



Emulated Virtual Environment
Next Generation

EVE-NG Professional Cookbook

Version 1.0

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Preface

When I first heard about EVE-NG I was skeptical. Back then I used to Lab mainly with ESX by deploying many virtual Devices and connecting them manually by separate vSwitches for Point-to-Point connections. The Problem with that was, that it was extremely time-consuming and did not scale - for every new Device I had to create multiple vSwitches to interconnect them with the virtual Machines - a Nightmare. I was in the middle of my JNCIE-Exam-Prep when I first saw EVE-NG on Twitter - I downloaded the Community Edition, which was the only Edition back then and I was amazed how easy Labbing all of a sudden was. No more deploying of vSwitches to interconnect nodes and boy did it Scale...

If you follow me on Twitter you know, that I'm one of the hardest Juniper Fanboys and of course my Goal was to "Juniperize" EVE. I started to get in touch with UD and Alain and found myself into the Position as one of the Juniper Test Guys. Meanwhile I added nearly all Juniper related Devices (including vSRX and JATP) and I still test a Lot - but now on EVE-Pro.

The Pro-Edition was a big step forward for the Project. It added some nice Features like "hot-add-interconnect" and the Ability to use EVE-NG with multiple Users. Especially Companies will love EVE as it is THE Solution for Labs and PoC's. I have successfully run over 30 PoC's in EVE and over 100 Labs (Job-Related and Personal Labs) - and I still enjoy it every day thanks to EVE and the amazing Team behind it. When the Guys asked me to write the Introduction I was of course honored and now this Book is finally coming out to help you on your Quest to Setup, Run and Manage EVE-NG in a lot of possible ways.

Well - enough from my Side. I hope you enjoy this Cookbook and use it wisely for your Everyday EVE Work. If you have Problems there is always the EVE-Forum and Live-Helpdesk - you will also find me there from time to time ;)

I wish you happy reading and if you think, that this Product is amazing feel free to support it by buying the PRO-Edition or Donating a bit – it helps to expand this already cool Product even more and it also honors all the work that the Guys spent in it.

Christian Scholz
@chsjuniper

1 Introduction

1.1 What is EVE-NG?

To describe what **Emulated Virtual Environment – Next Generation (EVE-NG)** is without solely stating dry facts about features, we need to elaborate more on what EVE-NG can be used for and whom it would be useful for.

In some trivial dry words, EVE-NG gives you tools to use around virtual devices and interconnect them with other virtual or physical devices. Many of its features greatly simplify the usability, re-usability, manageability, interconnectivity, distribution and therefore the ability to understand and share topologies, work, ideas, concepts or simply “labs”. This can simply mean it will reduce the cost and time to set up what you need or it might enable you to do tasks you would not have thought could be done this simple.

1.2 What is EVE-NG used for?

This is the real question but there is no finite answer, the possibilities are almost limitless and depends on what you want to use it for.

It can be used for studying all kinds of technologies. You can learn about general technologies or vendor specific topics. You can test new technologies like network automation, SDN, etc.

It can be used to recreate corporate networks and test changes before putting them into production. You can create proof of concepts for clients. You can troubleshoot network issues by recreating them and e.g. use Wireshark to inspect packets.

It is not just for networking, EVE can be used to test software in simulated networks, test out security vulnerabilities of any kind, system engineering like LDAP and AD servers and many many more areas.

You could set it up to automate sandboxing unknown files/software and use software to analyse short and long-term behaviour for malicious intent much simpler than without EVE-NG.

The list of what EVE-NG can be used for could go on indefinitely, possibilities are limited by knowledge and imagination only. Both of which can be improved with EVE-NG.

To get a very small idea of what can be done with EVE-NG, check out the tested/[supported images](#) (many have not been tested, almost everything virtual should run on EVE-NG) and refer to section **16**.

EVE-NG helps you achieve what you want to and more.

1.3 Who is EVE-NG for?

EVE-NG is for everyone working in the Information Technology Sector, period.

It is for very large enterprise companies, training facilities, service providers, consultants, people who want to train themselves; it is for everyone, it is for YOU!

Use-cases that are more than worth it, almost priceless even, can be found everywhere.

The EVE-NG community version is free for everyone; while the paid professional version adds a few things that make your life easier. Almost everything can still be done with the free version, just less conveniently and therefore more time-consuming.

However with the free version, the possibility to train yourself with technologies, hone your skills and become an expert even with very no monetary possibilities. For some this is and has been life changing.

2 System requirements

EVE-NG is available in the OVA or ISO file format. The Open Virtual Appliance (OVA) format is an archive (TAR) which packages disks and configuration files that are used to describe a virtual machine. It can be used to deploy a VM in hypervisors like VMware Workstation, Player and ESXi. Please note that installing EVE as a Virtual Machine (VM) will mean any nodes deployed within EVE will be nested. Nested virtualization causes degraded performance in deployed nodes. This should be fine for lab purposes as long as the host meets or exceeds the resource requirements for the deployed nodes.

EVE-NG can also be installed directly on physical hardware, without a hypervisor, using the provided ISO image. This is referred to as a “bare metal” install and is the most recommended method of installing EVE-NG.

2.1 Hardware requirements

2.1.1 Minimal Laptop/PC Desktop system requirements

Prerequisites:

- CPU: Intel CPU supporting Intel® VT-x /EPT virtualization
- Operating System: Windows 7, 8, 10 or Linux Desktop
- VMware Workstation 12.5 or later
- VMware Player 12.5 or later

PC/Laptop HW requirements	
CPU	Intel i5/i7 (4 Logical processors), Enabled Intel virtualization in BIOS
RAM	8Gb
HDD Space	40Gb
Network	LAN/WLAN
EVE Virtual machine requirements	
CPU	4/1 (Number of processors/Number of cores per processor) Enabled Intel VT-x/EPT virtualization engine
RAM	6Gb or more
HDD	40Gb or more
Network	VMware NAT or Bridged network adapter

Note: Minimal PC Desktop/Laptop will be able to run small Labs. The performance and quantity of nodes per lab depend on the types of nodes deployed in the lab.

Example:

- IOL image-based nodes: up to 40-50 nodes per lab
- Dynamips image-based nodes: up to 20-25 nodes per lab
- vIOS image-based nodes: up to 8-10 nodes per lab
- CSRv1000 or XRv image-based nodes: up to 2-3 per lab

2.1.2 Recommended Laptop/PC Desktop system requirements

Prerequisites:

CPU: Intel CPU supporting Intel® VT-x /EPT virtualization
 Operation System: Windows 7, 8, 10 or Linux Desktop
 VMware Workstation 12.5 or later
 VW Ware Player 12.5 or later

PC/Laptop HW requirements	
CPU	Intel i7 (8 Logical processors), Enabled Intel virtualization in BIOS
RAM	32Gb
HDD Space	200Gb
Network	LAN/WLAN
EVE Virtual machine requirements	
CPU	8/1 (Number of processors/Number of cores per processor) Enabled Intel VT-x/EPT virtualization engine
RAM	24Gb or more
HDD	200Gb or more
Network	VMware NAT or Bridged network adapter

Note: PC Desktops/Laptops will be able to run small to medium Labs. Performance and quantity of nodes per lab depend on the type of nodes deployed in the lab.

Example:
 IOL image-based nodes: up to 120 nodes per lab
 vIOS image-based nodes: up to 20-40 nodes per lab
 CSR image-based nodes: up to 10 per lab

2.1.3 Virtual Server system requirements

Prerequisites:

CPU: Intel Xeon CPU supporting Intel® VT-x with Extended Page Tables (EPT)
 Operation System: ESXi 6.0 or later

Server HW requirements	
CPU	Recommended CPU 2x Intel E5-2650v3 (40 Logical processors) or better supporting Intel® VT-x with Extended Page Tables (EPT) Minimum CPU is any Intel Xeon CPU supporting Intel® VT-x with Extended Page Tables (EPT)
RAM	128Gb
HDD Space	2Tb
Network	LAN Ethernet

EVE Virtual machine requirements	
CPU	32/1 (Number of processors/Number of cores per processor) Enabled Intel VT-x/EPT virtualization engine
RAM	64Gb or more
HDD	800Gb or more
Network	vSwitch/VMnet

Note: Performance and quantity of nodes per lab depends from the type of nodes used in the lab.

Example:
 120 IOL image-based lab
 20 CSRv1000 image-based nodes per lab

2.1.4 Dedicated Server (bare) system requirements

Prerequisites:

CPU: Intel Xeon CPU supporting Intel® VT-x with Extended Page Tables (EPT)
 Operation System: Ubuntu Server 16.04.4 LTS x64

Server HW requirements	
CPU	Recommended CPU Intel E5-2650v3 (40 Logical processors) or better supporting Intel® VT-x with Extended Page Tables (EPT) Minimum CPU is any Intel Xeon CPU supporting Intel® VT-x with Extended Page Tables (EPT)
RAM	128Gb
HDD Space	2Tb
Network	LAN Ethernet

Note: Performance and quantity of nodes per lab depends from type of nodes used in the lab.

2.1.5 Nodes per lab calculator

It is recommended to use the “nodes per lab calculator” to achieve best performance and avoid overloading your EVE system.

https://docs.google.com/spreadsheets/d/1J6JIXHcid_A661grBOu73rjFOeoHPhGHI9iJb1zIQpE/edit#gid=0

2.2 Supported virtualization platforms and software

- VMware Workstation 12.5 or later
- VMware Player 12.5 or later
- VMware ESXi 6.0 or later

- Ubuntu Server 16.04 LTS as platform for bare metal

2.3 Unsupported hardware and systems

The following are currently not supported:

- AMD CPU based PC or Server
- VirtualBox virtualization
- Citrix XenServer
- Microsoft HyperV
- Ubuntu 17.X or 18.x as platform

 **Warning:** Using VMware vMotion or upgrading ESXi to the next version can break the structure of your EVE VM which may cause the license to become invalid.

3 Installation

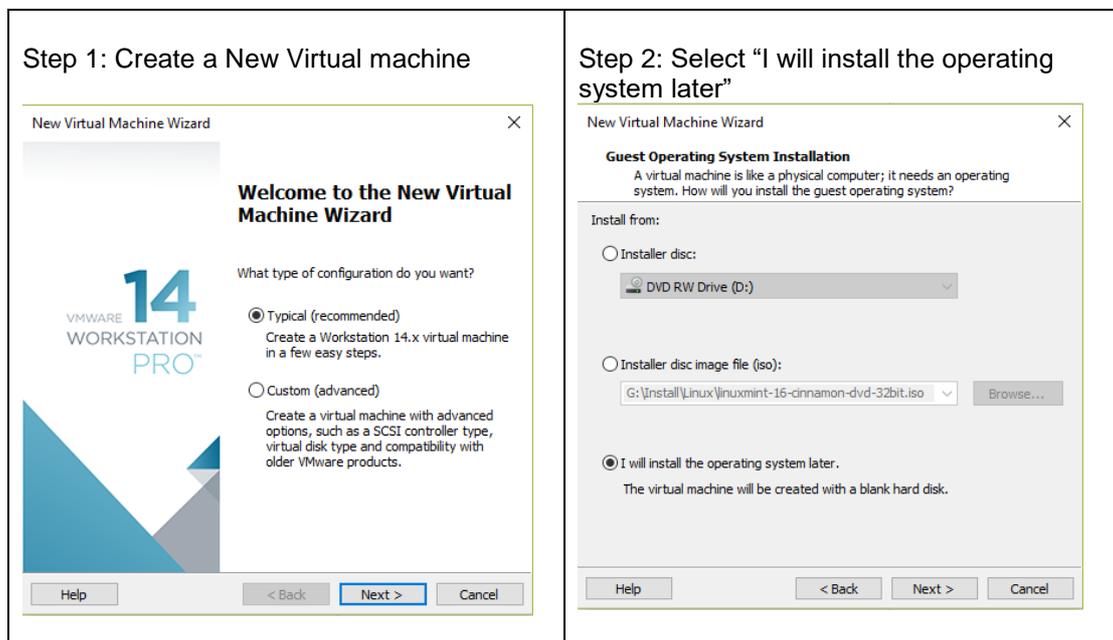
3.1 VMware Workstation or VM Player

3.1.1 VMware workstation EVE VM installation using ISO image (preferred)

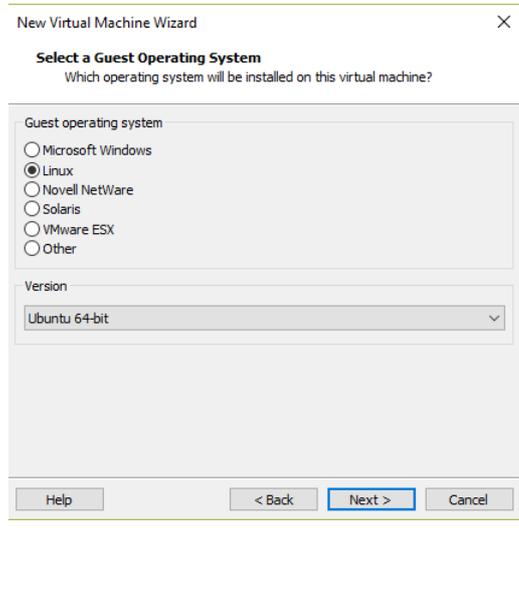
Download EVE-NG Professional ISO distribution image:

<http://www.eve-ng.net/downloads/eve-ng>

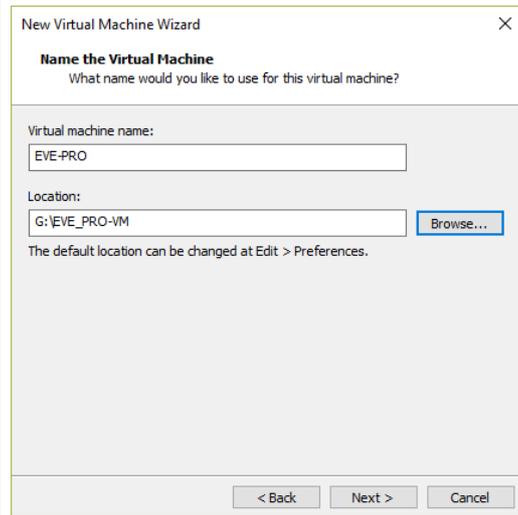
3.1.1.1 EVE VM Setup and Settings



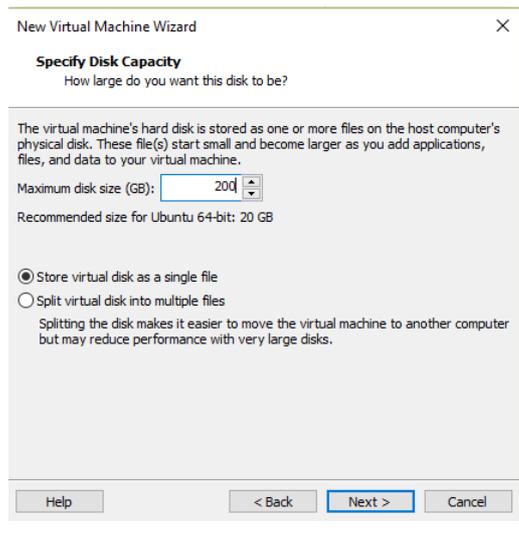
**Step 3: Select a Guest Operating system:
Linux and select the version: Ubuntu 64-bit**



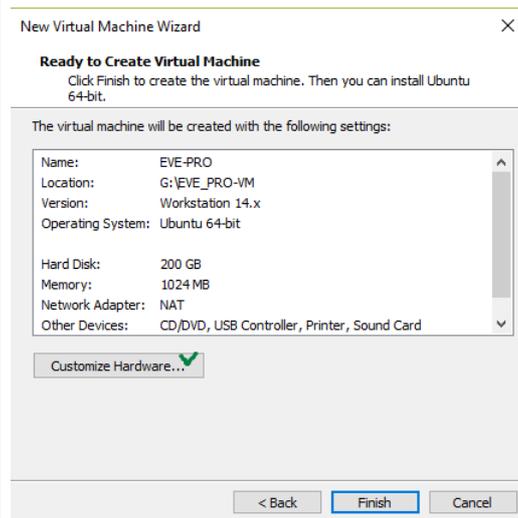
Step 4: Enter the name for your EVE-PRO VM and select Location where your EVE VM will be stored on the host PC.



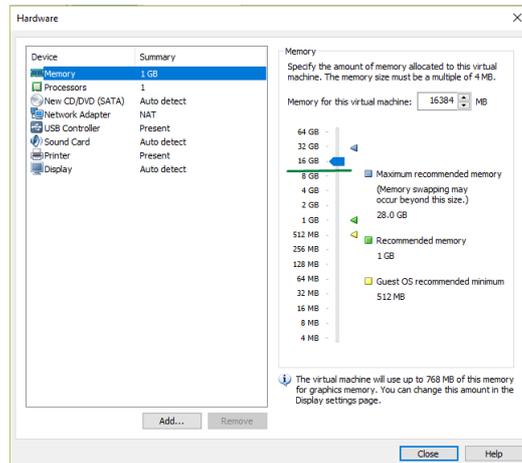
Step 5: Type your desirable HDD size and select "Store virtual disk as single file".



Step 6: Press Customize Hardware



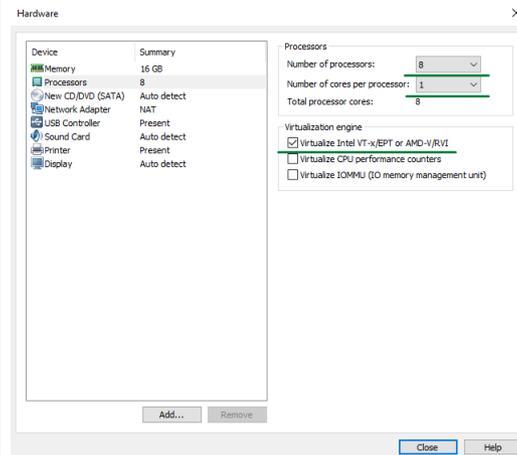
Step 7: Assign desirable memory



Step 8: Set Processors “Number of processors” and “Number of cores per processor”. Set Intel VT-x/EPT Virtualization engine to ON (checked).

NOTE: VMware Player will display only one CPU option: Number of processors.

NOTE: Plan your EVE CPU settings. After your EVE license has been received, only the “Number of processors” setting may be changed. Changing “Cores per socket” after a license request has been completed can cause EVE license issues

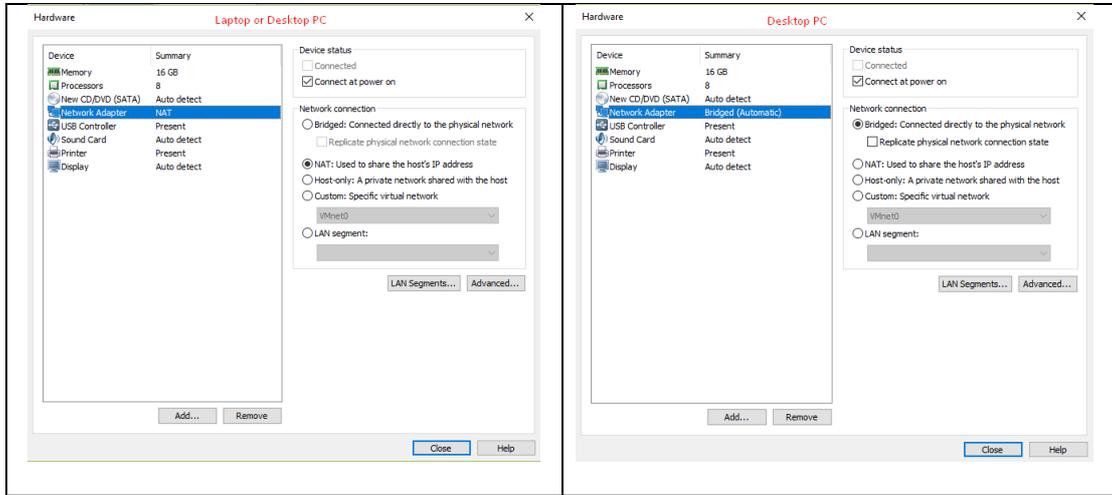


Step 9a: Select your desirable Network Adapter. Laptop PC

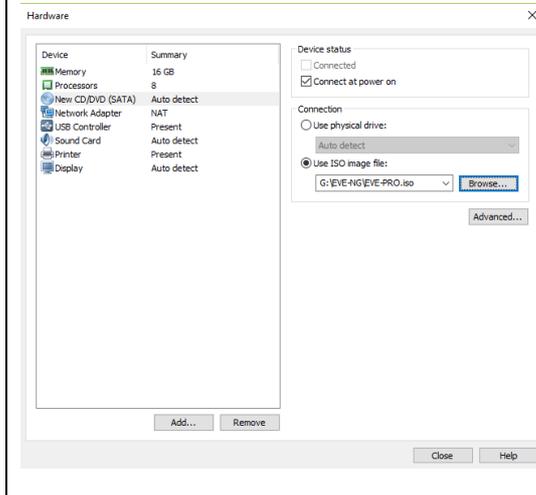
NOTE: It is recommended to choose the NAT adapter option for Laptops to avoid EVE management interface IP changes. This can happen anytime the laptop is connected to a different SSID

Step 9b: Select your desirable Network Adapter. Desktop PC

NOTE: Desktop PC EVE management interface can be either NAT or Bridged to home LAN subnet.



Step 10: Select CD/DVD Option: “use ISO image file.” Browse to your downloaded EVE-PRO.iso (actual name can be different) file



Step 11: Confirm VM Settings.

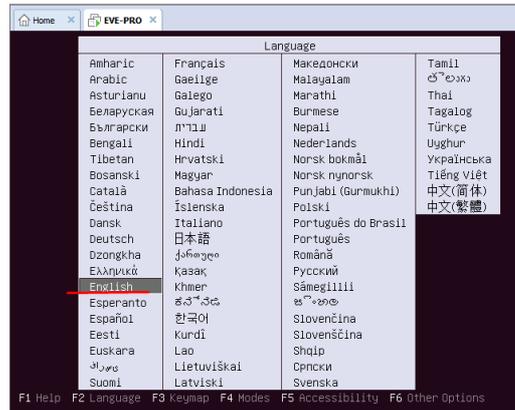
3.1.1.2 EVE-NG VM Installation steps

! Mandatory Prerequisites: Internet must be reachable from your PC and VMware. EVE ISO installation requires internet access to get updates and install the latest EVE-PRO version from the EVE-NG repository. DNS must work as well, to check it, do a named ping, for example ping www.google.com

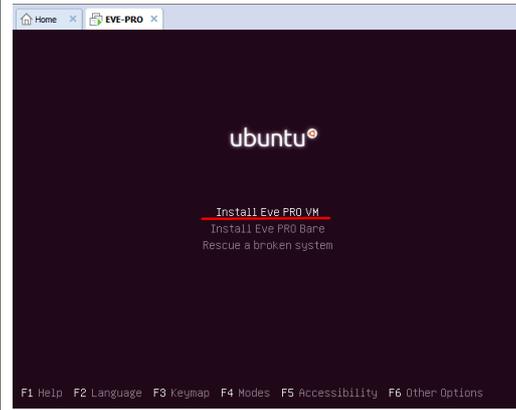
EVE VM Installation from ISO has 3 Phases

Phase 1 (Ubuntu installation)

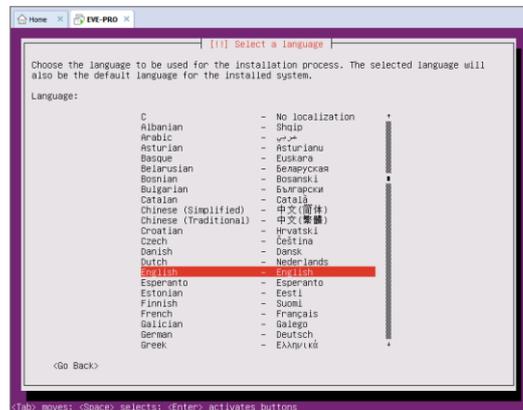
Step 1: Power ON EVE VM. Chose English and confirm with Enter.



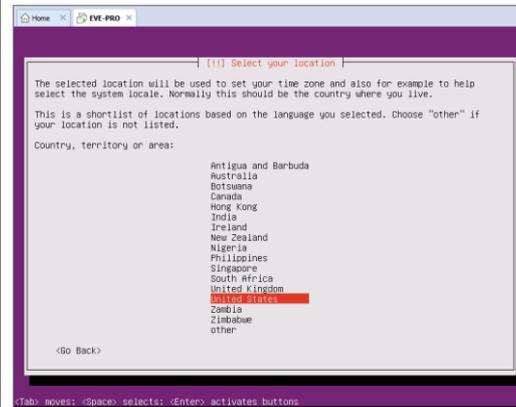
Step 2: Be sure that "Install EVE PRO VM" is highlighted. Confirm with Enter.



Step 3: Make sure that English is selected and confirm with Enter.



Step 4: You can select your own Location, or later, after management IP assignment, location will be set automatically. You can leave United States. Confirm with Enter.

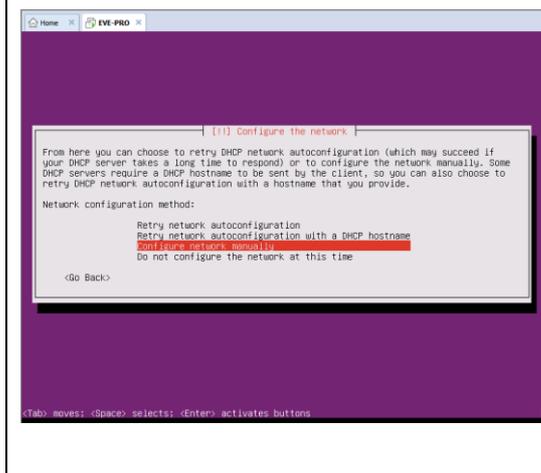


Step 5: DHCP ENABLED, EVEs hostname by default is eve-ng. You can change it if you wish. Using the Tab key select continue and confirm with Enter. Continue to **Step 14**

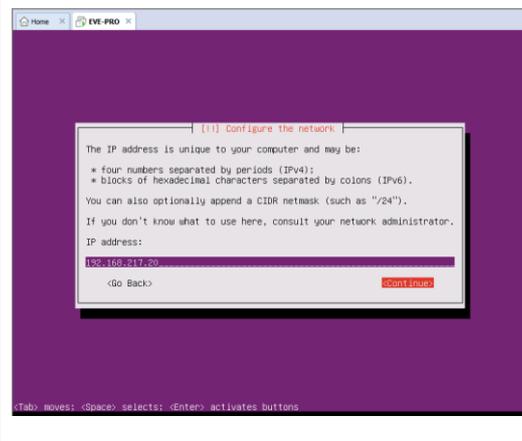
Step 6: DHCP DISABLED/Static IP setup. If you have not enabled DHCP in the network, you must assign an IP address manually. Confirm Continue with Enter.



Step 7: Confirm selection “Configure network manually” with Enter

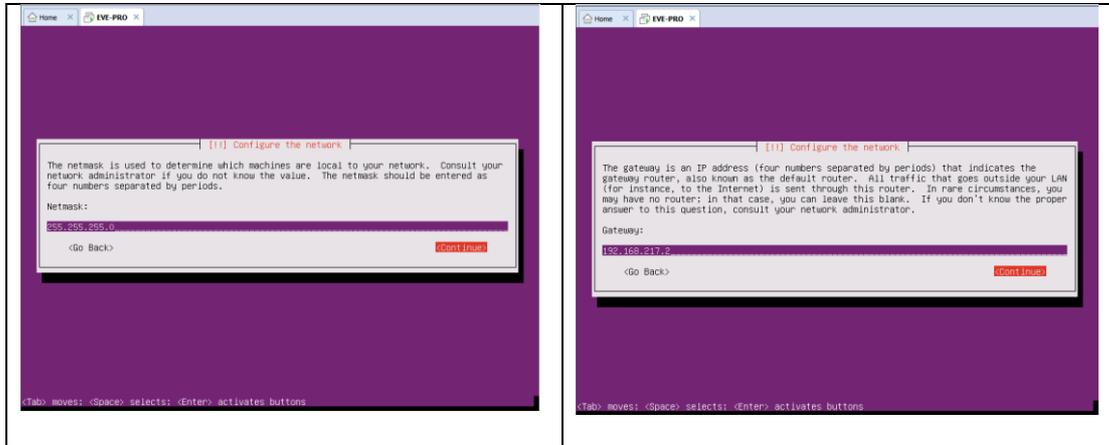


Step 8: Enter your desirable EVE management IP, using the Tab key select “Continue” and confirm with Enter

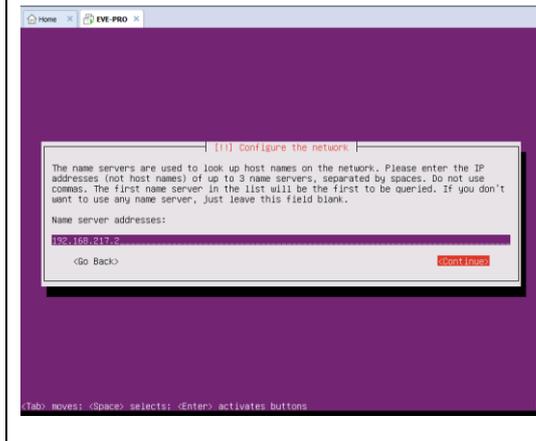


Step 9: Enter your subnet mask, using the Tab key select “Continue” and confirm with Enter

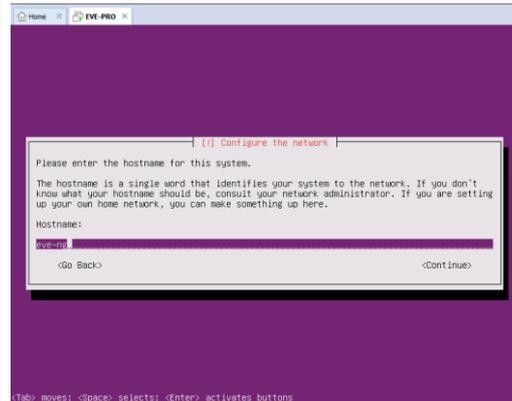
Step 10: Enter your Gateway IP, using the Tab key select “Continue” and confirm with Enter

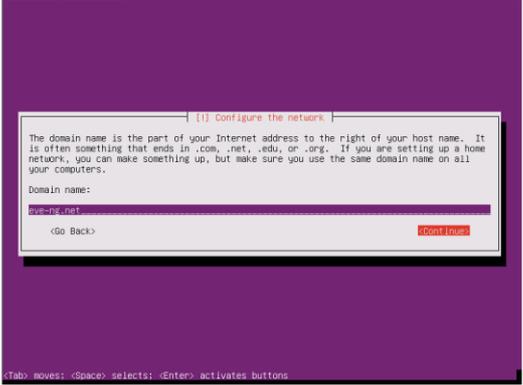
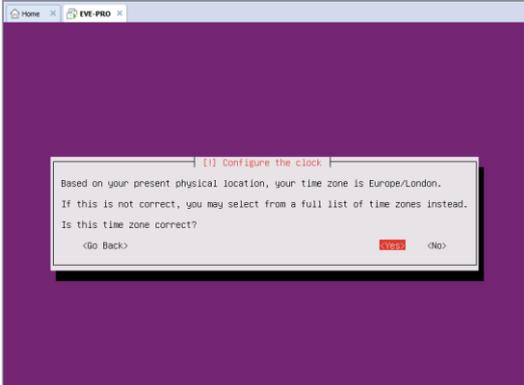


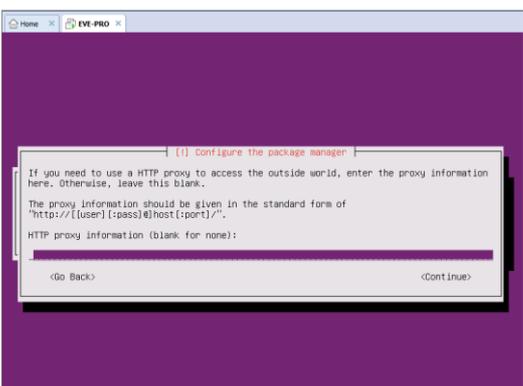
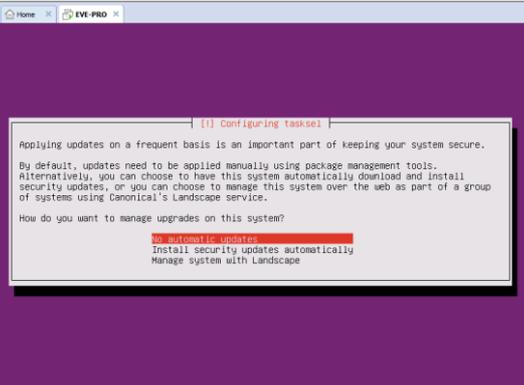
Step 11: **IMPORTANT**. The name server must be able to resolve public DNS entries and will be used during the next install steps. Enter your name server IP, using the Tab key select "Continue" and confirm with Enter



Step 12: EVEs hostname by default is **eve-ng**. It can be changed if you wish, using the Tab key select continue and confirm with Enter

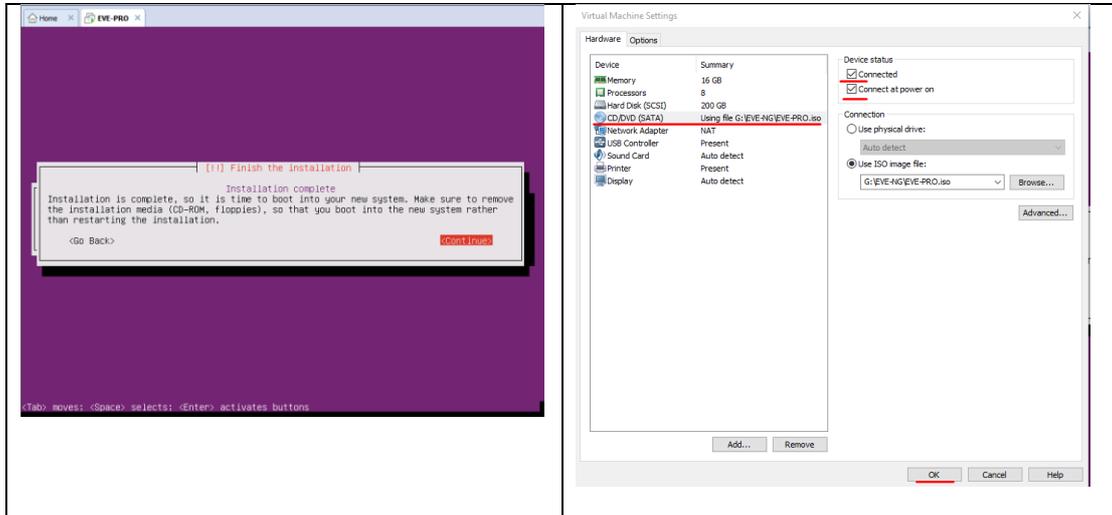


<p>Step 13: Enter your networks domain name. You are free to use anything you like, for example: eve-ng.net Using the Tab key select continue and confirm with Enter</p> 	<p>Step 14: If your DNS IP settings are correct, Ubuntu will detect your location automatically by connecting to Ubuntu servers. Confirm with Enter.</p> 
--	--

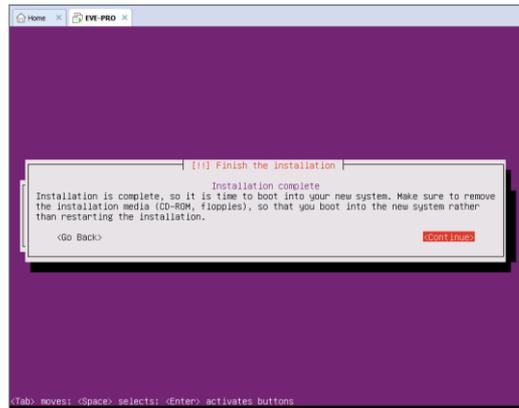
<p>Step 15: If you have a proxy in use for your internet access, enter your network proxy settings. If no proxy is used, select Continue with the Tab key and confirm with Enter.</p> 	<p>Step 16: Select no automatic updates and confirm with Enter. Security updates can later be run manually from EVE cli.</p> 
--	--

EVE VM Installation Phase 2 (EVE installation)

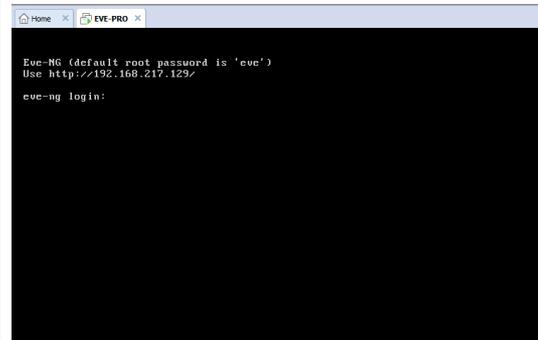
<p>Step 17: After the “Finish the installation” screen appeared, DO NOT remove CD ISO from the VM or hit Enter continue. First we have to verify that EVE is ready for the installation phase 2.</p>	<p>Step 18: Without powering off your EVE VM, open the EVE VM settings and make sure that CD/DVD ISO “Device status connected” and “Connect at power on” is checked. Confirm with OK.</p>
--	--



Step 19: Return to the EVE console screen and continue with Enter, the EVE VM will reboot and finish the installation phase 2



Step 20: Once the EVE login screen appears, login to the CLI with root/eve and continue with installation phase 3



EVE VM Installation Phase 3 (Management IP setup and updates)

Step 21: Setup EVEs Management IP address. A Static IP address setup is preferred.

Follow steps in section [3.4](#):

[3.4.1](#) for static IP, [3.4.2](#) for DHCP IP

Step 22: After your EVE is rebooted,

Login to the EVE CLI and type:

```
apt update
```

Step 23: After update, Step 22 is completed, continue by typing:

```
apt install eve-ng-dockers
```

It can take some time depending on your Internet connection speed.

Step 24: After Step 23 is completed and EVE CLI prompt back to cli,

Reboot EVE with type:

```
reboot
```

Step 25: Proceed to section 4 “Obtain EVE-NG Professional license”

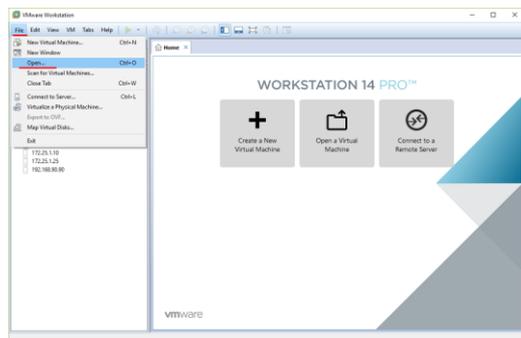
⚠ IMPORTANT NOTE: You must prepare and upload at least a couple of images to start building your labs. Refer to section 16

3.1.2 VMware workstation OVA deployment

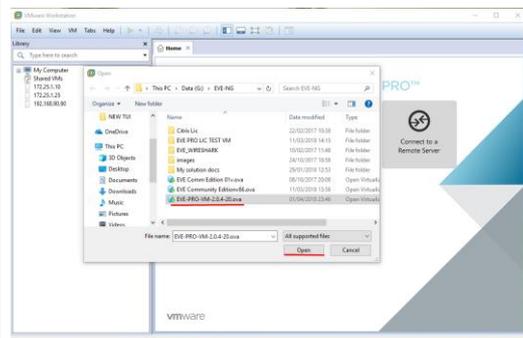
Download EVE-NG Professional OVA image:
<http://www.eve-ng.net/downloads/eve-ng>

3.1.2.1 Deployment and VM machine settings

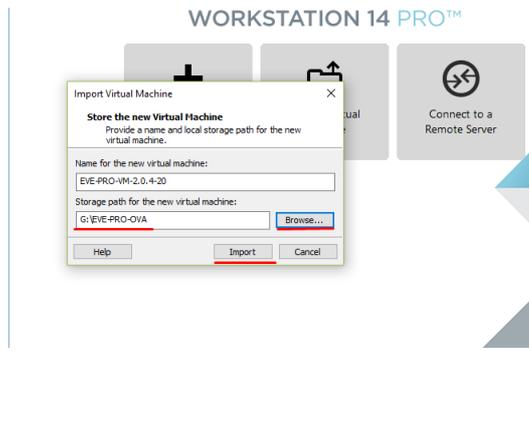
Step 1: VMware workstation or VM Player, Menu File/Open



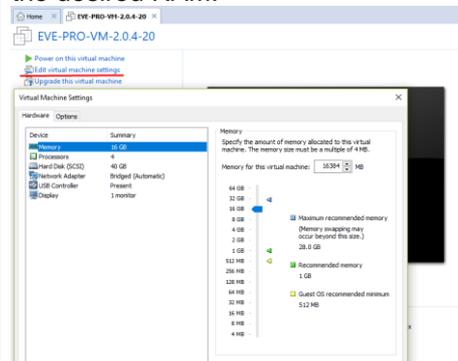
Step 2: Browse your downloaded EVE-PRO.OVA file, followed by Open



Step 3: Browse your desired EVE VM store destination followed by Import



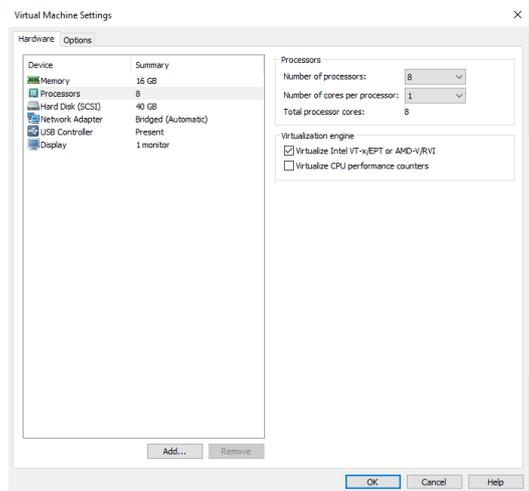
Step 4: Open your EVE VM Settings and set the desired RAM.



Step 5: **IMPORTANT** Set CPU Number of Cores and number of cores per processor. Set Intel VT-x/EPT Virtualization engine to ON (checked).

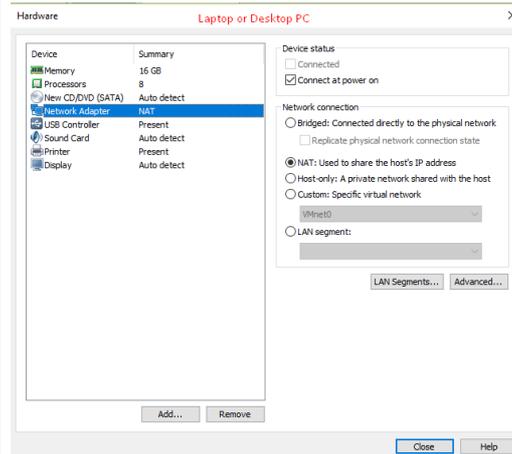
NOTE: VMware Player will display only one CPU option: Number of processors.

NOTE: Plan your EVE CPU settings. After EVE license is loaded, only “CPU Cores” settings can be changed. Changing “Cores per socket” after a license request has been completed can cause EVE license issues



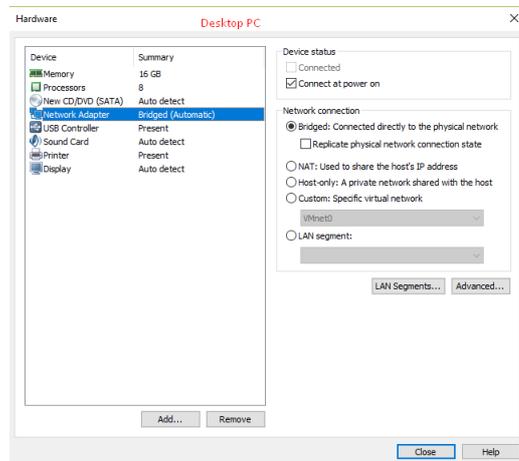
Step 6: **Laptop PC** Select your desirable Network Adapter.

NOTE: It is recommended to choose the NAT adapter option for Laptops to avoid EVE management interface IP changes. This can happen anytime the laptop is connected to a different SSID.



Step 7: Desktop PC Select your desirable Network Adapter.

NOTE: Desktop PC EVE management interface can be either NAT or Bridged to home LAN subnet.



Step 8: Power ON your EVE VM and follow Management IP setup instructions described in section **3.4.1** for Static IP or **3.4.2** for DHCP IP.

Step 9: Proceed to section **4** "Obtain EVE-NG Professional license"

⚠ IMPORTANT NOTE: You must prepare and upload at least a couple of images to start building your labs. Refer to section **16**

3.1.2.2 OVA VM update to the latest EVE version

Step 9: Make sure if your EVE OVA VM is up to date to the newest EVE version. Follow the steps described in section **5**.

3.1.2.3 OVA VM HDD Size expansion

⚠ IMPORTANT NOTE: **DO NOT expand** the current EVE OVA HDD. To expand your EVE system size, please follow Troubleshooting section **15.2**

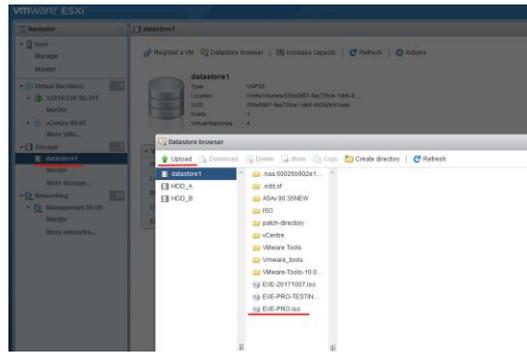
3.2 VMware ESXi

3.2.1 VMware ESXi EVE installation using ISO image (preferred)

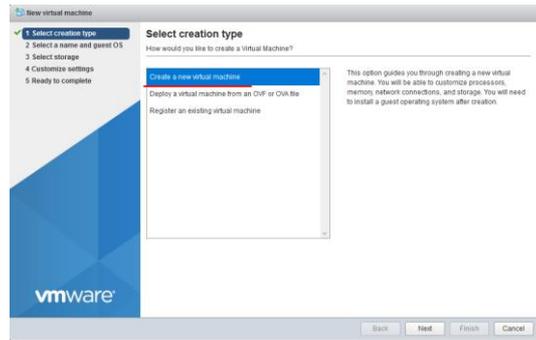
Download EVE-NG Professional ISO installation image:
<http://www.eve-ng.net/downloads/eve-ng>

3.2.1.1 EVE-NG ESXi VM Setup and Settings

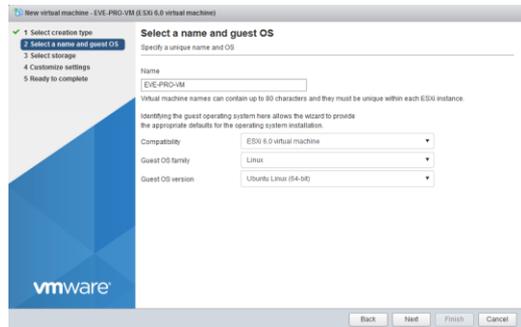
Step 1: Upload EVE ISO image to the ESXi store.



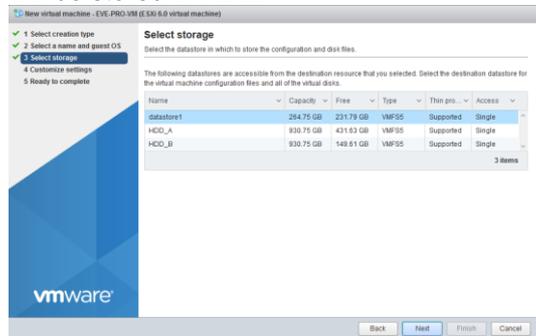
Step 2: Create NEW VM



Step 3: Enter the name for your EVE-PRO VM and select Guest Operating system Linux and version: Ubuntu 64-bit

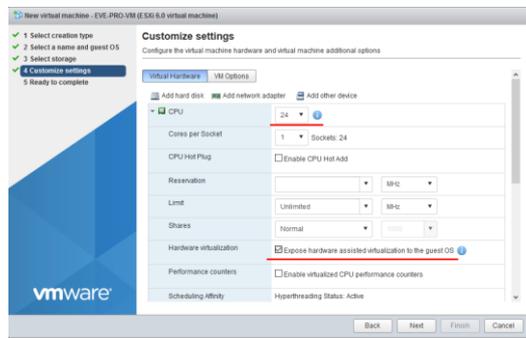


Step 4: Select Location where your EVE VM will be stored in HDD.

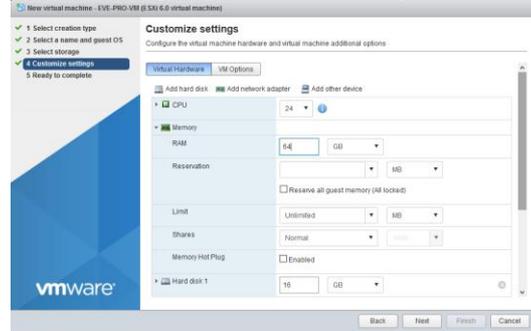


Step 5: **IMPORTANT** Customize your EVE VM CPU Settings. Set CPU Number of Cores and number of cores per processor. Set Intel VT-x/EPT Virtualization to ON (checked).

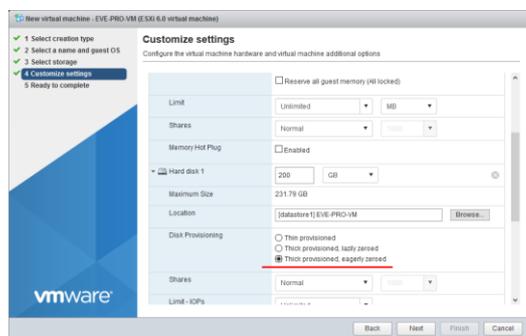
NOTE: Plan your EVE CPU settings. After EVE license is loaded, only “CPU Cores” settings can be changed. Changing “Cores per socket” after a license request has been completed can cause EVE license issues



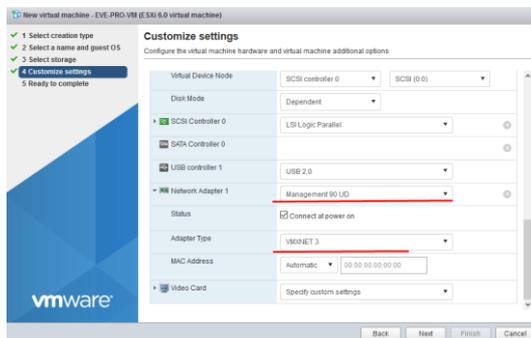
Step 6: Assign desirable RAM for your EVE



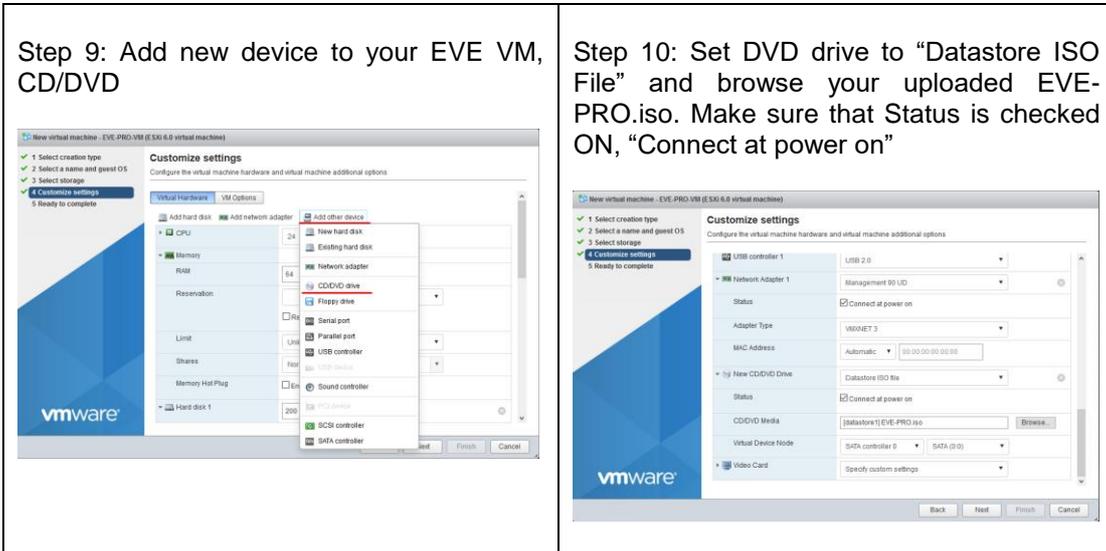
Step 7: Set the size of HDD for your new EVE VM. It is recommended to set “Thick Provisioned eagerly provisioned”. Server EVE HDD is recommended to set at least 500Gb



Step 8: Set your Management network. Adapter type VMXNET3



NOTE: Additional Network Adapters can be added for further use.

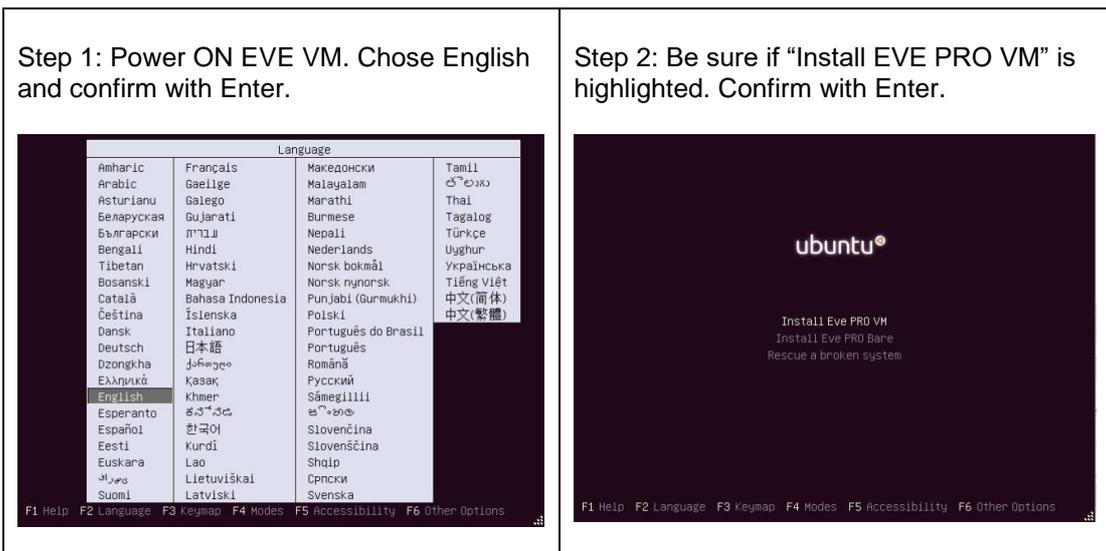


3.2.1.2 EVE-NG ESXi VM Installation steps

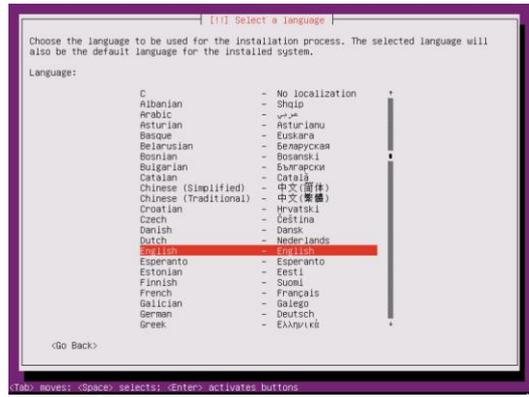
⚠ Mandatory Prerequisites: Internet must be reachable from your PC and VMware. EVE ISO installation requires internet access to get updates and install the latest EVE-PRO version from the EVE-NG repository. DNS must work as well, to check it, do a named ping, for example ping www.google.com

EVE ESXi VM Installation from ISO has 3 Phases

Phase 1 (Ubuntu installation)

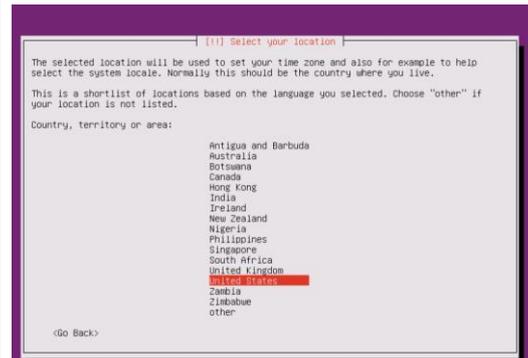


Step 3: Make sure if English is selected and confirm with Enter.



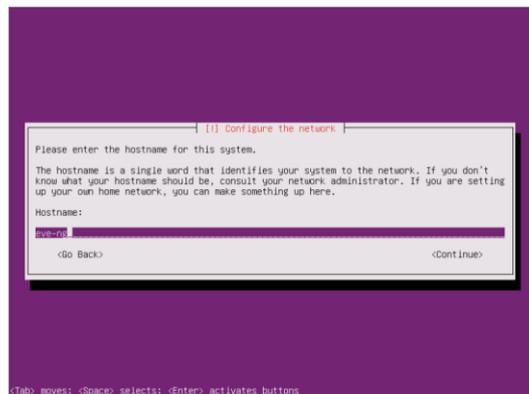
Tab: moves; Space: selects; Enter: activates buttons

Step 4: You can select your own Location, or later, after management IP assignment, location will be set automatically. You can leave United States. Confirm with Enter



Tab: moves; Space: selects; Enter: activates buttons

Step 5: DHCP ENABLED, EVEs hostname by default is eve-ng. You can change it if you wish. Using the Tab key select continue and confirm with Enter. Continue to Step 14



Tab: moves; Space: selects; Enter: activates buttons

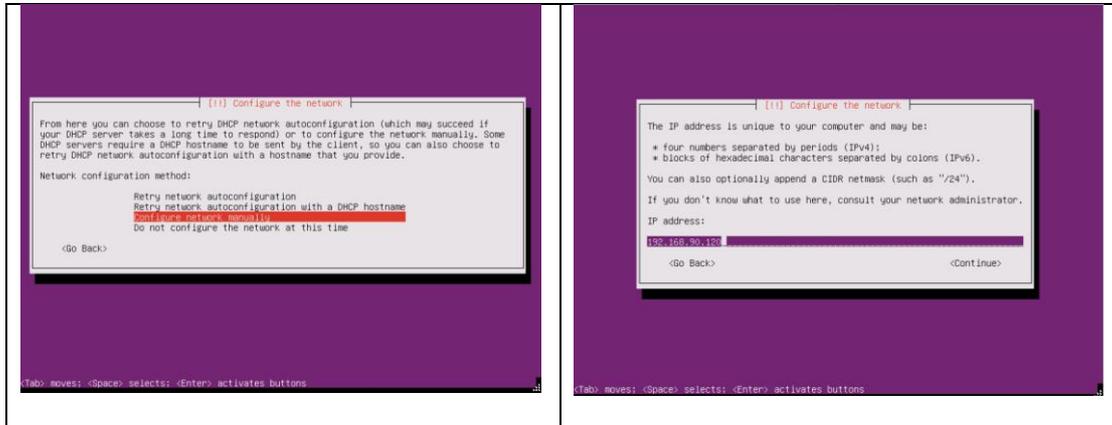
Step 6: DHCP DISABLED/Static IP setup. If you have not enabled DHCP in the network, you must assign an IP address manually. Confirm Continue with Enter.



Tab: moves; Space: selects; Enter: activates buttons

Step 7: Confirm selection "Configure network manually" with Enter

Step 8: Enter your desirable EVE management IP, using the Tab key select "Continue" and confirm with Enter



Step 9: Correct your subnet mask, using the Tab key select "Continue" and confirm with Enter

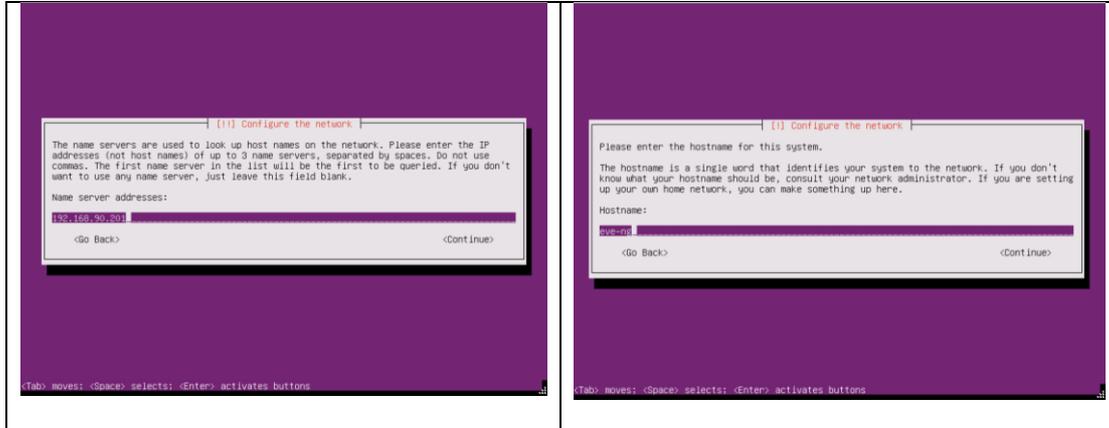


Step 10: Correct your Gateway IP, using the Tab key select "Continue" and confirm with Enter



Step 11: IMPORTANT. Name server must respond to the Internet and will be used during the next install steps. Enter your name server IP. Using the Tab key select "Continue" and confirm with Enter

Step 12: EVE hostname by default is **eve-ng**. It can be changed if you wish. Using the Tab key select continue and confirm with Enter



Step 13: Enter your network domain name. You are free to use any, for example: **eve-ng.net** Using the Tab key select continue and confirm with Enter

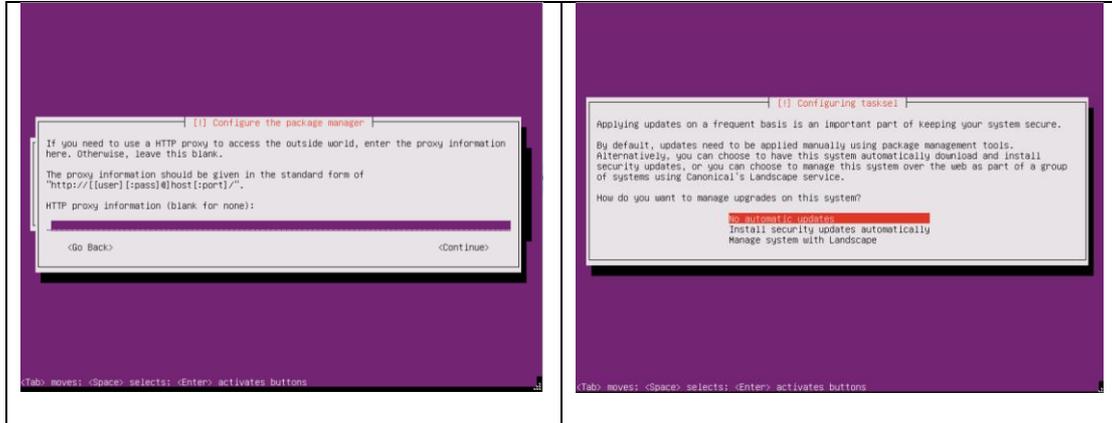


Step 14: If your DNS IP settings are correct, Ubuntu will detect your location from Internet. Confirm with Enter.



Step 15: If you have proxy in use for your internet, assign your network proxy settings. If no proxy in use, with Tab key select Continue and confirm with Enter.

Step 16: Select no automatic updates and confirm with Enter. Security updates can be run later manually from EVE cli.



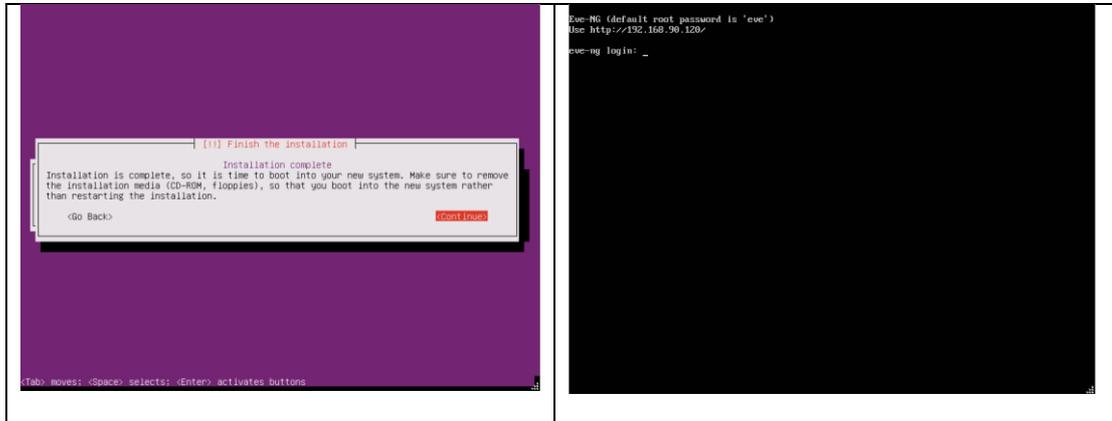
EVE VM Installation Phase 2 (EVE installation)

Step 17: After the “Finish the installation” screen appears, **DO NOT remove** CD ISO from VM or hit Enter continue. We have to verify settings for EVE installation Phase 2. Follow step 9.

Step 18: Without powering off the EVE VM, open the EVE VM settings and make sure that CD/DVD ISO “Device status connected” and “Connect at power on” is checked. Confirm with OK.

Step 19: Return back to EVE console screen and confirm Continue with Enter, EVE VM will reboot and continue Phase 2 installation

Step 20: Once EVE login screen appeared, login in CLI with **root/eve** and follow installation Phase 3



EVE VM Installation Phase 3 (Management IP setup and updates)

<p>Step 21: Setup EVE Management IP address. A Static IP address setup is preferred</p> <p>Follow steps in section 3.4.1 for static IP, 3.4.2 for DHCP IP</p>	<p>Step 22: After your EVE is rebooted, Login to EVE CLI and type:</p> <pre>apt update</pre>
---	--

<p>Step 23: After update, Step 22 is completed, continue with type:</p> <pre>apt install eve-ng-dockers</pre> <p>This can take some time depending on your Internet connection and disk speed.</p>	<p>Step 24: After Step 23 is completed and you are back on the EVE CLI prompt, reboot EVE by typing</p> <pre>reboot</pre>
--	---

Step 25: Go to section [4](#) to obtain a license for EVE-NG Professional

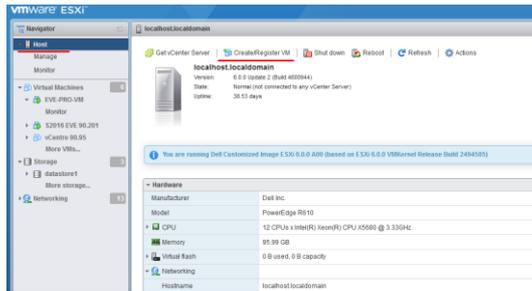
⚠ IMPORTANT NOTE: You must prepare and upload at least a couple of images to start building your labs. Refer to section [16](#)

3.2.2 VMware ESXi OVA deployment

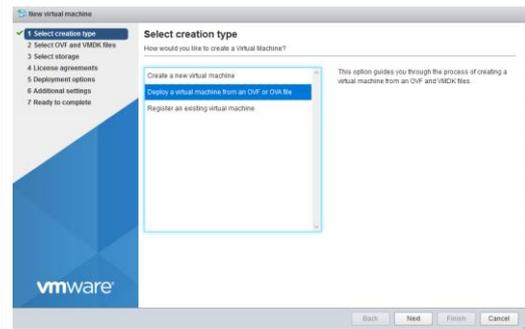
Download EVE-NG Professional OVA image:
<http://www.eve-ng.net/downloads/eve-ng>

3.2.2.1 ESXi OVA VM Setup and Settings

Step 1: ESXi Host, Create/Register VM



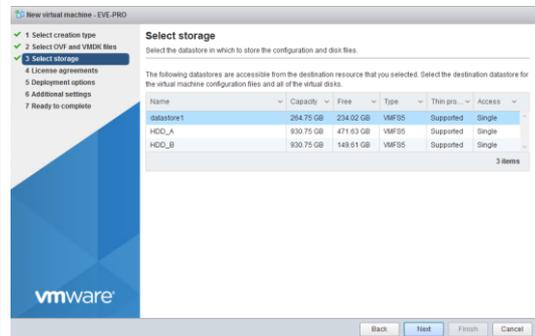
Step 2: Set option Deploy a virtual machine from an OVF or OVA file



Step 3: Type the name for your new EVE VM and browse to select your downloaded EVE OVA file



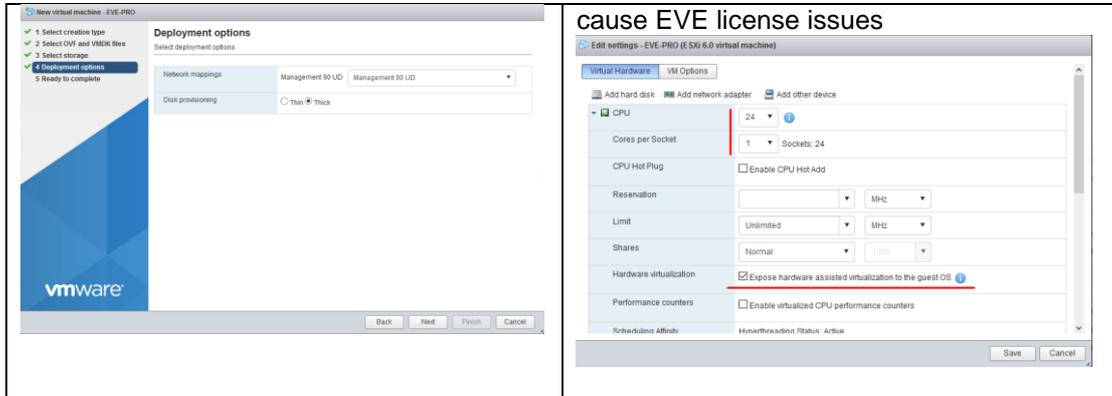
Step 4: Select the storage where your EVE VM will be deployed.



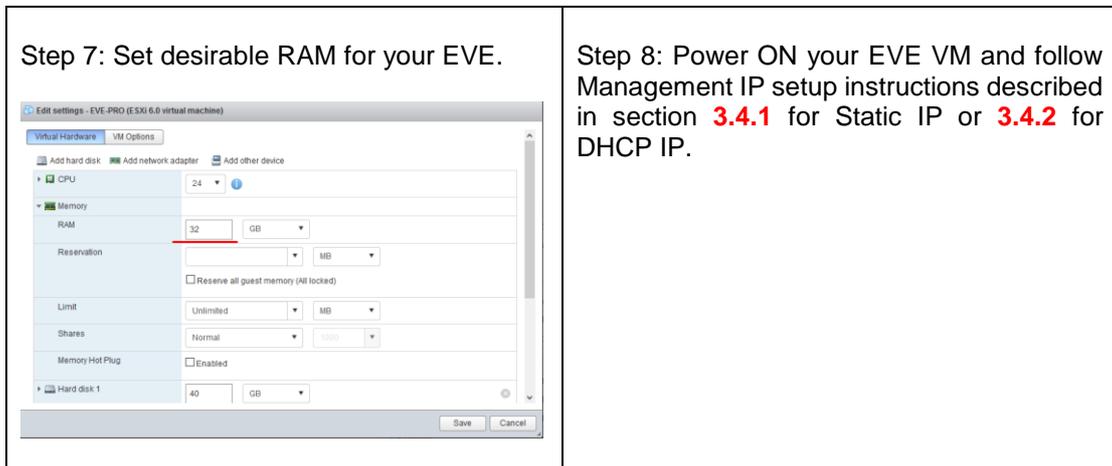
Step 5: Select your Management network and **Thick Disk provisioning**. EVE OVA HDD is only 40Gb large. It is recommended after installation to add extra HDD. Section **15.2**

Step 6: **⚠ IMPORTANT** Open VM Settings. Set the quantity of CPUs and number of cores per socket. Set Intel VT-x/EPT Hardware Virtualization engine to ON (checked).

NOTE: Plan your EVE CPU settings! After you received your EVE license, only the CPU quantity setting can be changed. Changing the "Cores per socket" after a license request has been completed can



cause EVE license issues



Step 7: Set desirable RAM for your EVE.

Step 8: Power ON your EVE VM and follow Management IP setup instructions described in section 3.4.1 for Static IP or 3.4.2 for DHCP IP.

Step 9: Proceed to section 4 “Obtain EVE-NG Professional license”

⚠ IMPORTANT NOTE: You must prepare and upload at least a couple of images to start building your labs. Refer to section 16

3.2.2.2 ESXi OVA VM update to the latest EVE version

Make sure that your EVE OVA VM is up to date with the newest EVE version. Follow the steps described in section 5 for upgrade instructions

3.2.2.3 ESXi OVA VM HDD Size expansion

⚠ NOTE: IMPORTANT! DO NOT expand the current EVE OVA HDD. To expand your EVEs system disk size, please follow the troubleshooting section 15.2

3.3 Bare hardware server EVE installation

Download Ubuntu Server 16.04.4 LTS ISO image:

<https://www.ubuntu.com/download/server>

! Mandatory Prerequisites: Internet must be reachable from your PC and VMware. EVE ISO installation requires internet access to get updates and install the latest EVE-PRO version from the EVE-NG repository. DNS must work as well, to check it, do a named ping, for example ping www.google.com

3.3.1 Ubuntu Server Installation Phase 1

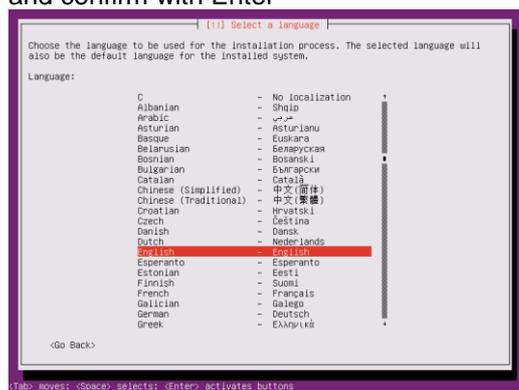
Step 1: Create a bootable DVD disk or USB flash drive with an Ubuntu server image. Boot your server from ISO. Make sure that English is selected, Confirm with Enter



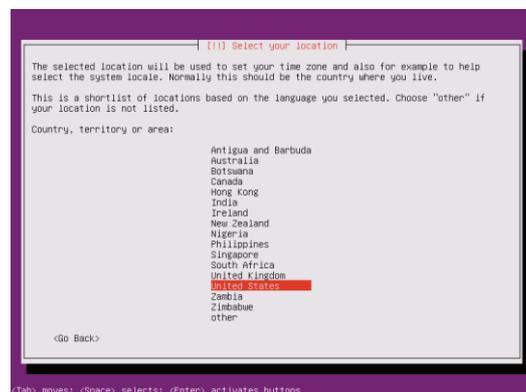
Step 2: Select the first Option “Install Ubuntu Server” Confirm with Enter



Step 3: Make sure that English is selected and confirm with Enter

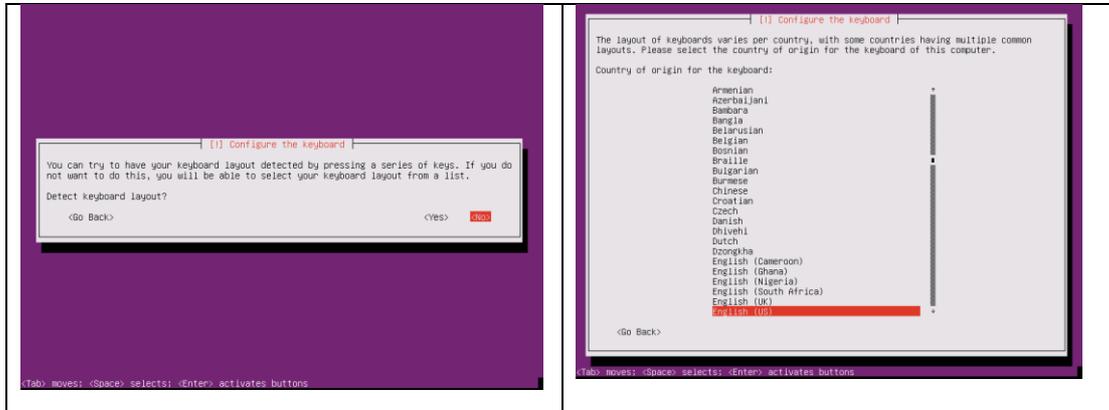


Step 4: You can select your own Location, or later, after management IP assignment, location will be set automatically. You can leave United States. Confirm with Enter.

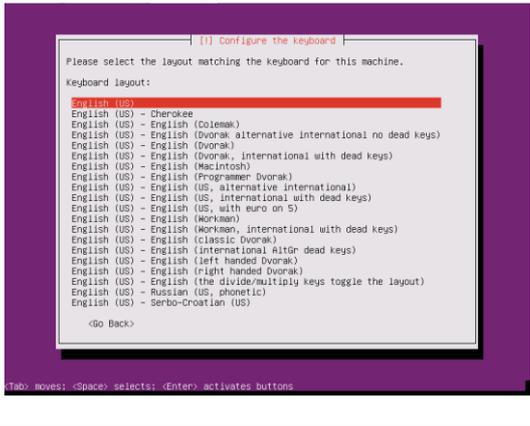


Step 5: Configure the keyboard, leave “No” selected and confirm with enter

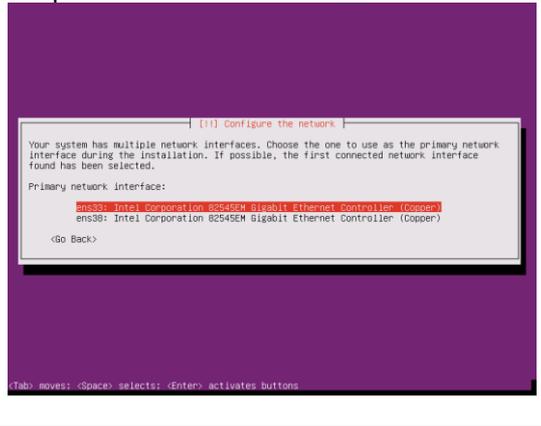
Step 6: Leave English (US) as selection, confirm with Enter



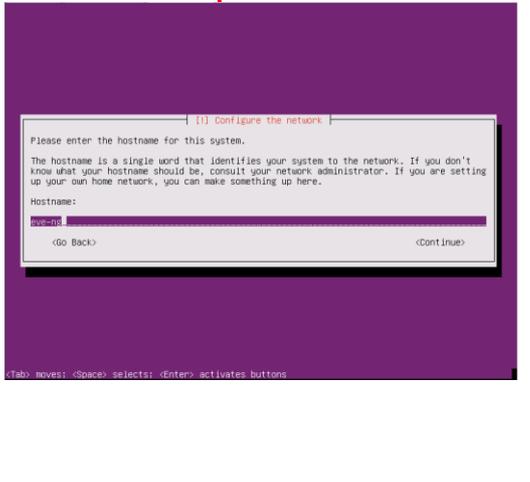
Step 7: Leave English (US) as selection and confirm with Enter



Step 8: Select your management network adapter and confirm with Enter



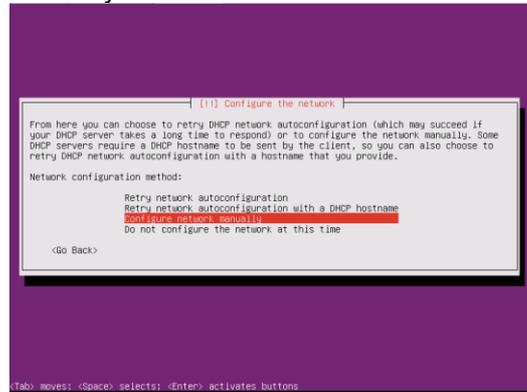
Step 9: DHCP ENABLED
Continue with **Step 16**



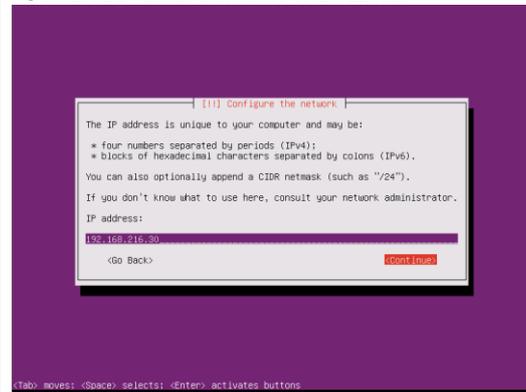
Step 10: DHCP DISABLED/Static IP setup.
If have not enabled DHCP in the network, you must assign an IP address manually. Continue with Enter.



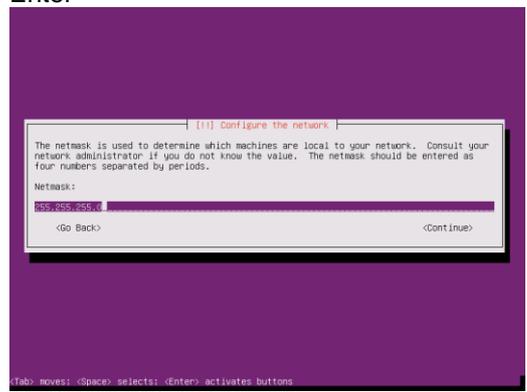
Step 11: Select "Configure network manually" and confirm with Enter



Step 12: Enter your desirable EVE management IP, using the Tab key select "Continue" and confirm with Enter



Step 13: Enter your subnet mask, using the Tab key select "Continue" and confirm with Enter



Step 14: Enter your Gateway IP, using the Tab key select "Continue" and confirm with Enter



Step 15: IMPORTANT: The name server must be able to resolve public DNS entries and will be used during the next install steps. Enter your name server IP, using the Tab key select "Continue" and confirm with

Step 16: Type your EVE server hostname, Example: eve-ng

Enter

[1] Configure the network

The name servers are used to look up host names on the network. Please enter the IP addresses (not host names) of up to 3 name servers, separated by spaces. Do not use commas. The first name server in the list will be the first to be queried. If you don't want to use any name server, just leave this field blank.

Name server addresses:
192.168.216.
<Go Back> <Continue>

<Tab> moves: <Space> selects: <Enter> activates buttons

[1] Configure the network

Please enter the hostname for this system.

The hostname is a single word that identifies your system to the network. If you don't know what your hostname should be, consult your network administrator. If you are setting up your own home network, you can make something up here.

Hostname:
eve-ng
<Go Back> <Continue>

<Tab> moves: <Space> selects: <Enter> activates buttons

Step 17: Type your domain name. You are free to use any. Example: eve-ng.net

[1] Configure the network

The domain name is the part of your Internet address to the right of your host name. It is often something that ends in .com, .net, .edu, or .org. If you are setting up a home network, you can make something up, but make sure you use the same domain name on all your computers.

Domain name:
eve-ng.net
<Go Back> <Continue>

<Tab> moves: <Space> selects: <Enter> activates buttons

Step 18: Type your Ubuntu username, Example: user

[1] Set up users and passwords

A user account will be created for you to use instead of the root account for non-administrative activities.

Please enter the real name of this user. This information will be used for instance as default origin for emails sent by this user as well as any program which displays or uses the user's real name. Your full name is a reasonable choice.

Full name for the new user:
user
<Go Back> <Continue>

<Tab> moves: <Space> selects: <Enter> activates buttons

Step 19: Select a username (e.g. "user") for your account and Continue

[1] Set up users and passwords

Select a username for the new account. Your first name is a reasonable choice. The username should start with a lower-case letter, which can be followed by any combination of numbers and more lower-case letters.

Username for your account:
user
<Go Back> <Continue>

<Tab> moves: <Space> selects: <Enter> activates buttons

Step 20: Enter a password for your new user

[1] Set up users and passwords

A good password will contain a mixture of letters, numbers and punctuation and should be changed at regular intervals.

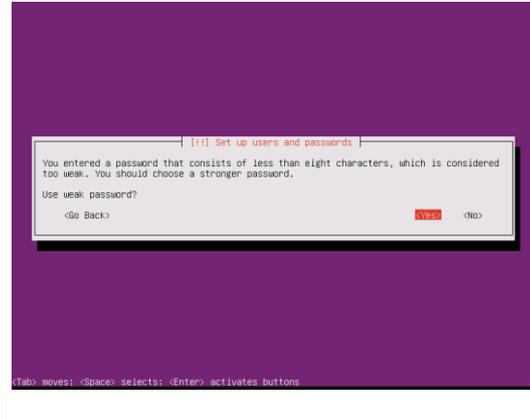
Choose a password for the new user:
Test123
[a] Show Password in Clear
<Go Back> <Continue>

<Tab> moves: <Space> selects: <Enter> activates buttons

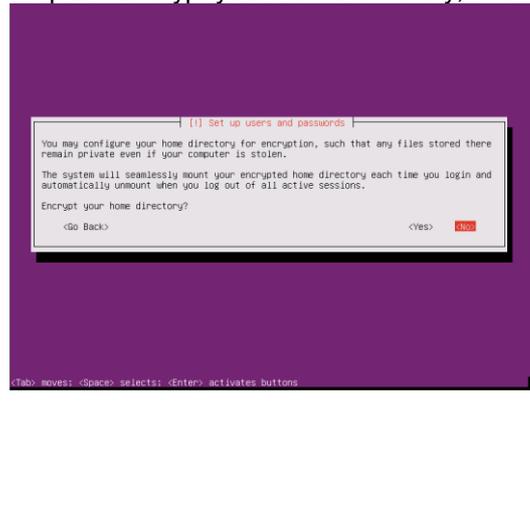
Step 21: Re-enter your password and continue



Step 22: If you want to use a weak password, click "Yes" on this screen.



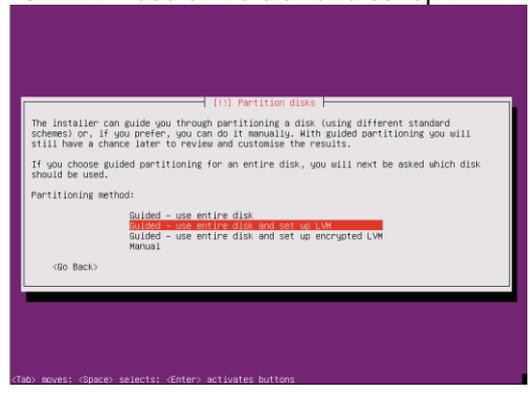
Step 23: Encrypt your Home directory, "No"



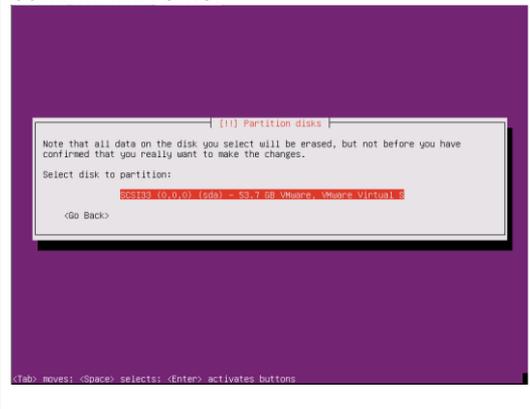
Step 24: If your DNS and internet are working properly, Ubuntu will automatically detect your location and timezone. Confirm your timezone and continue with enter



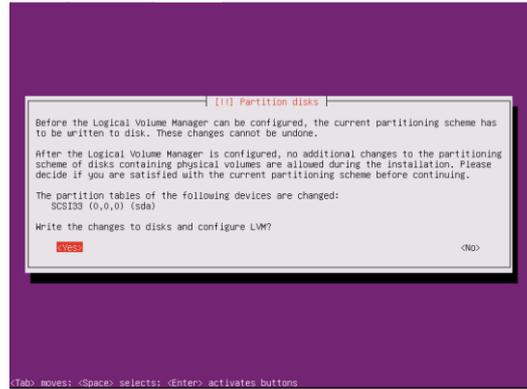
Step 25: Select HDD partitioning method "Guided – use entire disk and set up LVM"



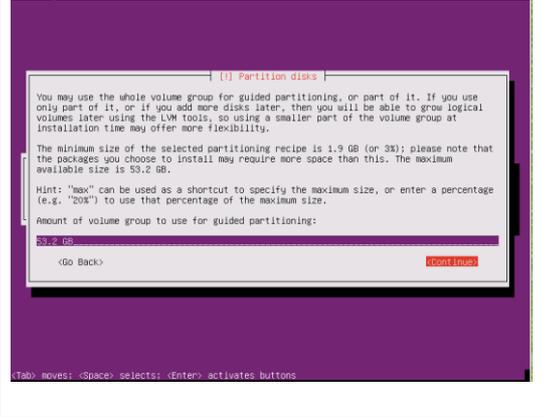
Step 26: Select your disk partition, and confirm with enter



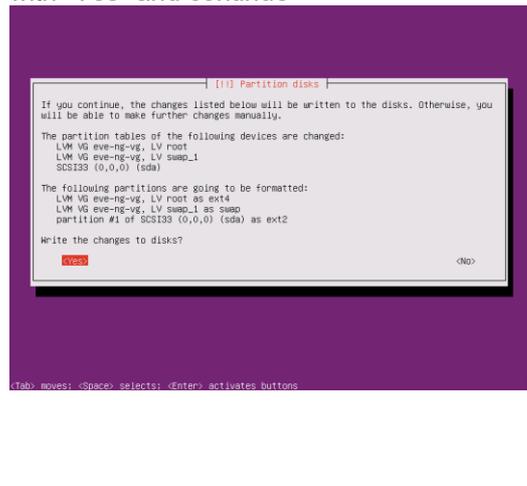
Step 27: Confirm write changes to disk with “Yes” and hit enter to continue



Step 28: Select the volume size and continue



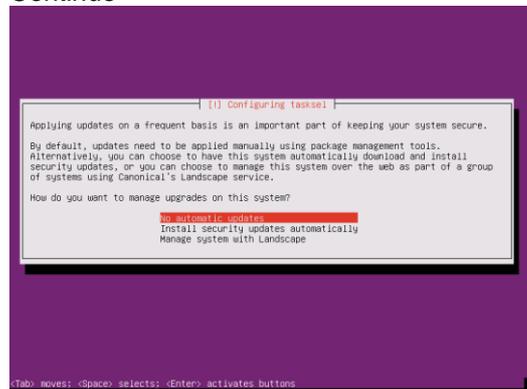
Step 29: Confirm write the changes to disk with “Yes” and continue



Step 30: If you have a proxy in use for your internet, enter your network proxy settings. If no proxy is used, use the tab key to select Continue and confirm with enter.



Step 31: Select “No automatic updates” and Continue

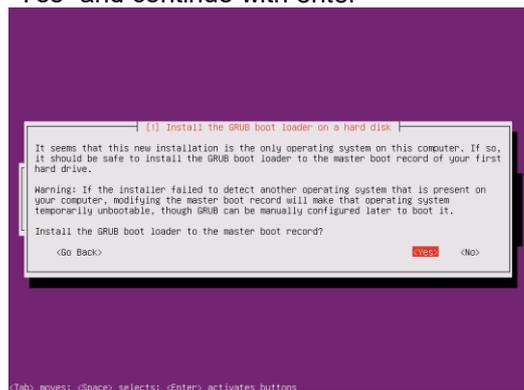


Step 32: Using the Arrow keys select “OpenSSH server” for installation and confirm with the Space key (*), continue with enter

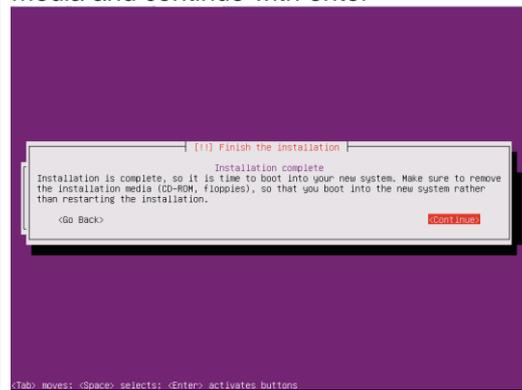




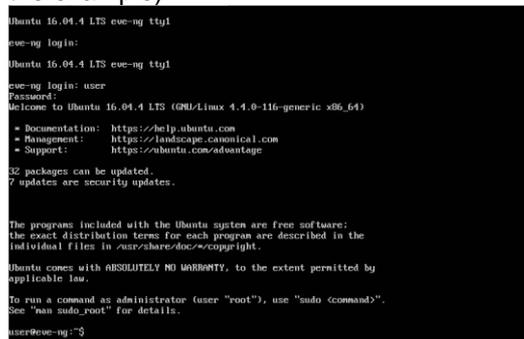
Step 33: Confirm “Install the GRUB bootloader to the master boot record” with “Yes” and continue with enter



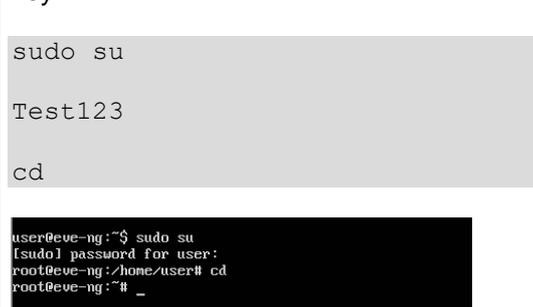
Step 34: REMOVE CD/DVD installation media and continue with enter



Step 35: Login in to your Ubuntu with the username created above (user/Test123 was the example)



Step 36: Continue as root user. Enter the commands below, each followed by the enter key.



Step 37: Create root password

Step 38: Verify and set your hostname if you haven't set it before

<pre>sudo passwd root</pre> <p>Repeat your desirable password twice; Example: eve</p> <pre>root@eve-ng:~# sudo passwd root Enter new UNIX password: Retype new UNIX password: passwd: password updated successfully root@eve-ng:~#</pre>	<pre>nano /etc/hostname</pre> <p>Edit it if necessary: eve-ng</p> <p>Confirm edit with ctrl+o followed by Enter And ctrl+x for Exit</p>
--	---

<p>Step 39: Verify your host settings</p> <pre>nano /etc/hosts</pre> <p>Your assigned static IP will be bound to your server hostname and domain</p> <pre>127.0.0.1 localhost 192.168.217.50 eve-ng.eve-ng.net eve-ng # The following lines are desirable for IPv6 capable hosts ::1 localhost ip6-localhost ip6-loopback ff02::1 ip6-allnodes ff02::2 ip6-allrouters</pre> <p>NOTE: in case if DHCP IP address is used, you will see 127.0.0.1 IP vs hostname</p> <p>Confirm edit with ctrl+o followed by enter And ctrl+x for Exit</p>	<p>Step 40: Edit permissions for root user to allow SSH access to EVE server</p> <pre>nano /etc/ssh/sshd_config</pre> <p>Find and edit PermitRootLogin to "yes"</p> <pre># Authentication: LoginGraceTime 120 PermitRootLogin yes_ StrictModes yes</pre> <p>Confirm edit with ctrl+o followed by enter And ctrl+x for Exit</p> <p>Restart ssh service:</p> <pre>sudo service ssh restart</pre>
--	---

Step 41: ⚠ IMPORTANT

SSH to your EVE server with Putty or any other telnet client program. Update the Ubuntu grub CMD Line with the following customized command. Make sure you enter this command below in a single line and confirm it with the enter key.

```
sed -i -e 's/GRUB_CMDLINE_LINUX_DEFAULT=.* /GRUB_CMDLINE_LINUX_DEFAULT="net.ifnames=0 noquiet"/' /etc/default/grub
```

Update GRUB, Followed by Enter

```
update-grub
```

⚠ WARNING: DO NOT REBOOT your Ubuntu/EVE yet, proceed to step 42!

Step 42: IMPORTANT

Rename your Server interface name to **eth0**

```
nano /etc/network/interfaces
```

Before edit:

```
# The primary network interface
auto ens33
iface ens33 inet static
    address 192.168.217.50
    netmask 255.255.255.0
    network 192.168.217.0
    broadcast 192.168.217.255
    gateway 192.168.217.2
    # dns-* options are implemented by the resolvconf package, if installed
    dns-nameservers 192.168.217.2
    dns-search eve-ng.net
```

After edit:

```
# The primary network interface
auto eth0
iface eth0 inet static
    address 192.168.217.50
    netmask 255.255.255.0
    network 192.168.217.0
    broadcast 192.168.217.255
    gateway 192.168.217.2
    # dns-* options are implemented by the resolvconf package, if installed
    dns-nameservers 192.168.217.2
    dns-search eve-ng.net
```

Confirm your edit with ctrl+o followed by enter
And ctrl+x to exit

Reboot the EVE server

```
reboot
```

3.3.2 EVE Installation Phase 2

Step 43: Obtain EVEs repository key with the following one-line command and hit enter

```
wget -O - http://www.eve-ng.net/repo/eczema@ecze.com.gpg.key | sudo apt-key add -
```

Step 44: Get the latest repository content with the line below and hit enter

```
apt-get update
```

Step 45: Enter the one-liner below to add EVEs repository and hit enter

```
sudo add-apt-repository "deb [arch=amd64] http://www.eve-ng.net/repo xenial main"
```

Step 46: Get the latest repository content again

```
apt-update
```

Step 47: Enter this one-liner followed by the enter key to start the installation

```
DEBIAN_FRONTEND=noninteractive apt-get -y install eve-ng
```

3.3.3 EVE Professional Installation Phase 3

<p>Step 48: After the installation is completed, reboot EVE and follow the Management IP setup instructions in section 3.4.1. It is strongly recommended for bare-metal installations to use a static IP address. After the IP address setup, continue with Step 49</p>	<p>Step 49: Update repositories:</p> <pre>apt update</pre>
---	--

<p>Step 50: Upgrade from the repositories:</p> <pre>apt upgrade</pre>	<p>Step 51: Reboot EVE</p> <pre>reboot</pre>
---	--

	NOTE: At this stage we have finished installing EVE Community version
--	---

<p>Step 52: Run EVE-NG Professional installation</p> <pre>apt install eve-ng-pro</pre>	<p>Step 53: Reboot</p> <pre>reboot</pre>
--	--

<p>Step 54: Update repositories</p> <pre>apt update</pre>	<p>Step 55: The following command will begin the second part of the EVE-NG Professional installation, confirm the installation with “y”</p> <pre>apt install eve-ng-dockers</pre>
---	---

<p>Step 56: Reboot</p> <pre>reboot</pre>	<p>Step 57: Continue to section 4 to obtain your EVE-NG Professional license</p>
--	--

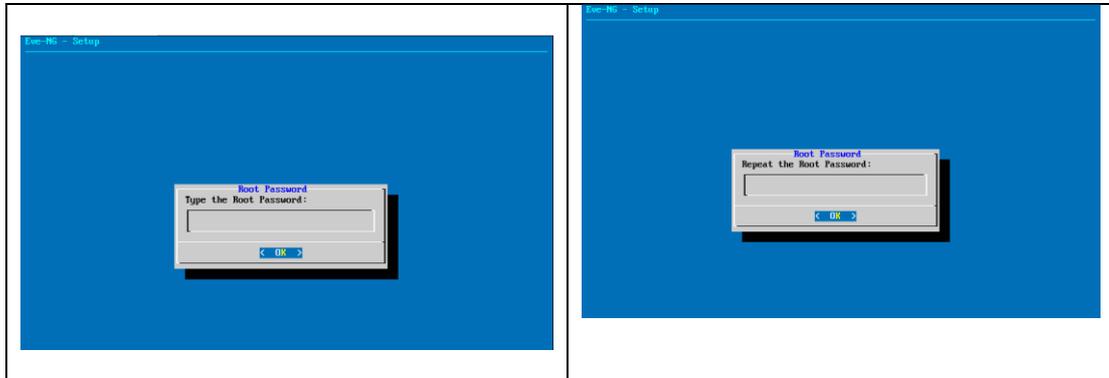
⚠ IMPORTANT NOTE: You must prepare and upload at least a couple of images to start building your labs. Refer section **16**

3.4 EVE Management IP Address setup

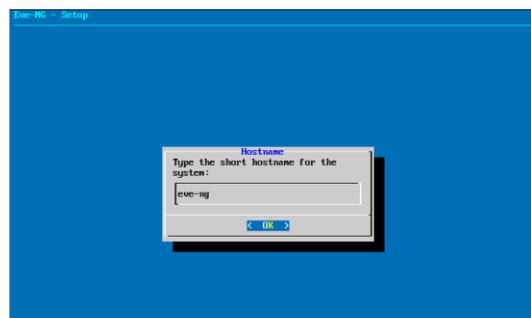
3.4.1 Management static IP address setup (preferred)

The steps below will walk you through the network setup and assign a static management IP for EVE.

<p>Step 1: Log into the EVE CLI using the default login root/eve After login, type your preferred root password for EVE, default is eve. Remember it for further use. Confirm with enter</p> <p>NOTE: Typed characters in the password field are not visible.</p>	<p>Step 2: Retype your root password again and confirm with enter.</p>
--	--



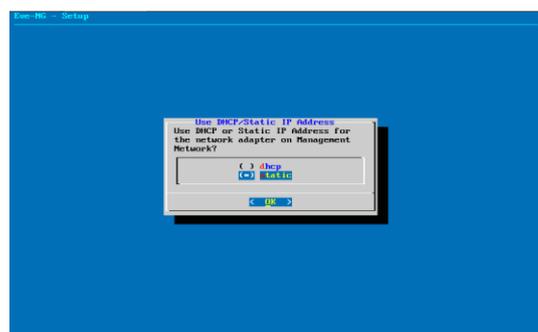
Step 3: Choose your EVE VMs hostname. By default, it is **eve-ng**. You can leave it as it is. Confirm with enter



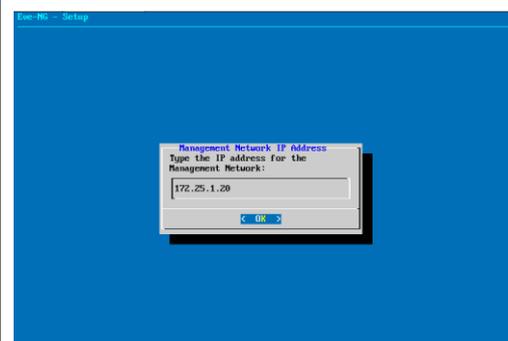
Step 4: Type your domain name for your EVE VM. By default, it is example.com. The default value can be used as well. Confirm with enter



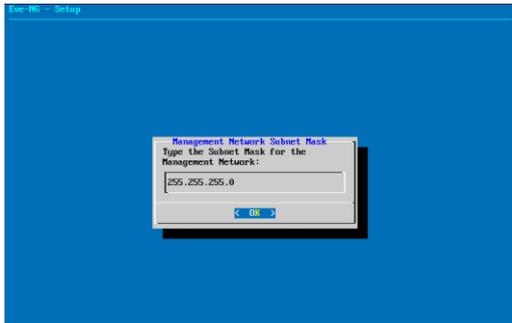
Step 5: Using the arrow keys, select the option "static", confirm your selection with the space key, followed by enter



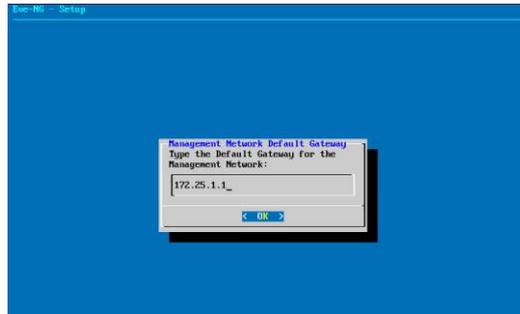
Step 6: Type your desirable EVE management IP. Confirm with enter.



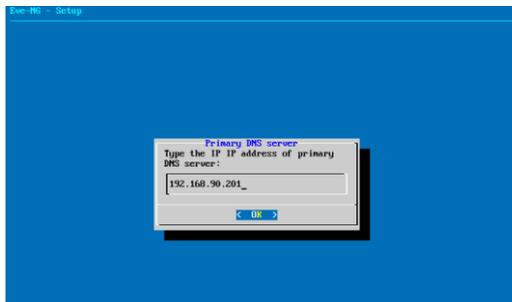
Step 7: Type the subnet mask of your EVE management network. Confirm with enter.



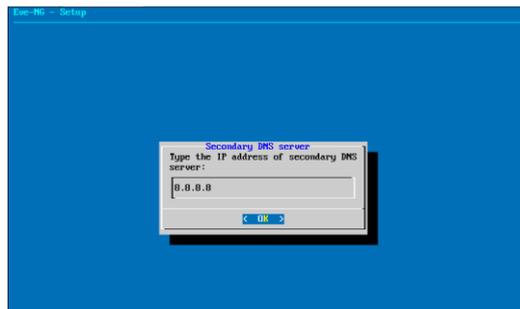
Step 8: Type your networks gateway IP. Confirm with enter.



Step 9: Type your networks primary DNS IP. Confirm with enter.
IMPORTANT: DNS must be reachable and resolve public addresses.

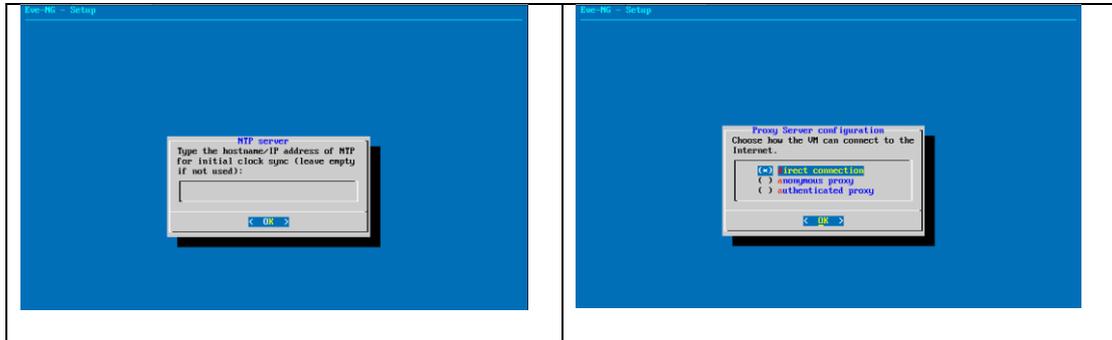


Step 10: Type your network Secondary DNS IP. Confirm with Enter.
IMPORTANT: DNS must be reachable and resolve public addresses.



Step 11: Type your preferred NTP server IP. It can be left empty as well; in this case, your EVE VM will automatically assign the time from its host.

Step 12: If you have a proxy in use for your Internet, select the respective proxy option and configure your proxy settings. By default, it is direct connection (no proxy). Confirm your selection with enter. EVE will reboot automatically.



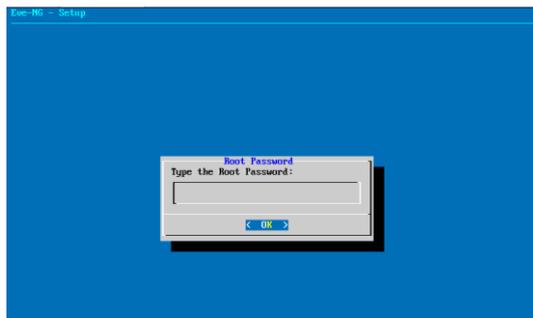
⚠ IMPORTANT NOTE: If you are setting up your management IP for the first time (fresh EVE installation), please return to the install section and complete installation phase 3.

3.4.2 EVE Management IP address setup via DHCP

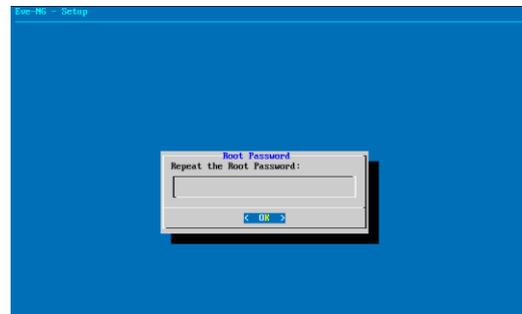
The steps below will walk you through the network setup and assign a management IP for EVE via DHCP.

Step 1: Log into the EVE CLI using the default login **root/eve**. After login, type your preferred root password for EVE, default is **eve**. **Remember it for further use.** Confirm with enter

NOTE: Typed characters in the password field are not visible.

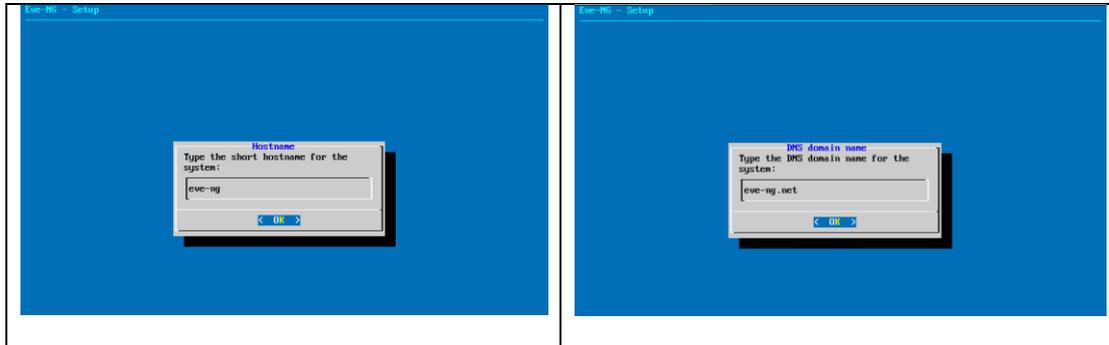


Step 2: Retype your root password again and confirm with enter.

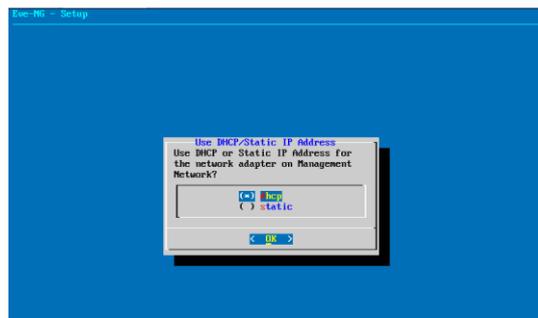


Step 3: Choose your EVE VMs hostname. By default, it is **eve-ng**. You can leave it as it is. Confirm with enter

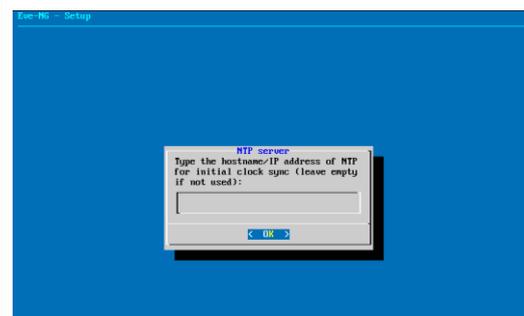
Step 4: Type your domain name for your EVE VM. By default, it is **example.com**. The default value can be used as well. Confirm with enter



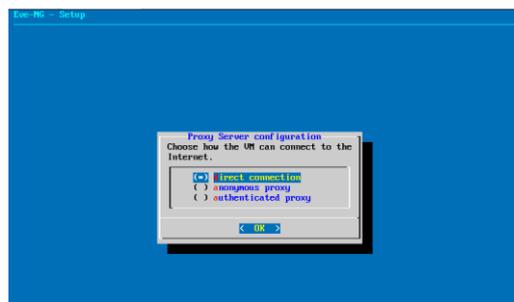
Step 5: Using the arrow keys, select the option “dhcp”, confirm your selection with the space key, followed by enter



Step 6: Type your preferred NTP server IP. It can be left empty as well; in this case, your EVE VM will automatically assign the time from its host.



Step 7: If you have a proxy in use for your Internet, select the respective proxy option and configure your proxy settings. By default, it is direct connection (no proxy). Confirm your selection with enter. EVE will reboot automatically.



- ⚠ **IMPORTANT NOTE:** If you are setting up your management IP for the first time (fresh EVE installation), please return to the install section and complete installation phase 3.

3.4.3 EVE Management IP address reset

If for any reason you need to change these settings after the installation, you can rerun the IP setup wizard. Type the following command in the CLI and hit enter:

```
rm -f /opt/ovf/.configured
```

Then reboot. Once you log into the CLI again, EVE will go through the network setup again. Please follow the steps in section [3.4.1](#) for Static IP or [3.4.2](#) for DHCP IP.

3.5 EVE-NG Community upgrade to EVE-NG Professional

3.5.1 Mandatory Prerequisites

- ⚠ **Mandatory Prerequisites:** Internet must be reachable from your PC and VMware. EVE ISO installation requires internet access to get updates and install the latest EVE-PRO version from the EVE-NG repository. DNS must work as well, to check it, do a named ping, for example ping www.google.com

3.5.1.1 EVE Community disk space

You must have enough HDD space available. The main eve--ng--vg-root partition must have at least 10GByte free space while the boot partition must have at least 50Mbyte. To check how much space is available on your HDD, enter the following command into the CLI of EVE:

```
df -h
```

```
root@eve-ng:~# df -h
Filesystem      Size  Used Avail Use% Mounted on
udev            7.9G   0 7.9G   0% /dev
tmpfs           1.6G   22M 1.6G   2% /run
/dev/mapper/eve--ng--vg-root 71G   29G  38G  44% /
tmpfs           7.9G   0 7.9G   0% /dev/shm
tmpfs           5.0M   0 5.0M   0% /run/lock
tmpfs           7.9G   0 7.9G   0% /sys/fs/cgroup
/dev/sda1      472M  155M 294M  35% /boot
root@eve-ng:~#
```

To free up space on the /boot, enter the following command, hit enter and confirm with “y”

```
apt autoremove
```

3.5.1.2 Verify current EVE Community version

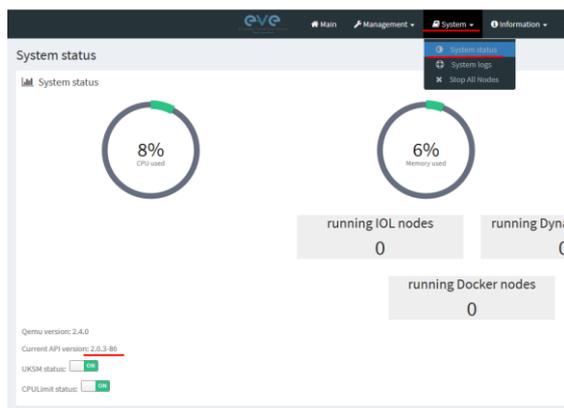
You have to make sure that your EVE Community Edition is of version (v2.0.3-86) or later. You must be able to reach the internet from your PC, VMware or Server.

To check your current EVE-NG version, enter the following command

```
dpkg -l eve-ng
```

```
root@eve-ng:~# dpkg -l eve-ng
Desired=Unknown/Install/Remove/Purge/Hold
| Status=Not/Inst/Conf-files/Unpacked/halF-conf/Half-inst/trig-aWait/Trig-pend
|/ Err?=(none)/Reinst-required (Status,Err: uppercase=bad)
||/ Name          Version          Architecture Description
+++-----+-----+-----+-----+
ii  eve-ng          2.0.3-86        amd64        A new generation software for network
```

You can also verify your current EVE version from the WEB GUI. Top menu bar, System, System status.



You can check the version number of the newest currently available Community version on the EVE-NG Community site: <http://www.eve-ng.net/community>.

3.5.1.3 Steps to upgrade to the latest EVE Community version

Type the following commands below and hit enter after each.

```
apt update
```

In case of any Y/N prompt, answer Yes.

```
apt upgrade
```

In case of any Y/N prompt, answer Yes.

```
reboot
```

3.5.2 Upgrading EVE Community to EVE-NG Professional

⚠ WARNING: Please be ready to purchase a license when upgrading, as you will not be able to start any nodes until a valid license has been activated on your EVE.

To upgrade to EVE-NG Pro, issue the following commands into the CLI of EVE followed by enter.

```
apt update
```

```
apt install eve-ng-pro
```

```
reboot
```

After the reboot continue with the below commands, followed by enter

```
apt update
```

```
apt install eve-ng-dockers
```

```
reboot
```

Continue to the EVE-NG Pro license purchase section of the website and follow the remaining instructions.

3.6 Native telnet console management setup

If you prefer to use a natively installed telnet client to manage nodes inside EVE, follow the steps below:

3.6.1 Windows Native Console

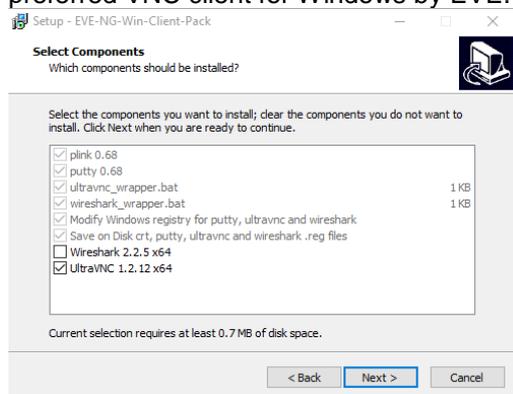
Step 1: Download the EVE Windows Client integration pack:

<http://www.eve-ng.net/downloads/windows-client-side-pack>

Step 2: Install it as administrator

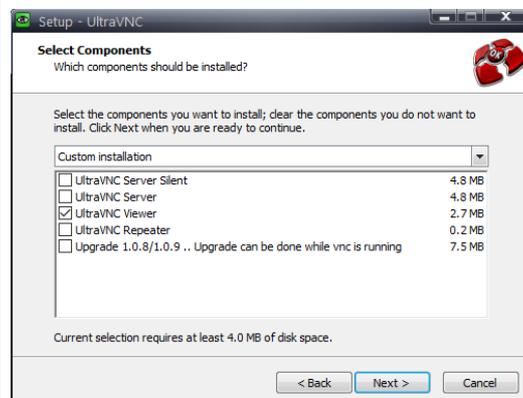


Step 3: Leave the option for UltraVNC checked. UltraVNC is very tiny and the preferred VNC client for Windows by EVE.



NOTE: The Wireshark option for EVE Professional is left unchecked, because

Step 4: Continue with Next. When it asks to choose Ultra VNC Options, only leave the UltraVNC Viewer checked, the rest is not needed.



Wireshark is already integrated into EVE PRO.	
Step 5: Continue with Next and finish the installation.	

By default, EVE Windows Client Integration will install **Putty** as your Telnet Client. The default location for the EVE Windows Client Integration software and .reg files is: "C:\Program Files\EVE-NG"

Set the default telnet program manually in Windows 10. Example: SecureCRT

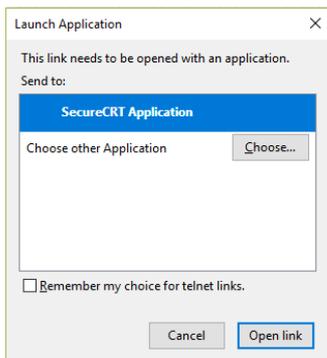
Step 1: Go to: Windows Settings/Apps/Default Apps/Choose Default Apps by Protocol

Step 2: Set your default Telnet program:



⚠ NOTE: The first time click on the type of link that is used to access a running node inside EVE via telnet, the browser will ask to choose the telnet program. If you have prepared your default telnet program with the instructions above, you have to choose your default Telnet program.

Example: Firefox browser:



Set your default application, check the box "Remember my choice telnet links" and click Open link

3.6.2 Linux Native Console

The steps below will show how to setup the native consoles pack for Linux Mint 18 (Ubuntu):

Step 1: Go to the EVE Linux Side integration pack download page:	Step 2: Open the link to GitHub
--	---------------------------------

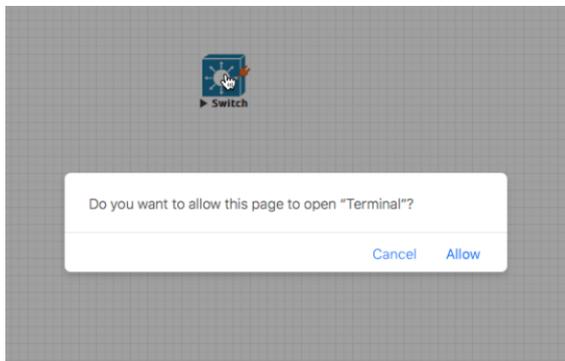
http://www.eve-ng.net/downloads/linux-client-side	https://github.com/SmartFinn/eve-ng-integration
<p>Step 3: Scroll down to the installation part</p> <p>Installation</p> <p>Ubuntu and derivatives</p> <p>You can install eve-ng-integration from the official PPA:</p> <pre>sudo add-apt-repository ppa:smartfinn/eve-ng-integration sudo apt-get update sudo apt-get install eve-ng-integration</pre>	
<p>Step 4: Login as root to your Linux system and enter the commands below:</p> <p>NOTE: An internet connection is required. Enter each command line below one after the other</p> <pre>sudo add-apt-repository ppa:smartfinn/eve-ng-integration</pre> <pre>sudo apt-get update</pre> <pre>sudo apt-get install eve-ng-integration</pre>	

⚠ For other Linux native console setup options please refer to: <https://github.com/SmartFinn/eve-ng-integration>

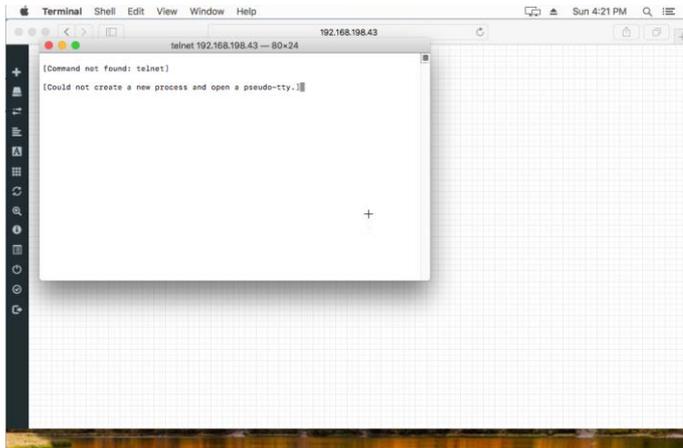
3.6.3 MAC OSX Native Console

Telnet Protocol:

OSX Sierra (and older releases) is ready to use for the telnet protocol.



For High Sierra, a telnet binary must be added (Apple decided to remove it and it is not present anymore on the latest OSX releases).



Procedure to install a previous telnet binary:

Download telnet and ftp binaries from eve: http://<your_eve_ip>/files/osx.zip

Step 1: Reboot the Mac and hold down the “Command” and “R” key simultaneously after you hear the start-up chime, this will boot OSX into Recovery Mode

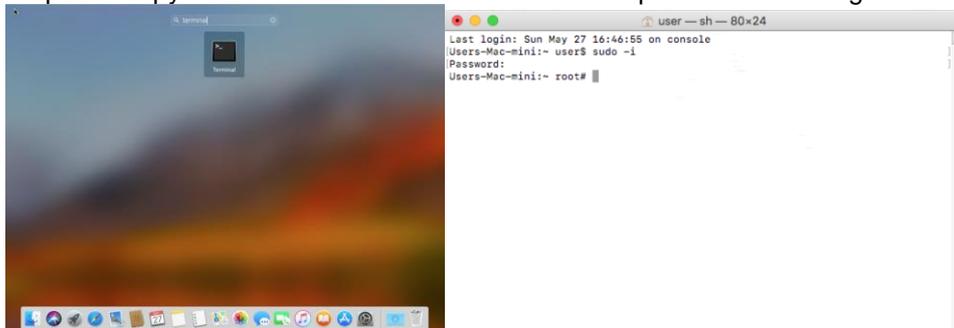
Step 2: When the “OSX Utilities” screen appears, pull down the ‘Utilities’ menu at the top of the screen instead, and choose “Terminal”

Step 3: Type the following command into the terminal then hit enter:

```
crutil disable; reboot
```

Step 4: When the OSX reboot is done, extract the osx.zip to your home directory

Step 5: Copy the files to /usr/bin and set the permissions using the terminal utility:



```
sudo -i
```

```
cp telnet ftp /usr/bin ; chmod 555 /usr/bin/telnet; chmod 555 /usr/bin/ftp
```

```
chown root:wheel /usr/bin/telnet /usr/bin/ftp
```

1. Reboot the Mac and hold down Command + R keys simultaneously after you hear the startup chime, this will boot OSX into Recovery Mode
2. When the “OSX Utilities” screen appears, pull down the ‘Utilities’ menu at the top of the screen instead, and choose “Terminal”

Type the following command into the terminal then hit enter:

```
crutil enable; reboot
```

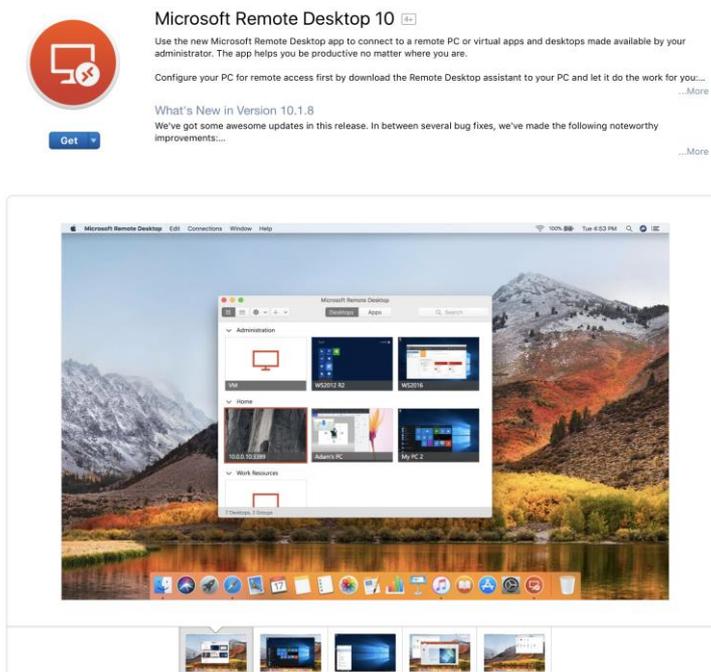
VNC Protocol:

Download Chicken of VNC at: <https://sourceforge.net/projects/chicken/files/Chicken-2.2b2.dmg/download>

Install and use it as default VNC Client

RDP Protocol:

Download and install the Microsoft Remote Desktop on the App Store:



3.7 Login to the EVE WEB GUI

Login to the EVE management UI:

http://<your_eve_ip>

Default user access:

User: admin

Password: eve

- ⚠ NOTE: You can change your EVE Admin password, please refer to section **7.3.1.2**
- ⚠ **IMPORTANT NOTE:** You must prepare and upload at least a couple of images to start building your labs. Refer to section **16**

4 EVE-NG Professional Licensing

EVE-NG Professional and Learning Centre editions require purchasing and uploading a license to activate its features. Licenses are based on an annual subscription.

EVE-NG permits up to 128 accounts to be created but restricts the number of simultaneous sessions per role to the licensed amount. To increase the number of active sessions, please purchase additional licenses on top of the base license as shown below.

⚠ Definition: Simultaneous session (1 license) means one active connection to the EVE-NG Web GUI.

License information	
Expiry Date:	20190507
Admins:	2
Editors:	0
Users:	0

Example1 EVE-Professional: The license information page shows 2 Admin accounts. This means 2 Admin role-based accounts can be logged into the Web GUI simultaneously. If a third Admin account logs into the Web GUI, the first active Admin session will be disconnected. Please note that the first Admin's labs will keep running. EVE-NG PRO can have up to 128 accounts, but active sessions to the Web GUI are restricted to the number of purchased licenses.

License information	
Expiry Date:	20190507
Admins:	2
Editors:	0
Users:	3

Example2 EVE Learning Centre: The license information page shows 2 Admin and 3 User role accounts. This means 2 Admin and 3 User accounts can be logged into the Web GUI simultaneously. If a fourth User account or third Admin account logs into the Web GUI, the first User or Admin session will be disconnected. Started labs will keep running. EVE-NG Learning Center can have up to 128 accounts, but active sessions to the Web GUI are restricted by the number of licenses purchased.

4.1 EVE-NG Professional Base license

EVE-NG Professional Edition - 1 Year License

<http://www.eve-ng.net/buy/eve-ng-professional-edition>

EVE-NG PRO features multi user support and assigns all accounts as Administrators.

The license allows for 2 simultaneous users.

Products in your shopping cart		
EVE-NG Professional Edition - 1 Year License	1	\$117.18
<small>EVE-NG Professional Edition - 1 Year License This license unlocks all Pro features and two active Administrator accounts sessions. The Administrator role can manage everything in EVE-NG without restriction. This includes creating, deleting, and modifying all folders, labs, nodes and accounts.</small>		
<input type="checkbox"/> I have a discount coupon		Total price: \$140.62 Total VAT (20%): \$23.44

For EVE-PRO Administrator role permissions, please see section 4.4.

4.2 EVE-NG Learning Centre licenses

EVE-NG Learning Centre Edition - 1 Year License

<http://www.eve-ng.net/buy/eve-ng-learning-edition>

EVE-NG LC features multi user support and assigns accounts as Administrators, Editors or Users.

The first minimal Base A license allows for 2 simultaneous Admin users. It is necessary to use an Administrator account to create or manage EVE LC and other user's role-based accounts.

<p>EVE-NG PRO A Base license <small>Minimal EVE LC Base license</small></p> <p>This license unlocks all Pro features and two active Administrator accounts sessions. EVE-PRO allows up to 128 accounts to be created but restricts the number of active sessions, per role, to the licensed amount. To increase the number of simultaneous account sessions, please purchase additional licenses below.</p>	1	99,00 €
<p><i>Optional licenses, can be deleted or changed amount</i></p>		
<p>EVE-NG PRO Administrator License</p> <p>This license unlocks one additional active session for the Administrator role. The Administrator role can manage everything in EVE-NG without restriction. This includes creating, deleting, and modifying all folders, labs, nodes and accounts. The Administrator is the only role that can create or modify accounts.</p>	- 1 +	99,00 €
<p>EVE-NG PRO Editor License</p> <p>This license unlocks one additional active session for the Editor role. The Editor role is restricted to a personal folder and is authorized to create, delete, or modify additional folders, labs, and nodes within it.</p>	- 1 +	350,00 €
<p>EVE-NG PRO User License</p> <p>This license unlocks one additional active session for the User role. The User role is restricted to a personal folder and is only authorized to start, stop, and wipe nodes. An Administrator account is required to manage folders and labs within a Users folder.</p>	- 1 +	300,00 €

EVE-NG PRO – A Base License (Mandatory)

This license unlocks all Pro features and two active Administrator accounts sessions. This license is mandatory for EVE LC edition.

The following licenses below can vary per your needs.

EVE-NG PRO - Administrator License

This license unlocks one additional active session for the Administrator role.
The Administrator role can manage everything in EVE-NG without restrictions.
This includes creating, deleting, and modifying all folders, labs, nodes and accounts.
The Administrator is the only role that can create or modify accounts.

EVE-NG PRO - Editor License

This license unlocks one additional active session for the Editor role.
The Editor role is restricted to a personal and the Shared folder and is authorized to create, delete, or modify additional folders, labs, and nodes within them.

EVE-NG PRO - User License

This license unlocks one additional active session for the User role. The User role is restricted to a personal and the Shared folder and is only authorized to start, stop, and wipe nodes. An Administrator account is required to manage folders and labs within a User's personal folder. An Editor account may manage labs in the Shared folder.

Example: EVE Learning Centre Licensing for 1 Teacher and a 5 Students class.

License model below includes:

- Two administrator accounts, necessary for EVE LC labs and other user account management
- One Editor-role based account, assigned to the teacher to create/manage labs and assign them to the Shared folder for Students use. The Editor role is restricted to a personal folder and is authorized to create, delete, or modify additional folders, labs, and nodes within it.

Optional: If wanted / needed, the Editor account for the teacher can also be replaced by an Administrator account instead.

- ⚠ Five User role-based Student accounts allowing running a class with 5 simultaneous students connected to the EVE HTML GUI.

<p>EVE-NG PRO A Base license</p> <p>This license unlocks all Pro features and two active Administrator accounts sessions. EVE-PRO allows up to 128 accounts to be created but restricts the number of active sessions, per role, to the licensed amount. To increase the number of simultaneous account sessions, please purchase additional licenses below.</p>	1	99,00 €
<p>✕ EVE-NG PRO Editor License</p> <p>This license unlocks one additional active session for the Editor role. The Editor role is restricted to a personal folder and is authorized to create, delete, or modify additional folders, labs, and nodes within it.</p>	- 1 +	350,00 €
<p>✕ EVE-NG PRO User License</p> <p>This license unlocks one additional active session for the User role. The User role is restricted to a personal folder and is only authorized to start, stop, and wipe nodes. An Administrator account is required to manage folders and labs within a Users folder.</p>	- 5 +	1.500,00 €

For EVE-LC role permissions, please see section **4.4**.

4.3 EVE-NG Corporate licenses

Essentially, this is EVE Learning Centre edition with Editor role-based accounts only. This is recommended for corporate use to allow full permissions for EVE labs but to restrict being able to manage other user accounts or labs. The Editor role is restricted to a shared and a personal folder and has permissions to create, delete, or modify additional folders, labs, and nodes within them.

EVE-NG Learning Centre Edition - 1 Year License

<http://www.eve-ng.net/buy/eve-ng-learning-edition>

EVE-NG Corporate features multi user support and assigns accounts as Administrators or Editors.

The first (mandatory) Base A license allows for 2 simultaneous Admin users. It is necessary to have an Administrator account to create or manage EVE LC and other user's role-based accounts.

Example: EVE Corporate Licensing for 5 Editor users.

License model below includes:

- Two administrator accounts necessary for EVE Corporate labs and other user accounts management
- Five Editor-role based accounts. The Editor role is restricted to a shared and a personal folder and has permissions to create, delete, or modify additional folders, labs, and nodes within them.

<p>EVE-NG PRO A Base license <small>This license unlocks all Pro features and two active Administrator accounts sessions. EVE-PRO allows up to 128 accounts to be created but restricts the number of active sessions, per role, to the licensed amount. To increase the number of simultaneous account sessions, please purchase additional licenses below.</small></p>	1	99,00 €
<p>✕ EVE-NG PRO Editor License <small>This license unlocks one additional active session for the Editor role. The Editor role is restricted to a personal folder and is authorized to create, delete, or modify additional folders, labs, and nodes within it.</small></p>	<input type="button" value="-"/> <input type="button" value="5"/> <input type="button" value="+"/>	1.750,00 €

EVE Corporate role rights, please follow section **4.4**.

4.4 User roles comparison chart

Feature	Administrator Role	Editor/Teacher role	User/Student role
User accounts management	yes	no	no
User Accounts visibility	yes	yes	no
User edit modal visibility	yes	yes	no
User Folder's management	yes	no	no
Full EVE root folder tree access	yes	no	no
Licencing module access	yes	no	no
Nodes management module access	yes	yes	yes (only own running nodes)
Lab management module access	yes	yes	yes (only own running nodes)
Shared lab folder management	yes	yes	no
Shared folder access	yes	yes	yes
Rename Folders	yes	yes	no
Create labs	yes	yes	no
Delete labs	yes	yes	no
Edit Custom topology mapping	yes	yes	no
Use only Custom topology mapping	yes	yes	yes
Lab objects management add text, drawing on labs	yes	yes	no
Export/import labs	yes	yes	no
Nodes list management	yes	yes	yes, read-only
Networks management	yes	yes	yes, read-only

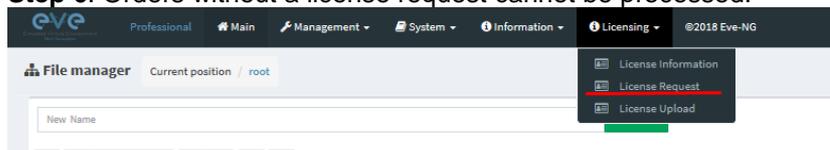
Start labs	yes	yes	yes
Stop labs	yes	yes	yes
Wipe nodes	yes	yes	yes
Console to all nodes	yes	yes	yes
Export all configs	yes	yes	no
Edit lab	yes	yes	no
Set nodes startup-cfg to default configset	yes	yes	no
Set nodes startup-cfg to none	yes	yes	no
Topology refresh	yes	yes	yes
Topology zoom	yes	yes	yes
EVE status	yes	yes	yes
Lab details UUID	yes	yes	yes
See startup configs	yes	yes	no
Delete default startup configs	yes	yes	no
Create and manage multiconfig sets	yes	yes	no
Close labs	yes	yes	yes
Lock labs	yes	yes	yes
System/Stop all nodes	yes	yes	no
Information tab access	yes	yes	no
Work with more than one lab	yes	yes	no
Lab timer function	yes	yes	no

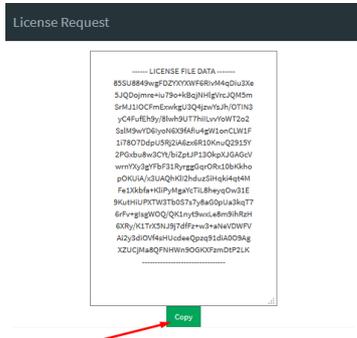
4.5 License purchasing and activation

- ⚠ Before purchasing a license, the customer must have **EVE-NG Professional** installed and readily accessible.
- ⚠ Recommended browser for license operations are: Chrome or Mozilla Firefox
- ⚠ You must be logged in to the EVE WEB GUI as Administrator.

Step 1: Obtain your license request from the Licensing tab of the top menu of the EVE PRO WEB GUI. License requests will work only if the host machine (and hypervisor if running a VM) has **Intel VT-x/EPT** enabled!
(See section 3 for details)

Step 2: Copy the content of the license request and keep it ready for the order process at **Step 6**. Orders without a license request cannot be processed.





Step 3: Go to the EVE PRO or Learning Centre Purchase Portal and choose your Licenses and quantity.
Licenses that are unnecessary for your EVE Learning Centre or Corporate Edition licensing needs, can simply be deleted from your order by clicking on the cross next to them to remove them. Refer to sections: [4.2](#) and [4.3](#)

[EVE-PRO Purchase Portal](#)

[EVE-Learning Centre or Corporate Purchase Portal](#)

Step 4: Choose your preferred payment method. We currently support VISA, Mastercard, Bank/Wire transfer and PayPal.



Step 5: Complete the order form. If your license is for commercial/company use, you must select Company option.

Billing Information

Licensed to: Person Company

First name*:

Last name*:

Address*:

Step 6: At the end please paste your **license request content** from Step 2 and **Please read** and confirm the [EULA agreement](#), which contains vital information about licenses. For companies, if necessary, in the Order Notes you can add additional information/reference, e.g. for your accounting department.

Additional Information

Order Notes

Order Notes

EVE-NG PRO A Base license

License Request*

--- LICENSE FILE DATA ---

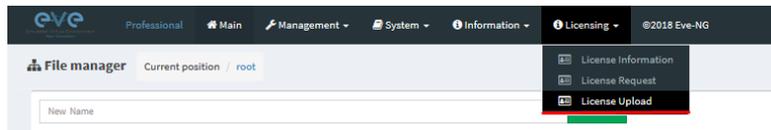
[Accept EULA*](#)

Step 7: After a while (usually 10-30 mins), your license is sent to the E-Mail used in the order form.

Step 8: Copy Content of your received License

```
EVE-NG Professional Edition - 1 Year License
----- LICENSE FILE DATA -----
X26X8Y28Jraqm96gwQ7SFSBKDeYKnWX
92ep0MvFveX8jngmD5XmEHQczkmSEmEt
SFWpZm5odick8+YQzEVE08C3UIPpPz2
Z70ddXr0AdJjsSKKVdpSPvo9pMYO7b
7ESgijXncOU58K115Ue5x26HILKrkDz
1TQD85+AP/AM8T4CAeZ0uaEioeLkuAgS
1x/d13uaONkeALTsdniKNjs4hXIAkfcq
hG9x6iZkwOCiYwGo8kbGvVxj8JHXpD8
n6W84iCWPPIYbslqtgwMJAk11QqgD
8pru4/YELcBuPTV0m8QDH/2GJ0XRpo
evacuHdgJkEv89zL02Z7ywrMJOZRnRK
1As78C5ERv9XQJB5rTZ3AQ8FJlvAOy
agvuHTgWjfm/9mTis7GOTIPoxfKqJT7
6OG+dihyveFFi3BuLdJTDXSbWx48HF1L
34nzQFDUSLOPyL4uLcX8V1rrYArxUct
a+RNz9K/yR42EeL0hrWfQwHIUQs0ajqs
mlnq+JMrole7djjyxh/R8cncCImKnSVK
0iCaEToaoJ3XxQAU2iQxyX7qxfdo0Jt
HO0AROVV1VOnsjAjciUIWmrm6i6=
```

Step 9: On your EVE WEB GUI, click on License Upload,



Paste your licence and click on Upload



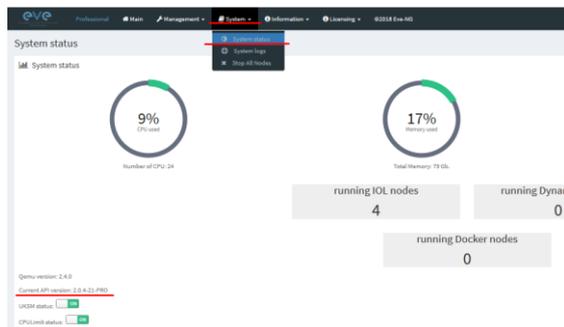
5 EVE-NG Professional Update & Upgrade

! Prerequisites: Internet access and working DNS on your EVE-NG is required.

5.1 EVE-NG Professional Update

It is strongly recommended to keep your EVE-NG up to date. To update and upgrade, SSH to your EVE CLI.

To verify your current EVE-NG version, please follow “CLI diagnostic information display commands” in section 15.1.1. You can verify your current EVE version from the System/System Status tab on the top menu of the WEB GUI as well.



The newest version of EVE-NG can be verified by checking the official website: <http://www.eve-ng.net>. The main page will display the latest EVE-NG version and correct steps to update.

Last Update EVE Professional Edition: 2.0.4-21 (23rd March 2018)

Release 2.0.4-21 notes:

- Docker upgrade to version 1.1
- Multiconfiguration feature logic functionality update
- HTML desktop feature update
- HTML5 console feature update
- EVE User access time feature
- Shared folder update for Learning Centre edition

Procedure:

```
apt-get update
apt-get upgrade
Reboot EVE
```

Type the below commands followed by Enter

```
apt update
```

In case the prompt asks to confirm with Y/N, answer Yes.

5.2 EVE-NG Professional Upgrade

Type commands followed by Enter

```
apt upgrade
```

In case the prompt asks to confirm with Y/N, answer Yes.

After the completion of the update and upgrade, reboot your EVE Server. Type the following command and hit enter.

```
reboot
```

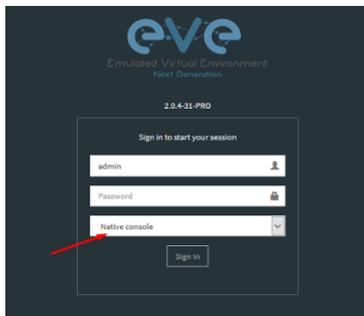
 **IMPORTANT NOTE:** Do NOT make EVE updates or upgrades from within the HTML5 Desktop console!

6 Types of EVE management consoles

⚠ IMPORTANT NOTE: EVE Console TCP ports. EVE Pro uses a dynamic port range between 1-65000. Dynamic means that every time you start a node on the lab, EVE assigns any free port from this range for Telnet, VNC or RDP access. Static TCP port assignment for Telnet sessions is not available in EVE PRO.

EVE Pro supports three different console types.

6.1 Native console

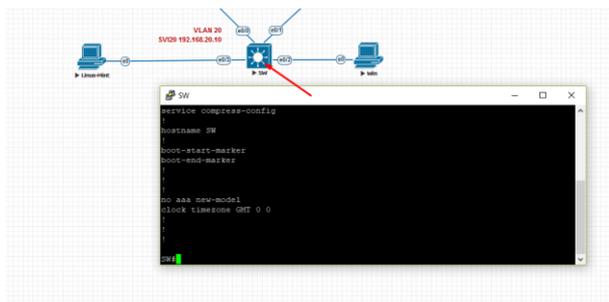


EVE Native console option requires locally installed software to access your lab nodes. To use the Native console option, you must have Administrator rights on your PC and ensure the TCP port range 1-65000 is not blocked by a firewall or antivirus software.

6.1.1 Native Console: telnet

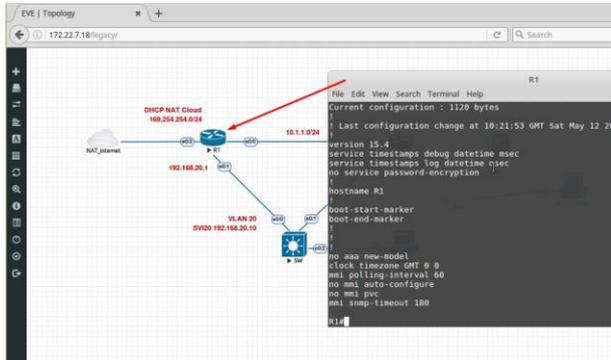
Windows OS: You can use your preferred telnet program like Putty, SecureCRT or others. Example: Putty as native telnet client on Windows.

To setup Windows native telnet client please follow section [3.6.1](#)



Linux OS: You can use your preferred telnet program like the Native Terminal, SecureCRT, or others.

Example: Telnet client from the native terminal on Linux Mint. To setup Linux native telnet client please follow section [3.6.2](#)



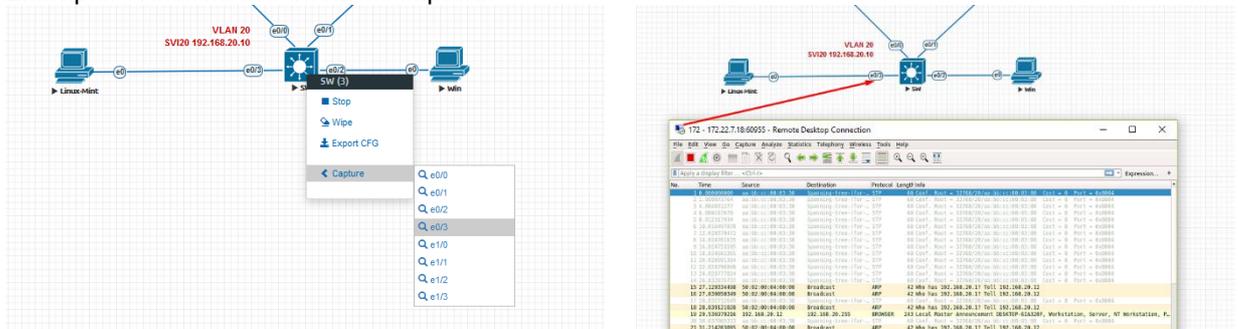
MAC OSX: You can use your preferred telnet program like the native Terminal, SecureCRT, or others.

Example: Telnet client from the native terminal on MAC OSX. To setup MAC OSX native telnet client please follow section [3.6.3](#)

6.1.2 Native Console: Wireshark

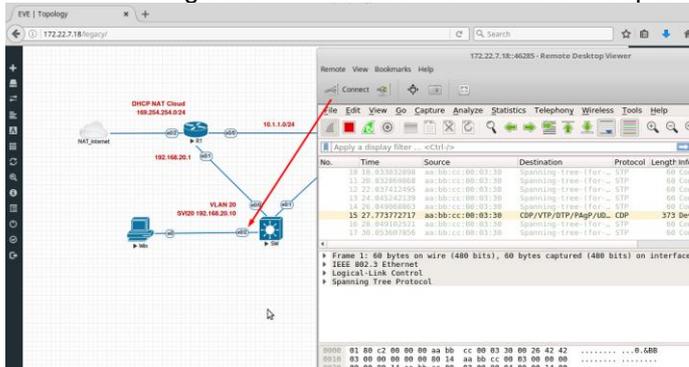
EVE Professional has an integrated Wireshark Docker station. This allows live captures without having Wireshark installed on the client machine. The EVE Capture console uses an integrated RDP session.

Windows OS: Integrated Windows RDP for Wireshark capture
Example: Windows live interface capture.



To save the captured file on your local PC, please refer to section [12.1](#)

Linux OS: Integrated RDP Session for Wireshark Capture

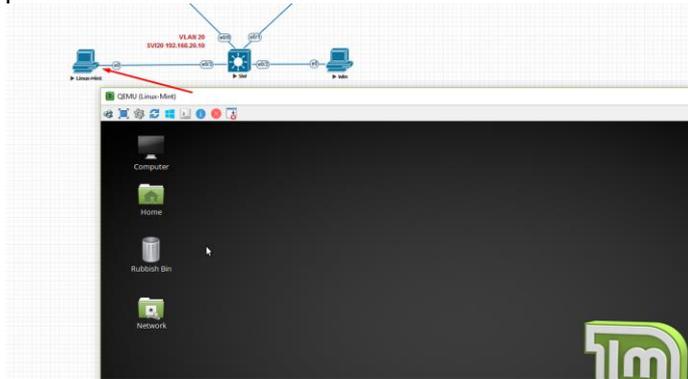


To save captured file on your local PC, please refer to section [12.1](#)

6.1.3 Native Console: VNC

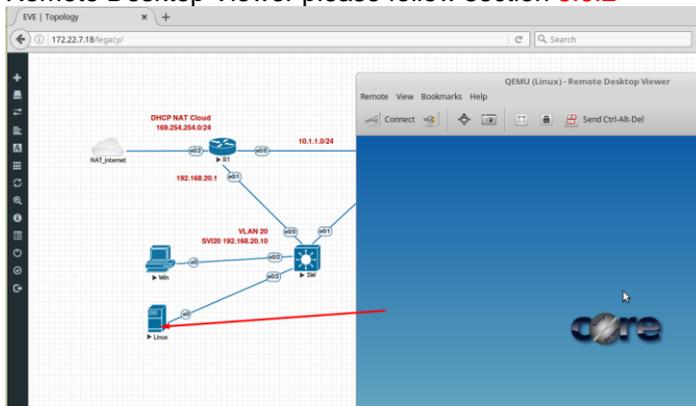
Windows OS: Recommended and tested is UltraVNC but any other compatible one can be used.

Example: UltraVNC as Native VNC client on Windows. To setup Windows native VNC client please follow section [3.6.1](#)



Linux OS: Remote Desktop Viewer for VNC Sessions.

Example: Remote Desktop Viewer for VNC sessions on Linux Mint. To setup Linux native Remote Desktop Viewer please follow section [3.6.2](#)



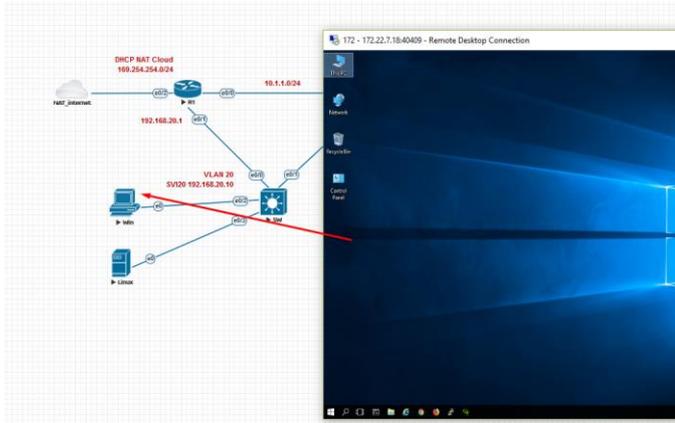
MAC OSX: Preferred VNC program: Chicken VNC

Example: Chicken VNC as Native VNC client on MAC OSX. To setup MAC OSX native RDP Viewer client please follow section [3.6.3](#)

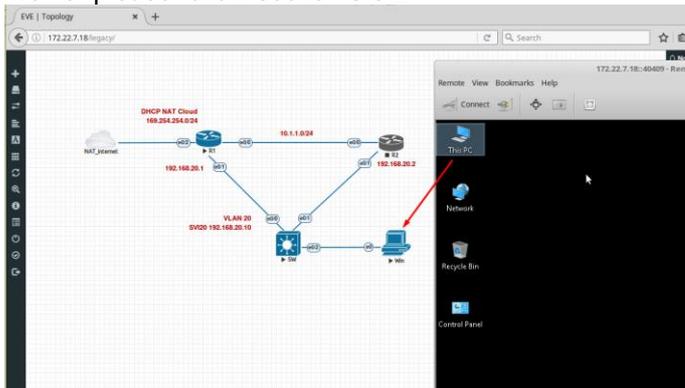
6.1.4 Native Console: RDP

Windows OS: Windows Native RDP.

Example: Windows RDP session to Win10 host in the lab.

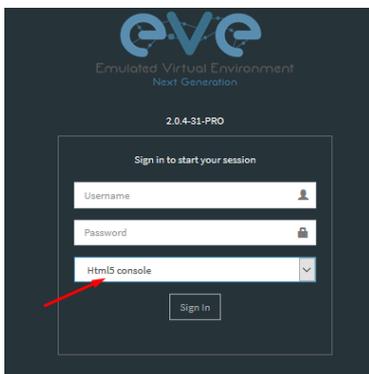


Linux OS: Remote Desktop Viewer as RDP session to lab Win10 host.
Example: RDP session to Win10 host in the lab. To setup Linux native Remote Desktop Viewer please follow section [3.6.2](#)



MAC OSX: Remote Desktop Viewer as RDP session to lab Win10 host.
Example: RDP session to Win10 host in the lab.
To setup MAC OSX native RDP Viewer client please follow section [3.6.3](#)

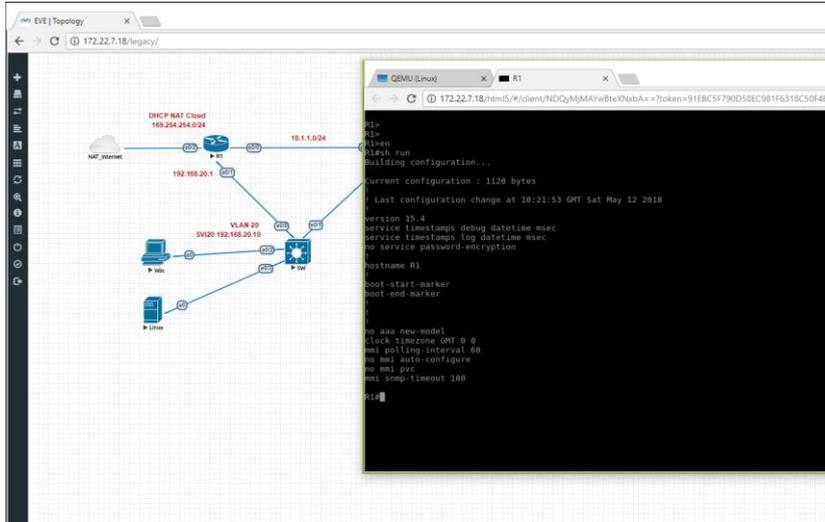
6.2 HTML5 console



The EVE PRO HTML5 console provides a clientless solution for managing labs and node sessions. Management is achieved directly through the browser by using the Apache Guacamole HTML5 Engine. It is very convenient for Corporate users with restricted Workstation permissions (Locked Telnet, vnc, rdp).

6.2.1 HTML5 Console: Telnet

HTML5 Telnet console is integrated and opens telnet sessions in the browser.

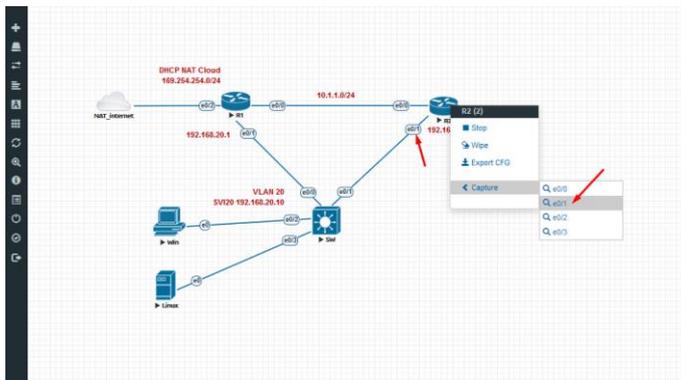


Option: The new Chrome clipboard extension allows the use of the copy/paste function inside the HTML session. This extension is available for the Chrome browser only.

<https://chrome.google.com/webstore/detail/clipboard-permission-mana/ipbhneanpgkaleihlknhjaamobkceh?hl=en>

6.2.2 HTML5 Console: Wireshark

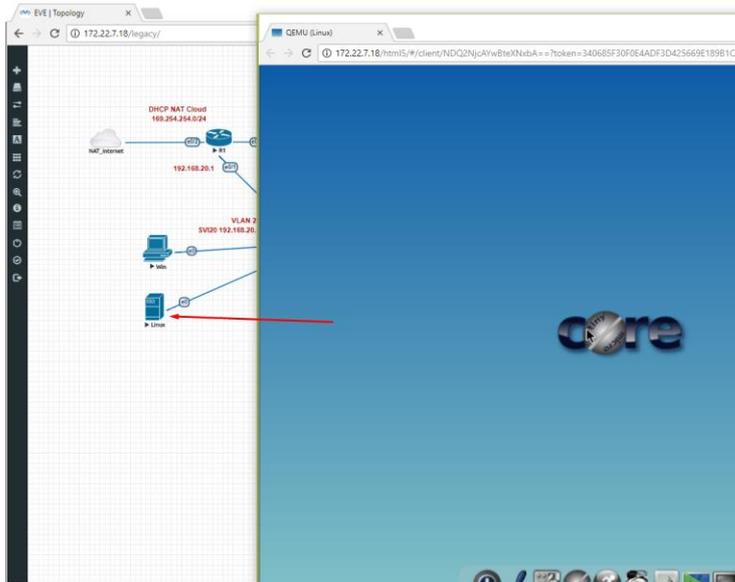
Right click on the node you wish to capture, choose capture and the interface. Capture Session will open in a new browser window.



To save captured file to your local PC, please refer section [12.2](#)

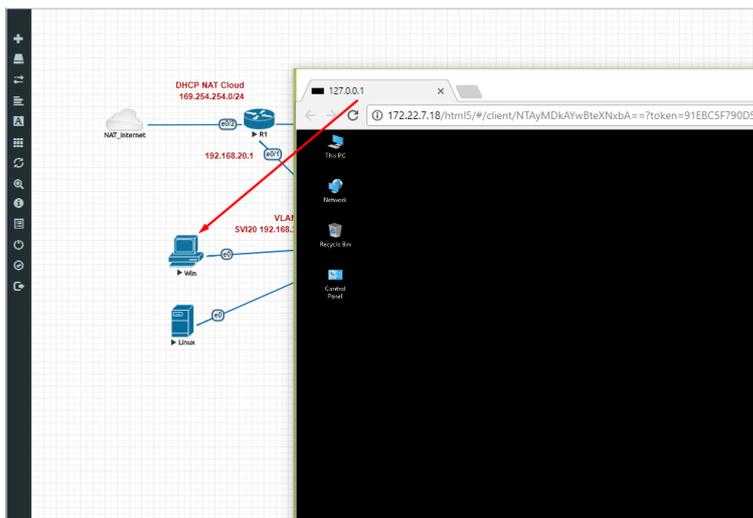
6.2.3 HTML5 Console: VNC

HTML5 VNC console is integrated and opens VNC sessions in the browser.



6.2.4 HTML5 Console: RDP

HTML5 RDP console is integrated and opens RDP sessions in the browser. For Windows 8, 10, Windows Server 2012, 2016 please mind the note below.



⚠ IMPORTANT NOTE: For all nodes using Windows versions newer than Windows 7, the console type must be set to **RDP-TLS** in the node template. RDP-TLS node console option is actually only used with HTML5 RDP sessions.

Example below, Edit node, Win10, Console type rdp-tls.

ADD A NEW NODE

Template
Windows

Number of nodes to add **Image**

Name/prefix

Icon

UUID

CPU Limit

CPU <input type="text" value="1"/>	RAM (MB) <input type="text" value="4096"/>	Ethernets <input type="text" value="1"/>
QEMU Version <input type="text" value="tp(2.0.2)"/>	QEMU Arch <input type="text" value="tp(x86_64)"/>	QEMU Nic <input type="text" value="tp(e1000)"/>

QEMU custom options

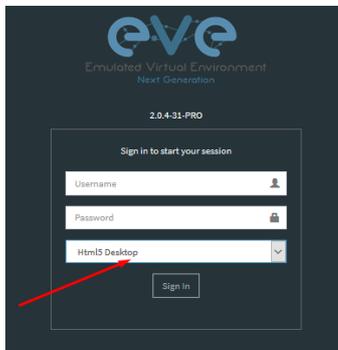
Startup configuration

Delay (s)

Console

Left **rdp-tls** **Top**

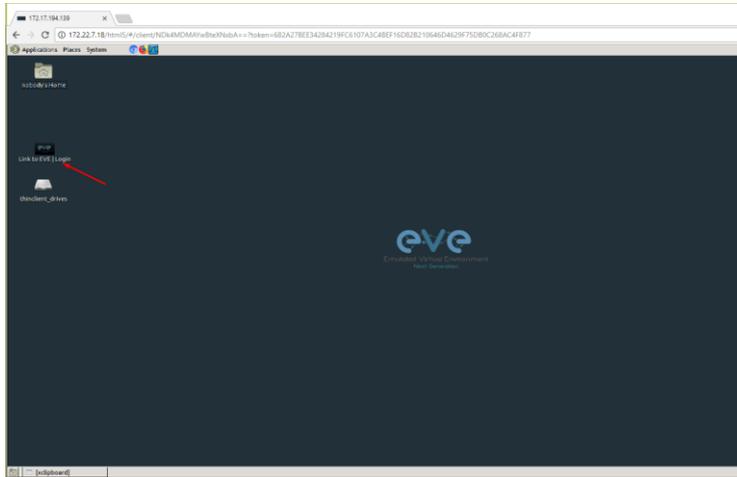
6.3 HTML5 Desktop console



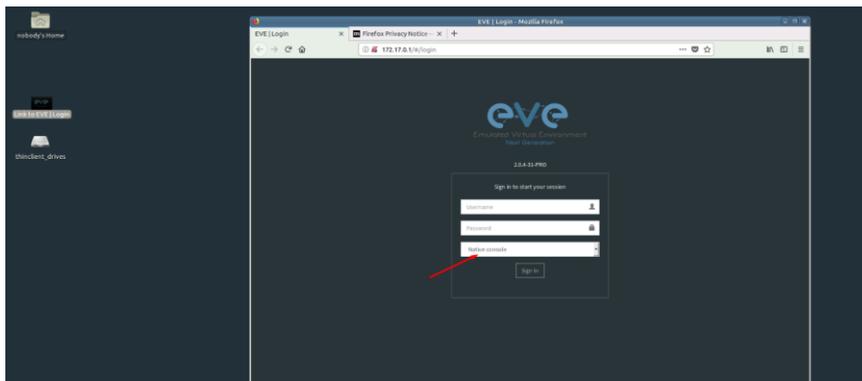
EVE PRO HTML5 Desktop provides a full-featured clientless solution for managing labs and node sessions. Management is achieved directly through the browser by using an integrated docker desktop that is accessed through the Apache Guacamole HTML5 Engine. The docker contains a full featured Linux desktop and is very convenient for corporate users with restricted workstation rights (locked telnet, vnc, rdp).

6.3.1 Login to HTML5 Desktop console

Step 1: On your first login to the EVE HTML5-Desktop console, EVE will open a new HTML window session to an integrated Docker management station. On the Desktop you will see another EVE login icon.



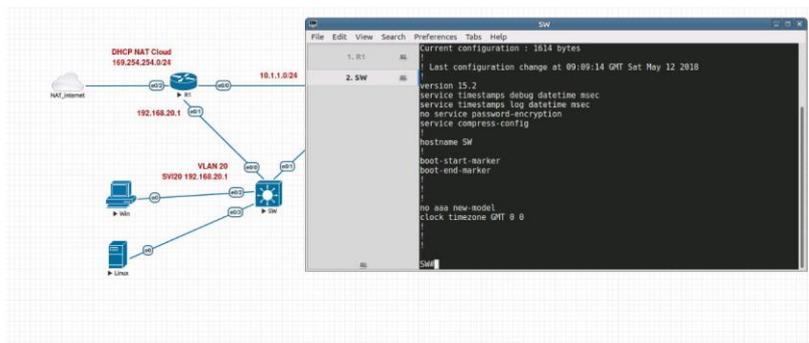
Step 2: Double-click the “Link to EVE | Login” icon and log into EVE using **NATIVE** console.



Inside of the integrated docker station, it will open another session to EVE. All features inside of the Docker Desktop will work as you are used to with the Native console.

6.3.2 HTML5 Desktop Console: telnet

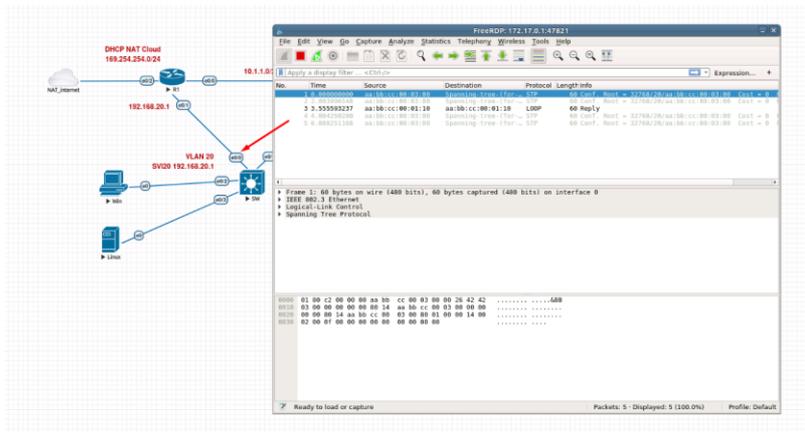
The integrated management docker station telnet client allows you to telnet to nodes. Telnet sessions are in a tabbed style as shown below.



6.3.3 HTML5 Desktop Console: Wireshark

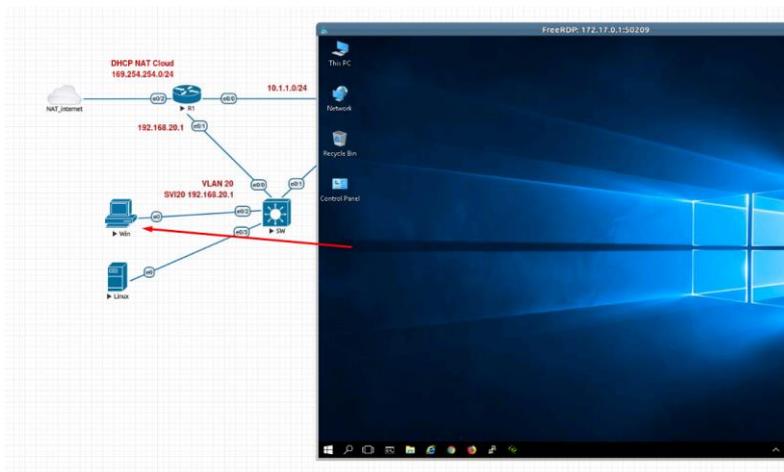
Right click on the node you wish to capture, choose capture and select the relevant interface. The capture will open in an RDP session window.

The integrated management docker station Wireshark client allows you to capture and save captured files onto the docker station. For instructions on how to save files to your local PC, please refer to section [12.3](#)



6.3.4 HTML5 Desktop Console: RDP

The integrated management docker station RDP client allows you to open Remote Desktop sessions to Windows nodes. For directions on how to transfer files to the local PC, please refer to section [13](#)



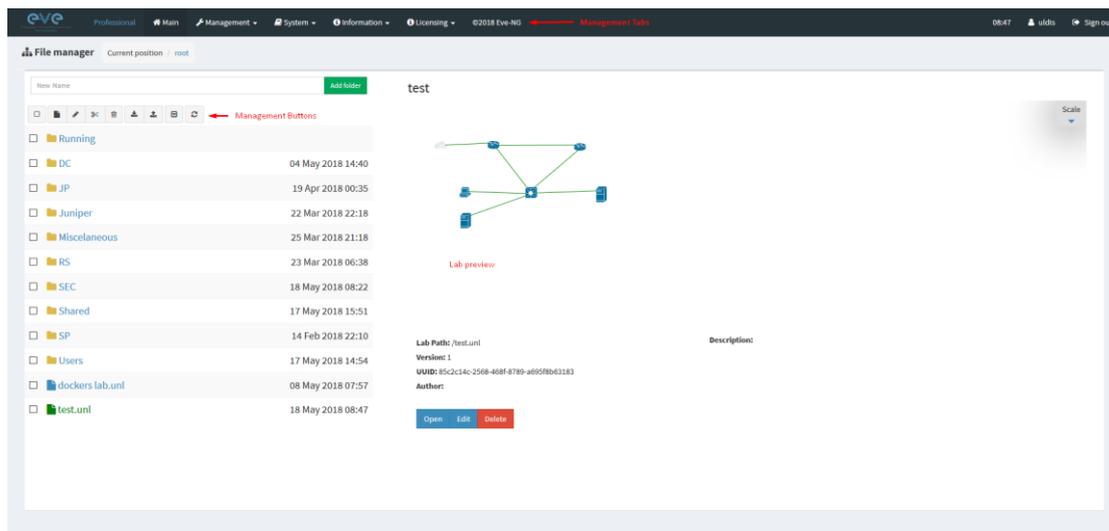
6.3.5 HTML5 Desktop Console: ThinClient Files exchange

The HTML5-Desktop console offers an amazing feature that allows you to exchange files between your host PC and the EVE management Linux host. Please refer to section [13](#) for detailed instructions.

7 EVE WEB GUI Management

7.1 EVE Management Page

The Main EVE management window



7.1.1 Management buttons

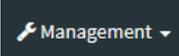
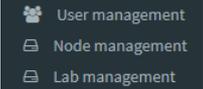
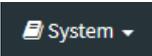


Button	Description
	Select All or Deselect All folders or labs in the EVE tree
	Create/Add new Lab
	Change selected item name. To use this option, please select the folder or lab that you want to rename. You must not rename the Shared folder, the Users folder or any folder inside the Users folder.
	Move selected item(s) to a different location. To use this option, please select the folder(s) or lab(s) that you want to move.

	Delete selected folders or labs. You must not delete the Shared folder, the Users folder or any folder inside the Users folder.
	Import an EVE lab or lab folder from a previous export. Import file must be in .zip format
	Export EVE lab or folder. Select folder(s) and/or labs you wish to export and select this option. The export is saved to your local PC in .zip format and is ready to import to another EVE.
	Toggle the sorting folders and labs between alphabetical and last edit date (ascending/descending cannot be changed currently).
	Refresh current folder content

7.1.2 Management tabs



Tab	Description
	Returns back to the EVE Home Management screen.
 	Management dropdown, opening the management submenu. Management submenu, refer to sections: 7.3 , 7.3.2 , 7.3.3
	System dropdown.

<ul style="list-style-type: none"> System status System logs Stop All Nodes 	<p>System submenu, refer to section 7.4</p>
<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> Information </div> <ul style="list-style-type: none"> About Forum YouTube Channel Help on EVE-NG LiveChat 	<p>Information dropdown</p> <p>Information submenu, for details see section 7.5</p>
<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> Licensing </div> <ul style="list-style-type: none"> License Information License Request License Upload 	<p>Licensing dropdown</p> <p>Licensing management, please see section 4</p>

7.2 Folders and Lab files management

This section will explain how to manage folders and labs on the EVE management page.

7.2.1 Folders Management

EVE Professional has three default folders used for various operations. These must not be deleted or renamed (see below).



- Admins can create additional folders for any user.
- Editors can create or manage folders in their own profile/folder or within the Shared folder

7.2.1.1 Default folder Running

EVE professional allows a single user to run multiple labs and switch between them with the Running folder.

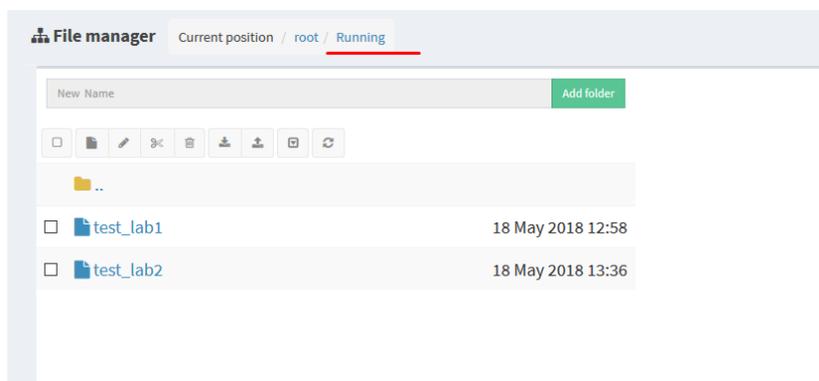


Example:

- Start a lab and close it
- Open and start another lab and close it

When you open your Running folder, you will see both running labs in it. It is easy to switch between labs.

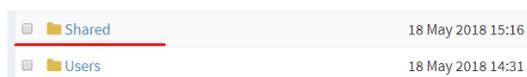
The example below is showing two running labs in the Running folder.



7.2.1.2 Default folder Shared

To manage the Shared folder an **Admin or Editor** user account is required.

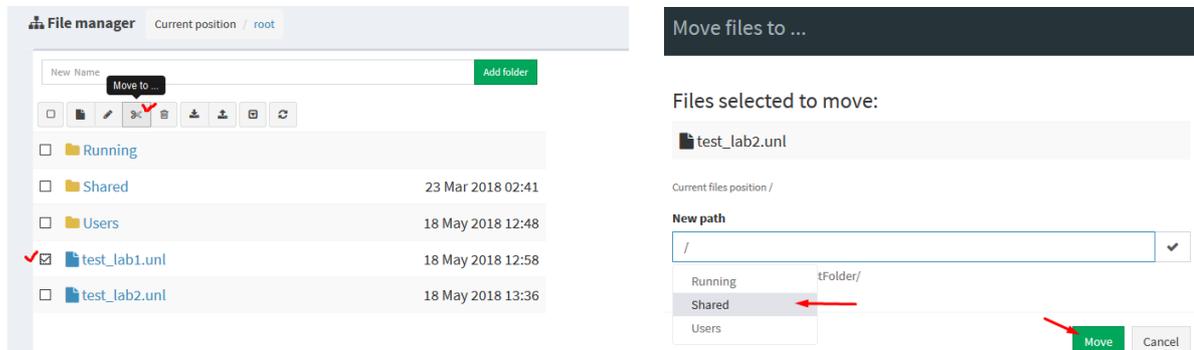
The EVE Professional Shared folder is visible to all EVE users. Admin and Editor Accounts can create folders or labs and place them into the Shared folder.



Example: An Admin creates a lab and places it into the Shared folder.

Step 1: Create a lab, refer to section **9.1**

Step 2: Select the lab you wish to move to the Shared folder and press **Move to** (or create it in the Shared folder from the start).



Step 3: Another user account can use the lab placed by the Admin in the Shared folder



- ⚠ NOTE: Every user has its own profile; this means that every user has an independent Running folder where this lab runs independently from other users.
- ⚠ NOTE: Labs can be created and modified (e.g. settings and preconfigs) by an Admin or an Editor user. The User role can use the lab only exactly the way it was configured by an Admin or Editor and is unable to change any settings.
- ⚠ NOTE: Admins and Editors can create folders and labs inside the Shared directory

7.2.1.3 Default folder Users

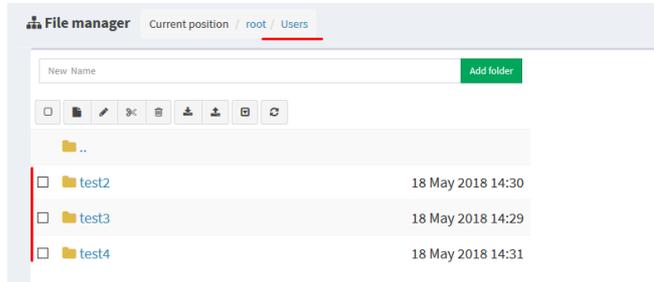
To manage the Users folder, an **Admin** user account is required.

The Users directory is a default EVE folder where Editors and Users have their personal folders stored.



Once an Admin has created a new Editor or User account, EVE will automatically create a folder with the user login name under the default directory Users.

Example: Below you can see the folders for the users with the following login names: **test2**, **test3** and **test4**



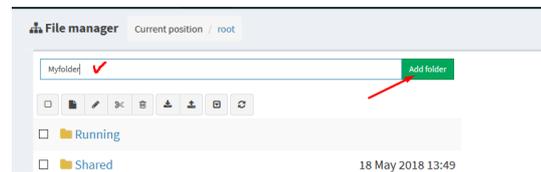
⚠ NOTE: An Admin can manage any user's folder or place labs in it.

7.2.1.4 Create folder

An **Admin or Editor** user account is required.

Type the new folder name and click "Add Folder"

⚠ NOTE: Editors can only create folders within their own profile folder or in the Shared folder



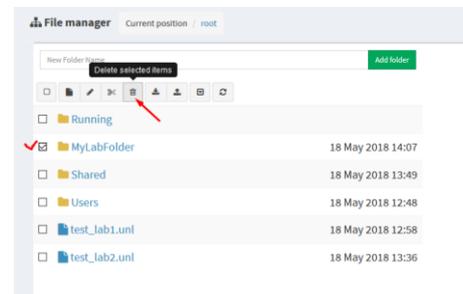
7.2.1.5 Delete folder

An **Admin or Editor** user account is required.

Select the folder you wish to delete and press Delete.

⚠ NOTE: All folder content will be deleted as well.

⚠ NOTE: Editors can only manage their own or the Shared folder

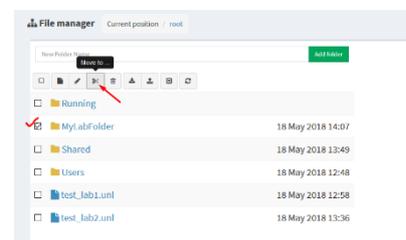


7.2.1.6 Move Folder

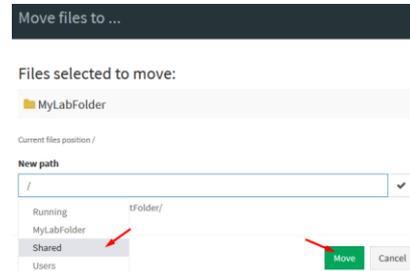
An **Admin or Editor** user account is required.

Select the folder you wish to move and press the Move to button.

⚠ NOTE: Editors can only manage their own or the Shared folder

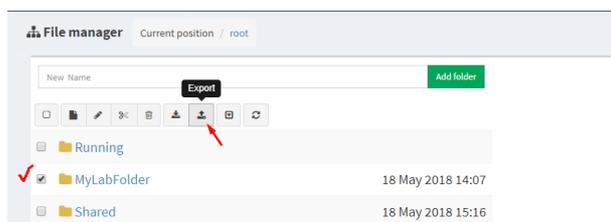


Select the target destination for your folder and confirm by clicking on Move.

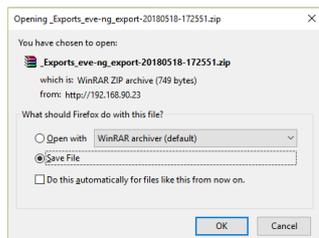


7.2.1.7 Export Folder

Select the folder(s) you wish to export from your EVE and press Export.



Save the exported file as .zip to your local PC. The exported zip file is ready to import to another EVE instance.

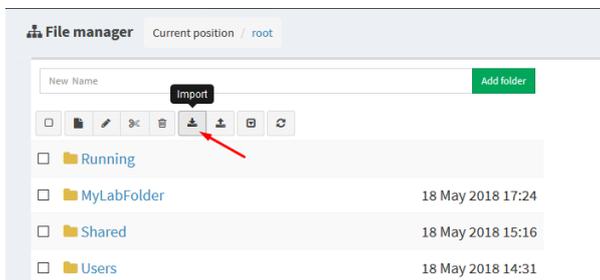


If your browser is set to save downloaded files to a default directory, your exported file will be saved in the browsers default downloads directory.

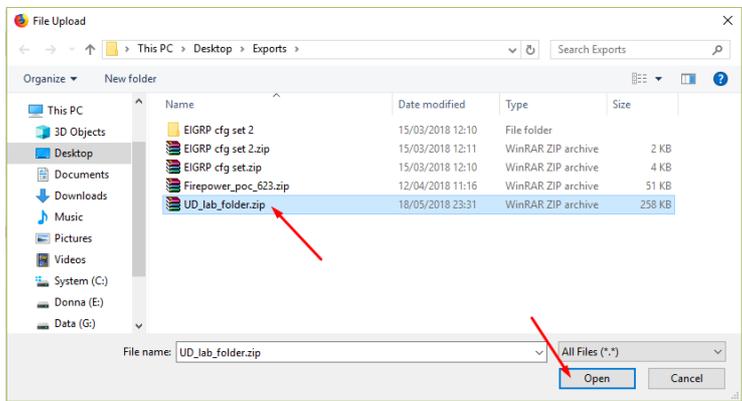
7.2.1.8 Import Folder

⚠ IMPORTANT: Importable file **MUST** be in .zip format, do **NOT** unzip the file.

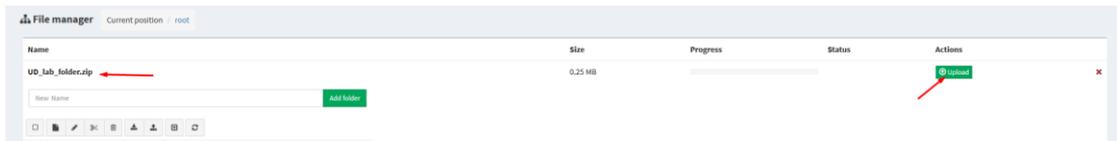
Step 1: Press the Import button.



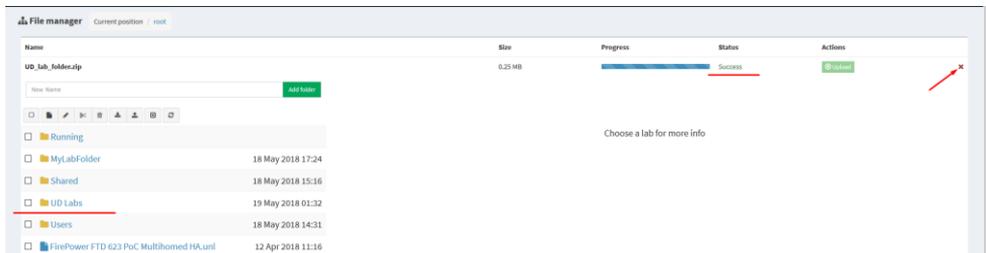
Step 2: Choose the zipped file that contains EVE folders with labs.



Step 3: Press the Upload Button



Step 4: After you made sure your folder is imported and has all its content (labs), you can close the upload session.



7.2.2 Lab files Management

You can manage created labs from the main EVE file manager window

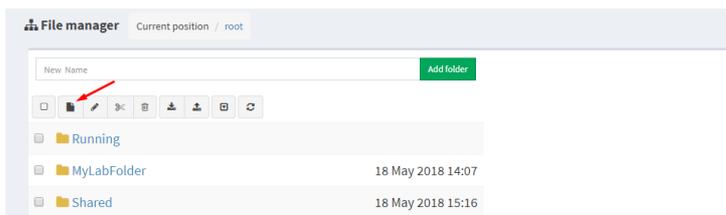


7.2.2.1 Create Lab

The **Admin or Editor** user account is required.

⚠ NOTE: An Editor can create labs only within his personal folder or in the Shared folder

Click on the New Lab button and refer to section [9.1](#)

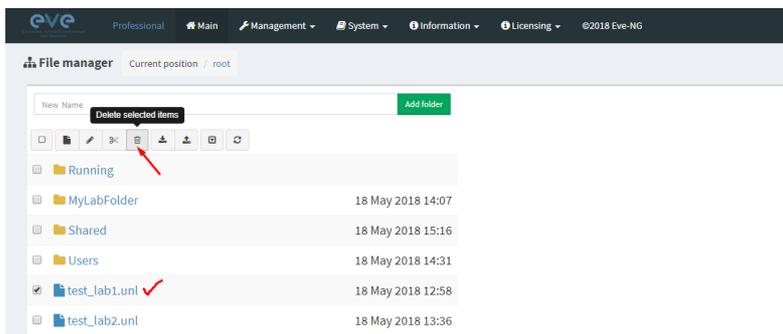


7.2.2.2 Delete Lab

The **Admin or Editor** user account is required to delete labs.

⚠ NOTE: An Editor can create labs only within his personal folder or in the Shared folder

Step 1: Select the lab or labs you wish to delete and then press the Delete button



7.2.2.3 Clone Lab

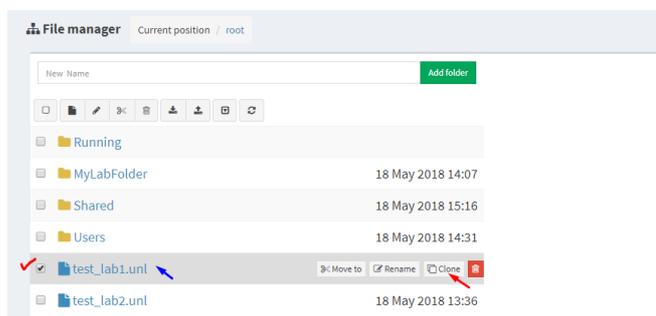
The **Admin or Editor** user account is required to clone labs.

⚠ NOTE: An Editor can create labs only within his personal folder or in the Shared folder

The cloning feature provides a very convenient way to duplicate original labs to share with others or base another lab on it.

Cloned labs will copy exported configs (on supported nodes) but will not copy saved states/configurations in Qemu nodes like Windows hosts, Cisco ISE, or other Qemu nodes that are not supported by the export config feature. Please refer to section 11.1 for more information on configuration export for labs.

Step 1: Select the lab you wish to clone and move the mouse pointer (blue) to that lab, an extra option will appear. Click on Clone.



Step 2: Your lab will be cloned with all your exported configurations or configuration sets with a new name.



Step 3: The lab has been cloned and can be renamed to your liking. Move the mouse pointer to the cloned lab and choose Rename.



Step 4: Rename it, and click OK to confirm



7.2.2.4 Move Lab

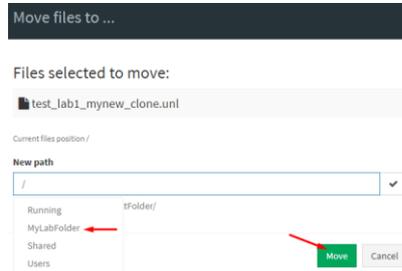
The **Admin** or **Editor** user account is required to move labs.

⚠ NOTE: An Editor can create labs only within his personal folder or in the Shared folder

Step 1: Select the lab you wish to Move and move the mouse pointer (blue) to that lab, an extra option will appear. Choose Move to.

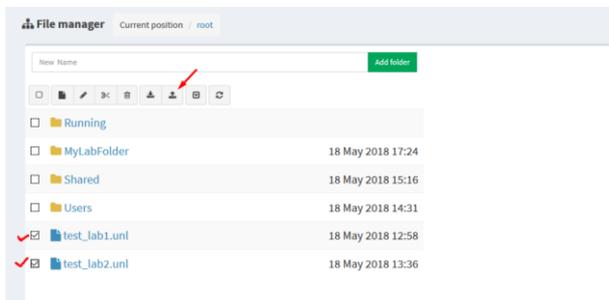


Step 2: Choose the path to the new destination and confirm by clicking Move

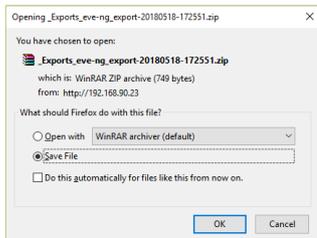


7.2.2.5 Export Lab

Select the Lab(s) you wish to export from your EVE Server and press Export.



Save exported file as .zip to your local PC. The exported zip file is ready to import into another EVE.

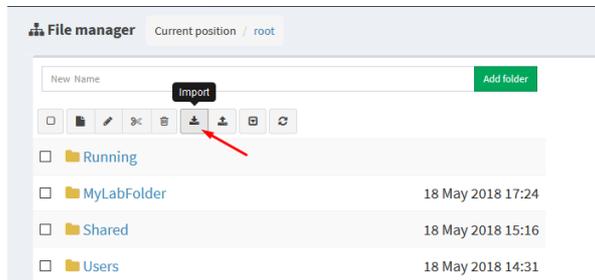


If your browser is set to save downloaded files to default directory, your exported file will be saved in the browsers default downloads directory.

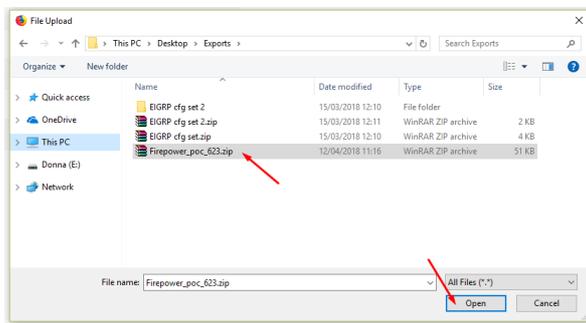
7.2.2.6 Import Labs

⚠ IMPORTANT: Importable file MUST be in .zip format, do NOT unzip the file.

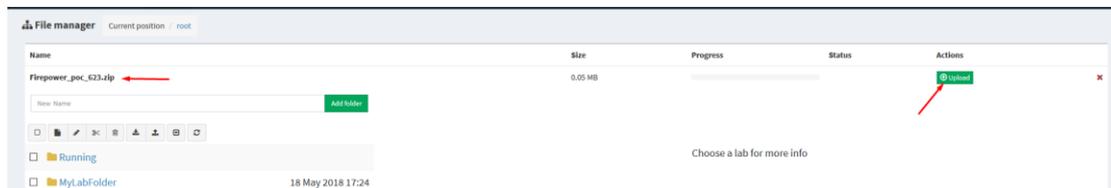
Step 1: Press the Import button.



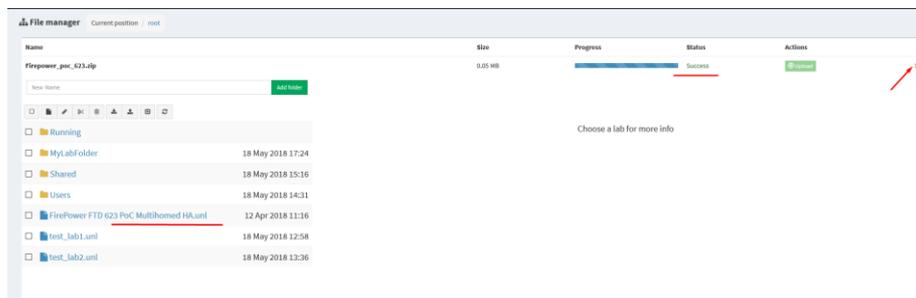
Step 2: Choose the zipped file which contains the EVE labs.



Step 3: Press the Upload Button

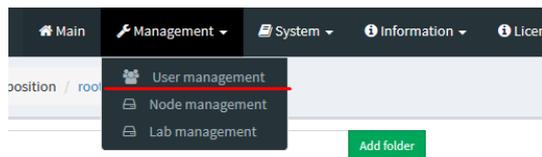


Step 4: After you made sure your lab is imported, you can close the upload session.



7.3 EVE Management Dropdown Menu

7.3.1 EVE User management

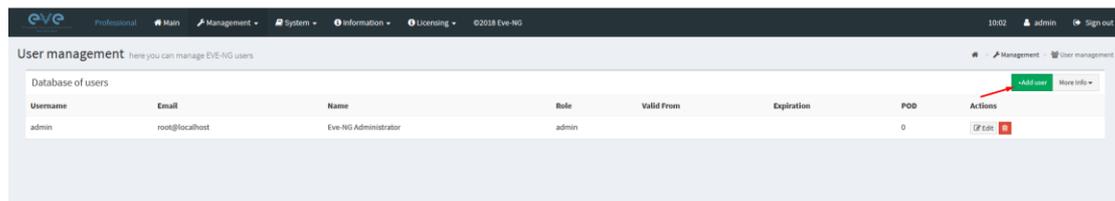


The User Management page, under the Management dropdown, will allow Admin accounts to manage other user accounts.

⚠ Only the **Admin** role is allowed to create or edit user accounts.

7.3.1.1 Creating a new EVE User

Step 1: Open the User management submenu. Management>User management and click Add user



Step 2: The Add New User management window will pop up. Fill in the main information about your EVE user

Add New User

User Name*

Use only [A-Za-z0-9_~]chars

Password*

Password Confirmation*

Email

Please enter an valid email

Name

Role Administrator ▾

Account Validity

From **to**

POD*

* - Required Fields

Step 3: If you have bought other EVE licenses, you can choose the preferred user role. For licensing and user roles please refer to section 4

Step 4: Set the access date and time From - to. If the fields are left empty (untouched), your user will have no time restrictions for accessing the EVE Server. Account validity with time settings is available for Editor and User roles only.

⚠ Admin accounts have no time limit for account validity, and Account Validity time cannot be set.

Step 5: The POD number is a value assigned to user accounts automatically. POD numbers are like user profiles inside of EVE and are a unique value for every user Think of PODs like a virtual rack of equipment for each user. Admins can assign a preferred number between 1-128. Please keep POD numbers unique between users!

Step 6: Press ADD



7.3.1.2 Edit EVE User

Step 1: Open the User management submenu. Management -> User management and choose which user you want to edit.

Username	Email	Name	Role	Valid From	Expiration	POD	Actions
admin	root@localhost	Eve-NG Administrator	admin			0	🔍 Edit 🗑️
test	test@eve.lab	John Tester	user	2018-05-20 00:00	2018-05-30 18:00	1	🔍 Edit 🗑️
Test2	test@eve.lab	Jenny Tester	editor	2018-05-19 00:00	2018-05-20 23:00	2	🔍 Edit 🗑️

Step 2: The Edit user management window will pop up. Now you can edit necessary user information, roles, or access time. Confirm settings by pressing Edit at the bottom of the window.

Edit User

User Name*

Password*

Password Confirmation*

Email

Please enter a valid email

Name

Use only [A-Za-z0-9_~]chars

Role

Account Validity

From **to**

POD*

* - Required Fields

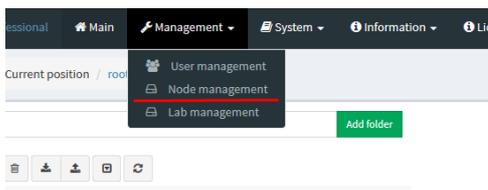
7.3.1.3 User monitoring

There is a dropdown menu next to “Add User” called “More Info” that can provide additional information about your users. Click the checkbox next to the relevant information that you would like displayed. Additional columns will be added for each checkbox that is chosen.

User management here you can manage EVE-NG users

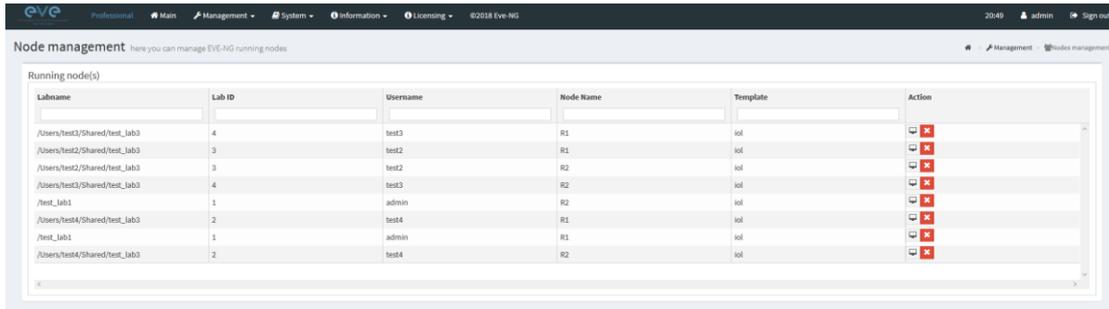
Username	Email	Name	Role	Valid From	Expiration	Last session time	Last session ip	Current folder	Current lab	POD	<input type="checkbox"/> Last session time	<input type="checkbox"/> Last session ip	<input type="checkbox"/> Current folder	<input type="checkbox"/> Current lab
admin	root@localhost	Eve-NG Administrator	admin			18 May 2018 14:28:21	172.25.1.5	/	N/A	0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
test	test@eve.lab	John Tester	admin		2018-05-30 18:00	N/A	N/A	N/A	N/A	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Test2	test@eve.lab	Jenny Tester	editor	2018-05-19 00:00	2018-05-20 23:00	N/A	N/A	N/A	N/A	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

7.3.2 EVE Node management



The Management dropdown has a submenu called “Node Management.” The Node management menu displays all currently running nodes within EVE. Within this menu, an Admin account can manage or even console to any user’s nodes.

- ⚠ **NOTE:** Editor and User accounts are able to see and open console sessions to their own running nodes only
- ⚠ **NOTE:** Admin accounts are able to see and open console session to all users running nodes



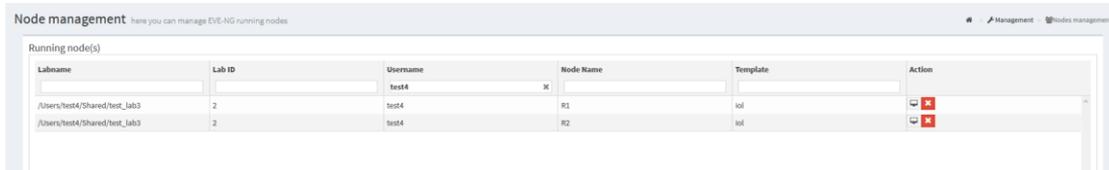
7.3.2.1 Node management actions

Button	Action
	Open a console session to the running node
	Stop the running node

7.3.2.2 Node management filtering function

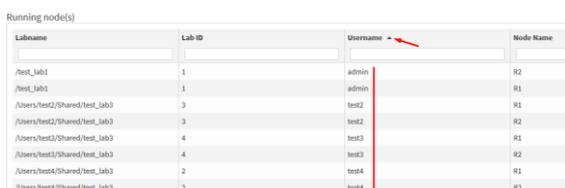
Each column in the Node Management Menu has a field that will allow you to filter the list to only display information related to the entered value.

Example: The Username column filters for **test4**

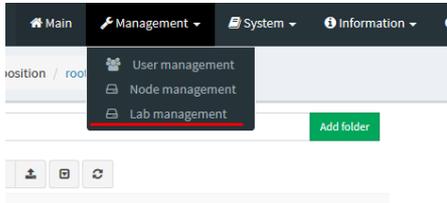


Each column can be sorted alphanumerically by clicking on the column name.

Example: click on the column Username and EVE will sort all running nodes in alphabetic order by username.

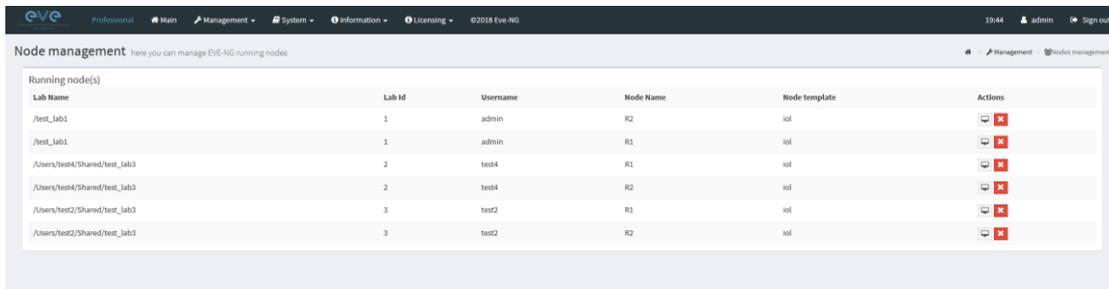


7.3.3 EVE Lab management



The Lab Management page, under the Management Dropdown, displays running labs for all users. In this menu an Admin account can manage or even open up any user's running labs.

- ⚠ NOTE: Editor and User accounts are able to see and open their own running labs only
- ⚠ NOTE: Admin accounts are able to see, open, and join any users running lab.



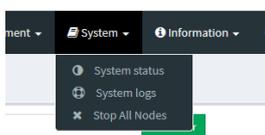
7.3.3.1 Lab management actions

Button	Action
	Open the running lab
	Stop the running lab

Once an admin has opened another user's running lab, that user's username will be displayed at the top of the left menu to help the admin keep track of which user's lab was opened.

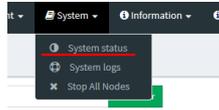


7.4 EVE System Dropdown menu

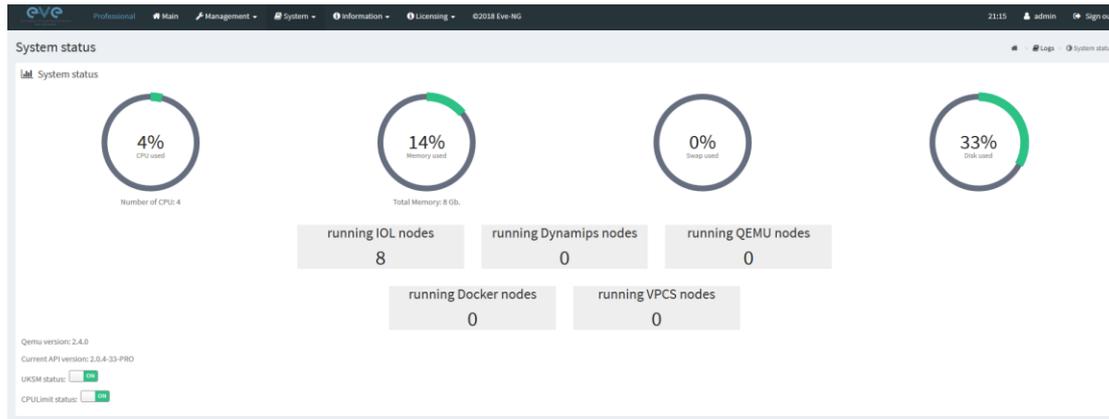


The EVE System dropdown contains the system utilization status, log files, and an option to stop all running nodes on the server.

7.4.1 System status



The System Status page, under the System Dropdown, will show EVE server resource utilization, the number of running nodes per template, current running versions of EVE and Qemu, and the current status of the UKSM and CPU Limit options.



UKSM – “Ultra KSM (kernel same-page merging) is a Linux kernel feature that allows the KVM hypervisor to share identical memory pages among different process or virtual machines on the same server.” It can be disabled globally for EVE on this page. It is recommended to keep UKSM **enabled**.

Template
Cisco vIOS

Number of nodes to add: 1
Image: vios-adventerprise9-m-15.6.2T

Name/prefix: vIOS

Icon: Router.png

UUID:

CPU Limit:

CPU: 1 RAM (MB): 1024 Ethernets: 4

CPU Limit – CPU limit is used to limit CPU overloads during the nodes run time. It acts like a smart CPU usage option. If a running node reaches 80% CPU utilization, the CPU Limit feature throttles CPU use for this node to 50% until process usage drops under 30% for a period of 1 minute.

It is recommended to keep the Global CPU Limit option enabled.

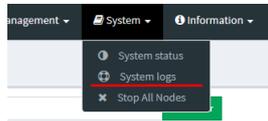
CPU Limit can be turned for individual nodes in a lab. EVE node templates are set, by default, with the recommended CPU limit settings. An Unchecked CPU Limit option means that this node will boot without CPU

limit.

Reference:

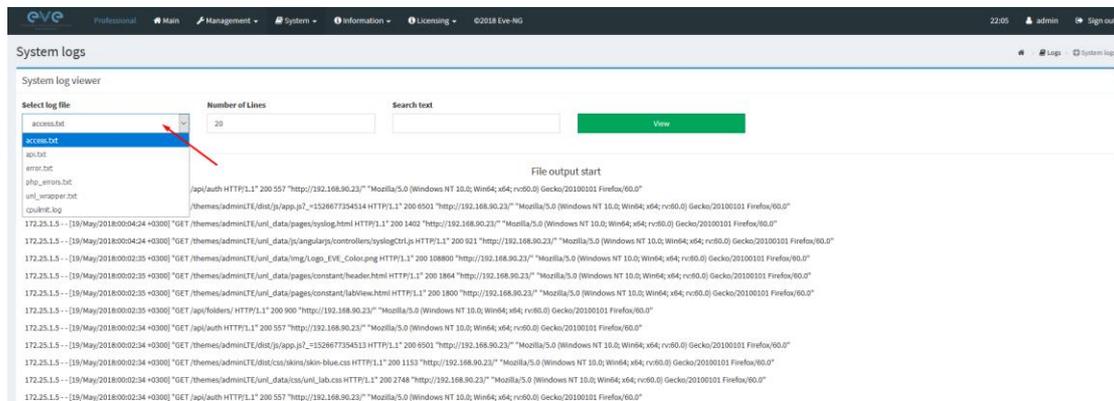
<https://searchservervirtualization.techtarget.com/definition/KSM-kernel-samepage-merging>

7.4.2 System logs

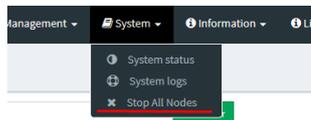


The System logs page, under the System Dropdown, will display EVE server log information

In the menu you can select a specific log file for inspection.

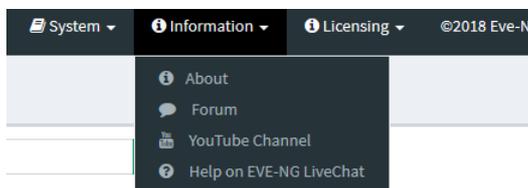


7.4.3 Stop All Nodes



The Stop All Nodes option, under the System Dropdown, is an option that stops all running nodes on the EVE server. This option is accessible only by Admin users.

7.5 EVE Information Dropdown menu



The Eve Information Dropdown contains links to the EVE Website, EVE forum, EVE YouTube channel, and the web-based EVE Live Help chat.

To join the EVE Forum, in order to make posts or download materials, a forum user account must be created.

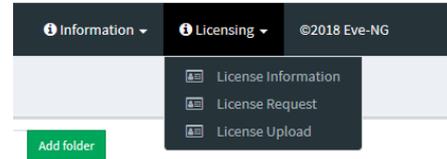
To join the EVE Live Chat for support, please use your Google account for access, or create a new user account for this chat. Please note the forum and live chat use separate user accounts.

7.6 EVE Licensing Dropdown menu

The EVE Licensing dropdown contains options for managing your EVE license.

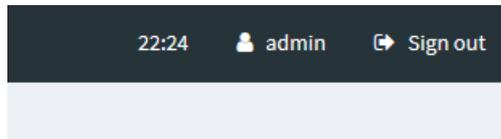
The License Information Window will display the expiration date along with the number of licenses that have been activated

License information display:



For License Request and License Upload, please refer to section 4.5 for more information.

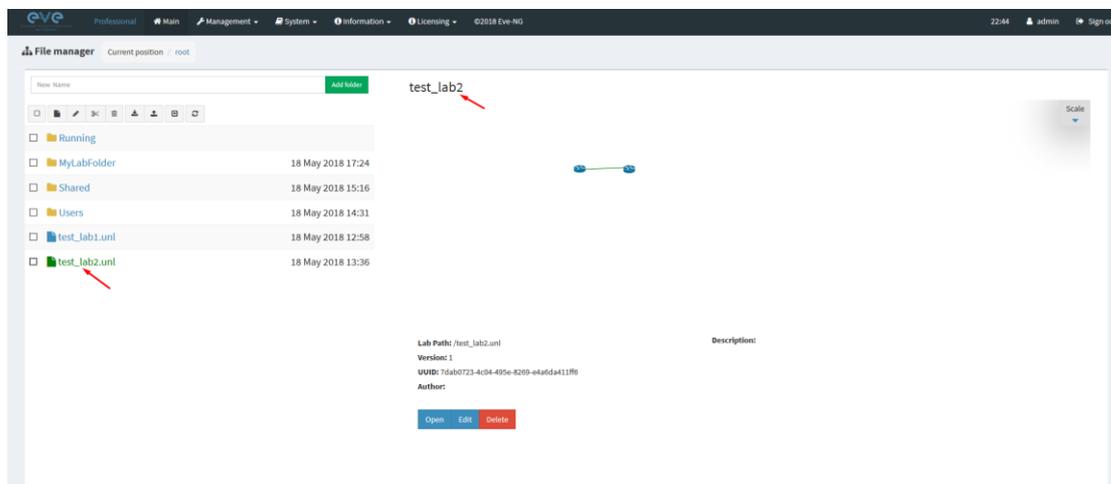
7.7 Other Tab line info



Other items on the top menu are: Real-time clock, a shortcut to edit the currently logged in user, and a sign-out button.

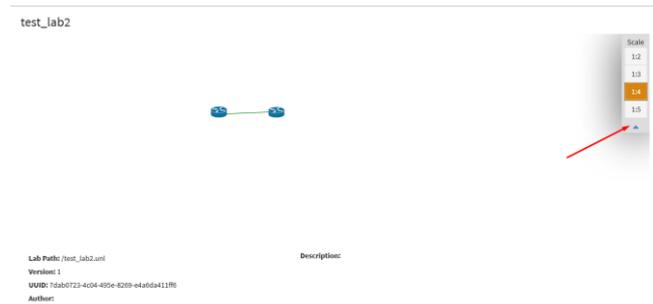
7.8 Lab preview and global settings

Once you click on a lab in the folder tree, a main window on the right side will display schematic content of the lab as well as lab management options like open, edit, and delete.



7.8.1 Lab preview window

The lab preview window displays the schematic position of nodes and their connectivity. The Scale option allows you change the lab preview size.



7.8.2 Lab preview buttons

In the lab preview, these buttons allow you to manage the selected lab.

Button	Description
	Opens the Lab to the Topology Canvas
	Opens the Labs Global Settings. Refer to section 7.8.4 for more info.
	Deletes the lab

7.8.3 Lab preview information

Description, version, UUID etc.

Lab Path: /test_lab1.unl
Version: 12
UUID: 95692558-5acb-4308-ab66-64f9b40bd31f
Author: John Tester

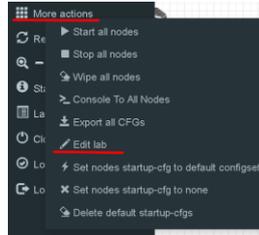
Description:
Here is short description of Lab

7.8.4 Lab Global Settings

Lab Global Settings Page is opened when you click on the preview window or

Edit Edit button below the Lab

from the Topology page Side bar:



This page allows you to fill out important information about the lab. The red numbers in the picture correlate with the numbers listed below

1. Lab name.
2. Version: Version numbers allow a lab author to assign a value to a unique state of a lab. Increase the number to correspond to new developments in the lab. If left unfilled, EVE will assign a value of 1 automatically.
3. Author: You can add a lab author name in this field
4. Config Script Timeout: It is the value in seconds used for the “Configuration Export” and “Boot from exported configs” operations. Refer to section **11.1** for more information.
5. Lab Countdown Timer: It is the value in seconds to provide a time limit (countdown timer) for completing a lab. Refer to section **11.4** for more information.
6. Description: In the Description field you can write a short description of the lab.
7. Tasks: In the Tasks field you can write the task for your lab.



The Lab details window can be opened from the Topology Canvas page sidebar during labbing, to read the Tasks for the lab.

LAB DETAILS

TEST_LAB1

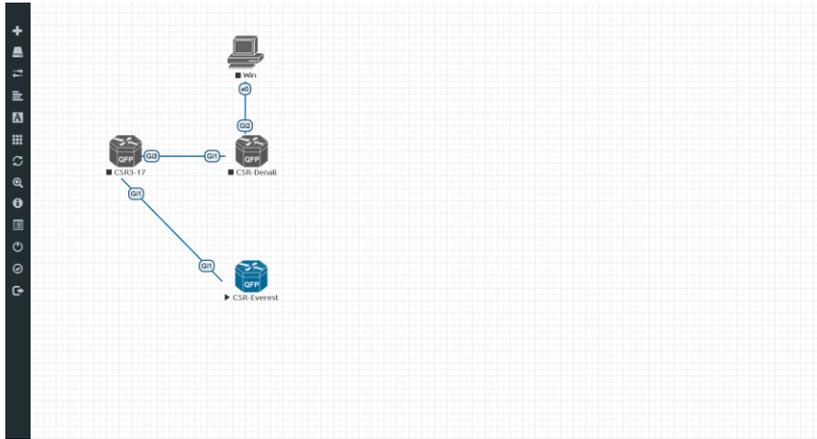
ID: 95692558-5acb-4308-ab66-64f9b40bd31f

Here is short description of Lab

Here are tasks for your lab. Task 1, Please configure Routers with IP addressing Task 2, Configure IGP, EIGRP routing on all nodes Task 3, Configure windows Host to receive DHCP IP address

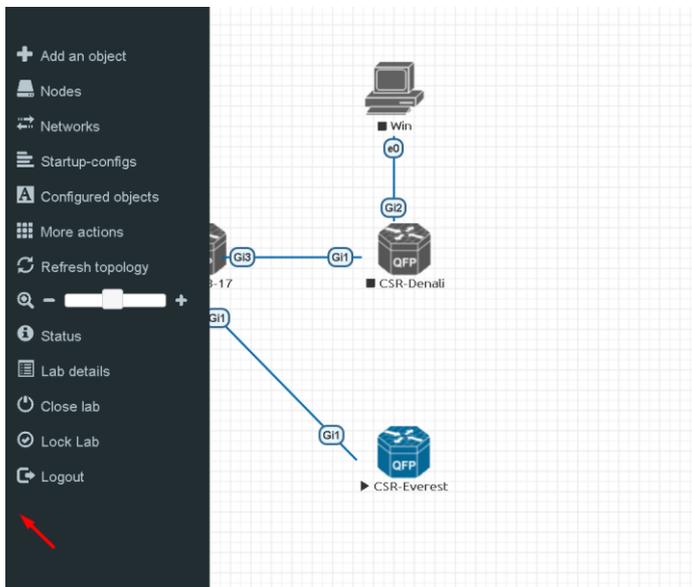
8 EVE WEB Topology page

Once you open a lab, the topology page for that lab will open.



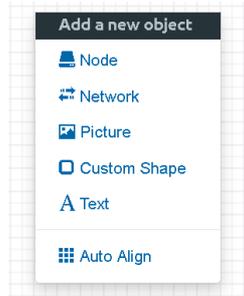
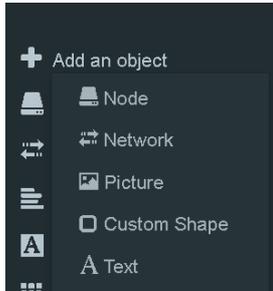
8.1 Side bar functions

Move your mouse pointer over to the left on top of the minimized sidebar to expand the interactive sidebar as shown in below screenshot



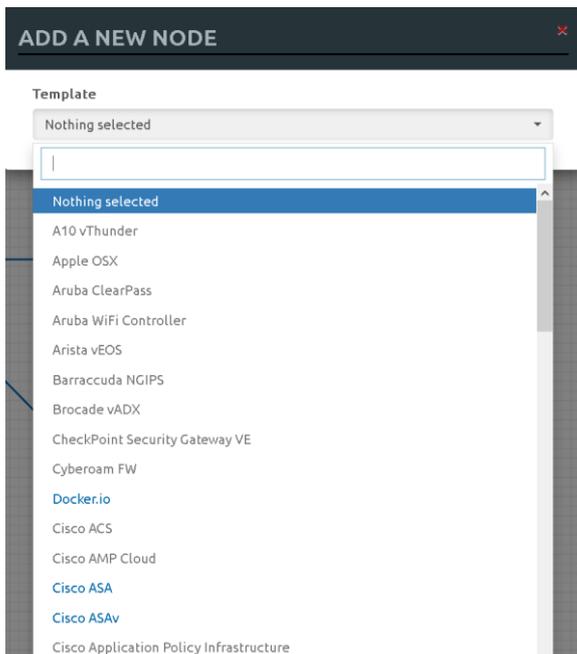
8.1.1 Add an object

The “Add an object” menu can be accessed in two different ways, from the sidebar and by right-clicking on the Topology Page



8.1.1.1 Node object

The Node object opens the “Add a new node” window. Only nodes that appear blue in the dropdown menu can be added. A grey image name signifies that you have not yet properly uploaded an image to the proper folder. A blue image name means that at least one image exists in the proper folder for this template.



8.1.1.2 Network object

The Network object opens the “Add a new network” window. This function is used to add any kind of network (Cloud, Bridge or NAT). For details on these, please refer to section **10**

✕

ADD A NEW NETWORK

Number of networks to add:

Name/Prefix:

Type: bridge

Left:

Top:

Save
Cancel

8.1.1.3 Picture object

The picture object opens the “Add Picture” window and allows you to upload custom topologies in jpg or png format. After uploading, you can edit these pictures and map selected areas to nodes from the topology to use your own designs as a lab topology from which you can directly connect to the nodes. For details, refer to section [11.3](#)

✕

ADD PICTURE

Name:

Picture: Browse... anycon_lab.PNG

Add
Cancel

8.1.1.4 Custom shape object

The Custom shape object allows you to add shape elements onto the topology; these currently include squares and circles. For details, refer to section [11.2](#)

✕

ADD CUSTOM SHAPE

Type: square

Name:

Border-type: solid

Border-width:

Border-color:

Background-color:

Save
Cancel

8.1.1.5 Text object

The Text object allows you to add text elements onto the topology. For details, refer to section [11.2](#)

8.1.2 Nodes

The Nodes object in the sidebar opens the “Configured Nodes” window.

ID	NAME	TEMPLATE	BOOT IMAGE	CPU	CPU LIMIT	IDLE PC	NVRAM (KB)	RAM (MB)	ETH	SER	CONSOLE	ICON	STARTUP-CONFIG	ACTIONS
1	ASA	asa	asa-915-16-k8-CL-L	1	<input checked="" type="checkbox"/>	n/a	n/a	4096	6	n/a	telnet	ASA.png	None	▶ ⌵ ⌴ ⌵ ⌴
2	vEOS2	veos		1	<input checked="" type="checkbox"/>	n/a	n/a	2048	13	n/a	telnet	Switch L3.png	None	▶ ⌵ ⌴ ⌵ ⌴
3	vEOS1	veos		1	<input checked="" type="checkbox"/>	n/a	n/a	2048	13	n/a	telnet	Switch L3.png	None	▶ ⌵ ⌴ ⌵ ⌴
6	Winserver	winserver		2	<input checked="" type="checkbox"/>	n/a	n/a	8192	1	n/a	rdp	Server.png	None	▶ ⌵ ⌴ ⌵ ⌴
7	Corporate	wln	win-7-x86	1	<input checked="" type="checkbox"/>	n/a	n/a	4096	1	n/a	rdp	Desktop.png	None	▶ ⌵ ⌴ ⌵ ⌴
8	WinMGMT	wln	win-7-x86	2	<input checked="" type="checkbox"/>	n/a	n/a	8192	1	n/a	rdp	Desktop.png	None	▶ ⌵ ⌴ ⌵ ⌴
9	vIOS-SW1	vios12	vios12-adventerprisek9-a	1	<input checked="" type="checkbox"/>	n/a	n/a	768	8	n/a	telnet	Switch.png	Default	▶ ⌵ ⌴ ⌵ ⌴
10	vIOS-SW2	vios12	vios12-adventerprisek9-a	1	<input checked="" type="checkbox"/>	n/a	n/a	768	8	n/a	telnet	Switch.png	Default	▶ ⌵ ⌴ ⌵ ⌴

In this window, you can make changes for nodes that are on the lab topology. More options can be found in the detailed node specific menu, for details refer to section [9.1.2](#).

⚠ NOTE: Running nodes are highlighted in Blue, their settings cannot be changed. You can only change settings of nodes that are not currently running.

You can change the following values:

- Node Name
- Boot image
- Number of CPUs for the node
- Enable or disable CPU Limit (Refer to section [7.4.1](#))
- IDLE PC for Dynamips node
- NVRAM in Kbyte
- RAM in Mbyte

- Ethernet quantity. **NOTE:** The Node must be disconnected from any other nodes to make this change. You cannot change the interface quantity if the node is connected to any other node.
- Serial interface quantity, IOL nodes only. You cannot change Serial interface quantity if the node is connected to any other node.
- Type of Console
- Node Icon that appears on the Topology
- Startup configuration to boot from

Actions Buttons:

ACTIONS



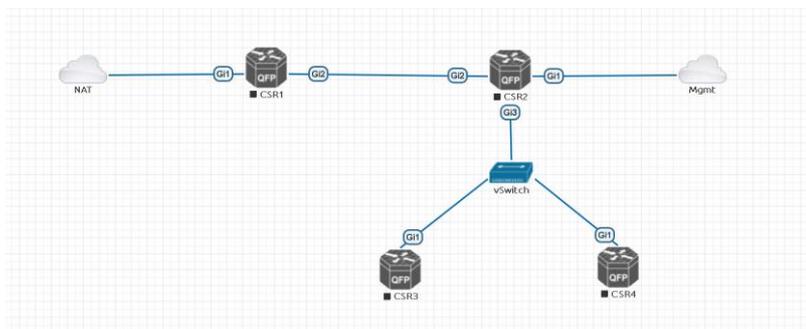
- Start node
- Stop node
- Wipe node
- Export the nodes config
- Networks
- Edit node
- Delete Node

8.1.3 Networks



The Networks object in the sidebar will open the “Configured Networks” window.

The “Configured Networks” window will only show networks that were specifically added to the topology; it will not show node interconnections. The example below is showing information for networks on the Topology. For Cloud networks and how to connect EVE labs to a network external to EVE, please refer to section **10**



ID	NAME	TYPE	ATTACHED NODES	ACTIONS
1	NAT	nat0	1	 
2	Mgmt	port0	1	 
3	vSwitch	bridge	3	 

ACTIONS



- Edit Network
- Delete Network

8.1.4 Startup-configs



The Startup-configs object in the sidebar opens the “Startup-configs” window.

This window will show you startup-config for each node (for PRO it shows the startup configs of the current config set) and if the node is set to boot from it (ON) or not (OFF).

The “Startup-configs” window in the EVE Professional version contains additional features, please refer to section [11.1](#).

8.1.5 Pictures



NOTE: The Pictures object will only appear in the sidebar after you have uploaded a custom topology picture to the lab EVE lab (Please refer to section [8.1.1.3](#)). The Pictures object in the sidebar opens the “Picture Management” window.

For details on the Picture / custom topology feature, refer to section [11.3](#)

8.1.6 Configured Objects



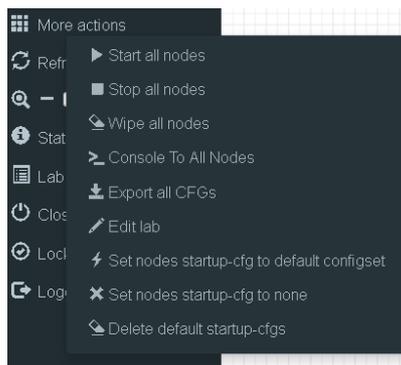
The “Configured Objects” window will display a list of all objects that are added onto the topology. For details on different objects, refer to section [11.2](#)

NOTE: You will not see any objects in this window if none have been added to the lab yet.

CONFIGURED OBJECTS				
ID	NAME	TYPE	TEXT	ACTIONS
1	obj 1	text	Topology obj	⋮
2	square2	square		⋮

8.1.7 More actions

The More actions menu in the sidebar has a submenu with the following functions.



8.1.7.1 Start all nodes



The “Start all nodes” action will start all nodes on your topology, taking the (configurable) startup delay of each node into consideration.

⚠ IMPORTANT. Starting many nodes at once can seriously spike your CPU utilization. Please make sure that you are not using the “Start all nodes” option for heavy labs or that you have configured a proper delay between the nodes. For heavy nodes and large quantities, it is recommended to start them in smaller groups, wait for them to finish booting and then start another small group of nodes.

8.1.7.2 Stop all nodes



Stopping all nodes will power off all nodes on your topology.

⚠ NOTE: It is recommended to save your (running) configurations on the nodes in your lab before you stop the lab if you want to continue where you left off the next time. Stopping the nodes will leave the images in a temporary folder and will take up space on your drive until they have been wiped.

8.1.7.3 Wipe all nodes



The “Wipe all nodes” action will wipe the NVRAM or currently saved image of all your nodes in the current lab.

Example: You have saved the nodes configuration by saving the running configuration to the startup configuration. The Wipe command will delete the saved NVRAM startup configuration and on the next boot it will boot from factory defaults.

The same applies to images without configurations, e.g. a linux node. If you make modifications to the system and afterwards wipe this node, the next time it will boot from the original base image again as the modified image was deleted.

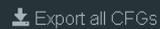
The “Wipe node” action is commonly used with initial startup configuration modifications. The Wipe node action does not delete configured startup configurations or sets. Please refer to section **11.1**

8.1.7.4 Console to All Nodes



“Console to all nodes” will open a console to all of your running nodes in the current lab. This includes all different kinds of configured console types for lab nodes like VNC, Telnet and RDP.

8.1.7.5 Export all CFGs



The “Export all configurations” action will export current configs to the EVE startup-configs.

Export configurations are supported for:

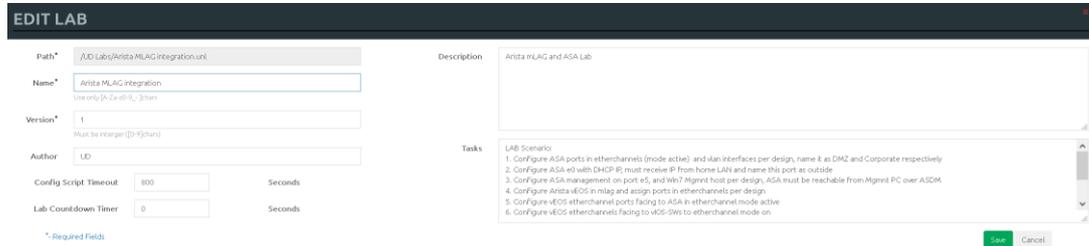
Cisco Dynamips all nodes	Juniper VRR
Cisco IOL (IOS on Linux)	Juniper VMX
Cisco ASA	Juniper vMX-NG
Cisco ASAv	Juniper vQFX
Cisco CSR1000v	Juniper vSRX
Cisco Nexus 9K	Juniper vSRX-NG
Cisco Nexus Titanium	Mikrotik
Cisco vIOS L3	PFsense FW
Cisco vIOS L2	Timos Alcatel
Cisco XRv	vEOS Arista
Cisco XRv9K	

For a full explanation of exporting configurations, please refer to section **11.1**

8.1.7.6 Edit lab



Opens the Edit lab window. Refer to section: **0**



8.1.7.7 Set node's startup-cfg to default configset

 Set nodes startup-cfg to default configset Sets nodes to the default startup-config. NOTE: If you have nothing saved in the default config set for any node, that node will boot from factory default instead. This is commonly used with the wipe nodes function so the node will boot from the configured startup-config on next boot and not from the startup-config in its NVRAM in case the node was started before already.

Please refer to section **11.1**

8.1.7.8 Set node's startup-cfg to none

 Set nodes startup-cfg to none Setting all lab nodes to boot from factory default. Used commonly with the wipe nodes function. The example below shows the steps to set a lab to boot from factory default.

- Step 1: Wipe all nodes
- Step 2: Set all nodes to startup-cfg none

Please refer to section **11.1**

8.1.7.9 Delete default startup-cfgs

 Delete default startup-cfgs

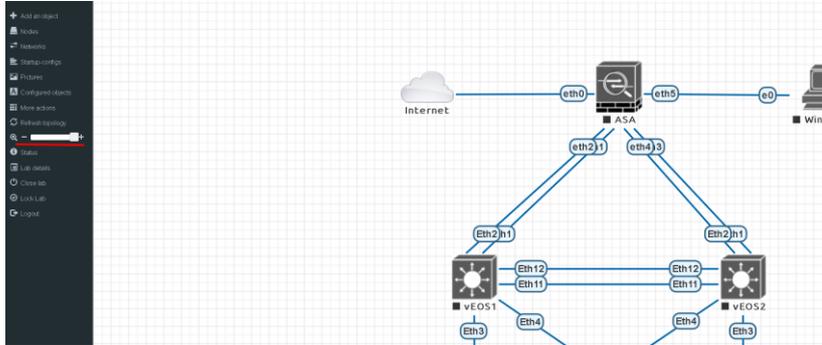
 **WARNING:** this action will delete all configurations saved to your saved default config set. Please make sure that is what you want to do before you execute this.

8.1.8 Refresh Topology

 Refresh topology Sometimes it is necessary to refresh the topology if many objects are added on the topology.

8.1.9 Lab page zoom/unzoom

 This action is used to zoom or unzoom a large topology in EVE.



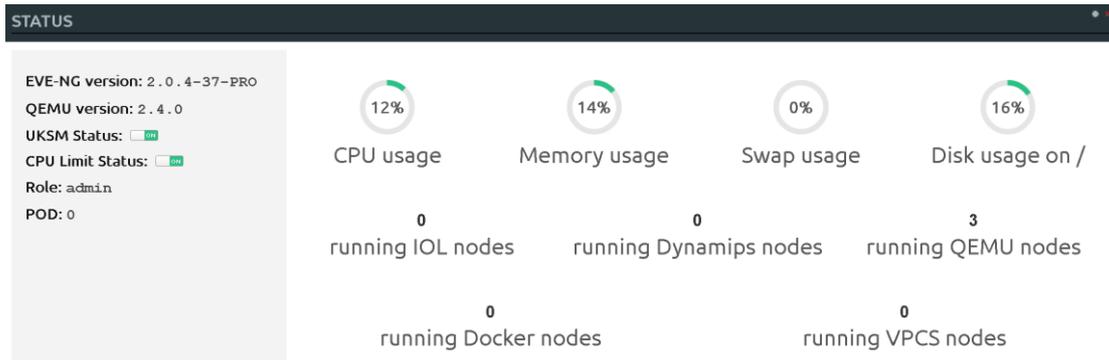
8.1.10 Status



Status

Opens the EVE Status window.

Especially useful while working with labs to monitor your EVE's resource utilization. It shows EVEs CPU, RAM and disk utilization in real time. You can also see the number of running nodes per node type. For details on UKSM and CPU Limit, please refer to section [7.4.1](#)



8.1.11 Lab details

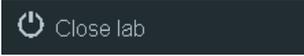


Lab details

Lab details display information about a lab, its UUID, description and lab tasks. To edit the lab description and lab tasks, please refer to section [0](#) and [8.1.7.6](#)

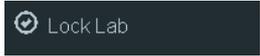
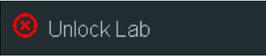


8.1.12 Close lab

 Closes the lab topology. The lab can be closed while the nodes in the lab are still running as well. It will appear as running lab under the Running folder. Please refer to section [7.2.1.1](#)

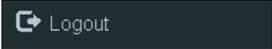
8.1.13 Lock Lab

“Lock Lab” disables some of the functions on the lab topology. If the lab is locked, you cannot move any node or object nor edit any node settings. Basically, the whole lab will be in read-only mode except for the lab settings itself, which you can still edit as Administrator or Editor from the main menu. The Lock Lab function is also used in conjunction with the countdown timer function, for details on this please refer to section [11.4](#)

 Lab is unlocked and all operations are working	 Lab is locked, limited operations permitted.
---	--

To unlock a Lab, simply press on the red “Unlock Lab” button with an Administrator or Editor account.

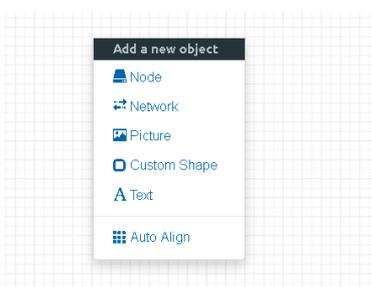
8.1.14 Logout

 Log out from the EVE WEB GUI session. Please refer to section [7.7](#)

8.2 EVE Lab topology menus

Right-clicking within the EVE topology can open new menus with various functions and options for managing nodes.

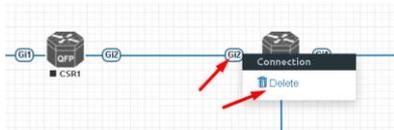
8.2.1 Lab topology menu



Right-clicking on the (free/unused) canvas of the EVE topology opens a new menu. (Add-) Node, Network, Picture, Custom Shape and Text are the same functions referred to in section [8.1.1](#).

Auto Align. This function will help align objects on the topology. The lab creator does not need to worry about small displacements of objects. AutoAlign will align all objects to a virtual grid with a single click and can make neatly arranged labs look even neater.

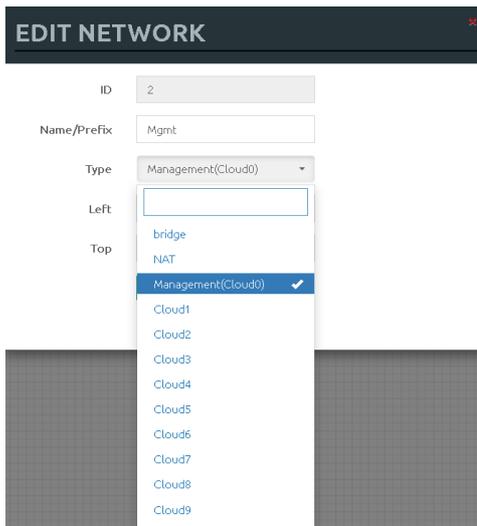
8.2.2 Connection menu



Right-clicking on the connection between nodes allows you to delete this connection.

8.2.3 Cloud or Bridge network menu

Right-clicking on a Cloud or Bridge network allows you to edit or delete it.

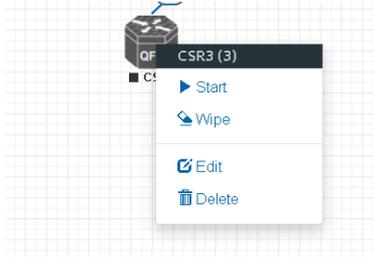


If you have chosen Edit, the Network edit window will open a window where you can change the placement, network type or name/prefix.

For details on how to operate EVE Cloud networks and external connections, please refer to section **10**

8.2.4 Stopped node menu

Right-clicking on a stopped node also opens a menu:



Start node: This will start the selected node in this lab

Wipe node: Wiping a node will erase the NVRAM (running config) or the temporary image snapshot depending on the type of node. This option is used to clean up a node in order to boot it from factory defaults or a custom set of configurations.

Edit node: Opens the Edit node window (picture on the right). For details please refer to section [9.1.2](#)

Delete node. Deletes the node from the lab. It is recommended to disconnect (delete connections to it) the node before you delete it.

EDIT NODE

Template
Cisco CSR 1000V

ID
3

Image
csr1000v-universalk.9.03.17.04.S.156-1.S4

Name/prefix
CSR3

Icon
CSRv1000.png

UUID
67Fea887-b30d-4ad0-b314-828808b38533

CPU Limit

CPU 1	RAM (MB) 3072	Ethernets 4
-----------------	-------------------------	-----------------------

QEMU Version tpl(2.12.0)	QEMU Arch tpl(x86_64)	QEMU Nic tpl(e1000)
------------------------------------	---------------------------------	-------------------------------

QEMU custom options
-machine type=pc-1.0,accel=kvm -serial mon:stdio -nographic -nodefconfig -nodef

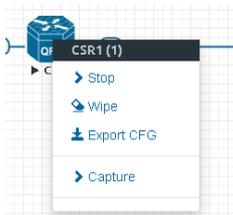
Startup configuration
None

Delay (s)
0

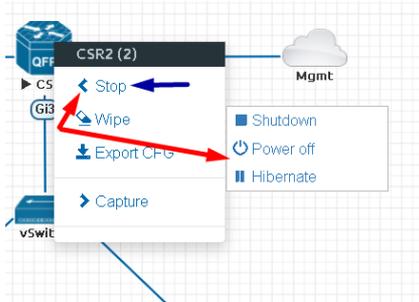
Console
telnet

Left 472	Top 365
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8.2.5 Running node menu



Right-clicking on a running node also opens a menu:



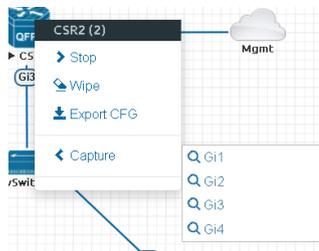
Stop. Blue arrow: clicking on Stop will stop the node depending on the method the node supports (power off / shutdown are auto-selected based on the template)

Stop menu. Red arrows: There are more options to stop a node, clicking on the chevron on the left side of “Stop” opens a submenu.

- **Shutdown:** Perform an orderly shutdown of the node if that node supports it (shutdown signal is sent down to the node)
- **Power off:** Kills the running nodes process within EVE (hard poweroff).
- **Hibernate.** Save Node state (Disk and Memory are saved in an internal snapshot). Used for fast boot of a node. The hibernation process can take some time. Once the hibernation process is completed, the node will turn grey (shutdown state).

Wipe node: Wiping a node will erase the NVRAM (running config) or the temporary image snapshot depending on the type of node. This option is used to clean up a node in order to boot it from factory defaults or a custom set of configurations.

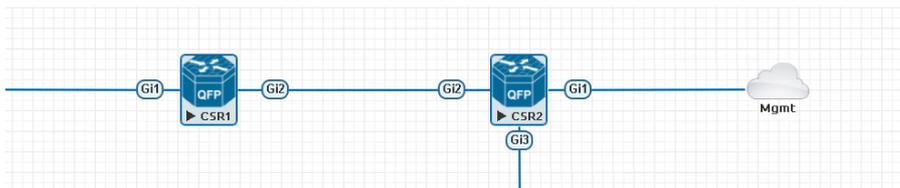
Export CFG: This function is used to export the saved running configuration to the EVE startup configuration sets. Reference section [11.1](#)



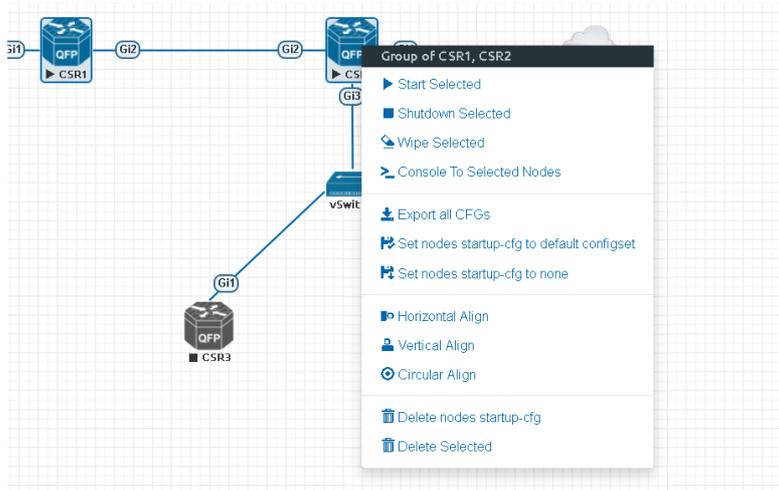
Capture. Integrated live Wireshark capture. Select the interface which you wish to capture. Reference section [12](#)

8.2.6 Selected nodes menu and features

It is possible to select many objects or nodes at once in EVE. Using your mouse, you can select an area which will cover your nodes and/or you can click on nodes while holding the CTRL key on your keyboard.



A right-click on any of the selected nodes opens a group menu:



Start Selected: This will start the selected nodes in this lab.

Stop Selected: This will stop the selected nodes in this lab

Wipe Selected: The Wipe Selected nodes action will wipe the NVRAM or currently saved image of the selected nodes in the current lab.

Example: You have saved the nodes configuration by saving the running configuration to the startup configuration. The Wipe command will delete the saved NVRAM startup configuration and on the next boot it will boot from factory defaults.

The same applies to images without configurations, e.g. a linux node. If you make modifications to the system and afterwards wipe this node, the next time it will boot from the original base image again as the modified image was deleted.

The Wipe node action is commonly used with initial startup configuration modifications. The Wipe node action does not delete configured startup configurations or sets. Please refer to section **11.1**

Console To Selected Nodes: Console To Selected Nodes will open a console to all selected running nodes in the current lab. This includes all different kinds of configured console types for lab nodes like VNC, Telnet and RDP

Export all CFGs: The Export all configurations action will export current configs of selected nodes to the EVE startup-configs.

For a full explanation of exporting configurations, please refer to section **11.1**

Set nodes startup-cfg to default configset: Sets nodes to Default startup config, used commonly with the wipe nodes function. NOTE: If you have nothing saved in the default config set for any node, that node will boot from factory default instead. This is commonly used with the wipe nodes function so the node will boot from the configured startup-config on next boot and not from the startup-config in its NVRAM in case the node was started before already.

Please refer to section **11.1**

Set nodes startup-cfg to none. Setting selected lab nodes to boot from factory default. Used commonly with the wipe nodes function. The example below shows the steps to set selected nodes to boot from factory default.

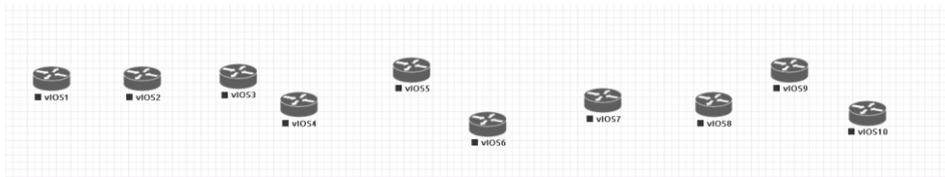
- Step 1: Wipe selected nodes
- Step 2: Set nodes startup-cfg to none

Please refer to section **11.1**

Horizontal Align. Aligns the selected nodes in one horizontal line.

- Step 1: Select the nodes you wish to align.
- Step 2: Right click on one of the selected nodes and choose Horizontal align, this will align all nodes to the selected node.

Picture before:



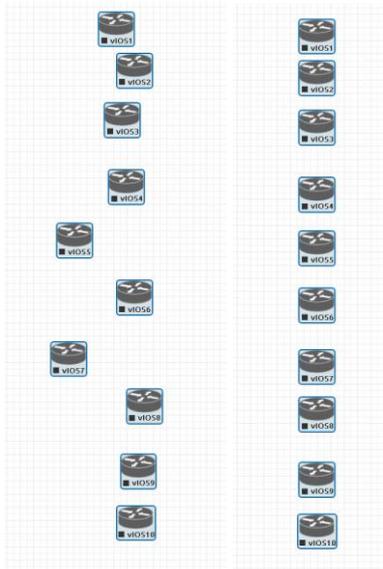
Picture after:



Vertical Align: Aligns the nodes in one vertical line.

- Step 1: Select the nodes you wish to align.
- Step 2: Right click on one of the selected nodes and choose Vertical align, this will align all nodes to the selected node.

Picture before **Picture after**



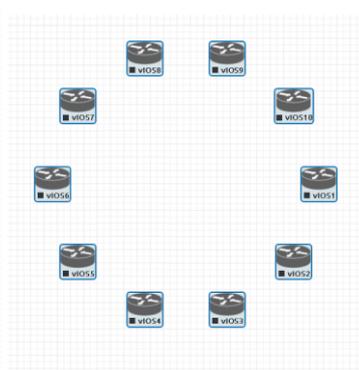
Circular Align: Aligns the nodes in a circle.

Step 1: Select the nodes you wish to align.

Step 2: Right click on one of the selected nodes and choose Circular Align, this will align all nodes in a circle, the midpoint of the circle will be at the coordinates the selected node was at before.

Picture Before

Picture After



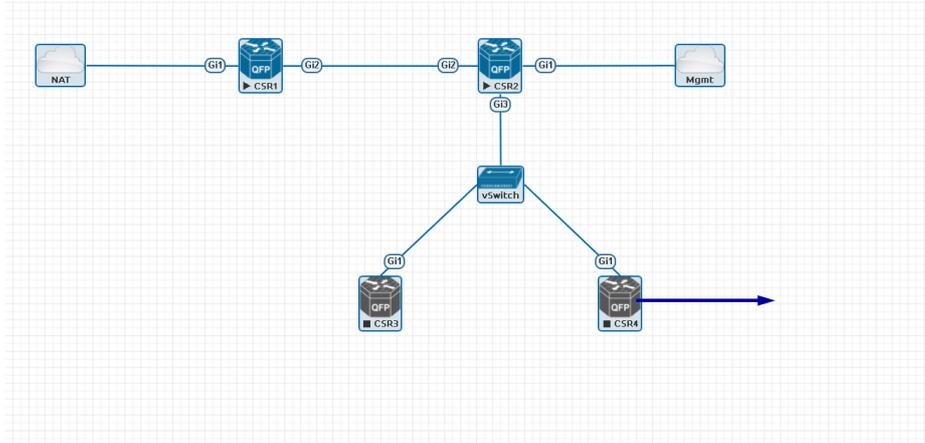
Delete nodes startup-config.

⚠ WARNING, this action will delete the configurations of the selected nodes that are saved to your Default config set. Please make sure that is what you want to do before you execute this.

Delete selected: This will delete the selected nodes from your current lab.

Selected nodes can be moved as a group across the topology.

Example: You can select nodes and objects to better position them on the Topology.



8.3 EVE Lab node states and symbols

8.3.1 Stopped (non-running) nodes



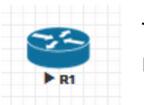
Grey color and a square symbol below a node means that the node is stopped and not running. Once you will start it, the node will change to one of the running states below.



A grey node with an exclamation mark inside a triangle below the node means that there was a problem during the boot process, this could be a corrupted boot image, insufficient resources or problems with the initial configuration. A node in this state cannot be started again.

Workaround: Right-click on the node and wipe it, the symbol will then change to a grey color with a square symbol below it. Then edit the node and make sure you have configured sufficient resources and the correct settings for this node, if it has startup-configs you can check them as well. Afterwards start the node again.

8.3.2 Running nodes



The blue color and black Play triangle symbol means that the node is started and running, the node is in a working/functional state.



A running node with a clock symbol below the node means that the node is waiting to finish loading from the set exported/startup configuration. Once the configuration has been successfully applied, the node symbol will change to a Play triangle symbol. If the node has finished booting but the clock symbol does not change to the Play triangle symbol, the problem could be in the uploaded startup configuration. For how to use exported configurations and boot nodes from them, please refer to section [11.1](#)

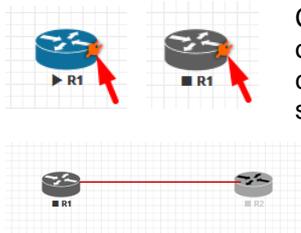


A running node with a turning red gear symbol means that the node is either in the process of hibernating the node or it has sent the shutdown signal to the node and is waiting for it to turn off. Once this process has successfully finished, the symbol will turn into a grey node with a black square symbol below it (stopped state).

- ⚠ NOTE: If the node does not support a system shutdown or does not recognize the shutdown signal (example: Cisco router), after clicking on Shutdown, the node can stay with a turning red gear symbol below it indefinitely.
Workaround: Use Stop or Stop/PowerOff to stop the node.

Example nodes where Stop/Shutdown is supported: Microsoft Windows and most Linux nodes as well as a lot of appliances based on linux.

8.3.3 Node connector symbol



Connector symbol: If you move your mouse pointer on top of a running or stopped node, an orange connector symbol appears. It is used to connect nodes on the topology in a drag and drop style. Drag the symbol from one node and release the mouse pointer on the second node. A new window will appear where you can select the interfaces the link should connect to.

8.4 Other

8.4.1 Notification area



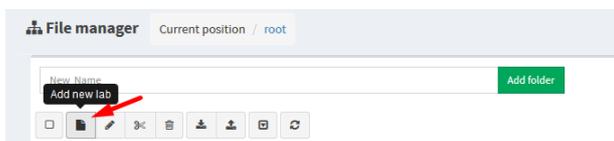
The Notification area in the top right is displaying informational or error messages.

9 Working with EVE labs

⚠ IMPORTANT NOTE: You must prepare and upload at least a couple of images to start building your labs. Refer to section **16**

9.1 Creating a lab

Step 1: Click Add new lab. For more information on creating new labs, please refer to section **7.2.2.1**



Step 2:

Fill out the lab information. Name and Version are required fields. Next hit Save. Refer to section **0** for more information about the different fields in the Edit lab window.

The screenshot shows the 'Add New Lab' form. It includes the following fields and options:

- Name***: mylab4 (with a note: 'Use only [a-z-0-9]_johans')
- Version***: 1 (with a note: 'Must be integer (0-99999)')
- Author**: John Tester
- Config Script Timeout**: 300 Seconds
- Lab Countdown Timer**: 0 Seconds
- Description**: It is my new lab
- Tasks**:
 1. configure IP addressing
 2. configure EIGRP AS 20
 3. configure static default route to the Internet

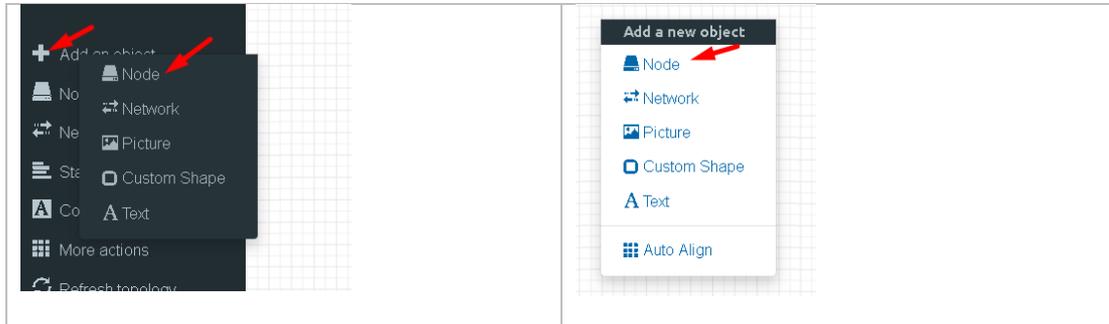
Buttons for 'Save' and 'Cancel' are at the bottom right. A note at the bottom left states '* - Required Fields'.

9.1.1 Adding nodes to the lab

The new Topology page will open. There are two different ways to add nodes to the topology canvas:

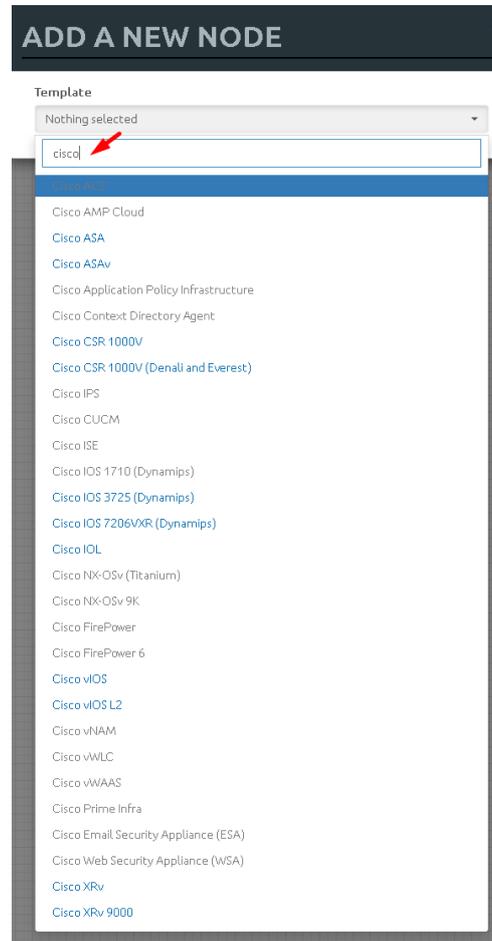
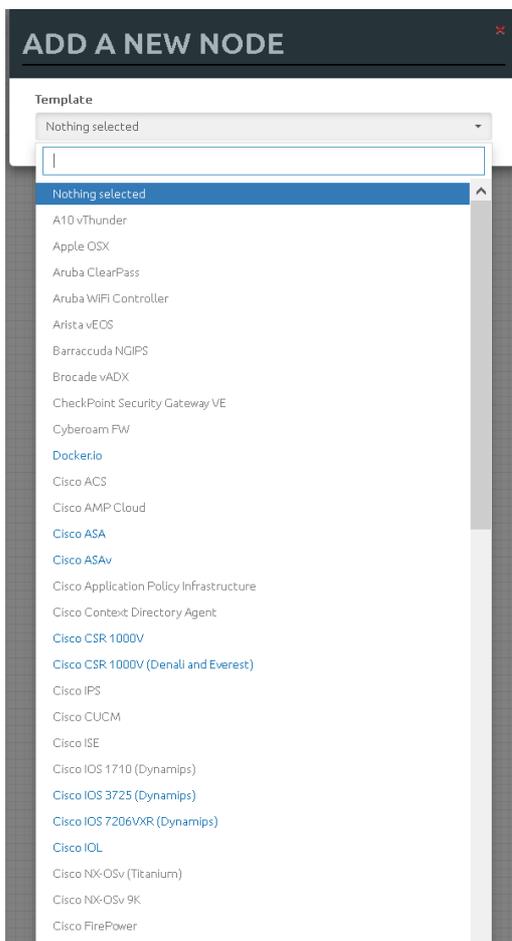
Step 1: Object/Add Node

<p>Left Side Bar > Add object > node. Refer to section 8.1.1.1 for more information.</p>	<p>Right click on a free area of the topology page and click on "Node" to add a new node. Refer to section 8.2.1 for more information.</p>
---	---



Step 2: The Add new node window will appear. You can scroll down to choose which node you wish to add to the lab topology, or you can type the node name to filter through the node list.

⚠ NOTE: It will only be possible to select and add nodes that have images preloaded in EVE. These nodes will be displayed in a blue font. To prepare images for EVE, refer to section 16.2



Step 3: Edit Add add a new node settings. Please refer to the picture and table below.

ADD A NEW NODE ✕

Template 1.

Number of nodes to add 2. **Image 3.**

Name/prefix 4.

Icon 5.

UUID 6.

CPU Limit 7.

CPU 8. **RAM (MB) 9.** **Ethernets 10.**

QEMU Version 11. **QEMU Arch 12.** **QEMU Nic 13.**

QEMU custom options 14.

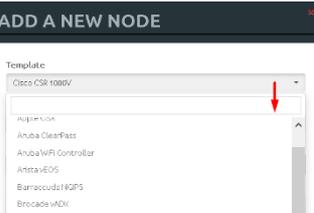
Startup configuration 15.

Delay (s) 16.

Console 17.

Left **Top**

9.1.1.1 Node values Table

Number	Description
1.	 <p>Template menu. Choose which node template to add to the topology</p>
2.	<p>Number of nodes to add</p> <input data-bbox="408 831 639 869" type="text" value="1"/> <p>Chose the number of nodes of this type you want to add to the topology</p>
3.	<p>Image</p>  <p>Choose your preferred version from preloaded images list (if you have more than one image loaded for a single template).</p>
4.	<p>Name/prefix</p> <input data-bbox="416 1137 1015 1178" type="text" value="CSR"/> <p>Type your preferred node name. If you are adding more than one, EVE will automatically append numbers to the nodes name.</p> <p>Example. We are adding 5 CSR nodes with the name R. On the topology they will appear as R1, R2, R3, R4, R5. Later using the the Nodes window, you can edit the node names per your needs. Refer to section 8.1.2 or edit the node individually, refer to section 9.1.2.</p>
5.	<p>Icon</p>  <p>Node icons can be changed from the default per your preference, simply choose the preferred icon from the dropdown list. Node icons can be changed later per your needs. Refer to section 8.1.2</p>
6.	<p>UUID</p> <input data-bbox="392 1742 967 1783" type="text"/> <p>The UUID number is assigned automatically after a node is created. You may also set it manually in case you are using a license that is tied to a particular UUID.</p>

7.	CPU Limit <input type="checkbox"/>	CPU limit per node. This option is already set (checked/unchecked) per EVE recommendations. Refer to section 7.4.1
8.	CPU <input type="text" value="1"/>	Each node template has a pre-set CPU value that aligns with vendor requirements. This value can be changed per your needs.
9.	RAM (MB) <input type="text" value="3072"/>	Each node template has a pre-set RAM value that aligns with vendor requirements. This value is displayed in MB and may be changed per your needs.
10.	Ethernets <input type="text" value="4"/> ⚠ NOTE for IOL nodes: Ethernet interfaces for IOL nodes are placed into groups of 4. A value of 1 for Ethernet means your node will have 4 interfaces. The serial interface option is available for IOL nodes only and follows the same grouping structure as ethernet interfaces. A value of 1 for Serial means your node will have 4 serial interfaces. Ethernet portgroups (4 int each) <input type="text" value="1"/> Serial portgroups (4 int each) <input type="text" value="1"/>	The number of ethernet interfaces.
11.	QEMU Version <input type="text" value="tpl(2.12.0)"/>	EVE will pre-set the best recommended QEMU version for each node template. This value can be changed per your needs.
12.	QEMU Arch <input type="text" value="tpl(x86_64)"/>	Qemu architecture is pre-set per image vendor recommendations. This value can be changed per your needs
13.	QEMU Nic <input type="text" value="tpl(vmxnet3)"/> virtio-net-pci e1000 e1000-82545em vmxnet3 tpl(vmxnet3)	Type of Qemu NIC is pre-set per image vendor recommendations. This value can be changed per your needs.

14.	<p>QEMU custom options</p> <p><input type="text" value="-machine type=pc-1.0,accel=kvm -cpu Nehalem -serial mon:stdio -nographic -r"/></p> <p>Qemu custom options are pre-set per image vendor recommendations. This value can be changed per your needs</p>
15.	<p>Startup configuration</p> <p><input type="text" value="None"/></p> <p>Startup configuration: Value can be changed to set your node to boot from saved configurations. Refer to section 11.1 for more details.</p>
16.	<p>Delay (s)</p> <p><input type="text" value="0"/></p> <p>The Delay value is set in seconds and can be used to delay a node from booting after it is started. Example: if the value is set to 30, the node will wait 30 seconds before processing its boot sequense. This feature is useful in conjunction with the "Start all nodes" function if your lab requires certain nodes to start up before others or to avoid a mass-start of very heavy nodes.</p>
17.	<p>Console</p> <p><input type="text" value="telnet"/></p> <p>The setting can be changes per your needs.</p> <p>⚠ NOTE: The Docker template contains a wide variety of images, therefore, please refer to section 14.1.3 for recommended console types for each docker image. Windows nodes can use either RDP or VNC but RDP needs to be enabled in Windows itself.</p> <p>Console types for each template are pre-set with recommended settings.</p>
18.	<p>First Eth MAC Address</p> <p><input type="text"/></p> <p>OPTIONAL: Templates for Cisco FirePower, F5, Linux, and Citrix have the option to manually set the MAC address for the first ethernet interface. This will enable the use of licenses that are tied to a particular MAC address.</p> <p>MAC Address format must be like: 00:50:0a:00:0b:00</p>

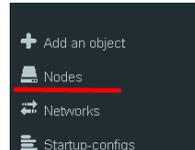
9.1.2 Edit node

EVE provides two ways to edit nodes after being added to the topology canvas.

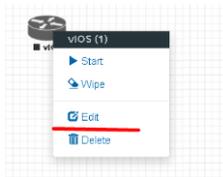
- ⚠ NOTE:** A node must be **wiped** each time an image or startup configuration has been changed.

9.1.2.1 Edit nodes globally

From the Topology page. Click “Nodes” from the left sidebar to bring up the nodes list. Refer to section [8.1.2](#) for more details.



9.1.2.2 Edit node individually.



Right click on the node and click Edit

The “Edit node” window will appear. It is very similar to the window that is displayed when you add a new node. To change values for the node, refer to the nodes value table in section [9.1.1.1](#).

EDIT NODE
✕

Template
Cisco vIOS

ID
1

Image
vios-adventerprisek9-m-15.6.2T

Name/prefix
vIOS

Icon
Router.png

UUID
b5fa3320-98ed-4ea4-ad21-627d427b8a6a

CPU Limit

CPU 1	RAM (MB) 1024	Ethernets 4
-----------------	-------------------------	-----------------------

QEMU Version tpl(default 2.4.0)	QEMU Arch tpl(i386)	QEMU Nic tpl(e1000)
---	-------------------------------	-------------------------------

QEMU custom options
-machine type=pc-1.0,accel=kvm -serial mon:stdio -nographic -nodefconfig -nodef

Startup configuration
None

Delay (s)
0

Console
telnet

Left 839	Top 218
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9.1.3 Wipe Node



The “Wipe node” function will clear the NVRAM of the node. Each time a node setting is changed (CPU, RAM, boot image or startup configuration) a wipe must be issued on that node. For more information refer to section **11.1**

9.1.4 Interconnecting nodes

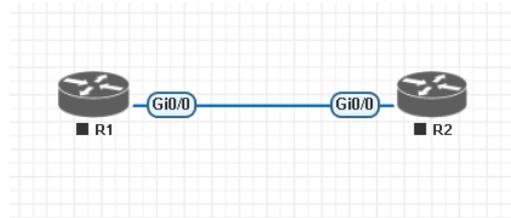
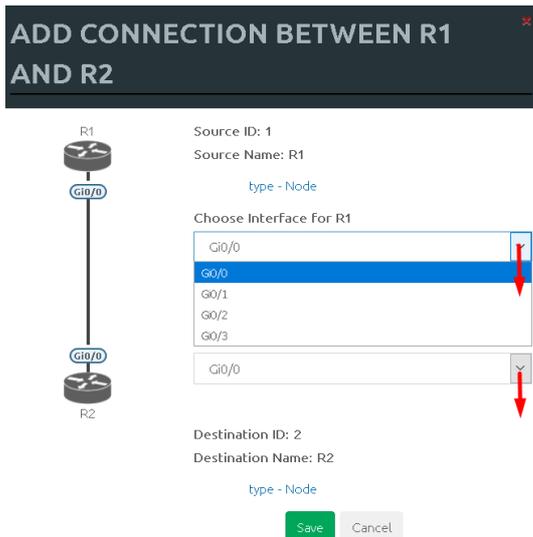
To connect nodes on the lab, use the drag and drop style method



Connector symbol: Moving the mouse over a node will make an orange male plug appear. The male plug is used to connect nodes on the topology, drag and drop style. Release the mouse pointer on the second node.



The connection window will appear. Choose the interface you want to use to interconnect the nodes. Click Save when finished.



9.1.5 Delete connection between nodes



To delete a connection, right click on it and hit "Delete."

9.1.6 Delete Node



To delete a node, right click it and hit "Delete." This is a non-reversible function

NOTE: It is strongly recommended to delete connections from a node before deleting the node itself.

9.2 Running labs

9.2.1 Starting lab

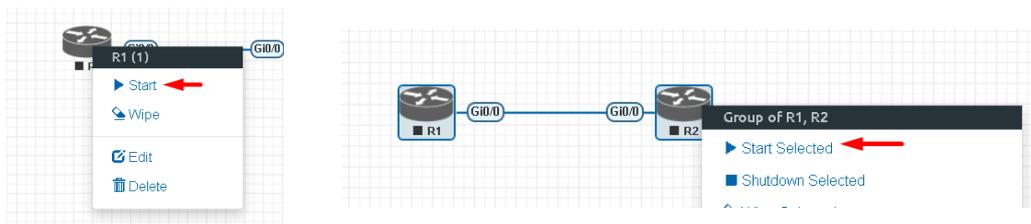
Nodes inside a lab may be started individually, in groups, or all at once.

▶ Start all nodes The Start all nodes option will start all nodes on your topology.

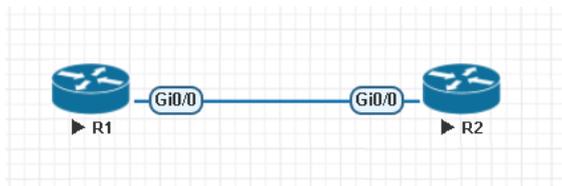
- ⚠ **IMPORTANT.** Starting all the nodes at once can result in major spikes in CPU utilization. Please make sure you are not using the “Start all nodes” option for heavy labs. Instead, it is recommended to start nodes in small groups.

Starting a node or group of nodes:

Right click on single node or node group and hit “Start.”



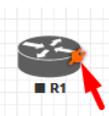
Running nodes will turn blue. Refer to section 8.3 for node states



9.2.2 Interconnecting running nodes (hotlinks)

Eve Professional offers the hotlinks feature which allows you to interconnect node in the running state.

Connector symbol. Moving the mouse over a node will make an orange male plug appear. The male plug is used to connect nodes on the topology, drag and drop style. Release the mouse pointer on the second node



ADD CONNECTION BETWEEN R1 AND R2

Source ID: 1
Source Name: R1
type - Node

Choose Interface For R1
Gi0/0

Choose Interface For R2
Gi0/0

Destination ID: 2
Destination Name: R2
type - Node

Save Cancel

9.3 Saving labs

To save a running lab, refer to the vendor recommended save commands for each node.

Example:

Cisco: "copy run start"

Juniper "commit"

Your current work will be saved in the nodes' NVRAM and the lab can be stopped safely. Starting the lab again will allow you to pick up from where you left off.

⚠ WARNING: Using the wipe action on a node will clear its NVRAM. This is similar to doing a factory reset on a device.

The configurations of nodes can be exported and used as initial or startup configurations for your labs. To export configurations and configuration sets for labs refer to section **11.1**

9.4 Stopping labs

Stop all nodes

The Stop all nodes option will stop all nodes on your topology.

NOTE: It is recommended to save your running configurations before you stop your nodes.

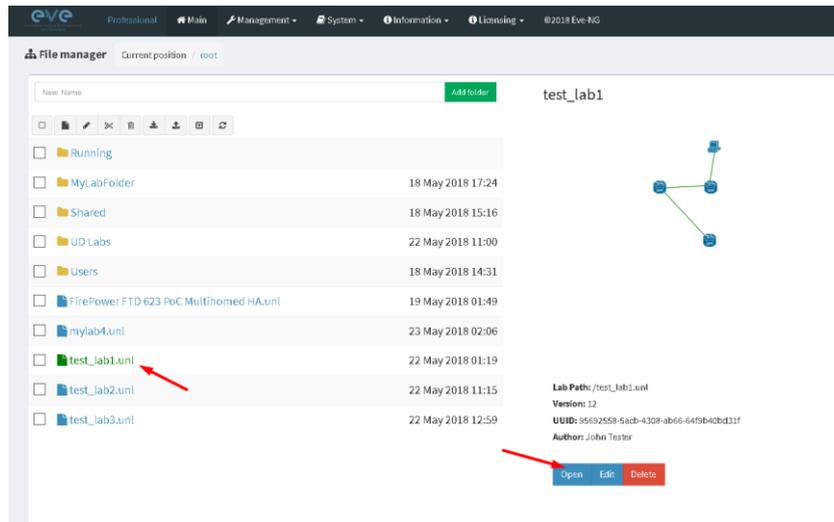
Stopping a node or group of nodes:

Right click on single node or node group and hit "Stop."

For individual node Stop options refer to section **8.2.5**

9.5 Start saved lab

Select the lab you want to start and click “Open”



9.6 Working with multiple running labs

Refer to section [7.2.1.1](#)

9.7 Importing labs

Refer to section [7.2.2.6](#)

9.8 Exporting labs

Refer to section [7.2.2.5](#)

9.9 Deleting labs

Refer to section [7.2.2.2](#)

9.10 Moving labs

Refer to section [7.2.2.4](#)

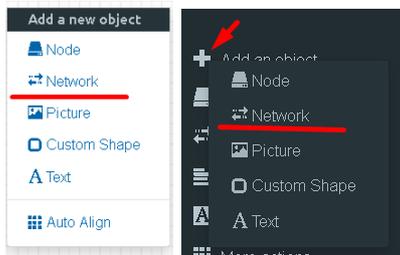
10 EVE Clouds and Networks

10.1 Bridge Network

The EVE Bridge interface acts like an unmanaged Switch. It supports passing along tagged dot1q packets.

Example: We have to connect many nodes in a flat (dot1q) network

Step 1: Add a Bridge Network onto the topology. There are two ways to do this: Right-clicking on the topology area and selecting “Add Network” or in the sidebar click “Add an Object” and then select “Network.” Please refer to sections [8.2.3](#) and [8.1.1.2](#)



Step 2: Name/prefix can be changed in order to rename your Bridge network. Make sure your network type is set to bridge.

ADD A NEW NETWORK

Number of networks to add:

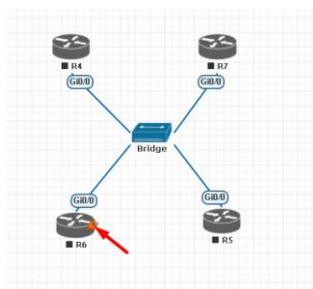
Name/Prefix: ←

Type: ←

Left:

Top:

Step 3: Connect your nodes using the drag and drop connector. Refer to sections [9.1.4](#) and [8.2.3](#)



10.2 NAT Network

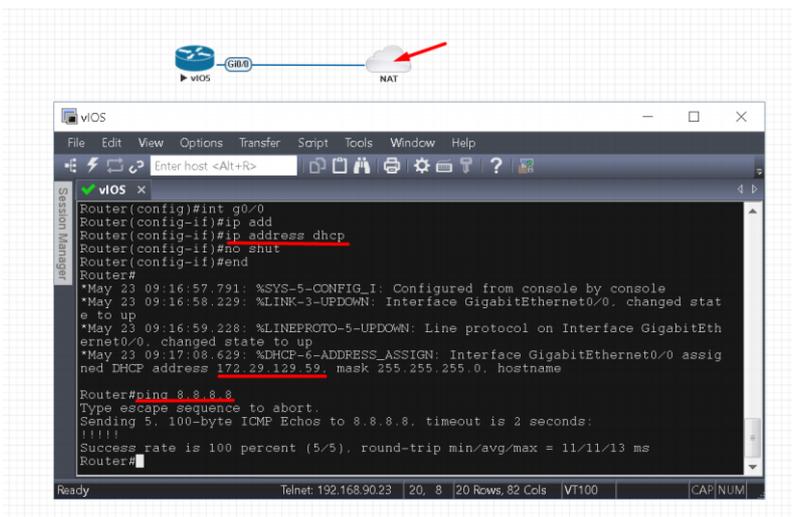
EVE-NG PRO has an embedded NAT interface with the subnet 172.29.129.0/24. This feature is similar to the VMWare NAT interface, but EVE is translating the 172.29.129.0/24 (this subnet is hardcoded in EVE and is not configurable) subnet to EVE's management interface pnet0.

To add a NAT Cloud onto the EVE topology:

Step 1: Add A New Network onto the topology. There are two ways to do this: Right-clicking on topology area and selecting “Network” or in the sidebar, “Add an Object” and then select “Network.”

Step 2: Name/prefix can be changed in order to rename your NAT network. Make sure your network type is set to NAT.

Step 3: Connect your nodes using the drag and drop connector. Refer to sections [9.1.4](#) and [8.2.3](#)



If your EVE management is connected to the Internet, adding a NAT cloud onto the EVE lab enables you to have internet access from within your EVE lab using NAT.

EVE NAT Gateway IP is:
172.29.129.254/24

DHCP is enabled on the EVE NAT Cloud.

10.3 Management Cloud0 interface

EVE management interface is also known as the Cloud0 network for labs. The Cloud0 interface is bridged with your EVEs first NIC. “Cloud” is used as an alias to pnet. Pnet is the bridge interface name inside of EVE.

```

# The primary network interface
iface eth0 inet manual
auto pnet0
iface pnet0 inet dhcp
bridge_ports eth0
bridge_stp off
  
```

Cloud0 is commonly used inside EVE labs to get management access to nodes running inside EVE from a host machine external to EVE.

⚠ IMPORTANT NOTE: For EVE VMs running on ESXi, make sure your management interface bridged with the vSwitch (Port group) has the security settings for Promiscuous Mode set to Accept. Any port group or vSwitch used to connect an external network to an EVE Cloud network needs to have the Promiscuous mode set to “Accept”!

vSwitch Settings

Edit standard virtual switch - vSwitch1

Add uplink

MTU	1500
Uplink 1	vmnic1
Link discovery	Click to expand
Security	
Promiscuous mode	<input checked="" type="radio"/> Accept <input type="radio"/> Reject
MAC address changes	<input checked="" type="radio"/> Accept <input type="radio"/> Reject
Forged transmits	<input checked="" type="radio"/> Accept <input type="radio"/> Reject
NIC teaming	Click to expand
Traffic shaping	Click to expand

Portgroup Settings

Management 90 UD

Edit settings | Refresh | Actions

Management 90 UD
 Accessible: Yes
 Virtual machines: 7
 Virtual switch: vSwitch1
 VLAN ID: 4095
 Active ports: 5

vSwitch topology

Management 90 UD
 VLAN ID: 4095
 Virtual Machines (7)
 vCentre 90 95
 S2016 EVE 90.201
 EVE-PRO 98.100
 MAC Address: 00:0c:29:d3:aa:9e
 EVE-PROV24
 EVE COMM 89
 Cisco Identity Services Engine
 ASAv 90.35 PROD

Physical adapters
 vmnic1, 100 Mbps, Full

Security policy

Allow promiscuous mode	Yes
Allow forged transmits	Yes
Allow MAC changes	Yes

NIC teaming policy

Notify switches	Yes
Policy	Route based on ori
Reverse policy	Yes
Rolling order	No

Shaping policy

Enabled	No
---------	----

EVE Cloud0 bridging table.

Lab name	EVE interface name (inside)	Type	Notes
Cloud0	pnet0	Bridged	Cloud0/pnet0 is bridged with your primary EVE ethernet port. It is assigned a

			management IP address used for WEB GUI access. The EVE management subnet can be used as a management network in labs.
--	--	--	---

⚠ Question: How can I obtain my Cloud0 subnet and gateway IP. Many EVE VMs only have a DHCP address assigned on the pnet0 interface.

Answer: SSH to EVE and type the following from the CLI:

```
route
root@eve-ng:~# route
Kernel IP routing table
Destination      Gateway         Genmask         Flags Metric Ref    Use Iface
default          192.168.90.1   0.0.0.0         UG    0     0      0 pnet0
172.17.0.0       *               255.255.0.0     U     0     0      0 docker0
172.29.129.0     *               255.255.255.0   U     0     0      0 nat0
192.168.90.0     *               255.255.255.0   U     0     0      0 pnet0
root@eve-ng: #
```

Example: We want to use Cloud0 as a management network for an ASAv node in an EVE lab. From the above-obtained information, we know that our Cloud management subnet is 192.168.90.0 with a mask of 255.255.255.0 and the Gateway IP is 192.168.90.1.

ADD A NEW NETWORK *

Number of networks to add:

Name/Prefix:

Type:

Left:

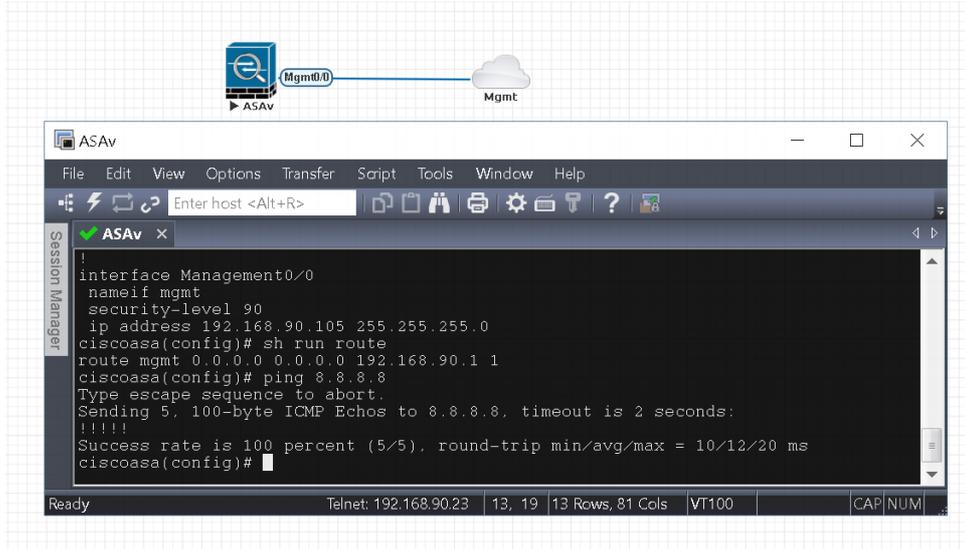
Top:

Step 1: Add A New Network onto the topology. There are two ways to do this: Right-clicking on topology area and selecting “Network” or in the sidebar, “Add an Object” and then select “Network.”

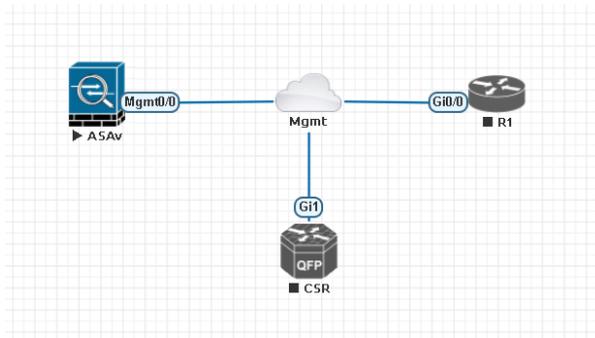
Step 2: Name/prefix can be changed in order to rename your Cloud0 network. Make sure your network type is set to Management(Cloud0).

Step 3: Connect your ASAv using the drag and drop connector to the Cloud0 network. Refer to sections **9.1.4** and **8.2.3**

Step 4: Start the node and configure the interface connected to Cloud0 with an IP address from the management subnet (192.168.90.0/24 in this example). Make sure you do not assign duplicate IPs.



NOTE: Cloud interfaces can be used to connect multiple nodes to a single cloud instance on the topology.



10.4 Other cloud interfaces

Other cloud interfaces can be used to extend a lab connection inside of EVE or bridged with other EVE interfaces to connect external networks or devices.

EVE Cloud bridging table.

Lab cloud name	EVE interface name (inside)	Type	ESXi VM corresponding interface	VMware Workstation corresponding interface	Bare HW Server	Notes
Cloud0	Pnet0	bridged	Network adapter 1	Network Adapter	First ethernet Eth0	Cloud0/pnet0 is bridged with your primary EVE ethernet port. It is assigned a management IP address used for WEB GUI access. The EVE management subnet can be used as

						management network in the labs.
Cloud1	Pnet1	bridged	Network adapter 2	Network Adapter 2	Second ethernet Eth1	Cloud1 can be bridged with your EVE second ethernet port to achieve connection to another network or device. The IP address is not required to be configured on it. It will act like a pure bridge your external connection with EVE lab node.
Cloud2	Pnet2	bridged	Network adapter 3	Network Adapter 3	Third ethernet Eth2	Same as Cloud1
Cloud3	Pnet3	bridged	Network adapter 4	Network Adapter 4	Fourth ethernet Eth3	Same as Cloud1
Cloud4-9	Pnet4-9	bridged	Network adapter 5-10	Network Adapter 5-10		Same as Cloud1

Example: Cloud7 network is used as an extended connector between nodes:

Step 1: Add two Cloud7 networks onto the topology.

ADD A NEW NETWORK

Number of networks to add:

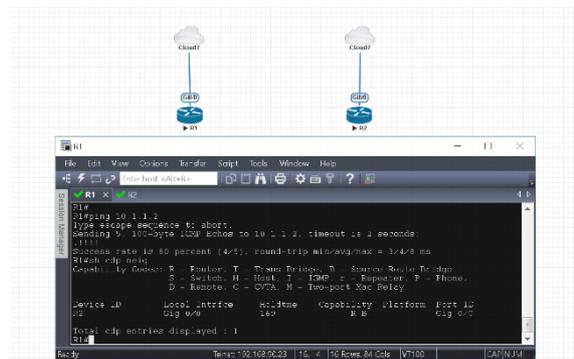
Name/Prefix:

Type:

Left:

Top:

Step 2: Connect your lab nodes to Cloud7. Your configured nodes will work like being connected to the same switch (or the same bridge in EVE). Even CDP works. It is convenient if it is necessary to have connections across the lab and you don't want to have connections going from one end of the lab to the other.



If some of the clouds (e.g. Cloud1) are bridged to another ethernet (VMnet) you can connect your EVE lab to an external VM or physical device (like e.g. a switch, IP phone or access point).

- ⚠ For ESXi make sure that you have set Promiscuous mode security settings on the vSwitch and Port group to Accept. Please refer to section **10.3**

The next sections will explain how you can use Cloud networks in EVE to connect to other external (e.g. VMWare) VMs or physical devices.

10.5 Connecting external VM machines to the EVE Lab

10.5.1 ESXi VM machines

External ESXi VM machines can be connected to EVE labs using cloud interfaces.

- ⚠ **NOTE:** A single Cloud interface can be used to connect more than one external VM to the EVE lab.

Example: Connecting a Web Security Appliance (WSA) to the lab using the Cloud1 interface.

Step 1: Create a new or use an existing portgroup on your ESXi and assign it to EVE and WSA VMs as shown below. Make sure you have set Promiscuous mode on the vSwitch (portgroup WSA-MGMT) to Accept.

- ⚠ **NOTE:** VM machines must be in a powered off state to assign network interfaces.

Portgroup WSA-MGMT (with vSwitch5 as parent) settings:

WSA-MGMT
 Edit settings | Refresh | Actions

WSA-MGMT
 Accessible: Yes
 Virtual machines: 2
 Virtual switch: vSwitch5
 VLAN ID: 0
 Active ports: 0

vSwitch topology

WSA-MGMT
 VLAN ID: 0
 Virtual Machines (2)
 EVE-PROV24
 coeus-10-1-3-039-S000V

No physical adapters

Security policy

Allow promiscuous mode	Yes
Allow forged transmits	Yes
Allow MAC changes	Yes

NIC teaming policy

Notify switches	Yes
Policy	Route based on originating port ID
Reverse policy	Yes
Rolling order	No

Shaping policy

Enabled	No
---------	----

Parent vSwitch5 settings:

vSwitch5

Add uplink | Edit settings | Refresh | Actions

vSwitch5
Type: Standard vSwitch
Port groups: 1
Uplinks:

vSwitch Details

MTU	1500
Ports	4352 (4319 available)
Link discovery	Unknown
Attached VMs	2 (0 active)

NIC teaming policy

Notify switches	Yes
Policy	Route based on originating port ID
Reverse policy	Yes
Rolling order	No

Security policy

Allow promiscuous mode	Yes
Allow forged transmits	Yes
Allow MAC changes	Yes

vSwitch topology

WSA-MGMT
VLAN ID: 0
Virtual Machines (2)
EVE-PROV24
coeus-10-1-3-038-S000V

No physical adapters

EVE and WSA VMs settings

EVE VM, second port is assigned to portgroup WSA-MGMT. It is Cloud1 on the EVE topology.

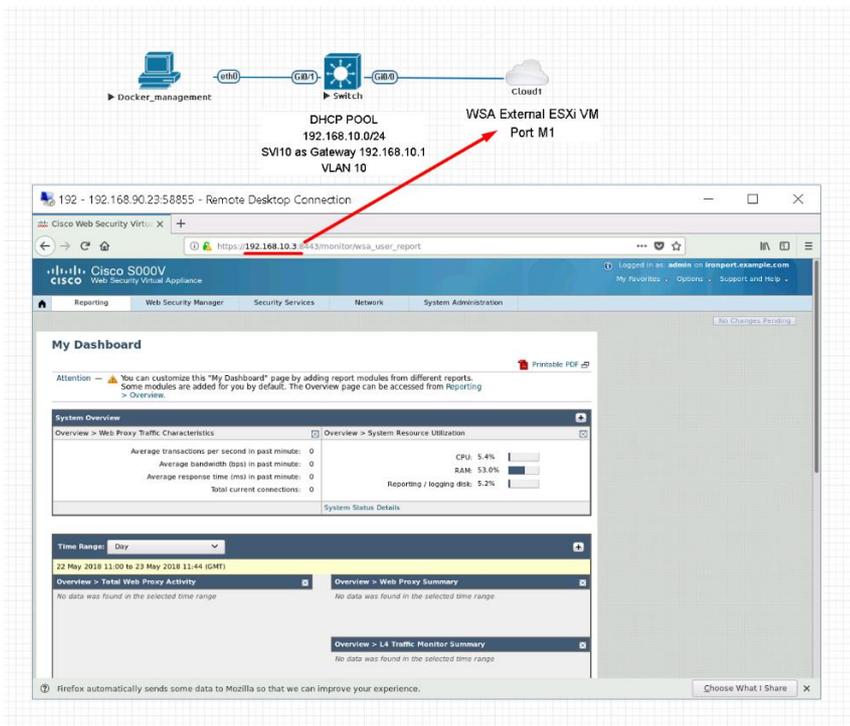
Hardware Configuration	
CPU	16 vCPUs
Memory	32 GB
Hard disk 1	40 GB
Hard disk 2	150 GB
USB controller	USB 2.0
Network adapter 1	Management 90 UD (Connected)
Network adapter 2	<u>WSA-MGMT (Connected)</u>
Video card	4 MB
Others	Additional Hardware

Cisco Web security appliance (WSA), Management port is assigned in portgroup WSA-MGMT.

Hardware Configuration	
CPU	1 vCPUs
Memory	4 GB
Hard disk 1	250 GB
Network adapter 1	<u>WSA-MGMT (Connected)</u>
Network adapter 2	UNUSED (Connected)
Network adapter 3	UNUSED (Connected)
Network adapter 4	UNUSED (Connected)
Network adapter 5	UNUSED (Connected)

EVE Lab connected to the WSA (Cloud1)

- ⚠ NOTE: ESXi WSA VM obtained the IP 192.168.10.3 from the DHCP pool on the lab switch. The gateway is 192.168.10.1
- ⚠ NOTE: The Firefox Docker node user for management obtained the IP 192.168.10.2 from the DHCP pool configured on the lab switch.



10.5.2 VMWare workstation machines

External (meaning not running inside EVE) VMWare workstation machines can be connected to EVE labs using cloud interfaces.

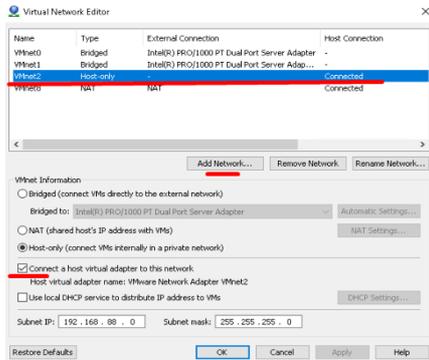
NOTE: A single Cloud interface can be used to connect more than one external VM to the EVE lab.

Example: Connecting Web security Appliance (WSA) to the lab using **Cloud2** interface.

NOTE: VMs must be in a powered off state to assign network interfaces.

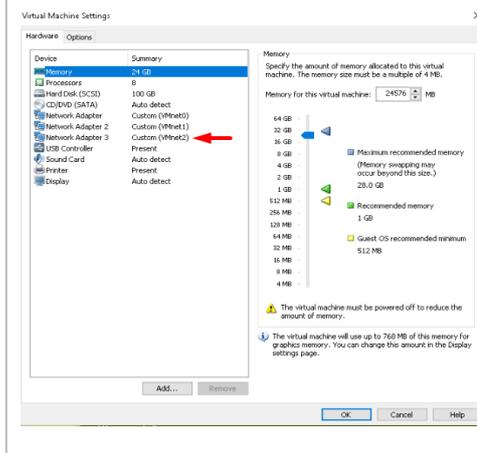
Step 1: Open your VMWare Workstation Virtual Network Editor and configure the VMnet interface for the Cloud and WSA VMs. If necessary add a new VMnet. The example below is showing VMnet2 Settings in VMWare workstation. DHCP must be disabled for VMnet2.

Virtual Network Editor settings:

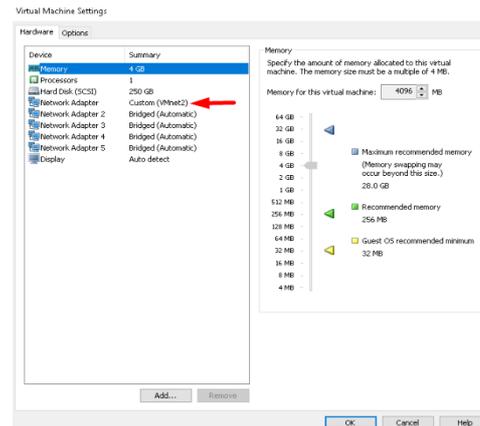


EVE and WSA VMs settings

EVE VM, the third port (Network adapter 3) is assigned to VMnet2. This is Cloud2 inside your EVE labs.



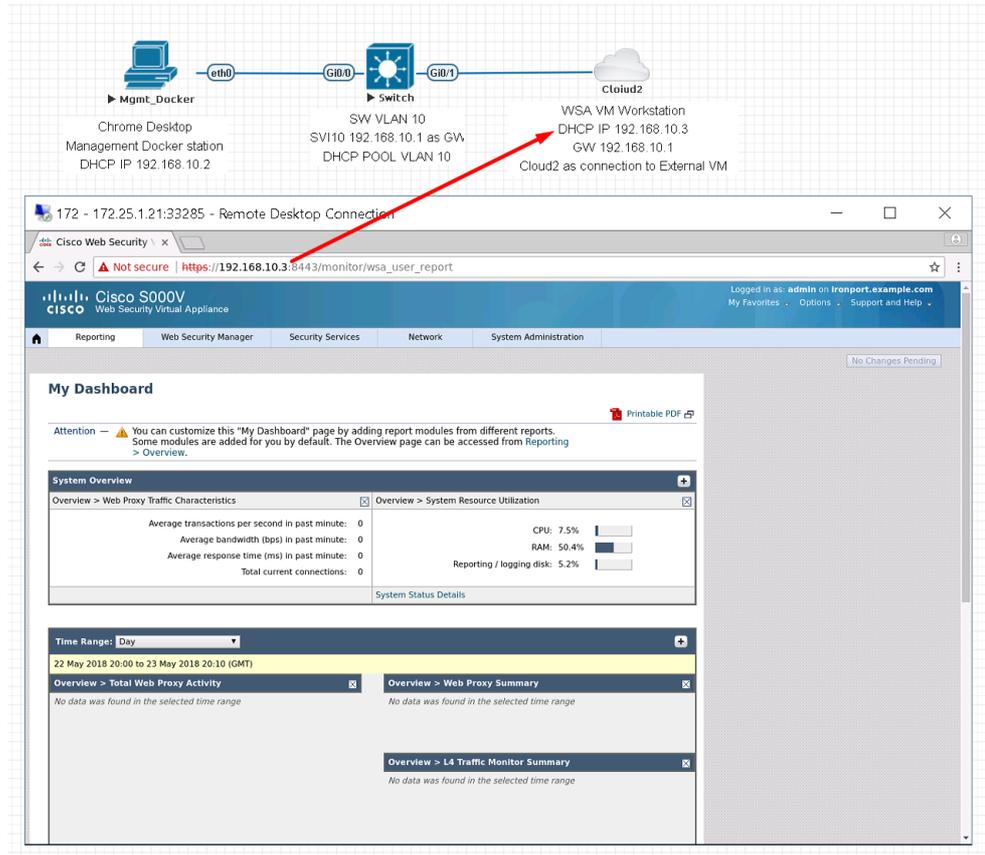
Cisco Web Security Appliance (WSA), Management port is assigned to VMnet2



EVE Lab connected to the WSA (Cloud2)

⚠ NOTE: ESXi WSA VM obtained the IP 192.168.10.3 from the DHCP pool on the lab switch. The gateway is 192.168.10.1

⚠ NOTE: The Firefox Docker node user for management obtained the IP 192.168.10.2 from the DHCP pool configured on the lab switch.



10.6 Connecting EVE Lab to a physical device

10.6.1 ESXi EVE

To connect a physical device (e.g. router, switch) to an EVE lab over a cloud interface, we have to bridge the ESXi NICs ethernet port to a VMnet interface.

⚠ IMPORTANT NOTE: Make sure that you have set Promiscuous mode security settings on the vSwitch and Port group to Accept.

The Example below is showing ESXi Server settings of the virtual network bridged to the physical interface.

[Logical chain of the networking bridge:](#)

EVE Lab Cloud0 → Portgroup “Management 90 UD” → vSwitch 1 → Physical Adapter eth1

vSwitch1 settings bridged with Server Ethernet port vmnic1 (physical adapter)

vSwitch1

Type: Standard vSwitch
Port groups: 2
Uplinks: 1

vSwitch Details	
MTU	1500
Ports	4352 (4317 available)
Link discovery	Listen / Cisco discovery protocol (CDP)
Attached VMs	7 (4 active)
Beacon interval	1

NIC teaming policy	
Notify switches	Yes
Policy	Route based on originating port ID
Reverse policy	Yes
Rolling order	No

Security policy	
Allow promiscuous mode	Yes
Allow forged transmits	Yes

vSwitch topology

Management 90 UD
VLAN ID: 4095

Virtual Machines (7)

- vCentre 90.95
- S2016 EVE 90.201
- EVE-PRO.98.100
- EVE-PROV24
- EVE COMM 89
- Cisco Identity Services Engine
- ASA/ 90.35 PROD

Physical adapters

- vmnic1, 100 Mbps, Full

Portgroup "Management 90 UD" Settings associated with vSwitch1

Management 90 UD

Accessible: Yes
Virtual machines: 7
Virtual switch: vSwitch1
VLAN ID: 4095
Active ports: 5

vSwitch topology

Management 90 UD
VLAN ID: 4095

Virtual Machines (7)

- vCentre 90.95
- S2016 EVE 90.201
- EVE-PRO.98.100
- EVE-PROV24
- EVE COMM 89
- Cisco Identity Services Engine

Physical adapters

- vmnic1, 100 Mbps, Full

Security policy	
Allow promiscuous mode	Yes
Allow forged transmits	Yes
Allow MAC changes	Yes

NIC teaming policy	
Notify switches	Yes
Policy	Route based on originating port ID
Reverse policy	Yes
Rolling order	No

Shaping policy

EVE VM Settings

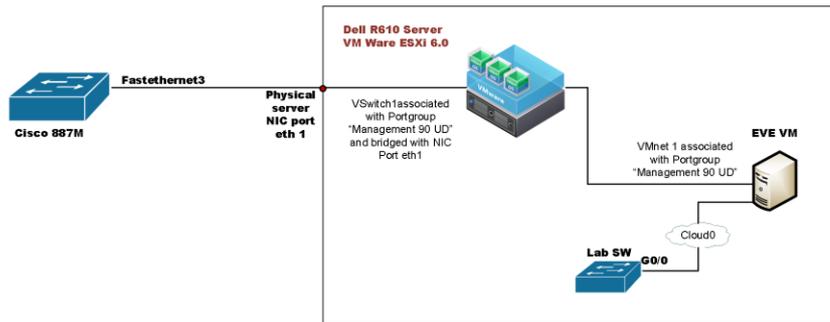
EVE VM Cloud0 is connected to Portgroup "Management 90 UD"

Hardware Configuration	
CPU	16 vCPUs
Memory	32 GB
Hard disk 1	40 GB
Hard disk 2	150 GB
USB controller	USB 2.0
Network adapter 1	Management 90 UD (Connected)
Network adapter 2	WSA-MGMT (Connected)
Video card	4 MB
Others	Additional Hardware

EVE Lab Connected to a physical device

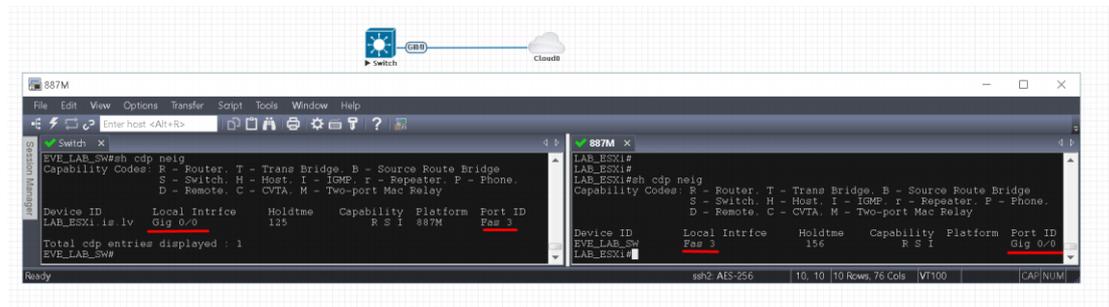
Physical Topology

Cisco 887M device port Fastethernet 3 is physically connected to Server port eth1.



EVE Lab Topology

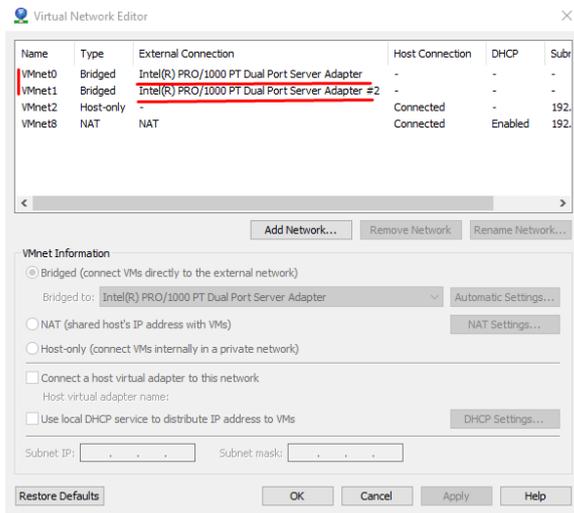
EVE lab switch port G0/0 is configured as trunk and connected to Cloud0 over bridged chain to the physical Cisco 887M Router switchport Fastethernet 3



10.6.2 VMWare workstation EVE

Similar to the ESXi connection, it is recommended to have a second ethernet interface on your PC. It can be a USB ethernet extender as well. Not all ethernet adapters fully support a layer2 connectivity over it. MS Windows OS itself strips off any tags added to the packet. Even if your NIC supports 802.1q VLAN tagging, Windows 10 strips these tags off. The example below will show a Windows 10 host connected to a physical 3750G-24 switch. The Windows 10 Host has an Intel (R) PRO/1000 PT Dual port server adapter and is bridged with VMWare workstation (version 14) VMnets.

Virtual Network Editor Settings, Bridged VMnet interfaces with Real NIC Ports

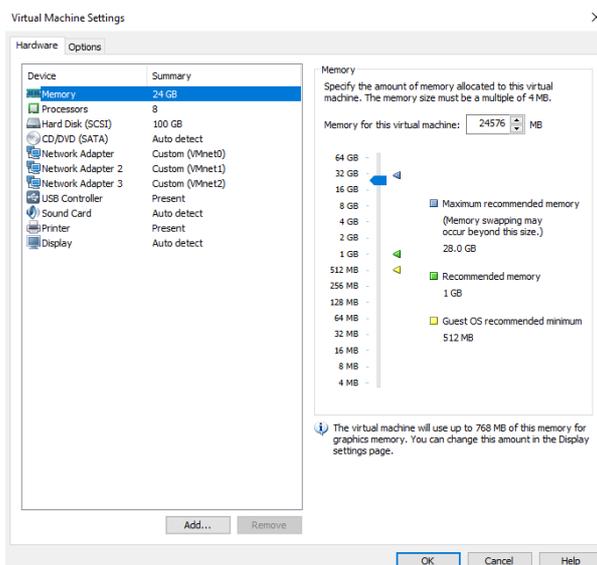


EVE VM Settings. Network adapter is bridged to VMnet0 (ethernet Intel Pro 1), and Network adapter 2 is bridged to VMnet1 (ethernet Intel Pro 2).

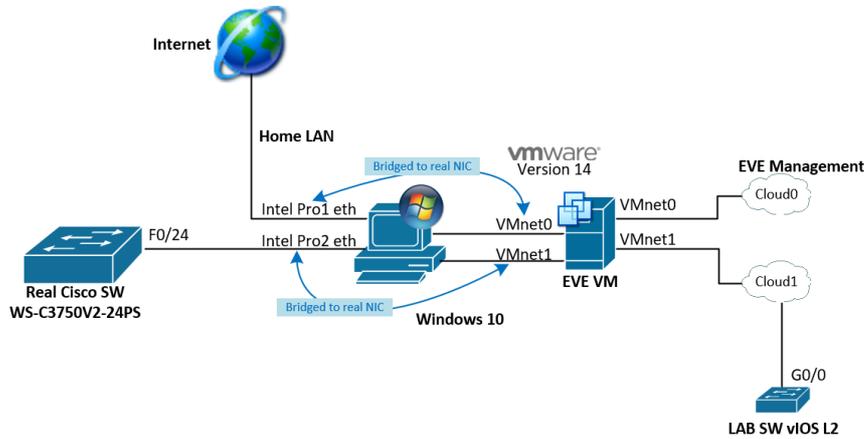
Responding cloud interfaces on EVE VM:

Cloud0→Network Adapter→VMnet0→IntelPro

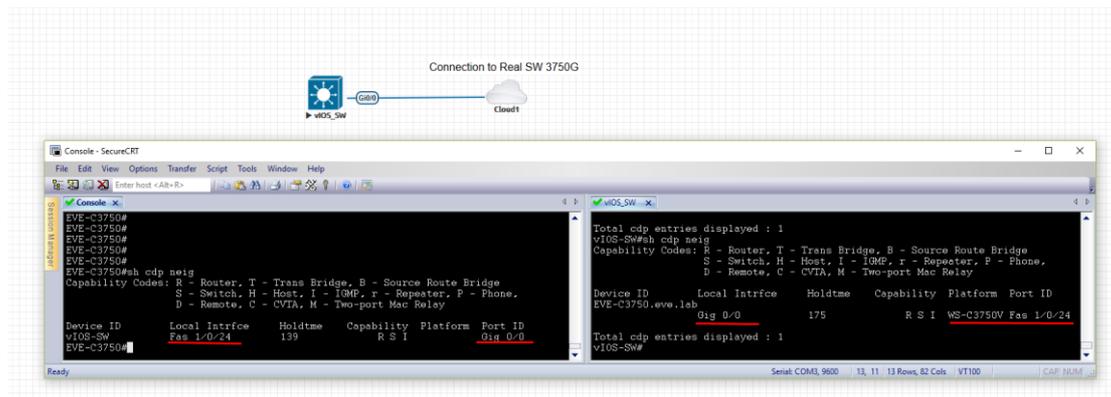
Cloud1→Network Adapter 2→VMnet1→IntelPro#2



Physical connection scheme and VMware bridging.



EVE Lab scheme.



The following solution allows Windows hosts to transmit tagged packets over ethernet. This has been used in the example above.

⚠ Warning. You are making changes to your Windows registry files! This is at your own risk.

<https://www.intel.co.uk/content/www/uk/en/support/articles/00005498/network-and-i-ethernet-products.html>

10.6.3 Bare metal server EVE

A physical server usually has more than one ethernet port, free ports can be bridged with EVE clouds and used for external connections. EVEs internal interface settings are already bridged in order, pnet0-9 are mapped to eth0-9. Refer to the bridging table in section **10.4**

```
cat /etc/network/interfaces
```

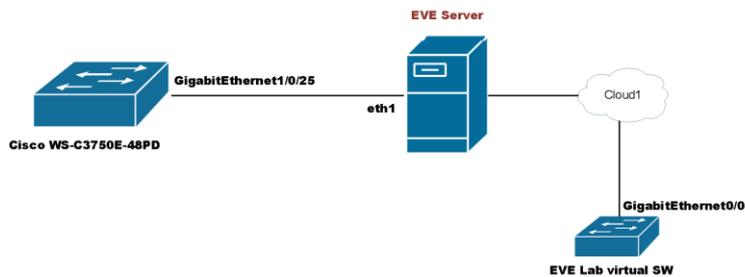
```
# Cloud devices
iface eth1 inet manual
auto pnet1
iface pnet1 inet manual
bridge_ports eth1
bridge_stp off

iface eth2 inet manual
auto pnet2
iface pnet2 inet manual
bridge_ports eth2
bridge_stp off
```

Basically, your servers physical port eth0 is bridged to pnet0 which is Cloud0 in your labs, eth1 is bridged to pnet1 which is Cloud1 in your labs (and so on). Refer to the bridging table in section **10.4**

The example below shows how to connect a bare-metal EVE server with a physical Cisco 3750E switch.

Physical connection topology:



The EVE lab switch's CDP neighbor is the 3750E switch's port Gig 1/0/25: A trunk has been configured between the EVE lab switch and the physical 3750E switch.

```

Switch #sh cdp neig
Capability Codes: R - Router, T - Trans Bridge, B - Source Route Bridge
                  S - Switch, H - Host, I - IGMP, r - Repeater, P - Phone,
                  D - Remote, C - CVTA, M - Two-port Mac Relay

Device ID         Local Intrfce   Holdtme    Capability Platform  Port ID
NottsCoreRackSwitch1_DataServices.local
Gig 0/0          140            R S I     WS-C3750E Gig 1/0/25

Total cdp entries displayed : 1
Switch#
  
```

11 Advanced EVE Lab features

11.1 Multi-configuration sets export feature

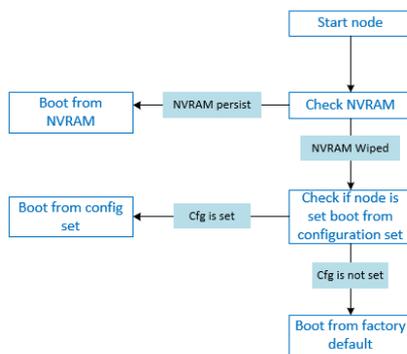
Eve Professional/Learning Center includes a "Multi-configuration Set" feature that allows you to save and manage multiple sets of configurations in a single lab. The "Configuration Export" and "Startup-configs" features will allow you to set these saved configurations as startup configs for your nodes when they boot.

⚠ IMPORTANT NOTE: Before you start using the "Multi-configuration Set" feature, you must complete at least one configuration export.



Nodes will be greyed out without the option to enable "Startup-configs" until you complete at least one configuration export for each node.

Node boot order:



NVRAM: NVRAM is used as writable permanent storage for the startup configuration. During the boot process, the node will always check NVRAM for a saved configuration. Saving the configuration to NVRAM requires a vendor specific command. Cisco: copy run startup (wr), Juniper: commit, etc. It is **MANDATORY** to save a node's configuration before you can export it.

Exported configuration: A node configuration that has been exported from the node. It can be used to backup configurations or to set them as startup-configs.

Wipe node: Wiping a node will erase the NVRAM (running config) or the temporary image snapshot, depending on the type of node. Upon a successful wipe, the node will boot with the factory default configuration or the configuration included in the base image you are using. If you have the "Startup-config" feature enabled for the node, then it will boot with the chosen config set. You must wipe a node after changing certain node template settings like the image

or startup-config. You also must wipe the node the first time you want to enable the “Startup-config” feature.

Factory default configuration: The base configuration that is applied from the manufacturer.

11.1.1 Supported nodes for configuration exports

- Cisco Dynamips all nodes
- Cisco IOL (IOS on Linux)
- Cisco ASA
- Cisco ASAv
- Cisco CSR1000v
- Cisco Nexus 9K
- Cisco Nexus Titanium
- Cisco vIOS L3
- Cisco vIOS L2
- Cisco XRv
- Cisco XRv9K
- Juniper VRR
- Juniper VMX
- Juniper vMX-NG
- JunipervQFX
- JunipervSRX
- Juniper vSRX-NG
- Mikrotik
- PFsense FW
- Timos Alcatel
- vEOS Arista

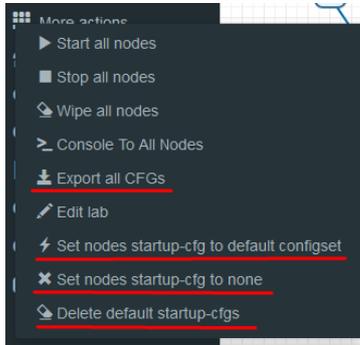
11.1.2 Startup config management

11.1.2.1 Global commands



Configurations can be managed via the “Startup-configs window which can be accessed from the sidebar menu while on the Topology page.

Topology page, More Options:



Export all CFGs – Exports all supported node configurations.

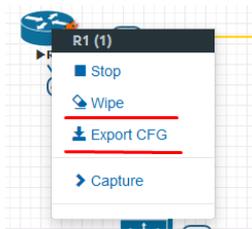
Set nodes startup-cfg to default configset- Sets all supported nodes to boot from the default configuration set.

Set nodes startup-cfg to none - Sets all supported nodes to boot from NVRAM configuration.

Delete default configuration set. **Warning**, this will delete your exported default configuration set for all nodes.

11.1.2.2 Individual node commands

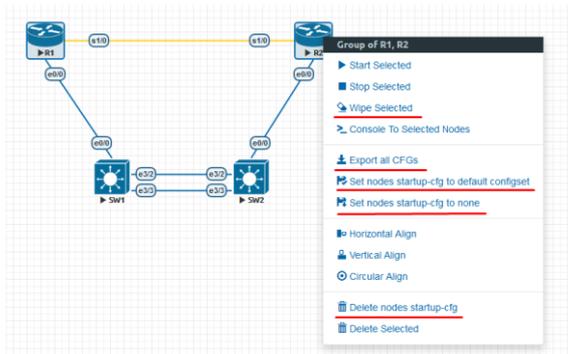
Select node, right click



Wipe: Wipes the NVRAM for a single node

Export CFG: Exports the configuration for a single node

11.1.2.3 Multiple selected nodes commands



Wipe Selected: Wipes the NVRAM for selected nodes

Export all CFGs: Exports the configuration for selected nodes

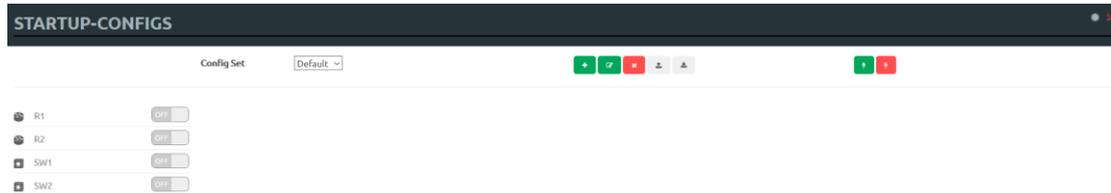
Set nodes startup-cfg to default configs set: Set selected nodes to the default config set

Set nodes startup-cfg to none: Set nodes to boot from NVRAM or from factory default if wiped.

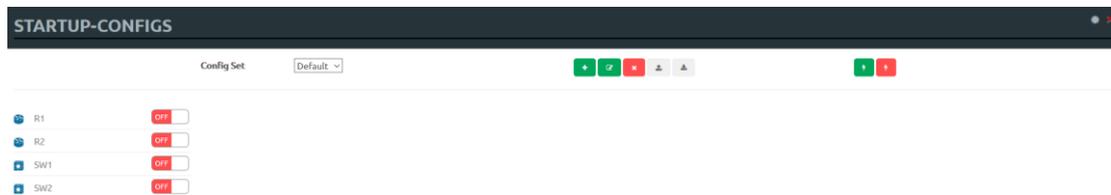
Delete modes startup cfg: Delete selected node's startup cfg. (clean default set)

11.1.2.4 Startup-configuration window

No configuration exports or manual configs loaded for nodes

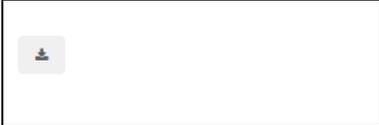
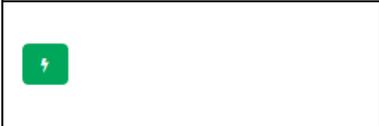
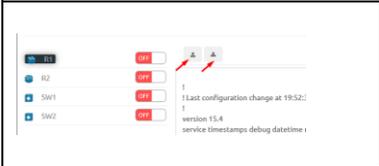


Startup-configs are exported and the “Configuration Export” feature can be used.



11.1.2.5 Startup-config window information

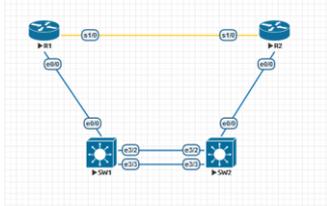
	Config set menu
	No configuration is available for node. Grey node
	Configuration is available and can be used. Blue node. Exported configuration persist
	Configuration persist but it is disabled. Node will boot from NVRAM or factory default if it is wiped
	Configuration persists and node will boot from the configuration after being wiped
	Add new config set.

	<p>Rename config set. The Default Config Set cannot be renamed.</p>
	<p>Select a Config Set and delete it. You cannot delete the Default Config Set. The Default configuration set can be cleaned using the sidebar / More options / Delete default configuration set</p>
	<p>Upload configuration set from your local PC</p>
	<p>Download configuration set to your Local PC</p>
	<p>Apply Config Set button: Sets all nodes to boot from the chosen config set.</p>
	<p>Config Reset button: Sets all nodes to boot from none. Node will check boot order. If the Wipe function is used, nodes will boot from factory default.</p>
	<p>Individual node export or import configuration. Configuration export/import file format is .txt.</p>
	<p>Ace Editor. Different vendor configuration edit option. Just Text visual format.</p>

11.1.3 Export Default configuration set

! NOTE: The default configuration set is hardcoded. It is mandatory to export a nodes config before you can start building custom configuration sets.

Example:



Step 1: **MANDATORY:** Configure your nodes and make sure you applied the vendor specific command to save the running configuration to NVRAM. If you do not save the configuration, it will not be exported and in the notification area, you will receive an error message stating the node cannot be exported.

In this example the nodes have been configured with hostnames only and the configurations have been saved to NVRAM.

Step 2: Chose any method to export configurations to the Default Config Set. You can use export a single node, a group of nodes, or all nodes. Only supported nodes configurations will be exported.

Step 3: In the example below a group of nodes were selected to export configurations.

Notifications	
Export All: done	✗
R1: config exported	✗
R1: Starting export, please wait	✗
R2: config exported	✗
R2: Starting export, please wait	✗
SW1: config exported	✗
SW1: Starting export, please wait	✗
SW2: config exported	✗
SW2: Starting export, please wait	✗
Export Selected: Starting	✗

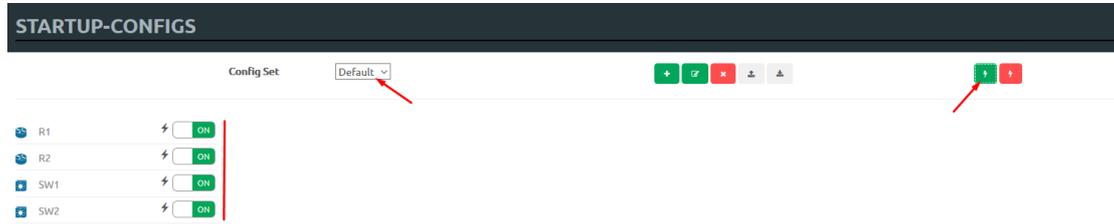
Default configuration set is completed. The notification area will display “Export All: done” when complete.

NOTE: you can configure your nodes with your preferred configuration and make it the default configuration set.

11.1.4 Boot nodes from exported Default config set

Step 1: Stop all nodes

Step 2: Open sidebar and click Startup-configs. Make sure your config is set to default and the nodes config switch is green (switch on/off beside node). Press the green “Apply Config Set” button (Set all nodes to selected config set) and all your nodes will boot with the default config set after wiping them.



Step 3: Wipe nodes. For more information on a nodes boot order, refer to section **11.1**

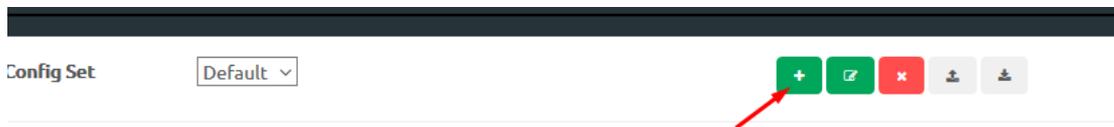
Step 4: Start nodes

11.1.5 Export new custom config set

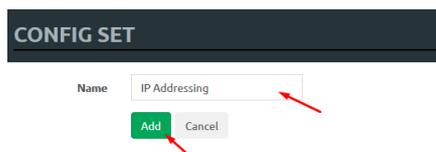
This section will describe how to create a new custom configuration set for the same example above.

⚠ Make sure your nodes are running and booted from the default set.

Step 1: Create new custom named (e.g. "IP Addressing") configuration set, Press Add new config set.



Name it and press Add.



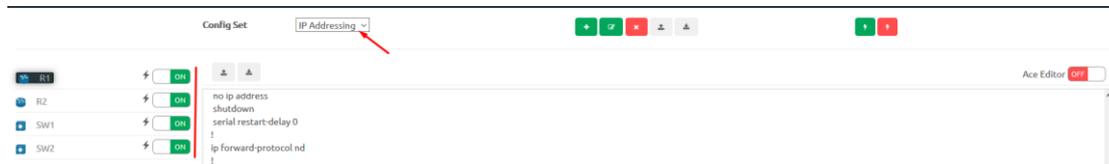
The new configuration set is created.

⚠ NOTE: It will duplicate the default configuration set under your IP Addressing config set.

Step 2: Select newly created Config set IP Addressing and hit the green confirm button (Set all nodes to selected config set) on the right.



Step 3: Make sure your nodes have the Startup-config slider switched to "ON" and verify the config set menu has the "IP Addressing" set selected.



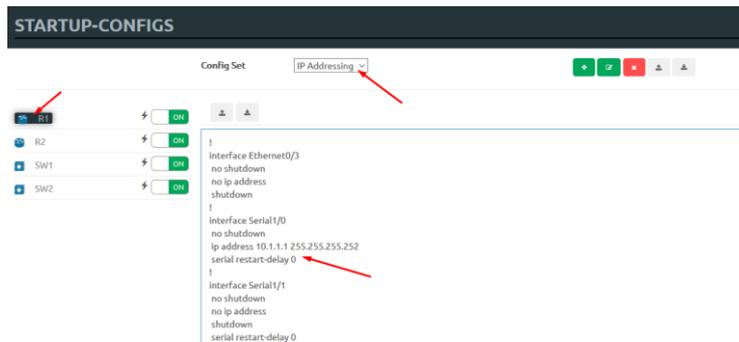
Step 4: Return back to your lab and continue configuring nodes until your preferred configuration is complete. In this Example, the IP addresses are configured on the nodes.

Step 5: **IMPORTANT**: YOU MUST save the configuration on all nodes, even if the configuration was not changed.

Step 6: Use any method (individual, group or all) to export the new configurations to the IP Addressing set.

Step 7: You can verify that the configs were exported by re-opening the “Startup-config” window.

Make sure the correct config set is selected, and check if the configuration is exported for the node or nodes.



Repeat steps 1-7 of this section for the next configuration set.

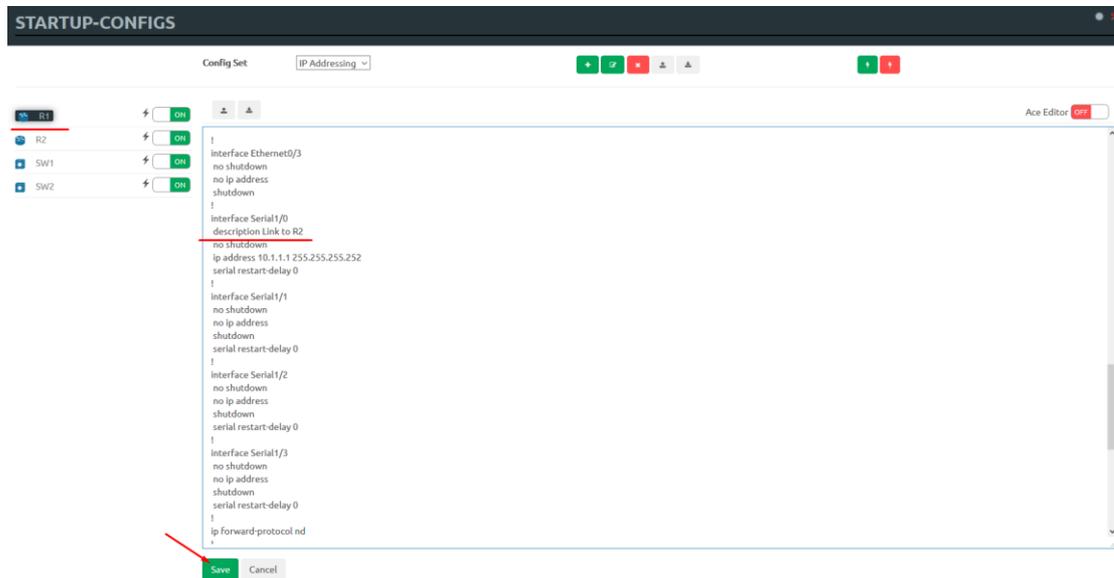
11.1.6 Edit exported configurations

It is possible to edit your configurations for the nodes manually.

Step 1: Select a config set and apply it with the green confirm button (Set all nodes to selected config set) on the right.



Step 2: Select the node you want to edit the configuration of and make your changes. Click “Save” when you are finished.



Step 3: Apply the config set to all nodes with the green “Apply Config Set” button on the right (Set all nodes to selected config set).



⚠ NOTE: you can manually copy/paste any configuration into the config set editor and apply it to your node. Make sure your configuration interfaces match the lab node’s interface names.

11.1.7 Set lab to boot from config set

To set your lab nodes to boot from the exported configuration, follow the steps below:

Step 1: Wipe nodes. Refer to section **11.1** for information about wiping nodes and the order of operations during boot.

Step 2: Open the “Startup-config” window from the left sidebar.

Step 3: Select your preferred config set and apply it by pressing the green “Apply Config Set” button on the right (Set all nodes to selected config set).



Step 4: Start nodes.

11.1.8 Set lab to boot from none

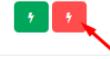
To reset your lab nodes’ configuration to factory default follow the steps below:

⚠ NOTE: If you have created a template image with a custom configuration, then the following steps will reset the node to the base configuration of that template image.

Step 1: Wipe nodes. Refer to section **11.1** for information about wiping nodes and the order of operations during boot.

Step 2: Open the “Startup-config” window from the left sidebar

Step 3: Press the red “Config Reset” button on the right (Set all nodes to no startup-config).



Step 4: Start nodes

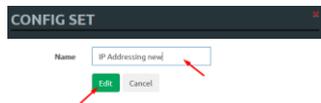
11.1.9 Delete a config set

Select the config set you want to delete and click the “Delete” button. You cannot delete the default config set.



11.1.10 Rename a config set

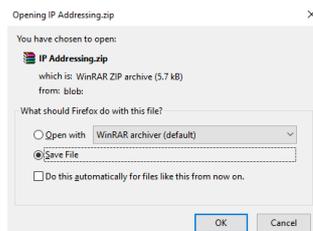
Step 1: Select the config set you want to rename. Change the name and hit “Save.” You cannot rename the default config set.



11.1.11 Export a config set to your local PC

It is possible to export configuration sets to your local PC.

Step 1: Select the config set you wish to export.

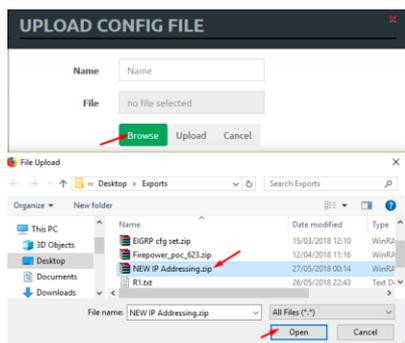


Step 2: Save it on your local PC.

NOTE: You can open this archive and edit your node configs manually. Archived configs are saved in txt format. After editing you can archive it back to .zip format and import it in EVE.

11.1.12 Import config set from local PC.

It is possible to import config sets to your lab.

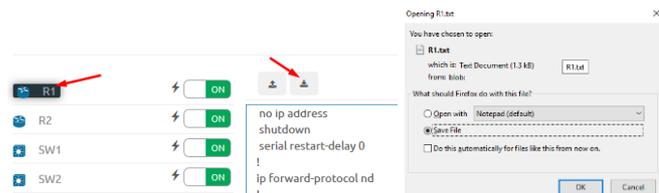


Browse to the file on your PC, select the archive or config set and upload it.

Uploaded config sets without a Name will appear in the config set menu with the name "Import". To rename config sets, refer to section 11.1.10

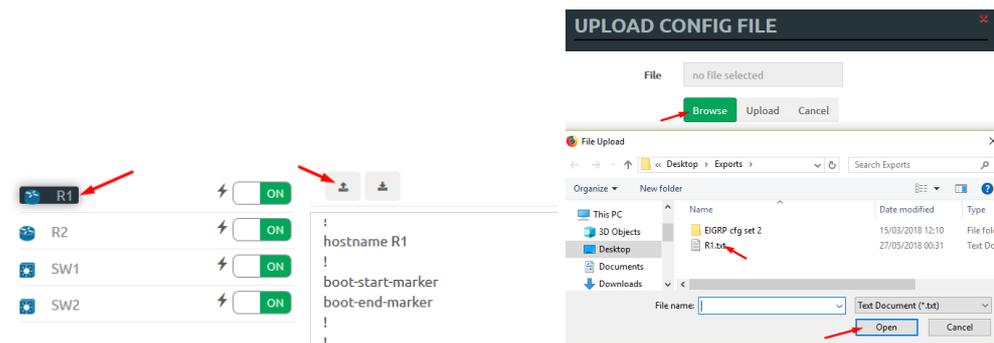
11.1.13 Export a single nodes config to your local PC

Open the "Startup-configs" window from the Side bar. Select the node that you want to export the configuration of and click the "Export" button.



11.1.14 Import a single nodes config to your local PC

Open the "Startup-configs" window from the sidebar. Select the node that you want to import the configuration to and click the "Import" button. Browse to the file on your local PC and click "Upload."

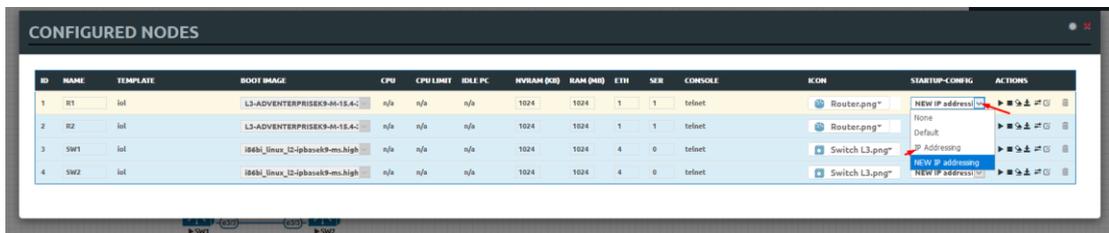


NOTE: The configuration must be in txt file format.

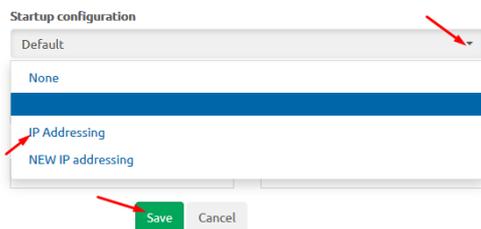
11.1.15 Set lab nodes to boot from different config sets

The “Multi Configuration set” feature allows you to set nodes to boot from different config sets in the same lab.

Option 1: Open the “Nodes” list from the left sidebar. Choose your node and select a config set from the dropdown. Stop the node, wipe it and start it again. Your node will boot from the selected config set.



Option 2: Stop the node, right-click on the node and click “Edit.” Select your preferred config set for the node and click “Save.”



11.1.16 Lab config script timeout

Lab config script timeout is used when nodes are waiting to boot from a config set. The node will literally wait during boot until the configuration is applied from the config set.

Hit “More actions” and then “Edit lab” from the sidebar. Set the config script timeout in seconds. By default, this timer is set to 300 seconds for new labs.

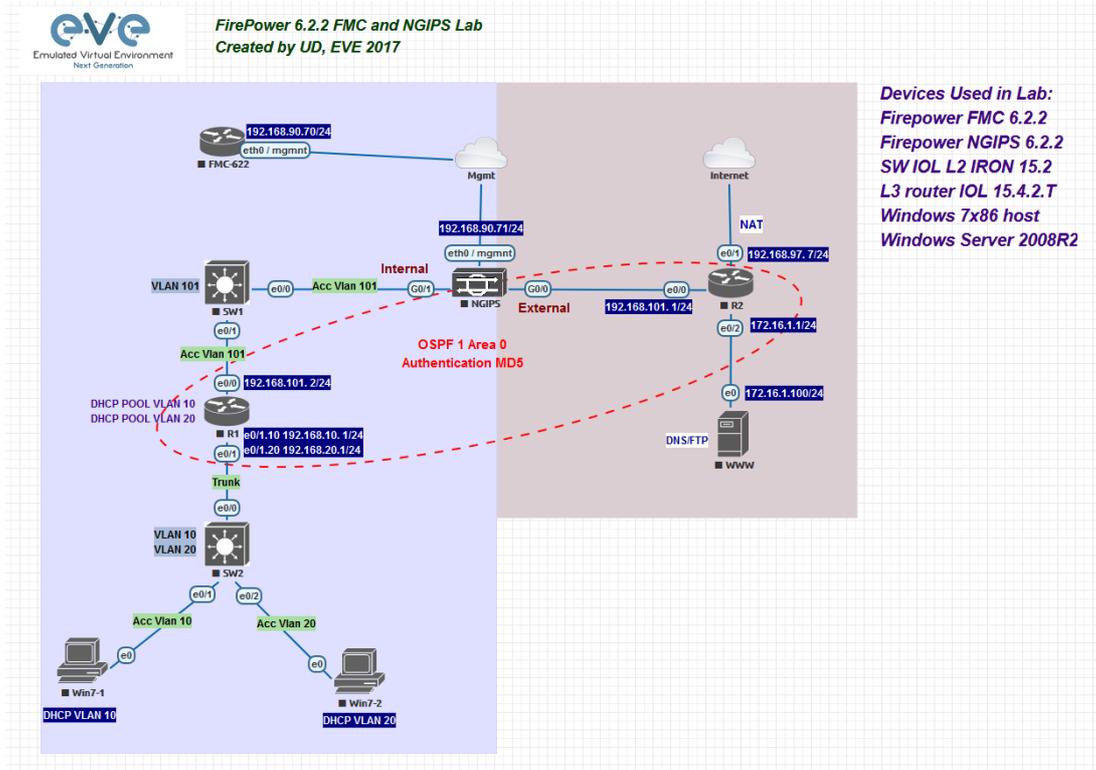
NOTE: For heavy labs and nodes with long configurations, you can raise this timer to 600 seconds or higher.



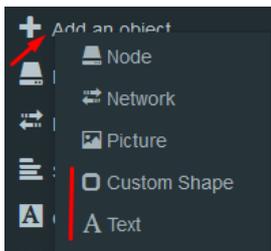
11.2 Lab design objects

EVE Pro has simple drawing elements integrates to add drawings and text information to the lab topology. Objects can be placed on the topology in two ways.

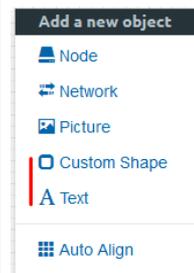
Example below, EVE lab with design elements:



Option 1: Side bar -> Add an object



Option 2: Right-click on a free area on the topology canvas to add an object.



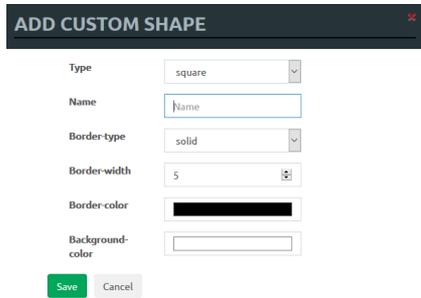
11.2.1 Custom shape

There are two custom shapes that can be added to the topology: square and circle (sphere).

Type: Square or circle

Name: This field can be filled with your preferred shape's name. If the field is left empty, EVE will generate a name for the shape.

Border type: Two options: line or dashed

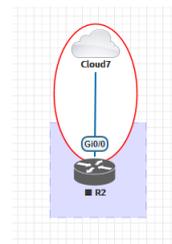


Border width: Increase or decrease the width of the border. This can be edited later in the “Shape Edit” menu.

Border color: Allows you to choose a color for the shape’s border. This can be edited later in the “Shape Edit” menu.

Background color: Allows you to choose a color to fill your shape with. This can be edited later in the “Shape Edit” menu.

Example: Added a circle and square on the topology. Shapes can be moved around the topology drag and drop style (click and move with mouse).



11.2.2 Text

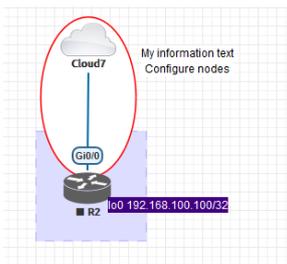
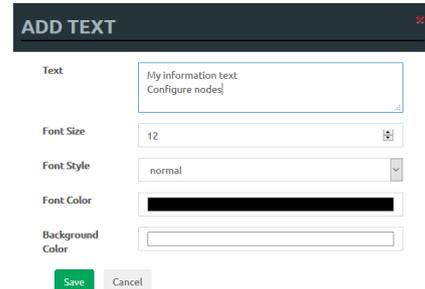
It is also possible to add text objects to your EVE topology.

Text: Type the text you want to add to the topology

Font Size: Set your font size

Font Color: Set your font color

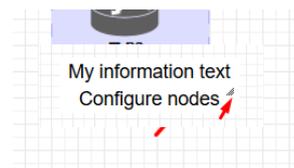
Background Color: Set your text background color



Example: text objects added to the topology.

11.2.3 Resize square, circle, or text objects

Move your mouse over the right bottom corner of the object until a corner symbol appears. Left click and drag your mouse to change object size or style (rectangle, sphere)



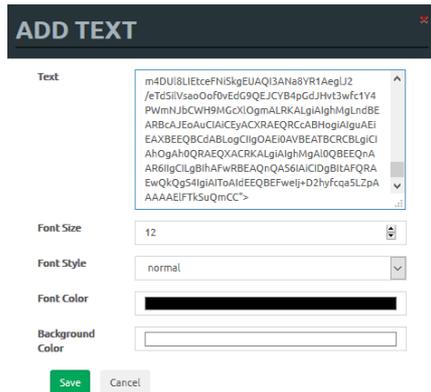
11.2.4 Pictures converted to html

Custom images may be added by converting it to HTML format

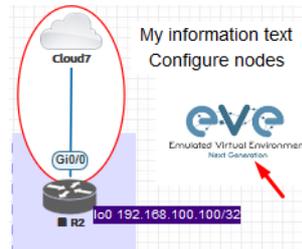
Step 1: Convert your picture to the HTML format.

<https://www.askapache.com/online-tools/base64-image-converter/>

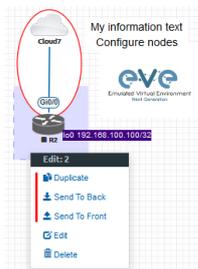
Step 2: Add a text object to the topology and paste the HTML output from the conversion into the form.



Step 3: To resize a custom picture on the topology, move your mouse pointer to the picture and double click on it. Then press ctrl+ right to set object in resize mode. Now using any corner, you can resize your picture to a suitable format.



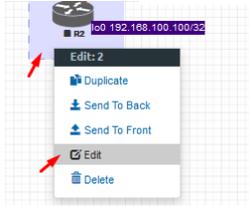
11.2.5 Cloning objects and overlay positions



Right click on the object you want to clone and choose “Duplicate”. You can also change the object’s overlay position using the “Send to Back” or “Send to front” options.

11.2.6 Objects Editing

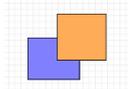
Right click the object and choose “Edit” for additional options.



At the bottom of the “Topology Canvas” page, additional object options will appear



Z-index: Used to change the object’s overlay position on the “Topology Canvas.” An object with a higher numerically valued z-index will cover an object with a lower numerically valued z-indexed.



Example: The blue object has a z-index of -1 and the orange object’s z-index is 0. Orange object is top over blue object.

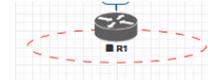
Border width: Used to change the object’s border width.

Border type: Used to change the border style of the object between solid and dashed.

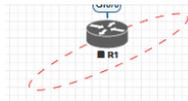
Border color: Used to change the color of the object’s border

Background color: Used to change the background color of the object

Transparent: Turns off background color (filling) and makes the object transparent.



Rotate: Used to rotate the object on the topology.



Name: Used to change the object’s name.

To save the object, press Save (green button).



11.2.7 Lock objects movement

The “Lock Lab” feature prevents objects from being moved around on the canvas (among other things). For more information about this feature, refer to section [8.1.13](#).

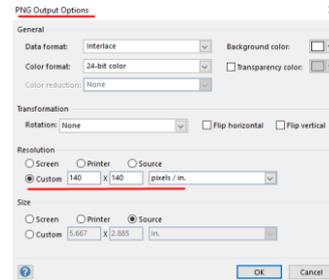
11.3 Custom design topology

EVE Pro includes a feature to upload your own custom topology picture and map nodes to it for easy access.

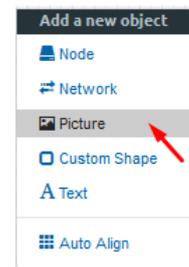
11.3.1 Custom design upload

Before you upload a custom picture in the lab, make sure it is in .png or jpg format with resolution 130-150x130-150 pixels.

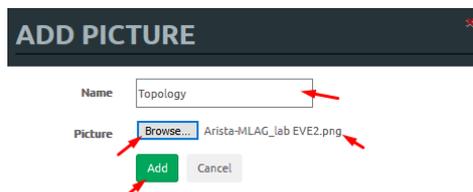
TIP: It is best is to create a topology in the MS Visio and after convert it to the .png picture format with resolution 140x140.



Step 1: Open “Add an Object” and then “Pictures” from the left sidebar or right click on a free area on topology canvas and hit “Add Picture.”

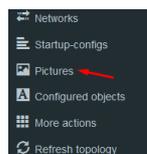


Step 2: Browse your PC for a .png or .jpg file and hit “Add”.



Once the picture is added to the topology canvas, the sidebar will display a new option: “Pictures.”

Step 3: Open the “Pictures” menu item.



Pictures window management

	Delete uploaded picture from the lab
	Image Map: Map nodes to places in the picture
Topology	Display uploaded picture. Work with lab and custom topology
	Zoom/unzoom uploaded custom topology
	Makes the window transparent to see the “Topology Canvas” behind it. Clicking again returns to the normal view.



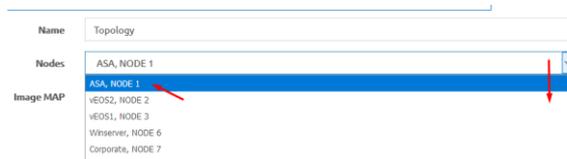
11.3.2 Custom topology mapping

This feature allows you to map the lab nodes to your custom topology picture.

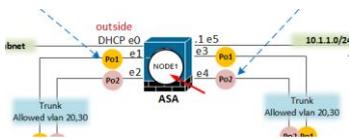
Step 1: Open the Image Map window:



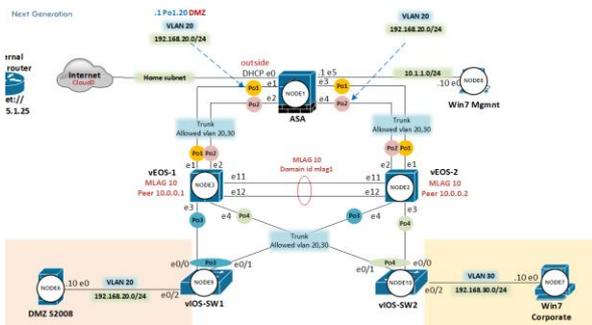
Step 2: Select a node, from the dropdown menu, that you want to map to the topology.



Step 3: Move your mouse over a node icon on the "Image Map" and click to map it. The grey circle means that the node is mapped.



Step 4: Continue mapping the rest of the nodes.



Step 5: OPTIONAL. You can also add a mapping for a device external to your EVE server in order to telnet, VNC, or RDP to it. This way you can open sessions to all your devices (whether external or internal) in one place.

Select from menu: CUSTOM , NODE outside lab

And map with node on topology.



Change image map adding protocol, IP and port.

Image MAP `<area shape='circle' alt='img' coords='102,286,30' href='proto://CUSTOM_IP:CUSTOM_PORT'>`

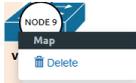
Image MAP `<area shape='circle' alt='img' coords='102,286,30' href='telnet://172.22.7.18:23'>`

Step 6: Save your mapping and refresh the browser with F5.



11.3.3 Delete topology or mapping

To delete a single node mapping, right click on node mapping circle and click “Delete.”



To delete the entire custom topology, click delete.



11.4 Lab Timer

For self-controlled lab timing, EVE Pro has integrated a “Lab Timer” feature.

11.4.1 Set the Lab Countdown Timer

Step 1: Click “More Options” and then “Edit Lab” from the sidebar.

Step 2: Set the “Lab Countdown Timer” in seconds for the time you wish to display on the topology and confirm by clicking “Save”. 7200 seconds = 120 minutes.

Config Script Timeout	<input type="text" value="800"/>	Seconds
Lab Countdown Timer	<input type="text" value="7200"/>	Seconds

Step 3: To start your lab, be sure all nodes are running.

Step 4: Hit “Lock Lab” from the sidebar. A red sign means that the lab is locked.



Step 5: When ready to start, click “Refresh Topology” from the sidebar. The countdown timer will be displayed on the “Topology Page” in the top left corner.



11.4.2 Stop the Lab Countdown Timer

Step 1: Click “Unlock Lab” Grey means that the lab is unlocked.



Step 2: Hit “Refresh Topology” from the sidebar

⚠ NOTE: The lab timer does not stop nodes or disconnect sessions from the lab.

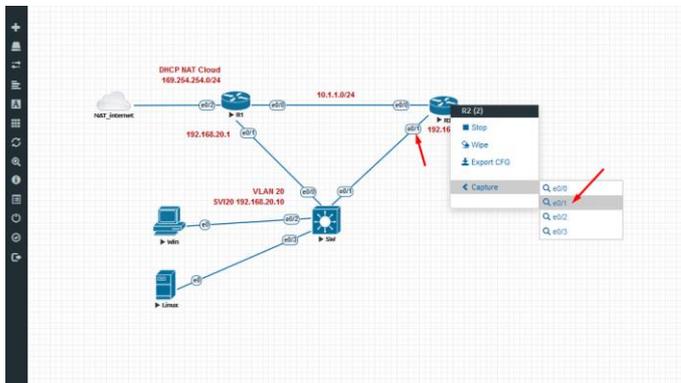
12 Wireshark capture

All EVE-NG Professional and Learning Centre console types have the integrated Wireshark capture feature. This means that it is not necessary to have Wireshark installed on the client machine you are using to access EVE with.

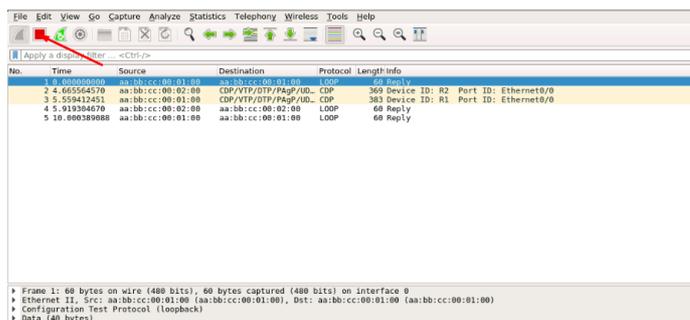
EVE-NG Professional currently supports ethernet interface capturing only.

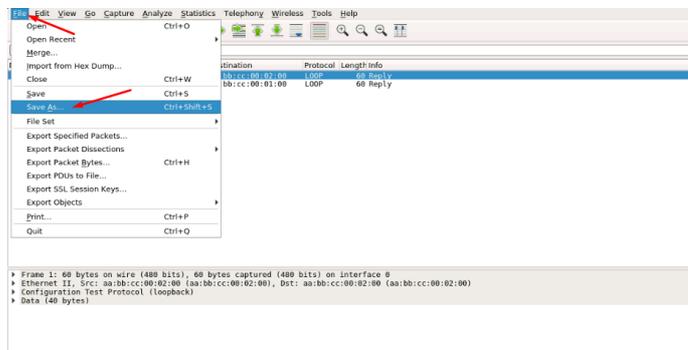
12.1 Native Console Wireshark capturing

Step 1: Right click on the node you wish to capture, choose “Capture” and then the relevant interface. The capture will open in an RDP session.



Step 2: To save the captured file to your client PC, stop the capture and choose File/Save As



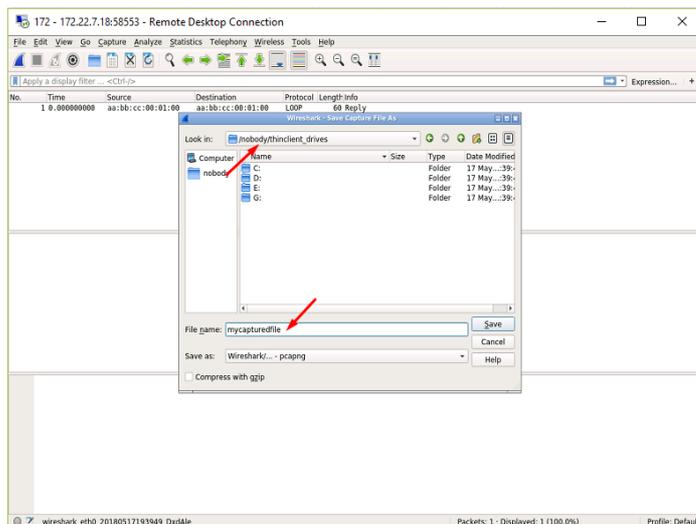


Step 3: Choose the location where you want to save the captured file

IMPORTANT:

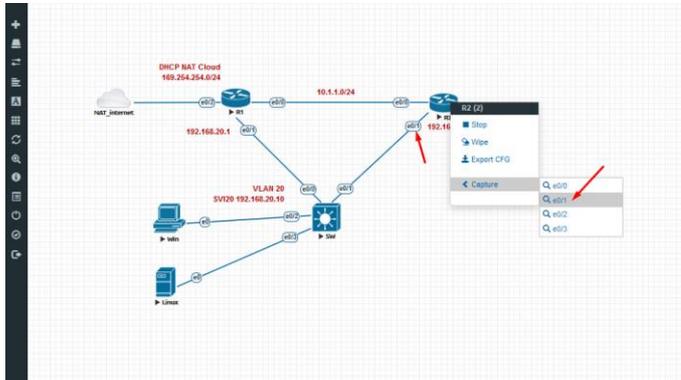
/nobody/thinclient_drives/

The RDP Session will list your client PC's HDDs where you can save your captured file. Enter a name for your captured file and press Save.

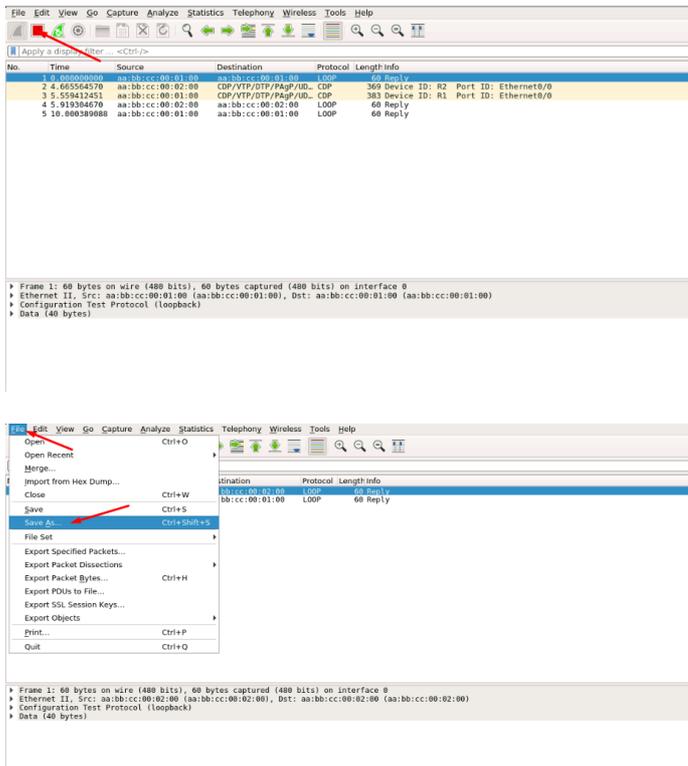


12.2HTML5 Console Wireshark capturing

Step 1: Right click on the node you wish to capture, choose capture and the interface. The capture session will open in the new browser window.



Step 2: To save the captured file to your PC, stop the capture and choose File/Save As

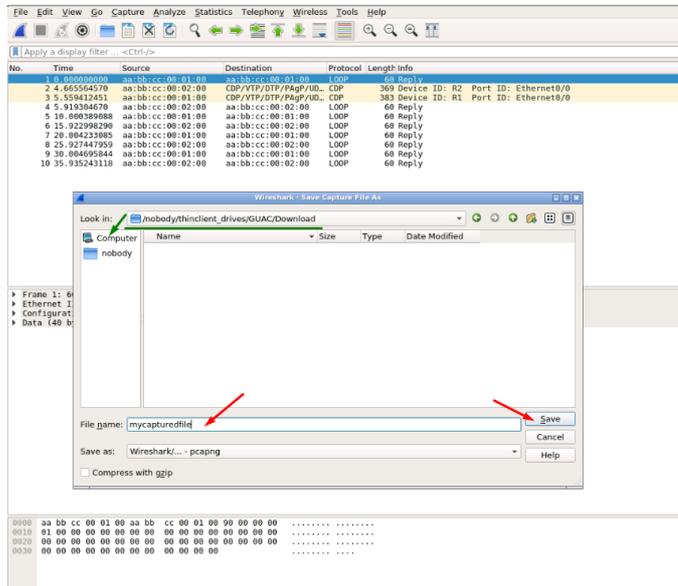


Step 3: Choose the location where you want to save the captured file

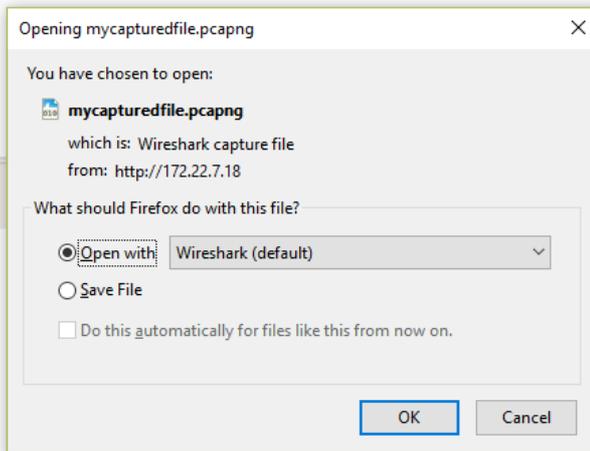
IMPORTANT:

/nobody/thinclient_drives/GUAC/Download

Enter a name for you captured file and press Save.

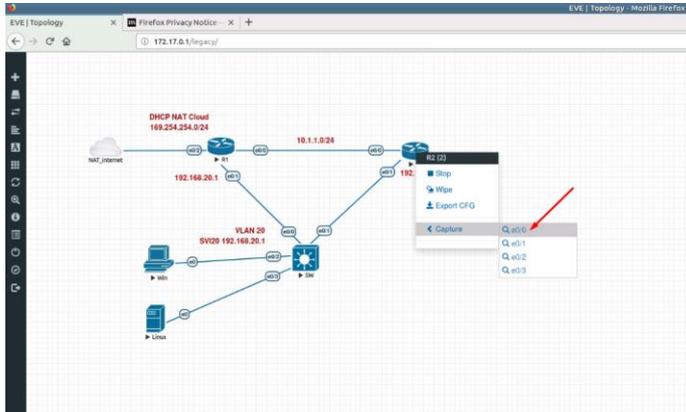


Step 4: A window will open that will allow you to save your captured file on your client PC. If the client PC's browser is set to download automatically, your captured file will be saved in the default browser download folder.

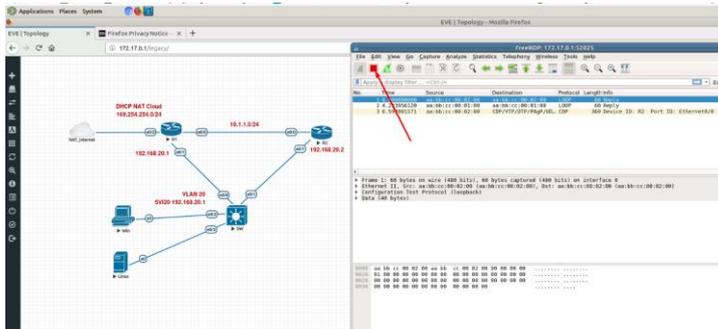


12.3 HTML5 Desktop Console Wireshark capturing

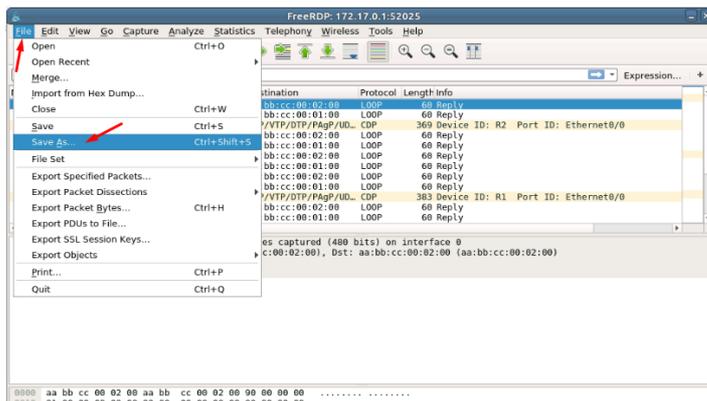
Step 1: Right-click on the node you wish to capture, choose capture and the interface. The capture will open in an RDP session.



Step 2: Stop capturing with the STOP button.



Step 3: Chose File/Save As

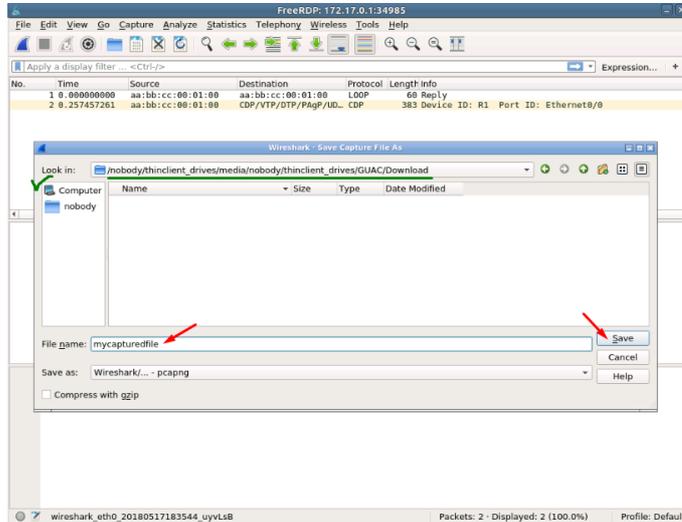


Step 4: Chose the path to save the captured file,

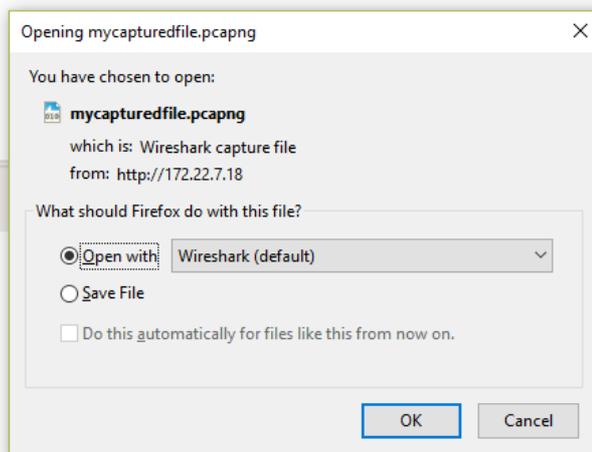
IMPORTANT:

/nobody/thinclient_drives/media/nobody/thinclient_drives/GUAC/Download/

Enter a name for captured file. Press Save.



Step 4: A window will open that will allow you to save your captured file on your client PC. If the client PC's browser is set to download automatically, your captured file will be saved in the default browser download folder.



13 Thinclient File Exchange

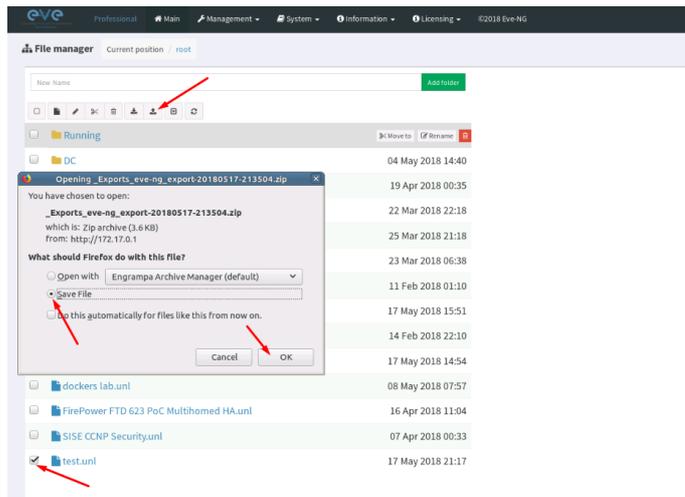
The Thinclient file exchange feature allows you to transfer files between your native client workstation and the integrated Docker Desktop. It is used when managing EVE via HTML5 consoles. This feature eliminates the need for file transfer software on your client workstation and makes it very easy to import/export labs or download Wireshark captures.

13.1 Thinclient files downloading

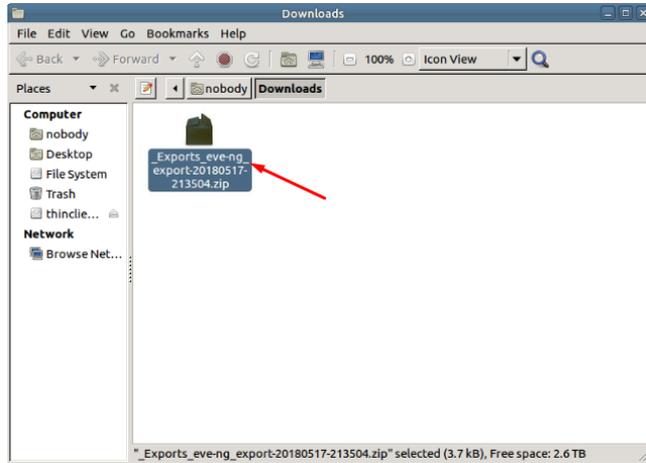
The Thinclient file exchange feature allows you to download files from your EVE Server over an HTTP/HTTPS session to your client PC. Examples below will show you how to download exported lab files. This feature is not restricted to just lab files or Wireshark captures. It can be used to download or upload any miscellaneous files you may need.

Example: HTML5 Desktop console: We want to export our EVE lab and download it to our client PC over HTML5.

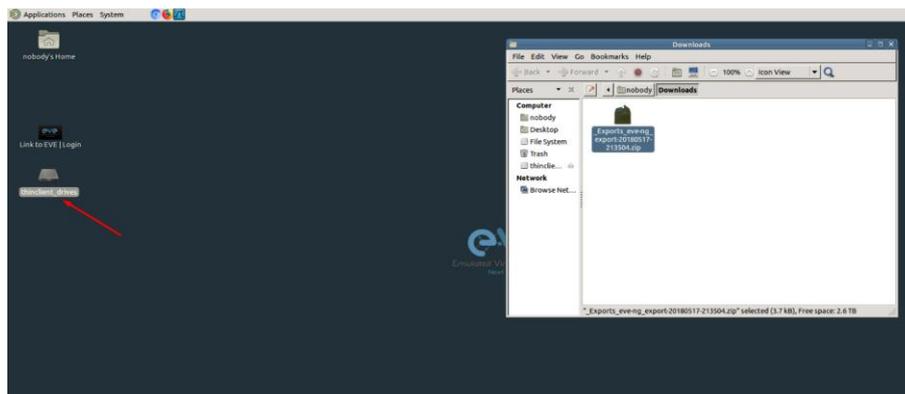
Step 1: Export your lab to your HTML5 Desktop



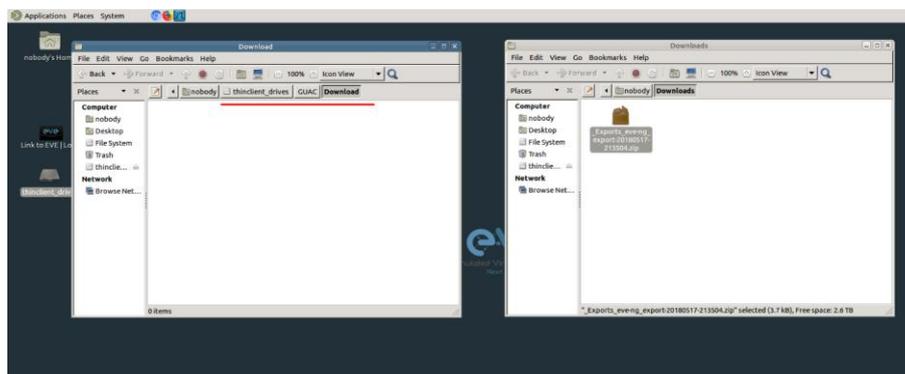
Step 2: Save it to the HTML5 desktop station. Your exported file will be saved in the Downloads Directory of HTML5 desktop station.



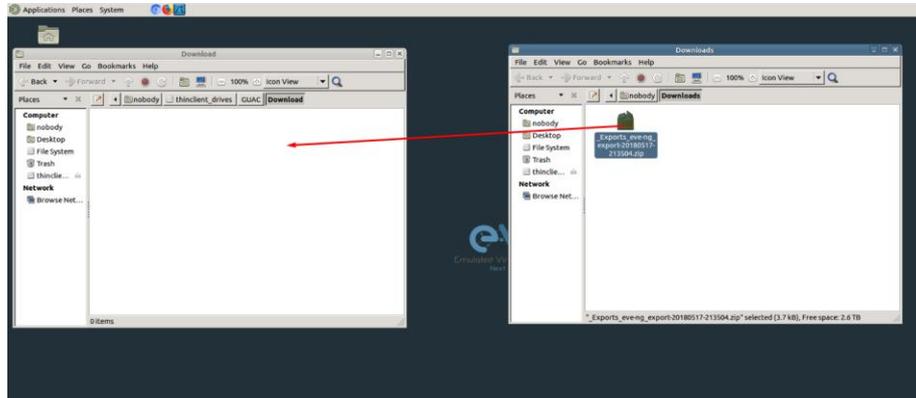
Step 3: Navigate to the desktop of the HTML5 desktop station and double click **thinclient_drives**



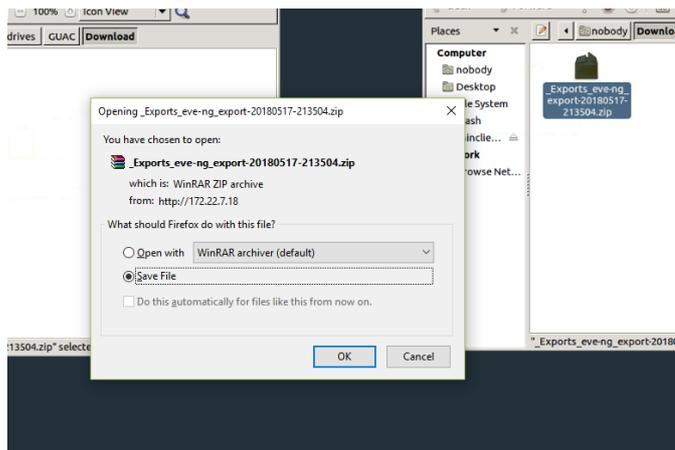
Step 4: Once opened navigate to: **thinclient_drives/GUAC/Download/**



Step 5: Drag and drop the exported lab file from right to left.



Step 6: A window will open that will allow you to save your captured file on your client PC. If the Native PC's browser is set to download automatically, your selected file will be saved in the browser's default download folder.

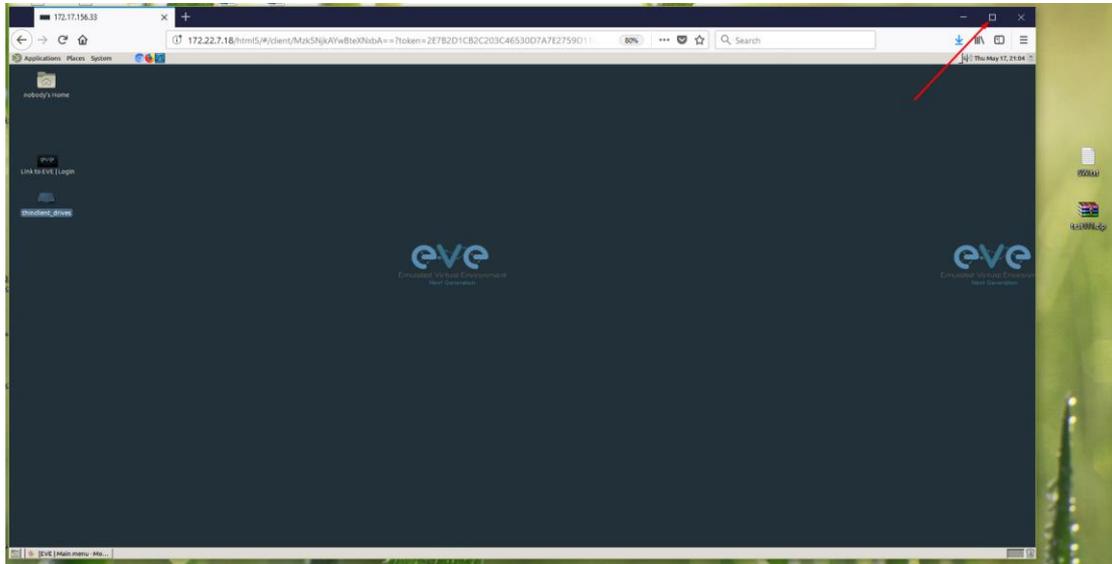


NOTE: Please refer to section 12 for downloading Wireshark capture files from EVE HTML5 consoles.

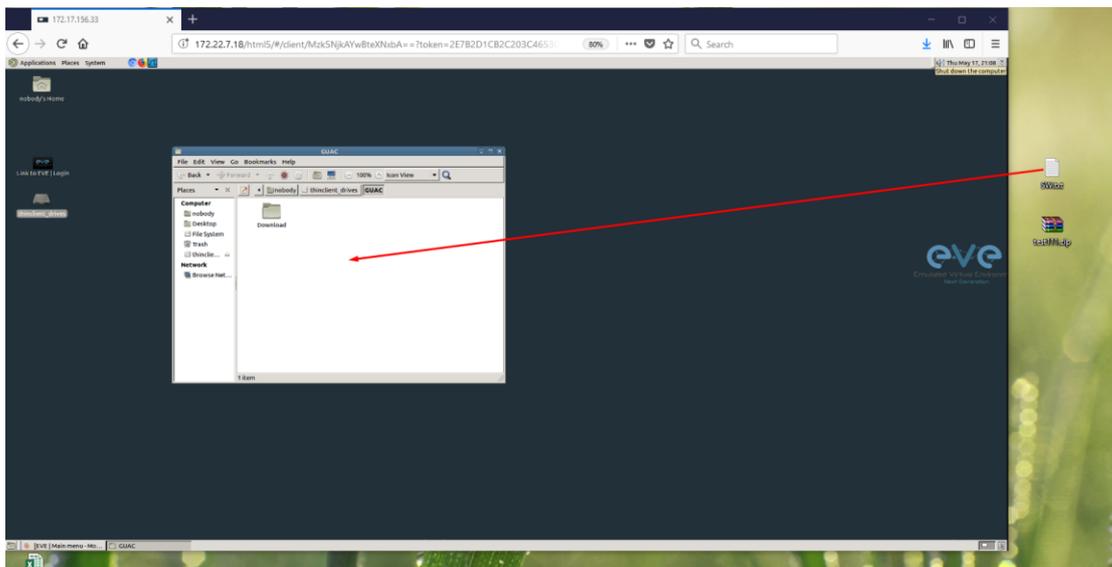
13.2 Thinclient File upload

Sometimes it is necessary to upload files to your EVE labs. The Thinclient file exchange feature allows you to upload files from your client PC to the EVE HTML5 desktop station. The example below will show you how to upload a text file to the EVE HTML5 desktop station. Any other files can be uploaded the same way.

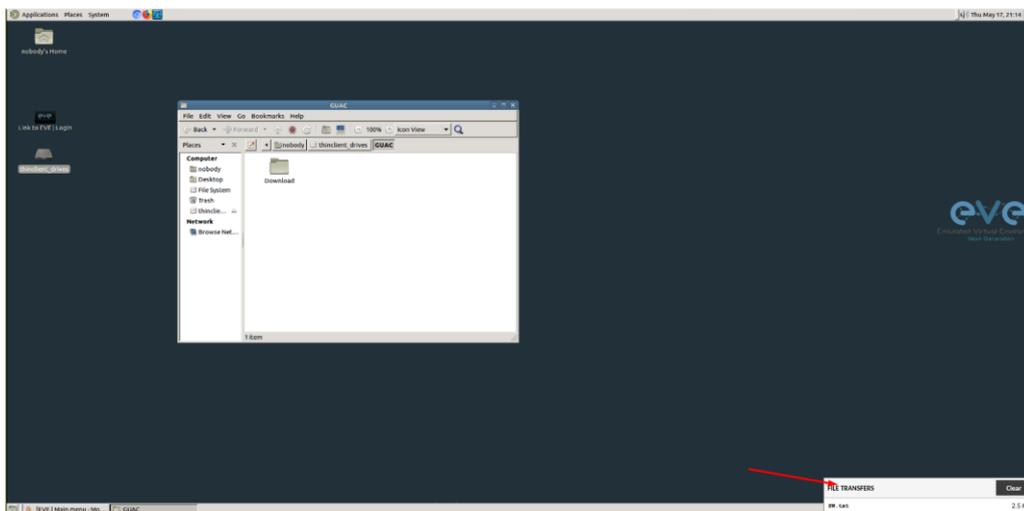
Step 1: Adjust your browser so that you can see it and the file that you want to transfer.



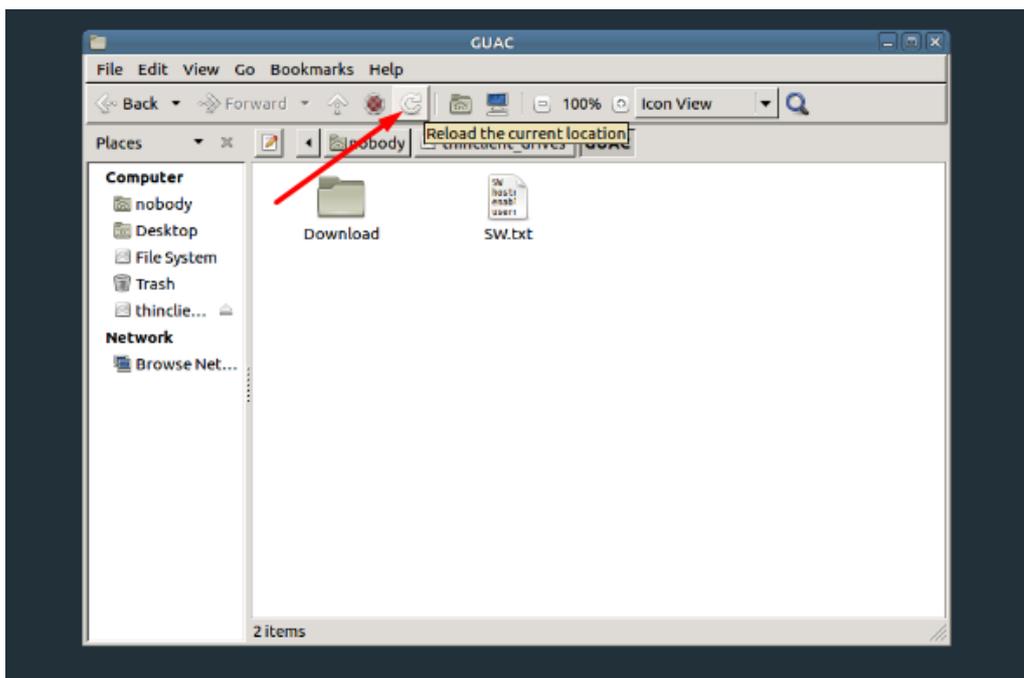
Step 2: On the EVE HTML5 Desktop navigate to: **thinclient_drives/GUAC/** and drag and drop the file from your client PC to opened location on HTML5 Desktop.



Step 3: Next you will see a notification in the bottom right corner.



Step 4: To finish the operation and see the uploaded file in the HTML desktop station, press the refresh button. Our Text file SW.txt has been uploaded.

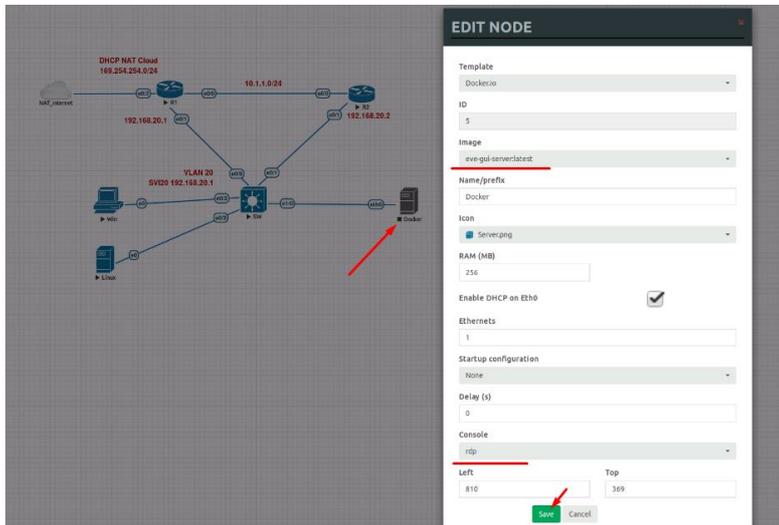


13.3 Other thinclient file operations

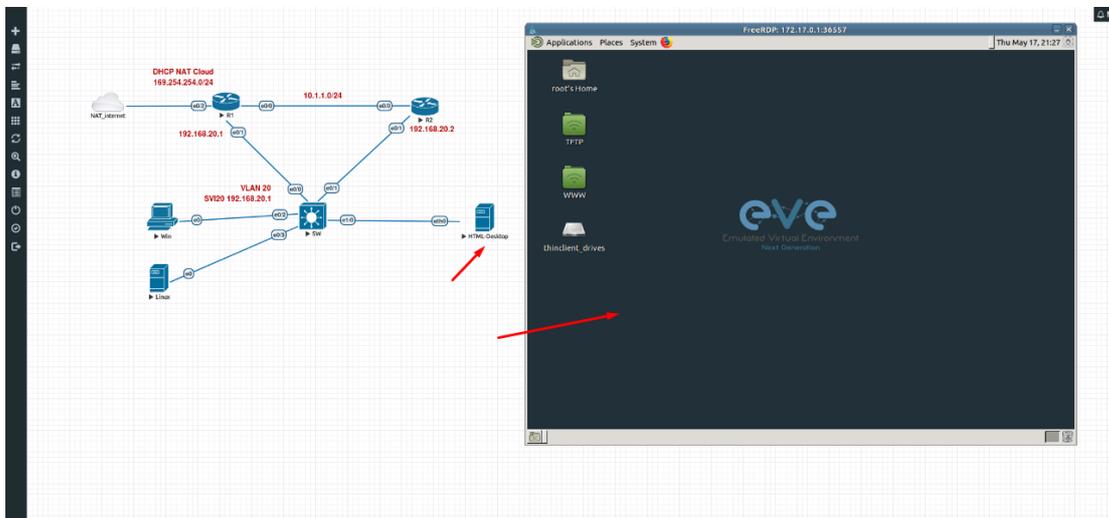
Files that have been uploaded via the thinclient feature can also be transferred to nodes inside your EVE labs via TFTP. In the example below we have uploaded a config file (sw.txt) and would like to transfer it to node R1.

Step 1: Add the **eve-gui-server** docker node to your lab and edit its settings. Set the console type to RDP and configure the IP address settings (DHCP or static) accordingly so that the

docker node can reach the destination node (R1 in this example). For Docker IP addressing please refer to section **14**



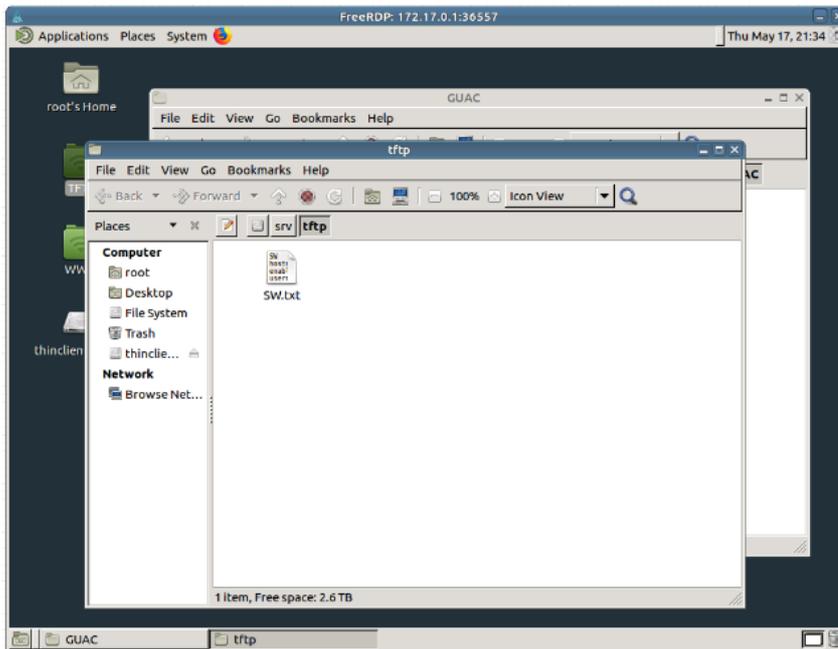
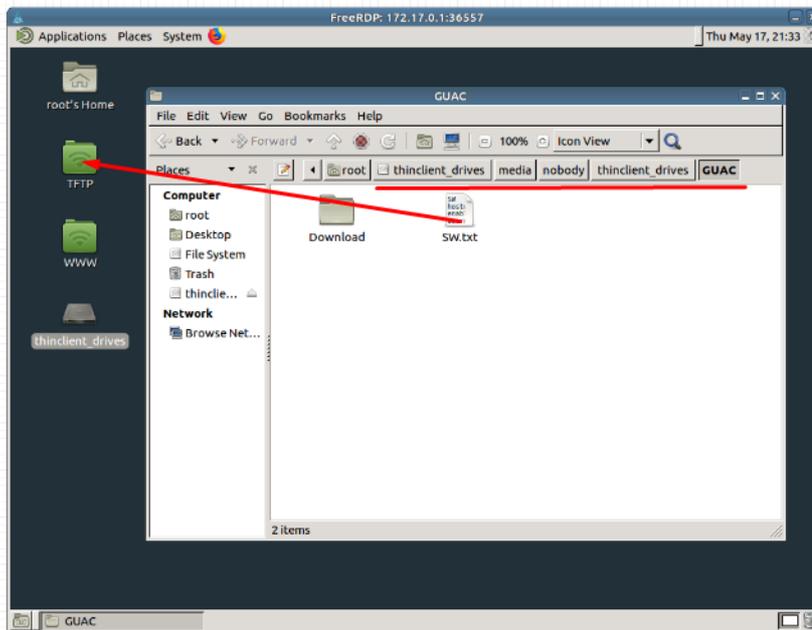
Step 2: Click on the **eve-gui-server** docker node to open an RDP session.



Step 3: Open the **thinclient_drives** location where you uploaded your file to:

/thinclient_drives/media/nobody/thinclient_drives/GUAC/

Next, drag and drop your file to the desktop folder named TFTP.



Step 4: Open the destination node's (R1) console and use the tftp command to copy your file:

14 Dockers

14.1 EVE integrated docker stations

EVE-NG Professional and Learning Centre edition have integrated Docker stations that allows your server to use its resources more efficiently. Dockers offer the advantage of not having to duplicate processes already running on the host system. With a Docker, you run only the processes you need for the hosted application. In comparison, virtual machines have to run a complete guest operating system, including many of the same processes that are already running on the server host.

14.1.1 Docker Machines

eve-gui-server

- Fully featured Linux workstation with integrated thinclient. For more information on the thinclient operation please refer to section **13**.
- RDP console
- DHCP or Static IP address
- WWW Server
- TFTP Server
- Java Integration for ASDM access to Cisco ASA/IPS. For access to ASDM where Java is required, please follow this reference link:

<https://192.168.100.5/admin/public/asdm.jnlp>

Where 192.168.100.5 is the ASA IP for ASDM connection

eve-napalm

- A Docker for scripting and automation in EVE labs. NAPALM is a Python library which aims to solve this by providing a unified API across network devices from various vendors.
- Telnet console
- DHCP or Static IP address

eve-ansible

- A Docker for scripting and automation in EVE labs. Ansible is software that automates software provisioning, configuration management, and application deployment.
- Telnet console

- DHCP or Static IP address

eve-firefox

- A Docker for hosting a Mozilla Firefox browser. Useful for accessing another nodes management interface using http or https. The browser already has Java integrated so that you can utilize GUIs that require it, like ASDM for Cisco's ASA.
- RDP console
- DHCP or Static IP address
- Java Integration for ASDM access to Cisco ASA/IPS. For access to ASDM where Java is required, please follow this reference link:

<https://192.168.100.5/admin/public/asdm.jnlp>

Where 192.168.100.5 is the ASA IP for ASDM connection

eve-chrome

- A Docker for hosting a Google Chrome browser. Useful for accessing another nodes management interface using http or https. The browser already has Java integrated so that you can utilize GUIs that require it, like ASDM for Cisco's ASA.
- DHCP or Static IP address
- Java Integration for ASDM access to Cisco ASA/IPS. For access to ASDM where Java is required, please follow this reference link:
- <https://192.168.100.5/admin/public/asdm.jnlp>
- Where 192.168.100.5 is the ASA IP for ASDM connection

14.1.2 Docker IP address setup

EVE integrated Docker stations have two options for setting an IP address.

DHCP IP address option.

Step 1: Add the node to the topology and make sure the DHCP option is **enabled** under the edit node window. Refer to section [14.1.3](#) for the correct console type.

Step 2: Ensure the docker's DHCP request can reach a DHCP server either in your lab or externally through a Cloud Network like Cloud0.

ADD A NEW NODE

Template: Docker.io

Number of nodes to add: 1 | Image: eve-gui-serverlatest

Name/prefix: Docker

Icon: Server.png

RAM (MB): 256

Enable DHCP on Eth0:

Ethernets: 1

Startup configuration: None

Delay (s): 0

Console: rdp

Left: 1283 | Top: 247

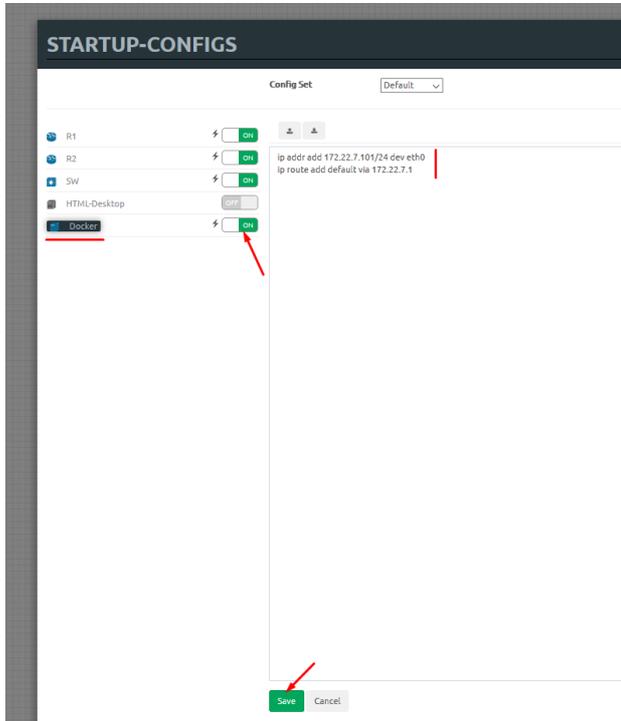
Save Cancel

Static IP address option.

Step 1: Add the node to the topology and make sure the DHCP option is **enabled** under the edit node window. Refer to section [14.1.3](#) for the correct console type.

Step 2: On the left sidebar menu open Startup-config and use the example syntax below to set the ip for your Docker node. Make sure you are using the exact syntax for your static IP setup:

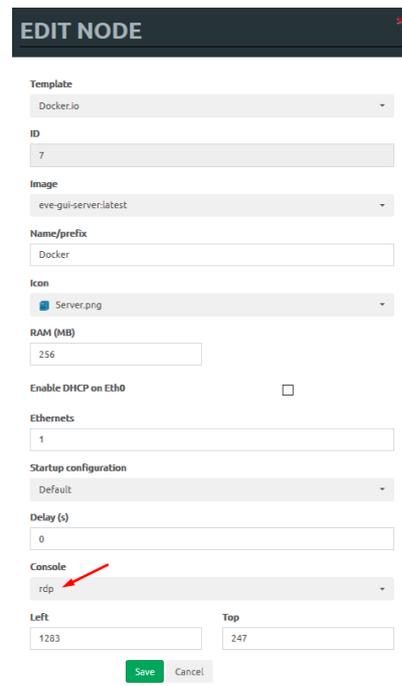
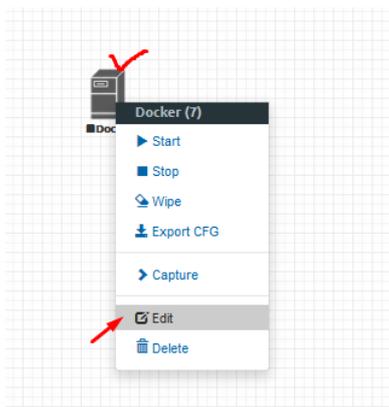
```
ip addr add 172.22.7.101/24 dev eth0
ip route add default via 172.22.7.1
```



Step 3: Press the Save button below and switch the node to boot from the startup-config.

14.1.3 Docker Consoles

To set consoles for EVE Docker stations, right click on node and click Edit. Set the required console type



<i>Docker Station</i>	<i>Console type</i>
eve-gui-server	RDP
eve-napalm	Telnet
eve-ansible	Telnet
eve-chrome	RDP
eve-firefox	RDP

14.1.4 Docker cli root access

All EVE docker stations have the following configured CLI root account.

Username: root

Password: eve

15 EVE Troubleshooting

15.1 CLI diagnostic information display commands

15.1.1 Display the currently installed EVE Pro version:

```
dpkg -l eve-ng-pro
```

```
root@eve-ng:~# dpkg -l eve-ng-pro
Desired=Unknown/Install/Remove/Purge/Hold
| Status=Not/Inst/Conf-files/Unpacked/halF-conf/Half-inst/trig-aWait/Trig-pend
|/ Err?=(none)/Reinst-required (Status,Err: uppercase=bad)
||/ Name          Version          Architecture     Description
++-----+-----+-----+-----+
ii  eve-ng-pro      2.0.4-21        amd64            A new generation software for networking labs.
root@eve-ng:~#
```

15.1.2 Display if EVEs Intel VT-x/EPT option on/off:

```
kvm-ok
```

```
root@eve-ng:~# kvm-ok
INFO: /dev/kvm exists
KVM acceleration can be used
root@eve-ng:~#
```

15.1.3 Display EVEs CPU INFO:

```
lscpu
```

```
root@eve-ng:~# lscpu
Architecture:          x86_64
CPU op-mode(s):        32-bit, 64-bit
Byte Order:             Little Endian
CPU(s):                 24
On-line CPU(s) list:   0-23
Thread(s) per core:    1
Core(s) per socket:    1
Socket(s):              24
NUMA node(s):          4
Vendor ID:              GenuineIntel
CPU family:             6
Model:                  44
Model name:             Intel(R) Xeon(R) CPU           X5680  @ 3.33GHz
Stepping:               2
CPU MHz:                3324.053
BogoMIPS:               6650.00
Virtualization:         VT-x
Hypervisor vendor:     VMware
```

15.1.4 Display EVEs HDD utilization.

If the /boot only has a little space left you can refer to section [3.5.1.1](#). If the eve—ng—vg—root reaches 99% or 100% then you will need to expand the HDD in order to continue using EVE. The Solution to expand your HDD is described in section [15.1](#)

```
df -h
```

```
root@eve-ng:~# df -h
Filesystem      Size  Used Avail Use% Mounted on
udev            40G   0    40G   0% /dev
tmpfs           7.9G   52M   7.9G   1% /run
/dev/mapper/eve--ng--vg-root 681G  370G  283G  57% /
tmpfs           40G   0    40G   0% /dev/shm
tmpfs           5.0M   0   5.0M   0% /run/lock
tmpfs           40G   0    40G   0% /sys/fs/cgroup
/dev/sda1       472M   83M  365M  19% /boot
root@eve-ng:~#
```

15.1.5 Display EVEs Bridge interface status

```
brctl show
```

```
root@eve-ng:~# brctl show
bridge name      bridge id          STP enabled      interfaces
docker0          8000.0242c0db8435 no                eth0
nat0              8000.000000000000 no                eth1
pnet0            8000.000c29d0aa94 no                vuni1_0_1_0
pnet1            8000.000c29d0aabc no                eth2
pnet2            8000.000c29d0aa9e no                eth3
pnet3            8000.000c29d0aaa8 no                eth4
pnet4            8000.000c29d0aab2 no
pnet5            8000.000000000000 no
pnet6            8000.000000000000 no
pnet7            8000.000000000000 no
pnet8            8000.000000000000 no
pnet9            8000.000000000000 no
```

15.1.6 Display EVEs system services status

```
systemctl list-unit-files --state=enabled
```

```
root@eve-ng:~# systemctl list-unit-files --state=enabled
UNIT FILE      STATE
accounts-daemon.service enabled
autovt@.service enabled
capdog.service enabled
cpulimit.service enabled
cron.service  enabled
docker.service enabled
getty@.service enabled
lvm2-monitor.service enabled
mysql.service enabled
networking.service enabled
open-vm-tools.service enabled
openvswitch-switch.service enabled
ovfstartup.service enabled
resolvconf.service enabled
rsyslog.service enabled
ssh.service   enabled
sshd.service  enabled
syslog.service enabled
systemd-timesyncd.service enabled
unattended-upgrades.service enabled
ureadahead.service enabled
dm-event.socket enabled
docker.socket enabled
lvm2-lvmetad.socket enabled
lvm2-lvmpolld.socket enabled
uuuid.socket  enabled
remote-fs.target enabled
apt-daily-upgrade.timer enabled
apt-daily.timer enabled
```

15.2 Expand EVEs System HDD

⚠ IMPORTANT NOTE: DO NOT expand your current/existing HDD on your EVE VM!

15.2.1 Expand HDD on VMware Workstation

Expanding your EVEs system HDD is achieved by adding an additional HDD to your EVE VM.

Step 1: Stop all your labs and shutdown EVE.

Step 2: Go to edit VM settings and add a new Hard drive. Then click Next.

Step 3: Leave the recommended SCSI HDD option and then click Next

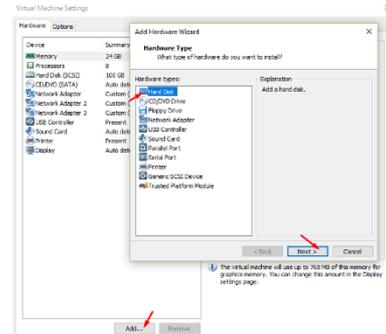
Step 4: Make sure you have selected the option “Create a new Virtual disk.”

Step 5: Set your desirable HDD Size; example 200GB.

Step 6: Make sure you have set the option “Store Virtual disk as a single file” and then click Next

Step 7: Optional: Specify the location of where your new HDD will be stored, then click Finish.

Step 8: Boot your EVE VM, HDD size will be expanded automatically. To verify, use the command to verify HDD utilization referenced in section **15.1.4**



15.2.2 Expand your HDD on ESXi

Expanding your EVEs system HDD is achieved by adding an additional HDD to your EVE VM.

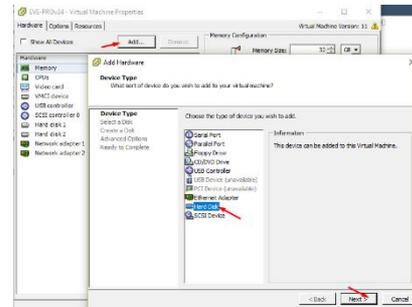
Step 1: Stop all your labs and shutdown EVE.

Step 2: Go to edit VM settings and add a new Hard drive. Then click Next

Step 3: Make sure you have selected the option “Create a new Virtual disk.” Then click Next

Step 4: Set your desirable HDD Size; example 200GB.

Step 5: It is recommended to set the **Thick Provision Lazy Zeroed** HDD option.



Step 6: Specify the location of where your new HDD will be stored and then click Next

Step 7: Leave the recommended SCSI HDD option as is and click Finish.

Step 8: Boot your EVE VM, the HDD size will be expanded automatically. To verify, use the command to verify HDD utilization referenced in section **15.1.4**

Expand your HDD on a Bare Metal EVE Server

It is a complicated process to expand a HDD for a bare metal EVE server. Please open a ticket in our Live chat support for advice.

<http://www.eve-ng.net/live-helpdesk>

Use a google account to join in the Live Chat or create new chat account.

15.3 Reset Management IP

Type the following commands into the CLI followed by enter:

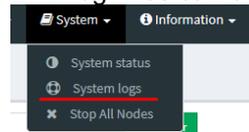
```
rm -f /opt/ovf/.configured
```

```
su -
```

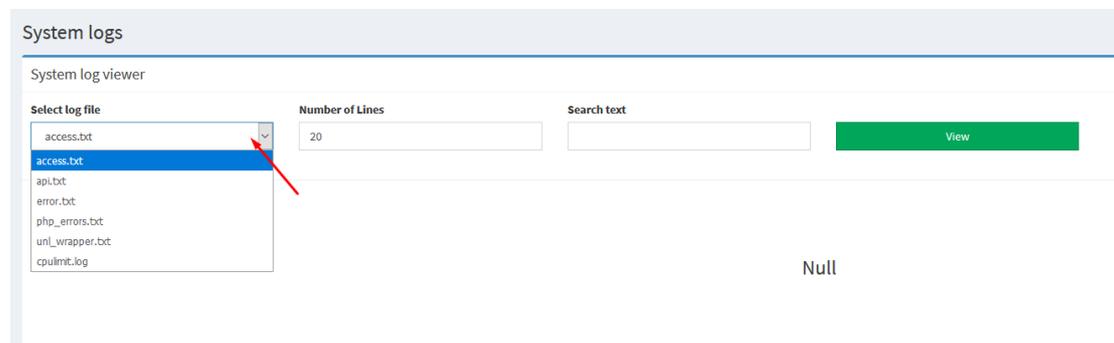
The EVE VM will go through the Management IP address setup wizard. Please follow the steps in section [3.4.1](#) for Static IP or [3.4.2](#) for DHCP IP setup.

15.4 EVE Log files

EVE log Files can be obtained from the System Logs page under the System dropdown menu



Use the menu to collect log file data you are interested in.



16 Images for EVE

Images must be uploaded and prepared before they can be used in labs. The best way to upload images is to use the WinSCP tool for Windows environment or FileZilla for MAC OSX and Linux.

Link to download WinSCP:

<https://winscp.net/eng/download.php>

Link to download FileZilla:

<https://filezilla-project.org/>

To access EVE, use SSH protocol (port 22).

Supported images for EVE are stored in the three locations:

- IOL (IOS on Linux), **/opt/unetlab/addons/iol/bin/**
- Dynamips images, **/opt/unetlab/addons/dynamips**
- Qemu images, **/opt/unetlab/addons/qemu**

16.1 Qemu image naming table

⚠ IMPORTANT NOTE: Intel VT-X/EPT must be enabled to run Qemu nodes in EVE. For information on how to enable this option, Refer to section **3**: EVE Installation.

The directory names used for QEMU images are very sensitive and must match the table below exactly in order to work.

Ensure your image folder name starts as per the table. After the "-" you can add whatever you like to label the image. We recommend using the version of your image.

Folder name examples:

[firepower6-FTD-6.2.1](#)
[acs-5.8.1.4](#)

The image inside the folder must be named correctly:
Example: hda.qcow2 or virtioa.qcow2

Full path Example: opt/unetlab/addons/qemu/acs-5.8.1.4/hda.qcow2

<i>Qemu folder name EVE</i>	<i>Vendor</i>	<i>Qemu image .qcow2 name</i>
a10-	A10-vthunder	hda
acs-	ACS	hda
asa-	ASA ported	hda
asav-	ASAv	virtioa

ampcloud-	Ampcloud Private	hda, hdb, hdc
barracuda-	Barracuda FW	hda
bigip-	F5	hda, hdb
brocadevadx-	Brocade	hda
cda-	Cisco CDA	hda
cips-	Cisco IPS	hda, hdb
clearpass-	Aruba ClearPass	hda, hdb
aruba-	Aruba Virtual Mobility Controller	hda, hdb
coeus-	Cisco WSA coeus	virtioa
phoebe-	Cisco ESA	virtioa
cpsg-	Checkpoint	hda
csr1000v-	Cisco CSR v1000	virtioa
csr1000vng-	Cisco CSR v1000 Denali & Everest	virtioa
prime-	Cisco Prime Infra	virtioa
cucm-	Cisco CUCM	virtioa
cumulus-	Cumulus	hda
extremexos-	ExtremeOS	hda
firepower-	Cisco FirePower 5.4 NGIPS	scsia
firepower-	Cisco FirePower 5.4 FMC	scsia
firepower6-	Cisco FirePower 6.x NGIPS	scsia
firepower6-	Cisco FirePower 6.x FMC	hda
firepower6-	Cisco FirePower 6.x FTD	hda
fortinet-	Fortinet FW	virtioa
fortinet-	Fortinet SGT	virtioa
fortinet-	Fortinet mail	virtioa, virtiob
fortinet-	Fortinet manager	virtioa
hpvsr-	HP virt router	hda
huaweiusg6kv-	Huawei USG6000v	hda
ise-	ISE 1.x cisco	hda
ise-	ISE 2.x cisco	virtioa
jspace-	Junos Space	hda
junipervrr	Juniper vRR	virtioa
linux-	any linux	hda
mikrotik-	Mikrotik router	hda
nsvpx-	Citrix Netscaler	virtioa
nxosv9k-	NX9K Cisco Nexus (SATA best perf)	sataa
olive-	Juniper	hda
ostinato-	Ostinato traffic generator	hda
osx-	Apple OSX	hda + kernel.img
paloalto-	PaloAlto FW	virtioa
pfsense-	pFSense FW	hda
riverbed-	vRiverbed	virtioa, virtiob
sonicwall-	DELL FW Sonicwall	hda
sourcefire-	Sourcefire NGIPS	scsia

sterra-	S-terra VPN	hda
sterra-	S-terra Gate	virtioa
timos-	Alcatel Lucent Timos	hda
titanium-	NXOS Titanium Cisco	virtioa
vcenter-	VMWare vCenter	sataa (12G) satab (1.8G) satac (15G) satac (25G) satae (25G) sataf (10G) satag (10G) satah (15G) satai (10G) sataj (1.0G) satak (10G) satal (10G) satam (100G)
veos-	Arista SW	hda, cdrom.iso
vios-	L3 vIOS Cisco Router	virtioa
viosl2-	L2 vIOS Cisco SW	virtioa
vmx-	Juniper vMX router	hda
vmxvcp-	Juniper vMX-VCP	hda, hdb, hdc
vmxvfp-	Juniper vMX-VFP	hda
vnam-	Cisco VNAM	hda
vqfxpfe-	Juniper vQFX-PFE	hda
vqfxre-	Juniper vQFX-RE	hda
vsrx-	vSRX 12.1 Juniper FW/router	virtioa
vsrxng-	vSRX v15.x Juniper FW/router	virtioa
vwaas-	Cisco WAAS	virtioa,virtiob,virtioc
vwlc-	vWLC Cisco WiFi controller	megasasa
vyos-	VYOS	virtioa
win-	Windows Hosts (Not Server Editions)	hda or virtioa(using driver)
winserver-	Windows Server Editions	hda or virtioa(using driver)
xrv-	XRv Cisco router	hda
xrv9k-	XRv 9000 Cisco router	virtioa

16.2 How to prepare images for EVE

How to load IOL (IOS on Linux) Images:	http://www.eve-ng.net/documentation/howto-s/62-howto-add-cisco-iou-iol
How to load Dynamips Images	http://www.eve-ng.net/documentation/howto-s/64-howto-add-dynamips-images-cisco-ios
How to add Cisco Cloud Service Router (CSR1000V NG) Denali and Everest	http://www.eve-ng.net/documentation/howto-s/95-howto-add-cloud-services-csr-1000v-ng-everest-and-denali-routers

How to add Cisco Cloud Service Router (CSR1000V)	http://www.eve-ng.net/documentation/howto-s/61-howto-add-cisco-cloud-service-router-csr1000v
How to add Cisco ACS	http://www.eve-ng.net/documentation/howto-s/119-howto-add-cisco-acs
How to add Cisco ASA v	http://www.eve-ng.net/documentation/howto-s/73-howto-add-cisco-asav
How to add Cisco XRv	http://www.eve-ng.net/documentation/howto-s/63-howto-add-cisco-xrv
How to add Cisco XRv9000 Full	http://www.eve-ng.net/documentation/howto-s/140-howto-add-cisco-xrv9000-full
How to add Cisco FirePower 6.x images set, NGIPS, FTD, FMC	http://www.eve-ng.net/documentation/howto-s/108-howto-add-firepower-6-x-images-set
How to add Images from VIRL, vIOS, XRv	http://www.eve-ng.net/documentation/howto-s/121-howto-add-images-from-virl
How to add Cisco WSA (Web Security Appliance)	http://www.eve-ng.net/documentation/howto-s/115-howto-add-cisco-wsa-web-security-appliance
How to add Cisco ESA (Email Security Appliance)	http://www.eve-ng.net/documentation/howto-s/114-howto-add-cisco-esa-email-security-appliance
How to add Cisco ISE	http://www.eve-ng.net/documentation/howto-s/120-howto-add-cisco-ise
How to add Cisco Prime Infra	http://www.eve-ng.net/documentation/howto-s/117-howto-add-cisco-prime-infra
How to add Cisco vWAAS	http://www.eve-ng.net/documentation/howto-s/72-howto-add-cisco-vwaas
How to add Cisco vWLC (Virtual Wireless LAN Controller)	http://www.eve-ng.net/documentation/howto-s/70-howto-add-cisco-vwlc-virtual-wireless-lan-controller
How to add cisco NEXUS NX9K switch	http://www.eve-ng.net/documentation/howto-s/107-howto-add-nx9k-switch

How to add Juniper vSRX (ver 12.X / FireFly)	http://www.eve-ng.net/documentation/howto-s/66-howto-add-juniper-vsrx-version-12-x-firefly
How to add Juniper vSRX-NG 15.X and later	http://www.eve-ng.net/documentation/howto-s/122-howto-add-juniper-vsrx-ng-15-x-and-later
How to Juniper vMX 16.X, 17.X	http://www.eve-ng.net/documentation/howto-s/109-howto-juniper-vmx-16-x-17-x
How to add Arista Virtual Extensible Operating System (vEOS)	http://www.eve-ng.net/documentation/howto-s/60-howto-add-arista-virtual-extensible-operating-system-veos
How to add Nokia VSR	http://www.eve-ng.net/documentation/howto-s/113-howto-add-nokia-vsrx
How to add Alcatel 7750 Service Router	http://www.eve-ng.net/documentation/howto-s/59-howto-add-alcatel-7750-service-router
How to add Aruba Mobility Controller	http://www.eve-ng.net/documentation/howto-s/118-howto-add-aruba-mobility-controller
How to add CheckPoint	http://www.eve-ng.net/documentation/howto-s/125-howto-add-checkpoint
How to add Citrix Netscaler	http://www.eve-ng.net/documentation/howto-s/71-howto-add-citrix-netscaler
How to add Extreme EXOS	http://www.eve-ng.net/documentation/howto-s/144-howto-add-extreme-exos
How to add F5 BIGIP	http://www.eve-ng.net/documentation/howto-s/68-howto-add-f5-bigip
How to add Fortinet images	http://www.eve-ng.net/documentation/howto-s/123-howto-add-fortinet-images
How to add Mikrotik Cloud router	http://www.eve-ng.net/documentation/howto-s/124-howto-add-mikrotik-cloud-router
How to add Palo Alto	http://www.eve-ng.net/documentation/howto-s/69-howto-add-palo-alto-vm-100

How to add pfSense FW	http://www.eve-ng.net/documentation/howto-s/131-howto-add-pfssense-fw
How to add Riverbed SteelHead Virtual CX	http://www.eve-ng.net/documentation/howto-s/142-howto-add-riverbed-steelhead-virtual-cx
How to add VMware ESXi	http://www.eve-ng.net/documentation/howto-s/130-howto-add-vm-ware-esxi
How to add VMware vCenter	http://www.eve-ng.net/documentation/howto-s/141-howto-add-vm-ware-vcenter
How to add VyOS Vyatta	http://www.eve-ng.net/documentation/howto-s/129-howto-add-vyos-vyatta
How to create own Linux host image, free prepared images are provided.	http://www.eve-ng.net/documentation/howto-s/106-howto-create-own-linux-image
How to add Linux Ostinato	http://www.eve-ng.net/documentation/howto-s/111-howto-add-linux-ostinato
How to add Linux Netem	http://www.eve-ng.net/documentation/howto-s/110-howto-add-linux-netem
How to create own Windows Host on the EVE. Same procedure for MS Workstation or MS Server	http://www.eve-ng.net/documentation/howto-s/103-how-to-install-own-windows-host-on-the-eve

16.3 How to add custom image template

For advanced users only. SSH to you EVE.

Step 1. Prepare a **template** file

All templates files are in "/opt/unetlab/html/templates/" Make a copy of the most similar existing template to your new file

Example:

```
cp /opt/unetlab/html/templates/linux.php /opt/unetlab/html/templates/freebsd.php
```

Step 1.1 Edit your new template file:

```
nano freebsd.php
```

Step 1.2 Change content; setting for various images can vary depending on vendor requirements:

```
<?php
```

```
# vim: syntax=php tabstop=4 softtabstop=0 noexpandtab laststatus=1 ruler

/*
 * Copyright (c) 2016, Andrea Dainese
 * Copyright (c) 2017, Alain Degreffe
 * All rights reserved.
 *
 * Redistribution and use in source and binary forms, with or without
 * modification, are permitted provided that the following conditions are met:
 *     * Redistributions of source code must retain the above copyright
 *       notice, this list of conditions and the following disclaimer.
 *     * Redistributions in binary form must reproduce the above copyright
 *       notice, this list of conditions and the following disclaimer in the
 *       documentation and/or other materials provided with the distribution.
 *     * Neither the name of the UNetLab Ltd nor the name of EVE-NG Ltd nor the
 *       names of its contributors may be used to endorse or promote products
 *       derived from this software without specific prior written permission.
 *
 * THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND
 * ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED
 * WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE
 * DISCLAIMED. IN NO EVENT SHALL <COPYRIGHT HOLDER> BE LIABLE FOR ANY
 * DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES
 * (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES;
 * LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND
 * ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
 * (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS
 * SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
 */

$p['type'] = 'qemu';
$p['name'] = 'FreeBSD';
$p['cpulimit'] = 1;
$p['icon'] = 'BSD.png';
$p['cpu'] = 1;
$p['ram'] = 2048;
$p['ethernet'] = 1;
$p['console'] = 'vnc';
$p['qemu_arch'] = 'x86_64';
$p['qemu_nic'] = 'virtio-net-pci';
$p['qemu_options'] = '-machine type=pc-1.0,accel=kvm -vga std -usbdevice tablet -boot
order=dc';
?>
```

Step 2. Prepare config.php

EVE includes a sample file: /opt/unetlab/html/includes/config.php.distribution

If you don't have the config.php file, copy the sample config.php.distribution to config.php.

```
cp /opt/unetlab/html/includes/config.php.distribution /opt/unetlab/html/includes/config.php
```

Step 2.1 Edit config.php

Original file content:

```
<?php
/* TEMPLATE MODE .missing or .hided
 *
 * .hided: will hide all template not present on system ( no image installed )
 * .missing: will display not selectable template not present ( no image installed )
 *
 */
```

```

DEFINE('TEMPLATE_DISABLED','.missing') ;

/* Define custom templates:
 *
 * Create for exemple /opt/unetlab/html/templates/mytemplate.php and Create
/opt/unetlab/html/templates/othertemplate.php
 * Then uncomment lines below
 */

// $custom_templates = Array(
//     'mytemplate' => 'My Custom Template1',
//     'othertemplate' => 'An Other Template'
// );

?>

```

Change to:

```

<?php
/* TEMPLATE MODE .missing or .hided
 *
 * .hided: will hide all template not present on system ( no image installed )
 * .missing: will display not selectable template not present ( no image installed )
 *
 */

DEFINE('TEMPLATE_DISABLED','.missing') ;

/* Define custom templates:
 *
 * Create for exemple /opt/unetlab/html/templates/mytemplate.php and Create
/opt/unetlab/html/templates/othertemplate.php
 * Then uncomment lines below
 */

    $custom_templates = Array(
        'freebsd' => 'FreeBSD Server'
    );

?>

```

Step 3. Prepare a new icon for your template:

Step 3.1 Use Filezilla or Winscp to copy your custom icon BSD.png (icon we have in freebsd.php - see sample at step 1)

This icon should be about 30-60 x 30-60 in the png format (switch.png for example is 65 x 33, 8-bit/color RGBA)

Step 3.2 Copy this new icon into /opt/unetlab/html/images/icons/

Step 4. Template use

Step 4.1 Create directory /opt/unetlab/addons/qemu/freebsd-11.1

```
mkdir /opt/unetlab/addons/qemu/freebsd-11.1
```

Step 4.2 Upload a freebsd image

```
cd /opt/unetlab/addons/qemu/freebsd-11.1
```

```
wget "https://download.freebsd.org/ftp/releases/VM-IMAGES/11.1-RELEASE/amd64/Latest/FreeBSD-11.1-RELEASE-amd64.qcow2.xz" -O - | xzcat -c > hda.qcow2
```

⚠ NOTE: It is example for FreeBSD image adding. Similar way you can add and try any your preferred image in the EVE. Image upload can be done using WinSCP or FileZilla.

17 EVE Resources

For additional updated information please follow our web site: <http://www.eve-ng.net>

How to updates: <http://www.eve-ng.net/documentation/howto-s>

How to videos: <http://www.eve-ng.net/documentation/howto-s-2>

FAQ: <http://www.eve-ng.net/faq>

Live support chat: <http://www.eve-ng.net/live-helpdesk>

For access to live chat use your Google account or create new chat account.

EVE forum: <http://www.eve-ng.net/forum/>

To access forum resources, please create a new forum account.

EVE YouTube channel:

<https://www.youtube.com/playlist?list=PLF8yvsYkPZQ0myW7aVMZ80k8FU04UUgjV>

EVE Professional downloads: <http://www.eve-ng.net/downloads/eve-ng>

EVE Community version downloads, free: <http://www.eve-ng.net/community>

EVE Supported images: <http://www.eve-ng.net/documentation/supported-images>