

EVE-NG Professional Cookbook

Version 5.15

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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 "hotadd-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 usabilities, 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 most definitely not just for networking, it 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 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/<u>supported</u> <u>images</u> (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 OVF or ISO file format. The Open Virtualization Format (OVF) is an open standard for packaging and distributing virtual appliances. 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 10, 11 or Linux Desktop VMware Workstation 15.0 or later VMware Player 15.0 or later

PC/Laptop HW requirements		
CPU	Intel i7 (4 Logical processors), Enabled Intel virtualization in BIOS	
RAM	8Gb	
HDD Space	50Gb	
Network	LAN/WLAN	
EVE Virtual machine requirements		
CPU	4/1 (Amount of processors/Number of cores per processor) Enabled Virtualize Intel VT-x/EPT or AMD-V/RVI and virtualize IOMMU options	
RAM	6Gb or more	
HDD	50Gb 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 10, 11 or Linux Desktop VMware Workstation 16.0 or later VW Ware Player 16.0 or later

PC/Laptop HW requirements		
CPU	Intel i7 (16 Logical processors), Enabled Intel virtualization in BIOS	
RAM	32Gb	
HDD Space	200Gb	
Network	LAN/WLAN	
EVE Virtual machine requirements		
CPU	16/1 (Amount of processors/Number of cores per processor) Enabled Virtualize Intel VT-x/EPT or AMD-V/RVI and virtualize IOMMU options	
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: VM Ware ESXi 6.7 or later

Server HW requirements		
CPU	Recommended CPU 2x Intel E5-2650v4 (48 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	48/1 (Number of processors/Cores per socket) Set Expose hardware assisted virtualization to the guest OS to ON (checked) and set Expose IOMMU to the guest OS to ON (checked)	



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 metal BM) system requirements

Prerequisites:

CPU: Intel Xeon CPU supporting Intel® VT-x with Extended Page Tables (EPT) Operation System: Ubuntu Server 20.04 LTS x64

Server HW requirements		
CPU	Recommended CPU Intel E5-2650v4 (48 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://www.eve-ng.net/index.php/download/#CALC

2.1.6 EVE Management Networks

NOTE: Please make sure if these subnets are NOT used in your network outside of EVE.

172.29.129.0/24 (NAT Interface) 172.29.130.0/24 (Cluster VPN subnet, wg0 interface) 172.17.0.0/16 (Dockers consoles)

To change these networks please refer chapter 7.4.1

2.2 Supported virtualization platforms and software

- VMware Workstation 16.0 or later
- VMware Player 16.0 or later



• VMware ESXi 6.7 or later

/irtual Environment

- Ubuntu Server 20.04 LTS as platform for bare metal
- Google Cloud Platform
- AMD CPU based PC or Server (the Newest AMD CPU versions are supported)

2.3 Unsupported hardware and systems

The following are currently not supported officially:

- VirtualBox virtualization
- Citrix XenServer
- Microsoft HyperV
- Proxmox
- MAC OSX M1, M2, M3 CPU



3 Installation

3.1 VMware Workstation or VM Player

3.1.1 VMware Workstation VM installation using ISO image

Andatory 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

Download EVE-NG Professional ISO distribution image: https://www.eve-ng.net/index.php/download/

3.1.1.1 EVE VM Setup and Settings

Step 1: Create a New Virtual machine and select Custom, Next. Select your Virtual Machine hardware compatibility (Example 17.5) Following by Next.		Step 2: Select "I will install the operating system later"	×
		Guest Operating System Installation	
New Virtual Machine Wizard	×	A virtual machine is like a physical computer; it needs an operating system. How will you install the guest operating system?	
PRO ^{TT} 17 Ma What C	elcome to the New Virtual actine Wizard at type of configuration do you want? 1 ypical (recommended) Create a Workstation 17.5.x virtual machine in a few easy steps. 2 ustom (advanced) Create a virtual machine with advanced options, such as a SCSI controller type, virtual disk type and compatibility with older VMware products.	Install from: Installer disc: No drives available Installer disc image file (Iso): D:\1 EVE\ISO EVE\eve-pro-v5.20230326.iso Browse. I will install the operating system later. The virtual machine will be created with a blank hard disk. Help Help Above: Canceler discussion:	
Help	< Back Next > Cancel		

Linux and select the version: Ubuntu 64-bit NG-PRO VM	the name for your EVE- and select Location where will be stored on the host
---	---



New Virtual Machine Wizard	imes New Virtual Machine Wizard	\times
Select a Guest Operating System Which operating system will be installed on this virtual machine?	Name the Virtual Machine What name would you like to use for this virtual machine?	
Guest operating system	Virtual machine name:	
Microsoft Windows Linux	EVE-NG-PRO	
VMware ESX Other	Location:	
0.111	D:\EVE-VM-PRO Browse	
Ubuntu 64-bit		
Help < Back Next > Cancel	< Back Next > Can	cel

Step 5: Select Number of processors, maximum what your PC supports and set Number of cores per processor as =1.			Assign desirable memory	×
New Virtual Machine Wizard Processor Configuration	×	How n	or the Virtual Machine nuch memory would you like to use for this virtual machine? nount of memory allocated to this virtual machine. The memory size	e
Specify the number of processors for Number of processors: 8 Number of cores per processor: 8 Total processor cores: 8 Help < 8	Back Next > Cancel	must be a mu 128 GB 64 GB 32 GB 16 GB 2 GB 1 GB 512 MB 256 MB 128 MB 64 MB 32 MB 16 MB 8 MB 4 MB Help		i.

Step 7a: Select your desirable Network	Step 7b: Select your desirable Network
Adapter. For Laptop PC	Adapter. For Desktop 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	NOTE: Desktop PC EVE management interface can be either NAT or Bridged to



connected to a different SSID.	home LAN subnet.
New Virtual Machine Wizard $\qquad \qquad \times$	New Virtual Machine Wizard $ imes$
Network Type What type of network do you want to add?	Network Type What type of network do you want to add?
Network connection	Network connection
 Use bridged networking Give the guest operating system direct access to an external Ethernet network. The guest must have its own IP address on the external network. Use network address translation (NAT) Give the guest operating system access to the host computer's dial-up or external Ethernet network connection using the host's IP address. Use host-only networking Connect the guest operating system to a private virtual network on the host computer. Do not use a network connection 	 Use bridged networking Give the guest operating system direct access to an external Ethernet network. The guest must have its own IP address on the external network. Use network address translation (NAT) Give the guest operating system access to the host computer's dial-up or external Ethernet network connection using the host's IP address. Use host-only networking Connect the guest operating system to a private virtual network on the host computer. Do not use a network connection
Help < Back Next > Cancel	Help < Back Next > Cancel

Step 8: Leave I/O controller Type as recommended (LSI Logic).	Step 9: Leave recommended Disk Type: SCSI
New Virtual Machine Wizard $ imes$	New Virtual Machine Wizard $ imes$
Select I/O Controller Types Which SCSI controller type would you like to use for SCSI virtual disks?	Select a Disk Type What kind of disk do you want to create?
I/O controller types SCSI Controller: BusLogic (Not available for 64-bit guests) LSI Logic (Recommended) LSI Logic SAS Paravirtualized SCSI	Virtual disk type IDE SCSI (Recommended) SATA NVMe
Help < Back Next > Cancel	Help < Back Next > Cancel



select a Disk Which disk do you want to use?	select "Store virtual disk as single file". It is recommended to set not less than 200GB HDD. Click Next, 2 times.
Disk	
Create a new virtual disk	New Virtual Machine Wizard
A virtual disk is composed of one or more files on the host file system, which will appear as a single hard disk to the guest operating system. Virtual disks can easily be copied or moved on the same host or between hosts.	Specify Disk Capacity How large do you want this disk to be?
O Use an existing virtual disk	Maximum disk size (GB): 200 -
Choose this option to reuse a previously configured disk.	Recommended size for Ubuntu 64-bit: 20 GB
 Use a physical disk (for advanced users) Choose this option to give the virtual machine direct access to a local hard disk. Requires administrator privileges. 	 Allocate all disk space now. Allocating the full capacity can enhance performance but requires all of the physical disk space to be available right now. If you do not allocate all the space now, the virtual disk starts small and grows as you add data to it. Store virtual disk as a single file
	Split virtual disk into multiple files Splitting the disk makes it easier to move the virtual machine to another compute but may reduce performance with very large disks.
Help < Back Next > Cancel	
	Help < Back Next > Cancel

Step 12: IMPORTANT Press Customize Hardware	Step 13: Assign desirable memory	
New Virtual Machine Wizard	K Hardware ×	
Ready to Create Virtual Machine Click Finish to create the virtual machine. Then you can install Ubuntu 64-bit. The virtual machine will be created with the following settings: Name: EVE-NG-PRO Location: D:\EVE-PRO-VM-DATA Version: Workstation 17.5.x Operating System: Ubuntu 64-bit Hard Disk: 200 GB Memory: 16384 MB Network Adapter: Bridged (Automatic) Other Devices: 8 CPU cores, CD/DVD, USB Controller, Sound Card Customize Hardware Customize Hardware	Device Summary • Merce (2)000 (SR) Ado desct • Merce (2)000 (SR) Ado desct • Sand Card • Card • Sand Card • Card • Sand Card • Card • Card • Card • Sand • Card • Card • Card • Sand • Card • Card <	
	Add Remove	
< Back Finish Cancel	Core Hep	



x/EPT or AMD-V/RVI to ON (checked) and set Virtualize IOMMU (checked) NOTE: VMware Player will display only one CPU option: Number of processors.	EVE-PRO.iso (actual name can be different) file
Nandeed X	Allo dela: Disfay Allo Borone: Disfay Allo Remore Disfay Disfay Disfay Distrating Distrating<
Ad. Renove Cose Help	

Step 16: Confirm VM Settings.

3.1.1.2 EVE-NG VM Installation steps

Andatory 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

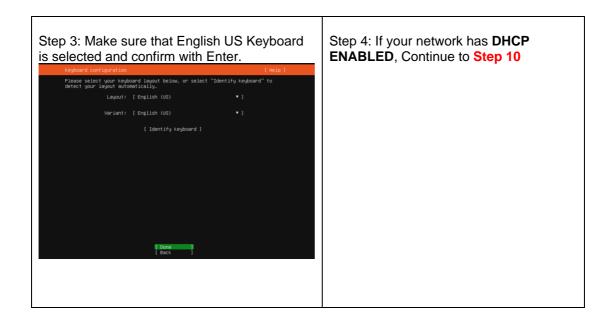
EVE VM Installation from ISO has 3 Phases

Phase 1 (Ubuntu installation)

Step 1: Power ON EVE VM. Chose "Install EVE PRO" and confirm with Enter.	Step 2: Make sure that English is selected and confirm with Enter.

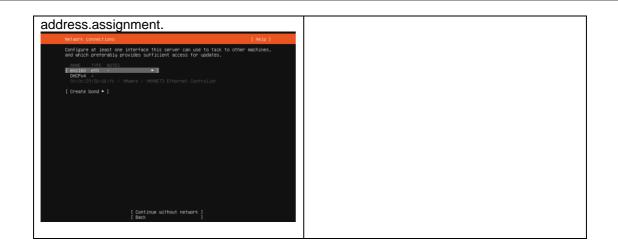


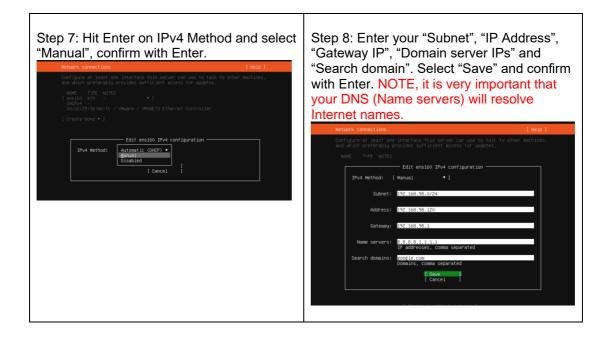




Step 5: If your network has not DHCP. Static IP setup. If you have not enabled DHCP in the network, you must assign an IP address manually. Use arrow UP key to	Step 6: Confirm interface selection with Enter, select "Edit IPv4" and confirm with Enter again.
select your interface for IP	Network connections [Heip] Configure at least one interface this server can use to talk to other machines, and which preferably provides sufficient access for updates.

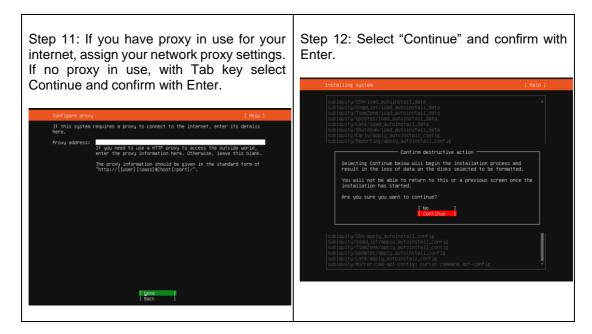




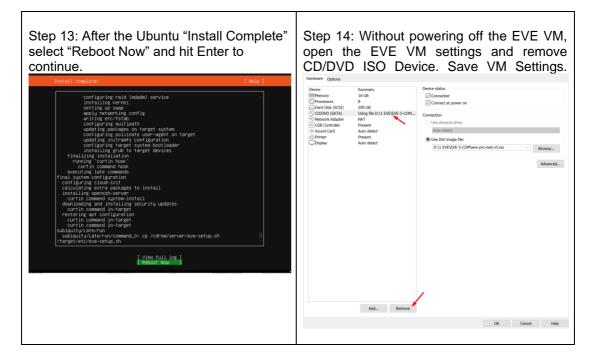








EVE VM Installation Phase 2 (EVE installation)



Step 15: Return back to EVE console	Step 16: Depending on your internet speed
screen and confirm Continue with Enter,	EVE installation will take some time. After
EVE VM will reboot and continue Phase 2	installation EVE VM will auto reboot and EVE
	login screen will appear, login in CLI with



installation	root/eve	and	follow	installation	Phase	3
<pre>[Failed unmounting /cdrom. Please remove the installation medium, then press ENTER: [Failed unmounting /cdrom. [Failed unmounting /cdrom. [Failed Failed unmounting /cdrom. [Failed] Failed unmounting /cdrom.</pre>	final [®] at Mon, 23 Ma [17.583841] cloud :32:48 +0000. Dataso	.108.131(DHCF 7.583640] clo ay 2022 18:32 d-init[2005]: burce DataSou	24)/ pud-init[2005]: C 2:48 +0000, Up 17 : Cloud-init v. 2 urceNone, Up 17.	1.4-0ubuntu1~20.04.1 finish	ed at Mon, 23 May	2022 18

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

Step 17: Setup EVEs Management IP address. A Static IP address setup is preferred.	Step 18: After your EVE is rebooted, Login to EVE CLI and type:
Follow steps in section:	apt update apt upgrade
3.5.1 for static IP, 3.5.2 for DHCP IP	If required, follow steps in section: 5.1, 5.2

NOTE: Verify your EVE-NG server installation, type "dpkg -l eve-ng-pro" command, it must display latest EVE Pro version

NOTE: If your newly installed EVE-PRO shows nothing like above, you must check your internet reachability and verify DNS configuration on your EVE-PRO server.

root@eve-ng:~# ping www.google.com
PING www.google.com (172.217.22.164) 56(84) bytes of data.
64 bytes from arn09s11-in-f164.1e100.net (172.217.22.164): icmp_seq=1
ttl=120 time=8.84 ms
64 bytes from arn09s11-in-f164.1e100.net (172.217.22.164): icmp_seq=2
ttl=120 time=8.84 ms
^C
--- www.google.com ping statistics --2 packets transmitted, 2 received, 0% packet loss, time 1001ms
rtt min/avg/max/mdev = 8.848/8.848/8.849/0.094 ms
root@eve-ng

Launch EVE-PRO installation manually



<pre>root@eve-ng:~# cd /etc root@eve-ng:~# ./eve-setup</pre>	
Step 19: IMPORTANT After update, and Step 18 is completed, continue with type:	Step 20: (Optional) If after dockers first install (Step 19) in the output "dc images" you still seeing some docker name in the list as <none>,</none>
apt update apt install eve-ng-dockers This can take some time depending on your Internet connection and disk speed.	Toolbaveng, "& de langes parcellaveng, "& de langes parc
Your output after install must look like:	You must get output like in the step 19.
rootBeve-ng:"# dc images REPOSITORY TA0 IMAGE ID CREATED SIZE evo-destrop lotest col333621bd7 12 hours ago 3.6508 eve-equi-server latest 9dbl0c679s17 2 days ago 3.6508 eve-firefox latest 02664108.0b 7 weeks ago 2.1208 eve-mireshark latest 02664108.0b 7 weeks ago 1.5608 rootBeve-ng:"#	

Step 21: 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 VMware ESXi
- 3.2.1 VMware ESXi EVE VM installation using ISO image
 - Mandatory Prerequisites: Internet must be reachable from your Server and ESXi. 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
 - ▲ **IMPORTANT NOTE:** Make sure that you have set Security Policy (Promiscuous mode, forged transmits and MAC changes) settings on the vSwitch and Port group to Accept.
 - IMPORTANT NOTE: For EVE VMs running on ESXi, with NIC Teaming Network, please follow the steps below to edit the reverse path settings
 - From the Navigator window select Manage > System > Advanced settings.
 - Scroll down or use the search bar to go to the Net.ReversePathFwdCheckPromisc option.
 - Select Net. ReversePathFwdCheckPromisc and click Edit option.
 - In the Edit option Net. ReversePathFwdCheckPromisc window update the New value field to 1 and click Save.
 - IMPORTANT NOTE: For EVE VMs running on ESXi, with NIC Teaming Network, managed by vCenter and VDS Network please follow the steps below to edit the reverse path settings
 - From the Side Inventory select the ESXi host where the EVE VM is installed Configure > System > Advanced System Settings.
 - Edit Advanced System Setting
 - Scroll down to find Net.ReversePathFwdCheckPromisc option.

1

Net.ReversePathFwdCheckPromisc



- In the Edit option Net.ReversePathFwdCheckPromisc window update the New value field to 1 and click Save.
- Reboot ESXi host
- Select the VDS Workgroup used for EVE VM networking
- Edit VDS Workgroup security setting to allow promiscuous traffic

Distributed Port Group - Edit Settings DPortGroup-VLAN10

Traffic shaping	Forged transmits	Accept ~
Security		
VLAN	MAC address changes	Accept ~
Advanced	Promiscuous mode	Accept ~
General		

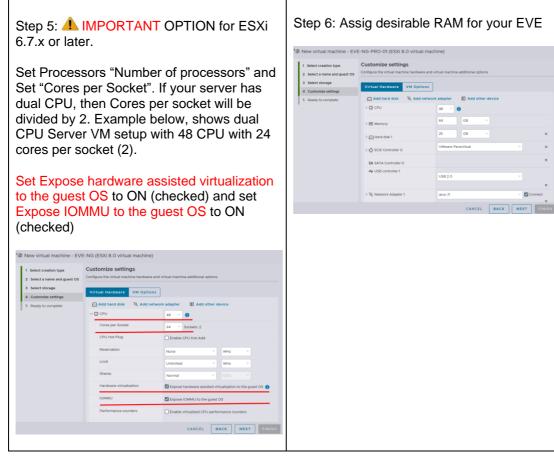
Download EVE-NG Professional ISO distribution image: https://www.eve-ng.net/index.php/download/

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
ESXI Hoat Chicks Indiana Indina Indiana Indiana Indiana Indiana India	I Send ration type Sends ration and just of the south of south and souther Sends ration and just of the south of a south and machine Sends ration and just of the south of a south and souther Sends ration and just of the south of a south and souther Sends ration and south and souther Sends ration and south and souther Sends ration and south and souther

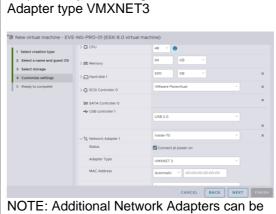
Step 3: Enter the name for your EVE-PRO VM and select Guest Operating system Linux and version: Ubuntu 64-bit		Step 4: Se will be stor ¹ ² New virtual machine - EV 1 Select creation type 2 Select anem and guest 05	ed in HDI	D. virtual machine)	ere	you	r EVI	E VM	
+ New virtual machine - EV	E-NG-PRO-01 (ESXI 8.0 virth Select a name and gue		3 Select storage 4 Customize settings 5 Ready to complete	Standard Persistent I Select a datastore for the virtu		in files and all o	its virtual dis	iks,	
2 Select a name and guest OS 3 Select storage	Name			Name	 Capacity 	Free V	Type	Thin provisic	Access v
4 Customize settings	EVE-NG-PRO-01			store01	3.37 TB	3.34 TB	VMESS	Supported	Single
5 Ready to complete		up to 80 characters and they must be unique within each ESXI instance.		store02	3.49 TB	536.6 GB	VMFS6	Supported	Single
1 S S				store03	3.49 TB	503.06 GB	VMFS6	Supported	Single
	identifying the guest operating syst system installation.	tem here allows the wizard to provide the appropriate defaults for the operating		store04	3.49 TB	3.04 TB	VMFS6	Supported	Single
	Compatibility	ES0 8.0 virtual machine		store05	3.49 TB	3.2 TB	VMF56	Supported	Single
				store06	3.49 TB	3.49 TB	VMFS6	Supported	Single
	Guest OS family	Unue		store07	3.49 TB	3.44 TB	VMFS6	Supported	Single
	Guest OS version	Ubuntu Litux (64-bit)		store08	3.49 TB	3.25 TB	VMFS6	Supported	Single
									8 items
		CANCEL BACK NEXT FRIER				CANC	EL BA	CK	FINISH





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

1 Select creation type 2 Select a name and guest OS 3 Select storage		re and virtual machine additional options
4 Customize settings	Virtual Hardware VM Opti	ons
5 Ready to complete	🖂 Add hard disk 🛛 🚊 Add	network adapter 📗 Add other device
		48 💛 📵
	> 西 Memory	64 GB ~
	→ 🕞 Hard disk 1	500 GB ~
	Maximum Size	3.04 TB
	Location	(store04) EVE-NG-PR0-00/
	Disk Provisioning	Thin provisioned Thick provisioned, lazity zeroed Thick provisioned, eageny zeroed
		CANCEL BACK NEXT



Step 8: Set your Management network.

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



CANCEL BACK NEXT FIN

and brows (ISO name	e your up can vary). ON, "Conr	to "Datastore IS ploaded EVE-P Make sure that nect at power on	RO.iso Status	File" and PRO.iso (E	browse EVE ISO r tatus is ch	rive to "Datasto your uploaded name can vary) ecked ON, "Cor nish"	I EVE-). Make
	-NO-PRO-OT (ESAT 6.0 VIII da	(Indefinite)	×				
Select creation type Select a name and guest OS	V B. Network Adapter 1	inside-70	~ ×	+ New virtual machine - EVE	-NG-PRO-01 (ESXi 8.0 virtu	al machine)	
3 Select storage	Status	Connect at power on		1 Select creation type			×
4 Customize settings	Adapter Type			2 Select a name and guest OS	√ 🗒 Network Adapter 1	inside-70	×
5 Ready to complete	Adapter Type	VMONET 3	¥	3 Select storage	Status	Connect at power on	
	MAC Address	Automatic ~ 00:00:00:00:00		4 Customize settings	Adapter Type	VMXNET 3	
	√ ⑤ CD/DVD Drive 1	Datastore ISO file	✓ Connect ×	5 Ready to complete	MAC Address	Automatic V 00:00:00:00:00	
	Status	Connect at power on			√ S CD/DVD Drive 1	Datastore ISO file	✓ Connect
	CD/DVD Media	[store01] EVE ISO/eve-pro-v5.20230326.iso BROWSE			Status	Connect at power on	
	Controller location	SATA controller 0 V SATA (0:0)	×		CD/DVD Media	[store01] EVE ISO/eve-pro-v5.20230326.iso	
	_	Default settings	~		desta las las destina		

> 🖵 Video Card

CANCEL BACK NEXT FINISH

	RTANT Select the Edit your VM "VM Options". Firmware <i>EFI</i>	Step 12: Start VM
Virtual Hardware VM Options		
> General Options	VM Name: EVE-NG-PRO-01	
> VMware Remote Console Options	Lock the guest operating system when the last remote user disconnects	
> VMware Tools	Expand for VMware Tools settings	
> Power management	Expand for power management settings	
✓ Boot Options		
Firmware	Choose which firmware should be used to boot the virtual machine:	
Enable UEFI secure boot	Whether or not to enable UEFI secure boot for this VM	
Boot Delay	Whenever the virtual machine is powered on or reset, delay boot by 0 0 milliseconds	
Force BIOS setup	The next time the virtual machine boots, force entry into the BIOS setup screen.	
Failed Boot Recovery	When the virtual machine fails to find a boot device, automatically retry boot after	
	CANCEL	

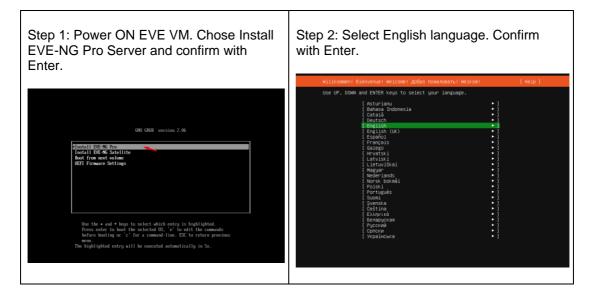
3.2.1.2 EVE-NG ESXi VM Installation steps

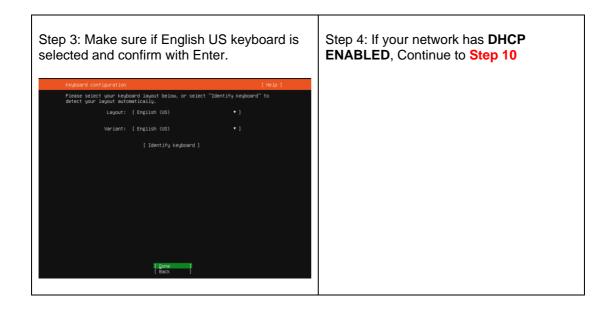
A Mandatory Prerequisites: Internet must be reachable from your PC and VMware. EVE ISO installation requires internet access to get updates and install the latest EVE-PRO version from the EVE-NG repository. DNS must work as well, to check it, do a named ping, for example ping www.google.com

EVE ESXi VM Installation from ISO has 3 Phases



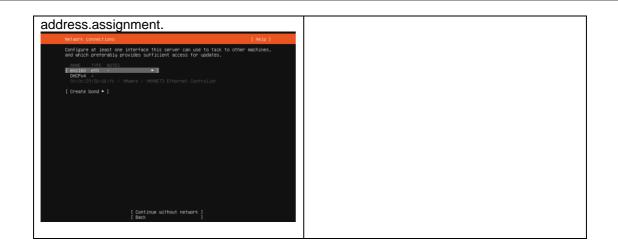
Phase 1 (Ubuntu installation)

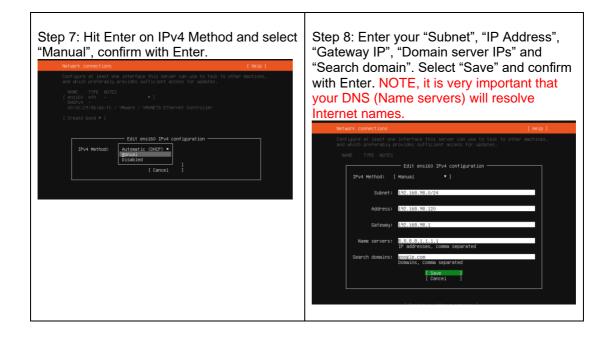




Step 5: If your network has not DHCP . Static IP setup. If you have not enabled DHCP in the network, you must assign an IP address manually. Use arrow UP key to select your interface for IP	Step 6: Confirm interface selection with Enter, select "Edit IPv4" and confirm wit Enter again.	h
	Network connections [Heip Configure at least one interface this server can use to talk to other machine and which perferable sufficient access for updates. Note: The server access for updates. Note::::::::::::::::::::::::::::::::::::	

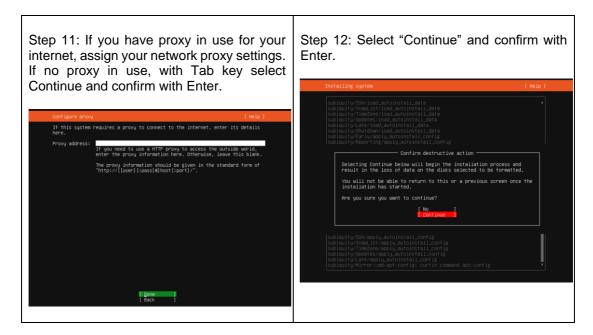












EVE VM Installation Phase 2 (EVE installation)



	Step 16: Depending on your internet speed EVE installation will take some time. After installation EVE VM will auto reboot and EVE login screen will appear, login in CLI with
--	---



will reboot and continue Phase 2 installation	root/eve and follow installation Phase 3
<pre>(FAILED) Failed unmounting /cdrom. Please remove the installation medium, then press ENTER: [FAILED] Failed unmounting /cdrom. [FAILED] Failed unmounting /cdrom.</pre>	Develo (default not passund is 'we') is http://isi.nes.au.ord is 'we') is http://isi.

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

Step 17: Setup EVE Management IP address. A Static IP address setup is preferred	Step 18: After your EVE is rebooted, Login to EVE CLI and type:
Follow steps in section :	apt update apt upgrade
3.5.1 for static IP, 3.5.2 for DHCP IP	apt upgrade

T

NOTE: Verify your EVE-NG server installation, type "dpkg -l eve-ng-pro" command, it must display latest EVE Pro version (please note that version of EVE-PRO will be newest)

root@eve-ng:~# dpkg -1 eve-ng	g-pro		
Desired=Unknown/Install/Remov	ve/Purge/Hold		
Status=Not/Inst/Conf	-files/Unpacked/	halF-conf/Hal	lf-inst/trig-
aWait/Trig-pend			
<pre> / Err?=(none)/Reinst-require / Name Description +++-==================================</pre>	Version		d) Architecture
ii eve-ng-pro	4.0.1-120	amd64	A
<pre>new generation software for n root@eve-ng:~#root@eve-sat01</pre>	_		

NOTE: If your newly installed EVE-PRO shows nothing like above, you must check your internet reachability and verify DNS configuration on your EVE-PRO server.



root@eve-ng:~# ping www.google.com
PING www.google.com (172.217.22.164) 56(84) bytes of data.
64 bytes from arn09s11-in-f164.le100.net (172.217.22.164): icmp_seq=1
ttl=120 time=8.84 ms
64 bytes from arn09s11-in-f164.le100.net (172.217.22.164): icmp_seq=2
ttl=120 time=8.84 ms
^C
--- www.google.com ping statistics --2 packets transmitted, 2 received, 0% packet loss, time 1001ms
rtt min/avg/max/mdev = 8.848/8.848/8.849/0.094 ms
root@eve-ng

Launch EVE-PRO installation manually

root@eve-ng:~# cd /etc
root@eve-ng:~# ./eve-setup.sh

Step 21: IMPORTANT & MANDATORY: After update, Step 20 is completed, continue with type: apt install eve-ng-dockers This can take some time depending on your Internet connection and disk speed.	Step 22: (Optional) If after dockers first install (Step 21) in the output "dc images" you still seeing some docker name in the list as <none>,</none>
Your output after install must look like:	
dc images root@eve-ng:**# dc images REF0SITORY TH6 registry 2 909C3ff012b7 6 wee-wireshark 1atest 1079Be537796 10 sve-gui-server 1atest 8cd236c8b92d 20 eve-ewireskop 1atest 6d236c8b92d 20 eve-ewireskop 1atest 6d236c8b92d 20 eve-ewireskop 1atest f15189db0eb2 20 months ago 6.29GB	You must get output like in the step 21.
Step 23: After Steps 20-22 are completed and you are back on the EVE CLI prompt, reboot EVE by typing	NOTE: If you are installing EVE in the locked environment and cannot install dockers online, please contact with us: <u>info@eve-</u> <u>ng.net</u> for offline dockers installation option.
	Or download FULL INSTALL ISO including the Dockers. <u>https://www.eve-ng.net/index.php/download/</u>

Step 24: Go to section 4 to obtain a license for EVE-NG Professional

- IMPORTANT NOTE: If your Network interfaces order has been changed, please follow instruction to section 16.6
- IMPORTANT NOTE: You must prepare and upload at least a couple of images to start building your labs. Refer to section 16



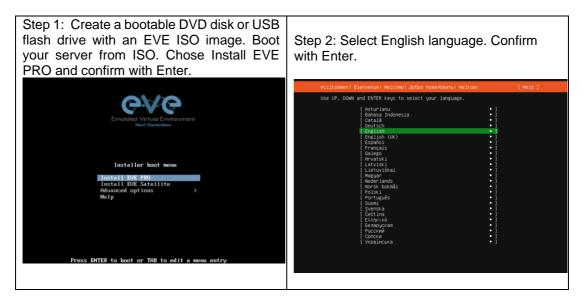
3.3 Bare hardware (BM) server installation

3.3.1 BM Server installation EVE ISO

▲ Mandatory Prerequisites: Internet must be reachable from your Server. This ISO installation requires internet access to get updates and install the latest EVE-PRO version from the EVE-NG repository. DNS must resolve names!

Download EVE Professional ISO https://www.eve-ng.net/index.php/download/

Phase 1 (Ubuntu installation)



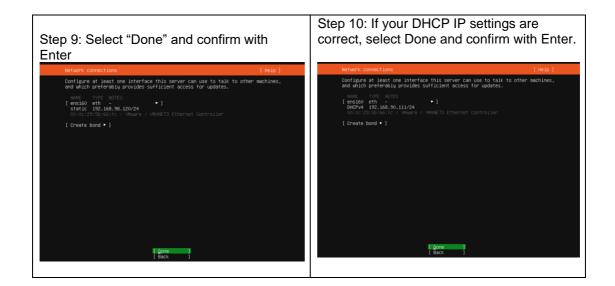
Step 3: Make sure if English U selected and confirm with Ente		Step 4: If your network has DHCP ENABLED, Continue to Step 10
Keyboard configuration	[Help]	
Please select your keyboard layout below, or select "Id detect your layout automatically.	entify keyboard" to	
Layout: [English (US)	• 1	
Variant: [English (US)	• 1	
[Identify keyboard]		
[<u>D</u> one] [Back]		

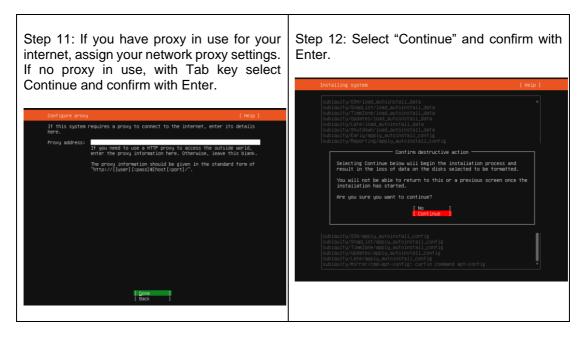


Step 5: If your network has not DHCP. Static IP setup. If you have not enabled DHCP in the network, you must assign an IP address manually. Use arrow UP key to	Step 6: Confirm interface selection with Enter, select "Edit IPv4" and confirm with Enter again.	
select your interface for IP	Network connections [Heip]	
address.assignment.	Configure at least one interface this server can use to talk to other machines, and which preferably provides sufficient access for updates.	
Network connections [Heip] Configure at least one interface this server can use to talk to other machines, and which preferably provides sufficient access for updates. Immed Prove Notes Immed Prove Notes Immed Prove Notes Immed Prove Notes Immed Prove Notes Immed Prove Notes Immed Prove Notes Immed Prove Notes Immed Prove Notes Immed Prove Notes Immed Prove Notes Immed Prove Notes Immed Prove Notes	NAME: DYPE MOTES Employed - (close) DHDPV4 - Info OUTOC2215DEGESTC / VMuare / VMX Edit IPV6 - Edit IPV6 - Edit IPV6 Create bond •]	
[Create bond +]		
[Continue without network] [Back]		

Step 7: Hit Enter on IPv4 Method and select "Manual", confirm with Enter. Network connections (Net Configure at least one interface this server can use to talk to other mechanis, or interface at the interface this server can use to talk to other mechanis, (ension of the interface this server can use to talk to other mechanis, (ension of the interface to other end to talk to other mechanis, (ension of the interface to other end to talk to other mechanis, (ension of the interface to other end to talk to other mechanis, (ension of the interface to other end to talk to other mechanis)	Step 8: Enter your "Subnet", "IP Address", "Gateway IP", "Domain server IPs" and "Search domain". Select "Save" and confirm with Enter. NOTE, it is very important that your DNS (Name servers) will resolve Internet names.
Edit ensito IPV4 configuration	Network connections [Moin 2] Configure at least one interface this server; can use to talk to other machines; and this previous within the refreshill on address. NAME TYPE NOTES Edit ensito IPV4 configuration IPV4 Hethod: [Manual]] Submet: 152,153,98,0/24 Address: 152,153,98,0/24 Address: 152,153,98,0/24 Address: 152,153,98,0/24 Bateway: 152,153,98,0/24 Address: 152,153,98,0/24 Deateway: 152,153,98,0/24 Bateway: 152,153,98,15 Bateway: 152,153,98,15 Demains: 20,0,0,1,1,1,1 IP addresses; comma separated 1 Bateway: 38we Concel] 1







EVE VM Installation Phase 2 (EVE installation)

Step 13: After the Ubuntu "Install Complete" select "Reboot Now" and hit Enter to	Step 14: Remove CD/DVD ISO Media.



Image: District of multiply /Cdrom. ////////////////////////////////////	[AlLED] Failed unmounting /cdrom. [AlLED] Failed unmounting /cdrom.	<pre>we-ng login: cl-info:no authorized SNH keys fingerprints found for user root. (14 May 20 17:24:18 cloud-init: ####################################</pre>
--	--	---

EVE Installation Phase 3 (Management IP setup and updates)

Step 17: After the installation is completed,	
reboot EVE and login as root first time:	Step 18: After your EVE is rebooted,
root/eve. Follow the Management IP setup	
instructions in section 3.5.1 . It is strongly	Login to EVE CLI and type:
recommended for bare-metal installations to	
use a static IP address.	apt update
	apt upgrade

Verification: Verify your EVE-NG server installation, type "dpkg -l eve-ng-pro" command, it must display latest EVE Pro version

root@eve-ng:~# dpkg -l eve-ng-pro



<pre>Desired=Unknown/Install/Remove/H Status=Not/Inst/Conf-files/Ung / Err?=(none)/Reinst-required</pre>	packed/halF-conf/Half-ins		end
/ Name	Version	ž	Architecture
Description +++			
ii eve-ng-pro	5.0.1-120	amd64	A
<pre>new generation software for netw root@eve-ng:~#</pre>	vorking labs.		

Step 19: IMPORTANT After update, Step 18 is completed, continue with type:	Step 20: (Optional) If after dockers first install (Step 19) in the output "dc images" you still seeing some docker name in the list as <none>,</none>
apt install eve-ng-dockers	REPOSITORY TAG IMAGE ID CREATED SIZE (none) cc286e6ac274 16 seconds ago 1.87GB
This can take some time depending on your Internet connection and disk speed.	www-yinghi-server infest flasfedd9256 3 minutes app 3.0465 www-yinghark latest 63m40fc5600 13 minutes app 8706 www-lingfox latest 2595347567 13 minutes app 1.4900 www-deskipp latest 10465246186 15 minutes app 2.7965
	please run the command:
Your output after install must look like:	apt installreinstall eve-ng-dockers
i our output aner matali must look like.	
roordBownengs"# dc images EEPOSITONT 740 IMAGE ID CREATED SIZE eve-dapktop latest col3386;1047 12 hours ago 3.6558 eve-gui-server latest 9db196279a17 2 days ago 3.8468 eve-firefor latest 02bc4108a1bb 7 weeks ago 2.1288 eve-mireshork latest 02b019773a09 7 weeks ago 1.5608 roordBowenag."#	NOTE: If you are installing EVE in the locked environment and cannot install dockers online, please contact with us: <u>info@eve-</u> <u>ng.net</u> for offline dockers installation option.
dc images	

Step 21: Continue to section 4 to obtain	
your EVE-NG Professional license	

- IMPORTANT NOTE: If your Network interfaces order has been changed, please follow instruction to section 16
- IMPORTANT NOTE: You must prepare and upload at least a couple of images to start building your labs. Refer to section 16
- 3.3.2 BM Server Installation Ubuntu legacy ISO
 - Mandatory Prerequisites: Internet must be reachable from your Server. This ISO installation requires internet access to get updates and install the latest EVE-PRO version from the EVE-NG repository. DNS must resolve names!

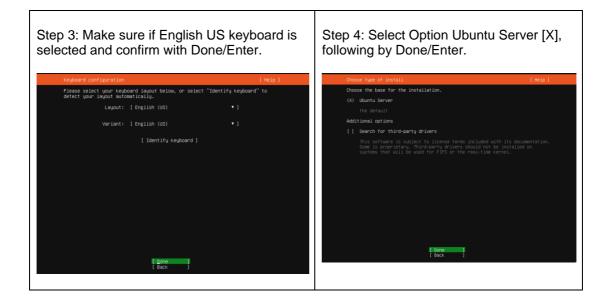
Download Ubuntu Legacy Server installation image/ISO https://releases.ubuntu.com/focal/

Phase 1 (Ubuntu installation)

Step 1: Create a bootable DVD disk or USB	
flash drive with an Ubuntu server image. Boot	Step 2: Select Option Update to the new
your server from ISO. Select English	installer, following by Enter.
language. Confirm with Enter.	



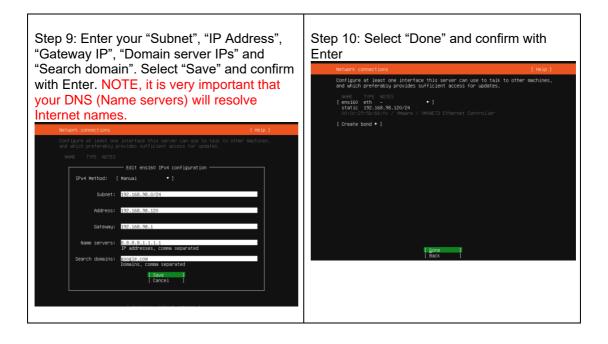
	[Help]	Installer update available	
Use UP, DOWN and ENTER keys to select your language.		Version 23.02.1 of the installer is now available (2 running).	2.07.2 is currently
[Asturianu P] [Bahasa Indonesia P]] 1	You can read the release notes for each version at:	
[Català F] [Deutsch F]]	https://github.com/canonical/subiqui	ty/releases
English (WK) English (WK) Español Français Edwardski Edwardski Edwardski Elaviski Flaguar Elaviski Flaguar Elaviski Flaguar Elaviski Flaguar Elaviski Flaguar Elaviski Flaguar Elaviski El		If you choops to update, the update will be download will continue from here.	d and the installation
[блафоркаа [Руссий [Српски [Українська •]		E Lodate to the new installe [Continue without updating [Back	



Step 5: If your network has DHCP ENABLED , Continue to Step 11	Step 6: If your network has not DHCP. Static IP setup. If you have not enabled DHCP in the network, you must assign an IP address manually. Use arrow UP key to select your interface for IP
--	---



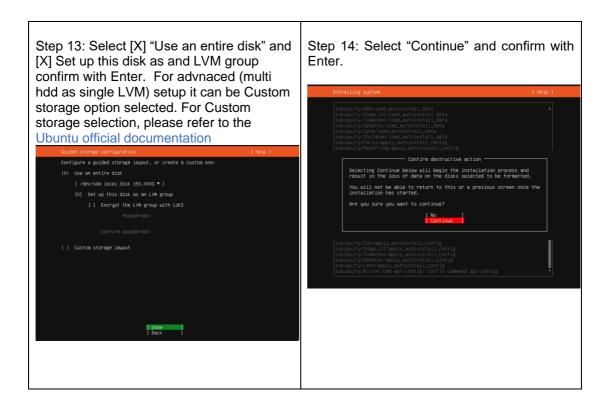
	address.assignment.
	Network connections [Help]
	Configure at least one interface this server can use to talk to other machines, and which preferably provides sufficient access for updates.
	HAME TYPE NOTES [maids ett - DHCFv4 - CUISLE3350:6616 / Whame / WKNET3 Ethernet Controller [Create bond +]
	[Continue without network] [Back
Step 7: Confirm interface selection with Enter, select "Edit IPv4" and confirm with Enter again.	Step 8: Hit Enter on IPv4 Method and select "Manual", confirm with Enter.
Network connections [Heip] Configure at least one interface this server can use to talk to other machines, and which preferably provides sufficient access for updates.	and which preferably provides sufficient access for updates. NewE TYPE NOTES +1 English 00:00:23:55:66:fc / VHware / MKONET3 Ethernet Controller [Create bond +]
[ensitée eth -	Edit ensi60 IPv4 configuration



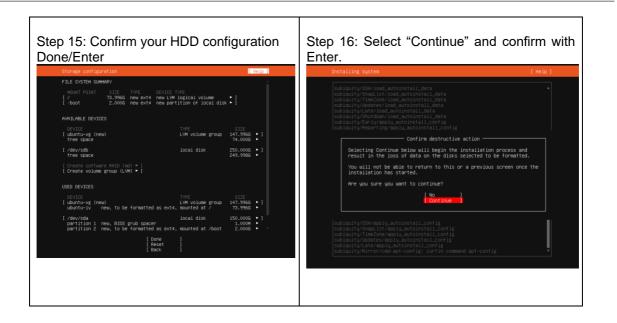
Step 11: If your DHCP IP settings are	
	Step 12: If you have proxy in use for your
	internet, assign your network proxy settings.









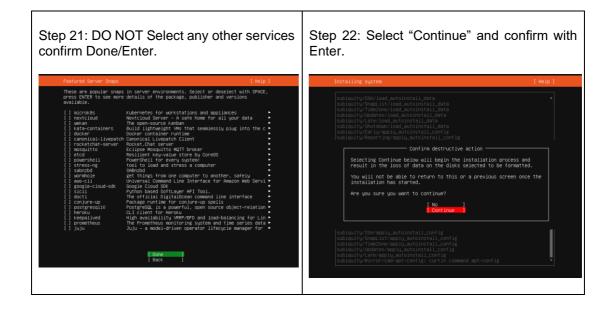


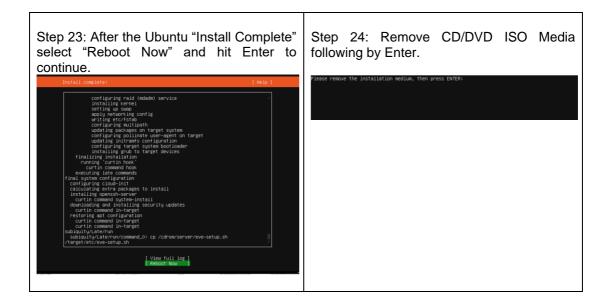
Step 17: Fill the non-root user profile following by Done/Enter	Step 18: Skip Ubuntu Pro installation Continue confirm with Enter.
Enter the username and password you will use to log in to the system. You can configure SSH access on the next screen but a password is still needed for such.	Upgrade to Ubuntu Pro [Help]
Your name: eveuser	Upgrade this machine to Ubuntu Pro for security updates on a much wider range of packages, until 2022, Assists with PedRMP, FIPS, SIIG, HIPAA and other compliance or hardening requirements.
Your server's name: <u>eve-ng</u> The name it uses when it talks to other computers.	[About Ubuntu Pro ►]
Pick a username: eveuser	() Enable Ubuntu Pro
Choose a password: www.www	(X) Skip for now
choose a passuoro: tx******	You can always enable Ubuntu Pro later via the 'pro attach' command.
Confirm your password: #verene	
E bone I	
	[Continue] [Bock]

	Step 20: Select "Continue" and confirm with
Server" and confirm Done/Enter.	Enter.



SSH Setup		[Heip]	Installing system	[Heip]
You can choose to ins access to your server	stall the OpenSSH server package to enable secur ~.	re remote		
	Install OpenSSH server			
Import SSH identity: Import Username:	[No •] You can import your SSH keys from GitHub or Li	aunchpad.		
			Confirm destructive action —	
			Selecting Continue below will begin the installati result in the loss of data on the disks selected t	on process and o be formatted.
			You will not be able to return to this or a previo installation has started.	us screen once the
			Are you sure you want to continue?	
			[No] [Continue]	
	[Done] [Back]			fig ▼









Step 26: Allow permissions for root administrator user SSH to your server.	Step 27: IMPORTANT: Set root user password, Example:
nano /etc/ssh/sshd_config Edit to: PermitRootLogin yes ctrl+o Enter for save crlr +x for exit restart ssh service	sudo su test123 passwd root eve eve
<pre>service sshd restart topendSD: shd.config.v 1.101 2017/02/14 07:19:07 djm Exp 4 this is the shd server system-ulde configuration file. See shd.config(S) rom ce information. this is the shd server system-ulde configuration file. See shd.config(S) rom ce information. this shd was compiled with FATHP-ULVP.file/Jbir/Jsbir/Sbin the strategy ucd for collors in the default submered with default volue ware default the strategy ucd for collors with them default submered with default volue ware default volue regering ristissddress 0:0.0; listenddress 0:0.0; listenddress 0:0.0; listenddress 0:0.0; distenddress 0:0.0; distenddress 0:0; default volue default volue</pre>	eveuser@eve-ng:~\$ sudo su [sudo] password for eveuser: root@eve-ng:/home/eveuser# cd root@eve-ng:~# sudo passwd root New password: Retype new password: passwd: password updated successfully root@eve-ng:~# _

EVE Installation Phase 2 (EVE installation)

Step 28: SSH to your EVE IP using Putty or other SSH client. Log in as root user execute:	
apt update	



 apt upgrade

 Step 29: Run EVE Pro online installation script. (it is single line command below)

 wget -0 - https://www.eve-ng.net/focal/install-eve-pro.sh | bash -i

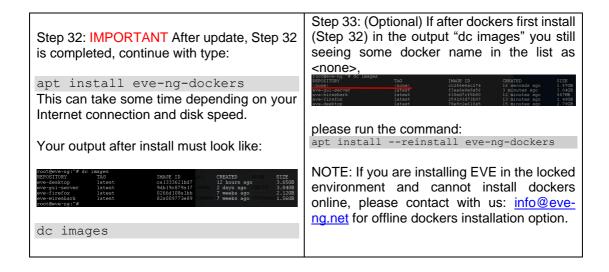
At the end of eve server installation, reboot eve

EVE Installation Phase 3 (Management IP setup and updates)

Step 30: After reboot SSH to your EVE IP as root and Setup EVE Management IP	Step 31: After your EVE is rebooted,
address. A Static IP address for BM setup is preferred.	Login to EVE CLI and type:
	apt update
Follow steps in section : 3.5.1 for static IP,	apt upgrade
3.5.2 for DHCP IP	

Verification: Verify your EVE-NG server installation, type "dpkg -l eve-ng-pro" command, it must display latest EVE Pro version

<pre>root@eve-ng:~# dpkg -l eve-ng-pro Desired=Unknown/Install/Remove/Purge Status=Not/Inst/Conf-files/Unpacke / Err?=(none)/Reinst-required (Stat</pre>	ed/halF-conf/Half-	2	g-pend
/ Name	Versio	n	Architecture
Description			
+++-===================================			
			===
ii eve-ng-pro	5.0.1-XX	amd64	A
new generation software for network:	ing labs.		
root@eve-ng:~#			





Step 34: Continue to section 4 to obtain	
your EVE-NG Professional license	

- IMPORTANT NOTE: If your Network interfaces order has been changed, please follow instruction to section 16.6
- IMPORTANT NOTE: You must prepare and upload at least a couple of images to start building your labs. Refer to section 16

3.4 Google Cloud Platform

3.4.1 Google account

Step 1: Connect to Google Cloud Platform (GCP) https://console.cloud.google.com/getting-started

Getting st	wtd-Google Clor: X +	-	ø	×
(←) → (🕈 🏠 💿 🍙 https://console.cloui.google.com/getting-stanted 🚥 🐨 🛱		III\ 🗊	≡
You You	r free trial is waiting activate now to get \$300 credit to explore Google Cloud products. Learn more	DISMISS	ACTIVA	ATE
≡ Go	oogle Cloud Platform	0 0	SIGN II	N
	Get Started with Google Cloud Platform 12 month, \$300 free trial to get you started. Always Free products to keep you going TRY FOR FREE			

Step 2: Sign into GCP. Create a new GCP account if you do not already have one.

3.4.2 Goggle Cloud project

Create new project. By default, GCP will offer you a project named "My First Project". It can be used as well.

Step 1. GCP top bar, click on "My First Project"

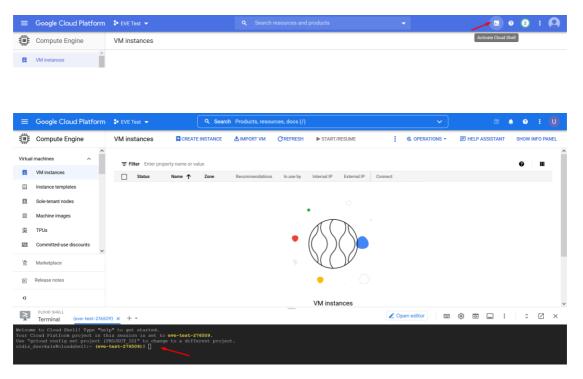




≡ Google Cloud Platform	Q Search resources and products
New Project	
 You have 22 projects remaining in your quota. Request an increase or delete projects. Learn more MANAGE QUOTAS 	
Project name * EVE Test Project ID: eve-test-276509. It cannot be changed later. EDIT	
Location * BROWSE	
Parent organisation or folder CREATE CANCEL	
This will take some time.	

3.4.3 Preparing Ubuntu boot disk template

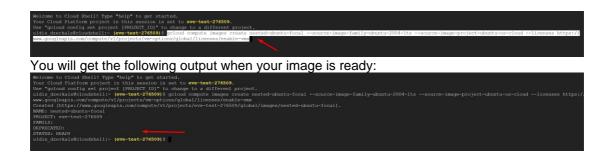
Step 1: Open the google cloud shell and press: "START CLOUD SHELL"



Step 2: create a nested Ubuntu 20.04 image model. Copy and paste the below command into the shell. Use copy/paste. crtl +c/ctrl +v. **It is single line command**. Confirm with "enter":

gcloud compute images create nested-ubuntu-focalsource-image-
<pre>family=ubuntu-2004-ltssource-image-project=ubuntu-os-cloudlicenses</pre>
https://www.googleapis.com/compute/v1/projects/vm-
options/global/licenses/enable-vmx





3.4.4 Creating VM

Step 1: Navigate: Navigation Menu/Compute Engine/VM Instances and press "Create"

loud Platfor	m	🕽 EVE Test 👻	٩	Search resources and products	*
Home		M instances			
Compute Engine	>	VM instances			
Kubernetes Engine	>	Instance groups			
Cloud Functions		Instance templates		Compute Engine VM instances	
		Sole-tenant nodes		VMInstances	
Cloud Run		Machine images		Compute Engine lets you use virtual machin	nes that run on Google's
RAGE		Disks		infrastructure. Create micro-VMs or larger in Windows or other standard images. Create	
		Snapshots		import it using a migration service or try the sample app.	
Bigtable		Images		Create or Import or Take the g	nuioketast
Datastore	>	TPUs		Create of Import of Take the d	quickstart
Firestore	>	Committed use discounts			

Step 2: Assign the name for your VM

Step 3: Set your own region and zone

Step 4: Edit your Machine Configuration. General-Purpose. Choose the series of CPU platform, Preferred are *Intel CPUs Ice Lake or Cascade Lake*.

Step 5: Choose your desirable CPU and RAM settings. IMPORTANT: "Deploy a container image" must be UNCHECKED.



Labels ADD LABELS Region *	Name * eve-pro1				0
europe-west2 (London) europe-west2-c Zone is permanent Machine configuration Machine family GENERAL-PURPOSE COMPUTE-OPTIMISED MEMORY-OPTIMISED GPU Machine types for common workloads, optimised for cost and flexibility Series N2 Powered by Intel Cascade Lake and Ice Lake CPU platforms Machine type Powered by Intel Cascade Lake and Ice Lake CPU platforms Memory					
Region is permanent Zone is permanent Machine configuration Machine family GENERAL-PURPOSE COMPUTE-OPTIMISED Machine types for common workloads, optimised for cost and flexibility Series N2 Powered by Intel Cascade Lake and Ice Lake CPU platforms Machine type n2-standard-4 (4 vCPU, 16 GB memory) VCPU Memory 4 16 GB V CPU PLATFORM AND GPU	c Region *		Zone *		
Machine configuration Machine family GENERAL-PURPOSE COMPUTE-OPTIMISED MEMORY-OPTIMISED GPU Machine types for common workloads, optimised for cost and flexibility Series N2 Powered by Intel Cascade Lake and Ice Lake CPU platforms Machine type n2-standard-4 (4 vCPU, 16 GB memory) VCPU Memory 4 16 GB V CPU PLATFORM AND GPU VCPU Memory VCPU Memory	europe-west2 (Londor	ı) - 0	europe	e-west2-c	• 0
Machine family GENERAL-PURPOSE COMPUTE-OPTIMISED MEMORY-OPTIMISED GPU Machine types for common workloads, optimised for cost and flexibility Series	Region is permanent		Zone is	s permanent	
Series N2 Powered by Intel Cascade Lake and Ice Lake CPU platforms Machine type n2-standard-4 (4 vCPU, 16 GB memory) vCPU Memory 4 16 GB V CPU PLATFORM AND GPU	Machine family		IMISED	MEMORY-OPTIMISED	GPU
N2 Powered by Intel Cascade Lake and Ice Lake CPU platforms Machine type n2-standard-4 (4 vCPU, 16 GB memory) vCPU Memory 4 16 GB CPU PLATFORM AND GPU	Machine types for commo	on workloads, optimi	sed for cost	and flexibility	
Machine type n2-standard-4 (4 vCPU, 16 GB memory) vCPU Memory 4 16 GB V CPU PLATFORM AND GPU					•
n2-standard-4 (4 vCPU, 16 GB memory) vCPU Memory 4 16 GB V CPU PLATFORM AND GPU	Powered by Intel Casca	de Lake and Ice Lake	e CPU platfor	ms	
4 16 GB ✓ CPU PLATFORM AND GPU		J, 16 GB memory)			•
✓ CPU PLATFORM AND GPU		vCPU		Memory	
		4		16 GB	
Display device	CPU PLATFORM AN) GPU			
	Display device				
Enable to use screen capturing and recording tools.	Enable to use screen capt	uring and recording	tools.		
Enable display device	Enable display devic	ce			

Step 6: Select Boot disk. Press Change

Boot disk @

Size	10 GB
Image	Debian GNU/Linux 11 (bullseye)

Step 7. Select Custom images, Select Project (EVE-test) and the *custom boot images you created previously*. Choose HDD disk type and size. HDD size can vary depends of your needs.



Boot disk

Select an image or snapshot to create a boot disk, or attach an existing disk. Can't find what you're looking for? Explore hundreds of VM solutions in<u>Marketplace</u>

PUBLIC IMAGES	CUSTOM IMAGES	SNAPSHOTS	EXISTING DISKS
SELECT A PROJECT			
Show images from: EVE Te	st 🗕		
Show deprecated	images		
Image * nested-ubuntu-focal -			•
Created on 21 May 2022,	10:10:47		
Boot disk type *		e (GB) *	
✓ SHOW ADVANCED CO	NFIGURATION		



CANCEL

Step 8: Allow https traffic and create VM

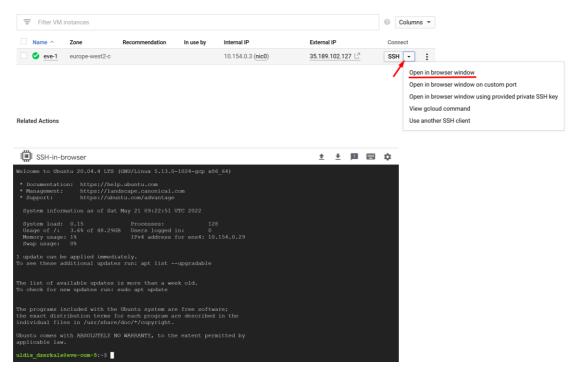
Identity and API access 🛛	
Service accounts 🕜	
Compute Engine default service account	•
Requires the Service Account User role (roles/iam.serviceAccountUser) to be service who want to access VMs with this service account. Learn more	t for users
Access scopes 😧	
Allow default access	
Allow full access to all Cloud APIs	
Set access for each API	
Firewall 🛛	
Add tags and firewall rules to allow specific network traffic from the Internet Allow HTTP traffic	

Allow HTTPS traffic

3.4.5 EVE-NG Pro installation

Step 1: Click VM Instances to get access SSH to your VM, Connect to the VM with the first option "Open in browser window"





Step 2: Launch installation with:

Type the below command to become root: sudo -i

```
Start EVE-PRO installation
wget -0 - https://www.eve-ng.net/focal/install-eve-pro.sh | bash -i
```

Step 3: Update and upgrade your new EVE-Pro apt update

apt upgrade **Confirm with Y**

```
Step 4. Reboot EVE. Allow some time for reboot and then press "Reconnect"
```



Step 5: IMPORTANT: Setup IP

Once the IP wizard screen appears, press ctrl +c and type the below command to become root: sudo -i





Now follow the IP setup wizard. **IMPORTANT**: set IP as **DHCP**!

Step 6: Reboot

Step 7: Dockers installation. After EVE is rebooted, reconnect the SSH session:

Type command to become root: sudo -i

Type command to update EVE apt update

Type command to Install Dockers apt install eve-ng-dockers

root@eve-ng:~# do	: images			
REPOSITORY	TÃG	IMAGE ID	CREATED 50 GB	
eve-desktop	latest	ca1333621bd7	12 hours ago	3.65GB
eve-gui-server	latest	9db19c879a17	2 days ago USB 2.0	3.84GB
eve-firefox	latest	0266d108a1bb	7 weeks ago	2.12GB
eve-wireshark	latest	82a009773e89	7 weeks ago VM Manac	1.56GB
root@ovo-ng.**#				

3.4.6 Access to Google Cloud EVE-PRO

Use your public IP for accessing EVE via https.

= Filter VM in	stances					0	Colum	ns 🔻
Name ^	Zone	Recommendation	In use by	Internal IP	External IP	Cor	nect	
🗌 🥑 eve-pro	europe-west2-	-c		10.154.0.2 (nic0)	35.246.119.90 🗋	SSI	н -	:



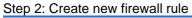
Emulated Virtual Environment Next Generation	
5.0.1-7-PRO	
Sign in to start your session	
Username	6
Password	6
Native Console	~
Sign In	

Default web login: admin/eve

3.4.7 Optional: GCP Firewall rules for native console use

Step	T. Navigale. Nav	nya	lliu	ii menu	VFC	INELWOIK/I
	Google Cloud Platfo	rm	*	EVE-PRO-PRO	JECT 👻	
A	Home		r	M instance	S	CREATE IN
Ŧ	Pins appear here 🔞	×	$\langle \rangle$			
STOR	AGE		^	Filter VM in	stances	
	Bigtable			Name ^	Zone	Recomm
	Datastore	>		🥑 eve-pro	europe-w	vest2-c
((*	Firestore	>	J			
	Storage	>	I			
\$ }	SQL		I			
	Spanner		ų			
0	Memorystore		I			
	Filestore		I			
NETW	ORKING		I			
11	VPC network	>	VP	°C networks		
æ	Network services	>	Ext	ternal IP addre	sses	
÷	Hybrid Connectivity	>	-	ewall rules	- 1	
0	Network Service Tiers		Ro	utes		
1. Sec. 1	NETWORK SERVICE LIERS		VP	°C network pee	ring	
Stop	2: Croate now fir	0	الد	rulo		

Step 1: Navigate: Navigation menu/VPC Network/Firewall rules







Step 3: Create an ingress FW rule; allow TCP ports 0-65535

Creat	e a firewall rule
	ontrol incoming or outgoing traffic to an instance. By default, from outside your network is blocked. Learn more
Name 🕜	
ingress-eve	
Direction of traffi Ingress ← Egress	c 🕢
Action on match	0
Allow Deny	
Targets 🕜 All instances in	the methods
All instances in	
Source filter 🕜	
IP ranges	•
Source IP ranges	2
0.0.0.0/0 🙁	
0.0.0.0/0	
Second source fi	ter 🕜
None	~
· · ·	rts 😨
🗹 tep :	0-65535
udp :	
Other pr	otocols
protoc	cols, comma separated, e.g. ah, sctp
➢ Disable rule	
Create Can	

Step 4: Create an egress FW rule; allow TCP ports 0-65535





Action on match	0	
 Allow Deny 		
Targets 👔		
All instances i	n the network	•
Destination filter	0	
IP ranges		•
Destination IP ra	nges 🕖 🔔	
0.0.0.0/0 🔞		
Protocols and p	orts 😡	
 Allow all 	otocols and ports	
opecified pr Icp :	0-65535	
udp:	all	
	rotocols	
	cols, comma separated, e.g. ah, sctp	
prote	cois, comma separatea, e.g. an, setp	

Summary FW rules.

Name	Туре	Targets	Filters	Protocols / ports	Action	Priority	Network \uparrow
egress-eve	Egress	Apply to all	IP ranges: 0.0.0.0/0	tcp:0-65535	Allow	1000	default
default-allow-https	Ingress	https-server	IP ranges: 0.0.0.0/0	tcp:443	Allow	1000	default
ingress-eve	Ingress	Apply to all	IP ranges: 0.0.0.0/0	tcp:0-65535	Allow	1000	default

3.5 EVE Management IP Address setup

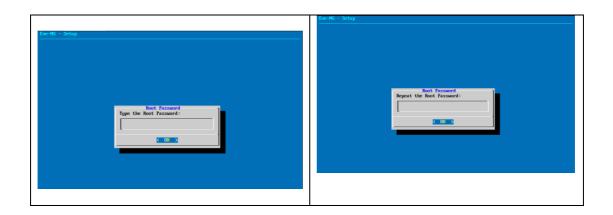
3.5.1 Management static IP address setup (preferred)

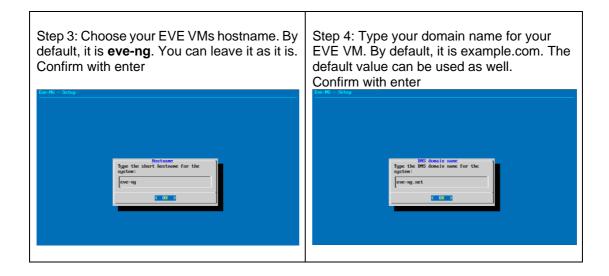
▲ IMPORTANT NOTE: EVE Docker stations for html console access are using network 172.17.0.0/16. Please avoid use this network on the EVE management or other clouds or interfaces.

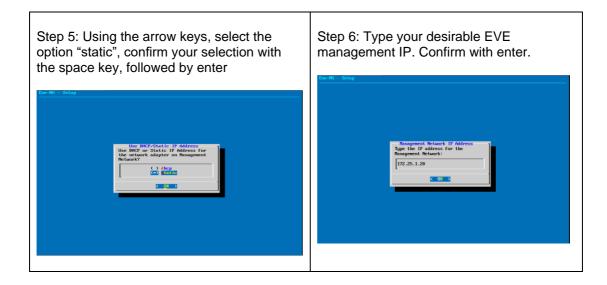
The steps below will walk you through the network setup and assign a static management IP for EVE.

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	Step 2: Retype your root password again and confirm with enter.
NOTE: Typed characters in the password field are not visible.	



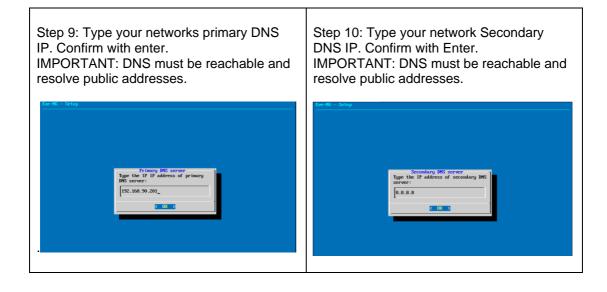


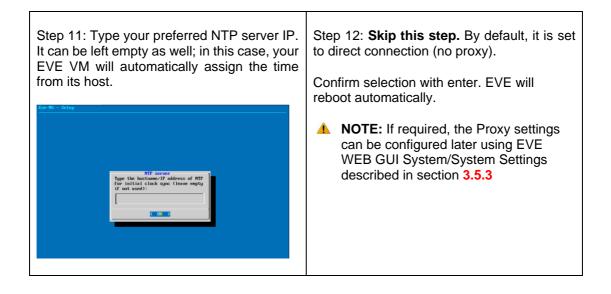




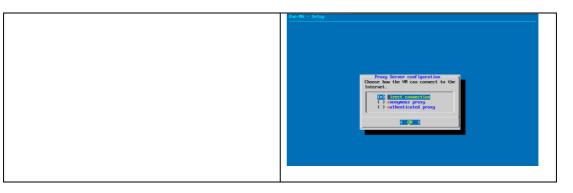


Step 7: Type the subnet mask of your EVE management network. Confirm with enter.	Step 8: Type your networks gateway IP. Confirm with enter.	
For-NG - Setup Fassgement Retark Subart Rask Type the Subart Rask for the Tangeont Network: 255.255.25.0 (0.000)	Fee-NG - Setup Feenagement Network Default Gateway Tagenet Return Return Paral Tagenet Return Paral Tagenet Return Tagenet Return Tagene	







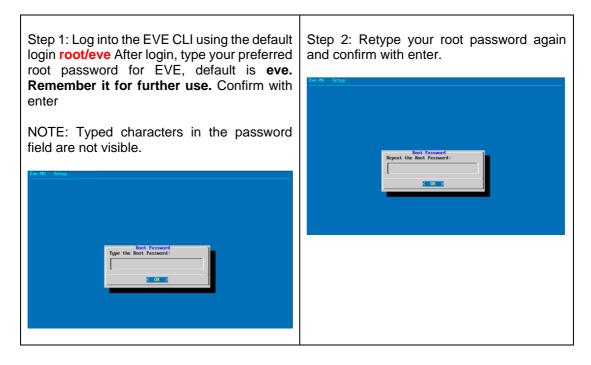


IMPORTANT NOTE: If you are setting up your management IP for the first time (fresh EVE installation), please return to the install section and complete installation Phase 3.

3.5.2 EVE Management IP address setup via DHCP

▲ IMPORTANT NOTE: EVE Docker stations for html console access are using network 172.17.0.0/16. Please avoid use this network on the EVE management or other clouds or interfaces.

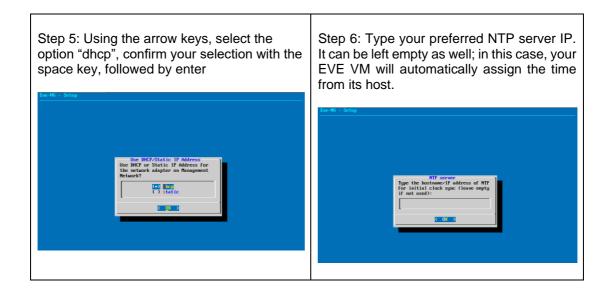
The steps below will walk you through the network setup and assign a management IP for EVE via DHCP.



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
---	--



For-h5 - Setup	For-M6 - Setay
Type the short hostname for the	M63 domain some
system:	System:
[ve-ng	we-mg.net
(0))	C 00



Step 7: Skip this step. By default, it is set to direct connection (no proxy).	
Confirm selection with enter. EVE will reboot automatically.	
NOTE: If required, the Proxy settings can be configured later using EVE WEB GUI System/System Settings described in section 3.5.3	



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.

3.5.3 Internet proxy setup

Step 1: If you have a proxy in use for your Internet, login into your EVE WEB GUI using your EVE IP <u>https://aaa.aaa.aaa</u>

Default username: admin Password: eve

Step 2: Select Tab: System/System Settings

		🎢 Main	🖋 Management 🗸	🖻 System 🗸	Information	mation •	🚯 Licensing 🗸	©2019 Eve-NG
📥 File manag	er Current po	sition / root			n Settings Istatus			
New Name				 System X Stop Al 		Add fold	er	

Step 3: Enter your Proxy IP and Port following by "Submit". For authenticated Proxy, use your username and password.

System settings						
Radius Server #1	IP		Port		Secret	
	0.0.0.0		1812	\$	•••••	
Radius Server #2	IP 0.0.0.0		Port 1812	٢	Secret	
			1011			
Proxy Server	IP	Port		User	Passwo	rd
	0.0.0.0	8080	•			
Template visibility Disk critical size	unprovisioned images Disable Minimal free space (GB)	V	•			
Html 5 terminal setting	Color scheme gray-black \vee Font name monospace Font size 12					
Management Interface setting	Enable IPV6					
					Submit	Cancel



3.5.4 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 type:

su -

Once you log into the CLI again, EVE will go through the network setup again. Please follow the steps in section **3.5.1** for Static IP or **3.5.2** for DHCP IP.

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: <u>http://www.eve-ng.net/downloads/windows-</u> <u>client-side-pack</u>	Step 2: Install it as administrator Open Run as administrator Troubleshoot compatibility Pin to Start 7-7in
Step 3: Leave the option for UltraVNC hecked. UltraVNC is very tiny and the prefered UNC client for Windows by EVE. Image: Step - EVE-NG-Win-Client-Pack Select Components Which components should be installed? Select the components you want to install; clear the components you do not want to install. Clear the components you do not want to install. Clear the components you want to install. Clear the components you do not want to install. Clear the components you do not want to install. Clear the components you do not want to install. Clear the components you do not want to install. Clear the components you do not want to install. Clear the components you do not want to install. Clear the components you do not want to install. Clear the components you do not want to install. Clear the components you do not want to install. Clear the components you do not want to install. Clear the components you do not want to install. Clear the components you do not want to install. Clear the components you want to install. Clear the components you do not want to install. Clear the components you do not want to install. Clear the components you do not want to install. Clear the components you want to install. Clear the components you do not want to install. Clear the component you want to install. Clear the component you want to install. Clear the component you do not want to install. Clear the component you do not want the clear the component you want to install. Clear the clear the component you want to install. Clear the clear th	Step 4: Continue with Next. When it asks to choose Ultra VNC Options, only leave the UltraVNC Viewer checked, the rest is not needed.



|--|

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: Secure CRT

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:

Launch Application	×
This link needs to be opened with an application. Send to:	
SecureCRT Application	
Choose other Application <u>Choose</u>	
<u>Remember my choice for telnet links.</u>	
Cancel Open line	¢

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: <u>http://www.eve-ng.net/downloads/linux- client-side</u>	Step 2: Open the link to GitHub https://github.com/SmartFinn/eve-ng- integration
Step 3: Scroll down to the installation part	



Installation

Ubuntu and derivatives You can install eve-ng-integration from the official PPA: sudo add-apt-repository ppa:smartfinm/eve-ng-integration sudo apt-get update sudo apt-get install eve-ng-integration

Step 4: Login as root to your Linux system and enter the commands below:

NOTE: An internet connection is required. Enter each command line below one after the other

sudo add-apt-repository ppa:smartfinn/eve-ng-integration

sudo apt-get update

sudo apt-get install eve-ng-integration

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

3.6.3 MAC OSX Native Console

Download the EVE MAC OSX Client integration pack and install it:

https://www.eve-ng.net/index.php/download/#DL-OSX

3.7 Login to the EVE WEB GUI

EVE PRO is using https 443. Login to the EVE management UI:

https://<your_eve_ip>/

Default user access:

User: admin

Password: eve

- A 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 **32000 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	Example1 EVE-Professional: The license information page shows 2 Admin accounts. This means 2 Admin role-based
Expirity Date: 20190507 Admins: 2	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
Editors: 0	Admin's labs will keep running. EVE-NG PRO can have up to
Users: 0	128 accounts, but active sessions to the Web GUI are restricted to the number of purchased licenses.

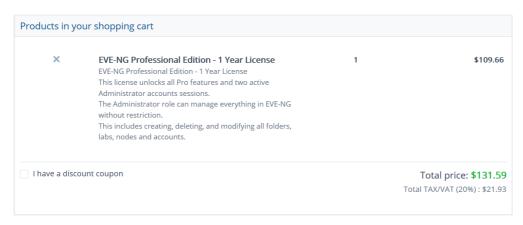
License information	<u>Example2 EVE Learning Centre</u> : The license information page shows 2 Admin and 3 Lab-user role accounts. This means 2 Admin and 3 User accounts can be logged into the
Expirity Date: 20190507 Admins: 2	Web GUI simultaneously. If a fourth User account or third Admin account logs into the Web GUI, the first User or
Editors: 0	Admin session will be disconnected. Started labs will keep running. EVE-NG Learning Center can have up to 32K
Users: 3	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

https://www.eve-ng.net/index.php/buy/

EVE-NG PRO features multi user support and assigns all accounts as Administrators. The license allows for 2 simultaneous users.



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

https://www.eve-ng.net/index.php/buy-corporate/

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

Constant in the local	EVE-NG Professional Base - 1 Year License 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	1 Minimum Mandatory Base	99,00 € license Remove from order
	additional licenses below.	Change quantity	if no need this option
Contract State Contracts	Optional Licenses EVE-NG PRO Administrator - 1 Year License 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.	- 1 +	99,00 € <u></u>
Cruze to the Exercise	EVE-NG PRO Lab Editor - 1 Year License 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.		350,00 €
	EVE-NG PRO Lab User - 1 Year License This license unlocks one additional active session for the User role. The User role is restricted to a personal folder and is onl authorized to start, stop, and wipe nodes. An Administrator account is required to manage folders and labs within a Users folder.	ý	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 – Lab-Editor License



This license unlocks one additional active session for the Lab-Editor role. The Lab-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 – Lab-User License

This license unlocks one additional active session for the Lab-User role. The Lab-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.

Example: EVE Learning Centre Licensing for 1 Teacher and a 5 Students class. Licence model below includes:

- Two administrator accounts, necessary for EVE LC labs and other user account management
- One Lab-Editor-role based account, assigned to the teacher to create/manage labs and assign them to the Shared folder for Students use. The Lab-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 Lab-Editor account for the teacher can also be

replaced by an Administrator account instead. Five Lab-User role-based Student accounts allowing running a class with 5 simultaneous students connected to the EVE HTML GUI.

CONC.	EVE-NG Professional Base - 1 Year License 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.	1	99,00 €
Control to the control of the contro	EVE-NG PRO Lab Editor - 1 Year License 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.	- 1 +	350,00 €
Construction Construction	EVE-NG PRO Lab User - 1 Year License 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.	- 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 Lab-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 Lab-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 https://www.eve-ng.net/index.php/buy-corporate/ EVE-NG Corporate features multi user support and assigns accounts as Administrators or Lab-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 Lab-Editor users. License model below includes:

- Two administrator accounts necessary for EVE Corporate labs and other user accounts management (Mandatory Base license)
- Five Lab-Editor role-based accounts. The Lab-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 Professional Base - 1 Year License 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.	1	99,00 €
Contraction of the second	EVE-NG PRO Lab Editor - 1 Year License 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.	- 5 +	1.750,00 €

EVE Corporate role rights, please follow section 4.4.

4.4 User roles comparison chart

Feature	Administrator Role	Lab-Editor/Teacher role	Lab-User/Student role
User accounts management	yes	no	no
User Accounts visibility	yes	no	no
User edit modal visibility	yes	no	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		yes (only own running	yes (only own running
access	yes	nodes)	nodes)
Lab management module		yes (only own running	yes (only own running
access	yes	nodes)	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	Vec	no
Export/import labs		yes	
	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
Search 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	no
System/Stop all nodes	yes	no	no
Information tab access	yes	yes	yes
Work with more than one lab	yes	yes	yes
Lab timer function	yes	yes	no
Lab background dark mode	yes	yes	yes
Hide node labels	yes	yes	yes
EVE Cluster administration	yes	no	no
EVE Cluster servers' assignment per user	yes	no	no

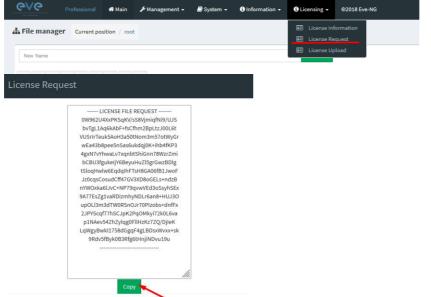
4.5 License purchasing and activation

- A Before purchasing a license, the customer must have **EVE-NG Professional** installed and readily accessible.
- A Recommended browser for license operations are: Chrome or Mozilla Firefox
- A 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 later **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.

< Back to shopping



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

Billing Information				
Licen	sed to:	Person Company		
First	name*:			
Last r	name*:			
Addre	ess*:			

Step 6: At the end please paste your **license request content (including header and footer lines)** from Step 2 and Please read and confirm the <u>EULA agreement</u>, 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*	-

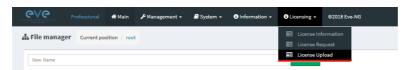
Step 7: After a while (usually 10-30 mins), your license is sent to the E-Mail used in the order form.

- ▲ IMPORTANT: Before loading the purchased license, make sure your EVE has Internet access. Your EVE DNS settings must be configured properly to resolve the FQDN. Internet connection is required to validate your EVE license with our EVE-NG license server.
- IMPORTANT: If your EVE internet is using Proxy, make sure you have set the proxy settings described in section 3.5.3
- ▲ Offline EVE Pro license is supported for Bare EVE installs only. (Dedicated EVE server). VM Ware and Cloud environment EVE installs require Internet connection.

Step 8: Copy ALL Content of your received License. Important: License key mut include header and bottom lines as well.



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



Paste your licence and click on Upload





4.6 License deactivation

If you decide to deactivate EVE-PRO license on the host, please follow the steps below:

Go to EVE CLI and type:

cd /opt/unetlab/html/
rm eve-ng.lic
cp eve-ng.nolic eve-ng.lic

4.7 License Rehosting.

If you decide to re-install EVE-PRO or move it to another host, please follow the steps below:

A Pre-requisites:

- EVE must have internet access!
- Only ONE EVE host must be turned ON and connected to the internet, do NOT have more than one EVE with the same license turned on at the same time!

Step 1. Make sure that you have only ONE EVE-PRO instance with this license running.

Step 2. Make sure you have unrestricted Internet access with a properly configured DNS server from your EVE server.

Step 3. Load your purchased license onto EVE server you want to rehost to.

Step 4. Reboot your new EVE

Step 5. Wait approximately one hour for the licence validation process to finish on the host.

▲ **NOTE:** The re-hosted EVE server must have internet access to periodically validate the license. EVE receives a token with a licence validity time of 24 hours. During those 24 hours, the re-hosted EVE can be used offline. After 24 hours the token time expires and you have to get EVE online again (for approximately 30 minutes) to receive a new token.



5 EVE-NG Professional Update & Upgrade

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

Verify your internet reachability with named ping. Example: ping www.google.com

ping www.google.com

r	bot@eve-ng:~# ping www.google.com	
P	ING www.google.com (216.58.207.228) 56(84) bytes of data.	
64	4 bytes from arn09s19-in-f4.1e100.net (216.58.207.228): icmp_seq=1 ttl=58 time=9.11	mserr
64	4 bytes from arn09s19-in-f4.1e100.net (216.58.207.228): icmp_seq=2 ttl=58 time=19.5	ms
	4 bytes from arn09s19-in-f4.1e100.net (216.58.207.228): icmp_seq=3 ttl=58 time=9.50	
64	4 bytes from arn09s19-in-f4.1e100.net (216.58.207.228): icmp_seq=4 ttl=58 time=9.56	ms
64	4 bytes from arn09s19-in-f4.1e100.net (216.58.207.228): icmp_seq=5 ttl=58 time=9.56	ms

If your ping is success, follow next step for update. If named ping has no success, please verify your DNS IP assigned for EVE or firewall. Some cases ping can be blocked by FW, but Internet and DNS are capable to make update/upgrade.

OPTION for bare EVE installations which has **bnx2x Broadcom Ethernet** drivers, please rewrite your driver to the newest linux-firmware:

sudo apt-get -o Dpkg::Options::="--force-overwrite" install linux-firmware

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.

CVC Professional d Hain	A Hanagement + B System + O Infor	mation • O Licensing • 02018 Eve-NG	
System status	 System status System logs 	-	
Lall. System status	🗙 Stop All Nodes		
9% O'via		17% Intervention Valid Reserve 7.9 Gb.	
		running IOL nodes	running Dynan
		4	0
			ocker nodes O
Qemu version: 2.4.0			
Current API version: 2.0.4-21-PRO UKSM status:			

The newest version of EVE-NG can be verified by checking the official website: <u>http://www.eve-ng.net</u>. For update to the newest EVE-NG Professional version please follow the steps <u>https://www.eve-ng.net/index.php/1845-2/</u>



The year 2019 Major release, EVE Professional Edition: 2.0.6 – 17 (28 November, 2019) To Update and Upgrade your EVE-NG Professional to the newest version, please follow the steps in the <u>Upgrade</u> <u>section (reboot required)</u>							
Release 2.0.6-17 notes:							
IMPORTANT NOTE: III Before this upgrade please stop all running labs and nodes III							
– Important security update – New HTML5 Console engine Guacamole 1.0 – HTML5 console background color change option							
Bugfixe(s): – Native console login fix							

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

IMPORTANT NOTE: Make sure you have stopped all your running labs. All nodes in the EVE must be stopped before upgrade!

For upgrade to the newest EVE-NG Professional version please follow the steps <u>https://www.eve-ng.net/index.php/1845-2/</u>

Type commands followed by Enter

apt upgrade

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

IMPORTANT NOTE: If you are upgrading EVE PRO from older version, the installation may ask you to confirm additional! Information:

Configuration file '/etc/issue'
==> Modified (by you or by a script) since installation.
==> Package distributor has shipped an updated version.
What would you like to do about it ? Your options are:
Y or I : install the package maintainer's version
N or 0 : keep your currently-installed version
D : show the differences between the versions
Z : start a shell to examine the situation
The default action is to keep your current version.
<pre>*** issue (Y/I/N/O/D/Z) [default=N] ?</pre>
Progress: [0%] [

Answer for prompt above is "N"

Configuring grub-pc A new version (/tmp/grub.tj?zRCNt3z) of configuration file /etc/default/grub is available, but the version installed currently has been locally modified.
What do you want to do about modified configuration file grub?
install the package maintainer's version keep the local version currently installed show the differences between the versions show a side-by-side difference between the versions show a 3-way difference between available versions do a 3-way merge between available versions (experimental) start a new shell to examine the situation
/ <0k>

Answer for grub-pc version is: "Keep the local version currently installed"

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.

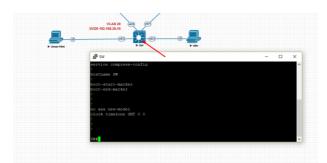
6.1 Native console



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.

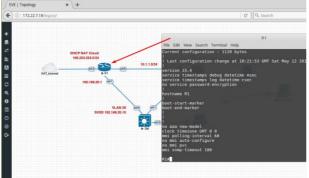
6.1.1 Native Console: telnet

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

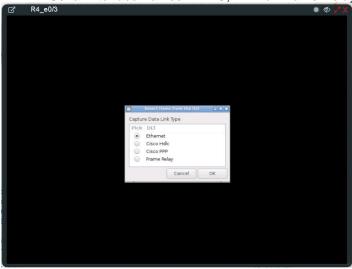
6.1.2 Native Console: Wireshark

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 HTML session.

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

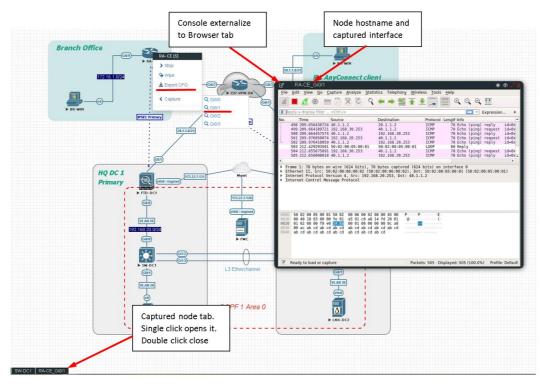
EVE-PRO supports packet captures on ethernet and serial interfaces. Select the interface frame type which will be captured:

- Ethernet for Ethernet, Fast Ethernet, Gigabit Ethernet.
- Serial interface frames: HDLC, PPP or Frame Relay.



Integrated HTML RDP for Wireshark capture





Example: RA-CE live interface G0/1 capture.

To save the captured file on your local PC, please refer to section 11.1

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



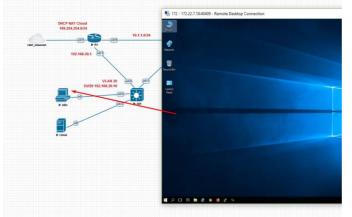
(i) 172.22.7.18/legacy/	C Q Search
() 172227.786/spacy/ INC/Mark NC/Hann INC/Mark INC/M	QEMU (Linux) - Remote Desktop Viewer Remote View Bookmarks Help

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

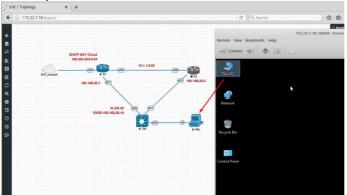
6.1.4 Native Console: RDP

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

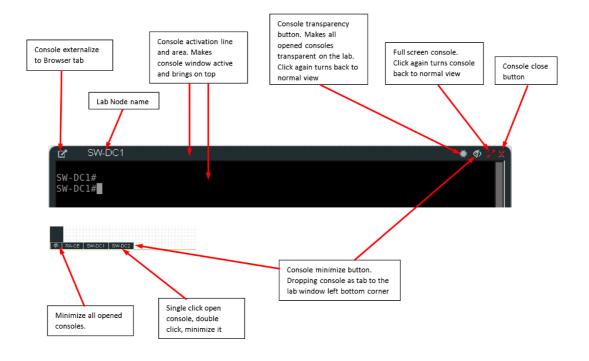


6.2 HTML5 console



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 window functions



6.2.2 HTML5 Console: Telnet

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



11 II II II II I I	Telnet console node name	SW1 Switch> Sw	• • * * *
	VLAN 10 (mp) VLAN 20	OSPF Authen	
SW1	Single click - Double click minimize co		

Option: The new Chrome v70.0.3538.110 and higher allows the use of the copy/paste function inside the HTML session. Type in your Chrome browser "**chrome://settings/content/clipboard**" and press **Add** to allow the use of the clipboard extension for your EVE Server: https://your_ip:443

Settings × +		
← → C G Chrome chrome.//settings/content/clipboard		
≡ Settings		
	← Clipboard	
	Ask when a site wants to see text and images copied to the clipboard (recommended)	
	Block Add	
	No sites added	
	Allow	
	M https://172.22.7.18-443	

Option: The new Firefox v 63.0.3 and higher allows the use of the copy/paste function inside the HTML session. Type in your Firefox browser "**about:config**" and enable clipboard values below:

(←) → ♂ ŵ	😆 Firefox about.config 🗨			
Search: O clipboard				
Sealon Cipboard				
Preference Name		▲ Status	Туре	Valu
clipboard.autocopy		modified	boolean	true
lipboard.plainTextOnly		modified	boolean	true
evtools.screenshot.dipboard.enabled		default	boolean	false
lom.event.clipboardevents.enabled		default	boolean	true
dom.events.asyn.cClipb.oard		default	boolean	true
dom.events.asyncClipboard.dataTransfe	r	modified	boolean	true
dom.events.testing.asyncClipboard		modified	boolean	true

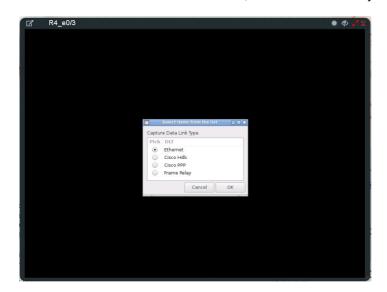
6.2.3 HTML5 Console: Wireshark

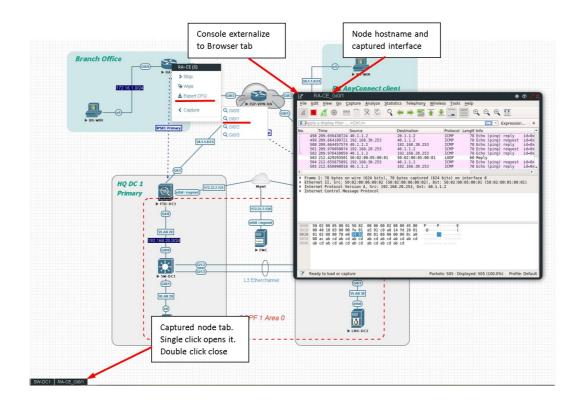
Right click on the node you wish to capture, choose capture and the interface. Capture Session will open in a new browser window.



EVE-PRO supports packet captures on ethernet and serial interfaces.

- Select the interface frame type which will be captured:
 - Ethernet for Ethernet, Fast Ethernet, Gigabit Ethernet.Serial interface frames: HDLC, PPP or Frame Relay.



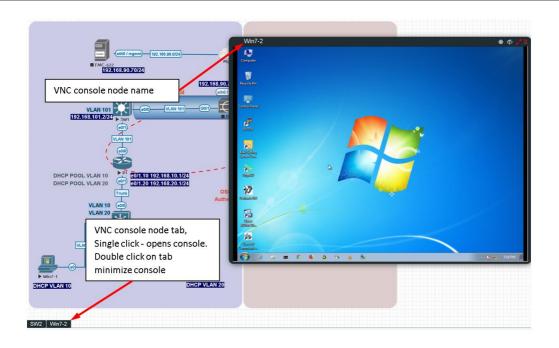


To save captured file to your local PC, please refer section 11.2

6.2.4 HTML5 Console: VNC

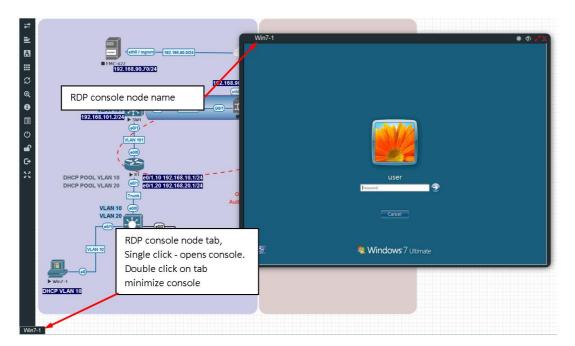
HTML5 VNC console is integrated and opens VNC sessions in the browser.





6.2.5 HTML5 Console: RDP

HTML5 RDP console is integrated and opens RDP sessions in the browser. For Windows 7, 8, 10, Windows Server 2012, 2016 please mind the note below.



▲ IMPORTANT NOTE: For all Windows nodes, 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.

The username and the password can be configured in the node edit settings. This will allow you resize HTML RDP console without re-login in the windows host.



Example below, Edit node, Win10, Console type rdp-tls, username: user and password: Test123

	DE			
Template				
Windows				-
ID				
7				
Image				
win-10-x86-20H2v3				-
Name/prefix				
HQ-PC				
Icon				
North Desktop2.png				-
2c938db1-a889-4d70-ac	4b-17ah622e74c6			
CPU Limit				
CPU	RAM (MB)		Ethernets	
2	4096		1	
First Eth MAC Address				
50:0a:00:07:00:00				
QEMU Version	QEMU Arch		QEMU Nic	
4.1.0 -	x86_64	•	tpl(e1000)	•
QEMU custom options				
-machine type=pc,accel=	=kvm -cpu host,+pc	id,+kvm_pv_	unhalt,+kvm_pv_eoi	,hv_sr
Startup configuration		Satellite		
None	•	sat1		•
Delay (s)				
0				
Console				
rdp-tls				•
RDP Username				
user				
RDP Password				
Test123				
Left		Тор		
60		573		



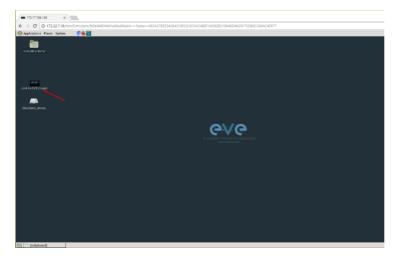
6.3 HTML5 Desktop console



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.

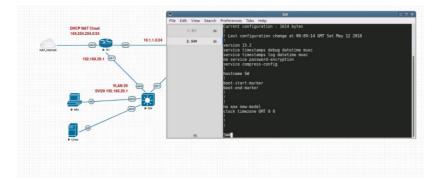


Inside of the integrated docker station, it will open another session to EVE. All features inside of the Docker Desktop will work as you are used to with the Native console.



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.

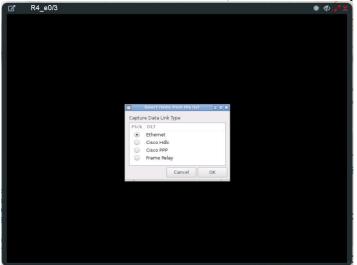


6.3.3 HTML5 Desktop Console: Wireshark

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.

EVE-PRO supports packet captures on ethernet and serial interfaces. Select the interface frame type which will be captured:

- Ethernet for Ethernet, Fast Ethernet, Gigabit Ethernet.
- Serial interface frames: HDLC, PPP or Frame Relay.



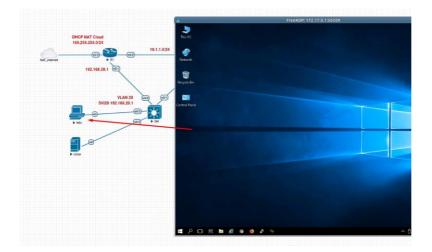
The integrated management docker station Wireshark client allows you to capture and save captured files onto the docker station. For instructions on how to save files to your local PC, please refer to section 11.3



	6		
DHCP NAT Cloud		Analyze Statistics Telephony Wireless	
169.254.254.0/24	🔟 💻 🔬 💿 🚞 🗎	🕺 🙆 🍳 🖛 🌩 🗮 著 👲 📃	📃 Q, Q, Q, 🖽
	10.1.1.0: Apply a display filter «Ctrl-		Expression
GAT_internet	No. Time Source		Protocol Lengthinfo STP 66 Conf. Root = 32768/29/aa:bb:cc:00:03:00 Cost = 0
192.168.20.1	2 2.003000540 aa bi 3 3.555593237 aa bi	b:cc:00.03.00 Spanning-free.(for b:cc:00:01:10 aa:bb:cc:00:01:10 b:cc:00:03:00 Spanning-free.(for	STP 60 Conf. Root = 32768/20/aa:bb:cc:00:03:00 Cost = 0 LOOP 60 Reply STP 60 Conf. Root = 32768/20/aa:bb:cc:00:03:00 Cost = 0
VLAN 20 SV220 192.168.20.1	a) b) b) b) b) b) b) b) b) b) b	(480 bits), 60 bytes captured (480 b	its) on interface 0
e Liber			
	0000 01 80 c2 00 00 00 aa 0010 03 00 00 00 00 00 00 00 0020 00 00 00 14 aa bb cc 0020 00 00 10 14 aa bb cc	14 aa bb cc 00 03 00 00 00 00 03 00 00 01 00 00 14 00	· ·····

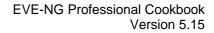
6.3.4 HTML5 Desktop Console: RDP

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 12



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 12 for detailed instructions.





7 EVE WEB GUI Management

7.1 EVE Management Page

The Main EVE management window

CVC Professional # Nain / Nanagement	- RSystem - Otelormation - OLicensing -	92020 E++ NG	23/26 👗 sidela – 🕪 Signi
File manager Current position / root			
Now Name	ndd folder	C SD-WAN Lab	
0	Management buttons		Scale
Running	^		
CCNP_TS_LAB	12 Apr 2020 08:31		
Cisco	03 Feb 2020 09:34		
D DC	11 Jun 2020 09:35	I THE TRANSPORT	
imported	07 Apr 2020 20:41		
🔲 🖮 Juniper	22 Jun 2020 17:28		
Miscelaneous	22 May 2020 21:39		
POC Customer Projects	08 Apr 2020 23:34	A set of the set of th	
D POC Technology	18 Jun 2020 17:35	Lab Path: (30-WWW)C 50-WWW Lab um) Version: 1	
🗋 🍋 RS	07 Apr 2020 20:40	UUID: 79509box-37x3-459b-b751-beb9229568a4 Authori	
SD-WAN	22 Jun 2020 23:12		
SEC .	04 Apr 2020 22:22	Open	
🔲 🖮 Shared	17 Jun 2020 14:44	Description:	

The lab preview actual picture appears after 3-5 seconds.

7.1.1 Management buttons

		Sant	≫	圃	±	1	◙	2	Q
--	--	-------------	---	---	---	---	---	---	---

Button	Description
	Select All or Deselect All folders or labs in the EVE tree
	Create/Add new Lab
1	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.
۲	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.
F	Toggle the sorting folders and labs between alphabetical and last edit date (ascending/descending cannot be changed currently).
C	Refresh current folder content
٩	Lab Search function, case insensitive and match directory as well Find Lab Find Lab Find Lab Find Lab Find Cancel

7.1.2 Management tabs

👚 Main	🗲 Management 👻	🗐 System 👻	i Information 🗸	🕄 Licensing 🗸	©2018 Eve-NG
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Tab	Description
🎢 Main	Returns back to the EVE Home Management screen.
۶ Management 🗸	Management dropdown, opening the management submenu.
 ✓ User management G Node management G Lab management 	Management submenu, refer to sections: 7.3, 7.3.2, 7.3.3
🗐 System 👻	System dropdown.
	System submenu, refer to section 7.4



 System Settings Cluster Management System status System logs Stop All Nodes 	
€ Information -	Information dropdown
 About Forum YouTube Channel Help on EVE-NG LiveChat 	Information submenu, for details see section 7.5
€ Licensing -	Licensing dropdown
 License Information License Request License Upload 	Licensing management, please see section 4

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.

🔲 🖿 Running	
MyLabFolder	18 May 2018 14:07



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.

🛔 File manager	Current position / root / Running	-
New Name		Add folder
• • *	1 · · · · · · · · · · · · · · · · · · ·	
.		
test_lab1		18 May 2018 12:58
test_lab2		18 May 2018 13:36

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.

🔲 🖿 Shared	18 May 2018 15:16
🗉 🖿 Users	18 May 2018 14:31

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

The Shared Lab is recommended to set "any" Cluster Satellite

Step 1: Create a lab, refer to section 8.1

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).

New Name	Add folder		
Move to □ ■ 2 2 3 1 1 2 2		Files selected to move:	
Running		test_lab2.unl	
🗆 🖿 Shared	23 Mar 2018 02:41	Current files position /	
🗆 🖿 Users	18 May 2018 12:48	New path	
🖾 📑 test_lab1.unl	18 May 2018 12:58	/ Bunning tFolder/	~
test_lab2.unl	18 May 2018 13:36	Running trotder/ Shared	
		Users	Move Cance

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



e∀e	Professional	🕫 Main	🗲 Management 🗸	🖴 System 👻	Information +	©2018 (ve-NG	11:45	👗 test2	🔄 Sign out
👍 File manage	Current por	ition / root	/ Shared						
New Name					Add folder				
• • •	¥ 8 ¥	± 0	0						
•						Choose a lab for more info			
test_la	b1.unl			18 May 2	018 12:58				

- 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.
- A NOTE: Admins and Editors can create folders and labs inside the Shared directory

7.2.1.3 Default folder Users

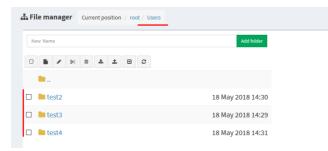
To manage the Users folder, an Admin user account is required.

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

- mycabi olaci	10 may 2010 17.01
🔲 🖿 Shared	18 May 2018 15:16
🔲 🖿 Users	18 May 2018 14:31

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**



A 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.	La File manager Current position / root	
Type the new folder name and click "Add Folder"	Nyfolded V	Add folder
	🗆 🖿 Running	
NOTE: Editors can only create folders within their own profile folder or in the Share	□ ■ Shared d folder	18 May 2018 13:49



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

Life manager Current position / root	
New Folder Name Delete selected items	Add folder
🗆 🖿 Running	
VI MyLabFolder	18 May 2018 14:07
Shared	18 May 2018 13:49
🗆 🖿 Users	18 May 2018 12:48
test_lab1.unl	18 May 2018 12:58
E test_lab2.unl	18 May 2018 13:36

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

New Folder Name Move to	Add folder
🗆 🖿 Running	
😰 🖿 MyLabFolder	18 May 2018 14:07
🗆 🖿 Shared	18 May 2018 13:49
🗆 🖿 Users	18 May 2018 12:48
test_lab1.unl	18 May 2018 12:58
test_lab2.unl	18 May 2018 13:36

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

Files selecte	d to move:	
hyLabFolde		
Current files position / New path		~
Running MyLabFolder	tFolder/	
Shared		Move Cancel

7.2.1.7 Export Folder

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

File manager Current position / root	
New Name Export	Add folder
🗉 🖿 Running	
🗸 🗷 🖿 MyLabFolder	18 May 2018 14:07
Shared	18 May 2018 15:16

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

Opening _Exports_ev	re-ng_export-20180518-172551.zip	×
You have chosen to	open:	
Exports_eve	-ng_export-20180518-172551.zip	
which is: Win	RAR ZIP archive (749 bytes)	
from: http://	192.168.90.23	
What should Firefo	ax do with this file?	
O Open with	WinRAR archiver (default)	
Save File		
Do this auto	matically for files like this from now on.	
	OK Cancel	

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.

# File manager Current position / root	
New Name	Add folder
🗆 🖿 Running	
🗆 🖿 MyLabFolder	18 May 2018 17:24
🗆 🖿 Shared	18 May 2018 15:16
🗆 🖿 Users	18 May 2018 14:31

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

A Name A Date modified Time Size	→ · ↑ 📙 › `	This PC > Desktop > Exports >		✓ ひ Search Ex	ports)
This PC Name Date modified Type Size Image: Size EIGRP cfg set 2 15/03/2018 12:10 File folder Desktop EIGRP cfg set 2.zip 15/03/2018 12:10 WinRAR ZIP archive 2 KB Downloads EIGRP cfg set 2.zip 15/03/2018 12:10 WinRAR ZIP archive 4 KB Downloads EIGRP cfg set 2.zip 12/04/2018 11:16 WinRAR ZIP archive 4 KB Image: Size EIGRP cfg set 2.zip 12/04/2018 11:16 WinRAR ZIP archive 51 KB Image: Size Image: Size 12/04/2018 12:10 WinRAR ZIP archive 258 KB Image: Size Image: Size 12/05/2018 23:31 WinRAR ZIP archive 258 KB Image: Size Image: Size Image: Size 12/04/2018 12:10 WinRAR ZIP archive 258 KB Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image: Size Image:	Irganize 👻 New fo	lder			-	
Desktop	This PC		Date modified	Туре	Size	
Image: Construction	3D Objects	EIGRP cfg set 2	15/03/2018 12:10	File folder		
Bocuments ■ EIGRP dg setzip 15/03/2018 12:10 WinRAR ZIP archive 4 KB Downloads ■ Frepower_poc_623.zip 12/04/2018 11:16 WinRAR ZIP archive 51 KB Music ■ UD_lab_folder.zip 18/05/2018 23:31 WinRAR ZIP archive 258 KB ■ Victors ■ System (C:) ■ System (C:) ■ Donna (E:) ■ UD_lab_folder.zip ■ UD_lab_folder.zip		EIGRP cfg set 2.zip	15/03/2018 12:11	WinRAR ZIP archive	2 KB	
Downloads Downloads		EIGRP cfg set.zip	15/03/2018 12:10	WinRAR ZIP archive	4 KB	
Music WinRAR.ZIP archive 258 kB UD_lab_folder.zip Its/05/2018 23:31 WinRAR.ZIP archive 258 kB Videos System (C:) Donna (E:)	_	Firepower_poc_623.zip	12/04/2018 11:16	WinRAR ZIP archive	51 KB	
Pictures Videos System (C:) Donna (E:)		📜 UD_lab_folder.zip	18/05/2018 23:31	WinRAR ZIP archive	258 KB	
Videos System (C:) Donna (E:)	-					
System (C:) Donna (E:)						
Donna (E:)	Videos	· · · · ·				
	🏪 System (C:)					
🔜 Data (G:) 🗸	👝 Donna (E:)					
	👝 Data (G:)			× 1		
File name: UD_lab_folder.zip VAII Files (*.*)						

Step 3: Press the Upload Button

A File manager Current position / root					
Name	Size	Progress	Status	Actions	
UD_lab_folder.zip	0.25 MB			Upload	×
New Name Add folder					

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



Name		Size	Progress	Status	Actions
UD_lab_folder.zip		0.25 MB		Success	Upload
New Name	Add folder				
0 b / x s 1 5 0 0					
🗆 🍋 Running			Choose a lab for more inf	o	
MyLabFolder	18 May 2018 17:24				
Shared	18 May 2018 15:16				
🗆 🖿 UD Labs	19 May 2018 01:32				
🗆 🖿 Users	18 May 2018 14:31				
FirePower FTD 623 PoC Multihomed HA.unl	12 Apr 2018 11:16				

7.2.2 Lab files Management

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

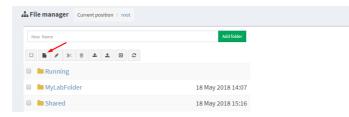
Professional # Main / Manage	ment • 🖉 System • 🕕 Information • 🕕 Licensin	g = @2018 Eve NG	14:02 🍶 admin 🕞 Sign o
File manager Current position / root			
New Name	Add folder		
0 1 / 1 2 4 1 0 0			
🗉 🖿 Running		Choose a lab for more info	
🗉 🖿 MyLabFolder	18 May 2018 14:07		
🗉 🖿 Shared	18 May 2018 15:16		
🗉 🖿 Users	18 May 2018 14:31		
🗉 📑 test_lab1.unl	18 May 2018 12:58		
test_lab2.unl	18 May 2018 13:36		

7.2.2.1 Create Lab

The Admin or Editor user account is required.

A 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 8.1



7.2.2.2 Delete Lab

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

A NOTE: An Editor can delete 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



Professional #Main / Management -	B System 👻 🚯 Information 👻 🚯 Licensing 👻 ©2018 Eve-NG	
File manager Current position / root		
New Name Delete selected items	Add folder	
🗉 🖿 Running		
🗉 🖿 MyLabFolder	18 May 2018 14:07	
🗉 🖿 Shared	18 May 2018 15:16	
🔲 🖿 Users	18 May 2018 14:31	
🗷 📑 test_lab1.unl 🗸	18 May 2018 12:58	
test_lab2.unl	18 May 2018 13:36	

7.2.2.3 Clone Lab

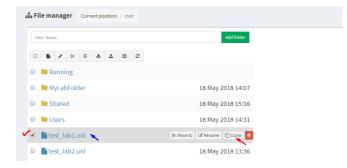
The Admin or Editor user account is required to clone labs.

MOTE: 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 **10.3** 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.

test_lab1.unl	18 May 2018 12:58
🖹 test_lab1_1526649330089.unl 🗸	18 May 2018 16:15

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

test_lab1.unl		18 May 2	018 12:5	58
test_lab1_1526649330089.unl	 Move to	🕑 Rename	Clone	Û

Step 4: Rename it, and click OK to confirm

t e	st_lab1.unl	18 May 2018 12:58
	test_lab1_mynew_clone	Ok



7.2.2.4 Move Lab

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

A 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.

test_lab1.unl	18 May 2018 12:58
🖉 📑 test_lab1_mynew_clone.unl 🥆	% Move to @ Rename ☐ Clone 🔒
test_lab2.unl	18 May 2018 13:36

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

Files selecte	d to move:	
test_lab1_m	new clone.unl	
-		
Current files position /		
New path		
1		~
/ Running	tFolder/	~
/ Running MyLabFolder 🔫	tFolder/	

7.2.2.5 Export Lab

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

Life manager Current position / root	
New Name	Add folder
🗆 🖿 Running	
🗆 🖿 MyLabFolder	18 May 2018 17:24
Shared	18 May 2018 15:16
🗆 🖿 Users	18 May 2018 14:31
E test_lab1.unl	18 May 2018 12:58
🗹 📄 test_lab2.unl	18 May 2018 13:36

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

ou have chosen to	• open: •-ng_export-20180518-172551.zip	
which is: Win	RAR ZIP archive (749 bytes)	
from: http://	192.168.90.23	
What should Firefo	ox do with this file?	
O Open with	WinRAR archiver (default)	~
Save File		
Do this <u>a</u> uto	matically for files like this from now on.	

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.

File manager Current position / root	
New Name	Add folder
Running	
🗆 🖿 MyLabFolder	18 May 2018 17:24
Shared	18 May 2018 15:16
Users	18 May 2018 14:31

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

- → × ↑ 📙 ›	This PC > Desktop > Exports >		✓ ひ Search Exports			
Organize 👻 New fo	older					
	Name	Date modified	Туре	Size		
📌 Quick access	EIGRP cfg set 2	15/03/2018 12:10	File folder			
🕋 OneDrive	EIGRP cfg set 2.zip	15/03/2018 12:11	WinRAR ZIP archive	2 KB		
This PC	EIGRP cfg set.zip	15/03/2018 12:10	WinRAR ZIP archive	4 KB		
- marc	Firepower_poc_623.zip	12/04/2018 11:16	WinRAR ZIP archive	51 KB		
Donna (E:)						
Network		N				
Fil	e name: Firepower_poc_623.zip		 All Files () 	57)	~	

Step 3: Press the Upload Button

File manager Current position / root						
Name		Size	Progress	Status	Actions	
Firepower_poc_623.zip		0.05 MB			() Upload	×
New Name	Add folder					
0 b / % 8 <u>t</u> 0 C						
🗆 🖿 Running			Choose a lab for more	e info		
MyLabFolder	18 May 2018 17:24					

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

Name	
firepower_poc_623.zip	
New Name	Add folder
0	
🗆 🖿 Running	
🗆 📁 MyLabFolder	18 May 2018 17:24
Shared	18 May 2018 15:16
🗆 🖿 Users	18 May 2018 14:31
FirePower FTD 623 PoC Multihomed HA.unl	12 Apr 2018 11:16
test_lab1.unl	18 May 2018 12:58
E test_lab2.unl	18 May 2018 13:36



7.3 EVE Management Dropdown Menu

7.3.1 EVE User management

希 Main	🗲 Management 🛨	🗐 System 👻	i Information 🗸	Licen
position / root	嶜 User managem	ent		
	🖨 Node managem	ent		
	🖨 Lab manageme	nt	Add folder	

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

A 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

	rofessional 💮 Main	🔎 Management 👻	🔎 System 👻	Information -	O Licensing -	©2018 Eve-NG					10:02 💄 admin 🛛 🕀 Sign i
er managen	nent here you can n	ianage EVE-NG users									希 > 🖌 Management > 營User managem
Database of use	rs										•Add user More Info •
Username	Email			Name			Role	Valid From	Expiration	POD	Actions
admin	root@l	ocalhost		Eve-NG Administrator			admin			0	C# Edit

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*
testuser
Use only [A-Za-z0-9@]chars
Authentication internal V
Password

Password Confirmation
•••••
Email
test@eve-ng.net
Please enter an valid email
Name
Test User
Role Administrator ∨
Console any V
Satellites
any ×
Account Validity
From -1 0 to -1 0
POD*
4
Quotas
CPU -1 RAM -1
(GB)
* - Required Fields

Cancel

Add



Step 3: If your user will be Radius authenticated, please Select Radius from Authentication menu. Passwords will be stripped off, because authenticator will look Radius server for user password. How to setup radius server IP and Shared secret please follow Section:16.1

Add New User	
User Name*	
testuser	
Use only [A-Za-z0-9@]chars	
Authentication radius	
Password	
•••••	(i)
Password Confirmation	
•••••	

Step 4: If your user will be Active Directory (LDAP) authenticated, please enable Active Directory from Authentication Menu. Passwords will be stripped off, because authenticator will look Active Directory server for user password. How to Active Directory server IP please follow

NOTE: Username for Active Director must contain domain at the end of username. Example: labuser@eve.lab

Add New User	
User Name*	
labuser@eve.lab	83
Use only [A-Za-z0-9@]chars	
Authentication active directory \checkmark	
Password	
•••••	(ii)
Password Confirmation	
•••••	(ii)

Step 5: If you have bought other EVE licenses, you can choose the preferred user role. For licensing and user roles please refer to section **4**

JOI	hn Tester					
Role	Administrator 🗸	 _				
	Administrator					
Acco	Editor					
		0	to	-1	0	
From	User	0				

Step 6: Set the Console type for the user. If Console type is set exact: Native, HTML or HTM5 Desktop, user after login in the EVE will be forced to use selected Console Type. If Console Type is set to "any", user is able to choose Console type on Login page which Console will be used.



Role La	o User 🗸 🗸	
Console	any 🗸	
	any	
Lab Nor	native	~
Satellite	html5	
Jatenne	Desktop	

Step 7: **Sticky Lab.** Applies for User role only. Set the specific Lab for the user "sticky lab". After login in the EVE User will directed only to this lab. He cannot close the lab to get in main Lab management page. User can Start/Stop/Wipe lab, as well save his lab work on the lab devices. Follow Section: **7.3.1.5**

Lab	None 🗸			
	None			
Sate	/Shared/A1.unl			
Acco	/Shared/F SD-WAN Kids Lab.unl			
Fror	/Shared/RS CCNP TS Lab_test.unl			
FIOL	-1 0	0	-1	0

Step 8: Satellites assignment per user (Editor or User) require Administrator account

Satellites

any ×			
any			
master			
SAT01B			

The User Cluster Server value "any" is set by default.

Set the Cluster Satellites for the Lab Editor. This applies for Lab Editor roles. Lab Editor will stick to selected Satellites. Lab Editor will be forced and allowed to use only selected Satellite server or choose between the Satellite servers if it is assigned more than one server. If the Lab has set to use any satellite server, then Lab Editor will be assigned to use lowest satellite ID.

Example: Lab Editor has assigned to use SAT1 (ID1) and SAT2 (ID2). The Lab has set to use "any" satellite. This Editor lab will be automatically assigned to use first available Satellite with lowest ID1, SAT1.

Editor has rights to change Satellite per node for own created Labs.

Editor cannot change satellite assignments for Shared Lab. The Shared Lab is recommended to set "any" Cluster Satellite,

If the Lab is created on the Satellite servers which are NOT in the Lab Editor allowed Satellites list, this lab will not start.



Example: Lab is created to use Master server only, but Lab Editor is allowed to use only SAT1 Server. Lab Editor will not be allowed to start this Lab.

If the Lab contains nodes which are assigned to run on the Satellite server which is NOT in Lab Editor allowed Satellites list, this node will not start.

Example: Lab several nodes are assigned to use Master server only, but Lab Editor is allowed to use only SAT1 Server. Lab Editor will not be allowed to start these nodes.

Set the Cluster Satellites for the Lab User. This applies for Lab User roles. Lab User will stick to selected Satellites. Lab User will be forced and allowed to use only selected Satellite server or servers.

Example: Lab User has assigned to use SAT1 (ID1) and SAT2 (ID2). The Lab has set to use "any" satellite. This Lab User lab will be automatically assigned to use first available Satellite with lowest ID1, SAT1.

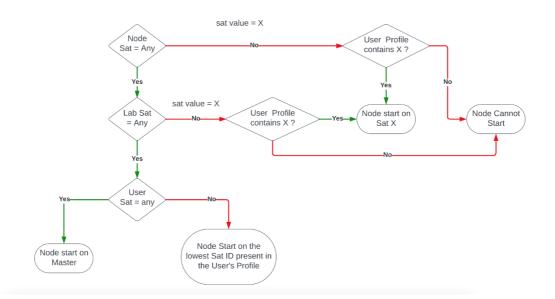
If the Lab is created on the Satellite servers which are NOT in the Lab User allowed Satellites list, this lab will not start.

Example: Lab is created to use Master server only, but Lab User is allowed to use only SAT1 Server. Lab User will not be allowed to start this Lab.

If the Lab contains nodes which are assigned to run on the Satellite server which is NOT in Lab User allowed Satellites list, this node will not start.

Example: Lab several nodes are assigned to use Master server only, but Lab User is allowed to use only SAT1 Server. Lab User will not be allowed to start these nodes.

User Profile and Lab nodes Satellite use hierarchy



Step 9: 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 resource, and Account Validity time or resource cannot be set.



Account	t Validity					
From	-1		0	to	-1	0
POD*						
1						
Quotas						
CPU	-1	RAM (GB)	-1	H		

Step 10: 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 11: Set user limitation to use eve resources. "-1" value is unlimited EVE resource. Only Editor and User roles can be set for EVE resource limitation, Quota.

Example: editor user is allowed to run/create labs for x4 CPU and 8Gb RAM.

Quotas CPU RAM 4 8 \$ (GB) Success 0 ~ X Error 1 vIOS1: User's CPU quota violation × Cancel Add Step 12: Press ADD

In case of violation these settings, user will receive alert message in the notification area:

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.

Jser manageme	nt here you can manage EVE-NG use	rs					希 > 卢Hanagement > 螢User manageme
Database of users							+Add user More Info +
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* editor External Auth (Radius) Password Password Password Confirmation Email admin@eve-ng.net Please enter an valid email

Flease en	iter an valid emai	l.					
Name							
Editor	r uldis						
Use only	[A-Za-z0-9]cha	rs					
Role La	ab Editor 🔹 🗸	/					
Console	any 🗸]					
Satellit	e sat1 🗸						
Account	t Validity						
From	-1		0	to	-1		0
POD*							
2							
Quotas							
CPU	16	RAM (GB)	32				
* - Req	uired Fields						
						Save	Cancel

7.3.1.3 User session termination

Administrator has rights to terminate active user session to the EVE server. Press Kick to disconnect user from EVE HTML session.

€ √€ Professional	🖷 Hain 🎤 Management + 🖉	System + O Information + O Lion	msing + 02020 Eve-NG								22:01 👗 uldis (Sign ou
User management here	you can manage EVE-NG users										# > ≯Hanapersent > ∰lisermanapersen
Database of users											+Add same More info +
Username	Authenticator	Email	Name	Dole	Disk Usage	Valid From	Expiration	Max CPU	Max RAM (GD)	POD	Actions
admin	internal	admin@eve-ng.net	EVE Administrator	admin	0.0168			Unlimited	Unlimited	0	CREAR BIECK



7.3.1.4 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.

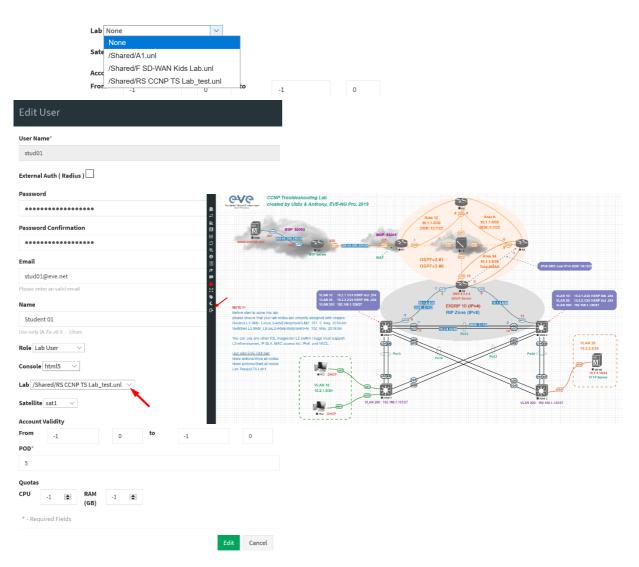
Database of users									1	1	1	+Adduser MoreInfo+	
lsemame	Authenticator	Email	Name	Role	Disk Usage	Valid From	Expiration	Last session time	Last session ip	Current folder	Current lab	Last session time	
-user1	racius	auser1@eve.lab	Auser User	user	0 GB	2018-11-22.05:30	2018-11-28 07:00	N/A	N/A	N/A	N/A	☑ Last session ip	
dmin	internal	uldis@eve-ng.net	Eve-NG Administrator	ədmin	1 GB			16 Nov 2018 0:35:34	172.22.10.101	1	N/A	Current folder	
dmin2	racius	admins2@eve.lab	Admin2 User	admin	0 GB			N/A	N/A	N/A	N/A	Current lab	

7.3.1.5 User role sticky lab

Sticky Lab. Applies for User role only. Set the specific Lab for the user, "sticky lab". After login in the wEB, EVE User will directed only to this lab. He cannot close the lab to get in main Lab management page. User can Start/Stop/Wipe lab, as well save his lab work on the lab devices.

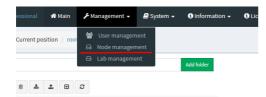
Pre-requisites for this feature: For Lab selection from the list, the Lab must be upload in the Shared folder by admin first. If Lab Menu is selected to "None", User can close the Lab and open another shared Lab for him.

The value "None" is set as default.





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

le management here you can	manage EVE-NG running nodes				18 > FM	anagement > 🔮Nodes ma
unning node(s)						
Labname	Lab ID	Username	Node Name	Template	Action	
/Users/test3/Shared/test_lab3	4	test3	R1	iol	- ×	
/Users/test2/Shared/test_lab3	3	test2	R1	iol	- ×	
/Users/test2/Shared/test_lab3	3	test2	R2	iol	- ×	
/Users/test3/Shared/test_lab3	4	test3	R2	iol	🖵 🗶	
/test_lab1	1	admin	R2	iol	🖵 ×	
/Users/test4/Shared/test_lab3	2	test4	R1	iol	- ×	
/test_lab1	1	admin	R1	iol	🖵 ×	
/Users/test4/Shared/test_lab3	2	test4	R2	iol	🖵 🗙	

7.3.2.1 Node management actions

Button	Action
Ţ	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 or sort sign that will allow you to filter the list to only display information related to the entered value.

Example: Click on "CPU Usage" The CPU column will sort running nodes with most CPU consummation on the top.

ode management	here you can manage EVE	-NG running nodes							n → ≯Nanagement	Whodes manage
Running node(s)					1					
Labname	Lab ID	Username	Sat	Node Name	CPU usage (%) *	RAM usage (%)	Disk usage (GB)	~ Template	Action	
ASAv Site to Site Basic	1	uldis •	master	ASAv1	2.08	0.42	0.0032	asav	🖵 🗙	~
ASAv Site to Site Basic	1	uldis •	master	ASAv2	1.9	0.46	0.0033	asav	🖵 🗙	
ASAv Site to Site Basic	1	uldis •	master	SW2	0.02	0.05	0.001	iol	🖵 🗙	
/ASAv Site to Site Basic	1	uldis •	master	ISP-R	0.02	0.05	0.001	iol	🖵 🗙	

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.



unning node(s)										
abname	Lab ID	Username 🔺	Sat	Node Name	CPU usage (%)	RAM usage (%)	Disk usage (GB)	 Template 	Action	
A1	2	ecze •	master	SW	0.02	0.07	0.001	iol	🖵 🗶	
A1	2	ecze •	master	Mgmt	0	0.03	0.0033	docker	— ×	
A1	2	ecze •	sat1	Win	0.13	4.85	0.3188	win	🖵 🗙	
A1	2	ecze •	master	ISR	0.02	0.08	0.001	iol	🖵 🗙	
ASAv Site to Site Basic	1	uldis •	master	ASAv1	0.27	0.64	0.0036	asav	🖵 🗙	

7.3.3 EVE Lab management

🖀 Main	۶ E N	lanagement 🗸	🗐 Sy	/stem 🛨	Information	ion -	6
osition / root		User managem Node managen					
± 🗉	2	Lab manageme	int		Add folder		

The Lab Management page, under the Management Dropdown, displays running or stopped labs for all users. In this menu an Admin account can manage or even open up any user's running labs. In the columns CPU and Memory usage will be displayed actual running lab CPU and RAM utilization.

- NOTE: Only labs which are using space on EVE HDD will be displayed.
- A 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 or stopped lab.

o(s) management here yo	i can manage l	EVE-NG Running Labs						# FManapement	> Wiedes manage
unning Lab(s)									
Labname	State 🔺	Lab UUID	Satellite	Username	CPU usage (%)	Memory usage (%)	Disk usage (GB)	Action	
DC/EVPN-BGP-NXOS9K-PRO-LAB		46d1d0cb-c3f2-4c81-a632-ca3f3d0018ef	sat1	uldis•	3.84	34.34	4.9088	🗮 🗙	
DC/EVPN-BGP-NXOS9K-PRO-LAB		46d1d0cb-c3f2-4c81-a632-ca3f3d0018ef	sat2	uldis •	1.47	17.41	2.4736	= ×	
DC/EVPN-BGP-NXOS9K-PRO-LAB		46d1d0cb-c3f2-4c81-a632-ca3f3d0018ef	master	uldis •	0	0	4.9687	*	
Users/editor/test		00239193-3ffe-4b62-bd24-3a07890593a1	sat2	editor •	0	0	0.0002	= 💁	
Users/editor/test		00239193-3ffe-4b62-bd24-3a07890593a1	master	editor •	0	0	0.0002	= 💽	
FTD Policy Lab v1		04b55e95-281f-4b6c-8d40-bfcf88e3c193	master	uldis •	0	0	2.6455	= 💽	
FTD Policy Lab v1		04b55e95-281f-4b6c-8d40-bfcf88e3c193	sat2	uldis •	0	0	12.5594		
/FTD Policy Lab v1		04b55e95-281f-4b6c-8d40-bfcf88e3c193	catl	uldis•			0.7695		

Several columns in the Lab Management Menu have a field that will allow you to filter the list to only display information related to the entered value.

Example: Enter username in the field to filter labs created by "admin"

unning Lab(s)									
abname	State	Lab UUID	Satellite	Username	CPU usage (%)	Memory usage (%)	Disk usage (GB) 👻	Action	
				admin ×					
iecurity/ISE dot1x mab lab new iron		35549188-e3e3-4c21-a5fc-6675df3f0809	master	admin •	0	0	0.0124	🗯 💁	
1		516ba4d5-b43e-4dd1-a1c2-6ea1358dd	master	admin •	0	0	0.002	🗮 💁	
iD-WAN/C SD-WAN Lab		79509bce-37e3-410b-b751-beb922956	master	admin •	0	0	0.001	🗮 💁	
/iscelaneous/OTV_Unicast		9772442a-b05e-4237-9bb7-5c4570061	master	admin •	0	0	0.0002	🗮 💁	

Example: Click State to sort running labs on the top.

Running Lab(s)		214							
Labname	State .	Lab UUID	Satellite	Username	CPU usage (%)	Memory usage (%)	Disk usage (GB)	Action	
DC/EVPN-BGP-NX059K-PRO-LAB		46d1d0cb-c3f2-4c81-a632-ca3f3d0018ef	sati	uldis+	3.25	34,34	4.9086	= *	
DC/EVPN-BGP-NXOS9K-PRO-LAB		46d1d0cb-c3f2-4c81-a632-ca3f3d0018ef	master	uldis •	0	0	4.9687	= *	
DC/EVPN-BGP-NXOS0K-PRO-LAB		46d1d0cb-c3f2-4c81-a632-ca3f3d0018ef	sat2	uldis •	2.97	17.41	2.4735		
/Users/editor/test	•	00239193-3ffe-4b62-bd24-3e07890593a1	sat2	editor.	0	0	0.0002	= 🔯	
/Users/editor/test		00239193-3ffe-4b62-bd24-3a07890593a1	master	editor.	0	0	0.0002	= 🔛	
/FTD Policy Lab v1		04b55e95-281f-4b6c-8d40-bfcf88e3c193	master	uldis •	0	0	2.6455	= 🖸	
/FTD Policy Lab v1		04b55e95-2815-4bfc-8d40-bfcf88e3c193	set1	uldise	0	0	0.7696	- 23	

Example: Click on "Disk Usage" sorting labs with most HDD usage on the top



tunning Lab(s)								
abname	State	Lab UUID	Satellite	Username	CPU usage (%)	Memory usage (%)	Disk usage (GB)	Action
POC Technology/Firepower 6-6 VRF P	•	dd700ee7-f03b-4fd5-8ed8-40d1ad2e6f4f	master	uldis •	0	0	64.1963	= 😒
POC Technology/FirePower 6-6 DUO	•	4d3dbf7b-ce22-4d27-90e9-daaaac65d	master	uldis •	0	0	62.0853	= <u>S</u>
TrustSec SXP Lab Book	•	fb30cf2c-e617-492b-aa01-e5a72057475d	master	uldis •	0	0	40.7793	🗯 💁
Security/dot1x ISE Lab w Android Bo	•	18a8a660-253e-49a4-a5d5-01e2ac47c	master	uldis •	0	0	30.6903	= <u>S</u>
SD-WAN/B SD-WAN FTD Lab		d270f515-a1e8-425a-ac1a-5bbfee0b9801	master	uldis •	0	0	30.637	= 💁

7.3.3.1 Lab management actions

Button	Action
틎	Open the running or stopped lab.
×	Stop the running lab. The running labs will be displayed on top of list.
	Wipe lab. Clean up HDD space. NOTE: this action will delete saved lab configurations.

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

₽ S	ystem 👻	Informati	on 🗸	🕄 Licensing 🗸
-	System S	ettings		
쌸	Cluster M	anagement		
•	System st	atus		
٩	System lo	ogs		
×	Stop All N	odes		

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

7.4.1 System Settings



The System Settings page, under the System Dropdown, will show EVE System settings for:



System settings					
Cluster Network	172.29.130.0				
Docker Network	172.17.0.0				
NAT Network	172.29.129.0				
Radius Server #1	IP	Port		Secret	
Radius Server #2	192.168.70.201 IP 0.0.0.0	18 Port 18		Secret	
Active Directory Server	IP 192.168.70.200	Port 38		Enable TLS	
Base DN dc=eve,dc=lab EVE-NG Active Directory Grou EVE Users	IP				
Proxy Server	IP 0.0.0.0	Port 0	User	Pas	sword
emplate visibility	unprovisioned images Disabl	e 🗸			
icence check	User's login control Strict	v			
Disk critical size	Minimal free space (GB)				
Html 5 terminal setting	Color scheme gray-black V Font name monospace V Font size 11				
Management Interface setting	Enable IPV6				
Neb service setting	Enable Caching 🗹				
CPU/Memory settings	Dedicated CPU for Services (Re Numa Balancing 🗌	boot required) 2 🗘]		
				Subm	it Cancel



- Cluster Network. EVE-NG cluster members VPN network, used for intercommunication between EVE-NG cluster members. Customizable, please, change the first three octets to your preferred network. Format of network A.B.C.0/24. The mask /24 is hardcoded. (Value example: 192.168.90.0). The master EVE server IP of wg0 interface will be assigned: A.B.C.254. Rest Cluster members IPs of wg0 interface will be assigned accordingly EVE satellite ID, First EVE satellite ID1 IP will be A.B.C.1. NOTE, after changes of this network, the whole EVE cluster members reboot is required!
- **Docker Network**. EVE-NG Dockers network. Used for dockers and docker consoles. Customizable, please, change the first two octets to your preferred network. Format of network A.B.0.0/24. **The mask /16 is hardcoded**. (Value example: 172.18.0.0). The master EVE server IP of docker0 interface will be assigned: A.B.C.1 NOTE, after changes of this network, the whole EVE cluster members reboot is required!
- NAT Network. EVE-NG NAT Network, "Natting" internal EVE NAT network to the management pnet0/cloud0 EVE management interface IP. Used to have Internet in the labs with different network. DHCP service is enabled on this interface automatically. Customizable, please, change the first three octets to your preferred network. Format of network A.B.C.0/24. The mask /24 is hardcoded. (Value example: 192.168.100.0). The gateway and DNS IP of the NAT network interface will be assigned: A.B.C.254. NOTE, after changes of this network, the master EVE server reboot is required!
- External Radius Server, IP port and shared secret key
- Active Directory Authentication support
 - ✓ IP address of AD and port 389 or 3268 (TLS)
 - ✓ For TLS Active directory communication option, select TLS
 - ✓ DN: Example if domain is eve.lab, then DN syntax is: dc=eve,dc=lab
 - ✓ EVE-NG Active Directory Group: Example: EVE Users. EVE will search Your Group name in whole domain folder tree.

us Server #1	IP	Port		Secret
	0.0.0.0_	1812	ia:	•••••
Server #2	IP	Port		Secret
	0.0.0.0	1812		••••• (9)
Directory Server	IP	Port		Enable TLS
	192.168.90.27	389	le!	
4				
e,dc=lab				
Active Directory Grou	p			

Note: The username in of the Active directory user account must match with AD username. Username must have domain at the end of username. Example: evelabuser@eve.lab



Add New User	
User Name*	
labuser@eve.lab	E
Use only [A-Za-z0-9@]chars Authentication active directory Password	
•••••	٩
Password Confirmation	
•••••	

- Proxy server IP and port, for authenticated proxy use username and password .
- Template visibility is default settings for templates list on topology. Disable state (default) will not show on topology Nodes list with unloaded images. In the Nodes list will appear only uploaded images. The checkbox "Show unprovisioned templates" will show all available image templates.

ADD A NEW N	ODE
Template	Show unprovisioned templates
Nothing selected	•
1	
Nothing selected	^
Apple OSX	
Arista vEOS 🔫	
Aruba ClearPass 🔫	
Aruba OS-CX Virtual Swib	ch 🔫

2.0.6-41-PRO Sign in to start your sess

1

۵

- License check is value where you can set EVE user session login behave. .
 - \checkmark The Value Strict does not allow user login if all available licenses have active sessions (screenshot below, Insufficient Licenses). If user has finished work with EVE server and closed browser, EVE server will clear this user connection session automatically after 1 minute.
 - ✓ The Auto logout will terminate oldest connected user session to the EVE server.

Note: Administrator has rights terminate any user session, please refer Section: 7.3.1.3

Licence check	User's login control	Strict 🗸		
		Strict		•
		Auto logout		
				user1
				•••••
				Html5 con



- **Disk critical size** is value when EVE will start alert you about HDD space limit is reached. If you will set 5Gb value, your EVE will start show warning messages in notification area. Example is showing limit set to 500GB. Recommended is set 3-5 GB value.
- HTML5 Terminal settings Option to change console colour scheme, fonts, font size and backgrounds.
- Management interface settings
 Option to enable IPv6 on the EVE
 Management interface

ull star		Error 🜗 🛛 🗸 🗙
ched. I ill stari n area 600GB	Alert: Only 2600 Please add new	BB free on EVE HDD ×
Html !	5 terminal setting	Color scheme gray-black ✓ Font name monospace ✓ Font size 12 💭
Manage	ement Interface set	ting Enable IPV6
able	Web service setting	Enable Caching 🗹

- CPU/Memory Settings dedicated cores for EVE services. Suitable for EVE machine with more than 8 vCPU cores. Select the dedicated amount of CPU cores for system use.

CPU/Memory settings

Dedicated CPU for Services (Reboot required) 2

• CPU NUMA Balancing enables or disables CPU NUMA balancing settings. Suitable for EVE machines with up to x6 vCPU cores. If your EVE has 8 or more vCPU cores **disabling** this option will force to use of CPUs if full scale and you will achieve better and more nodes to start in your labs.

Numa Balancing 🗌

7.4.2 Cluster Management



The Cluster Management page, under the System Dropdown, will show Cluster Management options, and cluster members resources utilization. Please refer to Chapter EVE Cluster System 14

7.4.3 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.



Professional # Main & Management • & Syste	ern + 🜒 information + 🚯 Licensing + 😂	2018 Eve-NG		21:15 🛔 admin 🕞 Sign out
System status				
네. System status				
4% O'unail Number of CPU-4	14% Inder y cell Total Memory: 8 Gb.		0% Deep used	33%
	running IOL nodes	running Dynamips nodes	running QEMU nodes	
	8	0	0	
	running Doc 0	-	PCS nodes	
Qemu version: 2.4.0				
Current API version: 2.0.4-33-PRO UKSM status:				
CPULimit status: 01				

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	Image		
1	vios-advent	erprisek9-m-15.6.2T	*
Name/prefix			
vIOS			
Icon			
Router.png			*
UUID			
CPU Limit 🛛 🗸			
СРИ	RAM (MB)	Ethernets	
1	1024	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

7.4.4 System logs

🗐 Sy	/stem 🗸	 Informati 	on -	i Licensing 🗸
*	System S	ettings		
쓥	嶜 Cluster Management			
•	O System Status			Add folder
Ø	System L	ogs		Add folder
×	Stop All N	odes		

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.



ystem logs			a 🖉 🖉 Logs — 🖸 System lo	
System log viewer				
Select log file	Number of Lines	Search text		
access.txt	20	View		
access.bd				
api.txt				
error.txt	-	File output start		
php_errors.bdt	/api/auth HTTP/1 1" 200.557 "http://192	8.90.23/" "Mozilla/5.0 (Windows NT 10.0; Win64; x64; nx60.0) Gecka/20100101 Firefax/60.0"		
unl_wrapper.txt	1/bmmss/admin.11/4/dist/s/s/spac.12/=+15286/71234513.411T191.11*2.00.6503.1*http://132.166.80.22/***Monila.5.5. (Windows N1*1.16.); Windows N1*1.16.; Window			
cpulmit.log				
172.25.1.5 [19/May/2018:00:04:	:24 +0300] "GET /themes/adminLTE/unl_data/pages/sysi	html HTTP/1.1" 200 1402 "http://192.168.90.23/" "Mozilia/5.0 (Windows NT 10.0; Win64; x64; rv:60.0) Gecko/201001	101 Firefox/60.0"	
172.25.1.5 [19/May/2018:00:04:	24 +0300] "GET /themes/adminLTE/unl_data/js/angular	controllers/syslogCtrl.js HTTP/1.1" 200 921 "http://192.168.90.23/" "Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:60.	J.0) Gecko/20100101 Firefox/60.0"	
172.25.1.5 [19/May/2018:00:02:	35 +0300] *GET /themes/adminLTE/unl_data/img/Logo,	/E_Color.png HTTP/1.1" 200 108800 "http://192.168.90.23/" "Mozilia/5.0 (Windows NT 10.0; Win64; x64; rx:60.0) Geck	:ko/20100101 Firefox/60.0"	
172.25.1.5 [19/May/2018:00:02:	:35 +0300] "GET /themes/adminLTE/unl_data/pages/con	nt/header.html HTTP/1.1" 200 1864 "http://192.168.90.23/" "Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:60.0) Geol	cko/20100101 Firefax/60.0"	
172.25.1.5 [19/May/2018:00:02:	:35 +0300] "GET /themes/adminLTE/unl_data/pages/con	nt/labView.html HTTP/1.1" 200 1800 "http://192.168.90.23/" "Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:60.0) Geo	acko/20100101 Firefox/60.0*	
172.25.1.5 [19/May/2018:00:02:	35 +0300] "GET /api/folders/ HTTP/1.1" 200 900 "http://	L168.90.23/" "Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:60.0) Gecko/20100101 Firefox/60.0"		
172.25.1.5 [19/May/2018:00:02:	:34 +0300] "GET /api/auth HTTP/1.1" 200 557 "http://192	8.90.23/" "Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:60.0) Gecko/20100101 Firefox/60.0"		
172.25.1.5 [19/May/2018:00:02:]	:34 +0300] "GET /themes/adminLTE/dist/js/app.js?_=152	77354513 HTTP/1.1* 200 6501 "http://192.168.90.23/" "Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:60.0) Gecko/201	190101 Firefox/60.0"	
172.25.1.5 [19/May/2018:00:02:	34 +0300] "GET /themes/adminLTE/dist/css/skins/skin-b	e.css HTTP/1.1" 200 1153 "http://192.168.90.23/" "Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:60.0) Gecko/2010010	.01 Firefox/60.0*	
172.25.1.5 [19/May/2018:00:02:]	:34+0300] "GET /themes/adminLTE/unl_data/css/unl_la	ss HTTP/1.1" 200 2748 "http://192.168.90.23/" "Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:60.0) Gecko/20100101	Firefox/60.0"	

7.4.5 Stop All Nodes

🗐 System 👻	🕄 Information 👻	i Licensing 🗸
 System : Cluster II System I System I Stop All I 	lanagement itatus .ogs	Add folder

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.

Same can be achieved issuing cli command:

/opt/unetlab/wrappers/unl wrapper -a stopall

7.5 EVE Information Dropdown menu

Information -	i Licensing 🗸	©2021 EVE-NG
┛ Cookbook		
About		
🗩 Forum		
🛗 YouTube Chan	inel	
Help on EVE-N	IG LiveChat	

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

i Information -	i Licensing 🗸	©2018 Eve-NG
	License Inf License Re	
Add folder	🔤 License Up	load

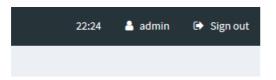
License information display:

License information			
Expirity Date:	20190518		
Admins:	2		
Editors:	1		
Users:	1		

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

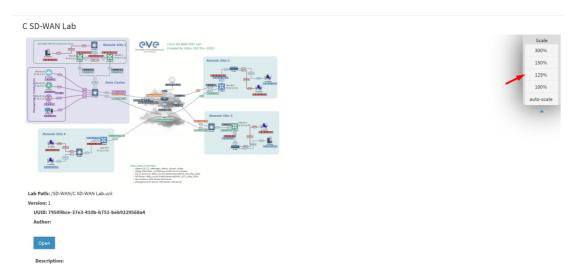
Once you click on a lab in the folder tree, a main window on the right side will display schematic content of the lab as well as lab management options like open, edit, and delete.

CVC Professional # Main / Management -	System - O Information - O Licensing -	\$2020 5v≠ №5	23:30 🛔 uldis 🕀 Sign out
A File manager Current position root 10-WAN			
New Name	Addition	C SD-WAN Lab	
			Scale
	^		
A SD-WAN HA POC Public.unt	04 Jun 2020 15:40		
A SD-WAN HA POC.unl	16 Jun 2020 23:00		
B SD-WAN FTD Lab.unl	04 May 2020 19:13	Aver In J	
C SD-WAN Lab Public.unl	14 May 2020 01:36		
C SD-WAN Lab.unl	22 Jun 2020 23:12		
D SD-WAN FTD TLOC.unl	18 May 2020 20:55		
Daniel SD-WAN Lab.unl	30 Apr 2020 09:33	I NERVES - I NERV	
E SDWAN Lab Community Public.unl	16 May 2020 21:40	Lab Pathy /SD-WARK SD-WAR Lab.uml Version: 1	
F SD-WAN 20 lab.unl	08 May 2020 00:43	UUID: 79509bce-37e3-410b-b753-beb9229568a4 Authori	
F SD-WAN Light 20.unl	30 Apr 2020 09:32		
SD-WAN KBITSv1.unl	15 Jun 2020 10:12	Open	
SD-WAN KBITSv1_Community.unl	11 Jun 2020 18:07	Description:	

The actual lab topology appears after 3-5 seconds.

7.8.1 Lab preview window

The lab preview window displays the schematic position of nodes and their connectivity. The actual lab topology appears after 3-5 seconds. 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
Open	Opens the Lab to the Topology Canvas
Edit	Opens the Labs Global Settings. Refer to section 7.8.4 for more info.
Delete	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 Edit button below the Lab preview window.

Edit lab					• *
Path*	/A1.unl			Description	8.
Name*	A1	1.			
	Use only [A-Za-z0-9]chars	5			
Version*	1 2 .				4
	Must be interger ([0-9]chars			Tasks	
Author	3.			Tasks	9.
Satellite		any ~ 4.			
Shared	Select users	5.			
with					4
Config Script T	îmeout	1800 6 .	Seconds		Save Cancel
Lab Countdow	n Timer	o 7.	Seconds		
* - Required Fi	ields				

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

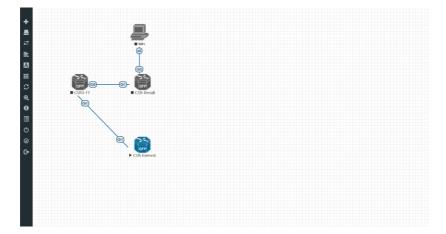


- 4. EVE Cluster Satellite choice. By default, EVE will assign a value of "any" automatically. For cluster hierarchy please follow: Chapter Error! Reference source not found.
- 5. Lab sharing Feature, please follow Chapter 8.11
- 6. Config Script Timeout: It is the value in seconds used for the "Configuration Export" and "Boot from exported configs" operations. Refer to section 10.3 for more information.
- 7. Lab Countdown Timer: It is the value in seconds to provide a time limit (countdown timer) for completing a lab. Refer to section 10.4 for more information.
- 8. Description: In the Description field you can write a short description of the lab.
- 9. Tasks: In the Tasks field you can write the task for your 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	

EVE WEB Topology page

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

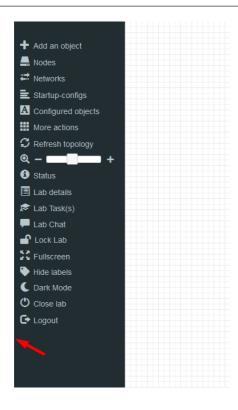


7.9 Side bar functions

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

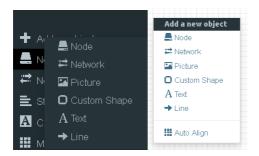
E Lab details The Lab details window can be opened from the Topology Canvas page sidebar during labbing, to read the Tasks for the lab.





7.9.1 Add an object

The "Add an object" menu can be accessed in two different ways, from the sidebar and by rightclicking on the Topology Page



7.9.1.1 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. If the "Show unprovisioned templates" is checked, EVE will display unloaded image templates. To hide it, uncheck "Show unprovisioned templates" checkbox or follow section 7.4.1



Template		Show unprovis	sioned template
Nothing selecte	d		
Nothing select	ed		·
A10 vThunder	-		
Apple OSX			
Arista vEOS			
Aruba ClearPa:	55		
Aruba OS-CX V	irtual Switch		
Aruba WiFi Cor	troller		
Barraccuda NC	iIPS		_
Brocade vADX			
CheckPoint Se	curity Gateway VE		
Cisco AC S 🔫	_		
Cisco AMP Clou	bu		

7.9.1.2 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 9

ADD A NEW	NETWORK	×
Number of networks to add	1	
Name/Prefix	Net	
Туре	bridge 👻	
Left	0	
Тор	0	
	Save Cancel	

7.9.1.3 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 10.2

ADD PICTUR	RE	×
Name	МуТороlogy	
Picture	Browse anycon_lab.PNG	
	Add Cancel	





7.9.1.4 Custom shape object

The Custom shape object allows you to add shape elements onto the topology; these currently include squares, round squares and circles. For details, refer to section 10.1

ADD CUSTOM SHA	PE	×
Туре	square 🗸	
Name	Name]
Border-type	solid ~	
Border-width	5	
Border-color		
Background- color		
Save Cancel		

7.9.1.5 Text object

The Text object allows you to add MS Office elements onto the topology. For details, refer to section 10.1.3

Add a new object	
ANODE	
🛱 Network	
Picture	
Custom Shape	B I U S ×₂ ײ ダ I _x ≔ ≔ ⊕ ⊕ ?? ♡ ≡ ≡ ≡ +1 1/ 1+ 話· ∞ ∞ № ⊡ ⊞ ≣ Ω © ⊡
A Text	Styles • Format • Font • Size • 🔺 🚺
→ Line	NewText
🗰 Auto Align	

7.9.1.6 Line object

The Line object allows you to add line elements onto the topology; these currently include single arrow, double arrows and simple lines. For details, refer to section 10.1



ADD LINE			
Width	2	٥	
Arrow Style	→ single arrow	•	
Paint Style	Solid	•	
Line Style	Straight	•	
Line Color			
Line Label			
Save Canc	el		

7.9.2 Nodes

📕 Nodes

The Nodes object in the sidebar opens the "Configured Nodes" window.

	Iol docker	DOOT IMAGE 1866i, LinuxL3-AdvEnterpriseK9-M2_157_3_May_2018.bin eve-gui-serverlatest		CPU n/a	CPU USAGE	CPU LIMIT	IDLE PC	NVRAM (KB)	RAM (MB)	RAM USAGE	ETH	SER	CONSOLE		ICON		STARTUP-CONFIG	ACTIONS
fgmt_CA			\sim	n/a	1.5%													
	dacker	eve-gui-servenlatest				104	n/a	1024	2048	\$.8%,	2	0	telnet		Router2.png	•	Default 🗸	Q∎9±6 i
			\sim	4	95	n/a	n/a	n/a	4096	0.9%	1	n/a	rdp	v	Desktop3.png	۰.	Default 🗸	Ç∎9±6 i
WDC1	ial	l86bl_linux_l2-adventerprisek9-ms.55A.high_iron_20190423.bin	\sim	n/a	2%	n/a	n/a	1024	1024	2.9%	4	0	telnet		Switch L32.png	۰.	Default 🔍	Q=9±0 8
W2	iol	l86bl_linux_l2-adventerprisek9-ms.55A.high_iron_20190423.bin	\vee	n/a	0.8%	n/a	n/a	1024	1024	2.6%	4	0	telnet		Switch2.png	•	Default 🔍	Q=9±0 i
wa.	iol	186bl_linux_12-adventerprisek9-ms.55A.high_iron_20190423.bin	\mathbf{v}	n/a	1.4%	n/a	n/a	1024	1024	2.6%	4	0	telnet		Switch2.png	•	Default 🗸	Ģ∎9±6 i
Edge11	csr1000vng	csr1000vng-ucmk9.16.12.3-sdwan	\sim	2	46.1%		n/a	n/a	4096	100.2%	4	n/a	teinet	\sim	Edge.png	•	None	Ģ∎9±6 i
Manage	vtngnt	vtmgmt-19.2.2	v	4	P%		n/a	n/a	24576	77.1%	2	n/a	telnet	\sim	😋 vManage.png	•	None	Q∎9±0 i
Smart	vtsmart	vtsmart-19.2.2	14	2	3%		n/a	n/a	2048	37.1%	2	n/a	teinet	v	📀 vSmart.png		None	Qesto i
E N	r3 dge11 lanage mart	r3 iol dge11 csr1000vng lanage vtmgmt	n IMBA [Inc.]2=dentry/inde=5AAbg.]vm_20190233h dprt1 cv100mg cv100mg-cutak1.5123=deas umage vtmpat vtmpat vtmpat vtmpat vtmpat-1522	n id Idb)_fine_12=dentrop/ids8=m_554_big/_rm_2019423.dk dprt1 cv100mg cr100mg-cm85_16123_eban umge etmget stigget-1822 met stigget-1822 stigget-1822	isl IMSA [Insc.]2-advectorprisely-siteS.64.36g/.jrva_20196223.36 vh dprt1 cur100mg cur100mgscnik3.16.12.2-advectorprisely-site 2 usage vtmpat: vtmpat:19.22 4 newt vtmpat:19.22 2	n init IMAK_Ilons_12=detectorprintely-muSSA.high_iron_20010422.him op/n 1.05. dprt1 cor1000mp cor1000mp cor1000mp 2 55. stage ofspatt etsgato-19.2.2	iii Bibli, Jose, Douberterprinkthem, Stabligh, Jose, 20196423bili oph 1.05. oph dprt1 cur1000mg cur1000mg/curduk1.51.22-deams 2 55. o statup vtmpst vtmpsd-15.22 4 Ph o mest vtmpst vtmpst-15.22 2 Ph o	of Middle Middle Comparing Comparing </td <td>0 14 1864 [Jinu:]2-advectory/sch40b-00.555.htg/j.jox.20196623.htg 0/h 1475. 0/h 1004 dpr11 cor1000mg cor1000mg cor1000mg cor1000mg output 0/h 0/h 0/h 0/h 0/h stepset stepset stepset g/h stepset stepset step step</td> <td>0 id BBAL (Inco.) 2x developmentation in SSA Aba. (inc). 201904223 in x/k LPA x/k x/k 1024 dpr11 cv100mag cv100mag cv100mag cv100mag x/k x/k</td> <td>Id Biblic (binc) 2-advectory/sold biblic (binc) 201906233/k oh VPS oh oh 1004 1024 PDF dpr11 cr1080mg cr1080mg cr1080mg cr1080mg oh V<</td> <td>Disk Bits() (bits() 2 wheeterphask59m:333.http://ms.201966233.http://ms.201966233.http://ms.201966233.http://ms.201966233.http://ms.201966233.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201964343443444444444444444444444444444444</td> <td>π High_free_2+elemetry/side-mt.55A.hlg./per_20199223.hl η/s LPA η/s 1024 T024 <tht024< th=""> T024 T024 <tht< td=""><td>of MiddL(Incc/)=selenterprinds/midd/midd/midd/midd/midd/midd/midd/mi</td><td>16. 1884. [/sec.] 2+effectorprivation.std.html/, [res.] 2919422.html 4/μ 1474 n/μ 1024 1024 1024 0 4 0 1064 dpr11 cv100mag cr100mag cr100mag cr100mag cr100mag cr100mag c 845 n/μ op/h 4 n/μ bitet stoppet vinguet vinguet 4 μ 4 μ bitet 1</td><td>0 161 1863, [bac, [backetterprinksben:SSAMp], [bac, [29906233]) 4/s 4/s 1024 1024 1024 2 4 a Month a Suitch2.page dget1 cert00mag cert00mag cert00mag cert00mag a h n/s n/s a h b balant B cEdge.png mage ringed:1522 4 Ph n/s n/s a h balant C VManage.page</td><td>M Bits()(mc))2-edvectorprised=0.55.5.6/g) (mc)_201906233/h v/h 145. v/h 100. 100.0 2015.2.2.00 4 0 Mont 2 2 2 0.0 v/h 0.00 2 2 0.0 v/h 0.00 2 0.0 v/h 0.00 2 0.0 v/h 0.00 2 0.0 0.0 2 0.0</td><td>n id Bit (brock): 2: -determine brockstable (ms. 2: Mask of Mask of Mask tots tots 1024 EPS 4 o below politication o Data depth ort800mg cr380mg/sex885.8122:>deas 2 Mask o/h 40h 60h 6 nhet politication 0 Mask Visual 12 A Name Visual Name Visual 12 A Name Visual 12 Name Visual Visual 12 Name Visual Visual 12 Name Visual Visual 12 Name Visual Visual 12 Name Visual</td></tht<></tht024<></td>	0 14 1864 [Jinu:]2-advectory/sch40b-00.555.htg/j.jox.20196623.htg 0/h 1475. 0/h 1004 dpr11 cor1000mg cor1000mg cor1000mg cor1000mg output 0/h 0/h 0/h 0/h 0/h stepset stepset stepset g/h stepset stepset step step	0 id BBAL (Inco.) 2x developmentation in SSA Aba. (inc). 201904223 in x/k LPA x/k x/k 1024 dpr11 cv100mag cv100mag cv100mag cv100mag x/k x/k	Id Biblic (binc) 2-advectory/sold biblic (binc) 201906233/k oh VPS oh oh 1004 1024 PDF dpr11 cr1080mg cr1080mg cr1080mg cr1080mg oh V<	Disk Bits() (bits() 2 wheeterphask59m:333.http://ms.201966233.http://ms.201966233.http://ms.201966233.http://ms.201966233.http://ms.201966233.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201966343.http://ms.201964343443444444444444444444444444444444	π High_free_2+elemetry/side-mt.55A.hlg./per_20199223.hl η/s LPA η/s 1024 T024 T024 <tht024< th=""> T024 T024 <tht< td=""><td>of MiddL(Incc/)=selenterprinds/midd/midd/midd/midd/midd/midd/midd/mi</td><td>16. 1884. [/sec.] 2+effectorprivation.std.html/, [res.] 2919422.html 4/μ 1474 n/μ 1024 1024 1024 0 4 0 1064 dpr11 cv100mag cr100mag cr100mag cr100mag cr100mag cr100mag c 845 n/μ op/h 4 n/μ bitet stoppet vinguet vinguet 4 μ 4 μ bitet 1</td><td>0 161 1863, [bac, [backetterprinksben:SSAMp], [bac, [29906233]) 4/s 4/s 1024 1024 1024 2 4 a Month a Suitch2.page dget1 cert00mag cert00mag cert00mag cert00mag a h n/s n/s a h b balant B cEdge.png mage ringed:1522 4 Ph n/s n/s a h balant C VManage.page</td><td>M Bits()(mc))2-edvectorprised=0.55.5.6/g) (mc)_201906233/h v/h 145. v/h 100. 100.0 2015.2.2.00 4 0 Mont 2 2 2 0.0 v/h 0.00 2 2 0.0 v/h 0.00 2 0.0 v/h 0.00 2 0.0 v/h 0.00 2 0.0 0.0 2 0.0</td><td>n id Bit (brock): 2: -determine brockstable (ms. 2: Mask of Mask of Mask tots tots 1024 EPS 4 o below politication o Data depth ort800mg cr380mg/sex885.8122:>deas 2 Mask o/h 40h 60h 6 nhet politication 0 Mask Visual 12 A Name Visual Name Visual 12 A Name Visual 12 Name Visual Visual 12 Name Visual Visual 12 Name Visual Visual 12 Name Visual Visual 12 Name Visual</td></tht<></tht024<>	of MiddL(Incc/)=selenterprinds/midd/midd/midd/midd/midd/midd/midd/mi	16. 1884. [/sec.] 2+effectorprivation.std.html/, [res.] 2919422.html 4/μ 1474 n/μ 1024 1024 1024 0 4 0 1064 dpr11 cv100mag cr100mag cr100mag cr100mag cr100mag cr100mag c 845 n/μ op/h 4 n/μ bitet stoppet vinguet vinguet 4 μ 4 μ bitet 1	0 161 1863, [bac, [backetterprinksben:SSAMp], [bac, [29906233]) 4/s 4/s 1024 1024 1024 2 4 a Month a Suitch2.page dget1 cert00mag cert00mag cert00mag cert00mag a h n/s n/s a h b balant B cEdge.png mage ringed:1522 4 Ph n/s n/s a h balant C VManage.page	M Bits()(mc))2-edvectorprised=0.55.5.6/g) (mc)_201906233/h v/h 145. v/h 100. 100.0 2015.2.2.00 4 0 Mont 2 2 2 0.0 v/h 0.00 2 2 0.0 v/h 0.00 2 0.0 v/h 0.00 2 0.0 v/h 0.00 2 0.0 0.0 2 0.0	n id Bit (brock): 2: -determine brockstable (ms. 2: Mask of Mask of Mask tots tots 1024 EPS 4 o below politication o Data depth ort800mg cr380mg/sex885.8122:>deas 2 Mask o/h 40h 60h 6 nhet politication 0 Mask Visual 12 A Name Visual Name Visual 12 A Name Visual 12 Name Visual Visual 12 Name Visual Visual 12 Name Visual Visual 12 Name Visual Visual 12 Name Visual

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 8.1.2.

▲ 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
- Live CPU usage
- Enable or disable CPU Limit (Refer to section 7.4.3)
- IDLE PC for Dynamips node
- NVRAM in Kbyte
- RAM in Mbyte
- Live RAM usage
- 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 (Stopped node):



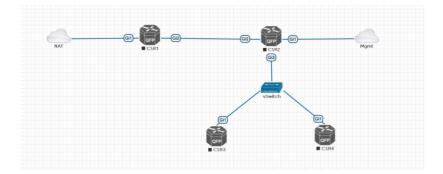
- Console to the node
- Stop node
- Wipe node
- Export the nodes config
- Edit node
- Delete Node

7.9.3 Networks

₩ 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 9





CONFIG	CONFIGURED NETWORKS								
ID	NAME	туре	ATTACHED NODES	ACTIONS					
1	TAN	nat0	1	C 1					
2	Mgmt	pnet0	1	Ci îi					
з	vSwitch	bridge	3	G B					

ACTIONS

c î

- Edit Network
- Delete Network

7.9.4 Startup-configs

🖹 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 10.3.

STARTUP-C	ONFIGS		* ×
		Config Set Default -	
S VEOS2	4 ОN 4 ОN		Ace Editor
vEOS1	4 ON	: Serial Number: 123456789AB : Hardware: ASAS520, 3584 MB RAM, CPU Pentium II 1000 MHz : Writen by enable: Ts at 174717.029 UTC Wed Jul 26 2017	
 vlos-sw1 vlos-sw2 	 ✓ ON ✓ ON 	A Version 9. (15) 16 I hostname ASA enable password 8P;2Y)(yTRPXU24 encrypted xlate per-session demy top any4 any6 xlate per-session demy top any4 any6 xlate per-session demy top any6 any4 xlate per-session demy utop any6 any6 xlate per-session demy utop any6 any6 qdomain xlate per-session demy udop any6 any6 qdomain	
		Interface EthernetO mameif outside security-level 0 interface Ethernet1 channel-group 1 mode active	¥ A

7.9.5 Logical Maps

Pictures NOTE: The Logical Maps object will only appear in the sidebar after you have uploaded a custom topology picture to the lab EVE lab (Please refer to section 7.9.1.3). The Pictures object in the sidebar opens the "Picture Management" window.

For details on the Picture / custom topology feature, refer to section 10.2



7.9.6 Configured Objects

A 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 10.1

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

CONF		DBJECTS			
ID	NAME	TYPE	TEXT	ACTIONS	
1	bit 1	best	Tepelogy xtx	1	
2	square2	square		î	

7.9.7 More actions

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



7.9.7.1 Start all nodes

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.

7.9.7.2 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.

7.9.7.3 Wipe all nodes

∕⊆ 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 10.3

7.9.7.4 Console to All Nodes

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.

7.9.7.5 Export all CFGs

🛓 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 Viptela vEdge, vSmart, vBond, till	vEOS Arista
version 18.4 only, version 19.x and later is	Aruba CX Switch
not supported due implemented password	Aruba OX Ownen
setup feature on the first boot.	
Cisco XRv	
Cisco XRv9K	

For a full explanation of exporting configurations, please refer to section 10.3

7.9.7.6 Edit lab

∦ E	dit lab	Opens the Edit lab window. Refer to section: 7.8.4						
EDIT LA	AB			×				
Path*	/UD Labs/Arista MLAG integration.unl	Description	Arista mLAG and ASA Lab					
Name*	Arista MLAG integration Use only (A-2a-0-93chars							
Version*	1 Must be interger ([0-9];churs)			4				
	LD ript Timeout 800 Seconds tdown Timer 0 Seconds	Tasks	Un8 Sciences Los Ordinger a Sciences Coordinger a Sciences in electricity must be an electricity of the science of the science of the science Science of the science of the Science of the science of the Science of the science of the Science of the science	h. <				
*- Requ	ired Fields		Sour Cancel					



7.9.7.7 Topology screenshot

Topology Screenshot
Feature to export actual topology in png format

	to open:		
screenshot	png		
which is: PM	4G file (3.7 kB)		
from: blob:			
	efox do with this Photos (default)		````
○Save File			
	omatically for file		

7.9.7.8 Set node's 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 startupconfig in its NVRAM in case the node was started before already.

Please refer to section 10.3

7.9.7.9 Set node's 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 10.3

7.9.7.10 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.

7.9.8 Refresh Topology

 ${\cal G}$ Refresh topology

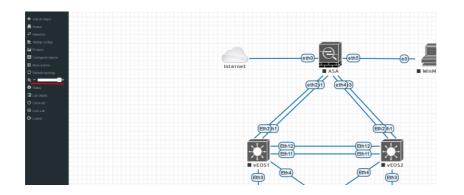
Sometimes it is necessary to refresh the topology if many objects are added on the topology.

7.9.9 Lab page zoom/unzoom

+

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





7.9.10 **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 7.4.3

STATUS				◆ X
EVE-NG version: 2.0.4-37-PRO QEMU version: 2.4.0 UKSM Status: 🔤 CPU Limit Status: 💼	12% CPU usage	14% Memory usage	0% Swap usage	16% Disk usage on /
Role: admin POD: 0	0 running IOL nodes	o running Dyna		3 unning QEMU nodes
	0 running Dock	er nodes	running	o VPCS nodes

7.9.11 Lab details

Lab details display information about a lab, its UUID, description and 🔳 Lab details lab tasks. To edit the lab description and lab tasks, please refer to section 7.8.4 and 7.9.7.6 LAB DETAILS



7.9.12 Lab Tasks

🔊 Lab Task(s)

Opens a Lab Task feature. The EVE LabTasks is a feature that allows users (including admins and editors) to to create task or workbook for the Labs. Detailed how to create lab workbooks please refer Secton 10.5



7.9.13 Lab Chat

Lab Chat

Opens a Lab chat session between users on the same EVE server. To activate the chat, click "Lab Chat" on the sidebar. To close and exit from the chat, click "Lab Chat" on the sidebar again. The EVE Lab

chat is a feature that allows users (including admins/teachers) to communicate with each other during lab sessions.



7.9.14 Lock Lab with password

"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 readonly 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 10.4

Lock Lab	LOCK LAB
Lab is unlocked and all operations are working	Password Confirm password Look Cancel
	Enter and confirm your lab lock password

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

🔒 Unlock Lab	UNLOCK LAB
Lab is locked and all operations are restricted	Enter password to unlock lab Password Unlock Cancel
	Enter lab unlock password to unlock lab.

Warning: Please remember your Lab lock password. In case of a lost password, you will not be able to recover it. Unlocking a lab / removal of password can be done by EVE-NG support only.



7.9.15 Locked Labs Access rules

File manager Current Position / root / Shared			
New Name	Add folder	001 FTD Policy Lab v1 for students	
		Cisco Security Firepower Threat Defense Policies Lab Created by Uldis, EVE Pro, 2021	Modes used in the Late • Prepawer FMC 6:7.0-65
•		- 100 - 100	Fingpower FTD 6,7.9-65 Router: IRR01 Limits3-Adu65therpriseR9-M2_157_3 May_2018 Settches: IRR01 Limits3-Adu65therpriseR9-M2_157_3 May_2018 Settches: IRR01 Limits3-Adu65therpriseR9-m3.55A.htpl:rom_20190423.htm Administrativer PC: UVE Docker exercise server
O1 FTD Policy Lab v1 for students.unl	10 May 2023 16:46	Company Office	Administrative PL, the booker everyal server Ho/2 College Violations (1006) DM2 Server (IVE Docker everyal-server Kali Linux (IVE Docker everyal-server)
Arista02.unl	16 May 2022 20:27	P PRI IP 26.1.1.10.27	Untrusted Internet Zone
E SD-WAN ZTP Lab_Student.unl	19 Dec 2022 15:31	- 100 - 100	C C C C C C C C C C C C C C C C C C C
Firepower 6-6 VRF POC Lab_For Others.unl	10 Feb 2022 10:19	VLAZED DM2 VAXED Cirposito	Internet internet
Firepower DEAC PoC 002 no SW Shared.unl	09 May 2023 07:40	Compared and a second and	
Full Scale Lab3 CSRNG Shared for all users.unl	03 Mar 2023 16:16	a land	eti(2,101,254 eti(1,173,254 VLAN175 internet) eti(2,102,34 eti(1,173,254 VLAN175 internet) eti(2,102,34 eti(1,173,254 VLAN174 internet)
JNCIA-01-NAT-Internet_for engineers.unl	01 Jul 2022 22:16		tur evelati 20.1.1.20

- Administrator CAN delete locked lab including shared folder. No unlock password is required.
- ✤ Lab Editor CAN NOT delete locked labs, including shared folder. Editor CAN unlock Shared folder Lab and delete it, if the unlock password is known.

6/	/e		🖶 Main	📕 Management 👻	🖉 System 🚽	Information -	62023 EVE-NG	EVE Version 5.0.1	-103 17:50	占 editor02	🔄 Sign Out
фFi	le manage	r Current Po	sition / root	/ Shared					Not enoug operation	h access privileges	for this
Ne	su Name					Add folder					
٥	B / 3	9K B 🔺	± 0 :	3							
	.						Choose a lab for more info				
0	🖺 001 FTE	O Policy Lab	/1 for stud	ents.unl	10	May 2023 16:46					

Lab User CAN NOT delete locked labs at any location.

7.9.16 **Fullscreen**

"Fullscreen" Fullscreen function is stretching your lab to the full monitor Fullscreen screen. To get back to normal web screen hit "ESC" or press

"Fullscreen" again.

Hide interface labels 7.9.17

P Hide labels	Show labels
Hide interface labels for lab nodes	Show interface labels for lab nodes

7.9.18 Dark mode or Light mode

C Dark Mode	🕸 Light Mode
Sets your lab background to the dark mode	Sets your lab background to light mode



7.9.19 Close lab

Close lab Close lab Close sthe 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

7.9.20 Logout

🕞 Logout

Log out from the EVE WEB GUI session.

7.10 EVE Lab topology menus

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

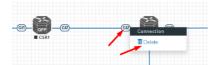
7.10.1 Lab topology menu



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 7.9.1.

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.

7.10.2 Connection menu



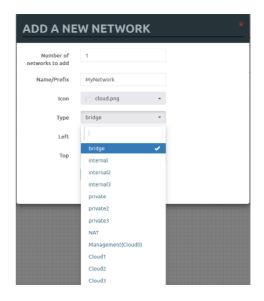
Right-clicking on the connection between nodes allows you to delete this connection.

7.10.3 Network Adding



When you have chosen Add a Network, the ADD A NETWORK window will open where you can change the placement, **network type** or name/prefix.

NOTE: You can add multiple networks (clouds) on your EVE topology, which will act as same cloud but in different locations on your EVE. Literally, like, the ethernet socket in the wall.





7.10.4 Bridge or Internal network menu

	==	
в	Bridge	
	🖸 Edit	
	🗲 Manage	
	Delete	

Right-clicking on a Bridge or Internal network allows you to Edit, Manage or Delete it.

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

For details on how to operate EVE Cloud networks and external connections, please refer to section 9

Bridge	EDIT NETV	VORK	*
	ID	1	
	Name/Prefix	Bridge	
	Icon	Switch2.png *	
	Туре	bridge -	
	Left	1119	
	Тор	543	
		Save Cancel	



If you have chosen Manage, the Network Manage window will open a window where you can change Port assignments or protocol used for the bridge network.

For details on how to operate EVE Cloud networks and external connections, please refer to section 9

7.10.5 Cloud and Private network menu

When you have chosen Add a Network, the ADD A NETWORK window will open where you can change the placement, **network type** or name/prefix.

NOTE: You can add multiple networks (clouds) on your EVE topology, which will act as same cloud but in different locations on your EVE. Literally, like, the ethernet socket in the wall.



For details on how to operate EVE Cloud networks and external connections, please refer to section 9

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



7.10.6 Stopped node menu

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

EB	
QF CSR3 (3)	
Start	
Se Wipe	
🗳 Edit	
💼 Delete	

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 8.1.2

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	-						
w. 1.							
Cisco CSR 1000V							
3							
3							
Image							
csr1000v-universalk9.03	1.17.04.S.156-1.S4	•					
Name/prefix							
CSR3							
lcon							
🎒 CSRv1000.png		•					
UUID							
67fea887-b30d-4ad0-b3	314-828808b38533						
CPU Limit							
CPU	RAM (MB)	Ethernets					
1	3072	4					
QEMU Version	QEMU Arch	QEMU Nic					
tpl(2.12.0) 👻	tpl(×86_64) •	tpl(e1000) 🔹					
QEMU custom options							
-machine type=pc-1.0,a	ccel=kvm -serial mon:stdio -no	graphic -nodefconfig -nodef					
Startup configuration							
Delay (s)							
0							
Console							
		•					
Console	Тор	•					

7.10.7 Running node menu

vio (4) > Stop ☑ Details ④ Wipe ▲ Export CFG > Capture > Graph 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)



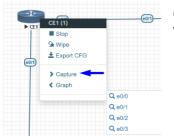
- Power off: Kills the running nodes process within EVE (hard poweroff).
- **Hibernate.** Save Node state (Disk and Memory are saved in an internal snapshot). Used for fast boot of a node. The hibernation process can take some time. Once the hibernation process is completed, the node will turn grey (shutdown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

Details: Details of running node template and graphical resource usage.

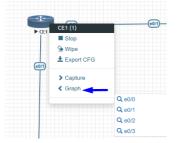
<u>۾</u>	00.0 50.0	CPU (100	% = 1 CPU)			M	Mon, 10 Apr 2023 17:61:16 pe user system	rcentage 7.6 2.3
ă.	00	17:42:00 Viemory	17:44:00	17:46:00	17:48:00	17:50:00	← ► + + + Mon, 10 Apr 2023 17:51:15	
2	0.0	17:42:00	17:44:00	17.48.00	17:48:00	17:50:00	m cache = rss ≪ ≥ >> + ·	MiH 0.0 32.0
				1	emplate			
Cisc	o vi	OS Rout	er					*
Cisc	o vi	OS Rout	er		ID			Ŧ
Cisc 4	o vl	OS Rout	er		ID			·
	o vi	OS Rout	er	Node	ID instance p	ath		Ŧ
4				Node 67149-6cd2	instance p		2f10c/4	Ŧ
4					instance p		2F10c/4	•
4 /op!	t/un	etlab/tn	np/10/6aa		instance p 2-43ab-92b Image		2f10c/4	Ţ
4 /op!	t/un	etlab/tn	np/10/6aa	67149-6cd 2 PA.159-3.M	instance p 2-43ab-92b Image 6		2F10c/4	÷
4 /op!	t/un	etlab/tn	np/10/6aa	67149-6cd 2 PA.159-3.M	instance p 2-43ab-92b Image		2f10c/4	•
4 /opt	t/un	etlab/tn	np/10/6aa	67149-6cd 2 PA.159-3.M	instance p 2-43ab-92b Image 6 me/prefix		2f10c/4	•
4 /opt	t/un -adt	etlab/tn	np/10/6aar	67149-6cd 2 PA.159-3.M	instance p 2-43ab-92b Image 6		2f10c/4	v

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 10.3



Capture. Integrated live Wireshark capture. Select the interface which you wish to capture. Reference section **11**



Graph. Integrated live interface activity monitoring. Displaying live interface utilization activity.





7.10.8 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.

50	50	
G12G12	GI2	6
► CSR1	► CSR2	Mgmt
	Gi3	

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

31)-	QFP	Gi2			SS QFF	Group of CSR1, CSR2	1
U	CSR1				CS GI3	Start Selected	
					Т	Shutdown Selected	
						Selected Wipe Selected	
				ſ		Console To Selected Nodes	
				vs	wit	± Export all CFGs	
			/	/		Set nodes startup-cfg to default configset	
			Gi1			R Set nodes startup-cfg to none	
			35			Horizontal Align	
			QFP CSR3			🚨 Vertical Align	
						Oircular Align	
						🗊 Delete nodes startup-cfg	
						Delete Selected	

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 10.3



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 10.3

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 10.3

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 10.3

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.

VIOS1	VIO52	V1053	VIO54	₩ NOSS	¥1056	NIOS7	VID58	V1059	VIOS10
Picture	after:								
	VIO52	VIO53	VIOSA	VIO55	VIOS6	1057			VIOS10

Picture before:

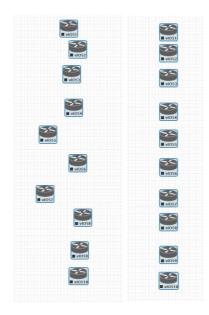
Vertical Align: Aligns the nodes in one vertical line.

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

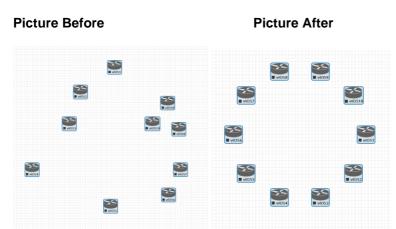




Circular Align: Aligns the nodes in a circle.

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.



Delete nodes startup-config.

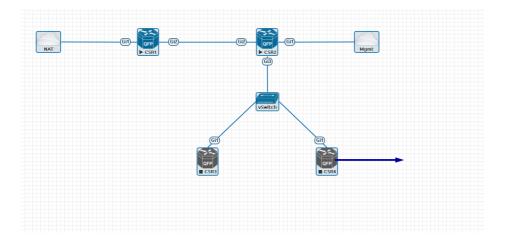
WARNING, this action will delete the configurations of the selected nodes that are saved to your Default config set. Please make sure that is what you want to do before you execute this.

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.





7.11 EVE Lab node states and symbols

7.11.1 Stopped (non-running) nodes



Grey colour 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 colour 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.

7.11.2 **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 10.1



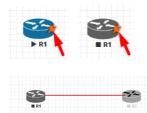
A running node with a turning red gear symbol means that the node is either in the process of hibernating the node or it has sent the shutdown signal to the node and is waiting for it to turn off. Once this process has successfully finished, the symbol will turn into a grey node with a black square symbol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

A 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.

7.11.3 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.

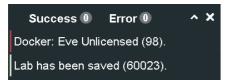
7.12 Other

7.12.1 Notifications area



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

Unwrapped notifications:



The Notification messages bar appears automatically for any EVE-PRO activity made on Topology.

Success 4	Success message counter. For review, click on green ball to unwrap notifications. To wrap notifications, click to the ball again or click at any point of topology
Error 1	Error message counter. For review, click on red ball to unwrap notifications. To wrap notifications, click to the ball again or click at any point of topology
~	Unwrap or wrap notifications bar.
×	Close notifications bar. Note: Notifications bar appears automatically on any EVE topology activity.

г

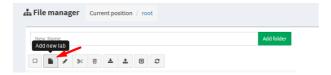


8 Working with EVE labs

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

8.1 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:

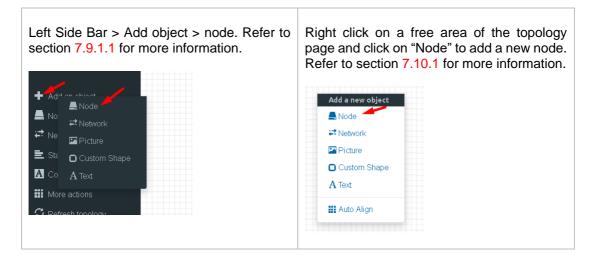
Fill out the lab information. Name and Version are required fields. Next hit Save. Refer to section 7.8.4 for more information about the different fields in the Edit lab window.

Add New Lab							
Name*	mylab4			Description	It is my new lab		
	Use only [A-Za-z0-9]chars						
Version*	1						
	Must be interger ([0-9]chars)						
Author	John Tester			Tasks	1. configure IP addressing		
					2. configure EIGRP AS 20		
Config Script Ti	Seconds Seconds			3. configure static default route to the Internet			
Lab Countdown	wn Timer 0 Seconds		Seconds		Save Cancel		
					Save Cancel		
* - Required Fie	lds						

8.1.1 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





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 0

nplate	Template
othing selected	✓ Nothing selected
	cisco
Nothing selected	
votning selected	Cisco AMP Cloud
Apple OSX	Cisco ASA
Aruba ClearPass	Cisco ASAv
Aruba Citear Fass	Cisco Application Policy Infrastructure
Arista vEOS	Cisco Context Directory Agent
Barraccuda NGIPS	Cisco CSR 1000V
Brocade vADX	Cisco CSR 1000V (Denali and Everest)
CheckPoint Security Gateway VE	Cisco IPS
Cyberoam FW	Cisco CUCM
	Cisco ISE
Disco ACS	Cisco IOS 1710 (Dynamips)
Cisco AMP Cloud	Cisco IOS 3725 (Dynamips)
	Cisco IOS 7206VXR (Dynamips)
Cisco ASAv	Cisco IOL
Cisco Application Policy Infrastructure	Cisco NX-OSv (Titanium)
Cisco Context Directory Agent	Cisco NX-OSv 9K
Disco CSR 1000V	Cisco FirePower
Cisco CSR 1000V (Denali and Everest)	Cisco FirePower 6
Cisco IPS	Cisco vIOS
Cisco CUCM	Cisco vIOS L2
Cisco ISE	Cisco vNAM
Cisco IOS 1710 (Dynamips)	Cisco vWLC
Cisco IOS 3725 (Dynamips)	Cisco vWAAS
Cisco IOS 5725 (Oynamips)	Cisco Prime Infra
Cisco IOL	Cisco Email Security Appliance (ESA)
Cisco NX-OSv (Titanium)	Cisco Web Security Appliance (WSA)
Cisco NX-OSV (Heanight)	Cisco XRv

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



ADD A NEW NODE

Template <mark>1</mark> .			
Cisco CSR 1000V			*
Number of nodes to a	dd <mark>2</mark> . Image <mark>3</mark>		
1	CSF1000V	-universalk9.03.17.04.9	S.156-1.S4 🔻
Name/prefix 4.			
CSR			
Icon 5.			
😭 CSRv1000.png			*
UUID <mark>6.</mark>			
CPU Limit 7.			
сри <mark>8</mark> .	RAM (MB) 9.	Ethernets	10.
1	3072	4	
QEMU Version 11.	QEMU Arch 12	2. QEMU Nic	13.
tpl(2.12.0) •	tpl(×86_64)	• tpl(e1000)) •
QEMU custom options	5 14.		
-machine type=pc-1.0,a	accel=kvm -serial mon:	stdio -nographic -nod:	efconfig -na
	15		
	15		
	15.		_
None	13.		Ŧ
None Delay (s) 16.	13.		·
None	15.		Ţ
None Delay (s) 16. 0 Console 17.			•
Delay (s) <mark>16</mark> .			•
None Delay (s) 16. 0 Console 17.	Top	p	•

8.1.1.1 Node values Table

Number	Description		
1.	ADD A NEW NODE Template Clice CSR 1000V Augustica Audu KM Controller Adda KM Controller Adda KM Controller Adda KM Controller Barracouds NCIX Errocaes KCIX	*	Template menu. Choose which node template to add to the topology



2.	Number of nodes to add Chose the number of nodes of this type you want to add to the topology				
3.	Choose your preferred version from preloaded images list (if you have more than one image loaded for a single template).				
4.	Name/prefix Type your preferred node name. If you are adding more than one, EVE will automatically append numbers to the nodes name. 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 7.9.2 or edit the node individually, refer to section 8.1.2.				
5.	 Con CSR/1000.png Arista3W.png Arista3W.png Ards_ctrlpng CSR/1000.png 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 7.9.2				
6.	UUID 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.				
7.	CPU Limit CPU LI				
8.	CPU 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) 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 4 4 The number of ethernets interfaces.				



	A 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				
	Ethernet portgroups (4 int each) Serial portgroups (4 int each) interfaces. 1 1				
	Custom MAC address for Qemu nodes only. You can define your own MAC address for first interface:				
11.	First Eth MAC Address				
	aa:bb:cc:00:de:ad				
12.	QEMU Version EVE will pre-set the best recommended QEMU version for each node template. This value can be changed per				
12.	your needs.				
	QEMU Arch Qemu architecture is pre-set per image vendor				
13.	recommendations. This value can be changed per your needs				
	QEMU Nic tpl(vmxnet3) virtio-net-oci Type of Qemu NIC is pre-set per image vendor recommendations. This value can be changed per your				
14.	virtio-net-pci recommendations. This value can be changed per your needs.				
	tpl(vmxnet3)				
45	QEMU custom options -machine type=pc-1.0,accel=kvm -cpu Nehalem -serial mon:stdio -nographic -r				
15. per image vendor recommendations. This value can be changed per your needs					
	Startup configuration None Startup configuration: Value can				
16.	boot from saved configurations. Refer to section 10.3 for more details.				
	The Delay value is set in seconds and can				
17.	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.				



	Console telnet	Console types for each template are pre-set with recommended settings.			
18.	 The setting can be changes per your needs. 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. 				
	First Eth MAC Address	OPTIONAL: Templates for Cisco FirePower, F5, Linux, and Citrix have the option to			
19.	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. MAC Address format must be like: 00:50:0a:00:0b:00				

8.1.2 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.
- 8.1.2.1 Edit nodes globally

From the Topology page. Click "Nodes" from the left sidebar to bring up the nodes list. Refer to section 7.9.2 for more details.



8.1.2.2 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 8.1.1.1.



	E		
Template			
Cisco vIOS			
ID			
1			
Image			
vios-adventerprisek9-m	n-15.6.2T		
Name/prefix			
ļuos			
lcon			
省 Router.png			
UUID			
b5fa3320-98ed-4ea4-a	d21-627d427b8a6a		
	RAM (MB)	Ethernets	
	RAM (MB)	Ethernets	
CPU 1			
CPU 1	1024	4	
CPU 1 QEMU Version tpl(default 2.4.0) •	1024 QEMU Arch tpl(i386)	4 QEMU Nic	
CPU 1 QEMU Version tpl(default 2.4.0) QEMU custom options	1024 QEMU Arch دوا(1386)	4 QEMU Nic	g -nodi
CPU 1 QEMU Version tpl(default 2.4.0) QEMU custom options -machine type=pc-1.0,a	1024 QEMU Arch دوا(1386)	4 QEMU Nic • tpl(e1000)	g -nodi
CPU 1 QEMU Version tpl(default 2.4.0) QEMU custom options -machine type=pc-1.0,a Startup configuration	1024 QEMU Arch دوا(1386)	4 QEMU Nic • tpl(e1000)	ig -node
CPU 1 QEMU Version tpl(default 2.4.0) QEMU custom options -machine type=pc-1.0,a Startup configuration None	1024 QEMU Arch دوا(1386)	4 QEMU Nic • tpl(e1000)	ig -node
CPU 1 QEMU Version tpl(default 2.4.0) QEMU custom options -machine type=pc-1.0,a Startup configuration None	1024 QEMU Arch دوا(1386)	4 QEMU Nic • tpl(e1000)	ig -nodi
CPU 1 QEMU Version tpl(default 2.4.0) QEMU custom options -machine type=pc-1.0,a Startup configuration None Delay (s) 0	1024 QEMU Arch دوا(1386)	4 QEMU Nic • tpl(e1000)	ig -nodi
CPU 1 QEMU Version tpl(default 2.4.0) QEMU custom options -machine type=pc-1.0,a Startup configuration None Delay (s) 0	1024 QEMU Arch دوا(1386)	4 QEMU Nic • tpl(e1000)	ig -nodi
QEMU Version tpl(default 2.4.0) QEMU custom options -machine type=pc-1.0,a Startup configuration None Delay (s) 0 Console	1024 QEMU Arch دوا(1386)	d ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓	g -nodi

8.1.3 Wipe Node

DS (1)
Start
Wipe
Edit
Delete

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 10.3

8.1.4 Interconnecting nodes

Save Cancel

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



k -

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.

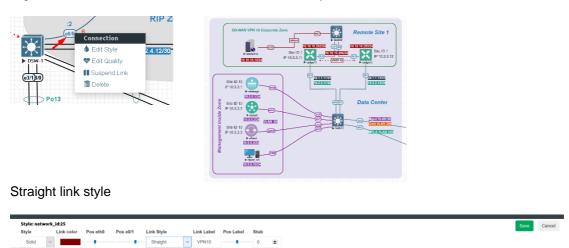


The connection window will appear. Choose the interface you want to use to interconnect the nodes. Click Save when finished.

ADD CONN AND R2	IECTION BETWEEN R1	63		53
R1	Source ID: 1 Source Name: R1 type - Node		(Gi0/0 - ■ R2
GINTE	Choose Interface For R1 Gi0/0 G0/0 G0/1 G0/2			
Gio/O R2	Gio/3			
	Destination ID: 2			
	Destination Name: R2			
	type - Node Save Cancel			

8.1.5 Edit connection link style

Right click on the connection link and choose Edit Style



Bezier link style



Save Cancel

Style: iface	:node	e23:1							
Style		Link color	Pos ge0/0	Pos n/a	Link Style		Link Label	Pos Label	Curviness
Solid	\sim				Bezier	\sim			150 🔹

Flowchart link style

Style: netv	work_id:25							
Style	Link color	Pos eth0	Pos e0/1	Link Style	Link Label	Pos Label	Round	Midpoint
Solid	\sim			Flowchart	VPN10		0	
oid(0)								

Style: Allows you to choose solid or dashed style for link. This can be edited later in the "Shape Edit" menu.

Link colour: Allows you to choose a colour for the link. This can be edited later in the "Shape Edit" menu.

Pos "interface" label: Allows move and position interface label

Link Style: Allows you to choose a style Straight, Bezier, Flowchart or StateMachine for the link. This can be edited later in the "Shape Edit" menu.

Link label: Allows you to add a label on the link. This can be edited later in the "Shape Edit" menu.

Pos Label: Allows move and position Link label, position it on the link

Curviness: Link curviness feature for Bezier style link

Midpoint: Link mid point change, Flowchart style only

Round: Link round angles, Flowchart style only

Stub: Stub link connection beside node, Straight style only

For edit Link style use mouse right click on link to call out link style editor.

8.1.6 Edit connection link quality

Right click on the connection link and choose Edit Quality. This function will allow apply on live connection Delay in ms, Jitter in ms, Packet loss in % and rate in kbs.



It is recommended to apply value divided by 2 on both link interfaces to achieve precise connection quality. In the example below is applied 25% and 25% packet loss, which gives result of 50% packet loss in connection between nodes.

Link Quality:	vEdgez	- 544															
													Loss (%				
ge0/2	0	٠	0	٥	25	0	٠	e0/0	0	٠	0	٠	25	0	0	٠	

Apply Save Close

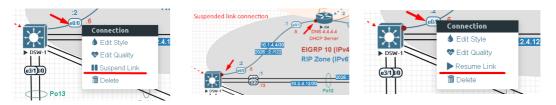


8.1.7 Suspend or resume link connection

The EVE-Pro has integrated feature to detect connection state on the interface.

Right click on the connection link and choose Suspend Link. This function will suspend connection between the two nodes. Literally, it will act like disconnected cable from the node, and interface will detect it as no connection. Suspended link will be marked with red dots.

To resume link connection, right click on the link connection and choose Resume Link





ß	ASW-1					* 4	Þ	
Et3/0		connected	trunk	a-full	auto RJ45			
Et3/1		connected	trunk	a-full	auto RJ45			
Et3/2		connected	trunk	a-full	auto RJ45			
Et3/3		notconnect		auto	auto RJ45			
Po13		connected	trunk	a-full	auto			
Po23		connected	trunk	a-full	auto			
ASW1#								



Supported nodes with suspend/resume feature:

Supported nodes for Link Suspend/resume	Not supported
IOL vIOS XRv9K CSR CSR SD-WAN ASAv Firepower FTD Juniper vSRX 12.1X47 Juniper vSRX NG Juniper vMX VCP/VFP Juniper VRR Nokia Timos SR 19.5.1 Windows All Linux All Apple OSX Mikrotik Palo Alto F5 Fortigate Checkpoint Cumulus Cyberoam FW Sophos FW SonicWall FW Viptela Velocloud Versa Networks sd-wan pfSense Brocade vADX Barracuda NGFW HP VSR1000	Arista NXOS 9k ASA ported XRv Old Juniper vMX Juniper vQFX Dynamips Titanium Nexus 7.x

NOTE: Avoid use Link suspend feature if you have configured:

IOL L3 router image with:

If the IOL L3 node interface is configured as DHCP client (ip dhcp), IOL node is attempting to bring up interface in up/up state. If you have enabled Link suspend feature on such configured interface, the node will flap link connection up/down/up.

Same behave is observed if your Serial interface is configured with PPP encapsulation.

Other observations:

vIOS L2 image has minor internal issue. LACP protocol does not detect interface state as down/down

8.1.8 Delete connection between nodes



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



8.1.9 Delete Node



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

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

8.2 Running labs

8.2.1 Starting lab

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

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

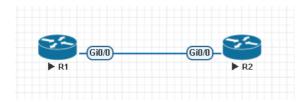
A IMPORTANT. Starting all the nodes at once can result in major spikes in CPU utilization. Please make sure you are not using the "Start all nodes" option for heavy labs. Instead, it is recommended to start nodes in small groups.

Starting a node or group of nodes:

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

R1 (1) -G00				
Start	50	50		
Se Wipe		Gi0/0	Group of R1, R2	
🖸 Edit		RZ	Start Selected	
🛅 Delete			Shutdown Selected	
			A	

Running nodes will turn blue. Refer to section 7.11 for node states





8.2.2 Interconnecting running nodes (hotlinks)

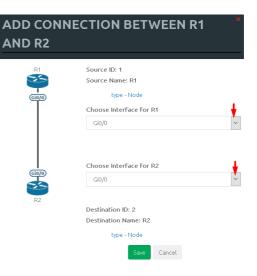
Eve Professional offers the hotlinks feature which allows you to interconnect node in the running state.



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

9	
▶ R1	▶ R2



8.2.3 Link quality delay, packet loss, jitter and rate feature

Please refer to Section 8.1.6

8.3 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 10.1

8.4 Stopping labs

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 7.10.7



8.5 Start saved lab

Select the lab you want to start and click "Open". To start Lab refer section 8.2.1

Professional # Main # Management - File manager Current position / root	€ System • ●Information • ● Licensing • ©2018 Eve-NG	
New Name	Additoter test_lab1	
Running	Ť	
MyLabFolder	18 May 2018 17:24	
Shared	18 May 2018 15:16	
D Labs	22 May 2018 11:00	
Users	18 May 2018 14:31	
FirePower FTD 623 PoC Multihomed HA.unl	19 May 2018 01:49	
mylab4.uni	23 May 2018 02:06	
test_lab1.unl	22 May 2018 01:19	
test_lab2.unl	22 May 2018 11:15 Lab Path: /test_lab1.unl	
test_lab3.unl	Version: 12 22 May 2018 12:59 UUID: 95692558-5acb-4308-ab66-64f9b40bd31 Author: John Tester	f
	Öpen Edit Delete	

8.6 Working with multiple running labs

Refer to section 7.2.1.1

8.7 Importing labs

Refer to section 7.2.2.6

8.8 Exporting labs

Refer to section 7.2.2.5

8.9 Deleting labs

Refer to section 7.2.2.2

8.10 Moving labs

Refer to section 7.2.2.4

8.11 Shared Project/Lab

EVE-NG provide an option to share single running lab between users. It is designed to run single lab for many users who can participate in lab session and configure it.

Note: Lab sharing option can be used between any of EVE NG User roles.

- ✓ Administrator can share lab for other Administrators, Lab Editors or Lab Users.
- ✓ Lab Editor can share lab for Administrators, other Lab Editors or Lab Users



✓ Lab User can share lab for Administrators, Lab Editors or other Lab Users.

8.11.1 Create Lab share

Step 1. Navigate to EVE main Lab tree and select which lab you want to share with others. *Do not create shared Project lab from Shared folder to avoid lab names duplication.*

Professional # Main / Managem	ent 👻 🖉 System 👻 🚯 Infor	nation - O Licensing - 02021 EVE-NG 08:5	3 🔺 uldis	G Sign Out
La File manager Current Position / root				
New Name	Add folder	FTD Policy Lab v1		
		Cisco Security Firepower Threat Defense Policies Lab Nodes used in the Lab:		Scale
Wireless	25 Apr 2021 01:41 ^	Firepower FTD 6.7.0-65 Firepower FTD 6.		
🗆 🖿 XLabs	28 Feb 2021 22:03	Administramet PC: EVE Dockar eve-gui-server HO-PC Windows 10x86		
🗆 🖹 1 VRRP.unl	26 Apr 2021 02:43	Company Office	_	
🗆 🖹 7200.unl	26 Apr 2021 16:37	Point P20.11.10/28 Point P20.11.10/28 Point P20.11.10/28 Point P20.11.10/28 Noncome Point P20.11.10/28 Point P20.11.10/28 Point P20.11.10/28 Point P20.11.10/28		
A1.unl	28 Apr 2021 09:21			
A_Trunka.unl	02 Apr 2021 13:57			
DC-UD-ASA-Cluster.unl	10 Dec 2020 00:16	e .100 VLANED2 HS2A K01202 M22I VLANED2 Internet VLANED2 Internet		
DUAL ISP.unl	23 Apr 2021 12:57	+ 40.2.33.34 FeV 40.2.37.244 V.U.N173 Totamet1 + sept 402.283.34 FeV 40.2.37.244 V.U.N173 Totamet1 402.283.34 FeV 40.2.37.244 V.U.N173 Totamet1 109 Stores services V.U.N174 Internet2 Fer enable 1.2.1.29		
FTD Policy Lab v1.unl	11 Feb 2021 22:36		J	
🗆 🖹 FTD Policy Lab v1_dark.unl	28 Feb 2021 16:19	Lab Path: /FTD Policy Lab v1.unl Version: 1		
🗆 🖹 FTDv AnyConnect kids lab.unl	26 Apr 2021 04:51	UUID: 04b55e95-281f-4b6c-8d40-bfcf88e3c193 Author: Uldis		
migration_lab_master_sat.unl	17 Mar 2021 18:29			
MPLS-LDP Lab.unl	14 Feb 2021 12:02	Open Edit Delete		
Multicast Cisco with VLC 01.unl	18 Apr 2021 17:40	Description: Cisco Firepower Threat Defense (FTD) Basic Lab		

Step 2: From menu "Shared with" select Users to whom you want to share lab

Edit lab			4 ×
Path*	/FTD Policy Lab v1.unl	Description	Cisco Firepower Threat Defense (FTD) Basic Lab
Name*	FTD Policy Lab v1		
Version*	Use only [A-Za-20-9] chars 1 Must be interger ([5-9] chars)		
Author	Uldis	Tasks	
Satellite	any 🗸		
Shared with	Select users		
Config Script Ti	avaurar3@ava.lab		Save Cancel
Lab Countdowr	eveuser4@eve.lab hbugs		
* - Required Fig			

8.11.2 Remove Lab share

Note: Only owner of lab share can remove sharing.

Step 1. Navigate to EVE main Lab tree and select shared and click "Edit"

Step 2: Remove users f	rom Shared with
------------------------	-----------------

Edit lab			· ·
Path*	/FTD Policy Lab v1.unl	Description	Cisco Firepower Threat Defense (FTD) Basic Lab
Name*	FTD Policy Lab v1		
Version*	Use only [A-Za-20-9]chars		
	Must be interger ([0-9]chars)	Tasks	4
Author	Uldis any ~		
Satellite Shared	eveuser1@eve.lab ×		
with			a Save Cancel
Config Script	Timeout 900 Secon	ds	Salve Cancel



8.11.3 Working with shared lab

Step 1: Owner of shared lab starts the lab.

Step 2: Other user to whom this lab is shared, log into EVE with his account

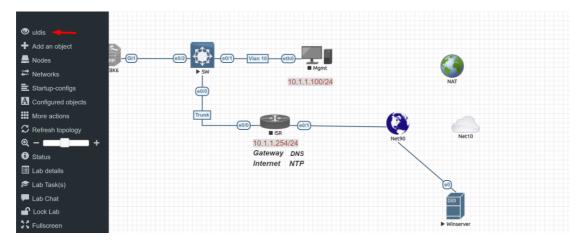
Step 3: Open Shared Lab folder, the lab shared to him will appear as shared lab with owner user in brackets.

CVC Professional # Main / Managemen	it + 🖉 System + 🕕 Information + ©2021 EVE-NG		09:02	🛔 uldisuser	۰
L File manager Current Position / root / Shared					
New Name	Add folder				
0 8 * * 8 * 2 0 0					
.		Choose a lab for more info			
🖸 📓 A1.unl (uldis)	28 Apr 2021 09:21				
🖸 📑 F SD-WAN Kids Lab.unl	30 Jan 2021 16:30				
FTDv AnyConnect kids lab.unl	26 Apr 2021 04:15				
🖸 脑 MPLS - LDP.unl	22 Apr 2021 10:19				
Multicast Cisco with VLC 01.unl	22 Apr 2021 10:17				
RS CCNP TS Lab_test.unl	01 Feb 2021 05:51				

Accordingly, permissions of user roles:

- ✓ Administrator can start, stop or edit lab.
- ✓ Lab Editor can start, stop or edit lab.
- ✓ Lab user can start and stop lab

When you join in the shared lab, on the top of left side bar menu, you will notice the name of lab owner.



Note: If the Lab is been edited by Administrator, changed links connections or nodes, other shared lab users must refresh this lab topology to obtain changes.

Note: Parallel Consoles

Telnet Consoles: can be opened parallelly for any user

VNC Console: can be opened parallelly for any user

RDP Console: Only one user at same time can use RDP console to the node

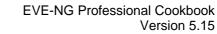


8.12 Sticky lab

Pre-requisites for this feature: For Lab selection from the list, the Lab must be upload in the Shared folder by admin first. If Lab Menu is selected to "None", User can close the Lab and open another shared Lab for him.

Applies for User role only. Set the specific Lab for the user "sticky lab". After login in the EVE User will directed only to this lab. He cannot close the lab to get in main management page. User can Start/Stop/Wipe lab, as well save his lab work on the lab devices. Follow Section: 7.3.1.5

Lab None	
None Sate (Charactication)	
/Shared/A Lulii	
/Shared/RS CCNP TS Lab_test.unl	
-1 0 -1	0
Edit User	
User Name*	
stud01	
External Auth (Radius)	
Password	
•••••	٩
Password Confirmation	
•••••	٩
Email	
stud01@eve.net	
Please enter an valid email	
Name	
Student 01	
Use only [A-Za-z0-9]chars	
Role Lab User 🗸	
Console html5 V	
Lab /Shared/RS CCNP TS Lab_test.unl	
Satellite sat1 V	
Account Validity	
From -1 0 to -1	0
POD*	
5	
Quotas	
CPU -1 (GB)	
* - Required Fields	
F	dit Cancel





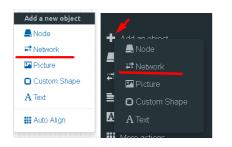
9 EVE Clouds and Networks

9.1 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

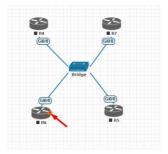
Step 1: Add a Bridge Network onto the topology. There are two ways to do this: Right-clicking on the topology area and selecting "Add Network" or in the sidebar click "Add an Object" and then select "Network." Please refer to sections 7.10.5 and 7.9.1.2



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

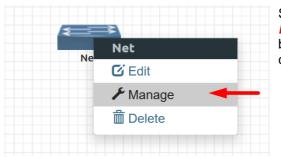
ADD A NE		\$
Number of networks to add	1	
Name/Prefix	Net	
Туре	bridge	
Left	1089	
Тор	476	
	Save Cancel	

Step 3: Connect your nodes using the drag and drop connector. Refer to sections 8.1.4 and 7.10.5





9.2 The experimental Smart Bridge feature.



Smart bridge feature is available for EVE *Bridge and Internal Networks*. Using smart bridge feature, you are able to assign connected bridge ports with VLAN ID.

SW3					×	VL nat ass
	ID 6					43.
Sma	art Bridge <mark>(</mark> Ex	perimental)				Srr opt
Enabl	e 802.1ad (Ex	perimental)				En
NODE ID	NODE NAME	INTERFACE ID	INTERFACE NAME	VLAN ID		bri
9	SW-IOL1	0	e0/0	0		
10	SW-IOL2	0	e0/0	0	-	
11	R-IOL1	0	e0/0	101	-	

VLAN ID 0 – untagged port with native VLAN 1, used for trunk assignment.

Smart Bridge, enables 802.1q option.

Enable 802.1ad option allows to use bridge for QinQ mode.

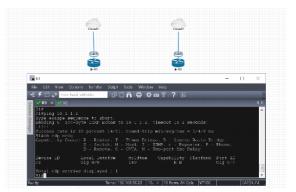
9.3 Internal Network

Internal cloud network is used as an extended connector between nodes inside of one lab. It is isolated cloud which not visible for other labs or users.

EVE Pro is offering 3 independent Internal clouds/domains. It is isolated from each other. Inside of single lab you can have up to 3 isolated cloud/domain networks. Example of Internal cloud usage below:

Step 1: Add two internal cloud networks onto the topology.

ADD A N	EW NETWORK
Number of networks to add	2
Name/Prefix	internal
Туре	internal 🔹
Left	1345
Тор	306
	Save Cancel



Step 2: Connect your lab nodes to internal cloud. Your configured nodes will work like being connected to the same switch (or the same bridge



in EVE). 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.

9.4 **Private Network**

Private cloud network is used as an extended connector between labs in the one user POD. Private cloud is isolated and not visible for other users.

EVE Pro is offering 3 independent Private clouds/domains. It is isolated from each other. Inside of single user POD you can have up to 3 isolated Private cloud/domain networks. Example of Private cloud usage below:

ADD A N	EW NETWORK	×
Number of networks to add	1	
Name/Prefix	Private	
Туре	private -	
Left	1345	
Тор	306	
	Save Cancel	

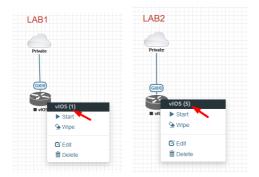
Example: Single user is running multi labs (Lab1 and Lab2), and want interconnect it.

Step 1: Add private cloud network onto the topology Lab1.

Step 2: Add private cloud network onto the topology Lab2.

Step 3: Connect your lab node to Private cloud. Your connected nodes in Lab1 and Lab2 will work like being connected to the same network. CDP works. It is convenient if it is necessary to have connections across the multi labs.

▲ NOTE: Using Private cloud, avoid to connect nodes with same ID to it. It will raise MAC address collision in your connection. Pic below shows correctly interconnected Node ID1 in Lab1 and Node ID5 in Lab2.



9.5 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. NAT network can be changed per your needs, please refer 7.4.1

To add a NAT Cloud onto the EVE topology:

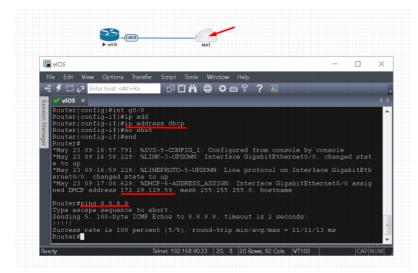


ADD A NEW NETWORK			
Number of networks to add	1		
Name/PreFix	NAT		
Туре	NAT		
Left	935		
Тор	340		
	Save Cancel		

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 8.1.4 and 7.10.5



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.

9.6 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.



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, with NIC Teaming Network, please follow the steps below to edit the reverse path settings
 - From the Navigator window select Manage > System > Advanced settings.
 - Scroll down or use the search bar to go to the Net.ReversePathFwdCheckPromisc option.
 - Select Net. ReversePathFwdCheckPromisc and click Edit option.
 - In the Edit option Net.ReversePathFwdCheckPromisc window update the New value field to 1 and click Save.
- IMPORTANT NOTE: For EVE VMs running on ESXi, make sure your management interface bridged with the vSwitch (Port group) has the security settings 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: "Accept"
 MAC Address changes: "Accept"
 Forged transmits: "Accept"

vSwitch Settings

🥒 Edit standard virtual switch - vSwi	ch0
🔜 Add uplink	
MTU	1500 🗘
Uplink 1	vmnic2 - Up, 100 mbps V
Link discovery	Click to expand
✓ Security	
Promiscuous mode	Accept Reject
MAC address changes	Accept Reject
Forged transmits	Accept Reject
NIC teaming	Click to expand
▶ Traffic shaping	Click to expand

Portgroup Settings

Management 90 UD			
🥖 Edit settings 🔰 🤁 Refresh 🛛 🔅 Actions			
Management 90 UD Accessable Ves Virluat mechnes: 7 Virluat switch: a vSwitch1 VLNN ID 4005 Active ports: 5			
 vSwitch topology 		* Security policy	
		Allow promiscuous mode	Yes
Management 90 UD	Physical adapters	Allow promiscuous mode Allow forged transmits	Yes Yes
VLAN ID: 4095	Physical adapters		
-		Allow forged transmits Allow MAC changes	Yes
VLAN ID: 4095 Virtual Machines (7)		Allow forged transmits	Yes
VLAN ID: 4095		Allow forged transmits Allow MAC changes	Yes
VLAN ID: 4095 • Virtual Machines (7)		Allow forged transmits Allow MAC changes VIC teaming policy	Yes Yes Yes
VLAN ID: 4095 V Idrual Machines (7) (3) VCentre 90.95 (3) S2016 EVE 90.201 (4) EVE-PRO.98.100 MAC Address 00.02.20 dias 9e (5) EVE-PRO.94		Allow forged transmits Allow MAC changes • NIC tearning policy Notify switches Policy	Yes Yes Yes Route based on or
VLAN ID: 4095 • Virtual Machines (7) (2)		Allow forged transmits Allow MAC changes • NIC teaming policy Notify switches Policy Reverse policy	Yes Yes Yes Route based on or Yes
VLAN ID: 4095 • Virtual Machines (7) ⊕ VCentre 90.55 ⊕ S2016 EVE 90.201 ⊕ EVE-PRO 98.100 MACAdress 000: 20 d0 as te ⊕ EVE-PROV24 ⊕ EVE-PROV25 ⊕ EVE-COM 89 ⊕ EVE COM 89 ⊕ EVE COM 89 ⊕ EVE COM 89		Allow forged transmits Allow MAC changes • NIC tearning policy Notify switches Policy	Yes Yes Yes Route based on or
VLAN ID: 4095 • Virtual Machines (7) (2)		Allow forged transmits Allow MAC changes • NIC teaming policy Notify switches Policy Reverse policy	Yes Yes Yes Route based on or Yes

EVE Cloud0 bridging table.

Lab name	EVE interface name (inside)	Туре	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:

ip r							
root@eve-nq:~#	rojifolackets 0146	errors.0 dropped.u	overru		rieriü		
Kernel IP rout							
Destination	Gateway	Genmask	^S 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
172.29.129.010	iteway IP type:	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:"#	t .						

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.

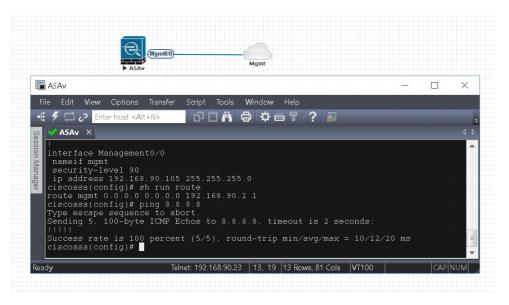
ADD A NE	W NETWORK
Number of networks to add	1
Name/Prefix	Mgmt
Туре	Management(Cloud0) -
Left	737
Тор	163
	Save Cancel

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 8.1.4 and 7.10.5

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.

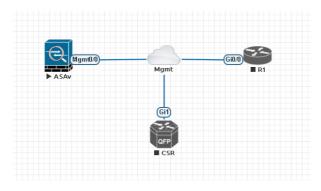


The native management host (home PC) can be used to manage nodes in the EVE lab over https. Example below showing http connection to Fortigate FW node in the EVE lab from native PC using Chrome browser.



	→ rst	Guel	 ← → C △ ○ No 		+ 192.168.90.116/ng	g/system/dashboard/1		- * 0	uused 🕕 🗄
FGT			FortiGate VM64-KV	M Fort				Q+>_ [] @0 40	admin
og outer sh-filter witch-controller sin oip op anost belilter ireles,-controller ireles,-controller ortisete-VM64-KVM # set net Nate of 0 enable of 2 static 0.0. 0 mable of asbits	Ing configuration. Sparter configuration. Sparter configuration. And the sparter of the spart	physical physical	Bashboard Status Top Usage LAN/DMZ Security System Events Security Fabric FortiView Network O System Policy & Objects	↓	System Inform Hostname Serial Number Firmware Mode System Time Uptime WAN IP	mation FortiGate-VM64-KVI FGVMEVTXJNN9OC v6.2.2 build1010 (GA NAT 2019/11/29 14:13:21 00:00:03:10 Unknown	6C7)	Licenses • FortiCare Support • Firmware & General Updates • IPS • AntiVitus • Web Filtering FortiToken 102	0 I*
0 enable sl.root static 0 0 0 enable	1.0.0.0.0.0.0.0.0.0.0.0.0.0.0.0.0.0.0.0		Security Profiles VPN User & Device	> > >	Virtual Machi	icense	1-	FortiGate Cloud Status ONot Supported	1-
			Lel Log & Report	>	Allocated vCP	Us 100%	1/1		٥

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



9.7 Remove cloud interfaces

For security reasons you can make cloud (Cloud0-9) interfaces invisible for the Lab Editors and Lab Users.

echo -n 2	l > /opt,	/unetlab/r	natonly
ADD A NE	EW NETWO	ORK	×
Number of networks to add	1	E	
Name/Prefix	Net		
Icon	📥 cloud.png	*	
Туре	bridge	~	
Left			
Тор	bridge internal internal2 internal3	~	
	private		
	private2		
	private3 NAT		

To set back Clouds0-9 visible:

echo -n 0 > /opt/unetlab/natonly



All Clouds 0-9 will remain visible for Admin users.

9.8 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)	Туре	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

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 9.6



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.

9.9 Connecting external VM machines to the EVE Lab

9.9.1 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.

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

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

Edit settings Refresh Actions VSA-HGMT Accessible view VLAN ID: Active ports: 0 • VSwitch topology VLAN ID: VLAN ID: VLAN ID: VLAN ID:: 0 VLAN ID:: 0 VLAN ID:: 0 VLAN ID:: VLAN ID:: VLAN ID:: VLAN ID:: VLAN ID:: VLAN ID:: VLAN ID:: VLAN ID:: VLAN ID:: VLAN ID:: VLAN ID:: VLAN ID:: VLAN ID:: VLAN ID:: VLAN ID:: VLAN ID:: VLAN ID:: VLAN	WSA-MGMT			
Accessible: Yes Virtual witch: Vowet/5 VLAN ID: O VSWitch topology O VIAN ID: 0 VICANIMachines (2) VICAN ID: 0 VICANIMachines (2) © EVE-PROV24 O © cous-10-1-3-039-S000V O VICANIMACHines (2) O O O O O O O VICANIMACHINEs (2) O O O O O O O O O O O O O VICANIMACHINE (2) O O O O O O O O O O O O O O O O O O O O O O O O O O O O O O O	🧪 Edit settings 🔰 🤁 Refresh 🔰 🏠 Actions			
WSA-MGMT VLAN ID: 0 VILUAI Machines (2) VILUAI	Accessible: Yes Virtual machines: 2 Virtual switch: VLAN IID: 0			
WSA-MGMT V.A.NIC:0 V.A.NIC:0 Allow forged transmits Yes Allow MAC changes Yes Allow MAC changes Yes Operation Virtual Machines (2) Notify switches Yes Image: Coeus-10-1-3-039-S000V Virtual Machines (2) Notify switches Yes Image: Coeus-10-1-3-039-S000V Virtual Machines (2) Policy Route based on originating port ID Reverse policy Yes Yes Reverse policy Yes			- Security policy	
VLAN ID: 0 Allow forged transmits Yes Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image: Virtual Machines (2) Image			Allow promiscuous mode	Yes
Virtual Machines (2) B EVE-PR0/24 Coeus-10-1-3-039-S000V Virtual Machines (2) Notify switches Yes Notify switches Yes Policy Route based on originating port ID Reverse policy Yes		No physical adapters	Allow forged transmits	Yes
Image: Coeus-10-1-3-039-S000V Image: Wild teaming policy Notify switches Yes Policy Route based on originating port ID Reverse policy Yes			Allow MAC changes	Yes
Notify switches Yes Policy Route based on originating port ID Reverse policy Yes			* NIC teaming policy	
Policy Route based on originating port ID Reverse policy Yes	Coeus-10-1-3-039-5000V			Yes
Reverse policy Yes				Route based on originating port ID
Rolling order No				
			Rolling order	No
~ Staping policy			* Shaning policy	

Enabled

No



Parent vSwitch5 settings:

vSwitch5			
📇 Add uplink 🥜 Edit settings 🛛 🧿	Refresh 🏠 Actions		
vSwitch5 Type: St Port groups: 1 Uplinks:	andard v©witch		
MTU	1500		
Ports	4352 (4319 available)	Q WSA-MGMT	No physical adapters
Link discovery	Unknown	VLAN ID: 0 VItual Machines (2)	
Attached VMs	2 (0 active)	B EVE-PROv24	
✓ NIC teaming policy		B coeus-10-1-3-039-S000V	
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		

EVE and WSA VMs settings

	port is assigned to MGMT. It is Cloud1 on the		ity appliance (WSA), t is assigned in portgroup
 Hardware Configuration 		✓ Hardware Configuration	
CPU	16 vCPUs	F 🔲 CPU	1 vCPUs
🎟 Memory	32 GB	🚟 Memory	4 GB
Hard disk 1	40 GB	▶ 🔜 Hard disk 1	250 GB
Hard disk 2	150 GB	Network adapter 1	WSA-MGMT (Connected)
🚭 USB controller	USB 2.0	Network adapter 2	UNUSED (Connected)
Network adapter 1	Management 90 UD (Connected)	Network adapter 3	UNUSED (Connected)
Network adapter 2	WSA-MGMT (Connected)	Network adapter 4	UNUSED (Connected)
Video card	4 MB	Network adapter 5	UNUSED (Connected)
Image:	Additional Hardware		

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.



-(ntil)- > Docker_management	Cloud Switch DHCP POOL 192.168.10.024 SVI10 as Galeway 192.168.10.1 VLAN 10	A
192 - 192.168.90.23:58855 - Remote	Desktop Connection	- 🗆 X
Cisco Web Security Virtue × +		
) → C ŵ (0 ♣ https://	192.168.10.3:8443/monitor/wsa_user_report	···· 🖾 🖓 👘 🖓
CISCO SOUOV CISCO Web Security Virtual Appliance Reporting Web Security Manager	Security Services Network System Administration	() Logged in as admin on ironport.example.com My Favorites . Options . Support and Help .
Some modules are added for you	Doard [®] page by adding report modules from different reports. by default. The Overview page can be accessed from Reporting	
Some modules are added for you > Overview.	owdr puge by adding report modules from different reports. by default. The Overview page can be accessed from Reporting	
Some modules are added for you > Overview.	Dead" page by adding report modules from Reporting by default. The Overview page can be accessed from Reporting Overview > System Resource UBLaston	
Some modules are added for you > Overview. System Overview Overview > Web Proxy Traffic Characteristics Average transactions per second Average transactions per second Average response time (ms)	part mixer: 0 part mixer: 0 part mixer: 0	
Some modules are added for you > Overview. System Overview Overview > Web Proxy Traffic Characteristics Average transactions per second Average transactions per second Average response time (ms)	pad " page by adding report modules from Reporting by default; The Overview page can be accessed from Reporting Overview > System Resource Libit/action past minute; 0 m past minute; 0 Reporting / logging disk 5.21%	
Some molecular are added for you	Dead" app by adding report modules from Apporting by default: The Overview page can be accessed from Apporting	
Some modules are added for you	pad" app by adding report modules from Reporting by default. The Overview page can be a cessed from Reporting Deriview > System Resource Ubitation in past minute: 0 In past minute: 0 In past minute: 0 Reporting / logging dist: 5.2%	

9.9.2 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.

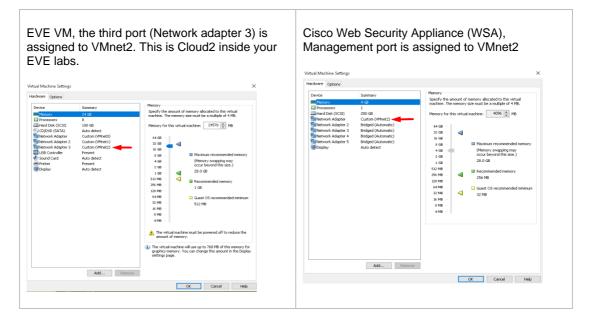
Step 1: Open your VMWare Workstation Virtual Network Editor and configure the VMnet interface for the Cloud and WSA VMs. If necessary add a new VMnet. The example below is showing VMnet2 Settings in VMWare workstation. DHCP must be disabled for VMnet2.

Virtual Network Editor settings:

lame	Type	External Connection	Hos	t Connection
/Mnet0	Bridged	Intel(R) PRO/1000 PT Dual Port Server Adapte	r -	
/Mnet1	Bridged	Intel(R) PRO/1000 PT Dual Port Server Adap.		
/Mnet2 VAIItekt	Host-only NAT	NAT		metted
Minet Infor		Add Network Remove f	recvion	Rename Network
	(connect VMs direct)	y to the external network)		
	to: Intel(R) PRO/1	000 PT Dual Port Server Adapter	\sim	Automatic Settings
Bridged	to: Intel(R) PRO/I		\sim	Automatic Settings
Bridged	ared host's IP addre		~	Automatic Settings
Bridged NAT (shi Host-oni Connect	ared host's IP addre y (connect VMs inte a host virtual adapt	ss with VMs) mally in a private network) ser to this network	~	
Bridged NAT (shi Host-oni Connect Host virt	ared host's IP addre y (connect VMs inter a host virtual adapt tual adapter name: '	ss with VMs) mally in a private network) er to this network /Mware Network Adapter VMnet2	~	NAT Settings
Bridged NAT (shi Host-oni Connect Host virt	ared host's IP addre y (connect VMs inter a host virtual adapt tual adapter name: '	ss with VMs) mally in a private network) ser to this network	~	



EVE and WSA VMs settings



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.

► Mgmt_Docker Chrome Desktop Management Docker station DHCP IP 192.168.10.2	GIOD - Switch SW VLAN 10 SVI10 192.168.10.1 a DHCP POOL VLAN	GW/ 192 168 10 1	M
👼 172 - 172.25.1.21:33285 - Remote D	esktop Connection		- 🗆 X
# Cisco Web Security \ ×			(6
→ C A Not secure https://192.168.10.	3:8443/monitor/wsa_user_re	port	\$
CISCO Web Security Virtual Appliance			Logged in as: admin on ironport.example.com My Favorites - Options - Support and Help -
Reporting Web Security Manager	Security Services Netw	ork System Administration	
> Overview. System Overview		•	
Overview > Web Proxy Traffic Characteristics	Overview > 5	System Resource Utilization	
Average transactions per second		CPU: 7.5%	
Average bandwidth (bps)		RAM: 50.4%	
Average response time (ms		RAM: 50.4%	
Average response time (ms) in past minute: 0	Reporting / logging disk: 5.2%	
Average response time (ms) in past minute: 0 ent connections: 0	Reporting / logging disk: 5.2%	
Average response time (ms) in past minute: 0 ent connections: 0	Reporting / logging disk: 5.2%	
Average response time (ms) Total curr) in past minute: 0 ent connections: 0	Reporting / logging disk: 5.2%	
Average response time (ms) Total curr Time Range: Day • 22 May 2018 70:00 to 23 May 2018 20:10 (GMT) Overview > Total Web Proxy Activity) in past minute: 0 ent connections: 0 System Statu	Reporting / logging disk: 5.2%	
Average response time (ms) Total cum Time Ranges Day V 22 May 2018 20:00 to 23 May 2018 20:10 (GMT)) in past minute: 0 ent connections: 0 System Statu	Reporting / logging disk: 5.2%	
Average response time (ms) Total curr Time Range: Day • 22 May 2018 7:00 to 23 May 2018 7:01 (GMT) Overview > Total Web Prozy Activity	J in past minute: 0 ent connections: 0 System Statu	Reporting / logging disk: 5.2%	
Average response time (ms) Total curr Time Banges: Day • 22 May 2018 20:00 to 23 May 2018 20:10 (GMT) Overview > Total Web Proxy Activity	j in past minute: 0 ent connections: 0 System Statu R R Overview Ro data w	Reporting / logging disk: 5.2%	
Average response time (ms; Total curr Time Range: Day • 22 May 2018 20:00 to 23 May 2018 20:10 (GMT) Overview > Total Web Proxy Activity	j in past minute: 0 ent connections: 0 System Statu R R Overview Ro data w	Reporting / logging disk: 5.2%	



9.10 Connecting EVE Lab to a physical device

9.10.1 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 Security Policy (Promiscuous mode, forged transmits and MAC changes) settings on the vSwitch and Port group to Accept.
- IMPORTANT NOTE: If you are building trunk between EVE lab node to real Switch, please make sure you have set your ESXi vSwitch interface to accept all vlans. Reference: <u>https://kb.vmware.com/s/article/1004074</u>
- ▲ **IMPORTANT NOTE:** For EVE VMs running on ESXi, with NIC Teaming Network, please follow the steps below to edit the reverse path settings
 - From the Navigator window select Manage > System > Advanced settings.
 - Scroll down or use the search bar to go to the Net.ReversePathFwdCheckPromisc option.
 - Select Net. ReversePathFwdCheckPromisc and click Edit option.
 - In the Edit option Net.ReversePathFwdCheckPromisc window update the New value field to 1 and click Save.

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		
Add uplink Edit settings	C Rofresh C Actions Standard Wetch 1	
* vSwitch Details		✓ vSwitch topology
MTU	1500	
Ports	4352 (4317 available)	Management 90 UD WLAN ID: 4095 VLAN ID: 4095
Link discovery	Listen / Cisco discovery protocol (CDP)	VLAN ID: 4095 Vitual Machines (7)
Attached VMs	7 (4 active)	@ vCentre 90.95
Beacon interval	1	S2016 EVE 90.201 MAC Address 00 0c 28 b0 c4 5b
✓ NIC teaming policy		EVE-PRO.98.100 MAC Address 00 Gr 29 dB as Se
Notify switches	Yes	Beve-PROv24
Policy	Route based on originating port ID	M4C Address 00 0c 28 3d ae b8
Reverse policy	Yes	EVE COMM 89 Cisco Identity Services Engine
Rolling order	No	ASAv 30.35 PROD
✓ Security policy		MAC Address 00 50 56 a2 0f fb
Allow promiscuous mode	Yes	
Allow forged transmits	Yes	



Portgroup "Management 90 UD" Settings associated with vSwitch1

Q Management 90 UD		
🥒 Edit settings 🤁 Refresh 🔅 Actions		
Management 90 UD Accessible Ves Virtual machines: 7 Virtual switch: • vSwitch1 VLAN ID: 4006 Active ports: 5		
	 Security policy 	
	Allow promiscuous mode	e Yes
Management 90 UD	Allow forged transmits	Yes
VLAN ID: 4095 Virtual Machines (7)	Allow MAC changes	Yes
B vCentre 90.95		
🚯 S2016 EVE 90.201	 NIC teaming policy 	
MAC Address 00.0c: 29:b0.c4:5b —	Notify switches	Yes
B EVE-PRO.98.100	Policy	Route based on originating port ID
MAC Address 00.0c:29:d0:aa:9e	Reverse policy	Yes
B EVE-PROV24		
	Rolling order	No

EVE VM Settings

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

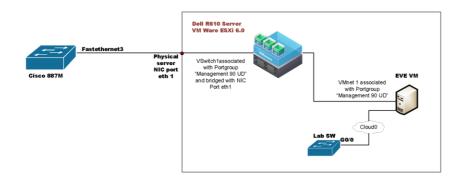
✓ Hardware Configuration					
F 🔲 CPU	16 vCPUs				
🚟 Memory	32 GB				
▶ 🔜 Hard disk 1	40 GB				
Hard disk 2	150 GB				
🚭 USB controller	USB 2.0				
Network adapter 1	Management 90 UD (Connected)				
Network adapter 2	WSA-MGMT (Connected)				
Video card	4 MB				
Others	Additional Hardware				

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

887M					- 🗆 🗙
ile Edit View Options Transfer Script Tools '	Mindow Help				
🗄 🗲 🚍 🔊 Enter host <alt+r></alt+r>) ¢ 🖬 🕇 ? 📓				
		4 Þ ✔ 887M ×			
	Bridge. B - Source Route Bridge I - IGMP, r - Repeater, P - Phone M - Two-port Mac Relay		Codes: R - Router. T -	- Trans Bridge, B - Sour Host, I - IGMP, r - Rep	ce Route Bridge
Device ID Local Intrfce Hold LAB_ESXi.is.lv Gig 0/0 125	tme Capability Platform Port R S I 887M Fas 3	3			Relay
		Device ID	Local Intrice	Holdtme Capability	Platform Port ID

9.10.2 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



Name	Туре	External Connection	Host Connection	DHCP	Sub
VMnet0	Bridged	Intel(R) PRO/1000 PT Dual Port Server Adapter	-	-	-
VMnet1	Bridged	Intel(R) PRO/1000 PT Dual Port Server Adapter #2	-	-	-
VMnet2 VMnet8	Host-only NAT	- NAT	Connected Connected	- Enabled	192 192
٢					>
		Add Network Re	move Network R	ename Netw	ork
VMnet Inf	formation				
		Ms directly to the external network)			
	ed (connect V	Ms directly to the external network) R) PRO/1000 PT Dual Port Server Adapter	 ✓ Autor 	natic Setting	s
Bridge Bridge	ed (connect V ed to: Intel(natic Setting	_
Bridge Bridge O NAT (ed (connect V ed to: Intel((shared host's	R) PRO/1000 PT Dual Port Server Adapter			_
 Bridge Bridge NAT (Host- 	ed (connect V edito: Intel((shared host's only (connect	R) PRO/1000 PT Dual Port Server Adapter IP address with VMs) VMs internally in a private network)			_
Bridge Bridge Dridge ONAT (OHost- Conne	ed (connect V edito: Intel((shared host's only (connect	R) PRO/1000 PT Dual Port Server Adapter IP address with VMs) VMs internally in a private network) Lual adapter to this network			_
Bridge Bridge NAT (Host- Host	ed (connect V ied to: Intel((shared host's only (connect ect a host virt virtual adapt	R) PRO/1000 PT Dual Port Server Adapter IP address with VMs) VMs internally in a private network) Lual adapter to this network	NA		

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:

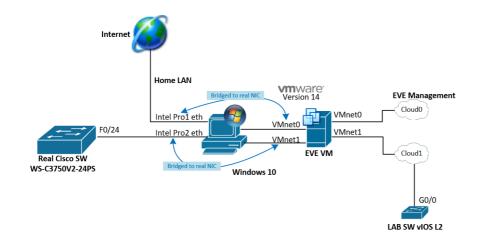
Cloud0→Network Adapter→VMnet0→IntelPro

Cloud1→Network Adapter 2→VMnet1→IntelPro#2

Virtual Machine Settings						×
Hardware Options						
Device	Summary 24 GB 8 100 GB Auto detect Custom (Minet0) Custom (Minet0) Custom (Minet0) Present Auto detect Present Auto detect Present Auto detect Auto detect	Remove	machine. The Memory for th 44 GB 22 GB 23 GB 4 GB 24 G	memory size m his virtual mach	Maximum recommended memor (Memory swapping may cour beyond this size.) 28.0 GB Recommended memory 1 GB Guest OS recommended minimu 512 MB e up to 768 MB of this memory change this amount in the Disp	m for vlay
				OK	Cancel Hel	p

Physical connection scheme and VMware bridging.





EVE Lab scheme.

	Conne	ction to Real SW 3750G	
Console - SecureCRT File Edit View Optio	ns Transfer Script Tools Window Help t <alt+r> 🕼 🍓 🖓 🚽 😤 🌹 🐼 🕅</alt+r>	-	
Console x EVE-C3750# EVE-C3750# EVE-C3750# EVE-C3750# EVE-C3750#	dp nøig	Total cdp estries displayed : 1 VIOS-SWFAL cdp noin Capability Codes: S = Source Route Bridge S = Switch. H = Host, I = IGME, r = Separater, P = Phon D = Remote, C = CVTA, M = Two-port Mac Relay	
EVE-C3750#sh o Capability Coo	les: R - Router, T - Trans Bridge, B - Source Route S - Switch, H - Host, I - IGMP, r - Repeater, I D - Remote, C - CVTA, M - Two-port Mac Relay	P - Phone, Device ID Local Intrfce Holdtme Capability Platform Port EVE-C3750.eve.lab Gig 0/0 175 R S I WS-C3750V Fas	

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/000005498/network-and-io/ethernet-products.html

9.10.3 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 9.7



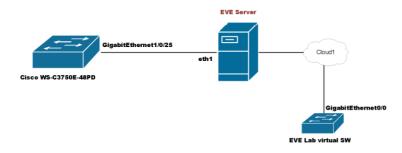
cat /etc/network/interfaces

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 9.7

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 ×	4 ▷
Contracture and and a	A
Switch#sh cdp neig	
Capability Codes: R - Router, T - Trans Bridge, B - Source Route Bridge IAV Barc EVE Sest Switch HIG Host I COIGNET & Repeater IP - Phone, D - Remote, C - CVTA, M - Two-port Mac Relay	
Device ID Local Intrfce Holdtme Capability Platform Port D	ID
NottsCoreRackSwitch1.DataServices.local	
Gig 0/0 140 R S I WS-C3750E Gig 1/	/0/25
Total cdp entries displayed : 1	
Switch# EVE Berger	
EVE SOLVER	~

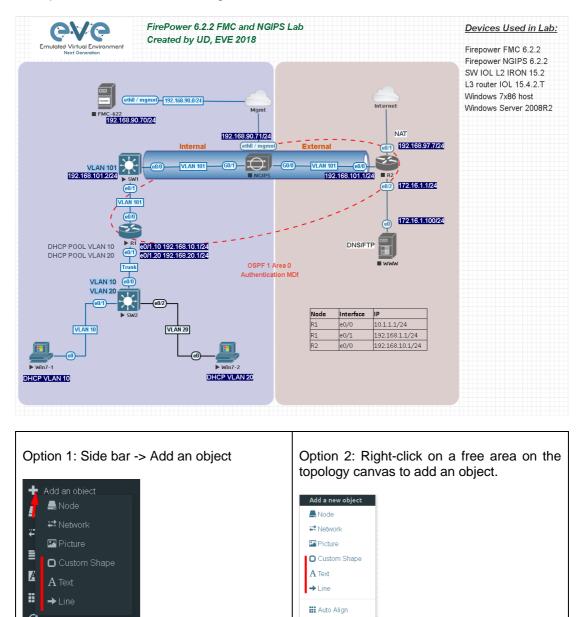


10 Advanced EVE Lab features

10.1 Lab design objects

EVE Pro has 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:



10.1.1 Custom shape

There are three custom shapes that can be added to the topology: square, round square and circle (sphere).



Type: Square, round 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

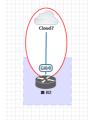
ADD CUSTOM SHAPE					
Туре	square 🗸				
Name	Name				
Border-type	solid 👻				
Border-width	5				
Border-color					
Background- color					
Save Cancel					

Border width: Increase or decrease the width of the border. This can be edited later in the "Shape Edit" menu.

Border colour: Allows you to choose a colour for the shape's border. This can be edited later in the "Shape Edit" menu.

Background colour: Allows you to choose a colour 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).



10.1.2 Resize square or circle 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)

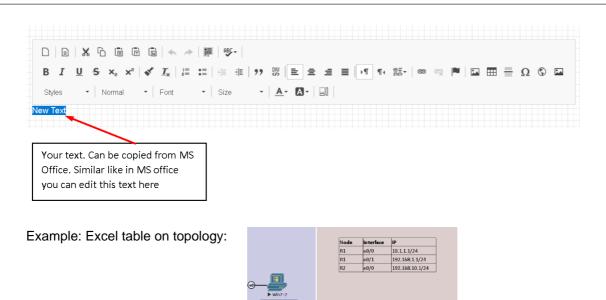


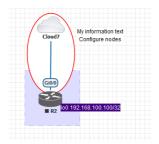
10.1.3 Text

It is also possible to add text or other MS Office objects to your EVE topology. Rich HTML Office option allows you to copy texts from MS Word, Excel or Visio.



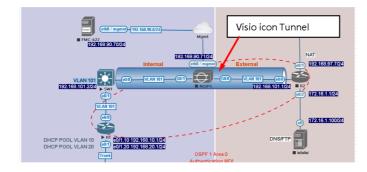






Example: text objects added to the topology.

Example: Visio object added to the topology



10.1.4 Add picture to the topology

Custom images may be added by using HTML editor:

Step 1: Add a text object to the topology and press Image button for import.



□ □ X □ 面 面 面 ★ → 厚 哆· B I U S X X X X I X I = = = +1 1 1 1 話· @ @ ■ ■ = Ω ③ □ Styles · Format · Font · Size · A· 집· □

Step 2: User browse to import your image.

BIUS	通 通 通 (+) 第 (学・) x, x ² (ズ) 二 二 (* 本) 33 () 重 日 Normal - Font - Size - <u>▲</u> - 〇・		≈ PI⊒ ⊞ ≣ Ω © ⊒
			New Text
	Image	×	
	General Advanced		
	URL:		
	Upload: Browse No file selected.		
	он	Cancel	

Step 3: Double click on object you wish to resize, then change width and height.

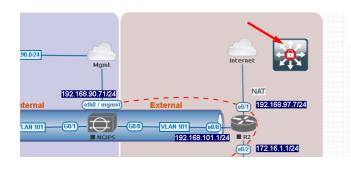
D B X PD B B - B I <u>U</u> S × _s × ^s √ I _x Styles → Normal → For	:= := 本 9:		· [•¶ ¶• ☷• ∞ ∞ ■ ⊑	⊞≣Ω©⊠⊡
			d Virtual Envir Next Generation	ronment
Image		×		``
General Advan	ced			
Alternative Text				
Width Height 240 96	ock Ratio			
Align VSpace	HSpace	Border		
<not set=""> V 0</not>	0	0		
		OK Cancel		

10.1.5 Custom object linking with telnet or other protocol

This feature allows you to link your eve topology object with external source. It can be web site or other protocol like Telnet to call out console for external object.

Step 1. Add the text or picture using HTML editor. Sections 10.1.3 or 10.1.4.





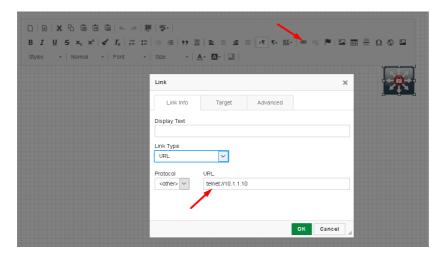
Example: Custom icon added from MS Visio.

Step 2. Position your object in place where you want it to be.

Step 3. Highlight text or activate object.



Step 4. Use link button to assign custom protocol for your object. Example: Protocol Other, type in URL: telnet://10.1.1.10



Step 4. Tab Target, Example: Target/New Window

□ □ X □	# # ?? ₩ E = = = .¶ ¶. 話· ∞ ∞	■■≣Ω©■
	Link Link Info Target Advanced Target New Window (_blank)	×



Step 5. OK for Save.

NOTE to edit picture object assigned with link, use mouse mark area of object and it and double click on area beside object.



10.1.6 Line object

Line object allows you to draw and design lines on the topology.

Step 1. Add a Line object to the topology

ADD LINE			
Width	2	٢	
Arrow Style	→ single arrow	-	
Paint Style	Solid	•	
Line Style	Straight	•	
Line Color			
Line Label			
Save Cano	el		

Width: Increase or decrease the width of the line. This can be edited later in the "Shape Edit" menu.

Arrow Style: Allows you to make arrows to your Line object. Single arrow, Double arrows or no Plain. This can be edited later in the "Shape Edit" menu.

Paint Style: Allows you to solid or dashed style for line. This can be edited later in the "Shape Edit" menu.

Line Style: Allows you to choose a style Straight, Bezier, Flowchart or StateMachine for the line. This can be edited later in the "Shape Edit" menu.

Line colour: Allows you to choose a colour for the line. This can be edited later in the "Shape Edit" menu.

Line label: Allows you to add a label on the line. This can be edited later in the "Shape Edit" menu.

Example, Dashed, Bezier, double arrow line with label:

Positioning and moving line object. Line object has invisible connection points at the ends. Use mouse to find that point, drag and drop move line connection point to your preferred lab location. Use mouse to move other line endpoint on lab location.





To move all line, use CTRL to mark line endpoint and move line over topology to position it.

Edit Line object. Right click on line to call out edit window:





Save Cancel

Style: iface:node23:1									
Style		Link color	Pos ge0/0	Pos n/a	Link Style		Link Label	Pos Label	Curviness
Solid	\sim				Bezier	\sim			150 🔹

10.1.7 Nodes connection links design

Refer Section 8.1.5

10.1.8 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.



10.1.9 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 colour: Used to change the colour of the object's border

Background colour: Used to change the background colour of the object

Transparent: Turns off background colour (filling) and makes the object transparent.



Save Cancel



Rotate: Used to rotate the object on the		topology.
Name: Used to change the object's name	е.	
To save the object, press Save (green bu	utton).	Cancel

10.1.10 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 7.9.14.

10.2 Custom design logical topology

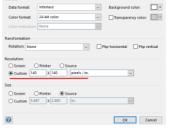
EVE Pro includes a feature to upload your own custom topology picture and map nodes to it for easy access.

10.2.1 Custom design upload

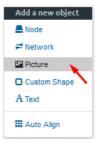
Before you upload a custom picture in the lab, make sure it is in .png or jpg format with resolution 130-150x130-150 pixels.

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."



PNG Output Opt



Step 2: Browse your PC for a .png or .jpg file and hit "Add".

ADD PIC	TURE
Name	Topology
Picture	Browse Arista-MLAG_lab EVE2.png
	Add Cancel

Once the picture is added to the topology canvas, the sidebar will display a new option: "Logical maps"



Step 3: Open the "Logical maps" menu item.



Pictures	window	management	
i ictui co	WIIIGOW	management	

â	Delete uploaded picture from the lab
ũ	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.

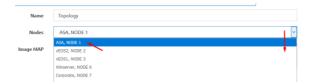
10.2.2 Custom topology mapping

This feature allows you to map the lab nodes to your custom topology picture.

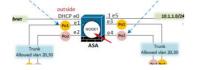
Step 1: Open the Image Map window:

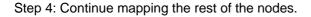


Step 2: Select a node, from the dropdown menu, that you want to map to the topology.

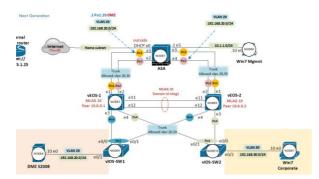


Step 3: Move your mouse over a node icon on the "Image Map" and click to map it. The grey circle means that the node is mapped.









Step 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: Nodes	CUSTOM , NODE outside lab		~
And map wit	h node on topology	External home couter (curro) t einre:// 172.25.1.25		
Change image	ge map adding prot	ocol, IP and port.		
Image MAP	<area alt="i</th><th>mg" coords="102,286,30" href="proto://CUS</th><th>TOM_IP:CUSTOM_PORT" shape="circle"/>			
Image MAP	<area alt="ir</th><th>ng" coords="102,286,30" href="telnet://172.2</th><th>22.7.18:23" shape="circle"/>			
Step 6: Save	e your mapping and	refresh the browser with F5.	Save Cancel	

10.2.3 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.

î CI	Topology
Delete]

10.3 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.

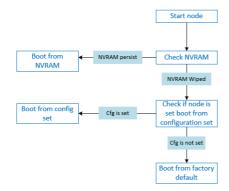
IMPORTANT NOTE: Before you start using the "Multi-configuration Set" feature, you
must complete at least one configuration export.



S	STARTUP-CONFIGS			
		c	ionfig Set	Default v
8	R1	OFF		
8	R2	OFF		
۵	SW1	OFF		
۵	SWZ	OFF		

Nodes will be greyed out without the option to enable "Startupconfigs" 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.

10.3.1 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 Viptela vEdge, vSmart, vBond, till version 18.4 only, version 19.x and later is not supported due implemented password setup feature on the first boot. Cisco XRv Cisco XRv9K Juniper VRR Juniper VMX Juniper vMX-NG JunipervQFX JunipervSRX Juniper vSRX-NG Mikrotik PFsense FW Timos Alcatel vEOS Arista Aruba CX Switch

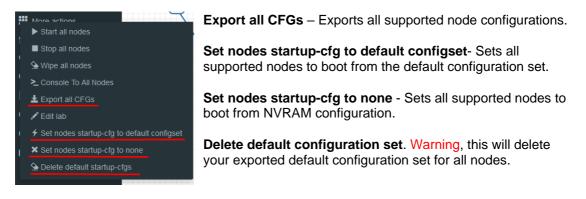
10.3.2 Startup config management

10.3.2.1 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:



10.3.2.2 Individual node commands

Select node, right click



Wipe: Wipes the NVRAM for a single node

Export CFG: Exports the configuration for a single node



10.3.2.3 Multiple selected nodes commands

s1/0	\$10	Group of R1, R2
0		Z Start Selected
×	60	Stop Selected
\backslash	/	Selected Selected
(60.0)	(60/0)	► Console To Selected Nodes
<u> </u>		± Export all CFGs
	-e32-	Set nodes startup-cfg to default configset
► SW1	► SW2	Set nodes startup-cfg to none
		P Horizontal Align
		Vertical Align
		O Circular Align
		Delete nodes startup-cfg
		Delete Selected

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

10.3.2.4 Startup-configuration window

No configuration exports or manual configs loaded for nodes

STARTUP-CO	DNFIGS		• *
	Config Set Default ~	• 7 • •	
🎒 R1	017		
🚳 R2	OFF		
SW1	OFF		
SW2	OFF		

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

STARTUP-CONFIGS				* ×
	Config Set	Default ~	• 2 • •	
😁 R1 077				
😂 RZ 🛛 OFF				
SW1 OFF				
SW2 OFF				

10.3.2.5 Startup-config window information

Config Set Default \checkmark	Config set menu
---------------------------------	-----------------



🚳 R1	No configuration is available for node. Grey node
S R1	Configuration is available and can be used. Blue node. Exported configuration persist
S R2 OFF	Configuration persist but it is disabled. Node will boot from NVRAM or factory default if it is wiped
8 R1 4 0N	Configuration persists and node will boot from the configuration after being wiped
CONFIG SET	Add new config set.
CONFIG SET Nume Node name for Canod	Rename config set. The Default Config Set cannot be renamed.
× Config Set IP Addressing ∨	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
±	Upload configuration set from your local PC
*	Download configuration set to your Local PC
*	Apply Config Set button: Sets all nodes to boot from the chosen config set.
•	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.
Int configuration change at 1932: Sivi2 Siv	Individual node export or import configuration. Configuration export/import file format is .txt.

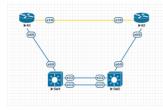


P Cisco-405 v & Dark v II 12px v Ace Editor 01	Ace Editor. Different vendor configuration
	edit option. Just Text visual format.

10.3.3 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.

S10 S10	Group of R1, R2, SW1, SW2	Export All: done
▶R1 ►	Start Selected	
000 000		R1: config exported
	Stop Selected	
	Selected	R1: Starting export, please wait
	≥ Console To Selected Nodes	R1: Starting export, please wait
e0/0		
	± Export all CFGs	R2: config exported
	Set nodes startup-cfg to default configset	
► 5W1 03/3 03/3 ► 5W2	Ref Set nodes startup-cfg to none	R2: Starting export, please wait
	•	
	P Horizontal Align	SW1: config exported
	Levertical Align	
	O Circular Align	
		SW1: Starting export, please wait
	Delete nodes startup-cfg	
	Delete Selected	SW2: config exported
	A contract of the second	
		SW2: Starting export, please wait

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

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.

Export Selected: Starting



10.3.4 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.

STARTUP-CONFIGS							
		Config Set	Default 🗸		+ 🛛 🗙 ± ±	, 10	
28 R1	4 ON						
🥸 R2	4 ON						
SW1	4 ON						
SW2	4 ON						

Step 3: Wipe nodes. For more information refer to section 8.1.3

Step 4: Start nodes

10.3.5 Export new custom config set

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

A 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.

Config Set	Default v	+ 🗷 🗶 🖄	
Name it an	d press Add.		
CONFIG SET			

The new configuration set is created.

IP Addressing

Add Cancel

Name

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.



Config Set	Default 🗸	+ 🛙 🗴 ±	•
	Default		
	IP Addressing		

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.

	Config Set IP Addressing 🗸	+ 2 × ± ±		
🎽 R1	∲ ± ≜		Ace	Editor
🙆 R2	✤ ON no ip address shutdown			^
SW1	✤ ON serial restart-delay 0			
SW2	★ ON ip forward-protocol nd i			

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.

STARTUP-CONFIGS					
		Config Set	IP Addressing ¥		+ 2 2 ± ±
25 R1	4 ON	± 4			
😂 R2	4 ON	1			
 SW1 	4 ON	interface Ethernet0/ no shutdown	/3		
SW2	4 ON	no ip address shutdown			
		1			
		interface Serial1/0 no shutdown			
		ip address 10.1.1.1 2	255.255.255.252		
		serial restart-delay 0			
		1			
		interface Serial1/1			
		no shutdown			
		no ip address			
		shutdown			
		serial restart-delay 0	D		

Repeat steps 1-7 of this section for the next configuration set.

10.3.6 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.

Config Set	Default 🗸		+ 🛛 🗙 🛓	*	
	Default	_			
	IP Addressing				/

Step 2: Select the node you want to edit the configuration of and make your changes. Click "Save" when you are finished.



STARTUP-CONFIGS				
	Config Set IP Addressing ~	• 2 • •	•	
Image: Contract of the second sec	Interface Ethernet(/) a no haddrow no padress shutdown interface Serial / 0 description Link to R2 modelses serial restart delay 0 interface Serial / 1 interface Serial / 1 interface Serial / 2 no shutdown no ip address serial restart delay 0 i interface Serial / 2 interface Serial / 2 interface Serial / 3 no shutdown no ip address serial restart delay 0 i interface Serial / 3 no shutdown no padress shutdown serial restart delay 0 i interface Serial / 3 no shutdown serial restart delay 0 i interface Serial / 3 no shutdown serial restart delay 0 i i p forward protocol nd Som Cancel		Ace Editor C	

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.

10.3.7 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 10.3 for information about wiping nodes and the order of operations during boot.

Step 2: Open the "Startup-configs" 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).



10.3.8 Set lab to boot from none

To reset your lab nodes' configuration to factory default follow the steps below:

Step 1: Wipe nodes. Refer to section 10.3 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



10.3.9 Delete a config set

Select the config set you want to delete and click the "Delete" button. You cannot delete the default config set.

Config Set	IP Addressing	+ 🗷 📩 ± ±
	`	

10.3.10 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.

Config Set	IP Addressing V	+	<u>*</u>
CONFIG SET Name IP Addressing new Critic Crince	×		

10.3.11 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.

Config Set	IP Addressing V	+ 2 × ± ±
Opening IP Addressing.zip	×	
You have chosen to open: To ddressing.zip which is: WinRAR ZIP archive (5.7 kB) from: blob:		
What should Firefox do with this file? O Open with WinRAR archiver (default		
Do this <u>a</u> utomatically for files like this	frem now on.	

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.

10.3.12 Import config set from local PC.

It is possible to import config sets to your lab.

+	ß	×	±	±
			1	



Tile no file selected
Browse Upload Cancel
×
« Desktop > Exports v ひ Search Exports の
v folder 🛛 💷 🗸 🔟 👔
^ Name ^ Date modified Type *
EIGRP cfg set.zip 15/03/2018 12:10 WinRA
Eirepower_poc_623.zip / 12/04/2018 11:16 WinR4
NEW IP Addressing.zip 27/05/2018 00:14 WinR4
Name Date modified Ty ≧ EIGRP cfg set.zip 15/03/2018 12:10 W

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 10.3.10

10.3.13 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.

			Opening R1.txt	×
25 R1	4 ON	* *	You have chosen to open: Rited which is: Test Decument (1.3 k5) from: blob: What should Firefax do with this file?	
🥙 R2	4 ON	no ip address shutdown	O Open with Notepad (default)	v
SW1	4 ON	serial restart-delay 0	Do this gutomatically for files like this from now or	······
SW2	4 ON	ip forward-protocol nd !	OK	Cancel

10.3.14 Import a single nodes config from 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."

			UPLOAD CONFIG FILE	×
			File no file selected	
			Browse Upload Fite Upload Fite Upload ← → → ↑	Cancel X V Č Search Exports P
😤 R1	4 ON	± ±	Organize New folder	Date modified Type
82	4 ON 4 ON	: hostname R1 !	This PC This	Date modified Type 15/03/2018 12:10 File folde 27/05/2018 00:31 Text Doct
SW1 SW2	4 ON	boot-start-marker boot-end-marker	i Documents ↓ Downloads v < File name:	> Text Document (*.txt)
		1		Open Cancel

NOTE: The configuration must be in txt file format.

10.3.15 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.



D	NAME	TEMPLATE	BOOT IMAGE	CPU	СРО ЦИНТ	IDLE PC	NVRAM (KB)	RAM (MB)	ЕПИ	SER	CONSOLE	ICON	STARTUP-CONFIG	ACTIONS	
1	R1	iol	L3-ADVENTERPRISEK9-M-15.4-	n/a	n/a	n/a	1024	1024	1	1	teinet	Router.png*	NEW IP addressi	▶∎≙±≓©	î
2	R2	iol	L3-ADVENTERPRISEK9-M-15.4-	n/a	n/a	n/a	1024	1024	1	1	teinet	👋 Router.png*	None Default	►≡9∓≒©	8
3	SW1	iol	i86bi_linux_l2-ipbasek9-ms.high	n/a	n/a	n/a	1024	1024	4	0	teinet	Switch L3.png	IP Addressing	▶≡⋟∓ ≍©	ii (
4	SW2	iol	i86bi_linux_l2-ipbasek9-ms.high ~	n/a	n/a	n/a	1024	1024	4	0	telnet	Switch L3.png*	NEW IP addressing NEW IP addressi M	▶≡9∓≒©	

Option 2: Stop the node, right-click on the node and click "Edit." Select your preferred config set for the node and click "Save."

Default	×-
None	
IP Addressing	
NEW IP addressing	

10.3.16 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	Config Script Timeout	800	Seconds
timer to 600 seconds or higher.			

10.4 Lab Timer

For self-controlled lab timing, EVE Pro has integrated a "Lab Timer" feature.

10.4.1 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	800		Seconds
Lab Countdown Timer	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.





O Lock Lab

10.4.2 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

MOTE: The lab timer does not stop nodes or disconnect sessions from the lab.

10.5 Lab Tasks

Lab task or workbook creation feature.

10.5.1 Creating a new simple task

Step 1: On the side bar click on "Lab Task(s)" to open the Lab Task(s) management window.

🕄 Refresh topology
@ +
Status
🔳 Lab details
🖈 Lab Task(s)
🟴 Lab Chat
😃 Close lab
🚅 Lock Lab
—

Step 2: Click on the "+" sign to create a new task. Enter the name of the task name and click on "Add" to create the task.

LAB TASK(S)					
+ New Task					
LAB TASK			×		
Name	1. Switching				
	Add Cancel				
L					

10.5.2 Edit a simple task

Step 1: Press the edit button next to the name of the newly created task.



Step 2: Use the rich text editor Window to create your Task / Workbook. It is a recommended option to copy/paste task content from MS Word. Save your Task content by clicking on the "Save" button.



LAB TASK(S)	BIUS×₂×		== ,		a = 14	mi- ⇔⊲ ⊨ ⊡ Ξ Ξ Ξ Ω © ⊑ C	
	Task 1.1 Basic configuration Objectives • Configure everthes' hostnames accordingly dagram.						
	Configure VTP m	ess area	ĸ				
	Device	VTP mode	Version	VTP domain	VTP password		
	SW-DMZ	transparent	2	evelab	eve		
	DLS	server	2	evelab	eve		
	S-ALS1	client	2	evelab	eve		
	S-ALS2	client	2	evelab	eve		
	body div table tbody tr Save Cancel	td p span span span s	an				

10.5.3 Create a multi tabs task (task on multiple tabs/pages)

Step 1: Click on the "+" sign to create a new task. Enter the name of the task name and click on "Add" to create the task.

LAB TASK(S)		
+ New Task			
LAB TASK		×	
Name	1. Switching Add Cancel		

10.5.4 Edit a multi tabs task (task on multiple tabs/pages)

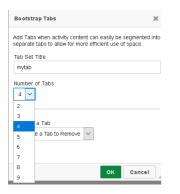
Step 1: Press the edit button next to the name of the newly created task.

LAB	B TASK(S)
T C	1. Switching
+ Nev	w Task

Step 2: Click on the "Insert tabs" button.

LAB TASK(S)	
🏛 🗹 🔲 1. Switching	© Source 〒 □ □ ◎ ● ■ ※ ⑤ 値 値 ◎ ← → 単 ♥
+ New Task	B I U S x, x ¹ √ I _x □ □ ⊕ ⊕ 17 33 E E E E E E +1 55 ⊕ = ■ □ □ = □ 0 0 □ □ Styles - Format - Fort - Size - <u>A</u> - <u>[</u>] + <u>A</u> - <u>[</u>] + <u>X</u> - □ 12 □
	New Test

Step 3: Enter the name of your new task group and choose the number of tabs (must be between 2 and 9). Tab names can be changed later.



Step 4: To save your your tabbed task, press "Save".

LAB TASK(S)	
 I Switching 	◎ Source 冊 D Q 尋 回 X 凸 適 団 菌 ★ ☆ 驛 梦・ B I U S X ₂ X ² ダ J _X 江 江 非 非 17 窓 主 三 ■ 「¶ 14 話・ ∞ 雲 声 回 団 亜 亜 Ω © 四 □ Styles ・ Normal ・ Font ・ Sze ・ <u>A</u> ・ ဩ・ X 回
	Tab 1 Name Tab 2 Name Tab 3 Name Tab 4 Content New Text
	body div p Save Cancel

10.5.5 Edit tabs (Multi tabbed task).

Step 1: Activate the tab for which you want to edit its content and press the edit button.





Step 2: Rename your tab,

1 C 🖍 1 Switching	B Source 日
	Tab 2 Name Tab 3 Name Tab 4 Tab 4 Tab 4 Name Tab 4 Tab 4
	Objectives
	Configure switches' hostnames accordingly diagram.

Step 3: Press the "Show Blocks" button, this will help find the right place to create the task tab content. Make sure that you are copying or creating the tabbed task content into the correct place (Tab 1 Content)

NOTE: It is strongly recommended to use "full screen" for the rich html text editor when you are working with tabbed tasks. Press the "full screen" button to work with tasks. Press it again to exit full screen mode.

					Image: Image	=	¶4 話• ®	ez 🋤 🖪	⊞ ≣ Ω	2 ©
Sty	yles	• Norma	l (🝷 Fon	t 🔹 Size	- <u>A</u> - E	J- X 🔲 🕇	•			
DB	U					f Show B	locks			
	Task 1	1.1 Basic c	onfiguration	Tab 2 Name	Tab 3 Name	Tab 4 Name				
	DIV DIV DIV Tab	1 Content								
	P New Tex	t								

Step 4: Save your modified task by clicking on "Save". To edit another tab, repeat steps 1-3.

10.5.6 Create a task with your PDF workbook

Step 1: create new Task and name it and press Add:



LAB TASK	(S)	
+ New Task	LAB TASK Name EVE cookBook	*

Step 2: Press edit Task and locate PDF button, Press it



Step 3: Navigate to your pdf document, Press OK.

OK Cancel



Step 4: To view your uploaded book, use, Side Bar/Tab Tasks/your taskname





10.5.7 Create a task with Online document (PDF or HTML)

Online document or web site task (https ONLY, iFrame allowing use Secure http only)

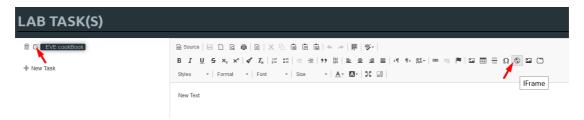
Step 1: Have ready your link to online web site or document. Example:

https://www.eve-ng.net/images/EVE-COOK-BOOK-latest.pdf

Step 2: create new Task and name it and press Add:

LAB TAS	K(S)	
+ New Task	LAB TASK	×
	Name Online PDF Add Cancel	

Step 3: Press edit Task and locate iFrame button, Press it

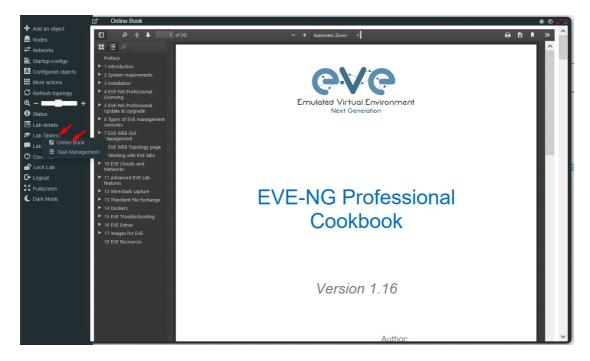


Step 4: Type the path to your online document, set Width to 100%, and Height resolution to 10000.

The path location is <u>https://www.eve-ng.net/images/EVE-COOK-BOOK-latest.pdf</u>, which prepared in Step 1. Press OK for iFrame properties and Save Task, Press Save

IF rame Properties	
General A	dvanced
URL	
https://www.eve-ng.net/ir	nages/EVE-COOK-BOOK-latest.pdf
Width Heig	ght Align Interpretation of the set of th
Name	Advisory Title
100%	10000
Long Description URL	
	OK Cancel

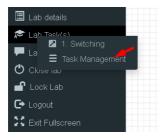




Step 5: To view your uploaded book, use, Side Bar/Tab Tasks/your taskname

10.5.8 Delete a task

Step 1: From the Side bar click on "Task Management":



Step 2. Click on the delete symbol next to the task name which you want to delete.





11 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.

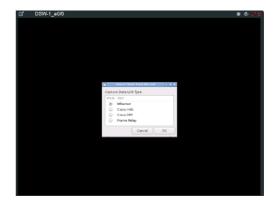
EVE-NG Professional currently supports ethernet interface capturing only.

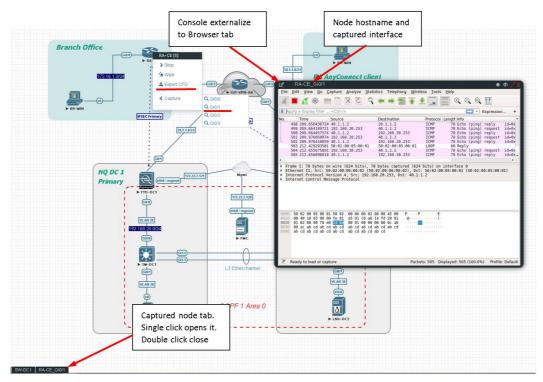
11.1 Native Console Wireshark capturing

Step 1: Right click on the node you wish to capture, choose "Capture" and then the relevant interface. The capture will open in an HTML session. EVE-PRO supports capture for ethernet and serial interfaces.

Select the interface frame type which will be captured:

- Ethernet for Ethernet, Fast Ethernet, Gigabit Ethernet.
- Serial interface frames: HDLC, PPP or Frame Relay.





Step 2: To save the captured file to your client PC, stop the capture and choose File/Save As



564570 aa:bb: 412451 aa:bb: 384670 aa:bb:	cc:08:01:08 cc:08:02:08 cc:08:01:08 cc:08:02:08	Destination aa:bb:cc:08:01: CDP/VTP/DTP/PAg		60 Reply				
564570 aa:bb: 412451 aa:bb: 384670 aa:bb:	:cc:00:02:00 :cc:00:01:00	CDP/VTP/DTP/PAg						
384670 aa:bb:			P/UD_ CDP	369 Device ID: R2 383 Device ID: R1	2 Port ID:	Ethernet0/0		
0389088 aa:bb		CDP/VTP/DTP/PAg aa:bb:cc:00:02	00 L00P	60 Reply	L Port IU:	Ethernet0/0		
	:cc:00:01:00	aa:bb:cc:00:01:	00 LOOP	60 Reply				
bytes on wire	(480 bits), 6	60 bytes captured	(480 bits) on i	nterface 0				
, Src: aa:bb:cc	::00:01:00 (a)	1:DD:cc:00:01:00),	Dst: aa:bb:cc:	00:01:00 (aa:bb:cc	:00:01:00)			
tes)	re (coopback)							
<u>Go</u> <u>Capture</u>		ics Telephony Wire						
<u>Go</u> <u>C</u> apture <u>4</u>	<u>Inalyze Statist</u> Ctrl+O	ics Telephony Wire		<i>م</i> و 11				
<u>Go</u> <u>Capture</u> 2		ics Telephony Wire		Q. Q. ⊞				
) 🖀 🖗 👤		• • •				
<u>Go</u> <u>Capture</u> <u>j</u> Hex Dump	Ctrl+O	* ination	Protocol Leng	th Info				
	Ctrl+O Ctrl+W	tination	Protocol Leng	• • •				
	Ctrl+O Ctrl+W Ctrl+S	tination bb:cc:00:02:00 bb:cc:00:01:00	Protocol Leng	th Info				
	Ctrl+O Ctrl+W		Protocol Leng	th Info				
Hex Dump	Ctrl+O Ctrl+W Ctrl+S	tination bb:cc:00:02:00 bb:cc:00:01:00	Protocol Leng	th Info				
Hex Dump	Ctrl+O Ctrl+W Ctrl+S		Protocol Leng	th Info				
Hex Dump	Ctrl+O Ctrl+W Ctrl+S Ctrl+Shift+		Protocol Leng	th Info				
Hex Dump fied Packets t Dissections t Bytes	Ctrl+O Ctrl+W Ctrl+S		Protocol Leng	th Info				
Hex Dump Tied Packets t Dissections t Bytes to File	Ctrl+O Ctrl+W Ctrl+S Ctrl+Shift+		Protocol Leng	th Info				
Hex Dump fied Packets t Dissections t Bytes	Ctrl+O Ctrl+W Ctrl+S Ctrl+Shift+		Protocol Leng	th Info				
Hex Dump Tied Packets t Dissections t Bytes to File	Ctrl+O Ctrl+W Ctrl+S Ctrl+Shift+		Protocol Leng	th Info				
Hex Dump Hex Dump Ted Packets t Bytes t Bytes to File ession Keys	Ctrl+O Ctrl+W Ctrl+S Ctrl+Shift+		Protocol Leng	th Info				
Hex Dump Hex Dump Ted Packets t Bytes t Bytes to File ession Keys	Ctrl+O Ctrl+W Ctrl+S Ctrl+Shift+ Ctrl+H		Protocol Leng	th Info				
Hex Dump Hex Dump Ted Packets t Bytes t Bytes to File ession Keys	Ctrl+O Ctrl+W Ctrl+S Ctrl+Shift+ Ctrl+H Ctrl+H		Protocol Leng	th Info				
Hex Dump Hex Dump Ted Packets t Bytes t Bytes to File ession Keys	Ctrl+O Ctrl+W Ctrl+S Ctrl+Shift+ Ctrl+H Ctrl+H		Protocol Leng	th Info				
	Src: aa:bb:co	Src: aa:bb:cc:00:01:00 (as on Test Protocol (loopback)	Src: aa:bb:cc:00:01:00 (aa:bb:cc:00:01:00), on Test Protocol (loopback)	. Src: aa:bb:cc:00:01:00 (aa:bb:cc:00:01:00), Dst: aa:bb:cc: on Test Protocol (loopback)	on Test Protocol (loopback)	Src: aa:bb:cc:00:01:00 (aa:bb:cc:00:01:00), Dst: aa:bb:cc:00:01:00 (aa:bb:cc:00:01:00) on Test Protocol (loopback)	. Src: aa:bb:cc:00:01:00 (aa:bb:cc:00:01:00), Dst: aa:bb:cc:00:01:00 (aa:bb:cc:00:01:00) on Test Protocol (loopback)	, Src: aa:bb:cc:00:01:00 (aa:bb:cc:00:01:00), Dst: aa:bb:cc:00:01:00 (aa:bb:cc:00:01:00) n Test Protocol (loonback)

Step 3: Choose the location where you want to save the captured file

IMPORTANT:

/nobody/thinclient_drives/GUACFS/Download

Enter a name for your captured file and press Save. Your browser will offer to download your capture fil and save on your local PC. Refer Section 11.2

11.2HTML5 Console Wireshark capturing

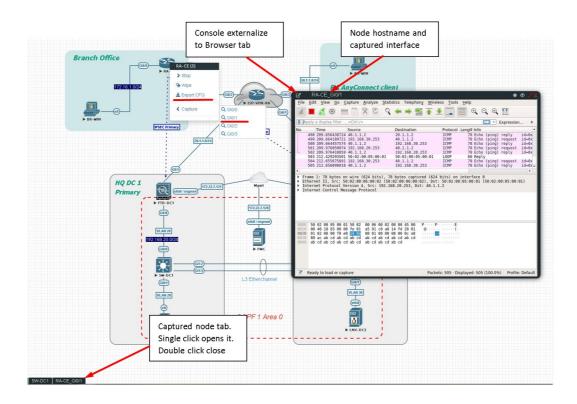
Step 1: Right click on the node you wish to capture, choose "Capture" and then the relevant interface. The capture will open in an HTML session. EVE-PRO supports capture for ethernet and serial interfaces.

Select the interface frame type which will be captured:

- Ethernet for Ethernet, Fast Ethernet, Gigabit Ethernet.
- Serial interface frames: HDLC, PPP or Frame Relay.

Cepture Data Lain & general Data Lain & general Data Lain & general & genera
Cash bas Pick to C Cash Adam Cash Adam Cash Adam Cash Adam Pick Holy
Casarba Prick cor Casarba Casarba Casarba Prick not
Casarba Prick cor Casarba Casarba Casarba Prick not
Casarba Prick cor Casarba Casarba Casarba Prick not
Casarba Prick BC Casarba Casarba Casarba Prick Roty
Cash bas Pick to C Cash Adam Cash Adam Cash Adam Cash Adam Pick Holy
Pick: DUT G Created
 Behamat Cates Hele Cates Hele Trans Helay
Class Hafe Class Dep Finame Relay
Cisco 099 Frame Felay
Frame Relay
cent or
Cancel OK





Step 2: To save the captured file to your PC, stop the capture and choose File/Save As

Eile Edit View Go Capture	Analyze Statist	tics Telephony Wireless Tools Help
	ର ଜାସ 🍝	• 🛥 🚋 🖡 📜 🔲 Q Q 👖
		* ♥ ≧ ¶ ⊻ ⊒ 🔲 < < < Ⅲ
Apply a display filter <ctrl- <="" td=""><td></td><td></td></ctrl->		
No. Time Source		Destination Protocol Length Info
2 4.665564570 aa:bb	:cc:00:01:00 :cc:00:02:00	aa:bb:cc:00:01:00 LOOP 60 Reply CDP/VTP/DTP/PAgP/UD_ CDP 369 Device ID: R2 Port ID: Ethernet0/0
	:cc:00:01:00 :cc:00:02:00	CDP/VTP/DTP/PAgP/UDCDP 383 Device ID: R1 Port ID: Ethernet0/0 aa:bb:cc:00:02:00 LOOP 60 Reply
5 10.000389088 aa:bb	:cc:00:01:00	aa:bb:cc:00:01:00 LOOP 60 Reply
Frame 1: 60 bytes on wire	(480 bits), 60	bytes captured (480 bits) on interface 0
Ethernet II, Src: aa:bb:cc Configuration Test Protocc	2:00:01:00 (aa: ol (loopback)	bb:cc:00:01:00), Dst: aa:bb:cc:00:01:00 (aa:bb:cc:00:01:00)
 Data (40 bytes) 		
File Edit View Go Capture		s Telephony Wireless Tools Help
Open	Ctrl+O) 🛎 🗿 👤 🧮 🍳 Q, Q, III
Open Recent		,
Merge		denter entre le contrat.
Import from Hex Dump		tination Protocol Length Info bb:cc:00:02:08 L00P 68 Reply
Close	Ctrl+W Ctrl+S	bb:cc:00:01:00 LOOP 60 Reply
Save Save As	Ctrl+S Ctrl+Shift+S	
File Set Export Specified Packets		
Export Specified Packets Export Packet Dissections		
Export Packet Dissections Export Packet Bytes	Ctrl+H	
Export PDUs to File	Garren	
Export SSL Session Keys		
Export Objects		,
Print	Ctrl+P	
Quit	Ctrl+Q	
Erane 1: 68 bytes on wire (480 hits), 60 h	ytes captured (480 bits) on interface 0
Ethernet II, Src: aa:bb:cc:	00:02:00 (aa:bb	:cc:00:02:00), Dst: aa:bb:cc:00:02:00 (aa:bb:cc:00:02:00)
 Configuration Test Protocol Data (40 bytes) 	(loopback)	

Step 3: Choose the location where you want to save the captured file

IMPORTANT:



/nobody/thinclient_drives/GUACFS/Download

Enter a name for you captured file and press Save.

Elle Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help	
📕 🗏 🙆 🖿 🖹 🕅 🙆 🤇 🖛 🌧 🖀 🕌 💻 🧮 🍳 🍳 🍳 🎛	
Apply a display filter <ctrl-></ctrl->	
No. Time Source Destination Protocol Length Info	
10.000000000 aa:bb:cc:00:01:00 aa:bb:cc:00:01:00 LOOP 60 Reply 2.4.665564570 aa:bb:cc:00:02:00 CDP/VTP/DTP/PAgP/UD_ CDP 369 Device ID: R2 Port ID:	511
2 4.665564570 aa:bb:cc:00:02:00 CDP/VTP/DTP/PAgP/UD CDP 369 Device ID: R2 Port ID: 3 5.559412451 aa:bb:cc:00:01:00 CDP/VTP/DTP/PAgP/UD CDP 383 Device ID: R1 Port ID: 383 Device ID: 38	Ethernet0/0
4 5.919304670 aa:bb:cc:00:02:00 aa:bb:cc:00:02:00 LOOP 60 Reply	
5 18.800389088 aa:bb:cc:08:01:08 aa:bb:cc:00:01:08 LOOP 68 Reply 6 15.922998298 aa:bb:cc:08:02:08 aa:bb:cc:00:02:08 LOOP 68 Reply	
7 20.004233085 aa:bb:cc:00:01:00 aa:bb:cc:00:01:00 LOOP 60 Reply	
8 25.927447959 aa:bb:cc:00:02:00 aa:bb:cc:00:02:00 LOOP 60 Reply 9 30.004695844 aa:bb:cc:00:01:00 aa:bb:cc:00:01:00 LOOP 60 Reply	
10 35.935243118 aa:bb:cc:00:02:00 aa:bb:cc:00:02:00 LOOP 60 Reply	
Wireshark - Save Capture File As	
Look in: / = /nobody/thinclient_drives/GUAC/Download	🕵 II 🔳
Computer Name • Size Type Date Modified	
nobody	
Frane 1: 6 Ethernet T	
Configurat Data (40 b)	
• Data (49 D	
	Save
File name: mycapturedfile	Cancel
Save as: Wireshark/ pcapng	
save as: wiresnark/ pcaping	Help
Compress with ggip	
0000 aa bb cc 00 01 00 aa bb cc 00 01 00 90 00 00 00	
0610 01 00 00 00 00 00 00 00 00 00 00 00 0	
0020 0	

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.

	nycapturcum	e.pcapng	
v	vhich is: Wires	hark capture file	
f	rom: http://17	2.22.7.18	
What	should Firefox	do with this file?	
۲	Open with	Wireshark (default)	~
0) <u>S</u> ave File		
	Do this <u>a</u> uton	natically for files like this from now	on.

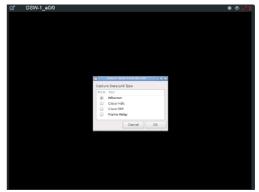


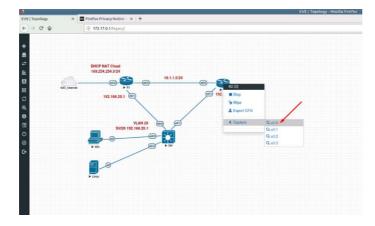
11.3 HTML5 Desktop Console Wireshark capturing

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. EVE-PRO supports capture for ethernet and serial interfaces.

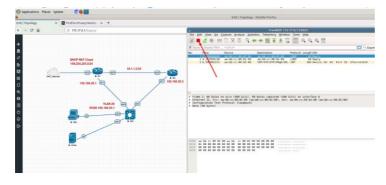
Select the interface frame type which will be captured:

- Ethernet for Ethernet, Fast Ethernet, Gigabit Ethernet.
- Serial interface frames: HDLC, PPP or Frame Relay.





Step 2: Stop capturing with the STOP button.



Step 3: Chose File/Save As

Edit View Go Capture	Analyze Statistics Ctrl+0		_	-	Help							
Open Recent	curro .) 🖀 🕌	<u>*</u> _		€, ⊖,	Q 1						
Merge										🖃 🔹 E	xpression	
Import from Hex Dump		tination		Protocol	Length Ir	nfo						-
Close	Ctrl+W	bb:cc:00:0		LOOP		eply						
Save 🥒	Ctrl+S	VTP/DTP/P	AgP/UD	CDP	369 D	evice	ID: R2	Port	ID:	Ethernet0/0		
Save As	Ctrl+Shift+S	bb:cc:00:0	2:00	L00P		eply						
File Set		bb:cc:00:0		LOOP		eply						
	,	bb:cc:00:0	1:00	LOOP	60 R	eplý						
Export Specified Packets		bb:cc:00:0		LOOP		eply						
Export Packet Dissections	•	bb:cc:00:0		LOOP		eply	-		X0	Ethernet0/0		
Export Packet Bytes	Ctrl+H	bb:cc:00:0		LOOP		eply	ID: KI	Port	10:	Ethernet0/0		
	Cultri	bb:cc:00:0		LOOP		eply						
Export PDUs to File											Þ	
Export SSL Session Keys		es captured	(480 b)	its) on	interfa	ce 0						
Export Objects	•	c:00:02:00)	, Dst: a	aa:bb:cc	::00:02:	90 (aa	:bb:cc	:00:02:	00)			
Print	Ctrl+P											
Quit	Ctrl+Q											

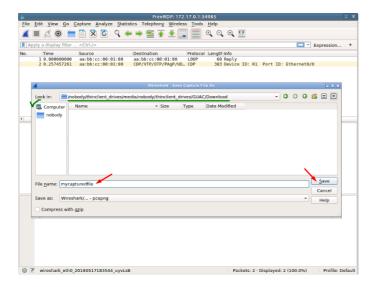


Step 4: Chose the path to save the captured file,

IMPORTANT:

/nobody/thinclient_drives/media/nobody/thinclient_drives/GUACFS/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.

Yo	u have chosen to	o open:	
	mycaptured	file.pcapng	
	which is: Wir	eshark capture file	
	from: http://	172.22.7.18	
W	/hat should Firef	ox do with this file?	
	● Open with	Wireshark (default)	\sim
	○ <u>S</u> ave File		
	Do this <u>a</u> uto	omatically for files like this from now on.	



12 Thinclient File Exchange

NOTE: Thinclient file exchange feature is available for HTML5 or desktop HTML5 consoles only. Make sure you are logged in EVE with one of it.

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.

12.1 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 console to server-gui Docker node: We want to export our test.txt file and download it to our client PC over HTML5.

Docker-server-gui Applications Places System 6		* 🚸 🦯 🗙 Tue Dec 18, 17:59 🔝
root's Home	(a)	
TEIP	Create Folder test.tx Create Launcher Create Document No templates in Organize Desktop by Name Empty File	
_	Keep Aligned Paste Change Desktop Background	N
thinclient_drives		
N WW		
		 §

Step 1: Create and save test.txt file on your HTML5 server-gui station.

Step 2: Navigate to the desktop of the HTML5 server-gui station and double click thinclient_drives and navigate to: thinclient_drives/GUACFS/Download/

Step 3: Drag and drop the test.txt file from right to left.



🗹 Docker-serve	r-gui		* 🚸 🦯 X
Discretion Pl	laces System 실		Tue Dec 18, 18:03 🔳
	_		
	Θ	Download 🕒 🖯 🖯	
root's Home	File Edit View G	o Bookmarks Help	
Tool shome	Sack ▼ ∞ For	ward 🔻 😤 🌀 💆 🗇 100% 🔿 Icon View 🔽 🔍	
	Places • ×	Image: Second Seco	
TFTP	Computer		
	a root		
	🛅 Desktop 🗐 File System		test
	Trash		_
	🖾 thinclie 🛆		test.txt
	Network		
~	Browse Net		
thinclient_drives			
_			
www			

		0 items	
Download			

Step 4: 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 browsers default download folder.

Docker-serv			* ¢	-
Applications F	Places System 😉		Tue Dec 18, 18:0	04 🛛
	Θ	Download	000	
	File Edit View Go	Bookmarks Help		
root's Home	🔆 Back ▾ ତ≫ Forwa	ard 🔻 🏠 🧶 🔂 🧮 🕒 100% 💿 Icon View 🛛 🗨 🔍		
	Places 🔻 🗶	Marcoot hinclient_drives GUACFS Download		
TETP	Computer			
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	🔯 Desktop	test.txt	test	
	File System Trash			
	i thinclie ≙		test.txt	
	Network			
	🖷 Browse Net	Opening test.txt	×	
thinclient_drive	5	Veri herri de ser de ser en		
		You have chosen to open:		
		test.txt		
www		which is: Text Document		
		from: https://eve-pro.alora.lv		
		What should Firefox do with this file?		
	"t	Open with Notepad (default)	~	
		OSave File		
		<u>Save File</u>		
		Do this <u>a</u> utomatically for files like this from now on.		
Download				-6
Download		•		E
		OK	Cancel	

NOTE: Please refer to section 11 for downloading Wireshark capture files from EVE HTML5 consoles.

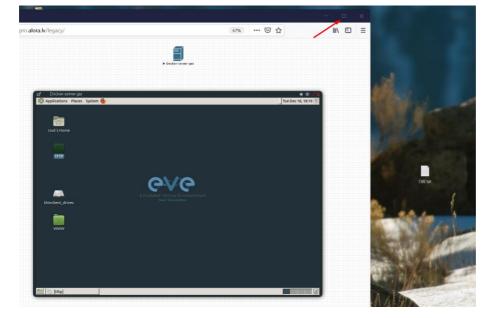
12.2 Thinclient File upload

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 server-gui station. The

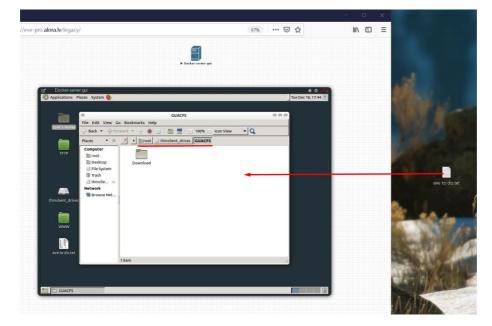


example below will show you how to upload a text file to the EVE HTML5 server-gui station. Any other files can be uploaded the same way.

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/GUACFS/** 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.



Docker-serve			* � / X
Discretion Pl	aces System 🕹		Tue Dec 18, 17:47
	θ	GUACFS 🛛 🖯 🖯	Θ
root's Home	File Edit View G	Bookmarks Help	
Tool shome	📀 Back 🔻 🔊 Fo	ward 🔻 🎓 🔘 🕞 🛅 🚆 🖃 100% 💿 Icon View 🛛 🔍	
	Places 🔻 🗙	GUACFS	
TFTP	Computer		
	🗟 root 🔯 Desktop	Download	
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	🖾 thinclie 🛆		
	Network		
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www			
y .92			
v .98 2. D(8. D(12. (
eve to do.txt			
		1 item	<i>II</i>
		FILE TRANSFERS	Clear
🗟 🗋 GUACFS		eve to do. txt	3.2 КВ

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.

🗹 Docker-server-gui					* 🔿 🦯
Applications Places S	System 😓				Tue Dec 18, 17:47
			GUACFS		000
	Edit View Go	Bookmarks Help			
root's Home	ack 🔻 🖓 Forv			🖻 Icon View 🔽 🔍	
Places	5 • ×	✓ Image: Not Image	thinclient_drives GUACF	<u> </u>	
TETO	puter root		v .90 2.04 8.04 12.1		
i i i i i i i i i i i i i i i i i i i	Desktop	Download	eve to do.txt		
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eve to do.txt					
		2 items			11
	_				
				FILE TRANSFERS	Clear
GUACFS				eve to do.txt	3.2 KB

12.3 Other Thinclient file operations

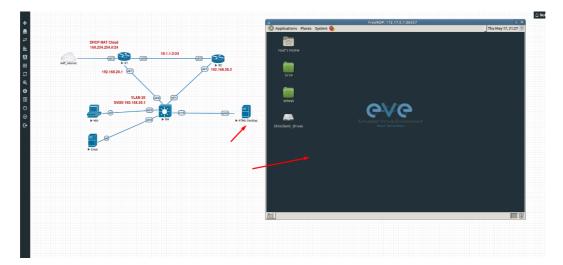
Files that have been uploaded via the thinclient feature can also be transferred to nodes inside your EVE labs via TFTP. In the example below we have uploaded a config file (sw.txt) and would like to transfer it to node R1.

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 13



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/GUACFS/

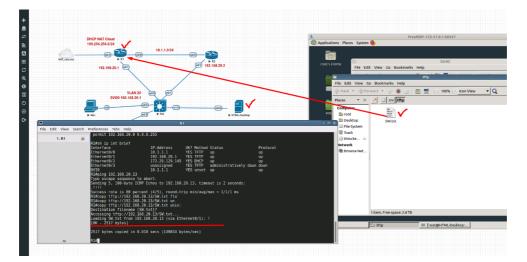
Next, drag and drop your file to the desktop folder named TFTP.



🗗 Docker-server-gui Docker-server-gui			🏶 🐠 🤹 🕷 🕺
root's Home	Computer 💿 root		5
thindlient_drives	2 items		
🔄 🎦 GUACES 🚺 [t/tp]			

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🔊 Ар	plications Places S	ystem 😉					Tue Dec 18, 18:10
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	Places 💌 🛛	🖉 🔄 srv tftp					
	Computer	y .9					
	🛅 root	v .91 2. Di 8. Di 12. I					
	🛅 Desktop	SW1.txt					
	File System						
	🗟 Trash						
thi	🖾 thinclie 🔺						
	Network						
	Browse Net	:					
		1					
		1 item, Free space: 245.	.0 GB				
		~			-		
	GUACFS	🛅 [tftp]	📋 tftp	tftp			

Step 4: Open the destination node's (R1) console and use the tftp command to copy your file:





13 Dockers

13.1 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.

▲ IMPORTANT NOTE: EVE Docker stations for html console access are using network 172.17.0.0/16. Please avoid use this network on the EVE management or other clouds or interfaces.

13.1.1 Docker Machines

eve-gui-server (default)

- Fully featured Linux workstation with integrated Thinclient. For more information on the Thinclient operation please refer to section 12.
- napalm
- ansible
- python
- iperf3
- RDP console
- DHCP or Static IP address
- WWW Server (web page home directory www is located on desktop)
- TFTP Server (for access to TFTP server, root/eve or nobody/eve, home directory TFTP is located on desktop)
- FTP server (for access to FTP server, root/eve, home directory for ftp is root)
- 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

NOTE: Older ASA require to configure extra SSL encryption to communicate with Java on the docker station. ASA 9.1.5 CLI:

ssl encryption aes256-shal

Example: Access to ASAv ASDM from Docker server-gui station



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de bytes capted in 0.00 secs M constraints in the brief territor i	Av913# Av913# wr ilding configuration					0		_		irefox	Fri Nov 29, 22:
Will tertrace IP.Address 0/7 Method Status Protoco goltEthernet0/0 goltEthernet0/1 unassigned VES unset addinistratively down down addinistratively down down qoltEthernet0/0 gol			/0 440/0859			€→	୯ ଜ	00	https://10.1.1.5/admin/public/asdm.jnlp	🖾 🛱	¥ ∥/ ⊡ ®
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By Spread will be initialized with values from that current will be initialized with values from that current with the initialized with values from that with the initialized withe initialized with values from that with the initialized withe	gabitEthernet0/1 gabitEthernet0/2 gabitEthernet0/3 gabitEthernet0/4 gabitEthernet0/5 gabitEthernet0/6 magement0/0	unassigned unassigned unassigned unassigned unassigned unassigned	YES unset admi YES unset admi YES unset admi YES unset admi YES unset admi YES unset admi	inistratively down inistratively down inistratively down inistratively down inistratively down	down down down down down down	 Device Lis 	Startup Wize Interface Se Pouting Device Nam Key Chain CGNAT MAP	rd ttings #Password	Click the "Leunch Startup Weard" button to start the wear Startup Wicard The Cricis Addition and assists you in genropy and and nummer, Use this weard to create a basic configuration that enforces	d.	đ
							Firewall		will be initialized with values from the current		

eve-firefox (default)

- 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

eve-wireshark (default)

- Fully featured Wireshark workstation with integrated Thinclient. For more information on the thinclient operation please refer to section 12.
- RDP console

eve-chrome (extra install, section 13.5)

- 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

eve-kali-large (extra install, section 13.5)

- A Docker for hosting a Kali Linux. Fully featured Security vulnerability and penetration test machine
- 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



 Applications Places System Usual applications 		Fri Nov 29, 22
01 - Information Gathering	•	
💫 02 - Vulnerability Analysis	•	
03 - Web Application Analysis	•	
🕞 04 - Database Assessment	•	
05 - Password Attacks	Offline Attacks	
😭 06 - Wireless Attacks	Online Attacks	
室 07 - Reverse Engineering	Arr Passing the Hash tools	
🗭 08 - Exploitation Tools	 A • Password Profiling & Wordlists 	
(추종) 09 - Sniffing & Spoofing	🕨 🕰 cewl	
🏃 10 - Post Exploitation	crunch	
🕊 11 - Forensics	Ashcat	
12 - Reporting Tools	🕨 🛃 john	
🏃 13 - Social Engineering Tools	Incrack	
	OS ophcrack	
	wordlists	

eve-ostinato (extra install, section 13.5)

- A Docker for hosting a Ostinato 0.9 GUI. Fully featured Ostinato 0.9 packet generator and network traffic generator machine
- DHCP or Static IP address
- Fully featured Ostinato GUI

(🗹 Docker Ostinato 🏾 * 🕸 🦯 🗙		
1	File View Help		
· R	Ports and Streams đ		
eng der Ostinato	B ● Port Group 0: [127.0.0	Welcome to Ostinato The port list on the left contains all the ports on which you can transmit packets. Ports belong to a port group. Make sure the Port Group has a [©] next to it, then double click the port group to show or hide the ports in the port group. To generate packets, you need to create and configure packet streams. A stream is a sequence of one or more packets. To create a stream, select the port on which you want to send packets. Don't see the port that you want (or any ports at all) inside the port group? Get Help!	
Port Statistics Transmit 💽 💽 Stats 🔜 💌		a Capture R R ARP/ND R R Capture R R R ARP/ND R R R R R R R R R R R R R R R R R R R	
	Pi Link State Transmit State Capture State	off off Ye	

13.1.2 Docker DHCP 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 13.2 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.

Template		
Docker.io		*
Number of nodes to add	Image	
1	eve-gui-server:latest	*
Name/prefix		
Docker		
Icon		
Server.png		•
RAM (MB)		
256		
	_	
Ethernets		
Enable DHCP on Eth0 Ethernets 1 Startup configuration	 ∕	
Ethernets 1	→	Ť
Ethernets 1 Startup configuration	`	·
Ethernets 1 Startup configuration None	 ₹	•
Ethernets 1 Startup configuration None Delay (s)	`	•
Ethernets 1 Startup configuration None Delay (s) 0		•
Ethernets 1 Startup configuration None Delay (s) 0 Console	Top	•

13.1.3 Docker Static IP and MAC address setup

Step 1: Add the node to the topology and make sure the DHCP option is **disabled** under the edit node window Reference section 13.2 for the correct console type.

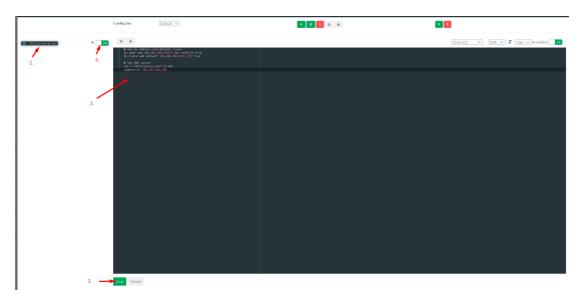
Step 2: On the left sidebar menu open Startup-config and use the example syntax below to set the ip for your Docker node. Make sure you are using the exact syntax for your static IP setup:

```
# Set ip address and Default route
ip addr add 10.100.100.103/24 dev eth0 || true
ip route add default via 10.100.100.1 || true
# Set DNS server
cat > /etc/resolv.conf << EOF
nameserver 8.8.8.8
EOF
```

Step 2.1 (Optional): On the left sidebar menu open Startup-config and use the example syntax below to set the custom MAC for your Docker node. Make sure you are using the exact syntax for your static MAC setup:

```
# Set ip address and Default route
ip link set dev eth0 address XX:XX:XX:XX:XX:XX || true
ip addr add 10.100.100.103/24 dev eth0 || true
ip route add default via 10.100.100.1 || true
# Set DNS server
cat > /etc/resolv.conf << EOF
nameserver 8.8.8.8
EOF
```





Step 3: Press the Save button below and switch the node to boot from the startup-config.

13.1.4 Docker multi interfaces setup

Step 1: Add the node to the topology and make sure the DHCP option is **disabled** under the edit node window Reference section 13.2 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. It is recommended to add static routes under interfaces to reach specific networks if required.

```
# Set ip address eth0
ip addr add 192.168.1.200/24 dev eth0 || true
ip route add default via 192.168.1.1 || true
# Set ip address eth1
ip addr add 172.16.1.201/24 dev eth1 || true
# Set static route for eth1
ip route add 10.100.100.0/24 via 172.16.1.1 dev eth1 || true
# Set ip address eth2
ip addr add 10.1.1.10/24 dev eth2 || true
# Set static route for eth2
ip route add 10.10.10.0/24 via 10.1.1.1 dev eth2 || true
# Set DNS server
cat > /etc/resolv.conf << EOF
nameserver 8.8.8.8
EOF
```



13.1.5 Docker server-gui custom WEB page

Step 1: Add the node to the topology and make sure the DHCP option is **disabled** under the edit node window Reference section 13.2 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 and html page for your Docker node. Make sure you are using the exact syntax for your static IP setup and custom HTML values:

```
# Set ip address and Default route
ip addr add 10.100.12.100/24 dev eth0 || true
ip route add default via 10.100.12.10 || true
# Set DNS server
cat > /etc/resolv.conf << EOF</pre>
nameserver 8.8.8.8
EOF
# Create a Default web page
# Use 'EOF' do avoid variable from expanding
# Delete default index page
rm /var/www/html/index.html || true
# Create a Default web page
# Use 'EOF' do avoid variable from expanding
cat > /var/www/html/index.php << 'EOF'</pre>
<center>
<?php
echo gethostname();
?>
<hr>
      width="596" height="239" src="data:image/png;base64,---
<img
imagecode ommittedg==">
<hr>
<?php
//whether ip is from share internet
if (!empty($_SERVER['HTTP_CLIENT IP']))
 {
    $ address = $ SERVER['HTTP CLIENT IP'];
 }
//whether ip is from proxy
elseif (!empty($ SERVER['HTTP X FORWARDED FOR']))
 {
    $ server['HTTP X FORWARDED FOR'];
  }
//whether ip is from remote address
else
 {
    $ip address = $ SERVER['REMOTE ADDR'];
  }
echo 'Client Address:'.$ip address;
?>
</center>
EOF
```



STARTUP-CONFIGS

	Config Set Default ~
SW1 \$ 0N SW2 \$ 0N Mgmt:Host \$ 0N ISP \$ 0N SW_M \$ 0N DMZ:S1 \$ 0N DMZ:S2 \$ 0N NTP \$ 0N	<pre>1 # St. ip address and Default route 2 ip addr add 10.100.12.100/24 dev eth0 [] true 3 ip route add default via 10.100.12.10 [] true 4 Create a Default web page 5 # Delete default index page 7 # Delete default index page 7 # Delete default meb page 1 # Delete default meb page 2 # Use 'EOF' do avoid variable from expanding 3 cat > /var/www/html/index.php << 'EOF' 4 center> 4 center> 5 create a Default web page 4 who 4 for exter a Default web page 5 cat > /var/www/html/index.php << 'EOF' 4 center> 5 create ogethostname(); 7 }> 6 km> 4 (ig with="506" height="239" snc="data:image/png;base64,iVBORw@KGgoAAA 8 km> 6 km> 6 km> 6 km> 7 /whether ip is from share internet 3 if ('centy'S_SRVER('HTTP_CLIENT_IP')) 5 { (ig_n_address = \$_SERVER('HTTP_X_FORWARDED_FOR'))) 5 { ig_n_address = \$_SERVER('HTTP_X_FORWARDED_FOR')) 5 ig_address = \$_SERVER('HTTP_X_FORWARDED_FOR')) 5 ig_address = \$_SERVER('RTTP_X_FORWARDED_FOR')) 5 ig_address = \$_SERVER('RTTP_X_FORWARDED_FOR')) 5 ig_address = \$_SERVER('REHOTE_ADDR'); 5 jp_address = \$_SE</pre>

Step 3: Press the Save button below and switch the node to boot from the startup-config.

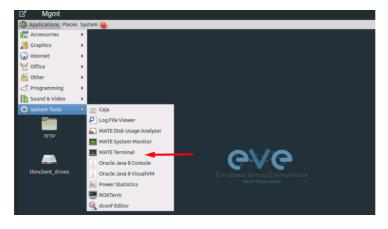




13.1.6 Docker server-gui SSL WEB page

Following previous chapter, you can enable on the server-gui node SSL/HTTPS certificate.

Step 1: Open Applications/System Tools/MATE Terminal



Step 2: Create SSL certificate, single line command, and fill up requested details.

```
openssl req -x509 -nodes -days 365 -newkey rsa:2048 -keyout
/etc/ssl/private/apache-selfsigned.key -out /etc/ssl/certs/apache-
selfsigned.crt
```

Step 3: Enable SSL certificate for web page.

```
/usr/sbin/a2enmod ssl
/usr/sbin/a2ensite default-ssl
```

Step 4: Restart apache2 service

sv stop apache2

sv start apache2

13.1.7 Docker server-gui SSH root access activation

Step 1. Use Mgmt_Server MATE Terminal, type:

vi /etc/ssh/sshd config

Step 2. Navigate and find PermitRootLogin and uncomment. (delete #). Locate cursor under # sign and press "x". Then press ESC and type: ":wq", Enter

```
#LoginGraceTime 2m
PermitRootLogin yes
#StrictModes yes
#MaxAuthTries 6
#MaxSessions 10
```

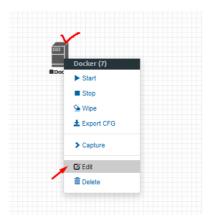


Step 3. Restart SSH service

/etc/init.d/ssh restart

13.2 Docker Consoles

To set consoles for EVE Docker stations, right click on node and click Edit. Set the required console type



EDIT NODE		×
Template		
Docker.io		-
ID		
7		
Image		
eve-gui-server:latest		-
Name/prefix		
Docker		
lcon		
Server.png		*
RAM (MB)		
256		
Enable DHCP on Eth0		
Ethernets		
1		
Startup configuration		
Default		
Delay (s)		
0		
Console 🥒		
rdp		-
Left	Тор	
1283	247	
Save Cancel		

Docker Station	Console type
eve-gui-server (napalm, ansible)	RDP/Telnet
eve-chrome (optional)	RDP
eve-wireshark	RDP
eve-firefox	RDP
eve-kali (optional)	RDP
eve-kali-large (optional)	RDP
eve-ostinato (optional)	RDP



13.3 Docker cli root access

All EVE docker stations have the following configured CLI root account.

Username: root

Password: eve

NOTE: The root login for SSH can be commented in sshd file. Use vi to edit and remove comment "#" for PermitRootLogin

vi /etc/ssh/sshd_config PermitRootLogin yes

Regular user (root user) SSH access to EVE Docker:

Username: nobody

Password: eve

13.4 Dockers re-install/update

To install or fix docker stations in the EVE Pro issue the following commands from the CLI of EVE.

When dockers are properly installed, your EVE CLI command dc images output must show:

root@eve-ng:~# do	: images			
REPOSITORY	TĀG	IMAGE ID sk	CI CREATED 50 GB	SIZE
eve-desktop	latest	ca1333621bd7	12 hours ago	3.65GB
eve-qui-server	latest	9db19c879a17 📶	troller 2 days ago USB 2.0	3.84GB
eve-firefox	latest	0266d108a1bb	7 weeks ago	2.12GB
eve-wireshark	latest	82a009773e89 🔯	adapter 17 weeks ago VM Mana	ger1e/56GBC
root@eve-ng:~#				

If you still see some docker line with <none>

root@eve-ng:~# dc imag REPOSITORY	es TAG	IMAGE ID	CREATED	SIZE
<none></none>	<none></none>	cc286e6ac274	16 seconds ago	1.87GB
eve-gui-server	latest	f3aa6e0e9a56	3 minutes ago	3.04GB
eve-wireshark	latest	638ed7cf5b80	12 minutes ago	887MB
eve-firefox	latest	259293d73b07	13 minutes ago	1.49GB
eve-desktop	latest	78e9c2e618a5	15 minutes ago	2.79GB

please use reinstall dockers command:

apt install --reinstall eve-ng-dockers

Reference for Dockers reinstall and upgrade: <u>http://www.eve-ng.net/documentation/eve-ng-upgrade</u>

13.5 Extra docker packages

NOTE: Not included in the default EVE Pro installation. This can take some time depending on your Internet connection and disk speed.

Kali Linux Full, to install issue command:



apt update apt install eve-ng-kali-large

Chromium Linux http, to install issue CLI command:

apt update apt install eve-ng-chrome

Ostinato docker, to install issue CLI command:

```
apt update
apt install eve-ng-ostinato
```

Docker-in-docker (DinD) docker. This docker is dedicated for complex docker stacks. Refer section: **13.6.2**. To install issue CLI command:

apt update apt install eve-ng-dind

To verify Installed dockers, issue CLI command

dc images				
root@eve-ng:~# do	: images			
REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
eve-dind	latest	6e067b53b145	3 days ago	747MB
eve-gui-server	latest	0c764bb836f9	2 months ago	3.69GB
eve-kali-large	latest	6982b7fa25e1	2 months ago	11.8GB
eve-wireshark	latest	413aae02d43d	4 months ago	1.62GB
eve-firefox	latest	8882ac260c1f	4 months ago	2.15GB
eve-ostinato	latest	63497fd2da4d	4 months ago	1.79GB
eve-desktop	latest	b041a187ded9	4 months ago	3GB
dockergui-rdp	latest	be03f3b46439	4 months ago	1.29GB
root@eve-ng:~#				

13.6Third parties dockers

Starting EVE-NG Pro version 2.0.6-52, the third party dockers can be installed on the EVE. However, some limitation still exists. You are free to evaluate by yourself if a specific one is working.

Two main categories of dockers require each a specific method for EVE integration:

- Simple Docker
- Docker's Stack

13.6.1 Simple docker installation

Simple docker is the classic docker running in a standalone mode. You could find large choice of docker images on https://hub.docker.com or create the Docker by yourself.

Complete guide about dockers can be found on https://docs.docker.com/

Note: Internet access is a must. For simple docker, you only have to use:

dc pull <dockername>

Note: "dc" is EVE-NG alias for docker -H tcp://127.0.0.1:4243 which simplify docker operations in the EVE.



Once your new docker is pulled, you are able to use it in EVE-NG topologies. EVE-NG will start it using correct parameters automatically.

Example: SSH to your EVE. Install adosztal AAA docker:

<pre>root@eve-ng:~# root@eve-ng:~#</pre>	dc pull adosztal/aa	aa		
-	-			
REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
eve-dind	latest	6e067b53b145	3 days ago	747MB
adosztal/aaa	latest	862d42a1c8f5	8 weeks ago	311MB
eve-gui-server	latest	0c764bb836f9	2 months ago	3.69GB
eve-kali-large	latest	6982b7fa25e1	2 months ago	11.8GB
eve-wireshark	latest	413aae02d43d	4 months ago	1.62GB
eve-firefox	latest	8882ac260c1f	4 months ago	2.15GB
eve-ostinato	latest	63497fd2da4d	4 months ago	1.79GB
eve-desktop	latest	b041a187ded9	4 months ago	3GB
dockergui-rdp root@eve-ng:~#	latest	be03f3b46439	4 months ago	1.29GB

New docker use: Open a new lab, add docker and select adosztal/aaa with console in tenet mode.

DD A NEW NODE	
ate Show unprovisioned templates erio	
r of nodes to add Image	root@AAA:/# root@AAA:/#
adosztal/aaa:latest	
efix	
21	
rver.png 🔹	
RAM (MB) 1024 DHCP on Eth0	
ets	
configuration	
•	
(s)	
ole	
et 🔹	

13.6.2 Docker stack installation

Docker's Stack is a complex structure of multi intercommunicating dockers. For example, a Web service docker is using another Database Docker service.

To avoid involve EVE host internal process and network, the new add-on docker is provided: "eve-dind". This add-on is a dedicated docker container allowing to build complex stack. The classic method is based on docker-compose.

The example below illustrates how to build complex docker LibreNMS, Network Management System.

Note: Internet access is a must. SSH to your EVE as root.

Sample: Step 1: On eve cli, type:



apt update apt install eve-ng-dind

Note: install eve-ng-dind add-on docker and is required only once.

Step 2: Create a new lab

Step 3: Add on the lab:

- a. NAT network
- b. Docker eve-dind (set console to 'telnet' and enable dhcp)

Step 4: Connect docker to NAT network

Step 5: Start Docker

Step 6: Open Docker Console

Step 7: Type in console:

git clone https://github.com/librenms/docker.git librenms-src

cp -r librenms-src/examples/compose librenms

rm -fr librenms-src cd librenms docker-compose up -d

Commit your created docker with new name.

Step 8: Open a cli access to your EVE server

Step 9: Type within the EVE cli: Find your current running container ID using eve-dind image

dc ps -a				
root@eve-ng:~# dc	ps -a			
CONTAINER ID	IMAGE	COMMAND9 Type within t	CREATED	STATUS
PORTS	NAMES			
b96743436dd8	eve-dind:latest 9a4f9db1-4ab2-4	" dockerd-entrypoint.â€" e8c-b066-0d25ceeb540b-10-4	About a minute age	•
7d83609410aa		st "2sbin?mylinit"-> TINC c-b066-0d25ceeb540b-10-2)10 hours agot runni	ngpoinhaurs rusing eve
13ee6dc804ae		st "/sbin/my_init" 5-8ed8-40d1ad2e6f4f-10-14	8 days ago	Exited (0) 16 hours ago

Step 10: *IMPORTANT:* On the Lab UI stop docker. Do not wipe, but stop. Step 11: Commit your created docker with custom name.

dc commit <containerid> eve-librenms

Step 12: On LAB UI: Stop all nodes, Close Lab, Delete Lab

Note, when you add newly created docker in lab, use vendor advised settings, x4 CPU and 8GB Ram for librenms docker. Console: Telnet. Graphic Interface https.



		E ^A Mgmt D Applications Places System 🍯
🕑 libreN	NMS • • • • • •	LibreNMS - Mozilla Firefox
	inet addr:172.18.0.1 Bcast:172.10.255.255 Mask:255.255.0. UP BRADACAST RUNNING MULTICAST MTU:1500 Metric:1 RX packets:0 errors:0 dropped:0 overruns:0 frame:0 TX packets:0 errors:0 dropped:0 overruns:0 carrier:0 collisions:0 txueuelen:0	(←) → C & 0 # 10.1.1.440000/rogin
docker0	RX bytes:112 (112.0 B) TX bytes:0 (0.0 B)	LibreNMS
0	UP BROADCAST MULTICAST MTU:1590 Metric:1 RX packets:0 errors:0 dropped:0 overruns:0 frame:0 TX packets:0 errors:0 dropped:0 overruns:0 errier:0 collisions:0 txqueuelen:0 RX bytes:0 (0.0 B) TX bytes:0 (0.0 B)	[Joemane Password
eth0	Link encap:Ethernet HWaddr 50:0A:00:04:00:00 inet addr:10.1.1.14 Bcast:10.1.1.255 Maski255.255.255.0 UP BROADCAST RUMNING MULITCAST MULIS00 Metric:1 RX packets:25 errors:0 dropped:0 overruns:0 frame:0 TX packets:9 errors:0 dropped:0 overruns:0 frame:0	Remember Me Isogin Usua/horbed access or use shall render the user latter to criminal and/or out prosecution.
	collisions:0 txqueuelen:1000 RX bytes:2378 (2.3 KiB) TX bytes:1353 (1.3 KiB)	

13.7 Customize docker image with your own changes.

Step 1. Connect your existing docker node to the internet

Sometimes you may have your own packages to be installed on the docker and kept for future labs. For this connect your docker to the Internet. It can be achieved connecting docker to Management Cloud0 or NAT cloud. **Example below**, Sever-gui docker is connected to Cloud NAT.

Na Docker Do	ID me/Prefix Type Left Top	2 NAT NAT 462 219	*	
Docker Docker Docker Toot@Docker:- File Edit View Search Terminal Help E: Unable to locate package geniso root@Docker:-# apt install genisoinage Reading package lists Done	Type Left	NAT 462	*	
Docker Applications Places System root@Docker:- File Edit View Search Terminal Help E: Unable to Locate package gentso root@pocker:-# apt Install gentsolmage Reading package lists Done	Left	462	*	
Applications Places System Foot@Docker:- File Edit View Search Terminal Help E: Unable to locate package gentso root@pocker:-# apt install genisolmage Reading package lists Done				
Applications Places System Toot@Docker:- File Edit View Search Terminal Help E: Unable to locate package geniso root@pocker:-# apt install genisoinage Reading package lists Done	Тор	210		
File Edit View Search Terminal Help E: Unable to locate package gentso root@pocker:-# apt install gentsofnage Reading package lists Done		215		
root@Docker:~# apt install genisoimage Reading package lists Done		Save Cancel		
<pre>seading state information Done Suggested packages: wodin carkit-doc The following NEW packages will be installed: genisoinage tod to cost 106 kb of archives. After this operation, 1,598 kB or additional disk space will be used. Get11 miror(//Mirors.ubuntu.com/Mirors.txt zenial/main amd64 genisoinage an 4 9:11.11:Jubuntul [316 kB] fetched 316 kB in 5 (1,608 kB/s) Selecting previoes Yu unselected package genisoinage. Freparing to unpack/genisoinage 3%331:11:Jubuntui_amd64.deb Unpacking genisoinage (9:11.11:Jubuntui) Setting up genisoinage (9:11.11:Ju</pre>	nd6			

Step 2. Make your installs, packages. Example:

In the screen above I did install genisoimage package



apt install genisoimage

Step 3. Obtain your RUNNING docker container ID:

From EVE CLI issue command:

dc ps

root@eve-ng:~# dc	ps -				
CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS
NAMES					
0d4b3f8c314c	eve-qui-server:latest	"/sbin/my init"	33 hours ago	Up 2 minutes	
b37bf9cb-0c6f-4b	cb-b838-10d877ecce78-10-5				
root@eve-ng:~# ^C					
root@eve-ng:~#					
lioor@eve=ng. #		and a series of the puerte	90		

Step 4. Commit your prepared docker image with new name. example below I called it evegeniso

dc container commit <containerid> <newimagename>

dc container commit 0d4b3f8c314c eve-geniso

Step 5 check if new Docker image is created

dc images

root@eve-ng:~# dc	images			
REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
eve-geniso	latest	e6dd56c3b26c	4 seconds ago	3.19GB
eve-kali 📉	latest	d1fda568e8a0	3 weeks ago	4.77GB
eve-nso	latest	f2a7a3d6a423	8 weeks ago	3.95GB
eve-ostinato	latest	e89cad6b1813	2 months ago	1.34GB
eve-gui-server	latest	al3cb401c8dd	3 months ago	3.11GB
eve-firefox	latest	8900664e9f3b	4 months ago	1.49GB
eve-chrome	latest	51fd92216b99	4 months ago	1.61GB
eve-wireshark	latest	0c49fe2dc6bb	7 months ago	888MB
eve-desktop	latest	c285d1ec833c	7 months ago	2.39GB
dockergui-rdp	latest	a65b62fa69b6	9 months ago	553MB
phusion/baseimage	0.9.22	877509368a8d	2 years ago	225MB
root@eve-ng:~#				

Step 6. Optional, If you want to keep this image and later load in other EVE installs, then you must create exportable .tar image.

dc image save -o /root/mysuperimage.tar <image name>

Step 7 Optional, upload your .tar file in new EVE root, and install it in Dockers location.

dc image load -i /root/mysuperimage.tar

13.8 Delete docker image from EVE

Step 1. From EVE CLI issue command to check docker ID to be removed.

dc images

root@eve-ng:~# de	c images			
REPOSITORY	TÃG	IMAGE ID	CREATED	SIZE
eve-geniso	latest	e6dd56c3b26c 🔫 🛌	4 seconds ago	3.19GB
eve-kali	latest	d1fda568e8a0	3 weeksEago ^T GI	Professic4al77GBb
eve-nso	latest	f2a7a3d6a423	8 weeks ago	3.95GB
eve-ostinato	latest	e89cad6b1813	2 months ago	1.34GB
eve-gui-server	latest	al3cb401c8dd	3 months ago	3.11GB
eve-firefox	latest	8900664e9f3b	4 months ago	1.49GB



Step 2. Use command: dc rmi -f <id of docker image>.

dc rmi -f e6dd56c3b26c

Step 3. Check with dc images if docker is removed.

Step 4. Finish removal with **apt remove --purge eve-ng-kali**, where eve-ng-kali is your docker repository name.



14 EVE Cluster System

The EVE-NG cluster refers to a group of EVE-NG nodes working together as a single entity to provide users with better scalability and availability.

The EVE-NG cluster model is designed to work as a one + many systems, the EVE-NG management server is acting as "Master" node, EVE-NG installations as "Satellite" can be members of this cluster.

One "Master" EVE-NG can have several satellites joined into its cluster but each satellite can only be joined to one Cluster/Master.

Any existing EVE-NG Pro installation is already a EVE-NG "Master", cluster members will need to be installed as "satellite" and can then easily be joined.

14.1 EVE Cluster Licensing

EVE-NG Cluster system only the Master node is required to have a license. It is classic EVE Professional or LC/Corporate license.

Satellite nodes has special light EVE-NG Agent installation described below in Chapters: 14.5, 14.6 and □. The Satellite nodes need not special EVE-NG License

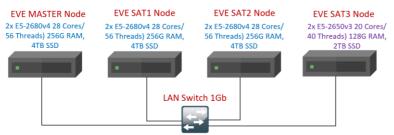
One "Master" EVE-NG can have several satellites joined into its cluster but each satellite can only be joined to one Cluster/Master.

14.2 EVE Cluster design models

14.2.1 Bare metal servers cluster

Design 1 EVE-NG Cluster Bare HW servers, recommended

EVE Cluster 208 vCPU, 896GB RAM, 16TB SSD. Cluster members can be different HW configuration. The 1GB LAN connection or better is required

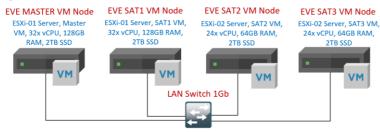




14.2.2 ESXi Virtual Machines cluster

Design 2 EVE-NG Cluster VM Ware ESXi Virtual Machines

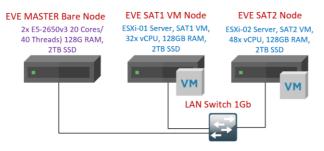
EVE Virtual ESXi Cluster 112 vCPU, 384GB RAM, 8TB SSD. Cluster members can be different VM configuration and located on same or different ESXi servers



14.2.3 Hybrid cluster

Design 3 Hybrid EVE-NG Cluster Bare metal and VM Ware ESXi Virtual Machines

EVE Hybrid Bare HW and ESXi Cluster 120 vCPU, 384GB RAM, 6TB SSD. Cluster members can be different VM configuration and located on same or different ESXi servers



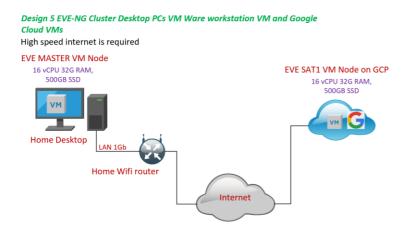
14.2.4 VM Ware workstation light cluster



14.2.5 Google Cloud cluster

NOTE: Your EVE VM must have Public IP address to join GCP satellite





14.3 EVE Cluster pre-requisites

14.3.1 Firewall rules between Master and Satellite nodes

Node	Protocol	Port	Direction	Source	Destination
MASTER	ТСР	22	ingress and egress	MASTER node IP	SATELLITE nodes IPs
MASTER	UDP	all	ingress and egress	MASTER node IP	SATELLITE nodes IPs
SATELLITE	ТСР	22	ingress and egress	SATELLITE node IP	MASTER Node IP
SATELLITE	UDP	all	ingress and egress	SATELLITE node IP	MASTER Node IP

14.3.2 EVE Cluster internal management network

An EVE Cluster for internal management is using network 172.29.130.0/24. Please avoid use it in your network

14.3.3 EVE Cluster Member's hardware requirements

Any suitable Hardware or virtual device. Please refer Chapter 2



14.3.4 NTP Synchronization requirements

It is mandatory that during install your cluster Satellite member have same time NTP synchronization as the Master server.

14.4 EVE Cluster MASTER Node Installation

- Mandatory Prerequisites: Internet must be reachable and DNS must resolve from your EVE Server. EVE ISO installation requires internet access and DNS to get updates and install the latest EVE-PRO version from the EVE-NG repository, to check it, do a named ping, for example ping www.google.com
- ▲ It is mandatory that during install your cluster Satellite member have same time NTP synchronization as the Master server.

Any existing EVE-NG Pro installation is already a EVE-NG "Master", cluster members will need to be installed as "Satellite" and then can be easily joined. Please refer Chapter 3

14.5 ESXi EVE Satellite VM installation

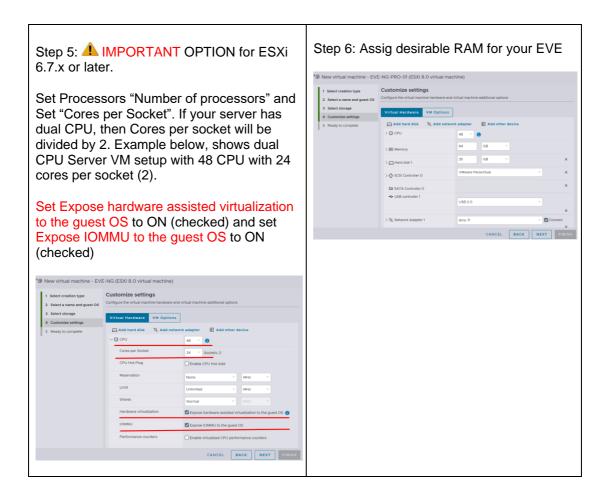
Download EVE-NG Professional ISO distribution image: https://www.eve-ng.net/index.php/download/

14.5.1 EVE-NG Satellite ESXi VM Setup and Settings

Step 1: Upload EVE ISO image to the ESXi store.	Step 2: Create NEW VM
ESSA Hold Class Homeware Homew	1 Sector same and general Sector Careford in Dynamic 2 Sector same and general Sector same and general 3 Sector same and general Sector same and general 3 Sector same and general Sector same and general 3 Sector same and general Sector same and general 3 Sector same and general Sector same and general 3 Sector same and general same and



SAT VM aı	nd select	me for your EVE-PRO- Guest Operating system Jountu 64-bit	Step 4: Se will be stor	ed in HD	D.	ere y	/our	· EVI	∃ VN
			1 Select creation type 2 Select a name and guest OS	Select storage Select the storage type and d	atastore				
New virtual machine - EVI Select creation type Select a name and guest OS	Select a name and go Specify a unique name and GS		3 Select storage 4 Customize settings 5 Ready to complete	Standard Persistent Select a datastore for the vir		on files and all of	its virtuai disk	8.	
Z Seriel name and guest OS Seriel strange Counteringe settings Reedy to complete		ern us fo 80 menders and they must be unsue within each ESN instance. System here allows the ward to puolet the appropriate defaults for the operating ESN 8.0 virtual machine ····································		Name store01 store02 store03 store03 store05 store06 store05 store08	Capacity C 3.27 TB 3.49 TB 3.49 TB 3.49 TB 3.49 TB 3.49 TB 3.49 TB 3.49 TB	 Free 3.34 TB 536.6 GB 503.06 GB 3.04 TB 3.2 TB 3.44 TB 3.25 TB 	Type V VMFS6 VMFS6 VMFS6 VMFS6 VMFS6 VMFS6 VMFS6	Thin provisic Supported Supported Supported Supported Supported Supported	Access v Single Single Single Single Single Single Single Bitems
		CANCEL BACK NEXT PRIMA				CANCE	E BAC	K NEXT	PINISH



Step 7: Set the size of HDD for your new EVE VM. It is recommended to set "Thick Provisioned eagerly provisioned". Server	Step 8: Set your Management network. Adapter type VMXNET3
---	--



EVE HDD	is recomm	ended to set at least	⁺ 谛 New virtual machine - EVE	-NG-PRO-01 (ESXi 8.0 virtu	al machine)
500Gb			1 Select creation type	> CPU	48 🗸 🜒
30030			2 Select a name and guest OS 3 Select storage	> 😇 Memory	64 GB ~
			4 Customize settings	> Hard disk 1	500 GB ~ X
+a New virtual machine - EV8	E-NG-PRO-01 (ESXi 8.0 virtu	Jal machine)	5 Ready to complete	> C- SCSI Controller 0	VMware Paravirtual 🗠 🗙
1 Select creation type	Customize settings	ware and virtual machine additional options		THE SATA Controller O	×
2 Select a name and guest OS 3 Select storage			-	+& USB controller 1	USB 2.0 ×
4 Customize settings	Virtual Hardware VM Op				×
5 Ready to complete	Add hard disk S. Ad	d network adapter 👔 Add other device		v 'g, Network Adapter 1	inside-70 × ×
) 匪 Memory	64 OB V		Status	Connect at power on
	Hard disk 1	500 GB ~ ×		Adapter Type MAC Address	VMXNET 3 ~
	Maximum Size	3.04 TB			Automatic ~ 00:00:00:00:00
	Location	[storeO4] EVE-NG-PRO-01/			CANCEL BACK NEXT FINISH
	Disk Provisioning	Thin provisioned Thick provisioned, iazily zeroed Thick provisioned, eageny zeroed			
		CANCEL BACK NEXT FINIS	4		
			_		

and brows ISO name s checked	e your u can vary). ON, "Conr	to "Datastore IS bloaded EVE-PI Make sure that nect at power on'	RO.iso Status	File ["] and PRO.iso (E	browse EVE ISO r tatus is cho	rive to "Datasto your uploaded name can vary) ecked ON, "Cor ish"	EVE-
New virtual machine - EVE	-NG-PRO-01 (ESXI 8.0 virtua	I machine)	×				
1 Select creation type		Inside-70	×	+ New virtual machine - EVE	-NG-PRO-01 (ESXi 8.0 virtua	l machine)	
2 Select a name and guest OS 3 Select storage	V 9, Network Adapter 1	Connect at power on		1 Select creation type			×
4 Customize settings		Connect at power on		2 Select a name and guest OS	√ 19, Network Adapter 1	inside-70	~ ×
5 Ready to complete	Adapter Type	VMXNET 3		3 Select storage	Status	Connect at power on	
	MAC Address	Automatic ~ 00:00:00:00:00		4 Customize settings	Adapter Type	VMXNET 3	~
	√ (© CD/DVD Drive 1	Datastore ISO file	Connect	5 Ready to complete	MAC Address	Automatic ~ 00:00:00:00:00	
	Status	Connect at power on			√ ③ CD/DVD Drive 1	Datastore ISO file	~ Connect
	CD/DVD Media	[store01] EVE ISO/eve-pro-v5.20230326.iso			Status	Connect at power on	×
	Controller location	SATA controller 0 V SATA (0:0)			CD/DVD Media	[store01] EVE ISO/eve-pro-v5.20230326.iso	
	> Video Card	Default settings			Controller location	SATA controller 0 SATA (0.0)	~
		CANCEL BACK N	T FINISH		> 🗔 Video Card	Default settings	~
						CANCEL	NEXT

Step 11: IMPORTANT Select the Edit your VM and switch to "VM Options". Firmware <i>EFI Boot.</i>	Step 12: Start VM
Follow to "Boot Options" and de-select (uncheck) "Whether or not to enable UEFI secure boot for this VM"	



Virtual Hardware VM Options	
> General Options	VM Name: EVE-NG-PRO-01
> VMware Remote Console Options	Lock the guest operating system when the last remote user disconnects
> VMware Tools	Expand for VMware Tools settings
> Power management	Expand for power management settings
✓ Boot Options	
Firmware	Choose which firmware should be used to boot the virtual machine:
Enable UEFI secure boot	Whether or not to enable UEFI secure boot for this VM
Boot Delay	Whenever the virtual machine is powered on or reset, delay boot by
Force BIOS setup	The next time the virtual machine boots, force entry into the BIOS setup screen.
Failed Boot Recovery	When the virtual machine fails to find a boot device, automatically retry boot after
	CANCEL

14.5.2 EVE-NG Satellite 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

Satellite EVE ESXi VM Installation from ISO has 3 Phases

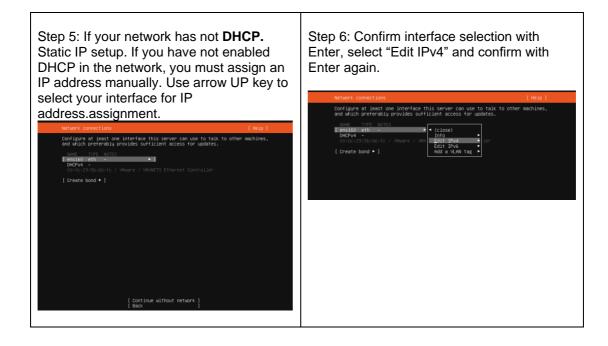
Phase 1 (Ubuntu installation)

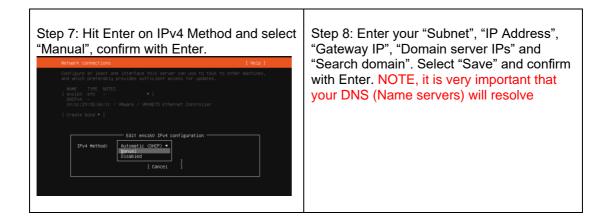
Step 1: Power ON EVE VM. Chose Install EVE Satellite and confirm with Enter.	Step 2: Select English language. Confirm with Enter.
Install EVE-NG Pro ⊭Install EVE-NG Satellite Boot from next volume UEFI Firmware Settings	Hilicoment Bierveruet Heicomet Adofeo roxanomanal Heikont [Heip] Use UP, DONN and ENTER Keys to select your language.

t has DHCP to <mark>Step 10</mark>

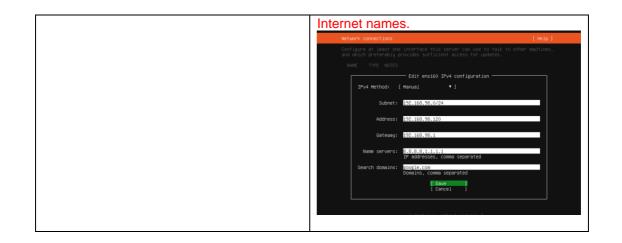


Keyboard configuration	[Help]
Please select your keyboard layout below, or select "Identify keyboard detect your layout automatically.	d" to
Layout: [English (US) •]	
Variant: [English (US) ♥]	
[Identify keyboard]	
[<u>D</u> one]]	
[Back]	
[Done [Back]	

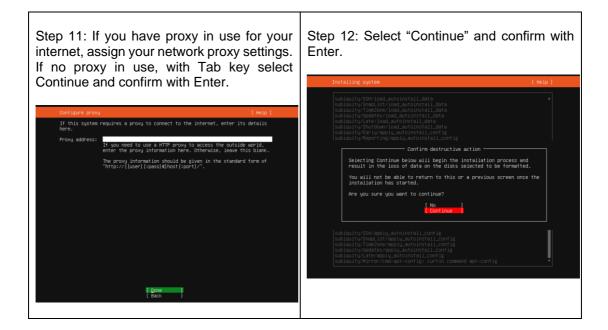














EVE Satellite Installation Phase 2 (EVE Satellite installation)

Step 13: After the Ubuntu "Install Complete" select "Reboot Now" and hit Enter to continue.	open the EV	out powering off the EVE VM, /E VM settings and remove Device. Save VM Settings.
configuring raid (mdadm) service	B Edit settings - EVE-SAT-04	(ESXi 8.0 virtual machine)
setting up swap apply networking config writing etc/fstab		
configuring multipath updating packages on target system configuring polinate user-agent on target	Add hard disk Add net	work adapter E Add other device
updating initiamer dam bagent of an agent updating initiamer configuration configuring target system boolloader instaling grub to target devices	> 西 Memory	22 GB V
finalizing installation running 'curtin hook' curtin command hook	> Hard disk 1	200 GB ~ X
executing late commands final system configuration configuring cloud-init	> 🔆 SCSI Controller 0	VMware Paravirtual
calculating extra packages to install installing openssh-server curtin command system-install	SATA Controller 0	×
downloading and installing security updates curtin command in-target restoring apt configuration	+& USB controller 1	US8 2.0 V
curtin command in-target curtin command in-target		×
subiquity/Late/run subiquity/Late/run/command_0: cp /cdrom/server/eve-setup.sh /tarset/etc/eve-setup.sh	> 🛱 Network Adapter 1	Inside-70 V Connect X
[View full log]	> 🕲 CD/DVD Drive 1	Datastore ISO file
[Reboot Now]	> 🖵 Video Card	Default settings ~
	·	CANCEL

Step 15: Return back to EVE console screen and confirm Continue with Enter, EVE VM will reboot and continue Phase 2 installation Plass remove the installation medium, then press ENTER: [FAILED] Failed unmounting /cdrom. [FAILED] Failed unmounting /cdrom.	<pre>Step 16: Depending on your internet speed EVE installation EVE VM will auto reboot and EVE installation EVE VM will appear, login in CLI with out of the stallation Physical action out of the stallation out of the stallation Physical action out of the stallation out of the stallatin the stallation o</pre>
---	--

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

Step 17: Setup EVE Management IP address. A Static IP address setup is preferred	Step 18: After your EVE is rebooted, Login to EVE CLI and type:
Follow steps in section :	apt update
3.5.1 for static IP, 3.5.2 for DHCP IP	apt upgrade



Step 19: On the EVE CLI prompt, reboot EVE by typing reboot

NOTE: To verify your EVE Satellite server installation type "dpkg -l eve-agent" it should display latest EVE Agent/Satellite version:



NOTE: If your newly installed satellite shows nothing like above, you must check your internet reachability and verify DNS configuration on your Satellite server.

```
root@eve-sat01:~# ping www.google.com
PING www.google.com (172.217.22.164) 56(84) bytes of data.
64 bytes from arn09s11-in-f164.le100.net (172.217.22.164): icmp_seq=1
ttl=120 time=8.84 ms
64 bytes from arn09s11-in-f164.le100.net (172.217.22.164): icmp_seq=2
ttl=120 time=8.84 ms
^C
--- www.google.com ping statistics ---
2 packets transmitted, 2 received, 0% packet loss, time 1001ms
rtt min/avg/max/mdev = 8.848/8.848/8.849/0.094 ms
root@eve-sat1:~#
```

Launch Satellite installation manually

root@eve-sat01:~# cd /etc
root@eve-sat01:~# ./eve-setup

- IMPORTANT NOTE: If your Network interfaces order has been changed, please follow instruction to section 16.6
- 14.6 Bare hardware (BM) server EVE Satellite installation

14.6.1 BM Satellite server installation EVE ISO

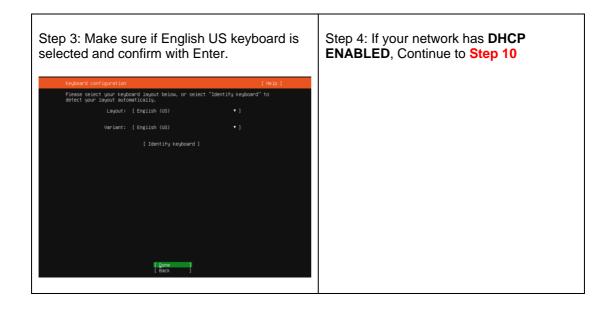
Download EVE ISO distribution image: https://www.eve-ng.net/index.php/download/



A Mandatory Prerequisites: Internet must be reachable from your Server. This ISO installation requires internet access to get updates and install the latest EVE-PRO version from the EVE-NG repository. DNS must resolve names!

Phase 1 (Ubuntu installation)

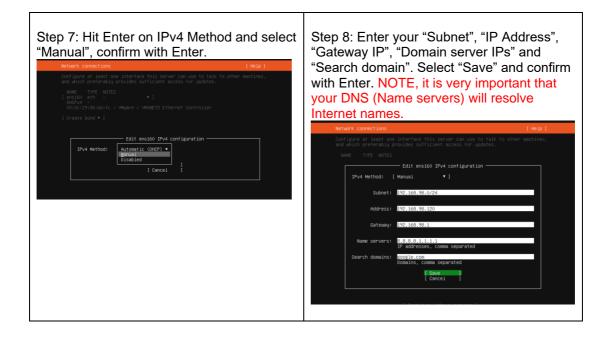
Step 1: Power ON EVE VM. Chose Install EVE Satellite and confirm with Enter.	Step 2: Select English language. Confirm with Enter.
Installer boot nema Installer boot nema Install DIE SPRO Install DIE Satellite Advanced options	Hilisomeni Bienvenuet Hoicomet Adofeo noxanosansi Hoikomi [Help] Use UP, DOAN and ENTER keys to select your language.
Press ENTER to boot or TAB to edit a menu entry	



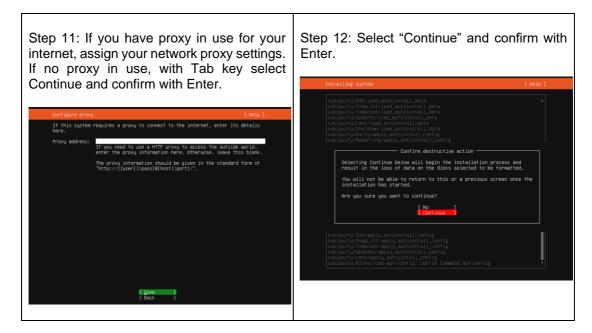
Step 5: If your network has not DHCP. Static IP setup. If you have not enabled DHCP in the network, you must assign an IP address manually. Use arrow UP key to select your interface for IP	Step 6: Confirm interface selection with Enter, select "Edit IPv4" and confirm with Enter again.
---	--



ess.assignment.		Network connections	[He:
work connections	[Help]	Configure at least one interface this server can and which preferably provides sufficient access	use to talk to other machir for updates.
figure at least one interface this server can use to which preferably provides sufficient access for upd	talk to other machines, ates.	NAME TYPE NOTES	
AKE TYPE NOTES ns160 eth - ▶]		DHCPv4 - 00:0c:29:Sb:66:fc / VMware / VMX Edit IPv4	ler
nsibu etn –	ler	[Create bond +] Edit IPv6 Add a VLAN	tag 🕨
reate bond 🕨]			
[Continue without network] [Back]			



Step 9: Select "Done" and confirm with Enter	Step 10: If your DHCP IP settings are correct, select Done and confirm with Enter.
Network connections [Help]	Network connections [Help]
Configure at least one interface this server can use to taik to other machines,	Configure at least one interface this server can use to talk to other machines,
and which preferably provides sufficient access for updates.	and which preferably provides sufficient access for updates.
NOTE:	New TYPE NOTES
[ensi69 eth - •]	[ensible eth - •]
static 192.166.98.120/24	DHCHV= 132.168.90.111/24
00:0c:29:59:66:fC / Mware / MONET3 Ethernet Controller	00100:29550:66ffc / Wewne / MONET3 Ethernet Controller
[Create bond +]	[Create bond •]
(Bone)	li <u>Done </u>
[Back]	(Beck }



EVE Satellite Installation Phase 2 (EVE Satellite installation)



and confirm Continue with Enter, EVE VM	Step 16: Depending on your internet speed EVE installation will take some time. After installation EVE VM will auto reboot and EVE login screen will appear, login in CLI with
	login screen will appear, login in CLI with l



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

ep 18: After your EVE is rebooted,
ogin to EVE CLI and type:
ot update ot upgrade
bG

Verification: Verify your EVE-Satellite server installation, type "dpkg -I eve-agent" command, it must display latest EVE Satellite version

<pre>root@eve-sat01:~# dpkg -1</pre>	eve-agent		
Desired=Unknown/Install/R	emove/Purge/Hold		
Status=Not/Inst/Conf-fi	les/Unpacked/halF-	conf/Half-inst/t	rig-aWait/Trig-pend
<pre> / Err?=(none)/Reinst-req</pre>	uired (Status,Err:	uppercase=bad)	
/ Name	Version	Architecture	Description
+++-===================================			==-
ii eve-agent	5.0.1-120	amd64	Agent for EVE-NG Sat
Cluster member			
root@eve-sat01:~#			

14.6.2 BM Satellite installation Ubuntu legacy ISO

Internet must be reachable from your Server. This ISO installation requires internet access to get updates and install the latest EVE-PRO version from the EVE-NG repository. DNS must resolve names!

Download Ubuntu Legacy Server installation image/ISO https://releases.ubuntu.com/focal/

Phase 1 (Ubuntu installation)

Follow the Phase 1 BM Ubuntu installation Chapter 3.3.2



EVE Installation Phase 2 (EVE Satellite installation)

 Step 28: SSH to your EVE IP using Putty or other SSH client. Log in as root user execute:

 apt update

 apt upgrade

 Step 29: Run EVE Pro online installation script. (it is single line command below)

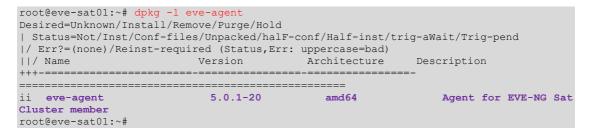
 wget -0 - https://www.eve-ng.net/focal/install-eve-agent.sh | bash -i

At the end of eve server installation, reboot eve

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

Step 30: After reboot login into your Agent server as root and follow Management IP setup instructions described in section 3.5.1 for Static IP

Verification: Verify your EVE-Satellite server installation, type "dpkg -l eve-agent" command, it must display latest EVE Satellite version



IMPORTANT NOTE: If your Network interfaces order has been changed, please follow instruction to section 16.6

14.7 Google Cloud EVE Satellite installation

Pre-Requisites: Your EVE must have Public IP address or static NAT to public IP.

14.7.1 Preparing Ubuntu boot disk template

Step 1: Navigate: Navigation Menu/Compute Engine/VM Instances

Step 2: Open the google cloud shell and press: "START CLOUD SHELL"

≡	Google Cloud Platform	💲 EVE Test 👻	٩	•	✓ 2 0 2 0 0
۲	Compute Engine	VM instances			Activate Cloud Shell
8	VM instances				



	oogle Cloud Platform	🔹 EVE-PRO-PROJECT 👻			a g		
)	Compute Engine	VM instances					
1	VM instances						
ļ,	Instance groups						
	Instance templates			Compute Engine VM instances			
8	Sole tenant nodes			vm matericea			
0	Disks			Compute Engine lets you use virtual machines that run on Google's infrastructure. Create micro-VMs or larger instances running Debian,			
0	Snapshots			Windows, or other standard images. Create your first VM instance, import it using a migration service, or try the quickstart to build a sample app.			
[;;]	Images			Create or Import or Take the quickstart			
~	TPUs						
36.	Committed use discounts						
Ŵ	Marketplace						
۲							
	(eve-pro-project) × +	•	/			3	P

Step 3: create a nested Ubuntu 20.04 image model. Copy and paste the below command into the shell. Use copy/paste. crtl +c/ctrl +v. It is single line command (copy all command below in cli). Confirm with "enter":

gcloud compute images create nested-ubuntu-focal --source-imagefamily=ubuntu-2004-lts --source-image-project=ubuntu-os-cloud -licenses https://www.googleapis.com/compute/v1/projects/vmoptions/global/licenses/enable-vmx

2	CLOUD SHELL Terminal	(eve-test-276509) ×	+ •			_			🖍 Open edite	x) 0	:	_ (⊠ ×
Your C Use "g uldis	loud Platfor cloud config dzerkals@clo	Shell! Type "help" to rm project in this se g set project [PROJEC oudshell:~ (eve-test- /compute/v1/projects/	ssion is set to eve T ID]" to change to 276509)\$ gcloud com	a different project pute images create r	nested-ubuntu-bior										
Υοι	u will g	get the foll	lowing ou	tput wher	n your in	nage is	ready	<i>'</i> :							
2	CLOUD SHELL Terminal	(eve-test-276509) ×	+ •			_			🖍 Open edite	x		3	:	_ (⊠ ×
Your C Use "g uldis_ ww.goc Create NAME nested	loud Platfor cloud config dzerkals@clo gleapis.com/ d [https://w -ubuntu-bior	Shell! Type "help" to rm project in this se g set project [PKOJEC oudshell:~ (eve-test- /compute/vi/projects/ /compute/vi/projects/ PROJECT nic eve-test-276509 oudshell:~ (eve-test-	ssion is set to eve T ID]" to change to 276509)\$ gcloud com vm-options/global/1 mpute/v1/projects/e FAMILY DEPRECATED	a different project pute images create r icenses/enable-vmx ve-test-276509/globs				buntu-1804-1t:	ssource-image	-project	-ubunt:	-os-clo	oudlid	censes h	https://w

14.7.2 Creating VM

Step 1: Navigate: Navigation Menu/Compute Engine/VM Instances and press "Create"

-	Google Cloud Platform	💲 EVE Test 👻	٩		-	52 0 2 i 🕰
A	Home	M instances				
۲	Compute Engine 🕴 🗧	VM instances				
٢	Kubernetes Engine >	Instance groups				
()	Cloud Functions	Instance templates		Compute Engine		
		Sole-tenant nodes		VM instances		
)>	Cloud Run	Machine images		Compute Engine lets you use virtual machin	nes that run on Google's	
STOR	ACE	Disks		Infrastructure. Create micro-VMs or larger in Windows or other standard images. Create	nstances running Debian,	
	AGE	Snapshots		import it using a migration service or try the sample app.		
Ŵ	Bigtable	Images				
522	Datastore >	TPUs		Create or Import or Take the q	uickstart	
ŝ	Firestore >	Committed use discounts				



Step 2: Assign the name for your VM

Step 3: Set your own region and zone

Step 4: Edit your Machine Configuration. General-Purpose. Choose the series of CPU platform, Preferred are *Intel CPUs Skylake or Cascade*.

Step 5: Choose your desirable CPU and RAM settings. IMPORTANT: "Deploy a container image" must be UNCHECKED.

Name 🕜 Name is permanent		
eve-1		
Labels 🕐 (Optional)		
	+ Ad	d label
Region ② Region is permanent		Zone ⑦ Zone is permanent
europe-west2 (Lond	on) 🗸 🗸	europe-west2-c
Machine configuration		
Machine family		
General-purpose	Memory-optimised	d Compute-optimised
Machine types for co	mmon workloads, op	timised for cost and flexibility
Series		
N1		-
Powered by Intel Skyl	ake CPU platform or	one of its predecessors
Machine type		
n1-standard-16 (1	6 vCPU, 60 GB mem	nory) 🔽
	VCPU	Memory
	16	60 GB

Container ②
Deploy a container image to this VM instance. Learn more

Step 6: Select Boot disk. Press Change

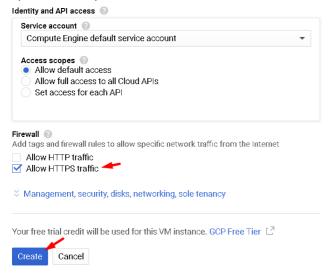


	New 10 GB standard persistent disk	
\bigcirc	Image	· · · · · ·
\bigcirc	Debian GNU/Linux 9 (stretch)	Change

Step 7. Select Custom images and the *custom boot image you created previously*. Choose HDD disk type and size. HDD size can vary depends of your needs.

Boot disk										
Select an image	or snapshot to crea	ate a boot dis	k; or attach an ex	sting disk. Can	t find what y	ou're looking f	or? Explor	e hundred	s of VM so	lutions in Market
Public images	Custom images	Snapshots	Existing disks							
Show images from	ı									
EVE Test				•						
Show deprec	ated images									
Image										
nested-ubuntu-	bionic			•						
Created on 22 Ju	ın 2020, 22:50:36									
Boot disk type 💿	× .		Size (GB) 💿 🔪							
SSD persistent			60							

Step 7: Allow https traffic and create VM



14.7.3 EVE GCP Satellite installation

Step 1: Connect to the VM with the first option "Open in browser window"

= Filter VM	instances		Columns •			
Name ^	Zone	Recommendation	In use by	Internal IP	External IP	Connect
eve-1	europe-west2-c			10.154.0.3 (<u>nic0</u>)	35.189.102.127	SSH - :
						Open in browser window Open in browser window on custom port
						Open in browser window using provided private SSH key
						View gcloud command
Related Actions						Use another SSH client



🐞 uldis_dzerkals@eve-pro: ~ - Mozilla Firefox –		\times
🛛 🗎 https://ssh.cloud.google.com/projects/eve-test-276509/zones/europe-west2-a/instances/eve-pro?authuser=0&hl=: •••	⊠ ☆	≡
* Documentation: https://help.ubuntu.com * Management: https://landscape.canonical.com * Support: https://ubuntu.com/advantage		¢-
System information as of Mon Jun 22 21:57:41 UTC 2020		
System load:1.14Processes:147Usage of /:3.0% of 48.29GBUsers logged in:0Memory usage:1%IP address for ens4:10.154.0.3Swap usage:0%O packages can be updated.0Uupdates are security updates.		
The programs included with the Ubuntu system are free software; the exact distribution terms for each program are described in the individual files in /usr/share/doc/*/copyright.		
Jbuntu comes with ABSOLUTELY NO WARRANTY, to the extent permitted by applicable law.		
uldis_dzerkals@eve-pro:~\$ []		

Step 2: Launch installation with:

Type the below command to become root:

sudo -i

Start EVE-Satellite installation

wget -0 - https://www.eve-ng.net/focal/install-eve-agent.sh | bash -ii

Step 3: Update and upgrade your new EVE-Satellite apt update

apt upgrade **Confirm with Y**

Step 4. Reboot EVE. Allow some time for reboot and then press "Reconnect"



Step 5: VERY IMPORTANT: Setup IP

Once the IP wizard screen appears, press ctrl +c and type the below command to become root: sudo -i

Root Password k Type the Noot Password k Iqqqqqqqqqqqqqqqqqq x x m qqqqqqqqqqqqq	
eveprogop@eve-pro:-\$ Sudo -1	

Now follow the IP setup wizard, section: 3.5.2.



IMPORTANT: set IP as DHCP!

Your EVE-Satellite public IP will be used for join satellite to the MASTER node.

= Filter VM ins	stances					0	Co	lumn	s •
Name ^	Zone	Recommendation	In use by	Internal IP	External IP	Co	onnec	t	
🗌 🔮 eve-pro	europe-west2-c			10.154.0.2 (nic0)	35.246.119.90 🗋	ss	SH	•	:

14.7.4 GCP Firewall rules for Cluster

	Google Cloud Platf		EVE-PRO-PR	OJECT 👻		
â	Home		M instance	es		IN
Ŧ	Pins appear here 🔞		×			
STOR	AGE		Filter VM i	nstances		
	Bigtable		Name ^	Zone	Reco	mm
	Datastore	>	🗌 🤡 eve-pro	europe-v	vest2-c	
((*	Firestore	>				
=	Storage	>				
\$}}	SQL					
20	Spanner					
0	Memorystore					
Ē	Filestore					
NETW	ORKING					
	VPC network	>	VPC networks			
墨	Network services	>	External IP addr	esses		
Ð	Hybrid Connectivity	>	Firewall rules Routes	- 1		
9	Network Service Tiers		Routes VPC network pe	ering		
Step	2: Create new f	irev	vall rule			
Fir€	ewall rules	+ CR	EATE FIREWALL R	ULE	C REFRESH	
incor	vall rules control incoming or c ning traffic from outside your : App Engine firewalls are mar	networ	k is blocked. Learn n		lt,	

Step 1: Navigate: Navigation menu/VPC Network/Firewall rules

Step 3: Create an ingress and egress FW rules; allow UDP ports all and TCP 22



	Name	Туре	Targets	Filters	Protocols/ports	Action	Priority	Network 个	Logs
	egress-eve	Egress	Apply to all	IP ranges: 0.0.0.0/0	tcp:0-65535	Allow	1000	default	Off
 Image: A set of the set of the	sat-1-rule-egress	Egress	Apply to all	IP ranges: 0.0.0.0/0	udp	Allow	1000	default	Off
	default-allow-http	Ingress	http-server	IP ranges: 0.0.0.0/0	tcp:80	Allow	1000	default	Off
	default-allow-https	Ingress	https-server	IP ranges: 0.0.0.0/0	tcp:443	Allow	1000	default	Off
	ingress-eve	Ingress	Apply to all	IP ranges: 0.0.0.0/0	tcp:0-65535	Allow	1000	default	Off
 Image: A set of the set of the	sat-rule-ingress	Ingress	Apply to all	IP ranges: 0.0.0.0/0	udp	Allow	1000	default	Off
	default-allow-icmp	Ingress	Apply to all	IP ranges: 0.0.0.0/0	icmp	Allow	65534	default	Off
	default-allow-internal	Ingress	Apply to all	IP ranges: 10.128.0.0/9	tcp:0-65535 udp:0-65535 icmp	Allow	65534	default	Off
	default-allow-rdp	Ingress	Apply to all	IP ranges: 0.0.0.0/0	tcp:3389	Allow	65534	default	Off
 	default-allow-ssh	Ingress	Apply to all	IP ranges: 0.0.0.0/0	tcp:22	Allow	65534	default	Off

14.8 Cluster Management

14.8.1 Join Satellite nodes to the Master

Step 1: Make sure that you have reachability between Master and Satellite nodes and firewall rules are configured in your network if FW is set between them. Firewall rules Section 14.3.1

Step 2: Navigate: System/Cluster Management

Ernst	Control Contro	Professional	📸 Main 🛛 ,	🗲 Management 👻	🗐 System 🗸	(1) Information -	🕄 Licensing 🗸	©2021 Eve-NG			
4	a File manage	r Current posit	tion / root		警 System Se 警 Cluster Ma	-	-				
	New Name	* * 1	E 9 2		 System sta System lo Stop All No 	gs Add fo	lder				
				er							WGustermanagement
	ister members									a > 2 system > 1	•Addmember
Id	Name	CPUs	CPU Usage (%)	Memory (GB)	Memory Usage (%)	Swap (GB)	Swap Usage (%)	Disk Size (GB)	Disk usage	Action	
0	master -	48		157		1		1689	55		^
	sat1. sat2.	32 32	1	63		1		308	10	80C	
<		32									>

Step 3: Press Add Member and fill your Satellite details:

- Member's Name: use any suitable name for your satellite node
- IP address: Your satellite IP. In GCP version it will be public IP
- Member's Root Password: Your Satellite node password
- Press Add Member

Add New Cluster Member	
Member's Name*	
sat01	
IP address	
10.1.1.10	
Member's Root Password*	
•••••	
	Add Cancel



Step 4: After certain of time Satellite will join to the Master

uster manageme	nt here you can manage EVE-N	9G Cluster							# 🖂 🖌 System	- 🗑 Clusterman
Cluster members										4Add memb
Id Name	CPUs	CPU Usage (%)	Memory (GB)	Memory Usage (%)	Swap (GB)	Swap Usage (%)	Disk Size (GB)	Disk usage	Action	
0 master-	48		157		1		1689	55		
1 sat1.	32		63		1		308		0 C	
2 sat2 •	32	1	63		1		308	11	8 ¢ ¢	

14.8.2 Remove Satellite nodes from the Master

Step 1: Navigate: System/Cluster Management

Step 2: Press Remove Member

ster manageme	ent here you can manage EVE-	NG Cluster							# > 🖌 System > 1	Cluster ma
luster members										•Add men
Id Name	CPUs	CPU Usage (%)	Memory (GB)	Memory Usage (%)	Swap (GB)	Swap Usage (%)	Disk Size (GB)	Disk usage	Action	
o master •	48		157		1		1689			
1 satl.	48		63		1		308	18	800	
2 sat2.	32	1	63		1		308	11	8 0 C	
C .									Remove member	2

14.8.3 Re-join Satellite nodes from the Master

Step 1: Navigate: System/Cluster Management

Step 2: Press Remove Member

uster manageme	ter management her you on manage DE-NG Cluster											
Cluster members										(Add member		
Id Name	CPUs	CPU Usage (%)	Memory (GB)	Memory Usage (%)	Swap (GB)	Swap Usage (%)	Disk Size (GB)	Disk usage	Action			
o master •	48		157	4	1		1689	56		^		
1 satl.	32	8	63		1		308	16	8 0 C			
2 sat2.	32		63		1		308	11	8 0 C	\sim		
<									Remove memb	er >		

Step 3: Go to Satellite node CLI and reset IP address. It is necessary to refresh SSH key for re-join Satellite to the Master.

CLI:

Login as root to the Satellite node and type:

rm -fr /etc/wireguard/*
rm -f /opt/unetlab/go/eve-agent.yaml
ip link set wg0 down
ip link del wg0
rm -f /root/.ssh/authorized keys

Step 4: Join Satellite accordingly Section 14.8.1

14.8.4 Change Satellite IP address

Step1: Remove satellite from cluster system accordingly chapter 14.8.2

Step 2: Login as root to the Satellite node and type:

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



EVE Satellite will initiate IP setup wizard. Follow Section 3.5.1

14.9 Cluster assignment hierarchy

14.9.1 Single Satellite server assignment

The Cluster Hierarchy depends which of the option is assigned:

Option 1 - User assignment to cluster Option 2 - Lab assignment Option 3 - Individual node assignment

	Cluster assignment Options	Description	Conditions
Option 1	EVE WEB GUI Management/User Management/Edit User/Satellite	Admin, Editor or User is forced to use only Cluster Satellite assigned by Admin. User cannot edit Lab or set individual nodes for other cluster Satellites. This Option can be assigned or edited only by Admin	If User account is set to use specific Satellite server, Users can NOT apply Options 2 and 3. This option applies to Admin user as well until Admin user will set his account to use "any"
Option 2	Lab is set to use Specific Cluster Satellite. Select Lab you want Edit/Select Satellite	If Option 1 is set to "any", then Admin or Editor is allowed to set Lab settings globally to use Lab on specific Cluster Satellite	Admin or Editor user accounts Satellite assignment (option 1) must be set to "any"
Option 3	Set lab nodes individually run-on specific Cluster server	Admin or Editor can assign single Lab nodes run on specific Cluster Satellite servers	Options 1 and 2 must be set to "any"

Lab User is not allowed to use any of options above

14.9.1.1 User assignment to the dedicated Satellite (Option 1)

Step 1: Navigate	to Management/User	Management

Conclused Virtual Environment Net Constration		🎢 Main	🖋 Management 🛨	🗐 System 🚽	🕄 Information 👻	Licensing -	©2021 Eve-NG
Cluster man	agement	here you can	嶜 User managen 🖨 Node managen				
Cluster mem	bers		🖨 Lab manageme	nt			

Step 2: Create or Edit existing user



@\	/൙	rofessional 🛛 🐗 Main	🗲 Management -	🖉 System 🗸	O Information -	O Licensing -	@2021 Eve-NG								23:40 🛔 uldis 🕪 Sign ou
User	managen	nent here you can ma	mage EVE-NG users												# - ⊁Haragement - ₩Usermanagemen
Dat	abase of use	rs													+Juld user Nore Info +
	Username	Authenticato	Email		Nan	10	Role	Sat	Disk Usage	Valid From	Expiration	Max CPU	Max RAM (GB)	POD	Actions
	admin	internal	admir	n@eve-ng.net	EVE	Administrator	admin	any	0.02 GB			Unlimited	Unlimited	0	@Edit @Kick
	chris	internal	chris	Seve.test	Chri	5	editor	any	0 GB			Unlimited	Unlimited	1	Effen Ørick

Step 3: Choose the Satellite to be assigned for this user.

Step 4. User will be locked and will use only selected Satellite node. Editor and User roles cannot change or choose other satellite members.

Use only [A	-Za-z0-9 Jchars					
Role Lab	Editor \vee]				
Satellite	any 🗸					
	any					
Account	master					
From	sat1		0	to	-1	0
POD*	sat2					

14.9.1.2 Lab assignment to dedicated cluster Satellite (Option 2)

Step 1: Navigate to Lab tree, Select Lab you want assign for dedicated Satellite

Step 2: Click "Edit"

New Name	Add folder	FTD Policy Lab v1	
		Class Society Firepower Thread Defense Policies Lab Created by Uldis, EVE Pro, 2021 Created by Uldis, EVE Pro, 2021 Created by Uldis, EVE Pro, 2021	Scale
🗆 💼 Wireless	25 Apr 2021 01:41 ^	Router IBb Umas 3-Additorprime View 12 357 2 May 2018 Subscription 2016 Using View 12 357 2 May 2018 Subscription 2016 Using View 12 Additorprime View 12 Additorprime	
🗆 🖿 XLabs	28 Feb 2021 22:03	AnnoX Internation Hore Windows Date Internation Internation Internation	
🗆 📑 1 VRRP.unl	26 Apr 2021 02:43		
🗆 🖺 7200.unl	26 Apr 2021 16:37	Untrusted Internet Zone	
🛛 📑 Al.unl	28 Apr 2021 09:21	VARDOL CMC	
A_Trunka.unl	02 Apr 2021 13:57		
DC-UD-ASA-Cluster.unl	10 Dec 2020 00:16	.100 .100	
DUAL ISP.unl	23 Apr 2021 12:57	educative and educative educati	
🗌 🖺 FTD Policy Lab v1.unl 🛛 🛶 🔤	11 Feb 2021 22:36		
FTD Policy Lab v1_dark.unl	28 Feb 2021 16:19	Lab Path: /FTD Policy Lab v1.unl Version: 1	
🛛 🖺 FTDv AnyConnect kids lab.unl	26 Apr 2021 04:51	UUID: 04b55e95-281f-4b6c-8d40-bfcf88e3c193 Author: Uldis	
migration_lab_master_sat.unl	17 Mar 2021 18:29		
🛛 📔 MPLS-LDP Lab.unl	14 Feb 2021 12:02	Open Edit Delete	
Multicast Cisco with VLC 01.unl	18 Apr 2021 17:40	Description: Cisco Firepower Threat Defense (FTD) Basic Lab	

Step 3: Select Satellite for Lab

Edit lab					
Path*	/FTD Policy Lab v1.ur	h		Description	Cisco Firepower Threat Defense (FTD) Basic Lab
Name*	FTD Policy Lab v1				
Version*	Use only [A-Za-20-9]chars				
Author	Must be interger ([0-9]chars	5]		Tasks	
Satellite		any 🖌			
Shared with	Select users	master sat01			
Config Script	Timeout	sat02 900	Seconds		Save Cancel
Lab Countdow	vn Timer	0	Seconds		



Note: Accordingly, Cluster hierarchy matrix above, this Option will be in force if Option 1 is left to default "any"

14.9.1.3 Creating EVE labs in Cluster (Option 3)

Step 1: Create new or edit your existing lab

Step 2: On lab Node right click/edit

Step 3: Select preferred Satellite node and click save

Default	-	master	•
Delay (s)		master	
0		sat1	
Left		sat2	
1434		 any 	



Option to assign cluster nodes for single lab devices.

Lab Side bar/Nodes, column SATELLITE, Select your cluster satellites for devices in the lab.

																				_
D	NAME	SATEL	ITE TEMPLAT	E BOOT IMAGE	CPU	CPU USAGE	СРИ ЦІМІТ	IDLE PC	NVRAM (KB)	RAM (MB)	RAM USAGE	ЕТН	SER	CONSOLE		ICON	STARTUP	CONFIG	ACTIONS	
	SW-H1	maste	n 🗸 lot	i86bi_linux_l2-adventerprisek9-ms.SSA $\scriptstyle{\lor}$	n/a	0%	n/a	n/a	1024	1024	0%	4	0	teinet		Switch L32.png	Default	\sim	▶∎%≭ ©	ŝ
	SW-I	maste	n 🗸 🛛 iol	i86bi_linux_l2-adventerprisek9-ms.SSA $\scriptstyle{\lor}$	n/a	0%	n/a	n/a	1024	1024	0%	4	0	teinet		Switch2.png	Default	\sim	▶∎∿± C	8
	Admin-PC	maste	a 🗸 docker	eve-gui-server:latest \lor	2	0%	n/a	n/a	n/a	4096	0%	1	n/a	rdp	\sim	📲 Desktop3.png 👻	Default	\sim	▶∎≙± G	8
	FTD	maste	n V firepower	6 Firepower6-FTD-6.7.0-65 V	4	0%	n/a	n/a	n/a	8192	0%	5	n/a	vnc	\sim	ASA2.png	None	\sim	▶∎≙± ©	8
	ISP-R	maste	n 🗸 Iol	i86bi_LinuxL3-AdvEnterpriseK9-M2_15 $ \smallsetminus $	n/a	0%	n/a	n/a	1024	1024	0%	1	0	teinet		Router2.png	Default	\sim	▶∎≙± 0	ŝ
	DMZ-Serv	rer maste	n ∨ docker	eve-gui-server:latest \sim	1	0%	n/a	n/a	n/a	1024	0%	1	n/a	rdp	\sim	Server_WEB1.png*	Default	\sim	▶∎≙± 0	8
	HQ-PC	sat1	∼ win	win-10-x86-20H2v3 🗸	2	0%	n/a	n/a	n/a	4096	0%	1	n/a	rdp-tis	\sim	A Desktop2.png	None	\sim	▶∎9∓ Q	8
	SW-H2	maste	n 🗸 Iol	i86bi_linux_l2-adventerprisek9-ms.SSA $^{<}$	n/a	0%	n/a	n/a	1024	1024	0%	1	0	teinet		Switch2.png	Default	\sim	▶∎9∓ Q	8
,	FMC	sat2	Firepower	6 Firepower6-FMC-6.7.0-65	4	0%	n/a	n/a	n/a	28672	0%	1	n/a	vnc	\sim	🗐 FMC.png 🔹	None	\sim	▶■9∓Q	8
0	Internet-I	PC maste	n ∨ docker	eve-gui-serverslatest	1	0%	n/a	n/a	n/a	1024	0%	1	n/a	rdp	\sim	A Desktop2.png	Default	\sim	►∎9∓Q	B
11	Kali	sat1	√ docker	eve-kali-largedatest 🗸 🗸	4	0%	n/a	n/a	n/a	8192	0%	1	n/a	rdp	\sim	📱 Kəli.png 👻	Default	\sim	▶ ■ 9±0	

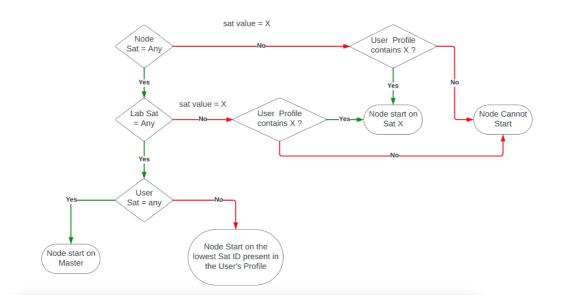
Note: Accordingly, Cluster hierarchy matrix above, this Option will be in force if Options 1 and 2 settings are left default "any"

14.9.2 Multi Satellite servers' assignment

This option is dedicated for advanced EVE user assignment for multi-Satellite servers. User can choose and assign and run their labs to run on dedicated servers only.

14.9.2.1 Multi Satellites user Profiles

User Profile and Lab nodes Satellite use hierarchy



14.9.2.2 User assignment to the dedicated Satellites

Step 1: Navigate to Management/User Management

ε	COVC mulated Virtual Environment Next Generation		🎢 Main	🖋 Manag	ement -	🗐 System 🗸	i Information -	i Licensing -	©2021 Eve-NG
	luster man	agement	here you can	_	r managem e managem				
	Cluster mem	bers		🖨 Lab	manageme	nt			

Step 2: Create or Edit existing user

<u>ଜ</u> \ଜ	Professional	🖷 Main 🏼 🎤	Management - 🖉 System -	O Information - O Licensing -	©2021 Eve-NG								23:40 🛔 uldis 🕫 Sign o
User man	agement here	you can manage	EVE-NG users										希 : > チManagement := 營Usermanageme
Database	ofusers												+kdd user Nore Info +
Userr	ame Au	thenticator	Email	Name	Role	Sat	Disk Usage	Valid From	Expiration	Max CPU	Max RAM (GB)	POD	Actions
• admir	int	ternal	admin@eve-ng.net	EVE Administrator	admin	any	0.02 GB			Unlimited	Unlimited	0	🕼 Edit 🔕 Kick 🧰
• chris	int	ternal	chris@eve.test	Chris	editor	any	0.68			Unlimited	Unlimited	1	Giffdit Ørück

Step 3: Choose the Satellite to be assigned for this user.

Satellites assignment per user (Editor or User) require Administrator account

The User Cluster Server value "any" is set by default.

Set the Cluster Satellites for the Lab Editor. This applies for Lab Editor roles. Lab Editor will stick to selected Satellites. Lab Editor will be forced and allowed to use only selected Satellite server or choose between the Satellite servers if it is assigned more than one server. If the Lab has set to use any satellite server, then Lab Editor will be assigned to use lowest satellite ID.

Example: Lab Editor has assigned to use SAT1 (ID1) and SAT2 (ID2). The Lab has set to use "any" satellite. This Editor lab will be automatically assigned to use first available Satellite with lowest ID1, SAT1.

Editor has rights to change Satellite per node for own created Labs.



Editor cannot change satellite assignments for Shared Lab. The Shared Lab is recommended to set "any" Cluster Satellite,

If the Lab is created on the Satellite servers which are NOT in the Lab Editor allowed Satellites list, this lab will not start.

Example: Lab is created to use Master server only, but Lab Editor is allowed to use only SAT1 Server. Lab Editor will not be allowed to start this Lab.

If the Lab contains nodes which are assigned to run on the Satellite server which is NOT in Lab Editor allowed Satellites list, this node will not start.

Example: Lab several nodes are assigned to use Master server only, but Lab Editor is allowed to use only SAT1 Server. Lab Editor will not be allowed to start these nodes.

Set the Cluster Satellites for the Lab User. This applies for Lab User roles. Lab User will stick to selected Satellites. Lab User will be forced and allowed to use only selected Satellite server or servers.

Example: Lab User has assigned to use SAT1 (ID1) and SAT2 (ID2). The Lab has set to use "any" satellite. This Lab User lab will be automatically assigned to use first available Satellite with lowest ID1, SAT1.

If the Lab is created on the Satellite servers which are NOT in the Lab User allowed Satellites list, this lab will not start.

Example: Lab is created to use Master server only, but Lab User is allowed to use only SAT1 Server. Lab User will not be allowed to start this Lab.

If the Lab contains nodes which are assigned to run on the Satellite server which is NOT in Lab User allowed Satellites list, this node will not start.

Example: Lab several nodes are assigned to use Master server only, but Lab User is allowed to use only SAT1 Server. Lab User will not be allowed to start these nodes.

Satellites



Option to assign cluster nodes for single lab devices.

Lab Side bar/Nodes, column SATELLITE, Select your cluster satellites for devices in the lab.



:01	IFIGU	RED N	ODES														•
ID	NAME	SATELLITE	TEMPLATE	BOOT IMAGE	CPU	CPU USAGE	CPU LIMIT	IDLE PC	NVRAM (KB)	RAM (MB)	RAM USAGE	ЕТН	SER	CONSOLE	ICON	STARTUP-CON	IG ACTIONS
	SW-H1	master \vee	iol	i86bi_linux_l2-adventerprisek9-ms.SSA $\scriptstyle{\lor}$	n/a	0%	n/a	n/a	1024	1024	0%	4	0	teinet	Switch L32.png	r Default	 ▶■9∓Q 8
	SW-I	master \vee	iol	i86bi_linux_l2-adventerprisek9-ms.SSA $\scriptstyle{\lor}$	n/a	0%	n/a	n/a	1024	1024	0%	4	0	teinet	Switch2.png	P Default	►=%±0 0
	Admin-PC	master \vee	docker	eve-gui-server:latest \vee	2	0%	n/a	n/a	n/a	4096	0%	1	n/a	rdp	V Pesktop3.png	Default	►=97.0.8
	FTD	$_{\rm master} \sim$	firepower6	Firepower6-FTD-6.7.0-65	4	0%	n/a	n/a	n/a	8192	0%	5	n/a	vnc	ASA2.png	None	 ►=9±0 8
	ISP-R	master \vee	iol	i86bi_LinuxL3-AdvEnterpriseK9-M2_15 \vee	n/a	0%	n/a	n/a	1024	1024	0%	1	0	teinet	Router2.png	Default	 ►■9∓0 8
	DMZ-Server	master \vee	docker	eve-gui-server:latest	1	0%	n/a	n/a	n/a	1024	0%	1	n/a	rdp	Server_WEB1.pn	• Default	►=9∓Q 8
	HQ-PC	sat1 🗸	win	win-10-x86-20H2v3 V	2	0%	n/a	n/a	n/a	4096	0%	1	n/a	rdp-tis	 Mesktop2.png 	None	► ■ 9 ± 0 B
	SW-H2	master \vee	iol	i86bi_linux_l2-adventerprisek9-ms.SSA $\scriptstyle{\smallsetminus}$	n/a	0%	n/a	n/a	1024	1024	0%	1	0	telnet	Switch2.png	P Default	 ►=9±0 B
	FMC	sat2 🗸	firepower6	Firepower6-FMC-6.7.0-65	4	0%	n/a	n/a	n/a	28672	0%	1	n/a	vnc	Sec.png	None	>=9∓0 8
)	Internet-PC	master \vee	docker	eve-gui-serverslatest	1	0%	n/a	n/a	n/a	1024	0%	1	n/a	rdp	🖌 😽 Desktop2.png	Default	►=9∓Q 8
1	Kali	sat1 🗸	docker	eve-kali-large:latest	4	0%	n/a	n/a	n/a	8192	0%	1	n/a	rdp	🗸 🖬 Kəli.png	Default	►=970 8

14.9.3 Master images synchronization with Satellites

Once you have assigned certain lab device to use cluster Satellite node and start it, the automatic rsync process is initiated from Master node copy necessary image to the Satellite cluster member. During rsync process between Master and Satellite lab device will display "Clock" sign beside device. After image rsync process is completed, Lab device will turn sign to "Play", running state.



Large size lab devices/images, rsync process can take some time. It depends of the network speed between the cluster members.

Once the image is copied into Satellite node, lab device will start immediately. RSYNC process initiates only once if particular device image does not exist on Satellite node.

14.10Cluster system monitoring

14.10.1 Cluster Monitoring page

Navigate: System/Cluster Management

Information columns displaying live information about cluster members utilization Satellite nodes have option to reboot or shutdown.

If the cluster is healthy and fully functional, the Status column will display "GREEN" dot beside the cluster members.

iste	er manage	ment here you	can manage EVE-NG Clus	ter					*	≥ 🗲 System ≥ 🕍 Clus	ter manage
Clus	ster members									+Ado	d member
Id	Name	CPUs	CPU Usage (%)	Memory (GB)	Memory Usage (Swap (GB)	Swap Usage (%)	Disk Size (GB)	Disk usage	Action	
0	master •	48		157	4	1		1689	55		^
1	sat1 •	32	1	63	10	1		308	18	8 O C	
2	sat2 •	32		63		1		308	11	<mark>ස</mark> එ උ	

If the Satellite node is down or not reachable, the Status column will display "RED" dot



lus	ter members									+Add mem	ber
Id	Name	CPUs	CPU Usage (%)	Memory (GB)	Memory Usage (Swap (GB)	Swap Usage (%)	Disk Size (GB)	Disk usage	Action	
0	master •	48		157	4	1		1689	55		
1	sat1•	32		63	10	1		308	18	0 C	
2	sat2 • 🔫	32		63		1		308	11	8	

If the Satellite node is reachable but malfunctioning, Agent service is stopped or crashed, Status will be displayed as Yellow DOT. (stop/reboot possible)

Clus	ter members									+Actd me
Id	Name	CPUs	CPU Usage (%)	Memory (GB)	Memory Usage (%)	Swap (GB)	Swap Usage (%)	Disk Size (GB)	Disk usage	Action
0	master •	24	6	63	5	4		205	79	
1	satl.	a		31		1		40	40	Ê
2	sat2 •	4		10	5	1		40	24	C 0 C
3	gcp-sat •	2		29		0		40	12	C 0 C

14.10.2 Satellite disaster recovery

Use case: If a satellite node crashed, was powered off while lab devices were running on it or the connection to the satellite was lost, the Master node will still have these nodes in a running state even if this is no longer the case.

To remediate this situation, you have to purge the local state information about the satellite before recovering the satellite, booting it back up or recovering the connection.

Step 1: To verify status of lab nodes:

Navigate Management/Nodes management. If you observing that crashed Satellite nodes are still alive and visible follow Step 2

Running node	(s)									
Labname	Lab ID	Username	Sat	Node Name	CPU usage (%)	RAM usage (%)	Disk usage (GB) 🛛 🗸	Template	Action	
/A_Trunka	1	uldis•	master	PC5-2	0	0.03	0.0035	docker	x	
/A_Trunka	1	uldis •	master	PC5-1	0	0.02	0.0035	docker	🖵 🗙	
/A_Trunka	1	uldis•	master	PC10-2	0	0.02	0.0035	docker	🖵 🗙	
/A_Trunka	1	uldis •	master	PC10-1	0	0.02	0.0035	docker	— ×	
/A_Trunka	1	uldis •	sat2	SW2	0.72	0.63	0.0101	viosl2	🖵 🗙	
/A_Trunka	1	uldis •	master	PC5-1	0	0.02	0.0031	docker	— ×	
/A_Trunka	1	uldis•	sat2	SW4	0.63	0.58	0.0101	viosl2	🖵 🗙	
/A_Trunka	1	uldis•	master	PC10-1	0	0.03	0.0035	docker	— ×	
/A_Trunka	1	uldis•	master	PC5-2	0	0.02	0.0031	docker	🖵 🗙	
/A_Trunka	1	uldis •	master	SW3	0.4	0.24	0.0101	viosl2	🖵 🗙	
/A_Trunka	1	uldis •	master	SW1	0.38	0.23	0.0101	viosl2	🖵 🗙	
/A_Trunka	1	uldis •	sat2	PC10-2	0	0.13	0	docker	🖵 🗙	

Step 2. Navigate: System/Cluster Management Use **Purge** Button to clean crashed Satellite devices from the Master.

lus	ster members									+Add memb
d	Name	CPUs	CPU Usage (%)	Memory (GB)	Memory Usage (%)	Swap (GB)	Swap Usage (%)	Disk Size (GB)	Disk usage	Action
)	master •	48		157	1	1		1689	55	
	sat1 •	32		63	1	1		308	17	0 C
	sat2 •	32		63		1		308	12	8 /



Are you sure you want to remove all running consoles satellite 2?



14.10.3 EVE Cluster Status

Navigate: System/Cluster Management

@\/@	Professional	# Main	🗲 Management 👻	🖉 System 👻	() Information +	🚯 Licensing 👻	©2021 Eve-	NG			00:41	🔺 uldis	G Sign out
System sta	tus			 Yestem System S Cluster M 								> 🖉 Logs >	O System status
네 System st	Latus			 System st System la X Stop All N 	ogs			(0% Swap used Total Swap: 3 Gb.)	44% Disk used Total Disk: 234	jb.	
				runnin	ig IOL nodes	runni	ing Dyna	mips nodes	running	QEMU nodes			
					5		0			6			
					runnin	g Docker no 3	odes	running VP 2					
Qemu version: 2.													
Current API version	on: 3.0.1-78-PRO 65efe6db7292303f7												
UKSM status: 0													
CPULimit status:	ON												

14.10.4 Cluster monitoring cli commands

On EVE Master: Cluster System CLI Commands:

Check Cluster status:

SSH to the Satellite node from the Master status: ssh 172.29.130.<satId>

```
#####Example SSH to SAT1#####
root@eve-ng:~# ssh 172.29.130.1
Welcome to Ubuntu 18.04.5 LTS (GNU/Linux 4.20.17-eve-ng-uksm-wg+
x86 64)
```

- * Documentation: https://help.ubuntu.com
- * Management: https://landscape.canonical.com
- * Support: https://ubuntu.com/advantage
- * Canonical Livepatch is available for installation.- Reduce system reboots and improve kernel security. Activate at:



https://ubuntu.com/livepatch Last login: Sun Jan 31 22:24:06 2021 from 10.6.6.14 root root@eve-sat1:~# Check Cluster Satellite version: root@eve-sat03:~# dpkg -1 eve-agent 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-agent 5.0.1-120 amd64 Agent for EVE-NG Sat Cluster member root@eve-sat03:~#

14.11 Cluster Online system upgrade

Pre-requisites: The Master node must reach internet and resolve DNS.

On the EVE Master CLI run commands:

apt update apt upgrade

The cluster Satellites will upgrade automatically with EVE master. There no need any extra upgrade run for Satellite nodes.

To update manually Satellite nodes from Master EVE:

root@eve-ng:~# unl wrapper -a updatesat

Feb 01 00:03:24 Feb 01 00:03:24 Online Check state: Valid
Feb 01 00:03:24 update sat 1
ii eve-agent 5.0.1-120 amd64 Agent for EVE-NG Sat
Cluster member
Feb 01 00:03:24 update sat 2
ii eve-agent 5.0.1-120 amd64 Agent for EVE-NG Sat
Cluster member
root@eve-ng:~#

14.12Cluster Offline system upgrade

Pre-requisites: EVE-Pro Full ISO media. Download latest EVE-PRO Full ISO media: <u>https://www.eve-ng.net/index.php/download/</u>

14.12.1 Master Server upgrade

Copy downloaded and unzipped full ISO to the EVE-Master Location /tmp/ and run upgrade script:

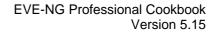


./opt/unetlab/scripts/iso-upgrade.sh

14.12.2 Satellite Server upgrade

Copy downloaded and unzipped Full ISO to the EVE-Satellite Location /tmp/ and run upgrade script:

./opt/unetlab/scripts/iso-upgrade.sh





15 EVE Troubleshooting

15.1 CLI diagnostic information display commands

15.1.1 Display full EVE Pro diagnostic

eve-info

15.1.2 Display the currently installed EVE Pro version:

dpkg -l eve-ng-pro

root@eve-ng:~# dpkg -1	eve-ng-pro		
Desired=Unknown/Instal		1	
Status=Not/Inst/Conf	files/Unpacked/ha	F-conf/Half-inst/tr	rig-aWait/Trig-pend
// Err?=(none)/Reinst-	-required (Status,En	rr: 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:~#			

15.1.3 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:~#

15.1.4 Display EVEs CPU INFO:

 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

 Socket(s):
 24

 NUMA node(s):
 4

 Wodel:
 44

 Model:
 44

 Model:
 44

 Model name:
 Intel(R) Xeon(R) CPU
 X5680 @ 3.33GHz

 Stepping:
 2

 CPU MHZ:
 3324.053

 BogMIPS:
 6650.00

 Virtualization:
 VT-x

 Hypervisor vendor:
 WMware

15.1.5 Display EVEs CPU manufacturer:

lsmod | grep ^kvm_ root@eve-ng:~# lsmod | grep ^kvm_ **kvm_**intel 212992 74 root@eve-ng:~#



15.1.6 Display EVEs HDD utilization.

If the /boot only has a little space left you can refer to section Error! Reference source not f ound. 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	l Use% Mounted on
udev	40G	0	40G	G 0% /dev
tmpfs	7.9G	52M	7.9G	G 1% /run
/dev/mapper/evengvg-root	681G	370G	283G	<u>G 57% /</u>
tmpfs	40G	0	40G	G 0% /dev/shm
tmpfs	5.OM		5.OM	M 0% /run/lock
tmpfs	40G		40G	G 0% /sys/fs/cgroup
/dev/sda1	472M	8 3M	365M	M 19% /boot
root@eve-ng:~#				

15.1.7 Display EVEs Bridge interface status

brctl show

root@eve-ng:~#	# brctl show		
bridge name	bridge id	STP enabled	interfaces
docker0	8000.0242c0db8435	no	
natO	8000.000000000000	no	
pnetO	8000.000c29d0aa94	no	ethO
pnet1	8000.000c29d0aabc	no	eth1
			vunl1_0_1_0
pnet2	8000.000c29d0aa9e	no	eth2
pnet3	8000.000c29d0aaa8	no	eth3
pnet4	8000.000c29d0aab2	no	eth4
pnet5	8000.000000000000	no	
pnet6	8000.000000000000	no	
pnet7	8000.000000000000	no	
pnet8	8000.000000000000	no	
pnet9	8000.000000000000	no	

15.1.8 Display EV	/Es system services status
systemctl list-u	nit-filesstate=enabled
-	
root@eve-ng;~# svstemctl li	st-unit-filesstate=enabled
UNIT FILE	STATE
accounts-daemon.service	enabled
autovt@.service	enabled
capdog.service	enabled
cpulimit.service	enabled
cron.service	enabled
docker.service	enabled enabled
getty@.service lvm2-monitor.service	enabled
mvsgl.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 ureadahead.service	
dm-event.socket	enabled enabled
docker.socket	enabled
lvm2-lvmetad.socket	enabled
lvm2-lvmpolld.socket	enabled
uuidd.socket	enabled
remote-fs.target	enabled
apt-daily-upgrade.timer	enabled
apt-daily.timer	enabled

15.2 **Correct EVE server network interfaces order**

NOTE: Sometimes after installation the Ubuntu or ESXi (known reported issue), your system can change network interfaces (NICs) order.



EVE-NG, starting from version PE 5.0.1-77 has implemented NIC order script to fix your network interfaces order.

- 1. Log into your EVE as SSH, or native VNC server console as root user.
- 2. Navigate to cd /opt/ovf/
- 3. Run the script:

```
root@eve-ng-master:~# cd /opt/ovf/
root@eve-ng-master:/opt/ovf# ./nicorder-wizard
```

4. Follow the instructions on the screen to re-order your interfaces.

Reorder Nic	_{αs} can change network
********	₩
UP/DOWN	Select interface
LEFT/RIGHT	Move interface
ESC	Discard change
ENTER	Accept new order
> enx000c29 enx000c29 enx000c29 enx000c29	967dbd5 eth1 -> eth1

- 5. After correction the initial boot order will be saved on your EVE server
- 6. Reboot your EVE server, the new order settings will be in force now.

NOTE: if you will run order script again, it will show you last saved order.

15.3 Expand EVEs System HDD

IMPORTANT NOTE: DO NOT expand your current/existing HDD on your EVE VM!

15.3.1 HDD space alert

Important: by default, EVE will trigger alerts if there are 3GB or less HDD space available. Additional nodes will not start until more space is added or freed up. A link is provided in the notification bubble on how to properly add an additional HDD.

×
×
×

To edit HDD space threshold for the alert is customizable. please follow section: 7.4.1



Radius Server #1	IP	Port	Secret
	0.0.0.0	1812	*****
Radius Server #2	IP	Port	Secret
	0.0.0.0	1812	•••••
	0.0.0.0	8080	
emplate visibility	unprovisioned images Disable	×	
Disk critical size	Minimal free space (GB)		
	5		

15.3.2 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.

Use EVE CLI command: **shutdown -h now**

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.

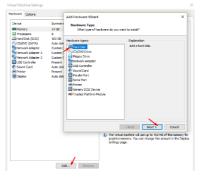
Step 6: Make sure you have set the option "Store Virtual disk as a single file" and then click Next

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 15.1.5

15.3.3 Expand your HDD on ESXi

Expanding your EVEs system HDD is achieved by adding an additional HDD to your EVE VM.





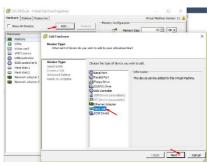
Step 1: Stop all your labs and shutdown EVE.

Use EVE CLI command: shutdown -h now

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 15.1.5

15.3.4 Expand your HDD on a Bare Metal EVE Server

It is a complicated process to expand a HDD for a bare metal EVE server.

https://www.eve-ng.net/wp-content/uploads/2023/03/EVE-Doc-3023-LVM-HDD-systems.pdf

Please open a ticket in our Live chat support for advice.

https://webchat.eve-ng.net/login/

Use a google account to join in the Live Chat or create new chat account.

15.4 Reset Management IP

Type the following commands into the CLI followed by enter:

rm -f /opt/ovf/.configured

su -

http://www.eve-ng.net/documentation/installation/bare-installIP address setup wizard. Please follow the steps in section 3.5.1 for Static IP or 3.5.2 for DHCP IP setup.

15.5 EVE PRO SQL Database recovery

Starting EVE PRO version 3.0.1-21 and later, you can recover SQL user database in case of disaster:

unl wrapper -a restoredb

Below is SINGLE LINE Command to restore SQL Database.



```
unl_wrapper -a restoredb ; grep -q default_time_zone
/etc/mysql/mysql.conf.d/mysqld.cnf || echo
"default_time_zone='+00:00'" >> /etc/mysql/mysql.conf.d/mysqld.cnf ;
systemctl restart mysql
```

15.6 EVE PRO Migration from host to host

Step 1: On newly installed EVE navigate to:

cd /opt/unetlab/scripts

Step 2: Run migration script migrate.sh where source IP is your old EVE host IP and root password of old EVE. [./migrate.sh -s <old eve ip> -p <root password>]

Example:

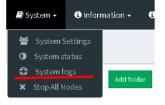
root@eve-ng:/opt/unetlab/scripts# ./migrate.sh -s 192.168.1.100 -p eve

Step 3: After migration is completed, deactivate EVE license on old host, and load license in the new EVE machine.

https://www.eve-ng.net/index.php/documentation/howtos/recover-rehosting-eve-ng/

15.7 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.

System log viewer				
Select log file	Number of Lines	Search text		
access.bd	20		View	
access.txt				
api.txt				
error.txt				
php_errors.txt				
unl_wrapper.txt				
cpulimit.log			Null	

15.8 EVE cli diagnostic info

Use EVE cli to obtain your EVE information:

eve-info



16 EVE Extras

16.1 EVE Pro Radius server setup for user authentication

Mandatory Prerequisites: Updated EVE-PRO version 2.0.6-30 or later.

Please follow section: 7.4.1

System settings			
Radius Server #1	IP	Port	Secret
	0.0.0.0	1812	•••••
Radius Server #2	IP	Port	Secret
	0.0.0.0	1812	•••••

16.1.1 EVE User setup for Radius authentication

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. Make sure that you're the username of the account created in EVE matches with the Radius server database.

Step 3: Enable the External Auth (Radius) checkbox. Any existing password will be removed, because the authenticator will check with the Radius server for credentials.

Add New User
User Name*
test
Use only [A-Za-z0-9]chars
External Auth (Radius) 🗹
Password

Password Confirmation

Step 4: If you have purchased licenses for different EVE user roles, you can choose the preferred user role. For licensing and user roles please refer to section **4**

ame					
John Tester					
Role Administrator 🗸	 _				
Administrator					
Accol Editor					
From User	0	to	-1	0	
POD*					
1					
1					

Step 5: 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.

rom	2018-05-18	00:00	to	2018-05-20	01:00
OD*					

Step 6: 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 7: Press ADD

Step 8. The username created inside EVE must match the username on the Radius server

Example: EVE user authenticated with ISE 2.1 Radius server.

Add

Cancel

		<u> </u>		# Main	🗲 Management 🗝	🖉 System 🗸	Information -	O Licensing -	
	l	Jser manag	gement her	e you can m	anage EVE-NG users				
		Database of	users						
		Username		Authenticat	or	Email		Name	
EVE Pro Radius user		admin		internal		root@loo	alhost.	Eve-N0	Administrator
EVE Pro Radius user,		uclise		ra clius		uldis@tt	Ltv	Uldis R	aciius
Authentication Details									
Source Timestamp	2018-11-21 1	8:59:48.211							
Received Timestamp	2018-11-21 1	8:59:48.214							
Policy Server	ISE2-1								
Event	5200 Authent	ication succeeded							
Username	udise								
User Type	User	ISE 2	2.1 EVE Au	thentica	ted user				
Authentication Identity Store	Internal Users	:							
Authentication Method	PAP_ASCII								
Authentication Protocol	PAP_ASCII								
Network Device	EVE90-228								
Device Type	All Device Ty	pes							
Location	All Locations								
NAS IPv4 Address	192.168.90.2	28							
Authorization Profile	PermitAccess								
Response Time	206								

16.2 Active Directory user authentication

Mandatory Prerequisites: Updated EVE-PRO version 2.0.6-30 or later.

To join Active Directory to the EVE, Please follow section: 7.4.1



ystem settings						
Radius Server #1	IP		Port		Secret	
	0.0.0.0	28	1812	\$		(
Radius Server #2	IP		Port		Secret	
	0.0.0.0		1812	•		Ŵ
						_
Active Directory Server	IP		Port		Enable TLS	
Active Directory Server	IP 192.168.90.27		Port 389	÷	Enable TLS	
Active Directory Server Base DN				÷	Enable TLS	
				Þ	Enable TLS	
Base DN	192.168.90.27			÷	Enable TLS	

16.2.1 EVE User setup for AD (LDAP) authentication

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. Make sure that you're the username of the account created in EVE matches with the Radius server database.

Note: The username in of the Active directory user account must match with AD username. Username must have domain at the end of username. Example: evelabuser@eve.lab

Step 3: Enable the Active Directory from Authentication menu. Any existing password will be removed, because the authenticator will check with the Active Directory server for credentials.

Add New User	
User Name*	
labuser@eve.lab	83
Use only [A-Za-z0-9@]chars	
Authentication active directory	
Password	
•••••	
Password Confirmation	

Step 4: If you have purchased licenses for different EVE user roles, you can choose the preferred user role. For licensing and user roles please refer to section **4**



ohn Tester					
le Administrator 🗸					
Administrator					
Editor					
User	0	to	-1	0	
D*					

Step 5: 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.

om	2018-05-18	00:00	to	2018-05-20	01:00
D*					

Cancel

Step 6: 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 1-32786. Please keep POD numbers unique between users!

Step 7: Press ADD

Step 8. The username created inside EVE must match the username on the Radius server

16.3 Lab Chat

🟴 Lab Chat	Refer section: 7.9.12
LAB CHATROOM	
[10.42:52] <i>uldis joined</i> [10.43:19] <i>admin joined</i> [10.43:24] admin: hello uldis [10.43:34] uldis: hello admin	

16.4 Custom MAC address for node management

NOTE: Custom first MAC is supported for Qemu nodes only.

Qemu nodes has option to change first interface MAC address.



		► vios
[emplate		C VIOS
Cisco vIOS	*	Router> Router>en
D		Router#sh int g0/0 GigabitEthernet0/0 is administratively down, line protocol is down
15		Hardware is iGbE, address is aabb.cc00.dead (bia aabb.cc00.dead)
		MTU 1500 bytes, BW 1000000 Kbit/sec, DLY 10 usec, reliability 255/255, txload 1/255, rxload 1/255
mage		Encapsulation ARPA, loopback not set Keepalive set (10 sec)
vios-adventerprisek9-m.SPA.156-1.T	Ŧ	Auto Duplex, Auto Speed, link type is auto, media type is RJ45
Name/prefix		output flow-control is unsupported, input flow-control is unsuppor ARP type: ARPA, ARP Timeout 04:00:00
VIOS		Last input never, output never, output hang never Last clearing of "show interface" counters never
con		Input queue: 0/75/0/0 (size/max/drops/flushes); Total output drops
Se Router.png		Queueing strategy: fifo Output queue: 0/40 (size/max)
JUD		5 minute input rate 0 bits/sec, 0 packets/sec 5 minute output rate 0 bits/sec, 0 packets/sec
314c922c-9d95-42d3-83c1-187994390538		0 packets input, 0 bytes, 0 no buffer
5140/220 /0/5 4205 0501 10/7/45/0550		Received 0 broadcasts (0 IP multicasts) 0 runts, 0 giants, 0 throttles
CPU Limit		0 input errors, 0 CRC, 0 frame, 0 overrun, 0 ignored 0 watchdog, 0 multicast, 0 pause input
CPU RAM (MB)	Ethernets	16 packets output, 3570 bytes, 0 underruns
1 1024	4	Router#
First Eth MAC Address		Router# Router#
aatbbtcct00tdetad		
QEMU Version QEMU Arch	QEMU Nic	
tpl(default 2.4.0) - tpl(i386)	 tpl(e1000) 	
	-F-()	
QEMU custom options		
-machine type=pc-1.0,accel=kvm -serial mon:st	dio -nographic -nodetcontig -nodet	
Startup configuration		
None	*	
Delay (s)		

16.5 Windows node settings for Wifi dongle

Using a Wifi USB dongle, you can connect a WiFi-adapter to windows host inside EVE.

Step 1. Connect your USB Wifi dongle to your EVE server.

Step 2. Issue the following command on the EVE CLI to obtain BUS and host numbers which your USB WiFi is connected to:

lsusb

Console

root	Geve	-ng:~#	lsusk			
Bus	002	Device	002:	ID	0cf3:9271	Atheros Communications, Inc. AR9271 802.11n
Bus	002	Device	001:	ID	ld6b:0002	Linux Foundation 2.0 root hub
Bus	006	Device	001:	ID	ld6b:0001	Linux Foundation 1.1 root hub
Bus	005	Device	001:	ID	ld6b:0001	Linux Foundation 1.1 root hub
Bus	001	Device	003:	ID	0424:2514	Standard Microsystems Corp. USB 2.0 Hub
Bus	001	Device	001:	ID	ld6b:0002	Linux Foundation 2.0 root hub
Bus	004	Device	001:	ID	ld6b:0001	Linux Foundation 1.1 root hub
Bus	003	Device	002:	ID	04e6:5116	SCM Microsystems, Inc. SCR331-LC1 / SCR3310 Sma
rtCa	ard R	leader				
				ID	ld6b:0001	Linux Foundation 1.1 root hub
root	Geve	-ng:~#				

Step 3. Add the windows node onto the topology and edit the Qemu line:

Change the type value:



type=q35

Add a comma and then the following line: if=virtio -usb -device usb-host,hostbus=2,hostaddr=2

Where hostbus is your Bus value and hostaddr is your Device ID as seen in the figure above.

Full Windows host qemu line will look like this:

```
-machine type=q35,accel=kvm -cpu
host,+pcid,+kvm_pv_unhalt,+kvm_pv_eoi,hv_spinlocks=0x1fff,hv_vapic,hv
_time,hv_reset,hv_vpindex,hv_runtime,hv_relaxed,hv_synic,hv_stimer -
vga std -usbdevice tablet -boot order=cd -drive
file=/opt/qemu/share/qemu/virtio-win-
drivers.img,index=1,if=floppy,readonly,if=virtio -usb -device usb-
host,hostbus=2,hostaddr=2
```

Template							
Windows	Windows						
ID							
6							
Image							
win-7-x86-IPCC						•	
Name/prefix							
Win							
lcon							
🚚 Desktop.png						*	
UUID							
eee724a7-53f9-45cb-8	1Ь1-	-c1fec67de63	0				
CPU Limit							
CPU		RAM (MB)			Ethernets		
1		4096			1		
First Eth MAC Address							
50:0a:00:06:00:00							
QEMU Version		QEMU Arch	1		QEMU Nic		
tpl(2.0.2) 🔹		tpl(×86_64) -		tpl(e1000)	*	
QEMU custom options	: (r	eset to tem	plate value)			
-machine type=q35,acc	el=k	vm -cpu qem	u64,+fsgsba:	se -v	ga std -usbdevice I	tablet	
Startup configuration		•					
None						*	
Delay (s)							
0							
Console							
rdp-tls						*	
Left			Тор				
516			312				
	lave	Cancel					



16.6 Master Server NIC ports order change

Some of the servers has Network interface cards with multi and various ethernet type ports. Example: Some DELL R series servers has first 2 Fibre ports (SFP) and additional 4 Ethernet ports. Requirement is to set EVE management on the 3rd port.

Supported starting from version 5.0.1-93.

Workaround:

- SSH or use serial console to your EVE CLI as root user.
- Navigate CLI to:
 - cd /opt/ovf/
- Run NIC order setup wizard

./nicorder-wizard

Follow the instructions on the screen to set primary NIC for your EVE

Reorder Nic *********			
UP/DOWN	Select in	terface	
LEFT/RIGHT	Move inte	rface/F	
ESC	Discard c	hange	
ENTER	Accept ne	w order	
	9617481 et 961748b et		

16.7 Satellite Server NIC ports order change

Some of the servers has Network interface cards with multi and various ethernet type ports. Example: Some DELL R series servers has first 2 Fibre ports (SFP) and additional 4 Ethernet ports. Requirement is to set EVE management on the 3rd port.

Workaround:

- SSH or use serial console to your EVE CLI as root user.
- Execute link set up command for all interfaces

ls -1 /sys/class/net/ | while read i ; do ip link set \$i up ; done

Detect which interface is up state

ls -1 /sys/class/net/ | while read i ; do ip link set \$i up ; done

root@eve-sat01:~"# ls -1 /sys/class/net/ while read i ; do ip link set \$i up ; done
root@eve-sat01:~"# ls -1 /sys/class/net/ while read i ; do echo \$i \$(ethtool \$i grep Link) ; done
dockerO Link detected: no
ensi60 Link detected: yes stand use serial console to your EVE CLI as root user.
ens192 Link detected: no and 35H of use serial console to your EVE CET as foot user.
ens224 Link detected: yes
lo Link detected: yes 🔹 🔄 Execute link set up command for all interfaces



Edit netplan yaml file with correct interface name:

```
nano /etc/netplan/01-netcfg.yaml
```

```
GNU nano 4.8 /etc/netplan/01-netcfg.yaml

# This file describes the network interfaces available on your system

# For more information, see netplan(5).

network:

version: 2

renderer: networkd

ethernets:

ens160:  Workaround:

addresses: [ "192.168.98.101/24" ]

gateway4: 192.168.98.1

nameservers:

addresses: [ "8.8.8.8", "1.1.1.1" ]
```

- To save netplan settings use: CTRL +o [letter o]; Enter; CTRL +x [for exit]
- Run test the new network settings, enter

```
netplan try
```

```
root@eve-sat01:~# netplan try
Do you want to keep these settings?
Press ENTER before the timeout to accept the new configuration
Changes will revert in 112 seconds
Configuration accepted.
```

Apply new network settings and reboot

```
netplan apply
```

reboot



17 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

17.1 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 hdd 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 The table of proper folder names is provided in our website:

https://www.eve-ng.net/index.php/documentation/qemu-image-namings/

Supported HDD formats and Qemu versions for the EVE images:

HDD Format	HDD name example
lsi([a-z]+).qcow	lsia.qcow
hd([a-z]+).qcow	hda.qcow
virtide([a-z]+).qcow	virtidea.qcow



virtio([a-z]+).qcow	virtioa.qcow
scsi([a-z]+).qcow	scsia.qcow
sata([a-z]+).qcow	sataa.qcow

Supported Qemu Versions
1.3.1
2.0.2
2.2.0
2.4.0
2.5.0
2.6.2
2.12.0
3.1.0
4.1.0
5.2.0
6.0.0

17.2 How to prepare images for EVE

How to add EVE-NG images please refer to:

https://www.eve-ng.net/index.php/documentation/howtos/

17.3 How to add custom image template

IMPORTANT NOTE: Upgrade from EVE version 2.0.5-XX to 2.0.6.-XX automatically will convert old config.php to new yml formats: If you had already custom templates in old php format, these templates will be automatically converted to custom_templates.yml file during the upgrade process!

17.3.1 Templates folder choice

▲ IMPORTANT NOTE: Starting from EVE-PRO Version 2.0.6-42, EVE installation is autodetecting what kind of CPU manufacturer has your server: Intel or AMD, to choose proper templates set. You can check it manually on EVE cli: example below, showing that EVE has Intel CPU.

root@eve-ng:~# lsmod | grep ^kvm_ kvm_intel 212992 74 root@eve-ng:~#

- If you have Intel CPU, then your template files are in "/opt/unetlab/html/templates/intel/"
- If you have AMD CPU, then your template files are in "/opt/unetlab/html/templates/amd/"

17.3.2 Prepare template file

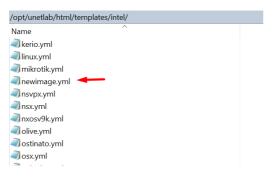
I NOTE: For templates development use templates folder which is matching your EVE server CPU.



Example below will be based for Intel CPU EVE custom image template. Use EVE cli or WinSCP/Filezilla to create template.

Step 1: Navigate to EVE location: /opt/unetlab/html/templates/intel/

Step 2: Choose your most suitable template from which you want to make copy and create own image template. (example: newimage.yml)



Step 3: Make a copy from source template newimage.yml. Example: Using CLI create template and name it ngips.yml.

cp /opt/unetlab/html/templates/intel/newimage.yml /opt/unetlab/html/templates/intel/**ngips.yml**

You can create new template using WinSCP or Filezilla as well.

ootweve-ny./opt	/unetlab/html/te	mplates/intel# ls_					
10.yml	c7200.yml	cumulus.yml	iol yml	osx.yml	sterra.yml	versadir.yml	vtedge.yml
cs.yml	c9800cl.yml	cup.yml	ise.yml	paloalto.yml	timoscpm.yml	versafvnf.yml	vtmgmt.yml
lteon.yml	cda.yml	cyberoam.yml/opt/u	njspace.yml/templa	apfsense.ymlvimage.	.timosiom.ymlab/ht	viosl2.yml/inte	vtsmart.yml
npcloud.yml	cexpresw.yml	denm.yml	junipervrr.yml	phoebe.yml	timos.yml	vios.ymĺ	vwaas.yml
picem.yml	cips.yml	docker.yml	kerio.yml	prime.yml	titanium.yml	vmxvcp.yml	vwlc.yml
rubacx.yml	clearpass.yml	esxi.yml You can	i tinuxeyml w temp	pulsesym1 WinSC	Ptrendmivtpscyml/c	vmxvfp.yml	vyos.yml
ruba.yml	cms.yml	extremexos yml	mikrotik.yml	riverbed.yml	uccx.yml	vmx.yml	winserver.yml
sav.yml	coeus.yml	firepower6.yml	newimage.yml 🛹	-scrutinizer.yml	ucspe.yml	vnam.yml	win.yml
sa.yml	cpsg.yml	firepower.ymDPR	ngips yml 🗛 🗸 🗆	næilveredge∷ýml∩p	lavcenteroymlelated	vpcs.ymlnage f	oxrv9k∃yml. Yo
arracuda.yml	csr1000vng.yml	fortinet.yml	nsvpx.yml	silverorch.yml	veloedge.yml	vqfxpfe.yml	xrv.yml
igip.yml	csr1000v.yml	hpvsr.yml	nsx yml	sonicwall.yml	velogw.yml	vqfxre.yml	*.yml
rocadevadx.yml	ctxsdw.yml	huaweiar1k.yml	nxosv9k.yml	sophosutm.yml	veloorch.yml	vsrxng.yml	
1710.yml	cucm.yml	huaweiusg6kv.yml	olive.yml	sophosxg.yml	veos.ymlns/comu	vsrx yml sign 1	
3725.yml	cue.vml	infoblox.vml	ostinato.vml	-stealth.vml	versaana.vml	vtbond.vml	

IMPORTANT: The new name of your template will be related to your image foldername. Your image foldername must start with prefix "ngips-"

Example: image foldername under /opt/unetlab/addons/qemu/ngips-6.5.0-115

root@eve-ng:~# cd /opt/unetlab/addons/gemu. root@eve-ng:/opt/unetlab/addons/gemu# ls		<
a10-vThunder-411:43.1 KB in 0 of 13	ise-2.6.0.156.SPA-L	0 B o
ampcloud-2.3.5-L ampcloud-3.0.2	junipervrr-19.2R1-S2.2 kerio-control-9.3.2	
arubacx-10.03	linux-mint-18.3-cinnamon-64bit	iol. ise.
arubacx-10.04-1000 aruba-VMC_8.4.0.3	linux-slax-64bit-9.3.0 linux-slax-64bit-9.3.0.tar.qz	jspa juni
asa-915-16-k8-CL-L	mikrotik-6.44.5	keri linu
asav-9131-100 asav-971-001	ngips-6.5.0-115 nsvpx-12.0.53.13	mikr newi ngip

17.3.3 Prepare interface format and name lines

EVE Pro has included option to create various interface names, sequences and numbering. Please refer table below.

Formula	Template example	line	format	Will produce



eth_format: <prefix>{<first example<br="" for="" slot:="" value="">1>}<separator>{<first for="" port="" value="">-<number of<br="">port per slot: example 8>}</number></first></separator></first></prefix>	eth_format: Gi{1}/{0-8}	Gi1/0 Gi1/1 Gi1/2 Gi1/3 Gi1/4 Gi1/5 Gi1/6 Gi1/7 Gi2/0 Gi2/1
eth_format: <prefix>{<first example<br="" for="" slot:="" value="">0>}<separator>{<first for="" port="" value="">-<number of<br="">port per slot: example 4>}</number></first></separator></first></prefix>	eth_format: Ge{0}/{0-4}	Ge0/0 Ge0/1 Ge0/2 Ge0/3 Ge1/0 Ge1/2 Ge1/3 Ge2/0 Ge2/1 Ge2/2
eth_format: <prefix>{<first value="">}</first></prefix>	eth_format: Gi{0}	Gi0 Gi1 Gi2 Gi3
eth_format: <prefix>{<first value="">}</first></prefix>	eth_format: G0/{0}	G0/0 G0/1 G0/2 G0/3
eth_name: <prefix: custom="" interface="" name=""></prefix:>	eth_name: - M1 - T1 - T2	M1 T1 T2
eth_name: <prefix: custom="" interface="" name=""></prefix:>	eth_name: - MGMT - DATA - TRAFFIC	MGMT DATA TRAFFIC

Combined first named interface following by formatted interfaces Example: We have to set first node interface name "eth0/mgmt" and next following interfaces must start from eth1 and change sequence accordingly. eth1, eth2,...,ethx

As your node first interface will be custom named (eth0/mgmt), therefore in the template "eth_name:" must be added before "eth_format:"

eth_name:
- eth0/mgmt
eth format: eth{1}



This adding will produce Node interfaces.

ADD CONI NGIPS AN	NECTION BETWEEN D SWITCH	×	
NGIPS	Source ID: 9 Source Name: NGIPS type - Node Choose Interface for NGIPS eth1 eth2 eth2 eth2 eth3 choose Interface for Switch Ga/o Destination ID: 8 Destination Name: Switch type - Node	>	

17.3.4 Edit your new template file:

For edit newly created template you can use WinSCP, FileZilla or cli. Example below shows template edit using cli and *nano* editor

cd /opt/unetlab/html/templates/intel/
nano ngips.yml

Change content, setting for various images can vary depends of vendor requirements. The interface name lines please refer Section: 17.3.2

# Copy	ght (c) 2016, Andrea Dainese ght (c) 2018, Alain Degreffe ghts reserved.	
# Redi # modi # # # #	Redistributions of source code mus notice, this list of conditions an Redistributions in binary form mus notice, this list of conditions an documentation and/or other materia Neither the name of the UNetLab Lt names of its contributors may be u	t the following conditions are met: t retain the above copyright d the following disclaimer. t reproduce the above copyright d the following disclaimer in the ls provided with the distribution. d nor the name of EVE-NG Ltd nor the
<pre># ANY # WARR # DISC # DIRE # (INC # LOSS # ON A # (INC</pre>	PRESS OR IMPLIED WARRANTIES, INCLU TIES OF MERCHANTABILITY AND FITNES IMED. IN NO EVENT SHALL <copyright , INDIRECT, INCIDENTAL, SPECIAL, E DING, BUT NOT LIMITED TO, PROCUREM F USE, DATA, OR PROFITS; OR BUSINE THEORY OF LIABILITY, WHETHER IN C</copyright 	HOLDER> BE LIABLE FOR ANY XEMPLARY, OR CONSEQUENTIAL DAMAGES ENT OF SUBSTITUTE GOODS OR SERVICES; SS INTERRUPTION) HOWEVER CAUSED AND DNTRACT, STRICT LIABILITY, OR TORT ING IN ANY WAY OUT OF THE USE OF THIS
	mu IPS - Node name on the Topology ion: Cisco FirePower NGIPS - Nod	e list name
cpulim	: 1	ADD A NEW NODE
icon: cpu: 4	5. pilg	Template
ram: 8	2	Nothing selected
ethern	: 3	NGIPS
		Barraccuda NGIPS Cisco FirePower NGIPS



```
eth_name:
- eth0/mgmt
eth_format: eth{1}
console: vnc
shutdown: 1
qemu_arch: x86_64
qemu_version: 2.4.0
qemu_nic: e1000
qemu_options: -machine type=pc,accel=kvm -serial none -nographic -no-user-config
-nodefaults -display none -vga std -rtc base=utc -cpu host
...
```

Note: Qemu options in the line may vary per image requirements. Please check manufacturer advice how to run KVM image

17.3.5 Prepare new icon for your template:

Step 1 Use Filezilla or Winscp to copy your custom icon IPS.png (icon filename IPS.png used in ngips.yml)

This icon should be about 30-60 x 30-60 in the png format (switch.png is for example 65 x 33, 8-bit/color RGBA)

Step 2 Copy this new icon into /opt/unetlab/html/images/icons/

17.3.6 Template use

Step 1 Create directory /opt/unetlab/addons/qemu/ngips-6.5.0-115

mkdir /opt/unetlab/addons/qemu/ngips-6.5.0-115

Step 2 Upload image NGIPS, Refer Section: 0

17.4 How to hide unused images in the node list

Please follow section 7.4.1 or 7.9.1.1



18 EVE Backup Solution

EVE NG Software provides full and partial content backup Starting from: EVE Professional 5.0.1-131 with Cluster EVE Community 5.0.1-20 EVE Backup Solution supported transfer protocols: SFTP port 22 or FTP port 23.

EVE Backup solution requires to have an external SFTP/FTP server where the EVE-NG content will be stored. The SFTP/FTP server HDD size must be chosen appropriately.

18.1 Backup manager

18.1.1 Backup Manager Installation

Mandatory Prerequisites: The Internet must be reachable from your server. DNS names must be resolved. This Backup solution installation requires internet access to get updates and install the latest EVE-Professional or Community version from the EVE-NG repository.

SSH to your EVE as root user and execute following commands.

root@eve-ng:~# apt update
root@eve-ng:~# apt install eve-backup-manager
root@eve-ng:~# reboot

18.1.2 Setup external SFTP or FTP server

SFTP server setup is EVE user's responsibility and not covered under EVE-NG support.

In order to use the backup tool, you are required to set up an external SFTP/FTP server. This part is not supported by EVE-NG support, because every user can install and establish a server in its own way. The main pre-requisite is: The SFTP server must be reachable two ways from the EVE server and back from the SFTP server to EVE.

Examples of external SFTP server setup:

https://www.eve-ng.net/wp-content/uploads/2024/03/EVE-Doc-2024-External-SFTP-Server.pdf

18.1.3 Backup Manager SFTP/FTP settings

IMPORTANT NOTE: It's a must to stop all running labs (nodes) before starting a backup process. If you have satellites, then make sure they are and connected to the Master. Satellites backup will be done automatically.

SSH to your EVE as root user and execute following command.

root@eve-ng:~# backup-manager



Backup Manager Main Menu	
 (c) Early better better required to setup external SFTP/FTP server. This part is out of EVE- (c) Create Backup (c) Create Backup (c) Create Stackup 	
(r) Restore Backup	į
(g) Quitos of external SFTP server setup: Link to document	
SFTP server setup is EVE user responsibility and not covered under EVE-NG support.	

Select option (e) Edit Backup Server

Server Configuration			
- I			
H			
II contraction of the second se			
N-110			
Virtual Environment	Server Protocol	SFTP Version 5.13	
nxi Generation			
H	Server Label	store	
I			
Server Configuration	Server Address	192.168.70.32	
	Remote Directory	(= Change - m (
	Remote Directory	/Sichusel/	
	Username	sftpuser	
	Password	***	
Server Pro			
Server Lab	Submit Quit		

Server Protocol: Select your designated backup server protocol FTP or SFTP **Server Label**: Name your Server Label, free to name it.

Server Address: Put your backup server IP,

Remote directory: For Linux servers, specify the target directory. The example above is /sftpuser/. This is the directory where the backup uploads will be stored. On the Windows SFTP server, this part can be left clear. All uploads will be stored in the sftp user-designated directory. **Username**: Put your SFTP server username **Password**: Put your SFTP user password

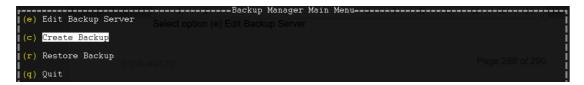
Submit

18.2 Create an EVE-NG Backup

SSH to your EVE as root user and execute following command.

root@eve-ng:~# backup-manager

Select option (c) Create Backup.



18.2.1 Backup option All

Every time when you run All backup process, EVE backup manager will create new backup folder **[hostname]-[date]-[backup ID]** with selected backup content.

Select your backup items:



Choose item(s) to Backup	Forward Protocol (1919)
Choose flem(s) to backup	
A11	Remote Directory Ziftpuser/
Labs backup	Username Ctyster
Dano naonap	Password ***
Database backup	Submit Ouit
Images backup	X
Templates/Icons/Config-s	ierver Protocol: Select your designated backup server protocol FTP or SFTP ript. backup Xame your Server Label, free to name it.
Tmp Folders backup	i <mark>erver Address</mark> : Put your backup server IP, temote directory: For Linux server specify target directory, example above is /sftpuser/. This
Mirroring	
Create Cancel	

Select All: the backup manager will create directory with all contents of EVE which includes:

- Labs,
- Users Database,
- All images (Dynamips, IOL, Qemu),
- Templates of all images including Custom templates, config scripts and icons,
- TMP Folder (TMP folder contains all of your labs saved configurations and qemu nodes)

18.2.2 Backup option custom selected

Every time when you run a custom selected backup process, EVE backup manager will create new backup folder **[hostname]-[date]-[backup ID]** with selected backup content.

Select Custom items: For example, if you want to back up only labs, images and full labs with a tmp directory, your selection should look like the screenshot below.

Create Backup		
Choose item(s) to Back	up folders backup up	
A11		
Labs backup	 Select All: the backup manager will create directory wit Labs. 	th all content of the EVE which include:
Database backup	Users Patabase,	
Images backup	×	
Templates/Icons/Config-	-script backup <mark>-</mark>	Page 289 of 291
Tmp Folders backup	× SEID	
Mirroring		
Create Cancel		

This backup folder will only contain Lab files (topologies), all images (vendor images) from the EVE in the current stage and the TMP folder (saved labs with all configurations) for all EVE users.

18.2.3 Backup option with Mirroring selected

First time when you run Mirror backup process, EVE backup manager will create new backup folder "**[hostname]-eve-ng-mirror**" with selected backup content.

Select Mirroring: The mirroring option creates a single Folder named "[hostname]-eve-ng-mirror".



Using this option will only back up content of the new data added after the first backup. EVE Backup will compare data that already persists in the backup folder and will update only new items which have been changed after the backup is saved in the "[hostname]-eve-ng-mirror". It is recommended to select all items with a mirror option.

Create Backup========	 Air Inlagos (Dyhalnips, IOL, Goniu),
Choose item(s) to Backup	 Templates for all your images also Custom templates, config scripts and icons, TMP Folder (TMP folder holding all your labs saved configurations with gemu nodes)
A11	Select Custom items: For example, if you want send to backup only labs, images and full lab, saved work (tmp directory), your items selection will look like below.
Labs backup	X
Database backup	Close (tanX) to Beckep
Images backup	X
Templates/Icons/Config-scr:	ipt backup X
Tmp Folders backup	Database box rup
Mirroring	The second se
Create Cancel	The Folders backup 8

Backup is completed when you will see following output:



18.3 Restore data from EVE-NG Backup

SSH to your EVE as root user and execute following command.

```
root@eve-ng:~# backup-manager
```

Select option (r) Restore Backup.

(e) Edit Backup Server	 Backup Manager Main Menu- will update only newest terms which has been changed after the backup saved in the "Thostnamel-eve-na-mirror". It is recommended to select all items with mirror option.
(c) Create Backup	Inosthamereve-ng-minor . It is recommended to select all items with minor option.
(r) Restore Backup	Croste Backup
(q) Quit	

18.3.1 Select restore backup folder

IMPORTANT: Select a desired backup folder, following by Restore.



#Restore Backup 	Select Item to restore Select option (r) Restore Backup.
<pre>/tmp/eve-bkp-storage +cache +eve-bck-master-202402: +eve-bck-master-202402: Leve-bck-master-mirror</pre>	nov Edit Beckup Server 1997 Edit Beckup Server 8-183240 _{Packup} 8-203005 Her Kosv Stekup 1991 Cuit
	18.3.1 Backup option All
	Every time when you will run All backup process, EVE backup manager will create new backup folder [hostname]-[date]-[backup ID] with selected backup content.
	Select your backup items:
Restore Cancel	

18.3.2 Select the items to restore

All: (Mirroring disabled) This option is useful to restore all data from backup to the new EVE installation. Backup manager will compare your existing data on your EVE with backup content and will restore only missing data.

Custom selected items: (Mirroring disabled) This option will restore custom selected items' data from backup to the new EVE installation. Backup manager will compare your existing data on your EVE with backup content and will restore only missing data.

Important: Restoring cluster satellite server TMP folder content for the new EVE install. Make sure that the Satellite ID matches your tmp-satellite folder number (ID)

#Restore Backup			
Choose item(s) to Restore	18.3.1 Restore content from backup folder		
	Select your desired regular (non-mirror) backup folder, following by Restore:		
A11 2	Festore Backsp		
customs 2	Select Item to restore		
database 2			
image 2			
lab			
tmp-master			
tmp-sat1			
tmp-sat2			
tmp-sat3	۲		
mirroring			
Restore Cancel			

Careful! Mirroring enabled! This option will restore selected data from backup to the EVE installation. Backup manager will replace all data on your EVE with backup content and will destroy data which does not exist in backup.



Cust <mark>om selected terms: (Mirroring disabled) This option</mark> will restore cust
from backup to the new EVE installation. Backup manager will compar
your EVE with backup Warming Will restore only nissed data.
The script will destroy all labs,
Import configurations, and images that are the folder content for
sure hanotipresent on the selected backup forder number (ID)
If the mirror option is unchecked,
Restance in the your can restore needed labs
from backup.
OK

Restore is completed when you will see following output:



18.3.3 Import/restore data from EVE Community to the EVE Pro

IMPORTANT: EVE Community edition has different user's database schema, therefore do not select "database" from EVE Community backup sending data to the EVE Pro:

Restore Backup	
1	renames": 0,
Choose item(s) to Restor	re (Alfah)////"retryError": false,
1	"serverSideCopies": 0,
1	"serverStdeMoveBytes": 0.
1	ServerSideMoves": 0,
A11	Superson "speed": 4144845.846753197,
i i	[Martin 2006 "totalBytes": 257207222,
customs	IX "totalChecks": 0,
1	"totalTransfers": 61,
database	"transferTime": 2.379184653, "transfers": 61
1	
image	X IIIIIII Restore complete IIIIIIII
1	_
lab	X I
	Back to main menu
tmp-master	8
tmp-sat1	• •
	1 2.2 Imment/sectors data from EVE Community to the EVE Dra
tmp-sat2	13.3.3 Import/restore data from EVE Community to the EVE Pro
tmp-sat3	
cmp-sacs	•
mirroring	IMPORTANT: EVE Community edition has different user's database schema, the
mirroring	
Restore Cancel	backup data from EVE Community to the EVE Pro select following items to restore.
Restore Calicer	

following by Restore.



19EVE Resources

For additional updated information please follow our web site: <u>https://www.eve-ng.net</u>

How to updates: https://www.eve-ng.net/index.php/documentation/howtos/

How to videos: https://www.eve-ng.net/index.php/documentation/howtos-video/

https://www.eve-ng.net/index.php/documentation/knox-hutchinson-videos/

FAQ: https://www.eve-ng.net/index.php/faq/

Live support chat: https://webchat.eve-ng.net/login/

For access to live chat use your Google account or create new chat account.

EVE forum: https://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: https://www.eve-ng.net/index.php/download/

EVE Community version downloads, free: <u>https://www.eve-ng.net/index.php/community/</u>

EVE Supported images: https://www.eve-ng.net/index.php/documentation/supported-images/