

Title: Accessing Belkin Serial Console Over IP F1DP116S from KVM.net® II System

No: IPA38-1

Date: Sunday, 09 November, 2008

SUMMARY:

Belkin Serial Console Over IP F1DP116S can be seamlessly integrated to the KVM.net® II System by using the built-in SSH Access Service™.

MORE INFORMATION:

To access and operate the Belkin Serial Console Over IP F1DP116S from KVM.net II system we need properly configure the Belkin Serial Console Over IP F1DP116S and create Serial Console Port targets in the KVM.net II system.

Configuring Belkin Serial Console Over IP F1DP116S unit for operation with KVM.net II.

1. Login to the Belkin Serial Console Over IP F1DP116S unit with admin password and in the Serial Section configure the Console Ports settings to match the serial port parameters of the connected devices.
2. Select the Operation Mode and change the Protocol to **SSH**:



Serial Port Configuration - 1 : Console Port 1 --- Jump to ---

[Enable/Disable This Port](#)
[Port Title](#)

Operation Mode

Operation Mode : Console server

Serial Power Mode : RS232

Assigned IP : 0.0.0.0

TCP Port (Listening 1024-65535) : 4001

Destination IP : 0.0.0.0

Protocol : SSH

Inactivity Timeout (1-3600 sec, 0 for Unlimited) : 0

Modem Init String : 0

[Serial Port Parameters](#)
[Port Logging](#)

Sending a Break to Serial Port :

3. Verify that the Operation Mode is set to **Console Server**.
4. Note the TCP Port number. (Default is TCP port 4000 + Console Port number, e.g. the TCP port for Console Port 8 will be 4008.)
5. Click Apply to save the Console Port Configuration.

6. Repeat the above configurations for all Console Ports of the Belkin Serial Console Over IP F1DP116S unit.
7. Navigate to the Users section and create users with relevant Access Control List (ACL) settings. Note the user's User name and Password.

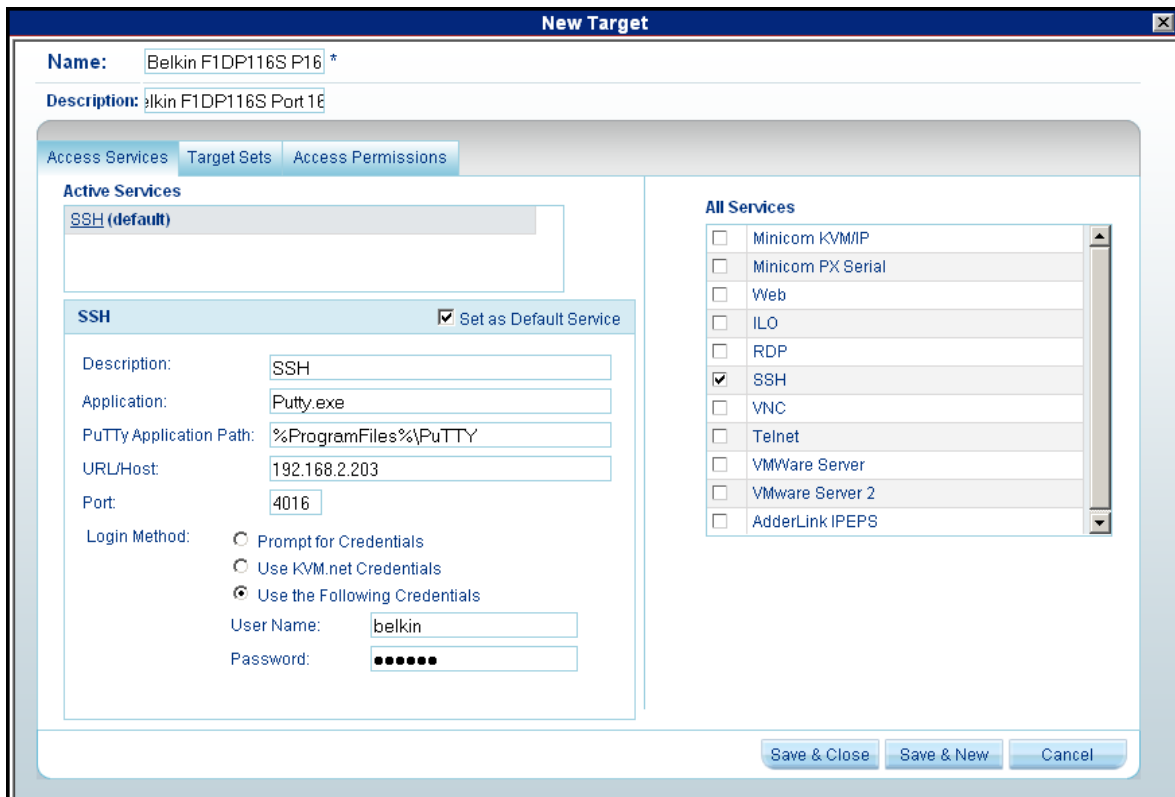
8. Navigate to the Network Setting section and note the IP Address of the Belkin Serial Console Over IP F1DP116S unit.

Configuring Belkin Serial Console Over IP F1DP116S Target ports in KVM.net II.

1. Login to the KVM.net II with administrator permissions.
2. In the **Management, Targets** page click **New Target** button.
3. Give a name to the Target. Target is the Console Port on the Belkin Serial Console Over IP F1DP116S unit.
4. Provide description for the Target (optional).
5. In the **All Services** section select **SSH**.
6. In the **All Services** section unselect **Mincom KVM/IP**.
7. Set SSH Access Service to be a **Default Access Service**.
8. Type the Belkin Serial Console Over IP F1DP116S unit IP address in the **URL/Host** field.
9. Type the Console Port TCP port number in the **Port** field.
10. Configure the **Login Method**:
 - a. **Prompt for Credentials** will ask to type the user name and password every time user connects to the Serial Console Port.
 - b. Use **KVM.net Credentials** will use the currently logged user's user name and password for accessing Serial Console Port. These user names and passwords must exist in Belkin Serial Console Over IP F1DP116S unit.

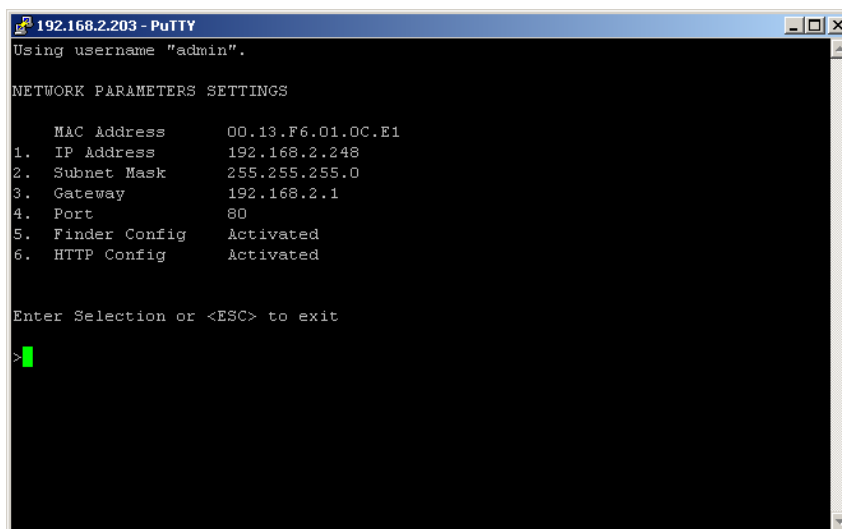
- c. Use the Following Credentials. Type user name and password for the user that has permissions to access the Serial Port. This user name and password must be configured in Belkin Serial Console Over IP F1DP116S unit.

11. Configure the **Target Sets** and **Access Permissions** assignments and press **Save & Close** or **Save & New** button.



In the KVM.net II **Access** Section select the Target Console Port connected to Belkin Serial Console Over IP F1DP116S. If the PuTTY Software is not installed in the default path, a “**Select file to launch**” dialog box will appear. Navigate to the location where the PuTTY is installed, select **PuTTY.exe** and click **Open**.

Connection to Belkin Serial Console Over IP F1DP116S Serial Console Port is established.



COMMENTS:

To operate the SSH Access Service™ from KVM.net II, download PuTTY software from <http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html> or from Minicom support web site: <http://support.minicom.com/KVMnet/Tools/putty.exe>