

SOLARWINDS

Network Atlas Administrator Guide

solarwinds
Unexpected Simplicity



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Conventions

The documentation uses consistent conventions to help you identify items throughout the printed and online library.

Convention	Specifying
Bold	Window items, including buttons and fields.
<i>Italics</i>	Book and CD titles, variable names, new terms
Fixed font	File and directory names, commands and code examples, text typed by you
Straight brackets, as in [value]	Optional command parameters
Curly braces, as in {value}	Required command parameters
Logical OR, as in value1 value2	Exclusive command parameters where only one of the options can be specified

Documentation Library

The following documents are included in the documentation library:

Document	Purpose
Administrator Guide	Provides detailed setup, configuration, and conceptual information.
Page Help	Provides help for every window in the user interface
Release Notes	Provides late-breaking information, known issues, and updates. The latest release notes can be found at www.solarwinds.com .



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Chapter 1: Introducing Network Atlas

Network Atlas is a powerful tool for creating custom maps and network diagrams. The maps created in Network Atlas enable users to view a graphical depiction of their network in the Orion Web Console. You can also use the maps to create network documentation, which can then be printed and exported as needed.

Map objects may include monitored NPM nodes, interfaces, and volumes; SAM applications and components; nested maps; and network links.

The numerous presentation options for your network maps include the following:

- A large set of predefined background colors, textures, and images is available for you to use in your maps. You can also provide your own custom background graphics, such as floor plans.
- Real-time weather or natural disaster maps may be projected directly onto your network maps using linked web graphics as a background.
- The shape, size, color, and style of map links may be customized to illustrate the status or the relative bandwidth of associated objects.
- Map objects may be presented in a unique set of graphical styles to portray network status.
- Wireless heat maps display the signal strength provided by your wireless access points.
- Maps may be nested to selectively reveal increasing levels of map detail, and the status of nested map child objects may be bubbled up to the parent map.

Network Atlas Features

Network Atlas gives you the ability to create multi-layered, fully customizable, web-based maps of your network to visually track the performance of network elements, applications, and operations monitored by any of the following Orion applications:

- Network Performance Monitor
- Server & Application Monitor
- VoIP & Network Quality Manager
- Enterprise Operations Console

The following features are currently available in Network Atlas:

ConnectNow

The ConnectNow tool in Orion Network Atlas allows you to instantly draw lines between mapped objects that are connected on either Layer 2 or Layer 3. For more information, see [Connecting Objects Automatically with ConnectNow](#).

Utilization and Connection Speed Shown

Multi-colored links between mapped devices communicate most recently determined interface utilization and connection speed. Utilization data is available for links that are not automatically created.

Linked Backgrounds

The linked backgrounds feature allows you to create maps with backgrounds sourced directly from the Internet. Using a linked background, you can create maps that include dynamic weather information relevant to your distributed network sites. For more information, see [Selecting a Background Image](#).

AutoArrange

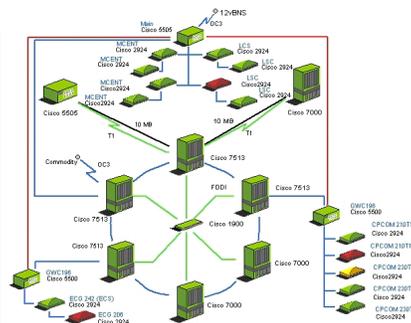
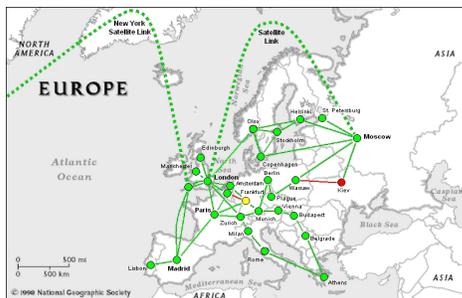
AutoArrange options allow you to quickly structure or reorganize objects on your map. For more information, see [Selecting Automatic Layout Styles](#).

Wireless Heat Maps

Wireless Heat Maps allow you to visualize the strength of wireless signal generated by your Wi-Fi access points. For more information, see [Creating Wireless Heat Maps](#).

Example Maps

The following figures are examples of the types of maps you can create using Orion Network Atlas.





Chapter 2: Installing Network Atlas

Network Atlas is pre-installed on Orion EOC and Orion NPM, and it can be run as a local application on those Orion servers. Users can also run Network Atlas as a standalone application on any remote computer meeting the stated minimum requirements.

Network Atlas Requirements

The following table provides the minimum requirements for a Network Atlas installation.

Note: To take full advantage of Network Atlas features, users of Network Atlas must either have node management rights in Orion NPM or be assigned the administrator role in Orion EOC. Network Atlas may fail to complete file synchronization with the Orion database if Network Atlas users do not have sufficient permissions to access the Network Atlas synchronization folder. Confirm that the user logged in to Network Atlas is able to access the Network Atlas synchronization folder.

Server Component	Requirements
Operating System	Microsoft Windows XP, Windows Vista, Windows 7, Windows Server 2003, or Windows Server 2008 R2.
Memory	1 GB
Hard Drive Space	150 MB
Ports	Remote instances of Network Atlas require TCP on port 17777 to either the Orion NPM or the Orion EOC server.

Installing Network Atlas on a Remote Computer

The following procedure installs Network Atlas on a remote computer.

To install Network Atlas on a remote computer:

1. Log on to your Orion NPM or Orion EOC server.
2. Click **Start > All Programs > SolarWinds Orion > Orion Web Console**.
3. In the Network Map resource, click **Download Network Atlas**.

Note: If you do not see a **Download Network Atlas** link in your Network Map resource, click **Edit**, and then check the **Show Network Atlas Download** link option on the Edit Network Map resource page (administrative access may be required).

4. Save the Network Atlas installer (**NetworkAtlas.exe**) to an appropriate location on your remote computer.
5. Run the Network Atlas installer on your remote computer.
6. Click **Next** on the Welcome window.
7. **If you have previously installed Network Atlas**, you may be prompted to change, repair or remove your installation. Click **Repair**, and then click **Repair** again on the Ready to repair window.
8. **If you are installing Network Atlas for the first time**, complete the following steps:
 - a. Accept the terms in the license agreement, and then click **Next**.
 - b. Provide an appropriate installation destination folder, and then click **Next**.
 - c. Click **Install** on the Ready to Install window.
9. Click **Finish** when the Setup Wizard completes.

Installing Network Atlas on a Remote Computer

For more information about starting Network Atlas and creating a new map, see [Creating Basic Maps](#).

Chapter 3: Creating Basic Maps

Creating a map can be as simple as selecting a background image, dragging network resources onto the drawing area, and connecting the objects with lines.

To create a basic map:

1. Start the Network Atlas.
2. Click **Network Map** in the **Create New** section.

A new empty network map will open in the Network Atlas.

Decide what you want to have in the map and accomplish the appropriate tasks:

- [Adding Map Objects](#)
- [Connecting Objects Automatically with ConnectNow](#)
- [Connecting Map Objects Manually](#)
- [Using Object Links to Represent Interface Status](#)
- [Interpreting Map Links](#)
- [Using Anchor Points to Reshape Map Links](#)
- [Adding a Background](#)
- [Saving Maps](#)
- [Opening Maps](#)
- [Displaying Maps in the Web Console](#)

Starting Network Atlas

Starting Network Atlas requires launching the application, connecting to the appropriate server, and selecting the map which you want to open.

Note: To take full advantage of Network Atlas features, users must have either node management rights in Orion NPM or the administrator role in Orion EOC.

To start Network Atlas:

1. Log on to the computer hosting your Network Atlas installation.
2. Click **Start > SolarWinds > Network Atlas**.
3. Connect to your primary Orion server, as directed in the following procedure:
 - a. Provide your Orion **Login** and **Password**.

Note: Your Orion **Login** and **Password** correspond to your Orion Web Console **User Name** and **Password**.
 - b. Provide the IP address or hostname of your primary Orion server in the **Address** field.
 - c. *If you are connecting to an Orion NPM server*, select **Orion** as the **Connect to** target.
 - d. *If you are connecting to an Orion EOC server*, select **EOC** as the **Connect to** target.
 - e. Click **Connect**.
4. Now on the Network Atlas Welcome screen, select what map you want to open in the Network Atlas:
 - To open a recent map, select it in the **Open Recent** section.
 - To open a map available in a certain location, click **Browse** and navigate to the map.
 - To create a new network map, click **Network Map** in the **Create New** section. For more information, see [Creating Basic Maps](#).
 - To create a wireless heat map, click **Wireless Heat Map** in the **Create New** section. For more information, see [Creating Wireless Heat Maps](#).

Adding Map Objects

Any objects monitored by SolarWinds NPM or SAM may be added to a Network Atlas map, including all of the following:

- NPM nodes, interfaces, volumes, and Universal Device Pollers (UnDPs)
- SAM applications and components
- VoIP & Network Quality Manager operations
- Network Atlas nested maps; and network links.

For more information about populating an Orion database with your network devices, see "[Discovering and Adding Network Devices](#)" in the [SolarWinds Orion Common Components Administrator Guide](#).

For information about monitoring applications and application components with SAM, see the [SolarWinds Server & Application Monitor Administrator Guide](#).

To add monitored objects to your map:

1. **If you are creating a new map**, click the Orion Network Atlas button () and then click **New Map**.
2. **If you are adding objects to an existing map**, complete the following steps:
 - a. Click the Network Atlas button ().
 - b. Click **Open Map**.
 - c. Navigate to your existing map, and then click **Open**.
3. Expand and navigate the node tree in the left pane to locate the network nodes and monitored objects you want to add to your map.

Note: All monitored applications, application components, interfaces, volumes, and Universal Device Pollers, associated with monitored nodes, in addition to other maps listed in the left pane, are available as map

objects. Click + to expand any listed node and object types and view associated interfaces, volumes, applications.

4. Drag selected objects onto the drawing area.

Notes:

- If you want to add all the objects of a selected type on a selected node to your map in a single operation, click + next to the node name to reveal all its associated monitored network objects, and then drag all objects in the desired object group onto the drawing area.
- A checkmark (✓) next to a node or network resource indicates you have already added it to your map.
- To view details about a map object, hover over it with the mouse pointer.
- To locate a specific map object in your map, click its network resource in the left pane. This selects the map object.

Connecting Objects Automatically with ConnectNow

Using the ConnectNow tool, Network Atlas can automatically draw lines between directly connected nodes on your network.

ConnectNow displays connections based on data polled for nodes with enabled L2 and L3 topology pollers, as well as for unidentified nodes.

An unidentified node is a node that was found on the network but which is not managed by Orion. These devices might be switches, hubs, routers, or other devices without names or addresses. They can also be virtual, generated to signify an indirect connection within your map in cases when a topology calculation cannot find any direct connections between two nodes. In these cases, an unidentified node is generated between the two known nodes.

For more information about adding individual nodes in the Orion Web Console, see [Adding Devices for Monitoring in the Web Console](#).

For more information about network discovery, see "[Discovering and Adding Network Devices](#)" in the [SolarWinds Orion Common Components Administrator Guide](#).

Notes:

- The ConnectNow tool cannot draw indirect connections between nodes. For example, if nodes A and C are connected indirectly through node B, you must manually add node B to the map to create the connections.
- Orion Enterprise Operations Console (EOC) does not support ConnectNow.

To automatically connect objects using ConnectNow:

1. Add appropriate nodes to an open network map.

Note: For more information about adding objects to a network map, see [Adding Map Objects](#).

2. Click **ConnectNow** () in the **Home** ribbon.

Updating the Topology

ConnectNow displays data stored in the TopologyConnections database table. By default, the data are re-calculated every 30 minutes. You can update the data manually.

To update your topology manually:

1. Log in the Orion Web Console using an account with administrative privileges.
2. Go to **Settings > Manage Nodes**.
3. In the **More Actions** drop-down list, select **Update Topology**.

The values in the TopologyConnections table will be re-calculated and your topologies will be updated.

Connecting Map Objects Manually

You can represent network links in your map by drawing lines between map objects. If a connected object is down, any connected links change color to red.

To manually connect map objects:

1. Make sure the **Home** ribbon is selected.
2. Click **Straight** () or **Curved Line** () in the **Lines** group, as appropriate.
3. Click an object with the line drawing tool to begin drawing the link
4. Click and drag as needed to set optional anchor points along the link path.
5. Click a second object to finish drawing the link.
6. ***If you want the links connecting your mapped objects to communicate the status of connected interfaces***, complete the following steps:
 - a. Right-click a link, and then select **Properties**.
 - b. Select **Status** in the left pane of the Link Properties page.
 - c. Drag the appropriate interface objects from the left pane of the Orion Network window to the link status assignment areas.

Using Object Links to Represent Interface Status

The following procedure configures an object link to represent the status of its connected interfaces.

To use object links to represent actual interface states:

1. Right-click a link, and then select **Properties**.
2. Select **Status** in the left pane of the Link Properties page.
3. Drag the appropriate interface objects from the left pane of the Orion Network window to the link status assignment areas.

Interpreting Map Links

Links created on Network Atlas maps are not merely connectors between network objects. Map links display the states and performance of the interfaces through which your linked objects are connected. Interface states and performance data are determined from Orion NPM polling data.

Interface performance information in maps can be communicated using the interface status or performance:

- [Determining Interface Status](#)
- [Determining Interface Performance](#)

Determining Interface Status

Connections are shown as either solid or dotted lines. A solid line indicates that the connection is UP. A dotted line indicates that the connection is DOWN.

The following table relates how interface states are reflected in the status of a link between NodeA, with InterfaceA, and NodeB, with InterfaceB.

Note: Link status is only shown as either UP or DOWN. To emphasize potential problem links, DOWN status is granted a higher priority.

		InterfaceB Status		
		UP	DOWN	UNKNOWN
InterfaceA Status	UP	UP	DOWN	UP
	DOWN	DOWN	DOWN	DOWN
	UNKNOWN	UP	DOWN	DOWN

Determining Interface Performance

In addition to interface status, map links can show either interface utilization or interface connection speed. A legend is available to interpret colors representing interface performance data.

To display interface performance data:

1. Click **Connection Display Options** in the bottom left pane.
2. Select any of the following options, as appropriate:
 - **Show Link Utilization** provides interface utilization information in colored links. This option is selected and is shown by default on new maps.
Note: Utilization data is not shown for manually created links.
 - **Show Link Speed** provides interface connection speed information in colored links.
 - **Don't show additional info** provides only interface UP/DOWN status information on device links. This is the default option for previously created maps.
 - **Include Link Labels** enables or disables displaying connection labels.

Using Anchor Points to Reshape Map Links

You can use anchor points to change the shape of object links on your map, as shown in the following procedure.

Note: Use multiple anchor points to create more complex shapes and curves.

To use object link anchor points:

1. Click **Select**  in the **Tools** group or click the middle mouse button.
2. Click and drag the link you want to reshape.

Adding a Background

You can select colors, textures, and locally-hosted or Internet-hosted images to serve as your map backgrounds.

- [Selecting a Background Color](#)
- [Selecting a Background Texture](#)
- [Selecting a Background Image](#)
- [Clearing the Background](#)

Selecting a Background Color

Network Atlas supports 24-bit color backgrounds.

To set a map background color:

1. Click **Home**.
2. Click **Background > Background Color** (.
3. Select a color from the palette, or click **More Colors** to select a custom color.

Selecting a Background Texture

Network Atlas also provides numerous colored textures that can serve as map backgrounds.

To set a map background textures:

1. Click **Home**.
2. Click **Background > Background Texture** (.
3. Enter appropriate values for the **Width** and **Height** of your map in the **Map Size in Pixels** area.

Note: The default values are the smallest area bounding the existing map

objects and labels.

4. Select a texture to apply as your map background, and then click **OK**.

Selecting a Background Image

Network Atlas allows you to use images as your map background. The source of the background image can be a graphics file on your hard drive or a URL link to a graphics file on the Internet in any of the following graphics formats:

- Graphics Interchange Format (.gif, non-animated)
- Tagged Image File Format (.tiff)
- Joint Photographic Experts Group (.jpg)
- Microsoft Windows Bitmap (.bmp)
- Portable Network Graphics (.png)

Linked backgrounds are updated when the map is accessed or when the browser page is refreshed. In a typical use case, a linked background is used to provide weather data from an Internet weather service on a network map.

Notes:

- Files used for linked backgrounds must be continuously accessible by URL reference.
- Files used for static backgrounds must be available within the local file system.
- Background images you supply display at their full size in the Orion Web Console, so consider their dimensions. You may rescale images within the application, but images displayed at full scale provide optimal quality.
- In determining map size and resolution, consider web page layouts and potential display screen resolutions.
- Example background images are in the **NetworkAtlas Backgrounds** folder located in your default shared documents folder. Clicking **Background Image** always starts you in this background images folder.

To select a background image:

1. Click **Home**.
2. *If you want to use a background image from disk*, click **Background > Background Image**, and then navigate to the image you want to use.
3. *If you want to use a background image from the Internet*, complete the following steps:
 - a. Click **Background > Linked Background**.
 - b. Type the URL of the image you want to use.
 - c. Click **Validate**.
 - d. Click **OK**.

Notes:

- In the web console, map background images linked from the Internet are refreshed with the Orion Web Console refresh.
- If the Orion NPM server is behind a web proxy, the proxy settings entered into Microsoft Internet Explorer are used to create the Internet connection. If the web proxy requires authentication, you cannot link directly to the background image. A workaround is to write a script that periodically downloads the Internet image and saves it to a folder on the web server. You can then specify the saved image as the linked background image.

Clearing the Background

To clear the current map background, click **Home**, and then click **Background > Clear Background** (✘).

Saving Maps

Network Atlas saves your maps directly to the server to which you are connected.

Note: To save a map to your hard drive instead of your Orion server, click  > **Export > Export Map**.

To save a map:

1. Click the Network Atlas button () , and then click **Save**.
2. *If you are saving the map for the first time*, name the map, and then click **OK**.
3. *If you want to save your map to your hard drive*, complete the following steps:
 - a. Click  > **Export > Export Map**.
 - b. Navigate to an appropriate location on your hard drive.
 - c. Provide a **File name**, and then click **Save**.

Opening Maps

Maps are loaded from the Orion server to which you are connected. They appear in the left pane of the Network Atlas window.

To open a map:

1. Click **+** to expand the Maps group in the left pane of the Network Atlas window.
2. Double-click the map you want to open.

Note: You can also click the Network Atlas button in the top right-hand corner and select Open Map.



Chapter 4: Creating Wireless Heat Maps

Wireless heat maps help you visualize wireless signal coverage on a building floor plan.

To create wireless heat maps:

1. Start **Network Atlas** in your SolarWinds program folder. For more information, see [Starting Network Atlas](#).
2. On the Welcome to Orion Network Atlas Screen, select **Wireless Heat Map** in the **Create New** section.
3. Enter a name for the new map.
4. Set a floor plan image for the background. For more information, see [Setting a Floor Plan as Background](#).
5. Set the map scale. For more information, see [Setting the Wireless Heat Map Scale](#).
6. Add one or more managed wireless access points. For more information, see [Adding Wireless Access Points](#).
7. Optional: Add signal samples to improve the map accuracy. For more information, see [Taking Signal Samples](#).
8. Click **Generate** to display wireless signal coverage on the map.

Wireless Heat Map Poller

Wireless heat map poller collects information about the signal strength on monitored access points. By default, this poller is disabled on your devices because of performance issues.

However, to include an access point in a wireless heat map, Network Atlas needs information contained in this poller. Network Atlas thus automatically enables the wireless heat map poller on the appropriate wireless controller.

When do I need to disable the wireless heat map poller?

If you start experiencing performance issues when working with wireless heat maps, you might need to disable the wireless heat map poller on appropriate devices. Disabling the poller will resolve performance issues, but your wireless heat maps will not be updated any more. Appropriate resources in the Orion Web Console and the Network Atlas will both be able to display the last status that had been generated before you disabled the wireless heat map poller.

To disable the wireless heat map poller:

1. Log into the **Orion Web Console** using an account with administrator privileges.
2. Click **Settings** in the top right corner, and then click **Manage Pollers** in the Node & Group Management grouping.
3. Locate the wireless heat map poller in the pollers table, and click the appropriate item in the **Assignments** column, such as **1 Node**. Clicking the assignments link opens the **Assign Wireless Heat Map to Nodes** view.
4. Select all nodes for which you want to disable the poller, and then click **OFF: Disable Poller** button in the table title.

Note: Clicking the grey **OFF** icon for individual nodes in the **Poller Status** column disables the poller for the appropriate node. The icon will turn to green **ON** and the poller will be disabled.

Setting a Floor Plan as Background

The floor plan should reflect the real dispositions of the office or buildings on the map. Setting a floor plan as the background for your heat map allows you to correctly position the wireless access points and reflect the wireless signal coverage on your map.

Requirements:

The floor plan must be a graphic file in one of the following graphics formats:

- Graphics Interchange Format (.gif, non-animated)
- Tagged Image File Format (.tiff)
- Joint Photographic Experts Group (.jpg)
- Microsoft Windows Bitmap (.bmp)
- Portable Network Graphics (.png)

Note: To ensure the best readability possible of the resulting wireless map, use black and white images.

To set a background for your heat map:

1. Click **Background Image** on the **Home** ribbon.
2. Navigate to the floor plan image that you want to use as the background for your heat map, select the appropriate image, and click **Open**.

The floor plan will appear as the background for your heat map.

Setting the Wireless Heat Map Scale

For an accurate display of the wireless coverage provided by your wireless access points, you need to set the scale for your wireless heat map.

Requirements

- You have already inserted a background image for your wireless heat map (a floor plan).
- You need to know the distance of two objects displayed on the background image.

Note: To minimize error, set scale for the longest distance possible, such as the building or floor length.

To set the map scale:

1. Click **Set Scale** in the **Home** ribbon. A blue line segment with squares as end points will appear in the plan.
2. Drag endpoints of the segment to the objects on the map whose distance you know.
3. Fill in the distance between the endpoints into the appropriate field, and select the units (feet or meters).

Example: In floor plans, you usually know the dimensions of individual rooms. Drag and drop the line segment end points so that the end points are located on the opposite walls, and fill in the width of the room.

4. Click **Set Scale** to apply the scale to your wireless heat map.

Adding Wireless Access Points

Generating a wireless heat map requires that you insert wireless access points used by client devices into the map.

Requirements

- Appropriate wireless LAN controllers must already be managed in NPM.
- Currently, only Cisco controllers are supported.
- Wireless Heat Maps require that the Wireless Heat Map poller be enabled on the wireless LAN controllers that you intend to use in the map.

To add wireless access points to the map:

1. Go to the navigation tree in the left-hand part of Network Atlas main screen.
2. Locate the wireless access points that you want to add to the wireless heat map.

Note: To find access points on a node, navigate to Orion Objects > vendor

name, such as Cisco > appropriate node > Wireless Access Points.

3. Drag and drop one or more access points to their location on the map.

The selected access points will appear on the appropriate location in the map.

Taking Signal Samples

Wireless heat maps display the ideal wireless signal coverage, they do not count with physical obstacles, such as office walls. To make wireless heat maps more real, you can take signal samples - measure the wireless signal strength on devices within your office whose location you know. These devices may include cell phones, laptops, or tablets connected to your wireless network.

When you want to take a signal sample, you insert the device into its location on the map. Network Atlas measures the signal strength in the appropriate location, and includes the measured value into the map calculation.

Signal samples represent the signal strength measured in a specified location. They stay in the map and are designated by a wireless signal strength icon. The measured signal strength will influence the calculation of heat maps even after the client used for creating the sample moves from its position.

Note: If you move your access points, please keep in mind that your signal samples might not be accurate any more. Consider deleting obsolete signal samples and adding new ones.

Add simple or multiple signal samples into places where you expect the signal to be blocked by walls or other obstacles, or to places where the signal strength does not correspond with your heat map.

Simple Signal Samples

You can use one wireless device, walk it to a certain location and take a signal sample there. After you take the sample, you can walk the device to another location and take another signal sample. This procedure is also called "walking edition" because it requires you to walk through the office.

Multiple Signal Samples

If you have multiple wireless devices and want to measure the wireless signal strength on more of them, take multiple signal samples (also called "sitting edition" because you can do it sitting at your desk).

Requirements

- You need to have a wireless heat map created and open in the Network Atlas.
- You need to have wireless access points added into the map.
- You need to have clients, such as cellular phones, tablets, laptops, connected to the access points positioned in your wireless heat maps.

Taking Simple Signal Samples

Simple signal sample allows you to take your device connected to a wireless access point, walk it to the position where you want to take a signal sample, and measure the signal strength there. Network Atlas will create a signal sample and include the measured values into the heat map calculation. You can then walk the device to another location and use it to create another signal sample, using the same device.

To take a simple signal sample:

1. Click **Take Signal Sample** in the **Home** ribbon. The **Signal Sample** wizard will display in the right-hand part of Network Atlas as a tab.
2. Walk your device to the location where you want to measure the wireless signal strength and click **Next**.
3. Select the wireless client (cellular phone, laptop, or tablet) whose location you know in the drop-down list and click **Next**.
4. Drag and drop the selected client into its current location, and click **Next**. Network Atlas will start measuring the wireless signal strength in the

appropriate spot, which can take a few minutes, depending on the particular device.

5. ***If you want to add another signal sample***, click **Repeat**, walk the device to a new location, and repeat steps 3-4.
6. ***If you want to apply the measured signal strength to the heat map***, click **Generate Map**.
7. Network Atlas will regenerate the map accordingly. Click **Close** to hide the Signal Sample wizard tab.

Taking Multiple Signal Samples at the Same Time

If there are more devices connected to your wireless access points, you can use these devices to create multiple signal samples at the same time.

To take multiple signal samples at the same time:

1. Click **Take Signal Sample** in the **Home** ribbon. The **Signal Sample** wizard will display in the right-hand part of Network Atlas as a tab.
2. Click **Use multiple devices to take signal samples**.
3. Drag and drop appropriate clients to their positions on the wireless heat map, and click **Next**.

Notes:

- If there are too many devices, use the search box to find the devices you want to use for creating signal samples.
- Network Atlas will start measuring the wireless signal strength in the signal sample points, which can take a few minutes.
- If the signal measuring fails, Network Atlas informs you about it, and you can either repeat the measurement for the device, or start the wizard anew.

4. Network Atlas will automatically regenerate the map according to the defined signal samples. Click **Close** to hide the Signal Sample wizard tab.

Troubleshooting Wireless Heat Maps

If your wireless signal coverage on your wireless heat maps is not as expected, you can take the following troubleshooting measures.

- Make sure that the map scale you have entered is precise.
- Make sure that your access points are located correctly.
- Verify that signal samples are up-to-date.
The signal samples stay in the map even after the device you measured the signal strength on moves away. If you change the position of your access points, or the dispositions of your office, the signal samples might not be accurate and could affect the calculated wireless heat map.

- Delete obsolete signal samples.

To delete a signal sample, open the wireless heat map in the Network Atlas, select the signal sample, and press the Delete key.

- Add new signal samples. For more information, see [Taking Signal Samples](#).

Chapter 5: Displaying Maps in the Web Console

You can display saved maps in the Orion web console Network Map resource. The procedure for selecting Network Maps is different between Orion EOC and Orion NPM, and maps created for one are not compatible with the other.

Select either of the following procedures, as appropriate:

- [Map Resources in the Orion Web Console](#)
- [Displaying Maps in the Orion Web Console](#)
- [Displaying Maps in the Orion EOC Web Console](#)

Map Resources in the Orion Web Console

The following map-related resources are available in the Orion Web Console:

Map

The Map resource displays a selected map within the Orion Web Console. Objects on the map a user is not permitted to see are hidden from the user, as are any connections to those objects. For more information about including Network Atlas maps in the Orion Web Console, see [Displaying Maps in the Orion Web Console](#).

All Maps

This resource provides a list of all available network maps. Clicking any map name opens a view containing the selected map with a list of the objects included in the map. Clicking an object name or its description opens the corresponding Orion NPM device Details page, providing extensive diagnostic information about the selected map object.

All Wireless Heat Maps

This resource provides a list of all available wireless heat maps. Clicking any map name opens a wireless heat map view containing the selected map, and a list of wireless access points on the map. You can also display clients connected to access points on the map.

Custom List of All Maps

This resource is a customizable version of the All Maps resource.

List of Objects on Network Map

This resource lists all objects displayed on the map shown in the Network Map resource. Clicking an object name or its description opens the corresponding Orion NPM device Details page, providing extensive diagnostic information about the selected map object.

Displaying Maps in the Orion Web Console

The following procedure opens a saved map in the Orion Web Console.

To display a saved map in the Home view of the Orion Web Console:

1. Log on to the Orion Web Console using an account with administrative privileges.
2. Click **Edit** in the Map resource.
3. Select your map from the **Select Map** list.
4. Click **Submit**.

Displaying Maps in the Orion EOC Web Console

The following procedure opens a saved map in the Orion EOC Web Console.

Note: For more information about converting maps to display in an Orion EOC Web Console, see [Importing Maps into Orion EOC](#).

To display a saved map in the Home view of the Orion EOC web console:

1. Log on to the Orion EOC web console with an Administrator account.
2. Click **Settings**.
3. Click **Manage Views**.
4. Select **Home**, and then click **Edit View**.
5. Click **Resource**.
6. Click **Network Map** in the Added list.
7. Select your map from the **Select Network Map** list, and then click **Save**.
8. Click **OK, Save Changes**.
9. *If prompted to confirm your changes*, click **OK**.
10. Click the **Home** view to see your map.

Chapter 6: Advanced Mapping Techniques

You can apply a number of advanced mapping techniques to enhance the usefulness of your maps, such as zooming in and out, creating nested maps, adding map objects, changing the appearance of objects, links, or labels, or linking objects to URLs or embedding maps in web pages.

This section discusses the following topics:

- [Zooming In and Out of a Map](#)
- [Creating Nested Maps](#)
- [Displaying Map Object Metrics](#)
- [Adding Independent Map Objects and Floating Labels](#)
- [Changing the Appearance of Map Objects](#)
- [Changing the Appearance of Links](#)
- [Changing the Appearance of Labels](#)
- [Linking Map Objects to URLs](#)
- [Linking or Embedding Maps in Web Pages](#)

Zooming In and Out of a Map

Network Atlas allows you to zoom into a map to enlarge details or to zoom out to reduce its size. Zoom level is a visual aid, and it is not saved with the map.

Use any of the following methods to zoom in or out on a displayed map:

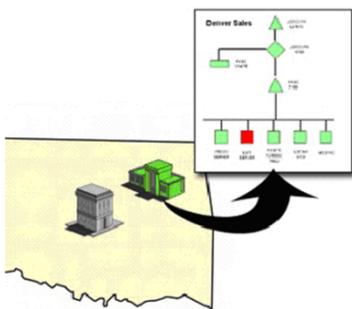
- Press and hold CTRL while rotating the mouse wheel button.
- Click the **Zoom** slider on the status bar, and then slide the zoom control to the zoom level you want.
- Click **View**, and then select the type of zoom you want to use from the Zoom group.

Creating Nested Maps

Nested maps allow you to navigate through a map to see multiple levels of detail. For example, a map of the United States can include an icon for a child map of Oklahoma. You can then click the Oklahoma object to open the child map.



The map of Oklahoma can then become a parent map to a network diagram.



Each child map can include a view of the objects, either devices or other maps, deployed on it. Any nested objects can then be clicked to view the next level of map detail, until the level of the final network device is reached and all available network information is displayed.

Note: The total number of objects on a map, including those displayed on child maps, affects how fast the map loads in the Orion Web Console. If your maps load slowly, decrease the number of map objects.

To create a nested map:

1. Drag a map from the Maps group in the left pane onto the parent map, and then position the map icon appropriately.
2. ***If you want the status of a child map to also indicate the status of its child objects***, complete the following steps:
 - a. Right-click the child map icon on the map, and then select **Properties**.
 - b. Check **Include child status** on the Status properties page, and then click **OK**. The object status icon now includes the secondary status indicator.

Displaying Map Object Metrics

The status of a map object icon reflects its current state, such as up or down. You can add a secondary status indicator to a map object to reflect metrics such as response time, CPU load, or the state of any child objects. This secondary status indicator appears at the bottom right corner of the status icon.

To add the secondary status indicator:

1. Right-click the map object, and then select **Properties**.
2. Check **Include child status** on the Status properties page, and then click **OK**.

To change the thresholds of the metrics:

1. Right-click the map object, and then select **Properties**.
2. Click **Metrics** to view the Metrics properties page.
3. ***If you want to change the warning or critical threshold for a metric***, click the threshold value, and then type a new value.

4. ***If you want to ignore a metric***, uncheck the metric.
5. Click **OK**.

Notes:

- The secondary status indicator respects the Orion web console Status Rollup Mode setting for displaying status.
- All child objects and selected metric thresholds are taken into account to determine secondary status.

Adding Independent Map Objects and Floating Labels

You can add independent map objects and labels that do not have associations to network nodes or resources.

To add an independent object:

1. Click **Home**.
2. Click **Add Object** in the Objects group to add a gray map object to the map.

Independent labels may also be placed anywhere on your map.

To add an independent label:

1. Click **Home**.
2. Click **Add Label** in the Labels group. A label is added to the map.

Changing the Appearance of Map Objects

Changing the graphics that represent map objects is an excellent way of increasing the information density of your map without increasing the map complexity.

You can set the default representation style for all map object of a certain type, or you can change the appearance of selected map objects.

To set the default representations of map objects:

1. Click the Orion Network Atlas button , and then click **Network Atlas Settings**.
2. Click **Graphic Styles** in the left column.
3. Select an appropriate default style for each available map object.

Changing the representation of selected map objects opens up another level of graphical information. For example, you can set an object icon to display a mainframe graphic, visually designating the type of device being monitored. You can then select a status style, such as 3D Pad Underneath, to illustrate the map object status.

To change the representation of selected map objects:

1. Right-click a map object, and then select **Properties**.
2. Click **Appearance** in the left column of the Properties page.
3. **If you want the map object to appear as a fixed-size, LED-type graphic**, complete these steps:
 - a. Select **Orion LED Status Icon**.
 - b. Select a style from the Orion LED Status Icon **Style** list, and then click **OK**.
4. **If you want the map object to appear as a scalable shape**, complete these steps:
 - a. Select **Shape**
 - b. Select a style from the Shape **Style** list, and then click **OK**.
 - c. Drag a corner handle on the map object to resize the shape.
5. **If you want the map object to appear as a scalable graphic**, complete these steps.

- a. Select **Graphic**.
- b. Click **Select Graphic**, select an appropriate graphic, and then click **OK**.
- c. Select a status style from the Graphic **Style** list, and then click **OK**.
- d. Drag a corner handle on the map object to resize the graphic.

Pasting Custom Icons from the Windows Clipboard

You can paste graphics from the Windows clipboard directly into your Network Atlas maps and then display an overlay behind them to depict the status.

Icons that you paste into Network Atlas are saved to the Orion database, and made available for reuse in other maps under the "Imported" icon grouping. Pasted icons saved to the Orion database can be accessed and used by remote instances of Network Atlas.

To paste a custom icon into Network Atlas:

1. Open the icon image in a graphics program such as Visio or Photoshop.
2. Copy the image to the Windows clipboard with the Copy command.
3. Open the appropriate map in Network Atlas.
4. Paste the image as a new object following these steps:
 - a. Right-click on the map and then click **Paste**.
 - b. Select **Paste the image from the Clipboard as a new object**.
 - c. Enter a name for the new image in the **Please enter a name for the new image** field.
 - d. Click **OK**.

Icons added in this manner are also saved on the Orion NPM server in the path **%APPDATA%\SolarWinds\NetworkAtlas\Maps\Orion\<orion server address>\NetObjects\Imported**.

%APPDATA% is typically located in **C:\Documents and Settings\<logged on user>\Application Data** for Windows XP, and **C:\Users\<logged on user>\AppData\Roaming** for Windows Server 2008.

To delete a custom icon:

1. Determine which file on the Orion NPM server contains the icon (for example, **mypicture.wmf**).
2. Add **.del** to the file name (for example, **mypicture.wmf.del**).
3. Start Network Atlas on the NPM server to delete the icons from the database.

Adding Custom Icons from Graphics Files

You can use any Windows Media File (**.wmf**) or Graphics Interchange Format (**.gif**) format graphic as a custom icon, but you must name the graphic files according to their roles. The file name must not contain any other dash (-) characters other than depicted in this table.

Role	File name
Critical status	iconName- critical.gif
Down status	iconName- down.gif
External status	iconName- external.gif
Icon with no status	iconName. gif
Unknown status	iconName- unknown.gif
Unmanaged status	iconName- unmanaged.gif
Unplugged status	iconName- unplugged.gif
Unreachable status	iconName- unreachable.gif

Role	File name
Up status	iconName-up.gif
Warning status	iconName-warning.gif

To add custom icons from graphics files:

1. On your Orion NPM server, create the folder:

```
%APPDATA%  
\SolarWinds\NetworkAtlas\Maps\Orion\<orion server  
address>\NetObjects\User Graphics.
```

Note: %APPDATA% is typically **C:\Documents and Settings\<logged on user>\Application Data** for both Windows XP and Windows Server 2003, and **C:\Users\<logged on user>\AppData\Roaming** for Windows Server 2008.

2. Copy the graphics files to this folder.
3. Start Network Atlas on the Orion server to finalize the additional icons.

After copying the graphics files to their location, you can assign them as an icon as you would any other graphic image.

To assign a custom icon to an object:

1. Right-click the object on the map, and then click **Select Graphic**.
2. Select **User Graphics** in the left pane.
3. Select the appropriate graphic image, and then click **OK**.

Changing the Appearance of Links

Orion Network Atlas allows you to change the appearance of network links by customizing their width, color, and line styles.

To change the appearance of a link:

1. Right-click a link, and then select **Properties**.
2. Select **Appearance** in the left column of the Properties page.
3. Select a line width in pixels from the **Width** list.
4. Select a line color from the **Color** list.
5. Select a line style from the **Style** list.
6. Click **OK**.

Note: The color setting only changes the color of links that have Up status.

Changing the Appearance of Labels

Orion Network Atlas allows you to change the appearance of labels by changing text attributes, borders, and background colors.

To move a label:

- Drag the label to the desired location.

To edit the text in a label:

1. Double-click the label.
2. Press **<SHIFT>+<ENTER>** to separate multiple lines within the same label.

To change the appearance of a label:

1. Right-click the label, and then select **Properties**.
2. Select **Appearance** in the left column of the Properties page.

3. ***If you want to change the font attributes***, click the ... button, select appropriate font attributes, then click **OK**.
4. ***If you want to change the text alignment***, select an alignment from the **Text Alignment** list.
5. ***If you want to change the text color***, click the **Text Color** box, and then select a new color.
6. ***If you want to add a label border***, select the border width in pixels from the **Border Width** list.
7. ***If you want to change the label border color***, click the **Border Color** box, and then select a new color.
8. ***If you want to remove a label border***, select **0** from the **Border Width** list.
9. ***If you want to add a label background***, uncheck **Transparent Background**.
10. ***If you want to change the label background color***, click the **Background Color** box, and then select a new color.
11. ***If you want to remove a label background***, check **Transparent Background**.
12. Click **OK**.

Linking Map Objects to URLs

Orion Network Atlas allows users to click on map objects in the Orion web console to see more details. By default, map objects are linked to the most relevant Orion details page for the object. You can customize the URL hyperlink to link to external web sites and pages as necessary.

To link a map object to a URL:

1. Right-click the map object, and then select **Edit Hyperlink**.
2. ***If you want to link to the relevant Orion page for the map object***, select **Logical page** in Orion.

3. *If you want to link to a custom URL*, select **Manually set address**, and then type the URL.
4. Click **OK**.

Linking or Embedding Maps in Web Pages

You can link or embed your maps in other web pages by referencing the URL for the map.

The map URL is in the form:

http://orionServer/Orion/NetPerfMon/MapView.aspx?Map=mapName
orionServer

This is the IP address or host name of your Orion NPM server.

mapName

This is the display name of the map. If the map display name contains space characters, substitute **%20** for the spaces when specifying the name.

Customizing Orion Web Console Tooltips

In the web console, hovering over map objects displays a tooltip providing current identification and status information about the object. Tooltips are customizable for all map object types, and you can customize the tooltips in the Orion Web Console to display additional information by inserting Orion alert variables, custom properties, and other text.

Notes:

- Tooltip customizations are global and affect all maps.
- Orion EOC does not support custom web console tooltips.
- For a complete list of variables available for use in Orion Network Atlas tooltips, see [Network Atlas Tooltip Variables](#).
- Use **\${CR}** to enter a carriage return.

To add additional information to map object tool tips:

1. Log on to Orion Web Console as an administrator.
2. Click **Edit** in the Map resource.
3. Click **Customize map tooltips**.
4. Type the variables and any text you want to add in the text field for the appropriate map object type.
5. Click **Submit**.

Importing Orion NPM Maps into Orion EOC

Maps created for use in Orion NPM must be converted before they may be used in Orion EOC. SolarWinds provides a utility for this conversion, as indicated in the following sections.

Map Import Requirements and Configuration

The [Orion to EOC Map Converter](#) utility imports maps into Orion EOC v1.5 from other SolarWinds Orion products. Before attempting to convert maps for use in Orion EOC, confirm that your environment meets the following requirements:

- Orion EOC must currently be managing at least one SolarWinds Orion server.
- If Orion EOC is configured to use Active Directory accounts to access Orion servers, confirm that you have entered the password for the AD account in the Orion Logins section of EOC. Additionally, only AD accounts that were individually added to the Orion Server may be used to import a map. Active Directory group accounts are not compatible with Map Converter.

The user running the Orion to EOC Map Converter utility must also meet the following specifications:

- The user must run the Map Converter using a Windows Administrator account that also has Orion EOC Administrator role permissions.

- The user must log into the Map Converter using an Orion EOC account that was individually added to Orion EOC. Active Directory group accounts are not compatible with Map Converter.
- The user must have Orion EOC access to at least one Orion server.
- The user must have Node Management rights on the remote Orion server

To configure your environment for map import:

1. Copy **SolarWinds-OrionToEOCMapConverter-1.5.exe** to your Orion EOC server.
Note: Download **SolarWinds-OrionToEOCMapConverter-1.5.exe** from <http://downloads.solarwinds.com/>.
2. Execute **SolarWinds-OrionToEOCMapConverter-1.5.exe**, and then complete the installer.
3. Allow members of the **Users** group **Full Control** of files in the folder **<volume>:\Windows\Microsoft.NET\Framework\v2.0.50727\Temporary ASP.NET Files**, as follows:
 - a. Using Windows Explorer, find the folder **<volume>:\Windows\Microsoft.NET\Framework\v2.0.50727\Temporary ASP.NET Files**.
 - b. Right-click the folder, and then click **Properties**.
 - c. Open the **Security** tab.
 - d. *If you are using Windows 2008*, click **Edit**.
 - e. Select **Users** in the **Group or User Names** list, select **Full Control**, and then click **OK**.
4. Allow the **Everyone** group **Full Control** to the folder **<volume>:\Windows\Temp\SolarWinds\NetworkAtlas\EOC\SolarWinds\Network Atlas\MapsWeb\EOC\localhost** and all of its child objects, as follows:

- a. Using Windows Explorer, find the folder **<volume>**:
Windows\Temp\SolarWinds\NetworkAtlas\EOC\SolarWinds\NetworkAtlas\MapsWeb\EOC\localhost.
 - b. Right-click the folder, and then click **Properties**.
 - c. Open the **Security** tab.
 - d. *If you are using Windows 2008*, click **Edit**.
 - e. Click **Add**.
 - f. Enter **Everyone** in the **Enter the object names to select** text box, and then click **OK**.
 - g. Click **Advanced**.
5. Select **Replace permission entries on all child objects with entries shown here that apply to child objects**, and then click **OK**.
 6. Click **Yes** when prompted to continue.
 7. Select **Everyone** in the **Group or User Names** list.
 8. Select **Full Control**, and then click **OK**.

Importing Maps into Orion EOC

The following procedure imports maps into your Orion EOC environment.

To import maps into Orion EOC:

1. Log on to the Orion EOC server with a Windows Administrator account that also has Orion EOC Administrator role permissions.
2. *If you are using Windows Server 2008*, right-click **Start > All Programs > SolarWinds > Convert Orion maps to EOC**, and then click **Run as Administrator**.
3. *If using Windows Server 2003*, click **Start > All Programs > SolarWinds > Convert Orion maps to EOC**.
4. Select the Orion server hosting your maps from the **Orion** list.

5. Select the maps you want to import into Orion EOC.
6. *If you want to edit the name of an Orion EOC map you are importing,* click the map name in the **New Name** column and then edit the name.
7. Click **Import**.

Troubleshooting

The following issues may arise as you import Orion maps into Orion EOC:

- Maps you import from different Orion servers may share the same name. You must rename these maps so that each has a unique name in Orion EOC. Any pre-existing child/parent relationships for any renamed map will break. You must manually reconfigure parent/child relationships after importing.
- Windows 2008 customers may encounter problems either after manually clicking the Refresh button or after selecting a different Orion server. If the utility crashes, restart it and resume importing.
- If using an operating system such as Windows Server 2008 that has UAC, you must run the program using **Run as Administrator**.

Chapter 7: Advanced Map Layouts

You can improve the visual layout and organization of your maps by using the advanced layout tools to help you align and distribute your objects and links.

This section discusses the following topics:

- [Positioning Map Objects](#)
- [Displaying Grid Guides](#)
- [Aligning Map Objects](#)
- [Distributing Map Objects](#)
- [Selecting Automatic Layout Styles](#)

Positioning Map Objects

Using drag-and-drop from the objects tree on the left, you can place and move map objects anywhere on your map. More precise movement and positioning are also possible, using the nudge and position features.

To nudge a map object, select the object, and then press **<Ctrl> + <arrow>**.

To reposition a map object:

1. Click the map object to reposition.
2. Click the **Edit** ribbon.
3. In the Size & Position area, enter appropriate **X** and **Y** coordinates.

Note: Map center is designated as **(X,Y) = (0,0)**.

Displaying Grid Guides

A grid guide helps you maintain structural and spatial relationships as you arrange your map objects. Network Atlas allows you to select two kinds of grids and to change the grid spacing. Grids are not map objects, and are neither saved with a map nor displayed in the Orion Web Console.

To display a grid:

1. Click the **View** ribbon.
2. Click **Show Grid**  in the Grid group.

To customize the grid:

1. Click **View**.
2. *If you want grid lines*, click **Grid Option > Grid Lines**.
3. *If you want grid points*, click **Grid Options > Grid Points**.
4. *If you want to change the grid size*, click **Grid Options > Grid Size**, and then select a grid size.

Aligning Map Objects

You can change the relative alignment of your map objects using the alignment tools.

To change the alignment of objects in the map:

1. Click the **Edit** ribbon.
2. Select the map objects you want to align.
3. Click the appropriate button in the Align group to arrange your selected objects

Button	Function	Description
	Align Left	Aligns all selected objects on the left edge of the group
	Align Right	Aligns all selected objects on the right edge of the group
	Align Bottom	Aligns all selected objects on the bottom edge of the group
	Align Top	Aligns all selected objects on the top edge of the group
	Center Vertically	Centers all selected objects vertically
	Center Horizontally	Centers all selected objects horizontally

Distributing Map Objects

You can distribute your map objects evenly across the selection area using the distribution tools.

To distribute map objects:

1. Click **Edit**.
2. Select the map objects you want to distribute.
3. Click the appropriate button in the Distribute group to arrange your selected objects.

Button	Function	Description
	Distribute Horizontally	Distributes all objects so that they are equidistant from the left edge of the leftmost object to the right edge of the rightmost object
	Distribute Vertically	Distributes all objects so that they are equidistant from the top edge of the topmost object to the bottom edge of the bottommost object

Selecting Automatic Layout Styles

You can select from the following styles to automatically change the relative positioning of objects your map.

Circular

Emphasizes the clusters inherent in the topology of a map. It emphasizes prominent links between main objects and its peripherals. Object groups have radial placements. Use circular layouts for maps containing ring and star network topologies.

Symmetrical

Emphasizes the symmetrical patterns inherent in the map topology. It emphasizes an even distribution of objects, and minimizes edge crossings. Object groups have star spiral placements. Use symmetrical layouts for maps that have fairly homogenous or uniform clusters.

Hierarchical

Emphasizes mapped dependency relationships by placing objects at different levels. Use hierarchical layouts to depict data dependencies.

Orthogonal 

Emphasizes compact drawings and uses only horizontal and vertical edges. Objects are enlarged if necessary to provide enough space for edge connections. Use orthogonal layouts for maps that need to depict multiple clusters in a space-efficient manner.

Tree 

Emphasizes parent and child relationships. Child objects are arranged farther from the root object than their parent objects. Use tree layouts for maps that have a central control object.

Reorganize 

Moves all mapped objects back to the center of the map view.

Arrange Labels 

Restores the default relative position of all object labels.

To arrange map objects according to a layout style:

1. Click **Edit**.
2. Click an appropriate layout style from the AutoArrange group.

Chapter 8: Map Properties

The Map Properties window allows you to configure options regarding the following aspects of your map:

- [Setting the Map Up Status Threshold](#)
- [Overriding Account Limitations](#)

Setting the Map Up Status Threshold

The UP status threshold is the percentage of map objects that must be in an up state on a given map for the map to be represented as up on the parent map.

To set the percentage of map objects that determine Up status of a map:

1. Right-click any empty portion of the map, and then select **Map Properties**.
2. Slide the **Map status will be UP** slider to configure an appropriate up state threshold on the Map Properties page.

Overriding Account Limitations

For security reasons, you may wish to prevent web console users who have account limitations from seeing network nodes on the map they are not allowed to see. By hiding the restricted nodes and links, users with account limitations remain unaware that the nodes even exist.

To hide nodes from users who have account limitations:

1. Right-click any empty portion of the map, and then select **Map Properties**.
2. Select **Remove nodes that users do not have permission to view**.

If you choose to reveal restricted nodes to all users, all web console users can see the restricted nodes, but users with account limitations cannot retrieve any additional information about the restricted node.

To reveal nodes to all users:

1. Right-click any empty portion of the map, and then select **Map Properties**.
2. Select **Allow all users to view all nodes on this map**.

Note: An Orion NPM user with account limitations, but who has permission to run and use the Network Atlas application, can change this setting in the map and see the presence of restricted nodes. Although the user cannot retrieve any information regarding the restricted nodes, this can still be considered a security risk. If this is a concern, do not give node management permissions to Orion NPM users who have account limitations.

Chapter 9: Network Atlas Settings

You can customize the default icon styles, map defaults, and node tree specifications from the Network Atlas Settings window.

To open the Network Atlas Settings window, click the Network Atlas button () and then click **Network Atlas Settings**.

The following sections describe the options available in the Network Atlas Settings window.

Connection Settings

The options in this section allow you to select the default Orion server details.

Map Defaults

The options in this section allow you to set a device threshold for the overall map status. The status indicator reflects the state of many objects at once; therefore, SolarWinds recommends that the map status be set at 100%. At this setting, when any device on a map or sub-map is down, the problem status will be indicated.

Node Tree

The options in this section allow you to customize the view of the node tree located on the left pane of the Network Atlas main window. Some users find it helpful to display the status icons of each node and interface, while others find the vendor network node and interface icons more useful. You may also specify that node names and/or IP addresses be included in the display.

Graphic Styles

The options in this section allow you to select the default graphical styles for Network Atlas. You can change the default style types for network objects,

and you can select a color scheme for Network Atlas itself.

Appendix A: Network Atlas Tooltip Variables

Many of the variables that are available for use in NPM alerts are also available for use in Network Atlas tooltips. These variables are dynamic, and they parse when the tooltip is opened. For example, the variable **`\${CPULoad}`** will parse with the current processor utilization of the node you are viewing.

Notes:

- For more information about viewing and customizing Network Atlas tooltips, see [Customizing Orion Web Console Tooltips](#).
- In some cases, the table name may be required for alert variables, as in **`\${Nodes.Description}`**. The following tables provide the table name in listed variables when it is required.
- In earlier versions of Network Atlas, variables were referred to as macros.

The following sections provide tables of variables corresponding to the types of objects you can map with Network Atlas.

Application Variables

The following application variables are valid for use in Network Atlas tooltips.

Variable	Description
`\${ApplicationID}`	Internal unique identifier of the application
`\${ApplicationTemplateID}`	Internal unique identifier of the parent template
`\${Name}`	Application name
`\${NodeID}`	Internal unique identifier of assigned node
`\${Status}`	Numerical application status code. For more information see "Status Icons and Identifiers" in the

Appendix A: Network Atlas Tooltip Variables

Variable	Description
	<i>SolarWinds Network Performance Monitor Administrator Guide.</i>
<code>#{StatusDescription}</code>	User friendly application status
<code>#{UnManaged}</code>	States if application is currently unmanaged

Application Component Monitor Variables

The following application component monitor variables are valid for use in Network Atlas tooltips.

Variable	Description
<code>#{ApplicationId}</code>	Internal unique identifier of the associated application
<code>#{ComponentId}</code>	Internal unique identifier of the component
<code>#{ComponentType}</code>	Numerical component monitor type code. For more information, see " SolarWinds SAM Alerts " in the <i>SolarWinds Server & Application Monitor Administrator Guide</i> .
<code>#{Name}</code>	Component monitor name
<code>#{Status}</code>	Numerical application status code. For more information see " Status Icons and Identifiers " in the <i>SolarWinds Network Performance Monitor Administrator Guide</i> .
<code>#{StatusDescription}</code>	User friendly application status
<code>#{TemplateID}</code>	Internal unique identifier of the parent template

Date and Time Variables

The following date and time variables are valid for Network Atlas tooltips.

Variable	Description
<code>\${AbbreviatedDOW}</code>	Abbreviated current day of the week.
<code>\${AMPM}</code>	AM/PM indicator
<code>\${D}</code>	Current day of the month
<code>\${Date}</code>	Current date. (Short Date format)
<code>\${DateTime}</code>	Current date and time. (Windows control panel defined "Short Date" and "Short Time" format)
<code>\${DayOfWeek}</code>	Current day of the week.
<code>\${DayOfYear}</code>	Numeric day of the year
<code>\${DD}</code>	Current day of the month (two digit number, zero padded)
<code>\${H}</code>	Current hour
<code>\${HH}</code>	Current hour. Two digit format, zero padded.
<code>\${Last24Hours}</code>	Time period: the last 24 hours
<code>\${Last2Hours}</code>	Time period: the last 2 hours
<code>\${Last7Days}</code>	Time period: the last 7 days
<code>\${LastHour}</code>	Time period: the last hour
<code>\${LocalDOW}</code>	Current day of the week. Localized language format.
<code>\${LocalMonthName}</code>	Current month name in the local language.

Appendix A: Network Atlas Tooltip Variables

Variable	Description
<code>#{LongDate}</code>	Current date. (Long Date format)
<code>#{M}</code>	Current numeric month
<code>#{MediumDate}</code>	Current date. (Medium Date format)
<code>#{Minute}</code>	Current minute. Two digit format, zero padded.
<code>#{MM}</code>	Current month. Two digit number, zero padded.
<code>#{MMM}</code>	Current month. Three character abbreviation.
<code>#{MMMM}</code>	Full name of the current month
<code>#{S}</code>	Current second.
<code>#{Second}</code>	Current second. Two digit format, zero padded.
<code>#{Time}</code>	Current Time. (Short Time format)
<code>#{Today}</code>	Time period: today
<code>#{Year}</code>	Four digit year
<code>#{Year2}</code>	Two digit year
<code>#{Yesterday}</code>	Time period: yesterday

General Variables

The following general variables are valid for use in Network Atlas tooltips.

Variable	Description
<code>#{Acknowledged}</code>	Acknowledged status

Variable	Description
<code>\${AcknowledgedBy}</code>	Who the alert was acknowledged by
<code>\${AcknowledgedTime}</code>	Time the alert was acknowledged
<code>\${AlertTriggerCount}</code>	Count of triggers
<code>\${AlertTriggerTime}</code>	Date and time of the last event for this Alert. (Windows control panel defined “Short Date” and “Short Time”)
<code>\${Application}</code>	SolarWinds application information
<code>\${Copyright}</code>	Copyright information
<code>\${CR}</code>	Line Feed – Carriage Return
<code>\${ObjectName}</code>	Description/Name of the object in the alert
<code>\${Release}</code>	Release information
<code>\${Version}</code>	Version of the SolarWinds software package

Group Variables

The following group variables are valid for use in Network Atlas tooltips.

Variable	Description
<code>\${ContainerID}</code>	Designated identifier for a mapped group
<code>\${DetailsURL}</code>	URL of the Group Details view for a mapped group
<code>\${Frequency}</code>	Interval on which group membership is evaluated and group snapshots are taken.

Appendix A: Network Atlas Tooltip Variables

Variable	Description
<code>#{IsDeleted}</code>	When a group is marked for deletion, it is not deleted immediately. If a group is marked for deletion but not yet deleted, <code>#{IsDeleted}</code> returns 1 .
<code>#{LastChanged}</code>	The date and time of the last change made to the definition of a group. This does not include changes made to group members resulting from dynamic queries.
<code>#{Name}</code>	The name assigned to the mapped group
<code>#{Owner}</code>	Orion product appropriate to the mapped group type
<code>#{RollupType}</code>	Name of roll-up logic calculator that evaluates status of the mapped group based on member statuses. 0 = Mixed, 1 = Worst, 2 = Best. The “Worst” method reports group status as the worst status of any of its members. The “Mixed” method reports group status as “Warning” when members are of multiple different statuses. The “Best” method reports group status as the best status of any of its members.
<code>#{Status}</code>	Status of the mapped group. For more information, see “Managing the Display of Group Status” in the SolarWinds Orion Common Components Administrator Guide.
<code>#{StatusCalculator}</code>	Name of roll-up logic calculator that evaluates status of the mapped group based on member statuses. 0 = Mixed, 1 = Worst, 2 = Best. The “Worst” method reports group status as the worst status of any of its members. The “Mixed” method reports group status as “Warning” when members are of multiple different statuses. The “Best”

Variable	Description
	method reports group status as the best status of any of its members.
<code>\${Uri}</code>	Uri used by SolarWinds Information Service (SWIS) to refer to the selected group member within the web console.
<code>\${WebUri}</code>	URL of the Group Details view for a mapped group

Interface Variables

The following interface variables are valid for use in Network Atlas tooltips.

Variable	Description
<code>\${AdminStatus}</code>	Numeric administrative status of interface. For more information see "Status Icons and Identifiers" in the <i>SolarWinds Network Performance Monitor Administrator Guide</i> .
<code>\${AdminStatusLED}</code>	Filename of current interface administrative status icon
<code>\${Caption}</code>	User friendly description of interface combining name with other identifying information
<code>\${Counter64}</code>	States if interface supports IF-MIB high capacity counters
<code>\${CustomBandwidth}</code>	Indicates if transmit and receive bandwidth fields are user-controlled (1) or controlled

Appendix A: Network Atlas Tooltip Variables

Variable	Description
	by automated detection via ifSpeed MIB (0)
<code>\${CustomPollerLastStatisticsPoll}</code>	Day, date, and time that this interface was last polled by the current poller
<code>\${InBandwidth}</code>	Incoming bandwidth of interface
<code>\${Inbps}</code>	Current incoming traffic, in bps, to interface
<code>\${InDiscardsThisHour}</code>	Number of incoming packets discarded by interface in last hour
<code>\${InDiscardsToday}</code>	Number of incoming packets discarded by interface in current day
<code>\${InErrorsThisHour}</code>	Number of interface receive errors in last hour
<code>\${InErrorsToday}</code>	Number of interface receive errors in current day
<code>\${InMcastPps}</code>	Current incoming multicast traffic, in packets per second, to interface
<code>\${InPercentUtil}</code>	Current percent utilization of interface receive
<code>\${InPktSize}</code>	Average size of incoming packets to interface
<code>\${InPps}</code>	Current incoming traffic, in packets per second, to interface
<code>\${Interfacelcon}</code>	Filename of the icon represent the

Variable	Description
	interface type
<code>\${InterfaceID}</code>	Internal unique identifier of selected interface
<code>\${InterfaceIndex}</code>	Index of selected interface on parent node
<code>\${InterfaceLastChange}</code>	sysUpTime value when the interface entered current operational state
<code>\${InterfaceMTU}</code>	Interface Maximum Transfer Unit: the largest packet the interface can handle
<code>\${InterfaceName}</code>	User friendly name
<code>\${InterfaceSpeed}</code>	Interface bandwidth
<code>\${InterfaceType}</code>	IANA type of selected interface
<code>\${InterfaceTypeDescription}</code>	User friendly description of interface type
<code>\${InterfaceTypeName}</code>	User friendly name of interface IANA type
<code>\${InUcastPps}</code>	Current incoming unicast traffic, in packets per second, to interface
<code>\${LastSync}</code>	Time and date of last interface database and memory synchronization
<code>\${MaxInBpsTime}</code>	Time when <code>\${MaxInBpsToday}</code> was measured
<code>\${MaxInBpsToday}</code>	Maximum measured traffic, in bps, into interface

Appendix A: Network Atlas Tooltip Variables

Variable	Description
<code>\${MaxOutBpsTime}</code>	Time when <code>\${MaxOutBpsToday}</code> was measured
<code>\${MaxOutBpsToday}</code>	Maximum measured traffic, in bps, out from interface
<code>\${NextPoll}</code>	Day, date and time of next scheduled interface polling
<code>\${NextRediscovery}</code>	Next interface rediscovery time
<code>\${NodeID}</code>	Internal unique identifier of node that is parent to the selected interface
<code>\${ObjectSubType}</code>	States if parent node supports SNMP or is ICMP only
<code>\${OperStatus}</code>	Numeric operational status of interface. For more information see "Status Icons and Identifiers" in the <i>SolarWinds Network Performance Monitor Administrator Guide</i> .
<code>\${OperStatusLED}</code>	File name of current interface operational status icon
<code>\${OutBandwidth}</code>	Outgoing bandwidth of interface
<code>\${Outbps}</code>	Current outgoing traffic, in bps, from interface
<code>\${OutDiscardsThisHour}</code>	Number of outgoing packets discarded by interface in last hour
<code>\${OutDiscardsToday}</code>	Number of outgoing packets discarded by

Variable	Description
	interface in current day
<code>#{OutErrorsThisHour}</code>	Number of interface transmit errors in last hour
<code>#{OutErrorsToday}</code>	Number of interface transmit errors in current day
<code>#{OutMcastPps}</code>	Current outgoing multicast traffic, in packets per second, from interface
<code>#{OutPercentUtil}</code>	Current percent utilization of interface transmit
<code>#{OutPktSize}</code>	Average size of outgoing packets from interface
<code>#{OutPps}</code>	Current outgoing traffic, from interface, in pps
<code>#{OutUcastPps}</code>	Current outgoing unicast traffic, in packets per second, from interface
<code>#{PhysicalAddress}</code>	Physical address of interface
<code>#{PollInterval}</code>	Interval, in seconds, between polling attempts for interface
<code>#{RediscoveryInterval}</code>	Interval, in minutes, between rediscovery attempts for interface
<code>#{Severity}</code>	A network health score providing 1 point for an interface in a warning state, 1000 points for a down interface, and 1 million

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Variable	Description
	points for a down node
<code>\${StatCollection}</code>	Interface statistics collection frequency, in minutes
<code>\${Status}</code>	Numeric interface status. For more information see " Status Icons and Identifiers " in the <i>SolarWinds Network Performance Monitor Administrator Guide</i> .
<code>\${StatusLED}</code>	Filename of current interface status icon
<code>\${UnManaged}</code>	States if interface is currently unmanaged
<code>\${UnPluggable}</code>	States if interface is designated as unpluggable

IP SLA Variables

The following variables related to IP SLA operations are valid for use in Network Atlas tooltips.

Variable	Description
<code>\${DateChangedUtc}</code>	The last time operation information was updated
<code>\${Description}</code>	A user defined explanation of the operation
<code>\${Frequency}</code>	How often the operation is performed
<code>\${IpSlaOperationNumber}</code>	The time between operation executions
<code>\${IsAutoConfigured}</code>	This value is True if it was created by VoIP &

Variable	Description
	Network Quality Manager, False if it was created by the user
`\${OperationInstanceID}`	The internal ID of the operation.
`\${OperationName}`	The name of the operation as it appears in Orion
`\${OperationTypeID}`	Numerical operation status code. 1 =DHCP, 2 =DNS, 3 =FTP, 4 =HTTP, 5 =ICMP Echo, 8 =TCP Connect, 9 =UDP Echo, 10 =UDP Jitter, 11 =VoIP UDP Jitter
`\${SourceNodeID}`	The Orion node ID of the source node
`\${Status}`	Numerical operation status code. For more information see " Status Icons and Identifiers " in the <i>SolarWinds Network Performance Monitor Administrator Guide</i> .
`\${StatusMessage}`	A message that describing the `\${Status}` value.
`\${TargetNodeID}`	The Orion node ID of the node the operation is targeting

Node Variables

The following node variables are valid for use in Network Atlas tooltips.

Variable	Description
`\${AgentPort}`	Node SNMP port number
`\${Allow64BitCounters}`	Node allows 64-bit counters (1), or

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Variable	Description
	not (0)
`\${AvgResponseTime}`	Average node response time , in msec, to ICMP requests
`\${BlockUntil}`	Day, date, and time until which node polling is blocked
`\${Caption}`	User friendly node name
`\${Community}`	Node community string
`\${CPULoad}`	Node CPU utilization rate at last poll
`\${CustomPollerLastStatisticsPoll}`	Day, date, and time of last poll attempt on node
`\${CustomPollerLastStatisticsPollSuccess}`	Day, date, and time that node was last successfully polled
`\${DateTime}`	Current date and time. (Windows control panel defined “Long Date” and “Long Time” format)
`\${Description}`	Node hardware and software
`\${DNS}`	Fully qualified node name
`\${DynamicIP}`	If node supports dynamic IP address assignment via BOOTP or DHCP (1); static IP address return (0)

Variable	Description
<code>\${EngineID}</code>	Internal unique identifier of the polling engine to which node is assigned
<code>\${External}</code>	States if node is currently designated as external
<code>\${GroupStatus}</code>	Filename of status icon for node and its interfaces
<code>\${IOSImage}</code>	Family name of Cisco IOS on node
<code>\${IOSVersion}</code>	Cisco IOS version on node
<code>\${IP_Address}</code>	Node IP address
<code>\${LastBoot}</code>	Day, date and time of last node boot
<code>\${LastSync}</code>	Time and date of last node database and memory synchronization
<code>\${MachineType}</code>	Node manufacturer or distributor and family or version information
<code>\${MaxResponseTime}</code>	Maximum node response time , in msec, to ICMP requests
<code>\${MemoryUsed}</code>	Total node memory used over polling interval
<code>\${MinResponseTime}</code>	Minimum node response time , in

Appendix A: Network Atlas Tooltip Variables

Variable	Description
	msec, to ICMP requests
<code>\${NextPoll}</code>	Day, date and time of next scheduled node polling
<code>\${NextRediscovery}</code>	Time of next node rediscovery
<code>\${NodeID}</code>	Internal unique identifier of node
<code>\${NodeName}</code>	Node hostname. Defaults to node IP address <code>\${IP_Address}</code> if hostname does not resolve.
<code>\${ObjectSubType}</code>	States if node supports SNMP or is ICMP-only
<code>\${PercentLoss}</code>	ICMP packet loss percentage when node last polled
<code>\${PercentMemoryUsed}</code>	Percentage of total node memory used over polling interval
<code>\${PollInterval}</code>	Node polling interval, in seconds
<code>\${RediscoveryInterval}</code>	Node rediscovery interval, in minutes
<code>\${ResponseTime}</code>	Node response time, in milliseconds, to last ICMP request
<code>\${RWCommunity}</code>	Node read/write community string; acts as security code for read/write SNMP access

Variable	Description
<code>\${Severity}</code>	A network health score providing 1 point for an interface in a warning state, 1000 points for a down interface, and 1 million points for a down node.
<code>\${SNMPVersion}</code>	States the version of SNMP used by the node
<code>\${StatCollection}</code>	Statistics collection frequency, in minutes
<code>\${Status}</code>	Numerical node status. For more information see "Status Icons and Identifiers" in the <i>SolarWinds Network Performance Monitor Administrator Guide</i> .
<code>\${StatusDescription}</code>	User friendly node status
<code>\${StatusLED}</code>	Filename of node status icon
<code>\${SysName}</code>	String reply to SNMP SYS_NAME OID request
<code>\${SysObjectID}</code>	Vendor ID of the network management subsystem in OID form. Clearly determines the type of node.
<code>\${SystemUpTime}</code>	Time, in hundredths of a second, since monitoring started

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Variable	Description
<code>\${TotalMemory}</code>	Total node memory available
<code>\${UnManaged}</code>	States if node is currently unmanaged
<code>\${UnManageFrom}</code>	Day, date, and time when node is set to “Unmanaged”
<code>\${UnManageUntil}</code>	Day, date, and time when node is scheduled to be managed
<code>\${Vendor}</code>	Node manufacturer or distributor
<code>\${VendorIcon}</code>	Filename of node vendor logo icon

Volume Variables

The following volume variables are valid for use in Network Atlas tooltips.

Variable	Description
<code>\${Caption}</code>	User friendly volume name
<code>\${FullName}</code>	User friendly volume name including captions of parent node and interface
<code>\${LastSync}</code>	Time and date volume last synchronized in database and memory models
<code>\${NodeID}</code>	Internal unique identifier of parent node

Variable	Description
<code>\${Status}</code>	Numerical volume status: (0="Unknown", 1="Up", 2="Shutdown", 3="Testing")
<code>\${StatusLED}</code>	Filename of volume status icon
<code>\${VolumeAllocationFailuresThisHour}</code>	Number of volume allocation errors for this volume in last hour
<code>\${VolumeAllocationFailuresToday}</code>	Number of volume allocation errors for this volume in current day
<code>\${VolumeDescription}</code>	User friendly volume description
<code>\${VolumeID}</code>	Internal unique identifier of volume
<code>\${VolumeIndex}</code>	Unique index of volume within the parent node
<code>\${VolumePercentUsed}</code>	Percentage of volume currently in use
<code>\${VolumeResponding}</code>	(Y) = volume is currently responding to SNMP queries
<code>\${VolumeSize}</code>	Size of volume, in bytes
<code>\${VolumeSpaceAvailable}</code>	Total space available on volume, in bytes
<code>\${VolumeSpaceUsed}</code>	Total space used on volume, in bytes
<code>\${VolumeType}</code>	Volume type, as reported by hrStorageType OID (Removable Disk/Fixed Disk/Compact Disc/Virtual

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Variable	Description
	Memory/RAM/etc)
<code>\${VolumeTypeIcon}</code>	Filename of icon for volume type

Wireless Variables

The following wireless variables are valid for use in Network Atlas tooltips.

Variable	Description
<code>\${WirelessAP}</code>	States if node is being polled by the wireless poller (1) or not (0)
<code>\${WirelessLastStatPoll }</code>	Date and time node last polled by wireless poller
<code>\${ WirelessPollInterval }</code>	Interval, in minutes, between wireless polling attempts on node
<code>\${ WirelessStatBlockUntil }</code>	Date and time node may be polled again by wireless poller