

USER MANUAL

BXAMGR

BOXILLA KVM & AV/IT MANAGER

24/7 TECHNICAL SUPPORT AT 1.877.877.2269 OR VISIT BLACKBOX.COM



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SYMBOLS USED IN THIS MANUAL

INSTRUCTIONS



This symbol is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

DANGEROUS VOLTAGE



This symbol is intended to alert the user to the presence of uninsulated dangerous voltage within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

POWER ON



This symbol indicates the principal on/off switch is in the on position.

SYMBOLS USED IN THIS MANUAL

POWER OFF



This symbol indicates the principal on/off switch is in the off position.

PROTECTIVE GROUNDING TERMINAL



This symbol indicates a terminal that must be connected to earth ground prior to making any other connections to the equipment.

CHAPTER 1: SPECIFICATIONS

TABLE 1-1. SPECIFICATIONS

SPECIFICATION	DESCRIPTION
Approvals	CE, FCC
Connectors	10/100/1000 Ethernet (RJ-45) , Serial (DB9), (4) USB 2.0, DVI
Power	AC input: 120–240 V, 50–60 Hz
Power Dissipation	<75 W (PSU rated for 250 W)
Dimensions	System: 1.73"H x 17.3"W x 10.6"D (4.4 x 44 x 26.8 cm); Shipping box: 7.2"H x 22.4"W x 15.4"D (18.5 x 57 x 39 cm)
Weight	System: 10.96 lb. (4.98 kg); Shipping: 14.92 lb. (6.78 kg)
Compatibility	Works with InvisaPC (DTX1002-R, DTX1002-T, DTX1000-R, DTX1000-T)
Serial Port Configuration	112.5 kbaud, 1 Stop bit, No Parity, No Handshake
Default IP Address	192.168.1.24
Default Username	Admin
Default Password	Admin



CHAPTER 2: PRODUCT OVERVIEW

Boxilla is a state-of-the-art KVM and AV/IT Manager designed to provide pro-active support to the System Manager and enable efficient operation of KVM and AV systems. Its core focus is to provide simple mechanisms to discovery, configure, upgrade and monitor the deployed systems. It provides insight into performance of the deployed system and alerts the System Manager to potential performance or security issues. Comprehensive features include:

- ♦ automatic search and detection of Black Box products (discovery),
- ♦ device configuration across multiple sites,
- ♦ configuration backup,
- ♦ central upgrades,
- ♦ performance and security statistics with user-defined triggers for alerts.

Using the intuitive Boxilla web-based interface, one or more administrators can manage potentially thousands of users who are interacting with an almost unlimited number of devices. Boxilla operates as a self-contained compact server unit that can be located anywhere within your network. Boxilla is supplied pre-loaded and is straightforward to deploy, requiring only a network connection and a power input to begin operation.

The current version of Boxilla provides management of Black Box's InvisaPC system and Modular and Compact DKM KVM Matrix Switches. The InvisaPC system provides users with a seamless desktop experience anywhere on a TCP/IP network, while allowing the actual hardware to be securely housed in a corporate data center or in the cloud.

InvisaPC enables the same high-fidelity experience of a desktop PC even for media-rich applications, for example, watching videos, photo editing with Photoshop or 3D design with AutoCAD. The remote desktops may be hosted on a physical PC / workstation or may be a virtual desktop hosted on a private server or in the cloud. The InvisaPC system provides its users with Receivers that communicate with target compute nodes (whether physical PC or virtual desktop) over a standard TCP/IP network. Physical PCs/ Workstations/Servers have an InvisaPC Transmitter unit physically connected to provide communication over the TCP/IP network. The performance of InvisaPC allows them to be deployed on standard corporate networks and even across Wide-Area-Networks (WANs).

Desktop users can use remote keyboard, mouse, video, audio, USB mass storage devices, headsets and other USB devices from the Receiver unit to the remote PC/workstations or Virtual Desktop via the InvisaPC system.

NOTE: References to the InvisaPC system or Modular or Compact DKM KVM Switch systems in this document refer to both Receivers and Transmitters.

An InvisaPC system can be composed of just Receivers and Transmitters. In these types of systems—called unmanaged— there is no central management. Each device needs to be configured individually and upgraded individually. Often to keep the system in sync, the admin exports the configuration from one Receiver and imports it to all other Receivers using a USB Flash Drive.

For larger configurations, a central manager is needed—Boxilla. Boxilla operates as a central manager for a “managed domain.” A managed domain is a collection of InvisaPC Receivers and Transmitters managed by a Boxilla. Once a Receiver or Transmitter has been added to a managed domain, it can only communicate with other Receivers or Transmitters within this managed domain. They are not able to communicate to “unmanaged” devices or devices that are part of a different managed domain (i.e., a domain managed by a different manager). Boxilla is used to configure users, connections, hotkeys and other parameters. The database created on the Boxilla is synchronized to each Receiver on a Boxilla user login. If the Boxilla for the managed domain is not reachable (e.g. powered-down), the Receiver will use the last updated database. This ensures that there is no single point of failure in the managed domain. Users can login and connections can be made even if the manager of the domain is not reachable.

CHAPTER 2: PRODUCT OVERVIEW

When a Receiver is managed, most of the configuration options on the OSD are disabled (i.e., grayed out). These configuration options can only be updated on the manager.

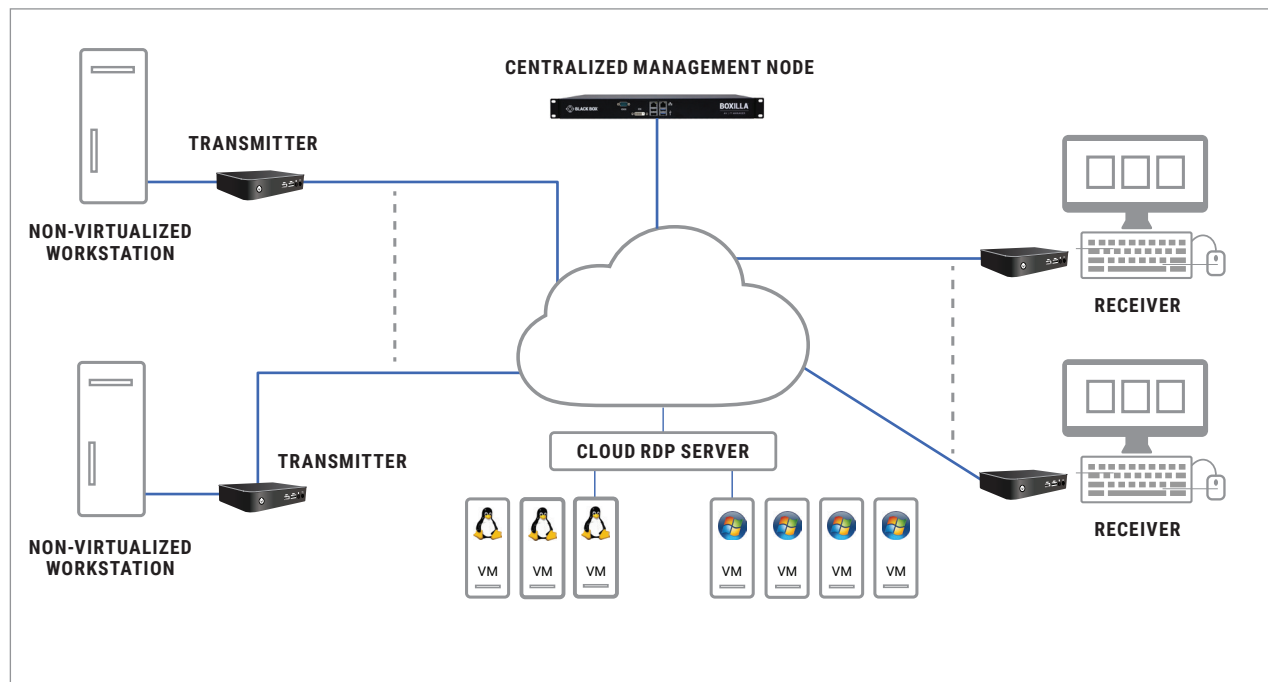


FIGURE 1. INVISAPC SYSTEM EXAMPLE—INCLUDING PHYSICAL AND VIRTUAL DESKTOPS

2.1 OVERVIEW OF BOXILLA CONCEPTS

The InvisAPC family is composed of Receivers, Transmitters and Managers. Boxilla is the Enterprise class Manager for InvisAPC and Modular and Compact DKM KVM Matrix Switches. The core design of the InvisAPC architecture is that there is no single point of failure. This means that even if Boxilla goes off-line, the InvisAPC system will continue to function—allowing users to login, make connections and operate the system as normal. When the Boxilla manager comes back on line, the various devices will update Boxilla with their performance and security statistics from the period it was offline.

CHAPTER 2: PRODUCT OVERVIEW

2.2 BOXILLA MANAGED DOMAIN

Boxilla creates a managed domain—a set of devices it manages. Devices that are members of this managed domain can only be managed by this Boxilla unit. Devices in a managed domain can only connect to other devices in the managed domain. No other manager or unmanaged device can configure or connect to devices in this managed domain.

A managed domain is composed of:

- ◆ Boxilla Manager—to centrally create, configure and monitor domain;
- ◆ Devices—KVM and AV appliances that can communicate with each other. In the current release, InvisaPC devices and DKM KVM Matrix Switches devices are supported;
- ◆ Users—provides various login rights for different users such as their access rights (what connections they can make, level of control they have to change configurations);
- ◆ Connections—defines how a Receiver can connect to a Transmitter or a Virtual Machine with properties such as private or share mode, USB re-direction enabled or disabled among others;
- ◆ Alerts—events detected by Boxilla in the managed domain (such as new device added, firmware upgrade, connection made) and classified as critical, warning or info based on nature of event.

As part of creating a managed domain the administrator will add Devices to the domain, create Users, define Connections and set Alerts. The following sections will describe how to do this with Boxilla.

Once a domain has been defined (devices, users, connections, etc.) Boxilla monitors the operation of the domain, reports on its performance and indicates any security events detected. The monitoring of the system is presented to the user in advanced graphical and tabular formats. Typically the dashboard is used to get an overview of the domain's operation. An example of the Dashboard is shown in Figure 2. From the dashboard the administrator can drill down for more detail on activity, errors and individual devices.

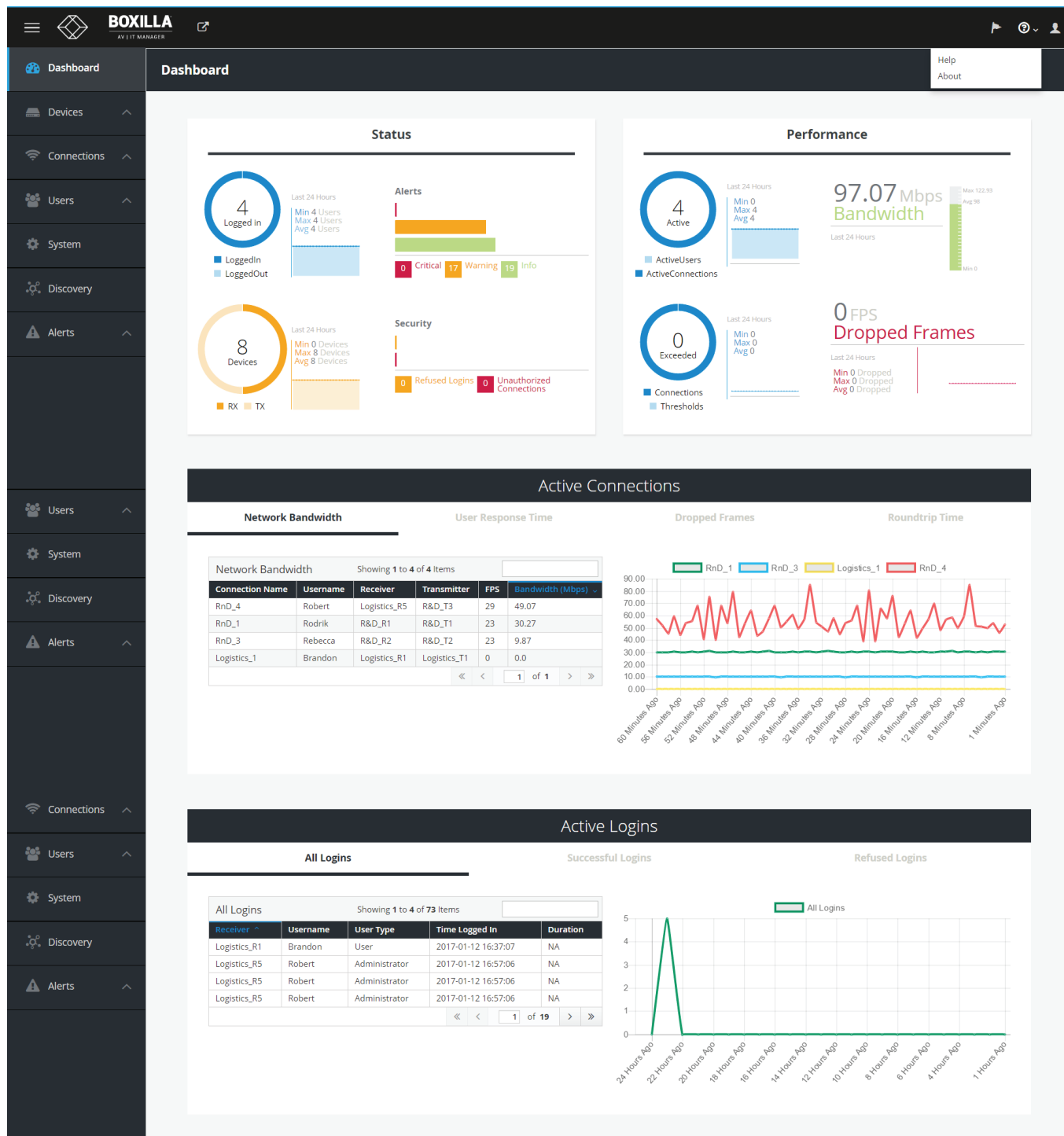


FIGURE 2. BOXILLA DASHBOARD EXAMPLE

CHAPTER 2: PRODUCT OVERVIEW

A Manager's User Profile is protected by a username and password to permit different users to access the same unit securely. It maintains the central database that is distributed to all Receivers in the "domain" of the Manager (i.e. discovered and added to manager)— called the "managed domain." This distribution ensures that there is no single point of failure in the InvisaPC system— each Receiver has a copy of the database. This enables each Receiver to continue operation—log users in, make connections as required—even if the Manager goes off-line.

2.3 BOXILLA SCREEN LAYOUT

Boxilla is designed to provide quick access to key operational functions. This is achieved by the use of the Main Menu and Quick Access Toolbar as shown in Figure 3. The Main Menu provides access to:

- ◆ Dashboard
- ◆ Devices
- ◆ Connections
- ◆ Users
- ◆ System
- ◆ Discovery
- ◆ Alerts

The Quick Access toolbar provides access to active Alerts, access to Help and access to Logout.

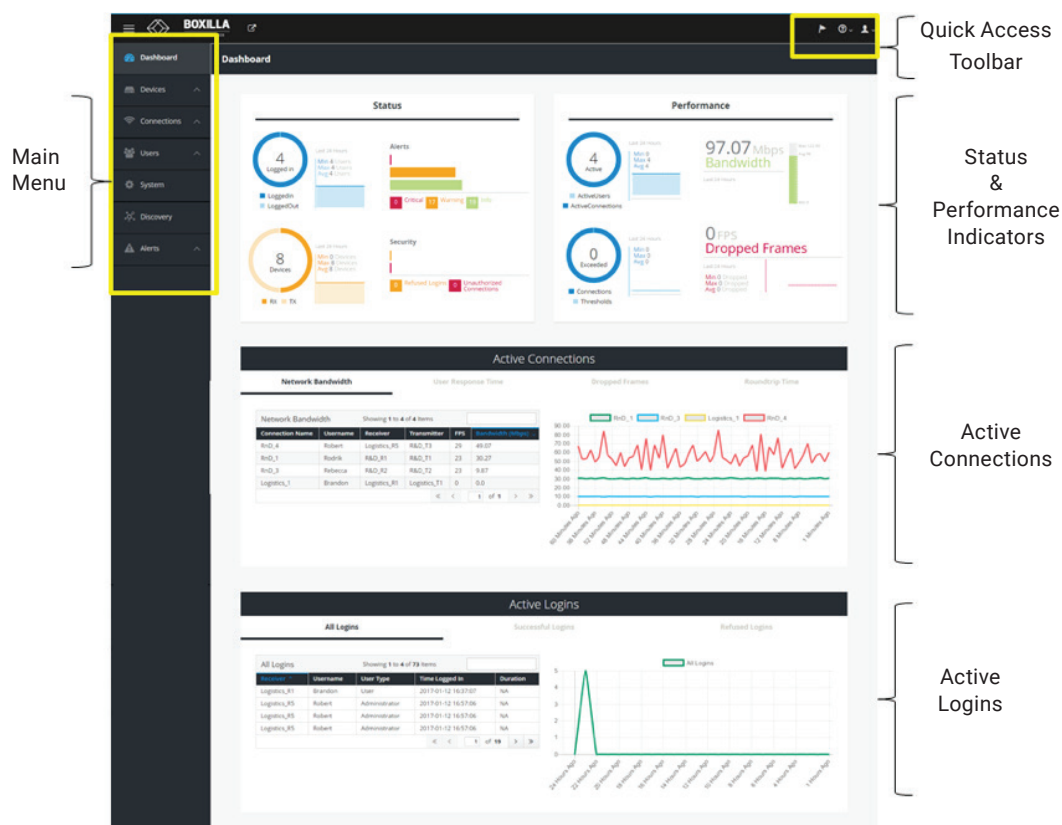


FIGURE 3. SCREEN LAYOUT

CHAPTER 2: PRODUCT OVERVIEW

A common feature of tables in Boxilla is that they can be sorted by each column (alphabetically either ascending or descending). Click on the column's label (e.g. Connection Name) and the table will be sorted by that column in ascending order. Click on the same column label again and the order will be reversed. Also, a filter can be applied to the values in the column to pick out a subset of rows in the table. For example, typing in RnD into the filter box in the Network Bandwidth table in Active Connection section of the Dashboard in Figure 3 would result in three instead of four rows being displayed as shown in Figure 4.

Network Bandwidth		User Response Time			
Network Bandwidth		Showing 1 to 3 of 3 Items (of 4)			
RnD					
Connection Name	Username ^	Receiver	Transmitter	FPS	Bandwidth (Mbps)
RnD_3	Rebecca	R&D_R2	R&D_T2	23	9.87
RnD_4	Robert	Logistics_R5	R&D_T3	30	63.33
RnD_1	Rodrik	R&D_R1	R&D_T1	23	30.13
				<< <	1 of 1 > >>

FIGURE 4. FILTERING TABLE

2.4 MODES OF OPERATION

The InvisaPC system has various modes of operation, such as Auto-Login, Auto-Connect, Private Connection and Shared Connection Modes. The InvisaPC devices can obtain their IP address data from a DHCP server in any of these modes or use static addresses. For stable operation with Boxilla, we strongly recommend that Static IP addresses are assigned to InvisaPC devices or that you use DHCP addresses with "infinite time-outs."

2.4.1 AUTO LOGIN

In Auto-Login Mode, turning on the InvisaPC Receiver automatically causes a login as a pre-defined user. The user is presented with the permitted connections that have been predefined.

2.4.2 AUTO CONNECT

In Auto-Connect Mode, when a user logs-in to the InvisaPC Receiver, it causes an automatic connection to their pre-allocated workstation or virtual desktop. Auto-Login and Auto-Connect are defined independently of each other.

2.4.3 PRIVATE CONNECTION

In Private Connection Mode, when a user makes a connection to a target workstation/virtual desktop, this connection is only accessible by this user. All other users will receive a "busy" message if they attempt to connect to the same workstation/virtual machine. This is the default mode for connections.

CHAPTER 2: PRODUCT OVERVIEW

2.4.4 SHARED CONNECTION

In Shared Connection Mode, multiple users can connect to the audio and video of the same target computer over the network. They arbitrate for control of the keyboard and mouse of that computer. Non-keyboard and mice devices are not supported on shared connections.

These various modes can be mixed on a particular Receiver and connection. For example Auto-Login and Auto-Connect can be combined to enable an InvisaPC Receiver to automatically connect to a specific target workstation/virtual desktop when power is applied without any user intervention that might be required for Digital Signage or Kiosk type of deployments.

CHAPTER 3: APPLICATION EXAMPLES

The InvisaPC system is architected to be flexible so that it can be deployed in many different types of applications such as basic extension, switching applications (sometimes called matrix), cloud-based desktops, control rooms, digital signage and kiosk applications among others in banking, financial services, broadcast, network operations, industrial, government and enterprise computing sectors. InvisaPC provides the state-of-the-art performance by:

- ♦ using digital sources for video and audio, hence removing analog noise issues or other potential environmental issues;
- ♦ using advanced optimized compression to enable visually lossless video over standard low-bandwidth networks rather than a proprietary connection or dedicated gigabit networks of many systems.

3.1 VIDEO, AUDIO AND USB SWITCHING

Numerous applications require being able to switch between different target PCs or Virtual Desktops. The user wants to be able to change the source of Video, Audio or USB extension (or all three together).

Connections can be made to a target using InvisaPC's intuitive On-Screen-Display (OSD). Figure 5 shows an example of a switching or matrix type of deployment. In this deployment, there are several Receivers and Transmitters and a Boxilla manager as well as virtual desktops.

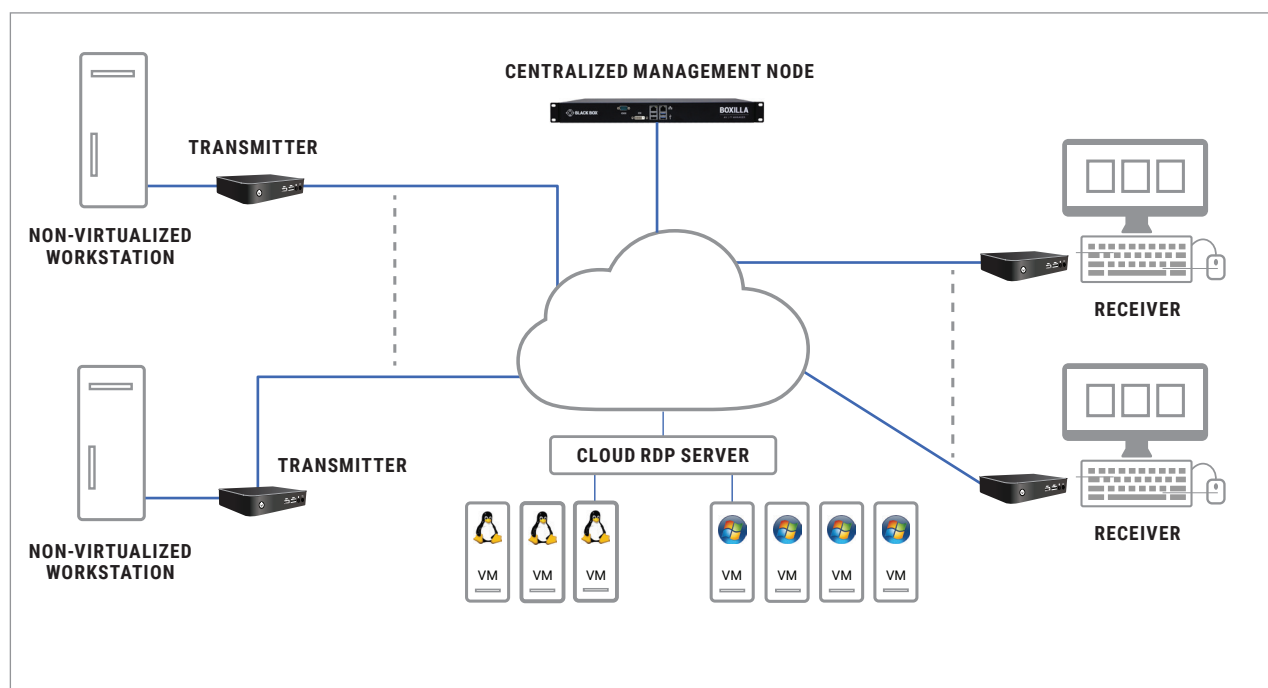


FIGURE 5. INVISAPC SWITCHING EXAMPLE

See www.blackbox.com for the full catalog of available InvisaPC products.

CHAPTER 4: INITIAL INSTALLATION

4.1 HARDWARE DESCRIPTION

A Boxilla manager is supplied with the items shown in Table 1.

TABLE 1. WHAT'S INCLUDED

ITEM
Boxilla Unit
IEC power cord
(4) rubber feet for tabletop deployments
(1) ESD screw
Quick Start Guide

Once the contents of the Boxilla package have been verified, the first task is to configure the IP address of the unit. This can be set in two ways: (1) using the serial port and (2) using the network port via browser.

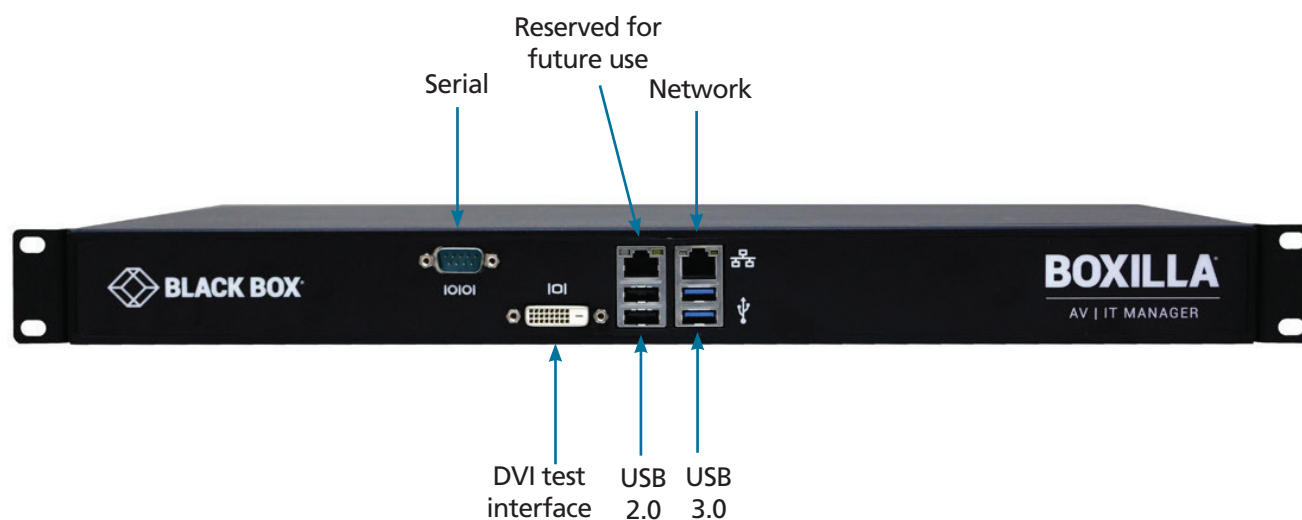


FIGURE 6. BOXILLA FRONT PANEL

NOTE: Only the Network port pointed to in the above diagram (on the right-hand side when you look at the Boxilla unit from the front) is currently operational. The other port is reserved for a future feature.

CONNECTORS NEEDED FOR INSTALLATION

- Serial Port
- Network Port
- Power connector

CHAPTER 4: INITIAL INSTALLATION

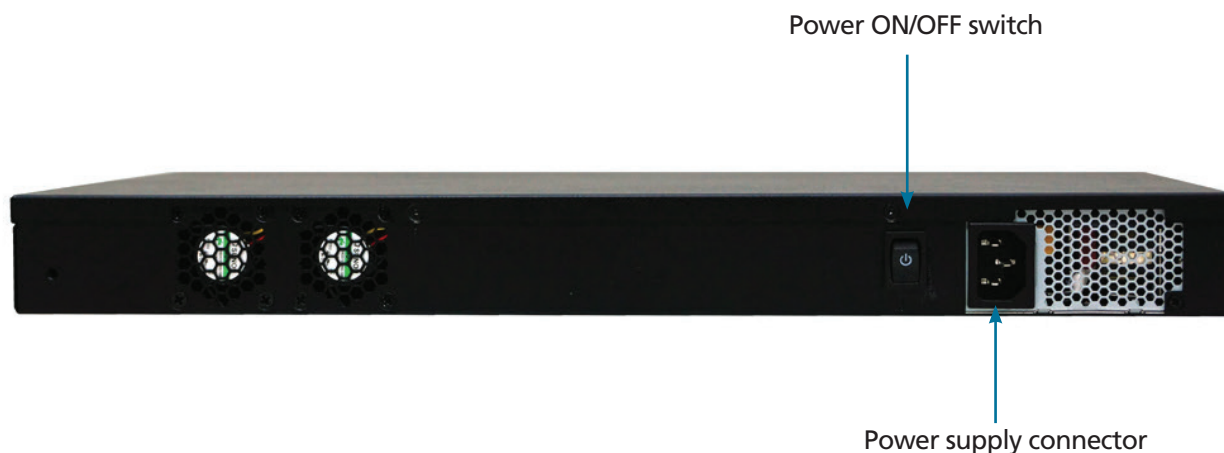


FIGURE 7. BOXILLA REAR PANEL

TABLE 2. PANEL COMPONENTS

COMPONENT	DESCRIPTION
Serial port	DB9 male console
Network port	1G Ethernet RJ-45 connector
Power switch	ON/OFF switch
3-prong outlet	100–240 VAC, 50-60 Hz

CONNECT THE POWER

1. Locate the AC line cord.
2. Attach the AC line cord to the power supply connector on the rear of the unit.
3. Power up the unit by turning on the power switch on the back of the unit.

4.2 LED IDENTIFICATION

Two LEDs are built into the RJ-45 connectors on the Boxilla Manager. The definition of the operation of these LEDs is shown in Table 3.

TABLE 3. RJ-45 CONNECTOR LEADS

LED	INDICATION	MEANING
Speed	Green ON	1 Gbps link
	Amber ON	100 Mbps link
	OFF	10 Mbps link
Activity	Amber blinking	Valid link
	OFF	No link

CHAPTER 4: INITIAL INSTALLATION

4.3 INSTALLATION SAFETY

To avoid potentially fatal shock hazard and possible damage to equipment, please observe the following precautions:

- ♦ Test AC outlets at the workstation and monitor for proper polarity and grounding.

NOTE: The AC inlet is the main disconnect.

4.4 SERIAL CONFIGURATION OF IP ADDRESS

The default IP address for Boxilla on leaving the factory is 192.168.1.24 and needs to be configured to an appropriate address for where it will be deployed. To access the serial menu, connect to the DB9 connector on the front of the unit. The serial port has a fixed configuration of:

- ♦ Baud-Rate: 112.5 kBaud
- ♦ Data: 8 bits
- ♦ Stop-Bits: 1
- ♦ Parity: None
- ♦ XON/XOFF: None

Once the connecting PC has the correct configuration, the following menu should appear when connected to Boxilla's serial port.

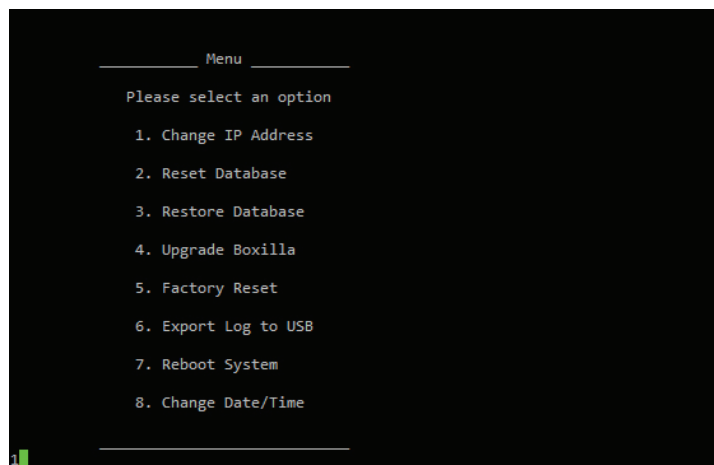


FIGURE 8. BOXILLA SERIAL MENU

Select "Change IP address" by entering 1. Then follow the prompts to set the new IP address, Net Mask and Gateway IP address.

CHAPTER 4: INITIAL INSTALLATION

4.5 BROWSER CONFIGURATION OF IP ADDRESS

The default IP address for Boxilla on leaving the factory is 192.168.1.24 and needs to be configured to an appropriate address for where it will be deployed. Use a computer located within the local network that can address the default IP address and ensure that Boxilla is connected to this network via its Network port (RJ-45) as shown in Figure 6, open a web-browser and enter the default IP address for the Boxilla AV/IT Manager: 192.168.1.24. This should bring up the Boxilla login screen shown below in Figure 9.



FIGURE 9. BOXILLA LOGIN SCREEN

NOTE: Only the Network port pointed to in Figure 6 (on the right-hand side one when you look at the Boxilla unit from the front) is currently operational. The other port is reserved for a future feature.

When the login screen appears, enter the default username “admin” and the default password “admin.” This will bring you to the Boxilla dashboard screen. On the Boxilla menu (see the menu on the left in Figure 10), select the menu item “System” on the left of the screens.

On the tabs that appear on the main section of the screen, click “Network.” Now you will be presented with the current IP settings for the system. Enter the new IP settings into the supplied fields and click “submit.” Boxilla will be updated with the new network settings. From now on, you need to point your Browser to the new IP address.

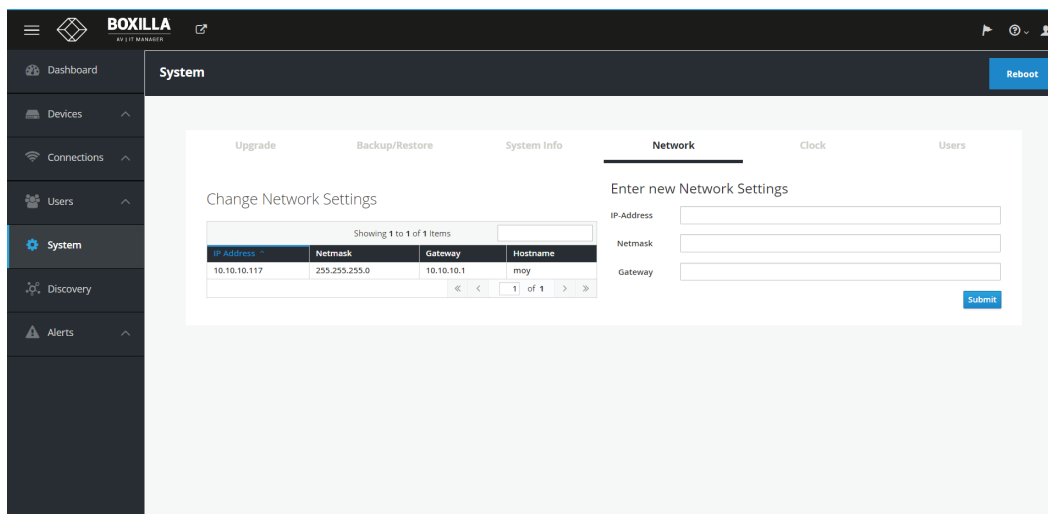


FIGURE 10. SYSTEM-NETWORK SCREEN

CHAPTER 4: INITIAL INSTALLATION

4.6 MOUNTING BOXILLA IN A RACK

The Boxilla unit is designed to be easy to mount within a standard 19" rack. The unit requires just a 1U space within the rack.

To mount the Boxilla unit within a rack:

1. Slide the Boxilla unit into the vacant 1U space within the rack.
2. Secure each bracket to the rack using two screws per side as shown below.

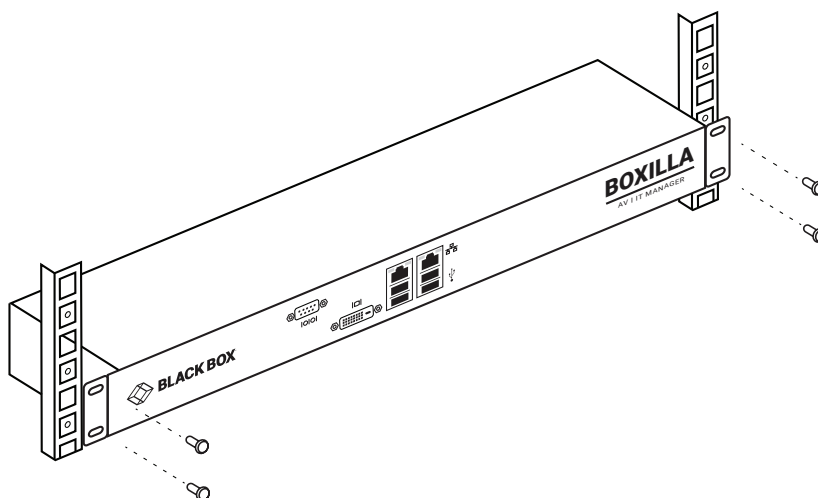


FIGURE 11. MOUNTING BOXILLA IN A RACK

To protect the unit, please use the ground point on the Boxilla unit on the rear of the Boxilla unit shown in Figure 11 (using the provided screw) for connecting to the ground point of the rack or cabinet.

4.6.1 RACKMOUNT SAFETY CONSIDERATIONS

- ◆ Elevated Ambient Temperature: If installed in a closed rack assembly, the operating temperature of the rack environment may be greater than room ambient. Use care not to exceed the rated maximum ambient temperature of the Boxilla unit.
- ◆ Reduced Air Flow: Installation of the equipment in a rack should be such that the amount of airflow required for safe operation of the equipment is not compromised.
- ◆ Mechanical Loading: Mounting of the equipment in the rack should be such that a hazardous condition does not exist due to uneven mechanical loading.
- ◆ Circuit Overloading: Consideration should be given to the connection of the equipment to the supply circuit and the effect that overloading of circuits might have on overcurrent protection and supply wiring. Consider equipment ratings for maximum current.
- ◆ Reliable Earthing: Reliable earthing of rack mounted equipment should be maintained. Pay particular attention to supply connections other than direct connections to the branch circuit (for example, use of power strips).



FIGURE 12. ESD CONNECTION

CHAPTER 5: BOXILLA CONFIGURATION

This section covers the configuration of Boxilla for administrators.

5.1 SUPPORTED BROWSERS

Boxilla will operate with most modern client browsers. It requires the browser to have JavaScript enabled. The list of supported browsers is as follows:

- ◆ Google Chrome
- ◆ Internet Explorer
- ◆ Firefox
- ◆ Safari

NOTE: For the best experience, always use the latest versions of supported browsers.

5.2 LOGIN

Ensure the Boxilla unit is powered up. Wait two minutes after applying power before attempting to access to allow the system to boot up.

Using a computer located anywhere within the network, open a web browser (see supported browsers list above) and enter the default IP address for the Boxilla server: 192.168.1.24 .

The Login screen will be displayed as shown in Figure 13.



FIGURE 13. BOXILLA LOGIN SCREEN

Enter your Username and Password and click the Login button.

Default username: admin

Default password: admin

CHAPTER 5: BOXILLA CONFIGURATION

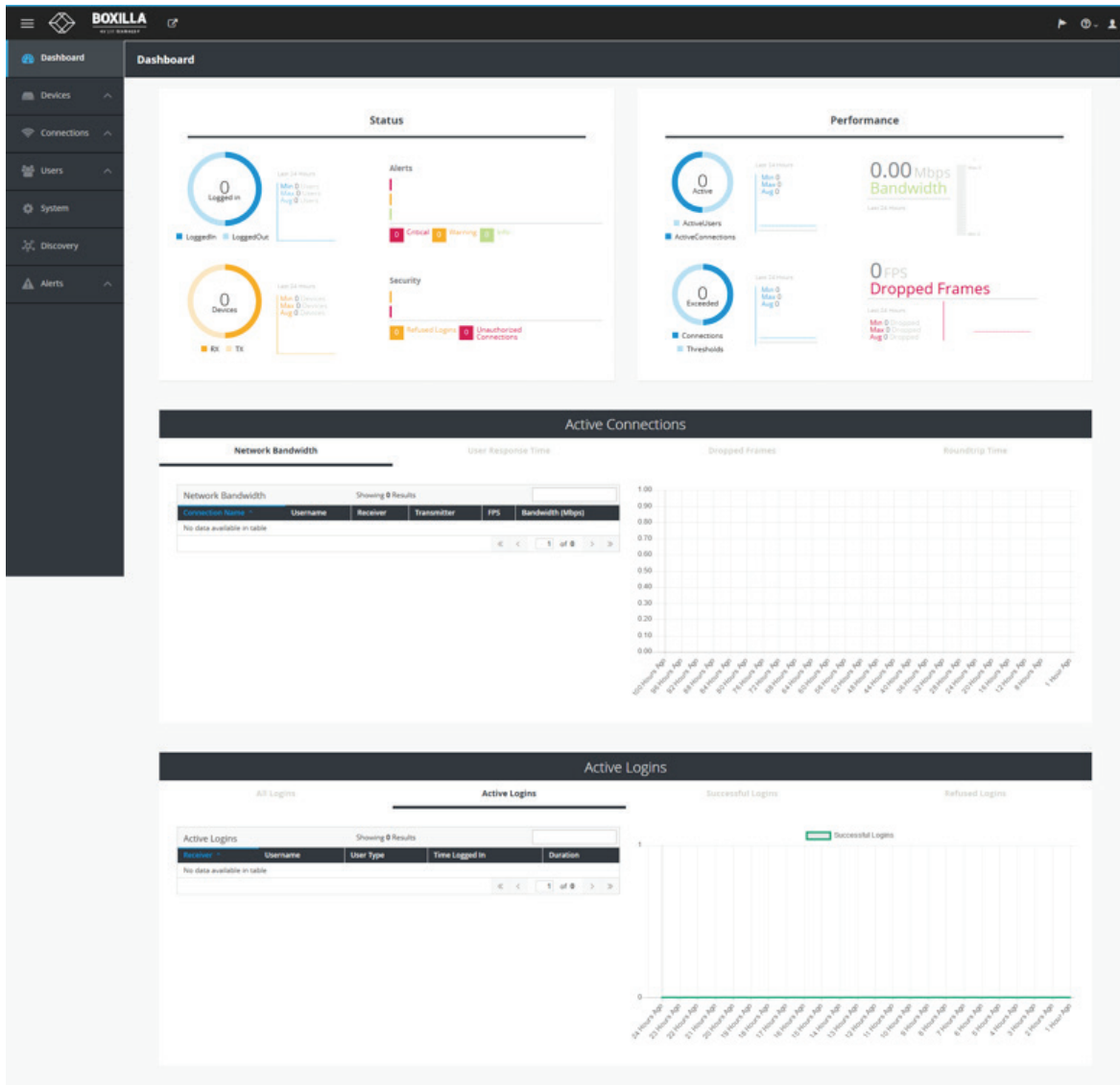


FIGURE 14. BOXILLA INITIAL SCREEN ON LOGIN

CHAPTER 5: BOXILLA CONFIGURATION

You are strongly recommended to change the default admin password as one of your first actions:

- ◆ Click on System button on the main menu and then select the Users tab as shown in Figure 15.
- ◆ Click the "..." icon on the Admin row and click on the edit option.

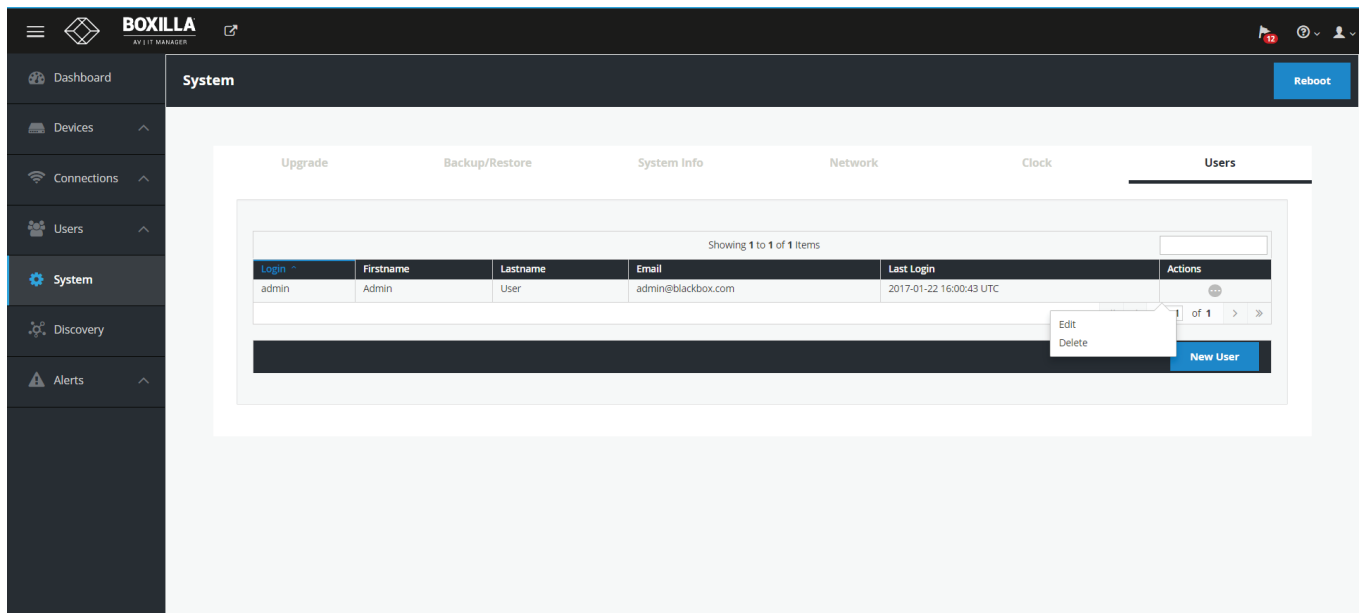


FIGURE 15. CHANGING ADMIN USER PASSWORD

This allows the Admin user to be edited. The default password would be change for security. The other properties can be used as required (see section 10.7).

CHAPTER 5: BOXILLA CONFIGURATION

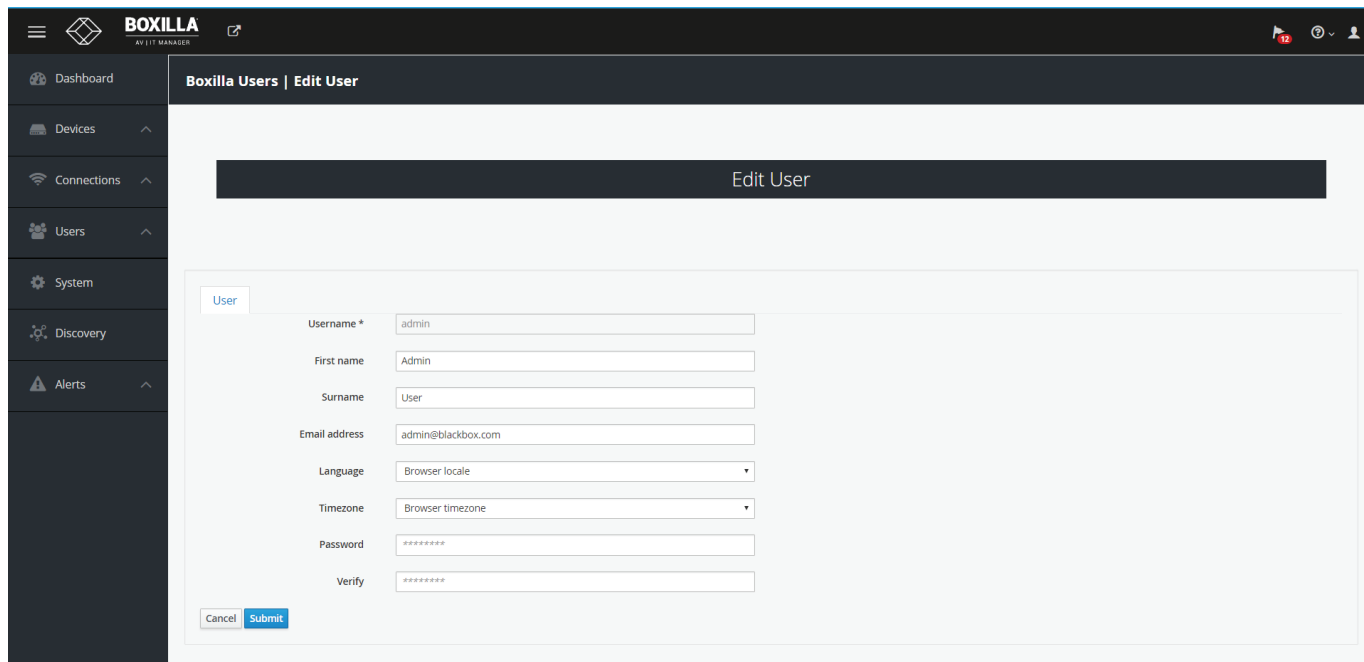


FIGURE 16. EDIT ADMIN USER

5.3 IMPORTANT FIRST CONFIGURATION STEPS

There are several important configuration steps that must be carried out when starting a new Boxilla server for the first time.

1. Set the IP address for the Boxilla Server.
2. Change the default password for the default user “Admin” (for security).

NOTE: Make sure that your computer can view the new IP address; otherwise, the Boxilla server will appear to be offline. Depending on your network configuration and that of the computer, you may need to change the computer’s configuration to be able to see Boxilla server’s new network address.

IMPORTANT NOTE: If an existing Boxilla server must be replaced, follow the important advice given within Appendix A: Swapping Out a Boxilla Server.

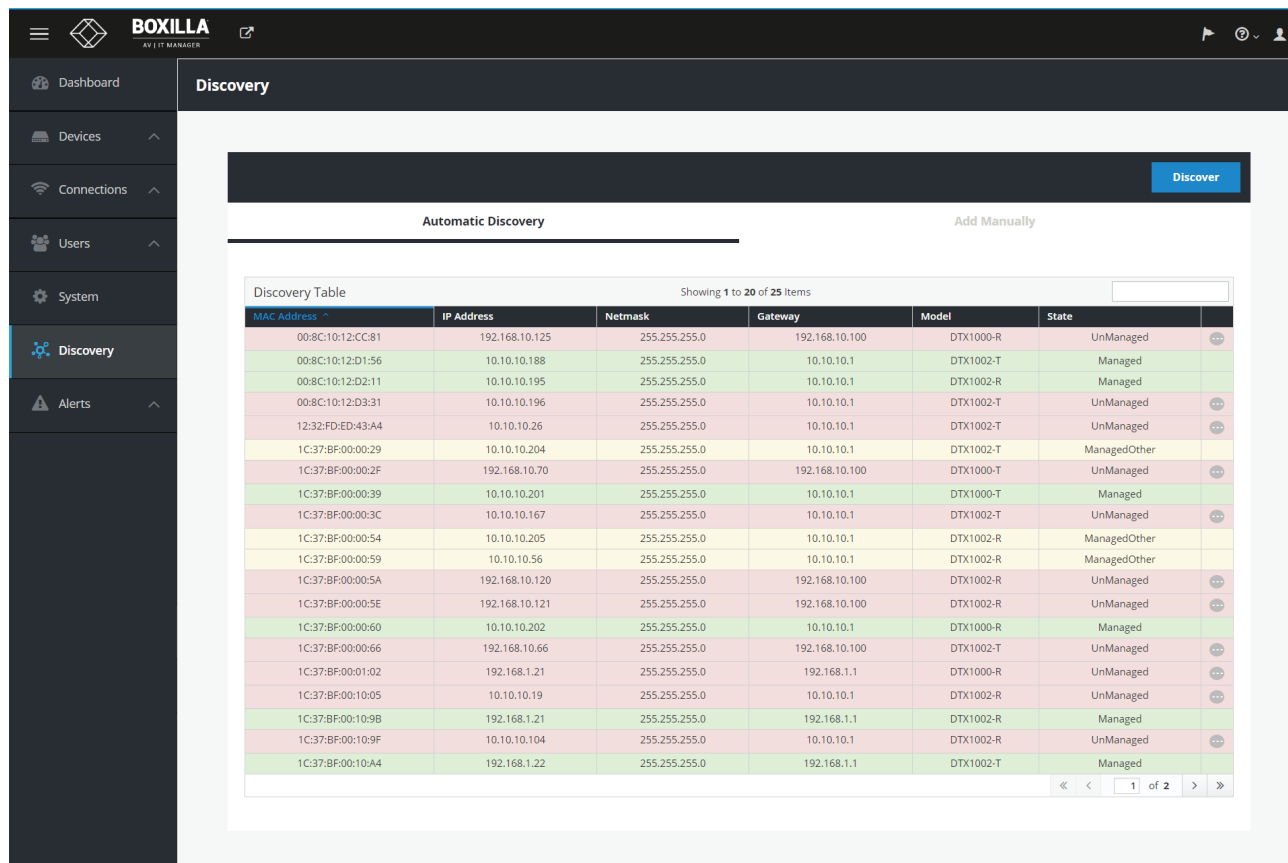
CHAPTER 6: DISCOVERY—ADDING DEVICES

The process of adding devices to Boxilla to manage is known as discovery. The discovery process can be automatic or can be manual.

6.1 DISCOVERY—AUTOMATICALLY FINDING DEVICES

Boxilla uses Black Box's discovery protocol to automatically find devices to be managed on the network. This discovery protocol can span across subnets. To allow Black Box's InvisaPC automatic discovery protocol to operate across subnets, multicast routing should be enabled in the routers in the network. Black Box's discovery protocol is not required for InvisaPC systems to operate but it is recommended to enable Boxilla to search for devices across multiple subnets. If the InvisaPC discovery protocol is not enabled, i.e. routers do not have multicast routing enabled, the administrator will have to manually add in devices not on its subnet, i.e. add in each device individually by its IP address.

To start adding devices to Boxilla, click on the Discovery button on the main menu. The Discovery page is displayed as shown in Figure 17. The example page already has some devices "discovered." The devices are listed in a table as shown in Figure 17.



The screenshot shows the Boxilla web interface. The left sidebar contains navigation options: Dashboard, Devices, Connections, Users, System, Discovery (selected), and Alerts. The main content area is titled "Discovery" and features a "Discover" button. Below the button are two tabs: "Automatic Discovery" (selected) and "Add Manually". A "Discovery Table" is displayed, showing 20 of 25 items. The table has columns for MAC Address, IP Address, Netmask, Gateway, Model, and State. The devices listed include various models like DTX1000-R, DTX1002-T, and DTX1000-T, with states ranging from UnManaged to Managed.

MAC Address	IP Address	Netmask	Gateway	Model	State
00:8C:10:12:CC:81	192.168.10.125	255.255.255.0	192.168.10.100	DTX1000-R	UnManaged
00:8C:10:12:D1:56	10.10.10.188	255.255.255.0	10.10.10.1	DTX1002-T	Managed
00:8C:10:12:D2:11	10.10.10.195	255.255.255.0	10.10.10.1	DTX1002-R	Managed
00:8C:10:12:D3:31	10.10.10.196	255.255.255.0	10.10.10.1	DTX1002-T	UnManaged
12:32:FD:ED:43:A4	10.10.10.26	255.255.255.0	10.10.10.1	DTX1002-T	UnManaged
1C:37:BF:00:00:29	10.10.10.204	255.255.255.0	10.10.10.1	DTX1002-T	ManagedOther
1C:37:BF:00:00:2F	192.168.10.70	255.255.255.0	192.168.10.100	DTX1000-T	UnManaged
1C:37:BF:00:00:39	10.10.10.201	255.255.255.0	10.10.10.1	DTX1000-T	Managed
1C:37:BF:00:00:3C	10.10.10.167	255.255.255.0	10.10.10.1	DTX1002-T	UnManaged
1C:37:BF:00:00:54	10.10.10.205	255.255.255.0	10.10.10.1	DTX1002-R	ManagedOther
1C:37:BF:00:00:59	10.10.10.56	255.255.255.0	10.10.10.1	DTX1002-R	ManagedOther
1C:37:BF:00:00:5A	192.168.10.120	255.255.255.0	192.168.10.100	DTX1002-R	UnManaged
1C:37:BF:00:00:5E	192.168.10.121	255.255.255.0	192.168.10.100	DTX1002-R	UnManaged
1C:37:BF:00:00:60	10.10.10.202	255.255.255.0	10.10.10.1	DTX1000-R	Managed
1C:37:BF:00:00:66	192.168.10.66	255.255.255.0	192.168.10.100	DTX1002-T	UnManaged
1C:37:BF:00:01:02	192.168.1.21	255.255.255.0	192.168.1.1	DTX1000-R	UnManaged
1C:37:BF:00:10:05	10.10.10.19	255.255.255.0	10.10.10.1	DTX1002-R	UnManaged
1C:37:BF:00:10:9B	192.168.1.21	255.255.255.0	192.168.1.1	DTX1002-R	Managed
1C:37:BF:00:10:9F	10.10.10.104	255.255.255.0	10.10.10.1	DTX1002-R	UnManaged
1C:37:BF:00:10:A4	192.168.1.22	255.255.255.0	192.168.1.1	DTX1002-T	Managed

FIGURE 17. DISCOVERY PAGE

This table shows all devices "discovered" automatically or manually added. To discover devices automatically, click on the "discover" button on the page. This causes the Black Box Discovery protocol to be run where a "discovery" packet is broadcasted to network and devices respond to Boxilla by sending a UDP unicast back to Boxilla. See Appendix B: Overview of Boxilla and InvisaPC Network Protocols for more details on the actual protocol sequence.

CHAPTER 6: DISCOVERY—ADDING DEVICES

The state of a device shown in the table can be one of the following:

- UnManaged—this device is currently not part of any managed domain
- Managed—this device is part of the domain managed by this Boxilla manager
- ManagedOther—this device is part of a domain managed by another Manager—and cannot be managed by this Boxilla manager
- Orphaned—there is a conflict between the reported state on the Manager and that of the device. This may occur where the device was removed from the Manager’s database when the device was off-line, or if the Manager was restored to factory default settings. A device in the orphaned state can be set back to “Managed” by selecting the Manage button and following the same process as for unmanaged devices

To edit a discovered device, click on the “...” icon on the row for the device as shown in Figure 18 and select the Edit option. This allow Network configuration of a device to be changed as shown in Figure 19. Typically, this is used to change a device from its default IP address to a unique address.

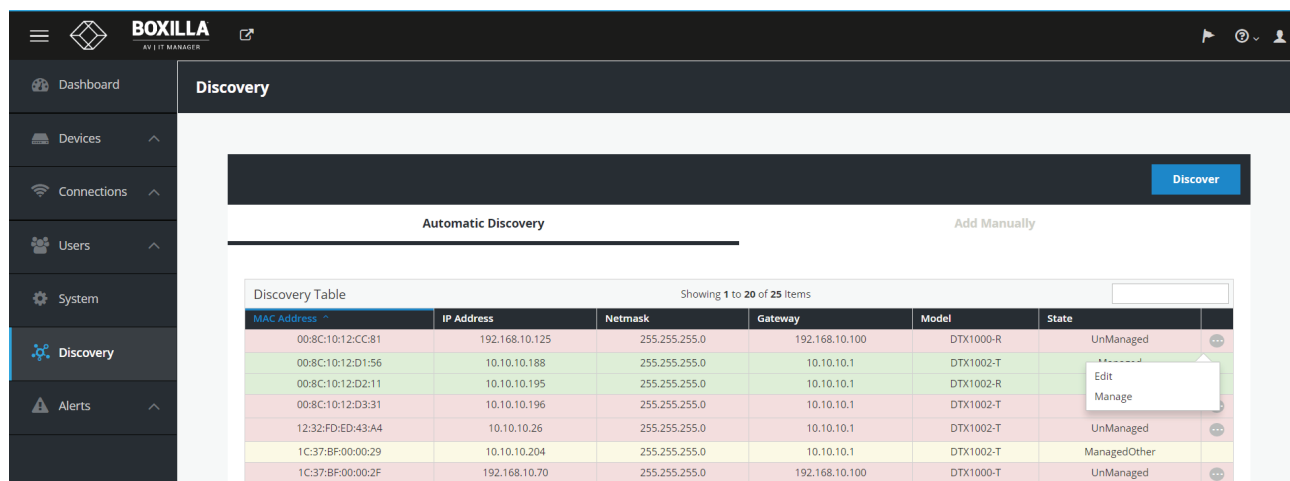


FIGURE 18. DISCOVERY—EDIT DEVICE



CHAPTER 6: DISCOVERY—ADDING DEVICES

The administrator should be aware that the IP address should be changed to one reachable by Boxilla (i.e. if moved to a subnet different to Boxilla manager, a router is required to enable communication).

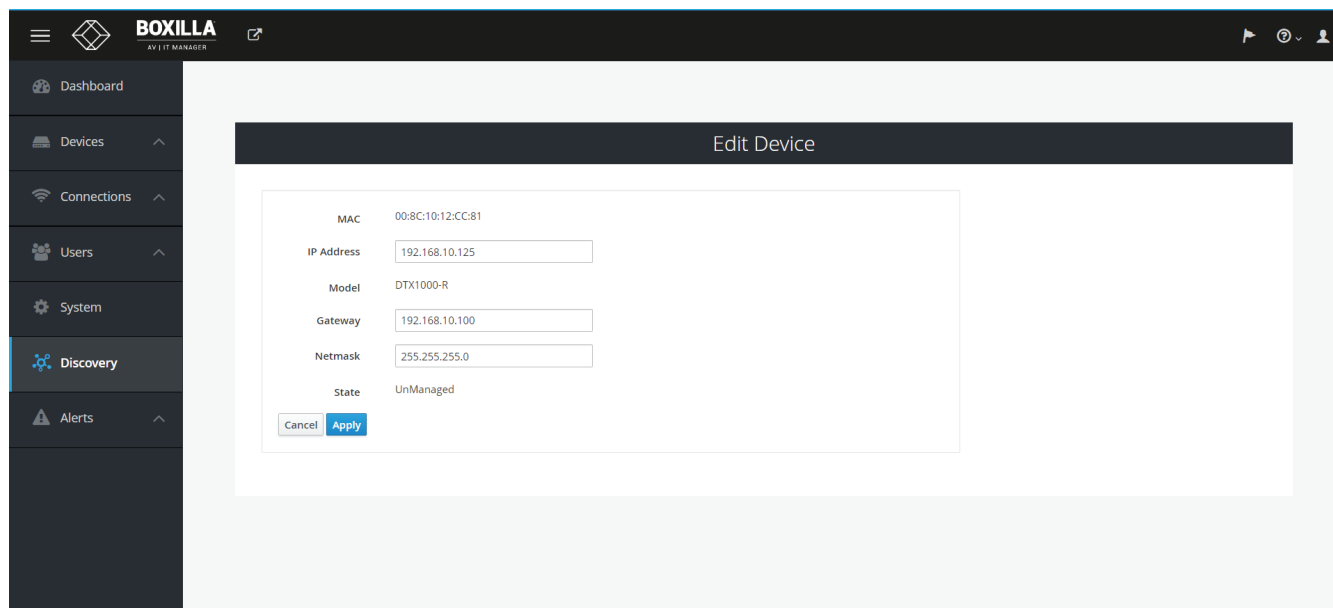


FIGURE 19. EDIT DEVICE SCREEN

Once the IP address has been specified, an unmanaged device can now be set to be part of this Boxilla's managed domain. This is done by clicking on the Manage option shown in Figure 18. This causes the device's state to change from UnManaged to Managed. The device is given a name as part of the process of making it managed. This name is used to make it easier for administrators and users to refer to the device (e.g. ControlRoom1 to name a device in Control Room 1). Once managed by Boxilla, this device cannot be managed or configured by any other manager.

CHAPTER 6: DISCOVERY—ADDING DEVICES

6.2 DISCOVERY—MANUALLY ADDING DEVICES

Sometimes an administrator may want to add a device manually, for example, where a device is on a different subnet to the Boxilla Manager and multicast routing not enabled to this subnet.

To manually add a device, click on the “Add Manually” tab on the discovery page. This brings up the page shown in Figure 20. Enter the IP address of the device to be added and click on “Get Information.” This causes Boxilla to retrieve the device’s information if reachable. If Boxilla has no valid path on the network to the device (or IP address is not for an InvisaPC device) the system will return a message of “device not reachable.”

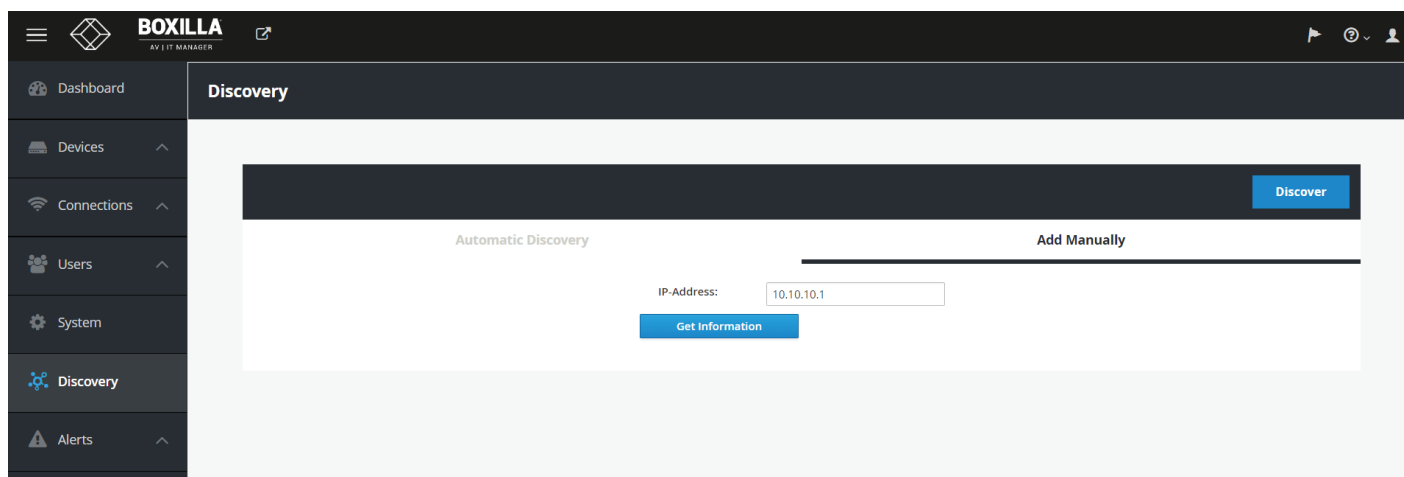


FIGURE 20. DISCOVERY—MANUAL ADD

The administrator can give the device a name and check that the device’s details are correct if required to ensure it is the correct device (IP address, Serial Number and Model type). To manage this device, click on “Manage Device” button as shown in Figure 21.

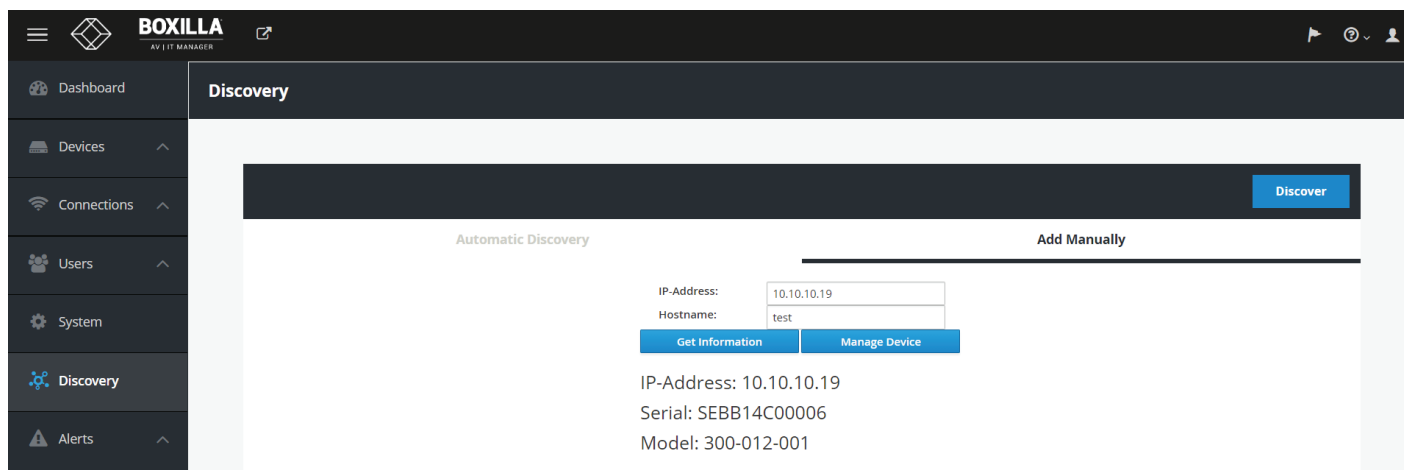


FIGURE 21. DISCOVERY MANUAL ADD & MANAGE DEVICE

CHAPTER 6: DISCOVERY—ADDING DEVICES

6.3 DISCOVERY—WHAT HAPPENS TO A DEVICE WHEN MANAGED

InvisaPC units can be configured locally when in UnManaged state. When a unit becomes “Managed,” its local database is replaced with the database from Boxilla. The IP address of the device is preserved—but can be changed from Boxilla. The administrator can no longer change users, connections and various properties locally on the device—these can only be changed on Boxilla.

Once a device is managed by Boxilla, Boxilla’s database is “synchronized” to the device when a user logs on the device. The following sections outline how to use Boxilla to configure and monitor devices.

There are operating options that can only be configured locally for this current release. These are:

- ◆ Power-Mode— whether an InvisaPC Receiver powers up automatically when power is applied or needs the power button to be pressed;
- ◆ Auto-Login—whether an InvisaPC Receiver will automatically login as a specific user on power up;
- ◆ OSD Resolution—resolution that the OSD is displayed at when on screen;
- ◆ Transmitter Preferences—Video Quality, HID Configuration and EDID Configuration on an InvisaPC Transmitter.

See the InvisaPC device manual for full details of these options.

6.4 DISCOVERY—IF A DEVICE IS NOT FOUND

There can be several reasons why a device has not been discovered by Boxilla:

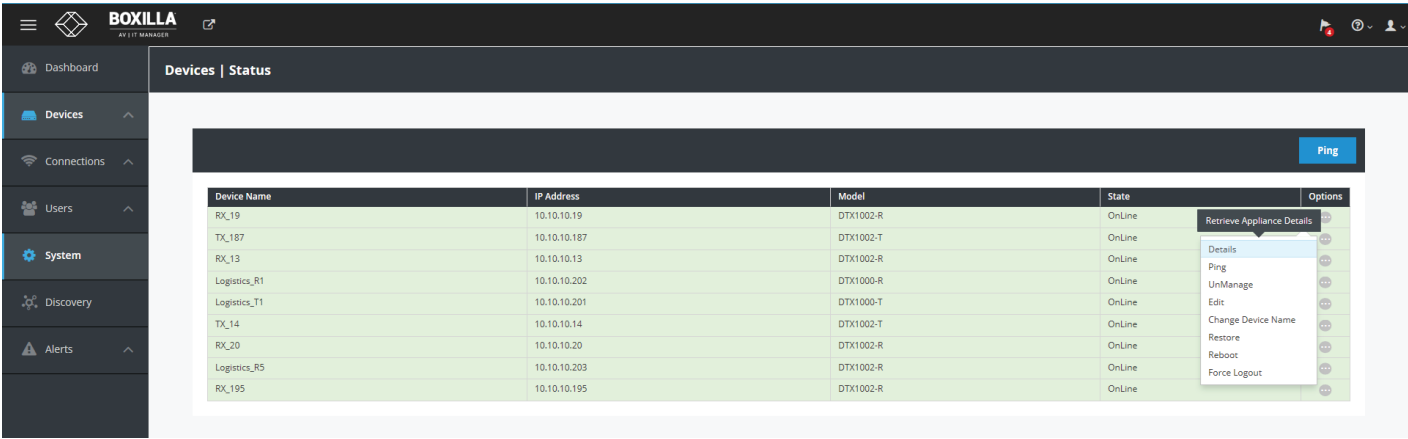
- ◆ The device may be turned off.
- ◆ The device may not be reachable on the network— no valid path to device. This can happen if device is on a different network subnet to Boxilla and no router is between the two subnets. Use PING to verify the device can be reached.
- ◆ Automatic discovery may not find the device if it is on a different subnet to Boxilla and the router does not allow Multicast UDP packets to be forwarded to it. The router path to subnet manual addition should work.
- ◆ There is a potential cabling problem between the device and the Boxilla Manager. Check and where necessary, replace faulty cables.

CHAPTER 6: DISCOVERY—ADDING DEVICES

Devices part of the managed domain can be reviewed, upgraded and configured. These actions are performed by clicking the devices' options from the main menu. Figure 22 shows the Device—Status Page. This page shows all the devices that are part of the managed domain.

Boxilla constantly polls devices to determine their state and operational statistics. The state of a device in the table can be:

- ◆ Online—means the device is contactable from Boxilla during recent polling cycles;
- ◆ Offline—means the device did not respond during any of the last few polling cycles. This can mean the device is powered-down or is not reachable on the network;
- ◆ Demo—means the device is a simulated device for demonstration purposes;



Device Name	IP Address	Model	State	Options
RX_19	10.10.10.19	DTX1002-R	OnLine	Retrieve Appliance Details
TX_187	10.10.10.187	DTX1002-T	OnLine	Details
RX_13	10.10.10.13	DTX1002-R	OnLine	Ping
Logistics_R1	10.10.10.202	DTX1000-R	OnLine	UnManage
Logistics_T1	10.10.10.201	DTX1000-T	OnLine	Edit
TX_14	10.10.10.14	DTX1002-T	OnLine	Change Device Name
RX_20	10.10.10.20	DTX1002-R	OnLine	Restore
Logistics_R5	10.10.10.203	DTX1002-R	OnLine	Reboot
RX_195	10.10.10.195	DTX1002-R	OnLine	Force Logout

FIGURE 22. DEVICES' STATUS

CHAPTER 7: DEVICES

7.1 DEVICES—STATUS

An individual device can have various operations performed on it by clicking on the “...” icon on the row for the device as shown in Figure 23. These are:

- ◆ Details—get summary details on the device, including its Network configuration, Operational Status, Firmware Version and Serial Number
- ◆ Ping—tests the reachability of the device on the network
- ◆ Force Logout—logs out the current user attached to this unit (if any)
- ◆ UnManage— removes the device from the managed domain and restores the device back to factory defaults
- ◆ Edit —allows the network settings to be changed
- ◆ Restore—resets the device back to factory default
- ◆ Reboot—power cycles the device

The screenshot shows the BOXILLA AV IIT Manager interface. The left sidebar contains navigation options: Dashboard, Devices, Connections, Users, System, Discovery, and Alerts. The main content area is titled 'Devices | Status' and features a 'Managed Table' with 8 items. The table has columns for Device Name, IP Address, Model, and State. A context menu is open over the first row, listing actions: Details, Ping, UnManage, Local UnManage, Edit, Restore, and Reboot. A 'Ping' button is located in the top right corner of the table area.

Device Name	IP Address	Model	State
Logistics_R1	10.10.10.202	DTX1000-R	OnLine
Logistics_R5	10.10.10.203	DTX1002-R	OnLine
Logistics_T1	10.10.10.201	DTX1000-T	OnLine
R&D_R1	10.10.10.13	DTX1002-R	OnLine
R&D_R2	10.10.10.195	DTX1002-R	OnLine
R&D_T1	10.10.10.14	DTX1002-T	OnLine
R&D_T2	10.10.10.187	DTX1002-T	OnLine
R&D_T3	10.10.10.188	DTX1002-T	OnLine

FIGURE 23. DEVICE OPTIONS

The Ping button on the page allows any IP device (not just InvisaPC devices) to be pinged to check its reachability.

7.2 DEVICES—UPGRADE

Boxilla centrally upgrades devices that are part of its managed domain. The administrator performs this via the Devices— Upgrade page shown in Figure 24.

7.2.1 DEVICES—UPGRADE—RELEASES

The Releases tab shows the list of available versions of firmware that can be used to upgrade devices. The administration selects the firmware to be used for upgrades (and for setting version of firmware Boxilla checks devices have installed). To select a specific firmware release, click the “Activate” button for the specific version of firmware from the Release options (“⋮” icon). For InvisaPC, this needs to be done for both Receivers (DTX-R) and Transmitters (DTX-T).

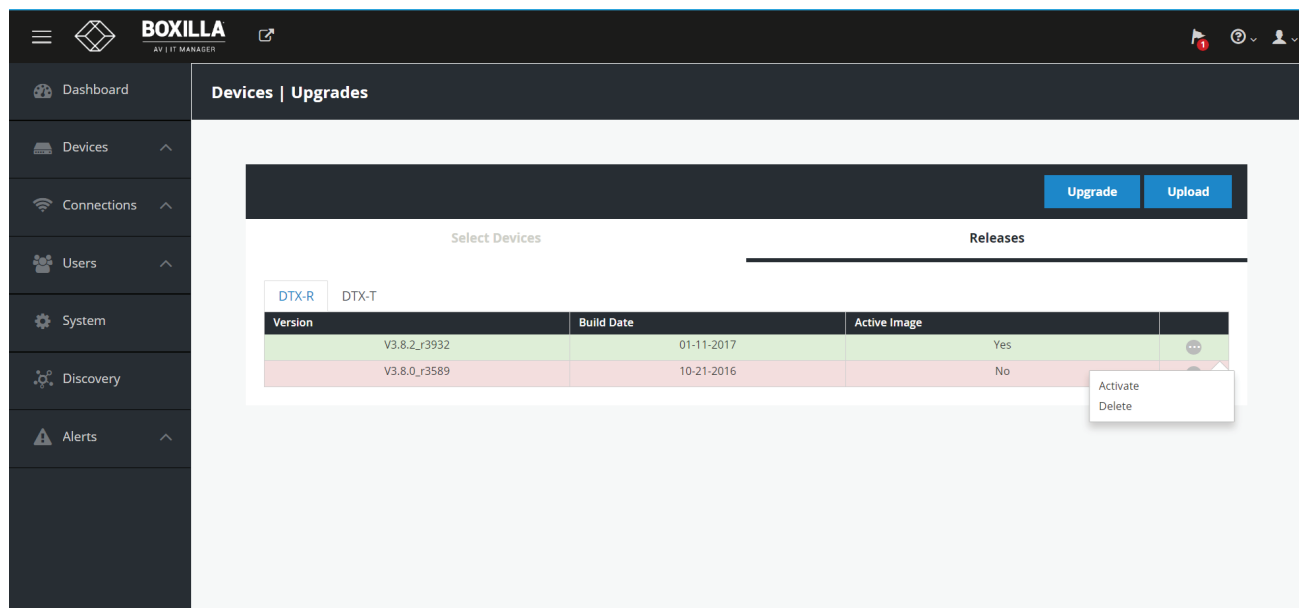


FIGURE 24. DEVICE UPGRADE PAGE

The Administrator loads a new version of firmware by clicking on the “Upload” button on the page and choosing the file to be uploaded. The upload file can be stored anywhere the client the browser is running on can access (on local hard-drive, USB thumb-drive, a network file, etc.). This new firmware version will be added to appropriate Device list (i.e. Receiver or Transmitter list). To delete a firmware version, the administrator just needs to click on the “delete” option for that release.

CHAPTER 7: DEVICES

7.2.2 DEVICES— UPGRADE—SELECT DEVICES

The administrator needs to select devices to be upgraded to the active firmware versions. The “Select Devices” tab provides a table of all managed devices and allows the administrator to define devices to be upgraded.

The State column shows which devices do not match the active firmware version selected—by showing “Mis-match to Active Firmware Version.” Devices with firmware that match the active firmware version selection will show a “No Upgrade Required” state. The “Idle” state refers to devices that have recently been managed, where no version information has been retrieved from the devices for upgrade purposes.

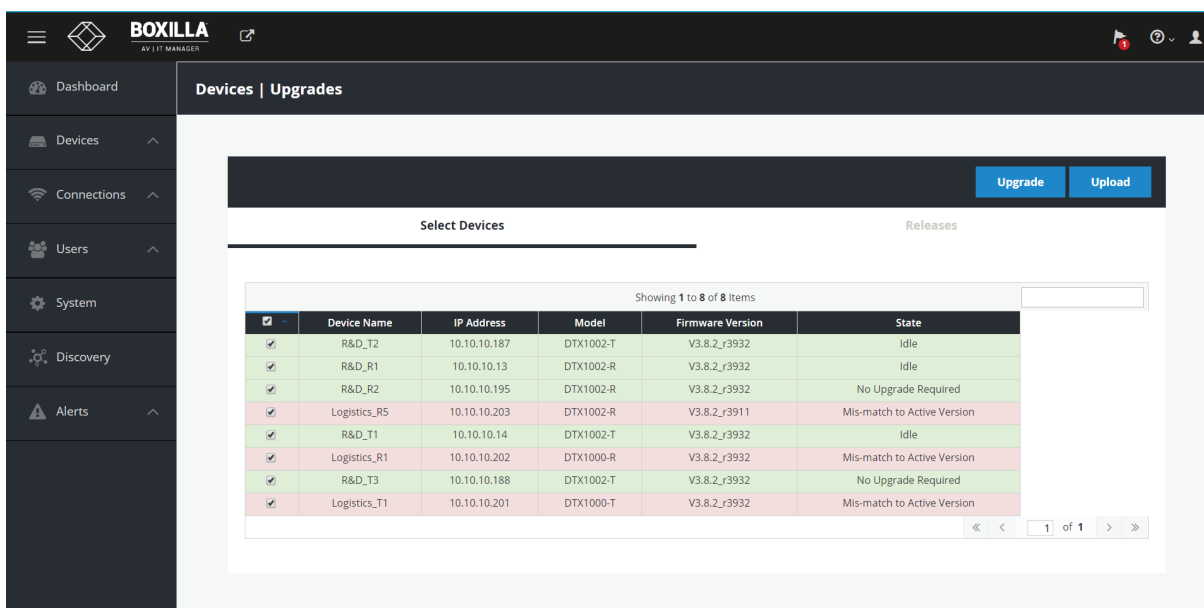


FIGURE 25. DEVICE UPGRADE SELECTION

Once the administrator has selected devices to be upgraded (typically all devices that mis-match the active firmware version), the administrator clicks the Upgrade button on the page to initiate the upgrade. All devices can be selected by clicking the tick-box on the top of the column.

The Upgrade button is clicked to initiate the upgrade of all selected devices. Devices that match the “active” firmware version will return “No Upgrade Required” and no upgrade will take place. The rest of the selected devices will be upgraded with various “states” of upgrade being communicated to the administrator during the upgrade process.

NOTE: We recommend that the administrator not move to a different page once starting an upgrade to allow the upgrade process to be monitored. If the administrator does change to a different page, the upgrade will continue in the background. What is mandatory is that Boxilla and devices being upgraded stay powered up.

CHAPTER 7: DEVICES

7.3 DEVICES—SETTINGS

Boxilla controls global configuration settings for the managed domain. These are settings that apply across all devices in the same way. The administrator changes the parameters to the desired settings and clicks apply to have the changes take effect. This is done on the Devices—Settings page as shown in Figure 26. The admin changes the settings and then clicks “Apply.” Changes only take effect when “Apply” is clicked. The properties that can be changed are described in the following sections.

The InvisaPC devices only pick up the changes to the settings when a user logs in to the device. To ensure global settings are changed on all units at the same time, the Administrator should log out all Users as shown in section 7.1.

BOXILLA
RDP MANAGER

Dashboard | Devices | Settings

Configuration Settings

Configuration Settings

System Operation

Hot Key:

Functional Hot Key:

RDP Connected Resolution:

OSD Resolution:

Timers

Connection InActivity Timer:

Connection InActivity Range (Minutes):

GUI InActivity Timer:

GUI InActivity Range (Minutes):

Broker Details

Broker Connection Type:

Web Access Address:

Connection Broker Name/IP:

Domain:

Load Balance Info:

FIGURE 26. DEVICE SETTINGS—CONFIGURATION SETTINGS

CHAPTER 7: DEVICES

7.3.1 HOTKEY

The hotkey is used with the “o” key to terminate the current connection and bring up the OSD on an InvisaPC Receiver. The hotkey with “p” key is used to switch to the previous connection without loading the OSD.

The default hotkey is Print-Screen (PrntScrn). The alternatives are shown in the table below.

TABLE 3. HOTKEY SEQUENCES

SEQUENCE	DESCRIPTION
Print Screen (Default)	press Prnt Scrn key
Ctrl + Ctrl	press Ctrl key twice within 1 second
Alt + Alt	press Alt key twice within 1 second
Shift + Shift	press Shift key twice within 1 second
Mouse-Left + Right	press mouse left and right buttons at the same time for 2 seconds

Open OSD: “Hotkey” O

Switch to previous target: “Hotkey” P

The “Functional Hot-Key” is used to enable or disable the use of function keys after the hot-key. When the Functional Hot-key is disabled, only the Hot-Key is required to bring up the OSD on an InvisaPC Receiver. This means only CTRL-CTRL needed to bring up OSD if CTRL-CTRL selected as hot-key rather than CTRL-CTRL-O when Functional Hot-Key is enabled. It also means the “Hotkey” P, switch to previous target, is no longer is enabled.

The Enable Function key is set by default.

7.3.2 RDP CONNECTION RESOLUTION

This defines the resolution to be requested from the Server when a connection is defined to be to a virtual machine. The actual resolution that the connection actually uses will depend on the Server configuration (see Microsoft documentation).

By default the RDP Connection Resolution is set to “Auto.” This means that the RDP Connection will attempt to use the preferred resolution of the attached monitor to the InvisaPC Receiver. If the preferred resolution is not supported by InvisaPC, it will select the next highest resolution supported by the Monitor and the InvisaPC Receiver.

7.3.3 OSD RESOLUTION

The OSD Resolution sets the resolution that will be used when the OSD is displayed on the InvisaPC Receiver. The OSD Resolution is set to Auto by default. This means that the OSD Resolution will use the preferred resolution of the attached monitor to the InvisaPC Receiver. If the preferred resolution is not supported by InvisaPC, it will select the next highest resolution supported by Monitor and the InvisaPC Receiver.

The Administrator can change the OSD Resolution to set a specific resolution from the drop-down list.

CHAPTER 7: DEVICES

7.3.4 TIMER SETTINGS

There are two timer settings available. By default they are turned off. The Administrator clicks enable to turn them on and set the timer value required. The two timer settings are:

1. OSD Inactivity Timer—This sets a limit on how long a user can be logged on to the InvisaPC OSD without any keyboard or mouse activity. Once the user reaches the inactivity timer limit, the user will be logged out of the OSD.
2. Connection Inactivity Timer—This sets a limit on how long a user can be connected to a source (virtual machine, Transmitter etc.) without any keyboard or mouse activity. Once the session reaches the inactivity timer limit, the user will be logged out of the connection and return to the OSD on InvisaPC.

NOTE: Inactivity occurs when the mouse or keyboard is not pressed or moved for a set period of time.

7.3.5 RDP BROKER SETTINGS

There are two types of Broker types—Connection Broker Server and Web Access Server. The default is none, which means the system uses a connection broker. The Broker type is used to validate the User Credentials (username and password) and determine where the user will be connected to.

The Connection Broker type causes the User Credentials to be sent to the specified Connection Broker. If accepted, then the broker will return the IP address of a local VM from the pool, and this is the IP address used for a connection from the InvisaPC Receiver.

NOTE: We currently do not cater for hostnames, so use the IP of the connection broker server.

When “Connection Broker Server” type is selected, the following settings should be set by the Administrator:

1. Enter in the domain name as defined on the local network.
2. Enter in your load balance address as defined in the local server configured, e.g. tsv://VMResource.1.Win7Pool.

The “Web Access Server” setting is used to allow access to a local copy of Active Domain server. If this setting is configured correctly, then if a user who is not configured in the local database attempts to login, the device will redirect the username and password to the local active directory installation and validate the user credentials.

If the user is validated, the Active Directory Server will return a valid VM pool-name to the device. The device sends this pool-name information to the Connection Broker which then allocates a Virtual Machine to the User provided a VM is available.

The following settings need to be set when “Web Access Server” is selected as Broker Connection Type:

1. The Web Access Address should be the login page of the local RD Web Access Server using its IP address, e.g. <https://192.168.10.7/RDWeb/Pages/en-US/login.aspx>.

NOTE: We currently do not cater for hostnames in the web address, so please use the IP of the Web Access server. You must place the full address in the login page of the RD Web Access server (https://*****.aspx).

2. Enter the local Connection Broker IP address.
3. Enter the local domain name.

On the InvisaPC Receiver, when the user attempts to log in, the login will now take the following steps in this order:

1. The login credentials are checked to see if the user is configured locally on the Receiver. If the user exists, they will be logged in as normal. If not, then step two will occur. If Broker Connection Type is set to “None,” the InvisaPC Receiver at login will only attempt to authenticate the user locally. This is the default setting.
2. If the Broker Connection Type is set to “Web Access Server,” the Receiver will attempt to launch a connection to an RD Web Access server. This will allow the user to be Authenticated against the Domain Controller (Active Directory), allowing the user to access Virtual Desktop Pools and Personal Virtual desktops.

7.4 DEVICES—STATISTICS

The Device Statistics page provides an overview of the operation of the managed domain as shown in Figure 27. It provides an overview of the device on-line and off-line (not contactable). Then a table of devices is displayed showing what user is logged in to what device, when they logged in and how long they were logged in.

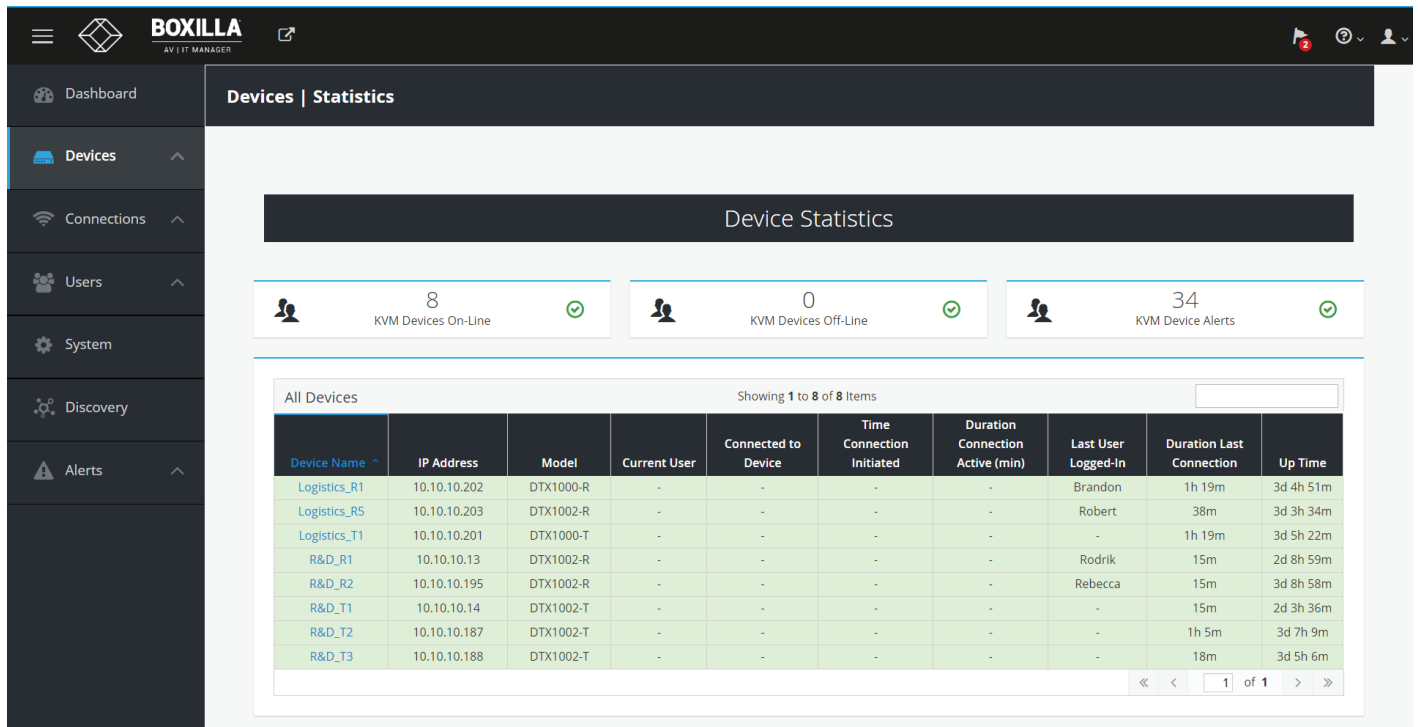


FIGURE 27. DEVICE STATISTICS

CHAPTER 8: CONNECTIONS

Connections define the properties for the flow of keyboard, mouse, video, audio and USB traffic between an InvisaPC Receiver and an InvisaPC Transmitter or Virtual Machine. Connections are created and then allocated to Users to provide them access to Transmitters or Virtual Machines. A connection is a definition and can be allocated to multiple users. When a user logs into an InvisaPC Receiver, they are presented with their allocated connections on the Connections Tab of the OSD on that Receiver.

8.1 CONNECTIONS—MANAGE

The Connections —Manage page lists the currently defined connections and allows them to be edited, deleted or new connections to be added. The connections are listed shown in Figure 28. The list of devices is displayed showing what user is logged in to what device, when they logged in and how long they were logged in.

Connection Name	Based On Template	Connection Type	Connect Via	Options
Brians VM	-	Private	VM	[Icons: Monitor, Mouse, Keyboard, Audio, Video]
HR VM Win7#1	-	Private	VM	[Icons: Monitor, Mouse, Keyboard, Audio, Video]
R&D_T1	Template_R1_template	Private	ConnectViaTx	[Icons: Monitor, Mouse, Keyboard, Audio, Video]

FIGURE 28. CONNECTIONS MANAGE SCREEN

The table shows the connection name, whether the connection is linked to a connection template (see section 8.1.2), connection type (private or shared), what/how the connection is made (via Tx, Direct to VM, via VM Pool or via Connection Broker) and the connection options. The options for connections are the parameters that can be defined for the connection. The icons represent the parameters—when enabled the icon is Green and when disabled it is Grey. Hovering over the icon provides details of the parameter status. The icon definitions are:



Extend desktop: On a dual-video head InvisaPC, when set it enables both video heads to operate if connected to a source that supports dual-head operation (e.g. Dual-head InvisaPC Transmitter). This setting has no effect on a single-video head InvisaPC.



Audio: When set, this enables audio to be supplied to the remote audio connectors.

CHAPTER 8: CONNECTIONS



USB Redirection: When set, this enables non-keyboard and non-mice devices to be redirected for this connection.



Persistent Connection: When turned on, Persistent Connection will constantly try to connect to the Receiver until successful. This is useful when using InvisaPC for digital signage or applications with no keyboard/mouse that need to stay connected to a defined source.



NLA: When set, this enables Network Level Authentication, requiring that the user be authenticated to the RD Session Host server before the session is created. This setting needs to match the NLA setting on the target VM for a successful connection.

The administrator can edit the connections parameters or delete the connection using the “...” icon on the specific connection row. The parameters for a connection are defined in more detail in section 8.1.1.

8.1.1 CONNECTIONS—ADD CONNECTION

To allow an InvisaPC Receiver to connect to a target InvisaPC Transmitter or Virtual Machine, an administrator must create a connection. This is done on the Connections —Manage page from the main menu as shown in Figure 28.

Clicking on the +Connection button launches a wizard that takes the Administrator step-by-step through the creation of a new connection.

On the first screen of the wizard, as shown in Figure 29, the Administrator selects the type of connection. This can be one of four types (as set by Connect Via parameter):

- Tx—connect to an InvisaPC Transmitter;
- Direct to VM—connect directly to a virtual machine using its IP address or hostname;
- Broker—connect to a virtual machine via a connection broker (i.e., indirect connection);
- VM Pool—connect to a virtual desktop that is hosted in VM Pools. The IP address for this Pool is defined in the global settings (see section 7.3.5).

CHAPTER 8: CONNECTIONS

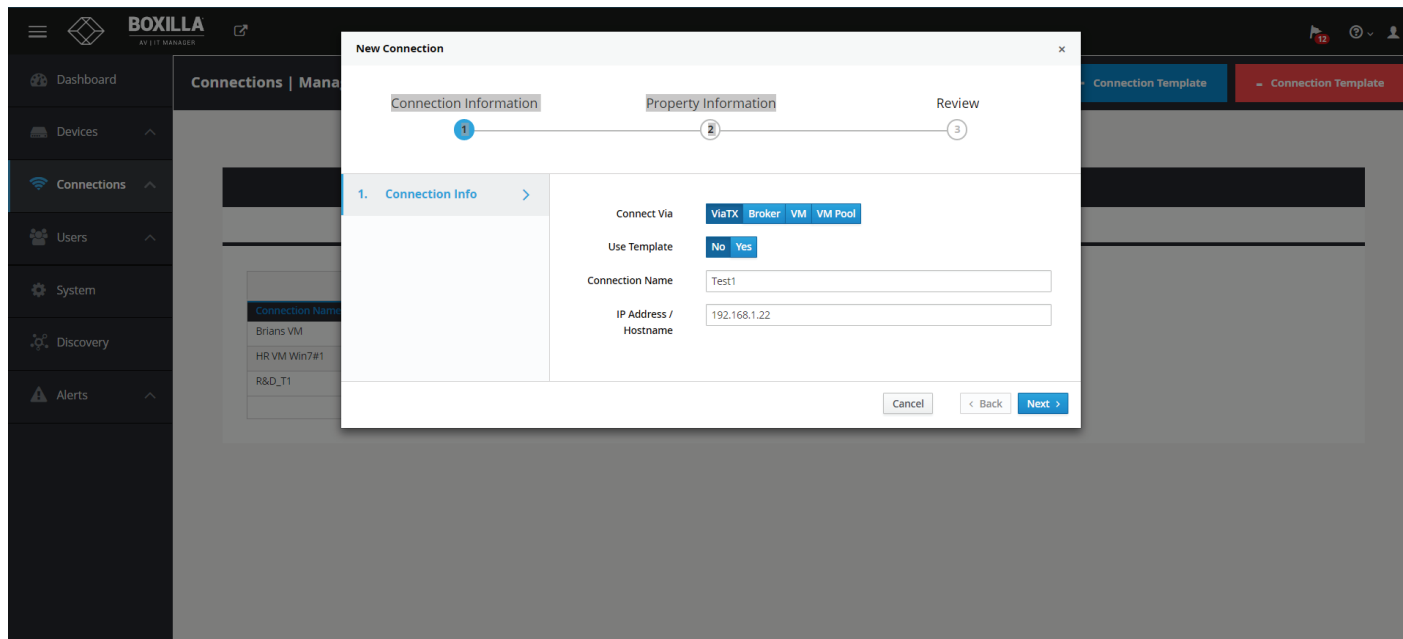


FIGURE 29. ADD CONNECTION—TX

The other parameters on this screen are:

- ◆ Connection Name: this is a unique name for the new connection. The name can be between 1 and 32 characters. The name can be composed of any Alphanumeric characters and special characters except for " " / \ [] ; | = , + * ? < > `.
- ◆ IP Address/Hostname: the IP address of the InvisaPC Transmitter or the Virtual Desktop in IP v4 format.

If the Connect Via is set as “Broker” as shown in the figure below, extra parameters can be defined.

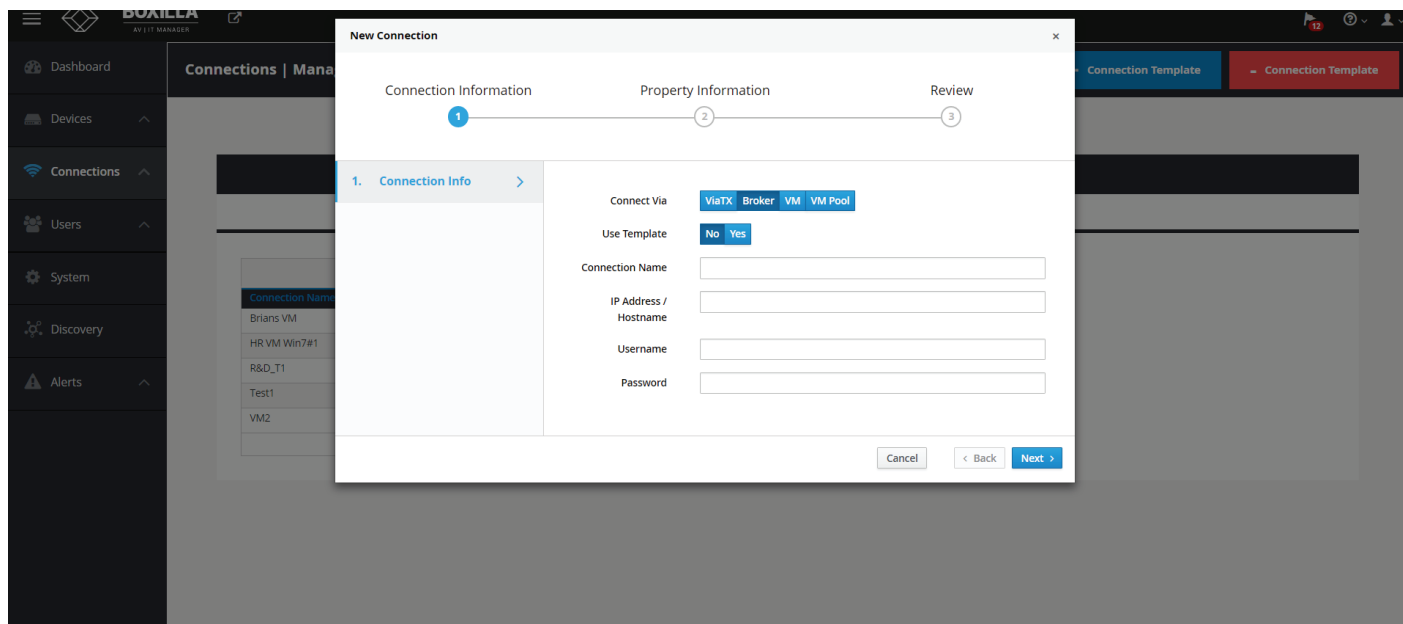


FIGURE 30. ADD CONNECTION—BROKER OR VM

CHAPTER 8: CONNECTIONS

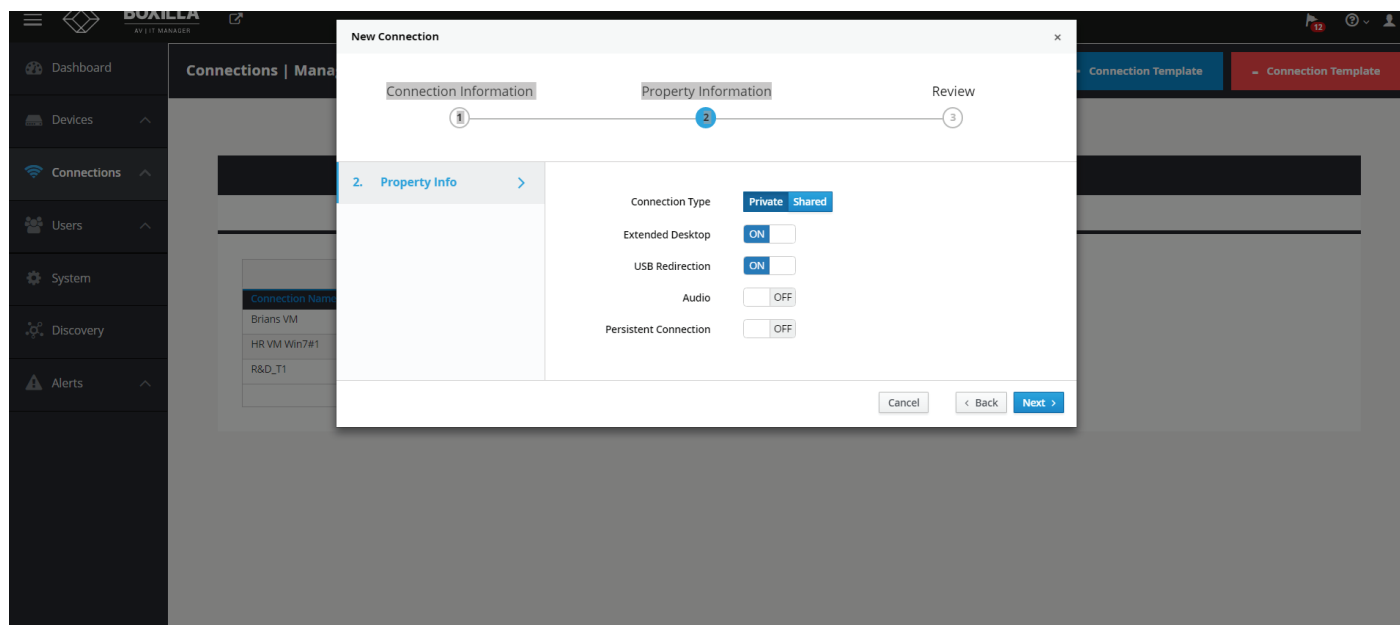


FIGURE 31. ADD CONNECTIONS—PROPERTIES

The extra parameters that can be defined are:

- ◆ **Connection Type:** This defines the connection as being private to this user when the connection is made or is open to be shared with other users. A shared connection allows the keyboard, video and mouse to be shared to all users that join the connection. Audio and USB re-direction disabled on shared connections.
- ◆ **Extended Desktop:** On a dual-video head InvisiPC, this enables both video heads to operate if connected to a source that supports dual-head operation (e.g. Dual-head InvisiPC Transmitter). This setting has no effect on a single-video head InvisiPC.
- ◆ **USB Redirection:** When set, this enables non-keyboard and non-mice devices to be redirected for this connection.
- ◆ **Audio:** When set, this enables audio to be supplied to the remote audio connectors.
- ◆ **Persistent Connection:** When turned on, Persistent Connection will constantly try to connect to the Receiver until successful. This is useful when using InvisiPC for digital signage or an application with no keyboard/mouse that needs to stay connected to a defined source.

When Connect Via is set to VM (i.e. connect directly to a VM), there is an extra parameter to define:

- ◆ **NLA:** When set, this enables Network Level Authentication, requiring that the user be authenticated to the RD Session Host server before the session is created. This setting needs to match the NLA setting on the target VM for a successful connection.

CHAPTER 8: CONNECTIONS

8.1.2 CONNECTIONS—ADD CONNECTION TEMPLATE

Connection Templates are used to aid in the creation of connections. Templates define a set of properties as shown in Figure 32. The template can be used when creating a connection to ensure that the same properties are attached to a group of the connection. Clicking on +Connection Template launches the screen to set these properties.

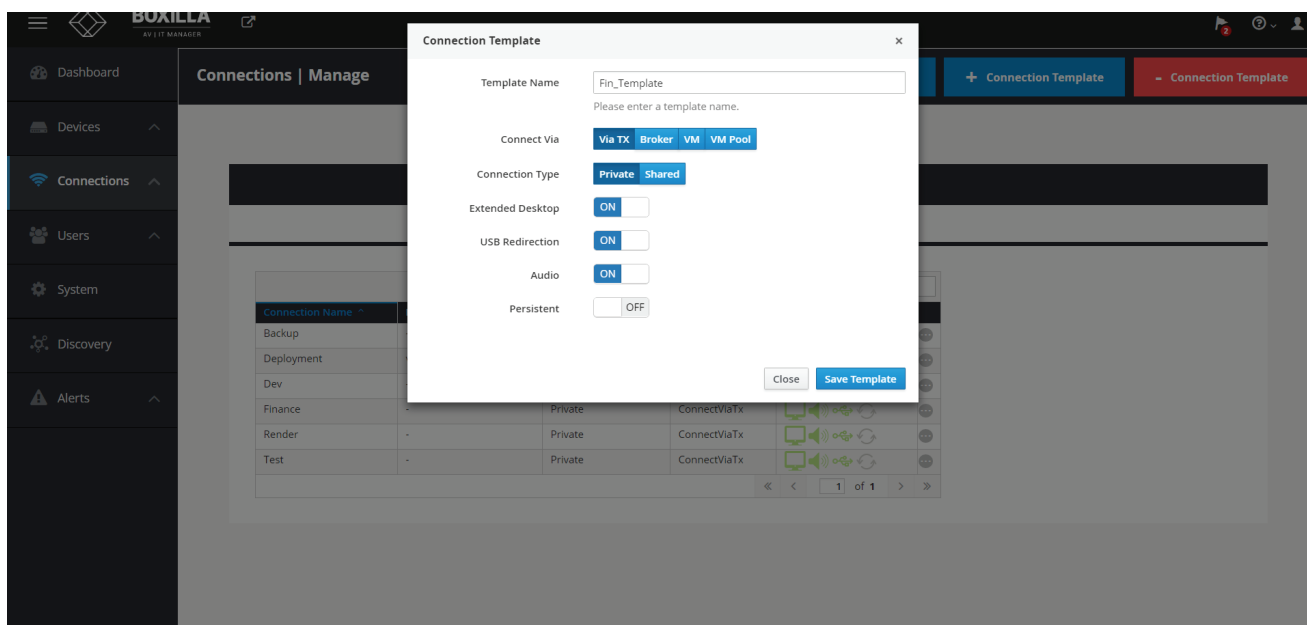


FIGURE 32. ADD CONNECTION TEMPLATE

8.1.3 CONNECTIONS—DELETE CONNECTION TEMPLATE

To delete a connection template, click -Connection Template and this launches a screen that shows a list of connection templates. Select the template(s) to be deleted and click on delete.

Boxilla will only display the list of connection templates that are not currently assigned to connections. If you wish to delete a template that is associated with a connection, you will first need to remove the template from the connection.

8.2 CONNECTIONS—GROUPS

Boxilla 1.1 supports the creation of a connection group to make it easier to allocate a common set of resources to user. If a connection group gets changed, it will be reflected on all users allocated to this Connection Group.

Connections option can be found on left side pane of Boxilla user interface.

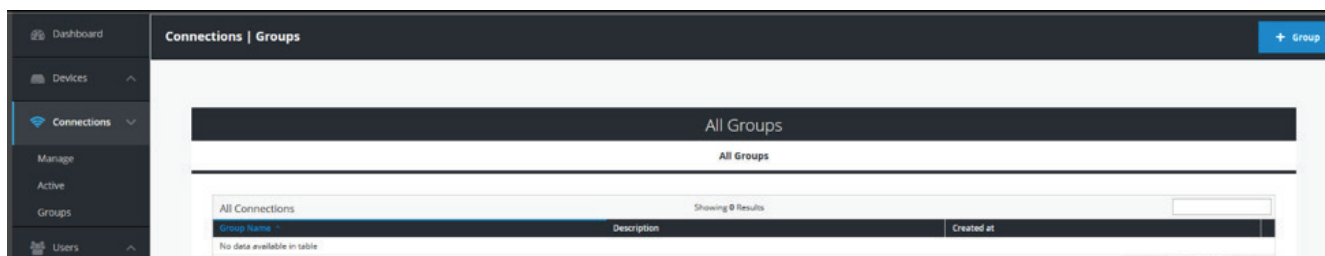


FIGURE 33. CONNECTIONS OPTION

CHAPTER 8: CONNECTIONS

To add a connection group:

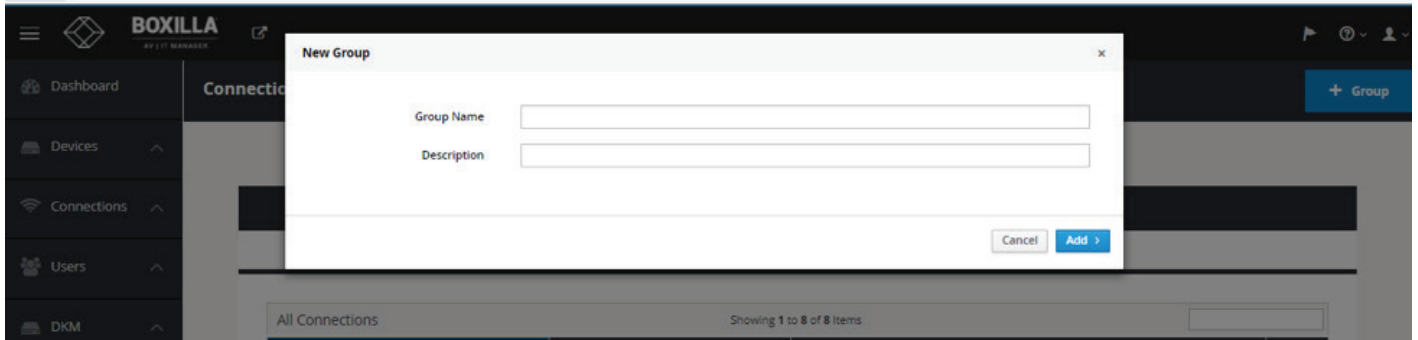


FIGURE 34. ADD CONNECTION GROUP SCREEN

To dissolve a connection group (Map Connections from Connection Group to Individual Connections):

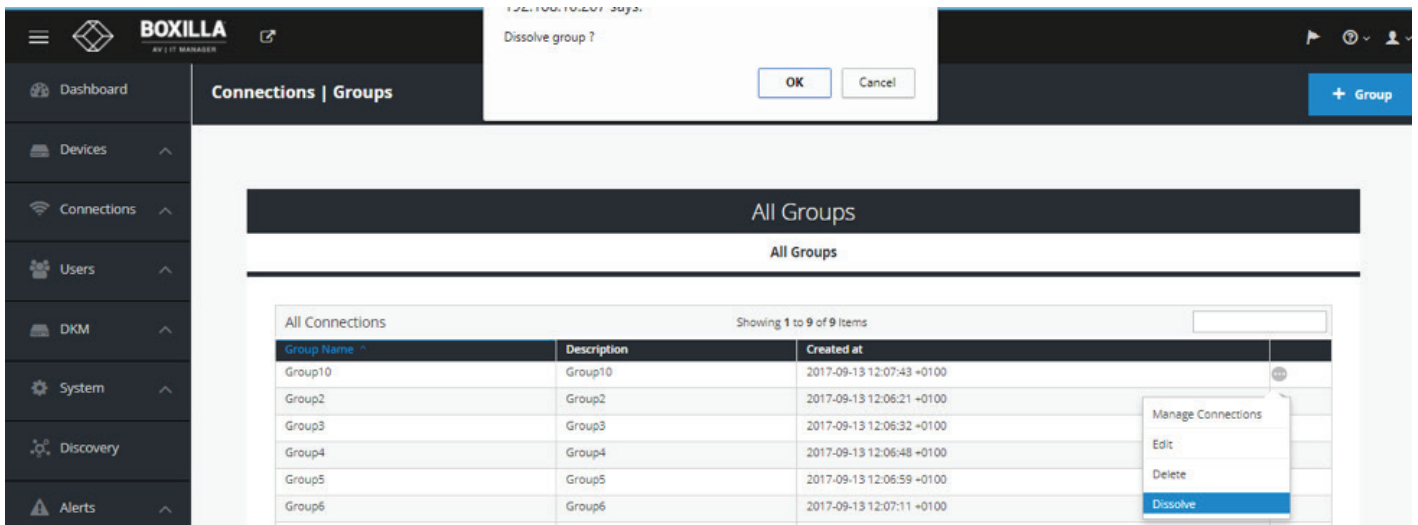


FIGURE 35. DISSOLVE CONNECTION GROUP SCREEN

Once you confirm with OK, a success message will be prompted.

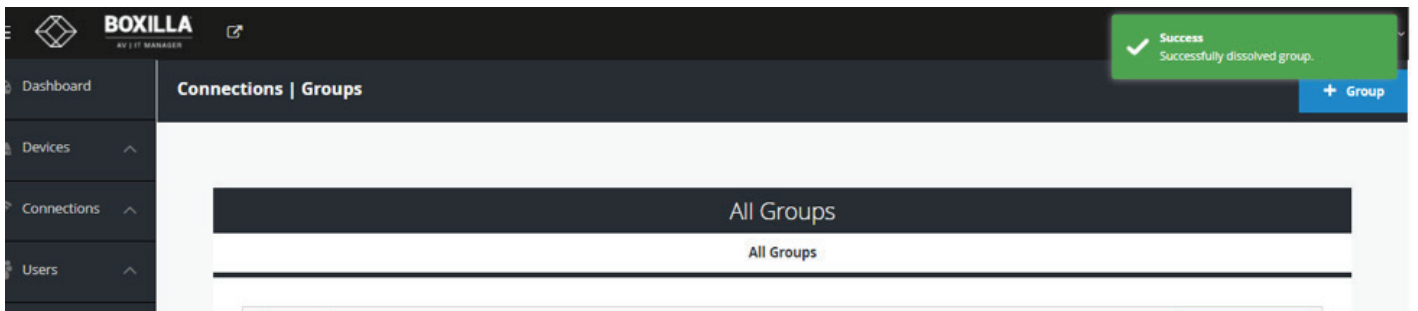


FIGURE 36. SUCCESS MESSAGE

CHAPTER 8: CONNECTIONS

Delete Connection Group: Delete the Connection Group and everywhere it is used.

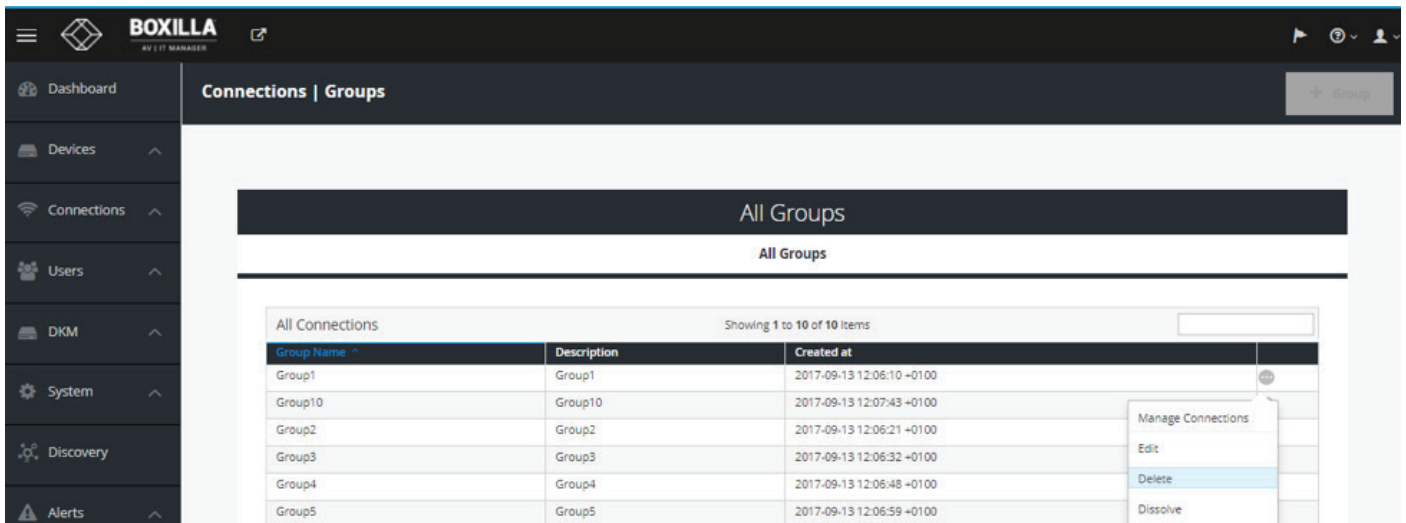


FIGURE 37. DELETE THE CONNECTION GROUP

Confirm with OK and a confirmation message about deletion is displayed.

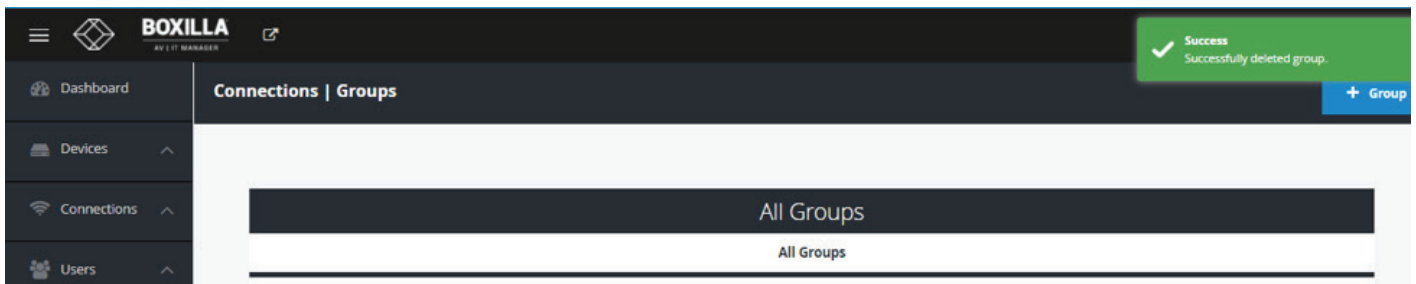


FIGURE 38. CONFIRM DELETION

The maximum number of connection groups is 10 and once it is reached, the add group button gets disabled.

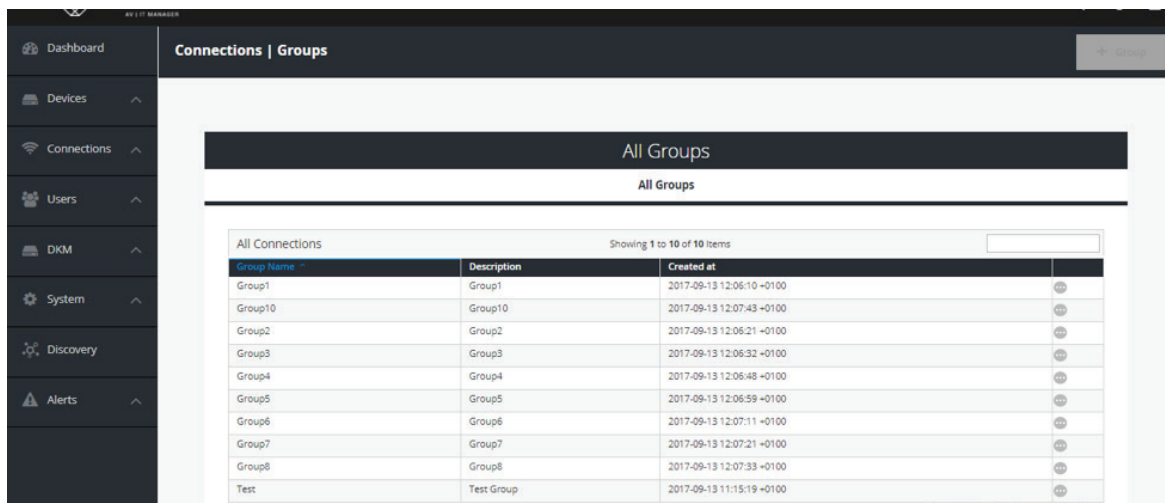


FIGURE 39. MAXIMUM NUMBER OF CONNECTION GROUPS

CHAPTER 8: CONNECTIONS

IMPORTANT NOTE: Boxilla restricts the total number of User Connections across the system to 22500 unique User Connections. Boxilla supports:

- ♦ 150 users, each supporting a maximum of 150 unique connections
- ♦ 150 users, each supporting a maximum of 10 Connection Groups each group supporting a maximum of 15 unique connections
- ♦ 200 users, each supporting a maximum of 112 unique connections
- ♦ 200 users, each supporting a maximum of 10 Connection Groups each group supporting a maximum of 11 unique connections
- ♦ 250 users, each supporting a maximum of 90 unique connections
- ♦ 250 users each supporting a maximum of 10 Connection Groups each group supporting a maximum of 9 unique connections

8.3 CONNECTIONS—ACTIVE

The Connections—Active page lists the currently active connections—a live connection between a Receiver and a Transmitter. There are three tabs on this page: Performance, Frame-Rate and Configuration. These pages provide information on all active connections: the name of the connection, the Receiver in the connection, the user who is logged into the Receiver, the type of connection (e.g. private or shared), the Transmitter in the connection and then statistics on the connection. The statistics include:

- ♦ On the Performance tab:
 - **Connection Active:** the time the connection has been made
 - **Connection Bandwidth:** network traffic generated on the connection during the last polling interval
 - **Video/Audio/vUSB Bandwidth:** a breakdown of connection bandwidth into its individual components of video, audio and vUSB
 - **Round-trip time:** the round-trip latency between Receiver and Transmitter on the network during last polling interval
 - **User Latency:** the latency a user experiences on video/mouse during the last polling interval
- ♦ On the Frame-Rate tab:
 - **Frame-per-Second:** active frames sent from Transmitter to Receiver (typically will be 60 fps)
 - **Dropped-Frames-per-Second :** number of frames dropped on the Transmitter. Normally this should be 0. Frames can be dropped for reasons such as network congestion.
- ♦ On the Connection tab:
 - Shows the properties active on the connection: vUSB and Audio (i.e., is vUSB and Audio enabled or disabled on the connection)
 - If a statistic exceeds a threshold, the color changes from green to amber to red as shown in Figure 40.

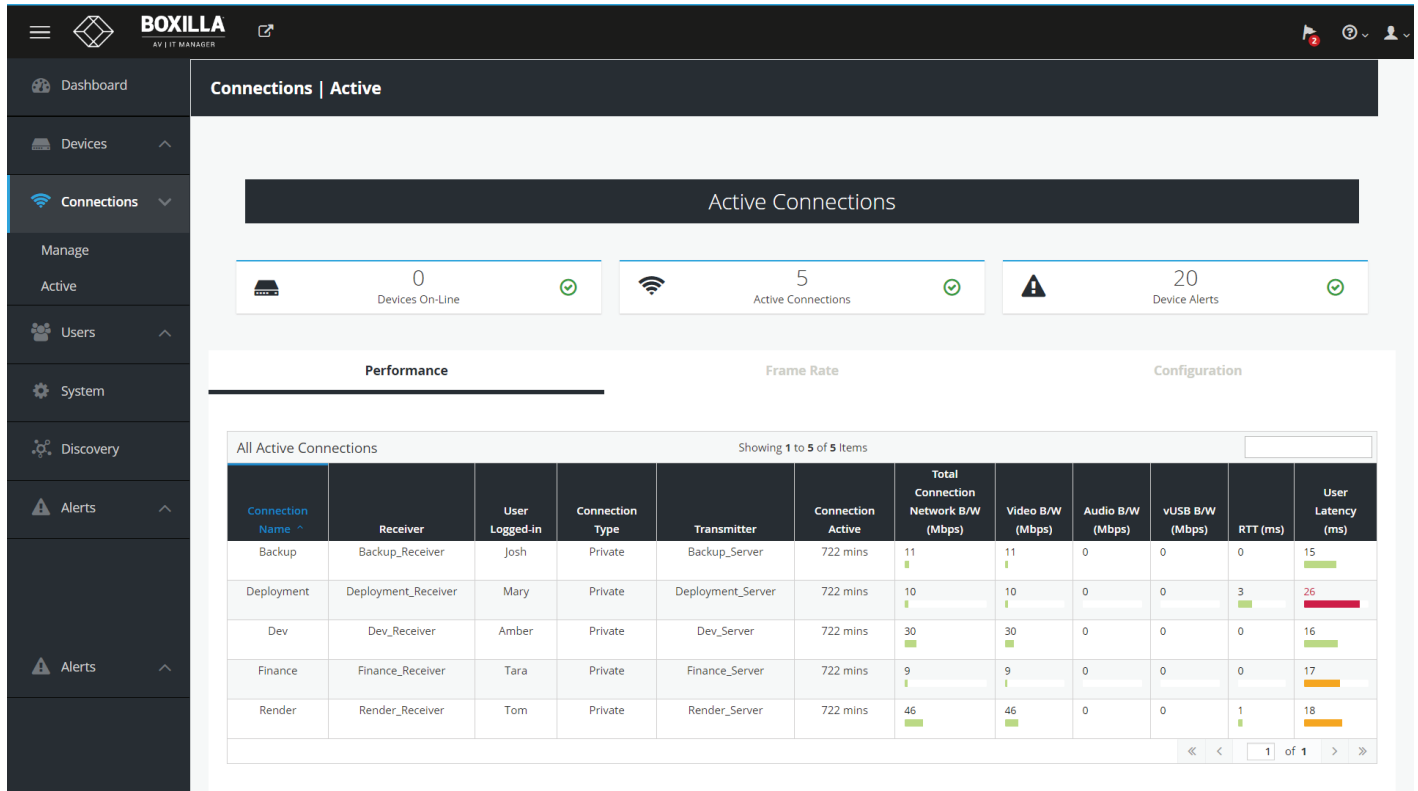


FIGURE 40. ACTIVE CONNECTIONS

CHAPTER 9: USERS

Users are defined in the InvisaPC system to provide rights to manage the system, rights to connect to different target devices and rights to set parameters for connections.

9.1 USER TYPES

There are three types of users that can be created in an InvisaPC system:

1. Administrator: Users of this class have full rights to configure the system. They can create/modify/delete users and connection, change network settings, etc.
2. Power User: Users of this class can modify resolution for connections to virtual desktops and change his/her local password.
3. Standard Users: Users of this class can only select from a list of pre-defined connections to access and view system information. They cannot change any configuration settings.

The Boxilla has one default user –admin, which is a member of the administrator group. This user is defined by default and cannot be deleted. Boxilla currently supports up to 1,000 individual users.

To manage users, an administrator selects the Users button on the main menu.

9.2 USER—MANAGE

The User—Manage screen is used to create, edit and delete users as shown in Figure 41. It provides a list of the currently created users.

The screenshot displays the 'Users | Manage' interface in the BOXILLA AV IT MANAGER. The interface includes a sidebar with navigation options: Dashboard, Devices, Connections, Users (selected), System, Discovery, and Alerts. The main content area is titled 'All Users' and shows a table of users. The table has the following data:

Username	Based On Template	Privilege	Auto Connect	Auto Connect Name
admin	-	Administrator	No	-
Amber	-	User	No	-
John	-	Administrator	No	-
Josh	-	PowerUser	No	-
Mary	-	Administrator	No	-
Tara	-	PowerUser	No	-
Tom	-	User	No	-

A context menu is open over the 'Tom' user, showing the following options: Edit, Manage Connections, and Delete.

FIGURE 41. USERS—MANAGE

CHAPTER 9: USERS

9.2.1 ADD USER

To create a user, click on the +User button at the top of the page and this opens up the new user wizard. The initial page of this wizard is shown in Figure 42.

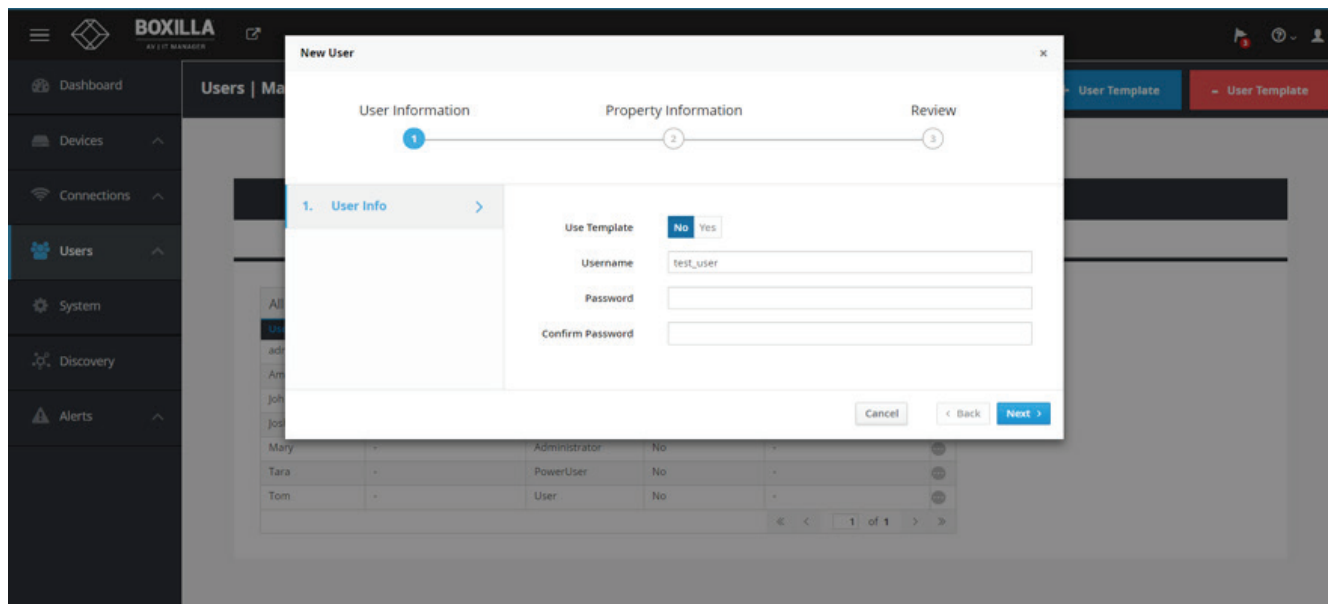


FIGURE 42. NEW USER WIZARD

The administrator can use a template to follow a common set of properties for a user as described in the next section. The definitions of the properties of a user are:

- User Name: This is a unique name that uses 1–32 characters. The username can be any valid username for a Microsoft O/S. This means the username cannot contain " / \ [] ; | = , + * ? < > `".
- Password: This field can be a minimum of 0 characters (i.e. blank) and a maximum of 32 characters. The password can be any valid password for a Microsoft O/S. This means the password cannot contain " / \ [] ; | = , + * ? < > `".
- User Privilege: This field defines the type of user the new user will be: Administrator, General User or Power User.
- Auto-Connect: This enable/disable whether the InvisaPC Receiver attempts to connect immediately to the selected connection after a logon by this user. This automatic connection only occurs after a logon. If a user exits the connection, the connection tab is displayed to the user for selection of a connection.

Once the new user fields have been filled out, you must click the Save button to create the new user. Clicking the Save button causes the validation of the new username, checking that it is unique and that the two password entries match. If this validation fails, a pop-up window displays the reason for the failure, and the new user is not created. After dismissing the pop-up window, the user can fix the error and click Save again.

CHAPTER 9: USERS

9.2.2 MANAGE USER CONNECTIONS

The new user must be allocated Connections that he/she can access. This is done by clicking on “Manage Connection” option on the “...” icon in the required user row. The required connections are selected from the available Connections—click on the connection in the Non-Selected List and then click the “->” button). This causes the selected connections to be “added” to a user’s selected connection window as shown in Figure 43. Click Save to complete the selection. It is a similar process to edit an existing users list of connections. To remove a connection from a user, select the specific connection in the Selected list (i.e. current connections allocated to the user) and click on the “<-” button. Click Save to complete the task.

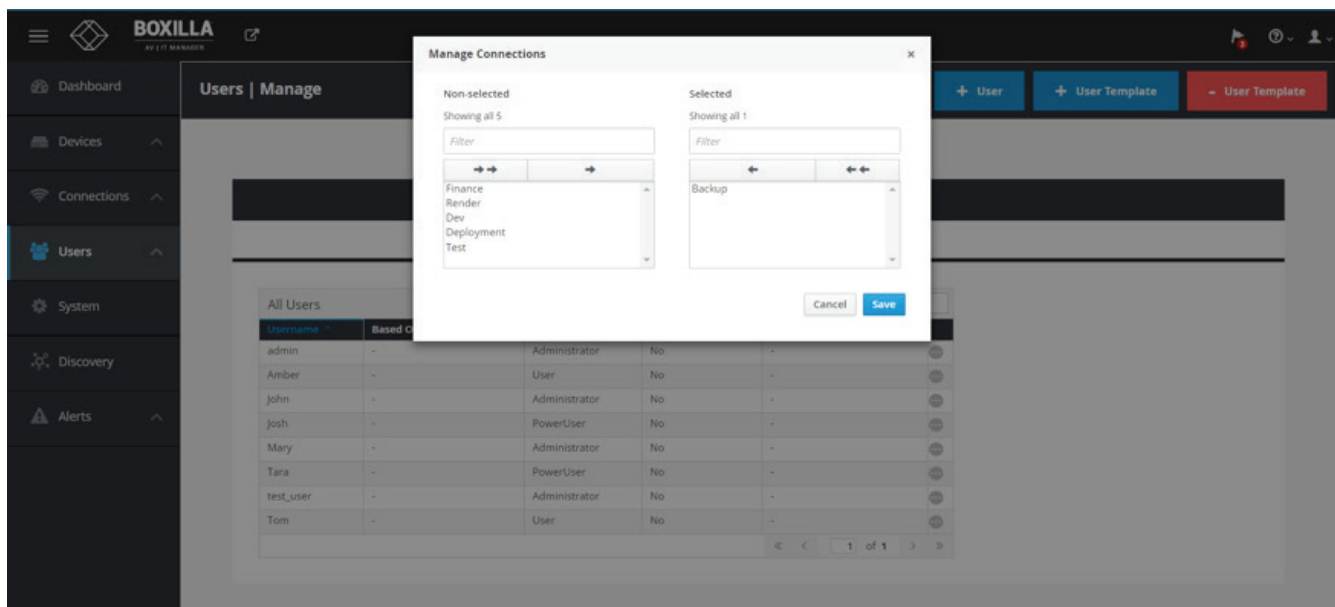


FIGURE 43. MANAGE USER CONNECTIONS

9.2.3 DELETE USER

To remove a user from the system, click on the “...” icon on the row of the user to be deleted and click on the delete option.

CHAPTER 9: USERS

9.3 USER—ACTIVE

The User—Active page shows a list of all the users logged in to an InvisaPC Receiver. The page provides information on what Receiver the user is logged in on and details on any connective connection as shown in Figure 44.

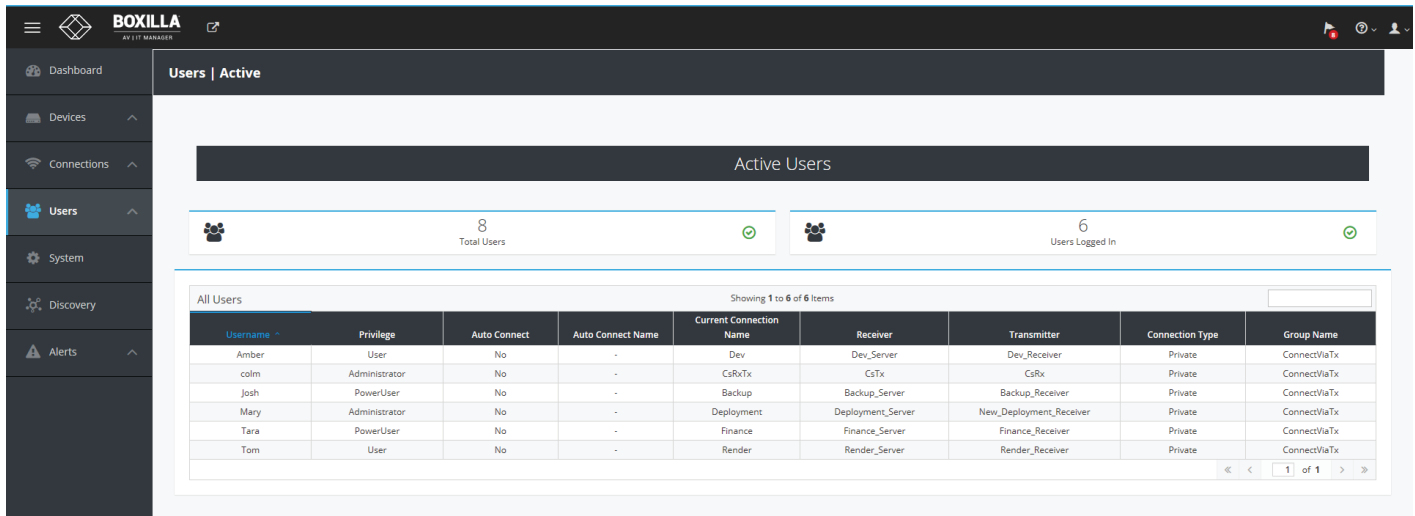


FIGURE 44. ACTIVE USERS

CHAPTER 10: DKM INTEGRATION

10.1 INTRODUCTION

This chapter considers integration aspects of Boxilla. The chapter is divided into two main sections, which include activities on the DKM end and on the Boxilla side. The chapter describes the configuration elements for Boxilla and DKM.

Boxilla manages DKM connections towards InvisaPC appliances by means of Virtual CPUs. Virtual CPUs are set up via the DKM Java Tool and assigned to the physical CPUs that are connected to the InvisaPC receivers. Once the InvisaPC connections are attached to the DKM CONs, the switch will set up the DKM connections on the DKM CONs and also “echo” this activity onto the network where Boxilla will recognize it and remotely initiate the desired connections on the attached InvisaPC Receivers.

The above can be achieved by following these steps.

1. Create and manage VCPU based connections on Java based DKM Utility
2. Add and manage DKM Switches under Boxilla
3. Manage CPU Ports (Physical and virtual) by attaching InvisaPC Connections
4. Create and manage preset connections and/or custom sources from managed sources and destinations.

10.2 STEPS TO CREATE AND MANAGE VCPU CONNECTIONS ON THE UTILITY

Assumed: You have the desired InvisaPC connection setup.

Open the Java Tool and select “Activate Online Configuration,” which is the 6th button in from the left. Select Yes when you are asked to confirm.

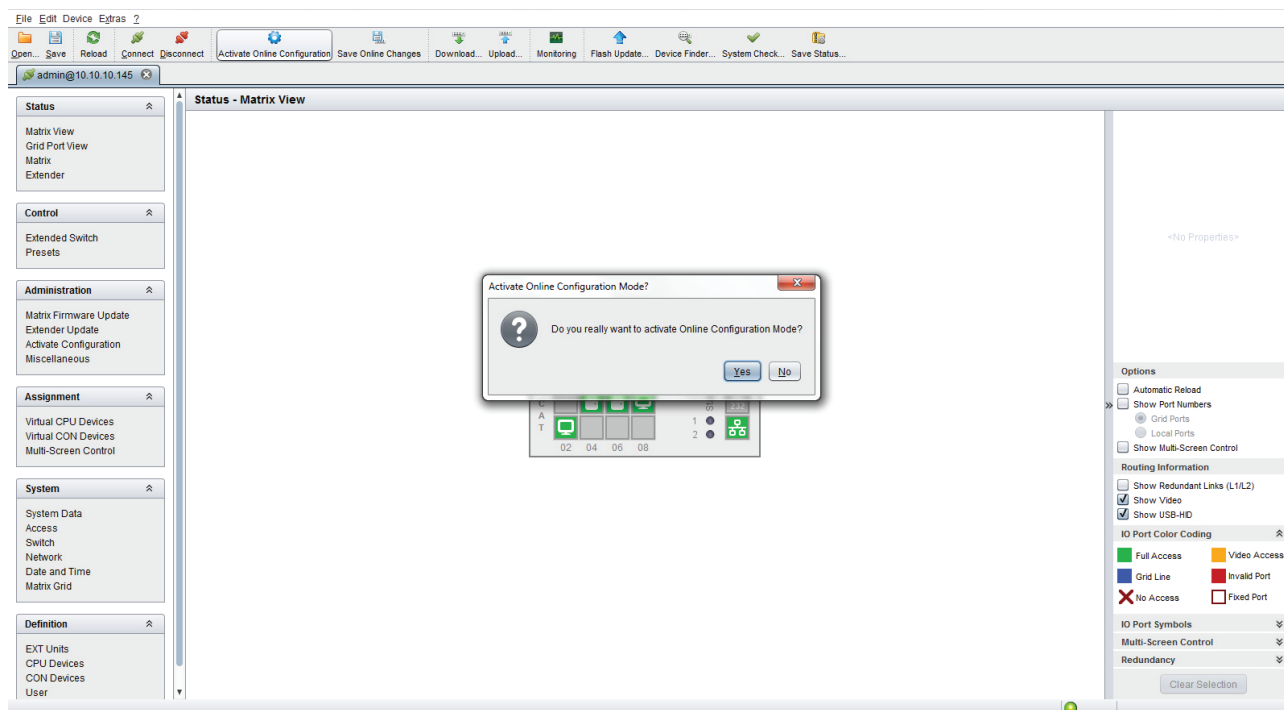


FIGURE 45. JAVA TOOL SCREEN

Click “CPU Devices,” which is a menu item under “Definition” on the lower left side. Next, select the “New Device” button on the lower right side of the screen. Select “Create a virtual CPU.”

CHAPTER 10: DKM INTEGRATION

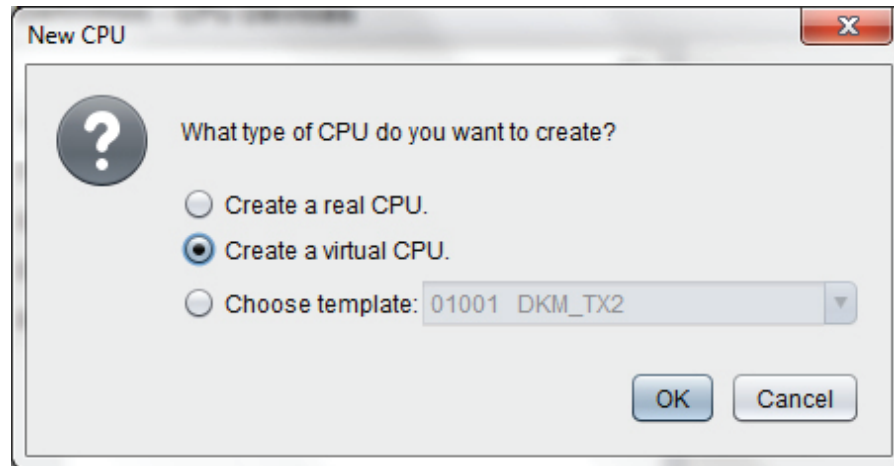


FIGURE 46. CREATE A VIRTUAL CPU OPTION

You will then have the option to name your Virtual CPU.

IMPORTANT: This name must be the same as the InvisaPC Connection name that you want it to be associated with.

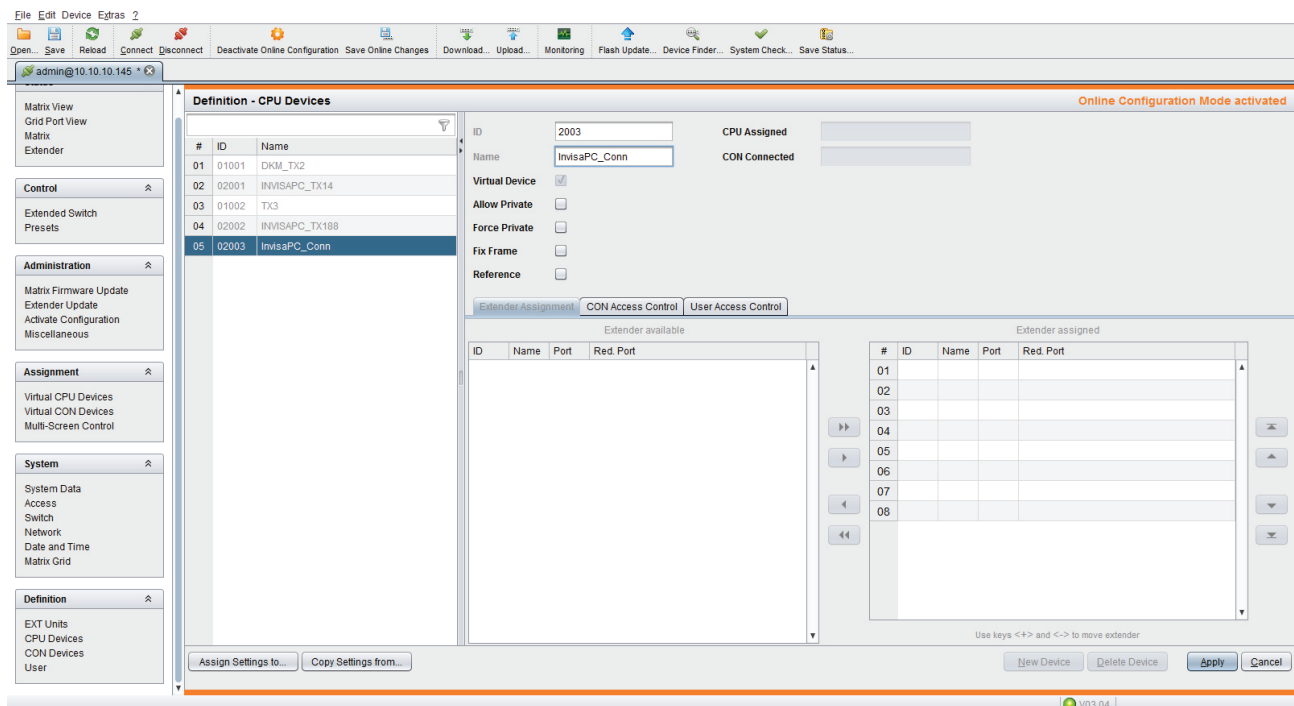


FIGURE 47. NAME VIRTUAL CPU SCREEN

Press "Apply."

CHAPTER 10: DKM INTEGRATION

Next, navigate to “Virtual CPU Devices,” which appears under the “Assignment” tab on the main menu on the left side of the application window. Here you can assign your new Virtual CPU to the real CPU that’s physically connected into your InvisaPC receiver. This is done by clicking the empty space in the “Name” column and seeing the drop down of available Real CPUs.

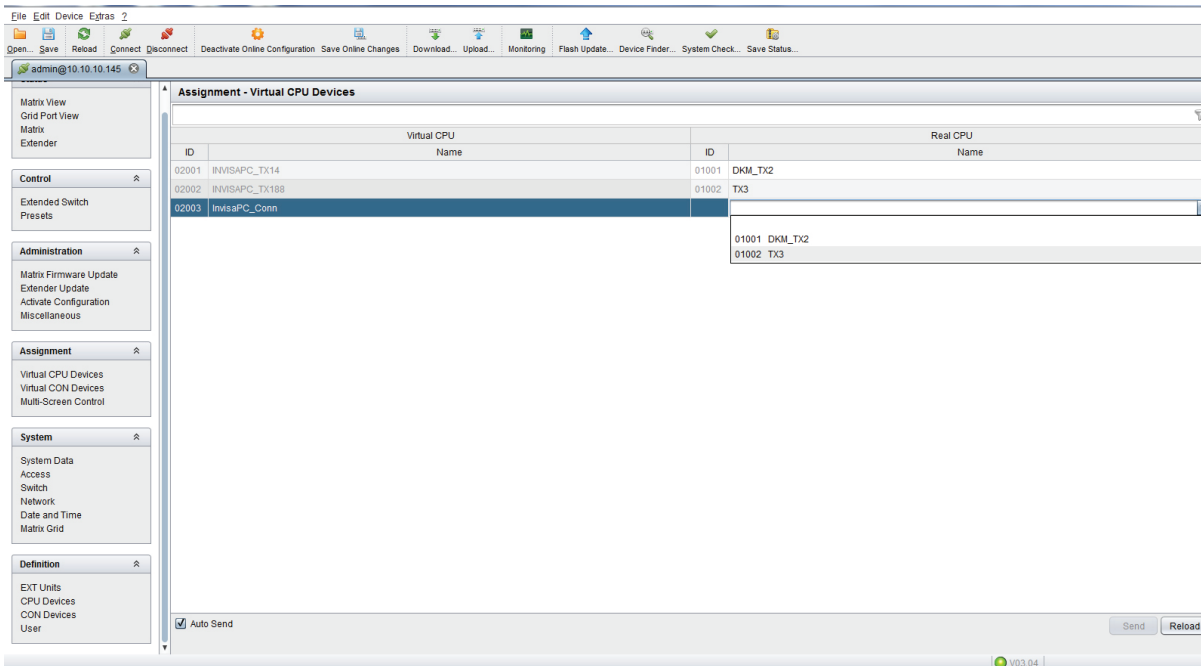


FIGURE 48. DROP DOWN LIST OF AVAILABLE REAL CPUS

Next, click “Save Online Changes.” This pushes the changes down to the DKM switch so even if it reboots it will hold onto the new settings.

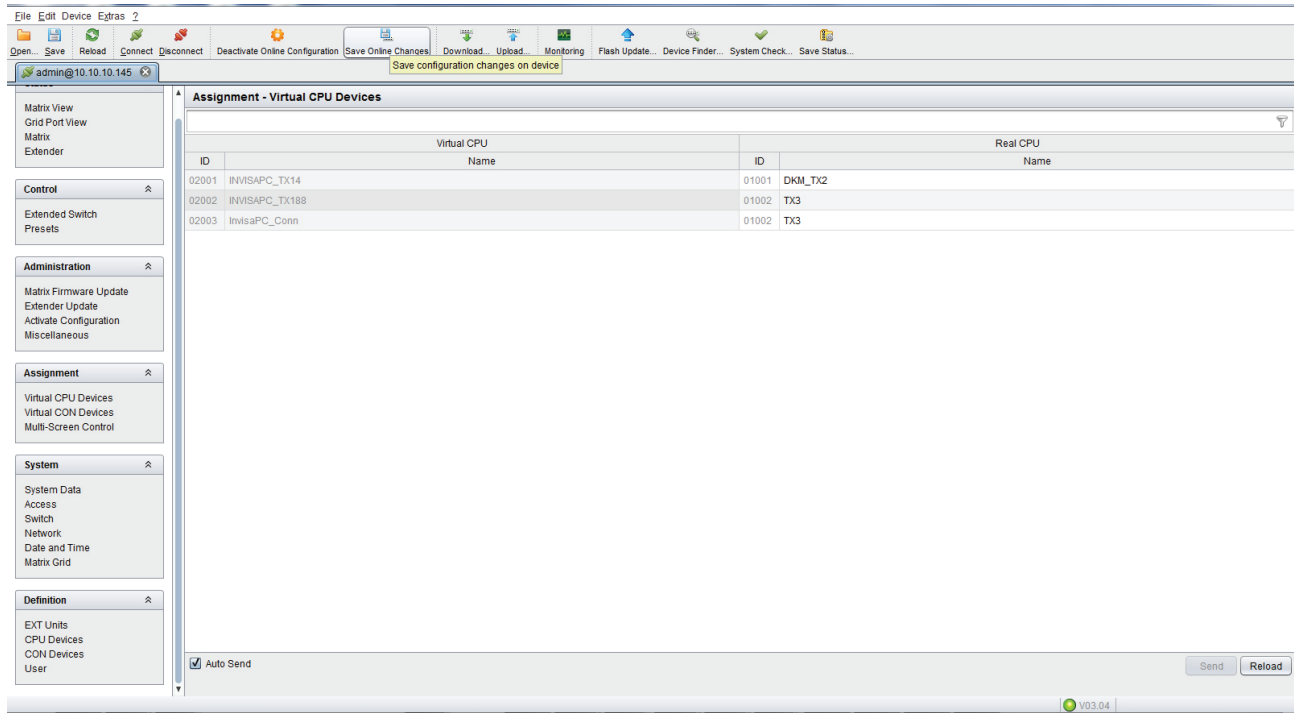


FIGURE 49. SAVED CHANGES

HOW TO ENABLE LAN ECHO

Next, you must Enable LAN Echo. This will enable the switch to echo the results of the connection initiations to the network, where Boxilla can put them up and set up the corresponding InvisaPC Connections.

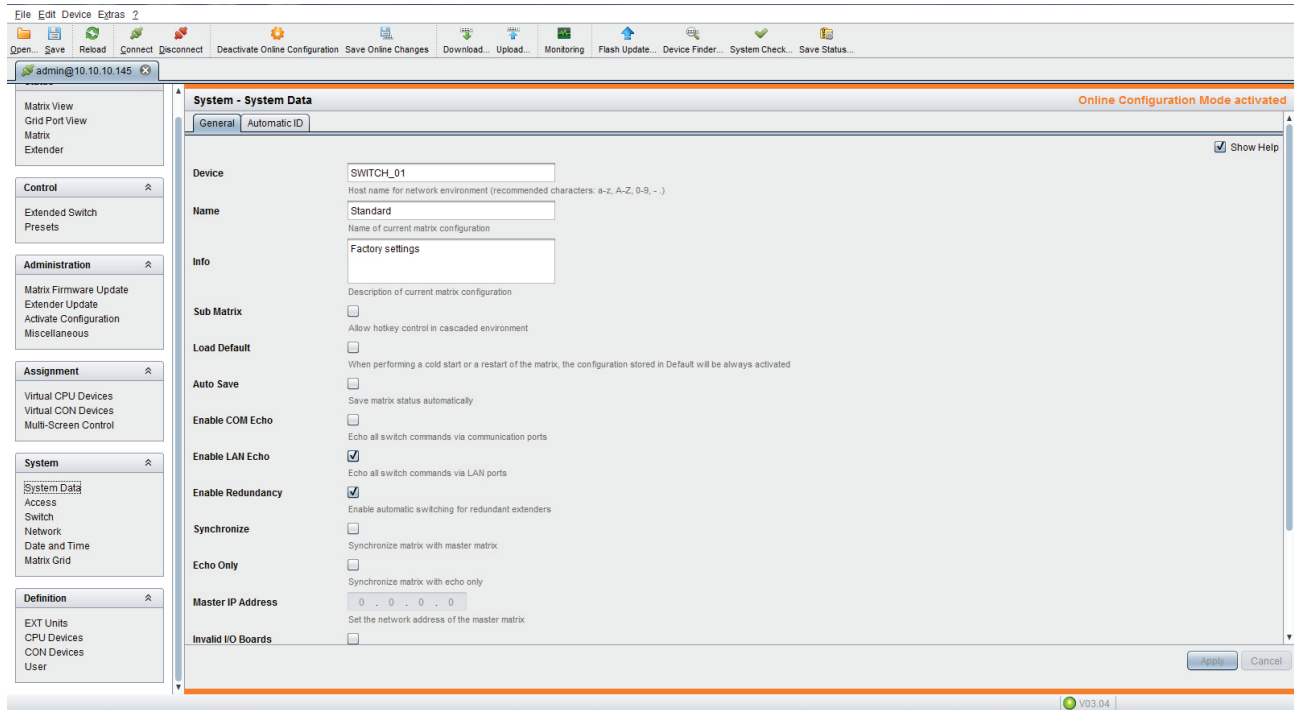


FIGURE 50. ENABLE LAN ECHO

CHAPTER 10: DKM INTEGRATION

10.3 STEPS TO ADD SWITCHES

Under Boxilla, to add the DKM switch, navigate to DKM –Switches and click the “Add Switch” blue button on the top right of the screen.

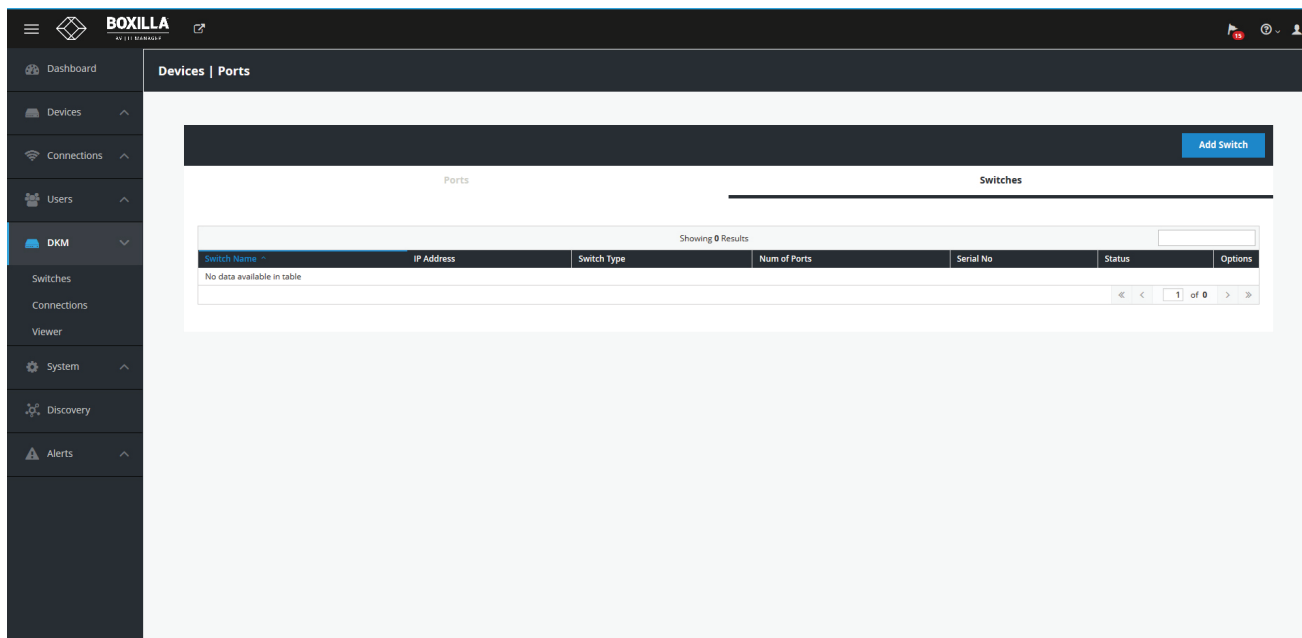


FIGURE 51. ADD SWITCH SCREEN

The Add new switch box will appear on the page. The only critical detail here is the IP address. Fill in the details and press Save.

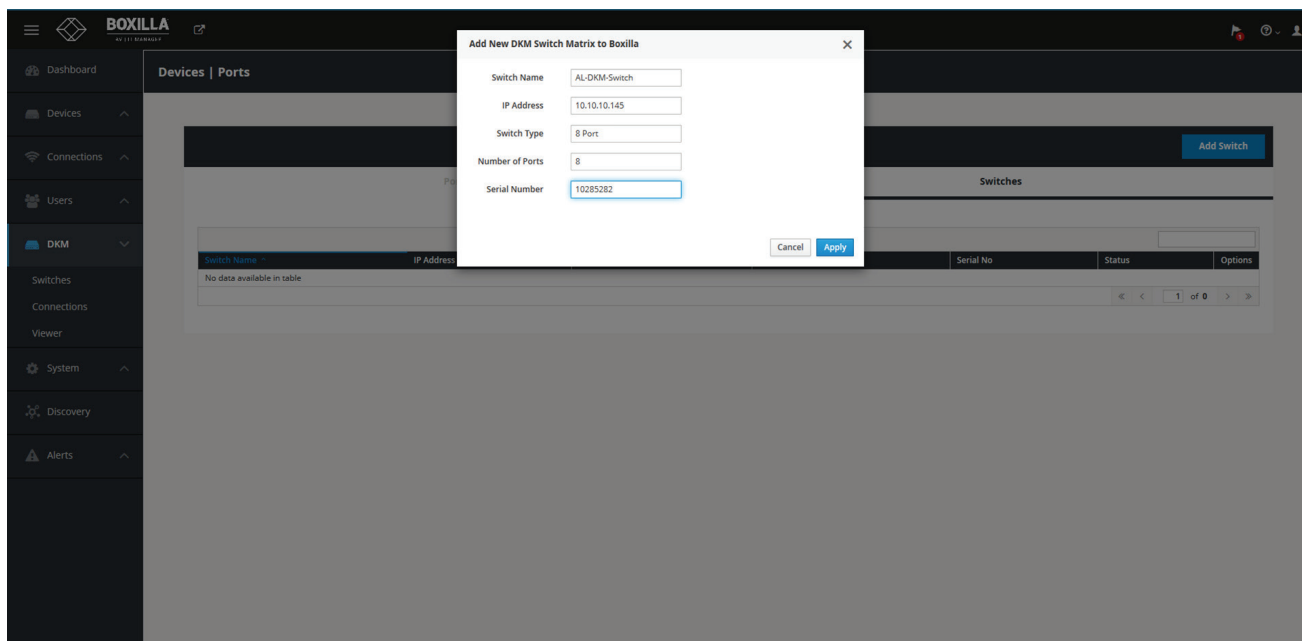


FIGURE 52. ADD NEW SWITCH BOX

Once the switch is added successfully, it gets listed with an online status.

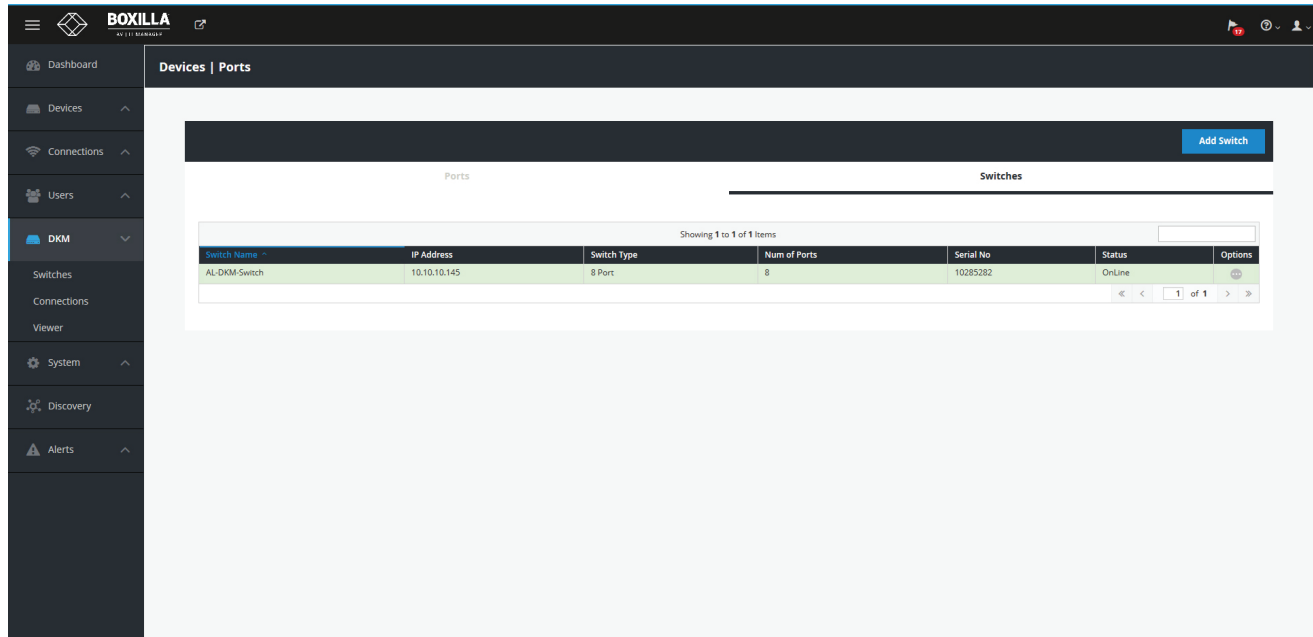


FIGURE 53. ONLINE STATUS OF SWITCH

If you wish to revert, select Delete from the dropdown list within options to delete the switch entry.

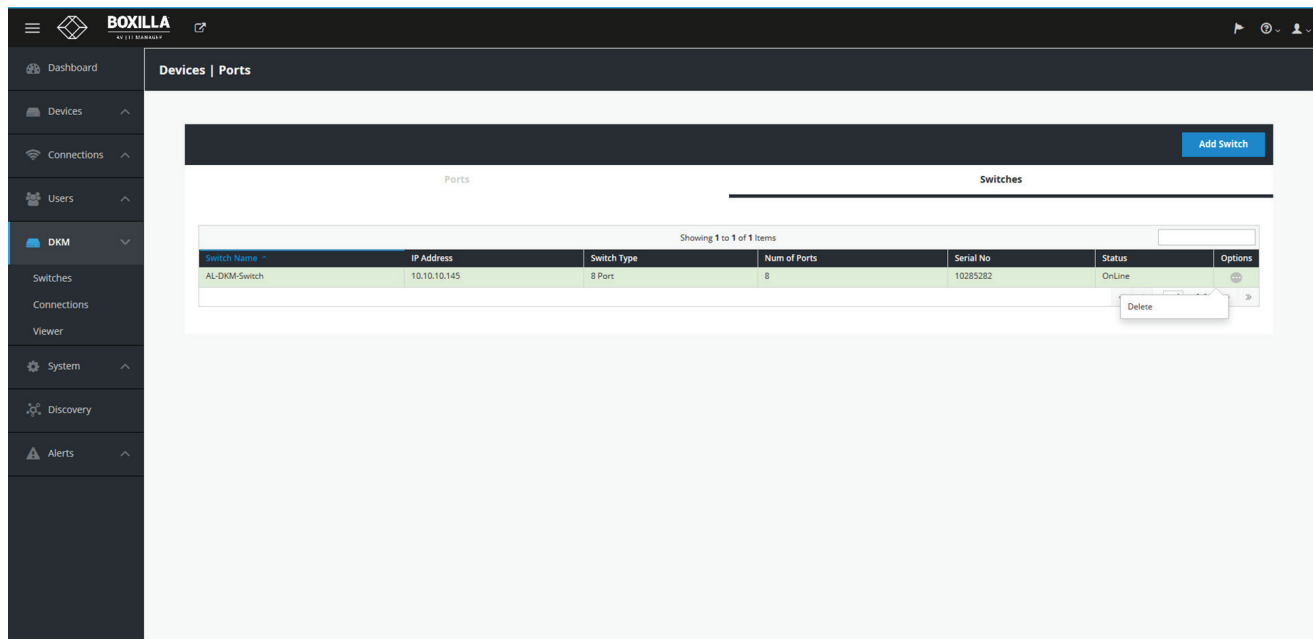


FIGURE 54. DELETE THE SWITCH ENTRY

CHAPTER 10: DKM INTEGRATION

You can search for a switch by entering the switch name into quick search box at the right corner.

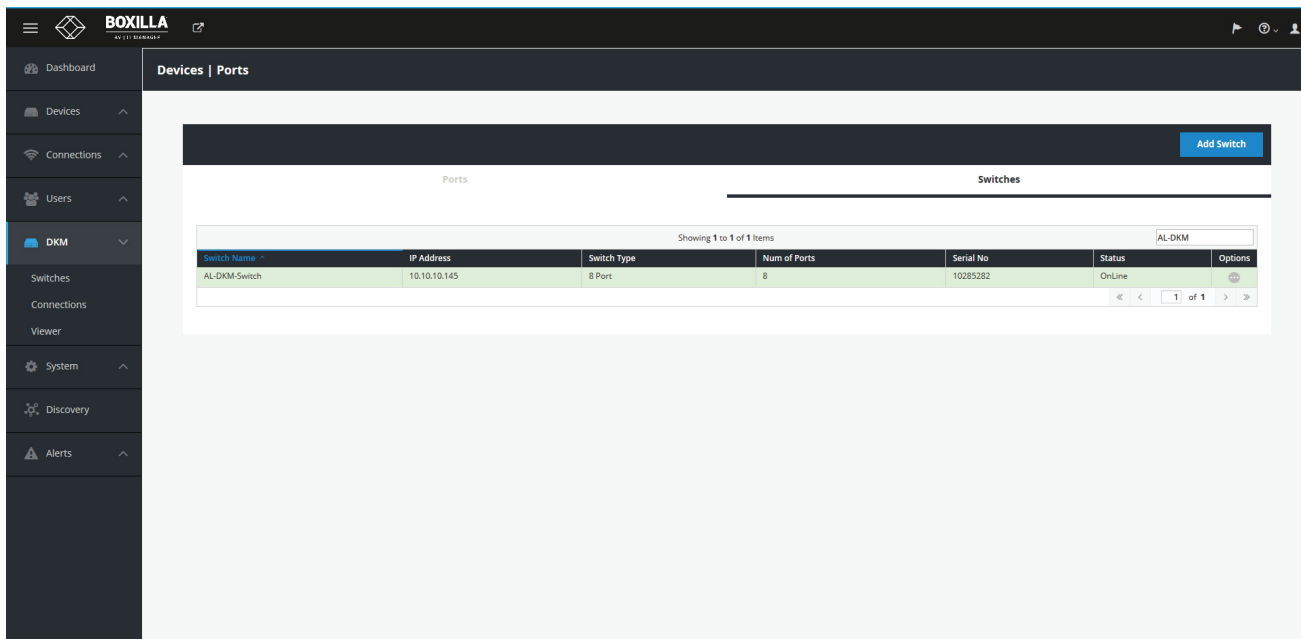


FIGURE 55. SEARCH FOR A SWITCH

Once the switch is added successfully, all DKM CONs and DKM CPUs (physical) connected will be listed on Boxilla. Also any Virtual CPUs configured on the DKM switch will be listed. Boxilla will automatically update with any new DKM CONs, DKM CPUs and Virtual CPUs that may be added in the future. Follow the next steps to create a new connection.

The DKM Ports Table displays ports based on the DKM switch that has been added.

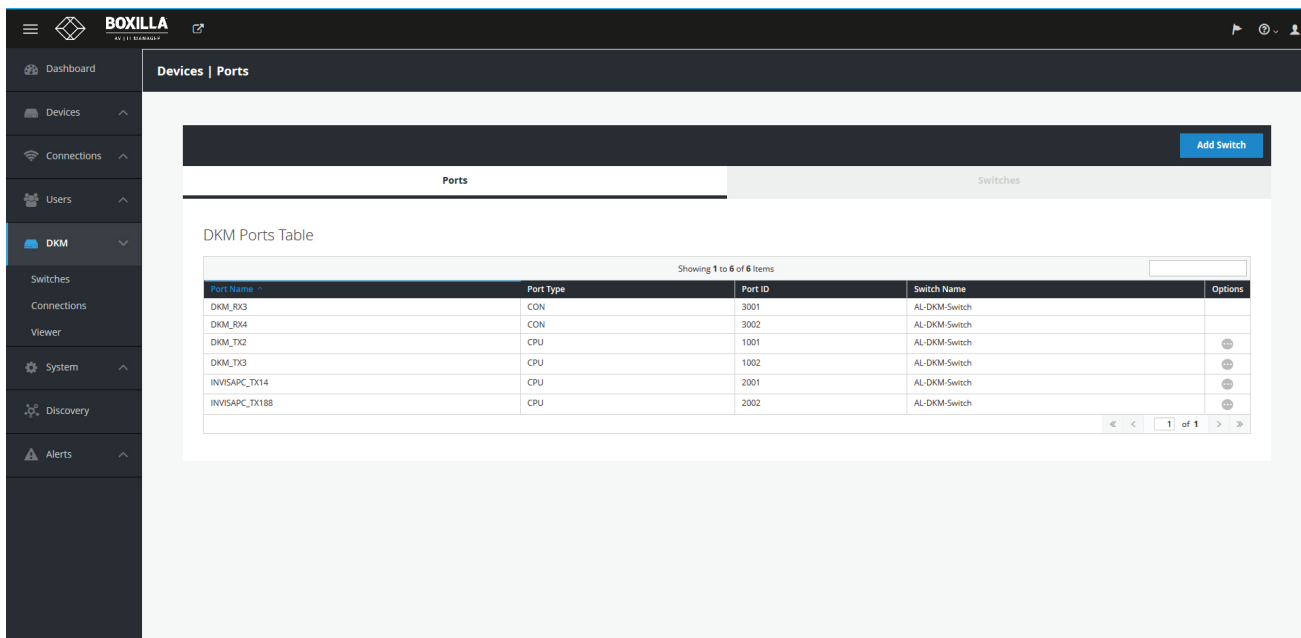


FIGURE 56. DKM PORTS TABLE



Find the Virtual CPU in the “Ports” list on the DKM-Switches page. Click the options button on the right hand side to “Attach to InvisaPC Connection.”

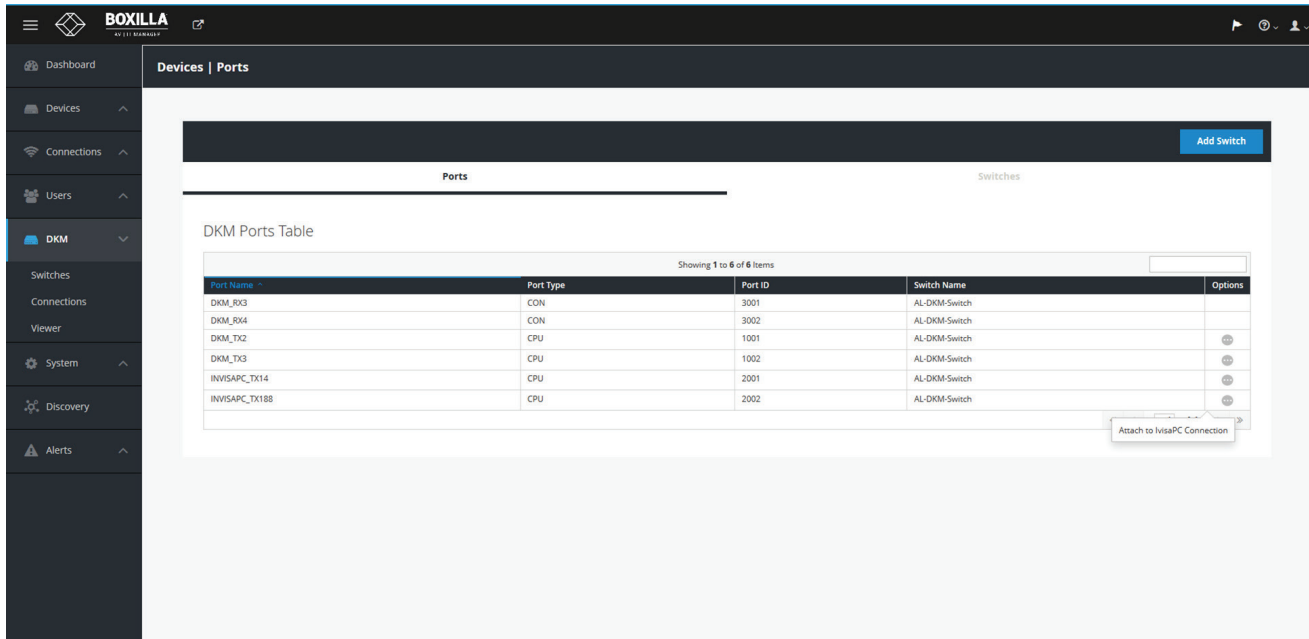


FIGURE 57. ATTACH TO INVISAPC CONNECTION

If you wish to search for a specific port, enter the Port ID at the search box within ports table.

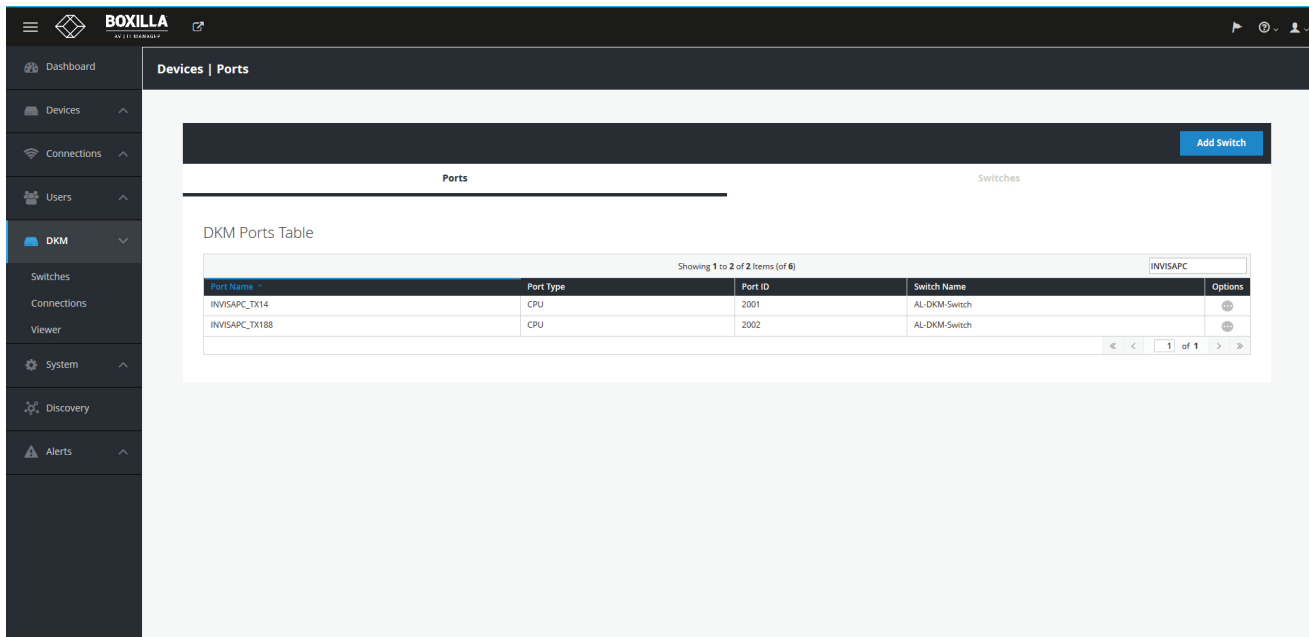


FIGURE 58. PORT ID SCREEN

CHAPTER 10: DKM INTEGRATION

To start a connection you have two options:

1. Manual connections using “Add custom Source,” which lasts until the connection is broken.
2. Saving connection configurations as “Presets,” which can be activated on demand.

10.4 ADD CUSTOM SOURCE

Under Viewer, click “Add Custom Source” and select one or multiple sources from the list of available sources to activate, which will create connections with the selected sources.

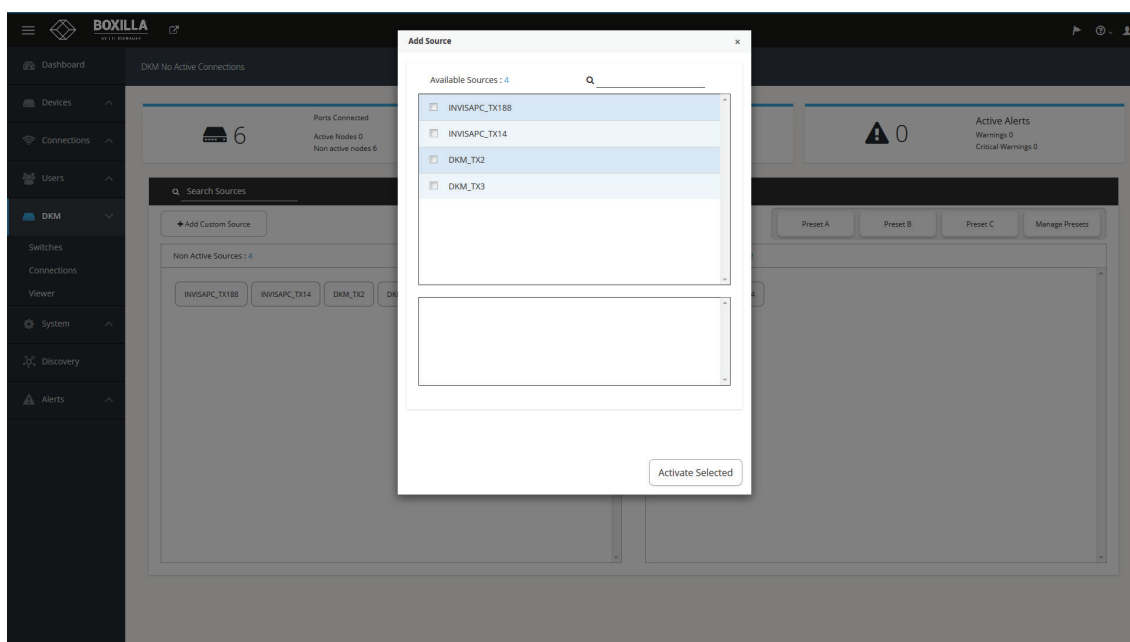


FIGURE 59. ADD CUSTOM SOURCE SCREEN

Once these connections are listed, each connection needs at least one destination added to form a functional connection.

Connections have the following options:

1. Detach Source: Break the connection by detaching the source.
2. Detach Destination: Break the connection by detaching the destination.
3. Add Destination: Add additional destinations to the source, e.g. if you wish to share the source.

You also have the option of saving the current connections in the Viewer as a preset via “Save Snapshot.” Save Snapshot is located under “Manage Presets.”

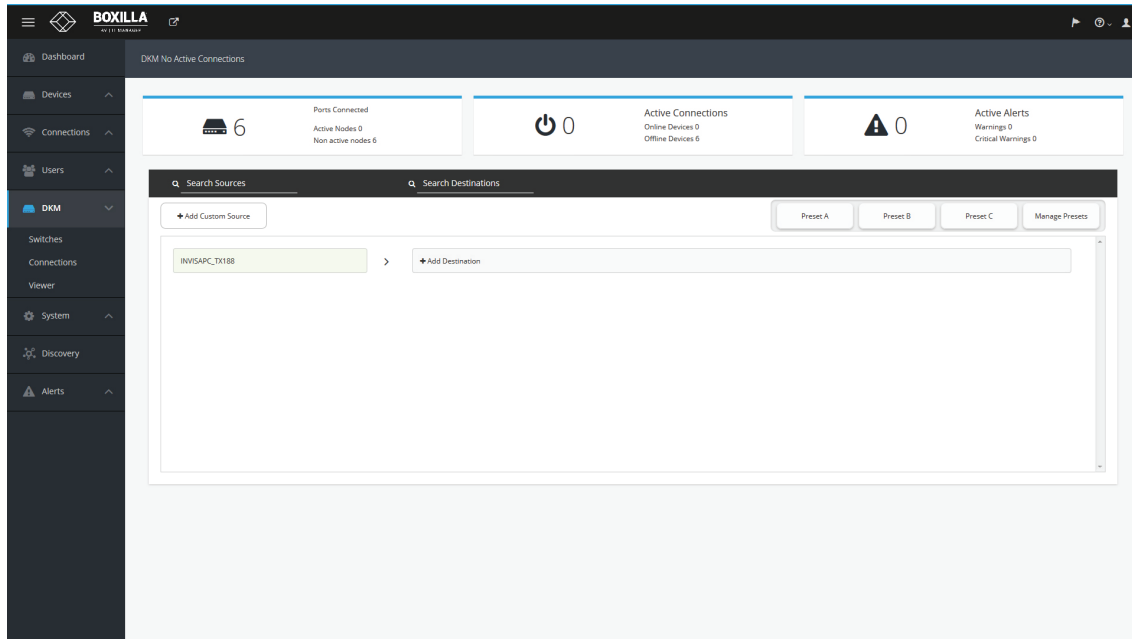


FIGURE 60. MANAGE PRESETS BUTTON

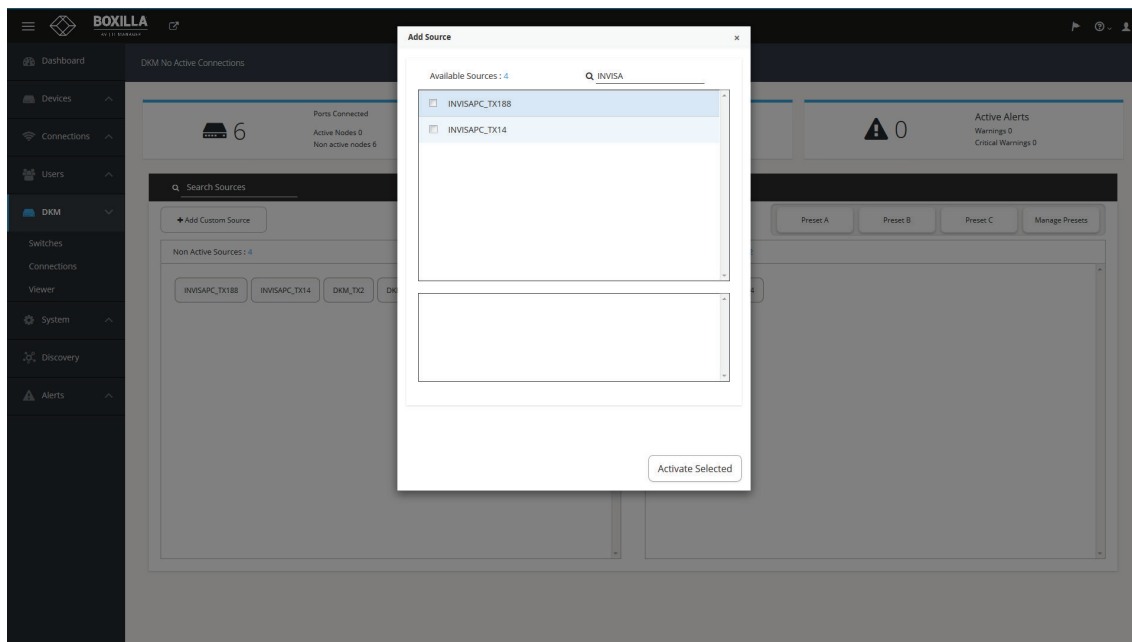


FIGURE 61. ADD DESTINATION POPUP BOX

Search of available destinations can be completed within the “Add Destinations” popup box.

CHAPTER 10: DKM INTEGRATION

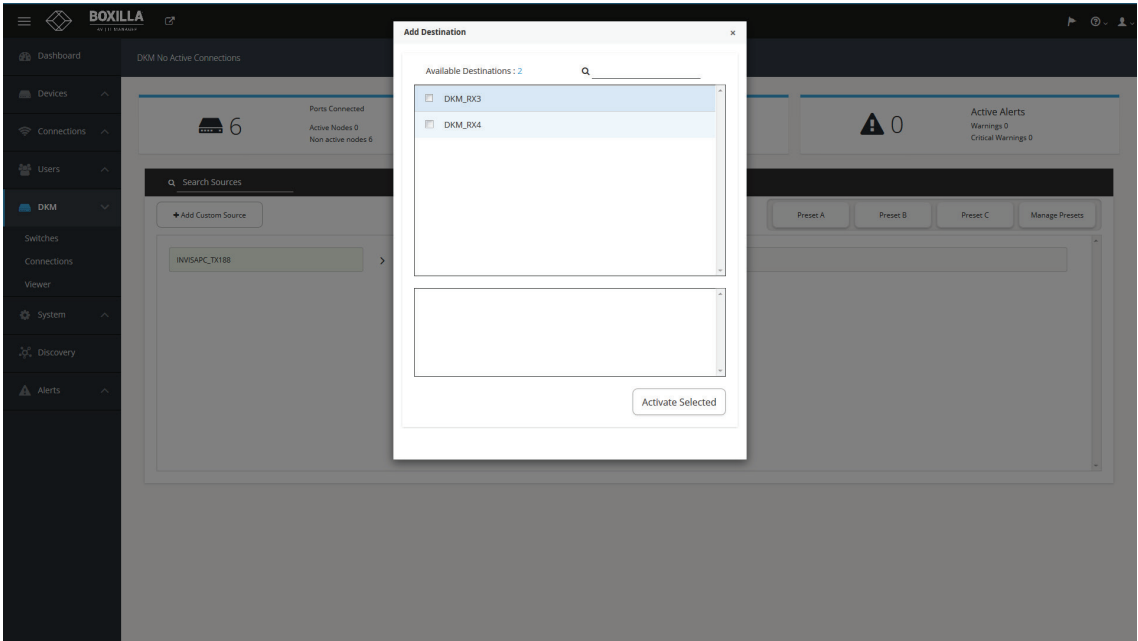


FIGURE 62. ADD DESTINATION POPUP BOX, ACTIVATE SELECTED BUTTON

Active connections are listed under the Connections link. Each connection has the option of remotely breaking it.

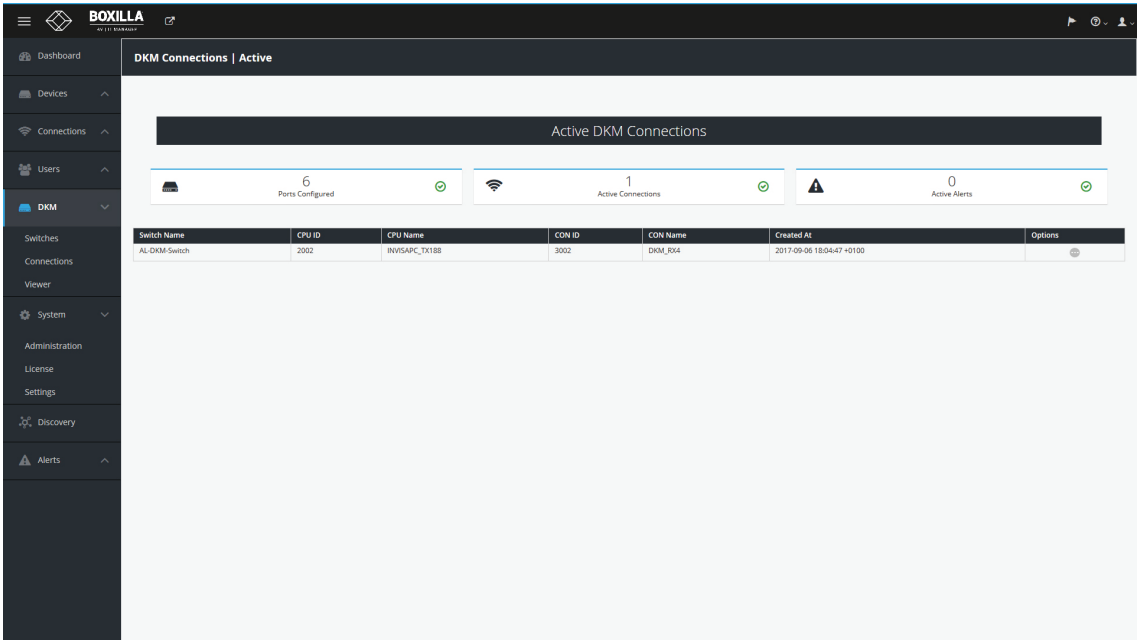


FIGURE 63. ACTIVE DKM CONNECTIONS

CHAPTER 10: DKM INTEGRATION

10.5 PRESETS

Under Viewer, click “Manage Presets,” then click “Create Custom” and select one or more available sources.

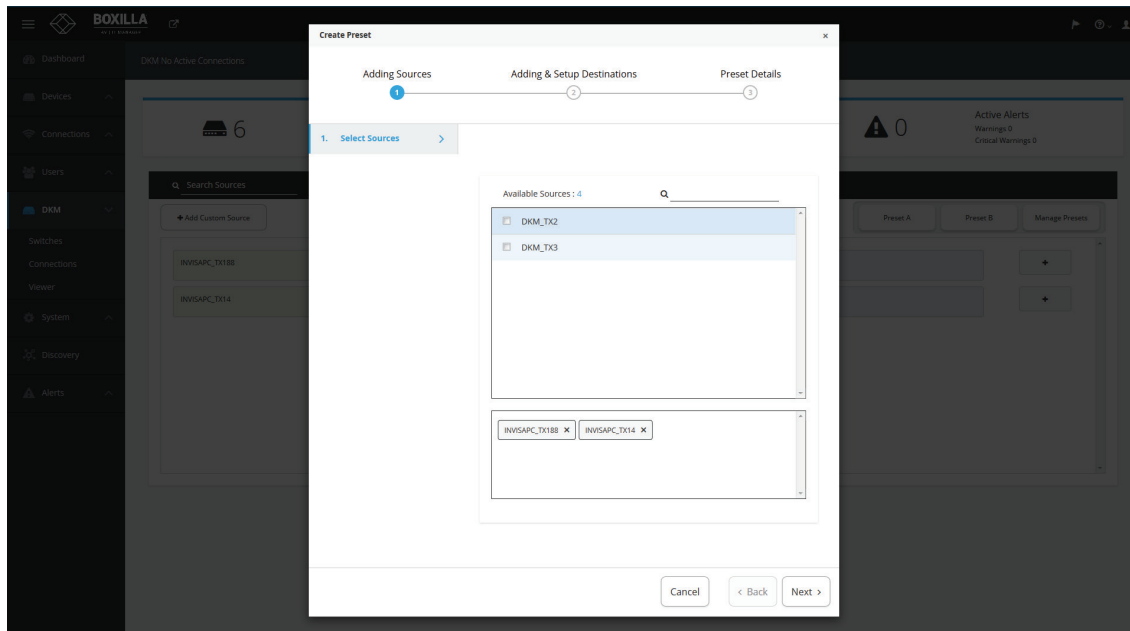


FIGURE 64. CREATE CUSTOM PRESETS

Next, select one or more destinations from the list of available destinations.

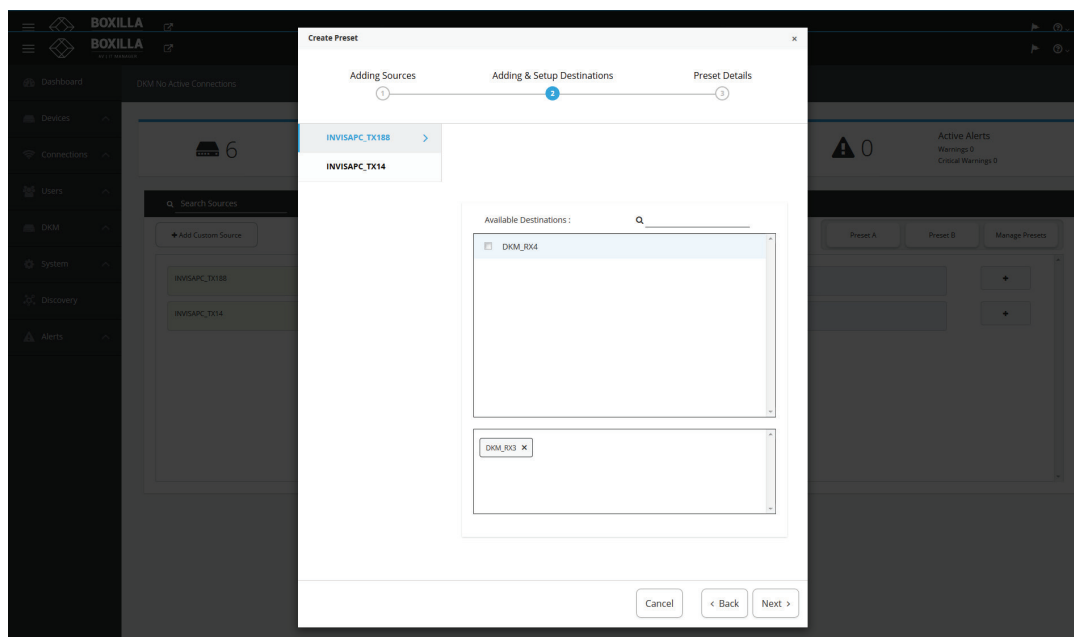


FIGURE 65. SELECT DESTINATIONS

CHAPTER 10: DKM INTEGRATION

Now enter the name for the preset and choose the type of preset you want.

Both preset types will forcibly take any CONs and CPUs required to establish their configuration, i.e., if those CONs and CPUs are already in active connections then these connections will be broken.

The partial type applies only to the specific CONs and CPUs that are selected in this preset type.

The full type is applied to all the CONs and CPUs. Any CONs and CPUs not selected in this preset type will become inactive when this preset is launched.

Click “Complete” to save the preset.

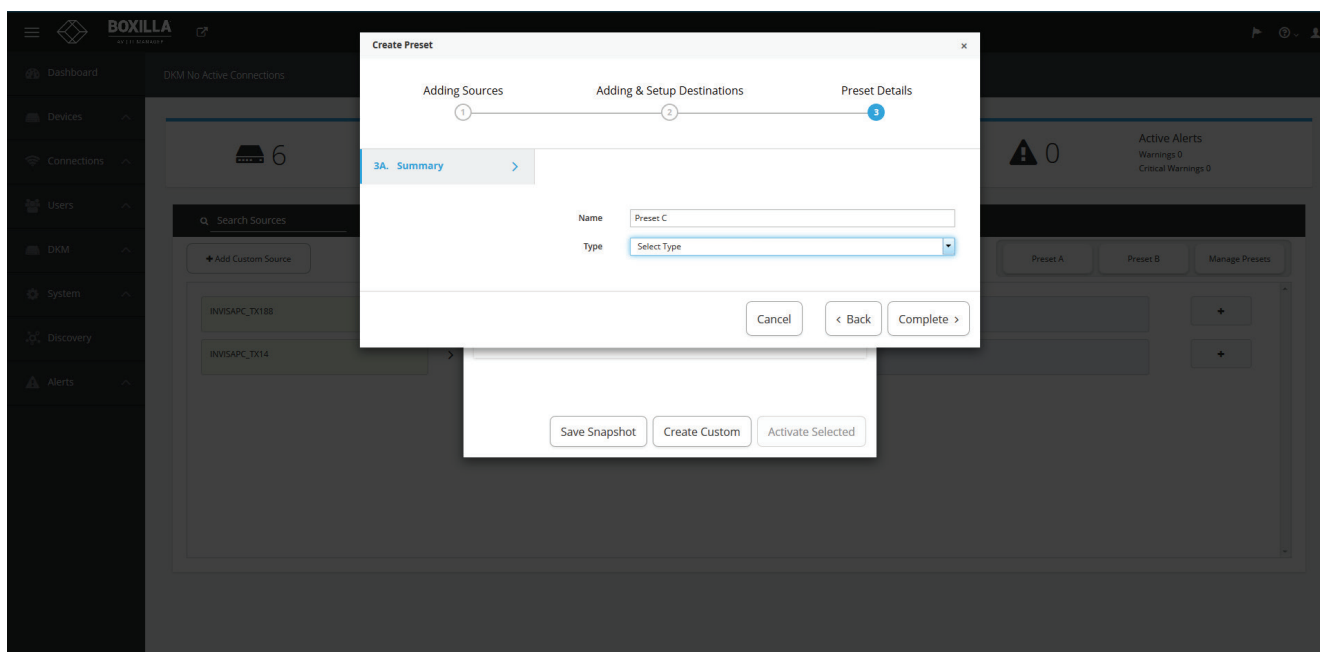


FIGURE 66. PRESETS SCREEN

The following methods are available to activate presets:

1. Direct preset activation in the Viewer: The first three presets (ordered by creation) are presented directly in the Viewer and can be activated with a direct click.
2. Activation via Manage Presets: All presets can be activated with the “Activate Selected” option in “Manage Presets.” This is mandatory for any preset that is the fourth or later one created, as there is no other method to activate these presets from within Boxilla.

CHAPTER 10: DKM INTEGRATION

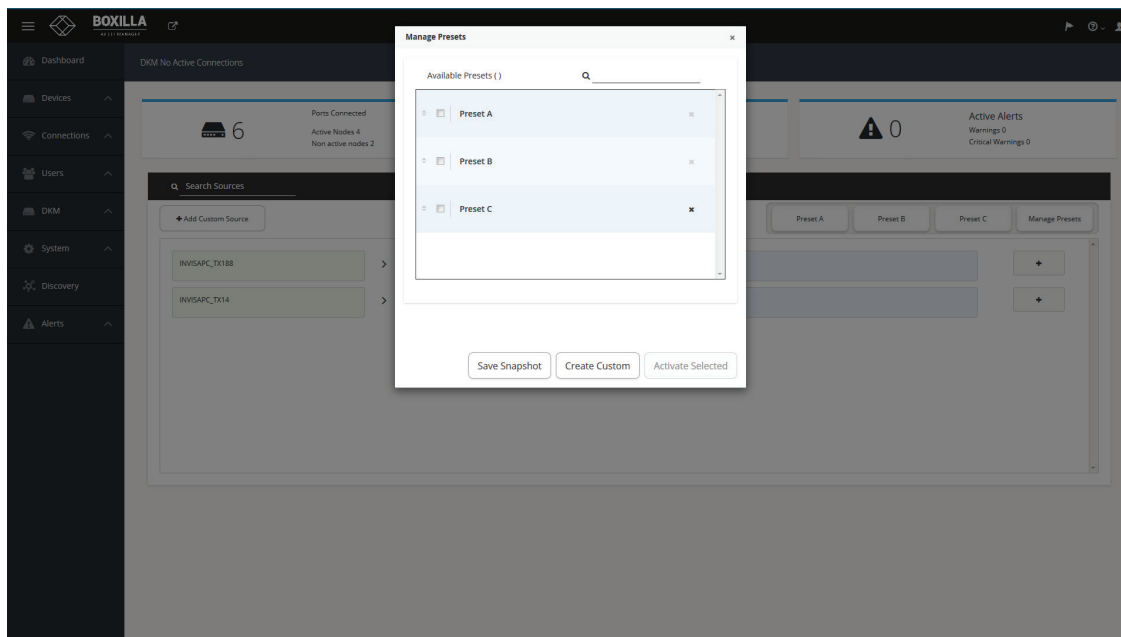


FIGURE 67. CREATE CUSTOM PRESETS COMPLETED SCREEN

Connections started via Presets will be displayed in the work area with the following options:

1. Detach Source: Break the connection by detaching the source.
2. Detach Destination: Break the connection by detaching the destination.
3. Add Destination: Add additional destinations to the source, e.g., if you wish to share the source.

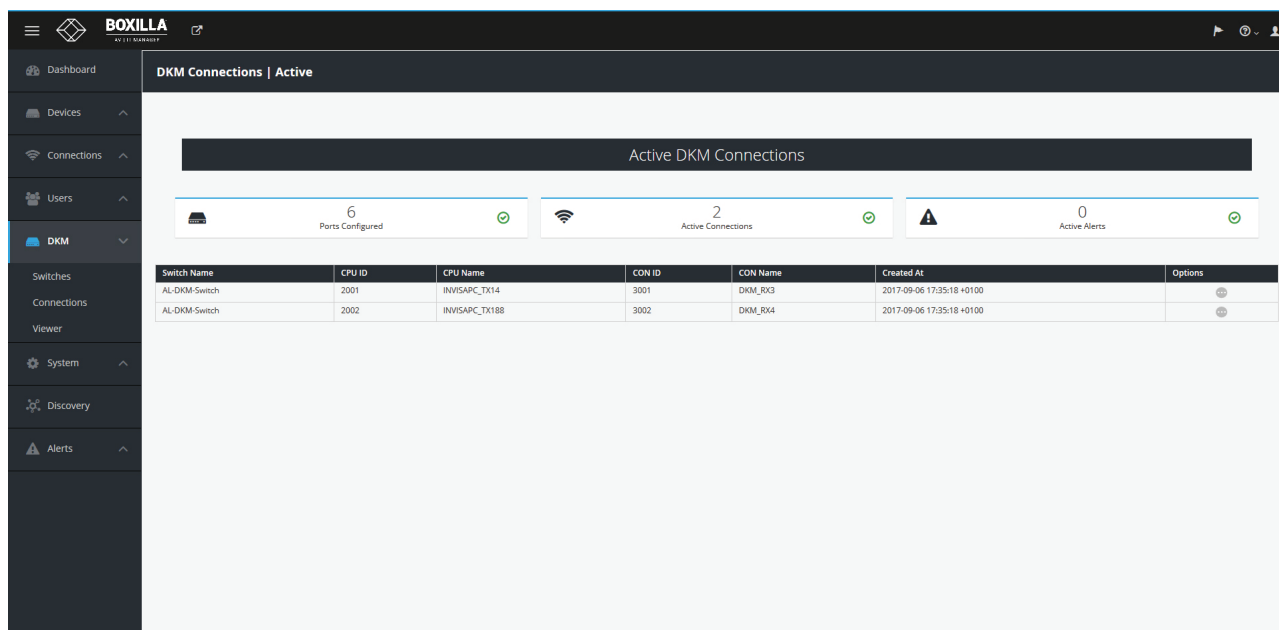


FIGURE 68. ACTIVE DESTINATIONS SCREEN

CHAPTER 11: SYSTEM

The System button in the main menu brings up the System screen shown in Figure 69. This screen allows the Boxilla unit itself to be managed:

- ♦ upgrade the firmware;
- ♦ procure a new license file;
- ♦ generate your own self-signed certificate;
- ♦ backup/restore the database;
- ♦ check system information
- ♦ set thresholds for alerts
- ♦ change network settings
- ♦ set system time (or Clock)
- ♦ create/edit Boxilla users

The administrator can reboot the Boxilla unit by clicking on the Reboot button on the top right of the screen.

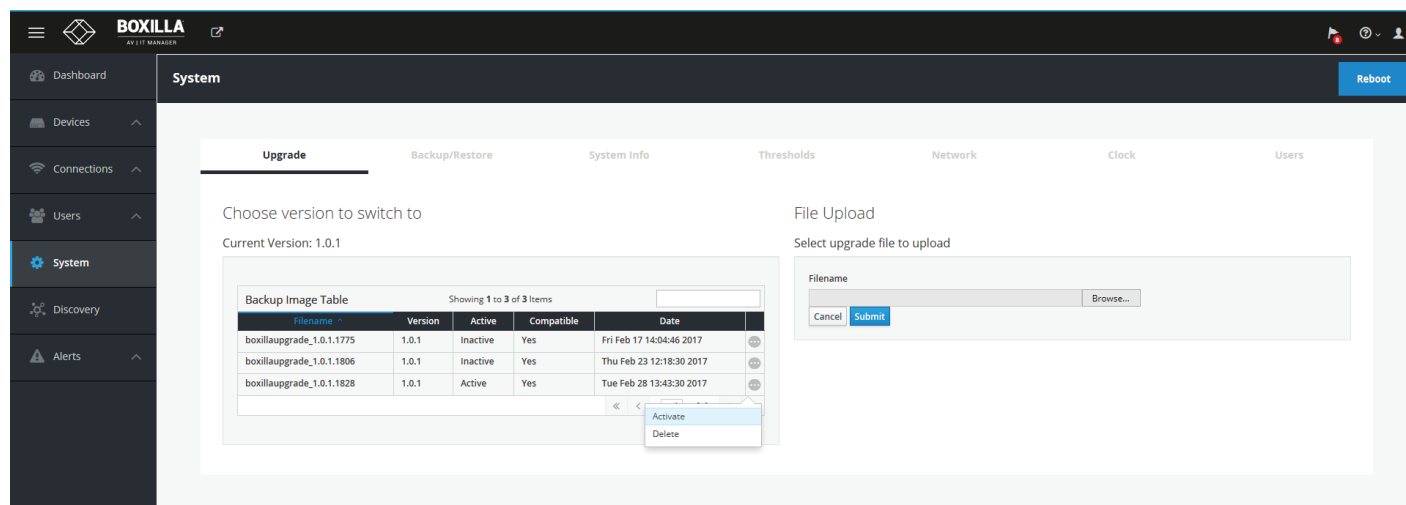


FIGURE 69. SYSTEM SCREEN—UPGRADE

11.1 SYSTEM—UPGRADING BOXILLA UNIT FIRMWARE

To upgrade the firmware on the Boxilla unit, choose the file to be used to upgrade and click on submit as shown in Figure 69 and follow the instructions provided. This will cause the new firmware to be added to the Backup Image table shown in Figure 69 (i.e., the firmware file is copied onto the Boxilla unit). To initiate the upgrade of the the Boxilla unit, click on Activate on “...” icon options on the row of the firmware to be used to upgrade the unit.

The upgrade will not change the contents of the database. When the upgrade is completed, the Boxilla unit will automatically restart all Boxilla services, no reboot is required.

VERY IMPORTANT: Ensure the Boxilla unit stays powered-up during the upgrade. Losing power during an upgrade may cause the unit to cease functioning.

CHAPTER 11: SYSTEM

11.2 SYSTEM—BOXILLA LICENSING

Boxilla licensing allows the customer to customize the size of the domain to be supported. It gives the ability to add licenses to Boxilla to define number of Users, Connections, and Devices to be supported in a Managed Domain. Release 1.1 default licensing model will be 25 Devices, 25 Connections, and 25 Users (BXAMGR).

The system supports the addition of:

- ◆ BXAMGR-LIC25 (25 more devices/users/connections)
- ◆ BXAMGR-LIC100 (100 more devices/users/connections)
- ◆ BXAMGR-LIC-ULT (unlimited more devices/users/connections)

Licenses can be added under System Page -> License section. Alternatively, it can be found under Admin page—admin item.

To find the current license, select License Information.

License ID	File Name	User/Connection/ Device limit	PO no.	Added on
AWBB174000116082017100749	licenseKeyDefault.lic	25	default	2017-09-11 15:07:05 +0100

Currently, this manager supports 25 Users/Connections/Devices

FIGURE 70. CURRENT LICENSE SCREEN

To procure a new license file, generate the info file from your current system using Generate Info File option within License link. The info file will be downloaded onto the local machine. Provide the info file to Black Box Technical Support (contact us at 877-877-2269 or info@blackbox.com) to generate the license file for you.

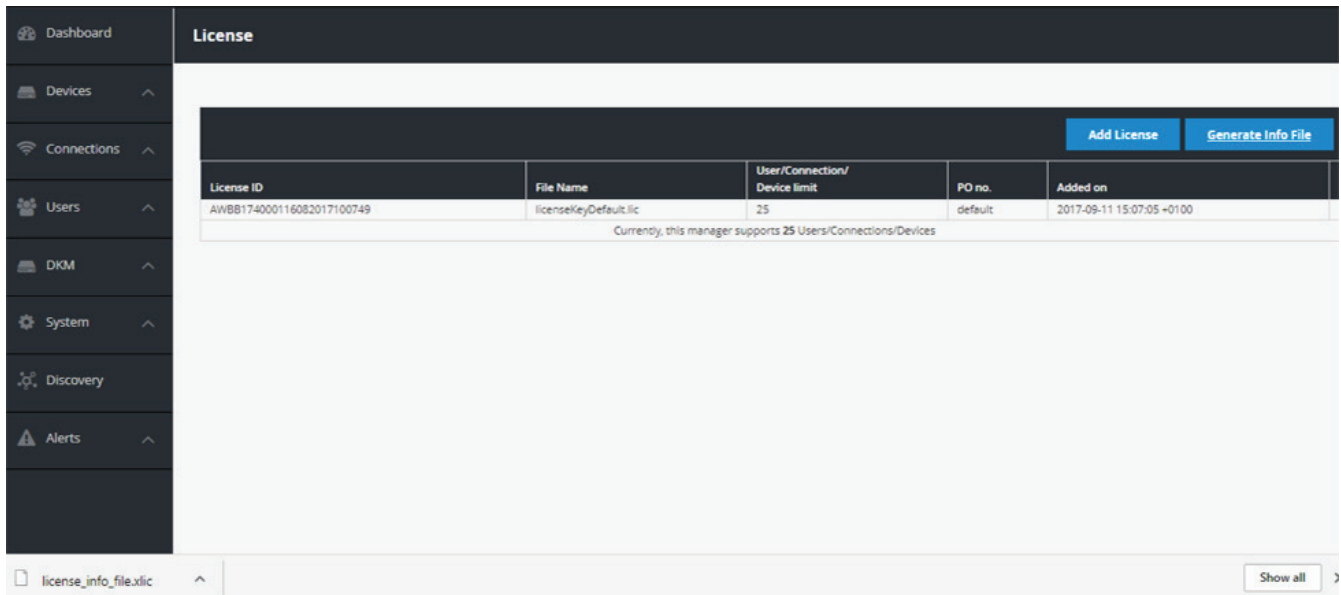


FIGURE 71. ADD LICENSE SCREEN

Once you receive the license file, upload the new license.

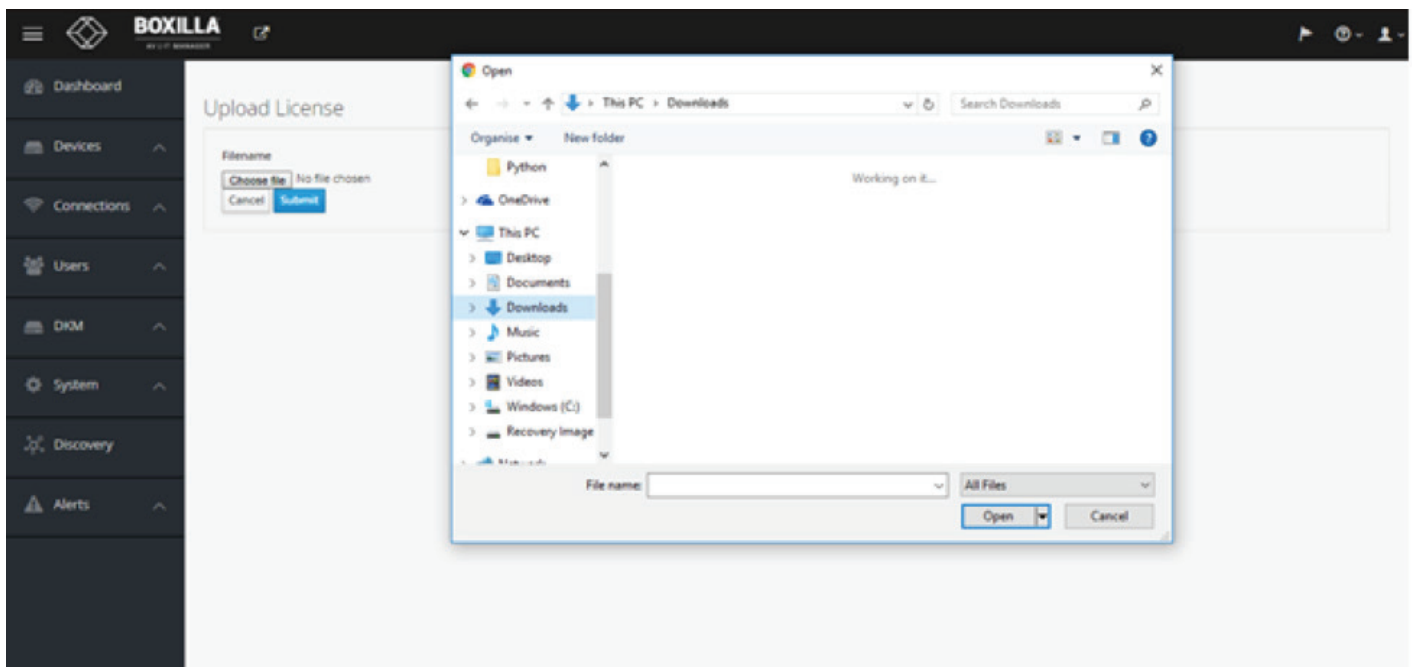


FIGURE 72. UPLOAD LICENSE SCREEN

CHAPTER 11: SYSTEM

11.3 SYSTEM—CERTIFICATES UPLOAD

Users who wish to remove the “This connection is insecure” need to have the ability to generate their own self signed certificates with their own company information. The new system allows the users to upload these files into Boxilla so they can upload the other key into their browser. This will then act as an authenticated certificate and the user will no longer get the security warning. Under System administration, go to the Certificates tab to add and manage certificates.

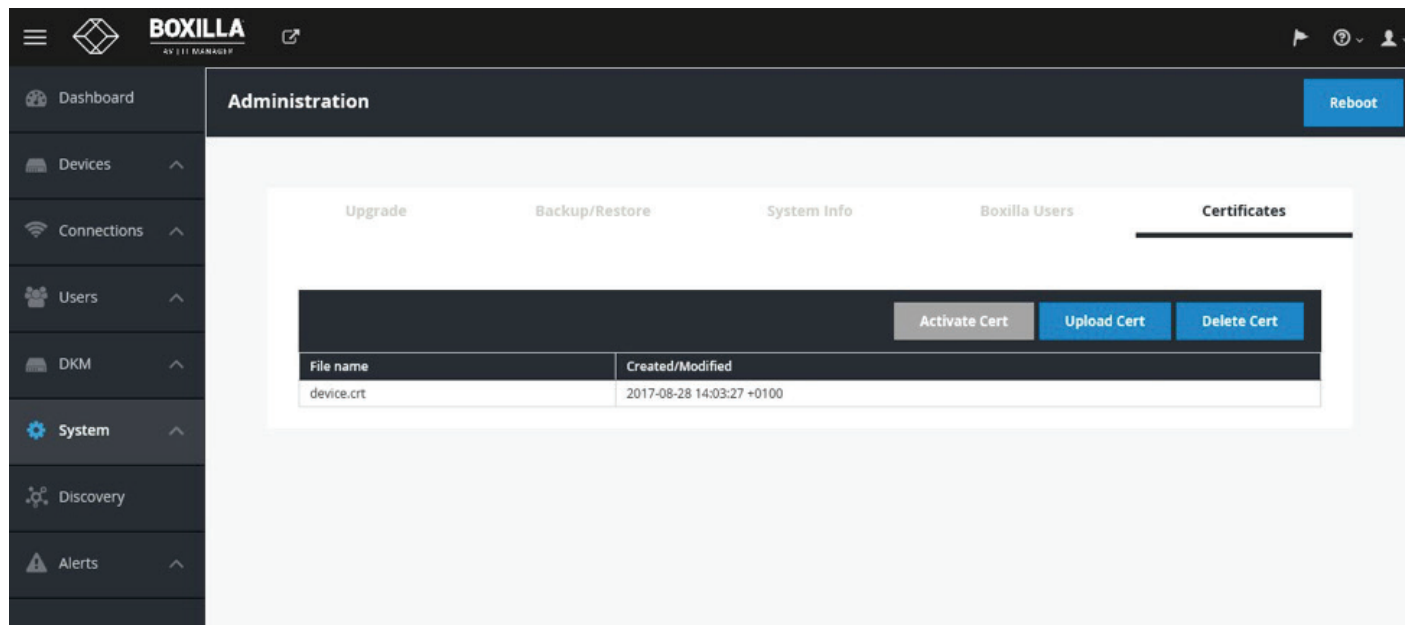


FIGURE 73 CERTIFICATES TAB

To upload a certificate, click on the Upload certificate file button under the Certificates tab. Browse the local machine folder to upload the certificate.

CHAPTER 11: SYSTEM

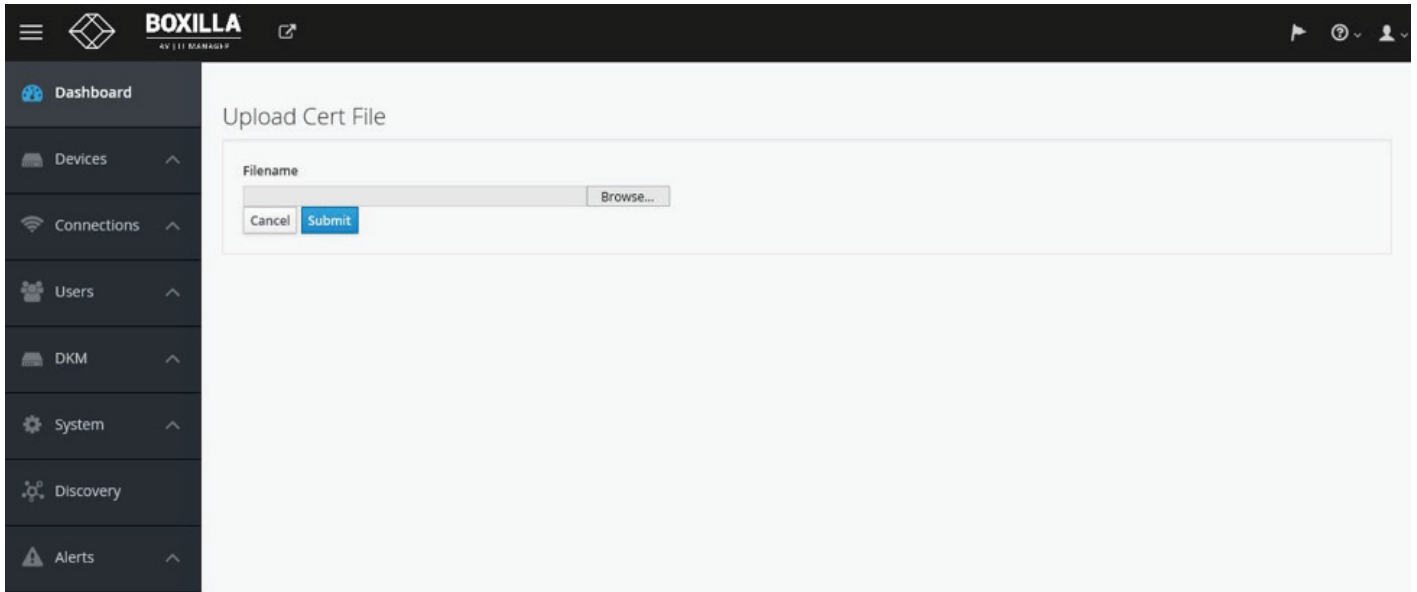


FIGURE 74. UPLOAD CERTIFICATE BUTTON

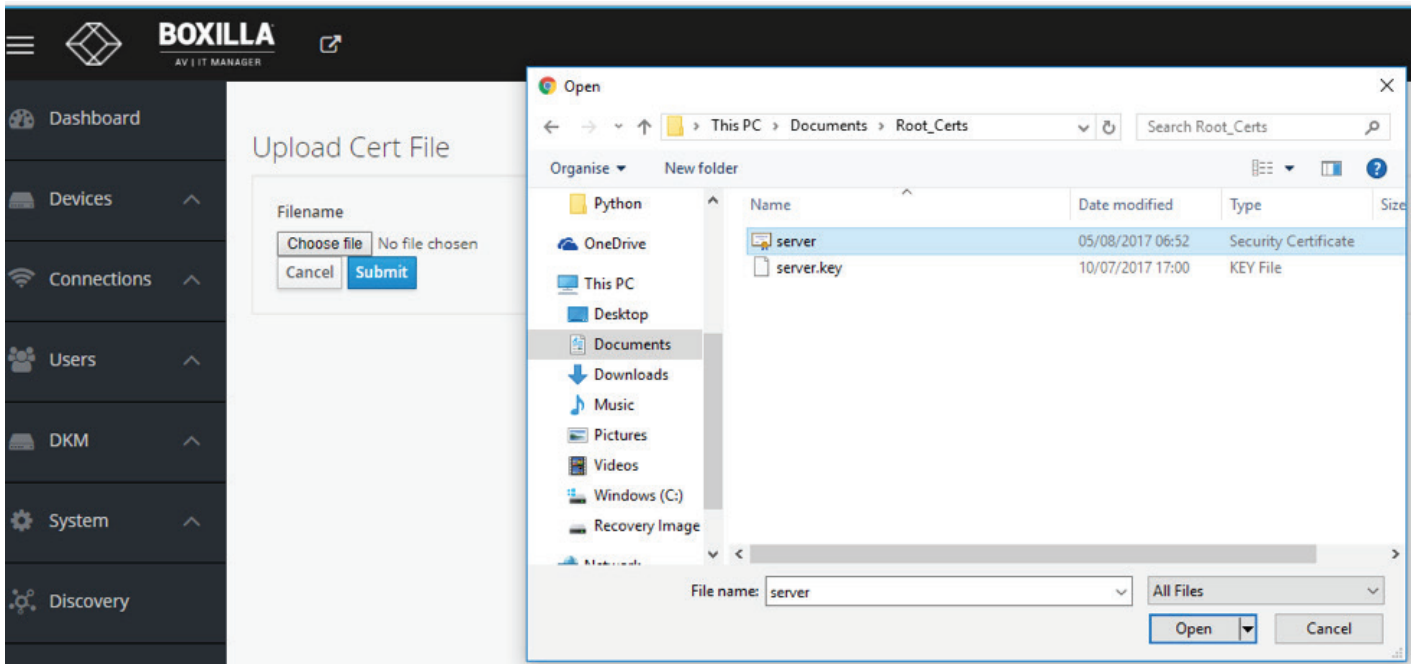


FIGURE 75. SELECT THE CERTIFICATE FILE

A green alert on the page indicates that the certificate is uploaded.-

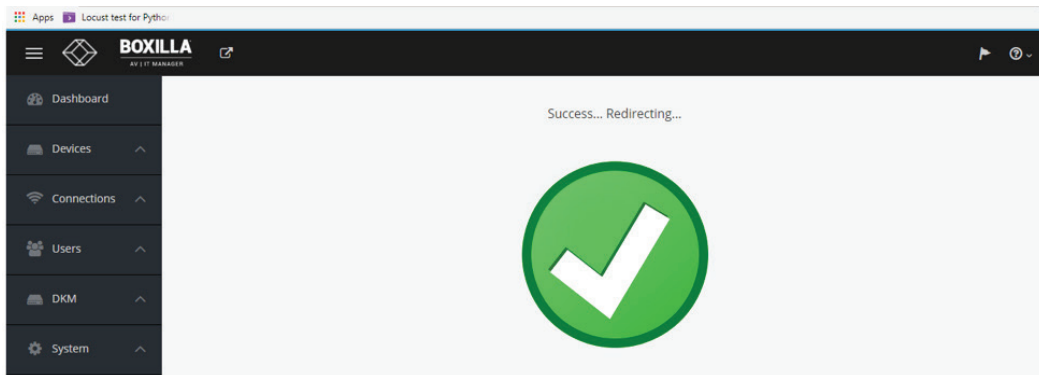


FIGURE 76. GREEN ALERT

To delete any existing certificates, click on the delete cert button under certificates tab.

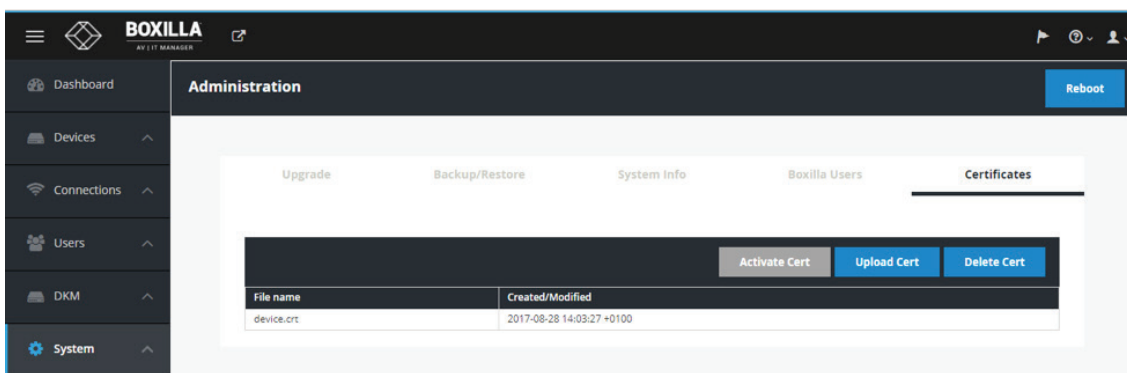


FIGURE 77. DELETE BUTTON

A popup message will be displayed once the certificate is deleted.

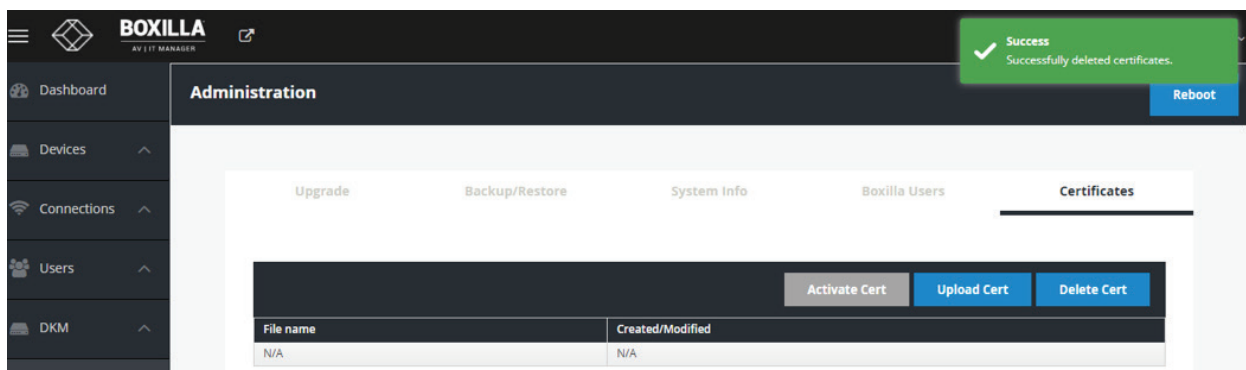


FIGURE 78. DELETE SUCCESSFUL

CHAPTER 11: SYSTEM

11.4 SYSTEM—BACKUP/RESTORE

The Administrator can backup and restore the database of the Boxilla unit on the Backup/Restore tab on the System screen shown in Figure 79.

When the Backup button is clicked, a complete backup of the Boxilla unit is created and added to the Backup table with a timestamp. This file is still on the Boxilla unit. To save this backup external to unit, click on Download on the “...” icon options on the row on the Backup table to be downloaded.

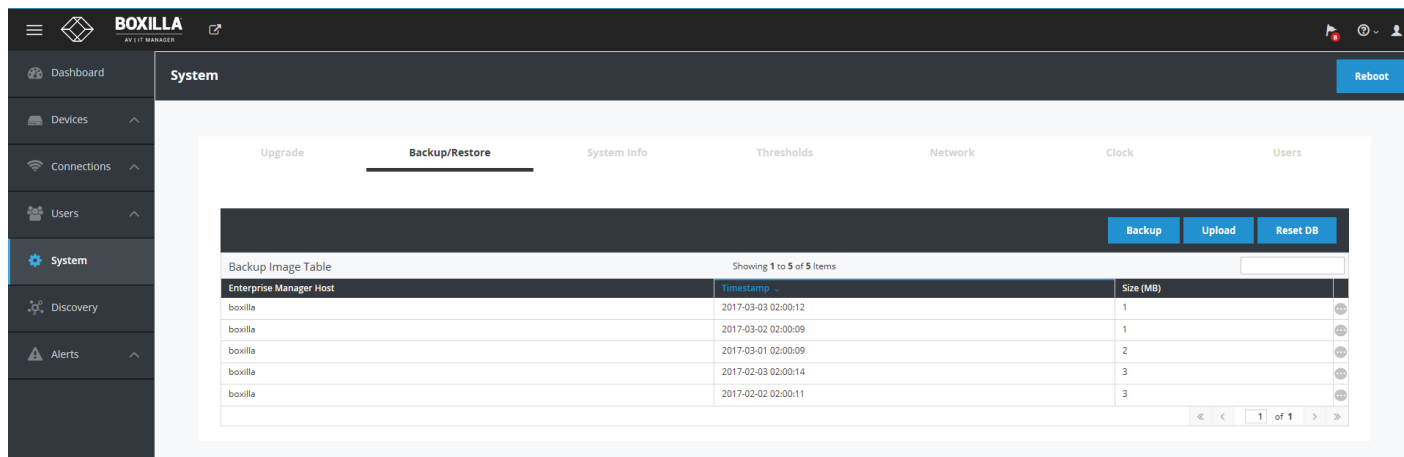


FIGURE 79. SYSTEM BACKUP/RESTORE TAB

There is a two-step process to restore a Boxilla unit from an external backup file. First the file must be uploaded to the Backup table and then the backup file in the table must be imported into the Boxilla unit.

When the Upload button is clicked, the administrator is prompted for the filename to upload into the Backup Table. Once the upload has been completed, the administrator clicks on Import on the “...” icon options on the row on the Backup table to be used to restore the Boxilla unit settings.

Clicking on ResetDB purges the database on the Boxilla unit and restores it to a default state.

The Enterprise Manager Host column refers to the name of the host machine where the backup was generated. Currently, this will always be this Boxilla unit.

11.5 SYSTEM –SYSTEM INFO

The Threshold tab provides summary information on the Boxilla unit. This information is:

- ◆ Current Version: Version of firmware currently running on the Boxilla Unit.
- ◆ Serial No: The serial number of the Boxilla unit.
- ◆ Build No: The software build number (internal Black Box number to software control of firmware on the Boxilla unit).
- ◆ Model No: The model number of the Boxilla unit (internal Black Box number to indicate hardware version on Boxilla unit).
- ◆ Network Status: Whether Boxilla is active on the network.
- ◆ Uptime: Length of time that the Boxilla unit has been powered up.
- ◆ Export Log files: allows the administrator to export log files from the Boxilla unit.

CHAPTER 11: SYSTEM

11.6 SYSTEM –THRESHOLDS

The Threshold tab shows the level used to define an alert for various measurements recorded on a connection as shown in Figure 80 and enables the Administrator to change them.

Name	Unit	Warning Threshold	Critical Threshold	Max Value	
Audio BW	mbits	0.64	1.0	1.5	Edit
Dropped Frames	frames	20.0	25.0	60.0	Edit
Frames Per Second	frames	50.0	25.0	60.0	Edit
RTT	milliseconds	2.0	5.0	10.0	Edit
Total BW	mbits	52.0	102.0	202.0	Edit
USB BW	mbits	1.5	2.0	3.0	Edit
User Latency	milliseconds	17.0	20.0	30.0	Edit
Video BW	mbits	50.0	100.0	200.0	Edit

FIGURE 80. ALERT THRESHOLDS

The Warning Threshold sets the level above which a measurement must be below to be classified as normal or at “info” level. Measurements above the Warning Threshold and below Critical Threshold are classified as at “Warning” level. Measurements at or above the Critical Threshold are classified as “Critical” level.

The color coding on graphs and tables for measurements (such as Bandwidth) follow these rules:

- ◆ Info Level (or normal level): color set as Green
- ◆ Warning Level: color set as Amber
- ◆ Critical Level : color set as Red

11.7 SYSTEM–NETWORK

The Network tab shows the IP settings for the Boxilla unit and enables the Administrator to change the IP settings for the Boxilla unit (enter IP address, Net Mask and Gateway in IPv4 format and click Apply).

CHAPTER 11: SYSTEM

11.8 SYSTEM—CLOCK

The Clock tab enables the Administrator to see the current system time and to change it as shown in Figure 81.

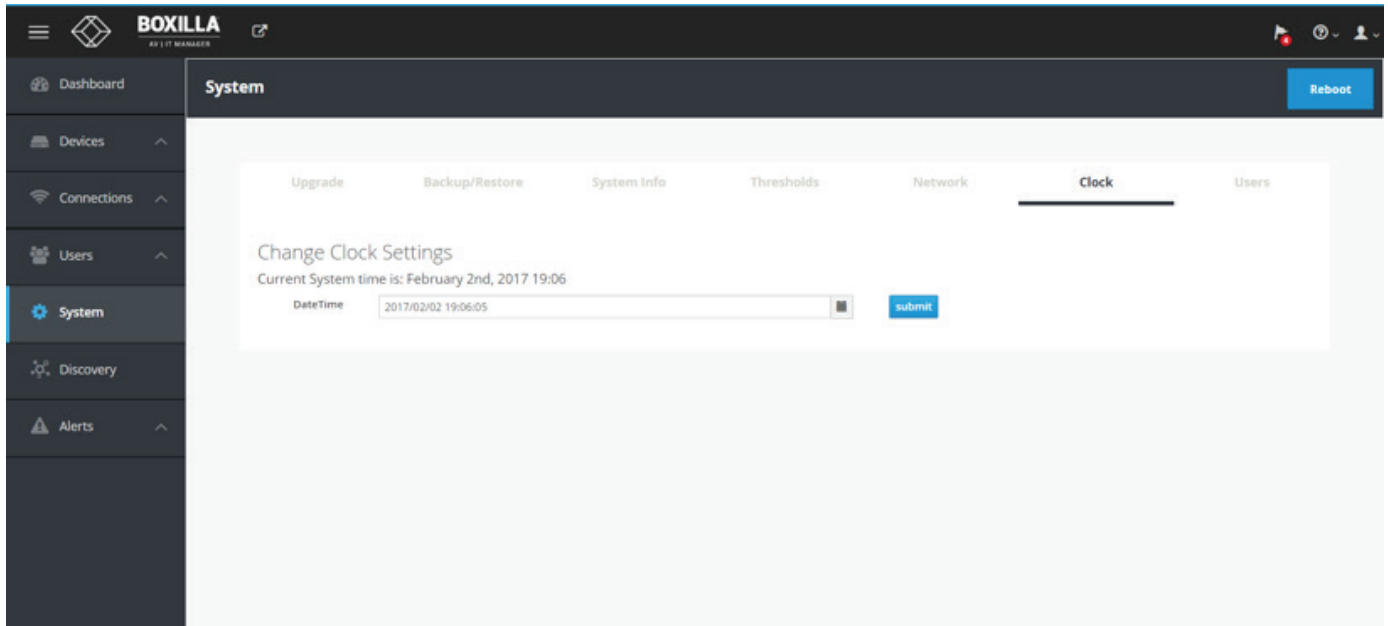


FIGURE 81. CLOCK (OR TIME) SETTINGS

11.9 SYSTEM –USERS

The Users tab shows a table of users for the Boxilla unit (not the same as users for the managed domain) as shown in Figure 82, System Users.

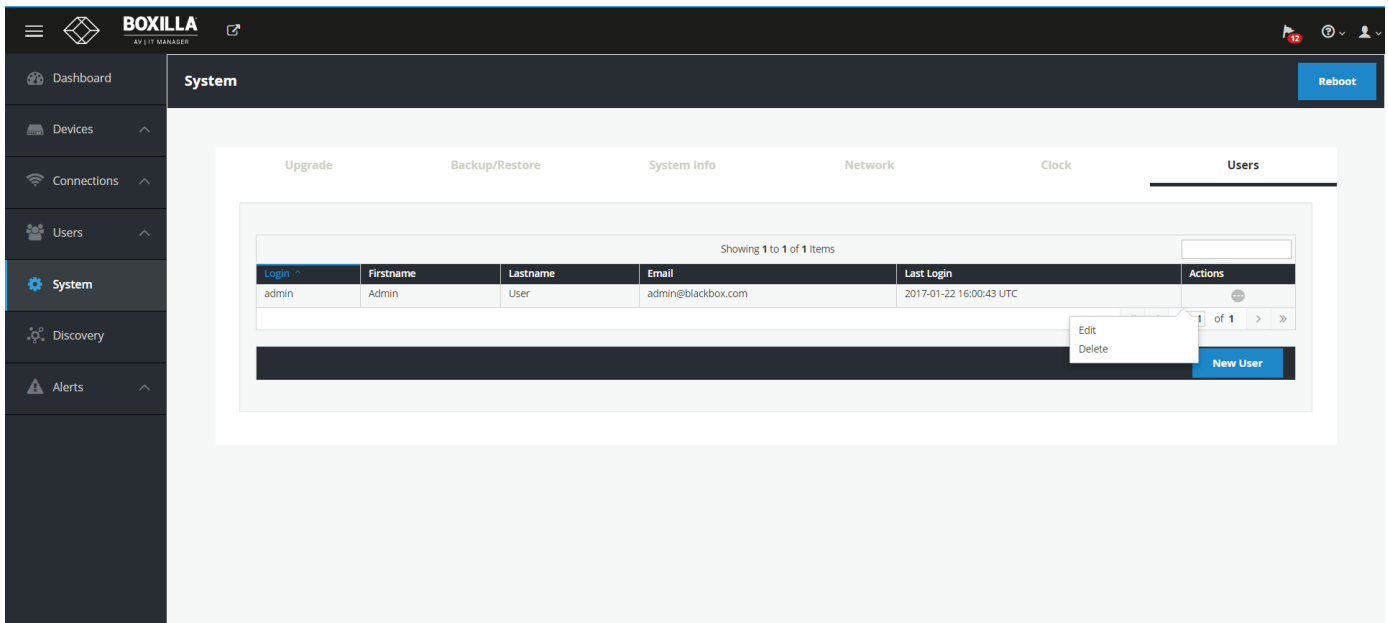


FIGURE 82. SYSTEM USERS

The screenshot shows the 'Add New User' interface in the Boxilla system. The page title is 'Boxilla Users | Add New User'. A dark header bar contains the text 'Add User'. The main content area is a form titled 'User' with the following fields:

- Username *: New_Admin
- First name: New
- Surname: Admin
- Email address: newadmin@blackbox.com
- Language: Browser locale
- Timezone: Browser timezone
- Authorised by *: INTERNAL (with a red border and the text 'can't be blank' to its right)
- Password: **** (with a red border)
- Verify: **** (with a green border and the text 'password match' to its right)

At the bottom of the form are two buttons: 'Cancel' and 'Submit'.

FIGURE 83. NEW SYSTEM USER

CHAPTER 12: ALERTS

Alerts in Boxilla log significant events within the Boxilla and its managed domain. Alerts can be normal events such as users logging in, a user making a connection, a user disconnecting or logging out.

Alerts are classified as Info, Warning or Critical. Normal events are Info Alerts. Events that may indicate an unusual activity level is classified as a Warning Alert. Events that indicate a potential serious negative impact on the system is classified as a Critical event.

Events that are classified as Critical are:

- ◆ Failure to update the IP Address of a managed appliance.
- ◆ Failure to retrieve appliance details.
- ◆ Failure to UnManage a managed appliance.
- ◆ Failure to reboot a managed appliance.
- ◆ Failure to Upgrade a managed appliance.
- ◆ When a managed appliance goes Off-Line

Events that are classified as Warnings are:

- ◆ When a user fails to login.
- ◆ Firmware on a device mismatches domain's active firmware version
- ◆ When a device transitions to Out of Service during an upgrade.
- ◆ System threshold is exceeded



CHAPTER 12: ALERTS

12.1 ALERTS— HISTORY

Alert history is a time-stamped log of events across the system. This history can be examined by either looking at all Alerts, or filtering them down to just Critical, Warning or Info by selecting the appropriate tab on the Alerts—History screen as shown in Figure 84.

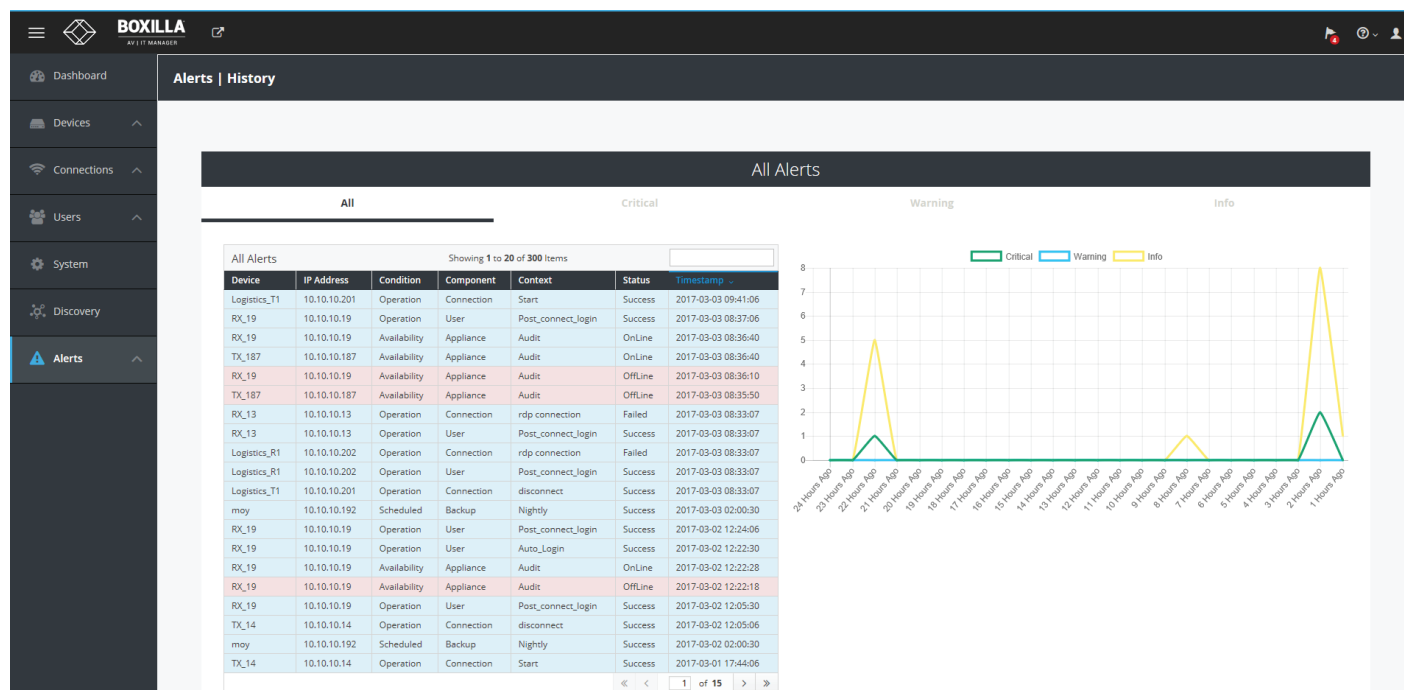


FIGURE 84. ALERTS HISTORY

12.2 ALERTS—ACTIVE

Active Alerts are alerts that are currently active, e.g. devices that are offline, thresholds that are exceeded, and devices with mis-matched software versions.

These active alerts are cleared when the devices are back online, device metrics return to below threshold levels, and devices are upgraded to the domain’s active firmware version.

CHAPTER 13: DASHBOARD

The dashboard is divided into three main areas: Status & Performance Indicators, Active Connections and Active Logins.

13.1 STATUS AND PERFORMANCE INDICATORS

The Status and Performance Indicators are defined as:

Status:

1. **Logged-In**—number of users currently logged-in is displayed in the center of ring. The Ring shows the number of users logged-in on Receivers and the number of Receiver units with no one logged-in (i.e. shows % of Receiver units that have a user logged in).

The graph portion of the Logged-In indicator shows the minimum, maximum and average number of users logged-in over the last 24 hours and a graph of number logged-in over the last 24-hours.

2. **Devices Online**—the number of devices (Receivers and Transmitter units) in the managed domain at this time that are online is displayed in the center of the ring. The Ring shows the number of devices in the managed domain that are online and offline. A device is considered online if Boxilla can contact it over the network—and offline if not contactable.

The graph portion of the Devices Online indicator shows the minimum, maximum and average number of devices online over the last 24 hours and a graph of number devices online over the last 24-hours.

3. **Alerts**—the number of alerts in each category of Critical, Warning and Info (see section 11 for definition of the different categories).

4. **Security**—the number of Refused Logins and the number of Unauthorized Connections. Refused Logins are counted on each Receiver when a user fails a login attempt. Unauthorized Connections are counted on Receivers and Transmitters when they detected something has attempted to connect to them in an unauthorized manner—such as devices not part of our managed domain trying to connect to a managed device or an attempt to access a service using a network protocol not authorized on a device (SSH, SNMP, etc.) as may occur during a port-scan attack.

Performance:

1. **Active Connections**—number of currently Active connections is displayed in center of Ring. The Ring shows the number of Active connections on Receiver units with Active Users (i.e. logged in) and the number of Receivers with no connection that have users logged in.

The graph portion of the Active Connections indicator shows the minimum, maximum and average number of Active Connections over the last 24 hours and a graph of Active Connections over the last 24 hours.

2. **Threshold Exceeded** —the number of connections with a threshold exceeded is shown in the center of the Ring. The thresholds are defined in section 10.4. The Ring shows the number of active connections that have a threshold exceeded and the number of connections with no threshold exceeded.

The graph portion of the Threshold Exceeded indicator shows the minimum, maximum and average number of connections with a threshold exceeded over the last 24 hours and a graph of number connections with a threshold exceeded over the last 24 hours.

3. **Bandwidth**— the current total network bandwidth generated by the devices in the domain (i.e., the sum of the network bandwidth of all the active connections) is displayed as a number on the indicator.

The graph portion of the Bandwidth indicator shows the minimum, maximum and average total bandwidth last 24 hours.



CHAPTER 13: DASHBOARD

4. Dropped Frames— the current number of dropped frames summed across all active connections in frames-per-seconds.

The graph portion of the Dropped Frames indicator shows the minimum, maximum and average number of Dropped Frames across all active connection over the last 24 hours and a graph of Dropped Frames across all active connection over the last 24 hours.

13.2 ACTIVE CONNECTIONS

The Active Connections section of the dashboard displays the currently active connections in the managed domain. The table portion provides a sortable list of the active connections. Each column can be used to sort the table—in ascending or descending order—just click on a column header to sort and click again to invest sort order. The filter box at the top right of the table will filter the table based on the filter box contents.

The first five columns of the table are fixed for all the tabs that can be selected (Network Bandwidth, User Response, Dropped Frames or Roundtrip Time). The columns are defined as:

- ◆ Connection Name—the name of the active connection
- ◆ User Name—the user name logged into the Receiver that has initiated the active connection
- ◆ Receiver—the name of the Receiver on the active connection
- ◆ Transmitter—the name of the Transmitter on the active connection
- ◆ FPS—the current frames per second being encoded/transferred on the connection

The contents of the last column in the table will vary depending on the tab selected—Network Bandwidth, User Response, Dropped Frames or Roundtrip Time.

The last column displays when the selected tab is:

- ◆ Network Bandwidth—the total network bandwidth that this connection is generating (in Mbps). Typically, 0 Mbps for a static screen and <35 Mbps when playing a 1080p video.
- ◆ User-Response Time—the time it takes for an event on the server to be displayed on the Monitor attached to the receiver. This includes video encode time in the Transmitter, network latency and video decode time in the Receiver as part of its calculation (in milliseconds). Typically 8–16 ms but can grow to 20–30 ms on congested networks due to dropped frames.
- ◆ Dropped Frames—the number of dropped frames in the Transmitter that is part of this connection. Dropped frames usually result from network congestion (in frames-per-second). Typically will be 0 fps.
- ◆ Round-trip time—measures the network round-trip time experienced at an IP packet level for the active connection (in milliseconds). Typically this will be 0 ms on a gigabit network with low congestion.

The graph part of the Active Connections dashboard displays a graph of the last column over time, so it can be network bandwidth, user-response time, dropped frames per second or roundtrip time.

CHAPTER 13: DASHBOARD

13.3 ACTIVE LOGINS

The Active Logins section of the dashboard displays the current active logins in the managed domain. The table portion provides a sortable list of the active connections. Each column can be used to sort the table— in ascending or descending order—just click on column header to sort and click again to invert sort order. The filter box at the top right of the table will filter the table based on the filter box contents.

The table portion has the following columns:

- ◆ Receiver—the receiver name that has been logged into
- ◆ Username—the user name that has logged into the Receiver
- ◆ User-Type—the type of user that has logged in: administrator, Power User, User (see section 9.1 for definitions of user types)
- ◆ Time Logged In —when the user logged-in
- ◆ Duration—how long the user has been logged-in

There are four tabs in the Active Logins section:

- ◆ All Logins—all logins and attempts
- ◆ Active Logins—all current active logins
- ◆ Successful Logins—all Successful logins, both currently active logins and previous ones
- ◆ Refused Logins—all refused logins

The graph part of the Active Logins dashboard displays a graph of the selected tab information over time.



CHAPTER 14: LOCAL CONFIGURATIONS ON DEVICES

The current release of Boxilla does not support the configuration of all parameters for an InvisaPC Receiver or Transmitter. All the parameters in section 13.1 need to be locally set on each individual Receiver and those in section 13.2 need to be set locally on each Transmitter as required. See the InvisaPC user manual for details of the parameters function.

14.1 LOCAL CONFIGURATIONS ON RECEIVERS

- ◆ Power Mode
- ◆ Auto-Login
- ◆ OSD Resolution

14.2 LOCAL CONFIGURATIONS ON TRANSMITTERS

- ◆ Video Quality
- ◆ HID channel
- ◆ EDID Configuration

APPENDIX A: SWAPPING OUT A BOXILLA SERVER

This section defines what an Administrator should do to ensure the Boxilla unit can be replaced and the system restored with its previous settings.

A key maintenance task is for the Administrator to backup the system so the system can be restored to a known state. See section 11.4.



APPENDIX B: BOXILLA AND INVISAPC PROTOCOLS

OVERVIEW

InvisaPC uses standard IP protocols for communication between Receivers and Transmitters. Port 3389 is used for unicast communications.

For management purposes, some other ports are used. The Black Box Discovery protocol uses UDP Multicast Group 224.0.1.249 (port 39150). This is sent by the Manager to discover InvisaPC devices in the network. The router must allow UDP Multicast forwarding to allow devices on a subnet different than where the Manager is located to be discovered.

InvisaPC devices respond to the discovery multicast by sending a UDP unicast back to the Manager IP address on the same port (Port 39150).

Once an InvisaPC device is part of the managed domain, the Manager periodically "audits" the device to determine information such as is the device on-line, who is logged into device, device statistics, etc. These audit requests and responses are unicast UDP to specific IP addresses (responses are sent back to Manager's IP address) on port 39150.

On power-up, a Transmitter sends out a "here I am" multicast message on multicast group 225.0.0.37 on port 12345.

Boxilla periodically retrieves device statistics using Port 7778.

Also port 22 and port 443 are used for some manager to appliances communications.

APPENDIX C: REGULATORY INFORMATION

C.1 FCC AND IC STATEMENTS

Federal Communications Commission and Industry Canada Radio Frequency Interference Statements

This equipment generates, uses, and can radiate radio-frequency energy, and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference- to radio communication. It has been tested and found to comply with the limits for a Class A computing device in accordance with the specifications in Subpart B of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference when the equipment is operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference, in which case the user at his own expense will be required to take whatever measures may be necessary to correct the interference.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This digital apparatus does not exceed the Class A limits for radio noise emission- from digital apparatus set out in the Radio Interference Regulation of Industry Canada.

Le présent appareil numérique n'émet pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques de la classe A prescrites dans le Règlement sur le brouillage radioélectrique publié par Industrie Canada.

C.2 SAFETY AND EMC APPROVALS AND MARKINGS/PATENT INFORMATION

C.2.1 SAFETY AND EMC APPROVALS AND MARKINGS

FCC and CE Safety certifications and EMC certifications for this product are obtained under one or more of the following designations: CMN (Certification Model Number), MPN (Manufacturer's Part Number) or Sales Level Model designation. The designation that is referenced in the EMC and/or safety reports and certificates are printed on the label applied to this product.

European Union Notification Warning: This is a class A product. In a domestic environment, this product may cause radio interference in which case the user may be required to take adequate measures.



C.2.2 PATENT INFORMATION

This product contains patented designs and is protected by U.S. and international patents and patents pending.

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