

EXHIBIT H



US006553416B1

(12) **United States Patent**
Chari et al.

(10) **Patent No.:** US 6,553,416 B1
(45) **Date of Patent:** *Apr. 22, 2003

(54) **MANAGING COMPUTER SYSTEM ALERTS**

FOREIGN PATENT DOCUMENTS

(75) Inventors: **Srikumar N. Chari**, Cupertino, CA (US); **Kenny L. Bright**, Hayward, CA (US)

EP 0 520 770 A2 6/1992
EP 0 520 770 A2 12/1992
WO WO 95/09387 4/1995
WO WO 96/24899 8/1996

(73) Assignee: **Micron Technology, Inc.**, Boise, ID (US)

OTHER PUBLICATIONS

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

Cowart, *Mastering Windows 3.1 Special Edition*, pp. 119 and 814, Copyright by Sybex Inc., 1992.

This patent is subject to a terminal disclaimer.

Gavron & Moran, *How to Use Microsoft Windows NT 4 Workstation*, pp. 27, 35, 38, 39, 41, 49, and 155, Copyright by Macmillan Computer Publishing USA, 1996.

(List continued on next page.)

(21) Appl. No.: **08/943,356**

Primary Examiner—Saleh Najjar

(22) Filed: **Oct. 1, 1997**

(74) *Attorney, Agent, or Firm*—Knobbe, Martens, Olson & Bear, LLP

Related U.S. Application Data

(60) Provisional application No. 60/046,310, filed on May 13, 1997.

(57) **ABSTRACT**

(51) **Int. Cl.**⁷ **G06F 15/173**

An apparatus for creating, registering, and monitoring alerts for a computer or plurality of computers. This apparatus alerts the operator when an event occurs on one of the computer's components. This apparatus allows the user to select which alerts to enable and which alerts to disable from a list of all possible alerts. When an alert occurs, the present invention displays the particular computer's name, a description of the alert, the time and date of the alert, and details about a recommended course of action. The present invention also creates a log file for all alerts detected, regardless of whether the alert is displayed or not.

(52) **U.S. Cl.** **709/224; 709/202; 709/203; 709/223**

(58) **Field of Search** 395/200.32, 200.33, 395/200.54; 709/202, 203, 224, 223

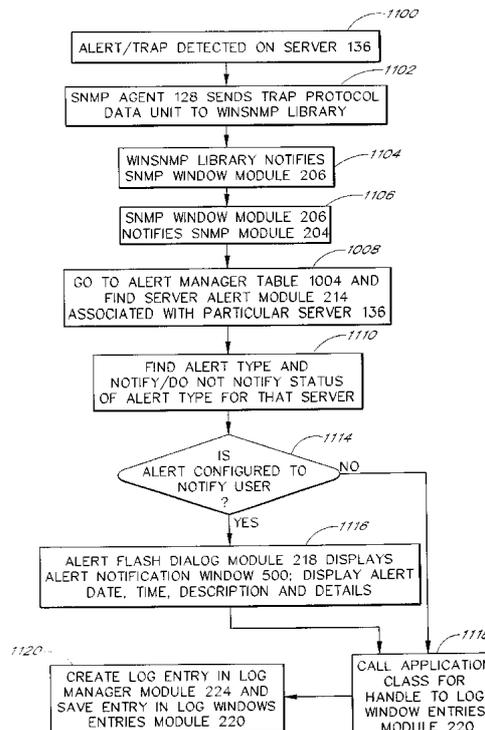
(56) **References Cited**

U.S. PATENT DOCUMENTS

4,999,787 A 3/1991 McNally et al. 364/514
5,210,855 A 5/1993 Bartol

(List continued on next page.)

38 Claims, 13 Drawing Sheets



U.S. PATENT DOCUMENTS

5,261,044 A	11/1993	Dev et al.	345/357
5,274,680 A	12/1993	Sorton et al.	375/118
5,340,340 A	8/1994	Hastings et al.	439/64
5,386,567 A	1/1995	Lien et al.	395/700
5,487,148 A *	1/1996	Komori et al.	395/182.02
5,491,796 A	2/1996	Wanderer et al.	395/200.09
5,517,646 A	5/1996	Pioinillo et al.	395/700
5,546,595 A	8/1996	Norman et al.	395/800
5,555,510 A	9/1996	Upshaw et al.	364/514
5,561,769 A	10/1996	Kumar et al.	395/200.05
5,576,946 A	11/1996	Bender et al.	364/146
5,579,491 A	11/1996	Jeffries et al.	
5,581,712 A	12/1996	Hennman	395/283
5,621,892 A *	4/1997	Cook	709/224
5,638,289 A	6/1997	Yamada et al.	
5,651,006 A	7/1997	Fujino et al.	370/408
5,652,892 A	7/1997	Ugajin	395/750
5,655,081 A *	8/1997	Bonnell et al.	395/200.32
5,666,362 A	9/1997	Chen et al.	370/420
5,671,441 A	9/1997	Glassen et al.	
5,678,006 A	10/1997	Valizadeh et al.	395/200.02
5,678,042 A	10/1997	Pisello et al.	
5,684,945 A	11/1997	Chen et al.	395/182.18
5,689,637 A *	11/1997	Johnson et al.	395/183.22
5,696,486 A *	12/1997	Poliquin et al.	340/506
5,710,908 A	1/1998	Man	395/500
5,745,897 A	4/1998	Perkins et al.	707/101
5,748,098 A *	5/1998	Grace	340/825.16
5,751,575 A	5/1998	Hirosawa et al.	364/188
5,751,933 A *	5/1998	Dev et al.	714/4
5,754,426 A	5/1998	Dumais	364/188
5,758,103 A	5/1998	Oh	395/283
5,761,085 A *	6/1998	Giorgio	364/505
5,761,429 A	6/1998	Thompson	395/200.54
5,764,911 A	6/1998	Tezuka et al.	395/200.53
5,764,913 A *	6/1998	Jancke et al.	395/200.54
5,768,541 A	6/1998	Pan-Ratzlaff	395/283
5,774,667 A	6/1998	Garvey et al.	395/200.52
5,781,798 A	7/1998	Beatty	395/830
5,784,576 A	7/1998	Guthrie et al.	395/283
5,787,246 A	7/1998	Lichtman et al.	
5,796,633 A *	8/1998	Burgess et al.	702/187
5,799,016 A	8/1998	Onweller	370/401
5,802,146 A *	9/1998	Dulman	379/34
5,812,750 A *	9/1998	Dev et al.	395/182.02
5,815,652 A *	9/1998	Ote et al.	714/31
5,826,046 A	10/1998	Nguyen et al.	395/309
5,838,319 A	11/1998	Guzak et al.	345/340
5,862,333 A *	1/1999	Graf	395/200.53
5,892,912 A	4/1999	Suzuki et al.	395/200.48

5,901,304 A	5/1999	Hwang et al.	395/500
5,907,610 A	5/1999	Onweller	379/242
5,910,954 A	6/1999	Bronstein et al.	370/401
5,913,037 A	6/1999	Spofford et al.	395/200.56
5,918,004 A *	6/1999	Anderson et al.	714/38
5,919,258 A	7/1999	Kayashima et al.	713/201
5,922,051 A	7/1999	Sidey	709/223
5,944,782 A *	8/1999	Noble et al.	709/202
5,961,596 A *	10/1999	Takubo et al.	709/224
6,000,045 A	* 12/1999	Lewis	714/47
6,023,507 A *	* 2/2000	Wookey	380/21

OTHER PUBLICATIONS

Chao et al., *Global Telecommunications Conference*, Globecom '91, vol. 2, pp. 968-975, 1991, "Transport of Gigabit/sec Data Packets over SONET/ATM Networks."

Hsiao, S. and C.Y. Chen, *Parallel Processing Symposium*, pp. 773-777, IEEE 1993, "A New Model for the Performance Evaluation of Synchronous Circuit Switched Multistage Interconnection Networks".

Tsun-yuk Hsu, W. and P.C. Yew, *Parallel Processing Symposium*, pp. 309-317, IEEE 1991, "An Effective Synchronization Network for Large Multiprocessor Systems".

Yun, K. and D. Dill, *Computer Aided Design*, pp. 255-260, IEEE 1993, "Unifying Synchronous/Asynchronous State Machine Synthesis".

Sanchez et al., *Abstract CAMAD '94*, IEEE Workshop on Computer Aided Design and Modeling, p. 34, 1994, "DISNES: A Distributed Network Emulation System for Gigabit Networks".

Truong et al., *IEEE Communications Magazine*, pp. 70-85, May 1995, "LAN Emulation on an ATM Network".

IBM Technical Disclosure Bulletin, 35(2): 69-74, Jul. 1992, "Serial Channel Synchronizer".

IBM Technical Disclosure Bulletin, 39(7): 229-230, Jul. 1996,.

"Plug and Play BIOS Specification", Compaq Computer Corporation Phoenix Technologies, Ltd., Intel Corporation, Version 1.0A, May 5, 1994, pp. 1-55.

"NetFRAME's New High-Availability Cluster Server Systems Avoid Scheduled as well as Unscheduled Downtime", NetFRAME News Release, NetFRAME Systems Incorporated, pp. 1-3 no date.

"NetFRAME ClusterServers", NetFRAME Systems Incorporated, 3/96, pp. 1-10.

* cited by examiner

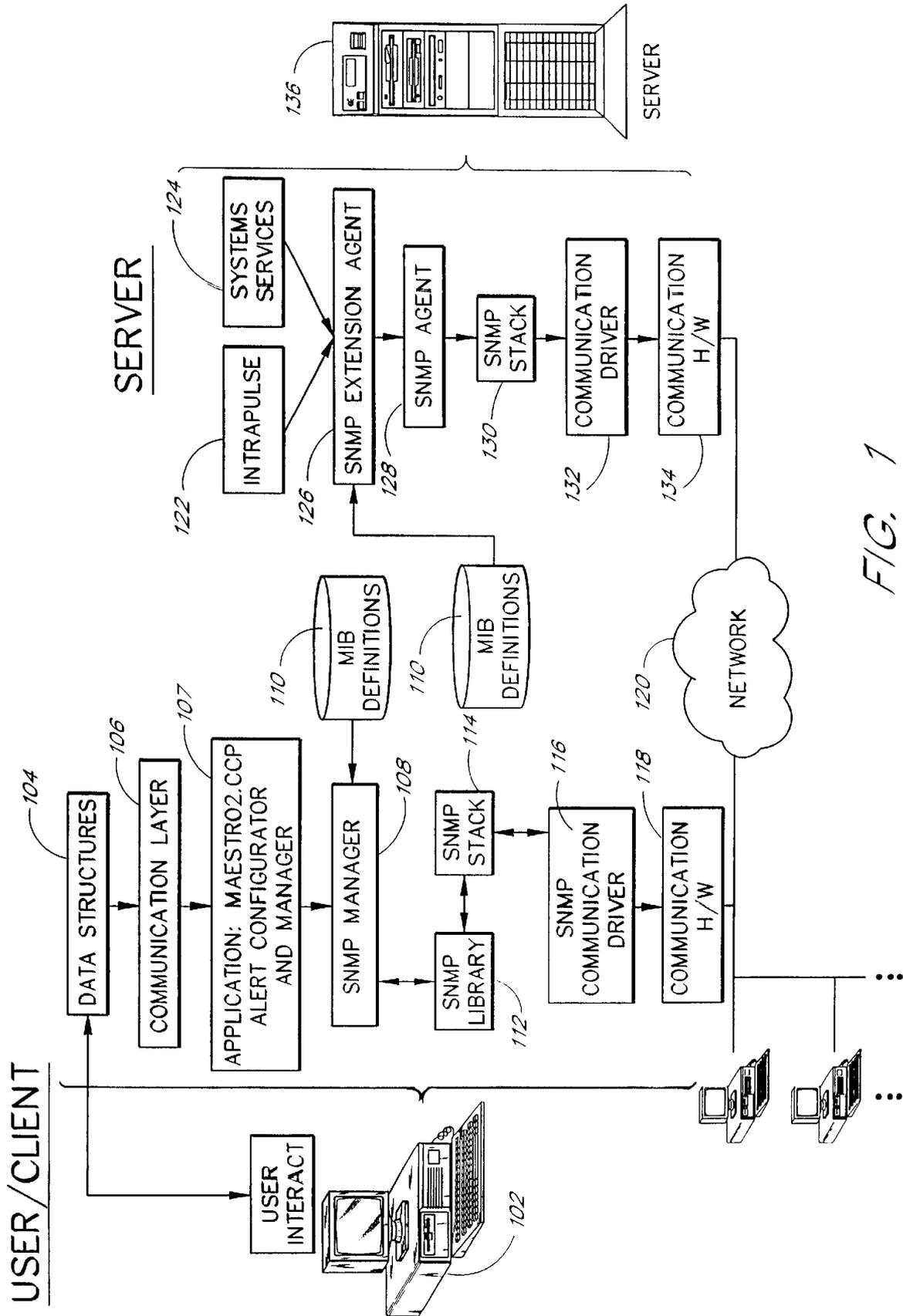
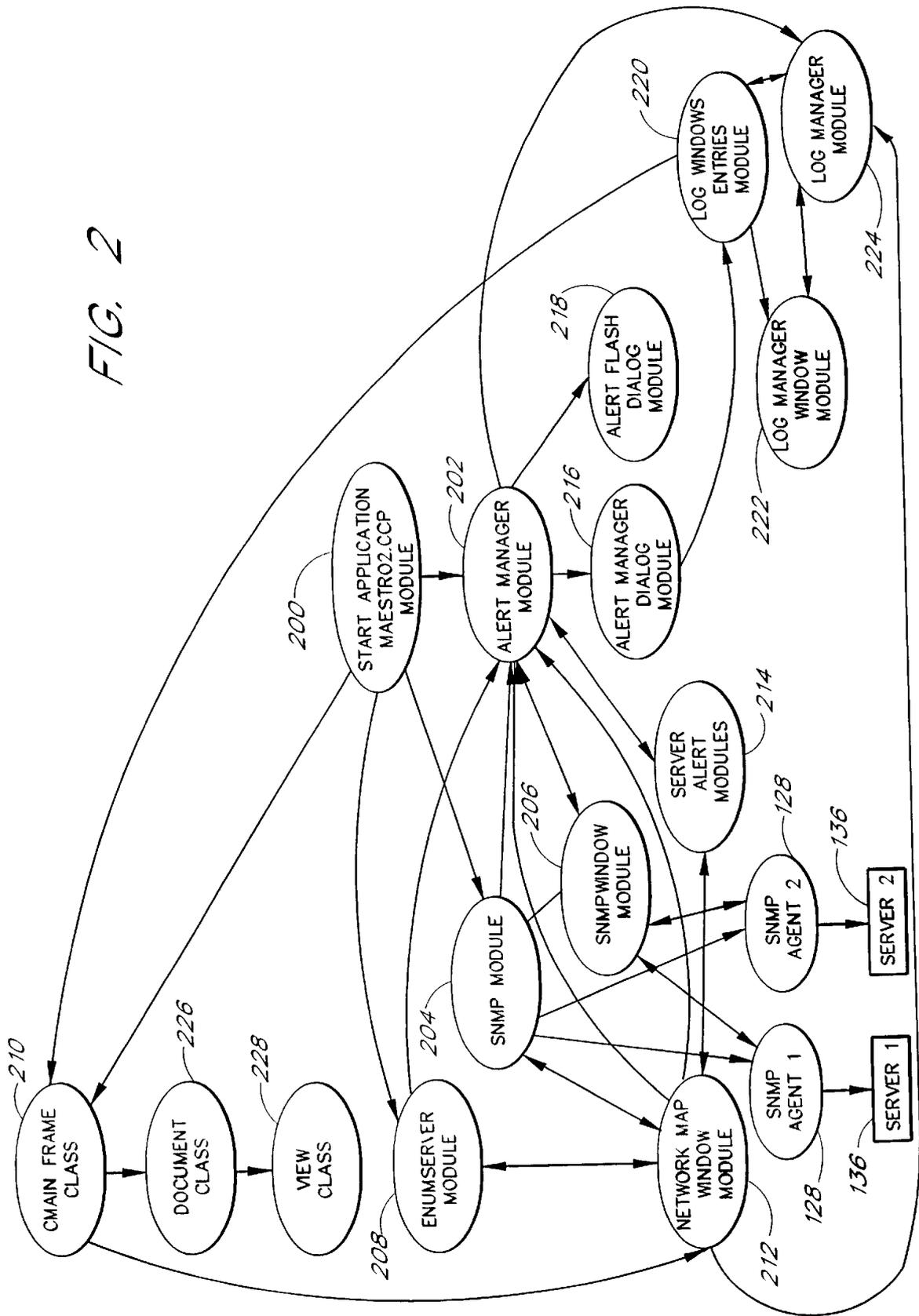


FIG. 1

FIG. 2



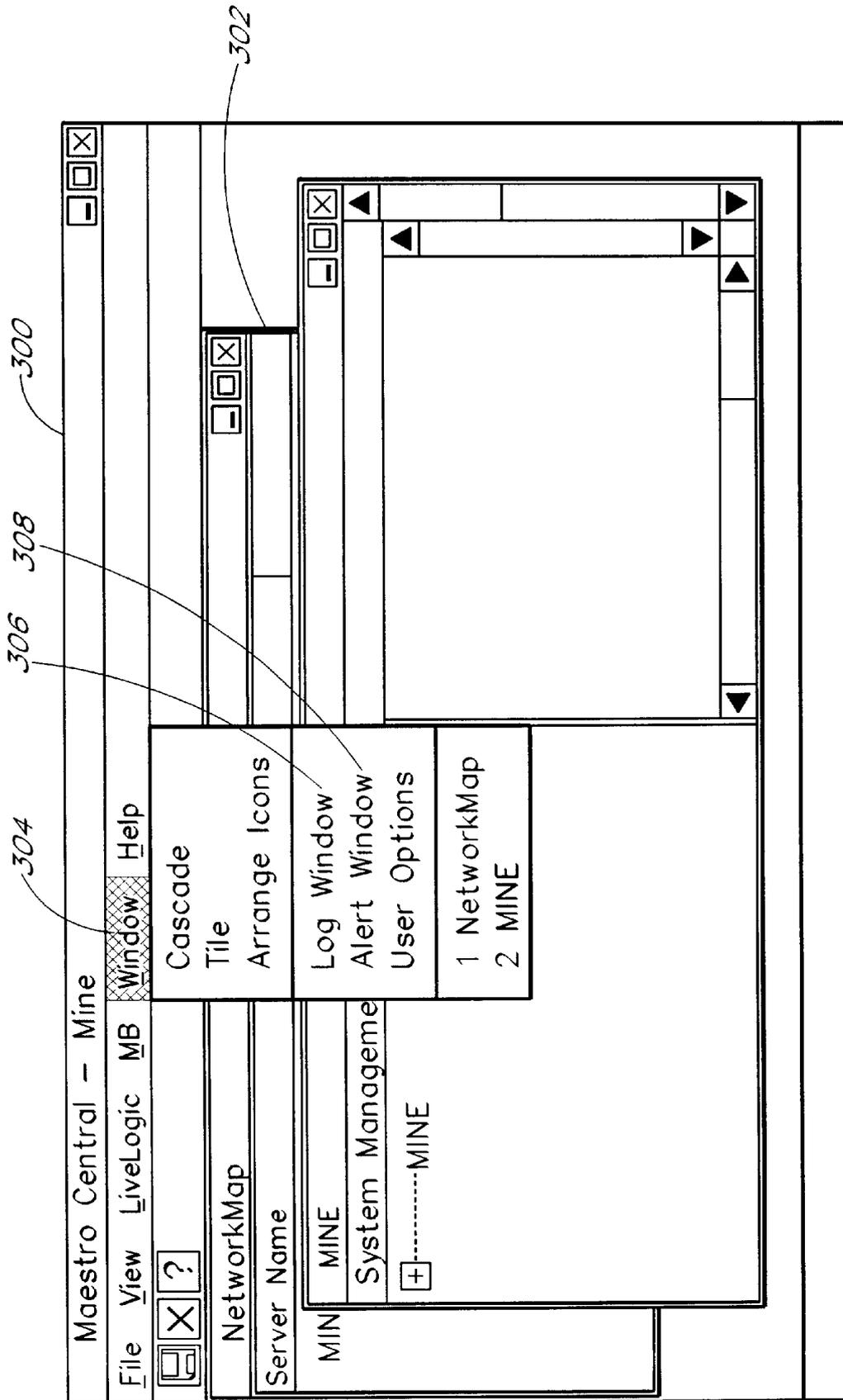


FIG. 3

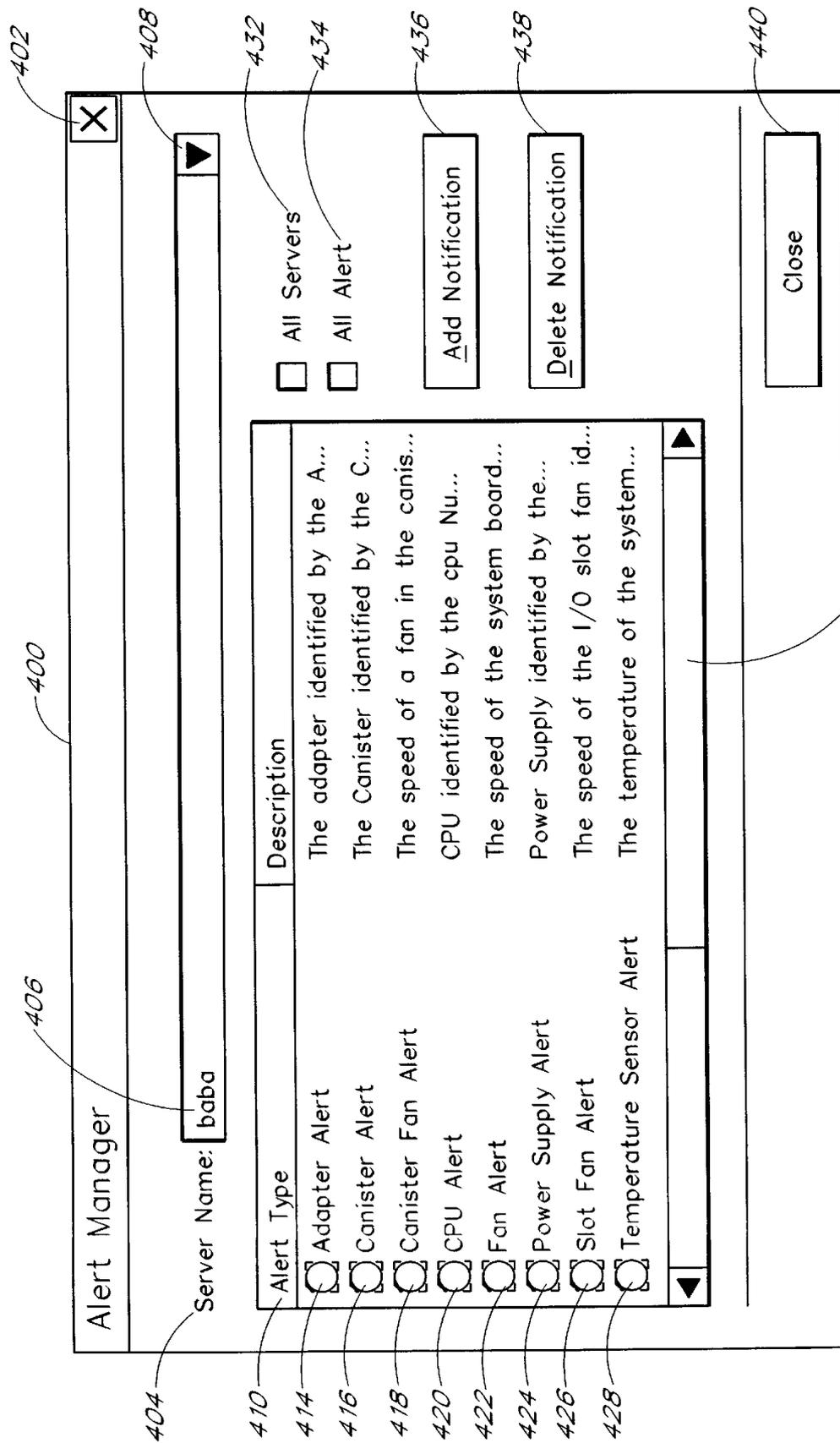


FIG. 4A

ALERT/TYPE	Displayed Description
CPU	CPU identified by the CPU Number failed because of high temperature and/or low power.
SYSTEM BOARD FAN	The speed of the system board fan identified by the Cooling Fan Number has dropped below the minimum limit.
TEMPERATURE SENSOR	The temperature of the system board fan identified by the temperature sensor number has dropped below the minimum limit.
POWER SUPPLY	Power Supply identified by the Power Supply Number has been extracted or inserted or has gone into an abnormal state, please look into the Help file for more detail.
ADAPTER	The adapter identified by the Adapter Number or its driver is malfunctioning.
CANISTER	The Canister identified by the Canister Number has either been extracted or inserted.
SLOT FAN	The speed of the I/O slot fan identified by the Slot Fan Number has dropped below the minimum limit (slotFanMinSpeed).
CANISTER FAN	The speed of a fan in the canister identified by the Canister Number has dropped below the minimum limit.

FIG. 4B

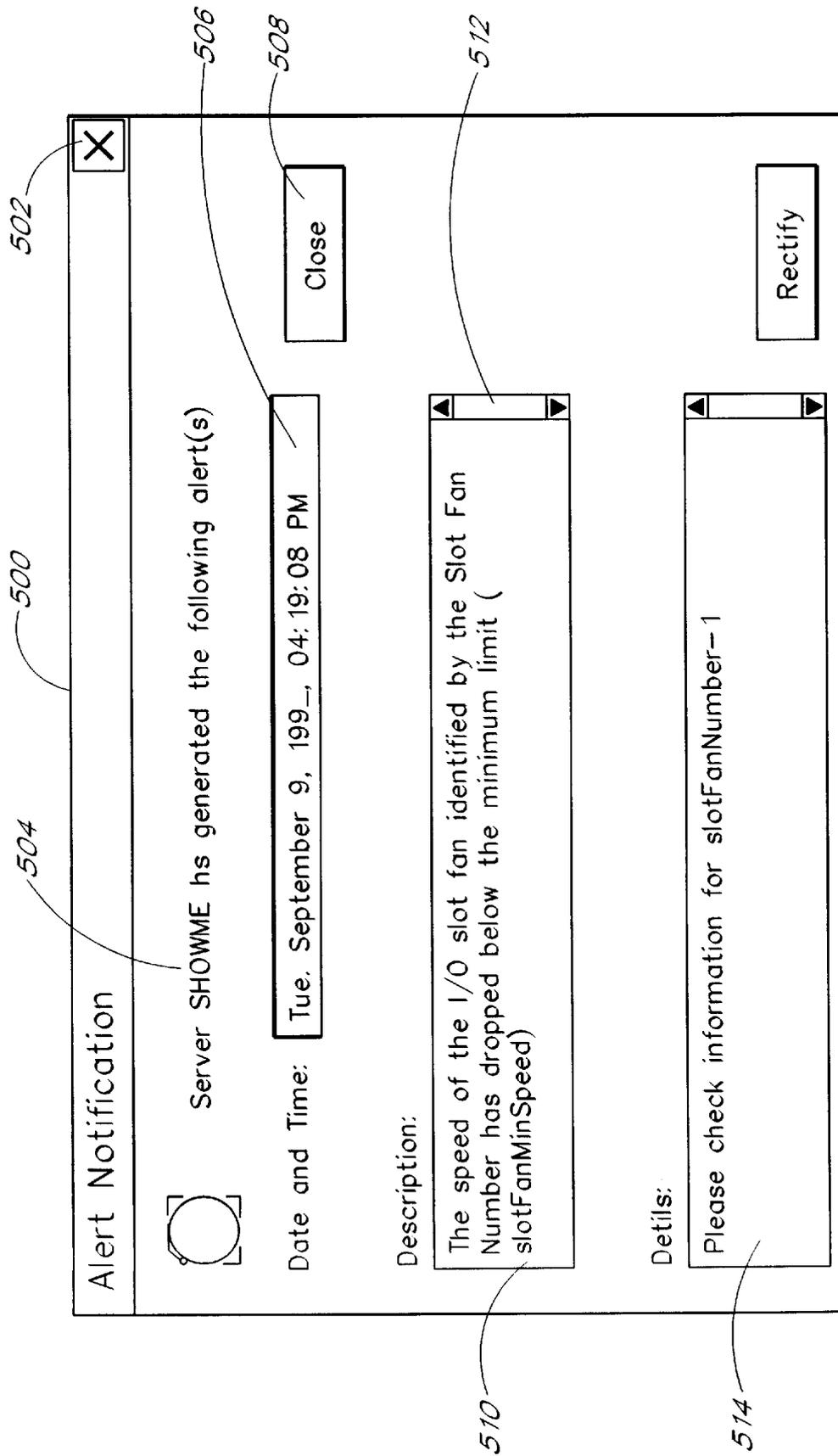


FIG. 5

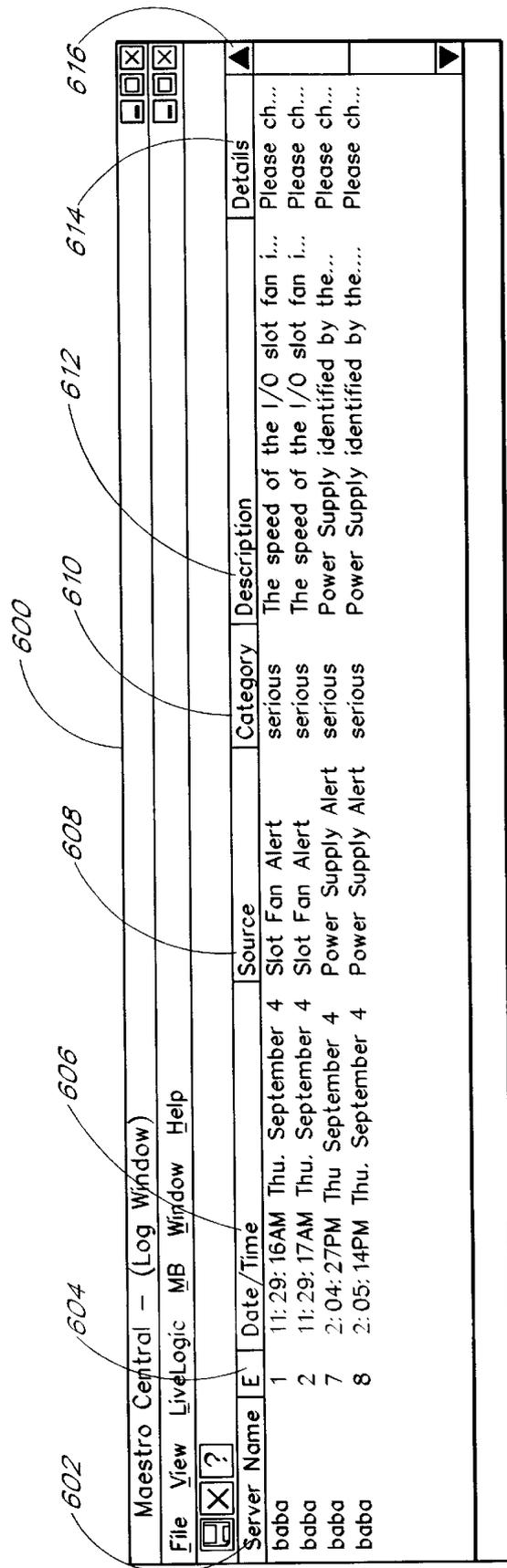


FIG. 6

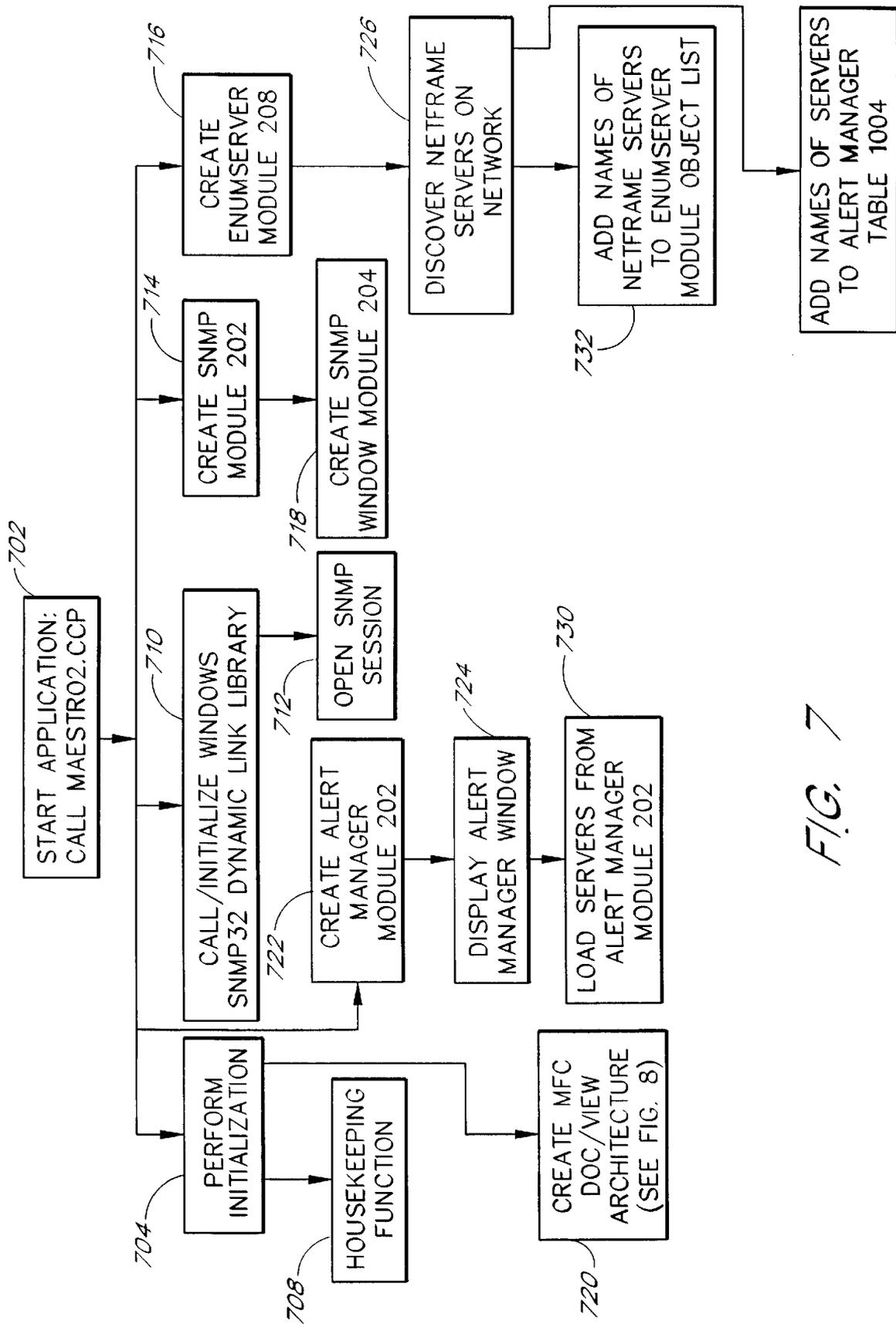


FIG. 7

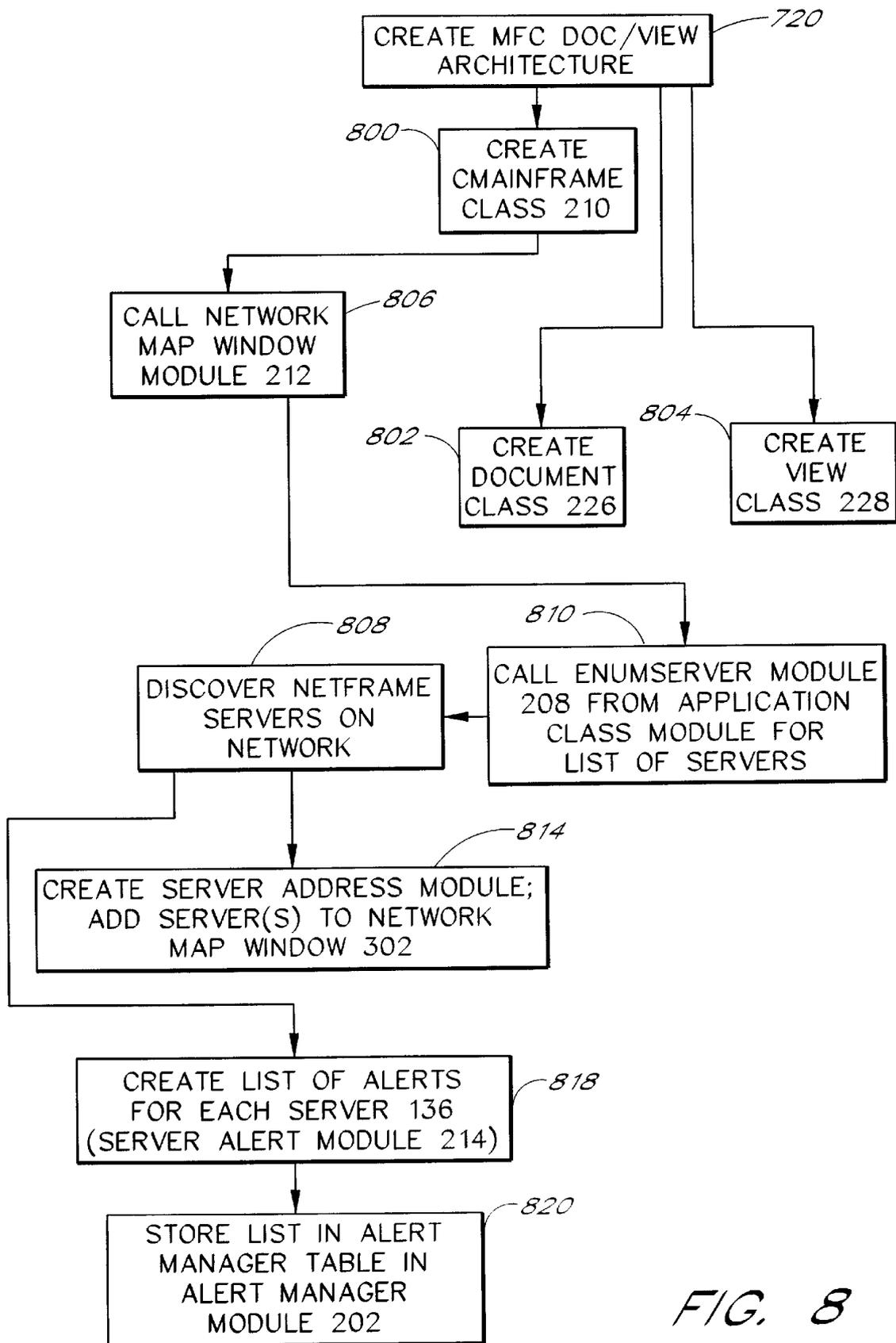


FIG. 8

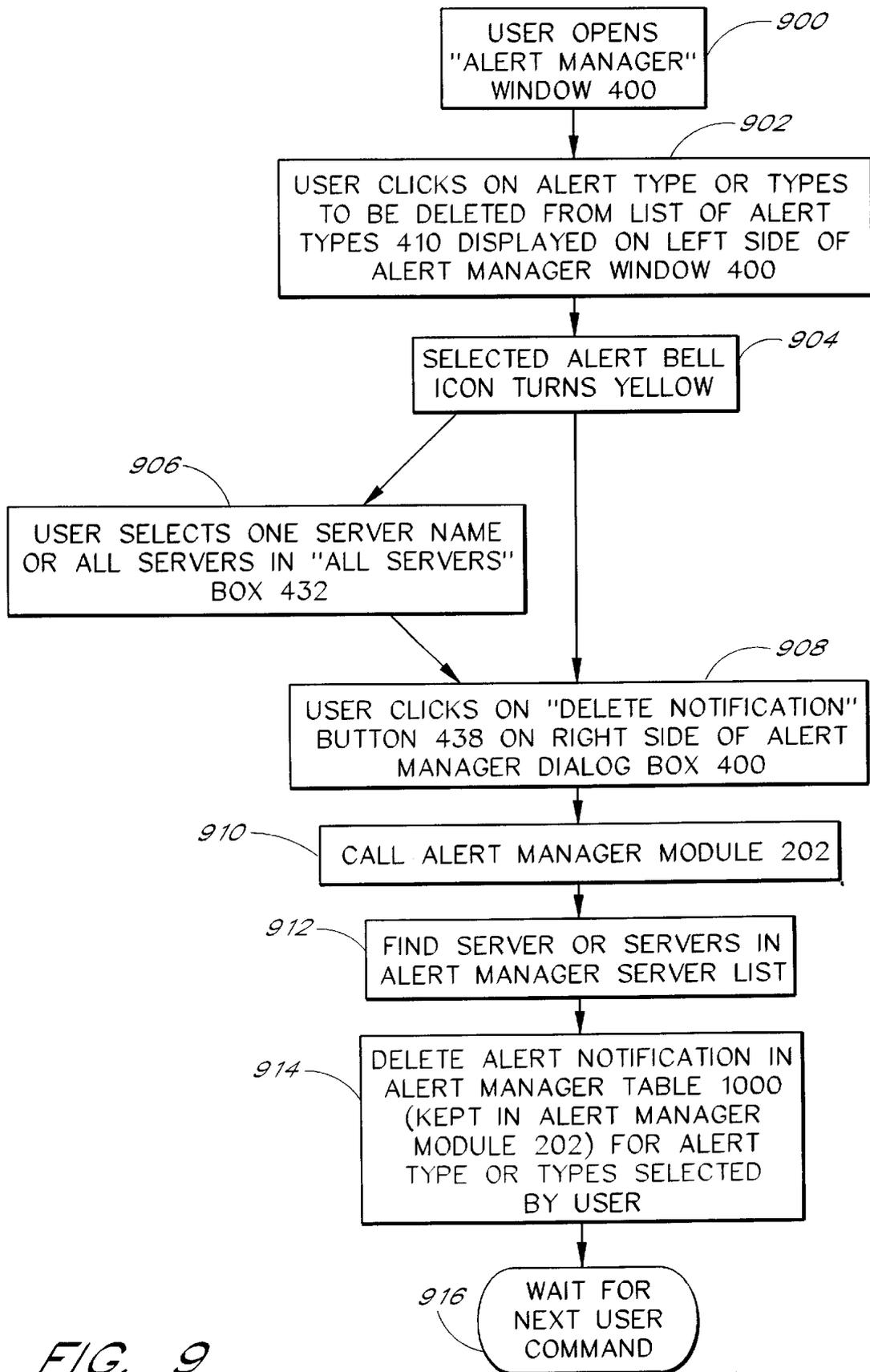


FIG. 9

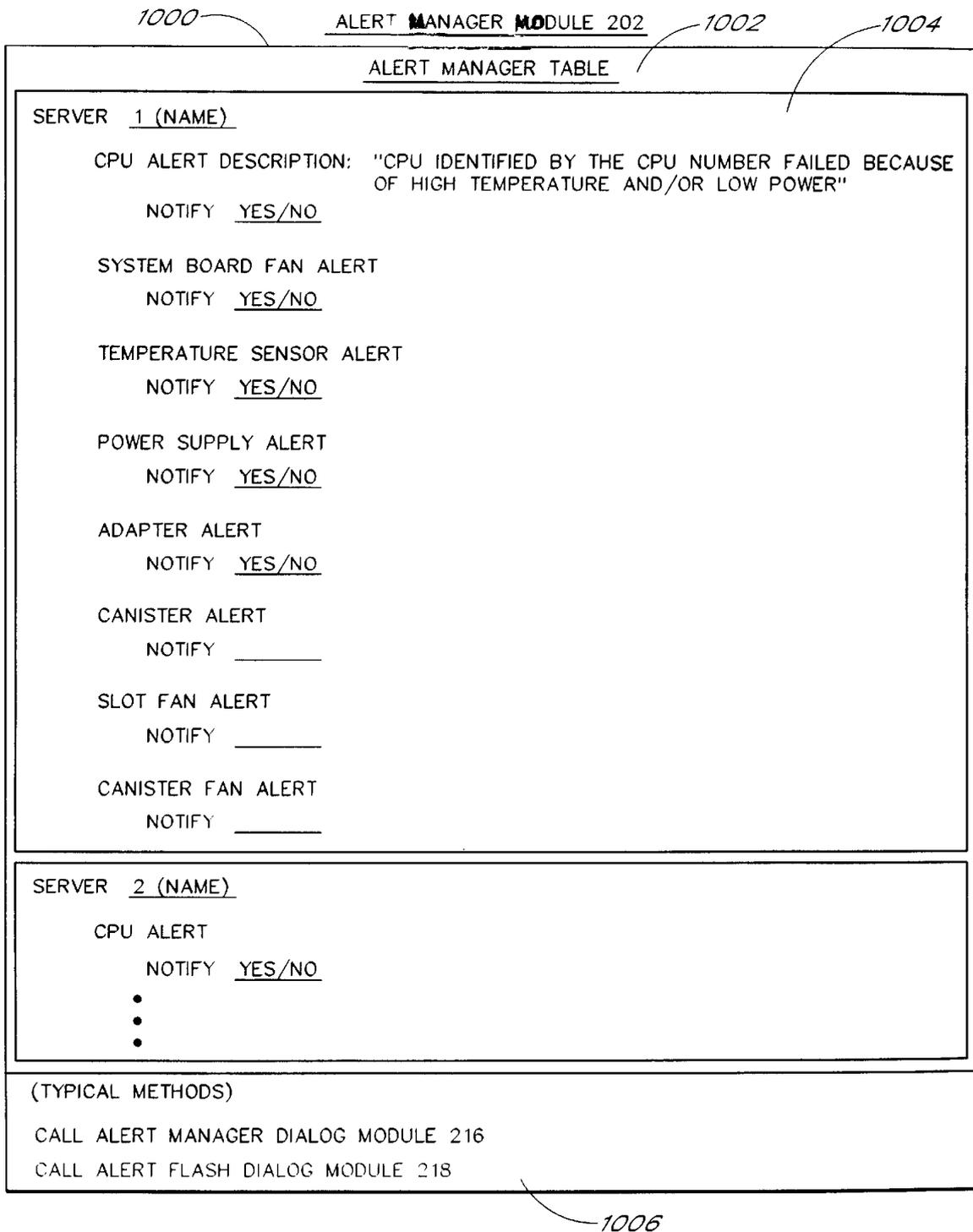


FIG. 10

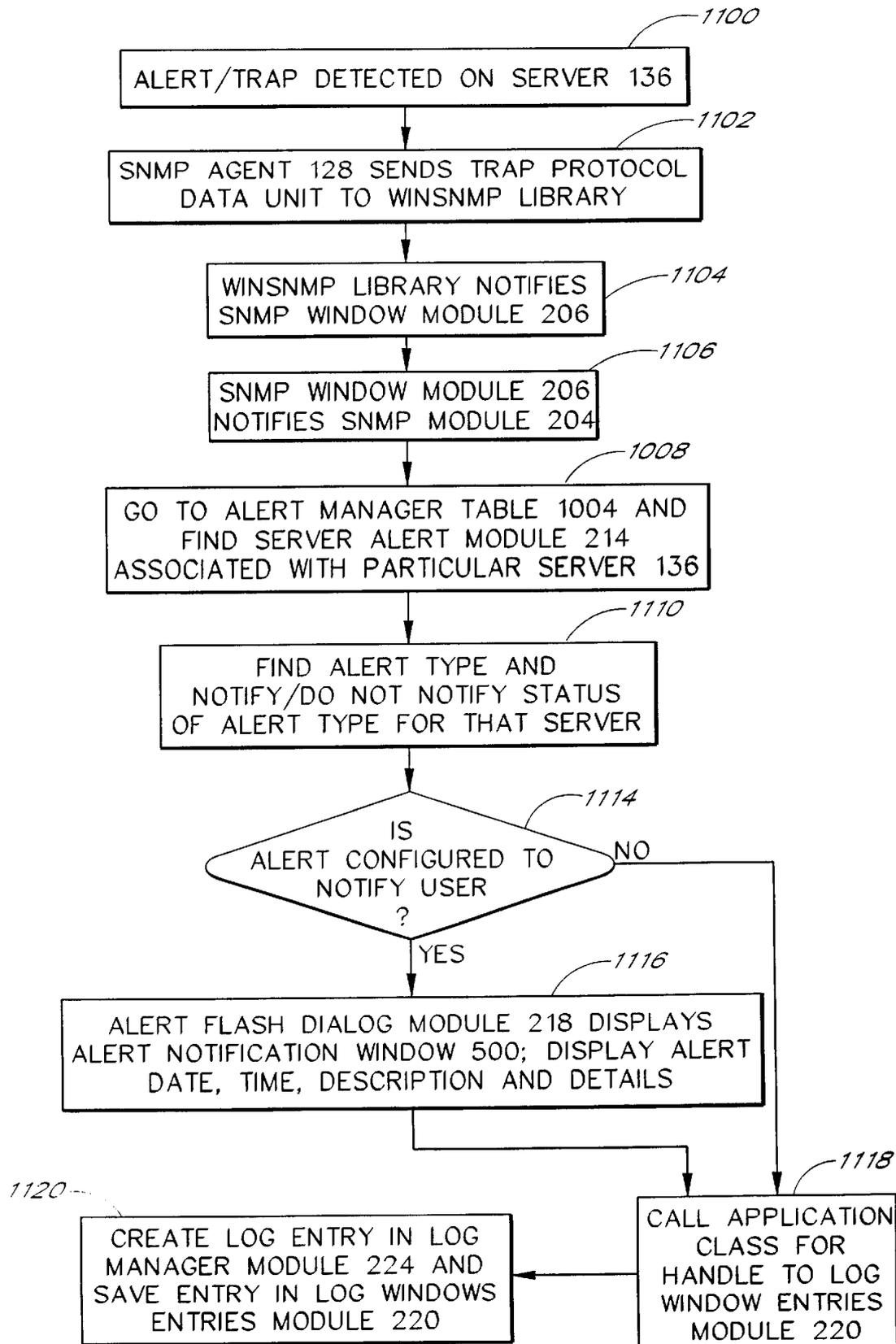
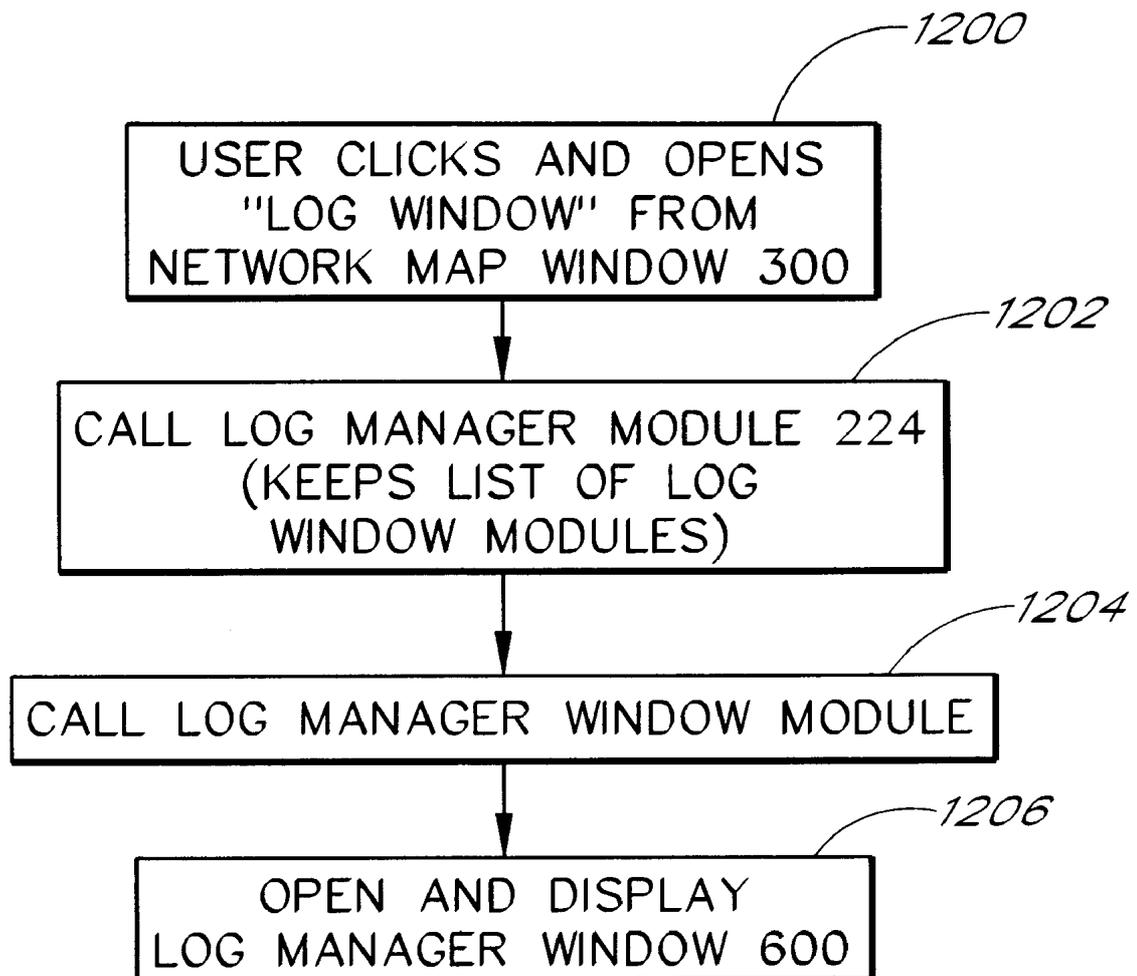


FIG. 11

*FIG. 12*

MANAGING COMPUTER SYSTEM ALERTS**RELATED APPLICATIONS**

The subject matter of U.S. Patent Application entitled "Alert Configurator and Manager" issued on Jul. 23, 2002, U.S. Pat. No. 6,425,006, is related to this application.

PRIORITY CLAIM

The benefit under 35 U.S.C. §119(e) of the following U.S. provisional application is hereby claimed:

Title	Application No.	Filing Date
"High Performance Network Server System Management Interface"	60/046,310	May 13, 1997

TABLES

Tables A, which forms a part of this disclosure, is a list of commonly owned copending U.S. patent applications or patents. Each one of the applications or patents listed in Tables A is hereby incorporated herein in its entirety by reference thereto.

COPYRIGHT RIGHTS

A portion of the disclosure of this patent document contains material which is subject to copyright protection. The copyright owner has no objection to the facsimile reproduction by anyone of the patent document or the patent disclosure, as it appears in the Patent and Trademark Office patent files or records, but otherwise reserves all copyright rights whatsoever.

FIELD OF THE INVENTION

The present invention relates to computer networks and their management systems.

Specifically, the present invention relates to an apparatus for configuring, managing, or displaying the operating conditions in a computer network.

BACKGROUND OF THE INVENTION**SNMP Manager and SNMP Agent**

Computer network management systems use a standardized communication protocol to facilitate communication between devices (computers, printers, peripherals) on the network. The standardized communication protocol discussed with this invention is known as the Simple Network Management Protocol (SNMP). SNMP is explained in more detail in *The Simple Book* by Marshall T. Rose, 2d ed, Prentice-Hall, Inc., 1994, which is hereby incorporated herein by reference. The SNMP acts as a mechanism to provide and transport management information between network components. SNMP is recognized as an industry standard for network management. Whenever a program at the user side sends a request to a program at the server site and waits for a response, the requesting program is called the 'client' and the responding program is called the 'server.' In network server management systems, the user (usually a network administrator) uses a software module known as a SNMP manager to monitor and manage the server or servers in a network. The SNMP manager sends commands to and receives information from a software module called a SNMP

agent, which directly monitors and controls the server through device drivers and other components. The SNMP manager and the SNMP agent can be on the same workstation, or the SNMP manager can be at a remote location.

SNMP uses a transport protocol stack such as User Datagram Protocol/Internet Protocol (UDP/IP) or Transmission Control Protocol/Internet Protocol (TCP/IP). UDP/IP provides connectionless communication over user Internet Protocol services.

It is part of the TCP/IP suite. UDP/IP operates at the transport layer, and in contrast to TCP/IP, does not guarantee the delivery of data. TCP/IP is standard Internet protocol (or set of protocols) which specifies how two computers exchange data over the Internet. TCP/IP handles issues such as packetization, packet addressing, handshaking and error correction. For more information on TCP/IP, see Volumes I, II and III of Comer and Stevens, *Internetworking with TCP/IP*, Prentice Hall, Inc., ISBNs 0-13-468505-9 (vol.I), 0-13-125527-4 (vol. II), and 0-13-474222-2 (vol. III).

Upon receiving a data request by a user, the SNMP manager opens one or more SNMP sessions and formulates a proper information request for SNMP agent. The SNMP manager is the 'client' and the SNMP agent is the 'server.' The SNMP manager may be generic or specifically designed for the particular server type.

Typically, the SNMP manager has several parts, each performing a different function. But these parts are related and work together to accomplish certain tasks. One of these tasks may be to display malfunctions and environment changes in the server.

Prior Inventions and Deficiencies

The SNMP agent may detect a malfunction or an environment change in the server and send a warning message to the SNMP manager. Some network server managers receive and display a warning message (an alert) associated with every malfunction and environment change on the server that the agent detects. This allows the user to take further action if needed, such as to shut the server down and replace components.

However, time is critical for many server manager applications. A network administrator may not need to be informed of all alerts generated by a server. Displaying every alert disrupts the network administrator's present task. This can be a major nuisance if the same alert is continuously sent by the SNMP agent for a minor environment change.

Displaying every alert also takes up valuable time for the network administrator to investigate what the alert is because the displayed alert may not be readily apparent to the user. For example, in some server management applications, an icon starts flashing at the top right hand corner signifying an alert. The user clicks on the icon, pulls down a menu item or opens an object to view a description of the alert. Often, the description fails to inform the user of what the exact problem is or how to remedy the situation. The user then needs to then refer to a support manual or ask a more experienced user.

Furthermore, by sending, receiving, and displaying all alerts, the server manager is taking up valuable bandwidth on the network. This increases the amount of traffic already on the network and decreases the performance of each computer. It also increases bottlenecks and system failures. A major goal in the computer network industry today is to reduce the amount and size of traffic on the network.

If there is more than one server in the network, the problem is compounded. Sending every malfunction and environment alert can overwhelm the system and its network administrator.

For example, an airline or bank may have several servers where timing, number of transactions, and size of transactions are different for each server. An airline may use one server for managing ticket sales, one server to handle frequent flyer transactions, and another server to handle arriving flight information. Each server may have its own type of network components, response times, and backup systems capable of handling malfunctions or environment changes. One type of alert on the airline's server handling arrival times may demand immediate attention. On the other hand, the same type of alert generated by a server handling frequent flyer mileage may not require immediate attention.

SUMMARY OF THE INVENTION

The present invention provides an apparatus for monitoring alerts regarding the status of components in a computer. In one embodiment of the invention, this apparatus comprises at least one processor, which is configured to receive a plurality of alerts. These alerts may provide status information about different components in a computer. The apparatus may further comprise an alert module executing in the processor. The alert module may be configured to selectively disable the display of one or more of the status notifications. The alert module may be further configured to record status information associated with the disabled status notifications in a storage medium.

BRIEF DESCRIPTION OF THE DRAWINGS

These and other aspects, advantages, and novel features of the one embodiment of the invention will become apparent upon reading the following detailed description and upon reference to the accompanying drawings in which:

FIG. 1 illustrates a high level architectural overview of a network server management system in accordance with one embodiment of the invention.

FIG. 2 illustrates a module-level architecture in accordance with one embodiment of the invention.

FIG. 3 illustrates the window where the user may access the alert manager in a server manager system in one embodiment of the claimed invention.

FIG. 4A illustrates one embodiment of the alert manager window.

FIG. 4B lists the description of each alert type in one embodiment of the invention that appears in the alert manager window and the alert notification window.

FIG. 5 illustrates one embodiment of an alert notification window when an alert is received by the server manager.

FIG. 6 illustrates one embodiment of a log window.

FIG. 7 illustrates the sequence of acts that may occur when the user starts the main application in one embodiment of the present invention.

FIG. 8 illustrates one module-level process of how the network map window is created in one embodiment of the present invention.

FIG. 9 illustrates one sequence of acts that occur when the user configures a list of alerts or deletes an alert for a particular server(s).

FIG. 10 illustrates the contents of the Alert Manager Module in one embodiment of the invention.

FIG. 11 illustrates one module-level process of how an alert is generated and handled by the alert configurator.

FIG. 12 illustrates one sequence of acts that occur when the user opens the Log Window.

DETAILED DESCRIPTION OF THE INVENTION

Some alerts (also known as traps) regarding component malfunctions and environment changes in the server may

have a higher priority than others because the network administrator (user) may need to take appropriate action immediately. These high priority alerts may be essential to avoid network disruption or further system damage. Other alerts have a lower priority, which do not require immediate attention. For these alerts, the network administrator may be able to postpone investigation or repair for a more convenient time. Sometimes, the alert may not need investigation at all.

One embodiment of the invention allows the network administrator to configure, manage, and display certain alerts for a network server or a number of network servers. Specifically, the network administrator can enable or disable one or more future alert notifications.

For example, a typical alert may occur when a temperature sensor in the server rises above a predetermined level. If the network administrator does not wish to view temperature alerts, he or she can delete or disable all future notifications of temperature alerts. The network administrator can also enable future temperature alerts for one server and disable it for all other servers, or any combination the administrator chooses.

One embodiment of the invention also creates an entry in a log file of each component malfunction or environment change detected in the server. This log file may be stored in a storage medium such as the computer memory which may include random access memory, volatile memory, non-volatile memory, a hard disk, magnetic memory, optical memory, CD ROM, digital versatile disks and the like. Each log entry may contain the number of the alert, the date of the alert, the time of the alert, the source of the alert, the category of alert, a description of the alert, and details of the alert. The details may contain a recommended course of action for the user. One embodiment of the invention can create these log entries even if the user has disabled the display of the alert. Thus, the user can view the alert log file and keep track of each type of alert and when they occurred.

Architectural Overview

FIG. 1 illustrates a high level architectural overview of a network server management system in accordance with one embodiment of the invention. In one embodiment of the present invention, the alert configurator and manager, hereinafter alert configurator and manager, application is contained in a software module called Maestro Central **107** manufactured by NetFRAME Systems Incorporated of Milpitas, Calif. Maestro Central **107** may be used in a Microsoft Windows environment. Maestro Central **107** sends instructions to the SNMP manager **108**.

In one embodiment of the invention, the client and server computers **102** and **136** are on multi-processor Pentium Pro-based computers having 256 megabytes or more of RAM. It will be apparent to those of ordinary skill in the art, however, that the computers **102** and **136** may be any conventional general purpose single- or multi-chip microprocessor such as a Pentium processor, a Pentium Pro processor, a 8051 processor, a MIPS processor, a Power PC processor, an ALPHA processor, etc. In addition, the computers **102** and **136** may be any conventional special purpose microprocessor such as a digital signal processor or a graphics processor.

At the user (or client) side, the SNMP manager **108** displays data to the user through a communication layer that organizes the data into data structures. The display device at the user station **102** in FIG. 1 may be liquid crystal device, cathode ray tube (CRT) or other suitable display device.

When the SNMP manager **108** receives a command from the user, it calls a standard Windows SNMP Library of objects **112**, which sends messages using an SNMP protocol stack **114**, such as UDP/IP, to the SNMP agent **128** via a network of drivers **116**, adapters **118**, and network medium **120**.

At the server side, the SNMP agent **128** retrieves information regarding malfunctions or certain environment conditions detected in the server **136**. If there is more than one server in the network, then there is preferably an SNMP agent **128** associated with each server.

In one embodiment of the present invention, the server **136** is an NF9008 (also known as NF9000-T) manufactured by NetFRAME Systems Incorporated of Milpitas, Calif. The NF9008 series are fault-tolerant, standards-based servers, which have multiple peripheral component interconnect (PCI) card slots for one or more adapters. In another embodiment of the present invention, the server **136** is an NF9016 (also known as an NF9000-C), which has multiple canisters or fault isolation units (FIU). These canisters are boxes which may each contain more than one PCI adaptor card slots. Multiple card slots and multiple canisters allow the user to remove or add adapters to the server while the server and operating system continue to run.

In one embodiment of the present invention, the SNMP agent **128** retrieves information from device drivers **124** and a self-contained network of distributed service microprocessors called Intrapulse **122**. Intrapulse **122** is manufactured by NetFRAME Systems Incorporated of Milpitas, Calif. This self-contained network continuously monitors and manages the physical environment of the server, regardless of the operational status of the server (a component of the server may be malfunctioning). Malfunctions and environment conditions may include temperature, fan speed, voltage levels, and power supplies. The SNMP agent **128** also sends messages to the SNMP manager **108** via a network of drivers **132**, adapters **134**, and network medium **120**.

Overview of Module-level Structure and Description of Modules

An 'object' as used here and in object-oriented programming is a variable that may comprise both routines (methods) and data. An object is treated as a discrete entity and may have its own address. Some objects, may only contain data and no routines.

An 'alert' as used in this description refers to the definition and description of status messages, the format of status messages, the content of status messages, the generated status messages, the received status messages, and the operational properties of different components.

A 'class' as used here is a blueprint of an object. From a class with specified properties, methods, and functions, the application can create objects with those same properties, methods, and functions. Once the object is created, the application can modify the properties of the object and the data in the object. An application can use multiple objects of the same class. A class may also be used to describe a group of objects sharing the same properties, etc.

Objects and classes are explained in more detail in Object Programming with Visual Basic4 by Joel P. Dehlin and Matthew J. Curland, Microsoft Press, 1996, and Computer Dictionary by collective authors, Microsoft Press, 1991, which are incorporated in its entirety by reference.

In the following description of one embodiment of the invention, a 'module' includes, but is not limited to, software or hardware components which perform certain tasks. Thus, a module may include object-oriented software components,

class components, procedures, subroutines, data structures, segments of program code, drivers, firmware, microcode, circuitry, data, data structures, tables, arrays, etc. In addition, those with ordinary skill in the art will recognize that a module can be implemented using a wide variety of different software and hardware techniques. A module may also mean a published report by a group of experts defining Management Information Base (MIB) objects for a particular area of technology. RFC 1213, *Management Information Base for Network Management of TCP/IP-based Internets: MIB-II*, contains a module defining the basic objects needed to manage a TCP-IP network.

FIG. 2 illustrates a module-level architecture in accordance with one embodiment of the invention. The "start application" block **200** is the first step where all modules and dialog boxes used for one embodiment of the present invention are created. In one embodiment of the invention, this application is a C++ class file called "maestro2.ccp."

The CMain Frame Class **210** creates all the windows and graphical user interfaces used in one embodiment of the present invention. This is also known as the Microsoft Foundation Class (MFC) Document/View Architecture. The Document Class **226** stores the data about the application in data structures. The View Class **228** displays to the user a representation of the data kept in the Document class which are defined by Microsoft Corporation. The use of these classes is explained in more detail in *Inside OLE*, 2d edition, 1995 by Kraig Brockschmidt (p. 720, 814), which is hereby incorporated herein in its entirety by reference.

The Network Map Window Module **212** may perform a number of functions in addition to displaying the Network Map Window **302** as shown in FIG. 3. The Network Map Window Module **212** may also display each server **136** in the network as an icon in the Network Map Window **302**, display each server in the Alert Manager Window **400** (FIG. 4A), and create a list of alerts for each server **136**. The Network Map Window Module **212** may call the EnumServer Module **208** to discover the names and number of servers in the network. The Network Map Window Module **212** may also call the SNMP Module **204** to obtain the list of servers and their alerts in the Alert Manager Table **1002** (FIG. 10) of the Alert Manager Module **202**. This list of alerts is called a Server Alert Module **1004**. Each server **136** has a Server Alert Module **1004**. If there is more than one server **136**, then there is more than one Server Alert Module **1004** in the Alert Manager Table **1002**.

The EnumServer Module **208** stores information, in the memory of the microprocessor **102**. The EnumServer Module **208** is preferably a local module, but it is global in the sense that it is accessible from anywhere in the system. This EnumServer Module **208** identifies the number of servers in the system. For example, if there are multiple servers, the EnumServer Module **208** acts as a repository of server information.

The SNMP Module **204** is a class that encapsulates all the SNMP functions used by one embodiment of the present invention, such as "GET," "GET NEXT," and "SET." The GET function is typically used by the SNMP agent **128** to retrieve non-table SNMP MIB data from the server **136** in response to a request by the SNMP manager **108**. The GET NEXT function is used to retrieve more than one MIB variable, such as a table of variables. Often, a loop is created with GET NEXT until all values are retrieved. The SET function is used by the SNMP agent **128** to change the value of a MIB variable.

In general, a MIB defines the aspects of a system and/or components in the system, such as a disk drive or a memory

module. The MIB may contain numeric identifiers which tell system components how to access each variable. In one embodiment of the invention, the MIB **110** contains a hierarchal collection of variables related to the hardware and software components of the server. Using the MIB variables, the SNMP manager **108** (more specifically, the SNMP Module **204**) creates an information request which is sent to the SNMP agent **128**.

MIB variables are known by those with skill in the art. For example, U.S. Pat. No. 5,471,617 entitled COMPUTER MANAGEMENT SYSTEM AND ASSOCIATED MANAGEMENT INFORMATION BASE issued to Farrand et al. which is hereby incorporated herein in its entirety, describes the operation of a basic MIB in detail.

The SNMP Module **204** also receives alerts from the server **136**. The SNMP Module **204** passes this information to the Alert Manager Module **202** via the SNMP Window Module **206**.

The SNMP Window Module **206** is used to pass messages among applications. The SNMP Window Module **206** allows an application, such as an alert configurator, to communicate with the SNMP itself. The use and operation of an SNMP Window Module **206** is well known to those of ordinary skill in the art.

The Alert Manager Module **202** performs a number of functions: it creates the alert types, registers the alert types for each server in the network, stores information regarding each server's user-selected alerts in an Alert Manager Table **1002** shown in FIG. **10**, and temporarily stores the data related to an incoming alert. This data related to an incoming alert may be displayed in an alert notification window and/or sent to a log file. In one embodiment of the invention, the alert notification window is called the Alert Notification Window **500**, and the log file is managed by a Log Manager Module **224** and a Log Window Entries Module **220**.

The Log Window Entries Module **220** receives information about each detected alert from the Alert Manager Module **202** and adds the entries to a table in the Log Manager Module **224**. The Log Manager Module **224** keeps a list of Log Window Modules, which are entries to be shown in the Log Window **600** (FIG. **6**). The Log Manager Module **224** uses a Log Manager Window Module **222** to display the list of alert entries which may include server name, alert type, the time and date of the alert, their descriptions, and details.

Start Application

FIG. **7** shows the start application process in one embodiment of the present invention. In FIG. **7**, the alert configurator and manager can be accessed after the user starts an application called "maestro2.ccp" (herein referred to as "Maestro" **200**) a C++ class file, as shown in block **702**.

Maestro **200** calls standard Microsoft initialization modules in a block **704** to perform standard housekeeping functions in a block **708**. In a block **710** Maestro **200** also calls or initializes a standard dynamic link library (DLL) such as the Windows SNMP (WinSNMP) DLL (WinSNMP Library) manufactured by American Computer Electronic Corporation. The WinSNMP Library is used to do SNMP transactions while the application Maestro is running. DLLs execute under the Microsoft Windows NT or Windows **95** operating systems.

Maestro **200** also creates (1) a Microsoft Foundation Class Document/View Architecture (MFC Doc/View Architecture) **210** shown in block **720**; (2) an SNMP Module **204** shown in block **714**; (3) an EnumServer Module **208**

shown in block **716**; and (4) an Alert Manager Module **202** shown in block **722**. Each of these modules are further explained in detail below.

The MFC Doc/View Architecture shown in block **720** creates all the windows and graphical user interfaces used in one embodiment of the present invention. This is illustrated in FIG. **8**. Specifically, the WinSNMP Library creates the CMain Frame Class **210**, the Document Class **226**, and the View Class **228** in blocks **800**, **802**, and **804**. As described above, the Document Class **226** keeps the data about the application, and the View Class **228** displays to the user a representation of the data kept in the Document Class **226**. The Main Frame Class **210** creates the Alert Manager Window **400**, the Alert Notification Window **500**, and the Log Window **600**.

As shown in block **806**, the CMainFrame Class **210** also calls the Network Map Window Module **212** to display the Network Map Window **302**. The Network Map Window Module **212** calls the EnumServer Module **208** in a block **810** to discover the number of servers in the network and the names of each server **136** in a block **808**. The EnumServer Module **208** then adds a server icon and server name to the Network Map Window **302** for each server **136** found in a block **814**. The EnumServer Module **208** also adds the names of the servers found in a block **814** to the Alert Manager Table **1004** inside the Alert Manager Module **202** in blocks **818-820**.

For each server **136** found, the Network Map Window Module **212** calls the Alert Manager Module **202** to create and store a list of each server's alerts in the Alert Manager Table **1002** of the Alert Manager Module **202**. This is shown in blocks **818** and **820**. For each alert, there is a textual description, detail, and notify/do not notify status. This list of alerts for each server is called a Server Alert Module **214**. Each server preferably has its own Server Alert Module **214**. The Server Alert Modules **214** are stored within the Alert Manager Table **1002** (FIG. **10**) which is stored within the Alert Manager Module **202**. In other words, if there are two servers, the Alert Manager Table **1002** contains two Server Alert Modules **214**.

The Maestro **200** also creates the SNMP Module **204** in block **714**. And the SNMP Module **204** creates the SNMP Window Module **206** as shown in block **718**. In one embodiment of the invention, the SNMP Window Module **206** interacts with the WinSNMP Library to pass messages between applications. The WinSNMP Library uses a window while transacting SNMP operations. The Maestro application may use a hidden window which is not visible on the user's desktop while the application is running. The SNMP Window Module **206** allows an application, such as an alert configurator, to communicate with the SNMP itself.

Maestro **200** also creates the EnumServer Module **208** shown in block **716**. The EnumServer Module **208** is empty at this point, but it is made global for future access from anywhere in the system. When the application is running, there may be certain information that is constantly extrapolated by different parts of the system. For example, there may be multiple servers that use the same or similar data. This information is stored locally in a central location such as the EnumServer Module **208**. It acts as a repository. In one embodiment of the present invention, the EnumServer Module **208** discovers the names and number of NetFRAME servers on the network and stores this information in an EnumServer Module list as shown in blocks **726** and **732**. The EnumServer Module **208** may also add the names of the servers found to the Alert Manager Table **1004** (FIG. **10**).

Maestro **200** also creates the Alert Manager Module **202** as shown in block **722**. The Alert Manager Module **202** performs a number of functions: it creates the alert types; registers the alert types for each server **136** in the network; stores information regarding each server's user-selected alerts in an Alert Manager Table **1002** shown in FIG. **10**; calls the Alert Manager Dialog Module **216** to display the Alert Manager Window **400** (FIG. **4A**) and loads information regarding each server and its alerts as shown in block **724** and block **730**; temporarily stores the data related to an incoming alert; and calls the Alert Flash Dialog Module **218** to display an alert notification (FIG. **5**). The Alert Manager Table **1002** keeps track of (1) the names of each server **136**, (2) the alerts associated with each server **136**, and (3) the notify/do not notify status of each alert for each server **136**.

After the user starts the Maestro application **200**, the user can access the alert configurator and manager software application from the Network Map Window **302** in FIG. **3**. The user clicks and pulls down the "Window" menu **304** and selects the "Alert Window" item **308**. When "Alert Window" **308** is selected, the SNMP manager **108** displays an "Alert Manager" Window **400** as shown in FIG. **4A**.

Alert Types in One Embodiment of the Invention

In one embodiment of the present invention, there are eight alert types that may be generated by an SNMP agent **128** in connection with a fault-tolerant server such as the NetFRAME NF9000. These eight alerts are defined in the NF9000 server's customized MIB **110** (FIG. **1**). It will be apparent to those of ordinary skill in the art, however, that other alerts related to a server may be used in a server management system.

In one embodiment of the present invention, the first alert type is identified by the MIB variable "trapCpu" and assigned the identifier **1.3.6.1.4.1.837.2.1.1** in the server's MIB **110**. This alert type reports the number of a CPU (cpuNumber) that failed because of high temperature and/or low power. When trapCpu is sent from the SNMP agent **128** to the SNMP manager **108**, the information stored in the trapCpu variable itself is actually the value of the MIB variable "cpuNumber" for that particular CPU. The MIB variable cpuNumber is used here to identify the number of the CPU that failed.

For example, for CPU number **2** in the server, the value of variable "cpuNumber" is equal to **2**. When CPU number **2** fails, the SNMP agent **128** sends a "trapCpu" message to the SNMP manager **108**. Within that "trapCpu" variable is the value of the "cpuNumber" which is equal to **2**. This number can be used by the SNMP Module **204** to index a cpuTable and retrieve more information on the failed CPU.

The second alert type is identified by the MIB variable "trapSystemBoardFan" and assigned the identifier **1.3.6.1.4.1.837.2.1.2** in the server's MIB **110**. This alert type reports the number of a failed system board fan (coolingFanNumber). A fan 'fails' when the speed of that fan drops below a predetermined minimum speed in the MIB variable "coolingFanMinSpeed." This variable can be set/modified by the user. When trapSystemBoardFan is sent from the SNMP agent **128** to the SNMP manager **108**, the information stored in the trapSystemBoardFan variable itself is actually the value of the MIB variable "coolingFanNumber" for that particular fan. The MIB variable coolingFanNumber is used here to identify the number of the fan that failed. This number can be used by the SNMP Module **204** to index a coolingFanTable and retrieve more information on the failed fan.

The third alert type is identified by the MIB variable "trapTemperature" and assigned the identifier **1.3.6.1.4.1.837.2.1.3** in the server's MIB **110**. This alert type reports the number of a temperature sensor (coolingSensorNumber) that detected a "normal" to "warning" transition. More specifically, the temperature sensor detected a temperature above the "warning" level defined by the MIB variable "coolingAlertTemperature." This variable can be set/modified by the user. When trapTemperature is sent from the SNMP agent **128** to the SNMP manager **108**, the information stored in the trapTemperature variable itself is actually the value of the MIB variable coolingSensorNumber for that particular temperature sensor. The MIB variable coolingSensorNumber is used here to identify the number of the temperature sensor that detected a temperature above the "warning" level. This number can be used by the SNMP Module **204** to index a coolingTemperatureSensorTable and retrieve more information on the temperature sensor.

The fourth alert type is identified by the MIB variable "trapPowerSupply" and assigned the identifier **1.3.6.1.4.1.837.2.1.4** in the server's MIB **110**. This alert type reports the number of a power supply (powerSupplyNumber) that has detected one of four possible conditions: (1) power supply has been extracted; (2) power supply has been inserted; (3) an AC failure meaning the AC state of the power supply is out of tolerance range; or (4) a DC failure meaning the DC state of the power supply is out of tolerance range. In one embodiment of the invention, the server is a NF9008. For an NF9008, AC state information and insertion/extraction events are not available, but a change in DC state may indicate a failure or power supply insertion/extraction.

When trapPowerSupply is sent from the SNMP agent **128** to the SNMP manager **108**, the information stored in the trapPowerSupply variable itself is actually the value of the MIB variable "powerSupplyNumber" for that particular power supply. The MIB variable powerSupplyNumber is used here to identify the number of the power supply that failed. This number can be used by the SNMP Module **204** to index a powerSupplyTable and retrieve more information on the power supply.

The fifth alert type is identified by the MIB variable "trapCanister" and assigned the identifier **1.3.6.1.4.1.837.2.1.5** in the server's MIB **110**. This alert type reports the name of the canister (canisterName) that has been extracted or inserted. This alert type is not available for the NF9008 because the NF9008 does not have any canisters. When trapCanister is sent from the SNMP agent **128** to the SNMP manager **108**, the information stored in the trapCanister variable itself is actually the value of the MIB variable "canisterName" for that particular canister. The MIB variable canisterName is used here to identify the name of the canister that has been extracted or inserted. This name can be used by the SNMP Module **204** to index a canisterTable and retrieve more information on the extracted/inserted canister.

The sixth alert type is identified by the MIB variable "trapAdapter" and assigned the identifier **1.3.6.1.4.1.837.2.1.6** in the server's MIB **110**. This alert type reports the number of an adapter (adapterName) or its driver that malfunctioned. When trapAdapter is sent from the SNMP agent **128** to the SNMP manager **108**, the information stored in the trapAdapter variable itself is actually the value of the variable "adapterNumber" for that particular adapter. The MIB variable adapterNumber is used here to identify the number of the adapter or its driver that failed. This

number can be used by the SNMP Module 204 to index an adapterTable and retrieve more information on the failed adapter or its driver.

The seventh alert type is identified by the variable "trapSlotFan" and assigned the identifier 1.3.6.1.4.1.837.2.1.7 in the server's MIB 110. This alert type reports the number of an I/O slot fan (slotFanNumber) that failed. A fan 'fails' when the speed of that fan drops below a predetermined minimum speed in the MIB variable "slotFanMinSpeed." This variable can be set/modified by the user. When trapSlotFan is sent from the SNMP agent 128 to the SNMP manager 108, the information stored in the trapSlotFan variable itself is actually the value of the variable "slotFanNumber" for that particular slot fan. The MIB variable slotFanNumber is used here to identify the number of the slot fan that failed. This number can be used by the SNMP Module 204 to index a slotFanTable and retrieve more information on the failed fan.

The eighth alert type is identified by the variable "trapCanisterFan" and assigned the identifier 1.3.6.1.4.1.837.2.1.8 in the server's MIB 110. This alert type reports the name of the canister (canisterName) which has at least one fan operating below a predetermined minimum limit allowed. This predetermined minimum speed is defined by the MIB variable "canisterFanMinSpeed." This variable can be set/modified by the user. When trapCanisterFan is sent from the SNMP agent 128 to the SNMP manager 108, the information stored in the trapCanisterFan variable itself is actually the value of the variable "canisterNumber" for that particular canister. The MIB variable canisterNumber identifies the name of the canister with at least one failed fan. This name can be used by the SNMP Module 204 to index a canisterTable and retrieve more information on the failed fan.

The alert types are displayed in the Alert Manager Window 400 shown in FIG. 4A. After each alert type, there is a brief description 412 of the alert type. The descriptions are listed in FIG. 4B. In one embodiment of the invention, the text associated with each type of alert is hardcoded in the application itself, such as Maestro Central 107.

Adding/Deleting One or More Alert Notifications

FIG. 9 shows the process for deleting or disabling one or more alert notifications for one or more servers. The process for adding an alert notification is similar to the process shown in FIG. 9. In a block 900 of FIG. 9, the user can open the Alert Manager Window 400 by clicking and pulling down the "Window" menu 304 and selecting the "Alert Window" item 308 (FIG. 3). When "Alert Window" 308 is selected, the SNMP manager 108 calls the Alert Manager Dialog Module 216 (FIG. 2) and displays an "Alert Manager" Window 400 as shown in FIG. 4A.

In one embodiment of the present invention, the default mode for the SNMP manager 108 is to receive and display/notify the user of all alerts received from all servers. To change the default mode, the user may delete the alert notification for one or more alerts and for one or more servers. This can be done from the Alert Manager Window 400 shown in FIG. 4A. In a block 902, the user can select certain alert types to be deleted by clicking on the alert bell icon 414-428 (FIG. 4A) to the left of each alert type. For example, the user can delete the Adapter Alert 414 and the Canister Alert 416 notifications for one server and delete the CPU Alert 418, the Fan Alert 422, and the Temperature Sensor Alert 428 notifications for another server. In other words, each server can have its own user-configured list of alerts.

When the Alert Manager Window 400 is first displayed, all alert types 410 are listed on the left side with a red bell icon 414 through 428 in one embodiment of the present invention. As shown in block 904, if the user clicks on any of the red bell icons associated with an alert type, that bell icon becomes yellow. For example, if the user wants to delete the Canister Alert 416 notification, the user would click on the red bell next to the Canister Alert 416. The red bell next to Canister Alert 416 turns yellow.

But in one embodiment the alert notification is not deleted immediately; the notification deletion preferably only occurs after the user clicks on the "Delete Notification" button 438 on the right side of the Alert Manager Window 400. Before the user clicks on the "Delete Notification" button 438, the user can click on other alert types to be deleted. After the user finishes selecting all the alert notifications to be deleted, the user clicks on the "Delete Notification" button 438. All alert notifications to be deleted are deleted together. Thus, the user can delete more than one alert notifications for one or all servers with a single command. This is shown in block 906. When the user is finished selecting alert types, the user clicks on the "Delete Notification" button 438 as shown in block 908. In blocks 910-912, the Alert Manager Dialog Module 216 calls the Alert Manager Module 202 (FIG. 2), which finds the servers or servers selected by the user in the Alert Manager Server List. In blocks 914-916, the Alert Manager Module 202 deletes alert notification for the alerts designated by the user in the Alert Manager Table 1000 (FIG. 10) and waits for the next user command.

The process is similar for adding one or more alert notifications for one or more servers. The process described above and shown in FIG. 9 is the same except the bell icon 414 through 428 turns from yellow to red, and the user clicks on the "Add Notification" button 436 instead of the "Delete Notification" button 438.

One embodiment of the present invention also allows the user to add or delete alert notifications for more than one server without reopening the Alert Manager Window 400. After the user selects the alert types to be deleted and clicks on the "Delete Notification" button 438, the Alert Manager Window 400 remains open on the user's desktop. The user can then go to the Server Name box 406 and view a list of servers in the network by clicking and pulling down the scroll-down button 408. The user can then select another server name from the list of servers. The name of this server appears in the Server Name box 406 and the Alert Manager Window 400 displays the alert configuration for this particular server. The user can then add or delete alert notifications for this second server following the steps shown in FIG. 9 and described above. Thus, each server in the network can have its own user-configured list of alerts.

In addition, one embodiment of the present invention allows the user to add or delete one or more alert notifications for all servers at once by clicking in the "All Servers" box 432 and clicking on the "Add Notification" button 436 or the "Delete Notification" button 438. Similarly, the user can add or delete all alert notifications for one or more servers by clicking on the "All Alerts" box 434 and clicking on the "Add Notification" button 436 or the "Delete Notification" button 438.

After the user finishes configuring the server or servers, the user can go back to the Network Map Window 302 by clicking on the "Close" button 440 or the "X" 402 at the top right corner of the Alert Manager Window 400.

Incoming Alert

In general, when an alert is generated as shown in a block 1100 of FIG. 11, the SNMP agent 128 may send two pieces

of information in a protocol data unit to the SNMP manager **108** (FIG. 1): (1) the trap type and (2) the number or name of the individual device where the trap was detected. This is shown in FIG. 11 as block **1102**. The SNMP manager **108** automatically knows which server **136** generated the alert because in any SNMP communication the source address and destination address are part of the message.

The SNMP manager **108** may later go back to the SNMP agent **128** to find other information related to the failed device or environment condition, but this is a separate transaction from the completed alert message.

Specifically, the WinSNMP Library **112** (FIG. 1) receives the alert from the SNMP agent **128** in block **1102**. In block **1104**, the WinSNMP Library **112** notifies the SNMP Window Module **206**. In block **1106**, the SNMP Window Module **206** notifies the SNMP Module **204**. In block **1108**, the SNMP Module **204** in turn goes to the Alert Manager Module **202** and finds the Server Alert Module **214** associated with the server **136** that generated the alert. In block **1110**, the SNMP Module **204** looks for the server name and alert type in the Alert Manager Table **1002** shown in FIG. 10. In block **1114**, if the alert type for that particular server is set on notify user, then the SNMP Module **204** retrieves the alert message associated with that particular alert type. These alert messages are listed in FIG. 4B. In block **116**, the Alert Manager Module **202** then calls the Alert Flash Dialog Module **218** and displays the Alert Notification Window as shown in FIG. 5.

In one embodiment of the invention, the Alert Manager Module **202** temporarily stores the data related to an incoming alert. This data may include the name of the server, the alert type, the time and date of the alert, the description of the alert type, and other details. The details may contain a recommended course of action for the user. The data related to an incoming alert may be displayed in an alert notification window by the Alert Flash Dialog Module **218**. In one embodiment of the invention, the alert notification dialog box is called the Alert Notification Window **500**. This is shown in FIG. 5. The Alert Notification Window **500** displays the name of the server **504**, the date and time of the alert detected **506**, a description of the alert type **510**, and details of the alert **514**. The Alert Notification Window **218** remains on the user's desktop until the user clicks on the "Close" button **508** or the "X" **502** at the top.

The Alert Manager Module **202** also sends the alert information to the Log Manager Module **224** (FIG. 2) which creates or adds a log entry for that alert using the Log Windows Entries Module **220**, as shown in blocks **1118-1120** of FIG. 11.

FIG. 12 illustrates the module-level process of how the user opens the Log Window **600** shown in FIG. 6. The user may open the Log Window **600** the same way the user opens the Alert Manager Window **400** as described above. In one embodiment of the present invention, the user can pull down the "Window" menu **304** from the top of the desktop **300** (FIG. 3) and select the "Log Window" menu item **306**, as shown in block **1200**. In block **1202**, the Network Map Window Module **212** calls the Log Manager Module **224**. In blocks **1204** and **1206**, the Log Manager Module **224** then calls the Log Manager Window Module **222** and the Log Window Entries Module **220** to display the Log Window **600** as shown in FIG. 6.

The Log Window **600** displays the server names **602**, the alert log entry numbers **604**, the dates and times of the alerts **606**, the sources of the alerts **608**, the category of the alerts **610**, the descriptions of the alert types **612**, and details of the

alerts **614**. The user can scroll up or down in the log file with the scroll button **616**. In one embodiment of the invention, the text associated with each type of alert is hardcoded in the application itself, such as Maestro Central **107**.

Advantages of One Embodiment of the Present Invention

One advantage of an embodiment of the present invention is that it avoids unwanted disruptions. This is particularly important in time-critical server management applications. The network administrator may not want to be interrupted in his or her present task every time an SNMP agent **128** detects a minor malfunction or environment change in the server. One embodiment of the present invention allows the user to select the alerts he or she personally believes are important.

For example, a first-time user may wish to view all types of alert notifications because he or she is unfamiliar with the network, the server type, the individual server components or the server manager software. This may be time-consuming, but a first-time user would rather be safe.

On the other hand, a more experienced network administrator may only want to view two or three types of alerts that he or she feels are significant. For instance, in one embodiment of the present invention, the system board fans of the server have at least twice the cooling capacity, which means if one fan ceases to operate another fan can handle the extra load. A more experienced user may wish to see minor malfunctions, such as fan failures, stored in the log file at the end of the week or when he or she has time. This eliminates unwanted disruptions to the administrator's present work.

Another advantage of one embodiment of the claimed invention is its capability to quickly configure a customized list of alert notifications for each server in the network. For example, the user can delete the Adapter Alert **414** and the Canister Alert **416** notifications for one server and delete the Power Supply Alert **424**, the Fan Alert **422**, and the Temperature Sensor Alert **428** notifications for another server. Thus, each server in the network can have its own user-configured list of alerts. This can be very useful if each server has a different environment or purpose in which only certain alert notifications are important and not others.

Furthermore, the user can do this in one window, the Alert Manager Window **400**, at one time without opening and reopening this window. The Alert Manager Window **400** preferably does not close when the user finishes deleting or adding alert notifications. It closes only when the user decides to close it. This saves time and reduces the probability of mistakes.

Another advantage of one embodiment of the present invention is that it saves the network administrator time to look up the type of alert generated. One embodiment of invention creates and displays a dialog box that automatically appears on the user's screen when an alert is received by the server manager. The user does not need to go looking for the alert by opening a dialog box or pulling down a menu item. One embodiment of invention gives the user data about the alert such as a full description of the alert, the time and date it was detected, and further instructions on what to do and the like.

Another advantage of one embodiment of the present invention is that by only sending user-selected alerts, it saves valuable bandwidth on the network. A major goal of network servers and system managers today is to reduce traffic packets on the network. In one embodiment of the invention, the explanatory text for each type of alert and other instruc-

tions is hardcoded into the SNMP manager 108 software. In this embodiment, the only message that the SNMP agent 128 sends is an identifier telling the SNMP manager 108 the type of alert and which server generated the alert. This further reduces traffic bottlenecks on the network and improves response times.

Another advantage of one embodiment of the present invention is that it facilitates removing and adding server components such as PCI boards without shutting down the whole server system (also known as HotPlug and HotAdd).

TABLE A

Incorporation by Reference of Commonly Owned Applications
The following patent applications, commonly owned and filed on the same day as the present application are hereby incorporated herein in their entirety by reference thereto:

Title	Application No.	U.S. Pat. No.	Attorney Docket No.
"System Architecture for Remote Access and Control of Environmental Management"	08/942,160	6,266,721	MNFRAME.002A1
"Method of Remote Access and Control of Environmental Management"	08/942,215	6,189,109	MNFRAME.002A2
"System for Independent Powering of Diagnostic Processes on a Computer System"	08/942,410	6,202,160	MNFRAME.002A3
"Method of Independent Powering of Diagnostic Processes on a Computer System"	08/942,320	6,134,668	MNFRAME.002A4
"Diagnostic and Managing Distributed Processor System"	08/942,402	6,338,150	MNFRAME.005A1
"Method for Managing a Distributed Processor System"	08/942,448	6,249,885	MNFRAME.005A2
"System for Mapping Environmental Resources to Memory for Program Access"	08/942,222	6,122,758	MNFRAME.005A3
"Method for Mapping Environmental Resources to Memory for Program Access"	08/942,214	6,199,173	MNFRAME.005A4
"Hot Add of Devices Software Architecture"	08/942,309	6,499,073	MNFRAME.006A1
"Method for The Hot Add of Devices"	08/942,306	6,247,080	MNFRAME.006A2
"Hot Swap of Devices Software Architecture"	08/942,311	6,192,434	MNFRAME.006A3
"Method for The Hot Swap of Devices"	08/942,457	6,304,929	MNFRAME.006A4
"Method for the Hot Add of a Network Adapter on a System Including a Dynamically Loaded Adapter Driver"	08/943,072	5,892,928	MNFRAME.006A5
"Method for the Hot Add of a Mass Storage Adapter on a System Including a Statically Loaded Adapter Driver"	08/942,069	6,219,734	MNFRAME.006A6
"Method for the Hot Add of a Network Adapter on a System Including a Statically Loaded Adapter Driver"	08/942,465	6,202,111	MNFRAME.006A7

TABLE A-continued

Incorporation by Reference of Commonly Owned Applications
The following patent applications, commonly owned and filed on the same day as the present application are hereby incorporated herein in their entirety by reference thereto:

Title	Application No.	U.S. Pat. No.	Attorney Docket No.
"Method for the Hot Add of a Mass Storage Adapter on a System Including a Dynamically Loaded Adapter Driver"	08/962,963	6,179,486	MNFRAME.006A8
"Method for the Hot Swap of a Network Adapter on a System Including a Dynamically Loaded Adapter Driver"	08/943,078	5,889,965	MNFRAME.006A9
"Method for the Hot Swap of a Mass Storage Adapter on a System Including a Statically Loaded Adapter Driver"	08/942,336	6,249,828	MNFRAME.006A10
"Method for the Hot Swap of a Network Adapter on a System Including a Statically Loaded Adapter Driver"	08/942,459	6,170,028	MNFRAME.006A11
"Method for the Hot Swap of a Mass Storage Adapter on a System Including a Dynamically Loaded Adapter Driver"	08/942,458	6,173,346	MNFRAME.006A12
"Method of Performing an Extensive Diagnostic Test in Conjunction with a BIOS Test Routine"	08/942,463	6,035,420	MNFRAME.008A
"Apparatus for Performing an Extensive Diagnostic Test in Conjunction with a BIOS Test Routine"	08/942,163	6,009,541	MNFRAME.009A
"Configuration Management Method for Hot Adding and Hot Replacing Devices"	08/941,268	6,148,355	MNFRAME.010A
"Configuration Management System for Hot Adding and Hot Replacing Devices"	08/942,408	6,243,773	MNFRAME.011A
"Apparatus for Interfacing Buses"	08/942,382	6,182,180	MNFRAME.012A
"Method for Interfacing Buses"	08/942,413	5,987,554	MNFRAME.013A
"Computer Fan Speed Control Device"	08/942,447	5,990,582	MNFRAME.016A
"Computer Fan Speed Control Method"	08/942,216	5,962,933	MNFRAME.017A
"System for Powering Up and Powering Down a Server"	08/943,076	6,122,746	MNFRAME.018A
"Method of Powering Up and Powering Down a Server"	08/943,077	6,163,849	MNFRAME.019A
"System for Resetting a Server"	08/942,333	6,065,053	MNFRAME.020A
"Method of Resetting a Server"	08/942,405	6,330,690	MNFRAME.021A
"System for Displaying Flight Recorder"	08/942,070	6,138,250	MNFRAME.022A

TABLE A-continued

Incorporation by Reference of Commonly Owned Applications
The following patent applications, commonly owned and filed on the same day as the present application are hereby incorporated herein in their entirety by reference thereto:

Title	Application No.	U.S. Pat. No.	Attorney Docket No.
"Method of Displaying Flight Recorder"	08/942,068	6,073,255	MNFRAME.023A
"Synchronous Communication Interface"	08/943,355	6,219,711	MNFRAME.024A
"Synchronous Communication Emulation"	08/942,004	6,068,661	MNFRAME.025A
"Software System Facilitating the Replacement or Insertion of Devices in a Computer System"	08/942,317	6,134,615	MNFRAME.026A
"Method for Facilitating the Replacement or Insertion of Devices in a Computer System"	08/942,316	6,134,614	MNFRAME.027A
"System Management Graphical User Interface"	08/943,357	Abandoned	MNFRAME.028A
"Display of System Information"	08/942,195	6,046,742	MNFRAME.029A
"Data Management System Supporting Hot Plug Operations on a Computer"	08/942,129	6,105,089	MNFRAME.030A
"Data Management Method Supporting Hot Plug Operations on a Computer"	08/942,124	6,058,445	MNFRAME.031A
"Alert Configurator and Manager"	08/942,005	6,425,006	MNFRAME.032A
"Managing Computer System Alerts"	08/943,356	Pending	MNFRAME.033A
"Computer Fan Speed Control System"	08/940,301	6,247,898	MNFRAME.034A
"Computer Fan Speed Control System Method"	08/941,267	Pending	MNFRAME.035A
"Black Box Recorder for Information System Events"	08/942,381	6,269,412	MNFRAME.036A
"Method of Recording Information System Events"	08/942,164	6,282,673	MNFRAME.037A
"Method for Automatically Reporting a System Failure in a Server"	08/942,168	6,243,838	MNFRAME.040A
"System for Automatically Reporting a System Failure in a Server"	08/942,384	6,170,067	MNFRAME.041A
"Expansion of PCI Bus Loading Capacity"	08/942,404	6,249,834	MNFRAME.042A
"Method for Expanding PCI Bus Loading Capacity"	08/942,223	6,195,717	MNFRAME.043A
"System for Displaying System Status"	08/942,347	6,145,098	MNFRAME.044A
"Method of Displaying System Status"	08/942,071	6,088,816	MNFRAME.045A
"Fault Tolerant Computer System"	08/942,194	6,175,490	MNFRAME.046A
"Method for Hot Swapping of Network Components"	08/943,044	6,324,608	MNFRAME.047A

TABLE A-continued

Incorporation by Reference of Commonly Owned Applications
The following patent applications, commonly owned and filed on the same day as the present application are hereby incorporated herein in their entirety by reference thereto:

Title	Application No.	U.S. Pat. No.	Attorney Docket No.
"A Method for Communicating a Software Generated Pulse Waveform Between Two Servers in a Network"	08/942,221	6,163,853	MNFRAME.048A
"A System for Communicating a Software Generated Pulse Waveform Between Two Servers in a Network"	08/942,409	6,272,648	MNFRAME.049A
"Method for Clustering Software Applications"	08/942,318	6,134,673	MNFRAME.050A
"System for Clustering Software Applications"	08/942,411	6,363,497	MNFRAME.051A
"Method for Automatically Configuring a Server after Hot Add of a Device"	08/942,319	6,212,585	MNFRAME.052A
"System for Automatically Configuring a Server after Hot Add of a Device"	08/942,331	6,263,387	MNFRAME.053A
"Method of Automatically Configuring and Formatting a Computer System and Installing Software"	08/942,412	6,154,835	MNFRAME.054A
"System for Automatically Configuring and Formatting a Computer System and Installing Software"	08/941,955	6,138,179	MNFRAME.055A
"Determining Slot Numbers in a Computer"	08/942,462	6,269,417	MNFRAME.056A
"System for Detecting Errors in a Network"	08/942,169	6,208,616	MNFRAME.058A
"Method of Detecting Errors in a Network"	08/940,302	6,052,733	MNFRAME.059A
"System for Detecting Network Errors"	08/942,407	6,105,151	MNFRAME.060A
"Method of Detecting Network Errors"	08/942,573	6,134,678	MNFRAME.061A

What is claimed:

1. A method of monitoring alerts regarding the status of components in a computer, comprising the acts of:
 - displaying a plurality of alert types to a user in a graphic display, each of said alert types corresponding to a status of components in the computer;
 - receiving a plurality of unfiltered alerts, each of said alerts corresponding to an alert type;
 - allowing a user to selectively disable or enable automatic display of one or more of said alerts to the user by selecting or deselecting a corresponding alert type in said graphic display; and
 - recording status information associated with said alerts in a storage medium.
2. The method of claim 1 further comprising an act of storing whether each of said alerts is disabled or enabled to be displayed to the user in a plurality of variables.

19

3. The method of claim 2, further comprising an act of storing information about said disabled alerts in said storage medium at a user computer.

4. The method of claim 1, further comprising an act of storing, at a user computer, a recommended course of action associated with said alerts.

5. The method of claim 1 further comprising an act of generating a user interface which allows a user to select one or more of said alerts to be displayed to the user by providing a description of said alerts.

6. The method of claim 5 wherein said user interface enables said selected alerts to be displayed to the user in response to an enable command by the user.

7. The method of claim 5 wherein said user interface disables said selected alerts from being displayed to the user in response to a disable command by the user.

8. The method of claim 6 further comprising an act of displaying said enabled alerts in an alert notification window to the user.

9. The method of claim 8 wherein said act of displaying displays the name of a component associated with one of said alerts.

10. The method of claim 8, wherein said act of displaying includes displaying a recommended course of action associated with one of said alerts.

11. The method of claim 4, further comprising the act of displaying a recommended course of action associated with said alerts to the user.

12. The method of claim 7, wherein said user interface allows the user to enable alerts to be displayed to the user which have been previously disabled from being displayed to the user in response to a disable command by the user.

13. A method of monitoring the operational status of components in a computer comprising the acts of:

generating a notification about the status of at least one component in the computer, said notification comprising a first code which contains data about said component, said first code having a first data length; receiving said notification unfiltered at a remote computer;

allowing a user to selectively disable or enable automatic display of said notification by selecting or deselecting a corresponding notification type in a graphic display; and

transforming said notification into an automatically displayed user-friendly display message comprising a second data length, wherein said second data length is significantly greater than said first data length.

14. The method of claim 13 including an act of sending on a computer network, said notification to said remote computer.

15. The method of claim 14 wherein said act of sending performs a Simple Network Management Protocol transaction.

16. The method of claim 13 wherein said first code contains an index and wherein said act of transforming uses said index to identify said user-friendly display message.

17. The method of claim 16 wherein said index is pre-defined by a management information base.

18. The method of claim 17 wherein said management information base associates information about said component with said index.

19. The method of claim 18 wherein said act of transforming includes using said information about said component from said management information base to generate said user-friendly display message.

20. The method of claim 13 further comprising an act of displaying a description of said notification.

20

21. The method of claim 13 further comprising an act of displaying a recommended course of action for said notification.

22. The method of claim 13, further comprising the act of allowing a user to enable or disable the display of said user-friendly display message.

23. A method of monitoring the operational status of components in a computer comprising the acts of:

providing a management information base which is configured to associate a plurality of indexes with different operational parameters related to said components;

generating at least one alert, said alert providing information about a change in an operational parameter in at least one component, said alert comprising one index of said indexes which identifies at least one of said operational parameters;

receiving said alert unfiltered from the computer;

allowing a user to selectively disable or enable automatic processing of said alert by selecting or deselecting a corresponding alert type in a graphic display; and

transforming said index in said alert into an automatically displayed user-friendly display message.

24. The method of claim 23, wherein said index is a variable in said first management information base.

25. The method of claim 24, wherein said variable is compatible with a computer network which performs Simple Network Management Protocol transactions.

26. The method of claim 23, further comprising the act of allowing a user to enable or disable the display of said user-friendly display message.

27. A method of displaying a system management user interface comprising the acts of:

providing at least one computer having a plurality of components;

generating a plurality of alerts, said alerts associated with the monitoring of status information about said plurality of components;

displaying said alerts on a manager computer;

allowing a user to select at least two of said alerts; and disabling or enabling the automatic display of said selected alerts to the user in response to a single command from the user, said single command corresponding to a deselection or selection of an alert type in a graphic display by said user.

28. The method of claim 27 wherein said act of disabling disables the display of a combination of said alerts in response to a single command.

29. The method of claim 27 wherein said alerts are associated with the status of a plurality of components in a plurality of network servers.

30. The method of claim 27, wherein said act of allowing a user to select at least two of said alerts allows the selection of at least two alerts corresponding to at least two network servers.

31. The method of claim 27 wherein said act of displaying organizes a subset of said alerts into a processor group.

32. The method of claim 27 wherein said act of displaying organizes some of said alerts into a cooling group.

33. The method of claim 27 wherein said act of displaying organizes some of said alerts into a temperature group.

34. The method of claim 27 wherein said act of displaying organizes some of said alerts into a power supply group.

35. The method of claim 27 wherein said act of displaying organizes some of said alerts relates into a fault isolation group.

21

36. The method of claim **27**, further comprising the act of allowing a user to enable the display of an alert which has been previously disabled for display by the user.

37. The method of claim **22**, further comprising the act of allowing a user to enable the display of a user-friendly display message which has been previously disabled for display by the user. 5

22

38. The method of claim **36**, further comprising the act of allowing a user to enable the display of a user-friendly display message which has been previously disabled for display by the user.

* * * * *