



Subnet Mask: _____
 Gateway: _____
 Router/Hub/Switch Make/Model: _____
 Notes: _____

SST Configure: _____
 Return Level at Optical Receiver: _____
 Loss from Optical Receiver to SST: _____
 Node Names: _____
 Return Sweep Frequencies (8): _____
 Min or Max Alarm settings: _____

Clients per Server

- Clients to Server are limitless
- Clients to SST are limited to eight concurrent client connections on any one SST

SST's per Server

- Recommend 300 SST's maximum per Server which is 4800 nodes

Support

- On site or remote via Webex
- Dell Next Business Day - Parts and Labor On-Site Response 3 years on the Server
- Remote control of the Server from the Trilithic main office to train or answer any questions or concerns

Connection Speed Between Server, SST's, & Clients

- 10Mbps minimum

Viewer II Client Requirements

To operate the Viewer II client software, you need the following minimum requirements:

- 1 GHz Pentium-III or higher (2 GHz Pentium IV or higher recommended)
- 256 MB RAM
- 2 GB free disk space
- Windows 2000, Windows XP, or Windows Server 2003
- Color monitor running at 256 colors or higher, 1024x768 minimum screen resolution
- High-speed Internet connection
- Windows compatible keyboard and mouse

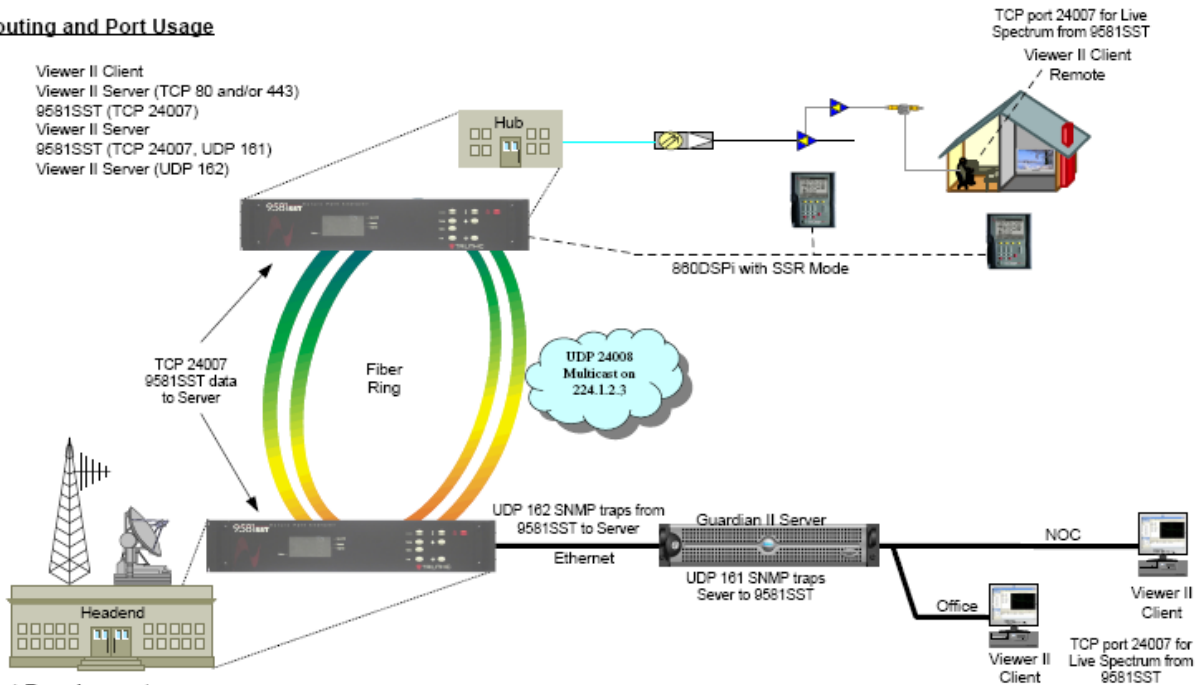
For Additional Help Contact
 Trilithic Applications Engineering
 1-800-344-2412 or 317-895-3600
support@trilithic.com or
www.trilithic.com

SST & Viewer II Server IP Installation Checklist
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Routing and Port Usage

Routing and Port Usage

- Viewer II Client
- Viewer II Server (TCP 80 and/or 443)
- 9581SST (TCP 24007)
- Viewer II Server
- 9581SST (TCP 24007, UDP 161)
- Viewer II Server (UDP 162)



Port Requirements

If port-level packet filtering of any kind is present at any point in the network environment, e.g. firewalls, TCP/IP filtering, network switch or router filtering, the following summarizes the TCP/UDP ports that must be opened. Additionally, to allow for planned future enhancements in automatic detection and status of networked components, it is recommended that network switches and/or routers be configured to pass UDP multicast on address 224.1.2.3, port 24008.

- | | | | |
|--|---|--|---|
| <ul style="list-style-type: none"> • Viewer II Server ○ Incoming ▪ TCP 80 (HTTP Services) ▪ TCP 443 (HTTPS Secure Services) ▪ UDP 162 (SNMP Traps) UDP 24008 (Multicast Awareness) | <ul style="list-style-type: none"> • Viewer II Server ○ Outgoing ▪ TCP 24007 (SST Data) ▪ UDP 161 (SNMP) UDP 24008 (Multicast Awareness) | <ul style="list-style-type: none"> • Viewer II Client ○ Incoming ▪ UDP 24008 (Multicast Awareness) ○ Outgoing ▪ TCP 80 (HTTP Services) ▪ TCP 443 (HTTPS Secure Services) ▪ TCP 24007 (SST Live Spectrum) UDP 24008 (Multicast Awareness) | <ul style="list-style-type: none"> • 9581SST ○ Incoming ▪ TCP 24007 (SST Live Spectrum & Data) ▪ UDP 161 (SNMP) ▪ UDP 24008 (Multicast Awareness) ○ Outgoing ▪ UDP 162 (SNMP Traps) UDP 24008 (Multicast Awareness) |
|--|---|--|---|

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