

3.14 RMC Commands

The remote management console supports setup commands and commands for remotely managing the system.

```
clear {alert, port}
disable (alert, reboot, remote)
enable (alert, reboot, remote)
halt {in, out}
hangup
help or ?
power {on, off}
quit
reset
send alert
set {alert, com1_mode, dial, escape, init, logout, password, user, wdt}
status
```

Command Conventions

Observe the following conventions for entering RMC commands:

- Enter enough characters to distinguish the command.

NOTE: *The **reset** and **quit** commands are exceptions.
You must enter the entire word for these
commands to work.*

- For commands consisting of two words, enter the entire first word and at least one letter of the second word. For example, you can enter **disable a** for **disable alert**.
- For commands that have parameters, you are prompted for the parameter.
- Use the Backspace key to erase input.
- If you enter a nonexistent command or a command that does not follow conventions, the following message is displayed:

*** ERROR - unknown command ***

- If you enter a string that exceeds 14 characters, the following message is displayed:

*** ERROR - overflow ***

-

3.14.1 clear alert

The clear alert command clears the current alert condition and causes the RMC to stop paging the system operator at the remote location.

If the alert is not cleared, the RMC continues to page the remote operator every 30 minutes if both remote access and alerts are enabled.

The **clear alert** command clears the current alert so that the RMC can capture a new alert. The last alert is stored until a new event overwrites it. The Alert Pending field of the status command becomes NO after the alert is cleared.

Syntax: **clear alert**

3.14.2 clear port

The clear port command uses the console port modem control signals to clear any “stuck” conditions on the system’s COM1 port.

The **clear port** command attempts to free the port by resetting all UARTs controlled by the RMC if the port is currently locked by an application program, without resetting the entire system.

Syntax: **clear port**

NOTE: *This command also causes the modem to disconnect.*

3.14.3 disable alert

The disable alert command disables the RMC from paging a remote system operator.

Monitoring continues and alerts are still logged in the Last Alert field of the **status** command, but alerts are not sent to the remote operator.

Syntax: **disable alert**

3.14.4 disable remote

The disable remote command disables remote access to the RMC modem port and disables automatic dial-out alerts.

Syntax: **disable remote**

3.14.5 enable alert

The enable alert command enables the RMC to page a remote system operator.

Before you can enter the enable alert command, you must configure remote dial-in and call-out, set an RMC password (**set password** command), and enable remote access (**enable remote** command) to the RMC modem port.

Syntax: **enable alert**

Example:

```
RMC> set dial
Dial String: atxd9,15085553333
RMC> set alert
Alert String: ,,,5085554444#;
RMC> enable alert
          Modem will be enabled when it
is connected
```

The system notifies you that when you connect the modem (after disconnecting the serial terminal at the COM1 port), the alert will be enabled. Before you connect the modem, you can issue the **status** command to see if the Alert Enable field is set to Enabled.

If the **enable alert** command fails, the following error message is displayed:

```
*** ERROR - enable failed ***
```

3.14.6 enable remote

The enable remote command enables remote access to the RMC modem port by configuring the modem with the setting stored in the initialization string.

This command also allows the RMC to automatically dial the phone number set with the **set dial** command upon detection of alert conditions.

Before you can enter the enable remote command, you must configure remote dial-in by setting an RMC password (**set password** command) and initialization string. The **enable remote** command remains in effect until you enter the **disable remote** command.

Syntax: **enable remote**

Example:

```
RMC> set password
RMC Password: ****
Verification: ****
RMC> set init
Init String: AT&F0E0V0X0S0=2
RMC> enable remote
      Modem will be enabled when it
      is connected
```

The system notifies you that when you connect the modem (after disconnecting the serial terminal at the COM1 port), remote access will be enabled. Before you connect the modem, you can issue the **status** command to see if the Remote Access field is set to Enabled.

If the **enable remote** command fails, the following error message is displayed:

```
*** ERROR - enable failed ***
```

3.14.7 halt (in/out)

You can issue a **halt** to a monitored system from RMC using console monitor commands. The effect of this command depends on the setting of the HALT/RESET jumper on the motherboard. See Section 3.8 for a full discussion of this feature.

The **halt in** command is equivalent to pressing the Halt button on the control panel. The effect depends on which operating system you are running, and how the Halt/Reset switch is set. The default settings are:

Operating System	Function
 OpenVMS and Tru64 UNIX	Suspends the operating system and returns control to the SRM or RMC console.

The operator at the control panel can override the **halt in** command by pressing the Power button.

Syntax: **halt in**
 halt out

Example:

```
RMC> halt in
Returning to COM port
```

You cannot use **halt out** to release a halt if the Halt button on the control panel is latched in. If you issue the command, the following message is displayed:

```
RMC> halt out
Halt button is IN
```

3.14.8 hangup

The hangup command terminates the modem session.

If you do not issue the **hangup** command, the session is disconnected automatically after a period of idle time set by the **set logout** command. The default is 20 minutes

Syntax: **hangup**

3.14.9 help or ?

The help or ? command displays the RMC command set.

Syntax: **help or ?**

Example:

```
RMC> help
clear {alert, port}
disable {alert, reboot, remote}
enable {alert, reboot, remote}
halt {in, out}
hangup
help or ?
power {off, on}
quit
reset
send alert
set {alert, com1_mode, dial, escape, init, logout,
password, user, wdt}
status
```

3.14.10 power off

The power off command is equivalent to turning off the system power from the control panel.

If the system is already powered off, this command has no effect. You can override the **power off** command either by issuing a **power on** command or by toggling the Power button on the control panel.

Syntax: **power off**

3.14.11 power on

The power on command is equivalent to turning on the system power from the control panel.

If the system is already powered on, this command has no effect. After the **power on** command is issued, the user's terminal exits the RMC and reconnects to the system's COM1 port.

Syntax: **power on**

Example:

```
RMC> power on  
Returning to COM port
```

The **power on** command does not turn on the system if the Power button on the control panel is in the OFF position. Check the Power button if you issue the **power on** command and receive the following message:

```
RMC> power on  
Failed to power on.
```

3.14.12 quit

The quit command exits RMC from a serial terminal and returns the user's terminal to the system's COM1 port.

You must enter the entire word for the command to take effect.

Syntax: **quit**

Example:

```
RMC> quit  
Returning to COM port
```

3.14.13 reset

The reset command is equivalent to pushing the Reset button on the control panel.

The **reset** command restarts the system. The terminal exits RMC and reconnects to the server's COM1 port. You must enter the entire word for the command to take effect.

Syntax: **reset**

Example:

```
RMC> reset  
Returning to COM port
```

3.14.14 send alert

The send alert command forces an alert condition.

This command is used to test the setup of the alert dial-out function, sending an alert condition to the pager or the phone.

However, since your serial terminal is connected while you are entering the command, initially the alert will not be able to be sent. When the RMC cannot page the operator, it may be that the modem or terminal is in use. The RMC waits approximately 30 minutes, and then resends the alert. This allows you to connect the modem, and wait for the alert string.

If the pager does not receive the alert after a half an hour, re-check your setup.

Syntax: **send alert**

Example:

```
RMC> send alert  
Alert detected!
```

3.14.15 set alert

The set alert command sets the alert string that is transmitted through the modem when an alert condition is detected.

Set the alert string to the phone number of the modem connected to the remote system. The alert string is appended after the dial string, and the combined string is sent to the modem.

The alert string cannot exceed 63 characters, and consists of the following elements:

- ,,,,,, Each comma (,) provides a 2-second delay. In this example, a delay of 12 seconds is set to allow the paging service to answer.
- 5085554444#** A call-back number for the paging service. The alert string must be terminated by the pound (#) character.
- ; A semicolon (;) must be used to terminate the entire string.

The example shown below is generic. Because paging services vary, be sure to listen to the options provided by the paging service to determine the appropriate delay and the menu options.

Syntax: **set alert**

Example:

```
RMC> set alert
alert> ,,,,,,,5085551212#;
```

3.14.16 set com1_mode

The **set com1_mode** command specifies the COM1 data flow paths, so that data either passes through the RMC or bypasses it. See Section 3.3 for descriptions of the RMC modes.

Syntax: **set com1_mode** *value*

where *value* can be:

- | | |
|--------------------|--|
| snoop | Data partially bypasses the RMC, but the RMC taps into the data lines and listens passively for the RMC escape sequence. |
| soft_bypass | Data bypasses RMC, but the RMC switches automatically into snoop mode if an alert condition or loss of carrier occurs. |
| Firm_bypass | Data bypasses the RMC. The RMC is effectively disabled. |

Example:

```
>>> set com1_mode  
COM1_MODE (SNOOP, SOFT_BYPASS,  
FIRM_BYPASS)
```

3.14.17 set dial

The set dial command sets the dial string to be used by the RMC to dial out when an alert condition occurs.

The dial string must be in the correct format for the attached modem. If a paging service is to be contacted, the dial string must include the appropriate modem commands to dial the number, wait for the line to connect, and send the appropriate touch tones to leave a pager message. The dial string is limited to 31 characters.

Because the modem commands do not allow mixed cases, the RMC converts all alphabetic characters in the dial string to uppercase.

Syntax: **set dial**

Example:

```
RMC> set dial  
Dial String: ATXDT15085553333
```

where:

ATXDT AT = Attention.

X = Forces the modem to dial “blindly” (not seek the dial tone). Enter this character if the dial-out line modifies its dial tone when used for services such as voice mail.

D = Dial

T = Tone (for touch-tone)

9, The number for an outside line (in this example, 9). Enter the number for an outside line if your system requires it.

, = Pause for 2 seconds.

15085553333 Phone number of the paging service. (In this example it is 1– area code 508 – exchange 555 – number 3333.)

3.14.18 set escape

The set escape command changes the escape sequence used for invoking the RMC.

The escape sequence can be any character string, not to exceed 14 characters. A typical sequence consists of two or more control characters. It is recommended that control characters be used in preference to ASCII characters. Use the **status** command to verify the escape sequence.

Be sure to record the new escape sequence. If you forget the escape sequence, you must reset the RMC to the factory defaults. See Section 3.12 for information on setting the RMC to the factory defaults.

The following example consists of two instances of the Esc key and the letters “FUN.” The “F” is not displayed when you set the sequence because it is preceded by the escape character. Enter the **status** command to see the new escape sequence.

Syntax: **set escape**

Example:

```
RMC> set escape
Escape Sequence: un
RMC> status
.
.
.
Escape Sequence: ^[ ^[ FUN
```

3.14.19 set init

The set init command sets the modem initialization string.

The initialization string is limited to 31 characters and can be modified depending on the type of modem used.

Syntax: **set init**

Example:

```
RMC> set init  
Init String: at&f0e0v0x0s0=2  
RMC>
```

Because the modem commands do not allow mixed cases, the RMC converts all alphabetic characters entered in the init string to uppercase.

The RMC configures the modem's flow control according to the setting of the SRM **com1_flow** environment variable. The RMC also enables the modem carrier detect feature to monitor the modem connectivity.

3.14.20 set logout

The set logout command sets the amount of time before the RMC terminates an inactive modem connection. The default is 20 minutes.

The settings are in tens of minutes, 0–9. The zero (0) setting disables logout. With logout disabled, the RMC never disconnects the idle modem session.

The following example sets the logout timer to 50 minutes.

Syntax: **set logout**

Example:

```
RMC> set logout  
Logout Time (0-9 tens of minutes): 5
```

3.14.21 set password

The set password command allows you to set or change the password that is prompted for at the beginning of a modem session.

A password must be set to enable access through a modem. The string cannot exceed 14 characters. For security, the password is not echoed on the screen. When prompted for verification, type the password again. If you mistype, reenter the **set password** command.

Syntax: **set password**

Example:

```
RMC> set pass  
RMC Password: ****  
Verification: ****  
****ERROR - Verification failed, password  
is not set***  
RMC> set pass  
RMC Password: ****  
Verification: ****
```

3.14.22 set user

The set user command allows you to set a user string to be displayed in the status command.

You may want to make notes regarding the system. The string is limited to 63 characters and is displayed in the User String field when you enter the **status** command. In this example, the operator leaves a reminder that the power supply needs to be replaced.

Syntax: **set user**

Example:

```
RMC> set user  
User String: need to replace P/S
```

3.14.23 **set wdt**

The watchdog timer is a value up to 60 seconds, in increments of 10, set by the user, that can be used by software. This feature is not currently used in any applications or operating systems.

Syntax: **set wdt**

Example:

```
RMC> set wdt
```

3.14.24 **status**

The status command displays the system status and the current RMC settings.

Table 3–2 describes each field of the **status** command output.

Syntax: **status**

Example: See Section 3.6 for an example of the status command output.