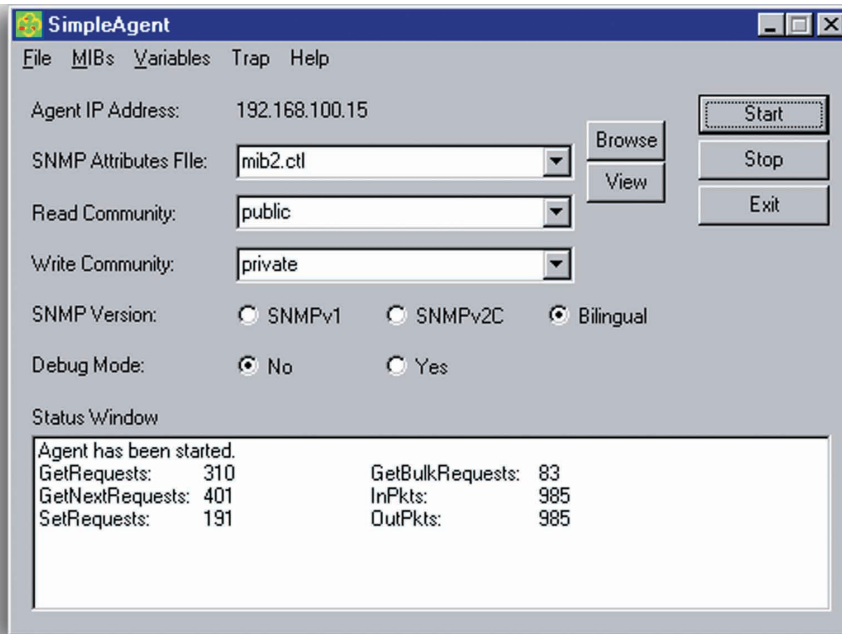# SimpleAgent™

SNMP Agent Simulator

*Fig1:
Screen shot of the
SimpleAgent
processing
incoming
Get/GetNext/Set/
GetBulk SNMP
requests.*

Overview:

The **SimpleAgent** is an easy to use, SNMP **agent simulator** that supports **the MIBs you want, with just a few mouse clicks**. Given the MIB definition files, it can either **create default variables** on its own or **learn variables** from an existing agent. All SNMP operations (Get/GetNext/Set/GetBulk/Traps/Notifications) are supported.

The **SimpleAgent** can significantly shorten your time-to-market by providing a simulated agent environment **that supports network management application development**, even while the agent to be managed is partially implemented or absent. The SimpleAgent is also ideal for **demonstrating** the capabilities of network management applications at tradeshows and customer sites in the absence of bulky networking hardware. Management applications can be more completely **tested**, as all the variables returned by the agent can be controlled. Alarm Management applications can also be tested by making the agent emit **any** SNMP trap or notification on demand.

The SimpleAgent can simulate one SNMP Agent at a time. For more advanced network management environment simulation, **SimpleAgentPro®** is capable of simulating thousands of SNMP agents, each with their own MIBs, data and IP Addresses. It even supports Tcl based scripting to better model agent behavior and express inter-relationships between MIB variables.

Operation:

Only a few simple steps are required to start the SimpleAgent. They are:

1. Use the built in **MIB Compiler** to load the MIBs supported by the agent.

2. Use the built in **MIB Instance creator** to define the variables to be supported if an agent does not exist, or use the **MIB learner** to learn the variables from an existing agent.

3. Edit the instance and value information if required. **Valid defaults are automatically created.** The SimpleAgent is now ready to process SNMP Get/GetNext/GetBulk/Set requests.

4. Use the built-in **Trap Generator** to emit any selected trap or notification on demand.

Support for dynamic data is part of the default behavior of the SimpleAgent due to its intelligent use of "value types" based on the datatypes of the variables. Variables of type "Counter" are assigned a value type of "RandomUp" while the variables of type "TimeTicks" are assigned a value type of "Clock". This creates simulated variables such as ifInOctets or sysUpTime, without any user programming or setup, behaving like their real agent counterparts when polled periodically.
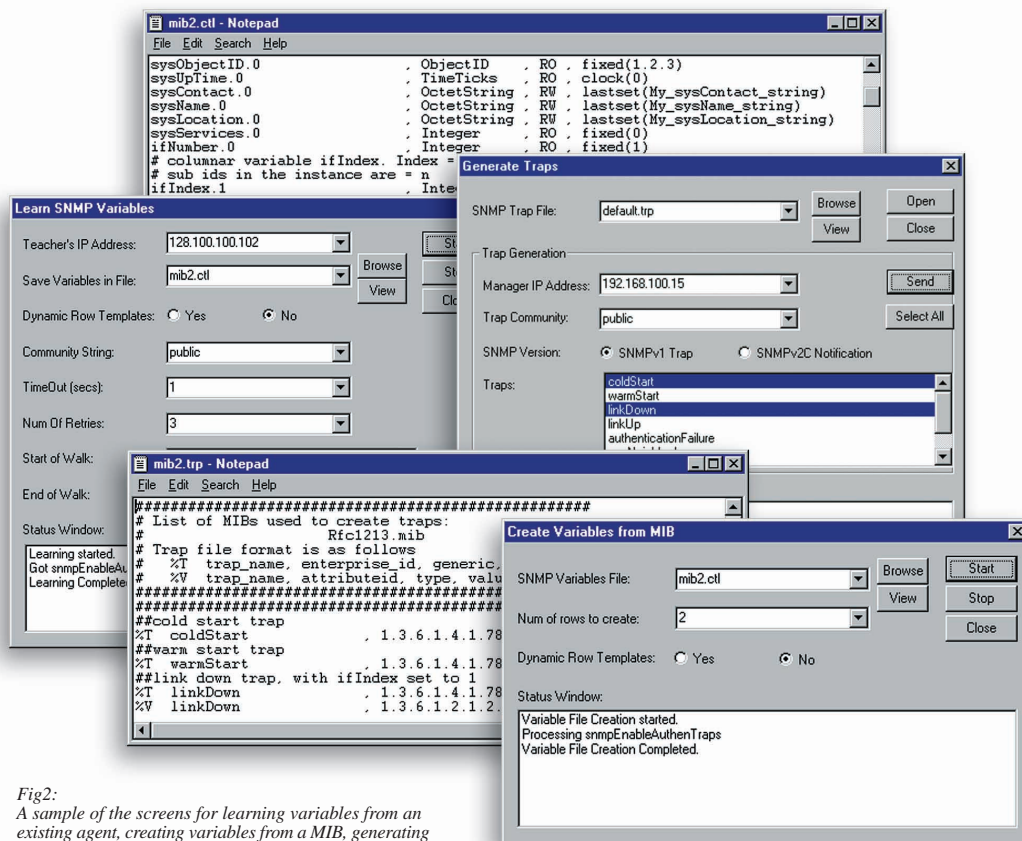
Fig2:
A sample of the screens for learning variables from an existing agent, creating variables from a MIB, generating traps and editing ASCII variable and trap files.

Benefits:

- Shortened time-to-market by allowing development of management applications to proceed in parallel with agent development.
- Improved quality of management applications.
- Demonstration of capabilities of management applications in the absence of an agent at trade shows, customer sites or in training classes.

Features:

- Allows control of the value returned for each variable. Built-in dynamism for values with value types like clock, randomup, random, sequential, fixed and lastset.
- Allows editing of text based SNMP variable information to suit your needs.
- Generates any SNMP trap or notification on demand.
- Supports dynamic row creation(RowStatus).
- Simple, intuitive, easy to use interface that runs on a PC.

System Requirements:

The SimpleAgent requires:

- IBM PC (or compatible).
- 32MB of RAM and 5MB of disk space.
- Microsoft Win95/98/NT/2000.

Current Users Include:

Cisco	HP
3Com	Castlerock
Compaq	Sun
Intel	Nokia
Alcatel	Ericsson

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