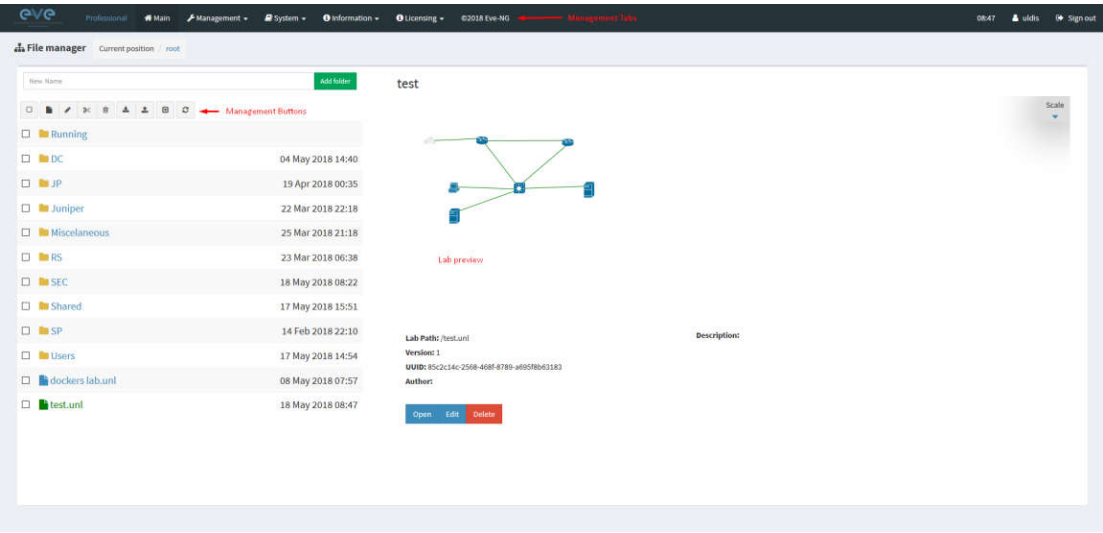


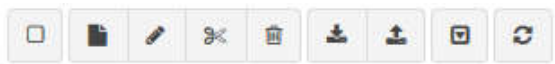
EVE WEB GUI Management





EVE Management Page






The Main EVE management window



Management buttons

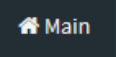
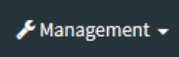
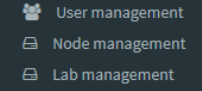
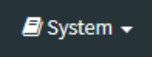














Button	Description
	Select All or Deselect All folders or labs in the EVE tree
	Create/Add new Lab
	Change selected item name. To use this option, please select the folder or lab that you want to rename. You must not rename the Shared folder, the Users folder or any folder inside the Users folder.
	Move selected item(s) to a different location. To use this option, please select the folder(s) or lab(s) that you want to move.

	Delete selected folders or labs. You must not delete the Shared folder, the Users folder or any folder inside the Users folder.
	Import an EVE lab or lab folder from a previous export. Import file must be in .zip format
	Export EVE lab or folder. Select folder(s) and/or labs you wish to export and select this option. The export is saved to your local PC in .zip format and is ready to import to another EVE.
	Toggle the sorting folders and labs between alphabetical and last edit date (ascending/descending cannot be changed currently).
	Refresh current folder content

Management tabs



Tab	Description
	Returns back to the EVE Home Management screen.
 	Management dropdown, opening the management submenu. Management submenu, refer to sections:
	System dropdown.

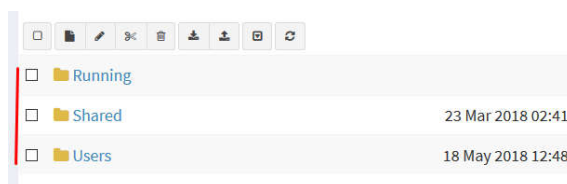
 System status  System logs  Stop All Nodes	System submenu,
 Information ▾  About  Forum  YouTube Channel  Help on EVE-NG LiveChat	Information dropdown Information submenu, for details
 Licensing ▾  License Information  License Request  License Upload	Licensing dropdown Licensing management,

Folders and Lab files management

This section will explain how to manage folders and labs on the EVE management page.

Folders Management

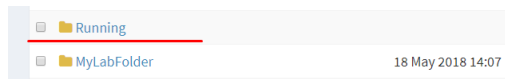
EVE Professional has three default folders used for various operations. These must not be deleted or renamed (see below).



- Admins can create additional folders for any user.
- Editors can create or manage folders in their own profile/folder or within the Shared folder

Default folder Running

EVE professional allows a single user to run multiple labs and switch between them with the Running folder.

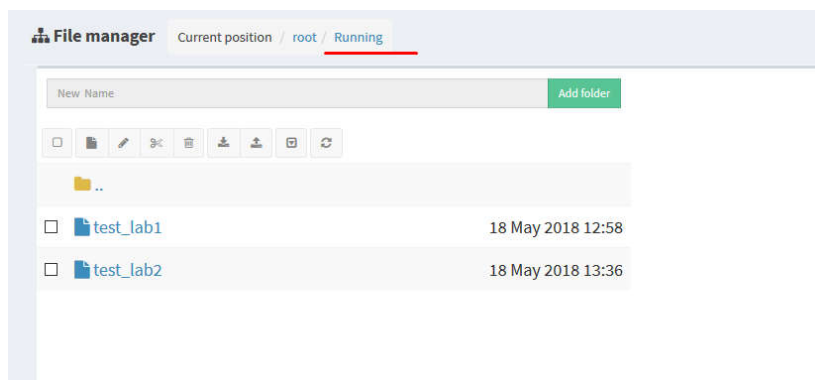


Example:

- Start a lab and close it
- Open and start another lab and close it

When you open your Running folder, you will see both running labs in it. It is easy to switch between labs.

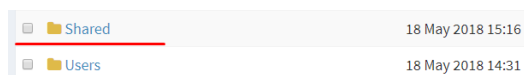
The example below is showing two running labs in the Running folder.



Default folder Shared

To manage the Shared folder an **Admin or Editor** user account is required.

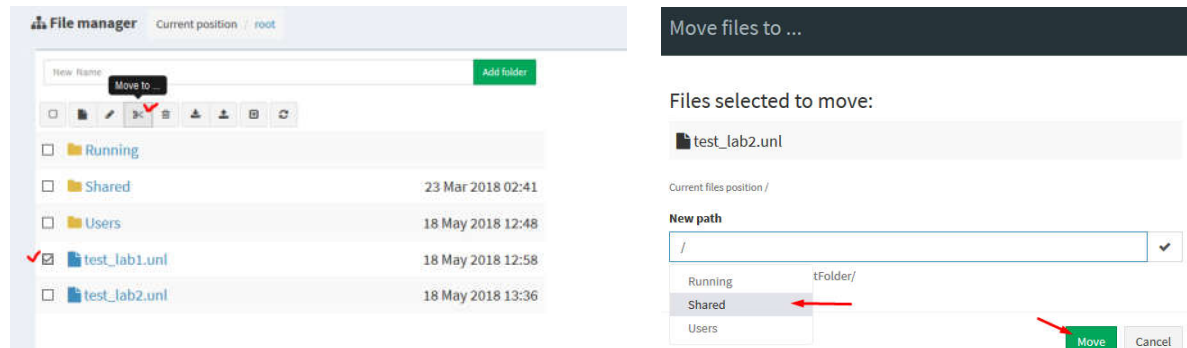
The EVE Professional Shared folder is visible to all EVE users. Admin and Editor Accounts can create folders or labs and place them into the Shared folder.



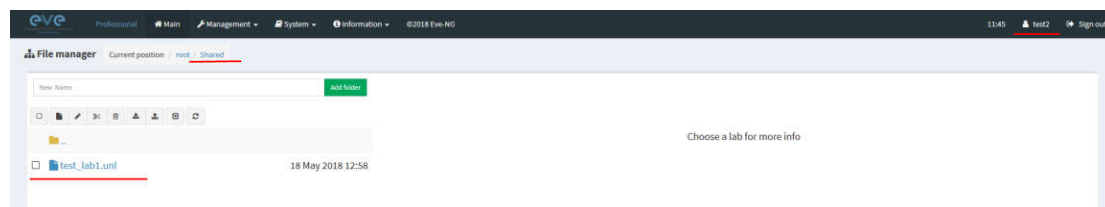
Example: An Admin creates a lab and places it into the Shared folder.

Step 1: Create a lab,

Step 2: Select the lab you wish to move to the Shared folder and press **Move to** (or create it in the Shared folder from the start).



Step 3: Another user account can use the lab placed by the Admin in the Shared folder



Default folder Users

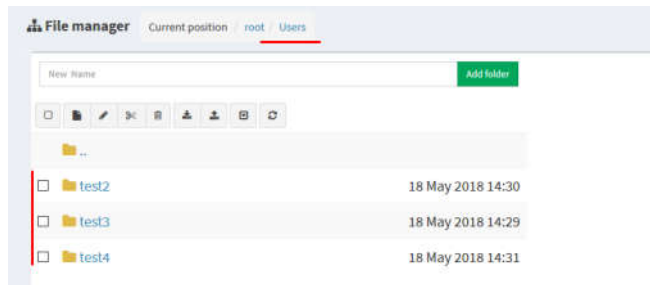
To manage the Users folder, an **Admin** user account is required.

The Users directory is a default EVE folder where Editors and Users have their personal folders stored.



Once an Admin has created a new Editor or User account, EVE will automatically create a folder with the user login name under the default directory Users.

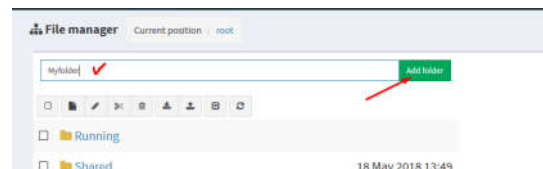
Example: Below you can see the folders for the users with the following login names: **test2**, **test3** and **test4**



Create folder

An **Admin** or **Editor** user account is required.

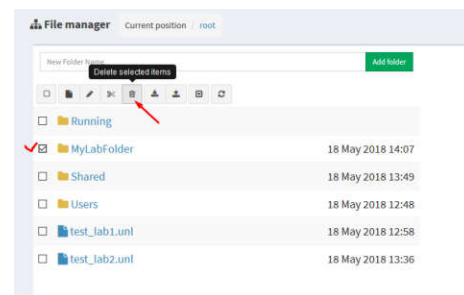
Type the new folder name and click “Add Folder”



Delete folder

An **Admin** or **Editor** user account is required.

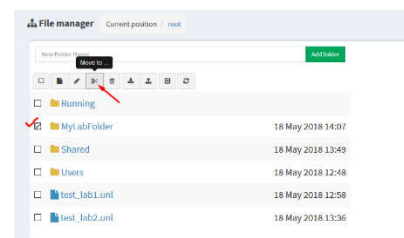
Select the folder you wish to delete and press Delete.



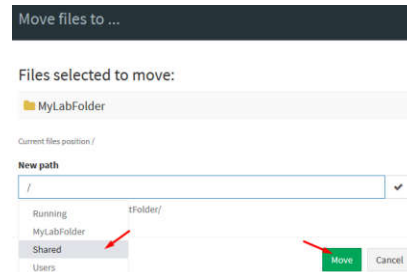
Move Folder

An **Admin** or **Editor** user account is required.

Select the folder you wish to move and press the Move to button.

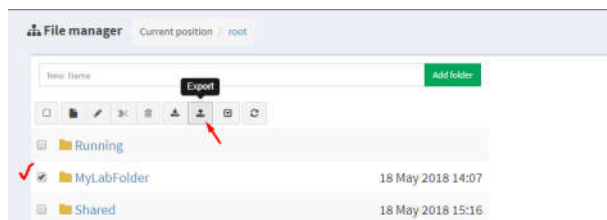


Select the target destination for your folder and confirm by clicking on Move.

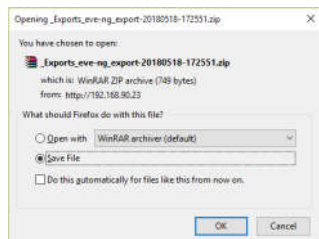


Export Folder

Select the folder(s) you wish to export from your EVE and press Export.



Save the exported file as .zip to your local PC. The exported zip file is ready to import to another EVE instance.

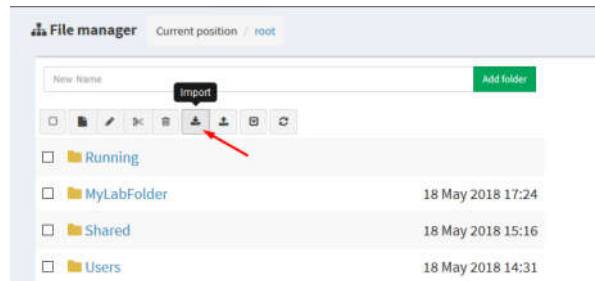


If your browser is set to save downloaded files to a default directory, your exported file will be saved in the browsers default downloads directory.

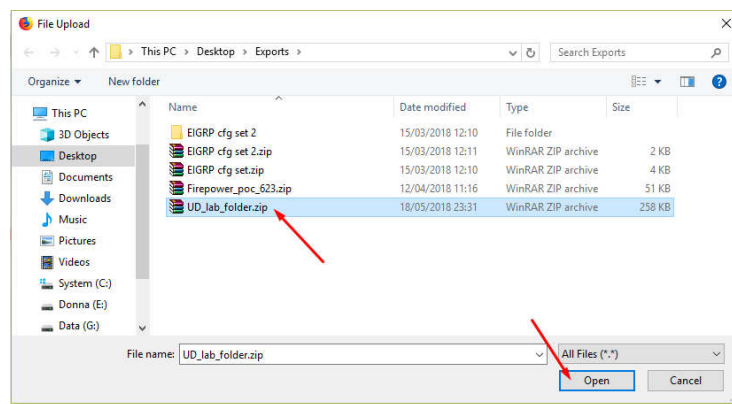
Import Folder

⚠ IMPORTANT: Importable file MUST be in .zip format, do NOT unzip the file.

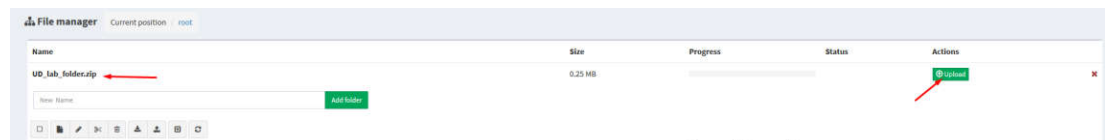
Step 1: Press the Import button.



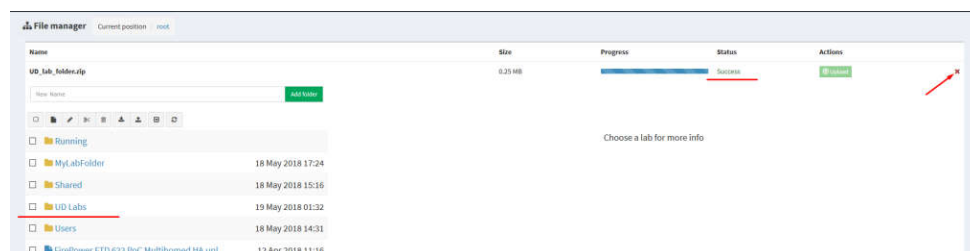
Step 2: Choose the zipped file that contains EVE folders with labs.



Step 3: Press the Upload Button

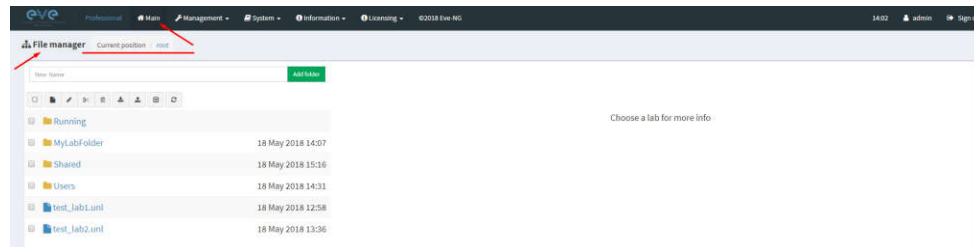


Step 4: After you made sure your folder is imported and has all its content (labs), you can close the upload session.



Lab files Management

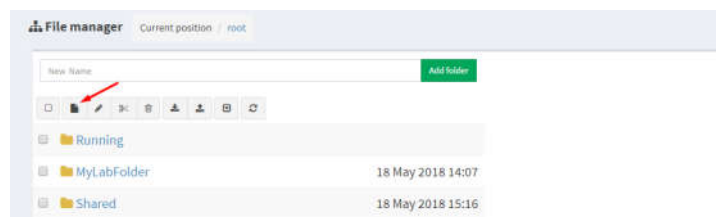
You can manage created labs from the main EVE file manager window



Create Lab

The **Admin or Editor** user account is required.

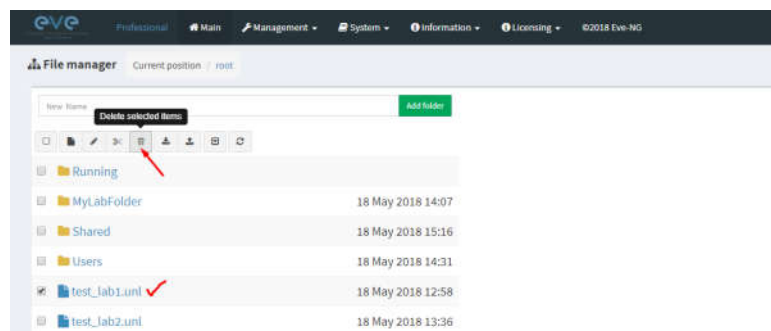
Click on the New Lab button



Delete Lab

The **Admin or Editor** user account is required to delete labs.

Step 1: Select the lab or labs you wish to delete and then press the Delete button



Clone Lab

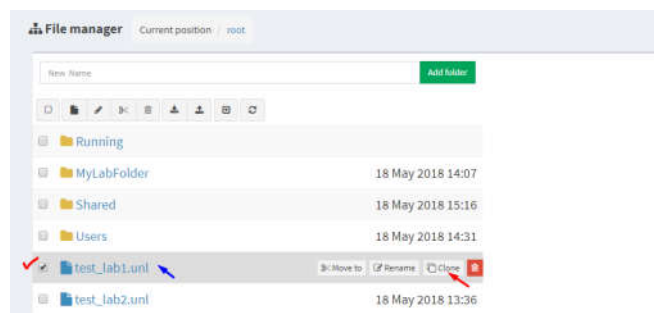
The **Admin or Editor** user account is required to clone labs.

NOTE: An Editor can create labs only within his personal folder or in the Shared folder

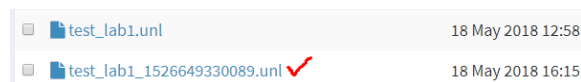
The cloning feature provides a very convenient way to duplicate original labs to share with others or base another lab on it.

Cloned labs will copy exported configs (on supported nodes) but will not copy saved states/configurations in Qemu nodes like Windows hosts, Cisco ISE, or other Qemu nodes that are not supported by the export config feature

Step 1: Select the lab you wish to clone and move the mouse pointer (blue) to that lab, an extra option will appear. Click on Clone.



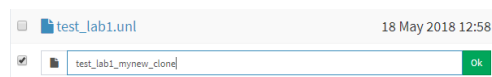
Step 2: Your lab will be cloned with all your exported configurations or configuration sets with a new name.



Step 3: The lab has been cloned and can be renamed to your liking. Move the mouse pointer to the cloned lab and choose Rename.



Step 4: Rename it, and click OK to confirm



Move Lab

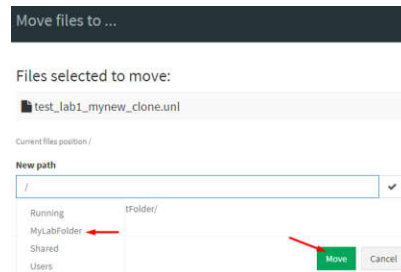
The **Admin** or **Editor** user account is required to move labs.

NOTE: An Editor can create labs only within his personal folder or in the Shared folder

Step 1: Select the lab you wish to Move and move the mouse pointer (blue) to that lab, an extra option will appear. Choose Move to.

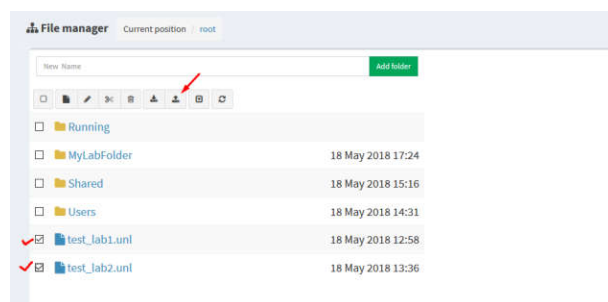


Step 2: Choose the path to the new destination and confirm by clicking Move

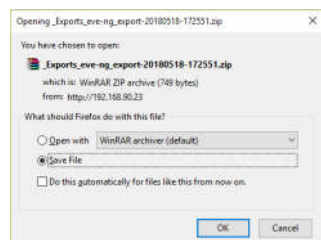


Export Lab

Select the Lab(s) you wish to export from your EVE Server and press Export.



Save exported file as .zip to your local PC. The exported zip file is ready to import into another EVE.

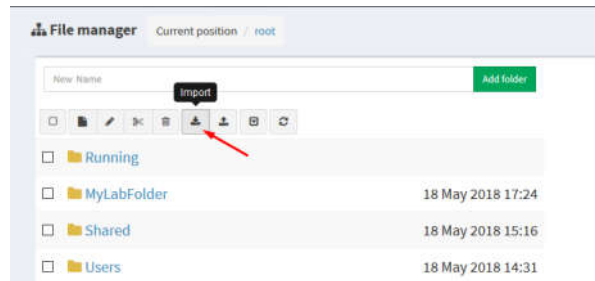


If your browser is set to save downloaded files to default directory, your exported file will be saved in the browsers default downloads directory.

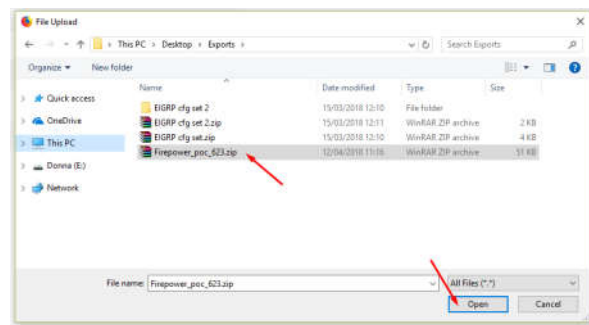
Import Labs

⚠ IMPORTANT: Importable file MUST be in .zip format, do NOT unzip the file.

Step 1: Press the Import button.



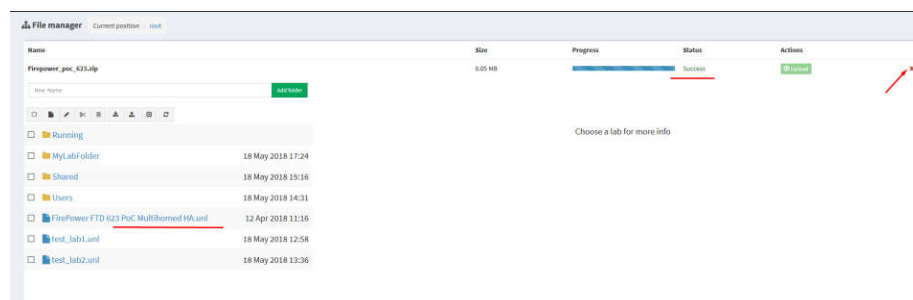
Step 2: Choose the zipped file which contains the EVE labs.



Step 3: Press the Upload Button

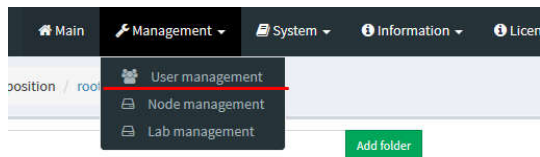


Step 4: After you made sure your lab is imported, you can close the upload session.



EVE Management Dropdown Menu

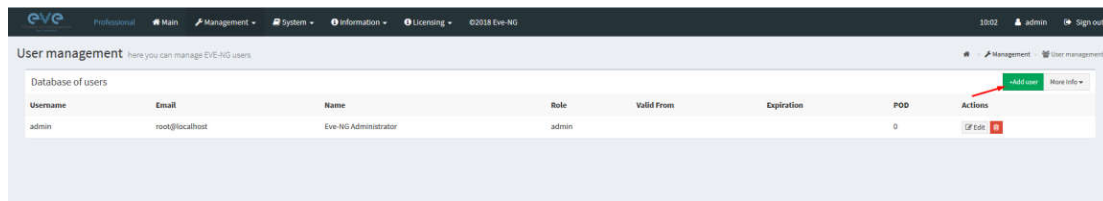
EVE User management



The User Management page, under the Management dropdown, will allow Admin accounts to manage other user accounts.

Creating a new EVE User

Step 1: Open the User management submenu. Management>User management and click Add user



Step 2: The Add New User management window will pop up. Fill in the main information about your EVE user

Add New User

User Name*

Use only [A-Za-z0-9_~]chars

Password*

Password Confirmation*

Email

Please enter an valid email

Name

Role Administrator ▾

Account Validity

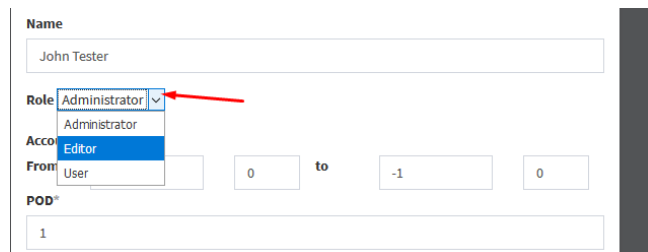
From to

POD*

* - Required Fields


AddCancel

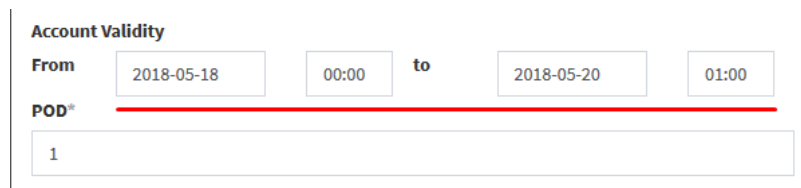
Step 3: If you have bought other EVE licenses, you can choose the preferred user role.



The screenshot shows a form for creating a user. The 'Name' field contains 'John Tester'. The 'Role' dropdown menu is open, showing 'Administrator' as the selected option, with 'Editor' and 'User' as other options. A red arrow points to the 'Administrator' option. The 'From' field is set to 'User'. The 'Valid From' field is set to '0' and the 'Valid To' field is set to '-1'. The 'POD' field is set to '1'.

Step 4: Set the access date and time From - to. If the fields are left empty (untouched), your user will have no time restrictions for accessing the EVE Server. Account validity with time settings is available for Editor and User roles only.

 Admin accounts have no time limit for account validity, and Account Validity time cannot be set.



The screenshot shows the 'Account Validity' section. The 'From' field is set to '2018-05-18' and the 'to' field is set to '2018-05-20'. The 'Valid From' field is set to '00:00' and the 'Valid To' field is set to '01:00'. The 'POD' field is set to '1'.

Step 5: The POD number is a value assigned to user accounts automatically. POD numbers are like user profiles inside of EVE and are a unique value for every user Think of PODs like a virtual rack of equipment for each user. Admins can assign a preferred number between 1-128. Please keep POD numbers unique between users!

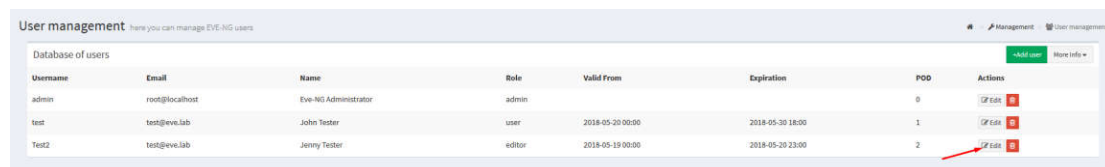
Step 6: Press ADD



The screenshot shows two buttons: 'Add' (green) and 'Cancel' (gray). A red arrow points to the 'Add' button.

Edit EVE User

Step 1: Open the User management submenu. Management -> User management and choose which user you want to edit.



The screenshot shows the 'User management' interface. It has a header with 'User management' and a subtitle 'here you can manage EVE-NG users'. There are two tabs: 'Management' and 'User management'. The 'User management' tab is active. Below the tabs is a table with the following columns: Username, Email, Name, Role, Valid From, Expiration, POD, and Actions. The table contains three rows of user data.

Username	Email	Name	Role	Valid From	Expiration	POD	Actions
admin	root@localhost	Eve-NG Administrator	admin			0	Edit Delete
test	test@eve.lab	John Tester	user	2018-05-20 00:00	2018-05-30 18:00	1	Edit Delete
Test2	test@eve.lab	Jenny Tester	editor	2018-05-19 00:00	2018-05-20 23:00	2	Edit Delete

Step 2: The Edit user management window will pop up. Now you can edit necessary user information, roles, or access time. Confirm settings by pressing Edit at the bottom of the window.

Edit User

User Name*

Test2

Password*

.....

Password Confirmation*

.....

Email

test@eve.lab

Please enter an valid email

Name

Jenny Tester

Use only [A-Za-z0-9_-]chars

Role Editor

Account Validity

From 2018-05-19 00:00 **to** 2018-05-20 23:00

POD*

2

* - Required Fields

[Edit](#) [Cancel](#)

User monitoring

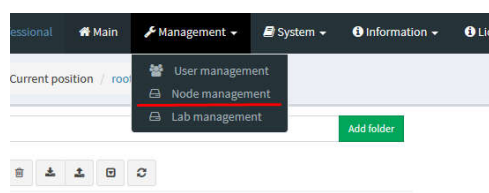
There is a dropdown menu next to “Add User” called “More Info” that can provide additional information about your users. Click the checkbox next to the relevant information that you would like displayed. Additional columns will be added for each checkbox that is chosen.

User management here you can manage EVE-NG users

Database of users

Username	Email	Name	Role	Valid From	Expiration	Last session time	Last session ip	Current folder	Current lab	POD	<input type="checkbox"/> Last session time	<input type="checkbox"/> Last session ip	<input type="checkbox"/> Current folder	<input type="checkbox"/> Current lab
admin	root@localhost	Eve-NG Administrator	admin			18 May 2018 14:26:21	172.25.1.5	/	N/A	0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
test	test@eve.lab	John Tester	admin		2018-05-30 18:00	N/A	N/A	N/A	N/A	1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Test2	test@eve.lab	Jenny Tester	editor	2018-05-19 00:00	2018-05-20 23:00	N/A	N/A	N/A	N/A	2	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

EVE Node management



The Management dropdown has a submenu called “Node Management.” The Node management menu displays all currently running nodes within EVE. Within this menu, an Admin account can manage or even console to any user’s nodes.

- ⚠ NOTE: Editor and User accounts are able to see and open console sessions to their own running nodes only
- ⚠ NOTE: Admin accounts are able to see and open console session to all users running nodes

The screenshot shows the EVE-NG Node Management interface. At the top, there's a navigation bar with 'eve' logo, 'Professional', and tabs for 'Main', 'Management', 'System', 'Information', 'Licensing', and '©2018 Eve-NG'. The 'Management' tab is active. Below the navigation bar, the title 'Node management' is followed by the subtitle 'here you can manage EVE-NG running nodes'. The main content area is titled 'Running node(s)' and contains a table with the following columns: Labname, Lab ID, Username, Node Name, Template, and Action. The table lists several running nodes, including those for 'test3', 'test2', 'test4', and 'admin' users across different lab IDs and node names (R1, R2). Each row has an 'Action' column with icons for opening a console session and stopping the node.

Labname	Lab ID	Username	Node Name	Template	Action
/Users/test3/Shared/test_lab3	4	test3	R1	kol	[Console] [Stop]
/Users/test2/Shared/test_lab3	3	test2	R1	kol	[Console] [Stop]
/Users/test2/Shared/test_lab3	3	test2	R2	kol	[Console] [Stop]
/Users/test3/Shared/test_lab3	4	test3	R2	kol	[Console] [Stop]
/test_lab1	1	admin	R2	kol	[Console] [Stop]
/Users/test4/Shared/test_lab3	2	test4	R1	kol	[Console] [Stop]
/test_lab1	1	admin	R1	kol	[Console] [Stop]
/Users/test4/Shared/test_lab3	2	test4	R2	kol	[Console] [Stop]

Node management actions

Button	Action
	Open a console session to the running node
	Stop the running node

Node management filtering function

Each column in the Node Management Menu has a field that will allow you to filter the list to only display information related to the entered value.

Example: The Username column filters for **test4**

The screenshot shows the EVE-NG Node Management interface with the 'Username' column filtered for 'test4'. The table now only displays two rows, both for 'test4' users across different lab IDs and node names (R1, R2). The 'Action' column still shows the console and stop icons.

Labname	Lab ID	Username	Node Name	Template	Action
/Users/test4/Shared/test_lab3	2	test4	R1	kol	[Console] [Stop]
/Users/test4/Shared/test_lab3	2	test4	R2	kol	[Console] [Stop]

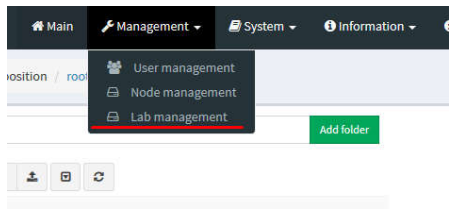
Each column can be sorted alphanumerically by clicking on the column name.

Example: click on the column Username and EVE will sort all running nodes in alphabetic order by username.

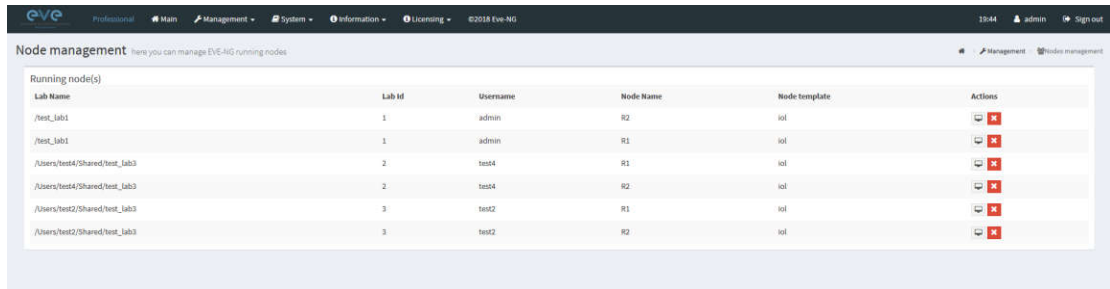
The screenshot shows the EVE-NG Node Management interface with the 'Username' column sorted alphabetically. A red arrow points to the 'Username' column header. The table is now sorted by username, showing 'admin' users first, followed by 'test2', 'test3', 'test4', and 'test4'.

Labname	Lab ID	Username	Node Name
/test_lab1	1	admin	R2
/test_lab1	1	admin	R1
/Users/test2/Shared/test_lab3	3	test2	R1
/Users/test2/Shared/test_lab3	3	test2	R2
/Users/test3/Shared/test_lab3	4	test3	R1
/Users/test3/Shared/test_lab3	4	test3	R2
/Users/test4/Shared/test_lab3	2	test4	R1
/Users/test4/Shared/test_lab3	2	test4	R2



EVE Lab management



The Lab Management page, under the Management Dropdown, displays running labs for all users. In this menu an Admin account can manage or even open up any user's running labs.



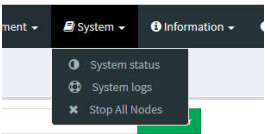
Lab management actions

Button	Action
	Open the running lab
	Stop the running lab

Once an admin has opened another user's running lab, that user's username will be displayed at the top of the left menu to help the admin keep track of which user's lab was opened.

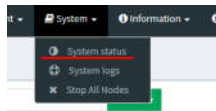


EVE System Dropdown menu

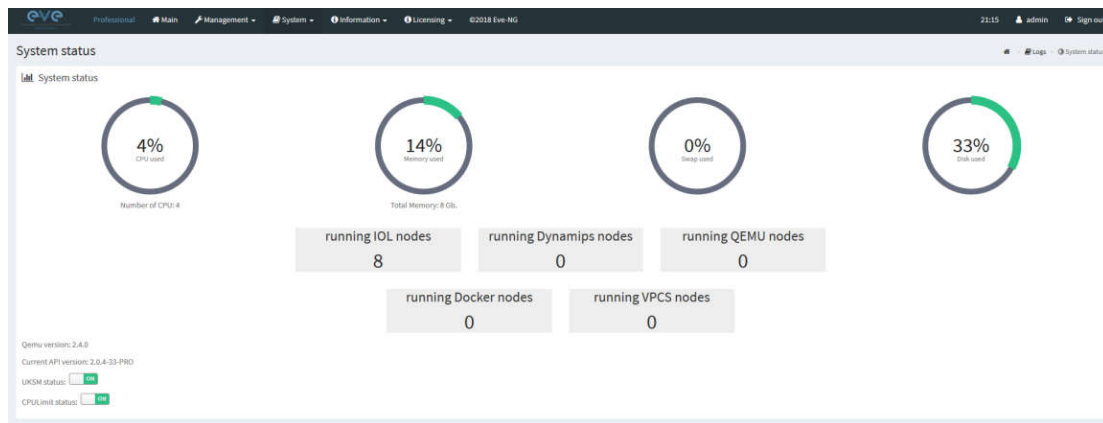


The EVE System dropdown contains the system utilization status, log files, and an option to stop all running nodes on the server.

System status



The System Status page, under the System Dropdown, will show EVE server resource utilization, the number of running nodes per template, current running versions of EVE and Qemu, and the current status of the UKSM and CPU Limit options.



UKSM – “Ultra KSM (kernel same-page merging) is a Linux kernel feature that allows the KVM hypervisor to share identical memory pages among different process or virtual machines on the same server.” It can be disabled globally for EVE on this page. It is recommended to keep UKSM **enabled**.

Template
Cisco vIOS

Number of nodes to add: 1
Image: vios-adventerprisek9-m-15.6.2T

Name/prefix: vIOS

Icon: Router.png

UUID:

CPU Limit: ☒

CPU: 1
RAM (MB): 1024
Ethernet: 4

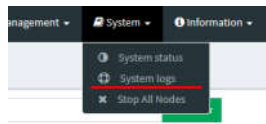
limit.

CPU Limit – CPU limit is used to limit CPU overloads during the nodes run time. It acts like a smart CPU usage option. If a running node reaches 80% CPU utilization, the CPU Limit feature throttles CPU use for this node to 50% until process usage drops under 30% for a period of 1 minute.

It is recommended to keep the Global CPU Limit option enabled.

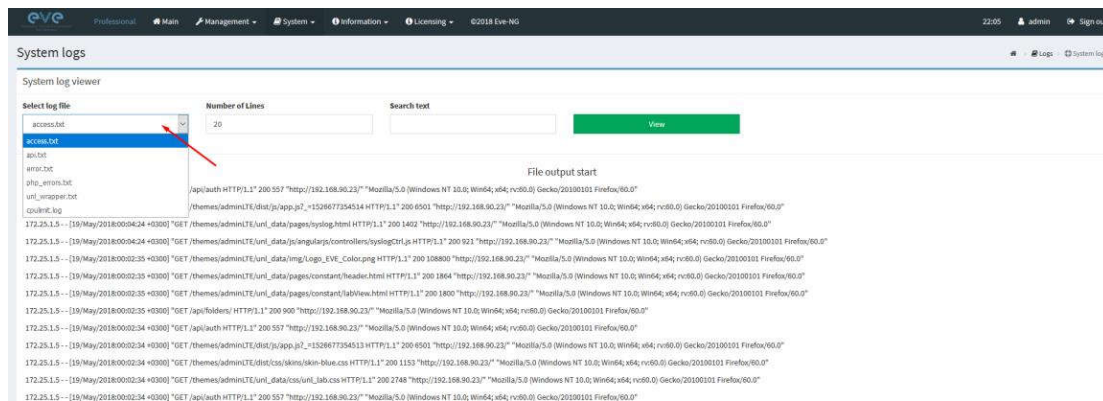
CPU Limit can be turned for individual nodes in a lab. EVE node templates are set, by default, with the recommended CPU limit settings. An Unchecked CPU Limit option means that this node will boot without CPU

System logs

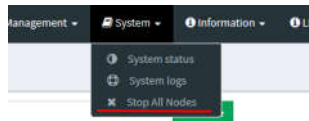


The System logs page, under the System Dropdown, will display EVE server log information

In the menu you can select a specific log file for inspection.

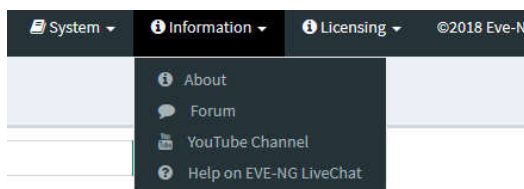


Stop All Nodes



The Stop All Nodes option, under the System Dropdown, is an option that stops all running nodes on the EVE server. This option is accessible only by Admin users.

EVE Information Dropdown menu



The Eve Information Dropdown contains links to the EVE Website, EVE forum, EVE YouTube channel, and the web-based EVE Live Help chat.

To join the EVE Forum, in order to make posts or download materials, a forum user account must be created.

To join the EVE Live Chat for support, please use your Google account for access, or create a new user account for this chat. Please note the forum and live chat use separate user accounts.

EVE Licensing Dropdown menu

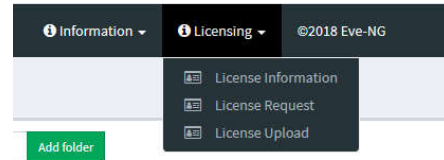
The EVE Licensing dropdown contains options for managing your EVE license.

The License Information Window will display the expiration date along with the number of licenses that have been activated

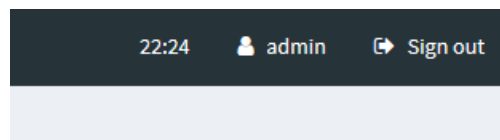
License information display:

License information	
Expiry Date:	20190518
Admins:	2
Editors:	1
Users:	1

For License Request and License Upload,



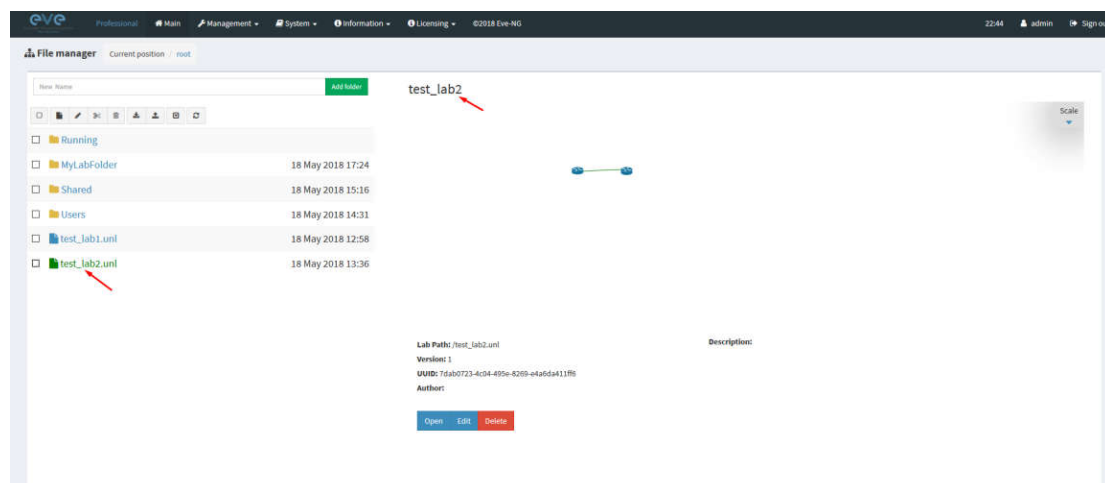
Other Tab line info



Other items on the top menu are: Real-time clock, a shortcut to edit the currently logged in user, and a sign-out button.

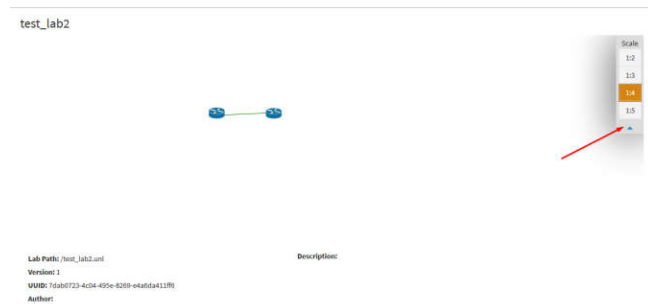
Lab preview and global settings

Once you click on a lab in the folder tree, a main window on the right side will display schematic content of the lab as well as lab management options like open, edit, and delete.



Lab preview window

The lab preview window displays the schematic position of nodes and their connectivity. The Scale option allows you change the lab preview size.



Lab preview buttons

In the lab preview, these buttons allow you to manage the selected lab.

Button	Description
Open	Opens the Lab to the Topology Canvas
Edit	Opens the Labs Global Settings
Delete	Deletes the lab

Lab preview information

Description, version, UUID etc.

Lab Path: /test_lab1.unl

Version: 12

UUID: 95692558-5acb-4308-ab66-64f9b40bd31f

Author: John Tester

Description:

Here is short description of Lab

Lab Global Settings

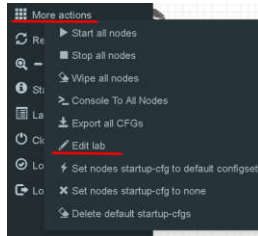
Lab Global Settings Page is opened when you click on the

Edit

Edit button below the Lab

preview window or

from the Topology page Side bar:



This page allows you to fill out important information about the lab. The red numbers in the picture correlate with the numbers listed below

1. Lab name.
2. Version: Version numbers allow a lab author to assign a value to a unique state of a lab. Increase the number to correspond to new developments in the lab. If left unfilled, EVE will assign a value of 1 automatically.
3. Author: You can add a lab author name in this field
4. Config Script Timeout: It is the value in seconds used for the “Configuration Export” and “Boot from exported configs” operations.
5. Lab Countdown Timer: It is the value in seconds to provide a time limit (countdown timer) for completing a lab.
6. Description: In the Description field you can write a short description of the lab.
7. Tasks: In the Tasks field you can write the task for your lab.



The Lab details window can be opened from the Topology Canvas page sidebar during labbing, to read the Tasks for the lab.

LAB DETAILS

TEST_LAB1

ID: 95692558-5a0b-4308-ab66-64f9b40bd31f

Here is short description of Lab

Here are tasks for your lab. Task 1, Please configure Routers with IP addressing Task 2, Configure IGP, EIGRP routing on all nodes Task 3, Configure windows Host to receive DHCP IP address