

## What's New in ELM Enterprise Manager 3.0

ELM Enterprise Manager 3.0 is the successor to Event Log Monitor - Enterprise Edition 2.x. ELM Enterprise Manager 3.0 includes many enhancements and improvements over Event Log Monitor. The table below lists the new and improved features of 3.0, as compared with version 2.x.

Feature	2.x	3.0	Improvement over 2.x
<b>Agents</b>			
Server/Workstation Agent	Server Agent	Service Agent or Remote Agent	Remote Agents now provide ability to monitor and collect data from Windows workstations and servers without installing an Agent on the monitored system.
TCP/IP Agent	TCP/IP Agent	IP Agent	Enhanced SNMP monitoring of and added TCP-based Syslog Receiver for TCP/IP-based systems and devices
Service Agent Configuration	Fixed TCP Port	Configurable TCP Port Settings	Service Agent no longer requires global registry change on all Agent when you want to use something other than default TCP port for Agent socket listen thread. 3.0 Service Agents can be configured to listen on any valid and available port, and Service Agents can use the same or different reports.
Agent activity	Service Stopped or Started	Added Enabled/Disabled	Agents can be disabled and enabled to control their activity during regularly scheduled maintenance. Also, if a dependency item for an Agent (e.g., a router between the ELM Server and the Agent) is down, you can disable an Agent (or some or all of its Monitor Items) to prevent unwanted alerts/events.
Agent installation	Via Console or via manual copy/command line process	Agent installable from ELM Console or by using Setup package	Agents can be installed via an ELM Console, and now can also be installed via the setup package.
<b>Monitoring</b>			
Event Log Monitoring and Collection	Filtering at Agent based on Event Type; filtering at Console based on most event criteria. Also, monitoring for presence of event required event collection	Granular filtering at Agent based on all event criteria. Monitoring presence of event does not require event collection.	You can now filter events for monitoring and collection based on all event criteria (including which log file) at the Agent level. Also, 3.0 includes an Event Alarm which allows you to look for the presence or absence of an event from the event log without having to collect events.
Health and Performance	Alarms	Performance Alarms	In 2.x, all instances of a given performance counter were monitored. Performance Alarms in 3.0 support individual instances, enabling you to monitor some or all instances. Also, in 2.x, Alarms were global (applied always to all Agents). In 3.0, Performance Alarms are individually assigned to Agents.

Services	All or none	Service Monitor	3.0 allows you to specify an individual or group of services or devices for monitoring, whereas 2.0 either monitored all services/devices or none at all. Using multiple Service Monitors in 3.0, you can also specify different monitoring intervals for different services on the same Agent.
Processes	All or none	Process Monitor	3.0 allows you to specify an individual or group of processes for monitoring, whereas 2.0 either monitored all processes or none at all. Using multiple Process Monitors in 3.0, you can also specify different monitoring intervals for different processes on the same Agent. Also, in 2.0, you had to manually enter registry values on each Agent if you wanted to monitor process startup or termination. This is now integrated into the UI.
Cluster APIs	ELM Cluster Monitor (add-on)	Cluster Monitor	Version 2.0 required the installation of add-on software on each node in the cluster to perform Cluster API monitoring. Version 3.0 includes native, cluster-aware monitor item that enables you to monitor Cluster APIs without having to install additional software in the cluster. When combined with a Remote Agent, you can monitor Cluster APIs without having to install anything in the cluster, including Agents. 3.0 licensing is also simplified. In 2.0, you needed to purchase an Agent license for each physical node, and each virtual server in the cluster that you wanted to monitor. In 3.0, you need only purchase Cluster Agents for each physical node. You do not need licenses for virtual servers in the cluster.
Log File Parsing	FileMon (separate component)	File Monitor	Version 2.0 used a separate executable called FileMon.exe, which ran in admin-created batch files to perform flat file (log file) parsing. 3.0 includes a completely integrated File Monitor that enables you to monitor multiple files at the same or different intervals for one or multiple matches.
Exchange Servers	N/A	Exchange Monitor	3.0 includes a brand new monitor item specifically designed to perform end-to-end MAPI-based monitoring of Microsoft Exchange Server. This type of monitoring allows you to specify a custom quality of service (QoS) threshold for internal email delivery, and to be notified when that threshold is not met.
SNMP Object ID	N/A	SNMP Monitor	3.0 includes a brand new monitor item designed to monitor SNMP Object IDs and alert you when the

			value changes, or when the value is greater than, less than or equal to a specified value.
SQL Server	N/A	SQL Monitor	3.0 includes a brand new monitor item that enables you to perform periodic queries against a Microsoft SQL Server, and generate notification or action when the results of the query are different from the last time it was run.
Windows Management Instrumentation	N/A	WMI Monitor	3.0 includes a brand new monitor item that enables you to perform periodic queries against a WMI - capable system, and generate notification or action when the results of the query are different from the last time it was run.
TCP Ports	N/A	Port Monitor	3.0 includes a brand new monitor item that enables you to monitor the availability and quality of service of any TCP port on any TCP/IP-based system or device.
Web Pages	HTTP/HTTPS Monitor	Web Page Monitor	In 2.0, there was a one-to-one mapping between Agents and monitored web pages. In 3.0, you can monitor an unlimited number of web pages, as Web Page Monitors are independent of Agents.

### Notification and Action

Alerting	Remote Monitor	Alerts	Version 2.0 included a Remote Monitor application that could receive alert messages from a 2.0 Console. 3.0 replaces this functionality with a special container (Alerts) and separate database table (TNTAlerts) for storing alert messages.
Corrective Action	Batch File Notification Method	Command Script Notification Method	Version 2.0 included support for executing batch files and command line applications to take corrective action. 3.0 expands this ability to include scripts, in both cscript and wscript formats. This greatly increases the number of breadth of corrective actions that can be taken via the notification engine.
Electric Signs	N/A	Marquee Notification Method	3.0 includes a brand new notification option that can populate supported electronic marquees with events or alerts. 3.0 supports both serial and TCP/IP connections, which means the marquee does not need to be directly connected to the ELM Server in order to receive messages.
SNMP	SNMP Trap Notification Method	SNMP Trap and SNMP OID Notification Methods	Both 2.0 and 3.0 can re-package and transmit an event as an SNMP Trap for forwarding to a customer-owned SNMP management system. 3.0 also includes a brand new SNMP OID Notification Method that enables you to take any valid SNMP Object ID (OID) and put (write) it to the

			specified target host or SNMP management system.
Monitor Item Actions	N/A	Actions tab	In 2.0, the notification engine existed completely within the Console. This meant that data needed to travel from an Agent to the Console before notification was executed. In 3.0, there are four Actions that can be executed within the context of a Monitor Item: Alert, Event Log Entry, Network Pop-up Message and Command Scripts. This enables an Agent to execute notification and/or action without having to transmit any data from the Agent to the ELM Server. This makes it possible to execute notification and/or corrective action even quicker than before.

**Data Archiving and Reporting**

Database Protection	N/A	Database Failover	In 2.0, if there were any problems communicating with the database, the data was likely lost. This made the database a single point of failure. In 3.0, a protection mechanism called Database Failover is automatically employed behind the scenes. If the database is inaccessible or otherwise unreachable, a temporary Access database is automatically created by the ELM Server. Once the original database is back online, the ELM Server merges the temporary database into the production database and resumes normal operations. This happens automatically without requiring administrator intervention. In addition, alert messages are generated to notify administrators of the loss and subsequent restoration of the database.
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Reports	Runtime engine only	Full editor and schedule capabilities	Version 2.0 included a runtime version of a reporting engine that enabled administrators to view and print, but not edit, create or schedule reports without purchasing third-party software. Version 3.0 includes a fully-functional report engine that enables you to edit any report, create additional reports, and schedule reports for automatic output without having to purchase or install any additional software.
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**General**

User Interface	Proprietary	MMC Snap-In	Version 2.0's user interface was very flexible and configurable; however, it was proprietary and built into the primary Server process. In 3.0, the primary UI is an MMC snap-in called the ELM Console. The ELM Console is completely separate from the ELM Server. In addition you can use the
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			ELM Console as a standalone application, or you can add native operating system and third-party snap-ins. You can also set security (Windows ACLs) on items, as well as author custom ELM Consoles for distribution throughout your organization.
Encryption	N/A	Full Encryption	Version 3.0 includes a proprietary encryption mechanism that encrypts the data traveling between all of its components. All data sent between the following components is encrypted using this mechanism: Communication between a Service Agent and an ELM Server; Communication between an ELM Server and an ELM Console; and Communication between two ELM Servers (via the Forward Event Notification Method).
Security	Basic	Item-Level Security	In 2.0, access to objects, items and data was automatically granted to all Administrators. 3.0 integrates with the Windows security subsystem, enabling you to set security at the container level and at the item level.



## Sunbelt Software

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