NAME
nsrwatch – character-based display of NetWorker status

SYNOPSIS
nsrwatch [−s server ] [−p polltime ]

DESCRIPTION
The nsrwatch program displays a NetWorker server’s status. The server’s name is specified by the optional
−s server argument. If no server is specified, it defaults to the same server that would be used by a command such as recover(8) in the current directory. If there is no NetWorker service on the selected machine, the command issues an error message. The polling interval is specified by the optional −p polltime argument (in seconds). The default is two seconds.

Users can run nsrwatch from any terminal that has enough termcap(5) capabilities for cursor positioning; it does not require any particular window system. The nsrwatch program gets its information via remote procedure calls to the specified server, so it can be used from any machine that can access the server through the network.

The nsrwatch display is divided into a header and several panels: the Server panel, the Device panel, the Sessions panel, the Messages panel, and the Pending message panel. The panel sizes will be adjusted depending on the size of the terminal or window being used.

The header contains the name of the server and the current time. The Server panel provides current status of the server. The first line of the panel is reserved for error messages. This line is usually blank. The next line tells how long the server has been up, and the server’s release version (which may not be the same as the client’s release version). The following lines display how many saves and recovers the current server has performed.

The Device panel displays the devices known to the current server. For each device, the panel displays its name, the device type, the name of the mounted volume, or (unmounted) if no volume is mounted, and device status. The name may be followed by (J) if the device is configured as part of a jukebox device. The Sessions panel provides current save set information for each active session (saving, recovering, or browsing). The Messages panel displays a history of messages of general interest to the operator. Finally, the Pending message panel displays messages that require operator intervention.

The nsrwatch program will run continuously until quit, stopped, or interrupted (Control-Z or Control-C, for example). Typing the q character will quit the program, the Control-L character will force a screen clear and redraw, while any other character will force the status to be updated.

The nsrwatch program checks for new devices at a slower rate than the polling rate, so it might take up to a minute after a new device is added before it is noticed. Restarting the program, or typing Control-L, will notice the new device immediately. Deleted devices may cause a “resource does not exist” message temporarily, but otherwise they are noticed immediately.

The nsrwatch program will adapt to changes in the screen size, if supported by the underlying environment. For example, if a window terminal emulator is resized, the size of each field may change to match the window. If the window is too small, all the devices, sessions, messages, etc. might not be displayed. For best results, use a window of at least 30 lines.

OPTIONS
−s server
Set the current NetWorker server to server.

−p polltime
Set the polling interval to be polltime seconds.

SEE ALSO
termcap(5), nsr_notification(5), nsr_device(5), nsr_service(5), recover(8), nsradmin(8), nsr(8), nsrd(8), nwadmin(8).