

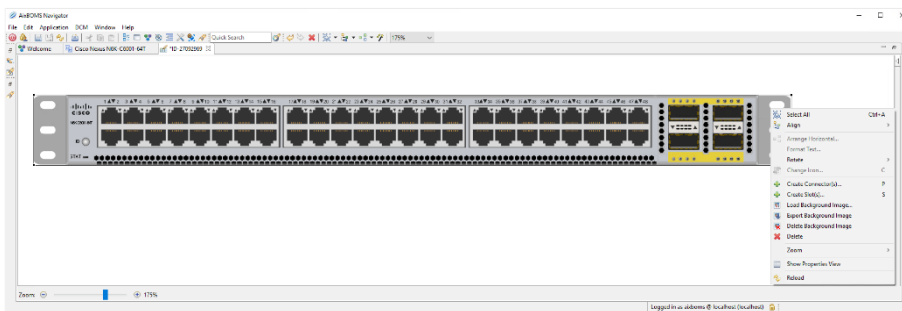
# AixBOMS Icons



## Visualize your Network Components

- + Create and enrich photo-realistic icons for the documentation of rack components
- + Integrate your own images (jpg, gif, svg, png) as icon background
- + Properties and child relationships (such as ports and slots) inherited from template definition
- + No additional license fee for 3<sup>rd</sup> party graphics tools

Within AixBOMS, the Icon Editor is a fully integrated graphics tool where you can save and edit photo-realistic or schematic icons for technical components and their child components which are to be documented and managed within distribution cabinets. Once a background icon has been uploaded – it is possible to make use of images made available in standard formats (jpg, gif, png, svg) by the component’s manufacturer –, it provides the photo-realistic image to be displayed in the RackView Editor.



Left: background image to be enriched with intelligent objects

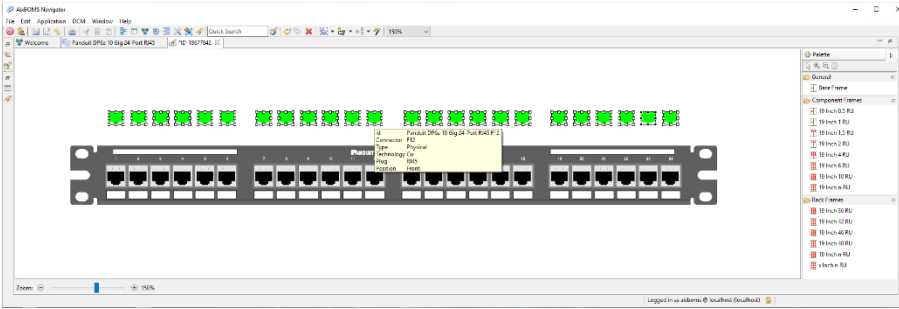
Below: list of ports available for placement on icon

In a second step, objects required for the documentation of connections – typically ports and slots – can be added. The port and slot types, technology, and icons available for a specific component are automatically taken from its database template.

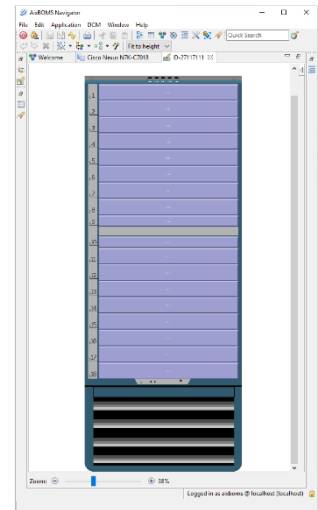
Template-Product	Class	Manufacturer	Type	Usage	Description	Template Connector	Index	Connector	Plug	Position	Technology
Core...JF-541	Switch	Cisco Systems	Reco...JF-541	Active			1	F01	RJ45	Front	Cu
Core...JF-411	Switch	Cisco Systems	Reco...JF-411	Active			2	R01	RJ45	Front	Cu
							3	R02	RJ45	Front	Cu
							4	R04	RJ45	Front	Cu
							5	R05	RJ45	Front	Cu
							6	R06	RJ45	Front	Cu
							7	R07	RJ45	Front	Cu
							8	R08	RJ45	Front	Cu
							9	R09	RJ45	Front	Cu
							10	F10	RJ45	Front	Cu
							11	F11	RJ45	Front	Cu
							12	F12	RJ45	Front	Cu
							13	F13	RJ45	Front	Cu
							14	F14	RJ45	Front	Cu
							15	F15	RJ45	Front	Cu
							16	F16	RJ45	Front	Cu
							17	F17	RJ45	Front	Cu
							18	F18	RJ45	Front	Cu

# AixBOMS Icons

Tools available for icon refinement in the Icon Editor include options for zooming, alignment, rulers, arranging, rotation, and tooltips which provide detailed information for objects displayed in the editor. This makes it easy to complete even the most sophisticated and complex of icon creation projects.

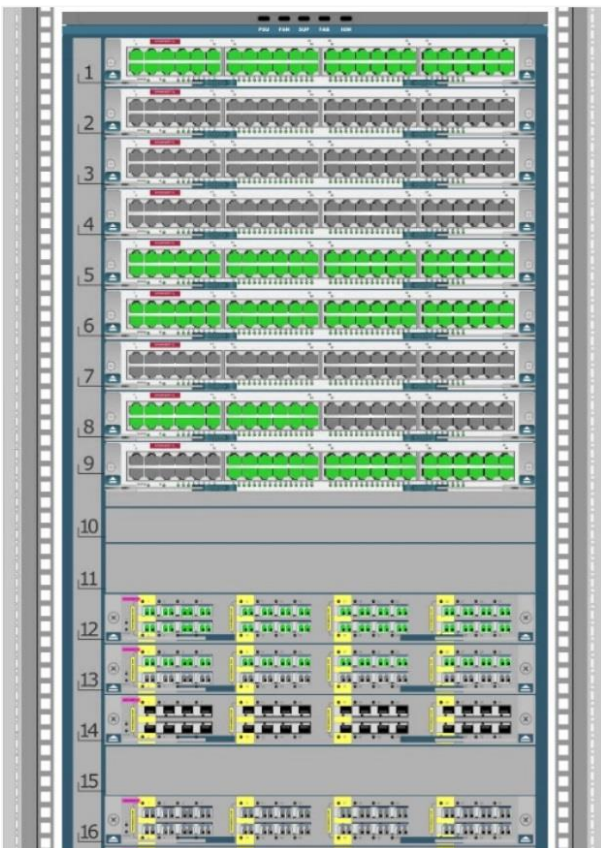


Above: patch panel with port objects



Right: switch chassis with empty slots in Icon Editor

Below: switch chassis, loaded with line cards; connected ports



Once icons have been created, they are linked with the template definitions available in the database. They can now be displayed and managed in the RackView Editor. Ports and slots have become interactive objects. For example, network cards or hard drives may be inserted into slots; ports may be connected with one another or to cable objects. All these operations are supported by business rules automatically doing background consistency and plausibility checks.