Implementation

- Technical Requirements
- Create a Customer
- Create an Equipment Location
- Configure the Collector
- Adding Equipment
- Connectivity Tests (Ping)
- Protocol Validation
- Network Scan
- Network Topology
- Local Web Service
- Thresholds
- Tagging
- Custom Scripts

Introduction

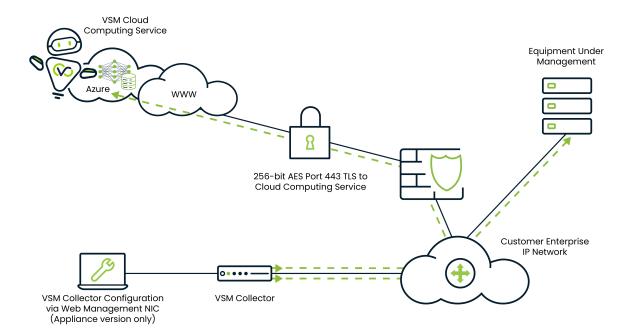
Virsae Service Management (VSM) is an innovative cloud-native platform that brings visibility, service transparency and cost savings to Unified Communications and Contact Center environments over the short, medium and long term.

VSM fills a substantial gap in the service management market, being specifically focused on enabling customers to extract maximum value from their technology investments.

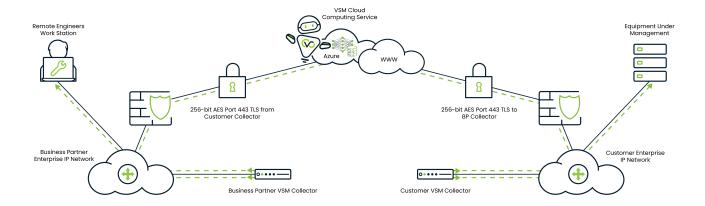
Architecturally the VSM Service uses both a Virtual Collector in the cloud and an On-premise Collector installed on the customers corporate LAN. The Collectors connect to Unified Communications platforms as well as the Virsae Cloud Computing Service hosted in the Microsoft Azure cloud via the internet. (See below)

The Collector can be a a software deployment (Windows Client or Linux VM) on customer-owned hardware, or a Raspberry Pi.

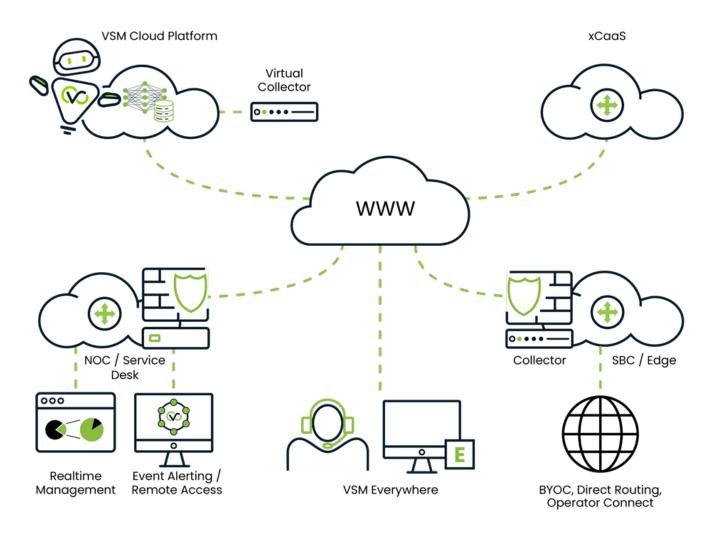
Below is a high level diagram of VSM within a customer environment:



Below is a high level diagram of VSM being used within a Partner/Customer environment for Access concentration:



Below is a high level diagram of VSM within a cloud environment:



Implementation Process

Implementing VSM for a customer entails a number of steps, the Implementation topic on https://documentation.virsae.com contains articles that follow the normal order of implementation:

- Satisfying Technical Requirements and Data Collection
 Create the Customer

- Create the Customer
 Create an Equipment Location
 Configuring the Onsite Collector
 Onboarding Equipment to be monitored
 Configuring additional monitoring services
 Connectivity Tests
 Protocol Validation
 Capacity Thresholds
 Network Scan

Each of these steps is detailed in depth within this documentation portal.