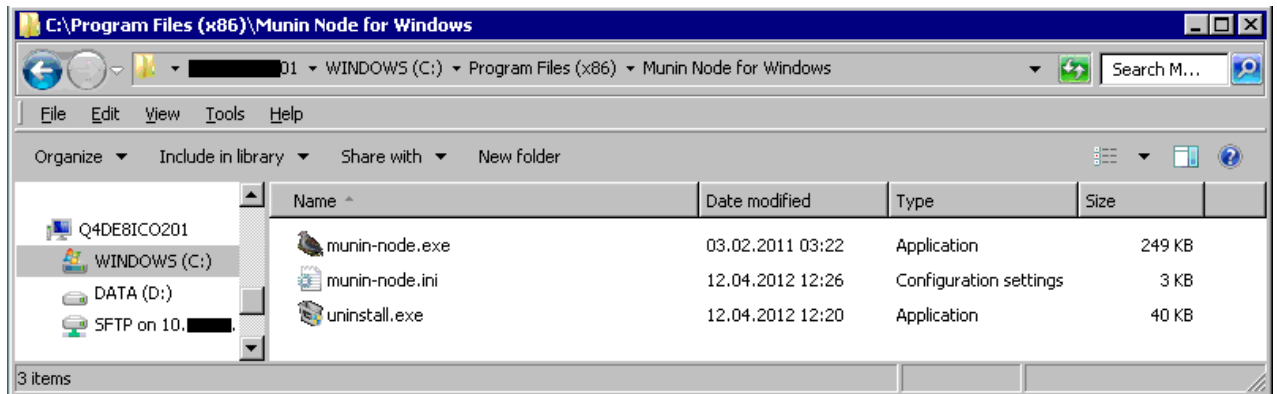


Monitoring Windows with Munin

<http://hydra.geht.net/tino/howto/monitoring/munin/win/>

It's easy, but badly documented, so here it is, quick and dirty:

- code.google.com/p/munin-node-win32/downloads/list Download at least munin-node-win32 1.6.1.0 (**Beta**). Previous versions sometimes forget to install munin-node.ini
- Install it on your system. You need Admin Privileges.
- This automatically installs a munin-node.ini into your application directory:



Munin-Node-Win32 installed on 64 Bit Windows 2008 R2 Server

- Open a cmd.exe
- Change to the installed directory where the munin-node.ini lives
- Run "munin-node.exe -run" and you see something like

```
C:\Program Files (x86)\Munin Node for Windows>munin-node.exe -run
Service started
Loaded plugin [class DiskMuninNodePlugin - df]
Loaded plugin [class MemoryMuninNodePlugin - memory]
Loaded plugin [class ProcessesMuninNodePlugin - processes]
Loaded plugin [class NetworkMuninNodePlugin - network]
Loaded plugin [class MBMMuninNodePlugin - mbm]
Loaded plugin [class MBMMuninNodePlugin - mbm_volt]
Loaded plugin [class MBMMuninNodePlugin - mbm_fan]
Loaded plugin [class MBMMuninNodePlugin - mbm_cpu]
Loaded plugin [class CpuMuninNodePlugin - cpu]
Loaded plugin [class HDMuninNodePlugin - hdd]
Loaded plugin [class PerfCounterMuninNodePlugin - disktime]
Loaded plugin [class PerfCounterMuninNodePlugin - processor]
Loaded plugin [class PerfCounterMuninNodePlugin - uptime]
Starting Server Thread
Server Thread Started
Stopping Server Thread
```

- If you see something like following, then comment out the Plugins on "ExternalPlugin":

```
ERROR:Failed to load External plugin: The system cannot find the path specified
.

ERROR:Failed to load External plugin: C:\Users\Jory\Documents\Visual Studio Pro
j
ects\munin-node\src\plugins\python\disk_free.py
ERROR:Failed to load External plugin: The system cannot find the path specified
.

ERROR:Failed to load External plugin: c:\1\runaway.py
```

Afterwards it looks like

```
[ExternalPlugin]
; For External Plugins just add an entry with the path to the program to run
; It doesn't matter what the name of the name=value pair is
; Plugin01=C:\Users\Jory\Documents\Visual Studio Projects\munin-
node\src\plugins\python\disk_free.py
; Plugin02=c:\1\runaway.py
```

- If you see something like following then set "SpeedFan=0" in munin-node.ini:

```
Error in SpeedFanNodePlugin at JCSocket::Bind(): 10049
```

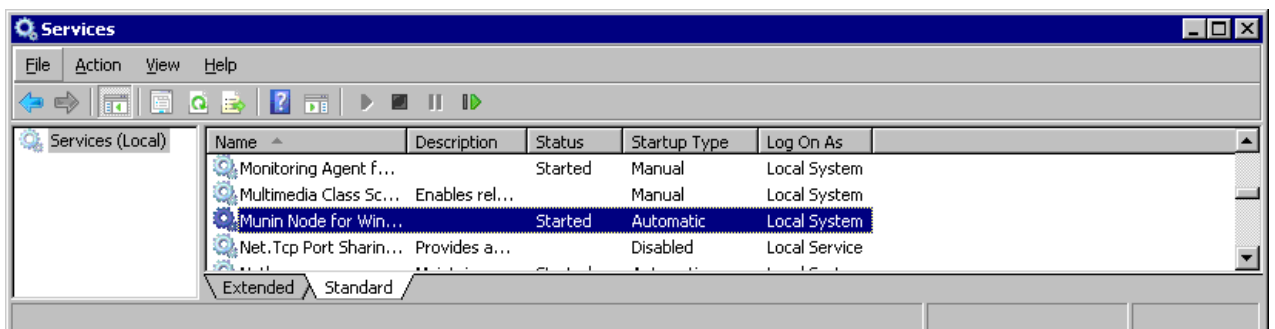
- If you see something like this then comment out section "PerfCounterPlugin_smtpmessagessent" in munin-node.ini:

```
ERROR:PerfCounter plugin: smtpmessagessent: PdhEnumObjectItems error=c0000bb8
ERROR:Failed to load PerfCounter plugin: [PerfCounterPlugin_smtpmessagessent]
```

it looks like

```
;;[PerfCounterPlugin_smtpmessagessent]
;CounterType allows specifying the RRD type for the series (this is case sensit
ive). DERIVE is particularly handy
;If you use derive then you need to set CounterFormat to int because RRD wont d
o DERIVE for floats.
;this also automatically sets your counter.min = 0 -
becuase this is reccomended.
;;DropTotal=1
;;Object=SMTP Server
;;Counter=Messages Sent Total
;;CounterFormat=int
;;CounterMultiply=1.000000
;;CounterType=DERIVE
;;GraphTitle=Messages sent
;;GraphCategory=smtp server
;;GraphArgs=--base 1000 -l 0
;;GraphDraw=LINE
```

- To edit munin-node.ini you sometimes need to move it to your Desktop because UAC prevents editing in place. Don't forget to move back to the installed directory where munin-node.exe lives before you (re)start munin-node.exe
- If you are happy then restart the service. It is called "Munin Node for Windows" (or "munin-node" for netsh)



restart the service after changing munin-node.ini

- Munin-Node listens on the standard **port 4949 on all network interfaces** as usual.

Open issues

- There are some extended versions of Munin-Node-Win32 out there. I did not try any yet. This page is only a rough start, you can configure a lot more things which are not covered here yet.
- ~~I have no idea where to put the "allow" lines in munin-node.ini to restrict host access. Never found a doc for this and did not look into the source for this yet. (I did to find out where munin-node.ini must be located, as I hit the bug of previous versions not installing this file.)~~

Feedback

Tomas (thank you very much) informed me about following on 2012-12-13, I copy the important part here in my own words (as his message unfortunately was not marked public):

Apparently the "Allow" limitation must go into the Section "MuninNode". In this section there can be:

- **PortNumber:** defaults to 4949
- **LogConnections:** defaults to true
- **MasterAddress:** defaults to "*" and can be set to a single IP address
- **CIDRAddress:** defaults to "127.0.0.0/18 192.168.0.0/24"

If either MasterAddress or CIDRAddress matches, the connection is allowed, else it is prohibited.

This is in [MuninNodeServer.cpp](#).

Currently I have no more access to a Windows (with Munin installed) to test it myself, so I copy it here untested. This is how the defaults probably look like in munin-node.ini:

```
[MuninNode]
PortNumber=4949
LogConnections=1
MasterAddress=*
CIDRAddress=127.0.0.0/18 192.168.0.0/24
```

So if you only have a single Master A.B.C.D and do not trust your local network, you need following:

```
[MuninNode]
MasterAddress=A.B.C.D
CIDRAddress=
```