

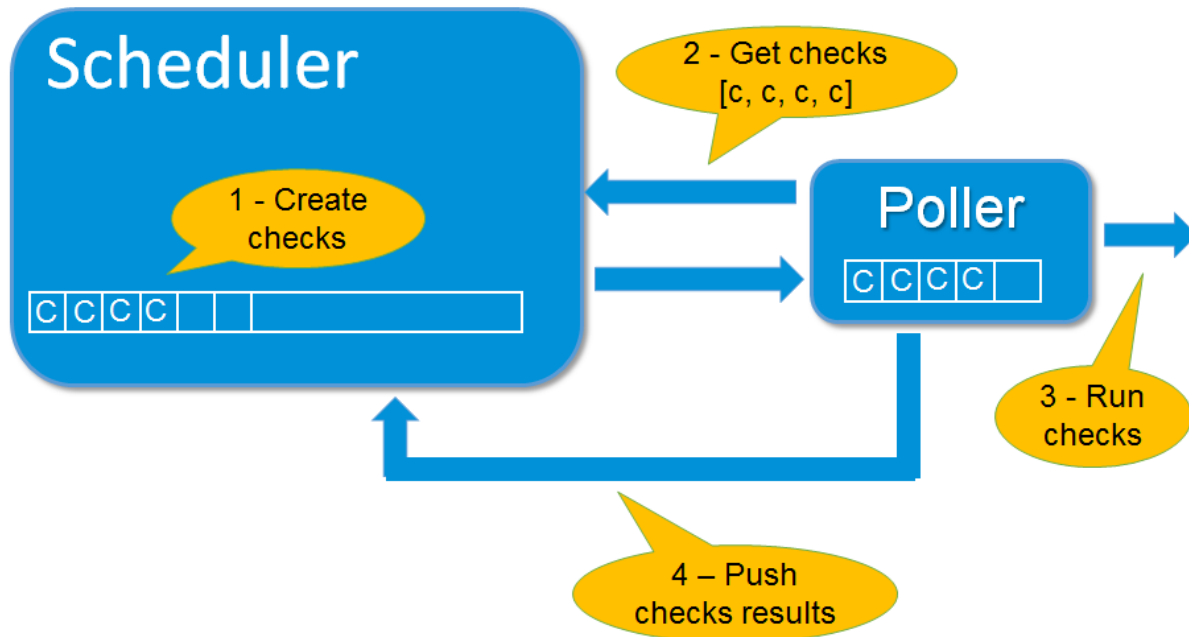
Role

The poller daemon launches check plugins as requested by schedulers. When the check is finished it returns the result to the schedulers. Pollers can be tagged for specialized checks (ex. Windows versus Unix, customer A versus customer B, DMZ). There can be many pollers for load-balancing or hot standby spare roles.

Other daemon connexions

The poller get its configuration from the Arbiter daemon, by default on its 7771 port.

The configuration is the realm scheduler list where the poller will have to connect.

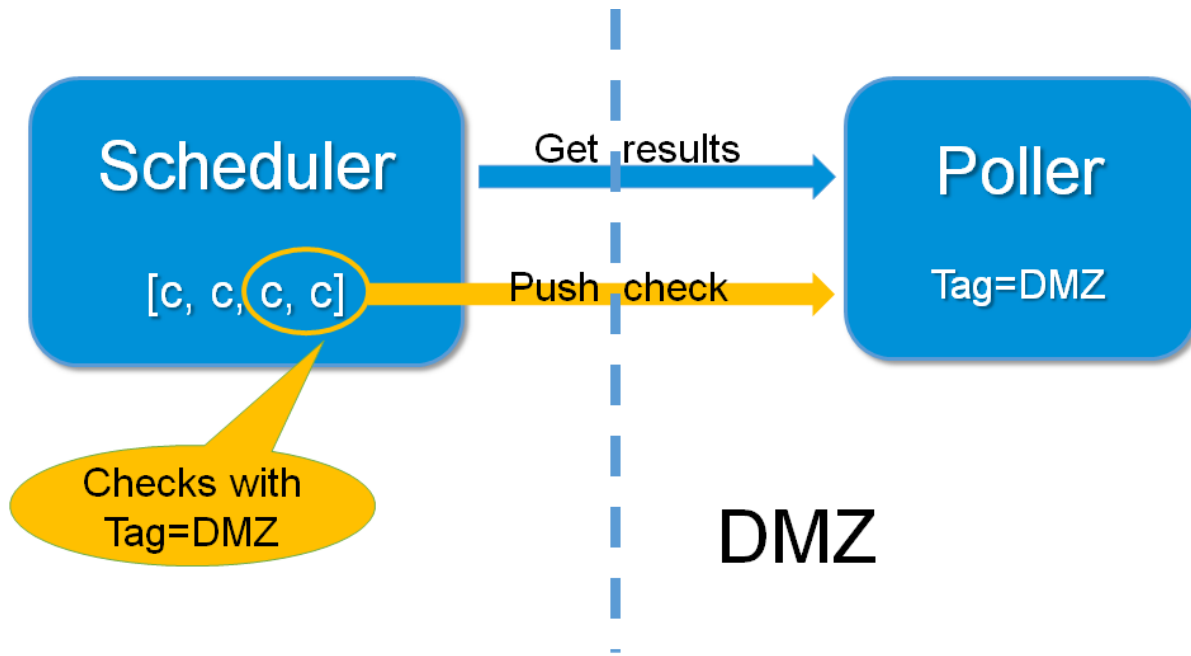


DMZ Poller

It's possible to set poller in a DMZ zone, and the schedulers into the LAN. In this situation, the goal is to avoid DMZ (poller) to LAN (schedulers) connexions. In this case, it's possible to set the poller as passive. In this case, the scheduler will open a connexion to the poller.

This is the recommended setup in a DMZ.

Only checks for host in this DMZ will be launched by this poller.

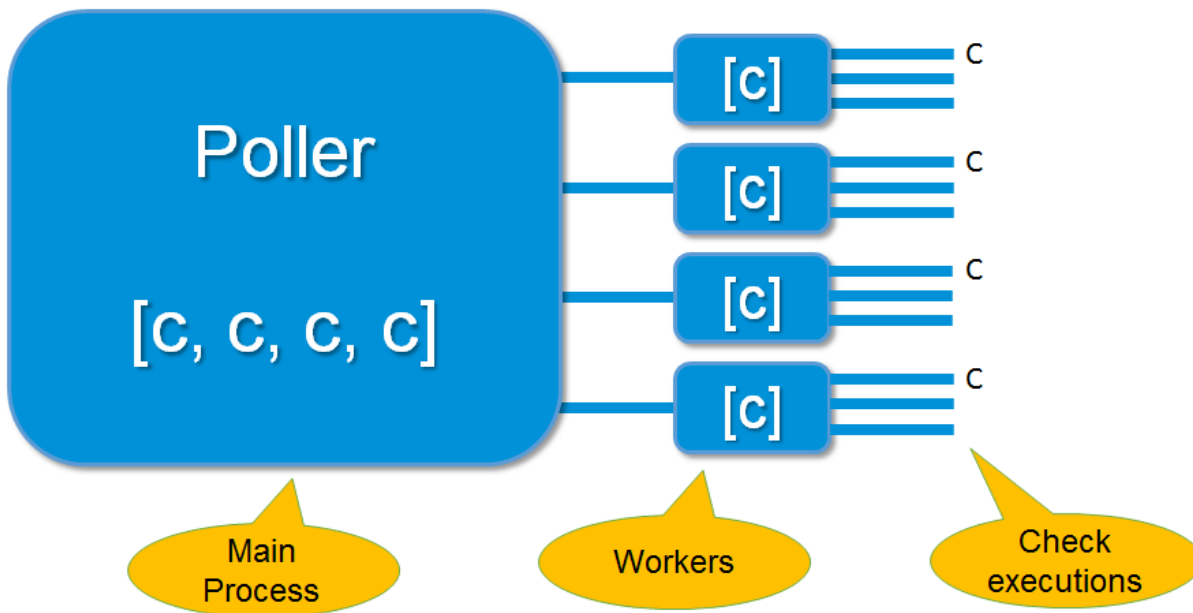


Data

The poller get command from the schedulers.

It's important to note that the plugins launched by the pollers will have a direct access to the monitored hosts, and they will need to get data from them.

Poller Internals



Poller connexions summary

source	Destination	Port	Protocol	Note
Poller	Scheduler	7768	HTTPS	

Different types of Pollers: poller_tag

The current Shinken Enterprise architecture is useful for someone that uses the same type of poller for checks. But it can be useful to have different types of pollers. We already saw that all pollers talk to all schedulers. In fact, pollers can be "tagged" so that they will execute only some checks.

This is useful when the user needs to have hosts in the same scheduler (like with dependencies) but needs some hosts or checks to be checked by specific pollers (see usage cases below).

These checks can in fact be tagged on 3 levels :

- Host
- Check
- Command

The parameter to tag a command, host or service, is "poller_tag". If a check uses a "tagged" or "untagged" command in a tagged host/check, it takes the poller_tag of this host/check. In a "untagged" host/check, it's the command tag that is taken into consideration.

The pollers can be tagged with multiple poller_tags. If they are tagged, they will only take checks that are tagged, not the untagged ones, unless they defined the tag "None".

It's mainly used when you have a DMZ network, you need to have a dedicated poller that is in the DMZ, and return results to a scheduler in LAN. With this, you can still have dependencies between DMZ hosts and LAN hosts, and still be sure that checks are done in a DMZ-only poller.

Variable Descriptions

Property	Default	Description
poller_name	N/A	This variable is used to identify the *short name* of the poller which the data is associated with.
address	N/A	This directive is used to define the address from where the main arbiter can reach this poller. This can be a DNS name or a IP address.
port	7771	This directive is used to define the TCP port used by the daemon.
spare	0	This variable is used to define if the poller must be managed as a spare one (will take the conf only if a master failed).
realm	N/A	This variable is used to define the realm where the poller will be put. If none is selected, it will be assigned to the default one.
manage_sub_realms	0	This variable is used to define if the poller will take jobs from scheduler from the sub-realms of it's realm.
poller_tags	None	This variable is used to define the checks the poller can take. If no poller_tags is defined, poller will take all untagged checks. If at least one tag is defined, it will take only the checks that are also tagged like it. By default, there is no poller_tag, so poller can take all untagged checks (default).
modules	N/A	This variable is used to define all modules that the scheduler will load.

Example Definition

```
define poller{
    poller_name      Europe-poller
    address          node1.mydomain
    port             7771
    spare            0
    manage_sub_realms 0
    poller_tags      DMZ, Another-DMZ
    modules           module1,module2
    realm            Europe
    min_workers       0 ; Starts with N processes (0 = 1 per CPU)
    processes_by_worker 256 ; Each worker manages N checks
    polling_interval  1 ; Get jobs from schedulers each N seconds
}
```