

Training: IBM Implementing VM Recovery Manager - HA



TRAINING GOALS:

This 2 day course provides students with the skills needed to implement and manager the IBM VM Recovery Manager – HA (VMR-HA) product. Topics include introduction to High Availability (HA) and Disaster Recovery (DR), understanding the requirements and planning for implementing VMR-HA, installing and configuring VMR-HA, and testing the capabilities of VMR-HA at the VM and application level. Hands-on exercises reinforce the lecture material, allowing students to install, configure, test, and maintain VMR-HA environments.

- Describe industry terminology and concepts for High Availability (HA) and Disaster Recover (DR)
- Plan for the installation of VM Recovery Manager 1.5
- Install VM Recovery Manager – HA (VMR-HA) components
 - - Describe the installation of VIOS efix
 - - Install VM Recovery Manager HA KSYS and GUI software
 - - Install the VM agent on managed LPARs
- Configure VMR-HA
 - - Declare the infrastructure environment : HMC, Hosts, VIOS
 - - Create the host groups : the hosts you want to protect against failures
 - - Select the managed VM, configure and enable them for HA
- Describe how VMR-HA functions at the VM and application levels
- Manage and monitor KSYS using the provided tools
- Install and check VMR-HA agent status
- Register an application with the VMR-HA agent
- Recover standard and critical applications

The target audience is system integrators, system administrators, and product support specialists who are responsible for VMR-HA.

CONSPECT:

- Unit 1: (1:30) High Availability (HA) and Disaster Recovery (DR) concepts
- Unit 2: (1:00) VM Recovery Manager requirements

- Unit 3: (1:00) VM Recovery Manager HA installation
- Unit 4: (2:00) VM Recovery Manager HA configuration
- Exercise 4: (0:30) Configuring VMR-HA using the GUI
- Unit 5: (2:00) VMR-HA at the VM level
- Exercise 5: (1:00) VMR-HA managing a VM crash
- Unit 6: (2:00) VMR-HA at the application level
- Exercise 6: (1:30) VMR-HA managing an application crash

Difficulty level

