

## Network Computers

# Add a computer manually

4padPointRule2.eps ↵

You can add a computer to the network manually if you want to specify a particular Internet address, give it an alias, or add it to a netgroup.

768008\_PointRule2.eps ↵

**BEFORE YOU START:** You need to determine the Ethernet address; ↵ Ethernet address for the computer you're adding. Attach the computer to the network and turn it on. Immediately after the <sup>a</sup>Testing System<sup>o</sup> message goes away, you'll see the Ethernet address on screen. (The address is a sequence of numbers separated by colons.) Stop the boot process and record the Ethernet address. Don't connect the computer to the network until you've used HostManager to enter its information into NetInfo.

389539\_PointDashedRule3Black.eps ↵

**1 Log in as root on any computer on the network.**

If you don't log in as **root**, you can enter the **root** password when you start HostManager.

62468\_PointDashedRule3Black.eps ↵

**2 Double-click HostManager in /NextAdmin.**

427113\_PointDashedRule3Black.eps ↵

**3 Choose Host submenu-arrow8.tiff ↵ New from the HostManager menu.**

## 794249\_PointDashedRule3Black.eps ▾

- 4 **Enter the information for this computer in the New Host window**  
;../Reference/Tools/HostManager/HostManagerPanels/NewHostWindow.rtf  
d;;▾.

The New Host window has default entries for the host name, Internet address, and Ethernet address. Select them and replace them with the name and addresses for the computer you're adding.

The name may be up to 8 lowercase characters, including letters, digits, dashes (-), and underbars (\_). Don't use the reserved names **localhost**, **broadcasthost**, or **mailhost**.

For the Internet address, enter a number between **1** and **253**. For the Ethernet address, enter the values without leading zeros. For example, enter **0:0:f:0:ab:1** rather than **00:00:0f:00:ab:01**.

You can enter the name of the person who will use the computer in the System Owner field and select a system type from the pop-up list. These values are for your own records. The network doesn't use them.

If you want the network to recognize the computer by more than one name, enter one or more aliases ;CreateAliasHostName.rtfd;;▾.

If you want the computer to be part of a group of network computers, enter one or more netgroup names

;../Reference/Tools/HostManager/HostManagerPanels/NewHostWindow.rtfd;;▾.

## 681798\_PointDashedRule3Black.eps ▾

- 5 **Click the close box in the upper right corner of the New Host window.**

**CAUTION** If you add several computers at the same time, be sure you close the New Host window and choose Host *590886\_submenu-arrow8.tiff* ↵ New for each computer.

**276739\_PointDashedRule3Black.eps** ↵

**6 Select the domain where you want to save the host information and click OK.**

Unless you're working with a large network, be sure the box labeled <sup>a</sup>This is host's parent domain<sup>o</sup> is checked

../Reference/Tools/HostManager/HostManagerPanels/SaveToNetInfoDomainPanel.rtfd;;↵.

If HostManager prompts you for the root password for the domain, enter it and click Login.

**117445\_PointDashedRule3Black.eps** ↵

**7 Turn on the new computer, type b and press Return.**

**515056\_PointDashedRule3Black.eps** ↵

**8 Double-click SimpleNetworkStarter in /NextAdmin.**

**867186\_PointDashedRule3Black.eps** ↵

**9 Check the option to <sup>a</sup>Access shared network resources as a client.<sup>o</sup>**

This option is in section 1 of the SimpleNetworkStarter window

../Reference/Tools/SimpleNetworkStarter/SimpleNetworkStarterPanels/SimpleNetworkStarterWindow.rtfd;;↵.

If you want to use the computer to provide network services, choose that option instead. You can ignore sections 2 and 3.

**903622\_PointDashedRule3Black.eps** ↵

**10 Click Configure.**

**472948\_PointDashedRule3Black.eps** ↵

SimpleNetworkStarter creates the host entry in the **/machines** directory of the domain you selected.

2PointRule.eps ↖

**Related topics** (*click a* LinkDiamond.tiff ↖)

706575\_pt-Xref-Rule2.eps ↖

### Concepts

Need some definitions? Not sure what hosts are and why they need addresses?

;AboutNetworkComputers.rtf;;↖

**computers**

**About network**

Want a basic review of domains?

;../NetInfo/AboutNetInfo.rtf;;↖

**About NetInfo domains**

904075\_PointDashedRule3Black.eps ↖**How to**

If you swap network cards or make changes in the computer's network controller circuitry, you have to change the Ethernet address in the host entry.

;ChangeNetworkAddressAutomatically.rtf;;↖ **Change a**

**network address automatically**

;ChangeHostEntry.rtf;;↖ **Change a host entry**

You can also add a computer automatically if you've enabled

automatic host addition.

`;EnableAutomaticHostAddition.rtfld;;` ↪ **Enable automatic host addition**

`;AddComputerAutomatically.rtfld;;` ↪ **Add a computer automatically**

You can use NetInfoManager to check the **/machines** directory for the Ethernet and Internet address of the new host.

`../NetInfo/ExamineHostEntry.rtfld;;` ↪ **Examine a host entry**