

Double-Take[®] AVAILABILITY[™]

Version 7.1.0

Double-Take Availability for Windows User's Guide



Notices

Double-Take Availability for Windows User's Guide Version 7.1.0, Monday, March 09, 2015

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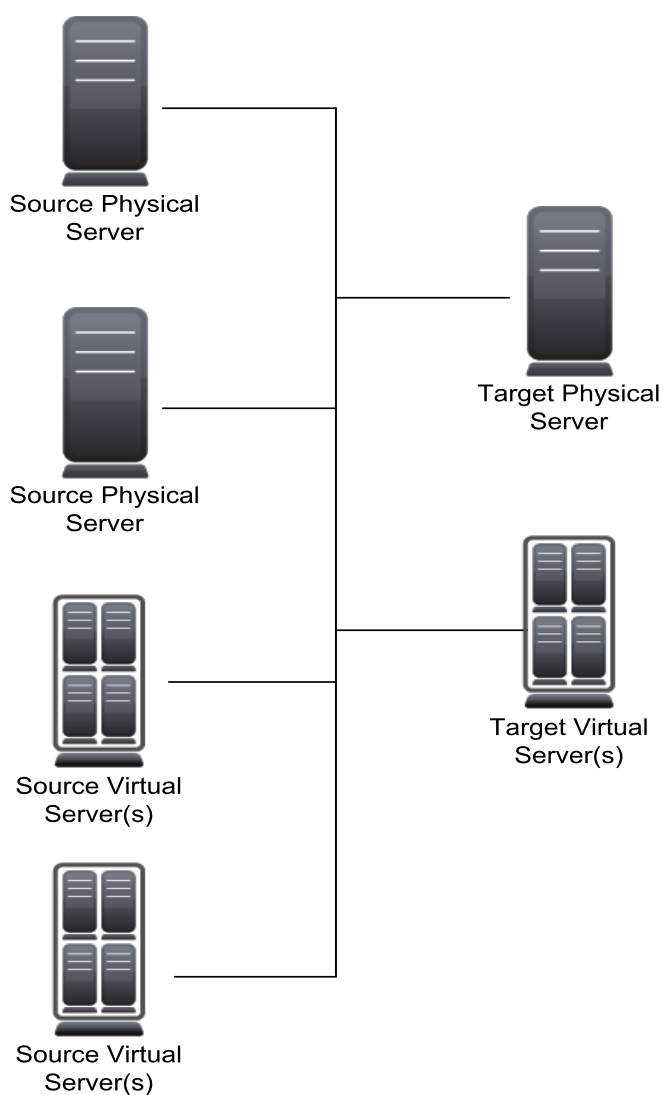
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Chapter 1 Double-Take Availability overview

Double-Take Availability ensures the availability of critical workloads. Using real-time replication and failover, you can protect data, entire servers, individual applications, virtual servers, or clusters.

You identify what you want to protect on your production server, known as the source, and replicate that to a backup server, known as the target. The target server, on a local network or at a remote site, stores a replica copy of the data from the source. Double-Take monitors any changes to the source and sends the changes to the replica copy stored on the target server. By replicating only the file changes rather than copying an entire file, Double-Take allows you to more efficiently use resources.



Core operations

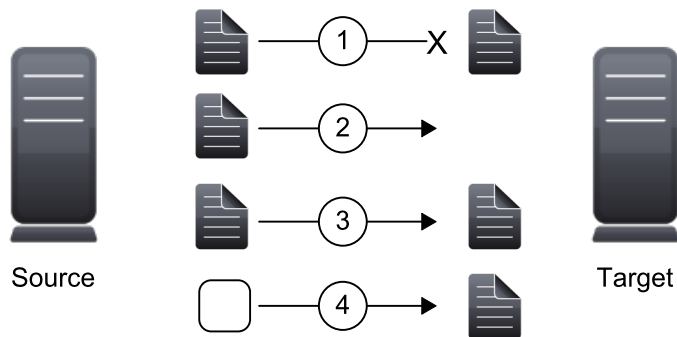
Double-Take performs three basic types of operations.

- See *Mirroring* on page 7—The initial copy or subsequent resynchronization of selected data
- See *Replication* on page 8—The on-going capture of byte-level file changes
- See *Failover* on page 9—The ability to stand-in for a server, in the event of a failure

Mirroring

Mirroring is the process of transmitting user-specified data from the source to the target so that an identical copy of data exists on the target. When Double-Take initially performs mirroring, it copies all of the selected data, including file attributes and permissions. Mirroring creates a foundation upon which Double-Take can efficiently update the target server by replicating only file changes.

If subsequent mirroring operations are necessary, Double-Take can mirror specific files or blocks of changed data within files. By mirroring only files that have changed, network administrators can expedite the mirroring of data on the source and target servers. Mirroring has a defined end point when all of the selected files from the source have been transmitted to the target. When a mirror is complete, the target contains a copy of the source files at that point in time.

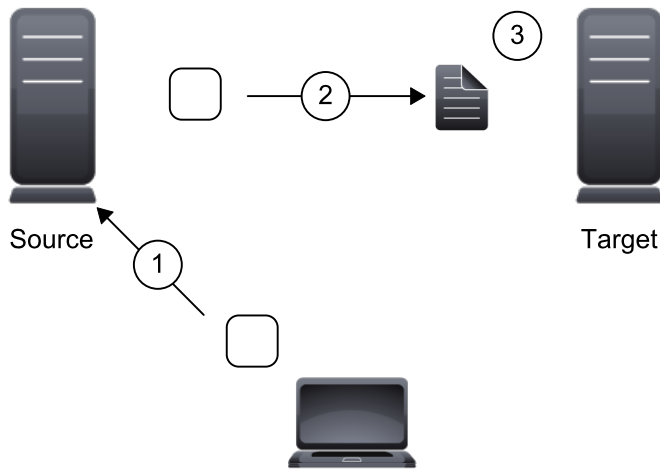


1. Identical files are not mirrored.
2. New files are mirrored.
3. Different files can be mirrored.
4. Checksums can calculate blocks of data to be mirrored.

Replication

Replication is the real-time transmission of file changes. Unlike other related technologies, which are based on a disk driver or a specific application, the Double-Take replication process operates at the file system level and is able to track file changes independently from the file's related application. In terms of network resources and time, replicating changes is a more efficient method of maintaining a real-time copy of data than copying an entire file that has changed.

After a source and target have been connected through Double-Take, file system changes from the user-defined data set are tracked. Double-Take immediately transmits these file changes to the target server. This real-time replication keeps the data on the target up-to-date with the source and provides high availability and disaster recovery with minimal data loss. Unlike mirroring which is complete when all of the files have been transmitted to the target, replication continuously captures the changes as they are written to the source. Replication keeps the target up-to-date and synchronized with the source.



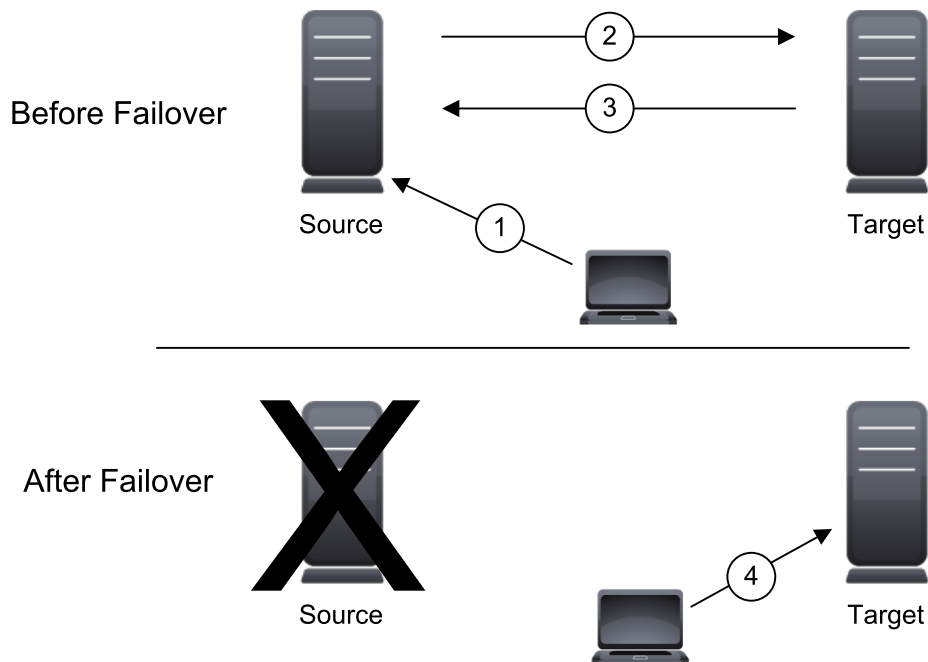
1. A user or application updates part of a file.
2. Only the changed portion of the file is replicated to the target.
3. An up-to-date copy of the file is maintained on the target.

Failover

Failover is the process in which a target stands in for a failed source. As a result, user and application requests that are directed to the failed source are routed to the target.

Double-Take monitors the source status by tracking requests and responses exchanged between the source and target. When a monitored source does not respond to the target's requests, Double-Take assumes that the server has failed. Double-Take then prompts the network administrator to initiate failover, or, if configured, it occurs automatically. The failover target assumes the identity of the failed source, and user and application requests destined for the source server or its IP address(es) are routed to the target.

When partnered with the Double-Take data replication capabilities, failover routes user and application requests with minimal disruption and little or no data loss.



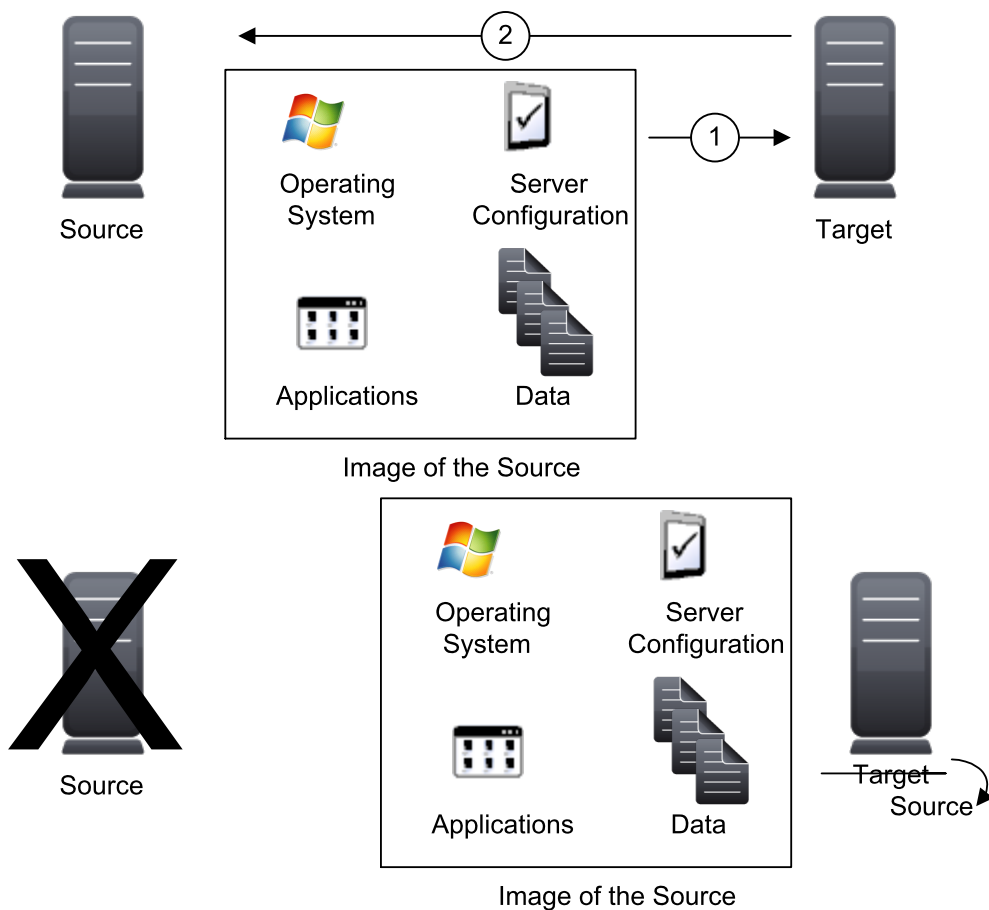
1. User and application requests are sent to the source name or IP address.
2. Data on the source is mirrored and replicated to the target.
3. The target monitors the source for failure.
4. In the event the source fails, the target stands in for the source. User and application requests are still sent to the source name or IP address, which are now running on the target.

Double-Take Availability workloads

In addition to selecting your own files and folders that you want to protect, Double-Take can protect specific types of workloads to meet your protection and business goals.

Full server protection

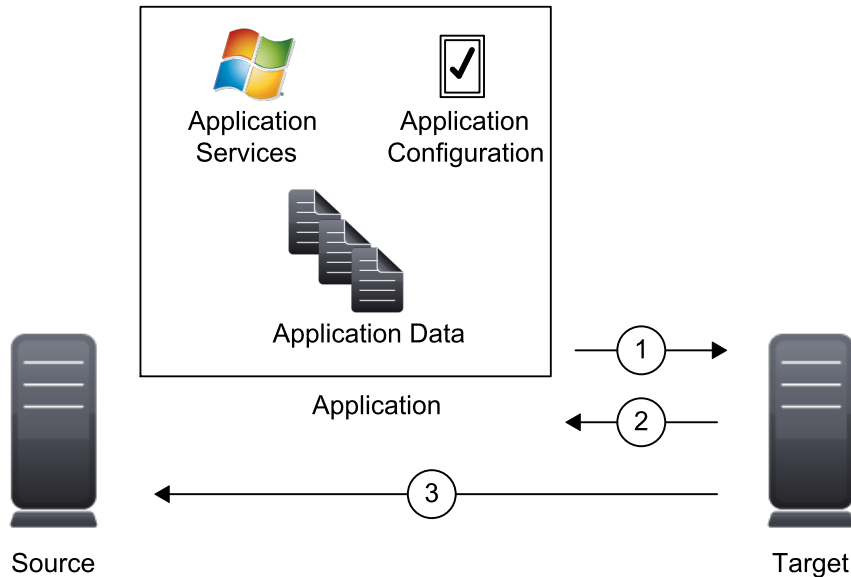
Full server protection provides high availability for an entire server, including the system state, which is the server's configured operating system and applications. You identify your source, which is the server you want to protect, and your target, which is the server that will stand-in for the source in the event the source fails. Double-Take monitors the source for a failure, and if it fails, the target will stand-in for the source by rebooting and applying the source system state on the target. After the reboot, the target becomes the source.



1. The source data and system data, together a total image of the source, are mirrored and replicated to the target.
2. The target monitors the source for failure.
3. In the even the source fails, the source's system state is applied when the target is rebooted. After the reboot, the target is now the source, in both identity and with the source data.

Application protection

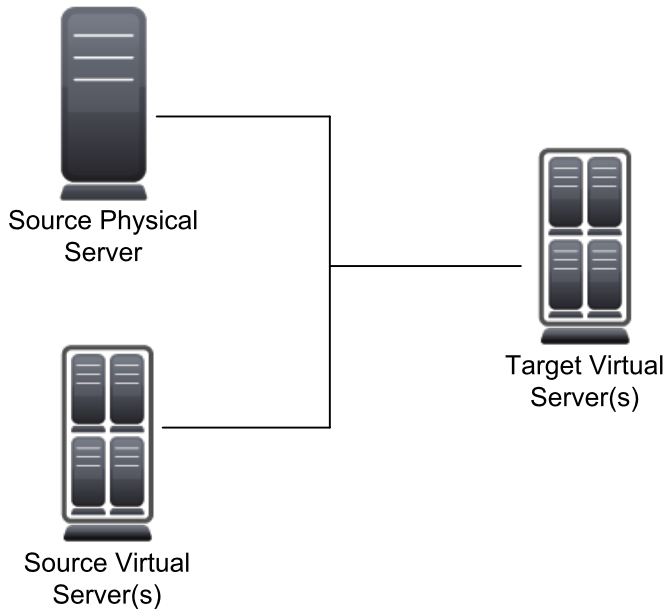
Application protection provides high availability for Microsoft Exchange or Microsoft SQL Server. You identify your source, which is the server running the application, and your target, which is the server that will stand-in for the source in the event the source fails. Double-Take will gather information from your environment (application configuration, Active Directory, DNS, and so on) about the application being protected and automatically protect the application. Double-Take monitors the source server or the application services for a failure. If it fails, the target will stand-in for the source. End-users continue to access the application, now running on the target.



1. The configuration is sent to the target and then application data is mirrored and replicated to the target.
2. The target can monitor the application for failure.
3. The target can monitor the source for failure.

Virtual protection

Virtual protection provides high availability to Hyper-V or ESX virtual servers. You identify your source, which is the server you want to protect. Your source can be a physical server, a virtual machine where you want to protect the data within the guest operating system, or a virtual machine where you want to protect the host-level virtual disk files (.vhd or .vhdx files). Your target is a Hyper-V or ESX server that will host a virtual machine that is a replica of the source. Double-Take monitors the source for a failure. In the event of a source failure, the replica virtual machine on the target can stand-in allowing end-users to continue accessing data and/or applications.



You can protect virtual workloads in many different configurations. See *Need help getting started* in the *Double-Take Documentation Library* for a matrix that will help you determine the best virtual protection for your environment.

Supported configurations

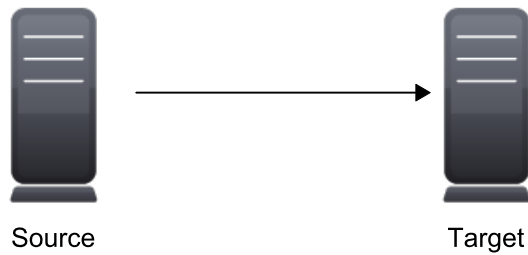
Double-Take is an exceptionally flexible product that can be used in a wide variety of network configurations. To implement Double-Take effectively, it is important to understand the possible configuration options and their relative benefits. Double-Take configurations can be used independently or in varying combinations.



Not all types of jobs support all of these configurations. See the requirements of each job type to determine which configurations are supported.

- See *One to one, active/standby* on page 14
- See *One to one, active/active* on page 15
- See *Many to one* on page 16
- See *One to many* on page 17
- See *Chained* on page 18
- See *Single server* on page 19

One to one, active/standby



Description

One target server, having no production activity, is dedicated to support one source server. The source is the only server actively replicating data.

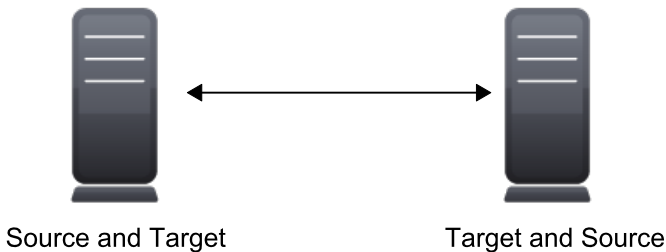
Applications

- This configuration is appropriate for offsite disaster recovery, failover, and critical data backup. This is especially appropriate for critical application servers such as Exchange, SQL Server, and web servers.
- This is the easiest configuration to implement, support, and maintain.

Considerations

- This configuration requires the highest hardware cost because a target server is required for every source server.
 - You must pause the target when backing up database files on the target.
-

One to one, active/active



Description

Each server acts as both a source and target actively replicating data to each other

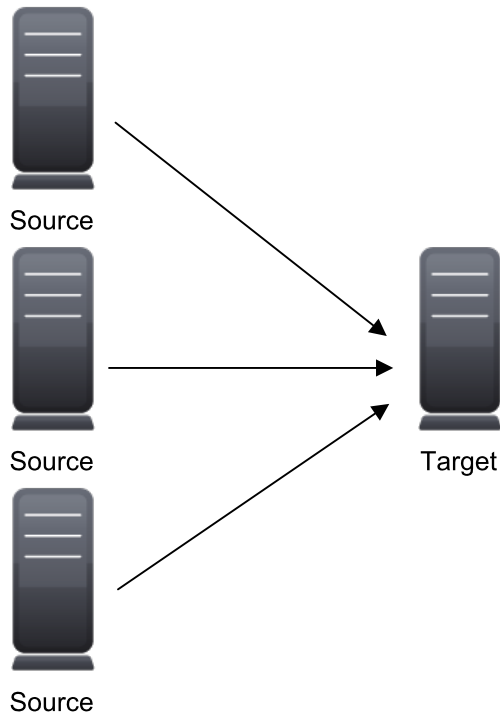
Applications

This configuration is appropriate for failover and critical data backup. This configuration is more cost-effective than the Active/Standby configuration because there is no need to buy a dedicated target server for each source. In this case, both servers can do full-time production work.

Considerations

- Coordination of the configuration of Double-Take and other applications can be more complex than the one to one active/standby configuration.
- During replication, each server must continue to process its normal workload.
- Administrators must avoid selecting a target destination path that is included in the source's protected data set. Any overlap will cause an infinite loop.
- To support the production activities of both servers during failover without reducing performance, each server should have sufficient disk space and processing resources.
- Failover and failback scripts must be implemented to avoid conflict with the existing production applications.
- You must pause the target when backing up database files on the target.

Many to one



Description

Many source servers are protected by one target server.

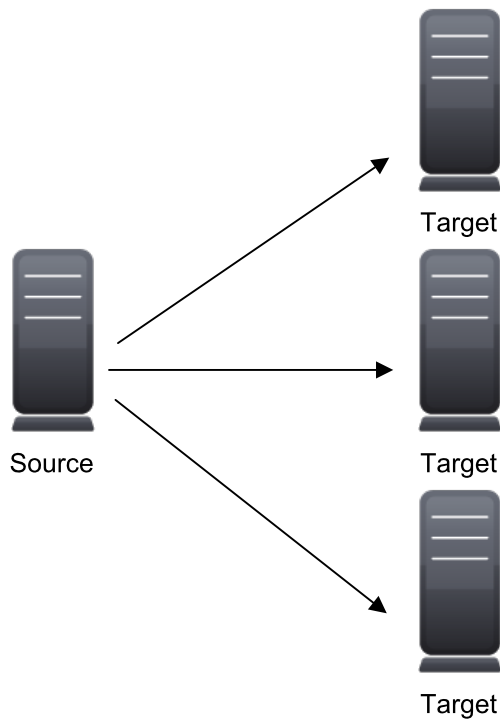
Applications

This configuration is appropriate for offsite disaster recovery. This is also an excellent choice for providing centralized tape backup because it spreads the cost of one target server among many source servers.

Considerations

- The target server must be carefully managed. It must have enough disk space and RAM to support replication from all of the source systems. The target must be able to accommodate traffic from all of the servers simultaneously.
- If using failover, scripts must be coordinated to ensure that, in the event that the target server stands in for a failed server, applications will not conflict.
- You must pause the target when backing up database files on the target.

One to many



Description

One source server sends data to multiple target servers. The target servers may or may not be accessible by one another.

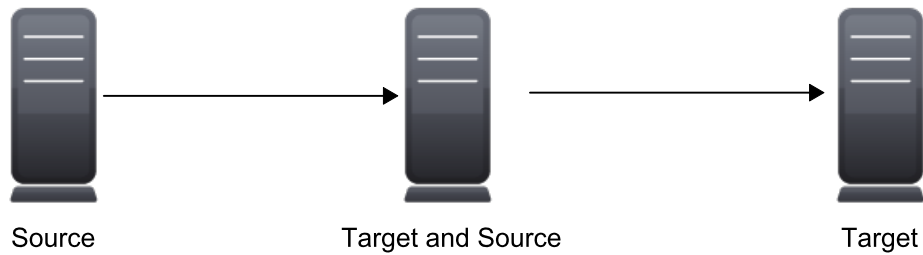
Applications

This configuration provides offsite disaster recovery, redundant backups, and data distribution. For example, this configuration can replicate all data to a local target server and separately replicate a subset of the mission-critical data to an offsite disaster recovery server.

Considerations

- Updates are transmitted multiple times across the network. If one of the target servers is on a WAN, the source server is burdened with WAN communications.
- You must pause the target when backing up database files on the target.
- If you failover to one of the targets, the other targets stop receiving updates.

Chained



Description

The source servers sends replicated data to a target server, which acts as a source server and sends data to a final target server, which is often offsite.

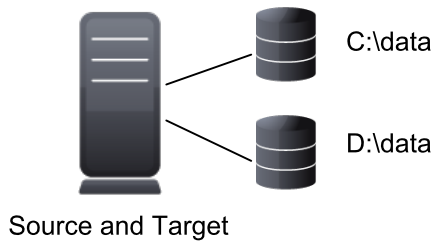
Applications

This is a convenient approach for integrating local high availability with offsite disaster recovery. This configuration moves the processing burden of WAN communications from the source server to the target/source server. After failover in a one to one, many to one, or one to many configuration, the data on the target is no longer protected. This configuration allows failover from the first source to the middle machine, with the third machine still protecting the data.

Considerations

- The target/source server could become a single point of failure for offsite data protection.
- You must pause the target when backing up database files on the target.

Single server



Description

Source and target components are loaded on the same server allowing data to be replicated from one location to another on the same volume or to a separate volume on the same server. These could be locally attached SCSI drives or Fibre Channel based SAN devices.

Applications

This configuration is useful upgrading storage hardware while leaving an application online. Once the data is mirrored, you can swap the drive in the disk manager. If the source and target copies of the data are located on different drives, this configuration supports high availability of the data in the event that the source hard drive fails.

Considerations

- This configuration does not provide high availability for the entire server.
 - This configuration must be configured carefully so that an infinite loop is not created.
-

Chapter 2 Core Double-Take requirements

Each Windows server must meet the minimum core requirements below. Your servers may need to meet additional requirements depending on the job type will be using. See the requirements section for each of the job types for those specific requirements.

- **Operating system**—Double-Take for Windows supports Windows 2003, 2008 and 2012, with the following caveats.
 - Windows 2003 operating systems require Service Pack 2 or later.
 - Server Core 2008 is not supported for any job type.
 - Server Core 2008 R2 SP1, Server Core 2012, and Server Core 2012 R2 are supported for files and folders, full server, full server to Hyper-V, V to Hyper-V, and agentless Hyper-V jobs but with caveats. See the requirements sections for those job types for Server Core details.
 - Hyper-V is supported for full server to Hyper-V, V to Hyper-V, and agentless Hyper-V jobs. See the requirements sections for those job types for detailed Hyper-V requirements.
 - There are multiple Double-Take editions that correspond to the various Windows operating system editions. Your reseller or distributor can assist you in selecting the right Double-Take edition for your operating system and protection needs.
 - If you are using Windows 2008 Hyper-V R2 with Cluster Shared Volumes (CSV), you can use Double-Take within the guest. However, you will be unable to protect the virtual machines at the host level using Double-Take. Although CSV is not supported for host-level protection for Windows 2008, you can use host-level protection for non-CSV virtual machines on a CSV configured cluster. See the *Double-Take Availability for Hyper-V User's Guide* for more information.
 - Cluster Shared Volumes (CSV) support at the host-level is for Windows 2012 only.
 - Even though the Double-Take for Windows Foundation Edition is for Windows Foundation Server, Small Business Server, Storage Server, and Essential Business Server editions, you can install the Double-Take for Windows Foundation Edition on a server running higher Windows operating systems, so you do not have to pay extra for an upgraded Double-Take license. When the Foundation Edition is installed on a server running higher Windows operating systems, the following limitations will apply. 1) The server will function in a target role only. 2) The target-only server can only protect a source that is running the Double-Take for Windows Foundation Edition and one of the operating system editions listed above. 3) Full server protection is the only supported method of failover.
- **File system**—Double-Take supports the NTFS and ReFS file system. FAT and FAT32 are not supported. For detailed information on other file system capabilities, see *Mirroring and replication capabilities* on page 25.
- **System memory**—The minimum system memory on each server should be 1 GB. The recommended amount for each server is 2 GB.
- **Disk space for program files**—This is the amount of disk space needed for the Double-Take program files. The amount depends on your operating system version and your architecture (32-bit or 64-bit) and ranges from 350-500 MB.



The program files can be installed to any volume while the Microsoft Windows Installer files are automatically installed to the operating system boot volume.

Make sure you have additional disk space for Double-Take queuing, logging, and so on.

- **Server name**—Double-Take includes Unicode file system support, but your server name must still be in ASCII format. If you have the need to use a server's fully-qualified domain name, your server cannot start with a numeric character because that will be interpreted as an IP address. Additionally, all Double-Take servers and appliances must have a unique server name.
-



If you need to rename a server that already has a Double-Take license applied to it, you should deactivate that license before changing the server name. That includes rebuilding a server or changing the case (capitalization) of the server name (upper or lower case or any combination of case). If you have already rebuilt the server or changed the server name or case, you will have to perform a host-transfer to continue using that license. See the *Double-Take Installation, Licensing, and Activation* document for complete details.

- **Time**—The clock on your Double-Take servers must be within a few minutes of each other, relative to UTC. Large time skews will cause Double-Take errors.
- **Protocols and networking**—Your servers must meet the following protocol and networking requirements.
 - Your servers must have TCP/IP with static IP addressing.
 - If your target server only supports DHCP, for example Windows Azure, keep in mind the following caveats.
 - You will be unable to reverse.
 - A target reboot may or may not cause a job error depending on if a new address is assigned by DHCP.
 - Do not disable the DHCP client service on the source. Otherwise, when failover occurs the DHCP client will not start and an IP address cannot be assigned.
 - For some job types, IPv4 is the only supported version. See the requirements for each job type. If your job type does support IPv6, it must be used in combination with IPv4. Configurations with IPv6 only are not supported.
 - By default, Double-Take is configured for IPv6 and IPv4 environments, but the Double-Take service will automatically check the server at service startup and modify the appropriate setting if the server is only configured for IPv4.
 - IPv6 is only supported for Windows 2008 and 2012 servers.
 - If you are using IPv6 on your servers, your clients must be run from an IPv6 capable machine.
 - In order to properly resolve IPv6 addresses to a hostname, a reverse lookup entry should be made in DNS.
- **Reverse lookup zone**—If you are using a DNS reverse lookup zone, then it must be Active

Directory integrated. Double-Take is unable to determine if this integration exists and therefore cannot warn you during job creation if it doesn't exist.

- **DNS updates**—Some job types allow you to failover Microsoft DNS records so the source server name resolves to the target IP addresses at failover time. To be able to set up and failover Microsoft DNS records, your environment must meet the following requirements.
 - The source and target servers must be in the same domain.
 - The target must have WMI/DCOM connectivity to any DNS server that you have configured to be updated.
 - Each server's network adapter must have the DNS suffix defined, and the primary DNS suffix must be the same on the source and target. You can set the DNS suffix in the network adapters advanced TCP/IP settings or you can set the DNS suffix on the computer name. See the documentation for your specific operating system for details on configuring the DNS suffix.
 - If you are using a DNS reverse lookup zone, then the forward zone must be Active Directory integrated. Double-Take is unable to determine if this integration exists and therefore cannot warn you during job creation if it doesn't exist. The zone should be set for secure only updates to allow for DNS record locking.

DNS updates are not supported for Server Core servers or NAT environments.

- **Windows firewall**—If you have Windows firewall enabled on your servers, there are two requirements for the Windows firewall configuration.
 - The Double-Take installation program will automatically attempt to configure ports 6320, 6325, and 6326 for Double-Take. If you cancel this step, you will have to configure the ports manually.
 - If you are using the Double-Take Console to push installations out to your servers you will have to open firewall ports for WMI (Windows Management Instrumentation), which uses RPC (Remote Procedure Call). By default, RPC will use ports at random above 1024, and these ports must be open on your firewall. RPC ports can be configured to a specific range by specific registry changes and a reboot. See the [Microsoft Knowledge Base article 154596](#) for instructions. Additionally, you will need to open firewall ports for SMB (server message block) communications which uses ports 135-139 and port 445, and you will need to open File and Printer Sharing. As an alternative, you can disable the Windows firewall temporarily until the push installations are complete.

See *Firewalls* on page 507 for instructions on handling firewalls in your environment.

- **Windows Management Instrumentation (WMI)**—Double-Take is dependent on the WMI service. If you do not use this service in your environment, contact technical support.
- **Snapshots**—Double-Take uses the Microsoft Volume Shadow Copy service (VSS) for snapshot capabilities. To use this functionality, your servers must meet the following requirements.
 - **Snapshot location for non-virtual jobs**—Snapshots are taken at the volume level and stored on the target. For example, if your job is protecting D:\data and E:\files, the snapshot will contain all of the data on both the D: and E: volumes. If your job is only protecting D:\data (E:\files exists but is not included in the job), the snapshot will only contain the D: volume. Make sure you have enough space on your target for snapshots.
 - **Snapshot location for virtual jobs**—Snapshots are taken and stored inside the replica virtual disk, so be sure that you configure your replica virtual machine disks large enough to maintain snapshots.

- **Double-Take installation location**—In order to enable Double-Take snapshots, Double-Take must be installed on the system drive. If Double-Take is not installed on the system drive, snapshots will be disabled when enabling protection.
- **Snapshot limitations**—Sometimes taking a snapshot may not be possible. For example, there may not be enough disk space to create and store the snapshot, or maybe the target is too low on memory. If a snapshot fails, an Event message and a Double-Take log message are both created and logged.

There are also limitations imposed by Microsoft Volume Shadow Copy that impact Double-Take snapshots. For example, different Double-Take job types create different snapshot types, either client-accessible or non-client-accessible. VSS only maintains 64 client-accessible snapshots, while it maintains 512 non-client-accessible snapshots. If the maximum number of snapshots exists and another one is taken, the oldest snapshot is deleted to make room for the new one.

Another example is that Double-Take snapshots must be created within one minute because Volume Shadow Copy snapshots must be created within one minute. If it takes longer than one minute to create the snapshot, the snapshot will be considered a failure.

Additionally, Volume Shadow Copy will not revert snapshots of a volume with operating system files, therefore Double-Take is also unable to revert a volume with operating system files.

You must also keep in mind that if you are using extended functionality provided by Volume Shadow Copy, you need to be aware of the impacts that functionality may have on Double-Take. For example, if you change the location where the shadow copies are stored and an error occurs, it may appear to be a Double-Take error when it is in fact a Volume Shadow Copy error. Be sure and review any events created by the VolSnap driver and check your Volume Shadow Copy documentation for details.

- **Other snapshot functionality**—You can use Volume Shadow Copy for other uses outside Double-Take, for example Microsoft Backup uses it. Keep in mind though that the driver for Volume Shadow Copy is started before the driver for Double-Take. Therefore, if you use snapshots on your source and you revert any files on the source that are protected by your job, Double-Take will not be aware of the revert and the file change will not be replicated to the target. The file change will be mirrored to the target during the next mirroring process.
- **Clusters**—If your job type supports clustering, make sure your cluster meets the following requirements in addition to any job specific cluster requirements.
 - **Best practices**—You should carefully review Microsoft documentation and resources for properly configuring your cluster before implementing Double-Take on a cluster. The Microsoft TechNet articles [Failover Clusters](#) and [Installing and Upgrading on Cluster Nodes](#) are two resources you can start with. There are many other resources available on the [Microsoft TechNet web site](#).
 - **Networking**—The following networking requirements apply to your cluster.
 - You must have TCP/IP connections between nodes.
 - Multiple networks are recommended to isolate public and private traffic.
 - The private network should be a unique subnet so that Double-Take will not attempt to use an unreachable private network.
 - Your network can contain direct LAN connections or VLAN technology.

- For Windows 2003, the cluster nodes must be on the same logical IP subnet.
- For Windows 2003, the maximum round trip latency between nodes should be no more than ½ second.
- **Domain**—The cluster nodes must be members of the same domain.
- **DNS**—Forward and reverse lookups must be implemented on the primary DNS server for the cluster name and individual nodes.
- **Cluster service account**—For Windows 2003 clusters, use the same cluster service account on source and target clusters.
- **Double-Take disk queue**—Ensure that the disk queue is not on a Physical Disk resource.
- **Volumes**—The source and target should have identical drive mappings.
- **Licensing**—Each node in the cluster must have a valid Double-Take Availability license key.
- **Resource registration**—In some cases, the Double-Take cluster resources may not be registered automatically when Double-Take is installed. You can manually register the resources by running DTResUtility.exe, which is installed in the \Windows\Cluster directory.
- **Third-party storage**—Third-party storage resources are not supported.

Mirroring and replication capabilities

For Windows source servers, Double-Take mirrors and replicates file and directory data stored on any NTFS or ReFS Windows file system. Mirrored and replicated items also include Macintosh files, compressed files, NTFS attributes and ACLs (access control list), dynamic volumes, files with alternate data streams, sparse files, encrypted files, and reparse points. Files can be mirrored and replicated across mount points, although mount points are not created on the target.

Double-Take does not mirror or replicate items that are not stored on the file system, such as physical volume data and registry based data. Additionally, Double-Take does not mirror or replicate NTFS extended attributes, registry hive files, Windows or any system or driver pagefile, system metadata files (\$LogFile, \$Mft, \$Bitmap, \$Extend\\$\UsnJrnl, \$Extend\\$\Quota, and \$Extend\\$\ObjId), hard links, or the Double-Take disk-based queue logs. The only exception to these exclusions is for the full server job types. If you are protecting your system state and data using full server protection, Double-Take will automatically gather and replicate all necessary system state data, including files for the operating system and applications.

Note the following replication caveats.

1. FAT and FAT32 are not supported.
2. You must mirror and replicate to like file systems. For example, you cannot use NTFS to ReFS or ReFS to NTFS. You must use NTFS to NTFS or ReFS to ReFS. Additionally, you cannot have ReFS volumes mounted to mount points in NTFS volumes or NTFS volumes mounted to mount points in ReFS volumes.
3. You cannot replicate from or to a mapped drive.
4. If any directory or file contained in your job specifically denies permission to the system account or the account running the Double-Take service, the attributes of the file on the target will not be updated because of the lack of access. This also includes denying permission to the Everyone group because this group contains the system account.
5. If you select a dynamic volume and you increase the size of the volume, the target must be able to compensate for an increase in the size of the dynamic volume.
6. If you select files with alternate data streams, keep in mind the following.
 - a. Alternate data streams are not included in the job size calculation. Therefore, you may see the mirror process at 99-100% complete while mirroring continues.
 - b. The number of files and directories reported to be mirrored will be incorrect. It will be off by the number of alternate streams contained in the files and directories because the alternate streams are not counted. This is a reporting issue only. The streams will be mirrored correctly.
 - c. Use the file attributes and data comparison option when performing a difference mirror or verification to ensure that all alternate data streams are compared correctly.
 - d. If your alternate streams are read-only, the times may be flagged as different if you are creating a verification report only. Initiating a remirror with the verification will correct this issue.
7. If you select encrypted files, keep in mind the following.
 - a. Only the data, not the attributes or security/ownership, is replicated. However, the encryption key is included. This means that only the person who created the encrypted file on the source will have access to it on the target.

- b. Only data changes cause replication to occur; changing security/ownership or attributes does not.
 - c. Replication will not occur until the Windows Cache Manager has released the file. This may take awhile, but replication will occur when Double-Take can access the file.
 - d. When remirroring, the entire file is transmitted every time, regardless of the remirror settings.
 - e. Verification cannot check encrypted files because of the encryption. If remirror is selected, the entire encrypted file will be remirrored to the target. Independent of the remirror option, all encrypted files will be identified in the verification log.
 - f. Empty encrypted files will be mirrored to the target, but if you copy or create an empty encrypted file within the job after mirroring is complete, the empty file will not be created on the target. As data is added to the empty file on the source, it will then be replicated to the target.
 - g. When you are replicating encrypted files, a temporary file is created on both the source and target servers. The temporary file is automatically created in the same directory as the Double-Take disk queues. If there is not enough room to create the temporary file, an out of disk space message will be logged. This message may be misleading and indicate that the drive where the encrypted file is located is out of space, when it actually may be the location where the temporary file is trying to be created that is out of disk space.
8. If you are using mount points, keep in mind the following.
- a. By default, the mount point data will be stored in a directory on the target. You can create a mount point on the target to store the data or maintain the replicated data in a directory. If you use a directory, it must be able to handle the amount of data contained in the mount point.
 - b. Recursive mount points are not supported. If you select data stored on a recursive mount point, mirroring will never finish.
9. Double-Take supports transactional NTFS (TxF) write operations, with the exception of TxF SavePoints (intermediate rollback points).
- a. With transactional NTFS and Double-Take mirroring, data that is in a pending transaction is in what is called a transacted view. If the pending transaction is committed, it is written to disk. If the pending transaction is aborted (rolled back), it is not written to disk.
- During a Double-Take mirror, the transacted view of the data on the source is used. This means the data on the target will be the same as the transacted view of the data on the source. If there are pending transactions, the Double-Take **Target Data State** will indicate **Transactions Pending**. As the pending transactions are committed or aborted, Double-Take mirrors any necessary changes to the target. Once all pending transactions are completed, the **Target Data State** will update to **OK**.
- If you see the pending transactions state, you can check the Double-Take log file for a list of files with pending transactions. As transactions are committed or aborted, the list is updated until all transactions are complete, and the **Target Data State** is **OK**.
- b. During replication, transactional operations will be processed on the target identically as they are on the source. If a transaction is committed on the source, it will be committed on the target. If a transaction is aborted on the source, it will be aborted on the target.
 - c. When failover occurs any pending transactions on the target will be aborted.
 - d. Double-Take restore functions as a mirror, except the roles of the source and target are reversed. The transacted view of the data on the target is restored to the source. As

- pending transactions are committed or aborted on the target, Double-Take restores any necessary changes to the source. Once all pending transactions are completed, the restoration is complete and replication will continue from the target to the source.
- e. If you have restored your data before starting the failback process, make sure the restoration process does not have pending transactions and is complete before starting failback. If you are restoring your data after the failback the process has completed, users will not be accessing the data once failback occurs, so there are no opportunities for pending transactions.
10. Double-Take supports Windows 2008 and 2012 symbolic links and junction points. A symbolic link is a link (pointer) to a directory or file. Junction points are links to directories and volumes.
 - a. If the link and the file/directory/volume are both in your job, both the link and the file/directory/volume are mirrored and replicated to the target.
 - b. If the link is in the job, but the file/directory/volume it points to is not, only the link is mirrored and replicated to the target. The file/directory/volume that the link points to is not mirrored or replicated to the target. A message is logged to the Double-Take log identifying this situation.
 - c. If the file/directory/volume is in the job, but the link pointing to it is not, only the file/directory/volume is mirrored and replicated to the target. The link pointing to the file/directory/volume is not mirrored or replicated to the target.
 - d. Junction points that are orphans (no counterpart on the source) will be processed for orphan files, however, the contents of a junction point (where it redirects you) will not be processed for orphan files.
 11. If you have the Windows NtfsDisable8dot3NameCreation setting enabled on the source but disabled on the target, there is a potential that you could overwrite and lose data on the target because of the difference in how long file names will be associated with short file names on the two servers. This is only an issue if there are like named files in the same directory (for example, longfilename.doc and longfi~1.doc in the same directory). To avoid the potential for any data loss, the NtfsDisable8dot3NameCreation setting should be the same on both the source and target.
 12. Double-Take can replicate paths up to 32,760 characters, although each individual component (file or directory name) is limited to 259 characters. Paths longer than 32760 characters will be skipped and logged.
 13. If you rename the root folder of a job, Double-Take interprets this operation as a move from inside the job to outside the job. Therefore, since all of the files under that directory have been moved outside the job and are no longer a part of the job, those files will be deleted from the target replica copy. This, in essence, will delete all of your replicated data on the target. If you have to rename the root directory of your job, make sure that the job is not connected.
 14. Keep in mind the following caveats when including and excluding data for replication.
 - a. Do not exclude Microsoft Word temporary files from your job. When a user opens a Microsoft Word file, a temporary copy of the file is opened. When the user closes the file, the temporary file is renamed to the original file and the original file is deleted. Double-Take needs to replicate both the rename and the delete. If you have excluded the temporary files from your job, the rename operation will not be replicated, but the delete operation will be replicated. Therefore, you will have missing files on your target.
 - b. When Microsoft SQL Server databases are being replicated, you should always include the tempdb files, unless you can determine that they are not being used by any application. Some applications, such as PeopleSoft and BizTalk, write data to the tempdb file. You can,

- most likely, exclude temporary databases for other database applications, but you should consult the product documentation or other support resources before doing so.
- c. Some applications create temporary files that are used to store information that may not be necessary to replicate. If user profiles and home directories are stored on a server and replicated, this could result in a significant amount of unnecessary data replication on large file servers. Additionally, the \Local Settings\Temporary Internet Files directory can easily reach a few thousand files and dozens of megabytes. When this is multiplied by a hundred users it can quickly add up to several gigabytes of data that do not need to be replicated.
 - d. Creating jobs that only contain one file may cause unexpected results. If you need to replicate just one file, add a second file to the job to ensure the data is replicated to the correct location. (The second file can be a zero byte file if desired.)
15. Double-Take does not replicate the last access time if it is the only thing that has changed. Therefore, if you are performing incremental or differential backups on your target machine, you need to make sure that your backup software is using an appropriate flag to identify what files have been updated since the last backup. You may want to use the last modified date on the file rather than the date of the last backup.
 16. Keep in mind the following caveats when using anti-virus protection.
 - a. Virus protection software on the target should not scan replicated data. If the data is protected on the source, operations that clean, delete, or quarantine infected files will be replicated to the target by Double-Take. If the replicated data on the target must be scanned for viruses, configure the virus protection software on both the source and target to delete or quarantine infected files to a different directory that is not in the job. If the virus software denies access to the file because it is infected, Double-Take will continually attempt to commit operations to that file until it is successful, and will not commit any other data until it can write to that file.
 - b. You may want to set anti-virus exclusions on your source to improve replication performance. There are risks associated with making exclusions, so implement them carefully. For more information, see the Microsoft article [822158 Virus scanning recommendations for Enterprise computers that are running currently supported versions of Windows](#).
 - c. If you are using avast! anti-virus software, it must be installed in its default installation location if you want to protect your sever with a full server protection job. If it is not in its default installation directory, failover will fail.
 17. SQL Server 2005 or later may not initialize empty space when the database size increases due to the auto grow feature. Therefore, there is nothing for Double-Take to replicate when this empty space is created. When the empty space is populated with data, the data is replicated to the target. A verification report will report unsynchronized bytes between the source and target due to the empty space. Since the space is empty, the data on the source and target is identical. In the event of a failure, the SQL database will start without errors on the target.
 18. If you are running Symantec version 10 or later, you may receive Event message 16395 indicating that Double-Take has detected a hard link. Symantec uses a hard link to recover from a virus or spyware attack. Double-Take does not support hard links, therefore, the Event message is generated, but can be disregarded.
 19. If you have reparse points in your data set, Double-Take will replicate the tag, unless it is a known driver. If it is a known driver, for example Microsoft SIS, Double-Take will open the file allowing the reparse driver to execute the file. In this case, the entire file will be replicated to the target (meaning the file is no longer sparse on the target and has all the data).

20. Keep in mind if you have reparse points in your data set, the reparse driver cannot be loaded on the target during protection. You must load the reparse driver on the target after failover in order to access the data. Additionally, you cannot have reparse points in your data set if you are using same server protection because the server is functioning as both a source and target.
21. If you are using an archiving solution, do not archive any files after failover. Archiving files after failover could cause corruption.
22. If you are using the Microsoft Windows Update feature, keep in mind the following caveats.
 - a. Schedule your Windows Update outside the times when a mirroring operation (initial mirror, remirror, or a restoration mirror) is running. Windows updates that occur during a mirror may cause data integrity issues on the target.
 - b. In some cases, Windows Update may perform an NTFS transactional rollback before displaying the dialog box to reboot the computer. This rollback will cause a mirror. If that mirror completes before the reboot, the reboot will trigger another mirror, unless you have configured Double-Take to only mirror changed files on reboot.
 - c. You must resolve any Windows Update incomplete operations or errors before failover or failback. (Check the windowsupdate.log file.) Also, do not failover or failback if the target is waiting on a Windows Update reboot. If failover occurs before the required Windows Update reboot, the target may not operate properly or it may not boot. You could also get into a situation where the reboot repeats indefinitely. One possible workaround for the reboot loop condition is to access a command prompt through the Windows Recovery Environment and delete the file \Windows\winsxs\pending.xml file. You may need to take ownership of the file to delete it. Contact technical support for assistance with this process or to evaluate other alternatives. Before you contact technical support, you should use the Microsoft System Update Readiness Tool as discussed in [Microsoft article 947821](#). This tool verifies and addresses many Windows Update problems.
23. If you are using Windows deduplication, keep in mind the following caveats.
 - a. Deduplicated data on the source will be expanded to its original size on the target when mirrored. Therefore, you must have enough space on the target for this expansion, even if you have deduplication enabled on the target.
 - b. If you have deduplicated data on the target, mirroring and replication (like any other write process) will create a new file or new blocks of data. Existing blocks of deduplicated data will remain as they were until the next garbage collection.
 - c. If you are protecting an entire server, you must have the deduplication feature installed on both the source and target. It can be enabled or disabled independently on the two servers, but it must at least be installed on both of the servers.
 - d. After failover, the amount of disk space on the failed over server will be incorrect until you run the deduplication garbage collection which will synchronize the disk space statistics.
24. If you are using Windows storage pools on your source, you must create the storage pool on the target before failover.
25. Replication is not case-sensitive. For example, if you rename the file Test.txt to test.txt, that change will not be replicated to the target. You will have to delete the file on the target and when it is remirrored, the new case of the file name will be used.

Chapter 3 Double-Take Console

After you have installed the console, you can launch it by selecting **Double-Take, Double-Take Console** from your **Programs, All Programs,** or **Apps,** depending on your operating system.

The Double-Take Console is used to protect and monitor your servers and jobs. Each time you open the Double-Take Console, you start at the **Home** page. This page provides a high-level overview of the status of your jobs.

The appearance of the **Home** page is the same for all users. However, other console pages may have variances in the appearance depending on the Double-Take products that you have installed, the Double-Take license keys on your servers, and the type of job you are working with.

Welcome to Double-Take Console.

Headlines

These jobs require attention:

Source Server	Target Server	Activity
No jobs require attention.		

View Tools

Servers Summary

Total number of servers: 31

[View all servers](#)

Jobs Summary

Total number of jobs: 3

- [View jobs with errors](#)
- [View jobs with warnings](#)
- [View all jobs](#)

Tasks

- [Add servers](#)
- [Create a job](#)
- [Import servers from a file](#)
- [Choose external tools](#)

Resources

- [Get help](#)
- [Visit Vision Solutions on the web](#)

Jobs with warnings: 1 | Jobs with errors: 0

- **Headlines**—The top section gives a quick overview of any jobs that require attention as well as providing quick access buttons.
 - **These jobs require attention**—Any jobs that require attention (those in an error state) are listed. You will see the source and target server names listed, as well as a short description of the issue that requires your attention. If the list is blank, there are no jobs that require immediate attention.

- **View**—If you highlight a job in the list and click **View**, you will go to the **View Job Details** page where you can see more detailed information about the job.
- **Tools**—Select this drop-down list to launch other Vision Solutions consoles.
- **Servers Summary**—The middle section summarizes the servers in your console.
 - **Total number of servers**—This field displays the number of servers that you have been added to the console.
 - **View all servers**—Select this link to go to the **Manage Servers** page where you can view, edit, add, remove, or manage the servers in your console. See *Managing servers* on page 36.
- **Jobs Summary**—The bottom section summarizes the jobs in your console.
 - **Total number of jobs**—This field displays the number of jobs running on the servers in your console.
 - **View jobs with errors**—Select this link to go to the **Manage Jobs** page, where the **Filter: Jobs with errors** will automatically be applied.
 - **View jobs with warnings**—Select this link to go to the **Manage Jobs** page, where the **Filter: Jobs with warnings** will automatically be applied.
 - **View all jobs**—Select this link to go to the **Manage Jobs** page and view all jobs.

At the bottom of the Double-Take Console, you will see a status bar. At the right side, you will find links for **Jobs with warnings** and **Jobs with errors**. This lets you see quickly, no matter which page of the console you are on, if you have any jobs that need your attention. Select this link to go to the **Manage Jobs** page, where the appropriate **Filter: Jobs with warnings** or **Filter: Jobs with errors** will automatically be applied.

Double-Take Console requirements

You must meet the following requirements for the Double-Take Console.

- **Operating system**—The Double-Take Console can be run from a Windows source or target. It can also be run from a 32-bit or 64-bit physical or virtual machine running Windows 8, Windows 7, Windows Vista, or Windows XP Service Pack 2 or later.
- **Microsoft .NET Framework**—Microsoft .NET Framework version 4.0 Update 3 or later is required. (The full .NET 4.0.3 is required, not just the Client Profile.)
- **Screen resolution**—For best results, use a 1024x768 or higher screen resolution.



The Double-Take installation prohibits the console from being installed on Server Core. Because Windows 2012 allows you to switch back and forth between Server Core and a full installation, you may have the console files available on Server Core, if you installed Double-Take while running in full operating system mode. In any case, you cannot run the Double-Take Console on Server Core.

Console options

There are several options that you can set that are specific to the Double-Take Console. To access these console options, select **Options** from the toolbar.

- **Monitoring**—This section is used to determine how the console monitors your Double-Take servers.
 - **Monitoring interval**—Specifies how often, in seconds, the console refreshes the monitoring data. The servers will be polled at the specified interval for information to refresh the console.
 - **Automatic retry**—This option will have the console automatically retry server login credentials, after the specified retry interval, if the server login credentials are not accepted. Keep in mind the following caveats when using this option.
 - This is only for server credentials, not job credentials.
 - A set of credentials provided for or used by multiple servers will not be retried for the specified retry interval on any server if it fails on any of the servers using it.
 - Verify your environment's security policy when using this option. Check your policies for failed login lock outs and resets. For example, if your policy is to reset the failed login attempt count after 30 minutes, set this auto-retry option to the same or a slightly larger value as the 30 minute security policy to decrease the chance of a lockout.
 - Restarting the Double-Take Console will automatically initiate an immediate login.
 - Entering new credentials will initiate an immediate login using the new credentials.
 - **Retry on this interval**—If you have enabled the automatic retry, specify the length of time, in minutes, to retry the login.
- **Server Communication**—This section is used to determine how the console communicates with your Double-Take servers.
 - **Default port for XML web services protocol**—Specifies the port that the console will use when sending and receiving data to Double-Take servers. By default, the port is 6325. Changes to the console port will not take effect until the console is restarted.
 - **Default port for legacy protocol**—If you are using an older Double-Take version, you will need to use the legacy protocol port. This applies to Double-Take versions 5.1 or earlier.
- **Diagnostics**—This section assists with console troubleshooting.
 - **Export Diagnostic Data**—This button creates a raw data file that can be used for debugging errors in the Double-Take Console. Use this button as directed by technical support.
 - **View Log File**—This button opens the Double-Take Console log file. Use this button as directed by technical support. You can also select **View**, **View Console Log File** to open the Double-Take Console log file.
 - **View Data File**—This button opens the Double-Take Console data file. Use this button as directed by technical support. You can also select **View**, **View Console Data File** to open the Double-Take Console data file.
- **Automatic Updates**—This section is for automatically updating your console.

- **Automatically check for updates**—By default, each time the console is started, it will automatically check the Vision Solutions web site to see if there is updated console software available. If there is updated console software available, an **Automatic Updates** section will appear on the **Home** page. Click **Get the latest update** to download and install the updated console software.

If you want to disable the automatic check for updates, click **Change automatic updates** or select **Options** from the toolbar. On the **Options** page, deselect **Automatically check for updates** to disable the automatic check.

You can also manually check for updates by selecting **Help, Check for Updates**.

- **Update available**—If there is an update available, click **Get Update**. The dialog box will close and your web browser will open to the Vision Solutions web site where you can download and install the update.
- **No update available**—If you are using the most recent console software, that will be indicated. Click **Close**.
- **No connection available**—If the console cannot contact the update server or if there is an error, the console will report that information. The console log contains a more detailed explanation of the error. Click **Check using Browser** if you want to open your browser to check for console software updates. You will need to use your browser if your Internet access is through a proxy server.
- **License Inventory**—This section controls if the console contains a license inventory. This feature may not appear in your console if your service provider has restricted access to it.
 - **Enable license inventory**—This option allows you to use this console to manage the Double-Take licenses assigned to your organization. When this option is enabled, the **Manage License Inventory** page is also enabled.
- **Default Installation Options**—All of the fields under the **Default Installation Options** section are used by the push installation on the **Install** page. The values specified here will be the default options used for the push installation.
 - **Activate online after install completes**—Specify if you want to activate your Double-Take licenses at the end of the installation. The activation requires Internet access from the console machine or the machine you are installing to. Activation will be attempted from the console machine first and if that fails, it will be attempted from the machine you are installing to. If you choose not to have the installation activate your licenses, you will have to activate them through the console license inventory or the server's properties page.
 - **Location of install folders**—Specify the parent directory location where the installation files are located. The parent directory can be local on your console machine or a UNC path.
 - **Windows**—Specify the parent directory where the Windows installation file is located. The default location is where the Double-Take Console is installed, which is \Program Files\Vision Solutions\Double-Take. The console will automatically use the \i386 subdirectory for 32-bit installations and the \x64 subdirectory for 64-bit installations. These subdirectories are automatically populated with the Windows installation files when you installed the console. If you want to use a different location, you must copy the \i386 or \x64 folder and its installation file to the different parent directory that you specify.

- **Linux**—For Linux servers, you have two choices.
 - If you copied the Linux installation files from your download to your Double-Take Console installation location, you must make sure they are in a \Linux subdirectory under the parent directory you specified for **Location of install folders**. Copy the Linux .deb or .rpm files from your download to the \Linux subdirectory. Make sure you only have a single version of the Linux installation files in that location. The push installation cannot determine which version to install if there are multiple versions in the \Linux subdirectory.
 - If you have already deployed your Linux virtual recovery appliance, specify the UNC path to the installers share on the appliance. For example, if your appliance is called DTAppliance, use the path \\DTAppliance\installers for the **Location of install folders**. The console will automatically use the installation files in the \Linux subdirectory of this share location.
- **Default Windows Installation Options**—All of the fields under the **Default Installation Options** section are used by the push installation on the **Install** page. The values specified here will be the default options used for the push installation.
 - **Temporary folder for installation package**—Specify a temporary location on the server where you are installing Double-Take where the installation files will be copied and run.
 - **Installation folder**—Specify the location where you want to install Double-Take on each server. This field is not used if you are upgrading an existing version of Double-Take. In that case, the existing installation folder will be used.
 - **Queue folder**—Specify the location where you want to store the Double-Take disk queue on each server.
 - **Amount of system memory to use**—Specify the maximum amount of memory, in MB, that can be used for Double-Take processing.
 - **Minimum free disk space**—This is the minimum amount of disk space in the specified **Queue folder** that must be available at all times. This amount should be less than the amount of physical disk space minus the disk size specified for **Limit disk space for queue**.
 - **Do not use disk queue**—This option will disable disk queuing. When system memory has been exhausted, Double-Take will automatically begin the auto-disconnect process.
 - **Unlimited disk queue**—Double-Take will use an unlimited amount of disk space in the specified **Queue folder** for disk queuing, which will allow the queue usage to automatically expand whenever the available disk space expands. When the available disk space has been used, Double-Take will automatically begin the auto-disconnect process.
 - **Limit disk space for queue**—This option will allow you to specify a fixed amount of disk space, in MB, in the specified **Queue folder** that can be used for Double-Take disk queuing. When the disk space limit is reached, Double-Take will automatically begin the auto-disconnect process.
- **Default Linux Installation Options**—All of the fields under the **Default Installation Options** section are used by the push installation on the **Install** page. The values specified here will be the default options used for the push installation.
 - **Temporary folder for installation package**—Specify a temporary location on the server where you are installing Double-Take where the installation files will be copied and run.

Chapter 4 Managing servers

To manage the servers in your console, select **Manage Servers** from the toolbar. The **Manage Servers** page allows you to view, edit, add, remove, or manage the servers in your console.

You can also organize the servers that are in your console into groups, allowing you to filter the servers you are viewing based on your organization. The servers displayed in the right pane depend on the server group folder selected in the left pane. Every server in your console session is displayed when the **All Servers** group is selected. If you have created and populated server groups under **My Servers**, then only the servers in the selected group will be displayed in the right pane.











If you have uninstalled and reinstalled Double-Take on a server, you may see the server twice on the **Manage Servers** page because the reinstall assigns a new unique identifier to the server. One of the servers (the original version) will show with the red X icon. You can safely remove that server from the console.

Right pane display

The following table identifies the columns displayed in the right pane of the **Manage Servers** page.





Column 1 (Blank)

The first blank column indicates the machine type.

-  Double-Take source or target server which could be a physical server, virtual machine, or a cluster node
-  Double-Take source or target server which is a Windows cluster
-  VMware server which could be a vCenter server or an ESX or ESXi host.
-  Double-Take controller appliance
-  Double-Take replication appliance
-  Double-Take Reporting Service server
-  Offline server which means the console cannot communicate with this machine.
-  Server error which means the console can communicate with the machine, but it cannot communicate with Double-Take on it.

Column 2 (Blank)

The second blank column indicates the security level

-  Processing—The console is attempting to communicate with machine.
-  Administrator access—This level grants full control.
-  Monitor only access—This level grants monitoring privileges only.
-  No security access—This level does not allow monitoring or control.

Server

The name or IP address of the server. If you have specified a reserved IP address, it will be displayed in parenthesis.

Activity

There are many different **Activity** messages that keep you informed of the server activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the server details. See *Viewing server details* on page 47.

Version

The product version information

Licensing Status

The status of the license on the server. If your license is expired, any jobs using that server will be in an error state.

Product

The Double-Take products licensed for the server or the Double-Take role for the server.

License Key

The license keys associated with the products licensed for the server. If your license is not valid for the operating system on your server, the license key will be identified as Invalid License Key. There will be no license key listed for those servers that are not licensed, like a VMware server.

Serial Number

The serial number associated with the license key

Main toolbar and right-click menu

The following options are available on the main toolbar of the **Manage Servers** page and the right-click menu. Some of the options are only available in the right-click menu. Some options are only available for a single selected server and others are available for multiple selected servers.

Add Servers

Adds a new server. This button leaves the **Manage Servers** page and opens the **Add Servers** page. See *Adding servers* on page 42.

Add Replication Appliance

Adds a new replication appliance. This option is only valid for agentless vSphere protection.

View Server Details

Views detailed information about a server. This button leaves the **Manage Servers** page and opens the **View Server Details** page. See *Viewing server details* on page 47.

Remove Server

Removes the server from the console.

Provide Credentials

Changes the login credentials that the Double-Take Console use to authenticate to a server. This button opens the **Provide Credentials** dialog box where you can specify the new account information. See *Providing server credentials* on page 46. You will remain on the **Manage Servers** page after updating the server credentials. If your jobs use the same credentials, make sure you also update the credentials for any active jobs on the server. See the *Managing and controlling* section for your specific job type.

If you are using a full server job with reverse protection enabled, you need to update the target image stored on the source if you change the credentials on the target server. See *Viewing full server job details* on page 179.

If you are using domain credentials for your Double-Take servers and you change those credentials, you will continue to receive a Windows Security pop-up in the Double-Take Console, even if you enter correctly updated credentials in the pop-up. This is an unavoidable Windows WCF communication issue, and you must update the credentials for the Double-Take servers using **Provide Credentials** in order to terminate the repeated pop-ups.

Manage Group Assignments

Allows you to assign, move, and remove the selected server from specific server groups. This button opens the Manage Group Assignments dialog box where you can assign and unassign the server to specific server groups. The server will appear in server groups marked with a checkmark, and will not appear in groups without a checkmark. Servers assigned to a server group will automatically appear in parent server groups.

Install

Installs or upgrades Double-Take on the selected server. This button opens the **Install** page where you can specify installation options.

Uninstall

Uninstalls Double-Take on the selected server.

Copy

Copies the information for the selected servers. You can then paste the server information as needed. Each server is pasted on a new line, with the server information being comma-separated.

Paste

Pastes a new-line separated list of servers into the console. Your copied list of servers must be entered on individual lines with only server names or IP addresses on each line.

View Server Events

Views event messages for a server. This button leaves the **Manage Servers** page and opens the **View Server Events** page. See the *Reference Guide* for a complete list of Windows event messages.

View Server Logs

Views the Double-Take logs messages for a server. This button opens the **Logs** window. This separate window allows you to continue working in the Double-Take Console while monitoring log messages. You can open multiple logging windows for multiple servers. When the Double-Take Console is closed, all logging windows will automatically close.

Activate Online

Activates licenses and applies the activation keys to servers in one step. You must have Internet access for this process. You will not be able to activate a license that has

already been activated.

Gather Support Diagnostics

Executes the diagnostic DTInfo utility which collects configuration data for use when reporting problems to technical support. It gathers Double-Take log files; Double-Take and system settings; network configuration information such as IP, WINS, and DNS addresses; and other data which may be necessary for technical support to troubleshoot issues. You will be prompted for a location to save the resulting file which is created with the information gathered. Because this utility is gathering several pieces of information, across the network to your console machine, it may take several minutes to complete the information gathering and sending the resulting file to the console machine.

View Replication Service Details

Views the replication service details for a server. This button opens the **Replication service view** window. This separate window allows you to continue working in the Double-Take Console while monitoring the replication service details. You can open multiple **Replication service view** windows for multiple servers. When the Double-Take Console is closed, all **Replication service view** windows will automatically close. If you do not want to open separate windows, you can switch between servers that are in your Double-Take Console from within the **Replication service view** window. See the *Reference Guide* for a complete list of replication details.

Refresh

Refreshes the status of the selected servers.

Overflow Chevron

Displays any toolbar buttons that are hidden from view when the window size is reduced.

Left pane toolbar

Between the main toolbar and the left pane is a smaller toolbar. These toolbar options control the server groups in the left pane.

Create New Server Group

Creates a new server group below the selected group

Rename Server Group

Allows you to rename the selected server group

Delete Server Group

Deletes the selected server group. This will not delete the servers in the group, only the group itself.

Overflow Chevron

Displays any toolbar buttons that are hidden from view when the window size is reduced.

Adding servers

The first time you start the console, the **Manage Servers** page is empty. In order to protect and monitor your servers, you must insert your servers and/or appliances in the console. For some jobs, you can insert servers and appliances during job creation, or you have three other methods for inserting servers into the console.

Inserting servers manually

1. Select **Get Started** from the toolbar.
2. Select **Add servers** and click **Next**.
3. On the **Manual Entry** tab, specify the server information.
 - **Server**—This is the name or IP address of the server or appliance to be added to the console. See the following NAT configuration section if you have a NAT environment.
 - **User name**—For a server, specify a user that is a member of the **Double-Take Admin** or **Double-Take Monitors** security group on the server.
 - **Password**—Specify the password associated with the **User name** you entered.
 - **Domain**—If you are working in a domain environment, specify the **Domain**.
4. After you have specified the server or appliance information, click **Add**.
5. Repeat steps 3 and 4 for any other servers or appliances you want to add.
6. If you need to remove servers or appliances from the list of **Servers to be added**, highlight a server and click **Remove**. You can also remove all of them with the **Remove All** button.
7. When your list of **Servers to be added** is complete, click **OK**.



If you are using domain credentials for your Double-Take servers and you change those credentials, you will continue to receive a Windows Security pop-up in the Double-Take Console, even if you enter correctly updated credentials in the pop-up. This is an unavoidable Windows WCF communication issue, and you must update the credentials for the Double-Take servers in the Double-Take Console **Manage Servers** page in order to terminate the repeated pop-ups.

NAT configuration

If you are going to create a files and folders (non-cluster) job or a full server job without reverse protection, then your servers can be in a NAT environment. Other job types do not support a NAT environment.

The name or IP address you use to add a server to the console is dependent on where you are running the console. Use the following table to determine what name or IP address to enter depending on the location where you are running the console.



In this table, public addresses are those addresses that are publicly available when a server is behind a NAT router. Private addresses are those addresses that are privately available when a server is behind a NAT router. An address that is not labeled as public or private are for servers that are not behind a NAT router. This is generally a public address but is not named as such in this table to try to more clearly identify when a public NAT address needs to be used.

Location of servers	Location of Double-Take Console	How to add the server to the Double-Take Console
If your source and target are behind individual NAT routers,	and your Double-Take Console is located behind the NAT router with the source,	specify the name or private IP address of the source and the public IP address of the target (which is the public IP address of the target's NAT router).
	and your Double-Take Console is located behind the NAT router with the target,	specify the public IP address of the source (which is the public IP address of the source's NAT router) and the name or private IP address of the target.
	and your Double-Take Console is located between the two NAT routers,	specify the public IP address of the source (which is the public IP address of the source's NAT router) and the public IP address of the target (which is the public IP address of the target's NAT router).
	and your Double-Take Console is located behind a third NAT router,	

If your source is behind a NAT router but your target is not,	and your Double-Take Console is located behind the NAT router with the source,	specify the name or private IP address of the source and the name or IP address of the target.
	and your Double-Take Console is located on the target network,	specify the public IP address of the source (which is the public IP address of the source's NAT router) and the name or IP address of the target.
If your target is behind a NAT router but your source is not,	and your Double-Take Console is located behind the NAT router with the target,	specify the name or IP address of the source and the name or private IP address of the target.
	and your Double-Take Console is located on the source network,	specify the name or IP address of the source and the public IP address of the target (which is the public address of the target's NAT router).
If your source and target are both behind a single NAT router with multiple public NICs,	and your Double-Take Console is located outside of the router,	specify the public IP addresses for the source and the target.

Inserting servers through Active Directory discovery

You can insert servers using Active Directory discovery.

1. Select **Get Started** from the toolbar.
2. Select **Add servers** and click **Next**.
3. Select the **Automatic Discovery** tab.
4. Click **Discover** to search Active Directory for servers running Double-Take.
5. If you need to remove servers from the list of **Servers to be added**, highlight a server and click **Remove**. You can also remove all of them with the **Remove All** button.
6. When your list of **Servers to be added** is complete, click **OK**.
7. Because the Active Directory discovery uses pass-through authentication, you will need to update the credentials for each server from the **Manage Servers** page, so that explicit credentials can be used when you go to create a job. Click **Provide Credentials** and provide credentials for a user that has privileges to that server and is a member of the Double-Take Admin security group.

Importing and exporting servers from a server and group configuration file

You can share the console server and group configuration between machines that have the Double-Take Console installed. The console server configuration includes the server group configuration, server name, server communications ports, and other internal processing information.

To export a server and group configuration file, select **File, Export Servers**. Specify a file name and click **Save**. After the configuration file is exported, you can import it to another console.

When you are importing a console server and group configuration file from another console, you will not lose or overwrite any servers that already exist in the console. For example, if you have server alpha in your console and you insert a server configuration file that contains servers alpha and beta, only the server beta will be inserted. Existing group names will not be merged, so you may see duplicate server groups that you will have to manually update as desired.

To import a server and group configuration file, select **File, Import Servers**. Locate the console configuration file saved from the other machine and click **Open**.

Providing server credentials

To update the security credentials used for a specific server, select **Provide Credentials** from the toolbar on the **Manage Servers** page. When prompted, specify the **User name**, **Password**, and **Domain** of the account you want to use for this server. Click **OK** to save the changes.



If you are using domain credentials for your Double-Take servers and you change those credentials, you will continue to receive a Windows Security pop-up in the Double-Take Console, even if you enter correctly updated credentials in the pop-up. This is an unavoidable Windows WCF communication issue, and you must update the credentials for the Double-Take servers in the Double-Take Console in order to terminate the repeated pop-ups.

Viewing server details

Highlight a server on the **Manage Servers** page and click **View Server Details** from the toolbar. The **View Server Details** page allows you to view details about that particular server. The server details vary depending on the type of server or appliance you are viewing.

Server name

The name or IP address of the server. If you have specified a reserved IP address, it will be displayed in parenthesis.

Operating system

The server's operating system version

Roles

The role of this server in your Double-Take environment. In some cases, a server can have more than one role.

- **Engine Role**—Source or target server
- **Image Repository Role**—A target for a DR protection job or a source for a DR recovery job
- **Controller Role**—Controller appliance for an agentless vSphere job
- **Replication Appliance Role**—Replication appliance for an agentless vSphere job
- **Reporting Service**—Double-Take Reporting Service server

Status

There are many different **Status** messages that keep you informed of the server activity. Most of the status messages are informational and do not require any administrator interaction. If you see error messages, check the rest of the server details.

Activity

There are many different **Activity** messages that keep you informed of the server activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the rest of the server details.

Connected via

The IP address and port the server is using for communications. You will also see the Double-Take protocol being used to communicate with server. The protocol will be XML web services protocol (for servers running Double-Take version 5.2 or later) or Legacy protocol (for servers running version 5.1 or earlier).

Version

The product version information

Access

The security level granted to the specified user

User name

The user account used to access the server

Licensing

Licensing information for the server

Source jobs

A list of any jobs from this server. Double-clicking on a job in this list will automatically open the **View Job Details** page.

Target jobs

A list of any jobs to this server. Double-clicking on a job in this list will automatically open the **View Job Details** page.

Editing server properties

Highlight a server on the **Manage Servers** page and click **View Server Details** from the toolbar. Under **Tasks**, select **Edit server properties**. The **Edit Server Properties** page allows you to view and edit properties for that server. Click on a heading on the **Edit Server Properties** page to expand or collapse a section of properties.

- *General server properties* on page 50—Identifies the server
- *Server licensing* on page 51—Views, adds, and removes license keys
- *Server setup properties* on page 53—Indicates how the server will act on startup and shutdown
- *Double-Take queue* on page 57—Configures the Double-Take queues
- *Source server properties* on page 61—Configures the source server
- *Target server properties* on page 63—Configures the target server
- *E-mail notification configuration* on page 65—Configures e-mail notification
- *Script credentials* on page 67—Specifies credentials to be used when executing custom scripts during mirroring or failover
- *Log file properties* on page 68—Configures log files



Server properties cannot be edited on a cluster.

General server properties

The general server properties identify the server.



The screenshot shows a dialog box titled "General" with a close button in the top-left corner. It contains the following fields and options:

- Default address:** A dropdown menu with "(None)" selected.
- Port:** A dropdown menu with "6320" selected.
- Encrypt network data**
- Automatic retry**
- Retry on this interval (minutes):** A dropdown menu with "30" selected.

- **Default address**—On a server with multiple NICs, you can specify which address Double-Take traffic will use. It can also be used on servers with multiple IP addresses on a single NIC. If you change this setting, you must restart the Double-Take service for this change to take effect.
- **Port**—The server uses this port to send and receive commands and operations between Double-Take servers.
- **Encrypt network data**—Use this option to encrypt your data before it is sent from the source to the target. Both the source and target must be encryption capable (version 7.0.1 or later), however this option only needs to be enabled on the source or target in order to encrypt data. Keep in mind that all jobs from a source with this option enabled or to a target with this option enabled will have the same encryption setting. Changing this option will cause jobs to auto-reconnect and possibly remirror.
- **Automatic retry**—This option will have the target server automatically retry server login credentials for a job, after the specified retry interval, if the server login credentials are not accepted. Keep in mind the following caveats when using this option.
 - Because server logins for a job are controlled by the target, this setting is only applicable to target servers.
 - This is only for server credentials, not job credentials.
 - Verify your environment's security policy when using this option. Check your policies for failed login lock outs and resets. For example, if your policy is to reset the failed login attempt count after 30 minutes, set this auto-retry option to the same or a slightly larger value as the 30 minute security policy to decrease the chance of a lockout.
- **Retry on this interval**—If you have enabled the automatic retry, specify the length of time, in minutes, to retry the login.

Server licensing

Licensing identifies your Double-Take license keys.



The fields and buttons in the **Licensing** section will vary depending on your Double-Take Console configuration and the type of license keys you are using.

Licensing

Add license keys and activation keys:

Current license keys:

	Product	Serial Number	Expiration Date
	Double-Take Availability for Windows...	7323	10/12/2014

Changes to licensing are applied immediately.

Activation

This server has one or more licenses that require activation. To fully activate your software you can use the activate-online feature to complete the activation process using your internet connection. Alternatively using the link below, you may obtain activation keys from our activation website and add them above to activate your software.

Server information:

[Get an activation key from our website](#)

- **Add license keys and activation keys**—Your license key or activation key is a 24 character, alpha-numeric key. You can change your license key without reinstalling, if your license changes. To add a license key or activation key, type in the key or click **Choose from inventory** and select a key from your console's license inventory. Then click **Add**.



The license inventory feature cannot be enabled if your service provider has restricted access to it.

- **Current license keys**—The server's current license key information is displayed. To remove a

key, highlight it and click **Remove**. To copy a key, highlight it and click **Copy**.



If you are replacing an existing license key that has already been activated, you must remove both the old license key and the old activation key. Then you can add a new license key and activate it successfully. If you are updating an existing license key, do not remove the old license key or old activation key. Add the new license key on top of the existing license key.

- **Activation**—If your license key needs to be activated, you will see an additional **Activation** section at the bottom of the **Licensing** section. To activate your key, use one of the following procedures.
 - **Activate online**—If you have Internet access, you can activate your license and apply the activated license to the server in one step by selecting **Activate Online**.
-



You will not be able to activate a license that has already been activated.

- **Obtain activation key online, then activate**—If you have Internet access, click the hyperlink in the **Activation** section to take you to the web so that you can submit your activation information. Complete and submit the activation form, and you will receive an e-mail with the activation key. Activate your server by entering the activation key in the **Add license keys and activations keys** field and clicking **Add**.
- **Obtain activation key offline, then activate**—If you do not have Internet access, go to <https://activate.doubletake.com> from another machine that has Internet access. Complete and submit the activation form, and you will receive an e-mail with the activation key. Activate your server by entering the activation key in the **Add license keys and activations keys** field and clicking **Add**.

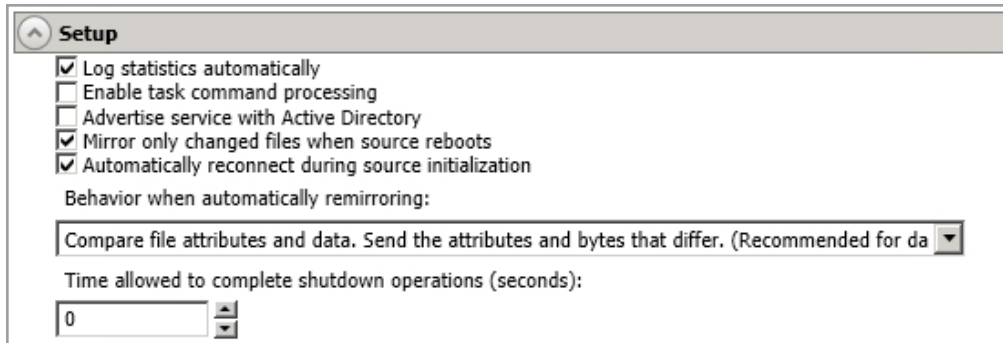
The activation key is specific to this server. It cannot be used on any other server. If the activation key and server do not match, Double-Take will not run.



If your Double-Take Availability license keys needs to be activated, you will have 14 days to do so.

If you need to rename a server that already has a Double-Take license applied to it, you should deactivate that license before changing the server name. That includes rebuilding a server or changing the case (capitalization) of the server name (upper or lower case or any combination of case). If you have already rebuilt the server or changed the server name or case, you will have to perform a host-transfer to continue using that license.

Server setup properties



Server setup properties indicate how the server will act on startup and shutdown.

- **Log statistics automatically**—If enabled, Double-Take statistics logging will start automatically when Double-Take is started.
- **Enable task command processing**—Task command processing is a Double-Take feature that allows you to insert and run tasks at various points during the replication of data. Because the tasks are user-defined, you can achieve a wide variety of goals with this feature. For example, you might insert a task to create a snapshot or run a backup on the target after a certain segment of data from the source has been applied on the target. This allows you to coordinate a point-in-time backup with real-time replication. Enable this option to enable task command processing, however to insert your tasks, you must use the Double-Take scripting language. See the *Scripting Guide* for more information. If you disable this option on a source server, you can still submit tasks to be processed on a target, although task command processing must be enabled on the target.
- **Advertise service with Active Directory**—If enabled, the Double-Take service registers with Windows Active Directory when the service is started.
- **Mirror only changed files when source reboots**—If enabled, Double-Take will use the Double-Take driver change journal and the Windows change journal (NTFS or ReFS) to track file changes. If the source is rebooted, only the files identified in the change journals will be remirrored to the target. This setting helps improve mirror times. If this option is enabled but the change journals cannot be used or if this option is disabled, the selected choice for Behavior when automatically remirroring will be used to remirror changes after the source reboots.



If you reboot your source into safe mode and changes are made to the protected data and then the source is rebooted normally, the Double-Take driver change journal will try but not be able to synchronize the source and target correctly because it was not loaded in safe mode. Therefore, you should manually start a difference mirror.

- **Automatically reconnect during source initialization**—Disk queues are user configurable and can be extensive, but they are limited. If the amount of disk space specified for disk queuing is met, additional data would not be added to the queue and data would be lost. To avoid any data loss, Double-Take will automatically disconnect jobs when necessary. If this option is enabled, Double-Take will automatically reconnect any jobs that it automatically disconnected. These processes are called auto-disconnect and auto-reconnect and can happen in the following scenarios.

- **Source server restart**—If your source server is restarted, Double-Take will automatically reconnect any jobs that were previously connected. Then, if configured, Double-Take will automatically remirror the data. This process is called auto-remirror. The remirror re-establishes the target baseline to ensure data integrity, so disabling auto-remirror is not advised.
- **Exhausted queues on the source**—If disk queuing is exhausted on the source, Double-Take will automatically start disconnecting jobs. This is called auto-disconnect. The transaction logs and system memory are flushed allowing Double-Take to begin processing anew. The auto-reconnect process ensures that any jobs that were auto-disconnected are automatically reconnected. Then, if configured, Double-Take will automatically remirror the data. This process is called auto-remirror. The remirror re-establishes the target baseline to ensure data integrity, so disabling auto-remirror is not advised.
- **Exhausted queues on the target**—If disk queuing is exhausted on the target, the target instructs the source to pause. The source will automatically stop transmitting data to the target and will queue the data changes. When the target recovers, it will automatically tell the source to resume sending data. If the target does not recover by the time the source queues are exhausted, the source will auto-disconnect as described above. The transaction logs and system memory from the source will be flushed then Double-Take will auto-reconnect. If configured, Double-Take will auto-remirror. The remirror re-establishes the target baseline to ensure data integrity, so disabling auto-remirror is not advised.
- **Queuing errors**—If there are errors during disk queuing on either the source or target, for example, Double-Take cannot read from or write to the transaction log file, the data integrity cannot be guaranteed. To prevent any loss of data, the source will auto-disconnect and auto-reconnect. If configured, Double-Take will auto-remirror. The remirror re-establishes the target baseline to ensure data integrity, so disabling auto-remirror is not advised.
- **Target server interruption**—If a target machine experiences an interruption (such as a cable or NIC failure), the source/target network connection is physically broken but both the source and target maintain the connection information. The Double-Take source, not being able to communicate with the Double-Take target, stops transmitting data to the target and queues the data changes, similar to the exhausted target queues described above. When the interruption is resolved and the physical source/target connection is reestablished, the source begins sending the queued data to the target. If the source/target connection is not reestablished by the time the source queues are exhausted, the source will auto-disconnect as described above.
- **Target service shutdown**—If the target service is stopped and restarted, there could have been data in the target queue when the service was stopped. To prevent any loss of data, the Double-Take service will attempt to persist to disk important target connection information (such as the source and target IP addresses for the connection, various target queue information, the last acknowledged operation, data in memory moved to disk, and so on) before the service is stopped. If Double-Take is able to successfully persist this information, when the Double-Take service on the target is restarted, Double-Take will pick up where it left off, without requiring an auto-disconnect, auto-reconnect, or auto-remirror. If Double-Take cannot successfully persist this information prior to the restart (for example, a server crash or power failure where the target service cannot shutdown gracefully), the source will auto-reconnect when the target is available, and if configured, Double-Take will auto-remirror. The remirror re-establishes the target baseline to ensure data integrity, so disabling auto-remirror is not advised.



If you are experiencing frequent auto-disconnects, you may want to increase the amount of disk space on the volume where the Double-Take queue is located or move the disk queue to a larger volume.

If you have manually changed data on the target, for example if you were testing data on the target, Double-Take is unaware of the target data changes. You must manually remirror your data from the source to the target, overwriting the target data changes that you caused, to ensure data integrity between your source and target.

- **Behavior when automatically remirroring**—Specify how Double-Take will perform the mirror when it is automatically remirroring.
-



If you are using files and folders, full server to ESX appliance, data migration, DR data protection, or DR data recovery job and are using a database application or are protecting a domain controller, do not use the compare file attributes only options unless you know for certain that you need it. With database applications and because domain controllers store their data in a database, it is critical that all files, not just some of the files, are mirrored. In this case, you should compare both the attributes and the data.

- **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
- **Compare file attributes. Send the entire file.**—Double-Take will compare file attributes and will mirror those files that have different attributes, sending the entire file. This is equivalent to selecting the mirror different files and the only if source is newer options prior to Double-Take version 7.1. This option is not available for the following jobs.
 - Full server
 - Full server for Linux
 - SQL
 - Exchange
 - Full server to ESX
 - Full server to ESX appliance
 - Full server to Hyper-V
 - V to ESX
 - V to Hyper-V
 - Full server migration
 - Full server to ESX migration
 - Full server to Hyper-V migration
 - Full server to Windows DR protection
 - Full server to Windows DR recovery
- **Compare file attributes. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and will mirror only the attributes and bytes that are different.

This is equivalent to selecting the mirror different files, only if source is newer, and use block checksum options prior to Double-Take version 7.1. This option is not available for the following jobs.

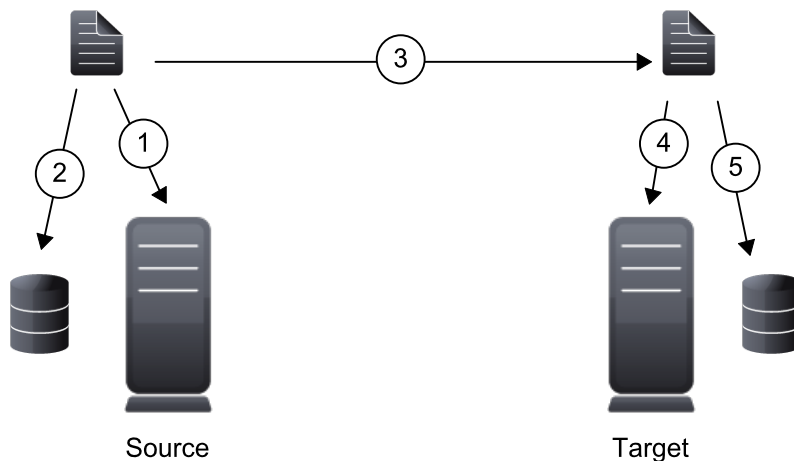
- Full server
- Full server for Linux
- SQL
- Exchange
- Full server to ESX
- Full server to ESX appliance
- Full server to Hyper-V
- V to ESX
- V to Hyper-V
- Full server migration
- Full server to ESX migration
- Full server to Hyper-V migration
- Full server to Windows DR protection
- Full server to Windows DR recovery
- **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Do not mirror**—Double-Take will not perform any comparisons between the files on the source and target. No files will be mirrored to the target.
- **Time allowed to complete shutdown operations**—This setting indicates the amount of time, in seconds, for the Double-Take service to wait prior to completing a shutdown so that Double-Take can persist data on the target in an attempt to avoid a remirror when the target comes back online. A timeout of zero (0) indicates waiting indefinitely and any other number indicates the number of seconds. The timeout setting only controls the service shutdown caused by Double-Take. It does not control the service shutdown through a reboot or from the Service Control Manager.

Double-Take queue

During the Double-Take installation, you identified the amount of disk space that can be used for Double-Take queuing. Queuing to disk allows Double-Take to accommodate high volume processing that might otherwise exhaust system memory. For example, on the source, this may occur if the data is changing faster than it can be transmitted to the target, or on the target, a locked file might cause processing to back up.

Double-Take Queuing Diagram

The following diagram will help you understand how queuing works. Each numbered step is described after the diagram.



1. If data cannot immediately be transmitted to the target, it is stored in system memory. You can configure how much system memory you want Double-Take to use for all of its processing.
2. When the allocated amount of system memory is full, new changed data bypasses the full system memory and is queued directly to disk. Data queued to disk is written to a transaction log. Each transaction log can store 5 MB worth of data. Once the log file limit has been reached, a new transaction log is created. The logs can be distinguished by the file name which includes the target IP address, the Double-Take port, the connection ID, and an incrementing sequence number.



You may notice transaction log files that are not the defined size limit. This is because data operations are not split. For example, if a transaction log has 10 KB left until the limit and the next operation to be applied to that file is greater than 10 KB, a new transaction log file will be created to store that next operation. Also, if one operation is larger than the defined size limit, the entire operation will be written to one transaction log.

3. When system memory is full, the most recent changed data is added to the disk queue, as described in step 2. This means that system memory contains the oldest data. Therefore, when data is transmitted to the target, Double-Take pulls the data from system memory and sends it. This ensures that the data is transmitted to the target in the same order it was changed on the source. Double-Take automatically reads operations from the oldest transaction log file into

system memory. As a transaction log is depleted, it is deleted. When all of the transaction log files are deleted, data is again written directly to system memory (step 1).

4. To ensure the integrity of the data on the target, the information must be applied in the same order as it was on the source. If there are any delays in processing, for example because of a locked file, a similar queuing process occurs on the target. Data that cannot immediately be applied is stored in system memory.
5. When the allocated amount of system memory on the target is full, new incoming data bypasses the full system memory and is queued directly to disk. Data queued to disk is written to a transaction log. On the target, the transaction logs are identified with the source IP address, the Double-Take port, the connection ID, and an incrementing sequence number.

Like the source, system memory on the target contains the oldest data so when data is applied to the target, Double-Take pulls the data from system memory. Double-Take automatically moves operations from the oldest transaction log file to system memory. As a transaction log is depleted, it is deleted. When all of the transaction log files are deleted, data is again written directly to system memory (step 4).

The following memory and queue options are available for each Double-Take server.

The screenshot shows a 'Queue' configuration window. At the top, there is a title bar with a back arrow and the word 'Queue'. Below the title bar, the 'Queue folder:' is set to 'C:\Program Files\Vision Solutions\Double-Take\'. A note states: 'A dedicated non-boot volume will offer the best performance and reliability.' There are two spinners: 'Amount of system memory to use (MB):' set to 1023 and 'Minimum free disk space (MB):' set to 250. There are three radio buttons: 'Do not use disk queue' (unselected), 'Unlimited disk queue' (selected), and 'Limit disk space for queue (MB):' (unselected) with a spinner set to 0. An 'Alert at this queue usage (%)' spinner is set to 50. At the bottom, a note reads: 'Changing the queue location or memory usage will not take effect until the service has been restarted.'

- **Queue folder**—This is the location where the disk queue will be stored. Any changes made to the queue location will not take effect until the Double-Take service has been restarted on the server.

When selecting the queue location, keep in mind the following caveats.

- Select a location on a non-clustered volume that will have minimal impact on the operating system and applications.
- Select a location that is on a different volume as the location of the Windows pagefile.
- Select a dedicated, non-boot volume.
- Do not select the root of a volume.
- Do not select the same physical or logical volume as the data being replicated.
- On a Windows 2012 server, do not select a volume where deduplication is enabled.

Although the read/write ratio on queue files will be 1:1, optimizing the disk for write activity will benefit performance because the writes will typically be occurring when the server is under a high load, and more reads will be occurring after the load is reduced. Accordingly, use a standalone disk, mirrored (RAID 1) or non-parity striped (RAID 0) RAID set, and allocate more I/O adapter cache memory to writes for best performance. A RAID 5 array will not perform as well as a

mirrored or non-parity striped set because writing to a RAID 5 array incurs the overhead of generating and writing parity data. RAID 5 write performance can be up to 50% less than the write performance of a single disk, depending on the adapter and disk.



Scanning the Double-Take queue files for viruses can cause unexpected results. If anti-virus software detects a virus in a queue file and deletes or moves it, data integrity on the target cannot be guaranteed. As long as you have your anti-virus software configured to protect the actual production data, the anti-virus software can clean, delete, or move an infected file and the clean, delete, or move will be replicated to the target. This will keep the target from becoming infected and will not impact the Double-Take queues.

- **Amount of system memory to use**—This is the maximum amount of Windows system memory, in MB, that Double-Take will use. When this limit is reached, queuing to disk will be triggered. The minimum amount of system memory is 512 MB. The maximum amount is dependent on the server hardware and operating system. If you set this value lower, Double-Take will use less system memory, but you will queue to disk sooner which may impact system performance. If you set it higher, Double-Take will maximize system performance by not queuing to disk as soon, but the system may have to swap the memory to disk if the system memory is not available.

Since the source is typically running a production application, it is important that the amount of memory Double-Take and the other applications use does not exceed the amount of RAM in the system. If the applications are configured to use more memory than there is RAM, the system will begin to swap pages of memory to disk and the system performance will degrade. For example, by default an application may be configured to use all of the available system memory when needed, and this may happen during high-load operations. These high-load operations cause Double-Take to need memory to queue the data being changed by the application. In this case, you would need to configure the applications so that they collectively do not exceed the amount of RAM on the server. Perhaps on a server with 4 GB of RAM running the application and Double-Take, you might configure the application to use 1 GB and Double-Take to use 1 GB, leaving 2 GB for the operating system and other applications on the system. Many server applications default to using all available system memory, so it is important to check and configure applications appropriately, particularly on high-capacity servers.

Any changes to the memory usage will not take effect until the Double-Take service has been restarted on the server.

- **Do not use disk queue**—This option will disable disk queuing. When system memory has been exhausted, Double-Take will automatically begin the auto-disconnect process.
- **Unlimited disk queue**—Double-Take will use an unlimited amount of disk space in the specified **Queue folder** for disk queuing, which will allow the queue usage to automatically expand whenever the available disk space expands. When the available disk space has been used, Double-Take will automatically begin the auto-disconnect process.
- **Limit disk space for queue**—This option will allow you to specify a fixed amount of disk space, in MB, in the specified **Queue folder** that can be used for Double-Take disk queuing. When the disk space limit is reached, Double-Take will automatically begin the auto-disconnect process.
- **Minimum free disk space**—This is the minimum amount of disk space in the specified **Queue folder** that must be available at all times. This amount should be less than the amount of physical

disk space minus the disk size specified for **Limit disk space for queue**.



The **Limit disk space for queue** and **Minimum free disk space** settings work in conjunction with each other. For example, assume your queue is stored on a 10 GB disk with the **Limit disk space for queue** set to 10 GB and the **Minimum free disk space** set to 500 MB. If another program uses 5 GB, Double-Take will only be able to use 4.5 GB so that 500 MB remains free.

- **Alert at this queue usage**—This is the percentage of the disk queue that must be in use to trigger an alert message. By default, the alert will be generated when the queue reaches 50%.

Source server properties

These properties are specific to the source server role.

Source

Number of replication packets per one mirror packet:
5

Changing this ratio does not affect current connections.

Replicate NTFS security attributes by name

Maximum pending mirror operations:
1000

Size of mirror packets (bytes):
65536

Calculate size of protected data upon connection

- **Number of replication packets per one mirror packet**—You can specify the ratio of replication packets to mirror packets that are placed in the source queue. The default value (5) allows Double-Take to dynamically change the ratio as needed based on the amount of replication data in queue. If you set a specific value other than the default (other than 5), the specified value will be used. Changes to this setting will take effect for future jobs. Existing jobs will have to be stopped and restarted to pick up the new ratio.
- **Replicate NTFS security attributes by name**—If you are protecting or migrating data, Double-Take allows you to replicate Windows permission attributes by local name as well as security ID (SID). By replicating Windows security by name, you can transmit the owner name with the file. If that user exists on the target, then the SID associated with the user will be applied to the target file ownership. If that user does not exist on the target, then the ownership will be unknown. By default, this option is disabled.
 - **Domain security model**—If you are using a Windows domain security model by assigning users at the domain level, each user is assigned a security ID (SID) at the domain level. When Double-Take replicates a file to the target, the SID is also replicated. Since a user will have the same SID on the source and target, the user will be able to access the file from the target. Therefore, this option is not necessary.
 - **Local security model**—If you are using a Windows local security model by assigning users at the local level (users that appear on multiple machine will each have different SIDs), you will need to enable this feature so that users can access the data on the target. If you do not enable this feature with a local security model, after a Double-Take file and SID is replicated, a local user will not be able to access the file because the user's SID on the target machine is different from the SID that was replicated from the source machine.

If you enable this option, make sure that the same groups and users exist on the target as they do on the source. Additionally, you must enable this option on your target server before starting a restoration, because the target is acting like a source during a restoration.

Enabling this option may have an impact on the rate at which Double-Take can commit data on the target. File security attributes are sent to the target during mirroring and replication. The target must obtain the security ID (SID) for the users and groups that are assigned permissions, which takes some time. If the users and groups are not on the target server, the delay can be substantial. The performance impact of enabling this option will vary depending on the type of file activity and

other variables. For instance, it will not affect the overall performance of large database files much (since there is a lot of data, but only a few file permissions), but may affect the performance of user files significantly (since there are often thousands of files, each with permissions). In general, the performance impact will only be noticed during mirrors since that is when the target workload is greatest.

Regardless of the security model you are using, if you create new user accounts on the source, you should start a remirror so the new user account information associated with any files in your job can be transmitted to the target.

- **Maximum pending mirror operations**—This option is the maximum number of mirror operations that are queued on the source. The default setting is 1000. If, during mirroring, the mirror queued statistic regularly shows low numbers, for example, less than 50, this value can be increased to allow Double-Take to queue more data for transfer.
- **Size of mirror packets**—This option determines the size of the mirror packets, in bytes, that Double-Take transmits. The default setting is 65536 bytes. You may want to consider increasing this value in a high latency environment (greater than 100 ms response times), or if your data set contains mainly larger files, like databases.
- **Calculate size of protected data upon connection**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

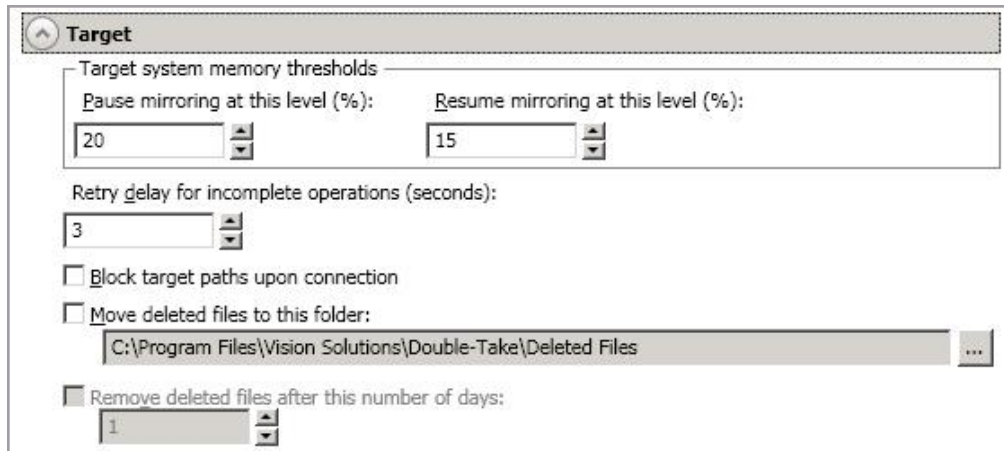
Do not disable this option for any of the following job types.

- Full server jobs
- Full server to Hyper-V jobs
- V to Hyper-V jobs
- Full server to ESX jobs
- V to ESX jobs

The calculation time is when the source generates a hard link report that the target will use to process hard links on the target. If you disable the calculation and thus the report generation, the hard link processing that occurs on the target will be ineffective and you may have problems after failover, especially if your source is Windows 2008 or 2012.

Target server properties

These properties are specific to the target server role.



The screenshot shows the 'Target' properties dialog box. It has a title bar with an expand/collapse arrow and the word 'Target'. Below the title bar, there are several sections of settings:

- Target system memory thresholds:** Two spinners. The first is labeled 'Pause mirroring at this level (%)' and is set to 20. The second is labeled 'Resume mirroring at this level (%)' and is set to 15.
- Retry delay for incomplete operations (seconds):** A spinner set to 3.
- Block target paths upon connection:** An unchecked checkbox.
- Move deleted files to this folder:** An unchecked checkbox followed by a text box containing the path 'C:\Program Files\Vision Solutions\Double-Take\Deleted Files' and a browse button ('...').
- Remove deleted files after this number of days:** A checked checkbox followed by a spinner set to 1.

- **Pause mirroring at this level**—You can specify the maximum percentage of Windows system memory that can contain mirror data before the target signals the source to pause the sending of mirror operations. The default setting is 20.
- **Resume mirroring at this level**—You can specify the minimum percentage of Windows system memory that can contain mirror data before the target signals the source to resume the sending of mirror operations. The default setting is 15. You cannot set the resume value higher than the pause value.
- **Retry delay for incomplete operations**—This option specifies the amount of time, in seconds, before retrying a failed operation on the target. The default setting is 3.
- **Block target paths on connection**—You can block writing to the replica source data located on the target. This keeps the data from being changed outside of Double-Take processing. After failover, any target paths that are blocked will be unblocked automatically during the failover process so that users can modify data on the target after failover. During restoration, the paths are automatically blocked again. If you failover and failback without performing a restoration, the target paths will remain unblocked.



Do not block your target paths if you are protecting an entire server because system state data will not be able to be written to the target.

Be careful blocking target paths if you will be using Double-Take snapshots. You will have to unblock the paths before you can failover to a snapshot. Additionally, be careful when blocking target paths with backup software running on the target. You will need to unblock the paths to allow backup software to take snapshots or update archive bits.

- **Move deleted files to this folder**—This option allows you to save files that have been deleted, by moving them to a different location on the target. When a file deletion is replicated to the target, instead of the file being deleted from the target, the file is moved to the specified location. This allows for easy recovery of those files, if needed. If you enable this option, specify where you want to store the deleted files.



If you are moving deleted files on the target and you have orphan files configured for removal (which is the default setting for most job types), do not move the deleted files to a location inside the replica data on the target. The deleted files that are moved will then be deleted by the orphan file functionality.

- **Remove deleted files after this number of days**—If you are moving deleted files, you can specify a length of time, in days, to maintain the moved files. A moved file that is older than the specified number of days will be deleted. Double-Take checks for moved files that should be deleted once daily at 8 PM. Only the date, not the time, of the file is considered when moved files are deleted. For example, if you specify to delete moved files after 30 days, any file that is 31 days old will be deleted. Because the criteria is based on days and not time, a file that will be deleted could have been moved anytime between 12:01 AM and 11:59 PM 31 days ago.
-



If deleted files are moved for long enough, the potential exists for the target to run out of space. In that case, you can manually delete files from the target move location to free space.

Do not include the Recycler directory in your job if you are moving deleted files. If the Recycler directory is included, Double-Take will see an incoming file deletion as a move operation to the Recycle Bin and the file will not be moved as indicated in the move deleted files setting.

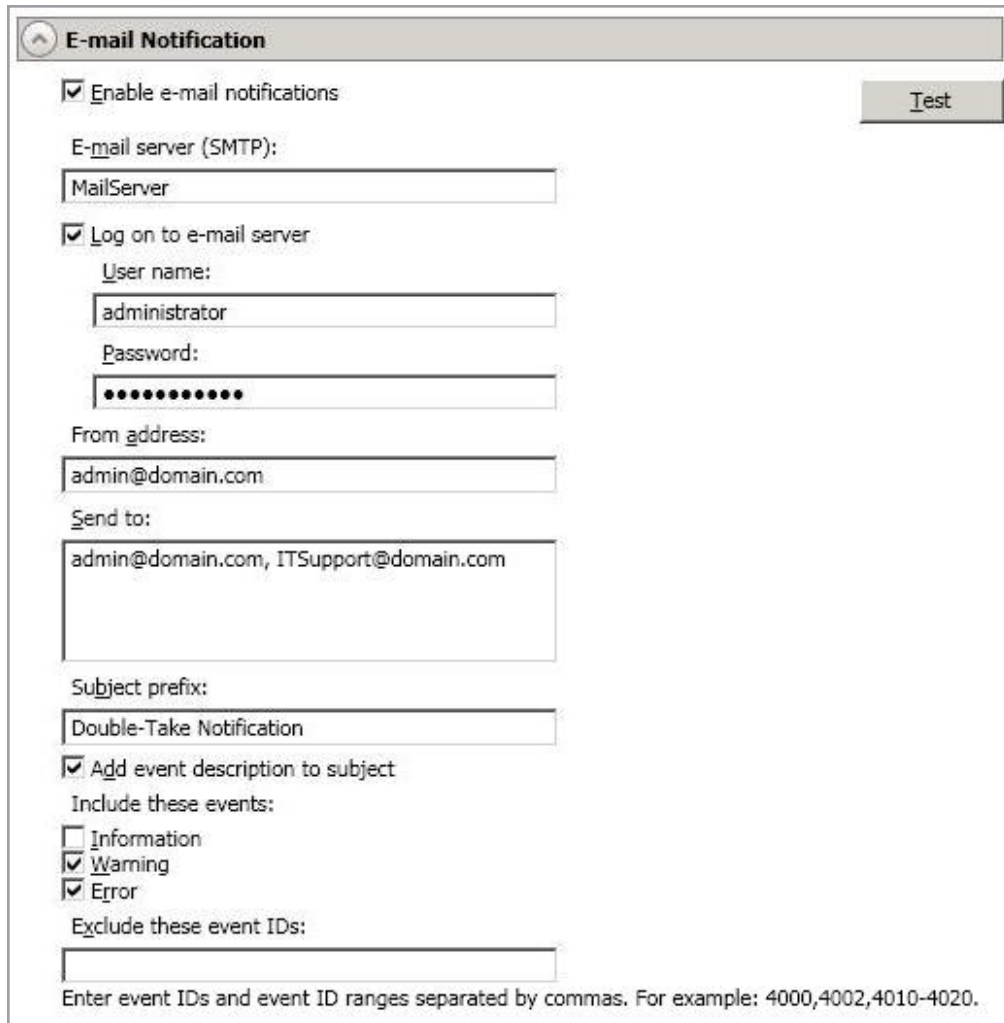
Alternate data streams that are deleted on the source will not be moved on the target.

Encrypted files that are deleted on the source will only be moved on the target if the move location is on the same volume as the copy of the source data on the target.

Compressed and sparse files that are deleted on the source will be moved on the target, although the compression and sparse flags will only be retained on the target if the move location is on the same volume as the copy of the source data on the target.

E-mail notification configuration

You can email Double-Take event messages to specific addresses, using an SMTP mail server. (SSL or TLS are not supported.) The subject of the e-mail will contain an optional prefix, the server name where the message was logged, the message ID, and the severity level (information, warning, or error). The text of the event message will be displayed in the body of the e-mail message.



The screenshot shows a configuration window titled "E-mail Notification". It contains several settings:

- Enable e-mail notifications** (with a "Test" button to the right)
- E-mail server (SMTP):** MailServer
- Log on to e-mail server**
 - User name:** administrator
 - Password:** [masked with dots]
- From address:** admin@domain.com
- Send to:** admin@domain.com, ITSupport@domain.com
- Subject prefix:** Double-Take Notification
- Add event description to subject**
- Include these events:**
 - Information
 - Warning
 - Error
- Exclude these event IDs:** [empty text box]

Enter event IDs and event ID ranges separated by commas. For example: 4000,4002,4010-4020.

- **Enable e-mail notification**—This option enables the e-mail notification feature. Any specified notification settings will be retained if this option is disabled.
- **E-mail server**—Specify the name of your SMTP mail server.
- **Log on to e-mail server**—If your SMTP server requires authentication, enable this option and specify the **User name** and **Password** to be used for authentication. Your SMTP server must support the LOGIN authentication method to use this feature. If your server supports a different authentication method or does not support authentication, you may need to add the Double-Take server as an authorized host for relaying e-mail messages. This option is not necessary if you are sending exclusively to e-mail addresses that the SMTP server is responsible for.
- **From address**—Specify the e-mail address that you want to appear in the From field of each Double-Take e-mail message. The address is limited to 256 characters.

- **Send to**—Specify the e-mail addresses that each Double-Take e-mail message should be sent to. Enter the addresses as a comma or semicolon separated list. Each address is limited to 256 characters. You can add up to 256 e-mail addresses.
- **Subject prefix and Add event description to subject**—The subject of each e-mail notification will be in the format Subject Prefix : Server Name : Message Severity : Message ID : Message Description. The first and last components (Subject Prefix and Message Description) are optional. The subject line is limited to 255 characters.

If desired, enter unique text for the **Subject prefix** which will be inserted at the front of the subject line for each Double-Take e-mail message. This will help distinguish Double-Take messages from other messages. This field is optional.

If desired, enable **Add event description to subject** to have the description of the message appended to the end of the subject line. This field is optional.

- **Includes these events**—Specify which messages that you want to be sent via e-mail. Specify **Information**, **Warning**, and/or **Error**. You can also specify which messages to exclude based on the message ID. Enter the message IDs as a comma or semicolon separated list. You can indicate ranges within the list.



When you modify your e-mail notification settings, you will receive a test e-mail summarizing your new settings. You can also test e-mail notification by clicking **Test**. By default, the test will be run from the machine where the console is running. If desired, you can send the test message to a different e-mail address by selecting **Send To** and entering a comma or semicolon separated list of addresses. Modify the **Message Text** up to 1024 characters, if necessary. Click **Send** to test the e-mail notification. The results will be displayed in a message box.

E-mail notification will not function properly if the Event logs are full.

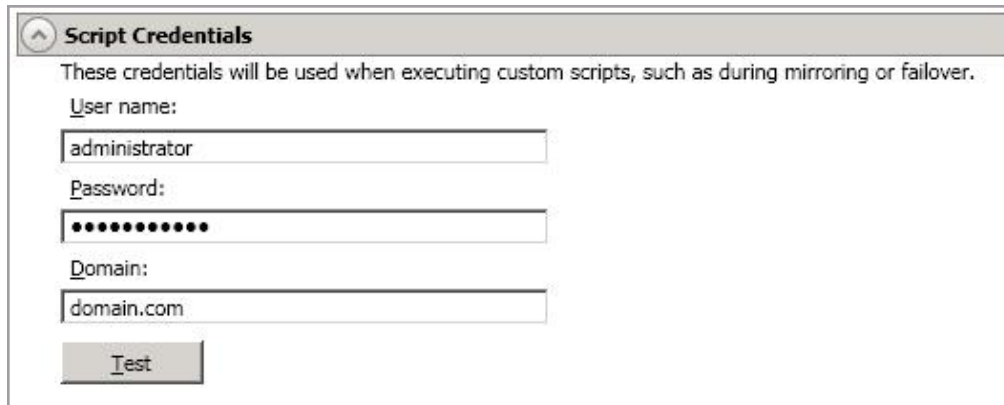
If an error occurs while sending an e-mail, a message will be generated. This message will not trigger another e-mail. Subsequent e-mail errors will not generate additional messages. When an e-mail is sent successfully, a message will then be generated. If another e-mail fails, one message will again be generated. This is a cyclical process where one message will be generated for each group of failed e-mail messages, one for each group of successful e-mail messages, one for the next group of failed messages, and so on.

If you start and then immediately stop the Double-Take service, you may not get e-mail notifications for the log entries that occur during startup.

By default, most anti-virus software blocks unknown processes from sending traffic on port 25. You need to modify the blocking rule so that Double-Take e-mail messages are not blocked.

Script credentials

These credentials will be used when executing custom scripts for mirroring and failover.



The image shows a dialog box titled "Script Credentials" with a close button in the top-left corner. Below the title bar, there is a descriptive text: "These credentials will be used when executing custom scripts, such as during mirroring or failover." The dialog contains three input fields: "User name:" with the text "administrator", "Password:" with a masked password of ten dots, and "Domain:" with the text "domain.com". At the bottom of the dialog is a "Test" button.

Specify a **User name**, **Password**, and **Domain** to use when running the scripts. If you do not specify any security credentials, the account running the Double-Take service will be used. After you have specified credentials, you can click **Test** to confirm the credentials can be used for a successful login. If the credentials cannot be authenticated, you will receive an error. You will need to manually test that credentials you supply have appropriate rights to execute any scripts you may be running.

Log file properties

These settings allow you to specify your log file configuration.

The screenshot shows a dialog box titled "Logging" with several sections:

- Logging folder:** A text box containing "C:\Program Files\Vision Solutions\Double-Take\" and a browse button (...).
- Messages & Alerts:** Two spinners: "Maximum size (bytes)" set to 5242880 and "Maximum number of files" set to 20.
- Verification:** A text box for "File name" containing "DTVerify.log", a spinner for "Maximum size (bytes)" set to 1048576, a checked "Append" checkbox, and a dropdown for "Language" set to "English (United States)".
- Statistics:** A text box for "File name" containing "statistic.sts", a spinner for "Maximum size (bytes)" set to 10485760, and a spinner for "Write interval (minutes)" set to 5.

- **Logging folder**—Specify the directory where each of the log files in this section are stored. The default location is the directory where the Double-Take program files are installed.
- **Messages & Alerts**—These settings apply to the service log file.
 - **Maximum size**—Specify the maximum size, in bytes, of the log file. The default size is 5242880 bytes (5 MB). Once the maximum has been reached, a new log file will be created.
 - **Maximum number of files**—Specify the maximum number of log files that are maintained. The default is 20, and the maximum is 999. Once the maximum has been reached, the oldest file will be overwritten.
- **Verification**—The verification log is created during the verification process and details which files were verified as well as the files that are synchronized. See *Verification log* on page 70.
 - **File name**—This field contains the base log file name for the verification process. The job type and a unique identifier will be prefixed to the base log file name. For example, since the default is DTVerify.log, the verification log for a files and folders job will be Files and Folders_123456abcdef DTVerify.log.
 - **Maximum size**—Specify the maximum size, in bytes, of the verification log file. The default is 1048576 bytes (1 MB).
 - **Append**—Enable the **Append** check box if you want to append each verification process to the same log file. If this check box is disabled, each verification process that is logged will overwrite the previous log file. By default, this option is enabled.
 - **Language**—Select the language for your verification log file.

- **Statistics**—The statistics log maintains connection statistics such as mirror bytes in queue or replication bytes sent. This file is a binary file that is read by the DTStat utility. See the *Reference Guide* for details on DTStat.
 - **File name**—This is the name of the statistics log file. The default file name is statistic.sts.
 - **Maximum size**—Specify the maximum size, in bytes, of the statistics log file. The default is 10485760 bytes (10 MB). Once this maximum has been reached, the oldest data will be overwritten.
 - **Write interval**—Specify how often, in minutes, Double-Take writes to the statistics log file. The default is every 5 minutes.

Verification log

In the log file, each verification process is delineated by beginning and end markers. A list of files that are different on the source and target is provided as well cumulative totals for the verification process. The information provided for each file is the state of its synchronization between the source and the target at the time the file is verified. If the remirror option is selected so that files that are different are remirrored, the data in the verify log reflects the state of the file before it is remirrored, and does not report the state of the file after it is remirrored. If a file is reported as different, review the output for the file to determine what is different.

Sample verification log

```
--- VERIFICATION OF CONNECTION 2, CHECKSUM ENABLED (Sales data for alpha --> 206.31.65.40 : 1100) ---
Start Time: 1/24/2015 12:15:20 PM for connection 2 (Sales data for alpha -->
206.31.65.40 : 1100)
File:      beta\users\bob\budget.xls DIFFERENT ON TARGET
  Source Attributes: Timestamp = 1/17/2015 8:21:36 PM Size = 1272 Mask = [0x20]
  Target Attributes: Timestamp = 1/17/2015 8:21:36 PM Size = 1272 Mask = [0x20]
Security descriptors are different.
  0 BYTES OUT OF SYNC
File:      beta\users\bill\timesheet.xls DIFFERENT ON TARGET
  Source Attributes: Timestamp = 1/17/2015 8:21:37 PM Size = 1272 Mask = [0x20]
  Target Attributes: Timestamp = 1/17/2015 8:21:37 PM Size = 1272 Mask = [0x23]
  0 BYTES OUT OF SYNC
File:      beta\users\vincent\training.doc DIFFERENT ON TARGET
  Source Attributes: Timestamp = 1/12/2015 3:28:20 PM Size = 17 Mask = [0x20]
  Target Attributes: Timestamp = 1/20/2015 5:05:26 PM Size = 2 Mask = [0x20]
  17 BYTES OUT OF SYNC
Completion Time: 1/24/2015 12:37:44 PM for connection 2 (Sales data for alpha -->
206.31.65.40 : 1100)
Elapsed Time (seconds): 1320.256470
Total Directories Compared: 657
Total Directories Missing: 0
Total Directories Remirrored: 0
Total Files Compared: 120978
Total Files Missing: 0
Total Files Different: 3
Total Files Encrypted: 0
Total Files Remirrored: 1
Total Bytes Skipped: 0
Total Bytes Compared: 18527203678
Total Bytes Missing: 0
Total Bytes Different: 17
Total Bytes Remirrored: 17
Related links and directory attributes have been adjusted.
----- END OF VERIFICATION -----
```

- **Timestamp**—The last modified date and time of the file
- **Size**—The size, in bytes, of the file
- **Mask**—The attributes associated with the file. See further details below.
- **Security descriptors**—The NTFS file permissions of the file. If the file permissions are different, the message "Security descriptors are different" will be logged. If the file permissions are the same, nothing will be logged.
- **Bytes out of sync**—The number of bytes that are not synchronized between the file on the source and the file on the target. If the data in the file is identical, the message "0 BYTES OUT OF SYNC" will be logged. If the file is different, the message will indicate how many bytes were different. This message does not indicate that the file was remirrored during the verify.

The mask must be converted in order to determine what attributes are assigned to a file. The mask is a hexadecimal number corresponding to a binary number that indicates what the attributes are. Using the following steps, you can determine how the mask corresponds to the attributes of a file.

1. Each mask begins with 0x. Identify the hexadecimal number after the constant 0x. For example, if the mask is 0x23, then the hexadecimal number you are interested in is 23. The hexadecimal number may be up to four digits.
2. Convert the hexadecimal number to its 16-digit binary equivalent. You can use the Windows calculator for this conversion.
 - a. Select **Calculator** from your **Accessories** program or apps group.
 - b. Switch to scientific view, if it is not already in that view, by selecting **View, Scientific**.
 - c. Select **Hex**.
 - d. Enter the hexadecimal number, for example 23, as specified in your verification log.
 - e. Select **Bin** and the hexadecimal number will change to the binary equivalent.
 - f. Pad the beginning of the binary equivalent with zeroes (0) so that the number is 16 digits long. For example, hexadecimal number 23 converts to 100011, so the 16-digit binary equivalent would be 0000000000100011.
3. Determine what number (0 or 1) appears in each position of the binary number. Because binary numbers count from right to left, start with position 1 on the right.
 - 1—Read only
 - 2—Hidden
 - 3—None
 - 4—System
 - 5—Directory
 - 6—Archive
 - 7—Encrypted
 - 8—Normal
 - 9—Temporary
 - 10—Sparse file
 - 11—Reparse point
 - 12—Compressed
 - 13—Offline
 - 14—Not content indexed
 - 15—None
 - 16—None
4. Using the list above, identify those attributes that are enabled by those positions equal to one (1). The positions equal to zero (0) are disabled and that attribute does not apply. So hexadecimal number 23, which converted to 0000000000100011, indicates read only, hidden, and archive. Another example might be mask 0x827 which converted to binary is 0000100000100111. Positions 1-3, 6, and 12 are all enabled which indicates the file is read only, hidden, archive, and compressed.



Files that were replicated with the **Replicate NTFS security attributes by name** feature enabled, will be identified as different in the log file because of the local name attribute. The files will be the same.

Viewing server events

Highlight a server on the **Manage Servers** page and click **View Server Events** from the toolbar. The **View Server Events** page displays the same messages that are logged to the Windows Event Viewer. The list of events are displayed in the top pane of the page, although the description is limited. When you highlight an event, the event details, including the full description, are displayed in the bottom pane of the page.

- **Severity**—An icon and/or text that classifies the event, such as Error, Warning, Information, Success Audit, or Failure Audit.
- **Time**—The date and time the event occurred.
- **ID**—An identification number to help identify and track event messages.
- **Source**—The component that logged the event.
- **Description**—The event details.

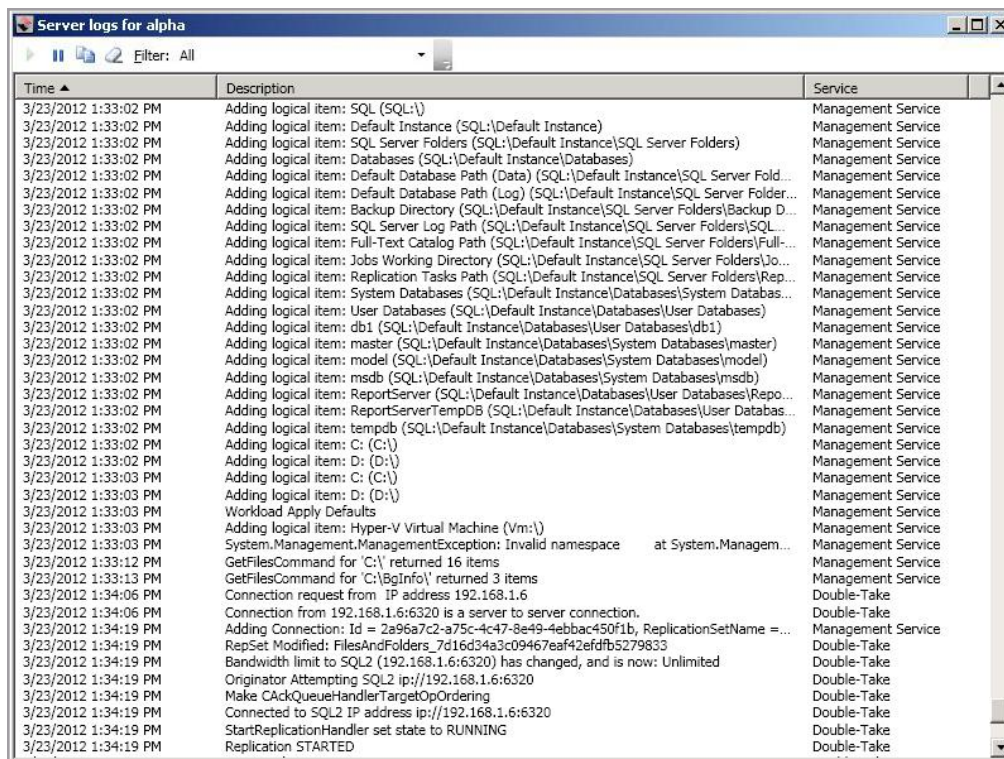
You can filter the events displayed by using the **Filter** drop-down list or the **View Warning Events** and **View Error Events** toolbar buttons. To clear a filter, select **All events** in the **Filter** drop-down list. See the *Reference Guide* for a complete list of Windows event messages.

Viewing server logs

You can view the engine and Management Service logs using either of these two methods.

- On the **Manage Servers** page, highlight a server in the list and click **View Server Logs** from the toolbar.
- On the **Manage Jobs** page, right-click a job and select **View Logs**. Select either the source server log or the target server log.

Separate logging windows allow you to continue working in the Double-Take Console while monitoring log messages. You can open multiple logging windows for multiple servers. When the Double-Take Console is closed, all logging windows will automatically close.



Time	Description	Service
3/23/2012 1:33:02 PM	Adding logical item: SQL (SQL:\)	Management Service
3/23/2012 1:33:02 PM	Adding logical item: Default Instance (SQL:\Default Instance)	Management Service
3/23/2012 1:33:02 PM	Adding logical item: SQL Server Folders (SQL:\Default Instance\SQL Server Folders)	Management Service
3/23/2012 1:33:02 PM	Adding logical item: Databases (SQL:\Default Instance\Databases)	Management Service
3/23/2012 1:33:02 PM	Adding logical item: Default Database Path (Data) (SQL:\Default Instance\SQL Server Fold...	Management Service
3/23/2012 1:33:02 PM	Adding logical item: Default Database Path (Log) (SQL:\Default Instance\SQL Server Folder...	Management Service
3/23/2012 1:33:02 PM	Adding logical item: Backup Directory (SQL:\Default Instance\SQL Server Folders\Backup D...	Management Service
3/23/2012 1:33:02 PM	Adding logical item: SQL Server Log Path (SQL:\Default Instance\SQL Server Folders\SQL...	Management Service
3/23/2012 1:33:02 PM	Adding logical item: Full-Text Catalog Path (SQL:\Default Instance\SQL Server Folders\Full...	Management Service
3/23/2012 1:33:02 PM	Adding logical item: Jobs Working Directory (SQL:\Default Instance\SQL Server Folders\Jo...	Management Service
3/23/2012 1:33:02 PM	Adding logical item: Replication Tasks Path (SQL:\Default Instance\SQL Server Folders\Rep...	Management Service
3/23/2012 1:33:02 PM	Adding logical item: System Databases (SQL:\Default Instance\Databases\System Databas...	Management Service
3/23/2012 1:33:02 PM	Adding logical item: User Databases (SQL:\Default Instance\Databases\User Databases)	Management Service
3/23/2012 1:33:02 PM	Adding logical item: db1 (SQL:\Default Instance\Databases\User Databases\db1)	Management Service
3/23/2012 1:33:02 PM	Adding logical item: master (SQL:\Default Instance\Databases\System Databases\master)	Management Service
3/23/2012 1:33:02 PM	Adding logical item: model (SQL:\Default Instance\Databases\System Databases\model)	Management Service
3/23/2012 1:33:02 PM	Adding logical item: msdb (SQL:\Default Instance\Databases\System Databases\msdb)	Management Service
3/23/2012 1:33:02 PM	Adding logical item: ReportServer (SQL:\Default Instance\Databases\User Databases\Repo...	Management Service
3/23/2012 1:33:02 PM	Adding logical item: ReportServerTempDB (SQL:\Default Instance\Databases\User Databas...	Management Service
3/23/2012 1:33:02 PM	Adding logical item: tempdb (SQL:\Default Instance\Databases\System Databases\tempdb)	Management Service
3/23/2012 1:33:02 PM	Adding logical item: C: (C:\)	Management Service
3/23/2012 1:33:02 PM	Adding logical item: D: (D:\)	Management Service
3/23/2012 1:33:03 PM	Adding logical item: C: (C:\)	Management Service
3/23/2012 1:33:03 PM	Adding logical item: D: (D:\)	Management Service
3/23/2012 1:33:03 PM	Workload Apply Defaults	Management Service
3/23/2012 1:33:03 PM	Adding logical item: Hyper-V Virtual Machine (Vm:\)	Management Service
3/23/2012 1:33:03 PM	System.Management.ManagementException: Invalid namespace at System.Managem...	Management Service
3/23/2012 1:33:12 PM	GetFilesCommand for C:\ returned 16 items	Management Service
3/23/2012 1:33:13 PM	GetFilesCommand for C:\BgInfo\ returned 3 items	Management Service
3/23/2012 1:34:06 PM	Connection request from IP address 192.168.1.6	Double-Take
3/23/2012 1:34:06 PM	Connection from 192.168.1.6:6320 is a server to server connection.	Double-Take
3/23/2012 1:34:19 PM	Adding Connection: Id = 2a96a7c2-a75c-4c47-8e49-4ebbac450f1b, ReplicationSetName = ...	Management Service
3/23/2012 1:34:19 PM	RepSet Modified: FilesAndFolders_7d16d34a3c09467eaf42efdfb5279833	Double-Take
3/23/2012 1:34:19 PM	Bandwidth limit to SQL2 (192.168.1.6:6320) has changed, and is now: Unlimited	Double-Take
3/23/2012 1:34:19 PM	Originator Attempting SQL2 ip://192.168.1.6:6320	Double-Take
3/23/2012 1:34:19 PM	Make CAckQueueHandlerTargetOpOrdering	Double-Take
3/23/2012 1:34:19 PM	Connected to SQL2 IP address ip://192.168.1.6:6320	Double-Take
3/23/2012 1:34:19 PM	StartReplicationHandler set state to RUNNING	Double-Take
3/23/2012 1:34:19 PM	Replication STARTED	Double-Take

The following table identifies the controls and the table columns in the **Server logs** window.

Start 

This button starts the addition and scrolling of new messages in the window.

Pause 

This button pauses the addition and scrolling of new messages in the window. This is only for the **Server logs** window. The messages are still logged to their respective files on the server.

Copy 

This button copies the messages selected in the **Server logs** window to the Windows clipboard.

Clear 

This button clears the **Server logs** window. The messages are not cleared from the respective files on the server. If you want to view all of the messages again, close and reopen the **Server logs** window.

Filter

From the drop-down list, you can select to view all log messages or only those messages from the Double-Take log or the Double-Take Management Service log.

Time

This column in the table indicates the date and time when the message was logged.

Description

This column in the table displays the actual message that was logged.

Service

This column in the table indicates if the message is from the Double-Take log or the Double-Take Management Service log.

Managing VMware servers

To manage your VMware servers, select **Go, Manage VMware Servers**. The **Manage VMware Server** page allows you to view, add, remove, or edit credentials for your VMware servers available in the console.

VMware Server

The name of the VMware server

Full Name

The full name of the VMware server

User Name

The user account being used to access the VMware server

Add VMware Server

Add a new VMware server. When prompted, specify the VMware server and a user account.

Because of increased security of the cipher strengths introduced in vSphere 5.1, you will be unable to access VMware servers running version 5.1 or later if your Double-Take Console is running on Windows XP. If you are running the console on Windows 2003, you will have to apply the hotfix in the knowledgebase article 948963. See <http://support.microsoft.com/kb/948963>. Other Windows operating systems (Vista, Server 2008 and later) have the proper cipher strength built into the operating system.

Remove Server

Remove the VMware server from the console.

Provide Credentials

Edit credentials for the selected VMware server. When prompted, specify a user account to access the VMware server.

Managing snapshots

A snapshot is an image of the source replica data on the target taken at a single point in time. Snapshots allow you to view files and folders as they existed at points of time in the past, so you can, for example, recover from cases where corrupted source data was replicated to the target. For some Double-Take job types, when failover is triggered, you can use the live target data at the time of failover or you can failover to a snapshot of the target data.

1. From the **Manage Jobs** page, highlight the job and click **Manage Snapshots** in the toolbar.
2. You will see the list of snapshots, if any, associated with the job.
 - **Scheduled**—This snapshot was taken as part of a periodic snapshot.
 - **Deferred**—This snapshot was taken as part of a periodic snapshot, although it did not occur at the specified interval because the job between the source and target was not in a good state.
 - **Manual**—This snapshot was taken manually by a user.
3. Click **Take Snapshot** to create a new snapshot for the job.
4. If there is a snapshot that you no longer need, highlight it in the list and click **Delete**.
5. When you have completed your snapshot management, click **Close**.



If you have already failed over, the failover process will remove any Double-Take snapshots from the list. You will need to manage them manually using VSS. See your VSS documentation for more details.

Snapshot states

For some job types, when Double-Take transitions from a good state to a bad state, it will automatically attempt to take a snapshot of the data before it leaves the good state and enters the bad state. For example, if your data is in a good state and you start a mirror, before the mirror is started, Double-Take will automatically take a snapshot of the target. In the event the mirror fails to complete, you will have a snapshot of the data on the target when it was in its last good state. Only one automatic snapshot per job is maintained on the target. When an automatic snapshot is taken, it replaces any previous automatic snapshots.

A snapshot may not necessarily be useful if the data on the target is in a bad state. You only want snapshots of data that is in a good state. Therefore, you need to understand when the data is in a good or bad state.

- **Mirror started**
 - **State**—Bad
 - **Description**—Mirroring has started, but is not complete. The data on the source and target will not be synchronized until the mirror is complete.
 - **Automatic action taken for scheduled and automatic snapshots**—Scheduled and automatic snapshots will be delayed until the mirror is complete before taking a snapshot.
 - **User interaction required for manual snapshots**—Wait until the mirror is complete and the data is in a good state, then take a manual snapshot.

- **Mirror stopped**
 - **State**—Bad
 - **Description**—Mirroring has stopped without completing. The data on the source and target will not be synchronized until the mirror is complete.
 - **Automatic action taken for scheduled and automatic snapshots**—Scheduled and automatic snapshots will be delayed until the mirror has been restarted and is complete before taking a snapshot.
 - **User interaction required for manual snapshots**—Restart the mirror, wait until it is complete and the data is in a good state, and then take a manual snapshot.
- **Mirror complete**
 - **State**—Good
 - **Description**—Because the mirror is complete, the data on the source and target is synchronized. Double-Take will take a snapshot while the data is in a good state.
 - **Automatic action taken for scheduled and automatic snapshots**—Scheduled and automatic snapshots will occur normally.
 - **User interaction required for manual snapshots**—Manual snapshots can be taken normally.
- **Write operation retried**
 - **State**—Good
 - **Description**—An operation cannot be written to the hard drive on the target. For example, the file could be in use by another application on the target.
 - **Automatic action taken for scheduled and automatic snapshots**—Scheduled and automatic snapshots will occur normally, although the operation that is being retried will not be included in the snapshot.
 - **User interaction required for manual snapshots**—Manual snapshots can be taken normally, although the operation that is being retried will not be included in the snapshot.
- **Write operation dropped**
 - **State**—Bad
 - **Description**—An operation could not be written to the hard drive on the target, even after multiple retries. For example, the file could be in use by another application on the target.
 - **Automatic action taken for scheduled and automatic snapshots**—An automatic snapshot will be taken just prior to the operation being dropped. Scheduled snapshots will be delayed until the target data is back in a good state.
 - **User interaction required for manual snapshots**—Start a mirror, wait until it is complete and the data is in a good state, and then take a manual snapshot.
- **Write operation succeeded**
 - **State**—Good
 - **Description**—An operation that was retrying on the target has been successfully written to the hard drive.
 - **Automatic action taken for scheduled and automatic snapshots**—Scheduled and automatic snapshots will occur normally.
 - **User interaction required for manual snapshots**—Manual snapshots can be taken normally.

- **Target restarted with job persistence**
 - **State**—Good
 - **Description**—The target service was able to persist job information prior to restarting.
 - **Automatic action taken for scheduled and automatic snapshots**—Scheduled and automatic snapshots will occur normally.
 - **User interaction required for manual snapshots**—Manual snapshots can be taken normally.
- **Target restarted without job persistence**
 - **State**—Bad
 - **Description**—The target service has been restarted and was unable to persist job information, therefore, operations that were in the queue have been lost.
 - **Automatic action taken for scheduled and automatic snapshots**—An automatic snapshot will be taken after the target restarts, if the target data was in a good state prior to the target restart and the job is configured to auto-remirror on auto-reconnect. Scheduled snapshots will be delayed until the target data is back in a good state.
 - **User interaction required for manual snapshots**—Start a mirror, wait until it is complete and the data is in a good state, and then take a manual snapshot.
- **Restore required**
 - **State**—Good or bad
 - **Description**—The data on the target no longer matches the data on the source because of a failover. This does not necessarily mean that the data on the target is bad.
 - **Automatic action taken for scheduled and automatic snapshots**—Scheduled and automatic snapshots will be delayed until a restore is completed or the restore required state is overruled by a mirror. Once the restoration or mirror is complete, automatic and scheduled snapshots will occur normally.
 - **User interaction required for manual snapshots**—Restore the target data back to the source or override the restore required state by performing a mirror. Once the restoration or mirror is complete, manual snapshots can be taken normally.
- **Snapshot reverted**
 - **State**—Good or bad
 - **Description**—The data on the target no longer matches the data on the source because a snapshot has been applied on the target. This does not necessarily mean that the data on the target is bad.
 - **Automatic action taken for scheduled and automatic snapshots**—Scheduled and automatic snapshots will be delayed until a restore is completed or the snapshot reverted state is overruled by a mirror. Once the restoration or mirror is complete, automatic and scheduled snapshots will occur normally.
 - **User interaction required for manual snapshots**—Restore the target data back to the source or override the snapshot reverted state by performing a mirror. Once the restoration or mirror is complete, manual snapshots can be taken normally.
- **Restore complete**
 - **State**—Good
 - **Description**—Because the restoration is complete, the data on the source and target is synchronized.

- **Automatic action taken for scheduled and automatic snapshots**—Scheduled and automatic snapshots will occur normally.
- **User interaction required for manual snapshots**—Manual snapshots can be taken normally.

To be completely assured that your data on the target is good, automatic and scheduled snapshots only occur when the data is in a good Double-Take state. However, manual snapshots can be taken during any state. There are instances when you may want to take a manual snapshot, even if the target data is in a bad state. For example, if you drop an operation, that does not necessarily mean your data on the target is corrupt or the target would be unable to stand in for the source in the event of a failure. A snapshot of a bad state may be useful and usable, depending on your environment. If your source is a file server and an operation has been dropped, it is just one user file that is out-of-date. All of the remaining target files are intact and can be accessed in the event of a failure. However, if your source is an application server and an operation has been dropped, that one file could cause the application not to start on the target in the event of a failure. In these cases, manual snapshots of a bad state depend on the context of your environment.

Chapter 5 Files and folders protection

Create a files and folders job when you want to protect data or file shares. You can also use it to protect applications, such as Oracle or MySQL, however you will need to use your own customized failover and failback scripts to start and stop services during failover and failback. This job type does not protect a server's system state.

- See *Files and folders requirements* on page 81—Files and folders protection includes specific requirements for this type of protection.
- See *Creating a files and folders job* on page 83—This section includes step-by-step instructions for creating a files and folders job.
- See *Managing and controlling files and folders jobs* on page 114—You can view status information about your files and folders jobs and learn how to control these jobs.
- See *Failing over files and folders jobs* on page 132—Use this section when a failover condition has been met or if you want to failover manually.
- See *Failback and restoration for files and folders jobs* on page 133—Use this section to determine if you want to failback and then restore or if you want to restore then failback.



If your source is a domain controller, you should use one of the full server protection methods to protect the entire server because of complexities with SPNs.

Files and folders requirements

In addition to the *Core Double-Take requirements* on page 20, use these requirements for files and folders protection.

- **Microsoft Server Core 2008 R2 SP1, 2012, or 2012 R2**—These operating systems are supported for mirroring, replication, and failover. However, DNS updates are not supported for Server Core servers.
- **Microsoft .NET Framework**—Microsoft .NET Framework version 4.0 Update 3 or later is required on the source and target. (The full .NET 4.0.3 is required, not just the Client Profile.)
- **Snapshots**—Support for Double-Take snapshots for files and folders jobs is limited. You can take snapshots, however you cannot failover to a snapshot. The snapshots can be accessed and reverted on the target manually using VSS tools and utilities. Additionally, snapshots are not supported if your source and/or target is a cluster. See *Core Double-Take requirements* on page 20 for the specific snapshot requirements.
- **NAT support**—Files and folders jobs (non-cluster) can support NAT environments in an IP-forwarding configuration with one to one port mappings. Port-forwarding is not supported. Additionally, only IPv4 is supported for NAT environments. Make sure you have added your servers to the Double-Take Console using the correct IP address. Review the *NAT configuration* table on page 43 in the *Adding servers* section before you start the job creation process.
- **Supported configurations**—The following table identifies the supported configurations for a files and folders job.

Server Configuration	Description	Supported	Not Supported
One to one active/standby	You can protect a single source to a single target. The target has no production activity. The source is the only server actively replicating data.	X	
One to one active/active	You can protect a single source to a single target where each server acts as both a source and target actively replicating data to each other. Both servers are actively replicating data.	X	
Many to one	You can protect many source servers to one target server. Replication occurs from each source to the one target. This will consolidate your source servers to a single server.	X	
One to many	You can protect a single source to multiple target servers. The source is the only server actively replicating data. This will create redundant copies of your source.	X	

Server Configuration	Description	Supported	Not Supported
Chained	You can protect a single source to a single target, where the target then acts as a source, sending the same data from the original source to a final target server. The first source and the middle server are the only servers actively replicating data.	X	
Single server	You can protect a single source to itself allowing data to be replicated from one location to another on the same volume or to a separate volume on the same server.	X	
Standalone to standalone	Your servers can be in a standalone to standalone configuration.	X	
Standalone to cluster	Your servers can be in a standalone to cluster configuration, however this configuration does not support failover.	X	
Cluster to standalone	Your servers can be in a cluster to standalone configuration.	X	
Cluster to cluster	Your servers can be in a cluster to cluster configuration.	X	
Cluster Shared Volumes (CSV) guest level	You can protect a virtual machine on a Cluster Shared Volume. Protection of the virtual machine is from within the guest operating system.	X	
Cluster Shared Volumes (CSV) host level	You cannot protect a virtual machine on a Cluster Shared Volume from the host.		X

Creating a files and folders job

Use these instructions to create a files and folders job.



With a file and folders job (non-cluster), your servers can be in a NAT environment. However, you must make sure you have added your servers to the Double-Take Console using the correct IP address. Review the *NAT configuration* table on page 43 in the *Adding servers* section before you start the job creation process.

Note the following information concerning cluster scenarios.

- If your source is a cluster, it must have a file server role or resource configured in the group that contains the disk you are wanting to protect
 - For cluster to standalone jobs, the source cluster name and the standalone target must be added to the **Manage Servers** page. Double-Take will query the source cluster name and get a list of cluster groups that contain a file share resource and then present those groups for protection. Double-Take will failover the name, IP addresses, SPNs, and shares for the clustered file server to the standalone target.
 - For cluster to cluster jobs, the source and target cluster names must be added to the **Manage Servers** page. Double-Take will query the source cluster name and get a list of cluster groups that contain a file share resource and then present those groups for protection. Double-Take will not failover the name, IP addresses, SPNs, or shares. Failover will be DNS failover. Groups will be brought online on the target, therefore they need to be pre-staged using step 1 or 2 below, depending on your operating system.
 - For standalone to cluster jobs, the standalone source and the target cluster name must be added to the **Manage Servers** page. Double-Take will query the target cluster name and determine which cluster group contains the disk resource where data will be sent. Failover is not supported for standalone to cluster files and folders jobs. Jobs in this configuration can only be used for data protection or migration, not high availability.
-

1. If you are using a cluster to cluster configuration and you are using Windows 2003, follow these instructions to configure the target cluster before you create your Double-Take files and folders job.
 - a. Take the source file server Network Name offline.
 - b. Create the same Network Name on the target cluster in the file server group.
 - c. Create identical file shares in the target file server group and make them dependent on the Network Name that was just created.
 - d. Take the target Network Name resource offline.
 - e. Bring the source Network Name resource online.
 - f. If it is not already, DNS registration must be enabled for a source cluster name for DNS failover to function properly. You should not allow the source cluster name to come online if your source fails over.
2. If you are using a cluster to cluster configuration and you are using Windows 2008 or 2012, follow these instructions to configure the target cluster before you create your Double-Take files and folders job.

- a. You may want to lower the TTL (time to live) value of your DNS records to avoid caching during this configuration.
- b. Give the target cluster account full control over the source file server account in Active Directory and over the source file server DNS record.



If control of the DNS record is not added, the Client Access Point will fail name resolution and you will not be able to create the target shares unless the record is manually updated.

- c. Take the source file server Client Access Point offline, including IP address, and then flush DNS on the target.
 - d. Create the Client Access Point with the same name on the target and provide a unique IP address.
 - e. While the target Client Access Point is online, create identical shares to the source file server.
 - f. Take the target Client Access Point and IP address offline. Take the target file share resources offline.
 - g. Bring the source Client Access Point online. DNS registration will change the IP address back to the source IP address.
 - h. If desired, reset your TTL value back to its original value.
 - i. If it is not already, DNS registration must be enabled for a source cluster name for DNS failover to function properly. You should not allow the source cluster name to come online if your source fails over.
3. Click **Get Started** from the toolbar.
 4. Select **Double-Take Availability** and click **Next**.
 5. Select **Protect files and folders, an application, or an entire Windows or Linux server** and click **Next**.
 6. Choose your source server. This is the server that contains the files and folders that you want to protect. If your source is a cluster, select the source cluster name, not the file server or node name.



- **Current Servers**—This list contains the servers currently available in your console session. Servers that are not licensed for the workflow you have selected will be filtered out of the list. Select your source server from the list.
- **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading. From here, you can specify a server along with credentials for logging in to the server. If necessary, you can click **Browse** to select a server from a network drill-down list.



If you enter the source server's fully-qualified domain name, the Double-Take Console will resolve the entry to the server short name. If that short name resides in two different domains, this could result in name resolution issues. In this case, enter the IP address of the server.

When specifying credentials for a new server, specify a user that is a member of the local Double-Take Admin and local administrator security groups. Ideally, you should use a local account rather than a domain account because the domain account will fail to authenticate while failed over if the NetBIOS name and/or SPNs are failed over. If you want Double-Take to update DNS during failover, the account must be a member of the Domain Admins group. If your security policies do not allow use of this group, see *DNS* on page 512 and use the instructions under the Double-Take DFO utility to use a non-Domain Admins account.

To best prepare for a potential failover, restore, and failback scenario, you may want to use a source server that has been inserted into the console by a private IP address. In this scenario, your source must have at least two IP addresses, one for public communication and one for private. If you insert your source in the console using the private IP address, then that private IP address can more easily be used after a failure to restore the data that changed during failover from the target back to the source. If your source server has already been inserted into the console by name, you can remove it and reinsert it by private IP address on the **Manage Servers** page.

7. Click **Next** to continue.
8. Choose the type of workload that you want to protect. Under **Server Workloads**, in the **Workload types** pane, select **Files and Folders**. In the **Workload items** pane, you will see the volumes and shares (if any) for your source, or if you are protecting a cluster, you will see your cluster groups. Select the volumes, shares, or cluster groups that you want to protect. You can select your files and folders in more detail in the **Replication Rules** section.



For clustered sources there are two options when selecting your cluster groups. One provides failover support (for data and server protection) and the other only DR support (for data only protection). You will not see the failover specific sections on the **Set Options** page later in the job creation workflow if you are only protecting data.

If the workload you are looking for is not displayed, enable **Show all workload types**. The workload types in gray text are not available for the source server you have selected. Hover your mouse over an unavailable workload type to see a reason why this workload type is unavailable for the selected source.

9. To select your files and folders in more detail, click the **Replication Rules** heading and expand the volumes under **Folders**.



If your source is a cluster and you are protecting data on a volume that is hosted by a node that does not currently own the cluster, you will not see the volume in the **Folders** list on the **Choose Data** page. You will have to manually enter your replication rules on this page.

Choose Data

Choose the data on this server that you want to protect.

▲ **Server Workloads**

▼ **Replication Rules**

Folders:

- Application Data
- Documents and Settings
- Home
- Program Files
- RECYCLER
- System Volume Information
- User Data
- WINDOWS

Name	Date Modified	Size	Att
Application Data	12/16/2010 10:...	1 KB	
Documents and Settings	12/3/2010 11:3...	1 KB	
Home	12/16/2010 10:...	1 KB	
Program Files	12/16/2010 10:...	1 KB	R
RECYCLER	12/16/2010 10:...	1 KB	HS
System Volume Information	12/6/2010 5:37...	1 KB	HS
User Data	12/16/2010 10:...	1 KB	
WINDOWS	12/6/2010 5:54...	1 KB	

Path: C:\ Include Recursive Add Rule

Path	Include	Recurs	Remove Rule
C:\	Exclude	Recurs	
C:\Application Data	Include	Recurs	
C:\Home	Include	Recurs	
C:\User Data	Include	Recurs	

Volumes and folders with a green highlight are included completely. Volumes and folders highlighted in light yellow are included partially, with individual files or folders included. If there is no highlight, no part of the volume or folder is included. To modify the items selected, highlight a volume, folder, or file and click **Add Rule**. Specify if you want to **Include** or **Exclude** the item. Also, specify if you want the rule to be recursive, which indicates the rule should automatically be applied to the subdirectories of the specified path. If you do not select **Recursive**, the rule will not be applied to subdirectories.

You can also enter wildcard rules, however you should do so carefully. Rules are applied to files that are closest in the directory tree to them. If you have rules that include multiple folders, an exclusion rule with a wild card will need to be added for each folder that it needs applied to. For example, if you want to exclude all .log files from D:\ and your rules include D:\, D:\Dir1 , and D:\Dir2, you would need to add the exclusion rule for the root and each subfolder rule. So you will need to add exclude rules for D:*.log , D:\Dir1*.log, and D:\Dir2*.log.

If you need to remove a rule, highlight it in the list at the bottom and click **Remove Rule**. Be careful when removing rules. Double-Take may create multiple rules when you are adding directories. For example, if you add E:\Data to be included in protection, then E:\ will be excluded. If you remove the E:\ exclusion rule, then the E:\Data rule will be removed also.



If you return to this page using the **Back** button in the job creation workflow, your **Workload Types** selection will be rebuilt, potentially overwriting any manual replication rules that you specified. If you do return to this page, confirm your **Workload Types** and **Replication Rules** are set to your desired settings before proceeding forward again.

10. Click **Next** to continue.
11. Choose your target server. This is the server that will store the replica data from the source. If your target is a cluster, select the target cluster name, not the file server or node name.



- **Current Servers**—This list contains the servers currently available in your console session. Servers that are not licensed for the workflow you have selected and those not applicable to the workload type you have selected will be filtered out of the list. Select your target server from the list.
 - **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading. From here, you can specify a server along with credentials for logging in to the server. If necessary, you can click **Browse** to select a server from a network drill-down list.
-



If you enter the target server's fully-qualified domain name, the Double-Take Console will resolve the entry to the server short name. If that short name resides in two different domains, this could result in name resolution issues. In this case, enter the IP address of the server.

When specifying credentials for a new server, specify a user that is a member of the local Double-Take Admin and local administrator security groups. Ideally, you should use a local account rather than a domain account because the domain account will fail to authenticate while failed over if the NetBIOS name and/or SPNs are failed over. If you want Double-Take to update DNS during failover, the account must be a member of the Domain Admins group. If your security policies do not allow use of this group, see *DNS* on page 512 and use the instructions under the Double-Take DFO utility to use a non-Domain Admins account.

12. Click **Next** to continue.
13. You have many options available for your files and folders job. However, not all of the options will be applicable to clustered environments or to single server configurations. Configure those options that are applicable to your environment.

Go to each page identified below to see the options available for that section of the **Set Options** page. After you have configured your options, continue with the next step on page 113.



If your source is a cluster and you selected the DR only cluster groups (for data protection only), you will not see the failover specific sections on the **Set Options** page.

- *General* on page 90
- *Failover Monitor* on page 91
- *Failover Options* on page 94
- *Failover Identity* on page 97
- *Mirror, Verify & Orphaned Files* on page 100
- *Target Route* on page 103
- *Network Route* on page 104
- *Path Mapping* on page 105
- *Failover Services* on page 107
- *Snapshots* on page 108
- *Compression* on page 109

- *Bandwidth* on page 110
- *Scripts* on page 112

General



General

Job name:
alpha to beta

For the **Job name**, specify a unique name for your job.

Failover Monitor

Failover Monitor

Total time to failure: 00:05:00

Consecutive failures: 20

Monitor on this interval: 00:00:10

Network monitoring

Monitor these addresses:

	Source IP Address
<input checked="" type="checkbox"/>	172.31.206.200

Add

Monitoring method:
Network service

Failover trigger:
All monitored IP addresses fail

Service monitoring

Services to monitor:

Add...
Remove

Attempt to restart this service after each failure

- **Total time to failure**—Specify, in hours:minutes:seconds, how long the target will keep trying to contact the source before the source is considered failed. This time is precise. If the total time has expired without a successful response from the source, this will be considered a failure.

Consider a shorter amount of time for servers, such as a web server or order processing database, which must remain available and responsive at all times. Shorter times should be used where redundant interfaces and high-speed, reliable network links are available to prevent the false detection of failure. If the hardware does not support reliable communications, shorter times can lead to premature failover. Consider a longer amount of time for machines on slower networks or on a server that is not transaction critical. For example, failover would not be necessary in the case of a server restart.

- **Consecutive failures**—Specify how many attempts the target will make to contact the source before the source is considered failed. For example, if you have this option set to 20, and your source fails to respond to the target 20 times in a row, this will be considered a failure.
- **Monitor on this interval**—Specify, in hours:minutes:seconds, how long to wait between attempts to contact the source to confirm it is online. This means that after a response (success or failure) is received from the source, Double-Take will wait the specified interval

time before contacting the source again. If you set the interval to 00:00:00, then a new check will be initiated immediately after the response is received.

If you choose **Total time to failure**, do not specify a longer interval than failure time or your server will be considered failed during the interval period.

If you choose **Consecutive failures**, your failure time is calculated by the length of time it takes your source to respond plus the interval time between each response, times the number of consecutive failures that can be allowed. That would be (response time + interval) * failure number. Keep in mind that timeouts from a failed check are included in the response time, so your failure time will not be precise.

- **Network monitoring**—With this option, the target will monitor the source using a network ping. Disable this option if you are using a standalone to cluster configuration, because failover is not supported.
 - **Monitor these addresses**—Select each **Source IP Address** that you want the target to monitor. If you want to monitor additional addresses, enter the address and click **Add**. In a NAT environment, you can add any additional public IP addresses on the source that may not be listed. Although, you should not monitor any private IP addresses on the source because the target cannot reach the source's private address in a NAT environment, thus causing an immediate failure.



If you are protecting a cluster, you are limited to the IP addresses in the cluster group that you are protecting.

- **Monitoring method**—This option determines the type of network ping used for failover monitoring.
 - **Network service**—Source availability will be tested by an ICMP ping to confirm the route is active.
 - **Replication service**—Source availability will be tested by a UDP ping to confirm the Double-Take service is active.
 - **Network and replication services**—Source availability will be tested by both an ICMP ping to confirm the route is active and a UDP ping to confirm the Double-Take service is active. Both pings must fail in order to trigger a failover.
- **Failover trigger**—If you are monitoring multiple IP addresses, specify when you want a failover condition to be triggered.
 - **One monitored IP address fails**—A failover condition will be triggered when any one of the monitored IP addresses fails. If each IP address is on a different subnet, you may want to trigger failover after one fails.
 - **All monitored IP addresses fail**—A failover condition will be triggered when all monitored IP addresses fail. If there are multiple, redundant paths to a server, losing one probably means an isolated network problem and you should wait for all IP addresses to fail.
- **Service monitoring**—This option is only available in standalone environments. It is not available in cluster environments. With this option, the target will monitor specific services on the source by confirming that they are running. Multiple services in the list will be checked in parallel. A failover condition is met when one of the monitored services fails the

check. Click **Add** and select the service that you want to monitor. Repeat this step for additional services that you want to monitor. If you want to remove a service from the **Services to monitor** list, highlight it and click **Remove**.

- **Attempt to restart this service after each failure**—When this option is enabled, if a service fails the monitor check, Double-Take will attempt to restart it. During this restart period, Double-Take will not check the other services, to avoid any false failures while the one service is attempting to be restarted. If the service cannot be restarted, Double-Take will consider this a failure.

Failover Options



If you are using a standalone to cluster configuration, you can skip this section because failover is not supported.

If you want to disable failover monitoring completely, you must disable **Failover shares**, **Failover host name**, and **Failback host name**, and do not specify anything for the failover and failback scripts. Additionally, you must select **Retain target network configuration** in the **Failover Identity** section. If you select any of these options or choose **Apply source network configuration to the target** under **Failover Identity**, a failover monitor will be created.

Failover Options

Wait for user to initiate failover
 Failover shares

Active Directory

Failover host name
 Failback host name

Active Directory Credentials...

Target scripts

Pre-failover script: Arguments:
 Delay failover until script completes

Post-failover script: Arguments:

Pre-failback script: Arguments:
 Delay failback until script completes

Post-failback script: Arguments:

Source scripts

Post-failback script: Arguments:

- **Wait for user to initiate failover**—The failover process can wait for you to initiate it, allowing you to control when failover occurs. When a failure occurs, the job will wait in **Failover Condition Met** for you to manually initiate the failover process. Disable this option if you want failover to occur immediately when a failure occurs.
- **Failover shares**—Select this option to failover shares to the target. Only the shares that you selected on the **Choose Data** page will be protected and failed over.



Share failover only occurs for standard Windows file system shares. Other shares must be configured for failover through the failover scripts or created manually on the target. See *Macintosh shares* on page 522 or *NFS Shares* on page 523 for more information.

If you are failing over Windows shares but your source and target do not have the same drive letters, you must use the **All to One** selection under **Path Mapping** when establishing your job. Otherwise, the shares will not be created on the target during failover.

If your target is a standalone server, Windows share information is automatically updated on the target every 30 seconds. Since shares are not failed over if your target is a cluster, you will need to manually update shares on a cluster target. For Windows 2003, you can create the file share resources while the source is running but keep the resource offline. For Windows 2008 and 2012, you will need to repeat the initial cluster configuration steps, although you can skip giving the target cluster account full control and creating the target Client Access Point, because those steps were already completed during the initial cluster configuration.

- **Failover host name**—If desired, you can failover the source server's host name. This will automatically remove the host SPN (Service Principle Name) from Active Directory on the source and add it to Active Directory on the target. If you are using Active Directory, enable this option or you may experience problems with failover.
- **Failback host name**—This option returns the host SPN on the source and target back to their original settings on failback. If you are using Active Directory, enable this option or you may experience problems with failback.
- **Active Directory Credentials**—If you are failing over and/or failing back the host name, you need to specify a user that has update privileges within Active Directory. Click **Active Directory Credentials** and identify a user and the associated password that has privileges to create and delete SPNs. The username must be in the format `fully_qualified_domain\user,,` and the account password cannot be blank.
- **Scripts**—You can customize failover and failback by running scripts on the source and target. Scripts may contain any valid Windows command, executable, or batch file. The scripts are processed using the same account running the Double-Take service, unless you have identified a specific account through the server's properties. See *Script credentials* on page 67. Examples of functions specified in scripts include stopping services on the target before failover because they may not be necessary while the target is standing in for the source, stopping services on the target that need to be restarted with the source's machine name and/or IP address, starting services or loading applications that are in an idle, standby mode waiting for failover to occur, notifying the administrator before and after failover or failback occurs, stopping services on the target after failback because they are no longer needed, stopping services on the target that need to be restarted with the target machine's original name and/or IP address, and so on. There are four types of failover and failback scripts that run on the target and one failback script that runs on the source.
 - **Pre-failover script**—This script runs on the target at the beginning of the failover process. Specify the full path and name of the script file.
 - **Post-failover script**—This script runs on the target at the end of the failover process. Specify the full path and name of the script file.
 - **Pre-failback script**—This script runs on the target at the beginning of the failback process. Specify the full path and name of the script file.
 - **Post-failback script**—This script runs on the target or source at the end of the failback process. Specify the full path and name of the script file.

- **Arguments**—Specify a comma-separated list of valid arguments required to execute the script.
- **Delay until script completes**—Enable this option if you want to delay the failover or failback process until the associated script has completed. If you select this option, make sure your script handles errors, otherwise the failover or failback process may never complete if the process is waiting on a script that cannot complete.

Scripts will run but will not be displayed on the screen if the Double-Take service is not set to interact with the desktop. Enable this option through the Windows Services applet.

Failover Identity

Failover Identity

Apply source network configuration to the target (Recommended for LAN configurations)

Failover server name

Add these addresses to the selected target adapter after failover:

Source IP Address	Target Network Adapter
<input checked="" type="checkbox"/> 112.42.74.29	Local Area Connection
<input checked="" type="checkbox"/> 10.10.10.29	Local Area Connection 2

Retain target network configuration (Recommended for WAN configurations)

Failover server name (NetBIOS)

Update DNS server

DNS Options

Credentials for domain.com
User name: administrator
Change...

These DNS servers will be updated during failover:

112.42.48.9	Remove
-------------	--------

Update these source DNS entries with the corresponding target IP address:

Source Address	Target Address
----------------	----------------

Update TTL (seconds):
300



If you want to disable the ability to failover, you must select **Retain target network configuration**. Additionally, in the **Failover Options** section, you must disable **Failover shares**, **Failover host name**, and **Failback host name**, and do not specify anything for the failover and failback scripts. If you select any of these options or choose **Apply source network configuration to the target**, the ability to failover will not be disabled.

- **Apply source network configuration to the target**—If you select this option, you can configure the source IP addresses to failover to the target. If your target is on the same subnet as the source (typical of a LAN environment), you should select this option. Do not select this option if you are using a NAT environment that has a different subnet on the other side of the NAT router.



Do not apply the source network configuration to the target in a WAN environment unless you have a VPN infrastructure so that the source and target can be on the



same subnet, in which case IP address failover will work the same as a LAN configuration. If you do not have a VPN, you can automatically reconfigure the routers via a failover script (by moving the source's subnet from the source's physical network to the target's physical network). There are a number of issues to consider when designing a solution that requires router configuration to achieve IP address failover. Since the route to the source's subnet will be changed at failover, the source server must be the only system on that subnet, which in turn requires all server communications to pass through a router. Additionally, it may take several minutes or even hours for routing tables on other routers throughout the network to converge.

- **Failover server name**—Select this option to failover the server name to the target. Double-Take checks the hosts file and uses the first name there. If there is no hosts file, Double-Take will use the first name in DNS. (Keep in mind, the first name in DNS may not always be the same each time the DNS server is rebooted.) Lastly, if there is no DNS server, Double-Take will use the failover monitor name created by the Double-Take Console. You will need to failover the server name for file shares to function properly after failover. If you do not want to failover the server name, disable this option.
 - **Add these addresses to the selected target adapter after failover**—Select which IP addresses you want to failover and select the **Target Network Adapter** that will assume the IP address during failover.
-



If you have inserted your source server into the console using a private IP address, do not select the private IP address for failover.

If you configured failover to be triggered when all monitored IP addresses fail and are failing over more IP addresses than you are monitoring, you may have IP address conflicts after failover. For example, if you monitor two out of three addresses, and those two addresses fail but the third one does not, and you failover all three IP addresses, the third address that did not fail may exist on both the source and the target, depending on the cause of the failure. Therefore, when a source is failing over more IP addresses than are being monitored, there is a risk of an IP address conflict.

If you are protecting a cluster, you are limited to the IP addresses in the cluster group that you are protecting.

- **Retain target network configuration**—If you select this option, the target will retain all of its original IP addresses. If your target is on a different subnet (typical of a WAN or NAT environment), you should select this option.
-



If you choose to retain the target network configuration, but have also selected to failover shares under the **Failover Options** sections, the source NetBIOS name will automatically be failed over so that the shares can be accessed after failover.

-
- **Failover server name**—Select this option if you want to failover the NetBIOS name. This option will not be available for clustered targets.
 - **Update DNS server**—Specify if you want Double-Take to update your DNS server on failover. If DNS updates are made, the DNS records will be locked during failover. Be sure and review the *Core Double-Take requirements* on page 20 for the requirements for updating DNS.



DNS updates are not available for Server Core servers or NAT configurations.

Expand the **DNS Options** section to configure how the updates will be made. The DNS information will be discovered and displayed. If your servers are in a workgroup, you must provide the DNS credentials before the DNS information can be discovered and displayed.

- **Change**—If necessary, click this button and specify a user that has privileges to access and modify DNS records. The account must be a member of the DnsAdmins group for the domain, and must have full control permissions on the source's A (host) and PTR (reverse lookup) records. These permissions are not included by default in the DnsAdmins group.
- **Remove**—If there are any DNS servers in the list that you do not want to update, highlight them and click **Remove**.
- **Update these source DNS entries with the corresponding target IP address**—For each IP address on the source, specify what address you want DNS to use after failover. For clusters, be sure and select the clustered IP address.
- **Update TTL**—Specify the length of time, in seconds, for the time to live value for all modified DNS A records. Ideally, you should specify 300 seconds (5 minutes) or less.



DNS updates will be disabled if the target server cannot communicate with both the source and target DNS servers

If you select **Retain your target network configuration** but do not enable **Update DNS server**, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover. This would also apply to non-Microsoft Active Directory integrated DNS servers. You will want to keep your target network configuration but do not update DNS. In this case, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover.

Mirror, Verify & Orphaned Files

Mirror, Verify & Orphaned Files

Mirror Options

Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.

Compare file attributes and data. Send the attributes and bytes that differ. (Recommended for databases)

Verification Options

Enable scheduled verification

Verify on this interval: 1 Days

Begin immediately

Begin at this time: 7/31/2014 9:18:17 AM

Report and comparison options

Report only

Report and mirror files

Compare file attributes and data

General Options

Calculate size of protected data upon connection

Delete orphaned files

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.



If you are using a database application or are protecting a domain controller, do not use the compare file attributes only options unless you know for certain that you need it. With database applications and because domain controllers store their data in a database, it is critical that all files, not just some of the files, are mirrored. In this case, you should compare both the attributes and the data.

- **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
- **Compare file attributes. Send the entire file.**—Double-Take will compare file attributes and will mirror those files that have different attributes, sending the entire file. This is similar to selecting the mirror different files and the only if source is newer options prior to Double-Take version 7.1.
- **Compare file attributes. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files, only if source is newer, and use block checksum options prior to Double-Take version 7.1.
- **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Verification Options**—Choose if you want to periodically confirm that the source replica

data on the target is identical to the actual data on the source. Verification creates a log file detailing what was verified as well as which files are not synchronized. If the data is not the same, you can automatically initiate a remirror, if configured. The remirror ensures data integrity between the source and target.



Because of the way the Windows Cache Manager handles memory, machines that are doing minimal or light processing may have file operations that remain in the cache until additional operations flush them out. This may make Double-Take files on the target appear as if they are not synchronized. When the Windows Cache Manager releases the operations in the cache on the source and target, the files will be updated on the target.

- **Enable scheduled verification**—When this option is enabled, Double-Take will verify the source replica data on the target.
 - **Verify on this interval**—Specify the interval between verification processes.
 - **Begin immediately**—Select this option if you want to start the verification schedule immediately after the job is established.
 - **Begin at this time**—Select this option if you want to start the verification schedule at the specified date and time.
 - **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
 - **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
 - **General Options**—Choose your general mirroring options.
 - **Calculate size of protected data upon connection**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.
-



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

- **Delete orphaned files**—An orphaned file is a file that exists in the replica data on

the target, but does not exist in the protected data on the source. This option specifies if orphaned files should be deleted on the target.



Orphaned file configuration is a per target configuration. All jobs to the same target will have the same orphaned file configuration.

The orphaned file feature does not delete alternate data streams. To do this, use a full mirror, which will delete the additional streams when the file is re-created.

If delete orphaned files is enabled, carefully review any replication rules that use wildcard definitions. If you have specified wildcards to be excluded from protection, files matching those wildcards will also be excluded from orphaned file processing and will not be deleted from the target. However, if you have specified wildcards to be included in your protection, those files that fall outside the wildcard inclusion rule will be considered orphaned files and will be deleted from the target.

If you want to move orphaned files rather than delete them, you can configure this option along with the move deleted files feature to move your orphaned files to the specified deleted files directory. See *Target server properties* on page 63 for more information.

During a mirror, orphaned file processing success messages will be logged to a separate orphaned file log on the source. This keeps the Double-Take log from being overrun with orphaned file success processing messages. Orphaned files processing statistics and any errors in orphaned file processing will still be logged to the Double-Take log, and during difference mirrors, verifications, and restorations, all orphaned file processing messages are logged to the Double-Take log. The orphaned file log is located in the **Logging folder** specified for the source. See *Log file properties* on page 68 for details on the location of that folder. The orphaned log file is appended to during each orphaned file processing during a mirror, and the log file will be a maximum of 50 MB.

Target Route

Target Route		
Group Name	Owner	Target Route
Group	Alpha	172.31.152.51



This section is only applicable if your source is a cluster.

Target Route—By default, Double-Take will select a target route for transmissions. If desired, specify an alternate route on the target that the data will be transmitted through. This allows you to select a different route for Double-Take traffic. For example, you can separate regular network traffic and Double-Take traffic on a machine with multiple IP addresses. You can also select to let Double-Take choose an automatic route.

Network Route



Send data to the target server using this route:
10.10.10.30

By default, Double-Take will select a target route for transmissions. If desired, specify an alternate route on the target that the data will be transmitted through. This allows you to select a different route for Double-Take traffic. For example, you can separate regular network traffic and Double-Take traffic on a machine with multiple IP addresses. You can also select or manually enter a public IP address (which is the public IP address of the server's NAT router) if you are using a NAT environment.



If you change the IP address on the target which is used for the target route, you will be unable to edit the job. If you need to make any modifications to the job, it will have to be deleted and re-created.

Path Mapping

Source Path	Target Path
C:\	C:\ALPHA\C'

Block target paths upon connection

All to One One to One

- **Mappings**—Specify the location on the target where the replica of the source data will be stored. By default, the replica source data will be stored in the same directory structure on the target, in a one to one configuration. Make sure you update this location if you are protecting multiple sources or jobs to the same target. If your target is a standalone server, Double-Take offers two pre-defined locations as well as a custom option that allows you to set your path. If your target is a cluster, you only have the custom location.
 - **All To One**—Click this button to set the mapping so that the replica source data will be stored on a single volume on the target. The pre-defined path is `\source_name\volume_name`. If you are protecting multiple volumes on the source, each volume would be stored on the same volume on the target. For example, `C:\data` and `D:\files` for the source Alpha would be stored in `D:\alpha\C` and `D:\alpha\D`, respectively.
 - **One To One**—Click this button to set the mapping so that the replica source data will be stored in the same directory structure on the target. For example, `C:\data` and `D:\files` on the source will be stored in `C:\data` and `D:\files`, respectively, on the target.
 - **Custom Location**—If the pre-defined options do not store the data in a location that is appropriate for your network operations, you can specify your own custom location where the replica source data will be stored. Click the **Target Path** and edit it, selecting the appropriate location.
 - **Use Defaults**—Click this button to reset the **Target Path** location back to its default settings. This option is only available if your target is a cluster.



If you are protecting system state data (like your Program Files or Documents and Settings directory), you must select the **All to One** mapping or specify a customized location in order to avoid sharing violations. Keep in mind that this mapping will avoid sharing violations on the target, however during a restoration, you will get sharing violations on the source because the restoration mapping is one to one and your system state files will be in use on the source you are restoring to. In this case, restoration will never complete. If you will need to restore data and you must protect system state data, you should use a full server job.

If you are protecting dynamic volumes or mount points, your location on the target must be able to accommodate the amount of data that may be stored on the source.

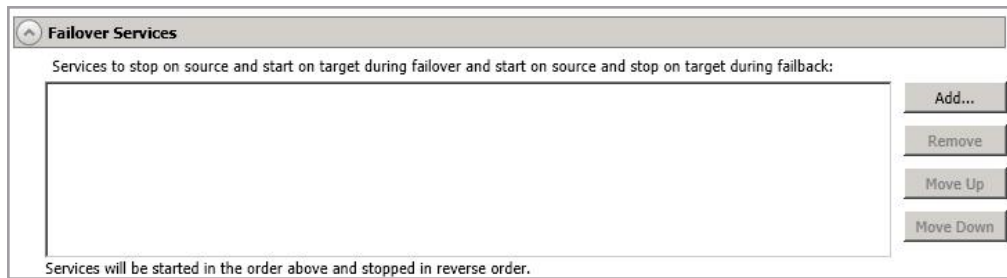
If you are protecting multiple mount points, your directory mapping must not create a cycle or loop. For example, if you have the C: volume mounted at `D:\C` and the D:

volume mounted at C:\D, this is a circular configuration. If you establish a job for either C:\D or D:\C, there will be a circular configuration and Double-Take mirroring will never complete.

If you are protecting sparse files and your location on the target is a non-NTFS 5 volume, the amount of disk space available must be equal to or greater than the entire size of the sparse file. If the target location is an NTFS 5 volume, the amount of disk space available must be equal to or greater than the on-disk size of the sparse file.

- **Block target paths upon connection**—You can block writing to the replica source data located on the target. This keeps the data from being changed outside of Double-Take processing. Any target paths that are blocked will be unblocked automatically during the failover process so that users can modify data after failover. During restoration, the paths are automatically blocked again. If you failover and failback without performing a restoration, the target paths will remain unblocked.

Failover Services



Failover Services

Services to stop on source and start on target during failover and start on source and stop on target during failback:

Add...
Remove
Move Up
Move Down

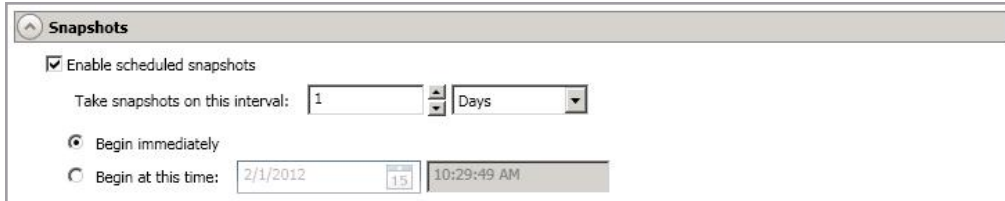
Services will be started in the order above and stopped in reverse order.



This section is not applicable to clustered environments.

Services to stop on source and start on target during failover and start on source and stop on target during failback—If necessary, you can start and stop services during failover and failback. Click **Add** to insert a service into the list or **Remove** to remove a service from the list. The services will be started in the order they appear and stopped in the reverse order. Highlight a service and click **Move Up** or **Move Down** to arrange the services in the desired order.

Snapshots



This section is not applicable to clustered environments.

A snapshot is an image of the source replica data on the target taken at a single point in time. You can view the snapshots in VSS and recover any files or folders desired. However, you cannot failover to a snapshot.

Turn on **Enable scheduled snapshots** if you want Double-Take to take snapshots automatically at set intervals.

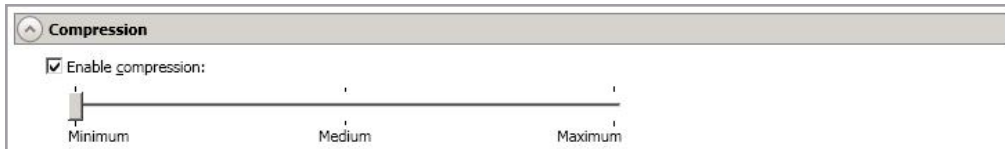
- **Take snapshots on this interval**—Specify the interval (in days, hours, or minutes) for taking snapshots.
- **Begin immediately**—Select this option if you want to start taking snapshots immediately after the protection job is established.
- **Begin at this time**—Select this option if you want to start taking snapshots at a later date and time. Specify the date and time parameters to indicate when you want to start.



See *Managing snapshots* on page 76 for details on taking manual snapshots and deleting snapshots.

You may want to set the size limit on how much space snapshots can use. See your VSS documentation for more details.

Compression



To help reduce the amount of bandwidth needed to transmit Double-Take data, compression allows you to compress data prior to transmitting it across the network. In a WAN environment this provides optimal use of your network resources. If compression is enabled, the data is compressed before it is transmitted from the source. When the target receives the compressed data, it decompresses it and then writes it to disk. You can set the level from **Minimum** to **Maximum** to suit your needs.

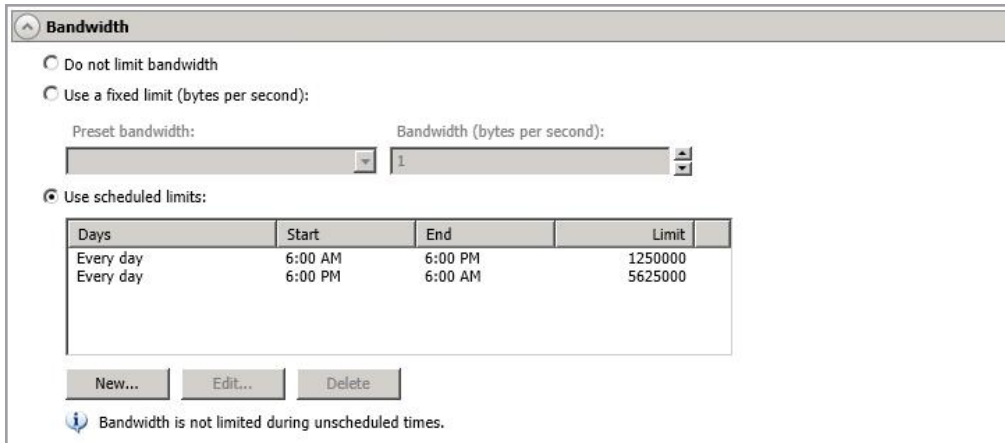
Keep in mind that the process of compressing data impacts processor usage on the source. If you notice an impact on performance while compression is enabled in your environment, either adjust to a lower level of compression, or leave compression disabled. Use the following guidelines to determine whether you should enable compression.

- If data is being queued on the source at any time, consider enabling compression.
- If the server CPU utilization is averaging over 85%, be cautious about enabling compression.
- The higher the level of compression, the higher the CPU utilization will be.
- Do not enable compression if most of the data is inherently compressed. Many image (.jpg, .gif) and media (.wmv, .mp3, .mpg) files, for example, are already compressed. Some images files, such as .bmp and .tif, are decompressed, so enabling compression would be beneficial for those types.
- Compression may improve performance even in high-bandwidth environments.
- Do not enable compression in conjunction with a WAN Accelerator. Use one or the other to compress Double-Take data.



All jobs from a single source connected to the same IP address on a target will share the same compression configuration.

Bandwidth



Bandwidth


Do not limit bandwidth

Use a fixed limit (bytes per second):

Preset bandwidth: Bandwidth (bytes per second):

Use scheduled limits:

Days	Start	End	Limit
Every day	6:00 AM	6:00 PM	1250000
Every day	6:00 PM	6:00 AM	5625000

 Bandwidth is not limited during unscheduled times.

Bandwidth limitations are available to restrict the amount of network bandwidth used for Double-Take data transmissions. When a bandwidth limit is specified, Double-Take never exceeds that allotted amount. The bandwidth not in use by Double-Take is available for all other network traffic.



All jobs from a single source connected to the same IP address on a target will share the same bandwidth configuration.

The scheduled option is not available if your source is a cluster.

- **Do not limit bandwidth**—Double-Take will transmit data using 100% bandwidth availability.
- **Use a fixed limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Use scheduled limits**—Double-Take will transmit data using a dynamic bandwidth based on the schedule you configure. Bandwidth will not be limited during unscheduled times.
 - **New**—Click **New** to create a new scheduled bandwidth limit. Specify the following information.
 - **Daytime entry**—Select this option if the start and end times of the bandwidth window occur in the same day (between 12:01 AM and midnight). The start time must occur before the end time.
 - **Overnight entry**—Select this option if the bandwidth window begins on one day and continues past midnight into the next day. The start time must be later than the end time, for example 6 PM to 6 AM.
 - **Day**—Enter the day on which the bandwidth limiting should occur. You can pick a specific day of the week, **Weekdays** to have the limiting occur Monday

through Friday, **Weekends** to have the limiting occur Saturday and Sunday, or **Every day** to have the limiting repeat on all days of the week.

- **Start time**—Enter the time to begin bandwidth limiting.
 - **End time**—Enter the time to end bandwidth limiting.
 - **Preset bandwidth**—Select a bandwidth limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your select bandwidth.
 - **Bandwidth**—If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
 - **Edit**—Click **Edit** to modify an existing scheduled bandwidth limit.
 - **Delete**—Click **Delete** to remove a scheduled bandwidth limit.
-



If you change your job option from **Use scheduled limits** to **Do not limit bandwidth** or **Use a fixed limit**, any schedule that you created will be preserved. That schedule will be reused if you change your job option back to **Use scheduled limits**.

You can manually override a schedule after a job is established by selecting **Other Job Options, Set Bandwidth**. If you select **No bandwidth limit** or **Fixed bandwidth limit**, that manual override will be used until you go back to your schedule by selecting **Other Job Options, Set Bandwidth, Scheduled bandwidth limit**. For example, if your job is configured to use a daytime limit, you would be limited during the day, but not at night. But if you override that, your override setting will continue both day and night, until you go back to your schedule. See the *Managing and controlling jobs* section for your job type for more information on the **Other Job Options**.

Scripts

The screenshot shows a window titled "Scripts" with three sections:

- Mirror Start**: Script file: `c:\scripts\mirrorstart.bat`, Arguments: (empty). Allow script to interact with desktop, Delay until script completes. Test button.
- Mirror Complete**: Script file: (empty), Arguments: (empty). Allow script to interact with desktop, Delay until script completes. Test button.
- Mirror Stop**: Script file: `c:\scripts\mirrorcomplete.bat`, Arguments: `arg1`. Allow script to interact with desktop, Delay until script completes. Test button.

You can customize mirroring by running scripts on the target at pre-defined points in the mirroring process. Scripts may contain any valid Windows command, executable, or batch file. The scripts are processed using the same account running the Double-Take service, unless you have identified a specific account through the server's properties. See *Script credentials* on page 67. There are three types of mirroring scripts.

- **Mirror Start**—This script starts when the target receives the first mirror operation. In the case of a difference mirror, this may be a long time after the mirror is started because the script does not start until the first different data is received on the target. If the data is synchronized and a difference mirror finds nothing to mirror, the script will not be executed. Specify the full path and name of the **Script file**.
- **Mirror Complete**—This script starts when a mirror is completed. Because the mirror statistics may indicate a mirror is at 99-100% when it is actually still processing (for example, if files were added after the job size was calculated, if there are alternate data streams, and so on), the script will not start until all of the mirror data has been completely processed on the target. Specify the full path and name of the **Script file**.
- **Mirror Stop**—This script starts when a mirror is stopped, which may be caused by an auto-disconnect occurring while a mirror is running, the service is shutdown while a mirror is running, or if you stop a mirror manually. Specify the full path and name of the **Script file**.
- **Arguments**—Specify a comma-separated list of valid arguments required to execute the script.
- **Allow script to interact with desktop**—Enable this option if you want the script processing to be displayed on the screen. Otherwise, the script will execute silently in the background.
- **Delay until script completes**—Enable this option if you want to delay the mirroring process until the associated script has completed. If you select this option, make sure your script handles errors, otherwise the mirroring process may never complete if the process is waiting on a script that cannot complete.
- **Test**—You can test your script manually by clicking **Test**. Your script will be executed if you test it. If necessary, manually undo any changes that you do not want on your target after testing the script.



If you establish mirroring scripts for one job and then establish additional jobs to the same target using the same target path mapping, the mirroring scripts will automatically be applied to those subsequent jobs. If you select a different target path mapping, the mirroring scripts will have to be reconfigured for the new job(s).

14. Click **Next** to continue.
15. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the Double-Take *Reference Guide* for details on the various Double-Take log files.

16. Once your servers have passed validation and you are ready to establish protection, click **Finish**, and you will automatically be taken to the **Manage Jobs** page.
-



If your target is a cluster, a cluster resource named `DTTargetRes_FilesAndFolders_GUID` will be created in the target cluster group that contains the disk where data is being replicated from the source. If the target cluster group that contains the `DTTargetRes_FilesAndFolders_GUID` resource is moved to a different node, an auto-disconnect and reconnect will occur, and a re-mirror will be initiated.

Jobs in a NAT environment may take longer to start.

If you are using a standalone to cluster configuration, the **Failover** button on the **Manage Jobs** page will be enabled once a mirror is complete. Do not failover as unexpected results may occur. Failover is not supported for standalone to cluster configurations.

Managing and controlling files and folders jobs

Click **Manage Jobs** from the main Double-Take Console toolbar. The **Manage Jobs** page allows you to view status information about your jobs. You can also control your jobs from this page.

The jobs displayed in the right pane depend on the server group folder selected in the left pane. Every job for each server in your console session is displayed when the **Jobs on All Servers** group is selected. If you have created and populated server groups (see *Managing servers* on page 36), then only the jobs associated with the server or target servers in that server group will be displayed in the right pane.

- See *Overview job information displayed in the top pane* on page 114
- See *Detailed job information displayed in the bottom pane* on page 116
- See *Job controls* on page 118

Overview job information displayed in the top pane

The top pane displays high-level overview information about your jobs.

Column 1 (Blank)

The first blank column indicates the state of the job.



The job is in a healthy state.



The job is in a warning state. This icon is also displayed on any server groups that you have created that contain a job in a warning state.



The job is in an error state. This icon is also displayed on any server groups that you have created that contain a job in an error state.



The job is in an unknown state.

Job

The name of the job

Source Server

The name of the source. This could be a name or IP address of a standalone server, a cluster, or a node. Cluster jobs will be associated with the cluster name and standalone jobs will be associated with a standalone server or a cluster node.

Target Server

The name of the target. This could be a name or IP address of a standalone server, a cluster, or a node. Cluster jobs will be associated with the cluster name and standalone jobs will be associated with a standalone server or a cluster node.

Job Type

Each job type has a unique job type name. This job is a Files and Folders job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the job details. Keep in mind that **Idle** indicates console to server activity is idle, not that your servers are idle.

Mirror Status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Restoring**—Data is being restored from the target to the source.
- **Unknown**—The console cannot determine the status.

Replication Status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Transmit Mode

- **Active**—Data is being transmitted to the target.
- **Paused**—Data transmission has been paused.
- **Scheduled**—Data transmission is waiting on schedule criteria.
- **Stopped**—Data is not being transmitted to the target.
- **Error**—There is a transmission error.
- **Unknown**—The console cannot determine the status.

Detailed job information displayed in the bottom pane

The details displayed in the bottom pane of the **Manage Jobs** page provide additional information for the job highlighted in the top pane. If you select multiple jobs, the details for the first selected job will be displayed.

Name

The name of the job

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Restore Required**—The data on the source and target do not match because of a failover condition. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent (compressed)

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Connected since

The date and time indicating when the current job was started.

Recent activity

Displays the most recent activity for the selected job, along with an icon indicating the success or failure of the last initiated activity. Click the link to see a list of recent activities for the selected job. You can highlight an activity in the list to display additional details about the activity.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Job controls

You can control your job through the toolbar buttons available on the **Manage jobs** page. If you select multiple jobs, some of the controls will apply only to the first selected job, while others will apply to all of the selected jobs. For example, **View Job Details** will only show details for the first selected job, while **Stop** will stop protection for all of the selected jobs.

If you want to control just one job, you can also right click on that job and access the controls from the pop-up menu.

Create a New Job

This button leaves the **Manage Jobs** page and opens the **Get Started** page.

View Job Details

This button leaves the **Manage Jobs** page and opens the **View Job Details** page.

Delete

Stops (if running) and deletes the selected jobs.

Provide Credentials

Changes the login credentials that the job (which is on the target machine) uses to authenticate to the servers in the job. This button opens the Provide Credentials dialog box where you can specify the new account information and which servers you want to update. See *Providing server credentials* on page 46. You will remain on the **Manage Jobs** page after updating the server credentials. If your servers use the same credentials, make sure you also update the credentials on the **Manage Servers** page so that the Double-Take Console can authenticate to the servers in the console session. See *Managing servers* on page 36.

View Recent Activity

Displays the recent activity list for the selected job. Highlight an activity in the list to display additional details about the activity.

Start

Starts or resumes the selected jobs.

If you have previously stopped protection, the job will restart mirroring and replication.

If you have previously paused protection, the job will continue mirroring and replication from where it left off, as long as the Double-Take queue was not exhausted during the

time the job was paused. If the Double-Take queue was exhausted during the time the job was paused, the job will restart mirroring and replication.

Also if you have previously paused protection, all jobs from the same source to the same IP address on the target will be resumed.

Pause

Pauses the selected jobs. Data will be queued on the source while the job is paused. Failover monitoring will continue while the job is paused.

All jobs from the same source to the same IP address on the target will be paused.

Stop

Stops the selected jobs. The jobs remain available in the console, but there will be no mirroring or replication data transmitted from the source to the target. Mirroring and replication data will not be queued on the source while the job is stopped, requiring a remirror when the job is restarted. The type of remirror will depend on your job settings. Failover monitoring will continue while the job is stopped. Stopping a job will delete any Double-Take snapshots on the target.

Take Snapshot

Even if you have scheduled the snapshot process, you can run it manually any time. If an automatic or scheduled snapshot is currently in progress, Double-Take will wait until that one is finished before taking the manual snapshot.

Snapshots are not applicable to clustered environments.

Manage Snapshots

Allows you to manage your snapshots by taking and deleting snapshots for the selected job. See *Managing snapshots* on page 76 for more information.

Snapshots are not applicable to clustered environments.

Failover, Cutover, or Recover

Starts the failover process. See *Failing over files and folders jobs* on page 132 for the process and details of failing over a files and folders job.

Failback

Starts the failback process. See *Failback and restoration for files and folders jobs* on page 133 for the process and details of failing back a files and folders job.

Restore

Starts the restoration process. See *Failback and restoration for files and folders jobs* on page 133 for the process and details of restoring a files and folders job.

Reverse

Reverses protection. Reverse protection does not apply to files and folders jobs.

Recover

Recovers the selected DR job. Recovery does not apply to files and folders jobs.

Undo Failover or Cutover

Cancels a test failover by undoing it. Undo failover does not apply to files and folders jobs.

View Job Log

Opens the job log. On the right-click menu, this option is called **View Logs**, and you have the option of opening the job log, source server log, or target server log.

Other Job Actions

Opens a small menu of other job actions. These job actions will be started immediately, but keep in mind that if you stop and restart your job, the job's configured settings will override any other job actions you may have initiated.

- **Mirroring**—You can start, stop, pause and resume mirroring for any job that is running.

When pausing a mirror, Double-Take stops queuing mirror data on the source but maintains a pointer to determine what information still needs to be mirrored to the target. Therefore, when resuming a paused mirror, the process continues where it left off.

When stopping a mirror, Double-Take stops queuing mirror data on the source and does not maintain a pointer to determine what information still needs to be mirrored to the target. Therefore, when starting a mirror that has been stopped, you will need to decide what type of mirror to perform.

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.



If you are using a database application or are protecting a domain controller, do not use the compare file attributes only options unless you know for certain that you need it. With database applications and because domain controllers store their data in a database, it is critical that all files, not just some of the files, are mirrored. In this case, you should compare both the attributes and the data.

-
- **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target.

All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.

- **Compare file attributes. Send the entire file.**—Double-Take will compare file attributes and will mirror those files that have different attributes, sending the entire file. This is similar to selecting the mirror different files and the only if source is newer options prior to Double-Take version 7.1.
- **Compare file attributes. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files, only if source is newer, and use block checksum options prior to Double-Take version 7.1.
- **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Calculate size of protected data before mirroring**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

- **Verify**—Even if you have scheduled the verification process, you can run it manually any time a mirror is not in progress.
 - **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
 - **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **Set Bandwidth**—You can manually override bandwidth limiting settings configured for your job at any time.

- **No bandwidth limit**—Double-Take will transmit data using 100% bandwidth availability.
- **Fixed bandwidth limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Scheduled bandwidth limit**—If your job has a configured scheduled bandwidth limit, you can enable that schedule with this option.
- **Delete Orphans**—Even if you have enabled orphan file removal during your mirror and verification processes, you can manually remove them at any time.
- **Target**—You can pause the target, which queues any incoming Double-Take data from the source on the target. All active jobs to that target will complete the operations already in progress. Any new operations will be queued on the target until the target is resumed. The data will not be committed until the target is resumed. Pausing the target only pauses Double-Take processing, not the entire server.

While the target is paused, the Double-Take target cannot queue data indefinitely. If the target queue is filled, data will start to queue on the source. If the source queue is filled, Double-Take will automatically disconnect the connections and attempt to reconnect them.

If you have multiple jobs to the same target, all jobs from the same source will be paused and resumed.

- **Update Shares**—Windows share information is automatically updated on the target every 30 seconds. This option allows you to manually update share information immediately when the option is selected. Shares are not applicable to environments where the target is a cluster.

Filter

Select a filter option from the drop-down list to only display certain jobs. You can display **Healthy jobs**, **Jobs with warnings**, or **Jobs with errors**. To clear the filter, select **All jobs**. If you have created and populated server groups, then the filter will only apply to the jobs associated with the server or target servers in that server group. See *Managing servers* on page 36.

Type a server name

Displays only jobs that contain the text you entered. If you have created and populated server groups, then only jobs that contain the text you entered associated with the server or target servers in that server group will be displayed. See *Managing servers* on page 36.

Overflow Chevron

Displays any toolbar buttons that are hidden from view when the window size is reduced.

Viewing files and folders job details

From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.

Review the following table to understand the detailed information about your job displayed on the **View Job Details** page.





Job name

The name of the job

Job type

Each job type has a unique job type name. This job is a Files and Folders job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Health

-  The job is in a healthy state.
-  The job is in a warning state.
-  The job is in an error state.
-  The job is in an unknown state.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the rest of the job details.

Connection ID

The incremental counter used to number connections. The number is incremented when a connection is created. It is also incremented by internal actions, such as an auto-disconnect and auto-reconnect. The lowest available number (as connections are created, stopped, deleted, and so on) will always be used. The counter is reset to one each time the Double-Take service is restarted.

Transmit mode

- **Active**—Data is being transmitted to the target.
- **Paused**—Data transmission has been paused.
- **Scheduled**—Data transmission is waiting on schedule criteria.
- **Stopped**—Data is not being transmitted to the target.
- **Error**—There is a transmission error.
- **Unknown**—The console cannot determine the status.

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Restore Required**—The data on the source and target do not match because of a failover condition. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Target route

The IP address on the target used for Double-Take transmissions.

Compression

- **On / Level**—Data is compressed at the level specified.
- **Off**—Data is not compressed.

Encryption

- **On**—Data is being encrypted before it is sent from the source to the target.
- **Off**—Data is not being encrypted before it is sent from the source to the target.

Bandwidth limit

If bandwidth limiting has been set, this statistic identifies the limit. The keyword **Unlimited** means there is no bandwidth limit set for the job.

Connected since

The date and time indicating when the current job was made. This field is blank, indicating that a TCP/IP socket is not present, when the job is waiting on transmit options or if the transmission has been stopped. This field will maintain the date and time, indicating that a TCP/IP socket is present, when transmission has been paused.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Mirror status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Restoring**—Data is being restored from the target to the source.
- **Unknown**—The console cannot determine the status.

Mirror percent complete

The percentage of the mirror that has been completed

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent compressed

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Validating a files and folders job

Over time, you may want to confirm that any changes in your network or environment have not impacted your Double-Take job. Use these instructions to validate an existing job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Validate job properties**.
3. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Validation checks for an existing job are logged to the job log on the target server.

4. Once your servers have passed validation, click **Close**.

Editing a files and folders job

Use these instructions to edit a files and folders job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Edit job properties**. (You will not be able to edit a job if you have removed the source of that job from your Double-Take Console session or if you only have Double-Take monitor security access.)
3. You will see the same options available for your files and folders job as when you created the job, but you will not be able to edit all of them. If desired, edit those options that are configurable for an existing job. See *Creating a files and folders job* on page 83 for details on each job option.



Changing some options may require Double-Take to automatically disconnect, reconnect, and remirror the job.

4. If you want to modify the workload items or replication rules for the job, click **Edit workload or replication rules**. Modify the **Workload item** you are protecting, if desired. Additionally, you can modify the specific **Replication Rules** for your job.

Volumes and folders with a green highlight are included completely. Volumes and folders highlighted in light yellow are included partially, with individual files or folders included. If there is no highlight, no part of the volume or folder is included. To modify the items selected, highlight a volume, folder, or file and click **Add Rule**. Specify if you want to **Include** or **Exclude** the item. Also, specify if you want the rule to be recursive, which indicates the rule should automatically be applied to the subdirectories of the specified path. If you do not select **Recursive**, the rule will not be applied to subdirectories.

You can also enter wildcard rules, however you should do so carefully. Rules are applied to files that are closest in the directory tree to them. If you have rules that include multiple folders, an exclusion rule with a wild card will need to be added for each folder that it needs applied to. For example, if you want to exclude all .log files from D:\ and your rules include D:\, D:\Dir1 , and D:\Dir2, you would need to add the exclusion rule for the root and each subfolder rule. So you will need to add exclude rules for D:*.log , D:\Dir1*.log, and D:\Dir2*.log.

If you need to remove a rule, highlight it in the list at the bottom and click **Remove Rule**. Be careful when removing rules. Double-Take may create multiple rules when you are adding directories. For example, if you add E:\Data to be included in protection, then E:\ will be excluded. If you remove the E:\ exclusion rule, then the E:\Data rule will be removed also.

Click **OK** to return to the **Edit Job Properties** page.



If you remove data from your workload and that data has already been sent to the target, you will need to manually remove that data from the target. Because the data you removed is no longer included in the replication rules, Double-Take orphan file detection cannot remove the data for you. Therefore, you have to remove it manually.

5. Click **Next** to continue.

6. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the Double-Take *Reference Guide* for details on the various Double-Take log files.

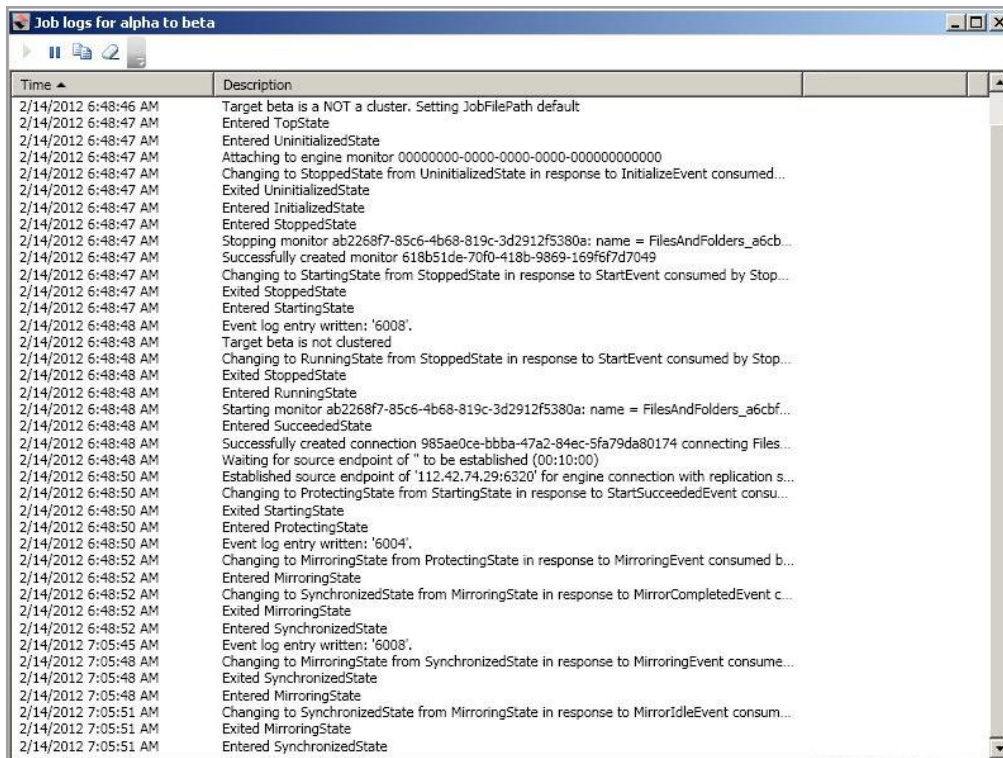
7. Once your servers have passed validation and you are ready to update your job, click **Finish**.

Viewing a files and folders job log

You can view a job log file through the Double-Take Console by selecting **View Job Log** from the toolbar on the **Manage Jobs** page. Separate logging windows allow you to continue working in the Double-Take Console while monitoring log messages. You can open multiple logging windows for multiple jobs. When the Double-Take Console is closed, all logging windows will automatically close.



Because the job log window communicates with the target server, if the console loses communication with the target server after the job log window has already been opened, the job log window will display an error. This includes a target cluster node roll that causes the job log to be hosted by a new cluster node.



Time	Description
2/14/2012 6:48:46 AM	Target beta is a NOT a cluster. Setting JobFilePath default
2/14/2012 6:48:47 AM	Entered TopState
2/14/2012 6:48:47 AM	Entered UninitializedState
2/14/2012 6:48:47 AM	Attaching to engine monitor 00000000-0000-0000-0000-000000000000
2/14/2012 6:48:47 AM	Changing to StoppedState from UninitializedState in response to InitializeEvent consumed...
2/14/2012 6:48:47 AM	Exited UninitializedState
2/14/2012 6:48:47 AM	Entered InitializedState
2/14/2012 6:48:47 AM	Entered StoppedState
2/14/2012 6:48:47 AM	Stopping monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cb...
2/14/2012 6:48:47 AM	Successfully created monitor 618b51de-70f0-418b-9869-169f6f7d7049
2/14/2012 6:48:47 AM	Changing to StartingState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:47 AM	Exited StoppedState
2/14/2012 6:48:47 AM	Entered StartingState
2/14/2012 6:48:48 AM	Event log entry written: '6008'.
2/14/2012 6:48:48 AM	Target beta is not clustered
2/14/2012 6:48:48 AM	Changing to RunningState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:48 AM	Exited StoppedState
2/14/2012 6:48:48 AM	Entered RunningState
2/14/2012 6:48:48 AM	Starting monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cbf...
2/14/2012 6:48:48 AM	Entered SucceededState
2/14/2012 6:48:48 AM	Successfully created connection 985ae0ce-bbba-47a2-84ec-5fa79da80174 connecting Files...
2/14/2012 6:48:48 AM	Waiting for source endpoint of " to be established (00:10:00)
2/14/2012 6:48:50 AM	Established source endpoint of '112.42.74.29:6320' for engine connection with replication s...
2/14/2012 6:48:50 AM	Changing to ProtectingState from StartingState in response to StartSucceededEvent consu...
2/14/2012 6:48:50 AM	Exited StartingState
2/14/2012 6:48:50 AM	Entered ProtectingState
2/14/2012 6:48:50 AM	Event log entry written: '6004'.
2/14/2012 6:48:52 AM	Changing to MirroringState from ProtectingState in response to MirroringEvent consumed b...
2/14/2012 6:48:52 AM	Entered MirroringState
2/14/2012 6:48:52 AM	Changing to SynchronizedState from MirroringState in response to MirrorCompletedEvent c...
2/14/2012 6:48:52 AM	Exited MirroringState
2/14/2012 6:48:52 AM	Entered SynchronizedState
2/14/2012 7:05:45 AM	Event log entry written: '6008'.
2/14/2012 7:05:48 AM	Changing to MirroringState from SynchronizedState in response to MirroringEvent consume...
2/14/2012 7:05:48 AM	Exited SynchronizedState
2/14/2012 7:05:48 AM	Entered MirroringState
2/14/2012 7:05:51 AM	Changing to SynchronizedState from MirroringState in response to MirrorIdleEvent consum...
2/14/2012 7:05:51 AM	Exited MirroringState
2/14/2012 7:05:51 AM	Entered SynchronizedState

The following table identifies the controls and the table columns in the **Job logs** window.

Start 

This button starts the addition and scrolling of new messages in the window.

Pause 

This button pauses the addition and scrolling of new messages in the window. This is only for the **Job logs** window. The messages are still logged to their respective files on the server.

Copy

This button copies the messages selected in the **Job logs** window to the Windows clipboard.

Clear

This button clears the **Job logs** window. The messages are not cleared from the respective files on the server. If you want to view all of the messages again, close and reopen the **Job logs** window.

Time

This column in the table indicates the date and time when the message was logged.

Description

This column in the table displays the actual message that was logged.

Failing over files and folders jobs

When a failover condition has been met, failover will be triggered automatically if you disabled the wait for user option during your failover configuration. If the wait for user before failover option is enabled, you will be notified in the console when a failover condition has been met. At that time, you will need to trigger it manually from the console when you are ready.



If you are using a files and folders job in a standalone to cluster configuration, the **Failover, Cutover, or Recover** button will be enabled once a mirror is complete. Do not failover as unexpected results may occur. Failover is not supported for files and folders jobs in a standalone to cluster configuration.

1. On the **Manage Jobs** page, highlight the job that you want to failover and click **Failover, Cutover, or Recover** in the toolbar.
2. Select the type of failover to perform.
 - **Failover to live data**—Select this option to initiate a full, live failover using the current data on the target. The target will stand in for the source by assuming the network identity of the failed source. User and application requests destined for the source server or its IP addresses are routed to the target.
 - **Perform test failover**—This option is not available for files and folders jobs.
 - **Failover to a snapshot**—This option is not applicable to files and folders jobs.
3. Select how you want to handle the data in the target queue.
 - **Apply data in target queues before failover or cutover**—All of the data in the target queue will be applied before failover begins. The advantage to this option is that all of the data that the target has received will be applied before failover begins. The disadvantage to this option is depending on the amount of data in queue, the amount of time to apply all of the data could be lengthy.
 - **Discard data in the target queues and failover or cutover immediately**—All of the data in the target queue will be discarded and failover will begin immediately. The advantage to this option is that failover will occur immediately. The disadvantage is that any data in the target queue will be lost.
4. When you are ready to begin failover, click **Failover**.



If your NICs were configured for network load balancing (NLB), you will have to reconfigure that after failover.

Failback and restoration for files and folders jobs

Failover occurred because the target was monitoring the source for a failure, and when a failure occurred, the target stood in for the source. User and application requests that were directed to the failed source are routed to the target.

While the users are accessing their data on the target, you can repair the issue(s) on the source. Before users can access the source again, you will need to restore the data from the target back to the source and perform failback. Failback is the process where the target releases the source identity it assumed during failover. Once failback is complete, user and application requests are no longer routed to the target, but back to the source.

Ideally, you want to restore your data from the target back to the source before you failback. This allows users who are currently accessing their data on the target because of failover to continue accessing their data. Restoration before failback reduces user downtime. Another method, which may be easier in some environments that have strict IP addressing policies, allows you to failback first and then restore the data from the target to the source. A possible disadvantage to this process is that users may experience longer downtime, depending on the amount of data to be restored, because they will be unable to access their data during both the restoration and the failback.

- See *Restoring then failing back files and folders jobs* on page 134
- See *Failing back then restoring files and folders jobs* on page 137

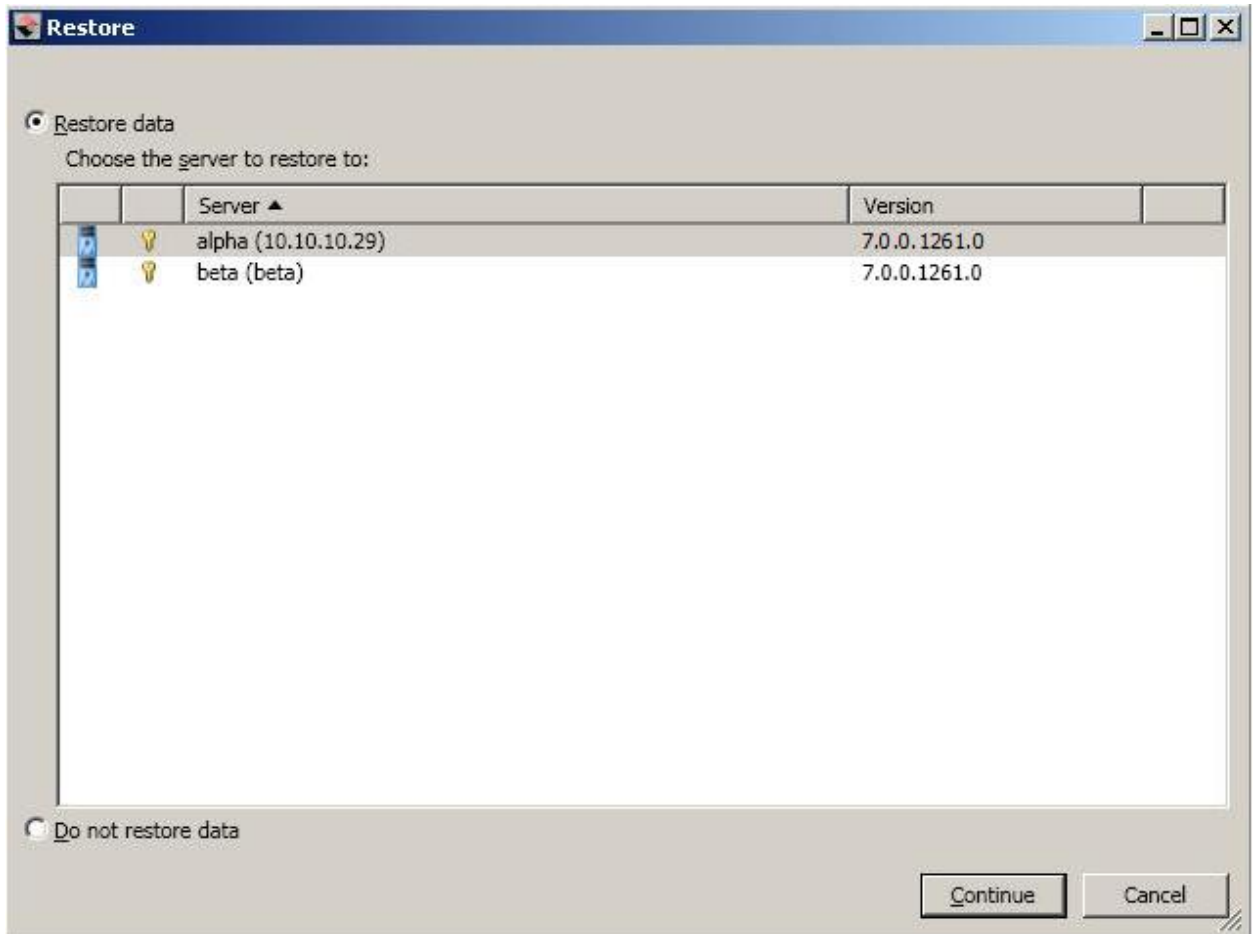


If you want to failback only, without performing a restoration, follow the instructions for failing back then restoring and you will be able to skip the restoration process. Keep in mind that if you skip the restoration process, any data changes that were made on the target during failover will be lost.

Restoring then failing back files and folders jobs

Restoring before failing back allows your users to continue accessing their data on the failed over target, which is standing in for the source, while you perform the restoration process. The key to this process is to keep the users off of the source, but allow the source and target to communicate to perform the restoration.

1. Resolve the problem(s) on the source that caused it to fail. Make sure in resolving the problems, that you do not bring the source on the network at this time because the target currently has the source's identity because of failover.
2. Disable all of the IP addresses on the source that you failed over to the target.
3. If you failed over all of your source IP addresses, change an existing IP address on the source to a new, unique IP address that the target can access. If you inserted your source server into the console using a private IP address when you created the job, and you did not failover that private IP address, you can skip this step.
4. Configure your new, unique IP address that you created or the private IP address that you are using so that it does not automatically register with DNS. This option is on the Advanced TCP/IP Settings dialog box on the DNS tab.
5. Bring the source onto the network using the IP address that the target can access. This will either be the new, unique IP address or the private IP address. You can disregard any identity conflict errors.
6. Stop any applications that may be running on the source. Files must be closed on the source so that updated files from the target will overwrite the files on the source.
7. If you had to create a new, unique IP address on the source, you will have to remove the original source in the console and add it back in using the new, unique IP address. Use a local account, not a domain account, that is a member of the Double-Take Admin and Administrators groups. Complete this step on the **Manage Servers** page. If you inserted your source server into the console using a private IP address when you created the job, you can skip this step.
8. On the **Manage Jobs** page, highlight the job and click **Restore**.
9. Confirm **Restore data** is selected, then highlight your source server in the server list. Look for the new, unique IP address or the private IP address in parenthesis after the server name.



- Click **Continue** to start the restoration.



During the restoration, only the data is restored back to the source. Shares are not created on the source during the restoration. Shares that were created on the target during failover will need to be created manually on the source, if they do not already exist.

- During the restoration process, the **Activity** and **Mirror Status** will both indicate **Restoring**. When the restoration is complete, the **Mirror Status** will change to **Idle** and the **Activity** will change to **Restored**.
- On the **Manage Jobs** page, highlight the job and click **Failback**.
- In the dialog box, highlight the job that you want to failback and click **Failback**.
- After failback is complete, stop the job by clicking **Stop**.



If you do not see your job after failback, remove and re-add your target to the console. The job may not be visible depending on where you are running the console from.

15. After the job is stopped, enable or add the IP addresses on the source that you disabled earlier. Make sure that you keep any new addresses that you created because the job is still using that address.
16. If you restored to a new source and are going to enable protection again, edit the job to reconfigure your failover settings.
17. Click **Start** to restart protection.

Failing back then restoring files and folders jobs

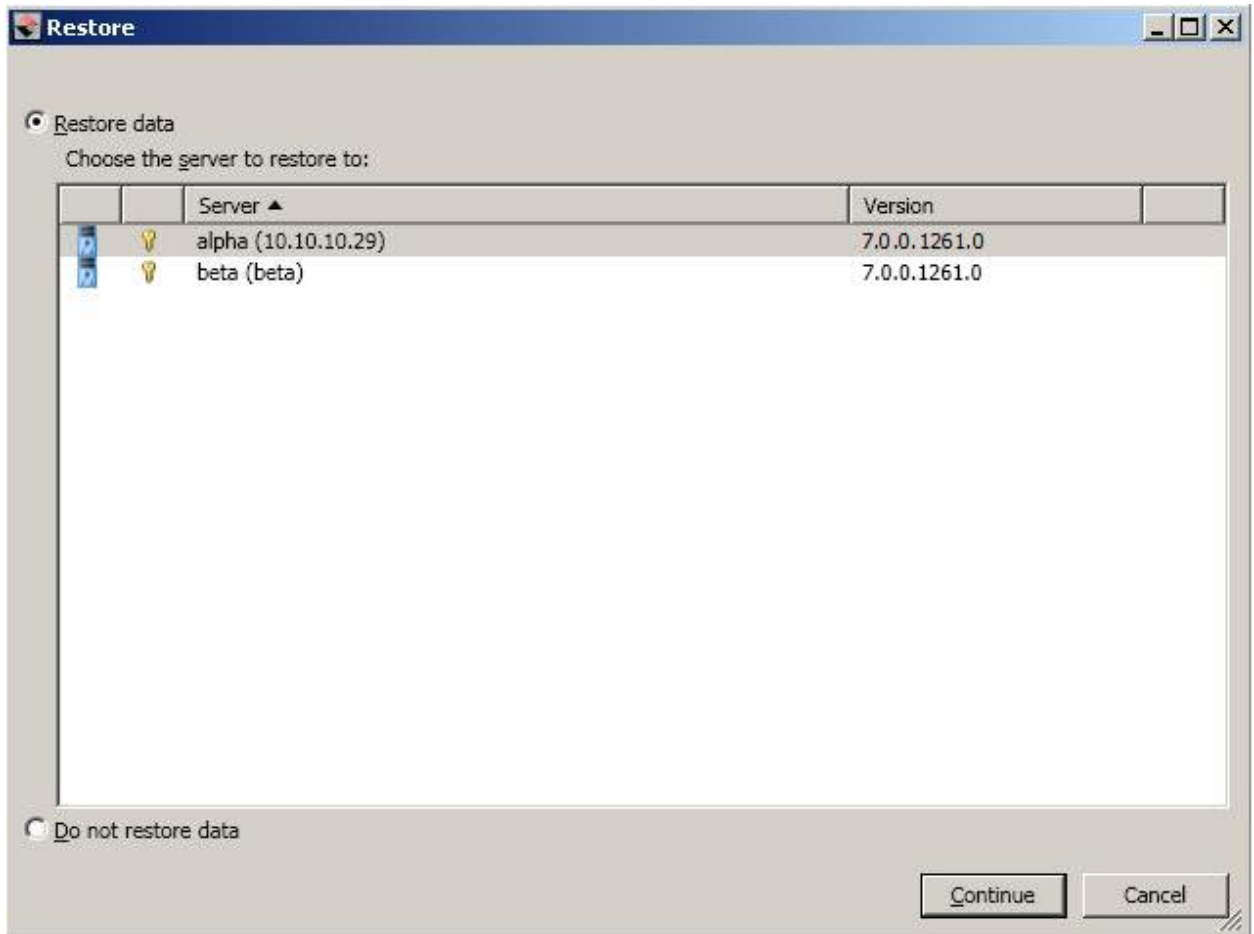
Failback before restoration can be a simpler process, but it may require additional downtime. The amount of downtime will depend on the amount of data to be restored. Users must be kept off of the source and target during this entire process.

1. Remove the source from the network and fix the issue that caused your source server to fail. Make sure in resolving the problems that you do not bring the source on the network at this time because the target currently has the source's identity because of failover.
2. Schedule a time for the failback and restoration process. Select a time that will have minimal disruption on your users.
3. When you are ready to begin failback, power on the source, if it is not on already. Make sure you do not connect it to the network. You must prohibit user access to both the source and target.
4. On the **Manage Jobs** page, highlight the job and click **Failback**.
5. Highlight the job that you want to failback and click **Failback**.
6. Once failback is complete, the **Activity** will indicate **Restore required**. At this time, connect the source to the network. Make sure that end users continue to be prohibited from accessing both the source and target because the updated data from the target needs to be restored back to the source.



Depending on where you are running the console from, you may need to add the target back to the console after failback in order to see your job.

7. Stop any applications that may be running on the source. Files must be closed on the source so that updated files from the target will overwrite the files on the source.
8. On the **Manage Jobs** page, highlight the job and click **Restore**.



- If you want to skip the restoration, select **Do not restore data**, and click **Continue**. Keep in mind that if you skip the restoration process, any data changes that were made on the target during failover will be lost. If you want to restore the changed data from the target back to the source, select **Restore data**, highlight your source server in the server list, and click **Continue** to start the restoration.



During the restoration, only the data is restored back to the source. Shares are not created on the source during the restoration. Shares that were created on the target during failover will need to be created manually on the source, if they do not already exist.

- When the restoration is complete, the **Activity** will indicate **Mirror required**. If you skipped the restoration, the **Activity** will also indicate **Mirror required**. At this point, stop the job by clicking **Stop**.
- After the job is stopped, you can allow users to access the source again.
- If you restored to a new source and are going to enable protection again, edit the job to reconfigure your failover settings.
- Click **Start** to restart protection.

Chapter 6 Full server protection

Create a full server job when you want to protect the entire source, including the server's system state. You can also use it to protect an application server. This type of job is the most flexible, allowing you to go from physical to physical, physical to virtual, virtual to virtual, and virtual to physical.

- See *Full server requirements* on page 140—Full server protection includes specific requirements for this type of protection.
- See *Creating a full server job* on page 145—This section includes step-by-step instructions for creating a full server job.
- See *Managing and controlling full server jobs* on page 170—You can view status information about your full server jobs and learn how to control these jobs.
- See *Failing over full server jobs* on page 188—Use this section when a failover condition has been met or if you want to failover manually.
- See *Reversing full server jobs* on page 191—Use this section to reverse protection. The source (what was your original target hardware) is now sending data to the target (what was your original source hardware).

Full server requirements

In addition to the *Core Double-Take requirements* on page 20, use these requirements for full server protection. Keep in mind that a target server may meet these requirements but may not be suitable to stand-in for a source in the event of a source failure. See *Target compatibility* on page 143 for additional information regarding an appropriate target server for your particular source.

- **Operating system**—The source and target servers can be any operating system listed in the *Core Double-Take requirements* on page 20.
- **Operating system language**—Your servers must be running the same Windows localized version. For example, if your source is running an English language version of Windows, your target must also be running an English language version of Windows. If your source is running a Japanese language version of Windows, your target must also be running a Japanese language version of Windows. This applies to all localized languages.
- **Source and target preparation**—Uninstall any applications or operating system features that are not needed from both your source and target. For example, unused language packs will slow down failover since there are thousands of extra files that need to be examined. Ideally, your target should be as clean and simple a configuration as possible.
- **Source storage**—If you will be enabling reverse protection, the source must have enough space to store, process, and apply the target's system state data. See the disk space requirements in *Target compatibility* on page 143 for details on the space requirements for various operating systems.
- **Storage Server Edition**—If you are using Windows Storage Server Edition, you will need to check with your NAS vendor to verify if there are technical or license restrictions on failing over an image of a server to different hardware.
- **Microsoft Server Core 2008 R2 SP1, 2012, or 2012 R2**—These operating systems are only supported in a matching Server Core to Server Core configuration. Additionally, DNS updates are not supported for Server Core servers.
- **Hyper-V servers**—Full server protection of a Hyper-V server is not supported.
- **Network adapters**—NIC teaming is not supported for full server protection.
- **DHCP**—If your target server only supports DHCP, for example Windows Azure, keep in mind the following caveats.
 - You will be unable to reverse.
 - A target reboot may or may not cause a job error depending on if a new address is assigned by DHCP.
 - Do not disable the DHCP client service on the source. Otherwise, when failover occurs the DHCP client will not start and an IP address cannot be assigned.
- **NAT support**—Full server jobs can support NAT environments only when reverse protection is disabled. Additionally, your NAT environment must be an IP-forwarding configuration with one to one port mappings. Port-forwarding is not supported. Also, only IPv4 is supported for NAT environments. Make sure you have added your servers to the Double-Take Console using the correct IP address. Review the *NAT configuration* table on page 43 in the *Adding servers* section before you start the job creation process.
- **Microsoft .NET Framework**—Microsoft .NET Framework version 4.0 Update 3 or later is

required on the source and target. (The full .NET 4.0.3 is required, not just the Client Profile.)

- **Snapshots**—You can take and failover to Double-Take snapshots using a full server job. See *Core Double-Take requirements* on page 20 for the specific snapshot requirements.
- **Supported configurations**—The following table identifies the supported configurations for a full server job.

Server Configuration	Description	Supported	Not Supported
One to one active/standby	You can protect a single source to a single target. The target has no production activity. The source is the only server actively replicating data.	X	
One to one active/active	You cannot protect a single source to a single target where each server acts as both a source and target actively replicating data to each other.		X
Many to one	You cannot protect many source servers to one target server.		X
One to many	You can protect a single source to multiple target servers. The source is the only server actively replicating data. This will create redundant copies of your source. You will only be able to configure reverse protection for the first job. Subsequent jobs from that source will have reverse protection disabled. This will create redundant copies of your source.	X	
Chained	You cannot protect a single source to a single target, where the target then acts as a source, sending the same data from the original source to a final target server.		X
Single server	You cannot protect a single source to itself.		X
Standalone to standalone	Your servers can be in a standalone to standalone configuration.	X	
Standalone to cluster	Your servers cannot be in a standalone to cluster configuration.		X

Server Configuration	Description	Supported	Not Supported
Cluster to standalone	Full server protection of a source cluster is not a default supported configuration, but it is possible with assistance from Professional Services. If you want to use a full server job in a source cluster environment, contact Sales or Professional Services. Because this is an advanced configuration, you will be referred to Professional Services for further assistance.		X
Cluster to cluster	Your servers cannot be in a cluster to cluster configuration.		X
Cluster Shared Volumes (CSV) guest level	You can protect a virtual machine on a Cluster Shared Volume. Protection of the virtual machine is from within the guest operating system.	X	
Cluster Shared Volumes (CSV) host level	You cannot protect a virtual machine on a Cluster Shared Volume from the host.		X

Target compatibility

- **Operating system version**—The source and target must have the same operating system. For example, you cannot have Windows 2008 on the source and Windows 2012 on the target. The two servers do not have to have the same level of service pack or hotfix. Windows 2003 and 2003 R2 are considered the same operating system, however the Windows 2008 and 2012 and their R2 releases are considered different operating systems. Therefore, you can have Windows 2003 on the source and Windows 2003 R2 on the target, but you cannot have Windows 2008 or 2012 on the source and the corresponding R2 version on the target. The Windows edition (Standard, Enterprise, and so on) does not have to be the same.
- **Windows Azure**—Because Windows Azure uses remote desktop (RDP) for console connections to virtual machines running on Azure, if your target is running on Windows Azure, you must have remote desktop enabled on the source or the target will be inaccessible after failover. Also because Windows Azure only supports DHCP, you will be unable to reverse a full server job.
- **Server role**—The target cannot be a domain controller. Ideally, the target should not host any functionality (file server, application server, and so on) because the functionality will be removed when failover occurs.

If your source is a domain controller, it will start in a non-authoritative restore mode after failover. This means that if the source was communicating with other domain controllers before failover, it will require one of those domain controllers to be reachable after failover so it can request updates. If this communication is not available, the domain controller will not function after failover. If the source is the only domain controller, this is not an issue.

Additionally, if your source is a domain controller, you will not be able to reverse protection.

- **Architecture**—The source and the target must have the same architecture. For example, you cannot failover a 32-bit server to a 64-bit server.
- **Processors**—There are no limits on the number or speed of the processors, but the source and the target should have at least the same number of processors. If the target has fewer processors or slower speeds than the source, there will be performance impacts for the users after failover.
- **Memory**—The target memory should be within 25% (plus or minus) of the source. If the target has much less memory than the source, there will be performance impacts for the users after failover.
- **Network adapters**—You must map at least one NIC from the source to one NIC on the target. If you have NICs on the source that are not being used, it is best to disable them. If the source has more NICs than the target, some of the source NICs will not be mapped to the target. Therefore, the IP addresses associated with those NICs will not be available after failover. If there are more NICs on the target than the source, the additional NICs will still be available after failover and will retain their pre-failover network settings.
- **File system format**—The source and the target must have the same NTFS or ReFS file system format on each server. FAT and FAT32 are no longer supported.
- **Logical volumes**—There are no limits to the number of logical volumes, although you are bound by operating system limits. For each volume you are protecting on the source, the target must have a matching volume. For example, if you are protecting drives C: and D: on the source, the target cannot have drives D: and E:. In this case, the target must also have drives C: and D:. Additional target volumes are preserved and available after failover with all data still accessible. You will be unable to reverse protection if the target has more drives than the source.

- **System path**—The source and the target must have the same system path. The system path includes the location of the Windows files, Program Files, and Documents and Settings.
- **Double-Take path**—Double-Take must be installed on the same path (volume and full directory path) on the source and the target.
- **Double-Take version**—If you will be using the reverse feature with your full server job, your source and target must be running the same Double-Take version.
- **Disk space**—The target must have enough space to store the data from the source. This amount of disk space will depend on the applications and data files you are protecting. The more data you are protecting, the more disk space you will need. The target must also have enough space to store, process, and apply the source's system state data. If you will be enabling reverse protection, the source must have enough space to store, process, and apply the target's system state data. In either case, the size of the system state will depend on the operating system and architecture.

A copy of the source system state data will be staged on the target boot volume in a folder called Staging-SSM. For reverse protection, the target system state will be staged on the source boot volume also in a folder called Staging-SSM. You can predict (approximately) how much space you will need in this staging folder by calculating the size of the following folders on your boot volume.

- Documents and Settings
- Program Files
- Program Files (x86)
- Program Data
- Windows
- Users
- Any other folders you manually select for staging

If the target's boot volume does not have enough space to accommodate the source data and the staging folder, the job will become stuck in a retrying state and will be unable to complete synchronization. You should also have approximately 2-3 GB or more additional space on the target boot volume (beyond your calculation above) to ensure there is enough space for failover processing.

The following are rough estimates for the free space needed for the staging folder for different operating systems.

- **Windows 2003**—at least 2-3 GB
- **Windows 2008**—at least 7-9 GB
- **Windows 2008 R2**—at least 10 GB
- **Windows 2012**—at least 14 GB
- **Windows 2012 R2**—at least 15 GB

These minimums are for a clean operating system installation. Operating system customizations, installed applications, and user data will increase the disk space requirement.

Creating a full server job

Use these instructions to create a full server job.



If you are creating a full server job in order to revert back to your original configuration after failing over a full server to ESX or full server to Hyper-V, you will need to perform a few additional tasks before creating the full server job. Contact technical support if you need assistance with these steps.

1. On either the source or target, stop the Double-Take and Double-Take Management Service services.
 2. Remove the GUID value from HKEY_LOCAL_MACHINE\SOFTWARE\NSI Software\Double-Take\CurrentVersion\Communication\Uniqueld. Do not delete the Uniqueld key. Only delete the GUI value within the key.
 3. Restart the the Double-Take and Double-Take Management Service services.
 4. Remove and then add your servers back into the Double-Take Console.
 5. Install a different license on the original source and complete a host transfer if necessary.
-

1. Review these best practices before you create your job.
 - **NIC configuration**—If you are planning to failover the IP address of the source, use a separate NIC and separate network for a Double-Take reserved IP address that will not be failed over. If you are unable to do that and just one NIC is used for both production and reserved IP addresses, disable DNS registration on the NIC. If you are not going to failover the IP address of the source, an additional NIC and address is not necessary. In this case, Double-Take will block the DNS record for that address while it is failed over.
 - **Windows 2003 servers**—If your servers are running Windows 2003 and you have a separate, reserved NIC configuration, make sure that the reserved NIC address does not have a default gateway set. If your servers are running Windows 2003 and you have a single NIC configuration, make the Double-Take reserved IP address is the primary IP address in the NIC properties on the source, otherwise, the failed over IP address may need to be removed on the original source after failover to allow the reserved IP address to come online.
 - **Third machine setup**—Ideally, you should use a third machine (not the source or target) for configure protection, to failover, and to reverse. The third machine must be able to communicate with the source and target using their reserved IP addresses.
 - **Double-Take Console**—Insert your source and target servers into the console using the reserved IP addresses and a local computer account that is a member of the Double-Take Admin and Administrators groups.
 - **NAT environments**—Full server jobs in a NAT environment are only supported with reverse protection disabled. Additionally, you must make sure you have added your servers to the Double-Take Console using the correct IP address. Review the *NAT configuration* table on page 43 in the *Adding servers* section before you start the job creation process.
2. Click **Get Started** from the toolbar.

3. Select **Double-Take Availability** and click **Next**.
4. Select **Protect files and folders, an application, or an entire Windows or Linux server** and click **Next**.
5. Choose your source server. This is the physical or virtual server that you want to protect.



- **Current Servers**—This list contains the servers currently available in your console session. Servers that are not licensed for the workflow you have selected will be filtered out of the list. Select your source server from the list.
- **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading. From here, you can specify a server along with credentials for logging in to the server. If necessary, you can click **Browse** to select a server from a network drill-down list.



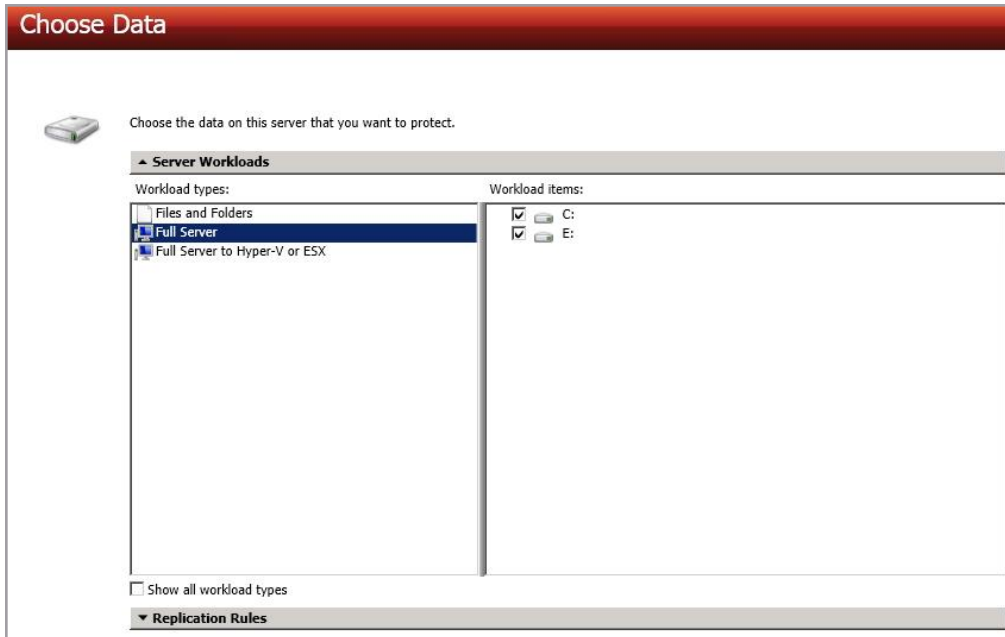
If you enter the source server's fully-qualified domain name, the Double-Take Console will resolve the entry to the server short name. If that short name resides in two different domains, this could result in name resolution issues. In this case, enter the IP address of the server.

When specifying credentials for a new server, specify a user that is a member of the local Double-Take Admin and local administrator security groups. If the source is a domain controller, Double-Take will add the security groups to the users OU, therefore permissions must be located there. If your source is the only domain controller in your network, the account must also be a local account in the local administrators group on the target. If you want Double-Take to update DNS during failover, the account must be a member of the Domain Admins group. If your security policies do not allow use of this group, see *DNS* on page 512 and use the instructions under the Double-Take DFO utility to use a non-Domain Admins account.

6. Click **Next** to continue.

- Choose the type of workload that you want to protect. Under **Server Workloads**, in the **Workload types** pane, select **Full Server**. In the **Workload items** pane, select the volumes on the source that you want to protect.

If the workload you are looking for is not displayed, enable **Show all workload types**. The workload types in gray text are not available for the source server you have selected. Hover your mouse over an unavailable workload type to see a reason why this workload type is unavailable for the selected source.



- By default, Double-Take selects your entire source for protection. If desired, click the **Replication Rules** heading and expand the volumes under **Folders**. You will see that Double-Take automatically excludes particular files that cannot be used during the protection. If desired, you can exclude other files that you do not want to protect, but be careful when excluding data. Excluded volumes, folders, and/or files may compromise the integrity of your installed applications. There are some volumes, folders, and files (identified in *italics text*) that you will be unable to exclude, because they are required for protection. For example, the boot files cannot be excluded because that is where the system state information is stored.

Volumes and folders with a green highlight are included completely. Volumes and folders highlighted in light yellow are included partially, with individual files or folders included. If there is no highlight, no part of the volume or folder is included. To modify the items selected, highlight a volume, folder, or file and click **Add Rule**. Specify if you want to **Include** or **Exclude** the item. Also, specify if you want the rule to be recursive, which indicates the rule should automatically be applied to the subdirectories of the specified path. If you do not select **Recursive**, the rule will not be applied to subdirectories.

You can also enter wildcard rules, however you should do so carefully. Rules are applied to files that are closest in the directory tree to them. If you have rules that include multiple folders, an exclusion rule with a wild card will need to be added for each folder that it needs applied to. For example, if you want to exclude all .log files from D:\ and your rules include D:\, D:\Dir1 , and D:\Dir2, you would need to add the exclusion rule for the root and each subfolder rule. So you will need to add exclude rules for D:*.log , D:\Dir1*.log, and D:\Dir2*.log.

If you need to remove a rule, highlight it in the list at the bottom and click **Remove Rule**. Be careful when removing rules. Double-Take may create multiple rules when you are adding directories. For example, if you add E:\Data to be included in protection, then E:\ will be excluded. If you remove the E:\ exclusion rule, then the E:\Data rule will be removed also.



If you return to this page using the **Back** button in the job creation workflow, your **Workload Types** selection will be rebuilt, potentially overwriting any manual replication rules that you specified. If you do return to this page, confirm your **Workload Types** and **Replication Rules** are set to your desired settings before proceeding forward again.

If IIS is being used as a hardware platform manager by your hardware vendor on both the source and target, you need to remove the INetPub directory from replication under the **Replication Rules** heading. If IIS is being used as a software application on your source but as a hardware platform manager by your hardware vendor on your target, you need to add the INetPub directory to the **Staged Folders Options** list on the **Set Options** page later in this workflow.

9. Click **Next** to continue.
10. Choose your target server. This is the server that will store the replica data from the source, and in the event of a failover, it will become your source.



- **Current Servers**—This list contains the servers currently available in your console session. Servers that are not licensed for the workflow you have selected and those not applicable to the workload type you have selected will be filtered out of the list. Select your target server from the list.
- **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading. From here, you can specify a server along with credentials

for logging in to the server. If necessary, you can click **Browse** to select a server from a network drill-down list.



If you enter the target server's fully-qualified domain name, the Double-Take Console will resolve the entry to the server short name. If that short name resides in two different domains, this could result in name resolution issues. In this case, enter the IP address of the server.

When specifying credentials for a new server, specify a user that is a member of the local Double-Take Admin and local administrator security groups. If the source is a domain controller, Double-Take will add the security groups to the users OU, therefore permissions must be located there. If your source is the only domain controller in your network, the account must also be a local account in the local administrators group on the target. If you want Double-Take to update DNS during failover, the account must be a member of the Domain Admins group. If your security policies do not allow use of this group, see *DNS* on page 512 and use the instructions under the Double-Take DFO utility to use a non-Domain Admins account.

11. Click **Next** to continue.
12. You have many options available for your full server job. Configure those options that are applicable to your environment.

Go to each page identified below to see the options available for that section of the **Set Options** page. After you have configured your options, continue with the next step on page 169.

- *General* on page 150
- *Failover Monitor* on page 151
- *Failover Options* on page 153
- *Failover Identity* on page 154
- *Reverse Protection* on page 156
- *Network Adapter Options* on page 158
- *Mirror, Verify & Orphaned Files* on page 159
- *Staging Folder Options* on page 162
- *Target Services* on page 163
- *Snapshots* on page 164
- *Compression* on page 165
- *Bandwidth* on page 166
- *Scripts* on page 168

General



A screenshot of a software configuration window titled "General". The window has a light gray header bar with the word "General" and a small upward-pointing arrow icon. Below the header, the text "Job name:" is followed by a text input field containing the text "alpha to beta".

For the **Job name**, specify a unique name for your job.

Failover Monitor

Failover Monitor

Total time to failure: 00:05:00

Consecutive failures: 20

Monitor on this interval: 00:00:10

Network monitoring

Monitor these addresses:

Source IP Address
<input checked="" type="checkbox"/> 172.31.206.201

Add...

Monitoring method: Network service

Failover trigger: All monitored IP addresses fail

- **Total time to failure**—Specify, in hours:minutes:seconds, how long the target will keep trying to contact the source before the source is considered failed. This time is precise. If the total time has expired without a successful response from the source, this will be considered a failure.

Consider a shorter amount of time for servers, such as a web server or order processing database, which must remain available and responsive at all times. Shorter times should be used where redundant interfaces and high-speed, reliable network links are available to prevent the false detection of failure. If the hardware does not support reliable communications, shorter times can lead to premature failover. Consider a longer amount of time for machines on slower networks or on a server that is not transaction critical. For example, failover would not be necessary in the case of a server restart.

- **Consecutive failures**—Specify how many attempts the target will make to contact the source before the source is considered failed. For example, if you have this option set to 20, and your source fails to respond to the target 20 times in a row, this will be considered a failure.
- **Monitor on this interval**—Specify, in hours:minutes:seconds, how long to wait between attempts to contact the source to confirm it is online. This means that after a response (success or failure) is received from the source, Double-Take will wait the specified interval time before contacting the source again. If you set the interval to 00:00:00, then a new check will be initiated immediately after the response is received.

If you choose **Total time to failure**, do not specify a longer interval than failure time or your server will be considered failed during the interval period.

If you choose **Consecutive failures**, your failure time is calculated by the length of time it takes your source to respond plus the interval time between each response, times the number of consecutive failures that can be allowed. That would be (response time +

interval) * failure number. Keep in mind that timeouts from a failed check are included in the response time, so your failure time will not be precise.

- **Network monitoring**—With this option, the target will monitor the source using a network ping.
 - **Monitor these addresses**—Select each **Source IP Address** that you want the target to monitor. If you want to monitor additional addresses, enter the address and click **Add**. In a NAT environment, you can add any additional public IP addresses on the source that may not be listed. Although, you should not monitor any private IP addresses on the source because the target cannot reach the source's private address in a NAT environment, thus causing an immediate failure.
 - **Monitoring method**—This option determines the type of network ping used for failover monitoring.
 - **Network service**—Source availability will be tested by an ICMP ping to confirm the route is active.
 - **Replication service**—Source availability will be tested by a UDP ping to confirm the Double-Take service is active.
 - **Network and replication services**—Source availability will be tested by both an ICMP ping to confirm the route is active and a UDP ping to confirm the Double-Take service is active. Both pings must fail in order to trigger a failover.
 - **Failover trigger**—If you are monitoring multiple IP addresses, specify when you want a failover condition to be triggered.
 - **One monitored IP address fails**—A failover condition will be triggered when any one of the monitored IP addresses fails. If each IP address is on a different subnet, you may want to trigger failover after one fails.
 - **All monitored IP addresses fail**—A failover condition will be triggered when all monitored IP addresses fail. If there are multiple, redundant paths to a server, losing one probably means an isolated network problem and you should wait for all IP addresses to fail.

Failover Options

The screenshot shows a dialog box titled "Failover Options". At the top, there is a checked checkbox labeled "Wait for user to initiate failover". Below this, there is a section titled "Target scripts". This section contains two rows of input fields. The first row is for a "Pre-failover script" and includes an "Arguments:" field. The second row is for a "Post-failover script" and also includes an "Arguments:" field. Between these two rows, there is an unchecked checkbox labeled "Delay failover until script completes".

- **Wait for user to initiate failover**—The failover process can wait for you to initiate it, allowing you to control when failover occurs. When a failure occurs, the job will wait in **Failover Condition Met** for you to manually initiate the failover process. Disable this option if you want failover to occur immediately when a failure occurs.
- **Scripts**—You can customize failover by running scripts on the target or the recovered source. Scripts may contain any valid Windows command, executable, or batch file. The scripts are processed using the same account running the Double-Take service, unless you have identified a specific account through the server's properties. See *Script credentials* on page 67. Examples of functions specified in scripts include stopping services on the target before failover because they may not be necessary while the target is standing in for the source, stopping services on the target that need to be restarted with the source's machine name and/or IP address, starting services or loading applications that are in an idle, standby mode waiting for failover to occur, notifying the administrator before and after failover occurs, and so on. There are two types of failover scripts.
 - **Pre-failover script**—This script runs on the target at the beginning of the failover process. Specify the full path and name of the script file.
 - **Post-failover script**—This script runs on the recovered source at the end of the failover process. Specify the full path and name of the script file.
 - **Arguments**—Specify a comma-separated list of valid arguments required to execute the script.
 - **Delay until script completes**—Enable this option if you want to delay the failover process until the associated script has completed. If you select this option, make sure your script handles errors, otherwise the failover process may never complete if the process is waiting on a script that cannot complete.

Scripts will run but will not be displayed on the screen if the Double-Take service is not set to interact with the desktop. Enable this option through the Windows Services applet.

Failover Identity

Failover Identity

Apply source network configuration to the target (Recommended for LAN configurations)

Retain target network configuration (Recommended for WAN configurations)

Update DNS server

DNS Options

Credentials for domain.com
User name: administrator
Change...

These DNS servers will be updated during failover:

112.42.48.9 Remove

Update these source DNS entries with the corresponding target IP address:

Source Address	Target Address
----------------	----------------

Update TTL (seconds):
300

- **Apply source network configuration to the target**—If you select this option, you can configure the source IP addresses to failover to the target. If your target is on the same subnet as the source (typical of a LAN environment), you should select this option. Do not select this option if you are using a NAT environment that has a different subnet on the other side of the NAT router.



Do not apply the source network configuration to the target in a WAN environment unless you have a VPN infrastructure so that the source and target can be on the same subnet, in which case IP address failover will work the same as a LAN configuration. If you do not have a VPN, you can automatically reconfigure the routers via a failover script (by moving the source's subnet from the source's physical network to the target's physical network). There are a number of issues to consider when designing a solution that requires router configuration to achieve IP address failover. Since the route to the source's subnet will be changed at failover, the source server must be the only system on that subnet, which in turn requires all server communications to pass through a router. Additionally, it may take several minutes or even hours for routing tables on other routers throughout the network to converge.

- **Retain target network configuration**—If you select this option, the target will retain all of its original IP addresses. If your target is on a different subnet (typical of a WAN or NAT environment), you should select this option.

- **Update DNS server**—Specify if you want Double-Take to update your DNS server on failover. If DNS updates are made, the DNS records will be locked during failover. Be sure and review the *Core Double-Take requirements* on page 20 for the requirements for updating DNS.



DNS updates are not available for Server Core servers or NAT configurations.

Expand the **DNS Options** section to configure how the updates will be made. The DNS information will be discovered and displayed. If your servers are in a workgroup, you must provide the DNS credentials before the DNS information can be discovered and displayed.

- **Change**—If necessary, click this button and specify a user that has privileges to access and modify DNS records. The account must be a member of the DnsAdmins group for the domain, and must have full control permissions on the source's A (host) and PTR (reverse lookup) records. These permissions are not included by default in the DnsAdmins group.
- **Remove**—If there are any DNS servers in the list that you do not want to update, highlight them and click **Remove**.
- **Update these source DNS entries with the corresponding target IP address**—For each IP address on the source, specify what address you want DNS to use after failover.
- **Update TTL**—Specify the length of time, in seconds, for the time to live value for all modified DNS A records. Ideally, you should specify 300 seconds (5 minutes) or less.



DNS updates will be disabled if the target server cannot communicate with both the source and target DNS servers

If you select **Retain your target network configuration** but do not enable **Update DNS server**, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover. This would also apply to non-Microsoft Active Directory integrated DNS servers. You will want to keep your target network configuration but do not update DNS. In this case, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover.

Reverse Protection

Reverse Protection

Enable reverse protection

A reserved IP address permanently identifies each server so that failover and reverse can both be performed. The reserved IP addresses will not be moved on failover or reverse. These addresses will also be used to route the data for that server.

Select a reserved IP address on the source: (This address will not be moved during failover.)

10.10.10.29

Select a reserved IP address on the target: (This address will not be moved during reverse.)

10.10.10.30

Disable reverse protection

Send data to the target server using this route:

- **Enable reverse protection**—After failover, your target server is lost. Reverse protection allows you to store a copy of the target's system state on the source server, so that the target server will not be lost. The reverse process will bring the target identity back on the source hardware and establish protection. After the reverse, the source (running on the original target hardware) will be protected to the target (running on the original source hardware).

In a LAN environment, you may want to consider having two IP addresses on each server. This will allow you to monitor and failover one (or more) IP addresses, while still leaving an IP address that does not get failed over. This IP address that is not failed over is called a reserved IP address and can be used for the reverse process. The reserved IP address remains with the server hardware. Ideally, the reserved IP address should not be used for production communications. The reserved IP address can be on the same or a different subnet from your production IP addresses, however if the subnet is different, it should be on a different network adapter. The reserved IP addresses will also be used to route Double-Take data.

You do not have to have a second IP address on each server. It is acceptable to use the production IP address for reverse protection. In this case, Double-Take will block the DNS record for that address while it is failed over.

- **Select a reserved IP address on the source**—Specify an IP address on the source which will be used to permanently identify the source server. The IP address you specify will not be failed over to the target in the event of a failure. This allows you to reverse protection back to the source after a failover.
- **Select a reserved IP address on the target**—Specify an IP address on the target which will be used to permanently identify the target server. The IP address you specify will not be lost during failover. This allows you to reverse protection back to the source after a failover.



When reverse protection is enabled, your source server must have space to store, process, and apply the target's system state data. See *Disk space* under *Full server requirements* on page 140 for estimates on the amount of space you may need.

When the job is first started and reverse protection is enabled, an image of the target's system state is mirrored to the source server. This mirror may cause a

performance impact on your source server. This impact is only temporary, and system performance will return to normal when the reverse protection mirror is complete.

To maintain system performance on the source, the target's system state is not continuously replicated to the source. You can manually update the image of the target's system state by viewing the job details and clicking **Update** under **Target Server Image**. See *Viewing full server job details* on page 179.

If your source has a Double-Take DR target repository server license, you cannot use reverse protection.

- **Disable reverse protection**—If you do not use reverse protection, after a failover, your target server will be lost. In order to continue protecting your data, you will have to manually rebuild your original source and restart protection, which can be a long and complicated process. Also, if you disable reverse, you will lose the activated target license after failover. See the *Double-Take Installation, Licensing, and Activation* document for details on how you can save and deactivate the target license. This is your only supported option if you are using a NAT environment.
 - **Send data to the target server using this route**—Specify an IP address on the target to route Double-Take data. This allows you to select a different route for Double-Take traffic. For example, you can separate regular network traffic and Double-Take traffic on a machine with multiple IP addresses. You can also select or manually enter a public IP address (which is the public address of the NAT router) if you are using a NAT environment.
-



If you change the IP address on the target which is used for the target route, you will be unable to edit the job. If you need to make any modifications to the job, it will have to be deleted and re-created.

Network Adapter Options

Source Network Adapter	Target Network Adapter
Local Area Connection	Local Area Connection
Local Area Connection 2	Local Area Connection 2

For **Map source network adapters to target network adapters**, specify how you want the IP addresses associated with each NIC on the source to be mapped to a NIC on the target. Do not mix public and private networks. Also, if you have enabled reverse protection, make sure that your NICs with your reserved IP addresses are mapped to each other.

Mirror, Verify & Orphaned Files

Mirror, Verify & Orphaned Files

Mirror Options

Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.

Compare file attributes and data. Send the attributes and bytes that differ. (Recommended for databases)

Verification Options

Enable scheduled verification

Verify on this interval: 1 Days

Begin immediately

Begin at this time: 7/31/2014 9:18:17 AM

Report and comparison options

Report only

Report and mirror files

Compare file attributes and data

General Options

Calculate size of protected data upon connection

Delete orphaned files

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.
 - **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
 - **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Verification Options**—Choose if you want to periodically confirm that the source replica data on the target is identical to the actual data on the source. Verification creates a log file detailing what was verified as well as which files are not synchronized. If the data is not the same, you can automatically initiate a remirror, if configured. The remirror ensures data integrity between the source and target.



Because of the way the Windows Cache Manager handles memory, machines that are doing minimal or light processing may have file operations that remain in the cache until additional operations flush them out. This may make Double-Take files on the target appear as if they are not synchronized. When the Windows Cache Manager releases the operations in the cache on the source and target, the files will be updated on the target.

- **Enable scheduled verification**—When this option is enabled, Double-Take will verify the source replica data on the target.
- **Verify on this interval**—Specify the interval between verification processes.

- **Begin immediately**—Select this option if you want to start the verification schedule immediately after the job is established.
- **Begin at this time**—Select this option if you want to start the verification schedule at the specified date and time.
- **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
- **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **General Options**—Choose your general mirroring options.
 - **Calculate size of protected data upon connection**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

Do not disable this option for full server jobs. The calculation time is when the source generates a hard link report that the target will use to process hard links on the target. If you disable the calculation and thus the report generation, the hard link processing that occurs on the target will be ineffective and you may have problems after failover, especially if your source is Windows 2008 or 2012. .

- **Delete orphaned files**—An orphaned file is a file that exists in the replica data on the target, but does not exist in the protected data on the source. This option specifies if orphaned files should be deleted on the target.



Orphaned file configuration is a per target configuration. All jobs to the same target will have the same orphaned file configuration.

The orphaned file feature does not delete alternate data streams. To do this, use a full mirror, which will delete the additional streams when the file is re-created.

If delete orphaned files is enabled, carefully review any replication rules that use wildcard definitions. If you have specified wildcards to be excluded from

protection, files matching those wildcards will also be excluded from orphaned file processing and will not be deleted from the target. However, if you have specified wildcards to be included in your protection, those files that fall outside the wildcard inclusion rule will be considered orphaned files and will be deleted from the target.

If you want to move orphaned files rather than delete them, you can configure this option along with the move deleted files feature to move your orphaned files to the specified deleted files directory. See *Target server properties* on page 63 for more information.

During a mirror, orphaned file processing success messages will be logged to a separate orphaned file log on the source. This keeps the Double-Take log from being overrun with orphaned file success processing messages. Orphaned files processing statistics and any errors in orphaned file processing will still be logged to the Double-Take log, and during difference mirrors, verifications, and restorations, all orphaned file processing messages are logged to the Double-Take log. The orphaned file log is located in the **Logging folder** specified for the source. See *Log file properties* on page 68 for details on the location of that folder. The orphaned log file is appended to during each orphaned file processing during a mirror, and the log file will be a maximum of 50 MB.

Staging Folder Options



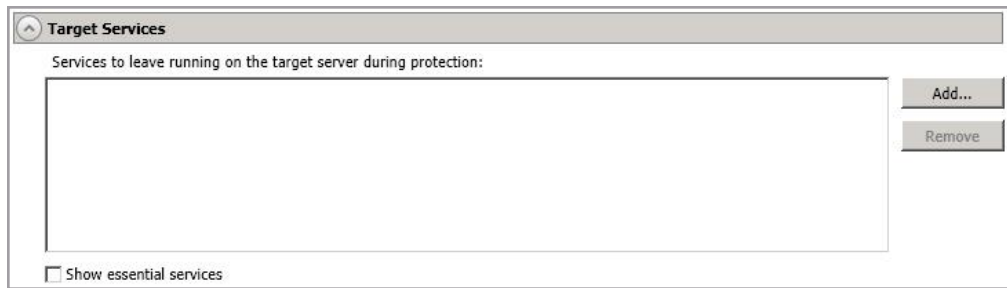
- **Select additional folders from the source that need to be staged**—Applications running on the target that cannot be stopped will cause retry operations because Double-Take will be unable to write to open application files. In this case, you will want to mirror those application files to a staging location instead of their actual location. Generally, this will only apply to applications that are not installed in the Windows Program Files directory. In this case, click **Add** and specify the folder that you want staged. Any staged folders will be applied to their actual installation location during failover.



If IIS is being used as a software application on your source but as a hardware platform manager by your hardware vendor on your target, you need to add the INetPub directory to the **Staged Folders Options** list. If IIS is being used as a hardware platform manager by your hardware vendor on both the source and target, you need to go to the **Choose Data** page and remove the INetPub directory from replication under the **Replication Rules** heading.

- **Show system state and profile folders**—This option displays the list of essential system state and profile folders that will be staged automatically. These essential items are displayed in a lighter color than folders you have manually added, and they cannot be removed from the list.

Target Services



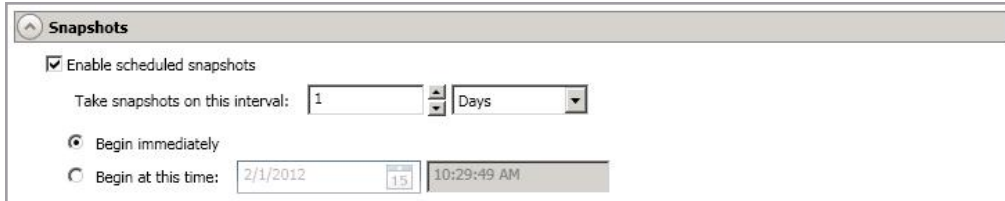
- **Services to leave running on the target server during protection**—Double-Take controls which services are running and stopped on the target during protection. You can specify which services you want to keep running by clicking **Add** and selecting a service from the list. If you want to remove a service from the list, highlight it and click **Remove**.



Services are stopped on the target to protect against retry operations. Do not leave services running unless absolutely necessary.

- **Show essential services**—This option displays the list of essential services that will remain running on the target. The essential services are displayed in a lighter color than services you have manually added. The essential services cannot be removed from the list.

Snapshots



Snapshots

Enable scheduled snapshots

Take snapshots on this interval: 1 Days

Begin immediately

Begin at this time: 2/1/2012 10:29:49 AM

A snapshot is an image of the source replica data on the target taken at a single point in time. You can failover to a snapshot. However, you cannot access the snapshot in VSS to recover specific files or folders.

Turn on **Enable scheduled snapshots** if you want Double-Take to take snapshots automatically at set intervals.

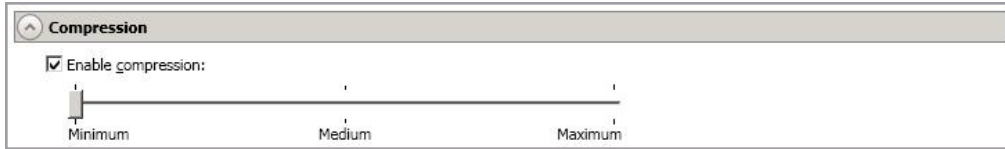
- **Take snapshots on this interval**—Specify the interval (in days, hours, or minutes) for taking snapshots.
- **Begin immediately**—Select this option if you want to start taking snapshots immediately after the protection job is established.
- **Begin at this time**—Select this option if you want to start taking snapshots at a later date and time. Specify the date and time parameters to indicate when you want to start.



See *Managing snapshots* on page 76 for details on taking manual snapshots and deleting snapshots.

You may want to set the size limit on how much space snapshots can use. See your VSS documentation for more details.

Compression



To help reduce the amount of bandwidth needed to transmit Double-Take data, compression allows you to compress data prior to transmitting it across the network. In a WAN environment this provides optimal use of your network resources. If compression is enabled, the data is compressed before it is transmitted from the source. When the target receives the compressed data, it decompresses it and then writes it to disk. You can set the level from **Minimum** to **Maximum** to suit your needs.

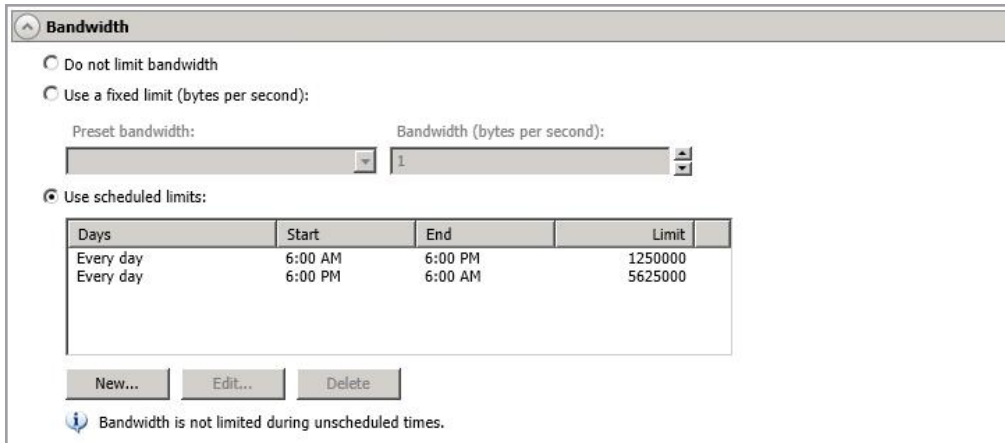
Keep in mind that the process of compressing data impacts processor usage on the source. If you notice an impact on performance while compression is enabled in your environment, either adjust to a lower level of compression, or leave compression disabled. Use the following guidelines to determine whether you should enable compression.

- If data is being queued on the source at any time, consider enabling compression.
- If the server CPU utilization is averaging over 85%, be cautious about enabling compression.
- The higher the level of compression, the higher the CPU utilization will be.
- Do not enable compression if most of the data is inherently compressed. Many image (.jpg, .gif) and media (.wmv, .mp3, .mpg) files, for example, are already compressed. Some images files, such as .bmp and .tif, are decompressed, so enabling compression would be beneficial for those types.
- Compression may improve performance even in high-bandwidth environments.
- Do not enable compression in conjunction with a WAN Accelerator. Use one or the other to compress Double-Take data.



All jobs from a single source connected to the same IP address on a target will share the same compression configuration.

Bandwidth



Days	Start	End	Limit
Every day	6:00 AM	6:00 PM	1250000
Every day	6:00 PM	6:00 AM	5625000

Bandwidth limitations are available to restrict the amount of network bandwidth used for Double-Take data transmissions. When a bandwidth limit is specified, Double-Take never exceeds that allotted amount. The bandwidth not in use by Double-Take is available for all other network traffic.



All jobs from a single source connected to the same IP address on a target will share the same bandwidth configuration.

- **Do not limit bandwidth**—Double-Take will transmit data using 100% bandwidth availability.
- **Use a fixed limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Use scheduled limits**—Double-Take will transmit data using a dynamic bandwidth based on the schedule you configure. Bandwidth will not be limited during unscheduled times.
 - **New**—Click **New** to create a new scheduled bandwidth limit. Specify the following information.
 - **Daytime entry**—Select this option if the start and end times of the bandwidth window occur in the same day (between 12:01 AM and midnight). The start time must occur before the end time.
 - **Overnight entry**—Select this option if the bandwidth window begins on one day and continues past midnight into the next day. The start time must be later than the end time, for example 6 PM to 6 AM.
 - **Day**—Enter the day on which the bandwidth limiting should occur. You can pick a specific day of the week, **Weekdays** to have the limiting occur Monday through Friday, **Weekends** to have the limiting occur Saturday and Sunday, or **Every day** to have the limiting repeat on all days of the week.

- **Start time**—Enter the time to begin bandwidth limiting.
 - **End time**—Enter the time to end bandwidth limiting.
 - **Preset bandwidth**—Select a bandwidth limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your select bandwidth.
 - **Bandwidth**—If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
 - **Edit**—Click **Edit** to modify an existing scheduled bandwidth limit.
 - **Delete**—Click **Delete** to remove a scheduled bandwidth limit.
-



If you change your job option from **Use scheduled limits** to **Do not limit bandwidth** or **Use a fixed limit**, any schedule that you created will be preserved. That schedule will be reused if you change your job option back to **Use scheduled limits**.

You can manually override a schedule after a job is established by selecting **Other Job Options, Set Bandwidth**. If you select **No bandwidth limit** or **Fixed bandwidth limit**, that manual override will be used until you go back to your schedule by selecting **Other Job Options, Set Bandwidth, Scheduled bandwidth limit**. For example, if your job is configured to use a daytime limit, you would be limited during the day, but not at night. But if you override that, your override setting will continue both day and night, until you go back to your schedule. See the *Managing and controlling jobs* section for your job type for more information on the **Other Job Options**.

Scripts

The screenshot shows a window titled "Scripts" with three sections: "Mirror Start", "Mirror Complete", and "Mirror Stop". Each section contains a "Script file:" field, an "Arguments:" field, and two checkboxes: "Allow script to interact with desktop" and "Delay until script completes".

- Mirror Start:** Script file: c:\scripts\mirrorstart.bat; Arguments: (empty); Allow script to interact with desktop: ; Delay until script completes:
- Mirror Complete:** Script file: (empty); Arguments: (empty); Allow script to interact with desktop: ; Delay until script completes:
- Mirror Stop:** Script file: c:\scripts\mirrorcomplete.bat; Arguments: arg1; Allow script to interact with desktop: ; Delay until script completes:

You can customize mirroring by running scripts on the target at pre-defined points in the mirroring process. Scripts may contain any valid Windows command, executable, or batch file. The scripts are processed using the same account running the Double-Take service, unless you have identified a specific account through the server's properties. See *Script credentials* on page 67. There are three types of mirroring scripts.

- **Mirror Start**—This script starts when the target receives the first mirror operation. In the case of a difference mirror, this may be a long time after the mirror is started because the script does not start until the first different data is received on the target. If the data is synchronized and a difference mirror finds nothing to mirror, the script will not be executed. Specify the full path and name of the **Script file**.
- **Mirror Complete**—This script starts when a mirror is completed. Because the mirror statistics may indicate a mirror is at 99-100% when it is actually still processing (for example, if files were added after the job size was calculated, if there are alternate data streams, and so on), the script will not start until all of the mirror data has been completely processed on the target. Specify the full path and name of the **Script file**.
- **Mirror Stop**—This script starts when a mirror is stopped, which may be caused by an auto-disconnect occurring while a mirror is running, the service is shutdown while a mirror is running, or if you stop a mirror manually. Specify the full path and name of the **Script file**.
- **Arguments**—Specify a comma-separated list of valid arguments required to execute the script.
- **Allow script to interact with desktop**—Enable this option if you want the script processing to be displayed on the screen. Otherwise, the script will execute silently in the background.
- **Delay until script completes**—Enable this option if you want to delay the mirroring process until the associated script has completed. If you select this option, make sure your script handles errors, otherwise the mirroring process may never complete if the process is waiting on a script that cannot complete.
- **Test**—You can test your script manually by clicking **Test**. Your script will be executed if you test it. If necessary, manually undo any changes that you do not want on your target after testing the script.



If you establish mirroring scripts for one job and then establish additional jobs to the same target using the same target path mapping, the mirroring scripts will automatically be applied to those subsequent jobs. If you select a different target path mapping, the mirroring scripts will have to be reconfigured for the new job(s).

13. Click **Next** to continue.
14. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the Double-Take *Reference Guide* for details on the various Double-Take log files.

15. Once your servers have passed validation and you are ready to establish protection, click **Finish**, and you will automatically be taken to the **Manage Jobs** page.



Jobs in a NAT environment may take longer to start.

Managing and controlling full server jobs

Click **Manage Jobs** from the main Double-Take Console toolbar. The **Manage Jobs** page allows you to view status information about your jobs. You can also control your jobs from this page.

The jobs displayed in the right pane depend on the server group folder selected in the left pane. Every job for each server in your console session is displayed when the **Jobs on All Servers** group is selected. If you have created and populated server groups (see *Managing servers* on page 36), then only the jobs associated with the server or target servers in that server group will be displayed in the right pane.


- See *Overview job information displayed in the top pane* on page 170
- See *Detailed job information displayed in the bottom pane* on page 172
- See *Job controls* on page 174


Overview job information displayed in the top pane


The top pane displays high-level overview information about your jobs.


Column 1 (Blank)

The first blank column indicates the state of the job.

 The job is in a healthy state.

 The job is in a warning state. This icon is also displayed on any server groups that you have created that contain a job in a warning state.

 The job is in an error state. This icon is also displayed on any server groups that you have created that contain a job in an error state.

 The job is in an unknown state.

Job

The name of the job

Source Server

The name of the source. This could be the name or IP address of your source. In parenthesis will be the reserved IP address that you assigned to this server.

Target Server

The name of the target. This could be the name or IP address of your target. In parenthesis will be the reserved IP address that you assigned to this server.

Job Type

Each job type has a unique job type name. This job is a Full Server Failover job. For a complete list of all job type names, press F1 to view the Double-Take Console online

help.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the job details. Keep in mind that **Idle** indicates console to server activity is idle, not that your servers are idle.

Mirror Status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Unknown**—The console cannot determine the status.

Replication Status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Transmit Mode

- **Active**—Data is being transmitted to the target.
 - **Paused**—Data transmission has been paused.
 - **Scheduled**—Data transmission is waiting on schedule criteria.
 - **Stopped**—Data is not being transmitted to the target.
 - **Error**—There is a transmission error.
 - **Unknown**—The console cannot determine the status.
-

Detailed job information displayed in the bottom pane

The details displayed in the bottom pane of the **Manage Jobs** page provide additional information for the job highlighted in the top pane. If you select multiple jobs, the details for the first selected job will be displayed.

Name

The name of the job

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent (compressed)

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Connected since

The date and time indicating when the current job was started.

Recent activity

Displays the most recent activity for the selected job, along with an icon indicating the success or failure of the last initiated activity. Click the link to see a list of recent activities for the selected job. You can highlight an activity in the list to display additional details about the activity.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Job controls

You can control your job through the toolbar buttons available on the **Manage jobs** page. If you select multiple jobs, some of the controls will apply only to the first selected job, while others will apply to all of the selected jobs. For example, **View Job Details** will only show details for the first selected job, while **Stop** will stop protection for all of the selected jobs.

If you want to control just one job, you can also right click on that job and access the controls from the pop-up menu.

Create a New Job

This button leaves the **Manage Jobs** page and opens the **Get Started** page.

View Job Details

This button leaves the **Manage Jobs** page and opens the **View Job Details** page.

Delete

Stops (if running) and deletes the selected jobs.

Provide Credentials

Changes the login credentials that the job (which is on the target machine) uses to authenticate to the servers in the job. This button opens the Provide Credentials dialog box where you can specify the new account information and which servers you want to update. See *Providing server credentials* on page 46. You will remain on the **Manage Jobs** page after updating the server credentials. If your servers use the same credentials, make sure you also update the credentials on the **Manage Servers** page so that the Double-Take Console can authenticate to the servers in the console session. See *Managing servers* on page 36.

View Recent Activity

Displays the recent activity list for the selected job. Highlight an activity in the list to display additional details about the activity.

Start

Starts or resumes the selected jobs.

If you have previously stopped protection, the job will restart mirroring and replication.

If you have previously paused protection, the job will continue mirroring and replication from where it left off, as long as the Double-Take queue was not exhausted during the

time the job was paused. If the Double-Take queue was exhausted during the time the job was paused, the job will restart mirroring and replication.

Also if you have previously paused protection, all jobs from the same source to the same IP address on the target will be resumed.

Pause

Pauses the selected jobs. Data will be queued on the source while the job is paused. Failover monitoring will continue while the job is paused.

All jobs from the same source to the same IP address on the target will be paused.

Stop

Stops the selected jobs. The jobs remain available in the console, but there will be no mirroring or replication data transmitted from the source to the target. Mirroring and replication data will not be queued on the source while the job is stopped, requiring a remirror when the job is restarted. The type of remirror will depend on your job settings. Failover monitoring will continue while the job is stopped. Stopping a job will delete any Double-Take snapshots on the target.

Take Snapshot

Even if you have scheduled the snapshot process, you can run it manually any time. If an automatic or scheduled snapshot is currently in progress, Double-Take will wait until that one is finished before taking the manual snapshot.

Manage Snapshots

Allows you to manage your snapshots by taking and deleting snapshots for the selected job. See *Managing snapshots* on page 76 for more information.

Snapshots are not applicable to clustered environments.

Failover, Cutover, or Recover

Starts the failover process. See *Failing over full server jobs* on page 188 for the process and details of failing over a full server job.

Failback

Starts the failback process. Failback does not apply to full server jobs.

Restore

Starts the restoration process. Restore does not apply to full server jobs.

Reverse

Reverses protection. The original source hardware will be reversed to the target identity and the job will start mirroring in the reverse direction with the job name and log file names changing accordingly. After the mirror is complete, the job will continue running in the opposite direction. See *Reversing full server jobs* on page 191 for the process and details of reversing a full server job.

Recover

Recovers the selected DR job. Recovery does not apply to full server jobs.

Undo Failover or Cutover

Cancels a test failover by undoing it. Undo failover does not apply to full server jobs.

View Job Log

Opens the job log. On the right-click menu, this option is called **View Logs**, and you have the option of opening the job log, source server log, or target server log.

Other Job Actions

Opens a small menu of other job actions. These job actions will be started immediately, but keep in mind that if you stop and restart your job, the job's configured settings will override any other job actions you may have initiated.

- **Mirroring**—You can start, stop, pause and resume mirroring for any job that is running.

When pausing a mirror, Double-Take stops queuing mirror data on the source but maintains a pointer to determine what information still needs to be mirrored to the target. Therefore, when resuming a paused mirror, the process continues where it left off.

When stopping a mirror, Double-Take stops queuing mirror data on the source and does not maintain a pointer to determine what information still needs to be mirrored to the target. Therefore, when starting a mirror that has been stopped, you will need to decide what type of mirror to perform.

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.
 - **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
 - **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is

equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.

- **Calculate size of protected data before mirroring**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

Do not disable this option for full server jobs. The calculation time is when the source generates a hard link report that the target will use to process hard links on the target. If you disable the calculation and thus the report generation, the hard link processing that occurs on the target will be ineffective and you may have problems after failover, especially if your source is Windows 2008 or 2012. .

- **Verify**—Even if you have scheduled the verification process, you can run it manually any time a mirror is not in progress.
 - **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
 - **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **Set Bandwidth**—You can manually override bandwidth limiting settings configured for your job at any time.
 - **No bandwidth limit**—Double-Take will transmit data using 100% bandwidth availability.
 - **Fixed bandwidth limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.

- **Scheduled bandwidth limit**—If your job has a configured scheduled bandwidth limit, you can enable that schedule with this option.
- **Delete Orphans**—Even if you have enabled orphan file removal during your mirror and verification processes, you can manually remove them at any time.
- **Target**—You can pause the target, which queues any incoming Double-Take data from the source on the target. All active jobs to that target will complete the operations already in progress. Any new operations will be queued on the target until the target is resumed. The data will not be committed until the target is resumed. Pausing the target only pauses Double-Take processing, not the entire server.

While the target is paused, the Double-Take target cannot queue data indefinitely. If the target queue is filled, data will start to queue on the source. If the source queue is filled, Double-Take will automatically disconnect the connections and attempt to reconnect them.



If you have paused your target, failover will not start if configured for automatic failover, and it cannot be initiated if configured for manual intervention. You must resume the target before failover will automatically start or before you can manually start it.

If you have multiple jobs to the same target, all jobs from the same source will be paused and resumed.

- **Update Shares**—Shares are not applicable because they are automatically included with the system state that is being protected with the entire server.

Filter

Select a filter option from the drop-down list to only display certain jobs. You can display **Healthy jobs**, **Jobs with warnings**, or **Jobs with errors**. To clear the filter, select **All jobs**. If you have created and populated server groups, then the filter will only apply to the jobs associated with the server or target servers in that server group. See *Managing servers* on page 36.

Type a server name

Displays only jobs that contain the text you entered. If you have created and populated server groups, then only jobs that contain the text you entered associated with the server or target servers in that server group will be displayed. See *Managing servers* on page 36.

Overflow Chevron

Displays any toolbar buttons that are hidden from view when the window size is reduced.

Viewing full server job details

From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.

Review the following table to understand the detailed information about your job displayed on the **View Job Details** page.





Job name

The name of the job

Job type

Each job type has a unique job type name. This job is a Full Server Failover job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Health

-  The job is in a healthy state.
-  The job is in a warning state.
-  The job is in an error state.
-  The job is in an unknown state.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the rest of the job details.

Connection ID

The incremental counter used to number connections. The number is incremented when a connection is created. It is also incremented by internal actions, such as an auto-disconnect and auto-reconnect. The lowest available number (as connections are created, stopped, deleted, and so on) will always be used. The counter is reset to one each time the Double-Take service is restarted.

Transmit mode

- **Active**—Data is being transmitted to the target.
- **Paused**—Data transmission has been paused.
- **Scheduled**—Data transmission is waiting on schedule criteria.
- **Stopped**—Data is not being transmitted to the target.
- **Error**—There is a transmission error.
- **Unknown**—The console cannot determine the status.

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Target route

The IP address on the target used for Double-Take transmissions.

Compression

- **On / Level**—Data is compressed at the level specified.
- **Off**—Data is not compressed.

Encryption

- **On**—Data is being encrypted before it is sent from the source to the target.
- **Off**—Data is not being encrypted before it is sent from the source to the target.

Bandwidth limit

If bandwidth limiting has been set, this statistic identifies the limit. The keyword **Unlimited** means there is no bandwidth limit set for the job.

Connected since

The date and time indicating when the current job was made. This field is blank, indicating that a TCP/IP socket is not present, when the job is waiting on transmit options or if the transmission has been stopped. This field will maintain the date and time, indicating that a TCP/IP socket is present, when transmission has been paused.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Mirror status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Unknown**—The console cannot determine the status.

Mirror percent complete

The percentage of the mirror that has been completed

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent compressed

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Target Server Image

When a full server job is created with reverse protection enabled, an image of the target's system state is stored on the source server. This image allows you to reverse your source and target after a failover. To improve performance, the target's system state is not continuously replicated to the source. You should manually update the image of the target's system state by clicking **Update** if there is a change on the target. For example, if the credentials on the target server are updated, you should update the target server image that is on the source. This reverse protection mirror may cause a performance impact on your source server. This impact is only temporary, and system performance will return to normal when the reverse protection mirror is complete.

Validating a full server job

Over time, you may want to confirm that any changes in your network or environment have not impacted your Double-Take job. Use these instructions to validate an existing job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Validate job properties**.
3. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Validation checks for an existing job are logged to the job log on the target server.

4. Once your servers have passed validation, click **Close**.

Editing a full server job

Use these instructions to edit a full server job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Edit job properties**. (You will not be able to edit a job if you have removed the source of that job from your Double-Take Console session or if you only have Double-Take monitor security access.)
3. You will see the same options for your full server job as when you created the job, but you will not be able to edit all of them. If desired, edit those options that are configurable for an existing job. See *Creating a full server job* on page 145 for details on each job option.



Changing some options may require Double-Take to automatically disconnect, reconnect, and remirror the job.

4. If you want to modify the workload items or replication rules for the job, click **Edit workload or replication rules**. Modify the **Workload item** you are protecting, if desired. Additionally, you can modify the specific **Replication Rules** for your job.

Volumes and folders with a green highlight are included completely. Volumes and folders highlighted in light yellow are included partially, with individual files or folders included. If there is no highlight, no part of the volume or folder is included. To modify the items selected, highlight a volume, folder, or file and click **Add Rule**. Specify if you want to **Include** or **Exclude** the item. Also, specify if you want the rule to be recursive, which indicates the rule should automatically be applied to the subdirectories of the specified path. If you do not select **Recursive**, the rule will not be applied to subdirectories.

You can also enter wildcard rules, however you should do so carefully. Rules are applied to files that are closest in the directory tree to them. If you have rules that include multiple folders, an exclusion rule with a wild card will need to be added for each folder that it needs applied to. For example, if you want to exclude all .log files from D:\ and your rules include D:\, D:\Dir1 , and D:\Dir2, you would need to add the exclusion rule for the root and each subfolder rule. So you will need to add exclude rules for D:*.log , D:\Dir1*.log, and D:\Dir2*.log.

If you need to remove a rule, highlight it in the list at the bottom and click **Remove Rule**. Be careful when removing rules. Double-Take may create multiple rules when you are adding directories. For example, if you add E:\Data to be included in protection, then E:\ will be excluded. If you remove the E:\ exclusion rule, then the E:\Data rule will be removed also.

Click **OK** to return to the **Edit Job Properties** page.



If you remove data from your workload and that data has already been sent to the target, you will need to manually remove that data from the target. Because the data you removed is no longer included in the replication rules, Double-Take orphan file detection cannot remove the data for you. Therefore, you have to remove it manually.

5. Click **Next** to continue.

6. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the Double-Take *Reference Guide* for details on the various Double-Take log files.

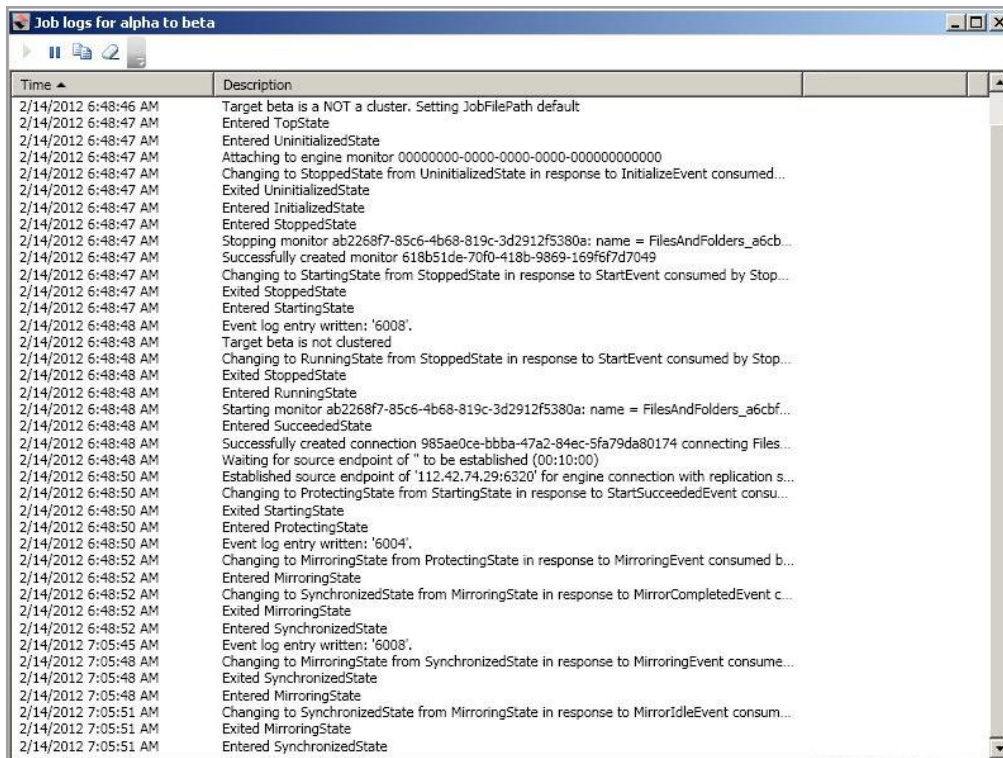
7. Once your servers have passed validation and you are ready to update your job, click **Finish**.

Viewing a full server job log

You can view a job log file through the Double-Take Console by selecting **View Job Log** from the toolbar on the **Manage Jobs** page. Separate logging windows allow you to continue working in the Double-Take Console while monitoring log messages. You can open multiple logging windows for multiple jobs. When the Double-Take Console is closed, all logging windows will automatically close.



Because the job log window communicates with the target server, if the console loses communication with the target server after the job log window has already been opened, the job log window will display an error. This includes a target cluster node roll that causes the job log to be hosted by a new cluster node.



Time	Description
2/14/2012 6:48:46 AM	Target beta is a NOT a cluster. Setting JobFilePath default
2/14/2012 6:48:47 AM	Entered TopState
2/14/2012 6:48:47 AM	Entered UninitializedState
2/14/2012 6:48:47 AM	Attaching to engine monitor 00000000-0000-0000-0000-000000000000
2/14/2012 6:48:47 AM	Changing to StoppedState from UninitializedState in response to InitializeEvent consumed...
2/14/2012 6:48:47 AM	Exited UninitializedState
2/14/2012 6:48:47 AM	Entered InitializedState
2/14/2012 6:48:47 AM	Entered StoppedState
2/14/2012 6:48:47 AM	Stopping monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cb...
2/14/2012 6:48:47 AM	Successfully created monitor 618b51de-70f0-418b-9869-169f6f7d7049
2/14/2012 6:48:47 AM	Changing to StartingState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:47 AM	Exited StoppedState
2/14/2012 6:48:47 AM	Entered StartingState
2/14/2012 6:48:48 AM	Event log entry written: '6008'.
2/14/2012 6:48:48 AM	Target beta is not clustered
2/14/2012 6:48:48 AM	Changing to RunningState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:48 AM	Exited StoppedState
2/14/2012 6:48:48 AM	Entered RunningState
2/14/2012 6:48:48 AM	Starting monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cbf...
2/14/2012 6:48:48 AM	Entered SucceededState
2/14/2012 6:48:48 AM	Successfully created connection 985ae0ce-bbba-47a2-84ec-5fa79da80174 connecting Files...
2/14/2012 6:48:48 AM	Waiting for source endpoint of " to be established (00:10:00)
2/14/2012 6:48:50 AM	Established source endpoint of '112.42.74.29:6320' for engine connection with replication s...
2/14/2012 6:48:50 AM	Changing to ProtectingState from StartingState in response to StartSucceededEvent consu...
2/14/2012 6:48:50 AM	Exited StartingState
2/14/2012 6:48:50 AM	Entered ProtectingState
2/14/2012 6:48:50 AM	Event log entry written: '6004'.
2/14/2012 6:48:52 AM	Changing to MirroringState from ProtectingState in response to MirroringEvent consumed b...
2/14/2012 6:48:52 AM	Entered MirroringState
2/14/2012 6:48:52 AM	Changing to SynchronizedState from MirroringState in response to MirrorCompletedEvent c...
2/14/2012 6:48:52 AM	Exited MirroringState
2/14/2012 6:48:52 AM	Entered SynchronizedState
2/14/2012 7:05:45 AM	Event log entry written: '6008'.
2/14/2012 7:05:48 AM	Changing to MirroringState from SynchronizedState in response to MirroringEvent consume...
2/14/2012 7:05:48 AM	Exited SynchronizedState
2/14/2012 7:05:48 AM	Entered MirroringState
2/14/2012 7:05:51 AM	Changing to SynchronizedState from MirroringState in response to MirrorIdleEvent consum...
2/14/2012 7:05:51 AM	Exited MirroringState
2/14/2012 7:05:51 AM	Entered SynchronizedState

The following table identifies the controls and the table columns in the **Job logs** window.



Start

This button starts the addition and scrolling of new messages in the window.



Pause

This button pauses the addition and scrolling of new messages in the window. This is only for the **Job logs** window. The messages are still logged to their respective files on the server.

Copy

This button copies the messages selected in the **Job logs** window to the Windows clipboard.

Clear

This button clears the **Job logs** window. The messages are not cleared from the respective files on the server. If you want to view all of the messages again, close and reopen the **Job logs** window.

Time

This column in the table indicates the date and time when the message was logged.

Description

This column in the table displays the actual message that was logged.

Failing over full server jobs

When a failover condition has been met, failover will be triggered automatically if you disabled the wait for user option during your failover configuration. If the wait for user before failover option is enabled, you will be notified in the console when a failover condition has been met. At that time, you will need to trigger it manually from the console when you are ready.



If you have paused your target, failover will not start if configured for automatic failover, and it cannot be initiated if configured for manual intervention. You must resume the target before failover will automatically start or before you can manually start it.

1. On the **Manage Jobs** page, highlight the job that you want to failover and click **Failover, Cutover, or Recover** in the toolbar.
2. Select the type of failover to perform.
 - **Failover to live data**—Select this option to initiate a full, live failover using the current data on the target. The source is automatically shut down if it is still running. Then the target will stand in for the source by rebooting and applying the source identity, including its system state, on the target. After the reboot, the target becomes the source, and the target no longer exists.
 - **Perform test failover**—This option should only be used if your target is a virtual server. It is like live failover, except the source is not shutdown. Therefore you should isolate the virtual server from the network before beginning the test using the following procedure.
 - a. Stop the job.
 - b. Take a snapshot of the target virtual server using your hypervisor console.
 - c. Attach the target virtual server to a null virtual switch or one that does not have access to your network infrastructure.
 - d. Perform the test failover and complete any testing on the virtual server.
 - e. After your testing is complete, revert to the snapshot of the target virtual server from before the test started.
 - f. Reconnect the target virtual server to the proper virtual switch.
 - g. Restart the job.

If your target is a physical server, contact technical support if you want to test failover, because you will have to rebuild your target system volume after the test.

- **Failover to a snapshot**—Select this option to initiate a full, live failover without using the current data on the target. Instead, select a snapshot and the data on the target will be reverted to that snapshot. This option will not be available if there are no snapshots on the target or if the target does not support snapshots. To help you understand what snapshots are available, the **Type** indicates the kind of snapshot.
 - **Scheduled**—This snapshot was taken as part of a periodic snapshot.
 - **Deferred**—This snapshot was taken as part of a periodic snapshot, although it did not occur at the specified interval because the job between the source and target was not in a good state.
 - **Manual**—This snapshot was taken manually by a user.

3. Select how you want to handle the data in the target queue.
 - **Apply data in target queues before failover or cutover**—All of the data in the target queue will be applied before failover begins. The advantage to this option is that all of the data that the target has received will be applied before failover begins. The disadvantage to this option is depending on the amount of data in queue, the amount of time to apply all of the data could be lengthy.
 - **Discard data in the target queues and failover or cutover immediately**—All of the data in the target queue will be discarded and failover will begin immediately. The advantage to this option is that failover will occur immediately. The disadvantage is that any data in the target queue will be lost.
 - **Revert to last good snapshot if target data state is bad**—If the target data is in a bad state, Double-Take will automatically revert to the last good Double-Take snapshot before failover begins. If the target data is in a good state, Double-Take will not revert the target data. Instead, Double-Take will apply the data in the target queue and then failover. The advantage to this option is that good data on the target is guaranteed to be used. The disadvantage is that if the target data state is bad, you will lose any data between the last good snapshot and the failure.
 4. When you are ready to begin failover, click **Failover**.
-



If your NICs were configured for network load balancing (NLB), you will have to reconfigure that after failover.

You may experience issues following a failover if an application or server uses hard-linked files. For example, Windows 2008 or 2012 Server Roles added after the job has been established will not function after failover because the hard links related to the server role were not replicated. After updating server roles, a remirror should be performed.

Some applications and hardware devices create and use software devices within the operating system, but they have the characteristics of a hardware device. For example, NIC teaming solutions are typically implemented in the operating system, however they are still designed to emulate a single piece of network hardware. In these cases, the device will not be failed over because it appears to be a hardware device.

Because the Windows product activation is dependent on hardware, you may need to reactivate your Windows registration after failover. In most cases when you are using Windows 2003, you can follow the on-screen prompts to complete the reactivation. However, when you are using Windows 2008 or 2012, the reactivation depends on several factors including service pack level, Windows edition, and your licensing type. If a Windows 2008 or 2012 target comes online after failover with an activation failure, use the steps below appropriate for your license type. Additionally, if you are using Windows 2012, you may only have 60 minutes to complete the reactivation process until Windows activation tampering automatically shuts down your server.

- **Retail licensing**—Retail licensing allows the activation of a single operating system installation.
 1. Open the **System** applet in Windows **Control Panel**.
 2. Under **Windows activation** at the bottom of the page, click **Change product key**.

3. Enter your retail license key. You may need access to the Internet or to call Microsoft to complete the activation.
 - **MAK volume licensing**—Multiple Activation Key (MAK) licensing allows the activation of multiple operating system installations using the same activation key.
 1. View or download the Microsoft Volume Activation Deployment Guide from the Microsoft web site.
 2. Using an administrative user account, open a command prompt and follow the instructions from the deployment guide to activate MAK clients. Multiple reboots may be necessary before you can access a command prompt. You may need access to the Internet or to call Microsoft to complete the activation.
 - **KMS volume licensing**—Key Management Service (KMS) licensing allows IT professionals to complete activations on their local network without contacting Microsoft.
 1. View or download the Microsoft Volume Activation Deployment Guide from the Microsoft web site.
 2. Using an administrative user account, open a command prompt and follow the instructions from the deployment guide to convert a MAK activation client to a KMS client. Multiple reboots may be necessary before you can access a command prompt.
-

5. If you performed a test failover, revert to the snapshot of the target virtual server from before the test started, reconnect the target virtual server to the proper virtual switch, and then restart your job by clicking **Start**.
-



If you failed over a full server job but did not enable reverse protection when you configured the job, you will lose the activated target license. To work around this situation, uninstall Double-Take on the failed over source (currently on the target hardware) using the Double-Take Console or Windows uninstall applet, and the uninstall process will deactivate both the source and target licenses. You can then reinstall Double-Take on the failed over source (currently on the target hardware) and reactivate the source's original license.

Reversing full server jobs

After a full server failover, the source is running on your original target hardware and your target no longer exists. That means the source and target hardware now share the same identity, which is the source identity.



If you did not enable reverse protection, your source is a domain controller, or if you have to rebuild your source, you will have to reverse your protection manually. See *Reversing full server jobs manually* on page 193.

1. Fix the issue that caused your original source server to fail.
2. Connect the original source server to the network.
3. Make sure the production NIC on your original source is online. If the NIC is disabled or unplugged, you will experience problems with the reverse. Make sure you continue to access the servers through the reserved IP addresses, but you can disregard any IP address conflicts for the primary NIC. Since the new source (running on the original target hardware) already has the source's address assigned to it, Windows will automatically assign a different address to the original source.
4. On the **Manage Jobs** page, highlight the job that you want to reverse. If the job is not listed, you may need to add your servers to your console again. Use the reserved IP addresses and local credentials.
5. Highlight the job you want to reverse and click **Reverse** in the toolbar. During the reverse process, you will see various states for the job. During the **Restoring** process, the target identity is being established on the original source hardware. During the **Synchronizing** process, protection is being established from the source (on the original target hardware) to the target (on the original source hardware). The reverse protection is also established in the opposite direction. When the reverse process is complete, the target (on the original source hardware) will reboot. At this point, your source is still running on your original target hardware with the source name, but the original source hardware now has the target identity.
6. To go back to your original hardware, highlight the job and click **Failover**. The source identity will now be applied to the target (on the original source hardware), and the target identity will again be gone. Both servers will have the source identity.
7. To bring back the target identity, highlight the job and click **Reverse**. The same process as above will be repeated, but on the opposite servers. When the reverse is complete, you will be back to your original identities on the original hardware.



If your NICs were configured for network load balancing (NLB), you will have to reconfigure that after failover.

You may experience issues following a failover if an application or server uses hard-linked files. For example, Windows 2008 or 2012 Server Roles added after the job has been established will not function after failover because the hard links related to the server role were not replicated. After updating server roles, a remirror should be performed.

Some applications and hardware devices create and use software devices within the operating system, but they have the characteristics of a hardware device. For example, NIC teaming

solutions are typically implemented in the operating system, however they are still designed to emulate a single piece of network hardware. In these cases, the device will not be failed over because it appears to be a hardware device.

Because the Windows product activation is dependent on hardware, you may need to reactivate your Windows registration after failover. In most cases when you are using Windows 2003, you can follow the on-screen prompts to complete the reactivation. However, when you are using Windows 2008 or 2012, the reactivation depends on several factors including service pack level, Windows edition, and your licensing type. If a Windows 2008 or 2012 target comes online after failover with an activation failure, use the steps below appropriate for your license type. Additionally, if you are using Windows 2012, you may only have 60 minutes to complete the reactivation process until Windows activation tampering automatically shuts down your server.

- **Retail licensing**—Retail licensing allows the activation of a single operating system installation.
 1. Open the **System** applet in Windows **Control Panel**.
 2. Under **Windows activation** at the bottom of the page, click **Change product key**.
 3. Enter your retail license key. You may need access to the Internet or to call Microsoft to complete the activation.
 - **MAK volume licensing**—Multiple Activation Key (MAK) licensing allows the activation of multiple operating system installations using the same activation key.
 1. View or download the Microsoft Volume Activation Deployment Guide from the Microsoft web site.
 2. Using an administrative user account, open a command prompt and follow the instructions from the deployment guide to activate MAK clients. Multiple reboots may be necessary before you can access a command prompt. You may need access to the Internet or to call Microsoft to complete the activation.
 - **KMS volume licensing**—Key Management Service (KMS) licensing allows IT professionals to complete activations on their local network without contacting Microsoft.
 1. View or download the Microsoft Volume Activation Deployment Guide from the Microsoft web site.
 2. Using an administrative user account, open a command prompt and follow the instructions from the deployment guide to convert a MAK activation client to a KMS client. Multiple reboots may be necessary before you can access a command prompt.
-

Reversing full server jobs manually

If you did not enable reverse protection, your source is a domain controller, or if you have to rebuild your source, you have two options after a failover. You can continue running from the failed over server indefinitely. This server is your source (running on the original target hardware) and you can protect it to a new target. Your other option is to go back to the original hardware. Without reverse protection, you have to complete this process manually, which can be difficult.

Preparation of your original source hardware or a new server is key to this manual process. The type of preparation required will depend on the role of the original source server, the applications that were used on the original server, whether the original source was a physical or virtual server, and the failure or event that occurred.

- **Server role**—If your original source was a domain controller, a Cluster Service server, or a Certificate Service server, you will have to reinstall Windows. The utility required to reuse a server cannot be used on these types of servers. Start with *1A. Preparing a new server by reinstalling Windows* on page 194 and then continue with the remaining instructions.
- **Applications**—If your original source was running a name-specific application, like Exchange, you should reinstall Windows. Start with *1A. Preparing a new server by reinstalling Windows* on page 194 and then continue with the remaining instructions.
- **Physical servers**—If your original source was a physical server, your preparation method will depend on if you experienced a catastrophic or non-catastrophic failure.
 - **Catastrophic failure**—If your original hardware is unusable or the failure will require you to reinstall Windows, start with *1A. Preparing a new server by reinstalling Windows* on page 194 and then continue with the remaining instructions.
 - **Non-catastrophic failure**—If the failure did not damage the server or the operating system and you want to reuse the server, start with *1B. Reusing your original source hardware* on page 194 and then continue with the remaining instructions.
- **Virtual servers**—If your original source was a virtual server, your preparation method will depend on if you want to create a new virtual guest or reuse the existing one.
 - **New virtual guest**—If your original guest is unusable, start with *1A. Preparing a new server by reinstalling Windows* on page 194 and then continue with the remaining instructions.



If possible, you can attach any virtual hard disks that survived the failure event to a new virtual guest. Reusing any undamaged disks will decrease the time required to restore data because you can use a difference mirror.

As an alternative to manually creating a new virtual guest, you can let Double-Take automatically provision (create) the new virtual guest for you. If you choose this option, you will need to use the instructions *Creating a full server to ESX job* on page 351 or *Creating a full server to Hyper-V job* on page 303 instead of the instructions in this section.

- **Reusing virtual guest**—If the failure did not damage the virtual guest and you want to reuse it, start with *1B. Reusing your original source hardware* on page 194 and then continue with the remaining instructions.

1A. Preparing a new server by reinstalling Windows

1. Install or reinstall Windows on your physical or virtual server using unique, temporary server information. See your Windows documentation for details on installing the operating system.
2. After the operating system installation is complete, install Double-Take using the license key from your original target.
3. After Double-Take is installed and activated, continue with *2. Mirroring and replicating from the source to the original source hardware or new server and failing over* on page 195.

1B. Reusing your original source hardware

1. Disconnect the original source hardware from the network. For a physical server, you may want to disconnect the network cable. For a virtual server, remove it from the network using your virtual console. You must make sure the original source is completely disconnected before proceeding.
2. After the original source hardware is disconnected from the network, remove the target server identity from Active Directory. You should remove the target's original identity, not the identity of the source which the original target hardware now holds.
3. Keeping the original source hardware disconnected from the network, reboot it and login as the local administrator.
4. Stop all application services on the original source hardware and set them to manual.
5. If you failed over the source IP address, create a new unique IP addresses. See your Windows documentation for details on modifying IP addresses.
6. Modify the original source hardware identity by placing the server into a workgroup. Make sure you reboot when prompted, continuing to keep the server disconnected from the network. See your Windows documentation for details on placing a server into a workgroup.
7. After the reboot, login as the local administrator.
8. Using the Double-Take Console, remove and reinsert the original source server into the server list on the **Manage Servers** page.
9. Double-click on the server in the server list to view the server details page, and then click on the **Edit server properties** link.
10. Under the **Licensing** section, enter the license key from the original target server and click **Add**. If the original source server license key is listed, remove it from the **Current license keys** list. Click **OK** to return to the **Manage Servers** page.
11. Run the Microsoft Sysprep utility to modify SIDs (security identifiers) and the server name. If desired, you can use the original target server name when the utility prompts for a server name. See the Microsoft web site for details on the Sysprep utility.



If the Sysprep utility does not force you to choose a new computer name, you will need to complete the following additional steps.

1. Finish the Sysprep process.
2. Reboot the server and login as the local administrator.
3. Rename the computer manually and reboot when prompted.

The server must be given a new name either via Sysprep or manually after Sysprep has completed before you can proceed.

12. Connect the server to the network and continue with *2. Mirroring and replicating from the source to the original source hardware or new server and failing over* on page 195.

2. Mirroring and replicating from the source to the original source hardware or new server and failing over

1. Using the Double-Take Console, delete the original job from the **Manage Jobs** page.
2. Establish full server protection from your source to the original source hardware or new server. See *Creating a full server job* on page 145. In the console, specify your source (running on the original target hardware) on the **Choose Source Server** page, and specify your original source hardware or new server that you built or modified in step 1A or 1B above on the **Select Target Server** page. Select the same data for protection and use the options that you used when protecting the source initially, although you can select different settings for snapshots, compression, and so on.
3. Once you have established full server protection, data will be mirrored from the source (on the original target hardware) to the target (on the original source hardware or your new server). Replication will keep the target up-to-date with the changes end-users are continuing to make on the source. Monitor the progress of the job. See *Managing and controlling full server jobs* on page 170.
4. Once the mirror is complete, determine when you want to perform failover. This will require downtime, typically between 15 and 30 minutes depending on LAN or WAN configurations and server processing capabilities.
5. Using the Double-Take Console, perform failover using live data or a snapshot, as desired. See *Failing over full server jobs* on page 188.
6. Monitor the progress. After the target reboots, the target will no longer exist, since it will become the source.

After the reboot, users and other servers can resume normal operations after DNS/IP updates have been propagated to them.

If desired, you can re-establish protection again for this source so that you are prepared for the next emergency.



If you want to reuse the same target hardware, you will have to remove the source identity components from that server. You can use either method *1A. Preparing a new server by reinstalling Windows* on page 194 or *1B. Reusing your original source hardware* on page 194 to prepare a new target.

Chapter 7 Exchange protection

Create an Exchange job when you have Microsoft Exchange and want application-level protection.

- See *Exchange requirements* on page 197—Exchange protection includes specific requirements for this type of protection.
- See *Creating an Exchange job* on page 201—This section includes step-by-step instructions for creating a Exchange job.
- See *Managing and controlling Exchange jobs* on page 227—You can view status information about your Exchange jobs and learn how to control these jobs.
- See *Failing over Exchange jobs* on page 245—Use this section when a failover condition has been met or if you want to failover manually.
- *Restoring then failing back Exchange jobs* on page 247—Use this section when you are ready to restore and fallback.



If your source is a domain controller, you should use one of the full server protection methods to protect the entire server because of complexities with authentication.

Exchange requirements

In addition to the *Core Double-Take requirements* on page 20, you must also meet the following requirements to protect Exchange.

- **Exchange versions**—Double-Take can protect Microsoft Exchange 2003, 2007 or Exchange 2010. Exchange 2010 must have Service Pack 1 or later.
- **Exchange and network configuration**—The following requirements and limitations apply to your Exchange server and network configuration.
 - All Microsoft best practices should be used for all versions of Exchange.
 - The version of Exchange on the source and target must be identical.
 - Windows 2012 is not supported.
 - Exchange 2010 must be running on a 64-bit server running Windows 2008 SP2 or later or Windows 2008 R2.
 - If you are protecting Exchange 2010 and you have a consolidated target server, you must have a send connector configured specifically with the target server before failover. Otherwise, you will be unable to send email to the Internet after failover.
 - If you are protecting Exchange 2010, arbitration mailboxes will not be failed over. These mailboxes can be rehomed manually using the Set-Mailbox -database PowerShell command.
 - Double-Take does not check the edition of Exchange 2007 (Enterprise or Standard). However, it is able to differentiate between service pack levels. If you have Exchange 2007 Enterprise on the source and Exchange 2007 Standard on the target, you will be limited to only failing over the number of databases or storage groups supported by Exchange 2007 Standard. See the [Exchange Server 2007 Editions and Client Access Licenses](#) information on the Microsoft website.
 - For Exchange 2007 and 2010, in a consolidated role environment only the mailbox role is protected. The Hub Transport and Client Access roles are not protected or failed over because they are already installed on the target.
 - For Exchange 2007 and 2010, replication and failover between a distributed role source configuration to a consolidated role target configuration is permitted as long as the source Mailbox Server role is installed on a standalone server or cluster with the other roles residing on different servers, and the target configuration is a standalone server with the Mailbox, Hub Transport, and Client Access roles installed. In these configurations, Double-Take will not replicate any data associated with the Hub Transport/Client Access data, however, the target Hub Transport/Client Access roles function properly when failing over the source Mailbox role, allowing necessary operations to resume. For Exchange 2010 with DAG (Database Availability Group), replication and failover from a distributed role source configuration must be to a non-DAG distributed role target configuration.
 - For Exchange 2010 with DAG, the following requirements and limitations also apply.
 - A DAG to standalone configuration is the only supported configuration. Multi-site DAGs (DAG to DAG configurations) are not supported.
 - All mailbox stores must be replicated to all other members of the DAG.
 - During failover, Double-Take will update SPNs, move user mailboxes, and perform Active Directory updates. DNS updates are not made during failover, but can be scripted manually if needed.

- Exchange 2003 on a domain controller is not a recommended configuration. However, if you must run Exchange 2003 on a domain controller, review Microsoft Knowledge Base articles [822179](#), [332097](#), [305065](#), [304403](#), and [875427](#).
- If you are protecting Exchange 2003 and it is running in mixed mode, the first installed Exchange virtual server contains the MTA (Message Transfer Agent) resource that is needed to communicate with versions prior to Exchange 2003. If you do not failover all Exchange virtual servers, then any user who is in a different mail store than the first one may not be able to route mail.
- The Exchange program files must be installed in the same location on the source and target.
- The drive letter(s) where Exchange stores its data on the source must be the same on the target.
- Single-label DNS domain names (those without a suffix such as .com, .corp, .net) are not supported.
- In environments where the FIPS security policy is enabled, you must use impersonation, which requires the following.
 - The user running the Double-Take Console must have all appropriate rights to update the domain (that is, only impersonation is supported).
 - You must manually verify DNS rights by running the DFO utility with the /test parameter.
- If you are protecting Exchange 2007 and will only be protecting a subset of the storage groups, the storage groups you are protecting cannot have a hyphen followed by a space in the storage group name. You will either need to change the name of the storage group to remove the hyphen followed by the space, or select all of your storage groups for protection.
- Microsoft Server Core is not supported.
- The source and target servers must be in the same forest root domain.
- In a parent/child domain, at least one domain controller in the child domain must be designated as a global catalog server.
- The target server cannot be a domain controller.
- Exchange and a domain controller cannot be on the same node of a cluster.
- The source and target servers must be part of the same Exchange Administrative Group.
- The Exchange configurations on the source and target servers must be identical for the following components: storage groups, location of storage groups (log and data files), log file prefixes, database locations (log and data files), Message Transfer Agent (MTA) location, and queue paths.
- Before you attempt to protect your Exchange application, you may want to complete the following tasks to verify that the environment is properly set up.
 - With both Exchange servers online, use **Active Directory Users and Computers** to move an existing user from the source to the target and then back to the original source.
 - Verify that you can create a new user on the target.
 - To verify connectivity, create an Outlook profile for the new user on a client machine and connect to the target.

- If /domainprep has not been run in an Exchange 2007 environment, users will not be failed over and SPNs will not be updated during failover due to access denied errors. To fix this issue, run setup with the /domainprep parameter in the environment.
- **Microsoft .NET Framework**—Microsoft .NET Framework version 4.0 Update 3 or later is required on the source and target. (The full .NET 4.0.3 is required, not just the Client Profile.) If you want to protect Exchange 2010, you must have .NET 4.0.3 only; version 4.5.1 is not compatible.
- **Snapshots**—You can take and failover to Double-Take snapshots using an Exchange job, however snapshots are not supported if your source and/or target is a cluster. See *Core Double-Take requirements* on page 20 for the specific snapshot requirements.
- **NAT**—Exchange jobs do not support NAT environments.
- **Supported configurations**—The following table identifies the supported configurations for an Exchange job.

Server Configuration	Description	Supported	Not Supported
One to one active/standby	You can protect a single source to a single target. The target has no production activity. The source is the only server actively replicating data.	X	
One to one active/active	You cannot protect a single source to a single target where each server acts as both a source and target actively replicating data to each other.		X
Many to one	You cannot protect many source servers to one target server.		X
One to many	You cannot protect a single source to multiple target servers.		X
Chained	You cannot protect a single source to a single target, where the target then acts as a source, sending the same data from the original source to a final target server.		X
Single server	You cannot protect a single source to itself.		X
Standalone to standalone	Your servers can be in a standalone to standalone configuration.	X	
Standalone to cluster	Your servers cannot be in a standalone to cluster configuration.		X
Cluster to standalone	Your servers can be in a cluster to standalone configuration.	X	

Server Configuration	Description	Supported	Not Supported
Cluster to cluster	Your servers can be in a cluster to cluster configuration.	X	
Cluster Shared Volumes (CSV) guest level	You can protect a virtual machine on a Cluster Shared Volume. Protection of the virtual machine is from within the guest operating system.	X	
Cluster Shared Volumes (CSV) host level	You cannot protect a virtual machine on a Cluster Shared Volume from the host.		X

When using a supported cluster configuration, the following limitations also apply.

- If you are using Exchange 2007, only the mailbox role is protected.
- Exchange and the domain controller cannot be on the same node in the cluster.
- Exchange must be installed in a unique group, not in the cluster group.

Creating an Exchange job

Use these instructions to create an Exchange job.

1. Click **Get Started** from the toolbar.
2. Select **Double-Take Availability** and click **Next**.
3. Select **Protect files and folders, an application, or an entire Windows or Linux server** and click **Next**.
4. Choose your source server. This is the physical or virtual server running Exchange. If your source is a cluster, select the cluster name, not the Exchange virtual server name or virtual IP address. If you are protecting Exchange 2010 with DAG, select the DAG as your source server.



- **Current Servers**—This list contains the servers currently available in your console session. Servers that are not licensed for the workflow you have selected will be filtered out of the list. Select your source server from the list.
- **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading. From here, you can specify a server along with credentials for logging in to the server. If necessary, you can click **Browse** to select a server from a network drill-down list.



If you enter the source server's fully-qualified domain name, the Double-Take Console will resolve the entry to the server short name. If that short name resides in two different domains, this could result in name resolution issues. In this case, enter the IP address of the server.

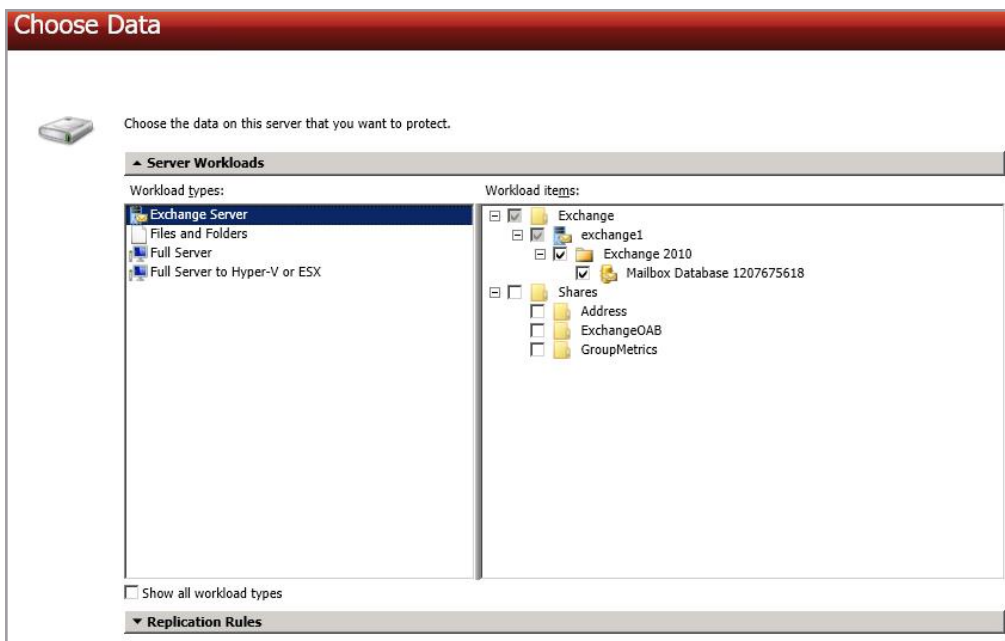
When specifying credentials for a new server, specify a user that is a member of the local Double-Take Admin and local administrator security groups. If desired, the user must also

meet the following credentials requirements, however, you can specify a separate user later in the job creation process to handle the Exchange specific tasks.

- The account must be an Exchange Full Administrator at the organizational level, as delegated via the Exchange System Manager at the user level.
- The account must have rights to manage Exchange in order to query and modify the Exchange Active Directory objects.
- The account must be a member of the Domain Admins group. If your security policies do not allow use of this group, see *DNS* on page 512 and use the instructions under the Double-Take DFO utility to use a non-Domain Admins account.
- If Exchange is on a cluster, the account must be a member of the Cluster Administrators security group on each node. Additionally, for Windows 2003 the same cluster service account should be used for both the source and target.

5. Click **Next** to continue.
6. Choose the type of workload that you want to protect. Under **Server Workloads**, in the **Workload types** pane, select **Exchange Server**. In the **Workload items** pane, Double-Take will automatically select all of the Exchange databases and data files.

If the workload you are looking for is not displayed, enable **Show all workload types**. The workload types in gray text are not available for the source server you have selected. Hover your mouse over an unavailable workload type to see a reason why this workload type is unavailable for the selected source.



7. If you want to select other files and folders to include in your protection, click the **Replication Rules** heading and expand the volumes under **Folders**. For example, if you need to protect data that is stored on a non-mailbox server role, for example SMTP queue data, you will need to configure protection for that data separately.

Volumes and folders with a green highlight are included completely. Volumes and folders highlighted in light yellow are included partially, with individual files or folders included. If there is no highlight, no part of the volume or folder is included. To modify the items selected, highlight a volume, folder, or file and click **Add Rule**. Specify if you want to **Include** or **Exclude** the item. Also, specify if you want the rule to be recursive, which indicates the rule should automatically be applied to the subdirectories of the specified path. If you do not select **Recursive**, the rule will not be applied to subdirectories.

You can also enter wildcard rules, however you should do so carefully. Rules are applied to files that are closest in the directory tree to them. If you have rules that include multiple folders, an exclusion rule with a wild card will need to be added for each folder that it needs applied to. For example, if you want to exclude all .log files from D:\ and your rules include D:\, D:\Dir1 , and D:\Dir2, you would need to add the exclusion rule for the root and each subfolder rule. So you will need to add exclude rules for D:*.log , D:\Dir1*.log, and D:\Dir2*.log.

If you need to remove a rule, highlight it in the list at the bottom and click **Remove Rule**. Be careful when removing rules. Double-Take may create multiple rules when you are adding directories. For example, if you add E:\Data to be included in protection, then E:\ will be excluded. If you remove the E:\ exclusion rule, then the E:\Data rule will be removed also.



If you return to this page using the **Back** button in the job creation workflow, your **Workload Types** selection will be rebuilt, potentially overwriting any manual replication rules that you specified. If you do return to this page, confirm your **Workload Types** and **Replication Rules** are set to your desired settings before proceeding forward again.

8. Click **Next** to continue.
9. Choose your target server. This is the server that will store the replica Exchange Server from the source.



- **Current Servers**—This list contains the servers currently available in your console session. Servers that are not licensed for the workflow you have selected and those not applicable to the workload type you have selected will be filtered out of the list. Select your target server from the list.
 - **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading. From here, you can specify a server along with credentials for logging in to the server. If necessary, you can click **Browse** to select a server from a network drill-down list.
-



If you enter the target server's fully-qualified domain name, the Double-Take Console will resolve the entry to the server short name. If that short name resides in two different domains, this could result in name resolution issues. In this case, enter the IP address of the server.

When specifying credentials for a new server, specify a user that is a member of the local Double-Take Admin and local administrator security groups. If desired, the user must also meet the following credentials requirements, however, you can specify a separate user later in the job creation process to handle the Exchange specific tasks.

- The account must be an Exchange Full Administrator at the organizational level, as delegated via the Exchange System Manager at the user level.
 - The account must have rights to manage Exchange in order to query and modify the Exchange Active Directory objects.
 - The account must be a member of the Domain Admins group. If your security policies do not allow use of this group, see *DNS* on page 512 and use the instructions under the Double-Take DFO utility to use a non-Domain Admins account.
 - If Exchange is on a cluster, the account must be a member of the Cluster Administrators security group on each node. Additionally, for Windows 2003 the same cluster service account should be used for both the source and target.
-

10. Click **Next** to continue.
11. You have many options available for your Exchange job. Configure those options that are applicable to your environment.

Go to each page identified below to see the options available for that section of the **Set Options** page. After you have configured your options, continue with the next step on page 226.

- *General* on page 205
- *Failover Monitor* on page 206
- *Failover Options* on page 209
- *Test Failover Scripts* on page 211
- *Failover Identity* on page 212
- *Mirror, Verify & Orphaned Files* on page 214
- *Network Route* on page 217
- *Target Paths* on page 218
- *Failover Services* on page 219
- *Snapshots* on page 220

- *Compression* on page 221
- *Bandwidth* on page 222
- *Scripts* on page 224
- *Exchange Options* on page 226

General



General

Job name:

For the **Job name**, specify a unique name for your job.

Failover Monitor

Failover Monitor

Total time to failure: 00:05:00

Consecutive failures: 5

Monitor on this interval: 00:00:05

Network monitoring

Monitor these addresses:

	Source IP Address
<input checked="" type="checkbox"/>	112.42.74.29
<input checked="" type="checkbox"/>	10.10.10.29

Monitoring method: Network service

Failover trigger: All monitored IP addresses fail

Service monitoring

Services to monitor:

- Microsoft Exchange Information Store
- Microsoft Exchange Mail Submission
- Microsoft Exchange System Attendant

Attempt to restart this service after each failure

Custom script monitoring

Script file:

- **Total time to failure**—Specify, in hours:minutes:seconds, how long the target will keep trying to contact the source before the source is considered failed. This time is precise. If the total time has expired without a successful response from the source, this will be considered a failure.

Consider a shorter amount of time for servers, such as a web server or order processing database, which must remain available and responsive at all times. Shorter times should be used where redundant interfaces and high-speed, reliable network links are available to prevent the false detection of failure. If the hardware does not support reliable communications, shorter times can lead to premature failover. Consider a longer amount of time for machines on slower networks or on a server that is not transaction critical. For example, failover would not be necessary in the case of a server restart.

- **Consecutive failures**—Specify how many attempts the target will make to contact the source before the source is considered failed. For example, if you have this option set to 20, and your source fails to respond to the target 20 times in a row, this will be considered a failure.
- **Monitor on this interval**—Specify, in hours:minutes:seconds, how long to wait between

attempts to contact the source to confirm it is online. This means that after a response (success or failure) is received from the source, Double-Take will wait the specified interval time before contacting the source again. If you set the interval to 00:00:00, then a new check will be initiated immediately after the response is received.

If you choose **Total time to failure**, do not specify a longer interval than failure time or your server will be considered failed during the interval period.

If you choose **Consecutive failures**, your failure time is calculated by the length of time it takes your source to respond plus the interval time between each response, times the number of consecutive failures that can be allowed. That would be (response time + interval) * failure number. Keep in mind that timeouts from a failed check are included in the response time, so your failure time will not be precise.

- **Network monitoring**—With this option, the target will monitor the source using a network ping.
 - **Monitor these addresses**—Select each **Source IP Address** that you want the target to monitor. If you want to monitor additional addresses, enter the address and click **Add**.



If you are protecting a cluster, you are limited to the IP addresses in the cluster group that you are protecting.

- **Monitoring method**—This option determines the type of network ping used for failover monitoring.
 - **Network service**—Source availability will be tested by an ICMP ping to confirm the route is active.
 - **Replication service**—Source availability will be tested by a UDP ping to confirm the Double-Take service is active.
 - **Network and replication services**—Source availability will be tested by both an ICMP ping to confirm the route is active and a UDP ping to confirm the Double-Take service is active. Both pings must fail in order to trigger a failover.
- **Failover trigger**—If you are monitoring multiple IP addresses, specify when you want a failover condition to be triggered.
 - **One monitored IP address fails**—A failover condition will be triggered when any one of the monitored IP addresses fails. If each IP address is on a different subnet, you may want to trigger failover after one fails.
 - **All monitored IP addresses fail**—A failover condition will be triggered when all monitored IP addresses fail. If there are multiple, redundant paths to a server, losing one probably means an isolated network problem and you should wait for all IP addresses to fail.
- **Service monitoring**—This option is only available in standalone environments. It is not available in cluster environments. With this option, the target will monitor specific services on the source by confirming that they are running. Multiple services in the list will be checked in parallel. A failover condition is met when one of the monitored services fails the check. Click **Add** and select the service that you want to monitor. Repeat this step for additional services that you want to monitor. If you want to remove a service from the

Services to monitor list, highlight it and click **Remove**.

- **Attempt to restart this service after each failure**—When this option is enabled, if a service fails the monitor check, Double-Take will attempt to restart it. During this restart period, Double-Take will not check the other services, to avoid any false failures while the one service is attempting to be restarted. If the service cannot be restarted, Double-Take will consider this a failure.
 - **Custom script monitoring**—This option is only available in standalone environments. It is not available in cluster environments. With this option, you can use your own custom script to monitor the source for a failure. You can use any standard script such as PowerShell, VB, batch files, and so on. Your script must return a code of 0 upon success, unless you are using a PowerShell script, in which case you should be using an exit value instead of a return value. Any other code will indicate a failure condition has been met. Your script will not be interactive, so ensure that it does not require any user interaction to execute successfully.
-



The network monitoring test is performed independently, while the service and custom monitoring tests are performed in parallel. Therefore, if you are using network monitoring with service and/or custom monitoring, and the network monitor fails, the service and custom monitoring will be skipped. If the network monitor is successful, service or custom monitoring will be performed. Any failure between these two tests will be considered a failure, therefore, both tests must complete and pass for the test to be considered successful.

Failover Options

Failover Options

Wait for user to initiate failover
 Failover shares

Target scripts

Pre-failover script: ... Arguments:

Delay failover until script completes

Post-failover script: ... Arguments:

Pre-failback script: ... Arguments:

Delay failback until script completes

Post-failback script: ... Arguments:

Source scripts

Post-failback script: ... Arguments:

- **Wait for user to initiate failover**—The failover process can wait for you to initiate it, allowing you to control when failover occurs. When a failure occurs, the job will wait in **Failover Condition Met** for you to manually initiate the failover process. Disable this option if you want failover to occur immediately when a failure occurs.
- **Failover shares**—Select this option to failover shares to the target. Only the shares that you selected on the **Choose Data** page will be protected and failed over.



Share failover only occurs for standard Windows file system shares. Other shares must be configured for failover through the failover scripts or created manually on the target. See *Macintosh shares* on page 522 or *NFS Shares* on page 523 for more information.

If your target is a standalone server, Windows share information is automatically updated on the target every 30 seconds. Since shares are not failed over if your target is a cluster, you will need to manually update shares on a cluster target. For Windows 2003, you can create the file share resources while the source is running but keep the resource offline. For Windows 2008 and 2012, you will need to repeat the initial cluster configuration steps, although you can skip giving the target cluster account full control and creating the target Client Access Point, because those steps were already completed during the initial cluster configuration.

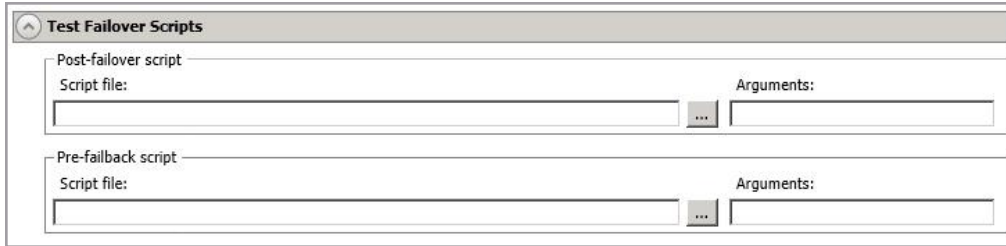
- **Scripts**—You can customize failover and failback by running scripts on the source and target. Scripts may contain any valid Windows command, executable, or batch file. The scripts are processed using the same account running the Double-Take service, unless you have identified a specific account through the server's properties. See *Script credentials* on page 67. Examples of functions specified in scripts include stopping services on the target before failover because they may not be necessary while the target is standing in for the source, stopping services on the target that need to be restarted with the source's machine

name and/or IP address, starting services or loading applications that are in an idle, standby mode waiting for failover to occur, notifying the administrator before and after failover or failback occurs, stopping services on the target after failback because they are no longer needed, stopping services on the target that need to be restarted with the target machine's original name and/or IP address, and so on. There are four types of failover and failback scripts that run on the target and one failback script that runs on the source. There are also test scripts you can specify that will run when you are testing the failover process.

- **Pre-failover script**—This script runs on the target at the beginning of the failover process. Specify the full path and name of the script file.
- **Post-failover script**—This script runs on the target at the end of the failover process. Specify the full path and name of the script file.
- **Pre-failback script**—This script runs on the target at the beginning of the failback process. Specify the full path and name of the script file.
- **Post-failback script**—This script runs on the target or source at the end of the failback process. Specify the full path and name of the script file.
- **Arguments**—Specify a comma-separated list of valid arguments required to execute the script.
- **Delay until script completes**—Enable this option if you want to delay the failover or failback process until the associated script has completed. If you select this option, make sure your script handles errors, otherwise the failover or failback process may never complete if the process is waiting on a script that cannot complete.

Scripts will run but will not be displayed on the screen if the Double-Take service is not set to interact with the desktop. Enable this option through the Windows Services applet.

Test Failover Scripts



The screenshot shows a window titled "Test Failover Scripts". It contains two sections:

- Post-failover script**: A "Script file:" field with a browse button (three dots) and an "Arguments:" field.
- Pre-failback script**: A "Script file:" field with a browse button (three dots) and an "Arguments:" field.



This section is not applicable to clustered environments.

When you failover, you will have three choices. You can failover to live data, failover to data from a snapshot, or perform a test failover. Any scripts you specify in this section are only used during a test failover.

- **Post-Failover Script**—This script runs on the target at the end of the failover process. Specify the full path and name of the script file.
- **Pre-Failback Script**—This script runs on the target at the beginning of the undo failover process. Specify the full path and name of the script file.
- **Arguments**—Specify a comma-separated list of valid arguments required to execute the script.

Scripts will run but will not be displayed on the screen if the Double-Take service is not set to interact with the desktop. Enable this option through the Windows Services applet.

Failover Identity

Failover Identity

Apply source network configuration to the target (Recommended for LAN configurations)

Retain target network configuration (Recommended for WAN configurations)

Failover server name (NetBIOS)

Update DNS server

DNS Options

Credentials for **domain.com**
User name: **administrator**

These DNS servers will be updated during failover:

112.42.48.9	<input type="button" value="Remove"/>
-------------	---------------------------------------

Update these source DNS entries with the corresponding target IP address:

Source Address	Target Address
----------------	----------------

Update TTL (seconds):
300



This section is not applicable to DAG to standalone configurations.

- **Retain target network configuration**—The target will retain all of its original IP addresses.
 - **Failover server name**—Select this option if you want to failover the NetBIOS name. This option will not be available for clustered targets.
 - **Update DNS server**—Specify if you want Double-Take to update your DNS server on failover. If DNS updates are made, the DNS records will be locked during failover. Be sure and review the *Core Double-Take requirements* on page 20 for the requirements for updating DNS.

Expand the **DNS Options** section to configure how the updates will be made. The DNS information will be discovered and displayed. If your servers are in a workgroup, you must provide the DNS credentials before the DNS information can be discovered and displayed.

- **Change**—If necessary, click this button and specify a user that has privileges to access and modify DNS records. The account must be a member of the DnsAdmins group for the domain, and must have full control permissions on the source's A (host) and PTR (reverse lookup) records. These permissions are not included by default in the DnsAdmins group.
- **Remove**—If there are any DNS servers in the list that you do not want to update, highlight them and click **Remove**.

- **Update these source DNS entries with the corresponding target IP address**—For each IP address on the source, specify what address you want DNS to use after failover. For clusters, be sure and select the clustered IP address.
 - **Update TTL**—Specify the length of time, in seconds, for the time to live value for all modified DNS A records. Ideally, you should specify 300 seconds (5 minutes) or less.
-



DNS updates will be disabled if the target server cannot communicate with both the source and target DNS servers

If you select **Retain your target network configuration** but do not enable **Update DNS server**, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover. This would also apply to non-Microsoft Active Directory integrated DNS servers. You will want to keep your target network configuration but do not update DNS. In this case, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover.

Mirror, Verify & Orphaned Files

Mirror, Verify & Orphaned Files

Mirror Options

Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.

Compare file attributes and data. Send the attributes and bytes that differ. (Recommended for databases)

Verification Options

Enable scheduled verification

Verify on this interval: 1 Days

Begin immediately

Begin at this time: 7/31/2014 3:26:36 PM

Report and comparison options

Report only

Report and mirror files

Compare file attributes and data

General Options

Calculate size of protected data upon connection

Delete orphaned files

This option cannot be changed for the current workload type

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.
 - **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
 - **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Verification Options**—Choose if you want to periodically confirm that the source replica data on the target is identical to the actual data on the source. Verification creates a log file detailing what was verified as well as which files are not synchronized. If the data is not the same, you can automatically initiate a remirror, if configured. The remirror ensures data integrity between the source and target.



Because of the way the Windows Cache Manager handles memory, machines that are doing minimal or light processing may have file operations that remain in the cache until additional operations flush them out. This may make Double-Take files on the target appear as if they are not synchronized. When the Windows Cache Manager releases the operations in the cache on the source and target, the files will be updated on the target.

- **Enable scheduled verification**—When this option is enabled, Double-Take will verify the source replica data on the target.
- **Verify on this interval**—Specify the interval between verification processes.

- **Begin immediately**—Select this option if you want to start the verification schedule immediately after the job is established.
- **Begin at this time**—Select this option if you want to start the verification schedule at the specified date and time.
- **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
- **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **General Options**—Choose your general mirroring options.
 - **Calculate size of protected data upon connection**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

- **Delete orphaned files**—An orphaned file is a file that exists in the replica data on the target, but does not exist in the protected data on the source. This option specifies if orphaned files should be deleted on the target.



Orphaned file configuration is a per target configuration. All jobs to the same target will have the same orphaned file configuration.


The orphaned file feature does not delete alternate data streams. To do this, use a full mirror, which will delete the additional streams when the file is re-created.

If delete orphaned files is enabled, carefully review any replication rules that use wildcard definitions. If you have specified wildcards to be excluded from protection, files matching those wildcards will also be excluded from orphaned file processing and will not be deleted from the target. However, if you have specified wildcards to be included in your protection, those files that fall outside the wildcard inclusion rule will be considered orphaned files and will be deleted from the target.

If you want to move orphaned files rather than delete them, you can configure this option along with the move deleted files feature to move your orphaned files to the specified deleted files directory. See *Target server properties* on page 63 for more information.

During a mirror, orphaned file processing success messages will be logged to a separate orphaned file log on the source. This keeps the Double-Take log from being overrun with orphaned file success processing messages. Orphaned files processing statistics and any errors in orphaned file processing will still be logged to the Double-Take log, and during difference mirrors, verifications, and restorations, all orphaned file processing messages are logged to the Double-Take log. The orphaned file log is located in the **Logging folder** specified for the source. See *Log file properties* on page 68 for details on the location of that folder. The orphaned log file is appended to during each orphaned file processing during a mirror, and the log file will be a maximum of 50 MB.

Network Route



Send data to the target server using this route:
10.10.10.30

By default, Double-Take will select a target route for transmissions. If desired, specify an alternate route on the target that the data will be transmitted through. This allows you to select a different route for Double-Take traffic. For example, you can separate regular network traffic and Double-Take traffic on a machine with multiple IP addresses.



The IP address used on the source will be determined through the Windows route table.

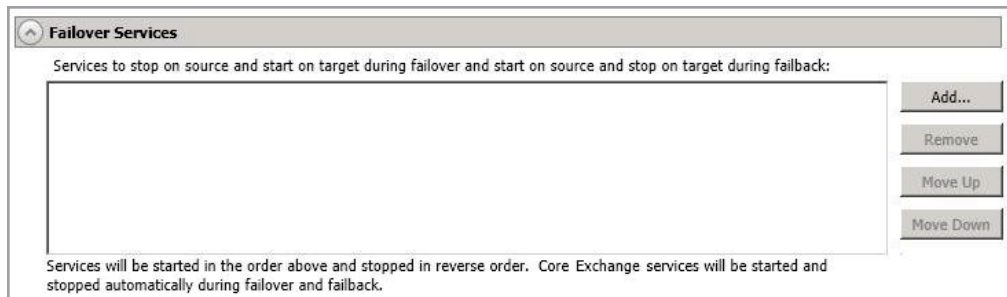
If you change the IP address on the target which is used for the target route, you will be unable to edit the job. If you need to make any modifications to the job, it will have to be deleted and re-created.

Target Paths



Block target paths upon connection allows you to block writing to the replica source data located on the target. This keeps the data from being changed outside of Double-Take processing. Any target paths that are blocked will be unblocked automatically during the failover process so that users can modify data after failover. During restoration, the paths are automatically blocked again. If you failover and failback without performing a restoration, the target paths will remain unblocked.

Failover Services



Failover Services

Services to stop on source and start on target during failover and start on source and stop on target during failback:

Add...

Remove

Move Up

Move Down

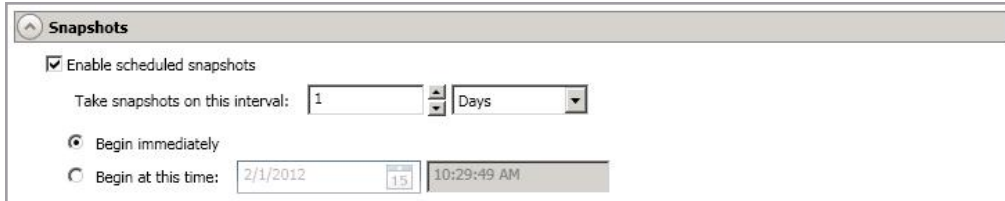
Services will be started in the order above and stopped in reverse order. Core Exchange services will be started and stopped automatically during failover and failback.



This section is not applicable to clustered environments.

Services to stop on source and start on target during failover and start on source and stop on target during failback—Double-Take automatically determines the appropriate Exchange services to start and stop based on your Exchange version, Exchange configuration, and your operating system. If necessary, you can start and stop other services during failover and failback. Click **Add** to insert a service into the list or **Remove** to remove a service from the list. The services will be started in the order they appear and stopped in the reverse order. Highlight a service and click **Move Up** or **Move Down** to arrange the services in the desired order.

Snapshots



Snapshots

Enable scheduled snapshots

Take snapshots on this interval: 1 Days

Begin immediately

Begin at this time: 2/1/2012 10:29:49 AM



This section is not applicable to clustered environments.

A snapshot is an image of the source replica data on the target taken at a single point in time. You can view the snapshots in VSS and recover any files or folders desired. You can also failover to a snapshot.

Turn on **Enable scheduled snapshots** if you want Double-Take to take snapshots automatically at set intervals.

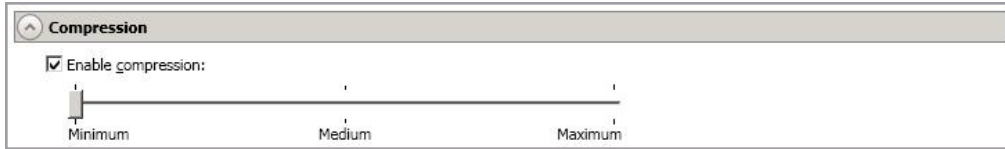
- **Take snapshots on this interval**—Specify the interval (in days, hours, or minutes) for taking snapshots.
- **Begin immediately**—Select this option if you want to start taking snapshots immediately after the protection job is established.
- **Begin at this time**—Select this option if you want to start taking snapshots at a later date and time. Specify the date and time parameters to indicate when you want to start.



See *Managing snapshots* on page 76 for details on taking manual snapshots and deleting snapshots.

You may want to set the size limit on how much space snapshots can use. See your VSS documentation for more details.

Compression



To help reduce the amount of bandwidth needed to transmit Double-Take data, compression allows you to compress data prior to transmitting it across the network. In a WAN environment this provides optimal use of your network resources. If compression is enabled, the data is compressed before it is transmitted from the source. When the target receives the compressed data, it decompresses it and then writes it to disk. You can set the level from **Minimum** to **Maximum** to suit your needs.

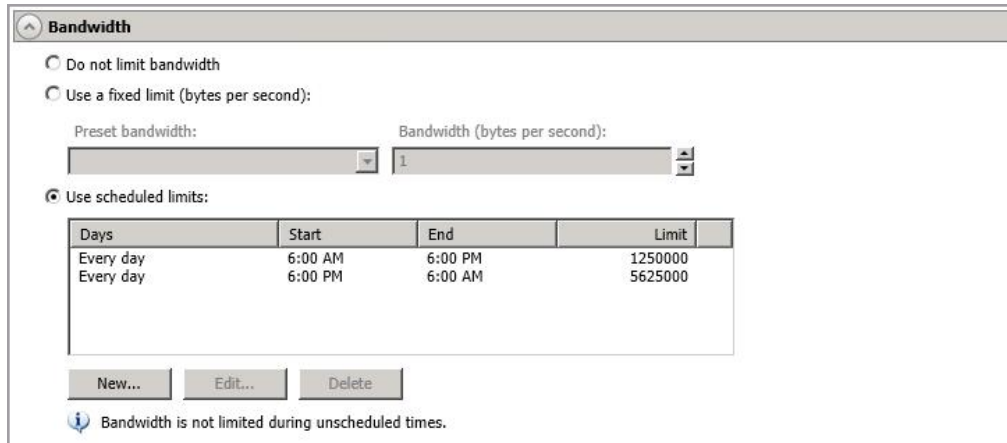
Keep in mind that the process of compressing data impacts processor usage on the source. If you notice an impact on performance while compression is enabled in your environment, either adjust to a lower level of compression, or leave compression disabled. Use the following guidelines to determine whether you should enable compression.

- If data is being queued on the source at any time, consider enabling compression.
- If the server CPU utilization is averaging over 85%, be cautious about enabling compression.
- The higher the level of compression, the higher the CPU utilization will be.
- Do not enable compression if most of the data is inherently compressed. Many image (.jpg, .gif) and media (.wmv, .mp3, .mpg) files, for example, are already compressed. Some images files, such as .bmp and .tif, are decompressed, so enabling compression would be beneficial for those types.
- Compression may improve performance even in high-bandwidth environments.
- Do not enable compression in conjunction with a WAN Accelerator. Use one or the other to compress Double-Take data.



All jobs from a single source connected to the same IP address on a target will share the same compression configuration.

Bandwidth



Bandwidth


Do not limit bandwidth

Use a fixed limit (bytes per second):

Preset bandwidth: Bandwidth (bytes per second):

Use scheduled limits:

Days	Start	End	Limit
Every day	6:00 AM	6:00 PM	1250000
Every day	6:00 PM	6:00 AM	5625000

 Bandwidth is not limited during unscheduled times.

Bandwidth limitations are available to restrict the amount of network bandwidth used for Double-Take data transmissions. When a bandwidth limit is specified, Double-Take never exceeds that allotted amount. The bandwidth not in use by Double-Take is available for all other network traffic.



All jobs from a single source connected to the same IP address on a target will share the same bandwidth configuration.

The scheduled option is not available if your source is a cluster.

- **Do not limit bandwidth**—Double-Take will transmit data using 100% bandwidth availability.
- **Use a fixed limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Use scheduled limits**—Double-Take will transmit data using a dynamic bandwidth based on the schedule you configure. Bandwidth will not be limited during unscheduled times.
 - **New**—Click **New** to create a new scheduled bandwidth limit. Specify the following information.
 - **Daytime entry**—Select this option if the start and end times of the bandwidth window occur in the same day (between 12:01 AM and midnight). The start time must occur before the end time.
 - **Overnight entry**—Select this option if the bandwidth window begins on one day and continues past midnight into the next day. The start time must be later than the end time, for example 6 PM to 6 AM.
 - **Day**—Enter the day on which the bandwidth limiting should occur. You can pick a specific day of the week, **Weekdays** to have the limiting occur Monday

through Friday, **Weekends** to have the limiting occur Saturday and Sunday, or **Every day** to have the limiting repeat on all days of the week.

- **Start time**—Enter the time to begin bandwidth limiting.
 - **End time**—Enter the time to end bandwidth limiting.
 - **Preset bandwidth**—Select a bandwidth limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your select bandwidth.
 - **Bandwidth**—If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
 - **Edit**—Click **Edit** to modify an existing scheduled bandwidth limit.
 - **Delete**—Click **Delete** to remove a scheduled bandwidth limit.
-



If you change your job option from **Use scheduled limits** to **Do not limit bandwidth** or **Use a fixed limit**, any schedule that you created will be preserved. That schedule will be reused if you change your job option back to **Use scheduled limits**.

You can manually override a schedule after a job is established by selecting **Other Job Options, Set Bandwidth**. If you select **No bandwidth limit** or **Fixed bandwidth limit**, that manual override will be used until you go back to your schedule by selecting **Other Job Options, Set Bandwidth, Scheduled bandwidth limit**. For example, if your job is configured to use a daytime limit, you would be limited during the day, but not at night. But if you override that, your override setting will continue both day and night, until you go back to your schedule. See the *Managing and controlling jobs* section for your job type for more information on the **Other Job Options**.

Scripts

The screenshot shows a window titled "Scripts" with three sections for configuring scripts:

- Mirror Start:** Script file: `c:\scripts\mirrorstart.bat`; Arguments: (empty); Allow script to interact with desktop; Delay until script completes; Test button.
- Mirror Complete:** Script file: (empty); Arguments: (empty); Allow script to interact with desktop; Delay until script completes; Test button.
- Mirror Stop:** Script file: `c:\scripts\mirrorcomplete.bat`; Arguments: `arg1`; Allow script to interact with desktop; Delay until script completes; Test button.

You can customize mirroring by running scripts on the target at pre-defined points in the mirroring process. Scripts may contain any valid Windows command, executable, or batch file. The scripts are processed using the same account running the Double-Take service, unless you have identified a specific account through the server's properties. See *Script credentials* on page 67. There are three types of mirroring scripts.

- **Mirror Start**—This script starts when the target receives the first mirror operation. In the case of a difference mirror, this may be a long time after the mirror is started because the script does not start until the first different data is received on the target. If the data is synchronized and a difference mirror finds nothing to mirror, the script will not be executed. Specify the full path and name of the **Script file**.
- **Mirror Complete**—This script starts when a mirror is completed. Because the mirror statistics may indicate a mirror is at 99-100% when it is actually still processing (for example, if files were added after the job size was calculated, if there are alternate data streams, and so on), the script will not start until all of the mirror data has been completely processed on the target. Specify the full path and name of the **Script file**.
- **Mirror Stop**—This script starts when a mirror is stopped, which may be caused by an auto-disconnect occurring while a mirror is running, the service is shutdown while a mirror is running, or if you stop a mirror manually. Specify the full path and name of the **Script file**.
- **Arguments**—Specify a comma-separated list of valid arguments required to execute the script.
- **Allow script to interact with desktop**—Enable this option if you want the script processing to be displayed on the screen. Otherwise, the script will execute silently in the background.
- **Delay until script completes**—Enable this option if you want to delay the mirroring process until the associated script has completed. If you select this option, make sure your script handles errors, otherwise the mirroring process may never complete if the process is waiting on a script that cannot complete.
- **Test**—You can test your script manually by clicking **Test**. Your script will be executed if you test it. If necessary, manually undo any changes that you do not want on your target after testing the script.



If you establish mirroring scripts for one job and then establish additional jobs to the same target using the same target path mapping, the mirroring scripts will automatically be applied to those subsequent jobs. If you select a different target path mapping, the mirroring scripts will have to be reconfigured for the new job(s).

Exchange Options



Click **Change** and specify a user that meets the following requirements.

- The login account must be an Exchange Full Administrator at the organizational level, as delegated via the Exchange System Manager at the user level.
- The login account must have rights to manage Exchange in order to query and modify the Exchange Active Directory objects.
- If Exchange is on a cluster, the login account must be a member of the Cluster Administrators security group on each node. Additionally, for Windows 2003 the same cluster service account should be used for both the source and target.



If your configuration is DAG to standalone, you will also see the path for the public folder database displayed. This path is read-only.

12. Click **Next** to continue.
13. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the Double-Take *Reference Guide* for details on the various Double-Take log files.

14. Once your servers have passed validation and you are ready to establish protection, click **Finish**, and you will automatically be taken to the **Manage Jobs** page.

Managing and controlling Exchange jobs

Click **Manage Jobs** from the main Double-Take Console toolbar. The **Manage Jobs** page allows you to view status information about your jobs. You can also control your jobs from this page.

The jobs displayed in the right pane depend on the server group folder selected in the left pane. Every job for each server in your console session is displayed when the **Jobs on All Servers** group is selected. If you have created and populated server groups (see *Managing servers* on page 36), then only the jobs associated with the server or target servers in that server group will be displayed in the right pane.


- See *Overview job information displayed in the top pane* on page 227
- See *Detailed job information displayed in the bottom pane* on page 229
- See *Job controls* on page 231


Overview job information displayed in the top pane


The top pane displays high-level overview information about your jobs.


Column 1 (Blank)

The first blank column indicates the state of the job.

 The job is in a healthy state.

 The job is in a warning state. This icon is also displayed on any server groups that you have created that contain a job in a warning state.

 The job is in an error state. This icon is also displayed on any server groups that you have created that contain a job in an error state.

 The job is in an unknown state.

Job

The name of the job

Source Server

The name of the source. This could be a name or IP address of a standalone server, a cluster, or a node. Cluster jobs will be associated with the cluster name and standalone jobs will be associated with a standalone server or a cluster node.

Target Server

The name of the target. This could be a name or IP address of a standalone server, a cluster, or a node. Cluster jobs will be associated with the cluster name and standalone jobs will be associated with a standalone server or a cluster node.

Job Type

Each job type has a unique job type name. This job is an Exchange Server job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the job details. Keep in mind that **Idle** indicates console to server activity is idle, not that your servers are idle.

Mirror Status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Restoring**—Data is being restored from the target to the source.
- **Unknown**—The console cannot determine the status.

Replication Status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Transmit Mode

- **Active**—Data is being transmitted to the target.
- **Paused**—Data transmission has been paused.
- **Scheduled**—Data transmission is waiting on schedule criteria.
- **Stopped**—Data is not being transmitted to the target.
- **Error**—There is a transmission error.
- **Unknown**—The console cannot determine the status.

Detailed job information displayed in the bottom pane

The details displayed in the bottom pane of the **Manage Jobs** page provide additional information for the job highlighted in the top pane. If you select multiple jobs, the details for the first selected job will be displayed.

Name

The name of the job

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Restore Required**—The data on the source and target do not match because of a failover condition. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent (compressed)

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Connected since

The date and time indicating when the current job was started.

Recent activity

Displays the most recent activity for the selected job, along with an icon indicating the success or failure of the last initiated activity. Click the link to see a list of recent activities for the selected job. You can highlight an activity in the list to display additional details about the activity.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Job controls

You can control your job through the toolbar buttons available on the **Manage jobs** page. If you select multiple jobs, some of the controls will apply only to the first selected job, while others will apply to all of the selected jobs. For example, **View Job Details** will only show details for the first selected job, while **Stop** will stop protection for all of the selected jobs.

If you want to control just one job, you can also right click on that job and access the controls from the pop-up menu.

Create a New Job

This button leaves the **Manage Jobs** page and opens the **Get Started** page.

View Job Details

This button leaves the **Manage Jobs** page and opens the **View Job Details** page.

Delete

Stops (if running) and deletes the selected jobs.

Provide Credentials

Changes the login credentials that the job (which is on the target machine) uses to authenticate to the servers in the job. This button opens the Provide Credentials dialog box where you can specify the new account information and which servers you want to update. See *Providing server credentials* on page 46. You will remain on the **Manage Jobs** page after updating the server credentials. If your servers use the same credentials, make sure you also update the credentials on the **Manage Servers** page so that the Double-Take Console can authenticate to the servers in the console session. See *Managing servers* on page 36.

View Recent Activity

Displays the recent activity list for the selected job. Highlight an activity in the list to display additional details about the activity.

Start

Starts or resumes the selected jobs.

If you have previously stopped protection, the job will restart mirroring and replication.

If you have previously paused protection, the job will continue mirroring and replication from where it left off, as long as the Double-Take queue was not exhausted during the

time the job was paused. If the Double-Take queue was exhausted during the time the job was paused, the job will restart mirroring and replication.

Also if you have previously paused protection, all jobs from the same source to the same IP address on the target will be resumed.

Pause

Pauses the selected jobs. Data will be queued on the source while the job is paused. Failover monitoring will continue while the job is paused.

All jobs from the same source to the same IP address on the target will be paused.

Stop

Stops the selected jobs. The jobs remain available in the console, but there will be no mirroring or replication data transmitted from the source to the target. Mirroring and replication data will not be queued on the source while the job is stopped, requiring a remirror when the job is restarted. The type of remirror will depend on your job settings. Failover monitoring will continue while the job is stopped. Stopping a job will delete any Double-Take snapshots on the target.

Take Snapshot

Even if you have scheduled the snapshot process, you can run it manually any time. If an automatic or scheduled snapshot is currently in progress, Double-Take will wait until that one is finished before taking the manual snapshot.

Snapshots are not applicable to clustered environments.

Manage Snapshots

Allows you to manage your snapshots by taking and deleting snapshots for the selected job. See *Managing snapshots* on page 76 for more information.

Snapshots are not applicable to clustered environments.

Failover, Cutover, or Recover

Starts the failover process. See *Failing over Exchange jobs* on page 245 for the process and details of failing over an Exchange job.

Failback

Starts the failback process. See *Restoring then failing back Exchange jobs* on page 247 for the process and details of failing back an Exchange job.

Restore

Starts the restoration process. See *Restoring then failing back Exchange jobs* on page 247 for the process and details of restoring an Exchange job.

Reverse

Reverses protection. Reverse protection does not apply to Exchange jobs.

Recover

Recovers the selected DR job. Recovery does not apply to Exchange jobs.

Undo Failover or Cutover

Cancels a test failover by undoing it. Undo failover does not apply to clustered jobs. See *Failing over Exchange jobs* on page 245 for details on undoing a test failover.

View Job Log

Opens the job log. On the right-click menu, this option is called **View Logs**, and you have the option of opening the job log, source server log, or target server log.

Other Job Actions

Opens a small menu of other job actions. These job actions will be started immediately, but keep in mind that if you stop and restart your job, the job's configured settings will override any other job actions you may have initiated.

- **Mirroring**—You can start, stop, pause and resume mirroring for any job that is running.

When pausing a mirror, Double-Take stops queuing mirror data on the source but maintains a pointer to determine what information still needs to be mirrored to the target. Therefore, when resuming a paused mirror, the process continues where it left off.

When stopping a mirror, Double-Take stops queuing mirror data on the source and does not maintain a pointer to determine what information still needs to be mirrored to the target. Therefore, when starting a mirror that has been stopped, you will need to decide what type of mirror to perform.

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.
 - **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
 - **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.

- **Calculate size of protected data before mirroring**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

- **Verify**—Even if you have scheduled the verification process, you can run it manually any time a mirror is not in progress.
 - **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
 - **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **Set Bandwidth**—You can manually override bandwidth limiting settings configured for your job at any time.
 - **No bandwidth limit**—Double-Take will transmit data using 100% bandwidth availability.
 - **Fixed bandwidth limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
 - **Scheduled bandwidth limit**—If your job has a configured scheduled bandwidth limit, you can enable that schedule with this option.
- **Delete Orphans**—Even if you have enabled orphan file removal during your mirror and verification processes, you can manually remove them at any time.
- **Target**—You can pause the target, which queues any incoming Double-Take data from the source on the target. All active jobs to that target will complete the operations already in progress. Any new operations will be queued on the target until the target is resumed. The data will not be committed until the target is resumed. Pausing the target only pauses Double-Take processing, not the entire server.

While the target is paused, the Double-Take target cannot queue data indefinitely. If the target queue is filled, data will start to queue on the source. If the source queue is filled, Double-Take will automatically disconnect the connections and attempt to reconnect them.

If you have multiple jobs to the same target, all jobs from the same source will be paused and resumed.

- **Update Shares**—Windows share information is automatically updated on the target every 30 seconds. This option allows you to manually update share information immediately when the option is selected. Shares are not applicable to environments where the target is a cluster.

Filter

Select a filter option from the drop-down list to only display certain jobs. You can display **Healthy jobs**, **Jobs with warnings**, or **Jobs with errors**. To clear the filter, select **All jobs**. If you have created and populated server groups, then the filter will only apply to the jobs associated with the server or target servers in that server group. See *Managing servers* on page 36.

Type a server name

Displays only jobs that contain the text you entered. If you have created and populated server groups, then only jobs that contain the text you entered associated with the server or target servers in that server group will be displayed. See *Managing servers* on page 36.

Overflow Chevron

Displays any toolbar buttons that are hidden from view when the window size is reduced.

Viewing Exchange job details

From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.

Review the following table to understand the detailed information about your job displayed on the **View Job Details** page.





Job name

The name of the job

Job type

Each job type has a unique job type name. This job is an Exchange Server job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Health

-  The job is in a healthy state.
-  The job is in a warning state.
-  The job is in an error state.
-  The job is in an unknown state.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the rest of the job details.

Connection ID

The incremental counter used to number connections. The number is incremented when a connection is created. It is also incremented by internal actions, such as an auto-disconnect and auto-reconnect. The lowest available number (as connections are created, stopped, deleted, and so on) will always be used. The counter is reset to one each time the Double-Take service is restarted.

Transmit mode

- **Active**—Data is being transmitted to the target.
- **Paused**—Data transmission has been paused.
- **Scheduled**—Data transmission is waiting on schedule criteria.
- **Stopped**—Data is not being transmitted to the target.
- **Error**—There is a transmission error.
- **Unknown**—The console cannot determine the status.

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Restore Required**—The data on the source and target do not match because of a failover condition. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Target route

The IP address on the target used for Double-Take transmissions.

Compression

- **On / Level**—Data is compressed at the level specified.
- **Off**—Data is not compressed.

Encryption

- **On**—Data is being encrypted before it is sent from the source to the target.
- **Off**—Data is not being encrypted before it is sent from the source to the target.

Bandwidth limit

If bandwidth limiting has been set, this statistic identifies the limit. The keyword **Unlimited** means there is no bandwidth limit set for the job.

Connected since

The date and time indicating when the current job was made. This field is blank, indicating that a TCP/IP socket is not present, when the job is waiting on transmit options or if the transmission has been stopped. This field will maintain the date and time, indicating that a TCP/IP socket is present, when transmission has been paused.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Mirror status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Restoring**—Data is being restored from the target to the source.
- **Unknown**—The console cannot determine the status.

Mirror percent complete

The percentage of the mirror that has been completed

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent compressed

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Validating an Exchange job

Over time, you may want to confirm that any changes in your network or environment have not impacted your Double-Take job. Use these instructions to validate an existing job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Validate job properties**.
3. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Validation checks for an existing job are logged to the job log on the target server.

4. Once your servers have passed validation, click **Close**.

Editing an Exchange job

Use these instructions to edit an Exchange job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Edit job properties**. (You will not be able to edit a job if you have removed the source of that job from your Double-Take Console session or if you only have Double-Take monitor security access.)
3. You will see the same options available for your Exchange job as when you created the job, but you will not be able to edit all of them. If desired, edit those options that are configurable for an existing job. See *Creating an Exchange job* on page 201 for details on each job option.



Changing some options may require Double-Take to automatically disconnect, reconnect, and remirror the job.

4. If you want to modify the workload items or replication rules for the job, click **Edit workload or replication rules**. Modify the **Workload item** you are protecting, if desired. Additionally, you can modify the specific **Replication Rules** for your job.

Volumes and folders with a green highlight are included completely. Volumes and folders highlighted in light yellow are included partially, with individual files or folders included. If there is no highlight, no part of the volume or folder is included. To modify the items selected, highlight a volume, folder, or file and click **Add Rule**. Specify if you want to **Include** or **Exclude** the item. Also, specify if you want the rule to be recursive, which indicates the rule should automatically be applied to the subdirectories of the specified path. If you do not select **Recursive**, the rule will not be applied to subdirectories.

You can also enter wildcard rules, however you should do so carefully. Rules are applied to files that are closest in the directory tree to them. If you have rules that include multiple folders, an exclusion rule with a wild card will need to be added for each folder that it needs applied to. For example, if you want to exclude all .log files from D:\ and your rules include D:\, D:\Dir1 , and D:\Dir2, you would need to add the exclusion rule for the root and each subfolder rule. So you will need to add exclude rules for D:*.log , D:\Dir1*.log, and D:\Dir2*.log.

If you need to remove a rule, highlight it in the list at the bottom and click **Remove Rule**. Be careful when removing rules. Double-Take may create multiple rules when you are adding directories. For example, if you add E:\Data to be included in protection, then E:\ will be excluded. If you remove the E:\ exclusion rule, then the E:\Data rule will be removed also.

Click **OK** to return to the **Edit Job Properties** page.



If you remove data from your workload and that data has already been sent to the target, you will need to manually remove that data from the target. Because the data you removed is no longer included in the replication rules, Double-Take orphan file detection cannot remove the data for you. Therefore, you have to remove it manually.

5. Click **Next** to continue.

6. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the Double-Take *Reference Guide* for details on the various Double-Take log files.

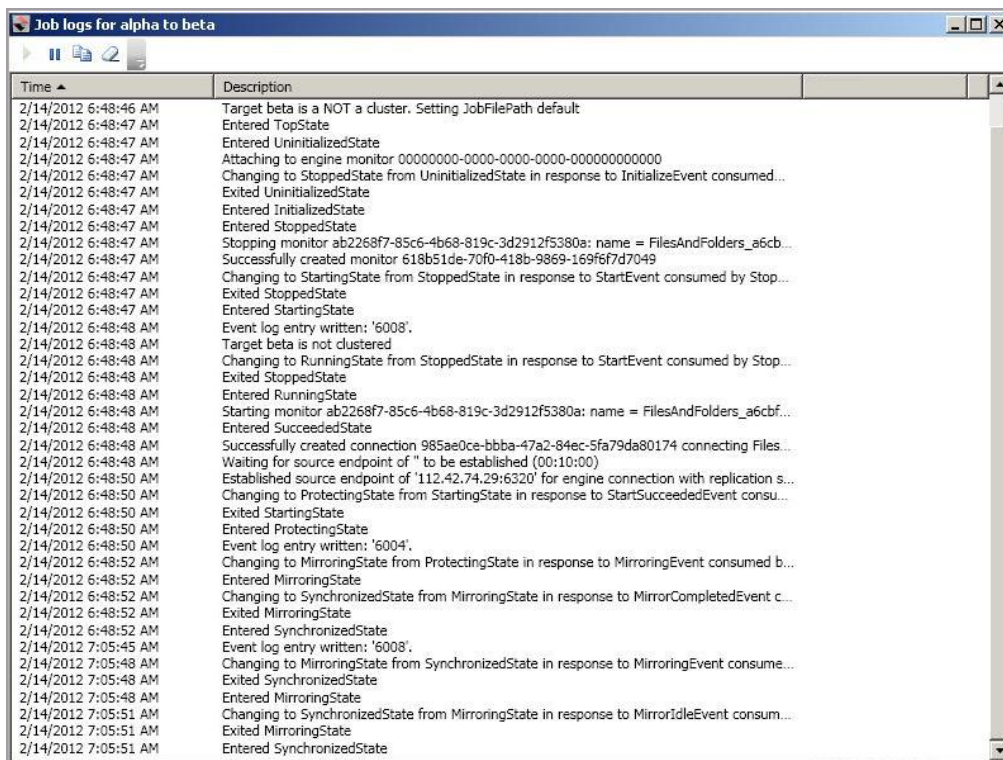
7. Once your servers have passed validation and you are ready to update your job, click **Finish**.

Viewing an Exchange job log

You can view a job log file through the Double-Take Console by selecting **View Job Log** from the toolbar on the **Manage Jobs** page. Separate logging windows allow you to continue working in the Double-Take Console while monitoring log messages. You can open multiple logging windows for multiple jobs. When the Double-Take Console is closed, all logging windows will automatically close.



Because the job log window communicates with the target server, if the console loses communication with the target server after the job log window has already been opened, the job log window will display an error. This includes a target cluster node roll that causes the job log to be hosted by a new cluster node.



Time	Description
2/14/2012 6:48:46 AM	Target beta is a NOT a cluster. Setting JobFilePath default
2/14/2012 6:48:47 AM	Entered TopState
2/14/2012 6:48:47 AM	Entered UninitializedState
2/14/2012 6:48:47 AM	Attaching to engine monitor 00000000-0000-0000-0000-000000000000
2/14/2012 6:48:47 AM	Changing to StoppedState from UninitializedState in response to InitializeEvent consumed...
2/14/2012 6:48:47 AM	Exited UninitializedState
2/14/2012 6:48:47 AM	Entered InitializedState
2/14/2012 6:48:47 AM	Entered StoppedState
2/14/2012 6:48:47 AM	Stopping monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cb...
2/14/2012 6:48:47 AM	Successfully created monitor 618b51de-70f0-418b-9869-169f6f7d7049
2/14/2012 6:48:47 AM	Changing to StartingState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:47 AM	Exited StoppedState
2/14/2012 6:48:47 AM	Entered StartingState
2/14/2012 6:48:48 AM	Event log entry written: '6008'.
2/14/2012 6:48:48 AM	Target beta is not clustered
2/14/2012 6:48:48 AM	Changing to RunningState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:48 AM	Exited StoppedState
2/14/2012 6:48:48 AM	Entered RunningState
2/14/2012 6:48:48 AM	Starting monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cbf...
2/14/2012 6:48:48 AM	Entered SucceededState
2/14/2012 6:48:48 AM	Successfully created connection 985ae0ce-bbba-47a2-84ec-5fa79da80174 connecting Files...
2/14/2012 6:48:48 AM	Waiting for source endpoint of " to be established (00:10:00)
2/14/2012 6:48:50 AM	Established source endpoint of '112.42.74.29:6320' for engine connection with replication s...
2/14/2012 6:48:50 AM	Changing to ProtectingState from StartingState in response to StartSucceededEvent consu...
2/14/2012 6:48:50 AM	Exited StartingState
2/14/2012 6:48:50 AM	Entered ProtectingState
2/14/2012 6:48:50 AM	Event log entry written: '6004'.
2/14/2012 6:48:52 AM	Changing to MirroringState from ProtectingState in response to MirroringEvent consumed b...
2/14/2012 6:48:52 AM	Entered MirroringState
2/14/2012 6:48:52 AM	Changing to SynchronizedState from MirroringState in response to MirrorCompletedEvent c...
2/14/2012 6:48:52 AM	Exited MirroringState
2/14/2012 6:48:52 AM	Entered SynchronizedState
2/14/2012 7:05:45 AM	Event log entry written: '6008'.
2/14/2012 7:05:48 AM	Changing to MirroringState from SynchronizedState in response to MirroringEvent consume...
2/14/2012 7:05:48 AM	Exited SynchronizedState
2/14/2012 7:05:48 AM	Entered MirroringState
2/14/2012 7:05:51 AM	Changing to SynchronizedState from MirroringState in response to MirrorIdleEvent consum...
2/14/2012 7:05:51 AM	Exited MirroringState
2/14/2012 7:05:51 AM	Entered SynchronizedState

The following table identifies the controls and the table columns in the **Job logs** window.

Start

This button starts the addition and scrolling of new messages in the window.

Pause

This button pauses the addition and scrolling of new messages in the window. This is only for the **Job logs** window. The messages are still logged to their respective files on the server.

Copy

This button copies the messages selected in the **Job logs** window to the Windows clipboard.

Clear

This button clears the **Job logs** window. The messages are not cleared from the respective files on the server. If you want to view all of the messages again, close and reopen the **Job logs** window.

Time

This column in the table indicates the date and time when the message was logged.

Description

This column in the table displays the actual message that was logged.

Failing over Exchange jobs

When a failover condition has been met, failover will be triggered automatically if you disabled the wait for user option during your failover configuration. If the wait for user before failover option is enabled, you will be notified in the console when a failover condition has been met. At that time, you will need to trigger it manually from the console when you are ready.

1. On the **Manage Jobs** page, highlight the job that you want to failover and click **Failover, Cutover, or Recover** in the toolbar.
2. Select the type of failover to perform.
 - **Failover to live data**—Select this option to initiate a full, live failover using the current data on the target. The application services will be stopped on the source (if it is online), and they will be started on the target. DNS records will be updated, if applicable. Application requests destined for the source server or its IP addresses are routed to the target.
 - **Perform test failover**—Select this option to perform a test failover using the current data on the target for standalone environments. This option is not applicable to clustered environments. This option will allow you to confirm Exchange on the target is viable for failover. This process will pause the target (the entire target is not paused, just Double-Take processing), take a snapshot of the target (so that you can revert back to the pre-test state after the test is complete), and then start the application services on the target. Success and failure messages will be available in the job log. (Note the application services are still running on the source during the test, and no users are moved during the test.) Once the application services are running on the target, you can perform any testing desired on the target server.



The following caveats apply to performing a test failover for Exchange.

- Make sure you have enough space on your target to contain the snapshot.
- If you have scheduled Double-Take snapshots, they will continue to be created during the test, however, you should not use any of these snapshots from this time period because the target data may not be in a good state.
- If you are using Windows 2008 R2 and Double-Take snapshots, any snapshots that you take before testing failover will be unusable for an actual failover. To work around this issue, take another snapshot immediately after the test. Once the additional, post-testing snapshot is taken, all of the previous snapshots will be usable for future failovers. This issue is fixed in the Windows 2008 R2 Service Pack 1 release. If you install that release or a later release, you will not have to worry about the extra snapshot after the test.
- If you have taken multiple Double-Take snapshots on the target and then tested failover, in some instances the SMTPSVC service may not start after failing over to a snapshot. If possible, failover to a snapshot taken after the target data was tested. If that is not possible, you will have to start the SMTPSVC service manually on the target after failover.



- If you are protecting Exchange 2007 or Exchange 2010 and need to use the Exchange Management Console while the Double-Take Availability test failover process is running, you will need to start the IIS service. Stop the IIS service after the test failover is complete.
-

- **Failover to a snapshot**—Select this option to initiate a full, live failover without using the current data on the target. Instead, select a snapshot and the data on the target will be reverted to that snapshot. This option will not be available if there are no snapshots on the target or if the target does not support snapshots. This option is also not applicable to clustered environments. To help you understand what snapshots are available, the **Type** indicates the kind of snapshot.
 - **Scheduled**—This snapshot was taken as part of a periodic snapshot.
 - **Deferred**—This snapshot was taken as part of a periodic snapshot, although it did not occur at the specified interval because the job between the source and target was not in a good state.
 - **Manual**—This snapshot was taken manually by a user.
3. Select how you want to handle the data in the target queue.
 - **Apply data in target queues before failover or cutover**—All of the data in the target queue will be applied before failover begins. The advantage to this option is that all of the data that the target has received will be applied before failover begins. The disadvantage to this option is depending on the amount of data in queue, the amount of time to apply all of the data could be lengthy.
 - **Discard data in the target queues and failover or cutover immediately**—All of the data in the target queue will be discarded and failover will begin immediately. The advantage to this option is that failover will occur immediately. The disadvantage is that any data in the target queue will be lost.
 - **Revert to last good snapshot if target data state is bad**—If the target data is in a bad state, Double-Take will automatically revert to the last good Double-Take snapshot before failover begins. If the target data is in a good state, Double-Take will not revert the target data. Instead, Double-Take will apply the data in the target queue and then failover. The advantage to this option is that good data on the target is guaranteed to be used. The disadvantage is that if the target data state is bad, you will lose any data between the last good snapshot and the failure.
 4. When you are ready to begin failover, click **Failover**.
 5. If you performed a test failover, you can undo it by selecting **Undo Failover or Cutover** in the toolbar. The application services will be stopped on the target, the pre-test snapshot that was taken will be reverted, and the target will be resumed.

Restoring then failing back Exchange jobs

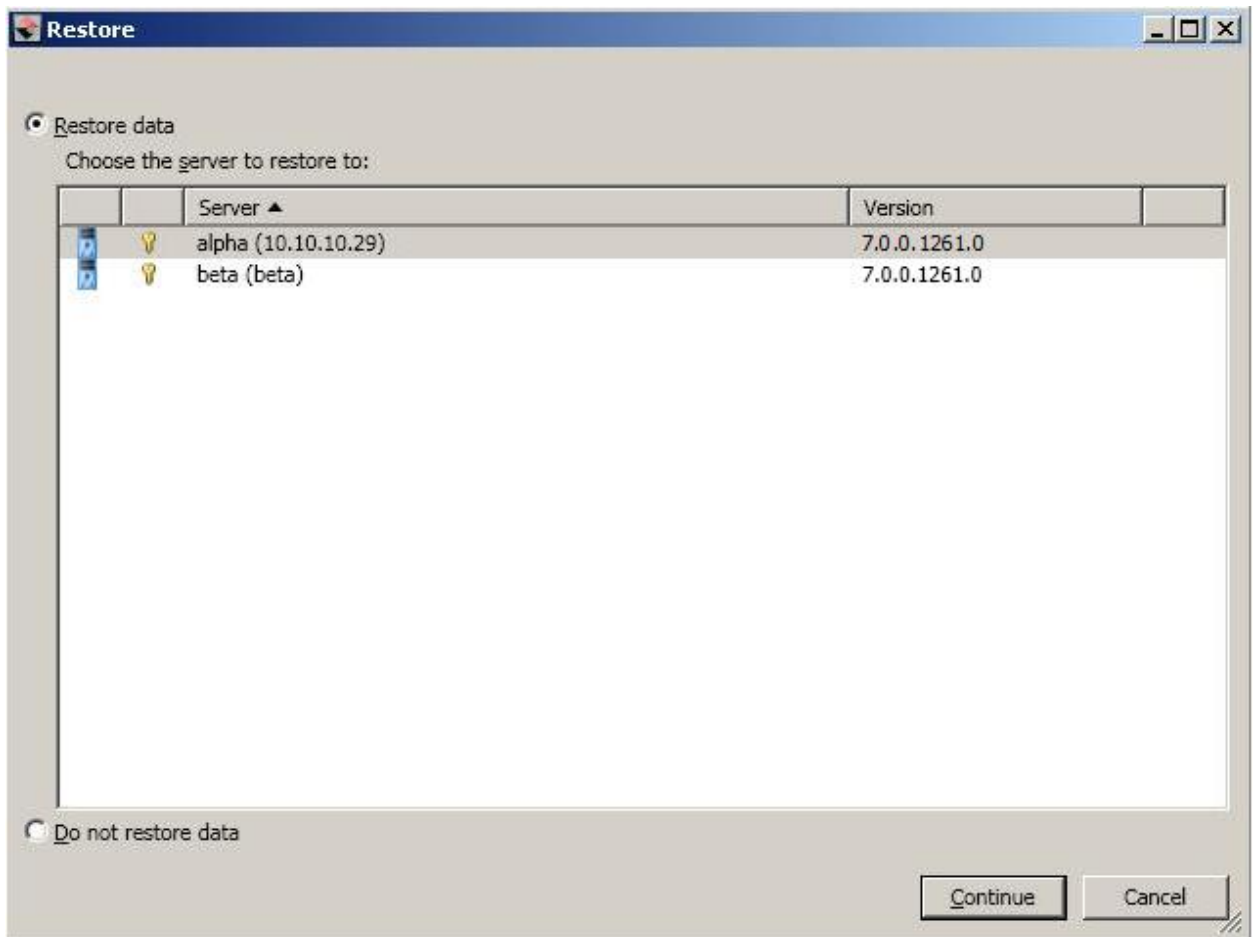
Restoring before failing back allows your users to continue accessing their data on the failed over target, which is standing in for the source, while you perform the restoration process.

1. Resolve the problem(s) on the source that caused it to fail.
2. Bring the source onto the network.



In a consolidated Exchange environment, you may not be able to login to the source using domain credentials, while the source is failed over.

3. On the **Manage Jobs** page, highlight the job and click **Restore**.



4. Confirm **Restore data** is selected, then highlight your source server in the server list.



If you do not want to restore your data, you can select **Do not restore data**. Keep in mind, that any data changes that took place on the target after failover will be lost.

5. Click **Continue** to start the restoration.
6. During the restoration process, the **Activity** will indicate **Restoring** and **Mirror Status** will indicate **In Progress**. When the restoration is complete, the **Mirror Status** will change to **Idle**, and the **Activity** will be **Restored**. At this time, schedule a time for failback. User downtime will begin once failback is started, so select a time that will have minimal disruption on your users.
7. On the **Manage Jobs** page, highlight the job and click **Failback**.
8. In the dialog box, highlight the job that you want to failback and click **Failback**.
9. Check that your source is fully functional and that the source data is in a good state, and then, if desired, you can enable protection again by clicking **Start**.

Chapter 8 SQL protection

Create a SQL job when you have Microsoft SQL Server and want application-level protection.

- See *SQL requirements* on page 250—SQL protection includes specific requirements for this type of protection.
- See *Creating a SQL job* on page 253—This section includes step-by-step instructions for creating a SQL job.
- See *Managing and controlling SQL jobs* on page 278—You can view status information about your SQL jobs and learn how to control these jobs.
- See *Failing over SQL jobs* on page 296—Use this section when a failover condition has been met or if you want to failover manually.
- *Restoring then failing back SQL jobs* on page 298—Use this section when you are ready to restore and failback.



If your source is a domain controller, you should use one of the full server protection methods to protect the entire server as a best practice.

SQL requirements

In addition to the *Core Double-Take requirements* on page 20, you must also meet the following requirements to protect SQL.

- **SQL versions**—Double-Take can protect Microsoft SQL Server or Express 2005, 2008, 2008 R2, or 2012.
- **SQL and network configuration**—The following requirements and limitations apply to your SQL server and network configuration.
 - All Microsoft best practices should be used for all versions of SQL.
 - You should use the same version, service pack, and architecture (32-bit or 64-bit) of SQL Server on both the source and target servers.
 - SQL 2012 is the only supported SQL version if you are using Windows 2012 in a cluster configuration.
 - If you are using SQL 2008 R2, cluster to cluster configurations are supported, however, the AlwaysOn cluster feature is not supported.
 - If you are using SQL Express 2008, you will need to enable and start the SQL Browser Service. By default, this service is set to disabled. Additionally, you will need to enable TCP/IP to accept remote connections. To do this, launch the SQL Server Configuration Manager. Expand **SQL Server Network Configuration**, and under **Protocols** enable **TCP/IP**.
 - If you are using SQL Express 2005, you will need to enable named pipes and TCP/IP to accept remote connections. To do this, launch the SQL Server Configuration Manager. Expand **SQL Server 2005 Network Configuration**, and under **Protocols** enable **Named Pipes** and **TCP/IP**.
 - The SQL program files must be installed in the same location on the source and target.
 - The drive letter(s) where SQL stores its data on the source must be the same on the target.
 - The source and target servers must have named instances with the same name installed prior to configuring protection.
 - Single-label DNS domain names (those without a suffix such as .com, .corp, .net) are not supported.
 - In environments where the FIPS security policy is enabled, you must use impersonation, which requires the following.
 - The user running the Double-Take Console must have all appropriate rights to update the domain (that is, only impersonation is supported).
 - You must manually verify DNS rights by running the DFO utility with the /test parameter.
 - Microsoft Server Core is not supported.
 - If your source and target are in a domain, they should be in the same domain.
 - If your source and target are in a workgroup, make sure the source server's NIC does not register the IP addresses with DNS.
 - If you are using a domain service account that is not in the domain or local Administrators security group, the replicated databases will not mount on the target after failover or on the source after restore because of security restrictions at the file system level. You need to place the SQL 2005 service account in the local Administrators group on the source and target because of the way these versions use local groups for NTFS permissions.

- You may want to exclude the tempdb database to reduce mirroring and replication traffic. See *Application optimizations* on page 532.
- Transparent Data Encryption (TDE) is supported for SQL 2008, however the SQL service must be running with the same service account on the source and target.
- You should use a domain user account or a built-in account (such as NetworkService, LocalService or NT Service) as the Windows Service Account for SQL. See [Setting Up Windows Service Accounts](#) on the Microsoft web site for more information. You should include this account in the local Administrators group on your source and target to ensure that the appropriate permissions for the replicated databases and log files will be available after failover and fallback.
- Double-Take does not support a SQL default instance that is using non-default ports.
- **Microsoft .NET Framework**—Microsoft .NET Framework version 4.0 Update 3 or later is required on the source and target. (The full .NET 4.0.3 is required, not just the Client Profile.)
- **Snapshots**—You can take and failover to Double-Take snapshots using a SQL job, however snapshots are not supported if your source and/or target is a cluster. See *Core Double-Take requirements* on page 20 for the specific snapshot requirements.
- **NAT**—SQL jobs do not support NAT environments.
- **Supported configurations**—The following table identifies the supported configurations for a SQL job.

Server Configuration	Description	Supported	Not Supported
One to one active/standby	You can protect a single source to a single target. The target has no production activity. The source is the only server actively replicating data.	X	
One to one active/active	You cannot protect a single source to a single target where each server acts as both a source and target actively replicating data to each other.		X
Many to one	You cannot protect many source servers to one target server.		X
One to many	You cannot protect a single source to multiple target servers.		X
Chained	You cannot protect a single source to a single target, where the target then acts as a source, sending the same data from the original source to a final target server.		X
Single server	You cannot protect a single source to itself.		X

Server Configuration	Description	Supported	Not Supported
Standalone to standalone	Your servers can be in a standalone to standalone configuration.	X	
Standalone to cluster	Your servers cannot be in a standalone to cluster configuration.		X
Cluster to standalone	Your servers can be in a cluster to standalone configuration.	X	
Cluster to cluster	Your servers can be in a cluster to cluster configuration.	X	
Cluster Shared Volumes (CSV) guest level	You can protect a virtual machine on a Cluster Shared Volume. Protection of the virtual machine is from within the guest operating system.	X	
Cluster Shared Volumes (CSV) host level	You cannot protect a virtual machine on a Cluster Shared Volume from the host.		X

Creating a SQL job

Use these instructions to create a SQL job.

1. Make sure you are logged in to the Double-Take Console as a user with the SQL sysadmin role before you begin the SQL job creation process.
2. Click **Get Started** from the toolbar.
3. Select **Double-Take Availability** and click **Next**.
4. Select **Protect files and folders, an application, or an entire Windows or Linux server** and click **Next**.
5. Choose your source server. This is the physical or virtual server running SQL Server. If your source is a cluster, select the cluster name, not the SQL virtual server name or virtual IP address.



- **Current Servers**—This list contains the servers currently available in your console session. Servers that are not licensed for the workflow you have selected will be filtered out of the list. Select your source server from the list.
- **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading. From here, you can specify a server along with credentials for logging in to the server. If necessary, you can click **Browse** to select a server from a network drill-down list.



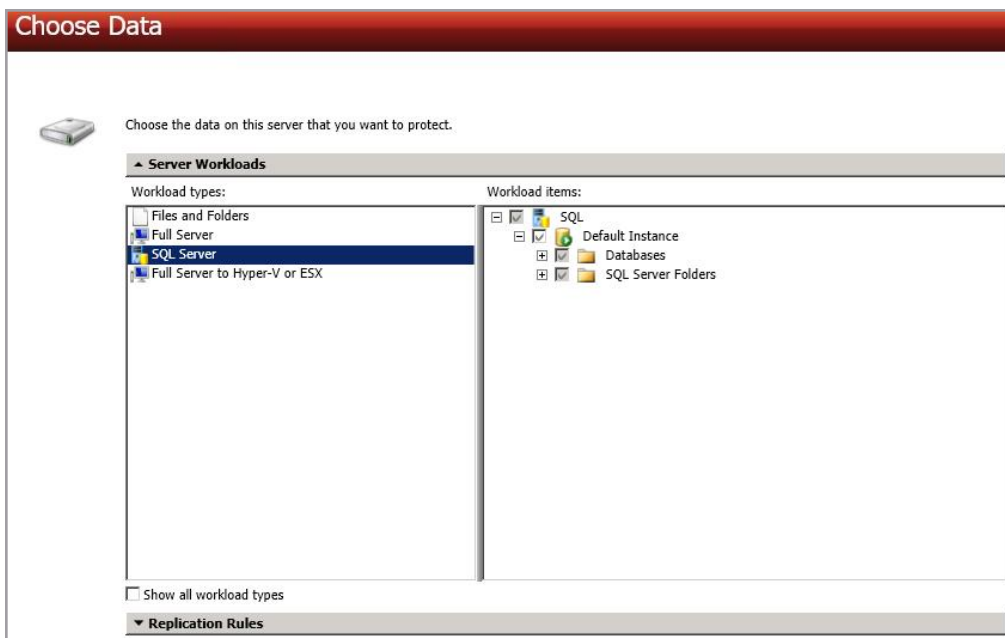
If you enter the source server's fully-qualified domain name, the Double-Take Console will resolve the entry to the server short name. If that short name resides in two different domains, this could result in name resolution issues. In this case, enter the IP address of the server.

When specifying credentials for a new server, specify a user that is a member of the local Double-Take Admin and local administrator security groups. Additionally, the user must meet the following credentials requirements.

- The account must be assigned the sysadmin role on the SQL server in order to query and administer SQL, and the SQL service startup account should be a domain account.
- The account must be a member of the Domain Admins group. If your security policies do not allow use of this group, see *DNS* on page 512 and use the instructions under the Double-Take DFO utility to use a non-Domain Admins account.

6. Click **Next** to continue.
7. Choose the type of workload that you want to protect. Under **Server Workloads**, in the **Workload types** pane, select **SQL Server**. In the **Workload items** pane, Double-Take will automatically select the entire SQL program and data files. If desired, you can exclude user databases from protection, but the system databases (except for tempdb) are required and cannot be excluded.

If the workload you are looking for is not displayed, enable **Show all workload types**. The workload types in gray text are not available for the source server you have selected. Hover your mouse over an unavailable workload type to see a reason why this workload type is unavailable for the selected source.



8. If you want to select other files and folders to include in your protection, click the **Replication Rules** heading and expand the volumes under **Folders**.

Volumes and folders with a green highlight are included completely. Volumes and folders highlighted in light yellow are included partially, with individual files or folders included. If there is no highlight, no part of the volume or folder is included. To modify the items selected, highlight a volume, folder, or file and click **Add Rule**. Specify if you want to **Include** or **Exclude** the item. Also, specify if you want the rule to be recursive, which indicates the rule should automatically be

applied to the subdirectories of the specified path. If you do not select **Recursive**, the rule will not be applied to subdirectories.

You can also enter wildcard rules, however you should do so carefully. Rules are applied to files that are closest in the directory tree to them. If you have rules that include multiple folders, an exclusion rule with a wild card will need to be added for each folder that it needs applied to. For example, if you want to exclude all .log files from D:\ and your rules include D:\, D:\Dir1 , and D:\Dir2, you would need to add the exclusion rule for the root and each subfolder rule. So you will need to add exclude rules for D:*.log , D:\Dir1*.log, and D:\Dir2*.log.

If you need to remove a rule, highlight it in the list at the bottom and click **Remove Rule**. Be careful when removing rules. Double-Take may create multiple rules when you are adding directories. For example, if you add E:\Data to be included in protection, then E:\ will be excluded. If you remove the E:\ exclusion rule, then the E:\Data rule will be removed also.



If you return to this page using the **Back** button in the job creation workflow, your **Workload Types** selection will be rebuilt, potentially overwriting any manual replication rules that you specified. If you do return to this page, confirm your **Workload Types** and **Replication Rules** are set to your desired settings before proceeding forward again.

9. Click **Next** to continue.
10. Choose your target server. This is the server that will store the replica SQL Server from the source.



- **Current Servers**—This list contains the servers currently available in your console session. Servers that are not licensed for the workflow you have selected and those not applicable to the workload type you have selected will be filtered out of the list. Select your target server from the list.

- **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading. From here, you can specify a server along with credentials for logging in to the server. If necessary, you can click **Browse** to select a server from a network drill-down list.
-



If you enter the target server's fully-qualified domain name, the Double-Take Console will resolve the entry to the server short name. If that short name resides in two different domains, this could result in name resolution issues. In this case, enter the IP address of the server.

When specifying credentials for a new server, specify a user that is a member of the local Double-Take Admin and local administrator security groups. Additionally, the user must meet the following credentials requirements.

- The account must be assigned the sysadmin role on the SQL server in order to query and administer SQL, and the SQL service startup account should be a domain account.
 - The account must be a member of the Domain Admins group. If your security policies do not allow use of this group, see *DNS* on page 512 and use the instructions under the Double-Take DFO utility to use a non-Domain Admins account.
-

11. Click **Next** to continue.
12. You have many options available for your SQL job. Configure those options that are applicable to your environment.

Go to each page identified below to see the options available for that section of the **Set Options** page. After you have configured your options, continue with the next step on page 277.

- *General* on page 257
- *Failover Monitor* on page 258
- *Failover Options* on page 261
- *Test Failover Scripts* on page 263
- *Failover Identity* on page 264
- *Mirror, Verify & Orphaned Files* on page 266
- *Network Route* on page 269
- *Target Paths* on page 270
- *Failover Services* on page 271
- *Snapshots* on page 272
- *Compression* on page 273
- *Bandwidth* on page 274
- *Scripts* on page 276

General

General

Job name:
alpha to beta

For the **Job name**, specify a unique name for your job.

Failover Monitor

Failover Monitor

Total time to failure: 00:05:00

Consecutive failures: 5

Monitor on this interval: 00:00:05

Network monitoring

Monitor these addresses:

	Source IP Address
<input checked="" type="checkbox"/>	112.42.74.29
<input checked="" type="checkbox"/>	10.10.10.29

Monitoring method:
Network service

Failover trigger:
All monitored IP addresses fail

Service monitoring

Services to monitor:

SQL Server (MSSQLSERVER)

Add...
Remove

Attempt to restart this service after each failure

Custom script monitoring

Script file:
Browse...

- **Total time to failure**—Specify, in hours:minutes:seconds, how long the target will keep trying to contact the source before the source is considered failed. This time is precise. If the total time has expired without a successful response from the source, this will be considered a failure.

Consider a shorter amount of time for servers, such as a web server or order processing database, which must remain available and responsive at all times. Shorter times should be used where redundant interfaces and high-speed, reliable network links are available to prevent the false detection of failure. If the hardware does not support reliable communications, shorter times can lead to premature failover. Consider a longer amount of time for machines on slower networks or on a server that is not transaction critical. For example, failover would not be necessary in the case of a server restart.

- **Consecutive failures**—Specify how many attempts the target will make to contact the source before the source is considered failed. For example, if you have this option set to 20, and your source fails to respond to the target 20 times in a row, this will be considered a failure.
- **Monitor on this interval**—Specify, in hours:minutes:seconds, how long to wait between

attempts to contact the source to confirm it is online. This means that after a response (success or failure) is received from the source, Double-Take will wait the specified interval time before contacting the source again. If you set the interval to 00:00:00, then a new check will be initiated immediately after the response is received.

If you choose **Total time to failure**, do not specify a longer interval than failure time or your server will be considered failed during the interval period.

If you choose **Consecutive failures**, your failure time is calculated by the length of time it takes your source to respond plus the interval time between each response, times the number of consecutive failures that can be allowed. That would be (response time + interval) * failure number. Keep in mind that timeouts from a failed check are included in the response time, so your failure time will not be precise.

- **Network monitoring**—With this option, the target will monitor the source using a network ping.
 - **Monitor these addresses**—Select each **Source IP Address** that you want the target to monitor. If you want to monitor additional addresses, enter the address and click **Add**.



If you are protecting a cluster, you are limited to the IP addresses in the cluster group that you are protecting.

- **Monitoring method**—This option determines the type of network ping used for failover monitoring.
 - **Network service**—Source availability will be tested by an ICMP ping to confirm the route is active.
 - **Replication service**—Source availability will be tested by a UDP ping to confirm the Double-Take service is active.
 - **Network and replication services**—Source availability will be tested by both an ICMP ping to confirm the route is active and a UDP ping to confirm the Double-Take service is active. Both pings must fail in order to trigger a failover.
- **Failover trigger**—If you are monitoring multiple IP addresses, specify when you want a failover condition to be triggered.
 - **One monitored IP address fails**—A failover condition will be triggered when any one of the monitored IP addresses fails. If each IP address is on a different subnet, you may want to trigger failover after one fails.
 - **All monitored IP addresses fail**—A failover condition will be triggered when all monitored IP addresses fail. If there are multiple, redundant paths to a server, losing one probably means an isolated network problem and you should wait for all IP addresses to fail.
- **Service monitoring**—This option is only available in standalone environments. It is not available for clustered source servers. With this option, the target will monitor specific services on the source by confirming that they are running. Multiple services in the list will be checked in parallel. A failover condition is met when one of the monitored services fails the check. Click **Add** and select the service that you want to monitor. Repeat this step for additional services that you want to monitor. If you want to remove a service from the

Services to monitor list, highlight it and click **Remove**.

- **Attempt to restart this service after each failure**—When this option is enabled, if a service fails the monitor check, Double-Take will attempt to restart it. During this restart period, Double-Take will not check the other services, to avoid any false failures while the one service is attempting to be restarted. If the service cannot be restarted, Double-Take will consider this a failure.
- **Custom script monitoring**—This option is only available in standalone environments. It is not available for clustered source servers. With this option, you can use your own custom script to monitor the source for a failure. You can use any standard script such as PowerShell, VB, batch files, and so on. Your script must return a code of 0 upon success, unless you are using a PowerShell script, in which case you should be using an exit value instead of a return value. Any other code will indicate a failure condition has been met. Your script will not be interactive, so ensure that it does not require any user interaction to execute successfully.



The network monitoring test is performed independently, while the service and custom monitoring tests are performed in parallel. Therefore, if you are using network monitoring with service and/or custom monitoring, and the network monitor fails, the service and custom monitoring will be skipped. If the network monitor is successful, service or custom monitoring will be performed. Any failure between these two tests will be considered a failure, therefore, both tests must complete and pass for the test to be considered successful.

Failover Options

Failover Options

Wait for user to initiate failover
 Failover shares

Active Directory
 Failover host name
 Failback host name
Active Directory Credentials...

Target scripts

Pre-failover script: Arguments:
[] []

Delay failover until script completes

Post-failover script: Arguments:
[] []

Pre-failback script: Arguments:
[] []

Delay failback until script completes

Post-failback script: Arguments:
[] []

Source scripts

Post-failback script: Arguments:
[] []

- **Wait for user to initiate failover**—The failover process can wait for you to initiate it, allowing you to control when failover occurs. When a failure occurs, the job will wait in **Failover Condition Met** for you to manually initiate the failover process. Disable this option if you want failover to occur immediately when a failure occurs.
- **Failover shares**—Select this option to failover shares to the target. Only the shares that you selected on the **Choose Data** page will be protected and failed over.



Share failover only occurs for standard Windows file system shares. Other shares must be configured for failover through the failover scripts or created manually on the target. See *Macintosh shares* on page 522 or *NFS Shares* on page 523 for more information.

If your target is a standalone server, Windows share information is automatically updated on the target every 30 seconds. Since shares are not failed over if your target is a cluster, you will need to manually update shares on a cluster target. For Windows 2003, you can create the file share resources while the source is running but keep the resource offline. For Windows 2008 and 2012, you will need to repeat the initial cluster configuration steps, although you can skip giving the target cluster account full control and creating the target Client Access Point, because those steps were already completed during the initial cluster configuration.

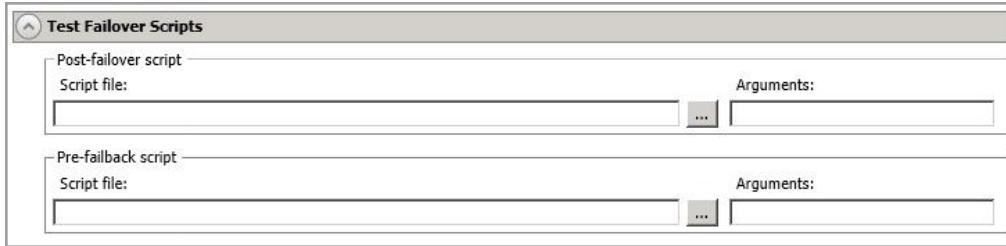
- **Failover host name**—If desired, you can failover the source server's host name. This will automatically remove the host SPN (Service Principle Name) from Active Directory on the source and add it to Active Directory on the target. If you are using two different accounts for the SQL service login on the source and target, you should failover the SPNs. If you are

using the same domain account for the SQL service login on the source and target, you do not need to failover the SPNs.

- **Failback host name**—This option returns the host SPN on the source and target back to their original settings on failback. If you are using Active Directory, enable this option or you may experience problems with failback.
- **Active Directory Credentials**—If you are failing over and/or failing back the host name, you need to specify a user that has update privileges within Active Directory. Click **Active Directory Credentials** and identify a user and the associated password that has privileges to create and delete SPNs. The username must be in the format `fully_qualified_domain\user,,` and the account password cannot be blank.
- **Scripts**—You can customize failover and failback by running scripts on the source and target. Scripts may contain any valid Windows command, executable, or batch file. The scripts are processed using the same account running the Double-Take service, unless you have identified a specific account through the server's properties. See *Script credentials* on page 67. Examples of functions specified in scripts include stopping services on the target before failover because they may not be necessary while the target is standing in for the source, stopping services on the target that need to be restarted with the source's machine name and/or IP address, starting services or loading applications that are in an idle, standby mode waiting for failover to occur, notifying the administrator before and after failover or failback occurs, stopping services on the target after failback because they are no longer needed, stopping services on the target that need to be restarted with the target machine's original name and/or IP address, and so on. There are four types of failover and failback scripts that run on the target and one failback script that runs on the source. There are also test scripts you can specify that will run when you are testing the failover process.
 - **Pre-failover script**—This script runs on the target at the beginning of the failover process. Specify the full path and name of the script file.
 - **Post-failover script**—This script runs on the target at the end of the failover process. Specify the full path and name of the script file.
 - **Pre-failback script**—This script runs on the target at the beginning of the failback process. Specify the full path and name of the script file.
 - **Post-failback script**—This script runs on the target or source at the end of the failback process. Specify the full path and name of the script file.
 - **Arguments**—Specify a comma-separated list of valid arguments required to execute the script.
 - **Delay until script completes**—Enable this option if you want to delay the failover or failback process until the associated script has completed. If you select this option, make sure your script handles errors, otherwise the failover or failback process may never complete if the process is waiting on a script that cannot complete.

Scripts will run but will not be displayed on the screen if the Double-Take service is not set to interact with the desktop. Enable this option through the Windows Services applet.

Test Failover Scripts



The screenshot shows a window titled "Test Failover Scripts". It contains two sections:

- Post-failover script**: A "Script file:" field with a browse button (three dots) and an "Arguments:" field.
- Pre-failback script**: A "Script file:" field with a browse button (three dots) and an "Arguments:" field.



This section is not applicable to clustered environments.

When you failover, you will have three choices. You can failover to live data, failover to data from a snapshot, or perform a test failover. Any scripts you specify in this section are only used during a test failover.

- **Post-Failover Script**—This script runs on the target at the end of the failover process. Specify the full path and name of the script file.
- **Pre-Failback Script**—This script runs on the target at the beginning of the undo failover process. Specify the full path and name of the script file.
- **Arguments**—Specify a comma-separated list of valid arguments required to execute the script.

Scripts will run but will not be displayed on the screen if the Double-Take service is not set to interact with the desktop. Enable this option through the Windows Services applet.

Failover Identity

Failover Identity

Apply source network configuration to the target (Recommended for LAN configurations)

Retain target network configuration (Recommended for WAN configurations)

Failover server name (NetBIOS)

Update DNS server

DNS Options

Credentials for **domain.com**
User name: **administrator**

These DNS servers will be updated during failover:

112.42.48.9

Update these source DNS entries with the corresponding target IP address:

Source Address	Target Address
----------------	----------------

Update TTL (seconds):
300

- **Retain target network configuration**—The target will retain all of its original IP addresses.
 - **Failover server name**—Select this option if you want to failover the NetBIOS name. This option will not be available for clustered targets.
 - **Update DNS server**—Specify if you want Double-Take to update your DNS server on failover. If DNS updates are made, the DNS records will be locked during failover. Be sure and review the *Core Double-Take requirements* on page 20 for the requirements for updating DNS.

Expand the **DNS Options** section to configure how the updates will be made. The DNS information will be discovered and displayed. If your servers are in a workgroup, you must provide the DNS credentials before the DNS information can be discovered and displayed.

- **Change**—If necessary, click this button and specify a user that has privileges to access and modify DNS records. The account must be a member of the DnsAdmins group for the domain, and must have full control permissions on the source's A (host) and PTR (reverse lookup) records. These permissions are not included by default in the DnsAdmins group.
- **Remove**—If there are any DNS servers in the list that you do not want to update, highlight them and click **Remove**.
- **Update these source DNS entries with the corresponding target IP address**—For each IP address on the source, specify what address you want DNS to use after failover. For clusters, be sure and select the clustered IP address.

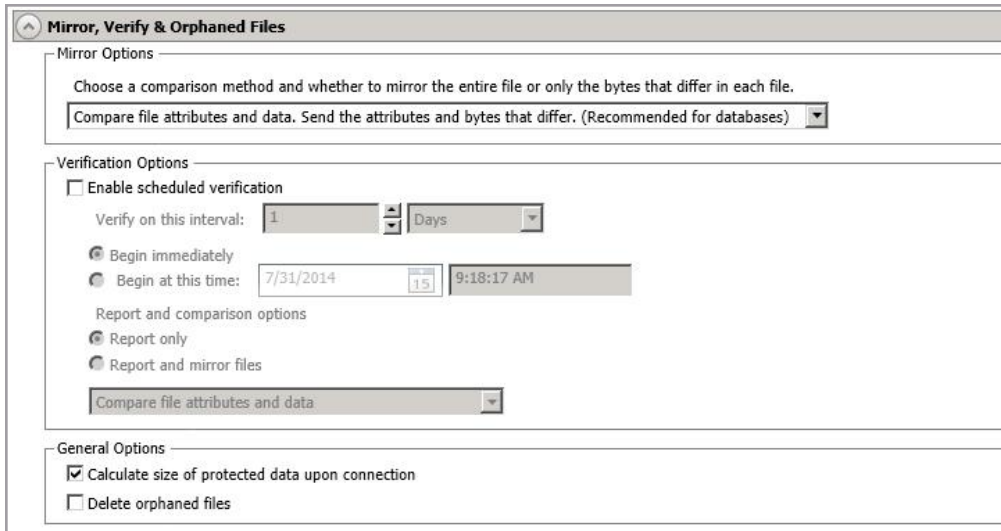
- **Update TTL**—Specify the length of time, in seconds, for the time to live value for all modified DNS A records. Ideally, you should specify 300 seconds (5 minutes) or less.
-



DNS updates will be disabled if the target server cannot communicate with both the source and target DNS servers

If you select **Retain your target network configuration** but do not enable **Update DNS server**, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover. This would also apply to non-Microsoft Active Directory integrated DNS servers. You will want to keep your target network configuration but do not update DNS. In this case, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover.

Mirror, Verify & Orphaned Files



- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.
 - **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
 - **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Verification Options**—Choose if you want to periodically confirm that the source replica data on the target is identical to the actual data on the source. Verification creates a log file detailing what was verified as well as which files are not synchronized. If the data is not the same, you can automatically initiate a remirror, if configured. The remirror ensures data integrity between the source and target.



Because of the way the Windows Cache Manager handles memory, machines that are doing minimal or light processing may have file operations that remain in the cache until additional operations flush them out. This may make Double-Take files on the target appear as if they are not synchronized. When the Windows Cache Manager releases the operations in the cache on the source and target, the files will be updated on the target.

- **Enable scheduled verification**—When this option is enabled, Double-Take will verify the source replica data on the target.
- **Verify on this interval**—Specify the interval between verification processes.

- **Begin immediately**—Select this option if you want to start the verification schedule immediately after the job is established.
- **Begin at this time**—Select this option if you want to start the verification schedule at the specified date and time.
- **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
- **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **General Options**—Choose your general mirroring options.
 - **Calculate size of protected data upon connection**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

- **Delete orphaned files**—An orphaned file is a file that exists in the replica data on the target, but does not exist in the protected data on the source. This option specifies if orphaned files should be deleted on the target.



Orphaned file configuration is a per target configuration. All jobs to the same target will have the same orphaned file configuration.

The orphaned file feature does not delete alternate data streams. To do this, use a full mirror, which will delete the additional streams when the file is re-created.

If delete orphaned files is enabled, carefully review any replication rules that use wildcard definitions. If you have specified wildcards to be excluded from protection, files matching those wildcards will also be excluded from orphaned file processing and will not be deleted from the target. However, if you have specified wildcards to be included in your protection, those files that fall outside the wildcard inclusion rule will be considered orphaned files and will be deleted from the target.

If you want to move orphaned files rather than delete them, you can configure this option along with the move deleted files feature to move your orphaned files to the specified deleted files directory. See *Target server properties* on page 63 for more information.

During a mirror, orphaned file processing success messages will be logged to a separate orphaned file log on the source. This keeps the Double-Take log from being overrun with orphaned file success processing messages. Orphaned files processing statistics and any errors in orphaned file processing will still be logged to the Double-Take log, and during difference mirrors, verifications, and restorations, all orphaned file processing messages are logged to the Double-Take log. The orphaned file log is located in the **Logging folder** specified for the source. See *Log file properties* on page 68 for details on the location of that folder. The orphaned log file is appended to during each orphaned file processing during a mirror, and the log file will be a maximum of 50 MB.

Network Route



Network Route

Send data to the target server using this route:

10.10.10.30

By default, Double-Take will select a target route for transmissions. If desired, specify an alternate route on the target that the data will be transmitted through. This allows you to select a different route for Double-Take traffic. For example, you can separate regular network traffic and Double-Take traffic on a machine with multiple IP addresses.



The IP address used on the source will be determined through the Windows route table.

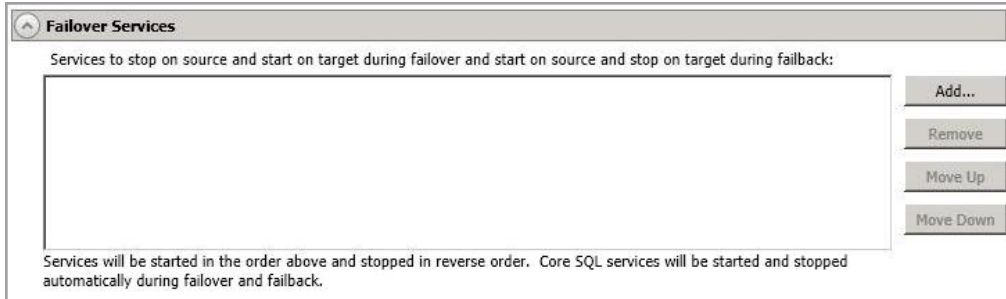
If you change the IP address on the target which is used for the target route, you will be unable to edit the job. If you need to make any modifications to the job, it will have to be deleted and re-created.

Target Paths



Block target paths upon connection allows you to block writing to the replica source data located on the target. This keeps the data from being changed outside of Double-Take processing. Any target paths that are blocked will be unblocked automatically during the failover process so that users can modify data after failover. During restoration, the paths are automatically blocked again. If you failover and failback without performing a restoration, the target paths will remain unblocked.

Failover Services



Failover Services

Services to stop on source and start on target during failover and start on source and stop on target during failback:

Add...
Remove
Move Up
Move Down

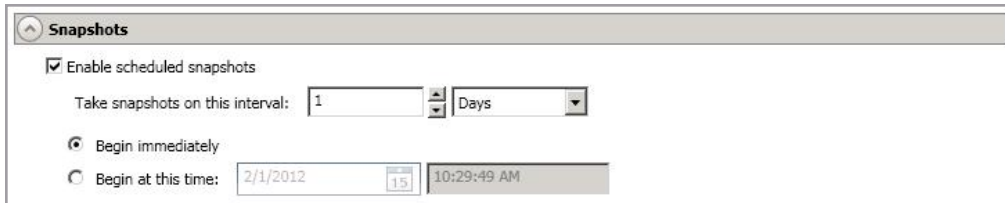
Services will be started in the order above and stopped in reverse order. Core SQL services will be started and stopped automatically during failover and failback.



This section is not applicable to clustered environments.

Services to stop on source and start on target during failover and start on source and stop on target during failback—Double-Take automatically determines the appropriate SQL services to start and stop based on your SQL version, SQL configuration, and your operating system. If necessary, you can start and stop other services during failover and failback. Click **Add** to insert a service into the list or **Remove** to remove a service from the list. The services will be started in the order they appear and stopped in the reverse order. Highlight a service and click **Move Up** or **Move Down** to arrange the services in the desired order.

Snapshots



Snapshots

Enable scheduled snapshots

Take snapshots on this interval: 1 Days

Begin immediately

Begin at this time: 2/1/2012 10:29:49 AM



This section is not applicable to clustered environments.

A snapshot is an image of the source replica data on the target taken at a single point in time. You can view the snapshots in VSS and recover any files or folders desired. You can also failover to a snapshot.

Turn on **Enable scheduled snapshots** if you want Double-Take to take snapshots automatically at set intervals.

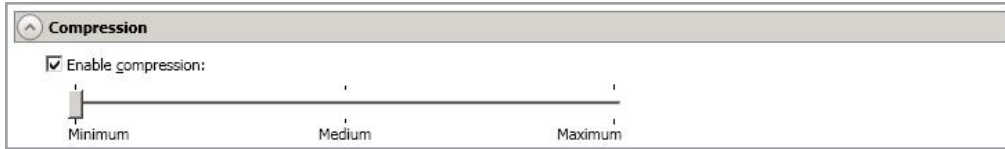
- **Take snapshots on this interval**—Specify the interval (in days, hours, or minutes) for taking snapshots.
- **Begin immediately**—Select this option if you want to start taking snapshots immediately after the protection job is established.
- **Begin at this time**—Select this option if you want to start taking snapshots at a later date and time. Specify the date and time parameters to indicate when you want to start.



See *Managing snapshots* on page 76 for details on taking manual snapshots and deleting snapshots.

You may want to set the size limit on how much space snapshots can use. See your VSS documentation for more details.

Compression



To help reduce the amount of bandwidth needed to transmit Double-Take data, compression allows you to compress data prior to transmitting it across the network. In a WAN environment this provides optimal use of your network resources. If compression is enabled, the data is compressed before it is transmitted from the source. When the target receives the compressed data, it decompresses it and then writes it to disk. You can set the level from **Minimum** to **Maximum** to suit your needs.

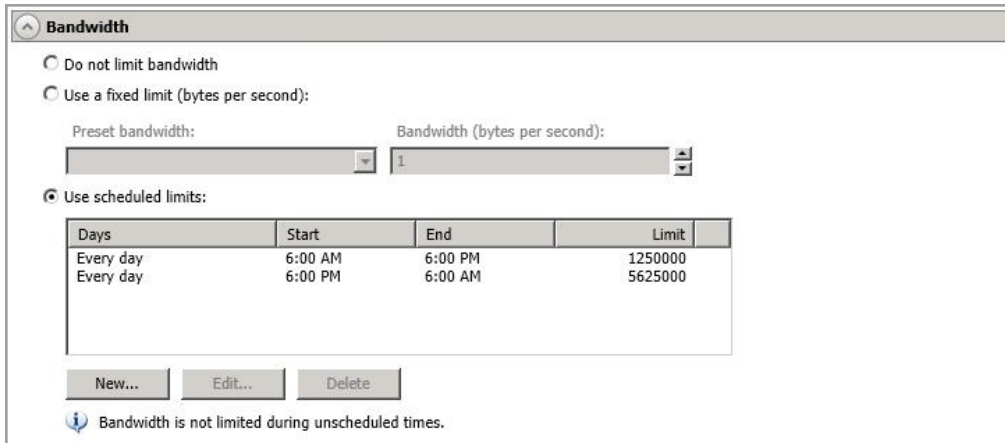
Keep in mind that the process of compressing data impacts processor usage on the source. If you notice an impact on performance while compression is enabled in your environment, either adjust to a lower level of compression, or leave compression disabled. Use the following guidelines to determine whether you should enable compression.

- If data is being queued on the source at any time, consider enabling compression.
- If the server CPU utilization is averaging over 85%, be cautious about enabling compression.
- The higher the level of compression, the higher the CPU utilization will be.
- Do not enable compression if most of the data is inherently compressed. Many image (.jpg, .gif) and media (.wmv, .mp3, .mpg) files, for example, are already compressed. Some images files, such as .bmp and .tif, are decompressed, so enabling compression would be beneficial for those types.
- Compression may improve performance even in high-bandwidth environments.
- Do not enable compression in conjunction with a WAN Accelerator. Use one or the other to compress Double-Take data.



All jobs from a single source connected to the same IP address on a target will share the same compression configuration.

Bandwidth



Bandwidth


Do not limit bandwidth

Use a fixed limit (bytes per second):

Preset bandwidth: Bandwidth (bytes per second):

Use scheduled limits:

Days	Start	End	Limit
Every day	6:00 AM	6:00 PM	1250000
Every day	6:00 PM	6:00 AM	5625000

 Bandwidth is not limited during unscheduled times.

Bandwidth limitations are available to restrict the amount of network bandwidth used for Double-Take data transmissions. When a bandwidth limit is specified, Double-Take never exceeds that allotted amount. The bandwidth not in use by Double-Take is available for all other network traffic.



All jobs from a single source connected to the same IP address on a target will share the same bandwidth configuration.

The scheduled option is not available if your source is a cluster.

- **Do not limit bandwidth**—Double-Take will transmit data using 100% bandwidth availability.
- **Use a fixed limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Use scheduled limits**—Double-Take will transmit data using a dynamic bandwidth based on the schedule you configure. Bandwidth will not be limited during unscheduled times.
 - **New**—Click **New** to create a new scheduled bandwidth limit. Specify the following information.
 - **Daytime entry**—Select this option if the start and end times of the bandwidth window occur in the same day (between 12:01 AM and midnight). The start time must occur before the end time.
 - **Overnight entry**—Select this option if the bandwidth window begins on one day and continues past midnight into the next day. The start time must be later than the end time, for example 6 PM to 6 AM.
 - **Day**—Enter the day on which the bandwidth limiting should occur. You can pick a specific day of the week, **Weekdays** to have the limiting occur Monday

through Friday, **Weekends** to have the limiting occur Saturday and Sunday, or **Every day** to have the limiting repeat on all days of the week.

- **Start time**—Enter the time to begin bandwidth limiting.
 - **End time**—Enter the time to end bandwidth limiting.
 - **Preset bandwidth**—Select a bandwidth limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your select bandwidth.
 - **Bandwidth**—If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
 - **Edit**—Click **Edit** to modify an existing scheduled bandwidth limit.
 - **Delete**—Click **Delete** to remove a scheduled bandwidth limit.
-



If you change your job option from **Use scheduled limits** to **Do not limit bandwidth** or **Use a fixed limit**, any schedule that you created will be preserved. That schedule will be reused if you change your job option back to **Use scheduled limits**.

You can manually override a schedule after a job is established by selecting **Other Job Options, Set Bandwidth**. If you select **No bandwidth limit** or **Fixed bandwidth limit**, that manual override will be used until you go back to your schedule by selecting **Other Job Options, Set Bandwidth, Scheduled bandwidth limit**. For example, if your job is configured to use a daytime limit, you would be limited during the day, but not at night. But if you override that, your override setting will continue both day and night, until you go back to your schedule. See the *Managing and controlling jobs* section for your job type for more information on the **Other Job Options**.

Scripts

The screenshot shows a window titled "Scripts" with three sections:

- Mirror Start**: Script file: `c:\scripts\mirrorstart.bat`, Arguments: (empty). Allow script to interact with desktop, Delay until script completes. Test button.
- Mirror Complete**: Script file: (empty), Arguments: (empty). Allow script to interact with desktop, Delay until script completes. Test button.
- Mirror Stop**: Script file: `c:\scripts\mirrorcomplete.bat`, Arguments: `arg1`. Allow script to interact with desktop, Delay until script completes. Test button.

You can customize mirroring by running scripts on the target at pre-defined points in the mirroring process. Scripts may contain any valid Windows command, executable, or batch file. The scripts are processed using the same account running the Double-Take service, unless you have identified a specific account through the server's properties. See *Script credentials* on page 67. There are three types of mirroring scripts.

- **Mirror Start**—This script starts when the target receives the first mirror operation. In the case of a difference mirror, this may be a long time after the mirror is started because the script does not start until the first different data is received on the target. If the data is synchronized and a difference mirror finds nothing to mirror, the script will not be executed. Specify the full path and name of the **Script file**.
- **Mirror Complete**—This script starts when a mirror is completed. Because the mirror statistics may indicate a mirror is at 99-100% when it is actually still processing (for example, if files were added after the job size was calculated, if there are alternate data streams, and so on), the script will not start until all of the mirror data has been completely processed on the target. Specify the full path and name of the **Script file**.
- **Mirror Stop**—This script starts when a mirror is stopped, which may be caused by an auto-disconnect occurring while a mirror is running, the service is shutdown while a mirror is running, or if you stop a mirror manually. Specify the full path and name of the **Script file**.
- **Arguments**—Specify a comma-separated list of valid arguments required to execute the script.
- **Allow script to interact with desktop**—Enable this option if you want the script processing to be displayed on the screen. Otherwise, the script will execute silently in the background.
- **Delay until script completes**—Enable this option if you want to delay the mirroring process until the associated script has completed. If you select this option, make sure your script handles errors, otherwise the mirroring process may never complete if the process is waiting on a script that cannot complete.
- **Test**—You can test your script manually by clicking **Test**. Your script will be executed if you test it. If necessary, manually undo any changes that you do not want on your target after testing the script.



If you establish mirroring scripts for one job and then establish additional jobs to the same target using the same target path mapping, the mirroring scripts will automatically be applied to those subsequent jobs. If you select a different target path mapping, the mirroring scripts will have to be reconfigured for the new job(s).

13. Click **Next** to continue.
14. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the Double-Take *Reference Guide* for details on the various Double-Take log files.

15. Once your servers have passed validation and you are ready to establish protection, click **Finish**, and you will automatically be taken to the **Manage Jobs** page.

Managing and controlling SQL jobs

Click **Manage Jobs** from the main Double-Take Console toolbar. The **Manage Jobs** page allows you to view status information about your jobs. You can also control your jobs from this page.

The jobs displayed in the right pane depend on the server group folder selected in the left pane. Every job for each server in your console session is displayed when the **Jobs on All Servers** group is selected. If you have created and populated server groups (see *Managing servers* on page 36), then only the jobs associated with the server or target servers in that server group will be displayed in the right pane.

- See *Overview job information displayed in the top pane* on page 278
- See *Detailed job information displayed in the bottom pane* on page 280
- See *Job controls* on page 282

Overview job information displayed in the top pane

The top pane displays high-level overview information about your jobs.

Column 1 (Blank)

The first blank column indicates the state of the job.



The job is in a healthy state.



The job is in a warning state. This icon is also displayed on any server groups that you have created that contain a job in a warning state.



The job is in an error state. This icon is also displayed on any server groups that you have created that contain a job in an error state.



The job is in an unknown state.

Job

The name of the job

Source Server

The name of the source. This could be a name or IP address of a standalone server, a cluster, or a node. Cluster jobs will be associated with the cluster name and standalone jobs will be associated with a standalone server or a cluster node.

Target Server

The name of the target. This could be a name or IP address of a standalone server, a cluster, or a node. Cluster jobs will be associated with the cluster name and standalone jobs will be associated with a standalone server or a cluster node.

Job Type

Each job type has a unique job type name. This job is a SQL Server job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the job details. Keep in mind that **Idle** indicates console to server activity is idle, not that your servers are idle.

Mirror Status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Restoring**—Data is being restored from the target to the source.
- **Unknown**—The console cannot determine the status.

Replication Status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Transmit Mode

- **Active**—Data is being transmitted to the target.
- **Paused**—Data transmission has been paused.
- **Scheduled**—Data transmission is waiting on schedule criteria.
- **Stopped**—Data is not being transmitted to the target.
- **Error**—There is a transmission error.
- **Unknown**—The console cannot determine the status.

Detailed job information displayed in the bottom pane

The details displayed in the bottom pane of the **Manage Jobs** page provide additional information for the job highlighted in the top pane. If you select multiple jobs, the details for the first selected job will be displayed.

Name

The name of the job

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Restore Required**—The data on the source and target do not match because of a failover condition. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent (compressed)

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Connected since

The date and time indicating when the current job was started.

Recent activity

Displays the most recent activity for the selected job, along with an icon indicating the success or failure of the last initiated activity. Click the link to see a list of recent activities for the selected job. You can highlight an activity in the list to display additional details about the activity.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Job controls

You can control your job through the toolbar buttons available on the **Manage jobs** page. If you select multiple jobs, some of the controls will apply only to the first selected job, while others will apply to all of the selected jobs. For example, **View Job Details** will only show details for the first selected job, while **Stop** will stop protection for all of the selected jobs.

If you want to control just one job, you can also right click on that job and access the controls from the pop-up menu.

Create a New Job

This button leaves the **Manage Jobs** page and opens the **Get Started** page.

View Job Details

This button leaves the **Manage Jobs** page and opens the **View Job Details** page.

Delete

Stops (if running) and deletes the selected jobs.

Provide Credentials

Changes the login credentials that the job (which is on the target machine) uses to authenticate to the servers in the job. This button opens the Provide Credentials dialog box where you can specify the new account information and which servers you want to update. See *Providing server credentials* on page 46. You will remain on the **Manage Jobs** page after updating the server credentials. If your servers use the same credentials, make sure you also update the credentials on the **Manage Servers** page so that the Double-Take Console can authenticate to the servers in the console session. See *Managing servers* on page 36.

View Recent Activity

Displays the recent activity list for the selected job. Highlight an activity in the list to display additional details about the activity.

Start

Starts or resumes the selected jobs.

If you have previously stopped protection, the job will restart mirroring and replication.

If you have previously paused protection, the job will continue mirroring and replication from where it left off, as long as the Double-Take queue was not exhausted during the

time the job was paused. If the Double-Take queue was exhausted during the time the job was paused, the job will restart mirroring and replication.

Also if you have previously paused protection, all jobs from the same source to the same IP address on the target will be resumed.

Pause

Pauses the selected jobs. Data will be queued on the source while the job is paused. Failover monitoring will continue while the job is paused.

All jobs from the same source to the same IP address on the target will be paused.

Stop

Stops the selected jobs. The jobs remain available in the console, but there will be no mirroring or replication data transmitted from the source to the target. Mirroring and replication data will not be queued on the source while the job is stopped, requiring a remirror when the job is restarted. The type of remirror will depend on your job settings. Failover monitoring will continue while the job is stopped. Stopping a job will delete any Double-Take snapshots on the target.

Take Snapshot

Even if you have scheduled the snapshot process, you can run it manually any time. If an automatic or scheduled snapshot is currently in progress, Double-Take will wait until that one is finished before taking the manual snapshot.

Snapshots are not applicable to clustered environments.

Manage Snapshots

Allows you to manage your snapshots by taking and deleting snapshots for the selected job. See *Managing snapshots* on page 76 for more information.

Snapshots are not applicable to clustered environments.

Failover, Cutover, or Recover

Starts the failover process. See *Failing over SQL jobs* on page 296 for the process and details of failing over a SQL job.

Failback

Starts the failback process. See *Restoring then failing back SQL jobs* on page 298 for the process and details of failing back a SQL job.

Restore

Starts the restoration process. See *Restoring then failing back SQL jobs* on page 298 for the process and details of restoring a SQL job.

Reverse

Reverses protection. Reverse protection does not apply to SQL jobs.

Recover

Recovers the selected DR job. Recovery does not apply to SQL jobs.

Undo Failover or Cutover

Cancels a test failover by undoing it. Undo failover does not apply to clustered jobs. See *Failing over SQL jobs* on page 296 for details on undoing a test failover.

View Job Log

Opens the job log. On the right-click menu, this option is called **View Logs**, and you have the option of opening the job log, source server log, or target server log.

Other Job Actions

Opens a small menu of other job actions. These job actions will be started immediately, but keep in mind that if you stop and restart your job, the job's configured settings will override any other job actions you may have initiated.

- **Mirroring**—You can start, stop, pause and resume mirroring for any job that is running.

When pausing a mirror, Double-Take stops queuing mirror data on the source but maintains a pointer to determine what information still needs to be mirrored to the target. Therefore, when resuming a paused mirror, the process continues where it left off.

When stopping a mirror, Double-Take stops queuing mirror data on the source and does not maintain a pointer to determine what information still needs to be mirrored to the target. Therefore, when starting a mirror that has been stopped, you will need to decide what type of mirror to perform.

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.
 - **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
 - **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.

- **Calculate size of protected data before mirroring**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

- **Verify**—Even if you have scheduled the verification process, you can run it manually any time a mirror is not in progress.
 - **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
 - **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **Set Bandwidth**—You can manually override bandwidth limiting settings configured for your job at any time.
 - **No bandwidth limit**—Double-Take will transmit data using 100% bandwidth availability.
 - **Fixed bandwidth limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
 - **Scheduled bandwidth limit**—If your job has a configured scheduled bandwidth limit, you can enable that schedule with this option.
- **Delete Orphans**—Even if you have enabled orphan file removal during your mirror and verification processes, you can manually remove them at any time.
- **Target**—You can pause the target, which queues any incoming Double-Take data from the source on the target. All active jobs to that target will complete the operations already in progress. Any new operations will be queued on the target until the target is resumed. The data will not be committed until the target is resumed. Pausing the target only pauses Double-Take processing, not the entire server.

While the target is paused, the Double-Take target cannot queue data indefinitely. If the target queue is filled, data will start to queue on the source. If the source queue is filled, Double-Take will automatically disconnect the connections and attempt to reconnect them.

If you have multiple jobs to the same target, all jobs from the same source will be paused and resumed.

- **Update Shares**—Windows share information is automatically updated on the target every 30 seconds. This option allows you to manually update share information immediately when the option is selected. Shares are not applicable to environments where the target is a cluster.

Filter

Select a filter option from the drop-down list to only display certain jobs. You can display **Healthy jobs**, **Jobs with warnings**, or **Jobs with errors**. To clear the filter, select **All jobs**. If you have created and populated server groups, then the filter will only apply to the jobs associated with the server or target servers in that server group. See *Managing servers* on page 36.

Type a server name

Displays only jobs that contain the text you entered. If you have created and populated server groups, then only jobs that contain the text you entered associated with the server or target servers in that server group will be displayed. See *Managing servers* on page 36.

Overflow Chevron

Displays any toolbar buttons that are hidden from view when the window size is reduced.

Viewing SQL job details

From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.

Review the following table to understand the detailed information about your job displayed on the **View Job Details** page.





Job name

The name of the job

Job type

Each job type has a unique job type name. This job is a SQL Server job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Health

-  The job is in a healthy state.
-  The job is in a warning state.
-  The job is in an error state.
-  The job is in an unknown state.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the rest of the job details.

Connection ID

The incremental counter used to number connections. The number is incremented when a connection is created. It is also incremented by internal actions, such as an auto-disconnect and auto-reconnect. The lowest available number (as connections are created, stopped, deleted, and so on) will always be used. The counter is reset to one each time the Double-Take service is restarted.

Transmit mode

- **Active**—Data is being transmitted to the target.
- **Paused**—Data transmission has been paused.
- **Scheduled**—Data transmission is waiting on schedule criteria.
- **Stopped**—Data is not being transmitted to the target.
- **Error**—There is a transmission error.
- **Unknown**—The console cannot determine the status.

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Restore Required**—The data on the source and target do not match because of a failover condition. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Target route

The IP address on the target used for Double-Take transmissions.

Compression

- **On / Level**—Data is compressed at the level specified.
- **Off**—Data is not compressed.

Encryption

- **On**—Data is being encrypted before it is sent from the source to the target.
- **Off**—Data is not being encrypted before it is sent from the source to the target.

Bandwidth limit

If bandwidth limiting has been set, this statistic identifies the limit. The keyword **Unlimited** means there is no bandwidth limit set for the job.

Connected since

The date and time indicating when the current job was made. This field is blank, indicating that a TCP/IP socket is not present, when the job is waiting on transmit options or if the transmission has been stopped. This field will maintain the date and time, indicating that a TCP/IP socket is present, when transmission has been paused.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Mirror status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Restoring**—Data is being restored from the target to the source.
- **Unknown**—The console cannot determine the status.

Mirror percent complete

The percentage of the mirror that has been completed

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent compressed

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Validating a SQL job

Over time, you may want to confirm that any changes in your network or environment have not impacted your Double-Take job. Use these instructions to validate an existing job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Validate job properties**.
3. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Validation checks for an existing job are logged to the job log on the target server.

4. Once your servers have passed validation, click **Close**.

Editing a SQL job

Use these instructions to edit a SQL job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Edit job properties**. (You will not be able to edit a job if you have removed the source of that job from your Double-Take Console session or if you only have Double-Take monitor security access.)
3. You will see the same options available for your SQL job as when you created the job, but you will not be able to edit all of them. If desired, edit those options that are configurable for an existing job. See *Creating a SQL job* on page 253 for details on each job option.



Changing some options may require Double-Take to automatically disconnect, reconnect, and remirror the job.

4. If you want to modify the workload items or replication rules for the job, click **Edit workload or replication rules**. Modify the **Workload item** you are protecting, if desired. Additionally, you can modify the specific **Replication Rules** for your job. If your job is a clustered SQL job, you will not be able to edit the workload or replication rules.

Volumes and folders with a green highlight are included completely. Volumes and folders highlighted in light yellow are included partially, with individual files or folders included. If there is no highlight, no part of the volume or folder is included. To modify the items selected, highlight a volume, folder, or file and click **Add Rule**. Specify if you want to **Include** or **Exclude** the item. Also, specify if you want the rule to be recursive, which indicates the rule should automatically be applied to the subdirectories of the specified path. If you do not select **Recursive**, the rule will not be applied to subdirectories.

You can also enter wildcard rules, however you should do so carefully. Rules are applied to files that are closest in the directory tree to them. If you have rules that include multiple folders, an exclusion rule with a wild card will need to be added for each folder that it needs applied to. For example, if you want to exclude all .log files from D:\ and your rules include D:\, D:\Dir1 , and D:\Dir2, you would need to add the exclusion rule for the root and each subfolder rule. So you will need to add exclude rules for D:*.log , D:\Dir1*.log, and D:\Dir2*.log.

If you need to remove a rule, highlight it in the list at the bottom and click **Remove Rule**. Be careful when removing rules. Double-Take may create multiple rules when you are adding directories. For example, if you add E:\Data to be included in protection, then E:\ will be excluded. If you remove the E:\ exclusion rule, then the E:\Data rule will be removed also.

Click **OK** to return to the **Edit Job Properties** page.



If you remove data from your workload and that data has already been sent to the target, you will need to manually remove that data from the target. Because the data you removed is no longer included in the replication rules, Double-Take orphan file detection cannot remove the data for you. Therefore, you have to remove it manually.

5. Click **Next** to continue.
6. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the Double-Take *Reference Guide* for details on the various Double-Take log files.

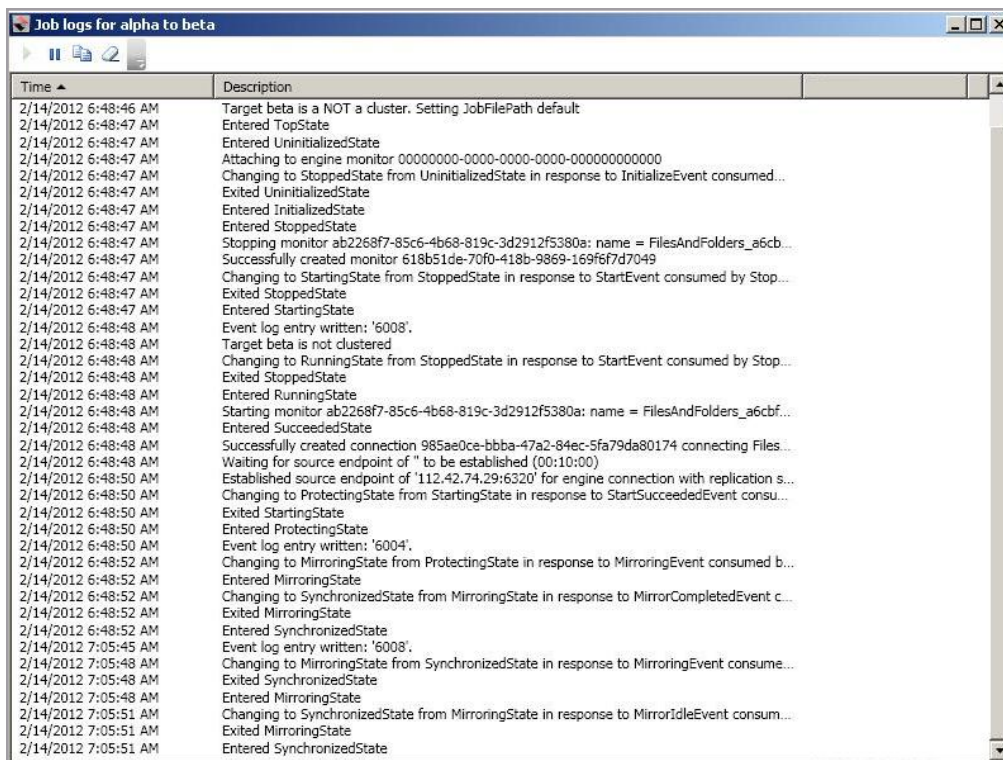
7. Once your servers have passed validation and you are ready to update your job, click **Finish**.

Viewing a SQL job log

You can view a job log file through the Double-Take Console by selecting **View Job Log** from the toolbar on the **Manage Jobs** page. Separate logging windows allow you to continue working in the Double-Take Console while monitoring log messages. You can open multiple logging windows for multiple jobs. When the Double-Take Console is closed, all logging windows will automatically close.



Because the job log window communicates with the target server, if the console loses communication with the target server after the job log window has already been opened, the job log window will display an error. This includes a target cluster node roll that causes the job log to be hosted by a new cluster node.



Time	Description
2/14/2012 6:48:46 AM	Target beta is a NOT a cluster. Setting JobFilePath default:
2/14/2012 6:48:47 AM	Entered TopState
2/14/2012 6:48:47 AM	Entered UninitializedState
2/14/2012 6:48:47 AM	Attaching to engine monitor 00000000-0000-0000-0000-000000000000
2/14/2012 6:48:47 AM	Changing to StoppedState from UninitializedState in response to InitializeEvent consumed...
2/14/2012 6:48:47 AM	Exited UninitializedState
2/14/2012 6:48:47 AM	Entered InitializedState
2/14/2012 6:48:47 AM	Entered StoppedState
2/14/2012 6:48:47 AM	Stopping monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cb...
2/14/2012 6:48:47 AM	Successfully created monitor 618b51de-70f0-418b-9869-169f6f7d7049
2/14/2012 6:48:47 AM	Changing to StartingState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:47 AM	Exited StoppedState
2/14/2012 6:48:47 AM	Entered StartingState
2/14/2012 6:48:48 AM	Event log entry written: '6008'.
2/14/2012 6:48:48 AM	Target beta is not clustered
2/14/2012 6:48:48 AM	Changing to RunningState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:48 AM	Exited StoppedState
2/14/2012 6:48:48 AM	Entered RunningState
2/14/2012 6:48:48 AM	Starting monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cbf...
2/14/2012 6:48:48 AM	Entered SucceededState
2/14/2012 6:48:48 AM	Successfully created connection 985ae0ce-bbba-47a2-84ec-5fa79da80174 connecting Files...
2/14/2012 6:48:48 AM	Waiting for source endpoint of " to be established (00:10:00)
2/14/2012 6:48:50 AM	Established source endpoint of '112.42.74.29:6320' for engine connection with replication s...
2/14/2012 6:48:50 AM	Changing to ProtectingState from StartingState in response to StartSucceededEvent consu...
2/14/2012 6:48:50 AM	Exited StartingState
2/14/2012 6:48:50 AM	Entered ProtectingState
2/14/2012 6:48:50 AM	Event log entry written: '6004'.
2/14/2012 6:48:52 AM	Changing to MirroringState from ProtectingState in response to MirroringEvent consumed b...
2/14/2012 6:48:52 AM	Entered MirroringState
2/14/2012 6:48:52 AM	Changing to SynchronizedState from MirroringState in response to MirrorCompletedEvent c...
2/14/2012 6:48:52 AM	Exited MirroringState
2/14/2012 6:48:52 AM	Entered SynchronizedState
2/14/2012 7:05:45 AM	Event log entry written: '6008'.
2/14/2012 7:05:48 AM	Changing to MirroringState from SynchronizedState in response to MirroringEvent consume...
2/14/2012 7:05:48 AM	Exited SynchronizedState
2/14/2012 7:05:48 AM	Entered MirroringState
2/14/2012 7:05:51 AM	Changing to SynchronizedState from MirroringState in response to MirrorIdleEvent consum...
2/14/2012 7:05:51 AM	Exited MirroringState
2/14/2012 7:05:51 AM	Entered SynchronizedState

The following table identifies the controls and the table columns in the **Job logs** window.

Start

This button starts the addition and scrolling of new messages in the window.

Pause

This button pauses the addition and scrolling of new messages in the window. This is only for the **Job logs** window. The messages are still logged to their respective files on the server.

Copy

This button copies the messages selected in the **Job logs** window to the Windows clipboard.

Clear

This button clears the **Job logs** window. The messages are not cleared from the respective files on the server. If you want to view all of the messages again, close and reopen the **Job logs** window.

Time

This column in the table indicates the date and time when the message was logged.

Description

This column in the table displays the actual message that was logged.

Failing over SQL jobs

When a failover condition has been met, failover will be triggered automatically if you disabled the wait for user option during your failover configuration. If the wait for user before failover option is enabled, you will be notified in the console when a failover condition has been met. At that time, you will need to trigger it manually from the console when you are ready.

1. On the **Manage Jobs** page, highlight the job that you want to failover and click **Failover, Cutover, or Recover** in the toolbar.
2. Select the type of failover to perform.
 - **Failover to live data**—Select this option to initiate a full, live failover using the current data on the target. The application services will be stopped on the source (if it is online), and they will be started on the target. DNS records will be updated, if applicable. Application requests destined for the source server or its IP addresses are routed to the target.
 - **Perform test failover**—Select this option to perform a test failover using the current data on the target for standalone environments. This option is not applicable to clustered environments. This option will allow you to confirm SQL on the target is viable for failover. This process will pause the target (the entire target is not paused, just Double-Take processing), take a snapshot of the target (so that you can revert back to the pre-test state after the test is complete), and then start the application services on the target. Success and failure messages will be available in the job log. (Note the application services are still running on the source during the test.) Once the application services are running on the target, you can perform any testing desired on the target server.



The following caveats apply to performing a test failover for SQL.

- Make sure you have enough space on your target to contain the snapshot.
- If you have scheduled Double-Take snapshots, they will continue to be created during the test, however, you should not use any of these snapshots from this time period because the target data may not be in a good state.
- If you are using Windows 2008 R2 and Double-Take snapshots, any snapshots that you take before testing failover will be unusable for an actual failover. To work around this issue, take another snapshot immediately after the test. Once the additional, post-testing snapshot is taken, all of the previous snapshots will be usable for future failovers. This issue is fixed in the Windows 2008 R2 Service Pack 1 release. If you install that release or a later release, you will not have to worry about the extra snapshot after the test.
- If any of your SQL data is stored on the system volume, you will not be able to perform a test failover.
- Any scripts you specified in the **Test Failover Scripts** section when you created your job will be executed during the test failover.

-
- **Failover to a snapshot**—Select this option to initiate a full, live failover without using the current data on the target. Instead, select a snapshot and the data on the target will be

reverted to that snapshot. This option will not be available if there are no snapshots on the target or if the target does not support snapshots. This option is also not applicable to clustered environments. To help you understand what snapshots are available, the **Type** indicates the kind of snapshot.

- **Scheduled**—This snapshot was taken as part of a periodic snapshot.
- **Deferred**—This snapshot was taken as part of a periodic snapshot, although it did not occur at the specified interval because the job between the source and target was not in a good state.
- **Manual**—This snapshot was taken manually by a user.

3. Select how you want to handle the data in the target queue.

- **Apply data in target queues before failover or cutover**—All of the data in the target queue will be applied before failover begins. The advantage to this option is that all of the data that the target has received will be applied before failover begins. The disadvantage to this option is depending on the amount of data in queue, the amount of time to apply all of the data could be lengthy.
- **Discard data in the target queues and failover or cutover immediately**—All of the data in the target queue will be discarded and failover will begin immediately. The advantage to this option is that failover will occur immediately. The disadvantage is that any data in the target queue will be lost.
- **Revert to last good snapshot if target data state is bad**—If the target data is in a bad state, Double-Take will automatically revert to the last good Double-Take snapshot before failover begins. If the target data is in a good state, Double-Take will not revert the target data. Instead, Double-Take will apply the data in the target queue and then failover. The advantage to this option is that good data on the target is guaranteed to be used. The disadvantage is that if the target data state is bad, you will lose any data between the last good snapshot and the failure.

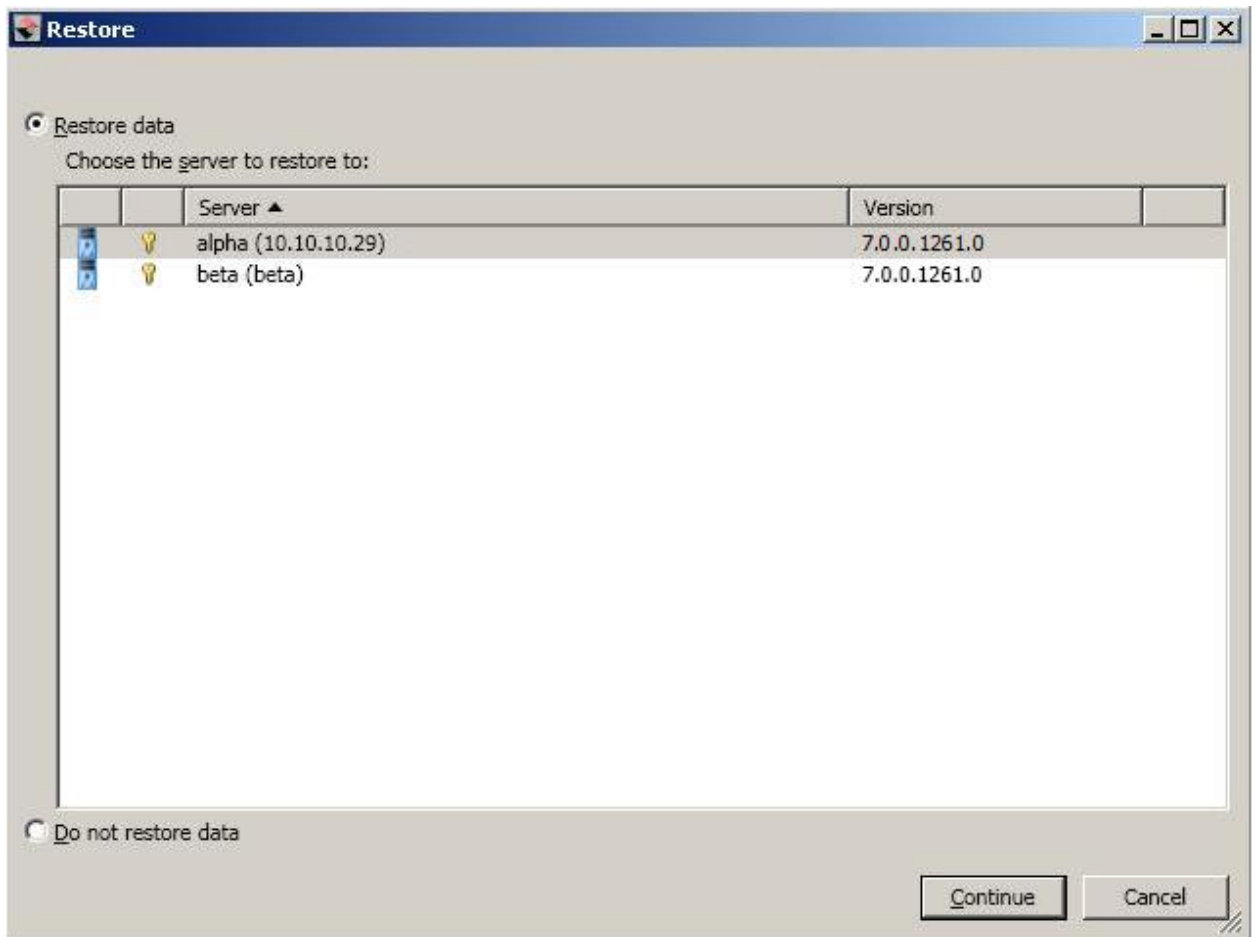
4. When you are ready to begin failover, click **Failover**.

5. If you performed a test failover, you can undo it by selecting **Undo Failover or Cutover** in the toolbar. The application services will be stopped on the target, the pre-test snapshot that was taken will be reverted, and the target will be resumed.

Restoring then failing back SQL jobs

Restoring before failing back allows your users to continue accessing their data on the failed over target, which is standing in for the source, while you perform the restoration process.

1. Resolve the problem(s) on the source that caused it to fail.
2. Bring the source onto the network.
3. On the **Manage Jobs** page, highlight the job and click **Restore**.



4. Confirm **Restore data** is selected, then highlight your source server in the server list.



If you do not want to restore your data, you can select **Do not restore data**. Keep in mind, that any data changes that took place on the target after failover will be lost.

5. Click **Continue** to start the restoration.
6. During the restoration process, the **Activity** will indicate **Restoring** and **Mirror Status** will indicate **In Progress**. When the restoration is complete, the **Mirror Status** will change to **Idle**, and the **Activity** will be **Restored**. At this time, schedule a time for failback. User downtime will begin once failback is started, so select a time that will have minimal disruption on your users.

7. On the **Manage Jobs** page, highlight the job and click **Failback**.
8. In the dialog box, highlight the job that you want to failback and click **Failback**.
9. Check that your source is fully functional and that the source data is in a good state, and then, if desired, you can enable protection again by clicking **Start**.

Chapter 9 Full server to Hyper-V protection

Create a full server to Hyper-V job when you want to protect an entire physical server or virtual machine to a Hyper-V target. There is no reverse protection for this job. You will have to use another full server job type to get back to your original hardware after failover.

- See *Full server to Hyper-V requirements* on page 301—Full server to Hyper-V protection includes specific requirements for this type of protection.
- See *Creating a full server to Hyper-V job* on page 303—This section includes step-by-step instructions for creating a full server to Hyper-V job.
- See *Managing and controlling full server to Hyper-V jobs* on page 326—You can view status information about your full server to Hyper-V jobs and learn how to control these jobs.
- See *Failing over full server to Hyper-V jobs* on page 344—Use this section when a failover condition has been met or if you want to failover manually.

Full server to Hyper-V requirements

In addition to the *Core Double-Take requirements* on page 20, use these requirements for full server to Hyper-V protection.

- **Source server**—The source server can be any physical or virtual server running any of the operating systems listed in the *Core Double-Take requirements* on page 20. If your source is a Hyper-V server, you will be able to protect it, however the Hyper-V role and features will not be available after failover.
- **Target server**—The target server can be any Windows 2008, 2008 R2, 2012, or 2012 R2 operating system from the *Core Double-Take requirements* on page 20 that has the Hyper-V role enabled. In addition, you can use Hyper-V Server 2008 R2, Server Core 2008 R2 SP1, Server Core 2012, or Server Core 2012 R2 with the Hyper-V role enabled. (Hyper-V Server 2008 and Server Core 2008 are not supported.)
- **Server Core**—In addition to the Server Core requirements above, there is a Server Core limitation. DNS updates are not supported for Server Core servers.
- **Disk types**—Virtual machines can use raw, pass-through, or differencing disks, however, they will be virtual hard disks on the replica on the target.
- **IP addressing**—IPv4 is the only supported IP version.
- **Microsoft .NET Framework**—Microsoft .NET Framework version 4.0 Update 3 or later is required. (The full .NET 4.0.3 is required, not just the Client Profile.)
- **Snapshots**—You can take and failover to Double-Take snapshots using a full server to Hyper-V job. See *Core Double-Take requirements* on page 20 for the specific snapshot requirements.
- **NAT**—Full server to Hyper-V jobs do not support NAT environments.
- **Supported configurations**—The following table identifies the supported configurations for a full server to Hyper-V job.

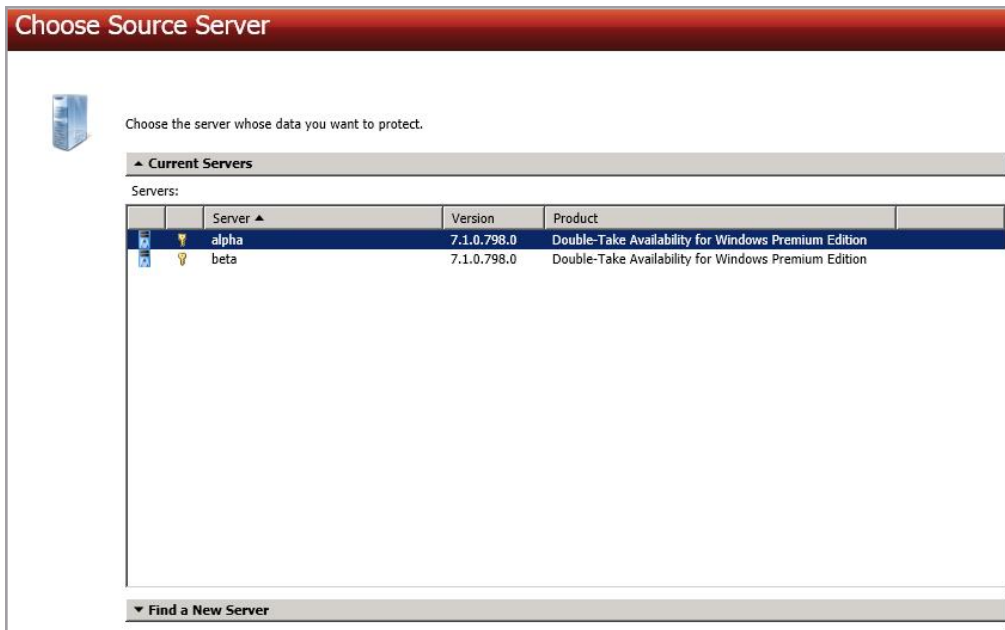
Server to Host Configuration	Description	Supported	Not Supported
One to one active/standby	You can protect a single source to a single target host.	X	
One to one active/active	You cannot protect a single source to a single target host where the server and host act as both a source and target actively replicating data to each other.		X
Many to one	You can protect many source servers to one target host. Replication occurs from each source to the one target host. This will consolidate your source servers to a single host.	X	

Server to Host Configuration	Description	Supported	Not Supported
One to many	You can protect a single source to multiple target hosts. The source is the only server actively replicating data. This will create redundant copies of your source.	X	
Chained	You cannot protect a single source to a single target host, where the target host then acts a source in order to send the original source to another target.		X
Single server	You cannot protect a single source to itself.		X
Standalone to standalone	Your source and target host can be in a standalone to standalone configuration.	X	
Standalone to cluster	Your source and target host can be in a standalone to cluster configuration. The target cluster will be cluster-aware and will roll and failover to cluster nodes using standard Microsoft clustering.	X	
Cluster to standalone	Your servers cannot be in a cluster to standalone configuration.		X
Cluster to cluster	Your servers cannot be in a cluster to cluster configuration.		X
Cluster Shared Volumes (CSV) guest level	You can protect a virtual machine on a Cluster Shared Volume. Protection of the virtual machine is from within the guest operating system.	X	
Cluster Shared Volumes (CSV) host level	You cannot protect a virtual machine on a Cluster Shared Volume from the host.		X

Creating a full server to Hyper-V job

Use these instructions to create a full server to Hyper-V job.

1. Click **Get Started** from the toolbar.
2. Select **Double-Take Availability** and click **Next**.
3. Select **Protect files and folders, an application, or an entire Windows or Linux server** and click **Next**.
4. Choose your source server. This is the physical or virtual server that you want to protect.



- **Current Servers**—This list contains the servers currently available in your console session. Servers that are not licensed for the workflow you have selected will be filtered out of the list. Select your source server from the list.
- **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading. From here, you can specify a server along with credentials for logging in to the server. If necessary, you can click **Browse** to select a server from a network drill-down list.



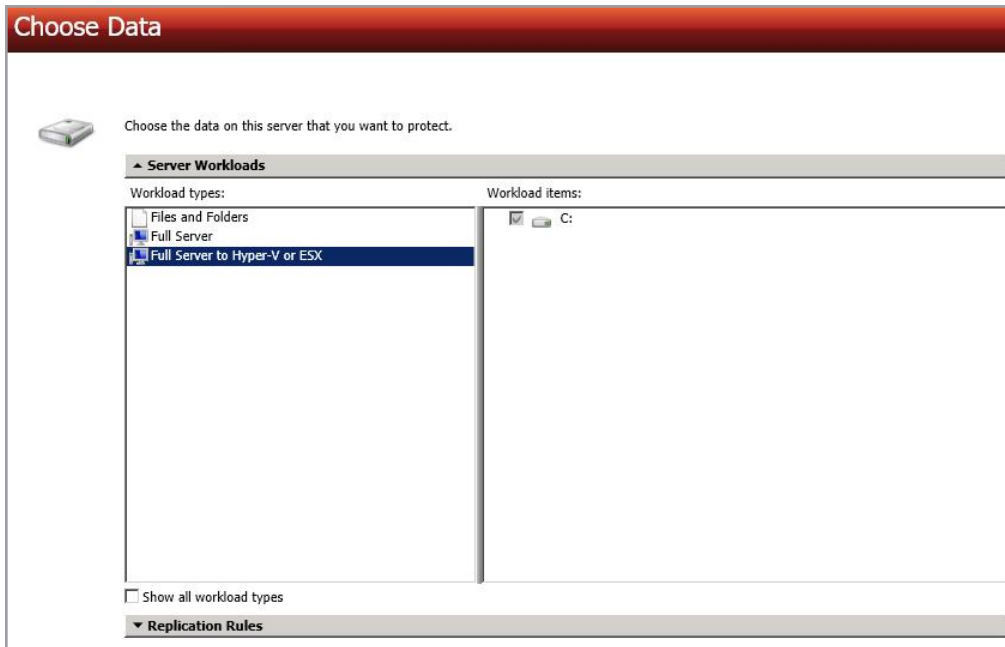
If you enter the source server's fully-qualified domain name, the Double-Take Console will resolve the entry to the server short name. If that short name resides in two different domains, this could result in name resolution issues. In this case, enter the IP address of the server.

When specifying credentials for a new server, specify a user that is a member of the local Double-Take Admin and local administrator security groups. The user must also have administrative rights for Microsoft Hyper-V.

Your source can have no more than 12 NICs enabled (eight synthetic and four legacy).

5. Click **Next** to continue.
6. Choose the type of workload that you want to protect. Under **Server Workloads**, in the **Workload types** pane, select **Full Server to Hyper-V or ESX**. In the **Workload items** pane, select the volumes on the source that you want to protect.

If the workload you are looking for is not displayed, enable **Show all workload types**. The workload types in gray text are not available for the source server you have selected. Hover your mouse over an unavailable workload type to see a reason why this workload type is unavailable for the selected source.



7. By default, Double-Take selects the system volume for protection. You will be unable to deselect the system volume. Select any other volumes on the source that you want to protect. If desired, click the **Replication Rules** heading and expand the volumes under **Folders**. You will see that Double-Take automatically excludes particular files that cannot be used during the protection. If desired, you can exclude other files that you do not want to protect, but be careful when excluding data. Excluded volumes, folders, and/or files may compromise the integrity of your installed applications. There are some volumes, folders, and files (identified in *italics text*) that you will be unable to exclude, because they are required for protection. For example, the boot files cannot be excluded because that is where the system state information is stored.

Volumes and folders with a green highlight are included completely. Volumes and folders highlighted in light yellow are included partially, with individual files or folders included. If there is no highlight, no part of the volume or folder is included. To modify the items selected, highlight a volume, folder, or file and click **Add Rule**. Specify if you want to **Include** or **Exclude** the item. Also, specify if you want the rule to be recursive, which indicates the rule should automatically be applied to the subdirectories of the specified path. If you do not select **Recursive**, the rule will not be applied to subdirectories.

You can also enter wildcard rules, however you should do so carefully. Rules are applied to files that are closest in the directory tree to them. If you have rules that include multiple folders, an

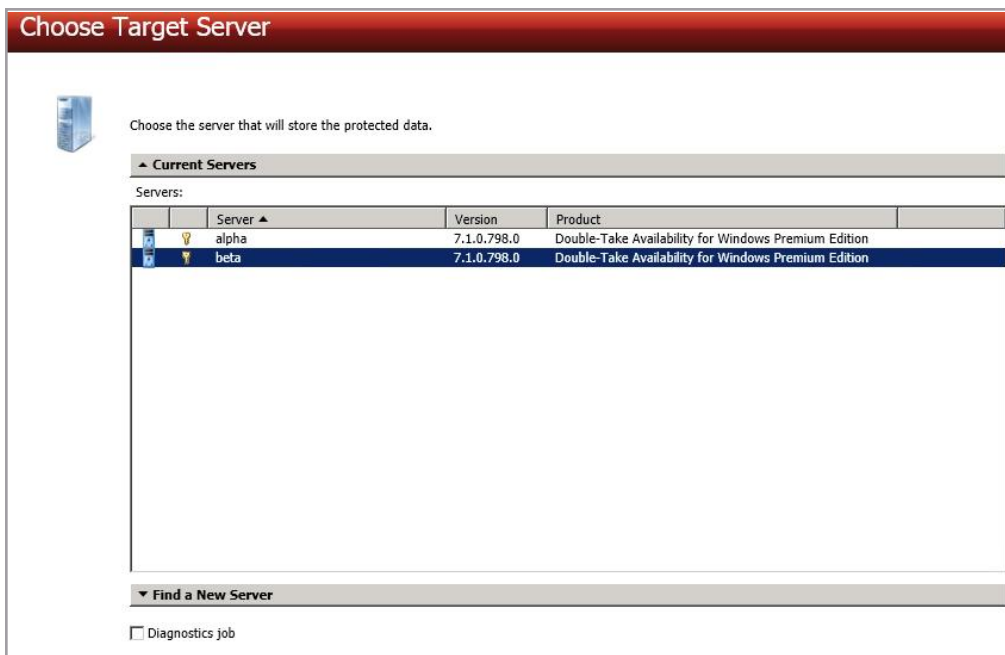
exclusion rule with a wild card will need to be added for each folder that it needs applied to. For example, if you want to exclude all .log files from D:\ and your rules include D:\, D:\Dir1 , and D:\Dir2, you would need to add the exclusion rule for the root and each subfolder rule. So you will need to add exclude rules for D:*.log , D:\Dir1*.log, and D:\Dir2*.log.

If you need to remove a rule, highlight it in the list at the bottom and click **Remove Rule**. Be careful when removing rules. Double-Take may create multiple rules when you are adding directories. For example, if you add E:\Data to be included in protection, then E:\ will be excluded. If you remove the E:\ exclusion rule, then the E:\Data rule will be removed also.



If you return to this page using the **Back** button in the job creation workflow, your **Workload Types** selection will be rebuilt, potentially overwriting any manual replication rules that you specified. If you do return to this page, confirm your **Workload Types** and **Replication Rules** are set to your desired settings before proceeding forward again.

8. Click **Next** to continue.
9. Choose your target server. This is the Hyper-V server that will store the replica of the virtual machine from the source.



- **Current Servers**—This list contains the servers currently available in your console session. Servers that are not licensed for the workflow you have selected and those not applicable to the workload type you have selected will be filtered out of the list. Select your target server from the list.
- **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading. From here, you can specify a server along with credentials for logging in to the server. If necessary, you can click **Browse** to select a server from a network drill-down list.



If you enter the target server's fully-qualified domain name, the Double-Take Console will resolve the entry to the server short name. If that short name resides in two different domains, this could result in name resolution issues. In this case, enter the IP address of the server.

When specifying credentials for a new server, specify a user that is a member of the local Double-Take Admin and local administrator security groups. The user must also have administrative rights for Microsoft Hyper-V.

10. Click **Next** to continue.
11. You have many options available for your full server to Hyper-V job. Configure those options that are applicable to your environment.

Go to each page identified below to see the options available for that section of the **Set Options** page. After you have configured your options, continue with the next step on page 325.

- *General* on page 307
- *Replica Virtual Machine Location* on page 308
- *Replica Virtual Machine Configuration* on page 310
- *Replica Virtual Machine Volumes* on page 311
- *Replica Virtual Machine Network Settings* on page 312
- *Failover Monitor* on page 313
- *Failover Options* on page 315
- *Failover Identity* on page 316
- *Mirror, Verify & Orphaned Files* on page 318
- *Network Route* on page 321
- *Snapshots* on page 322
- *Compression* on page 323
- *Bandwidth* on page 324

General



The image shows a screenshot of a software configuration window titled "General". The window has a light gray header bar with the word "General" and a small upward-pointing arrow icon. Below the header, the text "Job name:" is followed by a text input field containing the text "alpha to beta".

For the **Job name**, specify a unique name for your job.

Replica Virtual Machine Location

Replica Virtual Machine Location

Local File Volume SMB Share

Select the volume and folder on the target server that will hold the replica virtual machine:

Volume	Total Size	Free Space	Owner
C:	100 GB	32.88 GB	
D:	308.37 GB	93.67 GB	
E:	136.02 GB	65.79 GB	

Full path where the replica virtual machine will be stored:

D:\HVRA_Replicas\alpha

Replica Virtual Machine Location

Local File Volume SMB Share

File server name: FileServer

Share name: ShareName

Folder: HVRA_Replicas\alpha

Full path where the replica virtual machine will be stored:

\\FileServer\ShareName\HVRA_Replicas\alpha



The options on this page will vary depending on the operating system of your target Hyper-V server. Also, the SMB share option is only available if you target Hyper-V server is a standalone server.

- **Local File Volume**—Select this option if you want to store the new virtual server on a local volume on the target.
 - **Select the volume and folder on the target server that will hold the replica virtual machine**—Select one of the volumes from the list to indicate the volume on the target where you want to store the new virtual server when it is created. The target volume must have enough **Free Space** to store the source data.
 - **Full path where the replica virtual machine will be stored**—Specify a location on the selected **Volume** to store the replica of the source. By specifying an existing folder, you can reuse an existing virtual machine on your Hyper-V target created by a previous job.

Reusing a virtual disk can be useful for pre-staging data on a LAN and then relocating the virtual disk to a remote site after the initial mirror is complete. You save time by skipping the virtual disk creation steps and performing a difference mirror instead of a full mirror. With pre-staging, less data will need to be sent across the wire initially. In order to use an existing virtual disk, it must be a valid virtual disk. It cannot be attached to any other virtual machine, and the virtual disk size and format cannot be changed.

Each pre-existing disk must be placed in a temporary location on the target volume specified. Double-Take will skip the virtual disk creation steps when using a pre-existing disk and will instead move your existing virtual disks to the appropriate

VMware location on that volume. Therefore, it is important that you place your pre-existing virtual disks in the temporary locations so this move process will be handled correctly. Specify this temporary location for **Full path where the replica virtual machine will be stored**.

In a WAN environment, you may want to take advantage of using an existing disk by using a process similar to the following.

- a. Create a job in a LAN environment, letting Double-Take create the virtual disk for you.
 - b. Complete the mirror process locally.
 - c. Delete the job and when prompted, do not delete the replica.
 - d. From the Hyper-V Manager, delete the replica virtual machine, which will delete the virtual machine configuration but will keep the associated hard disk files.
 - e. Shut down and move the Hyper-V target server to your remote site.
 - f. After the Hyper-V target server is back online at the remote site, create a new job for the same source server. Double-Take will reuse the existing hard disk files and perform a difference mirror over the WAN to bring the virtual machine up-to-date.
- **SMB Share**—If your target is Windows 2012, you can select this option if you want to store the new virtual server on an SMB 3.0 share. The file server where the share is located should not be the same server as your target Hyper-V server.
 - **File server name**—Specify the name of the file server where your SMB share is located.
 - **Share name**—Specify the share name on your file server where you want to store the new virtual server. Your target Hyper-V server must have permission to write to the share.
 - **Folder**—Specify a folder on the share where you want to store the new virtual server.

Replica Virtual Machine Configuration

Replica virtual machine display name:
alpha_Replica

Number of processors: 2 Processors on the source server: 2

Amount of memory (MB): 3072 Memory on the source server (MB): 3072

Network adapter type on the replica:
Legacy

Map source virtual switches to target virtual switches:

Source Network Adapter	Target Network Adapter
Production	Local Area Connection - Virtual Network
DT	Local Area Connection - Virtual Network

- **Replica virtual machine display name**—Specify the name of the replica virtual machine. This will be the display name of the virtual machine on the host system.
- **Number of processors**—Specify how many processors to create on the new virtual machine. The number of processors on the source is displayed to guide you in making an appropriate selection. If you select fewer processors than the source, your clients may be impacted by slower responses.
- **Amount of memory**—Specify the amount of memory, in MB, to create on the new virtual machine. The memory on the source is displayed to guide you in making an appropriate selection. If you select less memory than the source, your clients may be impacted by slower responses.
- **Network adapter type on the replica**—Depending on your operating system, you may be able to select the type of adapter, **Legacy** or **Synthetic**, to use on the replica virtual machine. This selection will apply to all adapters on the replica.
 - **Windows 2003**—Both legacy and synthetic adapters are supported by the operating system, but Double-Take only supports legacy adapters.
 - **Windows 2008 and 2008 R2**—Both legacy and synthetic adapters are supported by the operating system and Double-Take.
 - **Windows 2012 and 2012 R2**—Both legacy and synthetic adapters are supported by the operating system and Double-Take with one exception. If the target is Windows 2012 R2, only the synthetic adapter is available for the operating system and Double-Take.

There is a limit of four legacy adapters and eight synthetic adapters.

- **Map source virtual switches to target virtual switches**—Identify how you want to handle the network mapping after failover. The **Source Network Adapter** column lists the NICs from the source. Map each one to a **Target Network Adapter**, which is a virtual network on the target. You can also choose to discard the source's NIC and IP addresses, or you can to failover the NIC and IP addresses but leave them in a not connected state.

Replica Virtual Machine Volumes

Volume	Disk Size	Used Space	Replica Disk Size	Replica Disk Format	Storage Controller
C:	89.9 GB	9.04 GB	89.9 GB	Dynamic	IDE

- **Replica Disk Size**—For each volume you are protecting, specify the size of the replica disk on the target. Be sure and include the value in MB or GB for the disk. The value must be at least the size of the specified **Used Space** on that volume.



In some cases, the replica virtual machine may use more virtual disk space than the size of the source volume due to differences in how the virtual disk's block size is formatted and how hard links are handled. To avoid this issue, specify the size of your replica to be at least 5 GB larger.

Snapshots are stored on the replica, so if you enable snapshots, be sure that you configure your replica virtual machine disk size large enough to maintain snapshots.

- **Replica Disk Format**—For each volume you are protecting, specify the format of the disk, **Dynamic** or **Fixed**, that will be created on the replica virtual machine. Any disk format specification will be discarded if you are reusing a disk from the **Full path where the replica virtual machine will be stored** from the **Replica Virtual Machine Location** section.
- **Storage Controller**—For each volume you are protecting, specify the type of **Storage Controller** that you want to use for each volume on the target. If your virtual machine is a Generation 2 VM (Windows 2012 or later), SCSI is the only controller option.



If your virtual machine is a Generation 1 VM, the system volume must be an IDE controller. In addition, up to two more volumes can be attached to an IDE controller. If you are protecting more than three volumes on the source, you will need to install the Hyper-V Integration Components to acquire a SCSI device after failover to attach these volumes to the replica virtual machine. See your Microsoft documentation for more information.

Replica Virtual Machine Network Settings

Use advanced settings for replica virtual machine network configuration.

Network adapters:
Local Area Connection (112.42.74.29)

Source IP addresses:

IP Address	Subnet Mask
112.42.74.29	255.255.0.0

Replica IP addresses:

IP Address	Subnet Mask
112.52.74.29	255.255.0.0

Source Default Gateways:

112.42.48.9

Replica Default Gateways:

112.52.48.9

Source DNS Server addresses:

112.42.48.20

Replica DNS Server addresses:

112.52.48.20

- **Use advanced settings for replica virtual machine network configuration**—Select this option to enable the replica virtual machine network setting configuration. This setting is primarily used for WAN support.
- **Network adapters**—Select a network adapter from the source and specify the **Replica IP addresses**, **Replica Default Gateways**, and **Replica DNS Server addresses** to be used after failover. If you add multiple gateways or DNS servers, you can sort them by using the arrow up and arrow down buttons. Repeat this step for each network adapter on the source.



Updates made during failover will be based on the network adapter name when protection is established. If you change that name, you will need to delete the job and re-create it so the new name will be used during failover.

If you update one of the advanced settings (IP address, gateway, or DNS server), then you must update all of them. Otherwise, the remaining items will be left blank. If you do not specify any of the advanced settings, the replica virtual machine will be assigned the same network configuration as the source.

By default, the source IP address will be included in the target IP address list as the default address. If you do not want the source IP address to be the default address on the target after failover, remove that address from the **Replica IP addresses** list.

Failover Monitor

Monitor these addresses:	
	Source IP Address
<input checked="" type="checkbox"/>	112.42.74.29
<input checked="" type="checkbox"/>	10.10.10.29

- **Total time to failure**—Specify, in hours:minutes:seconds, how long the target will keep trying to contact the source before the source is considered failed. This time is precise. If the total time has expired without a successful response from the source, this will be considered a failure.

Consider a shorter amount of time for servers, such as a web server or order processing database, which must remain available and responsive at all times. Shorter times should be used where redundant interfaces and high-speed, reliable network links are available to prevent the false detection of failure. If the hardware does not support reliable communications, shorter times can lead to premature failover. Consider a longer amount of time for machines on slower networks or on a server that is not transaction critical. For example, failover would not be necessary in the case of a server restart.

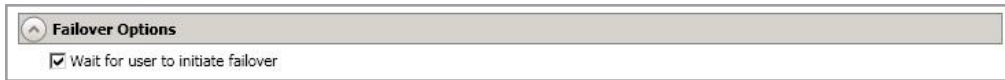
- **Consecutive failures**—Specify how many attempts the target will make to contact the source before the source is considered failed. For example, if you have this option set to 20, and your source fails to respond to the target 20 times in a row, this will be considered a failure.
- **Monitor on this interval**—Specify, in hours:minutes:seconds, how long to wait between attempts to contact the source to confirm it is online. This means that after a response (success or failure) is received from the source, Double-Take will wait the specified interval time before contacting the source again. If you set the interval to 00:00:00, then a new check will be initiated immediately after the response is received.

If you choose **Total time to failure**, do not specify a longer interval than failure time or your server will be considered failed during the interval period.

If you choose **Consecutive failures**, your failure time is calculated by the length of time it takes your source to respond plus the interval time between each response, times the number of consecutive failures that can be allowed. That would be (response time + interval) * failure number. Keep in mind that timeouts from a failed check are included in the response time, so your failure time will not be precise.

- **Network monitoring**—With this option, the target will monitor the source using a network ping.
 - **Monitor these addresses**—Select each **Source IP Address** that you want the target to monitor.
 - **Monitoring method**—This option determines the type of network ping used for failover monitoring.
 - **Network service**—Source availability will be tested by an ICMP ping to confirm the route is active.
 - **Replication service**—Source availability will be tested by a UDP ping to confirm the Double-Take service is active.
 - **Network and replication services**—Source availability will be tested by both an ICMP ping to confirm the route is active and a UDP ping to confirm the Double-Take service is active. Both pings must fail in order to trigger a failover.
 - **Failover trigger**—If you are monitoring multiple IP addresses, specify when you want a failover condition to be triggered.
 - **One monitored IP address fails**—A failover condition will be triggered when any one of the monitored IP addresses fails. If each IP address is on a different subnet, you may want to trigger failover after one fails.
 - **All monitored IP addresses fail**—A failover condition will be triggered when all monitored IP addresses fail. If there are multiple, redundant paths to a server, losing one probably means an isolated network problem and you should wait for all IP addresses to fail.

Failover Options



- **Wait for user to initiate failover**—The failover process can wait for you to initiate it, allowing you to control when failover occurs. When a failure occurs, the job will wait in **Failover Condition Met** for you to manually initiate the failover process. Disable this option if you want failover to occur immediately when a failure occurs.

Failover Identity

Failover Identity

Apply source network configuration to the target (Recommended for LAN configurations)

Retain target network configuration (Recommended for WAN configurations)

Update DNS server

DNS Options

Credentials for **domain.com**
User name: **administrator**

Change...

These DNS servers will be updated during failover:

112.42.48.9 Remove

Update these source DNS entries with the corresponding target IP address:

Source Address	Target Address
----------------	----------------

Update TTL (seconds):
300

- **Retain target network configuration**—The target will retain all of its original IP addresses.
 - **Update DNS server**—Specify if you want Double-Take to update your DNS server on failover. If DNS updates are made, the DNS records will be locked during failover. Be sure and review the *Core Double-Take requirements* on page 20 for the requirements for updating DNS.



DNS updates are not available for Server Core servers or source servers that are in a workgroup.

Expand the **DNS Options** section to configure how the updates will be made. The DNS information will be discovered and displayed. If your servers are in a workgroup, you must provide the DNS credentials before the DNS information can be discovered and displayed.

- **Change**—If necessary, click this button and specify a user that has privileges to access and modify DNS records. The account must be a member of the DnsAdmins group for the domain, and must have full control permissions on the source's A (host) and PTR (reverse lookup) records. These permissions are not included by default in the DnsAdmins group.
- **Remove**—If there are any DNS servers in the list that you do not want to update, highlight them and click **Remove**.

- **Update these source DNS entries with the corresponding target IP address**—For each IP address on the source, specify what address you want DNS to use after failover.
 - **Update TTL**—Specify the length of time, in seconds, for the time to live value for all modified DNS A records. Ideally, you should specify 300 seconds (5 minutes) or less.
-



DNS updates will be disabled if the target server cannot communicate with both the source and target DNS servers

If you select **Retain your target network configuration** but do not enable **Update DNS server**, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover. This would also apply to non-Microsoft Active Directory integrated DNS servers. You will want to keep your target network configuration but do not update DNS. In this case, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover.

Mirror, Verify & Orphaned Files

Mirror, Verify & Orphaned Files

Mirror Options

Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.

Compare file attributes and data. Send the attributes and bytes that differ. (Recommended for databases)

Verification Options

Enable scheduled verification

Verify on this interval: 1 Days

Begin immediately

Begin at this time: 7/31/2014 9:18:17 AM

Report and comparison options

Report only

Report and mirror files

Compare file attributes and data

General Options

Calculate size of protected data upon connection

Delete orphaned files

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.
 - **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
 - **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Verification Options**—Choose if you want to periodically confirm that the source replica data on the target is identical to the actual data on the source. Verification creates a log file detailing what was verified as well as which files are not synchronized. If the data is not the same, you can automatically initiate a remirror, if configured. The remirror ensures data integrity between the source and target.



Because of the way the Windows Cache Manager handles memory, machines that are doing minimal or light processing may have file operations that remain in the cache until additional operations flush them out. This may make Double-Take files on the target appear as if they are not synchronized. When the Windows Cache Manager releases the operations in the cache on the source and target, the files will be updated on the target.

- **Enable scheduled verification**—When this option is enabled, Double-Take will verify the source replica data on the target.
- **Verify on this interval**—Specify the interval between verification processes.

- **Begin immediately**—Select this option if you want to start the verification schedule immediately after the job is established.
- **Begin at this time**—Select this option if you want to start the verification schedule at the specified date and time.
- **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
- **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **General Options**—Choose your general mirroring options.
 - **Calculate size of protected data upon connection**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

Do not disable this option for full server to Hyper-V jobs. The calculation time is when the source generates a hard link report that the target will use to process hard links on the target. If you disable the calculation and thus the report generation, the hard link processing that occurs on the target will be ineffective and you may have problems after failover, especially if your source is Windows 2008.

- **Delete orphaned files**—An orphaned file is a file that exists in the replica data on the target, but does not exist in the protected data on the source. This option specifies if orphaned files should be deleted on the target.



Orphaned file configuration is a per target configuration. All jobs to the same target will have the same orphaned file configuration.

The orphaned file feature does not delete alternate data streams. To do this, use a full mirror, which will delete the additional streams when the file is re-created.

If delete orphaned files is enabled, carefully review any replication rules that use wildcard definitions. If you have specified wildcards to be excluded from

protection, files matching those wildcards will also be excluded from orphaned file processing and will not be deleted from the target. However, if you have specified wildcards to be included in your protection, those files that fall outside the wildcard inclusion rule will be considered orphaned files and will be deleted from the target.

If you want to move orphaned files rather than delete them, you can configure this option along with the move deleted files feature to move your orphaned files to the specified deleted files directory. See *Target server properties* on page 63 for more information.

During a mirror, orphaned file processing success messages will be logged to a separate orphaned file log on the source. This keeps the Double-Take log from being overrun with orphaned file success processing messages. Orphaned files processing statistics and any errors in orphaned file processing will still be logged to the Double-Take log, and during difference mirrors, verifications, and restorations, all orphaned file processing messages are logged to the Double-Take log. The orphaned file log is located in the **Logging folder** specified for the source. See *Log file properties* on page 68 for details on the location of that folder. The orphaned log file is appended to during each orphaned file processing during a mirror, and the log file will be a maximum of 50 MB.

Network Route



Network Route

Send data to the target server using this route:

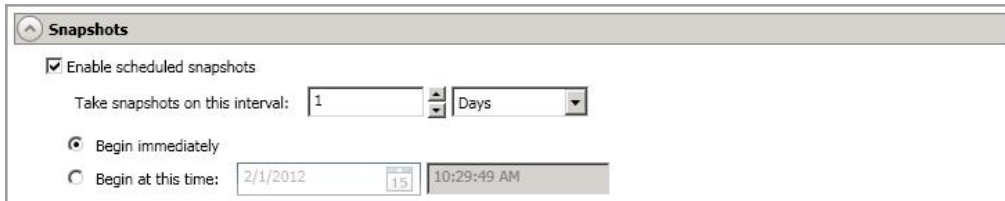
10.10.10.30

By default, Double-Take will select a target route for transmissions. If desired, specify an alternate route on the target that the data will be transmitted through. This allows you to select a different route for Double-Take traffic. For example, you can separate regular network traffic and Double-Take traffic on a machine with multiple IP addresses.



The IP address used on the source will be determined through the Windows route table.

Snapshots



A snapshot is an image of the source replica data on the target taken at a single point in time. You can failover to a snapshot. However, you cannot access the snapshot in VSS to recover specific files or folders.

Turn on **Enable scheduled snapshots** if you want Double-Take to take snapshots automatically at set intervals.

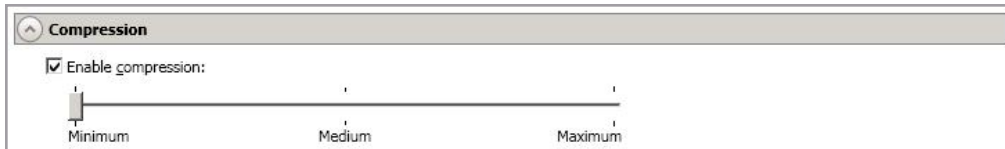
- **Take snapshots on this interval**—Specify the interval (in days, hours, or minutes) for taking snapshots.
- **Begin immediately**—Select this option if you want to start taking snapshots immediately after the protection job is established.
- **Begin at this time**—Select this option if you want to start taking snapshots at a later date and time. Specify the date and time parameters to indicate when you want to start.



See *Managing snapshots* on page 76 for details on taking manual snapshots and deleting snapshots.

Snapshots are stored inside the replica virtual disk, so be sure that you configure your replica virtual machine disks large enough to maintain snapshots. Also, you may want to set the size limit on how much space snapshots can use. See your VSS documentation for more details on setting a size limit.

Compression



To help reduce the amount of bandwidth needed to transmit Double-Take data, compression allows you to compress data prior to transmitting it across the network. In a WAN environment this provides optimal use of your network resources. If compression is enabled, the data is compressed before it is transmitted from the source. When the target receives the compressed data, it decompresses it and then writes it to disk. You can set the level from **Minimum** to **Maximum** to suit your needs.

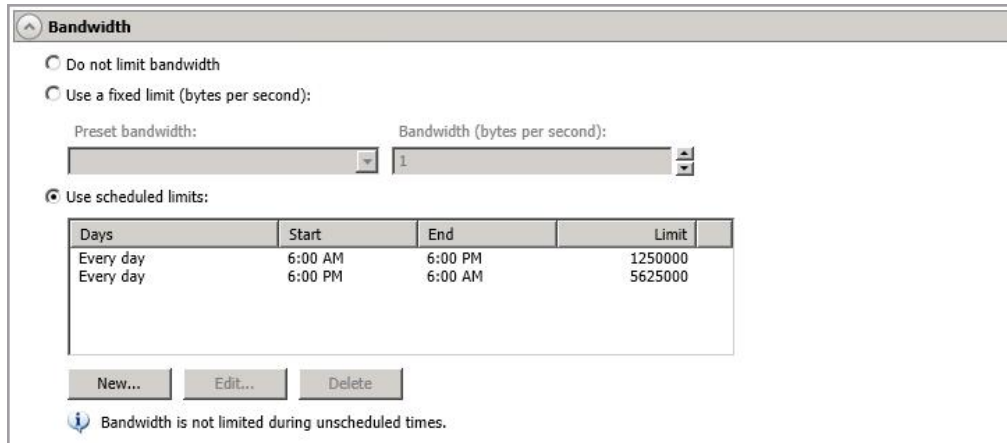
Keep in mind that the process of compressing data impacts processor usage on the source. If you notice an impact on performance while compression is enabled in your environment, either adjust to a lower level of compression, or leave compression disabled. Use the following guidelines to determine whether you should enable compression.

- If data is being queued on the source at any time, consider enabling compression.
- If the server CPU utilization is averaging over 85%, be cautious about enabling compression.
- The higher the level of compression, the higher the CPU utilization will be.
- Do not enable compression if most of the data is inherently compressed. Many image (.jpg, .gif) and media (.wmv, .mp3, .mpg) files, for example, are already compressed. Some images files, such as .bmp and .tif, are decompressed, so enabling compression would be beneficial for those types.
- Compression may improve performance even in high-bandwidth environments.
- Do not enable compression in conjunction with a WAN Accelerator. Use one or the other to compress Double-Take data.



All jobs from a single source connected to the same IP address on a target will share the same compression configuration.

Bandwidth



Bandwidth


Do not limit bandwidth

Use a fixed limit (bytes per second):

Preset bandwidth: Bandwidth (bytes per second):

Use scheduled limits:

Days	Start	End	Limit
Every day	6:00 AM	6:00 PM	1250000
Every day	6:00 PM	6:00 AM	5625000

 Bandwidth is not limited during unscheduled times.

Bandwidth limitations are available to restrict the amount of network bandwidth used for Double-Take data transmissions. When a bandwidth limit is specified, Double-Take never exceeds that allotted amount. The bandwidth not in use by Double-Take is available for all other network traffic.



All jobs from a single source connected to the same IP address on a target will share the same bandwidth configuration.

The scheduled option is not available if your source is a cluster.

- **Do not limit bandwidth**—Double-Take will transmit data using 100% bandwidth availability.
- **Use a fixed limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Use scheduled limits**—Double-Take will transmit data using a dynamic bandwidth based on the schedule you configure. Bandwidth will not be limited during unscheduled times.
 - **New**—Click **New** to create a new scheduled bandwidth limit. Specify the following information.
 - **Daytime entry**—Select this option if the start and end times of the bandwidth window occur in the same day (between 12:01 AM and midnight). The start time must occur before the end time.
 - **Overnight entry**—Select this option if the bandwidth window begins on one day and continues past midnight into the next day. The start time must be later than the end time, for example 6 PM to 6 AM.
 - **Day**—Enter the day on which the bandwidth limiting should occur. You can pick a specific day of the week, **Weekdays** to have the limiting occur Monday

through Friday, **Weekends** to have the limiting occur Saturday and Sunday, or **Every day** to have the limiting repeat on all days of the week.

- **Start time**—Enter the time to begin bandwidth limiting.
- **End time**—Enter the time to end bandwidth limiting.
- **Preset bandwidth**—Select a bandwidth limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your select bandwidth.
- **Bandwidth**—If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Edit**—Click **Edit** to modify an existing scheduled bandwidth limit.
- **Delete**—Click **Delete** to remove a scheduled bandwidth limit.



If you change your job option from **Use scheduled limits** to **Do not limit bandwidth** or **Use a fixed limit**, any schedule that you created will be preserved. That schedule will be reused if you change your job option back to **Use scheduled limits**.

You can manually override a schedule after a job is established by selecting **Other Job Options, Set Bandwidth**. If you select **No bandwidth limit** or **Fixed bandwidth limit**, that manual override will be used until you go back to your schedule by selecting **Other Job Options, Set Bandwidth, Scheduled bandwidth limit**. For example, if your job is configured to use a daytime limit, you would be limited during the day, but not at night. But if you override that, your override setting will continue both day and night, until you go back to your schedule. See the *Managing and controlling jobs* section for your job type for more information on the **Other Job Options**.

12. Click **Next** to continue.
13. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the *Double-Take Reference Guide* for details on the various Double-Take log files.

14. Once your servers have passed validation and you are ready to establish protection, click **Finish**, and you will automatically be taken to the **Manage Jobs** page.

Managing and controlling full server to Hyper-V jobs

Click **Manage Jobs** from the main Double-Take Console toolbar. The **Manage Jobs** page allows you to view status information about your jobs. You can also control your jobs from this page.

The jobs displayed in the right pane depend on the server group folder selected in the left pane. Every job for each server in your console session is displayed when the **Jobs on All Servers** group is selected. If you have created and populated server groups (see *Managing servers* on page 36), then only the jobs associated with the server or target servers in that server group will be displayed in the right pane.


- See *Overview job information displayed in the top pane* on page 326
- See *Detailed job information displayed in the bottom pane* on page 328
- See *Job controls* on page 330


Overview job information displayed in the top pane


The top pane displays high-level overview information about your jobs.


Column 1 (Blank)

The first blank column indicates the state of the job.

 The job is in a healthy state.

 The job is in a warning state. This icon is also displayed on any server groups that you have created that contain a job in a warning state.

 The job is in an error state. This icon is also displayed on any server groups that you have created that contain a job in an error state.

 The job is in an unknown state.

Job

The name of the job

Source Server

The name of the source. This could be the name or IP address of your source.

Target Server

The name of the target. This could be the name or IP address of your target.

Job Type

Each job type has a unique job type name. This job is a Full Server to Hyper-V job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the job details. Keep in mind that **Idle** indicates console to server activity is idle, not that your servers are idle.

Mirror Status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Unknown**—The console cannot determine the status.

Replication Status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Transmit Mode

- **Active**—Data is being transmitted to the target.
 - **Paused**—Data transmission has been paused.
 - **Scheduled**—Data transmission is waiting on schedule criteria.
 - **Stopped**—Data is not being transmitted to the target.
 - **Error**—There is a transmission error.
 - **Unknown**—The console cannot determine the status.
-

Detailed job information displayed in the bottom pane

The details displayed in the bottom pane of the **Manage Jobs** page provide additional information for the job highlighted in the top pane. If you select multiple jobs, the details for the first selected job will be displayed.

Name

The name of the job

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent (compressed)

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Connected since

The date and time indicating when the current job was started.

Recent activity

Displays the most recent activity for the selected job, along with an icon indicating the success or failure of the last initiated activity. Click the link to see a list of recent activities for the selected job. You can highlight an activity in the list to display additional details about the activity.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Job controls

You can control your job through the toolbar buttons available on the **Manage jobs** page. If you select multiple jobs, some of the controls will apply only to the first selected job, while others will apply to all of the selected jobs. For example, **View Job Details** will only show details for the first selected job, while **Stop** will stop protection for all of the selected jobs.

If you want to control just one job, you can also right click on that job and access the controls from the pop-up menu.

Create a New Job

This button leaves the **Manage Jobs** page and opens the **Get Started** page.

View Job Details

This button leaves the **Manage Jobs** page and opens the **View Job Details** page.

Delete

Stops (if running) and deletes the selected jobs.

If you no longer want to protect the source and no longer need the replica of the source on the target, select to delete the associated replica virtual machine. Selecting this option will remove the job and completely delete the replica virtual machine on the target.

If you no longer want to mirror and replicate data from the source to the target but still want to keep the replica of the source on the target, select to keep the associated replica virtual machine. You may want to use this option to relocate the virtual hard disks and create a new job between the original source and the new location. Selecting this option, will preserve the source replica on the target.

Provide Credentials

Changes the login credentials that the job (which is on the target machine) uses to authenticate to the servers in the job. This button opens the Provide Credentials dialog box where you can specify the new account information and which servers you want to update. See *Providing server credentials* on page 46. You will remain on the **Manage Jobs** page after updating the server credentials. If your servers use the same credentials, make sure you also update the credentials on the **Manage Servers** page so that the Double-Take Console can authenticate to the servers in the console session. See *Managing servers* on page 36.

View Recent Activity

Displays the recent activity list for the selected job. Highlight an activity in the list to display additional details about the activity.

Start

Starts or resumes the selected jobs.

If you have previously stopped protection, the job will restart mirroring and replication.

If you have previously paused protection, the job will continue mirroring and replication from where it left off, as long as the Double-Take queue was not exhausted during the time the job was paused. If the Double-Take queue was exhausted during the time the job was paused, the job will restart mirroring and replication.

Also if you have previously paused protection, all jobs from the same source to the same IP address on the target will be resumed.

Pause

Pauses the selected jobs. Data will be queued on the source while the job is paused. Failover monitoring will continue while the job is paused.

All jobs from the same source to the same IP address on the target will be paused.

Stop

Stops the selected jobs. The jobs remain available in the console, but there will be no mirroring or replication data transmitted from the source to the target. Mirroring and replication data will not be queued on the source while the job is stopped, requiring a remirror when the job is restarted. The type of remirror will depend on your job settings. Failover monitoring will continue while the job is stopped.

Take Snapshot

Even if you have scheduled the snapshot process, you can run it manually any time. If an automatic or scheduled snapshot is currently in progress, Double-Take will wait until that one is finished before taking the manual snapshot.

Manage Snapshots

Allows you to manage your snapshots by taking and deleting snapshots for the selected job. See *Managing snapshots* on page 76 for more information.

Failover, Cutover, or Recover

Starts the failover process. See *Failing over full server to Hyper-V jobs* on page 344 for the process and details of failing over a full server to Hyper-V job.

Failback

Starts the failback process. Failback does not apply to full server to Hyper-V jobs.

Restore

Starts the restoration process. Restore does not apply to full server to Hyper-V jobs.

Reverse

Reverses protection. Reverse protection does not apply to full server to Hyper-V jobs.

Recover

Recovers the selected DR job. Recovery does not apply to full server to Hyper-V jobs.

Undo Failover or Cutover

Cancels a test failover by undoing it. This resets the servers and the job back to their original state. See *Failing over full server to Hyper-V jobs* on page 344 for the process and details of undoing a failed over full server to Hyper-V job.

View Job Log

Opens the job log. On the right-click menu, this option is called **View Logs**, and you have the option of opening the job log, source server log, or target server log.

Other Job Actions

Opens a small menu of other job actions. These job actions will be started immediately, but keep in mind that if you stop and restart your job, the job's configured settings will override any other job actions you may have initiated.

- **Mirroring**—You can start, stop, pause and resume mirroring for any job that is running.

When pausing a mirror, Double-Take stops queuing mirror data on the source but maintains a pointer to determine what information still needs to be mirrored to the target. Therefore, when resuming a paused mirror, the process continues where it left off.

When stopping a mirror, Double-Take stops queuing mirror data on the source and does not maintain a pointer to determine what information still needs to be mirrored to the target. Therefore, when starting a mirror that has been stopped, you will need to decide what type of mirror to perform.

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.

- **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
- **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Calculate size of protected data before mirroring**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

Do not disable this option for full server to Hyper-V jobs. The calculation time is when the source generates a hard link report that the target will use to process hard links on the target. If you disable the calculation and thus the report generation, the hard link processing that occurs on the target will be ineffective and you may have problems after failover, especially if your source is Windows 2008.

- **Verify**—Even if you have scheduled the verification process, you can run it manually any time a mirror is not in progress.
 - **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
 - **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **Set Bandwidth**—You can manually override bandwidth limiting settings configured for your job at any time.
 - **No bandwidth limit**—Double-Take will transmit data using 100% bandwidth availability.

- **Fixed bandwidth limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Scheduled bandwidth limit**—If your job has a configured scheduled bandwidth limit, you can enable that schedule with this option.
- **Delete Orphans**—Even if you have enabled orphan file removal during your mirror and verification processes, you can manually remove them at any time.
- **Target**—You can pause the target, which queues any incoming Double-Take data from the source on the target. All active jobs to that target will complete the operations already in progress. Any new operations will be queued on the target until the target is resumed. The data will not be committed until the target is resumed. Pausing the target only pauses Double-Take processing, not the entire server.

While the target is paused, the Double-Take target cannot queue data indefinitely. If the target queue is filled, data will start to queue on the source. If the source queue is filled, Double-Take will automatically disconnect the connections and attempt to reconnect them.

If you have multiple jobs to the same target, all jobs from the same source will be paused and resumed.

- **Update Shares**—Shares are not applicable because they are automatically included with the system state that is being protected with the entire server.

Filter

Select a filter option from the drop-down list to only display certain jobs. You can display **Healthy jobs**, **Jobs with warnings**, or **Jobs with errors**. To clear the filter, select **All jobs**. If you have created and populated server groups, then the filter will only apply to the jobs associated with the server or target servers in that server group. See *Managing servers* on page 36.

Type a server name

Displays only jobs that contain the text you entered. If you have created and populated server groups, then only jobs that contain the text you entered associated with the server or target servers in that server group will be displayed. See *Managing servers* on page 36.

Overflow Chevron

Displays any toolbar buttons that are hidden from view when the window size is reduced.

Viewing full server to Hyper-V job details

From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.

Review the following table to understand the detailed information about your job displayed on the **View Job Details** page.





Job name

The name of the job

Job type

Each job type has a unique job type name. This job is a Full Server to Hyper-V job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Health

-  The job is in a healthy state.
-  The job is in a warning state.
-  The job is in an error state.
-  The job is in an unknown state.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the rest of the job details.

Connection ID

The incremental counter used to number connections. The number is incremented when a connection is created. It is also incremented by internal actions, such as an auto-disconnect and auto-reconnect. The lowest available number (as connections are created, stopped, deleted, and so on) will always be used. The counter is reset to one each time the Double-Take service is restarted.

Transmit mode

- **Active**—Data is being transmitted to the target.
- **Paused**—Data transmission has been paused.
- **Scheduled**—Data transmission is waiting on schedule criteria.
- **Stopped**—Data is not being transmitted to the target.
- **Error**—There is a transmission error.
- **Unknown**—The console cannot determine the status.

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Target route

The IP address on the target used for Double-Take transmissions.

Compression

- **On / Level**—Data is compressed at the level specified.
- **Off**—Data is not compressed.

Encryption

- **On**—Data is being encrypted before it is sent from the source to the target.
- **Off**—Data is not being encrypted before it is sent from the source to the target.

Bandwidth limit

If bandwidth limiting has been set, this statistic identifies the limit. The keyword **Unlimited** means there is no bandwidth limit set for the job.

Connected since

The date and time indicating when the current job was made. This field is blank, indicating that a TCP/IP socket is not present, when the job is waiting on transmit options or if the transmission has been stopped. This field will maintain the date and time, indicating that a TCP/IP socket is present, when transmission has been paused.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Mirror status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Unknown**—The console cannot determine the status.

Mirror percent complete

The percentage of the mirror that has been completed

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent compressed

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Validating a full server to Hyper-V job

Over time, you may want to confirm that any changes in your network or environment have not impacted your Double-Take job. Use these instructions to validate an existing job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Validate job properties**.
3. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Validation checks for an existing job are logged to the job log on the target server.

4. Once your servers have passed validation, click **Close**.

Editing a full server to Hyper-V job

Use these instructions to edit a full server to Hyper-V job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Edit job properties**. (You will not be able to edit a job if you have removed the source of that job from your Double-Take Console session or if you only have Double-Take monitor security access.)
3. You will see the same options available for your full server to Hyper-V job as when you created the job, but you will not be able to edit all of them. If desired, edit those options that are configurable for an existing job. See *Creating a full server to Hyper-V job* on page 303 for details on each job option.



Changing some options may require Double-Take to automatically disconnect, reconnect, and remirror the job.

4. If you want to modify the workload items or replication rules for the job, click **Edit workload or replication rules**. Modify the **Workload item** you are protecting, if desired. Additionally, you can modify the specific **Replication Rules** for your job.

Volumes and folders with a green highlight are included completely. Volumes and folders highlighted in light yellow are included partially, with individual files or folders included. If there is no highlight, no part of the volume or folder is included. To modify the items selected, highlight a volume, folder, or file and click **Add Rule**. Specify if you want to **Include** or **Exclude** the item. Also, specify if you want the rule to be recursive, which indicates the rule should automatically be applied to the subdirectories of the specified path. If you do not select **Recursive**, the rule will not be applied to subdirectories.

You can also enter wildcard rules, however you should do so carefully. Rules are applied to files that are closest in the directory tree to them. If you have rules that include multiple folders, an exclusion rule with a wild card will need to be added for each folder that it needs applied to. For example, if you want to exclude all .log files from D:\ and your rules include D:\, D:\Dir1 , and D:\Dir2, you would need to add the exclusion rule for the root and each subfolder rule. So you will need to add exclude rules for D:*.log , D:\Dir1*.log, and D:\Dir2*.log.

If you need to remove a rule, highlight it in the list at the bottom and click **Remove Rule**. Be careful when removing rules. Double-Take may create multiple rules when you are adding directories. For example, if you add E:\Data to be included in protection, then E:\ will be excluded. If you remove the E:\ exclusion rule, then the E:\Data rule will be removed also.

Click **OK** to return to the **Edit Job Properties** page.



If you remove data from your workload and that data has already been sent to the target, you will need to manually remove that data from the target. Because the data you removed is no longer included in the replication rules, Double-Take orphan file detection cannot remove the data for you. Therefore, you have to remove it manually.

5. Click **Next** to continue.
6. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the Double-Take *Reference Guide* for details on the various Double-Take log files.

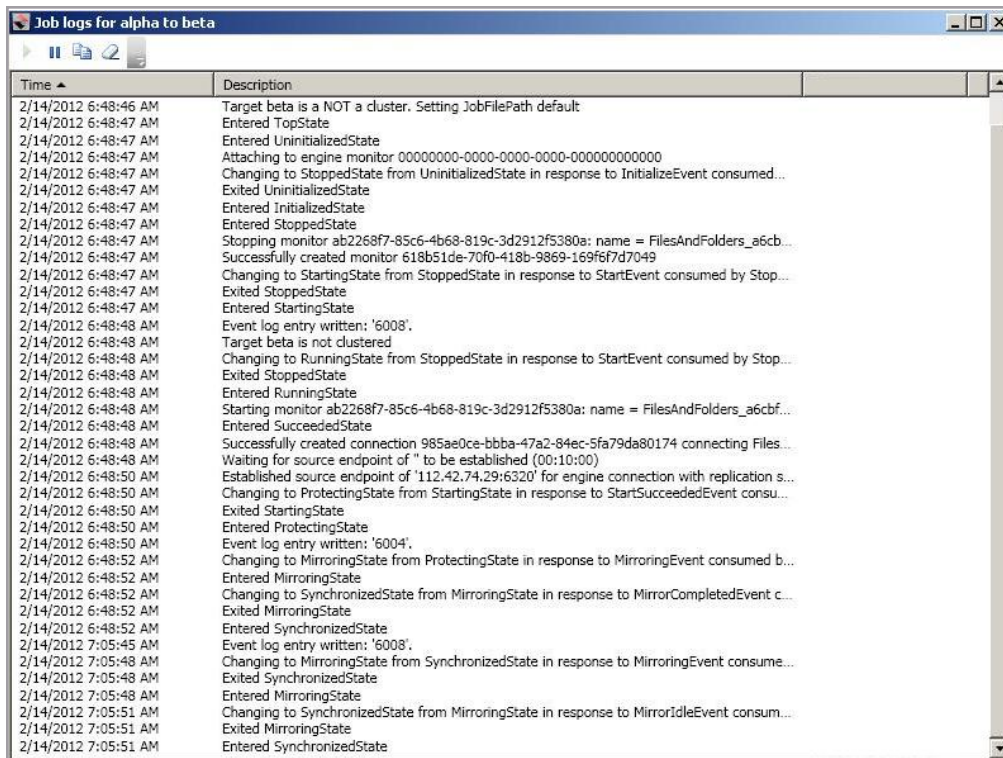
7. Once your servers have passed validation and you are ready to update your job, click **Finish**.

Viewing a full server to Hyper-V job log

You can view a job log file through the Double-Take Console by selecting **View Job Log** from the toolbar on the **Manage Jobs** page. Separate logging windows allow you to continue working in the Double-Take Console while monitoring log messages. You can open multiple logging windows for multiple jobs. When the Double-Take Console is closed, all logging windows will automatically close.



Because the job log window communicates with the target server, if the console loses communication with the target server after the job log window has already been opened, the job log window will display an error. This includes a target cluster node roll that causes the job log to be hosted by a new cluster node.



Time	Description
2/14/2012 6:48:46 AM	Target beta is a NOT a cluster. Setting JobFilePath default
2/14/2012 6:48:47 AM	Entered TopState
2/14/2012 6:48:47 AM	Entered UninitializedState
2/14/2012 6:48:47 AM	Attaching to engine monitor 00000000-0000-0000-0000-000000000000
2/14/2012 6:48:47 AM	Changing to StoppedState from UninitializedState in response to InitializeEvent consumed...
2/14/2012 6:48:47 AM	Exited UninitializedState
2/14/2012 6:48:47 AM	Entered InitializedState
2/14/2012 6:48:47 AM	Entered StoppedState
2/14/2012 6:48:47 AM	Stopping monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cb...
2/14/2012 6:48:47 AM	Successfully created monitor 618b51de-70f0-418b-9869-169f6f7d7049
2/14/2012 6:48:47 AM	Changing to StartingState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:47 AM	Exited StoppedState
2/14/2012 6:48:47 AM	Entered StartingState
2/14/2012 6:48:48 AM	Event log entry written: '6008'.
2/14/2012 6:48:48 AM	Target beta is not clustered
2/14/2012 6:48:48 AM	Changing to RunningState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:48 AM	Exited StoppedState
2/14/2012 6:48:48 AM	Entered RunningState
2/14/2012 6:48:48 AM	Starting monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cbf...
2/14/2012 6:48:48 AM	Entered SucceededState
2/14/2012 6:48:48 AM	Successfully created connection 985ae0ce-bbba-47a2-84ec-5fa79da80174 connecting Files...
2/14/2012 6:48:48 AM	Waiting for source endpoint of " to be established (00:10:00)
2/14/2012 6:48:50 AM	Established source endpoint of '112.42.74.29:6320' for engine connection with replication s...
2/14/2012 6:48:50 AM	Changing to ProtectingState from StartingState in response to StartSucceededEvent consu...
2/14/2012 6:48:50 AM	Exited StartingState
2/14/2012 6:48:50 AM	Entered ProtectingState
2/14/2012 6:48:50 AM	Event log entry written: '6004'.
2/14/2012 6:48:52 AM	Changing to MirroringState from ProtectingState in response to MirroringEvent consumed b...
2/14/2012 6:48:52 AM	Entered MirroringState
2/14/2012 6:48:52 AM	Changing to SynchronizedState from MirroringState in response to MirrorCompletedEvent c...
2/14/2012 6:48:52 AM	Exited MirroringState
2/14/2012 6:48:52 AM	Entered SynchronizedState
2/14/2012 7:05:45 AM	Event log entry written: '6008'.
2/14/2012 7:05:48 AM	Changing to MirroringState from SynchronizedState in response to MirroringEvent consume...
2/14/2012 7:05:48 AM	Exited SynchronizedState
2/14/2012 7:05:48 AM	Entered MirroringState
2/14/2012 7:05:51 AM	Changing to SynchronizedState from MirroringState in response to MirrorIdleEvent consum...
2/14/2012 7:05:51 AM	Exited MirroringState
2/14/2012 7:05:51 AM	Entered SynchronizedState

The following table identifies the controls and the table columns in the **Job logs** window.



Start

This button starts the addition and scrolling of new messages in the window.



Pause

This button pauses the addition and scrolling of new messages in the window. This is only for the **Job logs** window. The messages are still logged to their respective files on the server.

Copy

This button copies the messages selected in the **Job logs** window to the Windows clipboard.

Clear

This button clears the **Job logs** window. The messages are not cleared from the respective files on the server. If you want to view all of the messages again, close and reopen the **Job logs** window.

Time

This column in the table indicates the date and time when the message was logged.

Description

This column in the table displays the actual message that was logged.

Failing over full server to Hyper-V jobs

When a failover condition has been met, failover will be triggered automatically if you disabled the wait for user option during your failover configuration. If the wait for user before failover option is enabled, you will be notified in the console when a failover condition has been met. At that time, you will need to trigger it manually from the console when you are ready.

1. On the **Manage Jobs** page, highlight the job that you want to failover and click **Failover, Cutover, or Recover** in the toolbar.
2. Select the type of failover to perform.
 - **Failover to live data**—Select this option to initiate a full, live failover using the current data on the target. This option will shutdown the source machine (if it is online), stop the protection job, and start the replica virtual machine on the target with full network connectivity.
 - **Perform test failover**—Select this option to perform a test failover using the current data on the target. This option will leave the source machine online, stop the protection job, and start the replica virtual machine on the target without network connectivity.
 - **Failover to a snapshot**—Select this option to initiate a full, live failover without using the current data on the target. Instead, select a snapshot and the data on the target will be reverted to that snapshot. This option will not be available if there are no snapshots on the target or if the target does not support snapshots. This option is also not applicable to clustered environments. To help you understand what snapshots are available, the **Type** indicates the kind of snapshot.
 - **Scheduled**—This snapshot was taken as part of a periodic snapshot.
 - **Deferred**—This snapshot was taken as part of a periodic snapshot, although it did not occur at the specified interval because the job between the source and target was not in a good state.
 - **Manual**—This snapshot was taken manually by a user.
3. Select how you want to handle the data in the target queue.
 - **Apply data in target queues before failover or cutover**—All of the data in the target queue will be applied before failover begins. The advantage to this option is that all of the data that the target has received will be applied before failover begins. The disadvantage to this option is depending on the amount of data in queue, the amount of time to apply all of the data could be lengthy.
 - **Discard data in the target queues and failover or cutover immediately**—All of the data in the target queue will be discarded and failover will begin immediately. The advantage to this option is that failover will occur immediately. The disadvantage is that any data in the target queue will be lost.
 - **Revert to last good snapshot if target data state is bad**—If the target data is in a bad state, Double-Take will automatically revert to the last good Double-Take snapshot before failover begins. If the target data is in a good state, Double-Take will not revert the target data. Instead, Double-Take will apply the data in the target queue and then failover. The advantage to this option is that good data on the target is guaranteed to be used. The disadvantage is that if the target data state is bad, you will lose any data between the last good snapshot and the failure.
4. When you are ready to begin failover, click **Failover**.



Because the Windows product activation is dependent on hardware, you may need to reactivate your Windows registration after failover. In most cases when you are using Windows 2003, you can follow the on-screen prompts to complete the reactivation. However, when you are using Windows 2008, the reactivation depends on several factors including service pack level, Windows edition, and your licensing type. If a Windows 2008 target comes online after failover with an activation failure, use the steps below appropriate for your license type. Additionally, if you are using Windows 2012, you may only have 60 minutes to complete the reactivation process until Windows activation tampering automatically shuts down your server.

- **Retail licensing**—Retail licensing allows the activation of a single operating system installation.
 1. Open the **System** applet in Windows **Control Panel**.
 2. Under **Windows activation** at the bottom of the page, click **Change product key**.
 3. Enter your retail license key. You may need access to the Internet or to call Microsoft to complete the activation.
- **MAK volume licensing**—Multiple Activation Key (MAK) licensing allows the activation of multiple operating system installations using the same activation key.
 1. View or download the Microsoft Volume Activation Deployment Guide from the Microsoft web site.
 2. Using an administrative user account, open a command prompt and follow the instructions from the deployment guide to activate MAK clients. Multiple reboots may be necessary before you can access a command prompt. You may need access to the Internet or to call Microsoft to complete the activation.
- **KMS volume licensing**—Key Management Service (KMS) licensing allows IT professionals to complete activations on their local network without contacting Microsoft.
 1. View or download the Microsoft Volume Activation Deployment Guide from the Microsoft web site.
 2. Using an administrative user account, open a command prompt and follow the instructions from the deployment guide to convert a MAK activation client to a KMS client. Multiple reboots may be necessary before you can access a command prompt.

Depending on your replica configuration, you may have to reboot your replica after failover. You will be prompted to reboot if it is necessary.

After failover, if you attempt to use a full server job to revert back to your original configuration, you will need to perform a few additional tasks before creating the full server job. Contact technical support if you need assistance with these steps.

1. On either the source or target, stop the Double-Take and Double-Take Management Service services.
2. Remove the GUID value from HKEY_LOCAL_MACHINE\SOFTWARE\NSI Software\Double-Take\CurrentVersion\Communication\Uniqueld. Do not delete the Uniqueld key. Only delete the GUI value within the key.

3. Restart the the Double-Take and Double-Take Management Service services.
4. Remove and then add your servers back into the Double-Take Console.
5. Install a different license on the original source and complete a host transfer if necessary.

If your source is running on Windows Server 2008 and the target replica has one or more SCSI drives, then after failover the CD/DVD ROM will not be allocated. If the CD/DVD ROM is required, you will need to edit the virtual machine settings to add a CD/DVD ROM after failover. By not allocating a CD/DVD ROM under these specific conditions, drive letter consistency will be guaranteed.

5. If you performed a test failover, you can undo it by selecting **Undo Failover or Cutover** in the toolbar. The replica virtual machine on the target will be shut down and the protection job will be restarted performing a file differences mirror.
6. There is no reverse or failback once you have failed over. If you need to go back to your original hardware, delete the job and re-create a new one if your original source was a virtual server. If your original source was a physical server, you will need to use a full server job.

Chapter 10 Full server to ESX protection

Create a full server to ESX job when you want to protect an entire physical server or virtual machine to an ESX target. There is no reverse protection for this job. You will have to use another full server job type to get back to your original hardware after failover.

- See *Full server to ESX requirements* on page 348—Full server to ESX protection includes specific requirements for this type of protection.
- See *Creating a full server to ESX job* on page 351—This section includes step-by-step instructions for creating a full server to ESX job.
- See *Managing and controlling full server to ESX jobs* on page 376—You can view status information about your full server to ESX jobs and learn how to control these jobs.
- See *Failing over full server to ESX jobs* on page 394—Use this section when a failover condition has been met or if you want to failover manually.

Full server to ESX requirements

In addition to the *Core Double-Take requirements* on page 20, use these requirements for full server to ESX protection.

- **Source server**—The source server can be any physical server running any of the operating systems listed in the *Core Double-Take requirements* on page 20. The source server must have Double-Take installed and licensed on it. If your source is a Hyper-V server, you will be able to protect it, however the Hyper-V role and features will not be available after failover.
- **ESX server**—The ESX server that will host your target can be any of the following operating systems.
 - ESX 4.0.x or 4.1 Standard, Advanced, Enterprise, or Enterprise Plus
 - ESXi 4.0.x or 4.1 Standard, Advanced, Enterprise, or Enterprise Plus
 - ESXi 5.0 Standard, Enterprise, or Enterprise Plus
 - ESXi 5.1 Essentials, Essentials Plus, Standard, Enterprise, or Enterprise Plus
 - ESXi 5.5 Essentials, Essentials Plus, Standard, Enterprise, or Enterprise Plus



If you are using the Standard edition of ESX 4.0 or ESXi 4.0, you must have update 1 or later.

If your source is Windows 2008 R2, your ESX server must have ESX 4.0 update 1 or later.

If your source is Windows 2012 or 2012 R2, your ESX server must have ESXi 5.0 update 1 or later.

- **vCenter**—vCenter is not required, but if you are using it, then you must use version 4.1 or later.
- **vMotion**—Host vMotion is only supported if you are using vCenter. Storage vMotion is not supported.
- **Virtual recovery appliance**—The ESX server must have an existing virtual machine, known as a virtual recovery appliance, that meets the following requirements. (When you establish protection, the virtual recovery appliance will create a new virtual server, mount disks, format disks, and so on. If failover occurs, the new virtual machine is detached from the virtual recovery appliance and powered on. Once the new virtual machine is online, it will have the identity, data, and system state of the source. Since the virtual recovery appliance maintains its own identity, it can be reused for additional failovers.)
 - **Operating system**—The virtual recovery appliance can be any of the operating systems listed in the *Core Double-Take requirements* on page 20.
 - **Operating system version**—The virtual recovery appliance must have the same or newer operating system than the source (not including service pack level).
 - **Operating system installation location**—Because VMware boots from the first bootable volume that is discovered, the operating system must be installed to SCSI controller 0, Slot 0 on the virtual recovery appliance.

- **Double-Take**—The virtual recovery appliance must have Double-Take installed and licensed on it.
- **Microsoft .NET Framework**—Microsoft .NET Framework version 4.0 Update 3 or later is required on the virtual recovery appliance. (The full .NET 4.0.3 is required, not just the Client Profile.)
- **Snapshots**—Do not take snapshots of the virtual recovery appliance, because they will interfere with proper failover.
- **Disk controller**—VMware Paravirtual SCSI Controllers are not supported.
- **IP addressing**—IPv4 is the only supported IP version.
- **Domain controllers**—If your source is a domain controller, it will start in a non-authoritative restore mode after failover. This means that if the source was communicating with other domain controllers before failover, it will require one of those domain controllers to be reachable after failover so it can request updates. If this communication is not available, the domain controller will not function after failover. If the source is the only domain controller, this is not an issue.
- **Snapshots**—You can take and failover to Double-Take snapshots using a full server to ESX job. See *Core Double-Take requirements* on page 20 for the specific snapshot requirements.
- **NAT**—Full server to ESX jobs do not support NAT environments.
- **Supported configurations**—The following table identifies the supported configurations for a full server to ESX job.

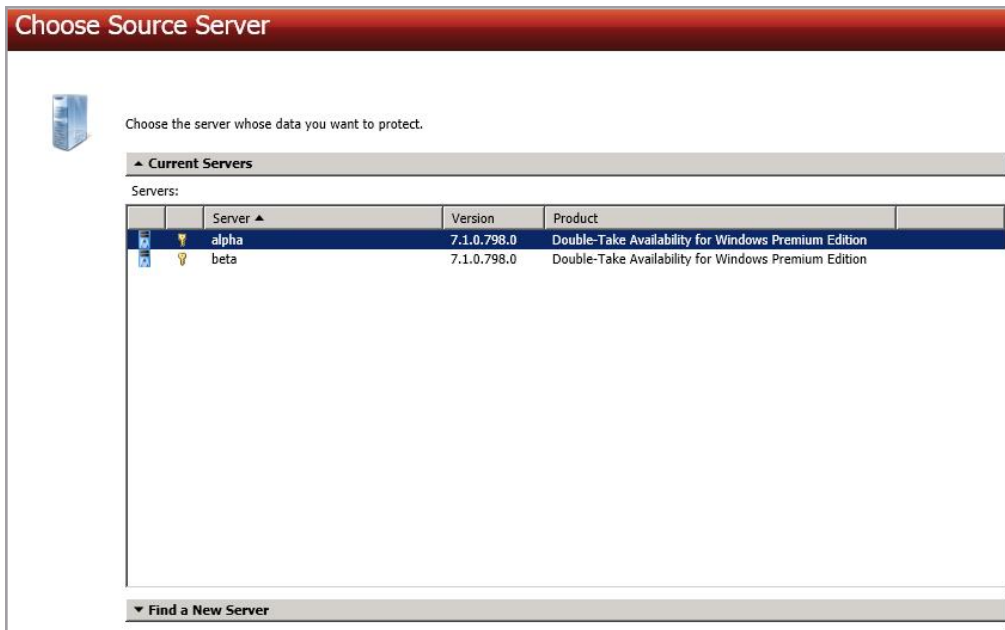
Server to Host Configuration	Description	Supported	Not Supported
One to one active/standby	You can protect a single source to a single target host.	X	
One to one active/active	You cannot protect a single source to a single target host where the server and host act as both a source and target actively replicating data to each other.		X
Many to one	You can protect many source servers to one target host. Replication occurs from each source to the one target host. This will consolidate your source servers to a single host.	X	
One to many	You can protect a single source to multiple target hosts. The source is the only server actively replicating data. This will create redundant copies of your source.	X	
Chained	You cannot protect a single source to a single target host, where the target host then acts a source in order to send the original source to another target.		X

Server to Host Configuration	Description	Supported	Not Supported
Single server	You cannot protect a single source to itself.		X
Standalone to standalone	Your source and target host can be in a standalone to standalone configuration.	X	
Standalone to cluster	Your source and target host cannot be in a standalone to cluster configuration.		X
Cluster to standalone	Your source and target host cannot be in a cluster to standalone configuration.		X
Cluster to cluster	Your source and target host cannot be in a cluster to cluster configuration.		X

Creating a full server to ESX job

Use these instructions to create a full server to ESX job.

1. Click **Get Started** from the toolbar.
2. Select **Double-Take Availability** and click **Next**.
3. Select **Protect files and folders, an application, or an entire Windows or Linux server** and click **Next**.
4. Choose your source server. This is the physical or virtual server that you want to protect.



- **Current Servers**—This list contains the servers currently available in your console session. Servers that are not licensed for the workflow you have selected will be filtered out of the list. Select your source server from the list.
- **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading. From here, you can specify a server along with credentials for logging in to the server. If necessary, you can click **Browse** to select a server from a network drill-down list.



If you enter the source server's fully-qualified domain name, the Double-Take Console will resolve the entry to the server short name. If that short name resides in two different domains, this could result in name resolution issues. In this case, enter the IP address of the server.

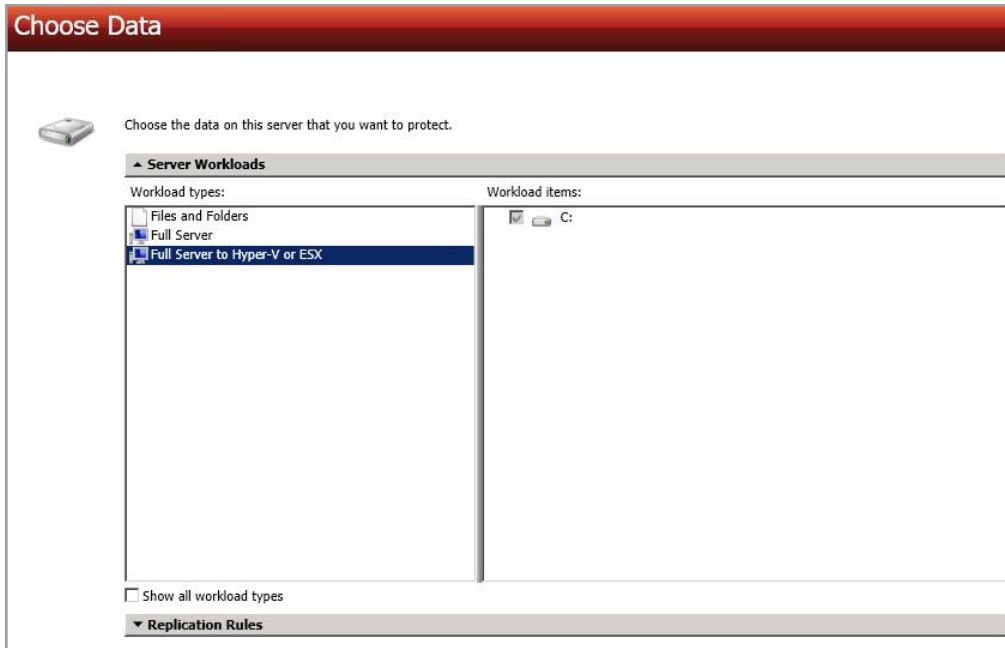
When specifying credentials for a new server, specify a user that is a member of the local Double-Take Admin and local administrator security groups.

Your source can have no more than ten NICs enabled.

5. Click **Next** to continue.

6. Choose the type of workload that you want to protect. Under **Server Workloads**, in the **Workload types** pane, select **Full Server to Hyper-V or ESX**. In the **Workload items** pane, select the volumes on the source that you want to protect.

If the workload you are looking for is not displayed, enable **Show all workload types**. The workload types in gray text are not available for the source server you have selected. Hover your mouse over an unavailable workload type to see a reason why this workload type is unavailable for the selected source.



7. By default, Double-Take selects the system volume for protection. You will be unable to deselect the system volume. Select any other volumes on the source that you want to protect. If desired, click the **Replication Rules** heading and expand the volumes under **Folders**. You will see that Double-Take automatically excludes particular files that cannot be used during the protection. If desired, you can exclude other files that you do not want to protect, but be careful when excluding data. Excluded volumes, folders, and/or files may compromise the integrity of your installed applications. There are some volumes, folders, and files (identified in *italics text*) that you will be unable to exclude, because they are required for protection. For example, the boot files cannot be excluded because that is where the system state information is stored.

Volumes and folders with a green highlight are included completely. Volumes and folders highlighted in light yellow are included partially, with individual files or folders included. If there is no highlight, no part of the volume or folder is included. To modify the items selected, highlight a volume, folder, or file and click **Add Rule**. Specify if you want to **Include** or **Exclude** the item. Also, specify if you want the rule to be recursive, which indicates the rule should automatically be applied to the subdirectories of the specified path. If you do not select **Recursive**, the rule will not be applied to subdirectories.

You can also enter wildcard rules, however you should do so carefully. Rules are applied to files that are closest in the directory tree to them. If you have rules that include multiple folders, an exclusion rule with a wild card will need to be added for each folder that it needs applied to. For example, if you want to exclude all .log files from D:\ and your rules include D:\, D:\Dir1 , and

D:\Dir2, you would need to add the exclusion rule for the root and each subfolder rule. So you will need to add exclude rules for D:*.log , D:\Dir1*.log, and D:\Dir2*.log.

If you need to remove a rule, highlight it in the list at the bottom and click **Remove Rule**. Be careful when removing rules. Double-Take may create multiple rules when you are adding directories. For example, if you add E:\Data to be included in protection, then E:\ will be excluded. If you remove the E:\ exclusion rule, then the E:\Data rule will be removed also.



If you return to this page using the **Back** button in the job creation workflow, your **Workload Types** selection will be rebuilt, potentially overwriting any manual replication rules that you specified. If you do return to this page, confirm your **Workload Types** and **Replication Rules** are set to your desired settings before proceeding forward again.

8. Click **Next** to continue.
9. Choose your target server. This is the virtual recovery appliance on your ESX server. See *Full server to ESX requirements* on page 348 for details on the virtual recovery appliance.



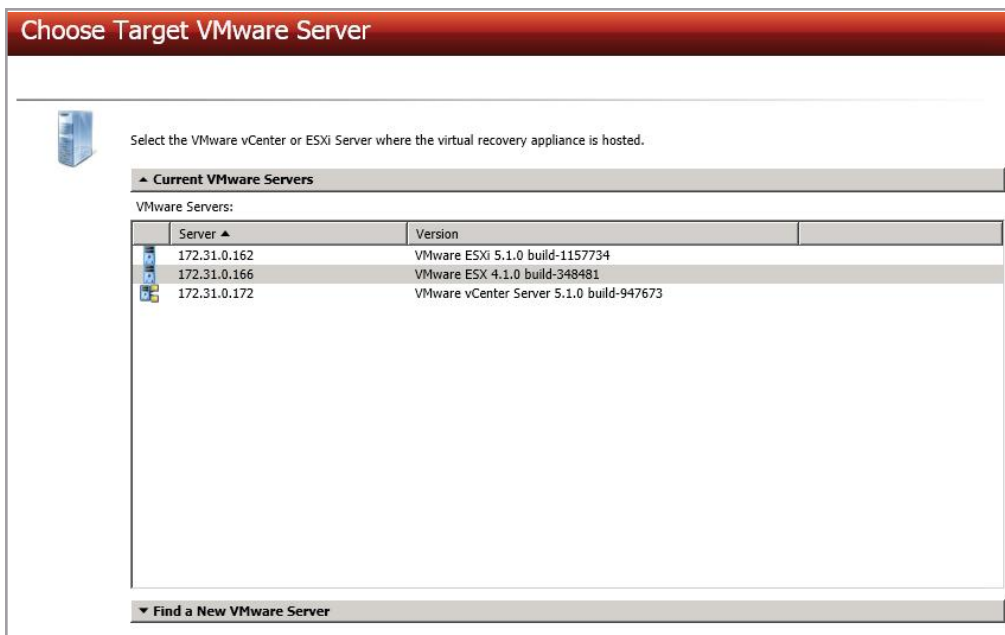
- **Current Servers**—This list contains the servers currently available in your console session. Servers that are not licensed for the workflow you have selected and those not applicable to the workload type you have selected will be filtered out of the list. Select your target server from the list.
- **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading. From here, you can specify a server along with credentials for logging in to the server. If necessary, you can click **Browse** to select a server from a network drill-down list.



If you enter the target server's fully-qualified domain name, the Double-Take Console will resolve the entry to the server short name. If that short name resides in two different domains, this could result in name resolution issues. In this case, enter the IP address of the server.

When specifying credentials for a new server, specify a user that is a member of the local Double-Take Admin and local administrator security groups.

10. Click **Next** to continue.
11. Choose the server where your target virtual recovery appliance is located. This is also the server where your replica virtual machine will be located.



- **Current VMware Servers**—This list contains the vCenter and ESX servers currently available in your console session. Select your server from the list.
- **Find a New VMware Server**—If the server you need is not in the **Current VMware Servers** list, click the **Find a New VMware Server** heading.
 - **vCenter/ESXi Server**—Select your server from the list. If your server is not in the list, manually type it in.
 - **User name**—Specify the root user or another user that has the administrator role on the specified server.
 - **Password**—Specify the password associated with the **User name** you entered.
 - **Domain**—If you are working in a domain environment, specify the **Domain**.



Because of increased security of the cipher strengths introduced in vSphere 5.1, you will be unable to access VMware servers running version 5.1 or later if your Double-Take Console is running on Windows XP. If you are running the console on



Windows 2003, you will have to apply the hotfix in the knowledgebase article 948963. See <http://support.microsoft.com/kb/948963>. Other Windows operating systems (Vista, Server 2008 and later) have the proper cipher strength built into the operating system.

12. Click **Next** to continue.

13. You have many options available for your full server to ESX job. Configure those options that are applicable to your environment.

Go to each page identified below to see the options available for that section of the **Set Options** page. After you have configured your options, continue with the next step on page 375.

- *General* on page 357
- *Replica Virtual Machine Location* on page 358
- *Replica Virtual Machine Configuration* on page 359
- *Replica Virtual Machine Volumes* on page 360
- *Replica Virtual Machine Network Settings* on page 362
- *Failover Monitor* on page 363
- *Failover Options* on page 365
- *Failover Identity* on page 366
- *Mirror, Verify & Orphaned Files* on page 368
- *Network Route* on page 371
- *Snapshots* on page 372
- *Compression* on page 373
- *Bandwidth* on page 374

General



The image shows a screenshot of a software configuration window titled "General". The window has a light gray header bar with the word "General" and a small upward-pointing arrow icon. Below the header, the text "Job name:" is followed by a text input field containing the text "alpha to beta".

For the **Job name**, specify a unique name for your job.

Replica Virtual Machine Location

Volume	Total Size	Provisioned Space	Free Space	Owner
SAN05	399.75 GB	285.55 GB	114.2 GB	esx40
SAN06	399.75 GB	176.55 GB	304.26 GB	esx40
SAN07	399.75 GB	879.93 GB	37.92 GB	esx40
SAN08	399.75 GB	1230.49 GB	180.16 GB	esx40

Select one of the volumes from the list to indicate the volume on the target where you want to store the configuration files for the new virtual server when it is created. The target volume must have enough **Free Space**. You can select the location of the .vmdk files under **Replica Virtual Machine Volumes**.

Replica Virtual Machine Configuration

Source Network Adapter	Target Network Adapter
Local Area Connection	VM Network

- **Replica virtual machine display name**—Specify the name of the replica virtual machine. This will be the display name of the virtual machine on the host system.
- **Number of processors**—Specify how many processors to create on the new virtual machine. The number of processors on the source is displayed to guide you in making an appropriate selection. If you select fewer processors than the source, your clients may be impacted by slower responses.
- **Amount of memory**—Specify the amount of memory, in MB, to create on the new virtual machine. The memory on the source is displayed to guide you in making an appropriate selection. If you select less memory than the source, your clients may be impacted by slower responses.
- **Network adapter type on the replica**—If you are using 2008 or later and your target appliance has VMware Tools installed, you can select the type of adapter, **E1000** or **VmxNet3**, to use on the replica virtual machine. This selection will apply to all adapters on the replica.
- **Map source virtual switches to target virtual switches**—Identify how you want to handle the network mapping after failover. The **Source Network Adapter** column lists the NICs from the source. Map each one to a **Target Network Adapter**, which is a virtual network on the target. You can also choose to discard the source's NIC and IP addresses.

Replica Virtual Machine Volumes

Volume	Disk Size	Used Space	Replica Disk Size	Replica Disk Format	Target Volume	Virtual Disk	Pre-existing Disk Path
C:	145.9 GB	15.92 GB	145.9 GB	Flat Disk	EMC8	Create new disk	

Notes:
Changes to the disk size and disk type will not be used for pre-existing disks because the pre-existing configuration will be used. The pre-existing disks might have the below format.

alpha_C.vmdk

- **Replica Disk Size**—For each volume you are protecting, specify the size of the replica disk on the target. Be sure and include the value in MB or GB for the disk. The value must be at least the size of the specified **Used Space** on that volume. Any disk size specification will be discarded if you will be using an existing disk. .



In some cases, the replica virtual machine may use more virtual disk space than the size of the source volume due to differences in how the virtual disk's block size is formatted and how hard links are handled. To avoid this issue, specify the size of your replica to be at least 5 GB larger.

Snapshots are stored on the replica, so if you enable snapshots, be sure that you configure your replica virtual machine disk size large enough to maintain snapshots.

- **Replica Disk Format**—For each volume you are protecting, specify the format of the disk that will be created. Any disk format specification will be discarded if you will be using an existing disk.
 - **Flat Disk**—This disk format allocates the full amount of the disk space immediately, but does not initialize the disk space to zero until it is needed. This disk format is only available on ESX 5.
 - **Thick**—This disk format allocates the full amount of the disk space immediately, initializing all of the allocated disk space to zero.
 - **Thin**—This disk format does not allocate the disk space until it is needed.
- **Target Volume**—For each volume you are protecting, specify the volume on the target where you want to store the .vmdk files for the new replica virtual machine. You can specify the location of the virtual machine configuration files under **Replica Virtual Machine Location**. If you are going to reuse an existing disk, select the volume where the disk is located.
- **Virtual Disk**—Specify if you want Double-Take to create a new disk for your replica virtual machine or if you want to use an existing disk.

Reusing a virtual disk can be useful for pre-staging data on a LAN and then relocating the virtual disk to a remote site after the initial mirror is complete. You save time by skipping the virtual disk creation steps and performing a difference mirror instead of a full mirror. With

pre-staging, less data will need to be sent across the wire initially. In order to use an existing virtual disk, it must be a valid virtual disk. It cannot be attached to any other virtual machine, and the virtual disk size and format cannot be changed.

Each pre-existing disk must be located on the target datastore specified. If you have copied the .vmdk file to this location manually, be sure you have also copied the associated -flat.vmdk file too. If you have used vCenter to copy the virtual machine, the associated file will automatically be copied. There are no restrictions on the file name of the .vmdk, but the associated -flat.vmdk file must have the same base name and the reference to that flat file in the .vmdk must be correct. Double-Take will move, not copy, the virtual disk files to the appropriate folders created by the replica, so make sure the selected target datastore is where you want the replica virtual disk to be located.

In a WAN environment, you may want to take advantage of using an existing disk by using a process similar to the following.

- a. Create a job in a LAN environment, letting Double-Take create the virtual disk for you.
 - b. Complete the mirror process locally.
 - c. Delete the job and when prompted, do not delete the replica.
 - d. Remove the replica virtual machine from the ESX inventory, which will delete the virtual machine configuration but will keep the associated .vmdk files.
 - e. Shut down and move the ESX target server to your remote site.
 - f. After the ESX target server is back online at the remote site, move the .vmdk files to a temporary location.
 - g. Create a new protection job for the same source server and select to **Use existing disk**, specifying the temporary location of your .vmdk files. Double-Take will reuse the existing .vmdk files (automatically moving the files to the correct location) and perform a difference mirror over the WAN to bring the virtual machine up-to-date.
- **Pre-existing Disk Path**—This is the location of your existing virtual disks on the selected **Target Volume** that you want to reuse.

Replica Virtual Machine Network Settings

Use advanced settings for replica virtual machine network configuration.

Network adapters:
Local Area Connection (112.42.74.29)

Source IP addresses:

IP Address	Subnet Mask
112.42.74.29	255.255.0.0

Replica IP addresses:

IP Address	Subnet Mask
112.52.74.29	255.255.0.0

Source Default Gateways:

112.42.48.9

Replica Default Gateways:

112.52.48.9

Source DNS Server addresses:

112.42.48.20

Replica DNS Server addresses:

112.52.48.20

- **Use advanced settings for replica virtual machine network configuration**—Select this option to enable the replica virtual machine network setting configuration. This setting is primarily used for WAN support.
- **Network adapters**—Select a network adapter from the source and specify the **Replica IP addresses**, **Replica Default Gateways**, and **Replica DNS Server addresses** to be used after failover. If you add multiple gateways or DNS servers, you can sort them by using the arrow up and arrow down buttons. Repeat this step for each network adapter on the source.



Updates made during failover will be based on the network adapter name when protection is established. If you change that name, you will need to delete the job and re-create it so the new name will be used during failover.

If you update one of the advanced settings (IP address, gateway, or DNS server), then you must update all of them. Otherwise, the remaining items will be left blank. If you do not specify any of the advanced settings, the replica virtual machine will be assigned the same network configuration as the source.

By default, the source IP address will be included in the target IP address list as the default address. If you do not want the source IP address to be the default address on the target after failover, remove that address from the **Replica IP addresses** list.

Failover Monitor

Source IP Address
<input checked="" type="checkbox"/> 112.42.74.29
<input checked="" type="checkbox"/> 10.10.10.29

- **Total time to failure**—Specify, in hours:minutes:seconds, how long the target will keep trying to contact the source before the source is considered failed. This time is precise. If the total time has expired without a successful response from the source, this will be considered a failure.

Consider a shorter amount of time for servers, such as a web server or order processing database, which must remain available and responsive at all times. Shorter times should be used where redundant interfaces and high-speed, reliable network links are available to prevent the false detection of failure. If the hardware does not support reliable communications, shorter times can lead to premature failover. Consider a longer amount of time for machines on slower networks or on a server that is not transaction critical. For example, failover would not be necessary in the case of a server restart.

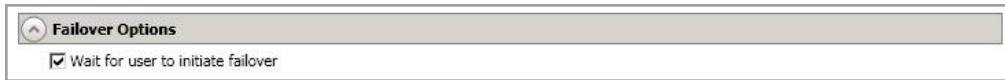
- **Consecutive failures**—Specify how many attempts the target will make to contact the source before the source is considered failed. For example, if you have this option set to 20, and your source fails to respond to the target 20 times in a row, this will be considered a failure.
- **Monitor on this interval**—Specify, in hours:minutes:seconds, how long to wait between attempts to contact the source to confirm it is online. This means that after a response (success or failure) is received from the source, Double-Take will wait the specified interval time before contacting the source again. If you set the interval to 00:00:00, then a new check will be initiated immediately after the response is received.

If you choose **Total time to failure**, do not specify a longer interval than failure time or your server will be considered failed during the interval period.

If you choose **Consecutive failures**, your failure time is calculated by the length of time it takes your source to respond plus the interval time between each response, times the number of consecutive failures that can be allowed. That would be (response time + interval) * failure number. Keep in mind that timeouts from a failed check are included in the response time, so your failure time will not be precise.

- **Network monitoring**—With this option, the target will monitor the source using a network ping.
 - **Monitor these addresses**—Select each **Source IP Address** that you want the target to monitor.
 - **Monitoring method**—This option determines the type of network ping used for failover monitoring.
 - **Network service**—Source availability will be tested by an ICMP ping to confirm the route is active.
 - **Replication service**—Source availability will be tested by a UDP ping to confirm the Double-Take service is active.
 - **Network and replication services**—Source availability will be tested by both an ICMP ping to confirm the route is active and a UDP ping to confirm the Double-Take service is active. Both pings must fail in order to trigger a failover.
 - **Failover trigger**—If you are monitoring multiple IP addresses, specify when you want a failover condition to be triggered.
 - **One monitored IP address fails**—A failover condition will be triggered when any one of the monitored IP addresses fails. If each IP address is on a different subnet, you may want to trigger failover after one fails.
 - **All monitored IP addresses fail**—A failover condition will be triggered when all monitored IP addresses fail. If there are multiple, redundant paths to a server, losing one probably means an isolated network problem and you should wait for all IP addresses to fail.

Failover Options



- **Wait for user to initiate failover**—The failover process can wait for you to initiate it, allowing you to control when failover occurs. When a failure occurs, the job will wait in **Failover Condition Met** for you to manually initiate the failover process. Disable this option if you want failover to occur immediately when a failure occurs.

Failover Identity

Failover Identity

Apply source network configuration to the target (Recommended for LAN configurations)

Retain target network configuration (Recommended for WAN configurations)

Update DNS server

DNS Options

Credentials for **domain.com**
User name: **administrator**

These DNS servers will be updated during failover:

112.42.48.9	<input type="button" value="Remove"/>
-------------	---------------------------------------

Update these source DNS entries with the corresponding target IP address:

Source Address	Target Address

Update TTL (seconds):
300

- **Retain target network configuration**—The target will retain all of its original IP addresses.
 - **Update DNS server**—Specify if you want Double-Take to update your DNS server on failover. If DNS updates are made, the DNS records will be locked during failover. Be sure and review the *Core Double-Take requirements* on page 20 for the requirements for updating DNS.



DNS updates are not available for source servers that are in a workgroup.

Expand the **DNS Options** section to configure how the updates will be made. The DNS information will be discovered and displayed. If your servers are in a workgroup, you must provide the DNS credentials before the DNS information can be discovered and displayed.

- **Change**—If necessary, click this button and specify a user that has privileges to access and modify DNS records. The account must be a member of the DnsAdmins group for the domain, and must have full control permissions on the source's A (host) and PTR (reverse lookup) records. These permissions are not included by default in the DnsAdmins group.
- **Remove**—If there are any DNS servers in the list that you do not want to update, highlight them and click **Remove**.

- **Update these source DNS entries with the corresponding target IP address**—For each IP address on the source, specify what address you want DNS to use after failover.
 - **Update TTL**—Specify the length of time, in seconds, for the time to live value for all modified DNS A records. Ideally, you should specify 300 seconds (5 minutes) or less.
-



DNS updates will be disabled if the target server cannot communicate with both the source and target DNS servers

If you select **Retain your target network configuration** but do not enable **Update DNS server**, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover. This would also apply to non-Microsoft Active Directory integrated DNS servers. You will want to keep your target network configuration but do not update DNS. In this case, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover.

Mirror, Verify & Orphaned Files

Mirror, Verify & Orphaned Files

Mirror Options

Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.

Compare file attributes and data. Send the attributes and bytes that differ. (Recommended for databases)

Verification Options

Enable scheduled verification

Verify on this interval: 1 Days

Begin immediately

Begin at this time: 7/31/2014 9:18:17 AM

Report and comparison options

Report only

Report and mirror files

Compare file attributes and data

General Options

Calculate size of protected data upon connection

Delete orphaned files

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.
 - **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
 - **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Verification Options**—Choose if you want to periodically confirm that the source replica data on the target is identical to the actual data on the source. Verification creates a log file detailing what was verified as well as which files are not synchronized. If the data is not the same, you can automatically initiate a remirror, if configured. The remirror ensures data integrity between the source and target.



Because of the way the Windows Cache Manager handles memory, machines that are doing minimal or light processing may have file operations that remain in the cache until additional operations flush them out. This may make Double-Take files on the target appear as if they are not synchronized. When the Windows Cache Manager releases the operations in the cache on the source and target, the files will be updated on the target.

- **Enable scheduled verification**—When this option is enabled, Double-Take will verify the source replica data on the target.
- **Verify on this interval**—Specify the interval between verification processes.

- **Begin immediately**—Select this option if you want to start the verification schedule immediately after the job is established.
- **Begin at this time**—Select this option if you want to start the verification schedule at the specified date and time.
- **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
- **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **General Options**—Choose your general mirroring options.
 - **Calculate size of protected data upon connection**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

Do not disable this option for full server to ESX jobs. The calculation time is when the source generates a hard link report that the target will use to process hard links on the target. If you disable the calculation and thus the report generation, the hard link processing that occurs on the target will be ineffective and you may have problems after failover, especially if your source is Windows 2008.

- **Delete orphaned files**—An orphaned file is a file that exists in the replica data on the target, but does not exist in the protected data on the source. This option specifies if orphaned files should be deleted on the target.



Orphaned file configuration is a per target configuration. All jobs to the same target will have the same orphaned file configuration.

The orphaned file feature does not delete alternate data streams. To do this, use a full mirror, which will delete the additional streams when the file is re-created.

If delete orphaned files is enabled, carefully review any replication rules that use wildcard definitions. If you have specified wildcards to be excluded from

protection, files matching those wildcards will also be excluded from orphaned file processing and will not be deleted from the target. However, if you have specified wildcards to be included in your protection, those files that fall outside the wildcard inclusion rule will be considered orphaned files and will be deleted from the target.

If you want to move orphaned files rather than delete them, you can configure this option along with the move deleted files feature to move your orphaned files to the specified deleted files directory. See *Target server properties* on page 63 for more information.

During a mirror, orphaned file processing success messages will be logged to a separate orphaned file log on the source. This keeps the Double-Take log from being overrun with orphaned file success processing messages. Orphaned files processing statistics and any errors in orphaned file processing will still be logged to the Double-Take log, and during difference mirrors, verifications, and restorations, all orphaned file processing messages are logged to the Double-Take log. The orphaned file log is located in the **Logging folder** specified for the source. See *Log file properties* on page 68 for details on the location of that folder. The orphaned log file is appended to during each orphaned file processing during a mirror, and the log file will be a maximum of 50 MB.

Network Route



Send data to the target server using this route:

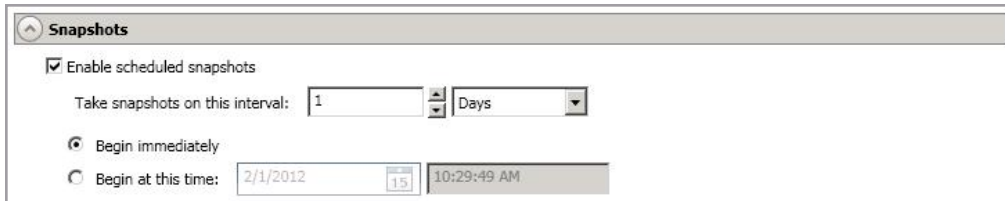
10.10.10.30

By default, Double-Take will select a target route for transmissions. If desired, specify an alternate route on the target that the data will be transmitted through. This allows you to select a different route for Double-Take traffic. For example, you can separate regular network traffic and Double-Take traffic on a machine with multiple IP addresses.



The IP address used on the source will be determined through the Windows route table.

Snapshots



Snapshots

Enable scheduled snapshots

Take snapshots on this interval: 1 Days

Begin immediately

Begin at this time: 2/1/2012 10:29:49 AM

A snapshot is an image of the source replica data on the target taken at a single point in time. You can failover to a snapshot. However, you cannot access the snapshot to recover specific files or folders.

Turn on **Enable scheduled snapshots** if you want Double-Take to take snapshots automatically at set intervals.

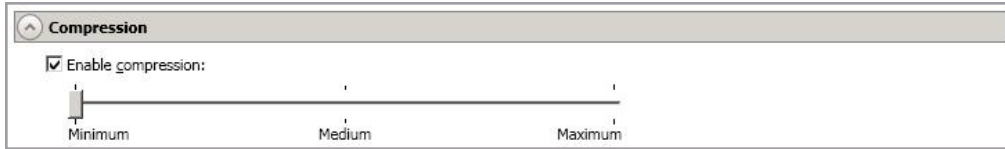
- **Take snapshots on this interval**—Specify the interval (in days, hours, or minutes) for taking snapshots.
- **Begin immediately**—Select this option if you want to start taking snapshots immediately after the protection job is established.
- **Begin at this time**—Select this option if you want to start taking snapshots at a later date and time. Specify the date and time parameters to indicate when you want to start.



See *Managing snapshots* on page 76 for details on taking manual snapshots and deleting snapshots.

Snapshots are stored inside the replica virtual disk, so be sure that you configure your replica virtual machine disks large enough to maintain snapshots. Also, you may want to set the size limit on how much space snapshots can use. See your VSS documentation for more details on setting a size limit.

Compression



To help reduce the amount of bandwidth needed to transmit Double-Take data, compression allows you to compress data prior to transmitting it across the network. In a WAN environment this provides optimal use of your network resources. If compression is enabled, the data is compressed before it is transmitted from the source. When the target receives the compressed data, it decompresses it and then writes it to disk. You can set the level from **Minimum** to **Maximum** to suit your needs.

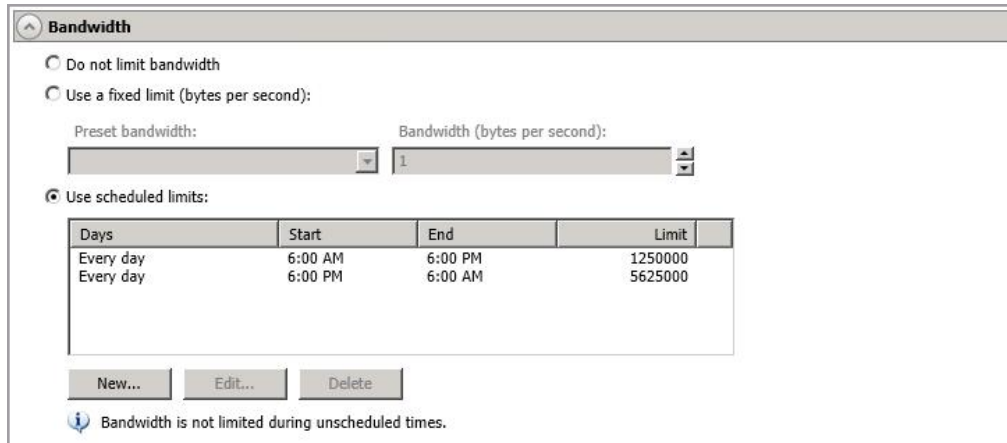
Keep in mind that the process of compressing data impacts processor usage on the source. If you notice an impact on performance while compression is enabled in your environment, either adjust to a lower level of compression, or leave compression disabled. Use the following guidelines to determine whether you should enable compression.

- If data is being queued on the source at any time, consider enabling compression.
- If the server CPU utilization is averaging over 85%, be cautious about enabling compression.
- The higher the level of compression, the higher the CPU utilization will be.
- Do not enable compression if most of the data is inherently compressed. Many image (.jpg, .gif) and media (.wmv, .mp3, .mpg) files, for example, are already compressed. Some images files, such as .bmp and .tif, are decompressed, so enabling compression would be beneficial for those types.
- Compression may improve performance even in high-bandwidth environments.
- Do not enable compression in conjunction with a WAN Accelerator. Use one or the other to compress Double-Take data.



All jobs from a single source connected to the same IP address on a target will share the same compression configuration.

Bandwidth



Days	Start	End	Limit
Every day	6:00 AM	6:00 PM	1250000
Every day	6:00 PM	6:00 AM	5625000

Bandwidth limitations are available to restrict the amount of network bandwidth used for Double-Take data transmissions. When a bandwidth limit is specified, Double-Take never exceeds that allotted amount. The bandwidth not in use by Double-Take is available for all other network traffic.



All jobs from a single source connected to the same IP address on a target will share the same bandwidth configuration.

The scheduled option is not available if your source is a cluster.

- **Do not limit bandwidth**—Double-Take will transmit data using 100% bandwidth availability.
- **Use a fixed limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Use scheduled limits**—Double-Take will transmit data using a dynamic bandwidth based on the schedule you configure. Bandwidth will not be limited during unscheduled times.
 - **New**—Click **New** to create a new scheduled bandwidth limit. Specify the following information.
 - **Daytime entry**—Select this option if the start and end times of the bandwidth window occur in the same day (between 12:01 AM and midnight). The start time must occur before the end time.
 - **Overnight entry**—Select this option if the bandwidth window begins on one day and continues past midnight into the next day. The start time must be later than the end time, for example 6 PM to 6 AM.
 - **Day**—Enter the day on which the bandwidth limiting should occur. You can pick a specific day of the week, **Weekdays** to have the limiting occur Monday

through Friday, **Weekends** to have the limiting occur Saturday and Sunday, or **Every day** to have the limiting repeat on all days of the week.

- **Start time**—Enter the time to begin bandwidth limiting.
- **End time**—Enter the time to end bandwidth limiting.
- **Preset bandwidth**—Select a bandwidth limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your select bandwidth.
- **Bandwidth**—If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Edit**—Click **Edit** to modify an existing scheduled bandwidth limit.
- **Delete**—Click **Delete** to remove a scheduled bandwidth limit.



If you change your job option from **Use scheduled limits** to **Do not limit bandwidth** or **Use a fixed limit**, any schedule that you created will be preserved. That schedule will be reused if you change your job option back to **Use scheduled limits**.

You can manually override a schedule after a job is established by selecting **Other Job Options, Set Bandwidth**. If you select **No bandwidth limit** or **Fixed bandwidth limit**, that manual override will be used until you go back to your schedule by selecting **Other Job Options, Set Bandwidth, Scheduled bandwidth limit**. For example, if your job is configured to use a daytime limit, you would be limited during the day, but not at night. But if you override that, your override setting will continue both day and night, until you go back to your schedule. See the *Managing and controlling jobs* section for your job type for more information on the **Other Job Options**.

14. Click **Next** to continue.
15. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the *Double-Take Reference Guide* for details on the various Double-Take log files.

16. Once your servers have passed validation and you are ready to establish protection, click **Finish**, and you will automatically be taken to the **Manage Jobs** page.

Managing and controlling full server to ESX jobs

Click **Manage Jobs** from the main Double-Take Console toolbar. The **Manage Jobs** page allows you to view status information about your jobs. You can also control your jobs from this page.

The jobs displayed in the right pane depend on the server group folder selected in the left pane. Every job for each server in your console session is displayed when the **Jobs on All Servers** group is selected. If you have created and populated server groups (see *Managing servers* on page 36), then only the jobs associated with the server or target servers in that server group will be displayed in the right pane.

- See *Overview job information displayed in the top pane* on page 376
- See *Detailed job information displayed in the bottom pane* on page 378
- See *Job controls* on page 380

Overview job information displayed in the top pane

The top pane displays high-level overview information about your jobs.

Column 1 (Blank)

The first blank column indicates the state of the job.



The job is in a healthy state.



The job is in a warning state. This icon is also displayed on any server groups that you have created that contain a job in a warning state.



The job is in an error state. This icon is also displayed on any server groups that you have created that contain a job in an error state.



The job is in an unknown state.

Job

The name of the job

Source Server

The name of the source. This could be the name or IP address of your source.

Target Server

The name of the target. This could be the name or IP address of your target.

Job Type

Each job type has a unique job type name. This job is a Full server to ESX job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the job details. Keep in mind that **Idle** indicates console to server activity is idle, not that your servers are idle.

Mirror Status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Unknown**—The console cannot determine the status.

Replication Status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Transmit Mode

- **Active**—Data is being transmitted to the target.
 - **Paused**—Data transmission has been paused.
 - **Scheduled**—Data transmission is waiting on schedule criteria.
 - **Stopped**—Data is not being transmitted to the target.
 - **Error**—There is a transmission error.
 - **Unknown**—The console cannot determine the status.
-

Detailed job information displayed in the bottom pane

The details displayed in the bottom pane of the **Manage Jobs** page provide additional information for the job highlighted in the top pane. If you select multiple jobs, the details for the first selected job will be displayed.

Name

The name of the job

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent (compressed)

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Connected since

The date and time indicating when the current job was started.

Recent activity

Displays the most recent activity for the selected job, along with an icon indicating the success or failure of the last initiated activity. Click the link to see a list of recent activities for the selected job. You can highlight an activity in the list to display additional details about the activity.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Job controls

You can control your job through the toolbar buttons available on the **Manage jobs** page. If you select multiple jobs, some of the controls will apply only to the first selected job, while others will apply to all of the selected jobs. For example, **View Job Details** will only show details for the first selected job, while **Stop** will stop protection for all of the selected jobs.

If you want to control just one job, you can also right click on that job and access the controls from the pop-up menu.

Create a New Job

This button leaves the **Manage Jobs** page and opens the **Get Started** page.

View Job Details

This button leaves the **Manage Jobs** page and opens the **View Job Details** page.

Delete

Stops (if running) and deletes the selected jobs.

If you no longer want to protect the source and no longer need the replica of the source on the target, select to delete the associated replica virtual machine. Selecting this option will remove the job and completely delete the replica virtual machine on the target.

If you no longer want to mirror and replicate data from the source to the target but still want to keep the replica of the source on the target, select to keep the associated replica virtual machine. You may want to use this option to relocate the virtual hard disks and create a new job between the original source and the new location. Selecting this option, will preserve the source replica on the target.

Provide Credentials

Changes the login credentials that the job (which is on the target machine) uses to authenticate to the servers in the job. This button opens the Provide Credentials dialog box where you can specify the new account information and which servers you want to update. See *Providing server credentials* on page 46. You will remain on the **Manage Jobs** page after updating the server credentials. If your servers use the same credentials, make sure you also update the credentials on the **Manage Servers** page so that the Double-Take Console can authenticate to the servers in the console session. See *Managing servers* on page 36.

View Recent Activity

Displays the recent activity list for the selected job. Highlight an activity in the list to display additional details about the activity.

Start

Starts or resumes the selected jobs.

If you have previously stopped protection, the job will restart mirroring and replication.

If you have previously paused protection, the job will continue mirroring and replication from where it left off, as long as the Double-Take queue was not exhausted during the time the job was paused. If the Double-Take queue was exhausted during the time the job was paused, the job will restart mirroring and replication.

Also if you have previously paused protection, all jobs from the same source to the same IP address on the target will be resumed.

Pause

Pauses the selected jobs. Data will be queued on the source while the job is paused. Failover monitoring will continue while the job is paused.

All jobs from the same source to the same IP address on the target will be paused.

Stop

Stops the selected jobs. The jobs remain available in the console, but there will be no mirroring or replication data transmitted from the source to the target. Mirroring and replication data will not be queued on the source while the job is stopped, requiring a remirror when the job is restarted. The type of remirror will depend on your job settings. Failover monitoring will continue while the job is stopped.

Take Snapshot

Even if you have scheduled the snapshot process, you can run it manually any time. If an automatic or scheduled snapshot is currently in progress, Double-Take will wait until that one is finished before taking the manual snapshot.

Manage Snapshots

Allows you to manage your snapshots by taking and deleting snapshots for the selected job. See *Managing snapshots* on page 76 for more information.

Failover, Cutover, or Recover

Starts the failover process. See *Failing over full server to ESX jobs* on page 394 for the process and details of failing over a full server to ESX job.

Failback

Starts the failback process. Failback does not apply to full server to ESX jobs.

Restore

Starts the restoration process. Restore does not apply to full server to ESX jobs.

Reverse

Reverses protection. Reverse protection does not apply to full server to ESX jobs.

Recover

Recovers the selected DR job. Recovery does not apply to full server to ESX jobs.

Undo Failover or Cutover

Cancels a test failover by undoing it. This resets the servers and the job back to their original state. See *Failing over full server to ESX jobs* on page 394 for the process and details of undoing a failed over full server to ESX job.

View Job Log

Opens the job log. On the right-click menu, this option is called **View Logs**, and you have the option of opening the job log, source server log, or target server log.

Other Job Actions

Opens a small menu of other job actions. These job actions will be started immediately, but keep in mind that if you stop and restart your job, the job's configured settings will override any other job actions you may have initiated.

- **Mirroring**—You can start, stop, pause and resume mirroring for any job that is running.

When pausing a mirror, Double-Take stops queuing mirror data on the source but maintains a pointer to determine what information still needs to be mirrored to the target. Therefore, when resuming a paused mirror, the process continues where it left off.

When stopping a mirror, Double-Take stops queuing mirror data on the source and does not maintain a pointer to determine what information still needs to be mirrored to the target. Therefore, when starting a mirror that has been stopped, you will need to decide what type of mirror to perform.

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.

- **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
- **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Calculate size of protected data before mirroring**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

Do not disable this option for full server to ESX jobs. The calculation time is when the source generates a hard link report that the target will use to process hard links on the target. If you disable the calculation and thus the report generation, the hard link processing that occurs on the target will be ineffective and you may have problems after failover, especially if your source is Windows 2008.

- **Verify**—Even if you have scheduled the verification process, you can run it manually any time a mirror is not in progress.
 - **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
 - **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **Set Bandwidth**—You can manually override bandwidth limiting settings configured for your job at any time.
 - **No bandwidth limit**—Double-Take will transmit data using 100% bandwidth availability.

- **Fixed bandwidth limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Scheduled bandwidth limit**—If your job has a configured scheduled bandwidth limit, you can enable that schedule with this option.
- **Delete Orphans**—Even if you have enabled orphan file removal during your mirror and verification processes, you can manually remove them at any time.
- **Target**—You can pause the target, which queues any incoming Double-Take data from the source on the target. All active jobs to that target will complete the operations already in progress. Any new operations will be queued on the target until the target is resumed. The data will not be committed until the target is resumed. Pausing the target only pauses Double-Take processing, not the entire server.

While the target is paused, the Double-Take target cannot queue data indefinitely. If the target queue is filled, data will start to queue on the source. If the source queue is filled, Double-Take will automatically disconnect the connections and attempt to reconnect them.

If you have multiple jobs to the same target, all jobs from the same source will be paused and resumed.

- **Update Shares**—Shares are not applicable because they are automatically included with the system state that is being protected with the entire server.

Filter

Select a filter option from the drop-down list to only display certain jobs. You can display **Healthy jobs**, **Jobs with warnings**, or **Jobs with errors**. To clear the filter, select **All jobs**. If you have created and populated server groups, then the filter will only apply to the jobs associated with the server or target servers in that server group. See *Managing servers* on page 36.

Type a server name

Displays only jobs that contain the text you entered. If you have created and populated server groups, then only jobs that contain the text you entered associated with the server or target servers in that server group will be displayed. See *Managing servers* on page 36.

Overflow Chevron

Displays any toolbar buttons that are hidden from view when the window size is reduced.

Viewing full server to ESX job details

From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.

Review the following table to understand the detailed information about your job displayed on the **View Job Details** page.





Job name

The name of the job

Job type

Each job type has a unique job type name. This job is a Full server to ESX job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Health

-  The job is in a healthy state.
-  The job is in a warning state.
-  The job is in an error state.
-  The job is in an unknown state.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the rest of the job details.

Connection ID

The incremental counter used to number connections. The number is incremented when a connection is created. It is also incremented by internal actions, such as an auto-disconnect and auto-reconnect. The lowest available number (as connections are created, stopped, deleted, and so on) will always be used. The counter is reset to one each time the Double-Take service is restarted.

Transmit mode

- **Active**—Data is being transmitted to the target.
- **Paused**—Data transmission has been paused.
- **Scheduled**—Data transmission is waiting on schedule criteria.
- **Stopped**—Data is not being transmitted to the target.
- **Error**—There is a transmission error.
- **Unknown**—The console cannot determine the status.

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Target route

The IP address on the target used for Double-Take transmissions.

Compression

- **On / Level**—Data is compressed at the level specified.
- **Off**—Data is not compressed.

Encryption

- **On**—Data is being encrypted before it is sent from the source to the target.
- **Off**—Data is not being encrypted before it is sent from the source to the target.

Bandwidth limit

If bandwidth limiting has been set, this statistic identifies the limit. The keyword **Unlimited** means there is no bandwidth limit set for the job.

Connected since

The date and time indicating when the current job was made. This field is blank, indicating that a TCP/IP socket is not present, when the job is waiting on transmit options or if the transmission has been stopped. This field will maintain the date and time, indicating that a TCP/IP socket is present, when transmission has been paused.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Mirror status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Unknown**—The console cannot determine the status.

Mirror percent complete

The percentage of the mirror that has been completed

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent compressed

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Validating a full server to ESX job

Over time, you may want to confirm that any changes in your network or environment have not impacted your Double-Take job. Use these instructions to validate an existing job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Validate job properties**.
3. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Validation checks for an existing job are logged to the job log on the target server.

4. Once your servers have passed validation, click **Close**.

Editing a full server to ESX job

Use these instructions to edit a full server to ESX job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Edit job properties**. (You will not be able to edit a job if you have removed the source of that job from your Double-Take Console session or if you only have Double-Take monitor security access.)
3. You will see the same options for your full server to ESX job as when you created the job, but you will not be able to edit all of them. If desired, edit those options that are configurable for an existing job. See *Creating a full server to ESX job* on page 351 for details on each job option.



Changing some options may require Double-Take to automatically disconnect, reconnect, and remirror the job.

4. If you want to modify the workload items or replication rules for the job, click **Edit workload or replication rules**. Modify the **Workload item** you are protecting, if desired. Additionally, you can modify the specific **Replication Rules** for your job.

Volumes and folders with a green highlight are included completely. Volumes and folders highlighted in light yellow are included partially, with individual files or folders included. If there is no highlight, no part of the volume or folder is included. To modify the items selected, highlight a volume, folder, or file and click **Add Rule**. Specify if you want to **Include** or **Exclude** the item. Also, specify if you want the rule to be recursive, which indicates the rule should automatically be applied to the subdirectories of the specified path. If you do not select **Recursive**, the rule will not be applied to subdirectories.

You can also enter wildcard rules, however you should do so carefully. Rules are applied to files that are closest in the directory tree to them. If you have rules that include multiple folders, an exclusion rule with a wild card will need to be added for each folder that it needs applied to. For example, if you want to exclude all .log files from D:\ and your rules include D:\, D:\Dir1 , and D:\Dir2, you would need to add the exclusion rule for the root and each subfolder rule. So you will need to add exclude rules for D:*.log , D:\Dir1*.log, and D:\Dir2*.log.

If you need to remove a rule, highlight it in the list at the bottom and click **Remove Rule**. Be careful when removing rules. Double-Take may create multiple rules when you are adding directories. For example, if you add E:\Data to be included in protection, then E:\ will be excluded. If you remove the E:\ exclusion rule, then the E:\Data rule will be removed also.

Click **OK** to return to the **Edit Job Properties** page.



If you remove data from your workload and that data has already been sent to the target, you will need to manually remove that data from the target. Because the data you removed is no longer included in the replication rules, Double-Take orphan file detection cannot remove the data for you. Therefore, you have to remove it manually.

5. Click **Next** to continue.

6. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the Double-Take *Reference Guide* for details on the various Double-Take log files.

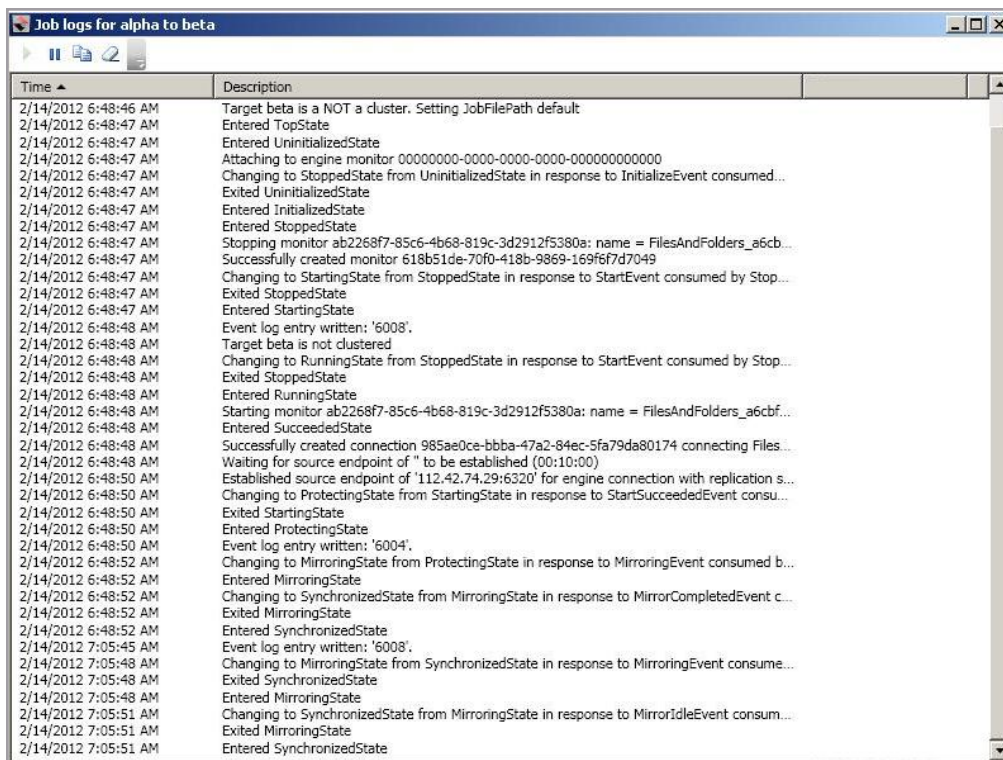
7. Once your servers have passed validation and you are ready to update your job, click **Finish**.

Viewing a full server to ESX job log

You can view a job log file through the Double-Take Console by selecting **View Job Log** from the toolbar on the **Manage Jobs** page. Separate logging windows allow you to continue working in the Double-Take Console while monitoring log messages. You can open multiple logging windows for multiple jobs. When the Double-Take Console is closed, all logging windows will automatically close.



Because the job log window communicates with the target server, if the console loses communication with the target server after the job log window has already been opened, the job log window will display an error. This includes a target cluster node roll that causes the job log to be hosted by a new cluster node.



Time	Description
2/14/2012 6:48:46 AM	Target beta is a NOT a cluster. Setting JobFilePath default
2/14/2012 6:48:47 AM	Entered TopState
2/14/2012 6:48:47 AM	Entered UninitializedState
2/14/2012 6:48:47 AM	Attaching to engine monitor 00000000-0000-0000-0000-000000000000
2/14/2012 6:48:47 AM	Changing to StoppedState from UninitializedState in response to InitializeEvent consumed...
2/14/2012 6:48:47 AM	Exited UninitializedState
2/14/2012 6:48:47 AM	Entered InitializedState
2/14/2012 6:48:47 AM	Entered StoppedState
2/14/2012 6:48:47 AM	Stopping monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cb...
2/14/2012 6:48:47 AM	Successfully created monitor 618b51de-70f0-418b-9869-169f6f7d7049
2/14/2012 6:48:47 AM	Changing to StartingState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:47 AM	Exited StoppedState
2/14/2012 6:48:47 AM	Entered StartingState
2/14/2012 6:48:48 AM	Event log entry written: '6008'.
2/14/2012 6:48:48 AM	Target beta is not clustered
2/14/2012 6:48:48 AM	Changing to RunningState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:48 AM	Exited StoppedState
2/14/2012 6:48:48 AM	Entered RunningState
2/14/2012 6:48:48 AM	Starting monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cbf...
2/14/2012 6:48:48 AM	Entered SucceededState
2/14/2012 6:48:48 AM	Successfully created connection 985ae0ce-bbba-47a2-84ec-5fa79da80174 connecting Files...
2/14/2012 6:48:48 AM	Waiting for source endpoint of " to be established (00:10:00)
2/14/2012 6:48:50 AM	Established source endpoint of '112.42.74.29:6320' for engine connection with replication s...
2/14/2012 6:48:50 AM	Changing to ProtectingState from StartingState in response to StartSucceededEvent consu...
2/14/2012 6:48:50 AM	Exited StartingState
2/14/2012 6:48:50 AM	Entered ProtectingState
2/14/2012 6:48:50 AM	Event log entry written: '6004'.
2/14/2012 6:48:52 AM	Changing to MirroringState from ProtectingState in response to MirroringEvent consumed b...
2/14/2012 6:48:52 AM	Entered MirroringState
2/14/2012 6:48:52 AM	Changing to SynchronizedState from MirroringState in response to MirrorCompletedEvent c...
2/14/2012 6:48:52 AM	Exited MirroringState
2/14/2012 6:48:52 AM	Entered SynchronizedState
2/14/2012 7:05:45 AM	Event log entry written: '6008'.
2/14/2012 7:05:48 AM	Changing to MirroringState from SynchronizedState in response to MirroringEvent consume...
2/14/2012 7:05:48 AM	Exited SynchronizedState
2/14/2012 7:05:48 AM	Entered MirroringState
2/14/2012 7:05:51 AM	Changing to SynchronizedState from MirroringState in response to MirrorIdleEvent consum...
2/14/2012 7:05:51 AM	Exited MirroringState
2/14/2012 7:05:51 AM	Entered SynchronizedState

The following table identifies the controls and the table columns in the **Job logs** window.

Start

This button starts the addition and scrolling of new messages in the window.

Pause

This button pauses the addition and scrolling of new messages in the window. This is only for the **Job logs** window. The messages are still logged to their respective files on the server.

Copy

This button copies the messages selected in the **Job logs** window to the Windows clipboard.

Clear

This button clears the **Job logs** window. The messages are not cleared from the respective files on the server. If you want to view all of the messages again, close and reopen the **Job logs** window.

Time

This column in the table indicates the date and time when the message was logged.

Description

This column in the table displays the actual message that was logged.

Failing over full server to ESX jobs

When a failover condition has been met, failover will be triggered automatically if you disabled the wait for user option during your failover configuration. If the wait for user before failover option is enabled, you will be notified in the console when a failover condition has been met. At that time, you will need to trigger it manually from the console when you are ready.

1. On the **Manage Jobs** page, highlight the job that you want to failover and click **Failover, Cutover, or Recover** in the toolbar.
2. Select the type of failover to perform.
 - **Failover to live data**—Select this option to initiate a full, live failover using the current data on the target. This option will shutdown the source machine (if it is online), stop the protection job, and start the replica virtual machine on the target with full network connectivity.
 - **Perform test failover**—Select this option to perform a test failover using the current data on the target. This option will leave the source machine online, stop the protection job, and start the replica virtual machine on the target without network connectivity.
 - **Failover to a snapshot**—Select this option to initiate a full, live failover without using the current data on the target. Instead, select a snapshot and the data on the target will be reverted to that snapshot. This option will not be available if there are no snapshots on the target or if the target does not support snapshots. This option is also not applicable to clustered environments. To help you understand what snapshots are available, the **Type** indicates the kind of snapshot.
 - **Scheduled**—This snapshot was taken as part of a periodic snapshot.
 - **Deferred**—This snapshot was taken as part of a periodic snapshot, although it did not occur at the specified interval because the job between the source and target was not in a good state.
 - **Manual**—This snapshot was taken manually by a user.
3. Select how you want to handle the data in the target queue.
 - **Apply data in target queues before failover or cutover**—All of the data in the target queue will be applied before failover begins. The advantage to this option is that all of the data that the target has received will be applied before failover begins. The disadvantage to this option is depending on the amount of data in queue, the amount of time to apply all of the data could be lengthy.
 - **Discard data in the target queues and failover or cutover immediately**—All of the data in the target queue will be discarded and failover will begin immediately. The advantage to this option is that failover will occur immediately. The disadvantage is that any data in the target queue will be lost.
 - **Revert to last good snapshot if target data state is bad**—If the target data is in a bad state, Double-Take will automatically revert to the last good Double-Take snapshot before failover begins. If the target data is in a good state, Double-Take will not revert the target data. Instead, Double-Take will apply the data in the target queue and then failover. The advantage to this option is that good data on the target is guaranteed to be used. The disadvantage is that if the target data state is bad, you will lose any data between the last good snapshot and the failure.
4. When you are ready to begin failover, click **Failover**.



Because the Windows product activation is dependent on hardware, you may need to reactivate your Windows registration after failover. In most cases when you are using Windows 2003, you can follow the on-screen prompts to complete the reactivation. However, when you are using Windows 2008, the reactivation depends on several factors including service pack level, Windows edition, and your licensing type. If a Windows 2008 target comes online after failover with an activation failure, use the steps below appropriate for your license type. Additionally, if you are using Windows 2012, you may only have 60 minutes to complete the reactivation process until Windows activation tampering automatically shuts down your server.

- **Retail licensing**—Retail licensing allows the activation of a single operating system installation.
 1. Open the **System** applet in Windows **Control Panel**.
 2. Under **Windows activation** at the bottom of the page, click **Change product key**.
 3. Enter your retail license key. You may need access to the Internet or to call Microsoft to complete the activation.
- **MAK volume licensing**—Multiple Activation Key (MAK) licensing allows the activation of multiple operating system installations using the same activation key.
 1. View or download the Microsoft Volume Activation Deployment Guide from the Microsoft web site.
 2. Using an administrative user account, open a command prompt and follow the instructions from the deployment guide to activate MAK clients. Multiple reboots may be necessary before you can access a command prompt. You may need access to the Internet or to call Microsoft to complete the activation.
- **KMS volume licensing**—Key Management Service (KMS) licensing allows IT professionals to complete activations on their local network without contacting Microsoft.
 1. View or download the Microsoft Volume Activation Deployment Guide from the Microsoft web site.
 2. Using an administrative user account, open a command prompt and follow the instructions from the deployment guide to convert a MAK activation client to a KMS client. Multiple reboots may be necessary before you can access a command prompt.

Depending on your replica configuration, you may have to reboot your replica after failover. You will be prompted to reboot if it is necessary.

After failover, if you attempt to use a full server job to revert back to your original configuration, you will need to perform a few additional tasks before creating the full server job. Contact technical support if you need assistance with these steps.

1. On either the source or target, stop the Double-Take and Double-Take Management Service services.
2. Remove the GUID value from HKEY_LOCAL_MACHINE\SOFTWARE\NSI Software\Double-Take\CurrentVersion\Communication\Uniqueld. Do not delete the Uniqueld key. Only delete the GUI value within the key.

3. Restart the the Double-Take and Double-Take Management Service services.
4. Remove and then add your servers back into the Double-Take Console.
5. Install a different license on the original source and complete a host transfer if necessary.

If your job was using vCenter, you may have problems with failover if vCenter is down or if it is unreachable. See the [technical support](#) article 34768 for details on how to complete failover in this situation.

5. If you performed a test failover, you can undo it by selecting **Undo Failover or Cutover** in the toolbar. The replica virtual machine on the target will be shut down and the protection job will be restarted performing a file differences mirror.
6. There is no reverse or failback once you have failed over. If you need to go back to your original hardware, delete the job and re-create a new one if your original source was a virtual server. If your original source was a physical server, you will need to use a full server job.

Chapter 11 V to ESX protection

Create a V to ESX job when you want to protect a virtual machine on an ESX host to another ESX host. This protection type is at the virtual machine guest level. You can reverse the protection after failover has occurred.

- See *V to ESX requirements* on page 398—V to ESX protection includes specific requirements for this type of protection.
- See *Creating a V to ESX job* on page 401—The section includes step-by-step instructions for creating a V to ESX job.
- See *Managing and controlling V to ESX jobs* on page 409—You can view status information about your V to ESX jobs and learn how to control these jobs.
- See *Failing over V to ESX jobs* on page 445—Use this section when a failover condition has been met or if you want to failover manually.
- See *Reversing V to ESX jobs* on page 447—Use this section to reverse protection. The source replica on the target is now sending data back to the original source.

V to ESX requirements

In addition to the *Core Double-Take requirements* on page 20, use these requirements for V to ESX protection.

- **Source virtual server**—The source virtual server can be any of the operating systems listed in the *Core Double-Take requirements* on page 20. The source server does not need Double-Take installed on it. If it is not, the installation will be completed during the protection process, however the virtual must meet the Windows firewall requirements as described in the *Core Double-Take requirements* on page 20.



In order for the installation to be completed during the protection process, the Double-Take Console should have enough valid licenses in the license inventory for each of the virtual machines you are protecting. If you do not have enough valid licenses available, you will have to install Double-Take on each virtual machine individually and then restart each protection job.

-
- **Source and target ESX server**—The ESX server that will host your source and target must be the same version of ESX. The version of ESX can be any of the following.
 - ESX 4.0.x or 4.1 Standard, Advanced, Enterprise, or Enterprise Plus
 - ESXi 4.0.x or 4.1 Standard, Advanced, Enterprise, or Enterprise Plus
 - ESXi 5.0 Standard, Enterprise, or Enterprise Plus
 - ESXi 5.1 Essentials, Essentials Plus, Standard, Enterprise, or Enterprise Plus
 - ESXi 5.5 Essentials, Essentials Plus, Standard, Enterprise, or Enterprise Plus



If you are using the Standard edition of ESX 4.0 or ESXi 4.0, you must have update 1 or later.

If your source is Windows 2008 R2, your ESX server must have ESX 4.0 update 1 or later.

If your source is Windows 2012 or 2012 R2, your ESX server must have ESXi 5.0 update 1 or later.

-
- **vCenter**—vCenter is not required, but if you are using it, then you must use version 4.1 or later.
 - **vMotion**—Host vMotion is only supported if you are using vCenter. Storage vMotion is not supported.
 - **Virtual recovery appliance**—The target ESX server must have an existing virtual machine, known as a virtual recovery appliance, that meets the following requirements. (When you establish protection, the virtual recovery appliance will create new virtual servers, mount disks, format disks, and so on. If failover occurs, the new virtual machines are detached from the virtual recovery appliance and powered on. Once the new virtual machines are online, they will have the identity, data, and system state of their source. Since the virtual recovery appliance maintains its

own identity, it can be reused for additional failovers.) You can optionally have an existing virtual recovery appliance on the source ESX server to reverse your protection if desired.

- **Operating system**—The virtual recovery appliance can be any of the operating systems listed in the *Core Double-Take requirements* on page 20.
 - **Operating system version**—The virtual recovery appliance must have the same or newer operating system than the source (not including service pack level).
 - **Operating system installation location**—Because VMware boots from the first bootable volume that is discovered, the operating system must be installed to SCSI controller 0, Slot 0 on the virtual recovery appliance.
 - **Double-Take**—The virtual recovery appliance must have Double-Take installed and licensed on it.
 - **Microsoft .NET Framework**—Microsoft .NET Framework version 4.0 Update 3 or later is required on the virtual recovery appliance. (The full .NET 4.0.3 is required, not just the Client Profile.)
 - **Snapshots**—Do not take snapshots of the virtual recovery appliance, because they will interfere with proper failover.
- **Disk controller**—VMware Paravirtual SCSI Controllers are not supported.
 - **IP addressing**—IPv4 is the only supported IP version.
 - **Domain controllers**—If you are protecting a domain controller, it will start in a non-authoritative restore mode after failover. This means that if it was communicating with other domain controllers before failover, it will require one of those domain controllers to be reachable after failover so it can request updates. If this communication is not available, the domain controller will not function after failover. If this is the only domain controller, this is not an issue.
 - **Snapshots**—Double-Take snapshots are not supported with V to ESX jobs.
 - **NAT**—V to ESX jobs do not support NAT environments.
 - **Supported configurations**—The following table identifies the supported configurations for a V to ESX job.

Host to Host Configuration	Description	Supported	Not Supported
One to one active/standby	You can protect virtual machines on an active host to a standby host. The standby host has no active virtual machines, only the replica virtual machines and the target virtual recovery appliance . Replication will occur in only one direction.	X	
One to one active/active	You can protect virtual machines on an active host to another active host. Each host has active virtual machines in addition to replica virtual machines. Your target virtual recovery appliance can be located on either host. Replication will be bi-directional between the hosts.	X	

Host to Host Configuration	Description	Supported	Not Supported
Many to one	You can protect virtual machines on multiple hosts to one single host. This will consolidate your replica virtual machines to a single host.	X	
One to many	You can protect virtual machines on a single host to multiple target hosts, although individual virtual machines can only be protected once to a single target host. This will allow you to separate your replica virtual machines across multiple target hosts.	X	
Chained	You can protect virtual machines on host 1 to host 2, and you can protect virtual machines on host 2 to host 3, however, the virtual machines you are protecting on host 2 cannot be the replica virtual machines from host 1. They must be unique virtual machines that you are protecting.		X
Single server	You can protect virtual machines within the same host or cluster.	X	
Standalone to standalone	Your hosts can be in a standalone to standalone configuration.	X	
Standalone to cluster	Your hosts can be in a standalone to cluster configuration. The target cluster can use Host vMotion but not Storage vMotion.	X	
Cluster to standalone	Your hosts can be in a cluster to standalone configuration. The source cluster can use Host vMotion but not Storage vMotion.	X	
Cluster to cluster	Your hosts can be in a cluster to cluster configuration. The source and target clusters can use Host vMotion but not Storage vMotion.	X	

Creating a V to ESX job

Use these instructions to create a V to ESX job.

1. Click **Get Started** from the toolbar.
2. Select **Double-Take Availability** and click **Next**.
3. Select **Protect multiple Windows virtual servers on ESX with a Windows Virtual Recovery Appliance** and click **Next**.
4. Choose your source server. This is the ESX host that contains the virtual servers that you want to protect.



- **Current Servers**—This list contains the vCenter and ESX servers currently available in your console session. Select your ESX server from the list.
- **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading.
 - **vCenter Server**—Select your vCenter server from the list. If your vCenter server is not in the list, click **Add vCenter Server**, specify the server and valid credentials, and click **Add**. If you are not using vCenter, select **None**.
 - **ESX Server**—Specify the name or IP address of the ESX server.
 - **User name**—This field will only be available if you are not using vCenter. In this case, specify the root user or another user that has the administrator role on the specified ESX server.
 - **Password**—Specify the password associated with the **User name** you entered.
 - **Domain**—If you are working in a domain environment, specify the Domain.

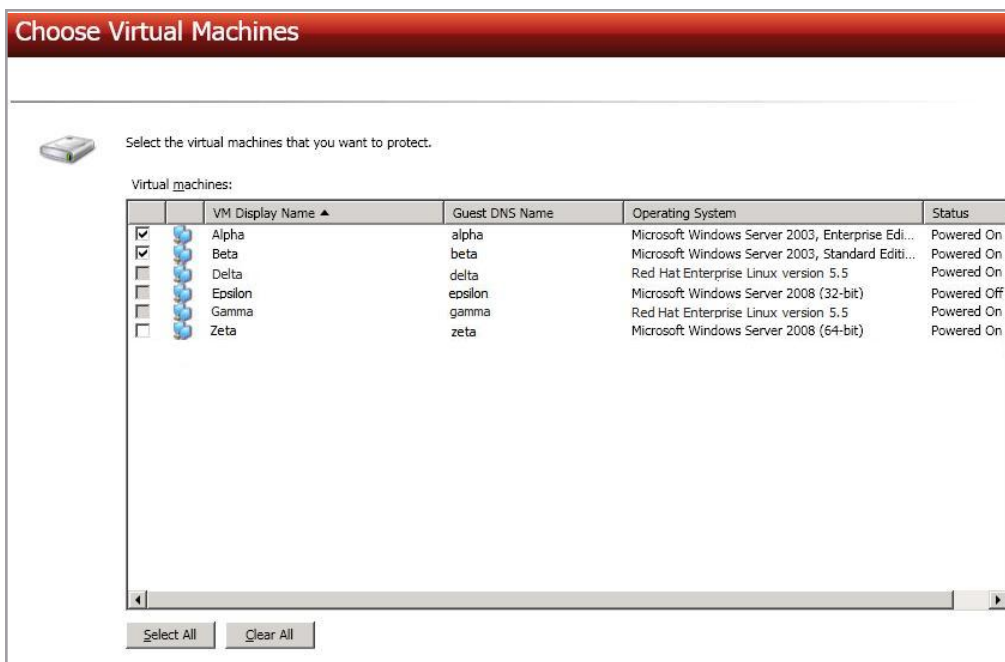


Because of increased security of the cipher strengths introduced in vSphere 5.1, you will be unable to access VMware servers running version 5.1 or later if your



Double-Take Console is running on Windows XP. If you are running the console on Windows 2003, you will have to apply the hotfix in the knowledgebase article 948963. See <http://support.microsoft.com/kb/948963>. Other Windows operating systems (Vista, Server 2008 and later) have the proper cipher strength built into the operating system.

5. Click **Next** to continue.
6. Select the virtual machines on your source that you want to protect. Virtual machines that are suspended or powered off, or those that do not have a valid operating system according to ESX will not be available for selection. A separate job will be created for each source that you select for protection.



Each source can have no more than ten NICs enabled.

7. Click **Next** to continue.
8. Choose the ESX server where your target virtual recovery appliance is located. This is also the server where your replica virtual machine will be located.



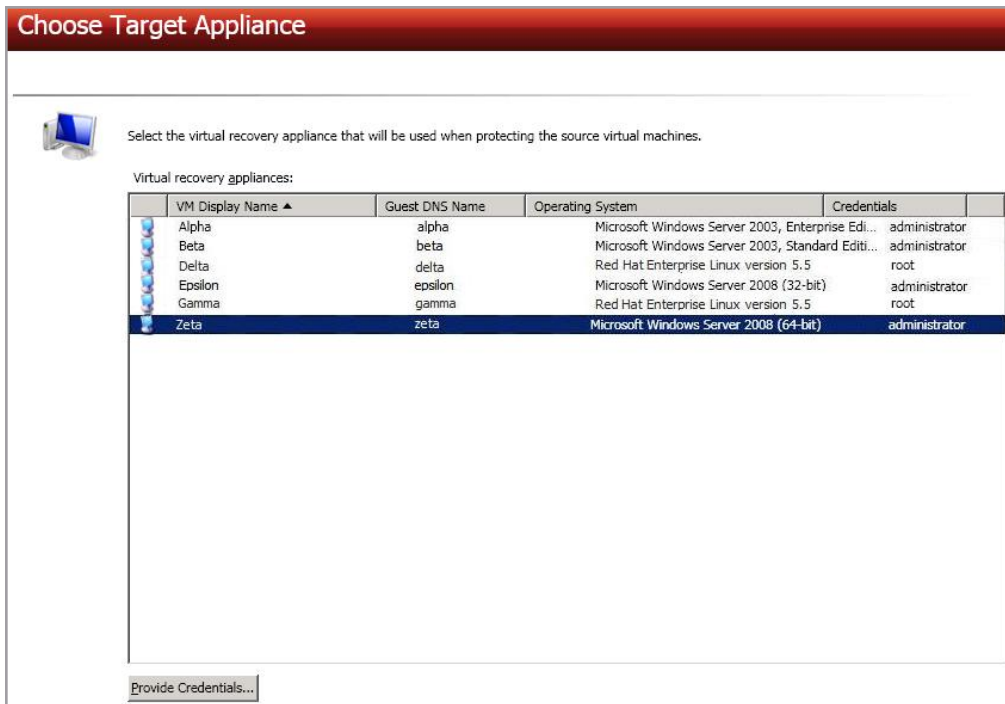
- **Current Servers**—This list contains the vCenter and ESX servers currently available in your console session. Select your ESX server from the list.
- **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading.
 - **vCenter Server**—Select your vCenter server from the list. If your vCenter server is not in the list, click **Add vCenter Server**, specify the server and valid credentials, and click **Add**. If you are not using vCenter, select **None**.
 - **ESX Server**—Specify the name or IP address of the ESX server.
 - **User name**—This field will only be available if you are not using vCenter. In this case, specify the root user or another user that has the administrator role on the specified ESX server.
 - **Password**—Specify the password associated with the **User name** you entered.
 - **Domain**—If you are working in a domain environment, specify the Domain.



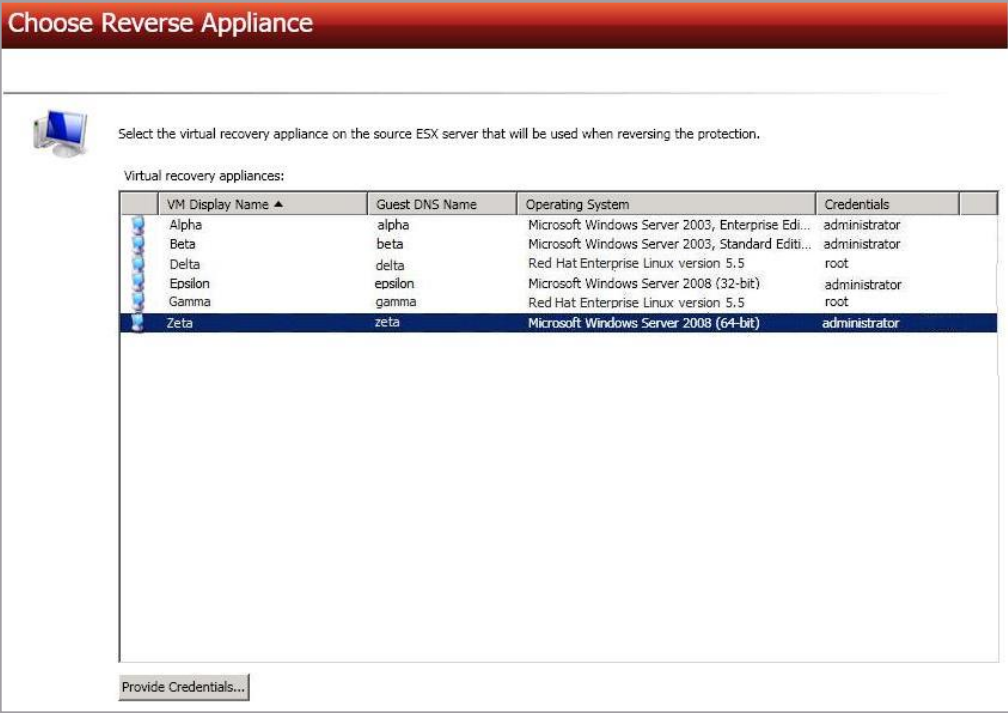
Because of increased security of the cipher strengths introduced in vSphere 5.1, you will be unable to access VMware servers running version 5.1 or later if your Double-Take Console is running on Windows XP. If you are running the console on Windows 2003, you will have to apply the hotfix in the knowledgebase article 948963. See <http://support.microsoft.com/kb/948963>. Other Windows operating systems (Vista, Server 2008 and later) have the proper cipher strength built into the operating system.

9. Click **Next** to continue.
10. Choose your virtual recovery appliance on your target ESX server. Only valid virtual recovery appliances will be displayed in the list. If necessary, click **Provide Credentials** and specify a valid user on the virtual recovery appliance you have selected. The user must be a member of the local

Double-Take Admin and local administrators security groups. See *V to ESX requirements* on page 398 for details on the virtual recovery appliance.



11. Click **Next** to continue.
12. If desired, select a virtual recovery appliance on your source ESX server. This appliance will be used during the reverse process, allowing you to protect the source replica virtual server on the target back to the original source ESX host. If necessary, click **Provide Credentials** and specify a valid user on the virtual recovery appliance you have selected. The user must be a member of the Double-Take Admin security group. You can skip this step and select a reverse appliance after the job has been created, however, you must have a reverse appliance selected before failover. See *V to ESX requirements* on page 398 for details on the virtual recovery appliance.



- 13. Click **Next** to continue.
- 14. Select your protection options.

Set Options

Configure options for protecting these virtual machines.

Map source virtual machines to target datastores and select disk formats:

VM Display Name ▲	Guest DNS Name	Datastore	Disk Format	Credentials
Alpha	alpha	SAN05	Thick	administrator
Beta	beta	SAN06	Thick	administrator

[Provide Credentials...](#)

[Show additional target datastores information](#)

Map source virtual networks to target virtual networks:

Source Network	Target Network
VM Network	VM Network
VM Network 2	VM Network

Set options for sending the data between the source and target servers.

Enable compression:

Minimum Maximum

Target network route, send data to the target server using this route:

10.10.10.30

Reverse network route, send data to the source server when reversing the protection using this route:

10.10.10.29

Select bandwidth limit:

Do not limit bandwidth

Use a fixed limit (bytes per second):

1

Use scheduled limits:

Days	Start	End	Limit

[New...](#) [Edit...](#) [Delete](#)

Note that these bandwidth options apply to each protected virtual machine, not the entire host.

- **Datastore**—For each virtual server you are protecting, select a datastore on the target ESX host where the replica source virtual server will be created. If necessary, click **Provide Credentials** and specify a valid user on each virtual server. If you want to view disk information for the datastores on your target ESX host, click **Show additional target datastores information**. To hide the information, click **Hide additional target datastores information**.
- **Disk Format**—For each virtual server you are protecting, specify the type of disk, **Flat** (for ESX 5 only), **Thick** or **Thin**, that will be created on the replica virtual server.
- **Target Network**—For each virtual network on the source ESX host, select a network on the target ESX host to handle networking for the virtual servers after failover.
- **Enable compression**—To help reduce the amount of bandwidth needed to transmit Double-Take data, compression allows you to compress data prior to transmitting it across the network. In a WAN environment this provides optimal use of your network resources. If

compression is enabled, the data is compressed before it is transmitted from the source. When the target receives the compressed data, it decompresses it and then writes it to disk. On a default Double-Take installation, compression is disabled. To enable it, select this option and set the level from **Minimum** to **Maximum** to suit your needs.

Keep in mind that the process of compressing data impacts processor usage on the source. If you notice an impact on performance while compression is enabled in your environment, either adjust to a lower level of compression, or leave compression disabled. Use the following guidelines to determine whether you should enable compression.

- If data is being queued on the source at any time, consider enabling compression.
- If the server CPU utilization is averaging over 85%, be cautious about enabling compression.
- The higher the level of compression, the higher the CPU utilization will be.
- Do not enable compression if most of the data is inherently compressed. Many image (.jpg, .gif) and media (.wmv, .mp3, .mpg) files, for example, are already compressed. Some images files, such as .bmp and .tif, are decompressed, so enabling compression would be beneficial for those types.
- Compression may improve performance even in high-bandwidth environments.
- Do not enable compression in conjunction with a WAN Accelerator. Use one or the other to compress Double-Take data.



All jobs from a single source connected to the same IP address on a target will share the same compression configuration.

- **Target network route**—By default, Double-Take will select a default target route for transmissions. If desired, select a different target route. If you change the IP address on the target which is used for the target route, you will be unable to edit the job. If you need to make any modifications to the job, it will have to be deleted and re-created.
- **Reverse network route**—If you selected a reverse appliance, Double-Take will select a default source route for transmissions. If desired, select a different source route.
- **Select bandwidth limit**—Bandwidth limitations are available to restrict the amount of network bandwidth used for Double-Take data transmissions. When a bandwidth limit is specified, Double-Take never exceeds that allotted amount. The bandwidth not in use by Double-Take is available for all other network traffic.



All jobs from a single source connected to the same IP address on a target will share the same bandwidth configuration.

- **Do not limit bandwidth**—Double-Take will transmit data using 100% bandwidth availability.
- **Use a fixed limit**—Enter a value, in bytes per second, to limit data transmission. This is the maximum amount of data that will be transmitted per second.

- **Use scheduled limits**—Use a schedule to limit bandwidth for different times. Schedules that you create will be maintained if you change to a fixed limit or to no limit.
 - **New**—Click **New** to create a new scheduled bandwidth limit. Specify the following information.
 - **Daytime entry**—Select this option if the start and end times of the bandwidth window occur in the same day (between 12:01 AM and midnight). The start time must occur before the end time.
 - **Overnight entry**—Select this option if the bandwidth window begins on one day and continues past midnight into the next day. The start time must be later than the end time, for example 6 PM to 6 AM.
 - **Day**—Enter the day on which the bandwidth limiting should occur. You can pick a specific day of the week, **Weekdays** to have the limiting occur Monday through Friday, **Weekends** to have the limiting occur Saturday and Sunday, or **Every day** to have the limiting repeat on all days of the week.
 - **Start time**—Enter the time to begin bandwidth limiting.
 - **End time**—Enter the time to end bandwidth limiting.
 - **Preset bandwidth**—Select a bandwidth limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your select bandwidth.
 - **Bandwidth**—If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 28000 bytes per second.
 - **Edit**—Click **Edit** to modify an existing scheduled bandwidth limit.
 - **Delete**—Click **Delete** to remove a scheduled bandwidth limit.

15. Click **Next** to continue.

16. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the Double-Take *Reference Guide* for details on the various Double-Take log files.

17. Once your servers have passed validation and you are ready to establish protection, click **Finish**, and you will automatically be taken to the **Manage Jobs** page.



Because this job type allowed you to create more than one job at a time, options that are job specific were not presented during the job creation process. Once the jobs are created, you can edit each one individually to see and edit all of the various job options. See *Editing a V to ESX job* on page 423.

Managing and controlling V to ESX jobs

Click **Manage Jobs** from the main Double-Take Console toolbar. The **Manage Jobs** page allows you to view status information about your jobs. You can also control your jobs from this page.

The jobs displayed in the right pane depend on the server group folder selected in the left pane. Every job for each server in your console session is displayed when the **Jobs on All Servers** group is selected. If you have created and populated server groups (see *Managing servers* on page 36), then only the jobs associated with the server or target servers in that server group will be displayed in the right pane.


- See *Overview job information displayed in the top pane* on page 409
- See *Detailed job information displayed in the bottom pane* on page 411
- See *Job controls* on page 413


Overview job information displayed in the top pane


The top pane displays high-level overview information about your jobs.


Column 1 (Blank)

The first blank column indicates the state of the job.

 The job is in a healthy state.

 The job is in a warning state. This icon is also displayed on any server groups that you have created that contain a job in a warning state.

 The job is in an error state. This icon is also displayed on any server groups that you have created that contain a job in an error state.

 The job is in an unknown state.

Job

The name of the job

Source Server

The name of the source. This could be the name or IP address of your source.

Target Server

The name of the target. This could be the name or IP address of your target.

Job Type

Each job type has a unique job type name. This job is a V to ESX job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the job details. Keep in mind that **Idle** indicates console to server activity is idle, not that your servers are idle.

Mirror Status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Unknown**—The console cannot determine the status.

Replication Status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Transmit Mode

- **Active**—Data is being transmitted to the target.
 - **Paused**—Data transmission has been paused.
 - **Scheduled**—Data transmission is waiting on schedule criteria.
 - **Stopped**—Data is not being transmitted to the target.
 - **Error**—There is a transmission error.
 - **Unknown**—The console cannot determine the status.
-

Detailed job information displayed in the bottom pane

The details displayed in the bottom pane of the **Manage Jobs** page provide additional information for the job highlighted in the top pane. If you select multiple jobs, the details for the first selected job will be displayed.

Name

The name of the job

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent (compressed)

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Connected since

The date and time indicating when the current job was started.

Recent activity

Displays the most recent activity for the selected job, along with an icon indicating the success or failure of the last initiated activity. Click the link to see a list of recent activities for the selected job. You can highlight an activity in the list to display additional details about the activity.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Job controls

You can control your job through the toolbar buttons available on the **Manage jobs** page. If you select multiple jobs, some of the controls will apply only to the first selected job, while others will apply to all of the selected jobs. For example, **View Job Details** will only show details for the first selected job, while **Stop** will stop protection for all of the selected jobs.

If you want to control just one job, you can also right click on that job and access the controls from the pop-up menu.

Create a New Job

This button leaves the **Manage Jobs** page and opens the **Get Started** page.

View Job Details

This button leaves the **Manage Jobs** page and opens the **View Job Details** page.

Delete

Stops (if running) and deletes the selected jobs.

If you no longer want to protect the source and no longer need the replica of the source on the target, select to delete the associated replica virtual machine. Selecting this option will remove the job and completely delete the replica virtual machine on the target.

If you no longer want to mirror and replicate data from the source to the target but still want to keep the replica of the source on the target, select to keep the associated replica virtual machine. You may want to use this option to relocate the virtual hard disks and create a new job between the original source and the new location. Selecting this option, will preserve the source replica on the target.

Provide Credentials

Changes the login credentials that the job (which is on the target machine) uses to authenticate to the servers in the job. This button opens the Provide Credentials dialog box where you can specify the new account information and which servers you want to update. See *Providing server credentials* on page 46. You will remain on the **Manage Jobs** page after updating the server credentials. If your servers use the same credentials, make sure you also update the credentials on the **Manage Servers** page so that the Double-Take Console can authenticate to the servers in the console session. See *Managing servers* on page 36.

View Recent Activity

Displays the recent activity list for the selected job. Highlight an activity in the list to display additional details about the activity.

Start

Starts or resumes the selected jobs.

If you have previously stopped protection, the job will restart mirroring and replication.

If you have previously paused protection, the job will continue mirroring and replication from where it left off, as long as the Double-Take queue was not exhausted during the time the job was paused. If the Double-Take queue was exhausted during the time the job was paused, the job will restart mirroring and replication.

Also if you have previously paused protection, all jobs from the same source to the same IP address on the target will be resumed.

Pause

Pauses the selected jobs. Data will be queued on the source while the job is paused. Failover monitoring will continue while the job is paused.

All jobs from the same source to the same IP address on the target will be paused.

Stop

Stops the selected jobs. The jobs remain available in the console, but there will be no mirroring or replication data transmitted from the source to the target. Mirroring and replication data will not be queued on the source while the job is stopped, requiring a remirror when the job is restarted. The type of remirror will depend on your job settings. Failover monitoring will continue while the job is stopped.

Take Snapshot

Snapshots are not applicable to V to ESX jobs.

Manage Snapshots

Snapshots are not applicable to V to ESX jobs.

Failover, Cutover, or Recover

Starts the failover process. See *Failing over V to ESX jobs* on page 445 for the process and details of failing over a V to ESX job.

Failback

Starts the failback process. Failback does not apply to V to ESX jobs.

Restore

Starts the restoration process. Restore does not apply to V to ESX jobs.

Reverse

Reverses protection. The job will start mirroring in the reverse direction with the job name and log file names changing accordingly. After the mirror is complete, the job will continue running in the opposite direction. See *Reversing V to ESX jobs* on page 447 for the process and details of reversing a V to ESX job.

Recover

Recovers the selected DR job. Recovery does not apply to V to ESX jobs.

Undo Failover or Cutover

Cancels a test failover by undoing it. This resets the servers and the job back to their original state.. See *Failing over V to ESX jobs* on page 445 for the process and details of undoing a failed over V to ESX job.

View Job Log

Opens the job log. On the right-click menu, this option is called **View Logs**, and you have the option of opening the job log, source server log, or target server log.

Other Job Actions

Opens a small menu of other job actions. These job actions will be started immediately, but keep in mind that if you stop and restart your job, the job's configured settings will override any other job actions you may have initiated.

- **Mirroring**—You can start, stop, pause and resume mirroring for any job that is running.

When pausing a mirror, Double-Take stops queuing mirror data on the source but maintains a pointer to determine what information still needs to be mirrored to the target. Therefore, when resuming a paused mirror, the process continues where it left off.

When stopping a mirror, Double-Take stops queuing mirror data on the source and does not maintain a pointer to determine what information still needs to be mirrored to the target. Therefore, when starting a mirror that has been stopped, you will need to decide what type of mirror to perform.

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.
 - **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is

equivalent to selecting the mirror all files option prior to Double-Take version 7.1.

- **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Calculate size of protected data before mirroring**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

Do not disable this option for V to ESX jobs. The calculation time is when the source generates a hard link report that the target will use to process hard links on the target. If you disable the calculation and thus the report generation, the hard link processing that occurs on the target will be ineffective and you may have problems after failover, especially if your source is Windows 2008.

- **Verify**—Even if you have scheduled the verification process, you can run it manually any time a mirror is not in progress.
 - **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
 - **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **Set Bandwidth**—You can manually override bandwidth limiting settings configured for your job at any time.
 - **No bandwidth limit**—Double-Take will transmit data using 100% bandwidth availability.
 - **Fixed bandwidth limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the

bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.

- **Scheduled bandwidth limit**—If your job has a configured scheduled bandwidth limit, you can enable that schedule with this option.
- **Delete Orphans**—Even if you have enabled orphan file removal during your mirror and verification processes, you can manually remove them at any time.
- **Target**—You can pause the target, which queues any incoming Double-Take data from the source on the target. All active jobs to that target will complete the operations already in progress. Any new operations will be queued on the target until the target is resumed. The data will not be committed until the target is resumed. Pausing the target only pauses Double-Take processing, not the entire server.

While the target is paused, the Double-Take target cannot queue data indefinitely. If the target queue is filled, data will start to queue on the source. If the source queue is filled, Double-Take will automatically disconnect the connections and attempt to reconnect them.

If you have multiple jobs to the same target, all jobs from the same source will be paused and resumed.

- **Update Shares**—Shares are not applicable because they are automatically included with the system state that is being protected with the entire server.

Filter

Select a filter option from the drop-down list to only display certain jobs. You can display **Healthy jobs**, **Jobs with warnings**, or **Jobs with errors**. To clear the filter, select **All jobs**. If you have created and populated server groups, then the filter will only apply to the jobs associated with the server or target servers in that server group. See *Managing servers* on page 36.

Type a server name

Displays only jobs that contain the text you entered. If you have created and populated server groups, then only jobs that contain the text you entered associated with the server or target servers in that server group will be displayed. See *Managing servers* on page 36.

Overflow Chevron

Displays any toolbar buttons that are hidden from view when the window size is reduced.

Viewing V to ESX job details

From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.

Review the following table to understand the detailed information about your job displayed on the **View Job Details** page.





Job name

The name of the job

Job type

Each job type has a unique job type name. This job is a V to ESX job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Health

-  The job is in a healthy state.
-  The job is in a warning state.
-  The job is in an error state.
-  The job is in an unknown state.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the rest of the job details.

Connection ID

The incremental counter used to number connections. The number is incremented when a connection is created. It is also incremented by internal actions, such as an auto-disconnect and auto-reconnect. The lowest available number (as connections are created, stopped, deleted, and so on) will always be used. The counter is reset to one each time the Double-Take service is restarted.

Transmit mode

- **Active**—Data is being transmitted to the target.
- **Paused**—Data transmission has been paused.
- **Scheduled**—Data transmission is waiting on schedule criteria.
- **Stopped**—Data is not being transmitted to the target.
- **Error**—There is a transmission error.
- **Unknown**—The console cannot determine the status.

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Target route

The IP address on the target used for Double-Take transmissions.

Compression

- **On / Level**—Data is compressed at the level specified.
- **Off**—Data is not compressed.

Encryption

- **On**—Data is being encrypted before it is sent from the source to the target.
- **Off**—Data is not being encrypted before it is sent from the source to the target.

Bandwidth limit

If bandwidth limiting has been set, this statistic identifies the limit. The keyword **Unlimited** means there is no bandwidth limit set for the job.

Connected since

The date and time indicating when the current job was made. This field is blank, indicating that a TCP/IP socket is not present, when the job is waiting on transmit options or if the transmission has been stopped. This field will maintain the date and time, indicating that a TCP/IP socket is present, when transmission has been paused.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Mirror status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Unknown**—The console cannot determine the status.

Mirror percent complete

The percentage of the mirror that has been completed

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent compressed

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Validating a V to ESX job

Over time, you may want to confirm that any changes in your network or environment have not impacted your Double-Take job. Use these instructions to validate an existing job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Validate job properties**.
3. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue.

Validation checks for an existing job are logged to the job log on the target server.

4. Once your servers have passed validation, click **Close**.

Editing a V to ESX job

Use these instructions to edit a V to ESX job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Edit job properties**. (You will not be able to edit a job if you have removed the source of that job from your Double-Take Console session or if you only have Double-Take monitor security access.)
3. Because you configured multiple jobs at once when you first established your protection, not all of the individual job options were available during job creation. Therefore, you will have additional job options when you edit an existing job.



Changing some options may require Double-Take to automatically disconnect, reconnect, and remirror the job.

There will be additional sections on the **Edit Job Properties** page that you will be able to view only. You cannot edit those sections.

4. Go to each page identified below to see the options that you can edit on the **Edit Job Properties** page. After you have configured your options, continue with the next step on page 442.
 - *General* on page 424
 - *Replica Virtual Machine Location* on page 425
 - *Replica Virtual Machine Configuration* on page 426
 - *Replica Virtual Machine Volumes* on page 427
 - *Replica Virtual Machine Network Settings* on page 428
 - *Failover Monitor* on page 429
 - *Failover Options* on page 431
 - *Failover Identity* on page 432
 - *Reverse Appliance* on page 434
 - *Mirror, Verify & Orphaned Files* on page 435
 - *Network Route* on page 438
 - *Compression* on page 439
 - *Bandwidth* on page 440

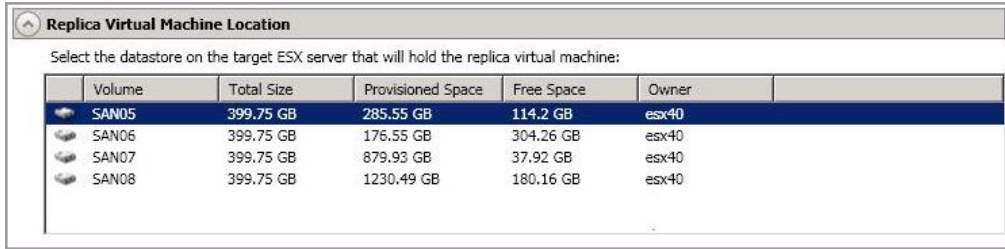
General

General

Job name:

For the **Job name**, specify a unique name for your job.

Replica Virtual Machine Location



Select the datastore on the target ESX server that will hold the replica virtual machine:

Volume	Total Size	Provisioned Space	Free Space	Owner
SAN05	399.75 GB	285.55 GB	114.2 GB	esx40
SAN06	399.75 GB	176.55 GB	304.26 GB	esx40
SAN07	399.75 GB	879.93 GB	37.92 GB	esx40
SAN08	399.75 GB	1230.49 GB	180.16 GB	esx40

Select one of the volumes from the list to indicate the volume on the target where you want to store the configuration files for the new virtual server when it is created. The target volume must have enough **Free Space**. You can select the location of the .vmdk files under **Replica Virtual Machine Volumes**.

Replica Virtual Machine Configuration

Replica virtual machine display name:
alpha_Replica

Map source virtual switches to target virtual switches:

Source Network Adapter	Target Network Adapter
Local Area Connection - Virtual Network	Local Area Connection - Virtual Network

- **Replica virtual machine display name**—Specify the name of the replica virtual machine. This will be the display name of the virtual machine on the host system.
- **Map source virtual switches to target virtual switches**—Identify how you want to handle the network mapping after failover. The **Source Network Adapter** column lists the NICs from the source. Map each one to a **Target Network Adapter**, which is a virtual network on the target. You can also choose to discard the source's NIC and IP addresses.

Replica Virtual Machine Volumes

Volume	Disk Size	Used Space	Replica Disk Size	Replica Disk Format	Target Volume	Virtual Disk	Pre-existing Disk Path
C:	145.9 GB	15.92 GB	145.9 GB	Flat Disk	EMC8	Create new disk	...

Notes:
Changes to the disk size and disk type will not be used for pre-existing disks because the pre-existing configuration will be used.
The pre-existing disks might have the below format.

alpha_.vmdk

- **Replica Disk Size**—For each volume you are protecting, specify the size of the replica disk on the target. Be sure and include the value in MB or GB for the disk. The value must be at least the size of the specified **Used Space** on that volume.



In some cases, the replica virtual machine may use more virtual disk space than the size of the source volume due to differences in how the virtual disk's block size is formatted and how hard links are handled. To avoid this issue, specify the size of your replica to be at least 5 GB larger.

Snapshots are stored on the replica, so if you enable snapshots, be sure that you configure your replica virtual machine disk size large enough to maintain snapshots.

- **Replica Disk Format**—For each volume you are protecting, specify the format of the disk that will be created.
 - **Flat Disk**—This disk format allocates the full amount of the disk space immediately, but does not initialize the disk space to zero until it is needed. This disk format is only available on ESX 5.
 - **Thick**—This disk format allocates the full amount of the disk space immediately, initializing all of the allocated disk space to zero.
 - **Thin**—This disk format does not allocate the disk space until it is needed.
- **Target Volume**—For each volume you are protecting, specify the volume on the target where you want to store the .vmdk files for the new replica virtual machine. You can specify the location of the virtual machine configuration files under **Replica Virtual Machine Location**.
- **Virtual Disk** and **Pre-Existing Disk Path**—These options are not applicable to V to ESX jobs because the job automatically created a new virtual disk.

Replica Virtual Machine Network Settings

Use advanced settings for replica virtual machine network configuration.

Network adapters:
Local Area Connection (112.42.74.29)

Source IP addresses:

IP Address	Subnet Mask
112.42.74.29	255.255.0.0

Replica IP addresses:

IP Address	Subnet Mask
112.52.74.29	255.255.0.0

Source Default Gateways:

112.42.48.9

Replica Default Gateways:

112.52.48.9

Source DNS Server addresses:

112.42.48.20

Replica DNS Server addresses:

112.52.48.20

- **Use advanced settings for replica virtual machine network configuration**—Select this option to enable the replica virtual machine network setting configuration. This setting is primarily used for WAN support.
- **Network adapters**—Select a network adapter from the source and specify the **Replica IP addresses**, **Replica Default Gateways**, and **Replica DNS Server addresses** to be used after failover. If you add multiple gateways or DNS servers, you can sort them by using the arrow up and arrow down buttons. Repeat this step for each network adapter on the source.



Updates made during failover will be based on the network adapter name when protection is established. If you change that name, you will need to delete the job and re-create it so the new name will be used during failover.

If you update one of the advanced settings (IP address, gateway, or DNS server), then you must update all of them. Otherwise, the remaining items will be left blank. If you do not specify any of the advanced settings, the replica virtual machine will be assigned the same network configuration as the source.

By default, the source IP address will be included in the target IP address list as the default address. If you do not want the source IP address to be the default address on the target after failover, remove that address from the **Replica IP addresses** list.

Failover Monitor

Monitor these addresses:	
	Source IP Address
<input checked="" type="checkbox"/>	112.42.74.29
<input checked="" type="checkbox"/>	10.10.10.29

- **Total time to failure**—Specify, in hours:minutes:seconds, how long the target will keep trying to contact the source before the source is considered failed. This time is precise. If the total time has expired without a successful response from the source, this will be considered a failure.

Consider a shorter amount of time for servers, such as a web server or order processing database, which must remain available and responsive at all times. Shorter times should be used where redundant interfaces and high-speed, reliable network links are available to prevent the false detection of failure. If the hardware does not support reliable communications, shorter times can lead to premature failover. Consider a longer amount of time for machines on slower networks or on a server that is not transaction critical. For example, failover would not be necessary in the case of a server restart.

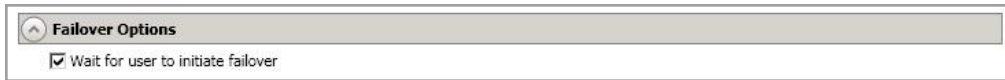
- **Consecutive failures**—Specify how many attempts the target will make to contact the source before the source is considered failed. For example, if you have this option set to 20, and your source fails to respond to the target 20 times in a row, this will be considered a failure.
- **Monitor on this interval**—Specify, in hours:minutes:seconds, how long to wait between attempts to contact the source to confirm it is online. This means that after a response (success or failure) is received from the source, Double-Take will wait the specified interval time before contacting the source again. If you set the interval to 00:00:00, then a new check will be initiated immediately after the response is received.

If you choose **Total time to failure**, do not specify a longer interval than failure time or your server will be considered failed during the interval period.

If you choose **Consecutive failures**, your failure time is calculated by the length of time it takes your source to respond plus the interval time between each response, times the number of consecutive failures that can be allowed. That would be (response time + interval) * failure number. Keep in mind that timeouts from a failed check are included in the response time, so your failure time will not be precise.

- **Network monitoring**—With this option, the target will monitor the source using a network ping.
 - **Monitor these addresses**—Select each **Source IP Address** that you want the target to monitor.
 - **Monitoring method**—This option determines the type of network ping used for failover monitoring.
 - **Network service**—Source availability will be tested by an ICMP ping to confirm the route is active.
 - **Replication service**—Source availability will be tested by a UDP ping to confirm the Double-Take service is active.
 - **Network and replication services**—Source availability will be tested by both an ICMP ping to confirm the route is active and a UDP ping to confirm the Double-Take service is active. Both pings must fail in order to trigger a failover.
 - **Failover trigger**—If you are monitoring multiple IP addresses, specify when you want a failover condition to be triggered.
 - **One monitored IP address fails**—A failover condition will be triggered when any one of the monitored IP addresses fails. If each IP address is on a different subnet, you may want to trigger failover after one fails.
 - **All monitored IP addresses fail**—A failover condition will be triggered when all monitored IP addresses fail. If there are multiple, redundant paths to a server, losing one probably means an isolated network problem and you should wait for all IP addresses to fail.

Failover Options



Failover Options

Wait for user to initiate failover

Wait for user to initiate failover—By default, the failover process will wait for you to initiate it, allowing you to control when failover occurs. When a failure occurs, the job will wait in **Failover Condition Met** for you to manually initiate the failover process. Disable this option only if you want failover to occur immediately when a failure occurs.

Failover Identity

Failover Identity

Apply source network configuration to the target (Recommended for LAN configurations)

Retain target network configuration (Recommended for WAN configurations)

Update DNS server

DNS Options

Credentials for **domain.com**
User name: **administrator**

These DNS servers will be updated during failover:

112.42.48.9

Update these source DNS entries with the corresponding target IP address:

Source Address	Target Address
----------------	----------------

Update TTL (seconds):
300

- **Retain target network configuration—**

- **Update DNS server—**Specify if you want Double-Take to update your DNS server on . If DNS updates are made, the DNS records will be locked during . Be sure and review the *Core Double-Take requirements* on page 20 for the requirements for updating DNS.



DNS updates are not available for source servers that are in a workgroup.

Expand the **DNS Options** section to configure how the updates will be made. The DNS information will be discovered and displayed. If your servers are in a workgroup, you must provide the DNS credentials before the DNS information can be discovered and displayed.

- **Change—**If necessary, click this button and specify a user that has privileges to access and modify DNS records. The account must be a member of the DnsAdmins group for the domain, and must have full control permissions on the source's A (host) and PTR (reverse lookup) records. These permissions are not included by default in the DnsAdmins group.
- **Remove—**If there are any DNS servers in the list that you do not want to update, highlight them and click **Remove**.

- **Update these source DNS entries with the corresponding target IP address**—For each IP address on the source, specify what address you want DNS to use after failover.
 - **Update TTL**—Specify the length of time, in seconds, for the time to live value for all modified DNS A records. Ideally, you should specify 300 seconds (5 minutes) or less.
-



DNS updates will be disabled if the target server cannot communicate with both the source and target DNS servers

If you select **Retain your target network configuration** but do not enable **Update DNS server**, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover. This would also apply to non-Microsoft Active Directory integrated DNS servers. You will want to keep your target network configuration but do not update DNS. In this case, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover.

If you are using domain credentials during job creation, you must be able to resolve the domain name from the replica virtual machine using DNS before you can reverse.

Reverse Appliance

Select the virtual recovery appliance on the source ESX server that will be used when reversing the protection.

VM Display Name	Guest DNS Name	Operating System	Credentials
Alpha	alpha	Microsoft Windows Server 2003, Enter ..	administrator
Beta	beta	Microsoft Windows Server 2003, Stanc..	administrator
Delta	delta	Microsoft Windows Server 2003, Enter ..	administrator
Epsilon	epsilon	Microsoft Windows Server 2003, Enter ..	administrator
Gamma	gamma	Microsoft Windows Server 2003, Stanc..	administrator

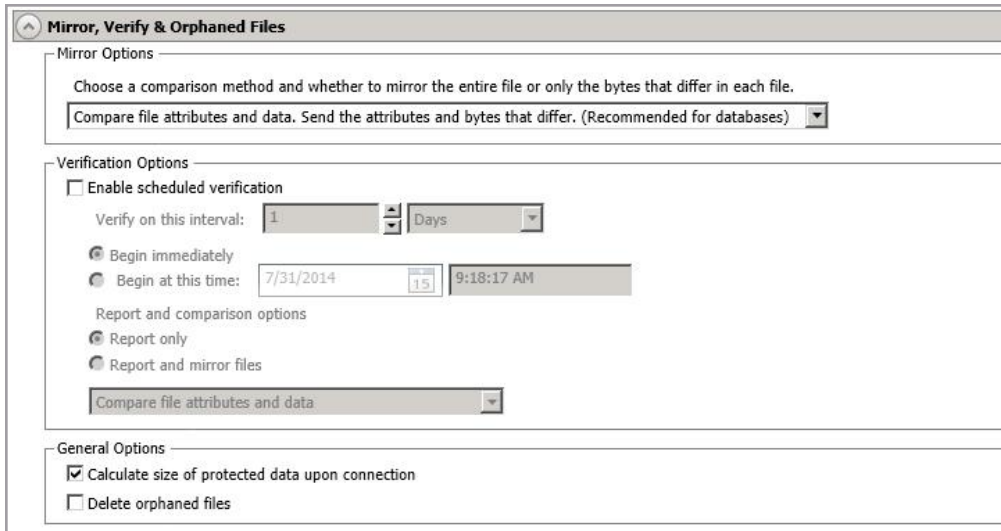
[Provide Credentials...](#)

Send data to this source route when reversing the protection:

10.10.10.29 [Refresh List...](#)

- **Select the virtual recovery appliance on the source ESX server that will be used when reversing the protection**—If desired, select a virtual recovery appliance on your source ESX server. This appliance will be used during the reverse process, allowing you to protect the source replica virtual server on the target back to the original source ESX host. If necessary, click **Provide Credentials** and specify a valid user on the virtual recovery appliance you have selected. The user must be a member of the Double-Take Admin security group. You can skip this step, however, you must have a reverse appliance selected before failover.
- **Send data to the source route when reversing the protection**—Specify an IP address on the source to route Double-Take data. This allows you to select a different route for Double-Take traffic. For example, you can separate regular network traffic and Double-Take traffic on a machine with multiple IP addresses.

Mirror, Verify & Orphaned Files



Mirror, Verify & Orphaned Files

Mirror Options

Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.

Compare file attributes and data. Send the attributes and bytes that differ. (Recommended for databases)

Verification Options

Enable scheduled verification

Verify on this interval: 1 Days

Begin immediately

Begin at this time: 7/31/2014 9:18:17 AM

Report and comparison options

Report only

Report and mirror files

Compare file attributes and data

General Options

Calculate size of protected data upon connection

Delete orphaned files

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.
 - **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
 - **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Verification Options**—Choose if you want to periodically confirm that the source replica data on the target is identical to the actual data on the source. Verification creates a log file detailing what was verified as well as which files are not synchronized. If the data is not the same, you can automatically initiate a remirror, if configured. The remirror ensures data integrity between the source and target.



Because of the way the Windows Cache Manager handles memory, machines that are doing minimal or light processing may have file operations that remain in the cache until additional operations flush them out. This may make Double-Take files on the target appear as if they are not synchronized. When the Windows Cache Manager releases the operations in the cache on the source and target, the files will be updated on the target.

- **Enable scheduled verification**—When this option is enabled, Double-Take will verify the source replica data on the target.
- **Verify on this interval**—Specify the interval between verification processes.

- **Begin immediately**—Select this option if you want to start the verification schedule immediately after the job is established.
- **Begin at this time**—Select this option if you want to start the verification schedule at the specified date and time.
- **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
- **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **General Options**—Choose your general mirroring options.
 - **Calculate size of protected data upon connection**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

Do not disable this option for V to ESX jobs. The calculation time is when the source generates a hard link report that the target will use to process hard links on the target. If you disable the calculation and thus the report generation, the hard link processing that occurs on the target will be ineffective and you may have problems after failover, especially if your source is Windows 2008.

- **Delete orphaned files**—An orphaned file is a file that exists in the replica data on the target, but does not exist in the protected data on the source. This option specifies if orphaned files should be deleted on the target.



Orphaned file configuration is a per target configuration. All jobs to the same target will have the same orphaned file configuration.

The orphaned file feature does not delete alternate data streams. To do this, use a full mirror, which will delete the additional streams when the file is re-created.

If delete orphaned files is enabled, carefully review any replication rules that use wildcard definitions. If you have specified wildcards to be excluded from

protection, files matching those wildcards will also be excluded from orphaned file processing and will not be deleted from the target. However, if you have specified wildcards to be included in your protection, those files that fall outside the wildcard inclusion rule will be considered orphaned files and will be deleted from the target.

If you want to move orphaned files rather than delete them, you can configure this option along with the move deleted files feature to move your orphaned files to the specified deleted files directory. See *Target server properties* on page 63 for more information.

During a mirror, orphaned file processing success messages will be logged to a separate orphaned file log on the source. This keeps the Double-Take log from being overrun with orphaned file success processing messages. Orphaned files processing statistics and any errors in orphaned file processing will still be logged to the Double-Take log, and during difference mirrors, verifications, and restorations, all orphaned file processing messages are logged to the Double-Take log. The orphaned file log is located in the **Logging folder** specified for the source. See *Log file properties* on page 68 for details on the location of that folder. The orphaned log file is appended to during each orphaned file processing during a mirror, and the log file will be a maximum of 50 MB.

Network Route



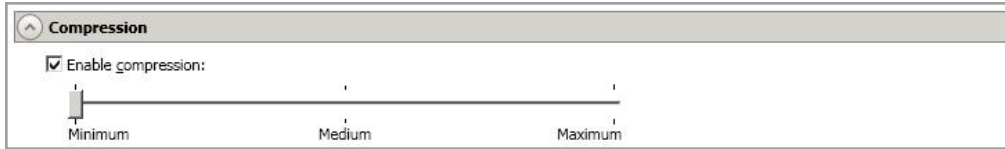
Send data to the target server using this route:
10.10.10.30

By default, Double-Take will select a target route for transmissions. If desired, specify an alternate route on the target that the data will be transmitted through. This allows you to select a different route for Double-Take traffic. For example, you can separate regular network traffic and Double-Take traffic on a machine with multiple IP addresses.



The IP address used on the source will be determined through the Windows route table.

Compression



To help reduce the amount of bandwidth needed to transmit Double-Take data, compression allows you to compress data prior to transmitting it across the network. In a WAN environment this provides optimal use of your network resources. If compression is enabled, the data is compressed before it is transmitted from the source. When the target receives the compressed data, it decompresses it and then writes it to disk. You can set the level from **Minimum** to **Maximum** to suit your needs.

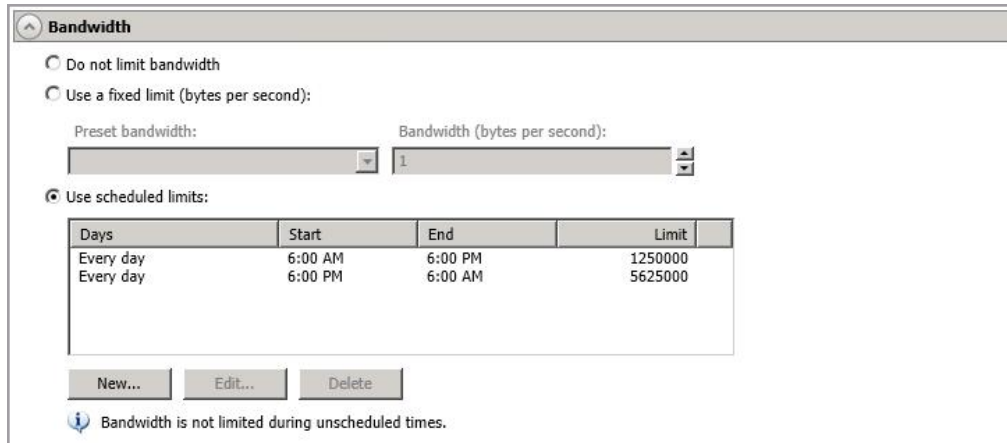
Keep in mind that the process of compressing data impacts processor usage on the source. If you notice an impact on performance while compression is enabled in your environment, either adjust to a lower level of compression, or leave compression disabled. Use the following guidelines to determine whether you should enable compression.

- If data is being queued on the source at any time, consider enabling compression.
- If the server CPU utilization is averaging over 85%, be cautious about enabling compression.
- The higher the level of compression, the higher the CPU utilization will be.
- Do not enable compression if most of the data is inherently compressed. Many image (.jpg, .gif) and media (.wmv, .mp3, .mpg) files, for example, are already compressed. Some images files, such as .bmp and .tif, are decompressed, so enabling compression would be beneficial for those types.
- Compression may improve performance even in high-bandwidth environments.
- Do not enable compression in conjunction with a WAN Accelerator. Use one or the other to compress Double-Take data.



All jobs from a single source connected to the same IP address on a target will share the same compression configuration.

Bandwidth



Bandwidth


Do not limit bandwidth

Use a fixed limit (bytes per second):

Preset bandwidth: Bandwidth (bytes per second):

Use scheduled limits:

Days	Start	End	Limit
Every day	6:00 AM	6:00 PM	1250000
Every day	6:00 PM	6:00 AM	5625000

 Bandwidth is not limited during unscheduled times.

Bandwidth limitations are available to restrict the amount of network bandwidth used for Double-Take data transmissions. When a bandwidth limit is specified, Double-Take never exceeds that allotted amount. The bandwidth not in use by Double-Take is available for all other network traffic.



All jobs from a single source connected to the same IP address on a target will share the same bandwidth configuration.

- **Do not limit bandwidth**—Double-Take will transmit data using 100% bandwidth availability.
- **Use a fixed limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Use scheduled limits**—Double-Take will transmit data using a dynamic bandwidth based on the schedule you configure. Bandwidth will not be limited during unscheduled times.
 - **New**—Click **New** to create a new scheduled bandwidth limit. Specify the following information.
 - **Daytime entry**—Select this option if the start and end times of the bandwidth window occur in the same day (between 12:01 AM and midnight). The start time must occur before the end time.
 - **Overnight entry**—Select this option if the bandwidth window begins on one day and continues past midnight into the next day. The start time must be later than the end time, for example 6 PM to 6 AM.
 - **Day**—Enter the day on which the bandwidth limiting should occur. You can pick a specific day of the week, **Weekdays** to have the limiting occur Monday through Friday, **Weekends** to have the limiting occur Saturday and Sunday, or **Every day** to have the limiting repeat on all days of the week.

- **Start time**—Enter the time to begin bandwidth limiting.
- **End time**—Enter the time to end bandwidth limiting.
- **Preset bandwidth**—Select a bandwidth limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your select bandwidth.
- **Bandwidth**—If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Edit**—Click **Edit** to modify an existing scheduled bandwidth limit.
- **Delete**—Click **Delete** to remove a scheduled bandwidth limit.



If you change your job option from **Use scheduled limits** to **Do not limit bandwidth** or **Use a fixed limit**, any schedule that you created will be preserved. That schedule will be reused if you change your job option back to **Use scheduled limits**.

You can manually override a schedule after a job is established by selecting **Other Job Options, Set Bandwidth**. If you select **No bandwidth limit** or **Fixed bandwidth limit**, that manual override will be used until you go back to your schedule by selecting **Other Job Options, Set Bandwidth, Scheduled bandwidth limit**. For example, if your job is configured to use a daytime limit, you would be limited during the day, but not at night. But if you override that, your override setting will continue both day and night, until you go back to your schedule. See the *Managing and controlling jobs* section for your job type for more information on the **Other Job Options**.

5. If you want to modify the workload items or replication rules for the job, click **Edit workload or replication rules**. Modify the **Workload item** you are protecting, if desired. Additionally, you can modify the specific **Replication Rules** for your job.

Volumes and folders with a green highlight are included completely. Volumes and folders highlighted in light yellow are included partially, with individual files or folders included. If there is no highlight, no part of the volume or folder is included. To modify the items selected, highlight a volume, folder, or file and click **Add Rule**. Specify if you want to **Include** or **Exclude** the item. Also, specify if you want the rule to be recursive, which indicates the rule should automatically be applied to the subdirectories of the specified path. If you do not select **Recursive**, the rule will not be applied to subdirectories.

You can also enter wildcard rules, however you should do so carefully. Rules are applied to files that are closest in the directory tree to them. If you have rules that include multiple folders, an exclusion rule with a wild card will need to be added for each folder that it needs applied to. For example, if you want to exclude all .log files from D:\ and your rules include D:\, D:\Dir1 , and D:\Dir2, you would need to add the exclusion rule for the root and each subfolder rule. So you will need to add exclude rules for D:*.log , D:\Dir1*.log, and D:\Dir2*.log.

If you need to remove a rule, highlight it in the list at the bottom and click **Remove Rule**. Be careful when removing rules. Double-Take may create multiple rules when you are adding directories. For example, if you add E:\Data to be included in protection, then E:\ will be excluded. If you remove the E:\ exclusion rule, then the E:\Data rule will be removed also.

Click **OK** to return to the **Edit Job Properties** page.



If you remove data from your workload and that data has already been sent to the target, you will need to manually remove that data from the target. Because the data you removed is no longer included in the replication rules, Double-Take orphan file detection cannot remove the data for you. Therefore, you have to remove it manually.

6. Click **Next** to continue.
7. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the Double-Take *Reference Guide* for details on the various Double-Take log files.

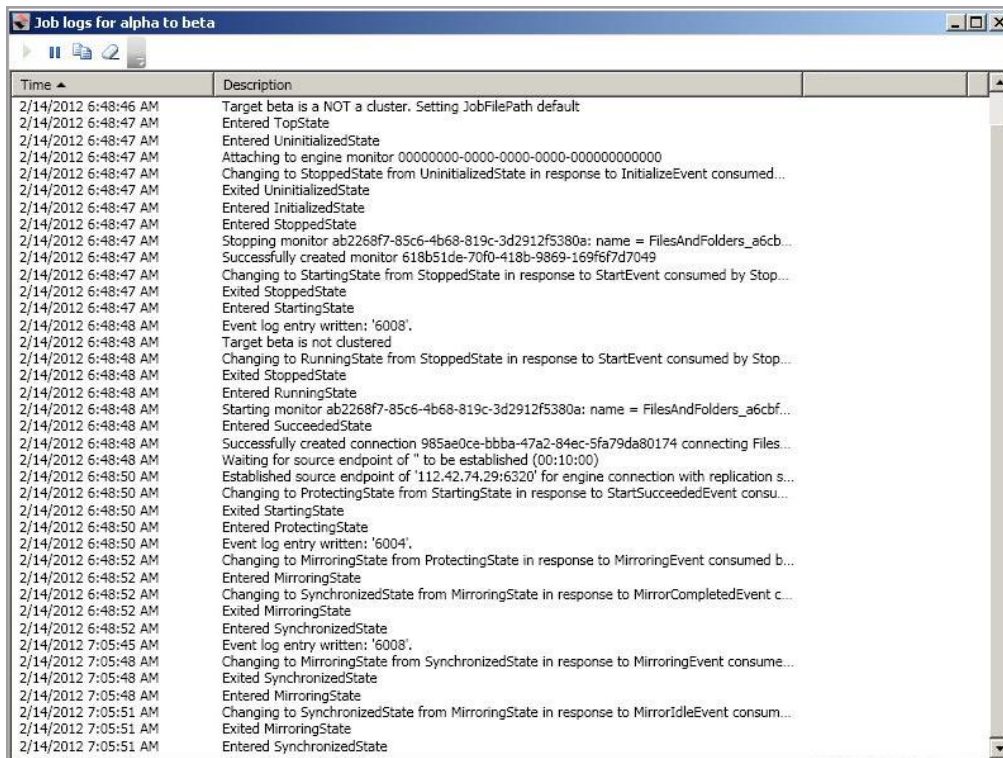
8. Once your servers have passed validation and you are ready to update your job, click **Finish**.

Viewing a V to ESX job log

You can view a job log file through the Double-Take Console by selecting **View Job Log** from the toolbar on the **Manage Jobs** page. Separate logging windows allow you to continue working in the Double-Take Console while monitoring log messages. You can open multiple logging windows for multiple jobs. When the Double-Take Console is closed, all logging windows will automatically close.



Because the job log window communicates with the target server, if the console loses communication with the target server after the job log window has already been opened, the job log window will display an error. This includes a target cluster node roll that causes the job log to be hosted by a new cluster node.



Time	Description
2/14/2012 6:48:46 AM	Target beta is a NOT a cluster. Setting JobFilePath default
2/14/2012 6:48:47 AM	Entered TopState
2/14/2012 6:48:47 AM	Entered UninitializedState
2/14/2012 6:48:47 AM	Attaching to engine monitor 00000000-0000-0000-0000-000000000000
2/14/2012 6:48:47 AM	Changing to StoppedState from UninitializedState in response to InitializeEvent consumed...
2/14/2012 6:48:47 AM	Exited UninitializedState
2/14/2012 6:48:47 AM	Entered InitializedState
2/14/2012 6:48:47 AM	Entered StoppedState
2/14/2012 6:48:47 AM	Stopping monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cb...
2/14/2012 6:48:47 AM	Successfully created monitor 618b51de-70f0-418b-9869-169f6f7d7049
2/14/2012 6:48:47 AM	Changing to StartingState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:47 AM	Exited StoppedState
2/14/2012 6:48:47 AM	Entered StartingState
2/14/2012 6:48:48 AM	Event log entry written: '6008'.
2/14/2012 6:48:48 AM	Target beta is not clustered
2/14/2012 6:48:48 AM	Changing to RunningState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:48 AM	Exited StoppedState
2/14/2012 6:48:48 AM	Entered RunningState
2/14/2012 6:48:48 AM	Starting monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cbf...
2/14/2012 6:48:48 AM	Entered SucceededState
2/14/2012 6:48:48 AM	Successfully created connection 985ae0ce-bbba-47a2-84ec-5fa79da80174 connecting Files...
2/14/2012 6:48:48 AM	Waiting for source endpoint of " to be established (00:10:00)
2/14/2012 6:48:50 AM	Established source endpoint of '112.42.74.29:6320' for engine connection with replication s...
2/14/2012 6:48:50 AM	Changing to ProtectingState from StartingState in response to StartSucceededEvent consu...
2/14/2012 6:48:50 AM	Exited StartingState
2/14/2012 6:48:50 AM	Entered ProtectingState
2/14/2012 6:48:50 AM	Event log entry written: '6004'.
2/14/2012 6:48:52 AM	Changing to MirroringState from ProtectingState in response to MirroringEvent consumed b...
2/14/2012 6:48:52 AM	Entered MirroringState
2/14/2012 6:48:52 AM	Changing to SynchronizedState from MirroringState in response to MirrorCompletedEvent c...
2/14/2012 6:48:52 AM	Exited MirroringState
2/14/2012 6:48:52 AM	Entered SynchronizedState
2/14/2012 7:05:45 AM	Event log entry written: '6008'.
2/14/2012 7:05:48 AM	Changing to MirroringState from SynchronizedState in response to MirroringEvent consume...
2/14/2012 7:05:48 AM	Exited SynchronizedState
2/14/2012 7:05:48 AM	Entered MirroringState
2/14/2012 7:05:51 AM	Changing to SynchronizedState from MirroringState in response to MirrorIdleEvent consum...
2/14/2012 7:05:51 AM	Exited MirroringState
2/14/2012 7:05:51 AM	Entered SynchronizedState

The following table identifies the controls and the table columns in the **Job logs** window.

Start 

This button starts the addition and scrolling of new messages in the window.

Pause 

This button pauses the addition and scrolling of new messages in the window. This is only for the **Job logs** window. The messages are still logged to their respective files on the server.

Copy

This button copies the messages selected in the **Job logs** window to the Windows clipboard.

Clear

This button clears the **Job logs** window. The messages are not cleared from the respective files on the server. If you want to view all of the messages again, close and reopen the **Job logs** window.

Time

This column in the table indicates the date and time when the message was logged.

Description

This column in the table displays the actual message that was logged.

Failing over V to ESX jobs

When a failover condition has been met, failover will be triggered automatically if you disabled the wait for user option during your failover configuration. If the wait for user before failover option is enabled, you will be notified in the console when a failover condition has been met. At that time, you will need to trigger it manually from the console when you are ready.

1. On the **Manage Jobs** page, highlight the job that you want to failover and click **Failover, Cutover, or Recover** in the toolbar.
2. Select the type of failover to perform.
 - **Failover to live data**—Select this option to initiate a full, live failover using the current data on the target. This option will shutdown the source machine (if it is online), stop the protection job, and start the replica virtual machine on the target with full network connectivity.
 - **Perform test failover**—Select this option to perform a test failover using the current data on the target. This option will leave the source machine online, stop the protection job, and start the replica virtual machine on the target without network connectivity.
 - **Failover to a snapshot**—This option is not available for V to ESX jobs.
3. Select how you want to handle the data in the target queue.
 - **Apply data in target queues before failover or cutover**—All of the data in the target queue will be applied before failover begins. The advantage to this option is that all of the data that the target has received will be applied before failover begins. The disadvantage to this option is depending on the amount of data in queue, the amount of time to apply all of the data could be lengthy.
 - **Discard data in the target queues and failover or cutover immediately**—All of the data in the target queue will be discarded and failover will begin immediately. The advantage to this option is that failover will occur immediately. The disadvantage is that any data in the target queue will be lost.
 - **Revert to last good snapshot if target data state is bad**—If the target data is in a bad state, Double-Take will automatically revert to the last good Double-Take snapshot before failover begins. If the target data is in a good state, Double-Take will not revert the target data. Instead, Double-Take will apply the data in the target queue and then failover. The advantage to this option is that good data on the target is guaranteed to be used. The disadvantage is that if the target data state is bad, you will lose any data between the last good snapshot and the failure.
4. When you are ready to begin failover, click **Failover**.



Depending on your replica configuration, you may have to reboot your replica after failover. You will be prompted to reboot if it is necessary.

If your job was using vCenter, you may have problems with failover if vCenter is down or if it is unreachable. See the [technical support](#) article 34768 for details on how to complete failover in this situation.

If you used domain credentials when you originally created your job, you must be able to resolve the domain name from the replica virtual machine using DNS before you can reverse.

-
5. If you performed a test failover, you can undo it by selecting **Undo Failover or Cutover** in the toolbar. The replica virtual machine on the target will be shut down and the protection job will be restarted performing a file differences mirror.

Reversing V to ESX jobs

Reversing protection allows you to protect your source replica virtual server running on the target back to the original source host. Your original source host must have a licensed virtual recovery appliance like your original target host. See *V to ESX requirements* on page 398.

1. Make sure your original source virtual machine is not running.
2. If you used domain credentials when you originally created your job, make sure you can resolve the domain name from the replica virtual machine using DNS.
3. On the **Manage Jobs** page, highlight the job that you want to reverse and click **Reverse** in the toolbar. The flow of mirroring and replication data will change. Data will be transmitted from the replica virtual machine on the target back to the original source host.

After the reverse is complete, your source replica virtual machine on the target is being protected to your original source host. In the event you want to go back to your original server roles and hardware configuration, you can failover again.



The original disk structure on the original source virtual machine will be deleted and re-created the first time you perform a reverse. This reverse will perform a full mirror. Subsequent reverses will always perform a file differences mirror.

Chapter 12 V to Hyper-V protection

Create a V to Hyper-V job when you want to protect a virtual machine on a Hyper-V host to another Hyper-V host. This protection type is at the virtual machine guest level. You can reverse the protection after failover has occurred.

- See *V to Hyper-V requirements* on page 449—V to Hyper-V protection includes specific requirements for this type of protection.
- See *Creating a V to Hyper-V job* on page 451—The section includes step-by-step instructions for creating a V to Hyper-V job.
- See *Managing and controlling V to Hyper-V jobs* on page 466—You can view status information about your V to Hyper-V jobs and learn how to control these jobs.
- See *Failing over V to Hyper-V jobs* on page 502—Use this section when a failover condition has been met or if you want to failover manually.
- See *Reversing V to Hyper-V jobs* on page 504—Use this section to reverse protection. The source replica on the target is now sending data back to the original source.

V to Hyper-V requirements

In addition to the *Core Double-Take requirements* on page 20, use these requirements for V to Hyper-V protection.

- **Source server**—The source server can be any virtual server running any of the operating systems listed in the *Core Double-Take requirements* on page 20. Additionally, if your source is a virtual server and you want Double-Take to monitor it for failover, then you must have Integration Components installed on the guest operating system and the virtual machine must be powered on.
- **Target server**—The target server can be any Windows 2008, 2008 R2, 2012, or 2012 R2 operating system from the *Core Double-Take requirements* on page 20 that has the Hyper-V role enabled. In addition, you can use Hyper-V Server 2008 R2, Server Core 2008 R2 SP1, Server Core 2012, or Server Core 2012 R2 with the Hyper-V role enabled. (Hyper-V Server 2008 and Server Core 2008 are not supported.) In each case, the source and target must be running identical operating system versions. For example, your source cannot be Windows 2008 (or Windows 2012) and your target Windows 2008 R2 (or Windows 2012 R2).
- **Server Core**—In addition to the Server Core requirements above, there is a Server Core limitation. DNS updates are not supported for Server Core servers.
- **Disk types**—Virtual machines can use raw, pass-through, or differencing disks, however, they will be virtual hard disks on the replica on the target.
- **IP addressing**—IPv4 is the only supported IP version.
- **Microsoft .NET Framework**—Microsoft .NET Framework version 4.0 Update 3 or later is required. (The full .NET 4.0.3 is required, not just the Client Profile.)
- **Live migration**—Windows 2008 R2 and 2012 live migration is supported for CSV clustered virtual machines, but the shared-nothing configuration is not supported.
- **Snapshots**—Double-Take snapshots are not supported with V to Hyper-V jobs.
- **NAT**—V to Hyper-V jobs do not support NAT environments.
- **Supported configurations**—The following table identifies the supported configurations for a V to Hyper-V job.

Host to Host Configuration	Description	Supported	Not Supported
One to one active/standby	You can protect virtual machines on an active host to a standby host. The standby host has no active virtual machines, only the replica virtual machines. Replication will occur in only one direction.	X	

Host to Host Configuration	Description	Supported	Not Supported
One to one active/active	You can protect virtual machines on an active host to another active host. Each host has active virtual machines in addition to replica virtual machines. Replication will be bi-directional between the hosts.	X	
Many to one	You can protect virtual machines on multiple hosts to one single host. This will consolidate your replica virtual machines to a single host.	X	
One to many	You can protect virtual machines on a single host to multiple target hosts, although individual virtual machines can only be protected once to a single target host. This will allow you to separate your replica virtual machines across multiple target hosts.	X	
Chained	You can protect virtual machines on host 1 to host 2, and you can protect virtual machines on host 2 to host 3, however, the virtual machines you are protecting on host 2 cannot be the replica virtual machines from host 1. They must be unique virtual machines that you are protecting.		X
Single server	You can protect virtual machines within the same host or cluster.	X	
Standalone to standalone	Your hosts can be in a standalone to standalone configuration.	X	
Standalone to cluster	Your hosts can be in a standalone to cluster configuration.	X	
Cluster to standalone	Your hosts can be in a cluster to standalone configuration.	X	
Cluster to cluster	Your hosts can be in a cluster to cluster configuration.	X	
Cluster Shared Volumes (CSV) guest level	You can protect a virtual machine on a Cluster Shared Volume. Protection of the virtual machine is from within the guest operating system.	X	
Cluster Shared Volumes (CSV) host level	You cannot protect a virtual machine on a Cluster Shared Volume from the host.		X

Creating a V to Hyper-V job

Use these instructions to create a V to Hyper-V job.

1. Click **Get Started** from the toolbar.
2. Select **Double-Take Availability** and click **Next**.
3. Select **Protect files and folders, an application, or an entire Windows or Linux server** and click **Next**.
4. Choose your source server. This is the Hyper-V server or cluster that is hosting the virtual machines that you want to protect.



- **Current Servers**—This list contains the servers currently available in your console session. Servers that are not licensed for the workflow you have selected will be filtered out of the list. Select your source server from the list.
- **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading. From here, you can specify a server along with credentials for logging in to the server. If necessary, you can click **Browse** to select a server from a network drill-down list.

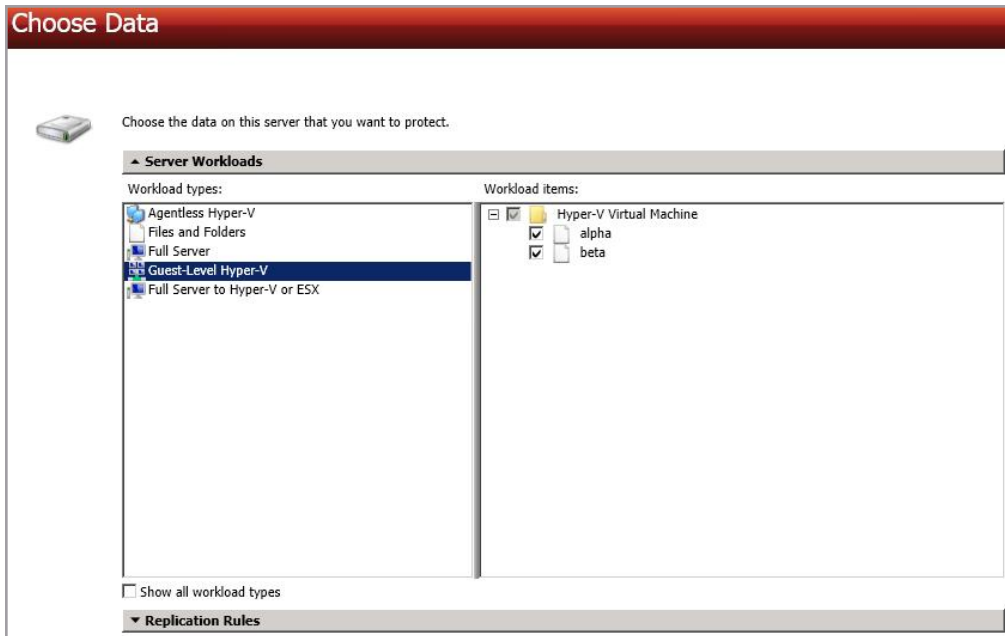


If you enter the source server's fully-qualified domain name, the Double-Take Console will resolve the entry to the server short name. If that short name resides in two different domains, this could result in name resolution issues. In this case, enter the IP address of the server.

When specifying credentials for a new server, specify a user that is a member of the local Double-Take Admin and local administrator security groups. The user must also have administrative rights for Microsoft Hyper-V.

5. Click **Next** to continue.
6. Choose the type of workload that you want to protect. Under **Server Workloads**, in the **Workload types** pane, select **Guest-Level Hyper-V**. In the **Workload items** pane, select the virtual machines on the Hyper-V source that you want to protect. The list of virtual machines will vary depending on whether your source is a Hyper-V server, cluster, or node.

If the workload you are looking for is not displayed, enable **Show all workload types**. The workload types in gray text are not available for the source server you have selected. Hover your mouse over an unavailable workload type to see a reason why this workload type is unavailable for the selected source.



7. Click **Next** to continue.
8. Choose your target server. This is the Hyper-V server that will store the replicas of the virtual machines from the source.



- **Current Servers**—This list contains the servers currently available in your console session. Servers that are not licensed for the workflow you have selected and those not applicable to the workload type you have selected will be filtered out of the list. Select your target server from the list.
- **Find a New Server**—If the server you need is not in the **Current Servers** list, click the **Find a New Server** heading. From here, you can specify a server along with credentials for logging in to the server. If necessary, you can click **Browse** to select a server from a network drill-down list.



If you enter the target server's fully-qualified domain name, the Double-Take Console will resolve the entry to the server short name. If that short name resides in two different domains, this could result in name resolution issues. In this case, enter the IP address of the server.

When specifying credentials for a new server, specify a user that is a member of the local Double-Take Admin and local administrator security groups. The user must also have administrative rights for Microsoft Hyper-V.

9. Click **Next** to continue.

10. You have many options available for your V to Hyper-V jobs. Configure those options that are applicable to your environment.

Go to each page identified below to see the options available for that section of the **Set Options** page. After you have configured your options, continue with the next step on page 464.

- *Replica Virtual Machines* on page 455
- *Replica Virtual Machine Configuration* on page 456
- *Mirror, Verify & Orphaned Files* on page 457
- *Network Route* on page 460
- *Reverse Network Route* on page 461
- *Compression* on page 462
- *Bandwidth* on page 463

Replica Virtual Machines

VM Display Name	Guest DNS Name	Target Volume	Target Path	Replica Disk Format	Credentials
alpha	alpha	D:	HVRA_Replicas\alpha	Dynamic	administrator
beta	beta	D:	HVRA_Replicas\beta	Dynamic	administrator

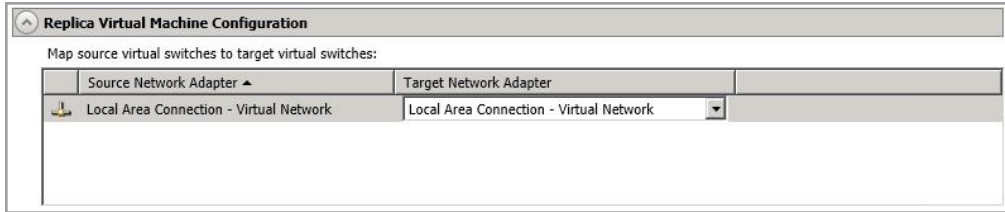
Provide Credentials...
[Show additional target volumes information](#)

- **Target Volume**—For each virtual machine you are protecting, specify the volume where you want to store the replica virtual machine on the target.
- **Target Path**—For each virtual machine you are protecting, specify a path on the selected **Target Volume** where you want to store the replica virtual machine on the target.
- **Replica Disk Format**—For each virtual machine you are protecting, specify the type of disk, **Dynamic** or **Fixed**, that will be created on the replica virtual machine.
- **Provide Credentials**—If necessary, click **Provide Credentials** and specify a valid user on the virtual recovery appliance you have selected. The user must be a member of the Double-Take Admin security group and must have administrative rights for Hyper-V.
- **Show additional target volumes information**—Click this link to see storage information for the volumes on your target. This will help you select the appropriate volumes for your replica virtual machines.



If your target is a cluster, you will only see the clustered volumes that have been added to the cluster prior to creating the job. If the target is a cluster node, you will only see non-clustered volumes.

Replica Virtual Machine Configuration



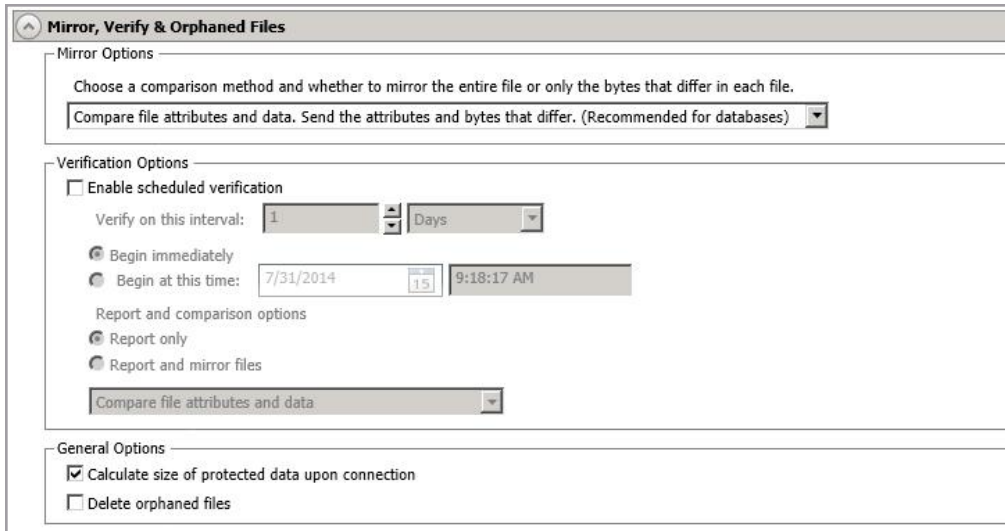
Replica Virtual Machine Configuration

Map source virtual switches to target virtual switches:

Source Network Adapter	Target Network Adapter
Local Area Connection - Virtual Network	Local Area Connection - Virtual Network

- **Map source virtual switches to target virtual switches**—Identify how you want to handle the network mapping after failover. The **Source Network Adapter** column lists the NICs from the source. Map each one to a **Target Network Adapter**, which is a virtual network on the target. You can also choose to discard the source's NIC and IP addresses, or you can to failover the NIC and IP addresses but leave them in a not connected state.

Mirror, Verify & Orphaned Files



- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.
 - **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
 - **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Verification Options**—Choose if you want to periodically confirm that the source replica data on the target is identical to the actual data on the source. Verification creates a log file detailing what was verified as well as which files are not synchronized. If the data is not the same, you can automatically initiate a remirror, if configured. The remirror ensures data integrity between the source and target.



Because of the way the Windows Cache Manager handles memory, machines that are doing minimal or light processing may have file operations that remain in the cache until additional operations flush them out. This may make Double-Take files on the target appear as if they are not synchronized. When the Windows Cache Manager releases the operations in the cache on the source and target, the files will be updated on the target.

- **Enable scheduled verification**—When this option is enabled, Double-Take will verify the source replica data on the target.
- **Verify on this interval**—Specify the interval between verification processes.

- **Begin immediately**—Select this option if you want to start the verification schedule immediately after the job is established.
- **Begin at this time**—Select this option if you want to start the verification schedule at the specified date and time.
- **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
- **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **General Options**—Choose your general mirroring options.
 - **Calculate size of protected data upon connection**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

Do not disable this option for V to Hyper-V jobs. The calculation time is when the source generates a hard link report that the target will use to process hard links on the target. If you disable the calculation and thus the report generation, the hard link processing that occurs on the target will be ineffective and you may have problems after failover, especially if your source is Windows 2008.

- **Delete orphaned files**—An orphaned file is a file that exists in the replica data on the target, but does not exist in the protected data on the source. This option specifies if orphaned files should be deleted on the target.



Orphaned file configuration is a per target configuration. All jobs to the same target will have the same orphaned file configuration.

The orphaned file feature does not delete alternate data streams. To do this, use a full mirror, which will delete the additional streams when the file is re-created.

If delete orphaned files is enabled, carefully review any replication rules that use wildcard definitions. If you have specified wildcards to be excluded from

protection, files matching those wildcards will also be excluded from orphaned file processing and will not be deleted from the target. However, if you have specified wildcards to be included in your protection, those files that fall outside the wildcard inclusion rule will be considered orphaned files and will be deleted from the target.

If you want to move orphaned files rather than delete them, you can configure this option along with the move deleted files feature to move your orphaned files to the specified deleted files directory. See *Target server properties* on page 63 for more information.

During a mirror, orphaned file processing success messages will be logged to a separate orphaned file log on the source. This keeps the Double-Take log from being overrun with orphaned file success processing messages. Orphaned files processing statistics and any errors in orphaned file processing will still be logged to the Double-Take log, and during difference mirrors, verifications, and restorations, all orphaned file processing messages are logged to the Double-Take log. The orphaned file log is located in the **Logging folder** specified for the source. See *Log file properties* on page 68 for details on the location of that folder. The orphaned log file is appended to during each orphaned file processing during a mirror, and the log file will be a maximum of 50 MB.

Network Route

Network Route

Send data to the target server using this route:

10.10.10.30



This section is not applicable if your target is a cluster.

By default, Double-Take will select a target route for transmissions. If desired, specify an alternate route on the target that the data will be transmitted through. This allows you to select a different route for Double-Take traffic. For example, you can separate regular network traffic and Double-Take traffic on a machine with multiple IP addresses.



The IP address used on the source will be determined through the Windows route table.

Reverse Network Route

Reverse Network Route

Send data to the source server when reversing the protection using this route:

10.10.10.30



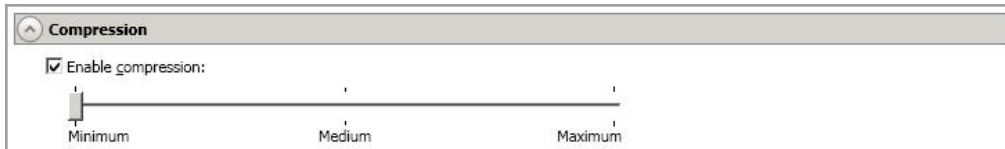
This section is not applicable if your source is a cluster.

Send data to the source server when reversing the protection using this route—By default, Double-Take will select a default source route for transmissions. If desired, specify an alternate route on the source that the data will be transmitted through. This allows you to select a different route for Double-Take traffic. For example, you can separate regular network traffic and Double-Take traffic on a machine with multiple IP addresses.



The IP address used on the target during a reverse will be determined through the Windows route table.

Compression



To help reduce the amount of bandwidth needed to transmit Double-Take data, compression allows you to compress data prior to transmitting it across the network. In a WAN environment this provides optimal use of your network resources. If compression is enabled, the data is compressed before it is transmitted from the source. When the target receives the compressed data, it decompresses it and then writes it to disk. You can set the level from **Minimum** to **Maximum** to suit your needs.

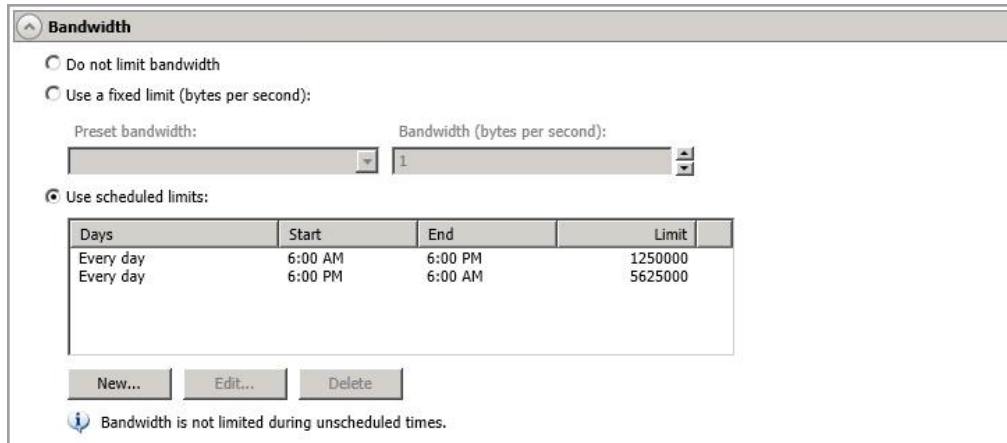
Keep in mind that the process of compressing data impacts processor usage on the source. If you notice an impact on performance while compression is enabled in your environment, either adjust to a lower level of compression, or leave compression disabled. Use the following guidelines to determine whether you should enable compression.

- If data is being queued on the source at any time, consider enabling compression.
- If the server CPU utilization is averaging over 85%, be cautious about enabling compression.
- The higher the level of compression, the higher the CPU utilization will be.
- Do not enable compression if most of the data is inherently compressed. Many image (.jpg, .gif) and media (.wmv, .mp3, .mpg) files, for example, are already compressed. Some images files, such as .bmp and .tif, are decompressed, so enabling compression would be beneficial for those types.
- Compression may improve performance even in high-bandwidth environments.
- Do not enable compression in conjunction with a WAN Accelerator. Use one or the other to compress Double-Take data.



All jobs from a single source connected to the same IP address on a target will share the same compression configuration.

Bandwidth



Bandwidth


Do not limit bandwidth

Use a fixed limit (bytes per second):

Preset bandwidth: Bandwidth (bytes per second):

Use scheduled limits:

Days	Start	End	Limit
Every day	6:00 AM	6:00 PM	1250000
Every day	6:00 PM	6:00 AM	5625000

 Bandwidth is not limited during unscheduled times.

Bandwidth limitations are available to restrict the amount of network bandwidth used for Double-Take data transmissions. When a bandwidth limit is specified, Double-Take never exceeds that allotted amount. The bandwidth not in use by Double-Take is available for all other network traffic.



All jobs from a single source connected to the same IP address on a target will share the same bandwidth configuration.

- **Do not limit bandwidth**—Double-Take will transmit data using 100% bandwidth availability.
- **Use a fixed limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Use scheduled limits**—Double-Take will transmit data using a dynamic bandwidth based on the schedule you configure. Bandwidth will not be limited during unscheduled times.
 - **New**—Click **New** to create a new scheduled bandwidth limit. Specify the following information.
 - **Daytime entry**—Select this option if the start and end times of the bandwidth window occur in the same day (between 12:01 AM and midnight). The start time must occur before the end time.
 - **Overnight entry**—Select this option if the bandwidth window begins on one day and continues past midnight into the next day. The start time must be later than the end time, for example 6 PM to 6 AM.
 - **Day**—Enter the day on which the bandwidth limiting should occur. You can pick a specific day of the week, **Weekdays** to have the limiting occur Monday through Friday, **Weekends** to have the limiting occur Saturday and Sunday, or **Every day** to have the limiting repeat on all days of the week.

- **Start time**—Enter the time to begin bandwidth limiting.
- **End time**—Enter the time to end bandwidth limiting.
- **Preset bandwidth**—Select a bandwidth limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your select bandwidth.
- **Bandwidth**—If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Edit**—Click **Edit** to modify an existing scheduled bandwidth limit.
- **Delete**—Click **Delete** to remove a scheduled bandwidth limit.



If you change your job option from **Use scheduled limits** to **Do not limit bandwidth** or **Use a fixed limit**, any schedule that you created will be preserved. That schedule will be reused if you change your job option back to **Use scheduled limits**.

You can manually override a schedule after a job is established by selecting **Other Job Options, Set Bandwidth**. If you select **No bandwidth limit** or **Fixed bandwidth limit**, that manual override will be used until you go back to your schedule by selecting **Other Job Options, Set Bandwidth, Scheduled bandwidth limit**. For example, if your job is configured to use a daytime limit, you would be limited during the day, but not at night. But if you override that, your override setting will continue both day and night, until you go back to your schedule. See the *Managing and controlling jobs* section for your job type for more information on the **Other Job Options**.

11. Click **Next** to continue.
12. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the Double-Take *Reference Guide* for details on the various Double-Take log files.

13. Once your servers have passed validation and you are ready to establish protection, click **Finish**, and you will automatically be taken to the **Manage Jobs** page.



Because this job type allowed you to create more than one job at a time, options that are job specific were not presented during the job creation process. Once the jobs are created, you can edit each one individually to see and edit all of the various job options. See *Editing a V to Hyper-V job* on page 480.

Managing and controlling V to Hyper-V jobs

Click **Manage Jobs** from the main Double-Take Console toolbar. The **Manage Jobs** page allows you to view status information about your jobs. You can also control your jobs from this page.

The jobs displayed in the right pane depend on the server group folder selected in the left pane. Every job for each server in your console session is displayed when the **Jobs on All Servers** group is selected. If you have created and populated server groups (see *Managing servers* on page 36), then only the jobs associated with the server or target servers in that server group will be displayed in the right pane.


- See *Overview job information displayed in the top pane* on page 466
- See *Detailed job information displayed in the bottom pane* on page 468
- See *Job controls* on page 470


Overview job information displayed in the top pane


The top pane displays high-level overview information about your jobs.


Column 1 (Blank)

The first blank column indicates the state of the job.

 The job is in a healthy state.

 The job is in a warning state. This icon is also displayed on any server groups that you have created that contain a job in a warning state.

 The job is in an error state. This icon is also displayed on any server groups that you have created that contain a job in an error state.

 The job is in an unknown state.

Job

The name of the job

Source Server

The name of the source.

Target Server

The name of the target.

Job Type

Each job type has a unique job type name. This job is a V to Hyper-V job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the job details. Keep in mind that **Idle** indicates console to server activity is idle, not that your servers are idle.

Mirror Status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Unknown**—The console cannot determine the status.

Replication Status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Transmit Mode

- **Active**—Data is being transmitted to the target.
 - **Paused**—Data transmission has been paused.
 - **Scheduled**—Data transmission is waiting on schedule criteria.
 - **Stopped**—Data is not being transmitted to the target.
 - **Error**—There is a transmission error.
 - **Unknown**—The console cannot determine the status.
-

Detailed job information displayed in the bottom pane

The details displayed in the bottom pane of the **Manage Jobs** page provide additional information for the job highlighted in the top pane. If you select multiple jobs, the details for the first selected job will be displayed.

Name

The name of the job

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent (compressed)

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Connected since

The date and time indicating when the current job was started.

Recent activity

Displays the most recent activity for the selected job, along with an icon indicating the success or failure of the last initiated activity. Click the link to see a list of recent activities for the selected job. You can highlight an activity in the list to display additional details about the activity.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Job controls

You can control your job through the toolbar buttons available on the **Manage jobs** page. If you select multiple jobs, some of the controls will apply only to the first selected job, while others will apply to all of the selected jobs. For example, **View Job Details** will only show details for the first selected job, while **Stop** will stop protection for all of the selected jobs.

If you want to control just one job, you can also right click on that job and access the controls from the pop-up menu.

Create a New Job

This button leaves the **Manage Jobs** page and opens the **Get Started** page.

View Job Details

This button leaves the **Manage Jobs** page and opens the **View Job Details** page.

Delete

Stops (if running) and deletes the selected jobs.

If you no longer want to protect the source and no longer need the replica of the source on the target, select to delete the associated replica virtual machine. Selecting this option will remove the job and completely delete the replica virtual machine on the target.

If you no longer want to mirror and replicate data from the source to the target but still want to keep the replica of the source on the target, select to keep the associated replica virtual machine. You may want to use this option to relocate the virtual hard disks and create a new job between the original source and the new location. Selecting this option, will preserve the source replica on the target.

Provide Credentials

Changes the login credentials that the job (which is on the target machine) uses to authenticate to the servers in the job. This button opens the Provide Credentials dialog box where you can specify the new account information and which servers you want to update. See *Providing server credentials* on page 46. You will remain on the **Manage Jobs** page after updating the server credentials. If your servers use the same credentials, make sure you also update the credentials on the **Manage Servers** page so that the Double-Take Console can authenticate to the servers in the console session. See *Managing servers* on page 36.

View Recent Activity

Displays the recent activity list for the selected job. Highlight an activity in the list to display additional details about the activity.

Start

Starts or resumes the selected jobs.

If you have previously stopped protection, the job will restart mirroring and replication.

If you have previously paused protection, the job will continue mirroring and replication from where it left off, as long as the Double-Take queue was not exhausted during the time the job was paused. If the Double-Take queue was exhausted during the time the job was paused, the job will restart mirroring and replication.

Also if you have previously paused protection, all jobs from the same source to the same IP address on the target will be resumed.

Pause

Pauses the selected jobs. Data will be queued on the source while the job is paused. Failover monitoring will continue while the job is paused.

All jobs from the same source to the same IP address on the target will be paused.

Stop

Stops the selected jobs. The jobs remain available in the console, but there will be no mirroring or replication data transmitted from the source to the target. Mirroring and replication data will not be queued on the source while the job is stopped, requiring a remirror when the job is restarted. The type of remirror will depend on your job settings. Failover monitoring will continue while the job is stopped.

Take Snapshot

Snapshots are not applicable to V to Hyper-V jobs.

Manage Snapshots

Snapshots are not applicable to V to Hyper-V jobs.

Failover, Cutover, or Recover

Starts the failover process. See *Failing over V to Hyper-V jobs* on page 502 for the process and details of failing over a V to Hyper-V job.

Failback

Starts the failback process. Failback does not apply to V to Hyper-V jobs.

Restore

Starts the restoration process. Restore does not apply to V to Hyper-V jobs.

Reverse

Reverses protection. The job will start mirroring in the reverse direction with the job name and log file names changing accordingly. After the mirror is complete, the job will continue running in the opposite direction. See *Reversing V to Hyper-V jobs* on page 504 for the process and details of reversing a V to Hyper-V job.

Recover

Recovers the selected DR job. Recovery does not apply to V to Hyper-V jobs.

Undo Failover or Cutover

Cancels a test failover by undoing it. This resets the servers and the job back to their original state.. See *Failing over V to Hyper-V jobs* on page 502 for the process and details of undoing a failed over V to Hyper-V job.

View Job Log

Opens the job log. On the right-click menu, this option is called **View Logs**, and you have the option of opening the job log, source server log, or target server log.

Other Job Actions

Opens a small menu of other job actions. These job actions will be started immediately, but keep in mind that if you stop and restart your job, the job's configured settings will override any other job actions you may have initiated.

- **Mirroring**—You can start, stop, pause and resume mirroring for any job that is running.

When pausing a mirror, Double-Take stops queuing mirror data on the source but maintains a pointer to determine what information still needs to be mirrored to the target. Therefore, when resuming a paused mirror, the process continues where it left off.

When stopping a mirror, Double-Take stops queuing mirror data on the source and does not maintain a pointer to determine what information still needs to be mirrored to the target. Therefore, when starting a mirror that has been stopped, you will need to decide what type of mirror to perform.

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.
 - **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is

equivalent to selecting the mirror all files option prior to Double-Take version 7.1.

- **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Calculate size of protected data before mirroring**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

Do not disable this option for V to Hyper-V jobs. The calculation time is when the source generates a hard link report that the target will use to process hard links on the target. If you disable the calculation and thus the report generation, the hard link processing that occurs on the target will be ineffective and you may have problems after failover, especially if your source is Windows 2008.

- **Verify**—Even if you have scheduled the verification process, you can run it manually any time a mirror is not in progress.
 - **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
 - **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **Set Bandwidth**—You can manually override bandwidth limiting settings configured for your job at any time.
 - **No bandwidth limit**—Double-Take will transmit data using 100% bandwidth availability.
 - **Fixed bandwidth limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the

bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.

- **Scheduled bandwidth limit**—If your job has a configured scheduled bandwidth limit, you can enable that schedule with this option.
- **Delete Orphans**—Even if you have enabled orphan file removal during your mirror and verification processes, you can manually remove them at any time.
- **Target**—You can pause the target, which queues any incoming Double-Take data from the source on the target. All active jobs to that target will complete the operations already in progress. Any new operations will be queued on the target until the target is resumed. The data will not be committed until the target is resumed. Pausing the target only pauses Double-Take processing, not the entire server.

While the target is paused, the Double-Take target cannot queue data indefinitely. If the target queue is filled, data will start to queue on the source. If the source queue is filled, Double-Take will automatically disconnect the connections and attempt to reconnect them.

If you have multiple jobs to the same target, all jobs from the same source will be paused and resumed.

- **Update Shares**—Shares are not applicable because they are automatically included with the system state that is being protected with the entire server.

Filter

Select a filter option from the drop-down list to only display certain jobs. You can display **Healthy jobs**, **Jobs with warnings**, or **Jobs with errors**. To clear the filter, select **All jobs**. If you have created and populated server groups, then the filter will only apply to the jobs associated with the server or target servers in that server group. See *Managing servers* on page 36.

Type a server name

Displays only jobs that contain the text you entered. If you have created and populated server groups, then only jobs that contain the text you entered associated with the server or target servers in that server group will be displayed. See *Managing servers* on page 36.

Overflow Chevron

Displays any toolbar buttons that are hidden from view when the window size is reduced.

Viewing V to Hyper-V job details

From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.

Review the following table to understand the detailed information about your job displayed on the **View Job Details** page.





Job name

The name of the job

Job type

Each job type has a unique job type name. This job is a V to Hyper-V job. For a complete list of all job type names, press F1 to view the Double-Take Console online help.

Health

-  The job is in a healthy state.
-  The job is in a warning state.
-  The job is in an error state.
-  The job is in an unknown state.

Activity

There are many different **Activity** messages that keep you informed of the job activity. Most of the activity messages are informational and do not require any administrator interaction. If you see error messages, check the rest of the job details.

Connection ID

The incremental counter used to number connections. The number is incremented when a connection is created. It is also incremented by internal actions, such as an auto-disconnect and auto-reconnect. The lowest available number (as connections are created, stopped, deleted, and so on) will always be used. The counter is reset to one each time the Double-Take service is restarted.

Transmit mode

- **Active**—Data is being transmitted to the target.
- **Paused**—Data transmission has been paused.
- **Scheduled**—Data transmission is waiting on schedule criteria.
- **Stopped**—Data is not being transmitted to the target.
- **Error**—There is a transmission error.
- **Unknown**—The console cannot determine the status.

Target data state

- **OK**—The data on the target is in a good state.
- **Mirroring**—The target is in the middle of a mirror process. The data will not be in a good state until the mirror is complete.
- **Mirror Required**—The data on the target is not in a good state because a remirror is required. This may be caused by an incomplete or stopped mirror or an operation may have been dropped on the target.
- **Snapshot Reverted**—The data on the source and target do not match because a snapshot has been applied on the target. Restore the data from the target back to the source. If you want to discard the changes on the target, you can remirror to resynchronize the source and target.
- **Busy**—The source is low on memory causing a delay in getting the state of the data on the target.
- **Not Loaded**—Double-Take target functionality is not loaded on the target server. This may be caused by a license key error.
- **Unknown**—The console cannot determine the status.

Target route

The IP address on the target used for Double-Take transmissions.

Compression

- **On / Level**—Data is compressed at the level specified.
- **Off**—Data is not compressed.

Encryption

- **On**—Data is being encrypted before it is sent from the source to the target.
- **Off**—Data is not being encrypted before it is sent from the source to the target.

Bandwidth limit

If bandwidth limiting has been set, this statistic identifies the limit. The keyword **Unlimited** means there is no bandwidth limit set for the job.

Connected since

The date and time indicating when the current job was made. This field is blank, indicating that a TCP/IP socket is not present, when the job is waiting on transmit options or if the transmission has been stopped. This field will maintain the date and time, indicating that a TCP/IP socket is present, when transmission has been paused.

Additional information

Depending on the current state of your job, you may see additional information displayed to keep you informed about the progress and status of your job. If there is no additional information, you will see (None) displayed.

Mirror status

- **Calculating**—The amount of data to be mirrored is being calculated.
- **In Progress**—Data is currently being mirrored.
- **Waiting**—Mirroring is complete, but data is still being written to the target.
- **Idle**—Data is not being mirrored.
- **Paused**—Mirroring has been paused.
- **Stopped**—Mirroring has been stopped.
- **Removing Orphans**—Orphan files on the target are being removed or deleted depending on the configuration.
- **Verifying**—Data is being verified between the source and target.
- **Unknown**—The console cannot determine the status.

Mirror percent complete

The percentage of the mirror that has been completed

Mirror remaining

The total number of mirror bytes that are remaining to be sent from the source to the target

Mirror skipped

The total number of bytes that have been skipped when performing a difference. These bytes are skipped because the data is not different on the source and target.

Replication status

- **Replicating**—Data is being replicated to the target.
- **Ready**—There is no data to replicate.
- **Pending**—Replication is pending.
- **Stopped**—Replication has been stopped.
- **Out of Memory**—Replication memory has been exhausted.
- **Failed**—The Double-Take service is not receiving replication operations from the Double-Take driver. Check the Event Viewer for driver related issues.
- **Unknown**—The console cannot determine the status.

Replication queue

The total number of replication bytes in the source queue

Disk queue

The amount of disk space being used to queue data on the source

Bytes sent

The total number of mirror and replication bytes that have been transmitted to the target

Bytes sent compressed

The total number of compressed mirror and replication bytes that have been transmitted to the target. If compression is disabled, this statistic will be the same as **Bytes sent**.

Validating a V to Hyper-V job

Over time, you may want to confirm that any changes in your network or environment have not impacted your Double-Take job. Use these instructions to validate an existing job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Validate job properties**.
3. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Validation checks for an existing job are logged to the job log on the target server.

4. Once your servers have passed validation, click **Close**.

Editing a V to Hyper-V job

Use these instructions to edit a V to Hyper-V job.

1. From the **Manage Jobs** page, highlight the job and click **View Job Details** in the toolbar.
2. In the **Tasks** area on the right on the **View Job Details** page, click **Edit job properties**. (You will not be able to edit a job if you have removed the source of that job from your Double-Take Console session or if you only have Double-Take monitor security access.)
3. Because you configured multiple jobs at once when you first established your protection, not all of the individual job options were available during job creation. Therefore, you will have additional job options when you edit an existing job.



Changing some options may require Double-Take to automatically disconnect, reconnect, and remirror the job.

There will be additional sections on the **Edit Job Properties** page that you will be able to view only. You cannot edit those sections.

4. Go to each page identified below to see the options that you can edit on the **Edit Job Properties** page. After you have configured your options, continue with the next step on page 499.
 - *General* on page 481
 - *Replica Virtual Machine Location* on page 482
 - *Replica Virtual Machine Configuration* on page 483
 - *Replica Virtual Machine Volumes* on page 484
 - *Replica Virtual Machine Network Settings* on page 485
 - *Failover Monitor* on page 486
 - *Failover Options* on page 488
 - *Failover Identity* on page 489
 - *Mirror, Verify & Orphaned Files* on page 491
 - *Network Route* on page 494
 - *Reverse Network Route* on page 495
 - *Compression* on page 496
 - *Bandwidth* on page 497

General



The screenshot shows a window titled "General" with a small upward-pointing arrow icon on the left. Below the title bar, there is a label "Job name:" followed by a text input field containing the text "alpha to beta".

For the **Job name**, specify a unique name for your job.

Replica Virtual Machine Location

Select the volume and folder on the target server that will hold the replica virtual machine:

Volume	Total Size	Free Space	Owner
C:	19.43 GB	2.8 GB	
E:	213.29 GB	176.53 GB	

Full path where the replica virtual machine will be stored:

D:\HVRA_Replicas\alpha

- **Select the volume and folder on the target server that will hold the replica virtual machine**—Select one of the volumes from the list to indicate the volume on the target where you want to store the new virtual server when it is created. The target volume must have enough **Free Space** to store the source data.
- **Full path where the replica virtual machine will be stored**—Specify a location on the selected **Volume** to store the replica of the source.

Replica Virtual Machine Configuration

Source Network Adapter	Target Network Adapter
Local Area Connection - Virtual Network	Local Area Connection - Virtual Network

- **Map source virtual switches to target virtual switches**—Identify how you want to handle the network mapping after failover. The **Source Network Adapter** column lists the NICs from the source. Map each one to a **Target Network Adapter**, which is a virtual network on the target. You can also choose to discard the source's NIC and IP addresses, or you can to failover the NIC and IP addresses but leave them in a not connected state.

Replica Virtual Machine Volumes

Volume	Disk Size	Used Space	Replica Disk Size	Replica Disk Format	Storage Controller
C:	89.9 GB	9.04 GB	89.9 GB	Dynamic	IDE

- **Replica Disk Size**—For each volume you are protecting, specify the size of the replica disk on the target. Be sure and include the value in MB or GB for the disk. The value must be at least the size of the specified **Used Space** on that volume.



In some cases, the replica virtual machine may use more virtual disk space than the size of the source volume due to differences in how the virtual disk's block size is formatted and how hard links are handled. To avoid this issue, specify the size of your replica to be at least 5 GB larger.

Snapshots are stored on the replica, so if you enable snapshots, be sure that you configure your replica virtual machine disk size large enough to maintain snapshots.

- **Replica Disk Format**—For each volume you are protecting, specify the format of the disk, **Dynamic** or **Fixed**, that will be created on the replica virtual machine. Any disk format specification will be discarded if you are reusing a disk from the **Full path where the replica virtual machine will be stored** from the **Replica Virtual Machine Location** section.
- **Storage Controller**—For each volume you are protecting, specify the type of **Storage Controller** that you want to use for each volume on the target. If your virtual machine is a Generation 2 VM (Windows 2012 or later), SCSI is the only controller option.



If your virtual machine is a Generation 1 VM, the system volume must be an IDE controller. In addition, up to two more volumes can be attached to an IDE controller. If you are protecting more than three volumes on the source, you will need to install the Hyper-V Integration Components to acquire a SCSI device after failover to attach these volumes to the replica virtual machine. See your Microsoft documentation for more information.

Replica Virtual Machine Network Settings

Use advanced settings for replica virtual machine network configuration.

Network adapters:

Local Area Connection (112.42.74.29)

Source IP addresses:

IP Address	Subnet Mask
112.42.74.29	255.255.0.0

Replica IP addresses:

IP Address	Subnet Mask
112.52.74.29	255.255.0.0

Source Default Gateways:

112.42.48.9

Replica Default Gateways:

112.52.48.9

Source DNS Server addresses:

112.42.48.20

Replica DNS Server addresses:

112.52.48.20

- **Use advanced settings for replica virtual machine network configuration**—Select this option to enable the replica virtual machine network setting configuration. This setting is primarily used for WAN support.
- **Network adapters**—Select a network adapter from the source and specify the **Replica IP addresses**, **Replica Default Gateways**, and **Replica DNS Server addresses** to be used after failover. If you add multiple gateways or DNS servers, you can sort them by using the arrow up and arrow down buttons. Repeat this step for each network adapter on the source.



Updates made during failover will be based on the network adapter name when protection is established. If you change that name, you will need to delete the job and re-create it so the new name will be used during failover.

If you update one of the advanced settings (IP address, gateway, or DNS server), then you must update all of them. Otherwise, the remaining items will be left blank. If you do not specify any of the advanced settings, the replica virtual machine will be assigned the same network configuration as the source.

By default, the source IP address will be included in the target IP address list as the default address. If you do not want the source IP address to be the default address on the target after failover, remove that address from the **Replica IP addresses** list.

Failover Monitor

Failover Monitor

Total time to failure: 00:05:00

Consecutive failures: 20

Monitor on this interval: 00:00:10

Network monitoring

Monitor these addresses:

	Source IP Address
<input checked="" type="checkbox"/>	112.42.74.29
<input checked="" type="checkbox"/>	10.10.10.29

Monitoring method: Network service

Failover trigger: All monitored IP addresses fail

- **Total time to failure**—Specify, in hours:minutes:seconds, how long the target will keep trying to contact the source before the source is considered failed. This time is precise. If the total time has expired without a successful response from the source, this will be considered a failure.

Consider a shorter amount of time for servers, such as a web server or order processing database, which must remain available and responsive at all times. Shorter times should be used where redundant interfaces and high-speed, reliable network links are available to prevent the false detection of failure. If the hardware does not support reliable communications, shorter times can lead to premature failover. Consider a longer amount of time for machines on slower networks or on a server that is not transaction critical. For example, failover would not be necessary in the case of a server restart.

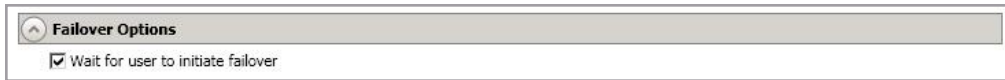
- **Consecutive failures**—Specify how many attempts the target will make to contact the source before the source is considered failed. For example, if you have this option set to 20, and your source fails to respond to the target 20 times in a row, this will be considered a failure.
- **Monitor on this interval**—Specify, in hours:minutes:seconds, how long to wait between attempts to contact the source to confirm it is online. This means that after a response (success or failure) is received from the source, Double-Take will wait the specified interval time before contacting the source again. If you set the interval to 00:00:00, then a new check will be initiated immediately after the response is received.

If you choose **Total time to failure**, do not specify a longer interval than failure time or your server will be considered failed during the interval period.

If you choose **Consecutive failures**, your failure time is calculated by the length of time it takes your source to respond plus the interval time between each response, times the number of consecutive failures that can be allowed. That would be (response time + interval) * failure number. Keep in mind that timeouts from a failed check are included in the response time, so your failure time will not be precise.

- **Network monitoring**—With this option, the target will monitor the source using a network ping.
 - **Monitor these addresses**—Select each **Source IP Address** that you want the target to monitor.
 - **Monitoring method**—This option determines the type of network ping used for failover monitoring.
 - **Network service**—Source availability will be tested by an ICMP ping to confirm the route is active.
 - **Replication service**—Source availability will be tested by a UDP ping to confirm the Double-Take service is active.
 - **Network and replication services**—Source availability will be tested by both an ICMP ping to confirm the route is active and a UDP ping to confirm the Double-Take service is active. Both pings must fail in order to trigger a failover.
 - **Failover trigger**—If you are monitoring multiple IP addresses, specify when you want a failover condition to be triggered.
 - **One monitored IP address fails**—A failover condition will be triggered when any one of the monitored IP addresses fails. If each IP address is on a different subnet, you may want to trigger failover after one fails.
 - **All monitored IP addresses fail**—A failover condition will be triggered when all monitored IP addresses fail. If there are multiple, redundant paths to a server, losing one probably means an isolated network problem and you should wait for all IP addresses to fail.

Failover Options



Wait for user to initiate failover—By default, the failover process will wait for you to initiate it, allowing you to control when failover occurs. When a failure occurs, the job will wait in **Failover Condition Met** for you to manually initiate the failover process. Disable this option only if you want failover to occur immediately when a failure occurs.

Failover Identity

Failover Identity

Apply source network configuration to the target (Recommended for LAN configurations)

Retain target network configuration (Recommended for WAN configurations)

Update DNS server

DNS Options

Credentials for **domain.com**
User name: **administrator**

These DNS servers will be updated during failover:

112.42.48.9

Update these source DNS entries with the corresponding target IP address:

Source Address	Target Address
----------------	----------------

Update TTL (seconds):
300

- **Retain target network configuration—**

- **Update DNS server**—Specify if you want Double-Take to update your DNS server on . If DNS updates are made, the DNS records will be locked during . Be sure and review the *Core Double-Take requirements* on page 20 for the requirements for updating DNS.



DNS updates are not available for Server Core servers or source servers that are in a workgroup.

Expand the **DNS Options** section to configure how the updates will be made. The DNS information will be discovered and displayed. If your servers are in a workgroup, you must provide the DNS credentials before the DNS information can be discovered and displayed.

- **Change**—If necessary, click this button and specify a user that has privileges to access and modify DNS records. The account must be a member of the DnsAdmins group for the domain, and must have full control permissions on the source's A (host) and PTR (reverse lookup) records. These permissions are not included by default in the DnsAdmins group.
- **Remove**—If there are any DNS servers in the list that you do not want to update, highlight them and click **Remove**.

- **Update these source DNS entries with the corresponding target IP address**—For each IP address on the source, specify what address you want DNS to use after failover.
 - **Update TTL**—Specify the length of time, in seconds, for the time to live value for all modified DNS A records. Ideally, you should specify 300 seconds (5 minutes) or less.
-

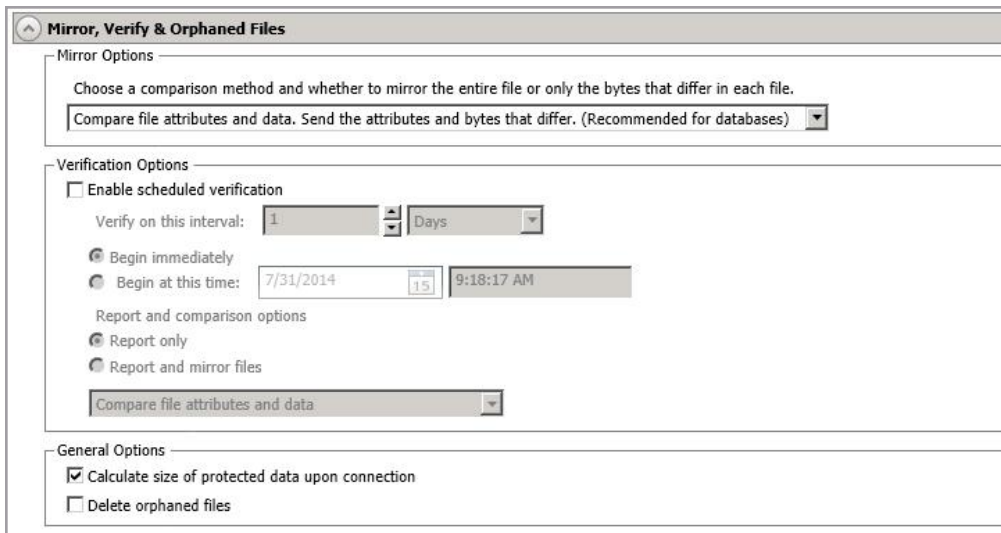


DNS updates will be disabled if the target server cannot communicate with both the source and target DNS servers

If you select **Retain your target network configuration** but do not enable **Update DNS server**, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover. This would also apply to non-Microsoft Active Directory integrated DNS servers. You will want to keep your target network configuration but do not update DNS. In this case, you will need to specify failover scripts that update your DNS server during failover, or you can update the DNS server manually after failover.

If you are using domain credentials during job creation, you must be able to resolve the domain name from the replica virtual machine using DNS before you can reverse.

Mirror, Verify & Orphaned Files



Mirror, Verify & Orphaned Files

Mirror Options

Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.

Compare file attributes and data. Send the attributes and bytes that differ. (Recommended for databases)

Verification Options

Enable scheduled verification

Verify on this interval: 1 Days

Begin immediately

Begin at this time: 7/31/2014 9:18:17 AM

Report and comparison options

Report only

Report and mirror files

Compare file attributes and data

General Options

Calculate size of protected data upon connection

Delete orphaned files

- **Mirror Options**—Choose a comparison method and whether to mirror the entire file or only the bytes that differ in each file.
 - **Do not compare files. Send the entire file.**—Double-Take will not perform any comparisons between the files on the source and target. All files will be mirrored to the target, sending the entire file. This is equivalent to selecting the mirror all files option prior to Double-Take version 7.1.
 - **Compare file attributes and data. Send the attributes and bytes that differ.**—Double-Take will compare file attributes and the file data and will mirror only the attributes and bytes that are different. This is equivalent to selecting the mirror different files and use block checksum options prior to Double-Take version 7.1. If you are using a database application on your source, select this option.
- **Verification Options**—Choose if you want to periodically confirm that the source replica data on the target is identical to the actual data on the source. Verification creates a log file detailing what was verified as well as which files are not synchronized. If the data is not the same, you can automatically initiate a remirror, if configured. The remirror ensures data integrity between the source and target.



Because of the way the Windows Cache Manager handles memory, machines that are doing minimal or light processing may have file operations that remain in the cache until additional operations flush them out. This may make Double-Take files on the target appear as if they are not synchronized. When the Windows Cache Manager releases the operations in the cache on the source and target, the files will be updated on the target.

- **Enable scheduled verification**—When this option is enabled, Double-Take will verify the source replica data on the target.
- **Verify on this interval**—Specify the interval between verification processes.

- **Begin immediately**—Select this option if you want to start the verification schedule immediately after the job is established.
- **Begin at this time**—Select this option if you want to start the verification schedule at the specified date and time.
- **Report only**—Select this option if you only want to generate a verification report. With this option, no data that is found to be different will be mirrored to the target. Choose how you want the verification to compare the files.
- **Report and mirror files**—Select this option if you want to generate a verification report and mirror data that is different to the target. Select the comparison method and type of mirroring you want to use. See the previous mirroring methods described under *Mirror Options*.
- **General Options**—Choose your general mirroring options.
 - **Calculate size of protected data upon connection**—Specify if you want Double-Take to determine the mirroring percentage calculation based on the amount of data being protected. If you enable this option, the calculation will begin when mirroring begins. For the initial mirror, the percentage will display after the calculation is complete, adjusting to the amount of the mirror that has completed during the time it took to complete the calculation. Subsequent mirrors will initially use the last calculated size and display an approximate percentage. Once the calculation is complete, the percentage will automatically adjust down or up to indicate the amount that has been completed. Disabling calculation will result in the mirror status not showing the percentage complete or the number of bytes remaining to be mirrored.



The calculated amount of protected data may be slightly off if your data set contains compressed or sparse files.

Do not disable this option for V to Hyper-V jobs. The calculation time is when the source generates a hard link report that the target will use to process hard links on the target. If you disable the calculation and thus the report generation, the hard link processing that occurs on the target will be ineffective and you may have problems after failover, especially if your source is Windows 2008.

- **Delete orphaned files**—An orphaned file is a file that exists in the replica data on the target, but does not exist in the protected data on the source. This option specifies if orphaned files should be deleted on the target.



Orphaned file configuration is a per target configuration. All jobs to the same target will have the same orphaned file configuration.

The orphaned file feature does not delete alternate data streams. To do this, use a full mirror, which will delete the additional streams when the file is re-created.

If delete orphaned files is enabled, carefully review any replication rules that use wildcard definitions. If you have specified wildcards to be excluded from

protection, files matching those wildcards will also be excluded from orphaned file processing and will not be deleted from the target. However, if you have specified wildcards to be included in your protection, those files that fall outside the wildcard inclusion rule will be considered orphaned files and will be deleted from the target.

If you want to move orphaned files rather than delete them, you can configure this option along with the move deleted files feature to move your orphaned files to the specified deleted files directory. See *Target server properties* on page 63 for more information.

During a mirror, orphaned file processing success messages will be logged to a separate orphaned file log on the source. This keeps the Double-Take log from being overrun with orphaned file success processing messages. Orphaned files processing statistics and any errors in orphaned file processing will still be logged to the Double-Take log, and during difference mirrors, verifications, and restorations, all orphaned file processing messages are logged to the Double-Take log. The orphaned file log is located in the **Logging folder** specified for the source. See *Log file properties* on page 68 for details on the location of that folder. The orphaned log file is appended to during each orphaned file processing during a mirror, and the log file will be a maximum of 50 MB.

Network Route

 **Network Route**

Send data to the target server using this route:



This section is not applicable if your target is a cluster.

By default, Double-Take will select a target route for transmissions. If desired, specify an alternate route on the target that the data will be transmitted through. This allows you to select a different route for Double-Take traffic. For example, you can separate regular network traffic and Double-Take traffic on a machine with multiple IP addresses.



The IP address used on the source will be determined through the Windows route table.

Reverse Network Route

Reverse Network Route

Send data to the source server when reversing the protection using this route:

10.10.10.30



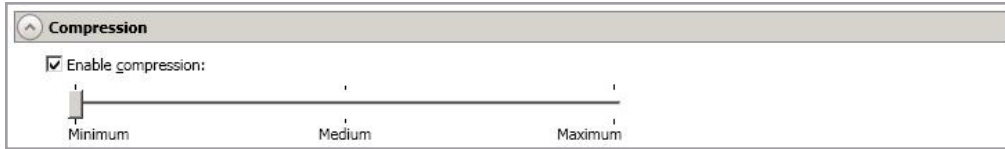
This section is not applicable if your source is a cluster.

Send data to the source server when reversing the protection using this route—By default, Double-Take will select a default source route for transmissions. If desired, specify an alternate route on the source that the data will be transmitted through. This allows you to select a different route for Double-Take traffic. For example, you can separate regular network traffic and Double-Take traffic on a machine with multiple IP addresses.



The IP address used on the target during a reverse will be determined through the Windows route table.

Compression



To help reduce the amount of bandwidth needed to transmit Double-Take data, compression allows you to compress data prior to transmitting it across the network. In a WAN environment this provides optimal use of your network resources. If compression is enabled, the data is compressed before it is transmitted from the source. When the target receives the compressed data, it decompresses it and then writes it to disk. You can set the level from **Minimum** to **Maximum** to suit your needs.

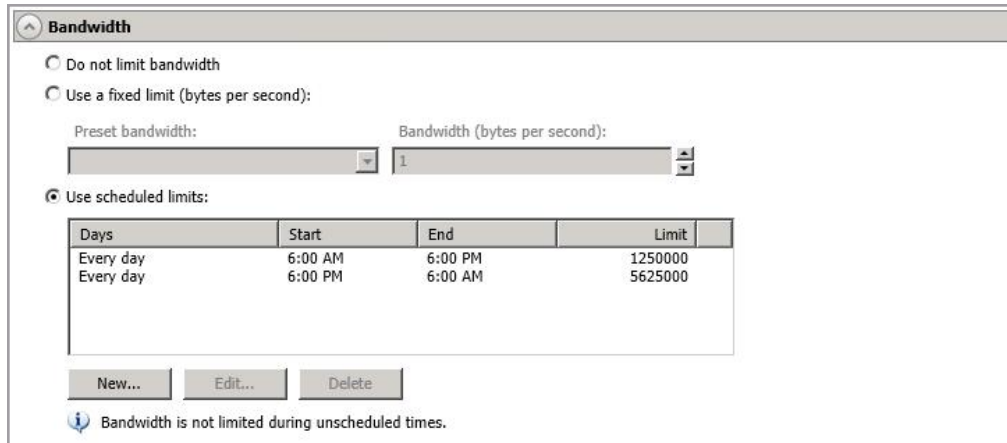
Keep in mind that the process of compressing data impacts processor usage on the source. If you notice an impact on performance while compression is enabled in your environment, either adjust to a lower level of compression, or leave compression disabled. Use the following guidelines to determine whether you should enable compression.

- If data is being queued on the source at any time, consider enabling compression.
- If the server CPU utilization is averaging over 85%, be cautious about enabling compression.
- The higher the level of compression, the higher the CPU utilization will be.
- Do not enable compression if most of the data is inherently compressed. Many image (.jpg, .gif) and media (.wmv, .mp3, .mpg) files, for example, are already compressed. Some images files, such as .bmp and .tif, are decompressed, so enabling compression would be beneficial for those types.
- Compression may improve performance even in high-bandwidth environments.
- Do not enable compression in conjunction with a WAN Accelerator. Use one or the other to compress Double-Take data.



All jobs from a single source connected to the same IP address on a target will share the same compression configuration.

Bandwidth



Days	Start	End	Limit
Every day	6:00 AM	6:00 PM	1250000
Every day	6:00 PM	6:00 AM	5625000

Bandwidth limitations are available to restrict the amount of network bandwidth used for Double-Take data transmissions. When a bandwidth limit is specified, Double-Take never exceeds that allotted amount. The bandwidth not in use by Double-Take is available for all other network traffic.



All jobs from a single source connected to the same IP address on a target will share the same bandwidth configuration.

- **Do not limit bandwidth**—Double-Take will transmit data using 100% bandwidth availability.
- **Use a fixed limit**—Double-Take will transmit data using a limited, fixed bandwidth. Select a **Preset bandwidth** limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your selected bandwidth. This is the maximum amount of data that will be transmitted per second. If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Use scheduled limits**—Double-Take will transmit data using a dynamic bandwidth based on the schedule you configure. Bandwidth will not be limited during unscheduled times.
 - **New**—Click **New** to create a new scheduled bandwidth limit. Specify the following information.
 - **Daytime entry**—Select this option if the start and end times of the bandwidth window occur in the same day (between 12:01 AM and midnight). The start time must occur before the end time.
 - **Overnight entry**—Select this option if the bandwidth window begins on one day and continues past midnight into the next day. The start time must be later than the end time, for example 6 PM to 6 AM.
 - **Day**—Enter the day on which the bandwidth limiting should occur. You can pick a specific day of the week, **Weekdays** to have the limiting occur Monday through Friday, **Weekends** to have the limiting occur Saturday and Sunday, or **Every day** to have the limiting repeat on all days of the week.

- **Start time**—Enter the time to begin bandwidth limiting.
- **End time**—Enter the time to end bandwidth limiting.
- **Preset bandwidth**—Select a bandwidth limit rate from the common bandwidth limit values. The **Bandwidth** field will automatically update to the bytes per second value for your select bandwidth.
- **Bandwidth**—If desired, modify the bandwidth using a bytes per second value. The minimum limit should be 3500 bytes per second.
- **Edit**—Click **Edit** to modify an existing scheduled bandwidth limit.
- **Delete**—Click **Delete** to remove a scheduled bandwidth limit.



If you change your job option from **Use scheduled limits** to **Do not limit bandwidth** or **Use a fixed limit**, any schedule that you created will be preserved. That schedule will be reused if you change your job option back to **Use scheduled limits**.

You can manually override a schedule after a job is established by selecting **Other Job Options, Set Bandwidth**. If you select **No bandwidth limit** or **Fixed bandwidth limit**, that manual override will be used until you go back to your schedule by selecting **Other Job Options, Set Bandwidth, Scheduled bandwidth limit**. For example, if your job is configured to use a daytime limit, you would be limited during the day, but not at night. But if you override that, your override setting will continue both day and night, until you go back to your schedule. See the *Managing and controlling jobs* section for your job type for more information on the **Other Job Options**.

5. If you want to modify the workload items or replication rules for the job, click **Edit workload or replication rules**. Modify the **Workload item** you are protecting, if desired. Additionally, you can modify the specific **Replication Rules** for your job.

Volumes and folders with a green highlight are included completely. Volumes and folders highlighted in light yellow are included partially, with individual files or folders included. If there is no highlight, no part of the volume or folder is included. To modify the items selected, highlight a volume, folder, or file and click **Add Rule**. Specify if you want to **Include** or **Exclude** the item. Also, specify if you want the rule to be recursive, which indicates the rule should automatically be applied to the subdirectories of the specified path. If you do not select **Recursive**, the rule will not be applied to subdirectories.

You can also enter wildcard rules, however you should do so carefully. Rules are applied to files that are closest in the directory tree to them. If you have rules that include multiple folders, an exclusion rule with a wild card will need to be added for each folder that it needs applied to. For example, if you want to exclude all .log files from D:\ and your rules include D:\, D:\Dir1 , and D:\Dir2, you would need to add the exclusion rule for the root and each subfolder rule. So you will need to add exclude rules for D:*.log , D:\Dir1*.log, and D:\Dir2*.log.

If you need to remove a rule, highlight it in the list at the bottom and click **Remove Rule**. Be careful when removing rules. Double-Take may create multiple rules when you are adding directories. For example, if you add E:\Data to be included in protection, then E:\ will be excluded. If you remove the E:\ exclusion rule, then the E:\Data rule will be removed also.

Click **OK** to return to the **Edit Job Properties** page.



If you remove data from your workload and that data has already been sent to the target, you will need to manually remove that data from the target. Because the data you removed is no longer included in the replication rules, Double-Take orphan file detection cannot remove the data for you. Therefore, you have to remove it manually.

6. Click **Next** to continue.
7. Double-Take validates that your source and target are compatible. The **Summary** page displays your options and validation items.

Errors are designated by a white X inside a red circle. Warnings are designated by a black exclamation point (!) inside a yellow triangle. A successful validation is designated by a white checkmark inside a green circle. You can sort the list by the icon to see errors, warnings, or successful validations together. Click on any of the validation items to see details. You must correct any errors before you can continue. Depending on the error, you may be able to click **Fix** or **Fix All** and let Double-Take correct the problem for you. For those errors that Double-Take cannot correct automatically, you will need to modify the source or target to correct the error, or you can select a different target. You must revalidate the selected servers, by clicking **Recheck**, until the validation check passes without errors.

Before a job is created, the results of the validation checks are logged to the Double-Take Management Service log on the target. After a job is created, the results of the validation checks are logged to the job log. See the Double-Take *Reference Guide* for details on the various Double-Take log files.

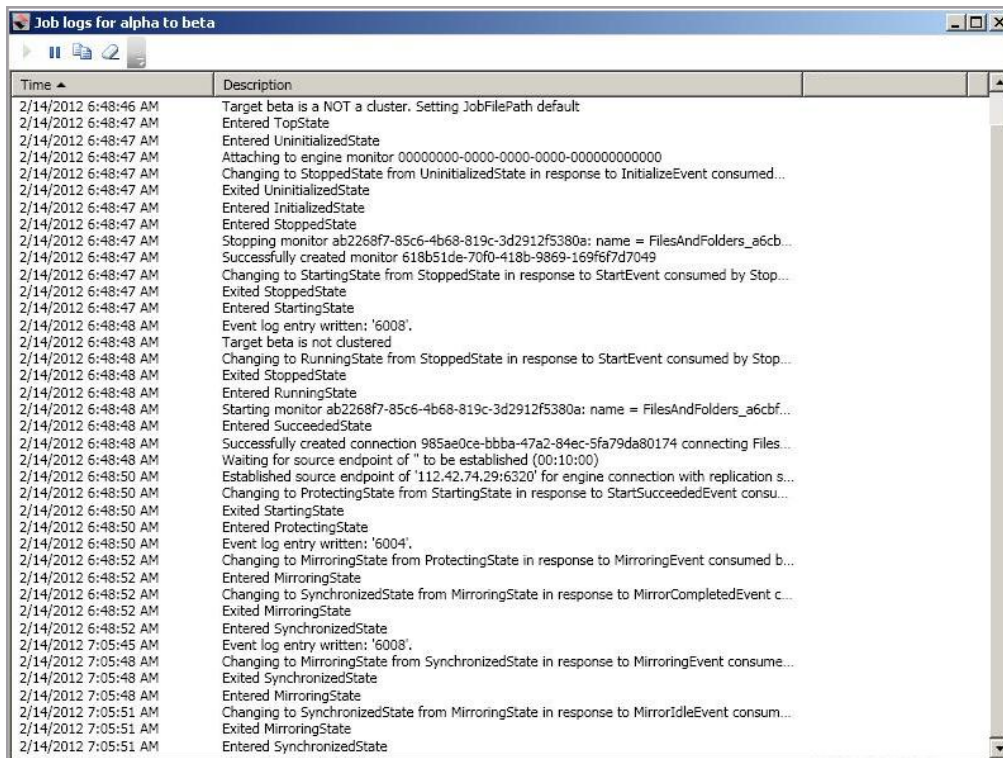
8. Once your servers have passed validation and you are ready to update your job, click **Finish**.

Viewing a V to Hyper-V job log

You can view a job log file through the Double-Take Console by selecting **View Job Log** from the toolbar on the **Manage Jobs** page. Separate logging windows allow you to continue working in the Double-Take Console while monitoring log messages. You can open multiple logging windows for multiple jobs. When the Double-Take Console is closed, all logging windows will automatically close.



Because the job log window communicates with the target server, if the console loses communication with the target server after the job log window has already been opened, the job log window will display an error. This includes a target cluster node roll that causes the job log to be hosted by a new cluster node.



Time	Description
2/14/2012 6:48:46 AM	Target beta is a NOT a cluster. Setting JobFilePath default
2/14/2012 6:48:47 AM	Entered TopState
2/14/2012 6:48:47 AM	Entered UninitializedState
2/14/2012 6:48:47 AM	Attaching to engine monitor 00000000-0000-0000-0000-000000000000
2/14/2012 6:48:47 AM	Changing to StoppedState from UninitializedState in response to InitializeEvent consumed...
2/14/2012 6:48:47 AM	Exited UninitializedState
2/14/2012 6:48:47 AM	Entered InitializedState
2/14/2012 6:48:47 AM	Entered StoppedState
2/14/2012 6:48:47 AM	Stopping monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cb...
2/14/2012 6:48:47 AM	Successfully created monitor 618b51de-70f0-418b-9869-169f6f7d7049
2/14/2012 6:48:47 AM	Changing to StartingState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:47 AM	Exited StoppedState
2/14/2012 6:48:47 AM	Entered StartingState
2/14/2012 6:48:48 AM	Event log entry written: '6008'.
2/14/2012 6:48:48 AM	Target beta is not clustered
2/14/2012 6:48:48 AM	Changing to RunningState from StoppedState in response to StartEvent consumed by Stop...
2/14/2012 6:48:48 AM	Exited StoppedState
2/14/2012 6:48:48 AM	Entered RunningState
2/14/2012 6:48:48 AM	Starting monitor ab2268f7-85c6-4b68-819c-3d2912f5380a: name = FilesAndFolders_a6cbf...
2/14/2012 6:48:48 AM	Entered SucceededState
2/14/2012 6:48:48 AM	Successfully created connection 985ae0ce-bbba-47a2-84ec-5fa79da80174 connecting Files...
2/14/2012 6:48:48 AM	Waiting for source endpoint of " to be established (00:10:00)
2/14/2012 6:48:50 AM	Established source endpoint of '112.42.74.29:6320' for engine connection with replication s...
2/14/2012 6:48:50 AM	Changing to ProtectingState from StartingState in response to StartSucceededEvent consu...
2/14/2012 6:48:50 AM	Exited StartingState
2/14/2012 6:48:50 AM	Entered ProtectingState
2/14/2012 6:48:50 AM	Event log entry written: '6004'.
2/14/2012 6:48:52 AM	Changing to MirroringState from ProtectingState in response to MirroringEvent consumed b...
2/14/2012 6:48:52 AM	Entered MirroringState
2/14/2012 6:48:52 AM	Changing to SynchronizedState from MirroringState in response to MirrorCompletedEvent c...
2/14/2012 6:48:52 AM	Exited MirroringState
2/14/2012 6:48:52 AM	Entered SynchronizedState
2/14/2012 7:05:45 AM	Event log entry written: '6008'.
2/14/2012 7:05:48 AM	Changing to MirroringState from SynchronizedState in response to MirroringEvent consume...
2/14/2012 7:05:48 AM	Exited SynchronizedState
2/14/2012 7:05:48 AM	Entered MirroringState
2/14/2012 7:05:51 AM	Changing to SynchronizedState from MirroringState in response to MirrorIdleEvent consum...
2/14/2012 7:05:51 AM	Exited MirroringState
2/14/2012 7:05:51 AM	Entered SynchronizedState

The following table identifies the controls and the table columns in the **Job logs** window.



Start

This button starts the addition and scrolling of new messages in the window.



Pause

This button pauses the addition and scrolling of new messages in the window. This is only for the **Job logs** window. The messages are still logged to their respective files on the server.

Copy

This button copies the messages selected in the **Job logs** window to the Windows clipboard.

Clear

This button clears the **Job logs** window. The messages are not cleared from the respective files on the server. If you want to view all of the messages again, close and reopen the **Job logs** window.

Time

This column in the table indicates the date and time when the message was logged.

Description

This column in the table displays the actual message that was logged.

Failing over V to Hyper-V jobs

When a failover condition has been met, failover will be triggered automatically if you disabled the wait for user option during your failover configuration. If the wait for user before failover option is enabled, you will be notified in the console when a failover condition has been met. At that time, you will need to trigger it manually from the console when you are ready.

1. On the **Manage Jobs** page, highlight the job that you want to failover and click **Failover, Cutover, or Recover** in the toolbar.
2. Select the type of failover to perform.
 - **Failover to live data**—Select this option to initiate a full, live failover using the current data on the target. This option will shutdown the source machine (if it is online), stop the protection job, and start the replica virtual machine on the target with full network connectivity.
 - **Perform test failover**—Select this option to perform a test failover using the current data on the target. This option will leave the source machine online, stop the protection job, and start the replica virtual machine on the target without network connectivity.
 - **Failover to a snapshot**—This option is not available for V to Hyper-V jobs.
3. Select how you want to handle the data in the target queue.
 - **Apply data in target queues before failover or cutover**—All of the data in the target queue will be applied before failover begins. The advantage to this option is that all of the data that the target has received will be applied before failover begins. The disadvantage to this option is depending on the amount of data in queue, the amount of time to apply all of the data could be lengthy.
 - **Discard data in the target queues and failover or cutover immediately**—All of the data in the target queue will be discarded and failover will begin immediately. The advantage to this option is that failover will occur immediately. The disadvantage is that any data in the target queue will be lost.
 - **Revert to last good snapshot if target data state is bad**—If the target data is in a bad state, Double-Take will automatically revert to the last good Double-Take snapshot before failover begins. If the target data is in a good state, Double-Take will not revert the target data. Instead, Double-Take will apply the data in the target queue and then failover. The advantage to this option is that good data on the target is guaranteed to be used. The disadvantage is that if the target data state is bad, you will lose any data between the last good snapshot and the failure.
4. When you are ready to begin failover, click **Failover**.



Depending on your replica configuration, you may have to reboot your replica after failover. You will be prompted to reboot if it is necessary.

In a cluster configuration, if you move the shared storage ownership on the original source cluster or change the drive letter after failover, you will be unable to reverse your protection. Keep the source cluster configuration the same in order to allow proper reversing of protection.

If you used domain credentials when you originally created your job, you must be able to resolve the domain name from the replica virtual machine using DNS before you can reverse.

If your source is running on Windows Server 2008 and the target replica has one or more SCSI drives, then after failover the CD/DVD ROM will not be allocated. If the CD/DVD ROM is required, you will need to edit the virtual machine settings to add a CD/DVD ROM after failover. By not allocating a CD/DVD ROM under these specific conditions, drive letter consistency will be guaranteed.

5. If you performed a test failover, you can undo it by selecting **Undo Failover or Cutover** in the toolbar. The replica virtual machine on the target will be shut down and the protection job will be restarted performing a file differences mirror.

Reversing V to Hyper-V jobs

Reversing protection allows you to protect your source replica virtual server running on the target back to the original source host.

1. Make sure your original source virtual machine is not running.
2. If you used domain credentials when you originally created your job, make sure you can resolve the domain name from the replica virtual machine using DNS.
3. On the **Manage Jobs** page, highlight the job that you want to reverse and click **Reverse** in the toolbar. The flow of mirroring and replication data will change. Data will be transmitted from the replica virtual machine on the target back to the original source host.

After the reverse is complete, your source replica virtual machine on the target is being protected to your original source host. In the event you want to go back to your original server roles and hardware configuration, you can failover again.



The original disk structure on the original source virtual machine will be deleted and re-created the first time you perform a reverse. This reverse will perform a full mirror. Subsequent reverses will always perform a file differences mirror.

Chapter 13 Simulating protection

Double-Take offers a simple way for you to simulate protection in order to generate statistics that can be used to approximate the time and amount of bandwidth that a particular source and job type will use when actively established. This simulation uses the TDU (Throughput Diagnostics Utility), which is a built-in null (non-existent) target that simulates a real job. No data is actually transmitted across the network. Since there is no true job, this diagnostics utility helps you plan your implementation strategy.

Before and after simulating a job, you should gather network and system information specific to Double-Take operations. Use the Double-Take Console to automatically collect this data. It gathers Double-Take log files; Double-Take and system settings; network configuration information such as IP, WINS and DNS addresses; and other data which may be necessary in evaluating Double-Take performance.

1. From the Double-Take Console, on the **Manage Servers** page, right-click the source where you will be running the TDU, select **Gather Support Diagnostics**, and specify a location to store the zipped diagnostics information. It may take several minutes for the diagnostics to finish processing. After it is complete, a .zip file containing the information gathered will be created. The file name is based on the machine name.
2. Establish a protection job, noting the following caveats.
 - The TDU is not available for the following job types.
 - V to ESX
 - V to Hyper-V
 - When selecting your target, select the **Diagnostics job** checkbox instead of a target server.
 - When you get to the **Set Options** page in the workflow, some options for your selected job type will not be displayed because they are not applicable. For example, target specific selections will not be displayed because there is no actual target with the TDU.
3. Once you have established your job, you should ideally let it run for several days to gather accurate data for your network and source server usage. The simulation data will be logged to the Double-Take statistics file. See the *Reference Guide* for details on DTStat.
4. After your simulation is complete, repeat step 1 to gather diagnostic again.

Chapter 14 Special network configurations

Double-Take can be implemented with very little configuration necessary in small or simple networks, but additional configuration may be required in large or complex environments. Because an infinite number of network configurations and environments exist, it is difficult to identify all of the possible configurations. Review the following sections for configuration information for that particular type of network environment.

- See *Firewalls* on page 507
- See *Domain controllers* on page 508
- See *NetBIOS* on page 509
- See *WINS* on page 510
- See *DNS* on page 512
- See *Non-Microsoft DNS* on page 520
- See *Macintosh shares* on page 522
- See *NFS Shares* on page 523

Firewalls

If your source and target are on opposite sides of a firewall, you will need to configure your hardware to accommodate communications. You must have the hardware already in place and know how to configure the hardware ports. If you do not, see the reference manual for your hardware.

- **Double-Take ports**—Ports 6320, 6325, and 6326 are used for Double-Take communications and must be open on your firewall. Open UDP and TCP for both inbound and outbound traffic. Double-Take uses ICMP pings, by default, to monitor the source for failover. You should configure your hardware to allow ICMP pings between the source and target. If you cannot, you will have to configure Double-Take to monitor for a failure using the Double-Take service. See the failover instructions for your specific job type.
- **Microsoft WMI and RPC ports**—Some features of Double-Take and the Double-Take Console use WMI (Windows Management Instrumentation) which uses RPC (Remote Procedure Call). By default, RPC will use ports at random above 1024, and these ports must be open on your firewall. RPC ports can be configured to a specific range by specific registry changes and a reboot. See the [Microsoft Knowledge Base article 154596](#) for instructions.
- **Microsoft File Share and Directory ports**—Double-Take push installations will also rely on File Share and Directory ports, which must be open on your firewall. Check your Microsoft documentation if you need to modify these ports.
 - Microsoft File Share uses ports 135 through 139 for TCP and UDP communications.
 - Microsoft Directory uses port 445 for TCP and UDP communications.
- **ESX ports**—If you are using VirtualCenter or an ESX host, port 443 is also required and must be opened.

You need to configure your hardware so that the Double-Take ports, Microsoft Windows ports, and ESX ports applicable to your environment are open. Since communication occurs bidirectionally, make sure you configure both incoming and outgoing traffic.

There are many types of hardware on the market, and each can be configured differently. See your hardware reference manual for instructions on setting up your particular router.

Domain controllers

Failover of domain controllers is dependent on the Double-Take functionality you are using.

- **Domain controller role**—If you want to failover a domain controller, including the roles of the domain controller, you should create full server or virtual protection.
- **Non-domain controller role**—If you are only protecting data, you can failover a domain controller, but the roles of the domain controller are not included. The server will be a member server after failover. In this case, you need to keep in mind that the unavailability of some of the FSMO (Flexible Single Master Operation) roles can cause immediate issues such as the inability to extend the Active Directory schema or to add a domain to a forest.
- **Global catalog server**—If your source is a global catalog server, you should have other global catalog servers throughout the network to ensure that the failure of the source will not impact users.

NetBIOS

Because NetBIOS is not available on Windows 2008 or 2012, if you are using a workgroup environment and do not have DNS host records, there may be a delay of up to five minutes before the failed over source server name is available for client access. See *About the NetBIOS Interface* in the [MSDN library](#).

WINS

When Double-Take failover occurs, Windows initiates WINS registration with the target's primary WINS server to associate the source server's name with the target's primary IP address. In an environment with just one WINS server, no additional processing is required. In an environment with more than one WINS server, WINS replication will distribute the updated WINS registration to other WINS servers on the network. The length of time required for all WINS servers to obtain the new registration depends on the number of WINS servers, the WINS replication architecture, and the WINS replication interval. Clients will be unable to access the target until their WINS server has received the updated WINS information. You can reduce the time required for the WINS updates, thereby decreasing the wait time for the end users, by scripting the WINS updates in the Double-Takefailover scripts. You have two options for scripting the WINS updates.

- *WINS registration* on page 510—This option registers a user-specified server with WINS. It requires less network overhead but administrator group membership on all WINS servers.
- *WINS replication* on page 511—This option forces WINS replication. It does not require any special privileges, but requires system and network resources to complete WINS replication. The impact on the network will depend on the size and complexity of the WINS architecture.

WINS registration

WINS registration can be added to your failover and failback scripts by using the Windows NETSH command with the WINS add name context. Add the following command to your failover and failback scripts for each additional WINS server in your environment (excluding the target's primary WINS server).

```
netsh wins server wins_server_IP_address add name Name=source_server_name RecType=1  
IP={IP_address}
```

Use the following variable substitutions.

- *wins_server_IP_address*—The IP address of the WINS server
- *source_server_name*—The name of the source server
- *IP_address*—The IP address of the target that has taken over for the failed source (for the failover script) or the IP address of the source that is reassuming its original identity (for the failback script)

For example, suppose you had the following environment.

- **Source name and IP address**—Alpha 192.168.1.108
- **Target name and IP address**—Beta 116.123.2.47
- **Target's Primary WINS server**—116.123.2.50
- **First secondary WINS server on the network**—192.168.1.110
- **Second secondary WINS server on the network**—150.172.114.74

You would add the following to your failover script to register the source's name with the target's IP address on the two secondary WINS servers.

```
netsh wins server 192.168.1.110 add name Name=Alpha RecType=1 IP={116.123.2.47}
netsh wins server 150.172.114.74 add name Name=Alpha RecType=1 IP={116.123.2.47}
```

You would add the following to your failback script to register the source's name back with the source's original IP address on the two secondary WINS servers.

```
netsh wins server 192.168.1.110 add name Name=Alpha RecType=1 IP={192.168.1.108}
netsh wins server 150.172.114.74 add name Name=Alpha RecType=1 IP={192.168.1.108}
```

See your Windows documentation or the Microsoft web site for more details on the NETSH command.

WINS replication

WINS replication can be added to your failover and failback scripts by using the Windows NETSH command with the WINS set replicate context. Add the following command to your failover and failback scripts.

```
netsh wins server target's_primary_wins_server_IP_address set replicateflag 1
```

Use the following variable substitution.

- *target's_primary_wins_server_IP_address*—The IP address of the target's primary WINS server

For example, suppose you had the following environment.

- **Source name and IP address**—Alpha 192.168.1.108
- **Target name and IP address**—Beta 116.123.2.47
- **Target's Primary WINS server**—116.123.2.50
- **First secondary WINS server on the network**—192.168.1.110
- **Second secondary WINS server on the network**—150.172.114.74

You would add the following to your failover script to force the target's primary WINS server to replicate its updated information to the other secondary WINS servers on the network.

```
netsh wins server 116.123.2.50 set replicateflag 1
```

You would add the same line to your failback script to force the target's primary WINS server to replicate its updated information again. This would replicate information for the source's name and the source's original IP address to the other secondary WINS servers on the network.

```
netsh wins server 116.123.2.50 set replicateflag 1
```

See your Windows documentation or the Microsoft web site for more details on the NETSH command.

DNS

If you are using a Microsoft DNS server, when Double-Take failover occurs, DNS may or may not be automatically updated depending on your job type and job options. If the end-users use DNS to resolve server names and the source IP address was not failed over to the target, additional DNS updates will be required because the host records for the source will remain intact after failover. You can automate this process by scripting the DNS updates in the failover and failback scripts. You have two options for scripting the DNS updates.

- *Windows DNSCMD command* on page 512—The Windows Support Tools contain a DNS Server Troubleshooting Tool utility. This utility includes the DNSCMD command which can be scripted to delete and add host and reverse lookup entries in DNS.
- *Double-Take DFO utility* on page 514—Double-Take also has a utility, called DFO (DNS Failover). The DFO utility can be used to script the deletion and addition of the host and reverse lookup entries in DNS. This utility is installed with Double-Take.

Windows DNSCMD command

DNS updates can be added to your failover and failback scripts by using the Windows DNSCMD command as long as dynamic updates are enabled on the DNS zone and the account running the Double-Take service is a member of the DNSAdmins security group. (See your Microsoft documentation to verify if dynamic updates are enabled.) You may want to disable the DNS registration feature of each IP address that is being changed in DNS to prevent the source from changing the record back when it comes online after a failover.

Add the following commands to your failover and failback scripts to delete the host and reverse lookup entries and add new entries associating the source to the target.

- `dnscmd DNS_server's_FQDN /RecordDelete DNS_zone source_server_name A source_server_IP_address /f`
- `dnscmd DNS_server's_FQDN /RecordDelete www.xxx.in-addr.arpa zzz.yyy PTR source_server's_FQDN /f`
- `dnscmd DNS_server's_FQDN /RecordAdd DNS_zone source_server_name A target_server_IP_address`
- `dnscmd DNS_server's_FQDN /RecordAdd aaa.bbb.in-addr.arpa ddd.ccc PTR source_server's_FQDN`

Use the following variable substitutions.

- `DNS_server's_FQDN`—The fully qualified domain name of the DNS server
- `DNS_zone`—The name of the DNS zone
- `source_server_name`—The name of the source server
- `source_server_IP_address`—The IP address on the source
- `www.xxx`—The first two octets of the source's IP address. For example, if the source's IP address is 192.168.1.108, this variable would be 192.168.
- `zzz.yyy`—The last two octets, in reverse order, of the source's IP address. For example, if the source's IP address is 192.168.1.108, this variable would be 108.1.
- `source_server's_FQDN`—The fully qualified domain name of the source server

- `target_server_IP_address`—The IP address on the target
- `aaa.bbb`—The first two octets of the target's IP address. For example, if the target's IP address is 116.123.2.47, this variable would be 116.123.
- `ddd.ccc`—The last two octets, in reverse order, of the target's IP address. For example, if the target's IP address is 116.123.2.47, this variable would be 47.2.

For example, suppose you had the following environment.

- Full qualified domain name of the source—Alpha.domain.com
- Source IP address—192.168.1.108
- Fully qualified domain name of the target—Beta.domain.com
- Target IP address—116.123.2.47
- Fully qualified domain name of the DNS server—DNSServer.domain.com
- DNS zone—domain.com

You would add the following to your failover script to delete the host and reverse lookup entries and add new entries associating the source to the target.

```
dnscmd DNSServer.domain.com /RecordDelete domain.com alpha A 192.168.1.108 /f
dnscmd DNSServer.domain.com /RecordDelete 192.168.in-addr.arpa 108.1 PTR alpha.domain.com /f
dnscmd DNSServer.domain.com /RecordAdd domain.com alpha A 116.123.2.47
dnscmd DNSServer.domain.com /RecordAdd 116.123.in-addr.arpa 47.2 PTR alpha.domain.com
```

You would add the following to your failback script to delete the host and reverse lookup entries and add new entries associating the source with its original identity.

```
dnscmd DNSServer.domain.com /RecordDelete domain.com alpha A 116.123.2.47 /f
dnscmd DNSServer.domain.com /RecordDelete 116.123.in-addr.arpa 47.2 PTR alpha.domain.com /f
dnscmd DNSServer.domain.com /RecordAdd domain.com alpha A 192.168.1.108
dnscmd DNSServer.domain.com /RecordAdd 192.168.in-addr.arpa 108.1 PTR alpha.domain.com
```

See your Windows documentation or the Microsoft web site for more details on the DNSCMD command.

Double-Take DFO utility

DNS updates can be added to your failover and failback scripts by using the Double-Take DFO utility as long as the utility has been registered and the proper privileges are configured.

How the DFO utility works

The DFO utility performs DNS resource record modifications by connecting to the DNS namespace (root\microsoftdns) on the DNS server using WMI. The WMI connection can be made using passed credentials or impersonation if the account running the DFO utility has permissions to perform all DNS-related activities. Passed credentials can be encrypted using Microsoft's CAPICOM dynamic link library with DFO specifying the triple DES encryption algorithm with the maximum key length available (168). By providing reliable encryption, the DFO utility allows you to avoid storing secure passwords in script files.

If the source experiences a failure or an extended outage, clients will need to be redirected automatically to the target server. In these cases, the DFO utility can help make the network redirection portion of failover transparent to end users.

The DFO utility is able to modify five DNS resource record types: A, AAAA, CNAME, MX, and PTR. Here is how it works for the host record or A type.

1. The DFO utility builds and executes a focused WMI query to retrieve a collection of matching source DNS resource records from the DNS server. For example: `SELECT * FROM MicrosoftDNS_AType WHERE IPAddress="192.168.1.108"`
2. The DFO utility iterates through the returned collection and modifies any matching resource records.
 - a. The DFO utility spawns an instance of the WMI DNS resource record object to call the modify method.
 - b. The DFO utility sets the parameters such that the target IP address is the input parameter.
 - c. The DFO utility executes the modify method on the WMI DNS record object.
3. The DFO utility locks the DNS resource record in Active Directory so that the source computer account is unable to modify the record outside of the DFO utility. This is done to prevent modification of the resource record to point back to the source machine until the failback process is initiated by the user through the DFO utility.
 - a. The DFO utility denies permission to modify the Active Directory object representing the DNS entry.
 - b. The DFO utility gets the DNS resource record object in Active Directory.
 - c. The DFO utility reads the security descriptor and gets the DACL.
 - d. The DFO utility adds the ACE "ACCESS_DENIED" type for the passed-in trustee name (for example, source computer account, cluster administrator account, and so on) to deny access to the "Write All Properties" permission.
4. The DFO utility logs the results of the actions performed/attempted.

Other record types require different queries and input parameters. Additionally, CNAME, MX, and PTR record types do not execute the Active Directory object locking routines that A and AAAA type records require for failover.

- **AAAA type**—Except for the query difference, this record type is identical to the A type record.

```
SELECT * FROM MicrosoftDNS_AAAAType WHERE
IPAddress="21DA:D3:0:2F3B:2AA:FF:FE28:9C5A"
```
- **CNAME type**—This type does not have Active Directory object locking to prevent updates during failover.

```
SELECT * from MicrosoftDNS_CNAMEType WHERE PrimaryName="sql1.doubletake.com"
```
- **MX type**—This type does not have Active Directory object locking to prevent updates during failover.

```
SELECT * from MicrosoftDNS_MXType WHERE MailExchange="mail1.doubletake.com"
```
- **PTR type**—Instead of modifying the source record, the PTR type deletes the source PTR record and create a new PTR record by using previous source PTR text record information, substituting the target FQDN for the source FQDN, and calling the CreateInstanceFromPropertyData() method on the DNS server. This type does not have Active Directory object locking to prevent updates during failover.

```
SELECT * from MicrosoftDNS_PTRType WHERE PTRDomainName="sql1.doubletake.com"
```

During failback, the same mechanisms that were used during failover are used, except that the original source-related records are modified to point to the original source. (During failover, the source records were modified to point to the target IP address or name, depending on the record type.) Also, during failover the A and AAAA type DNS resource records are modified in DNS and then locked in Active Directory; during failback, those record types are unlocked in Active Directory and then modified in DNS.

Using the DFO utility

1. From a command prompt, change to the Double-Take program files directory and register the DFO utility by entering the command `regsvr32 capicom.dll`
2. Create a user account that has full control on the WMI DNS namespace on the source's primary DNS server.
 - a. From a command prompt, enter the command `wmimgmt.msc`.
 - b. Right-click **WMI Control** and select **Properties**.
 - c. On the **Security** tab, expand the tree under **Root**.
 - d. Select **MicrosoftDNS** and click **Security**.
 - e. Click **Add** and identify the user account that you want the DFO utility to use.
 - f. Grant the user account permissions for Execute Methods, Enable Account, Remote Enable, and Read Security.
 - g. Click **Advanced** and in the **Permissions** list, select the user account and click **Edit**. Select **This namespace and subnamespaces**.
 - h. Click **OK** to close all open dialog boxes and then close the console.
 - i. Restart the Windows Management Instrumentation service for the changes to take effect.
 - j. From a command prompt, enter the command `dcomcnfg`.
 - k. Expand **Component Services**, expand **Computers**, then right-click **My Computer** and select **Properties**.
 - l. On the **COM Security** tab, under **Access Permissions**, click **Edit Limits**.

- m. Click **Add**, identify the user account, and click **OK**.
 - n. In the **Permissions for User** list, allow permissions for Local Access and Remote Access and click **OK**.
 - o. Under **Launch and Activation Permissions**, click **Edit Limits**.
 - p. Click **Add**, identify the user account, and click **OK**.
 - q. In the **Permissions for User** list, allow permissions for Local Launch, Remote Launch, Local Activation, and Remote Activation.
 - r. Click **OK**.
 - s. Click **OK** again.
 - t. Expand **My Computer**, expand **DCOM Config**, then right-click **Windows Management and Instrumentation** and select **Properties**.
 - u. On the **Security** tab, under **Access Permissions**, click **Edit**.
 - v. Click **Add**, identify the user account, and click **OK**.
 - w. In the **Permissions for User** list, allow permissions for Local Access and Remote Access and click **OK**.
 - x. Click **OK** to close all open dialog boxes.
 - y. Restart the DNS/Domain Controller.
3. Add the same user account that has full control on the WMI DNS namespace to the domain's DnsAdmins group where the source's primary DNS server is located.
 - a. Select **Active Directory Users and Computers** from Administrative Tools.
 - b. Right-click the **DnsAdmins** group and select **Properties**.
 - c. Select the **Members** tab, click **Add**, and identify the user account that you granted full control on the WMI DNS namespace.
 - d. Click **OK** to close all open dialog boxes and then close Active Directory Users and Computers.
 4. Add a user to the Server Operator group.
 - a. Select **Active Directory Users and Computers** from Administrative Tools.
 - b. Select **Builtin**, then right-click the **Server Operators** group and select **Properties**.
 - c. Select the **Members** tab, click **Add**, and identify the user account that you granted full control on the WMI DNS namespace.
 - d. Click **OK** to close all open dialog boxes and then close Active Directory Users and Computers.
 5. Grant the user full control over the source and target DNS records.
 - a. Select **DNS** from Administrative Tools.
 - b. Locate both the source and target records in the forward and reverse lookup zones.
 - c. For each record, right-click and select **Properties**.
 - d. On the **Security** tab, click **Add** and identify the user account that you granted full control on the WMI DNS namespace, and click **OK**.
 - e. In the **Permissions for User** list, allow permissions for **Full control** and click **OK**.
 - f. Click **OK** to close all open dialog boxes and repeat for each record.
 - g. Close DNS Manager.
 6. Add the appropriate DFO command to your failover script using the following syntax.

Command

DFO

Description

Used in scripts to failover DNS server name

Syntax

```
DFO [/DNSSRVNAME <dns_server_name>] [/SRCNAME <source_fqd_name>] [/SRCIP <source_ip>] [/TARIP <target_ip>] [/TARNAME <target_fqd_name>] [/RECORDTYPE <rec_type>] [/USERNAME <user_name>] [/PASSWORD <password>] [/DNSZONE <zone_name>] [/DNSDOMAIN <domain_name>] [/LOGFILE <file_name>] [/FAILBACK [fb_switch]] [/SETPASSWORD <user_name> <password>[machine][file]] [/GETPASSWORD] [/LOCK] [/UNLOCK] [/TRUSTEE [<trustee_name>]] [/VERBOSE] [/FLUSHDNS] [/MACHINE <machine_fqd_name>] [/TTL <seconds>] [/ADDDOMAIN <active_directory_domain_name>] [/SOURCEDN <source_domain_name>] [/TEST] [/DEBUG] [/HELP]
```

Options

- **DNSSRVNAME** dns_server_name—The name of the source domain/zone's primary DNS server. If not specified, the local machine will be used.
- **SRCNAME** source_fqd_name—The source machine's fully qualified domain name
- **SRCIP** source_ip—The source machine's IP address
- **TARIP** target_ip—The target machine's IP address
- **TARNAME** target_fqd_name—The target machine's fully qualified domain name (required only for failback)
- **RECORDTYPE** rec_type—The type of DNS resource records to modify or list. Values record types are ALL, MSEXCHANGE, A, CNAME, MX, PTR, STD, or STANDARD. STD and STANDARD are used to specify a non-Exchange record (minus the MX records). By default, all record types are included.
- **USERNAME** user_name—The domain name of the user account. If not specified, the account running the utility will be used.
- **PASSWORD** password—The password associated with the user account
- **DNSZONE** zone_name—The name of the DNS zone or DNS container, used to refine queries
- **DNSDOMAIN** domain_name—The name of the DNS domain, used to refine queries
- **LOGFILE** file_name—The name of the log file
- **FAILBACK** fb_switch—Denotes a failback procedure, performed after a failed source is recovered or restored (required for failback). By default, the DFO will only failback records in the dfo_failback_config.dat file. The fb_switch is optional and allows you to enter search criteria to identify the records

to change back, even if they are not in the configuration file. The `fb_switch` is also used if the `dfo_failback_config.dat` file is missing.

- **SETPASSWORD** `user_name password machine file`—Stores user credentials on the specified machine or in the specified file for later use. The file will be encrypted. This option must be run separately from a modify or list activity.
- **GETPASSWORD**—Retrieves previously stored user credentials. This option can only be used if the credentials were previously stored with the `setpassword` option.
- **LOCK**—Allows Active Directory locking for the A record type of the source specified without modifying the record
- **UNLOCK**—Allows Active Directory unlocking for the A record type of the source specified without modifying the record
- **TRUSTEE** `trustee_name`—The domain account for the source machine (`domain\machine$`). DFO attempts to deny write permissions to the DNS A record on failover for the account identified as the trustee. “Deny write permissions” is then removed from the DNS A record on failback. This keeps the source server from reclaiming its DNS A record if it comes back online prior to failback.
- **VERBOSE**—Logging and display level set to maximum detail
- **FLUSHDNS**—Runs the `ipconfig /flushdns` command to flush the DNS cache.
- **MACHINE** `machine_fqd_name`—Specifies the machine where `ipconfig /flushdns` is run. Use the fully-qualified domain name of the machine.
- **TTL seconds**—Specifies the number of seconds for the time to live value of all modified records
- **ADDDOMAIN** `active_directory_domain_name`—The name of the Active Directory domain
- **SOURCEDN** `source_domain_name`—The name of the source's domain
- **TEST**—Runs in test mode so that modifications are not made, only listed
- **DEBUG**—Forces DFO to write the DNS resource record as-is to the `dfolog.log` file prior to any DFO modify or list activity.
- **HELP**—Displays the syntax of the DNS Failover utility

Examples

- `dfo /dnssrvname gamma.domain.com /srcname alpha.domain.com /srcip 206.31.4.10 /verbose` (Lists all resource records on the specified DNS server that match the source criteria)
- `dfo /dnssrvname gamma.domain.com /srcname alpha.domain.com /srcip 206.31.4.10 /tarip 210.11.12.13 /verbose` (Modifies all resource records on the specified DNS server that match the source criteria, using the credentials of the account running the utility to connect to the DNS server)
- `dfo /dnssrvname gamma.domain.com /srcname alpha.domain.com /srcip 206.31.4.10 /tarip 210.11.12.13 /username domain.com\admin /password /verbose` (Modifies all resource records on the specified DNS server that match the source criteria, using the username and password to connect to the DNS server)

- `dfo /dnssrvname gamma.domain.com /srcname alpha.domain.com /scip 210.11.12.13 /tarname beta.domain.com /tarip 206.31.4.10 /failback /verbose` (Fails back all resource records on the specified DNS server that were changed on failover)
- `dfo /setpassword domain.com\admin password` (Stores the user name and password in an encrypted file)
- `dfo /dnssrvname gamma.domain.com /srcname alpha.domain.com /scip 206.31.4.10 /tarip 210.11.12.13 /username domain.com\admin /getpassword /verbose` (Modifies all resource records on the specified DNS server that match the source criteria, using the specified username and retrieving the password from the encrypted file)

Notes

All options are marked as optional, enclosed in brackets [], however, you will have to supply options to execute DFO functionality. The options to supply will depend on the functionality you are trying to complete. For example, you must supply the username and password to cache credentials, but you do not need those options to query or modify a DNS record.

Non-Microsoft DNS

If you are using a non-Microsoft DNS server (such as Unix) or if you are in a non-domain configuration (such as a workgroup), when Double-Take failover occurs, DNS may or may not be automatically updated depending on your job type and your job options. If the end-users use DNS to resolve server names and the source IP address was not failed over to the target, additional DNS updates will be required because the host records for the source will remain intact after failover. You can automate this process by scripting the DNS updates in the failover and failback scripts.

One option is to use a BIND DNS client for DNS scripting. The following steps provide an example of how you can use a BIND DNS client for DNS failover and failback scripting. You may need to modify this example to fit your environment.

1. Go to www.isc.org and download the appropriate BIND DNS client.
2. Install the BIND client on the target server.
3. Set a PATH statement for the BIND directory to ensure that it runs every time the executable is called.
4. Create a failover script file in the Double-Take directory.
5. Add the following line to the failover script file, substituting your Double-Take directory for install_location.

```
nsupdate.exe "c:\install_location\dnsover.txt"
```

6. Save the failover script file.
7. Create a text file, called dnsover.txt in the Double-Take directory.
8. Add the following lines to the dnsover.txt file, substituting your source name, fully-qualified domain name, target name, and target IP address as appropriate.

```
update delete source_server_name.fully_qualified_domain_name.com A  
update add target_server_name.fully_qualified_domain_name.com 86400 A target_server_IP_address  
send
```

9. Save the dnsover.txt file.
10. Create a failback script file in the Double-Take directory.
11. Add the following line to the failback script file, substituting your Double-Take directory for install_location.

```
nsupdate.exe "c:\install_location\dnsback.txt"
```

12. Save the failback script file.
13. Create a text file, called dnsback.txt in the Double-Take directory.
14. Add the following lines to the dnsback.txt file, substituting your target name, fully-qualified domain name, source name, and source IP address as appropriate.

```
update delete target_server_name.fully_qualified_domain_name.com A  
update add source_server_name.fully_qualified_domain_name.com 86400 A source_server_IP_address  
send
```

15. Save the dnsback.txt file.

16. Change the Double-Take service on the target server to a domain account that has rights to modify BIND DNS. Stop and start the service to have it take effect.

Macintosh shares

A share is any volume, drive, or directory resource that is shared across a network. During failover, the target can assume or add any source shares so that they remain accessible to the end users. Automatic share failover only occurs for standard Windows file system shares. Other shares, including Macintosh volumes, must be configured for failover through the failover scripts or created manually on the target.

1. On your target, set the File Server for Macintosh service to manual startup. This allows the post-failover script on the target to control when the service starts on the target.
2. Create each volume on the target machine exactly as it exists on the source. Use the Shared Folder wizard to configure each volume as a Macintosh-accessible volume. Follow these steps to start the wizard.
 - a. Open the Control Panel and click **Administrative Tools**.
 - b. Select **Configure Your Server**.
 - c. In the Configure Your Server window, click the **File Server** link.
 - d. Click **Start the Shared Folder wizard** to start the wizard, and then follow the directions provided by the wizard. On the Create Shared Folders screen, you must enable **Apple Macintosh**.



You can automate the creation of the volumes during the failover process by using the macfile volume command in the post-failover batch file. For detailed information on how to use this command, see your Windows reference guide.

3. On the target machine, copy the chngname utility, chngname.exe, from the \tools\Win2K directory of the Double-Take DVD or from the Vision Solutions [support web site](#) to the directory where Double-Take is installed.
4. Add the following to your failover script.

```
rem Commands for Macintosh-accessible volume failover
rem The chngname utility (chngname.exe) must be located in the same
rem directory where Double-Take is installed.
rem The following command temporarily changes the name of the server. You
rem will need to replace <drive>:\<directory>\ with the location of
rem your Double-Take chngname utility and replace
rem source name with the name of the source machine.
<drive>\<directory>\chngname /s source name
rem The following command starts the File Server for Macintosh service
net start "File server for Macintosh"
rem The following command changes the name of the server back to its
rem original name. You will need to replace <drive>:\<directory>\ with
rem the location of your Double-Take chngname utility.
<drive>\<directory>\chngname /t
```

In the event of a failure, the Macintosh clients must remap the volume in order to access it. From the Macintosh client, use the Chooser to select the volume that needs to be remapped.

NFS Shares

A share is any volume, drive, or directory resource that is shared across a network. During failover, the target can assume or add any source shares so that they remain accessible to the end users. Automatic share failover only occurs for standard Windows file system shares. Other shares, including NFS shares, must be configured for failover through the failover scripts or created manually on the target.

1. On your target, set the NFS service to manual startup. This allows the post-failover script on the target to control when the service starts on the target.
2. Create each shared drive or directory on the target exactly as it exists on the source. Configure each drive or directory as an NFS share by following these steps.
 - a. Right-click the drive or directory that you want to share, select **Sharing**, and click the **NFS Sharing** tab on the Program Files Properties dialog box.
 - b. Enable **Share this folder**, provide the name of the share, and click **OK**.
3. On the target machine, copy the chngname utility, chngname.exe, from the \tools\Win2K directory of the Double-Take DVD or from the [support web site](#) to the directory where Double-Take is installed.
4. Add the following to your failover script.

```
rem Commands for NFS share failover
rem The chngname utility (chngname.exe) must be located in the same
rem directory where Double-Take is installed.
rem The following command temporarily changes the name of the server. You
rem will need to replace <drive>:\<directory>\ with the location of
rem your Double-Take chngname utility and replace
rem source_name with the name of the source machine.
<drive>\<directory>\chngname /s source_name
rem The following command starts the NFS service
net start "Server for NFS"
```

In the event of a failure, the clients must remount the shares in order to access them.

Chapter 15 Recommended optimizations

Double-Take is an exceptionally flexible product that can be used in a wide variety of network configurations. However, this flexibility can make implementing Double-Take effectively difficult. There is often a balance that must be found between various configuration options and their relative benefits.

Through years of testing and implementing in diverse environments, Vision Solutions has compiled the following list of recommended optimizations. Keep in mind, what works for one environment or configuration may not work in another. A best practice in one organization may be ineffective in another. You should work with Vision Solutions technical support or Professional Services when making optimization changes.

- See *Planning* on page 525
- See *Installation optimizations* on page 526
- See *General optimizations* on page 527
- See *Full server optimizations* on page 531
- See *Application optimizations* on page 532

Planning

Before you begin your Double-Take installation, you should plan your implementation strategy. Ask yourself the following questions.

- What is the role of each server? Will this server be a source? Will this server be a target?
- Is the source server a Domain Controller? Or does it have another very specific role or configuration? You may want consider protecting the entire server in these cases.
- Is the source running Microsoft Exchange or Microsoft SQL?
- How much data will you be protecting? Can your target handle that amount of data?
- How much bandwidth is available between your source and target? Can your network handle the mirroring and replication traffic between the two servers? If the amount of change is greater than the bandwidth available, you may want to consider getting additional bandwidth or planning for disk queuing.

If there are concerns about resource utilization or how Double-Take replication will impact the environment, you can profile the source server, the network links between the source and target, and the target server before installing Double-Take to ensure that each component has adequate resources to handle the added load of replicating the data. Most environments do not require this type of analysis, but it may be needed if there are applications producing high-volume file writes or limited CPU, memory, disk, or network resources.

The best way to understand the impact of replication in an environment is to set up test equipment that simulates the production environment. However, if the resources to test in this manner are not available, resource utilization can be analyzed using Windows Performance Monitor and a utility to monitor network utilization. Performance data should be logged for a period that encompasses normal usage as well as any maintenance, backup, scheduled jobs, or batch processing that occurs. If utilization of any component is extremely high for a significant period of time, then it may be necessary to modify particular Double-Take options. Keep in mind that some factors that are typically not in a test environment, such as backups and other applications using bandwidth, can affect resource utilization in the production environment.

One method to avoid for planning purposes is estimating the amount of data that will be replicated in a given period using the amount of data backed up in a differential backup. Although this may be valid in some cases, it is usually not a good indicator because it is based on the differences in data at the time of backup. For example, if a 1 MB Microsoft Word document is saved ten times throughout the day, this will result in 10 MB of replication traffic because Word rewrites the entire file each time it is saved. However, this will only result in 1 MB being backed up for a differential backup.

Installation optimizations

Make sure you review all of the *Core Double-Take requirements* on page 20 and any requirements that are specific to your job type. When you perform the installation, you will have several decisions to make.

- **Login**—Always log on to the server with an account that is in the local Administrators group before starting the installation.
- **Components**—Decide what components to install and where to install them. Keep in mind that server components are required for systems that will function as a source or target, and they require a license key for the service to run. Client components do not require a license key, but are required to administer Double-Take servers throughout your environment.
- **License key**—The license key that is required for each server is a 24-character, alpha-numeric key which applies the appropriate license to your installation.
- **Queues**—The installation will prompt you to select disk queue settings. Double-Take uses system memory to store data. When the Double-Take system memory limit is reached, Double-Take will queue to disk.
 - If you set the system memory limit lower, Double-Take will use less system memory, but you will queue to disk sooner which may impact system performance. If you set it higher, Double-Take will maximize system performance by not queuing to disk as soon, but the system may have to swap the memory to disk if the system memory is not available. In general, the amount of memory Double-Take and other applications on the server are configured to use should be less than the amount of physical memory on the system to prevent low memory conditions.
 - Select your disk queue location for optimal performance. For example, do not put it on the same physical device as the data being replicated. If possible, put it on a dedicated array optimized for writing. If you expect large amounts of disk queuing, you may want to increase the size of the queue files from the default of 5 MB to 50 MB for more efficient queuing.

See *Double-Take queue* on page 57 for more details on the disk queue usage.

- **Upgrades**—Keep the following caveats in mind when upgrading.
 - If Double-Take does not function correctly after the upgrade, run the Double-Take Setup, select the **Repair** option, and reboot the server. If Double-Take does not function correctly after the repair, uninstall Double-Take, reboot, and install the new version.
 - If your current Double-Take version is more than two minor versions old, you may want to consider uninstalling the old version and installing the new version instead of upgrading.
 - Always upgrade the target server first when upgrading a source and target configuration.

General optimizations

The following are general optimizations that can be used for any Double-Take job type.

- *Performance optimizations* on page 527
- *General manageability* on page 529
- *Anti-virus protection* on page 530
- *Hardware configurations* on page 530

Performance optimizations

- **Initial mirror across slow network**—A large amount of data that is being mirrored across a slow network may take days to complete the initial mirror, depending on the amount of data and the available bandwidth. You may want to consider the following options to reduce the amount of time for the initial mirror.
 - Move the target server to the source's site for the initial mirror. When the mirror is complete, delete the job, move the target server to its permanent location and create a new job using a difference mirror.
 - Archive the data to media that can be transported to the target site and restored to the target server. When the data is restored to the target, create the job using a difference mirror.
 - Create a compressed archive of the source data, copy the archive to the target, decompress the data, and then create the job using a difference mirror.
- **Compression**—Double-Take compression should be used when network bandwidth between the source and target is limited. In some cases, performance may also be improved by enabling compression in high-bandwidth environments. The best level of compression for a given solution will depend on a number of factors, including the type of data being replicated, CPU load, and available bandwidth. Since compression settings can be changed dynamically, the easiest way to find the best level of compression is to enable the mid-level and monitor the results. If data is still being queued on the source, increase the compression level. If CPU load becomes an issue on the server, decrease the compression level.
- **Low bandwidth and queuing**—In low bandwidth environments, you may need to revisit the queuing configuration you established when you were installing Double-Take. See the *Installation optimizations* on page 526 and *Double-Take queue* on page 57 for more details on the disk queue usage.
- **High latency and mirror packet size**—In a high latency environment (greater than 100 ms response times), you may want to consider increasing the size of the packets of mirror data. The default value is 65536 bytes. You may want to double that to 131072 bytes. However, if the average size of the files on the source is smaller than the value you set, changing the value will not help. This option is available through the *Source server properties* on page 61.
- **High latency and MaxChecksumBlocks**—In a high latency environment (greater than 100 ms response times), you may want to consider increasing the number of checksum values retrieved from the target. The default is 32. You may want to double that to 64. See the *MaxChecksumBlocks* server setting in the *Reference Guide*.
- **Target write speed**—In high-bandwidth environments, Double-Take throughput is most often limited by the write speed of the target disks. Accordingly, optimizing the target disks for write performance will often increase Double-Take performance, particularly for full mirrors and high

loads of replication. Using RAID 0 and/or RAID 1 instead of RAID 5 on the target disks will improve the target write performance, as well as allocating some (or all) of the I/O controller's cache memory to write operations.

- **TCPBufferSize**—Network throughput is directly related to the TCP buffer size and the network latency of the LAN or WAN connection. By default, Double-Take is configured for a 1Gbit LAN network. If you are replicating across a different LAN network or a WAN network, adjust the TCP buffer size accordingly. For example, for a 100Mbit LAN, the value should be around 37500, and for a WAN, the value should be around 130000. See the TCPBufferSize server setting in the *Reference Guide* or the [technical support](#) article 31662.
- **Windows MTU**—The Maximum Transmission Unit (MTU) is the largest amount of data, a packet, that can be transferred in one physical frame on a network. If the MTU is too high, you may get fragmented packets which can slow down Double-Take mirroring and replication and can possibly cause lost Double-Take connections. Use the ping command with the -f -l 1500 options. If you receive a response that packets need to be fragmented, you should lower your MTU value. See the Microsoft article [314825](#) for details on specifying the MTU value.
- **Disable root encryption**—If the top-level folders in your jobs are not encrypted, you can gain a performance improvement by disabling root encryption. See the EnableRootEncryption server setting in the *Reference Guide*.

General manageability

- **Temporary files**—Some applications create temporary files that are used to store information that may not be necessary to replicate. If user profiles and home directories are stored on a server and replicated, some unexpected data may be replicated if applications use the \Local Settings\Temp directory to store data. This could result in significant amount of unnecessary data replication on large file servers. Additionally, the \Local Settings\Temporary Internet Files or \AppData\Local\Microsoft\Windows\Temporary Internet Files directories can easily reach a few thousand files and dozens of megabytes. When this is multiplied by a hundred users it can quickly add up to several gigabytes of data that do not need to be replicated. You may want to consider excluding temporary data like this, however it is important to know how applications may use these temporary files. For example, Microsoft Word creates a temporary file when a document is opened. When the user closes the file, the temporary file is renamed to the original file and the original file is deleted. In this case, you must replicate that temporary file so that Double-Take can process the rename and delete operations appropriately on the target.
- **E-mail notification**—Enable e-mail notification through the *E-mail notification configuration* on page 65 so that you are notified when a Double-Take message is written to the Event log for that server.
- **Target path blocking**—Target path blocking prevents the modification of the copy of the source data on the target until failover has occurred or protection is disabled. This can be configured for some job types or for all jobs to a target through the *Target server properties* on page 63.
- **File difference mirrors**—When performing a file difference mirror, you may not want to use the **Mirror only if the file on the source is newer than the copy on the target** option, unless you know for certain that it is acceptable. This is particularly true for database applications and domain controllers since it is critical that all files, not just some of them that might be newer, are mirrored.
- **Disable attribute replication**—On servers where the file permissions need to be different on the source and target, you can disable the replication of file attributes. When attribute replication is disabled, files on the target can inherit permissions from the parent directory on the target. See the TGDisableAttributeReplication server setting in the *Reference Guide*.

Anti-virus protection

- **Double-Take queue**—Exclude the Double-Take queue directory on the source and target from any real-time scanning or scheduled system scans. If a queue file is deleted by a process other than Double-Take, unexpected results may occur, including an auto-disconnect due to the loss of queued data. The files in the source queue directory have already been scanned (cleaned, deleted, or quarantined) in their original storage location. The files in the target queue have already been scanned (cleaned, deleted, or quarantined) on the source.
- **Target data**—Exclude the copy of the source data stored on the target from any real-time scanning or scheduled system scans. The files have already been scanned (cleaned, deleted, or quarantined) on the source. If the replicated data on the target must be scanned for viruses, configure the virus protection software on both the source and target to delete or quarantine infected files to a different directory that is not being protected. If the virus software denies access to the file because it is infected, Double-Take will continually attempt to commit operations to that file until it is successful, and will not commit any other data until it can write to that file. Additionally, if the virus protection software cleans the file, an operation to clean the file will likely also be replicated from the source, which may result in file corruption.

Hardware configurations

- **NIC teaming**—If you are using NIC teaming, set it up for fault tolerance, not load balancing.
- **Device drivers**—Keep your hardware device drivers, especially NIC drivers, up-to-date.
- **Port speed and duplex**—Set static values for port speed and duplex on NICs and switches, if possible.

Full server optimizations

Review the following optimizations when you are using a full server protection job.

- **Third machine to run Double-Take Console**—Ideally, you should use a third machine to run the Double-Take Console and set up protection and to perform failover and reverse. If you do not use a third machine, you may need to remove and reinsert your servers (using reserved IP addresses) into the console. If you use a third machine, it must be able to communicate with the reserved IP addresses.
- **Single gateway**—If you are using multiple IP addresses on Windows 2003, do not use multiple gateways.
- **NIC configuration**—If you are planning to failover the IP address of the source, use a separate NIC and separate network for a Double-Take reserved IP address that will not be failed over. If you are unable to do that and just one NIC is used for both production and reserved IP addresses, disable DNS registration on the NIC. If you are not going to failover the IP address of the source, an additional NIC and address is not necessary. In this case, Double-Take will block the DNS record for that address while it is failed over.
- **Single NIC**—If you have to use only one NIC, disable DNS registration and ensure the reserved IP address is first in the list of IP addresses. For Windows 2003, if the failover IP address is listed first and it cannot come online due to IP address conflicts, subsequent IP addresses may not come online. Also, the original source IP address may need to be removed manually after bringing the original source back online.
- **Disabling DNS registration**—Disabling DNS registration for the reserved IP address ensures that an end-user is not communicating to the original source when it is failed over because two different DNS records will point to two different servers.
- **Unnecessary target components**—Do not install applications, features or language packs on the target that are not essential to that machine. These can slow the failover process and/or cause mirroring issues.
- **Vendor applications**—Disable or remove any vendor applications that you are not using. These applications may cause issues after failover, like application crashes or even server crashes. These applications may not be in standard application directories, like C:\Dell or C:\cqpsystem, and those directories should be added to the list of staged folders. Also, they may use resources (like C:\INETPub), which may be need after failover. Those directories would also have to be staged.
- **Hardware maintenance**—If you replace a NIC after you have established full server protection, you should delete and re-create your job.

Application optimizations

Review the following optimizations when you are using an Exchange Server or SQL Server job or if you are protecting any other application on your source.

- See *General applications* on page 532
- See *Exchange* on page 533
- See *SQL* on page 533

General applications

- **Application services on the target**—Ensure that all application services on the target are stopped and set to manual.
- **Connection mappings**—When protecting an application server, select the **One To One** mapping when creating a files and folders job.
- **File difference mirrors**—When performing a file difference mirror, you may not want to use the **Mirror only if the file on the source is newer than the copy on the target** option, unless you know for certain that it is acceptable. This is particularly true for database applications and domain controllers since it is critical that all files, not just some of them that might be newer, are mirrored.
- **Mirror using write-through mode**—You can set a Double-Take driver option which allows mirroring to open files in write-through mode which is the same way many applications, such as Exchange and SQL, open files. This may improve performance on application servers. Under `HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Services\RepKap\Parameters`, add a `DWORD` value called `DisableKfaiCaching`, and set it to 1.
- **Database backups**—Pause the target while you perform a backup of database files stored on the target because the database and log files must be backed up when they are at the exact same point in time. For example, say the back up of the file `mydatabase.mdf` begins on the target. While the backup program has access to the file, Double-Take cannot write to the file. When the backup completes, Double-Take writes to the file. Double-Take also writes to the corresponding `mydatabase.ldf` file. When the backup gets to the `mydatabase.ldf` file, it no longer matches the `.mdf` file. The database may require special startup procedures, which may result in incomplete transactions being left in the database or data loss. To workaroud this scenario, pause the target before starting the backup and then resume the target when the backup is complete.

Exchange

- **Orphan log files**—Exchange database and log files should be synchronized between the source and target, including the removal of any orphan log files on the target. Exchange may not recover the databases correctly if orphan log files are present on the target. (Orphan files are files that exist in the copy of the source data on the target, but are not on the source. This usually occurs when a file is deleted on the source when there is no Double-Take connection.) Make sure you configure your Exchange protection to remove orphan files.
- In most cases, the length of time it takes for the Exchange services to start is directly proportional to the number of log files present. The number of log files can be minimized through frequent Exchange backups on the source. When Exchange performs a full backup it will set the archive bit and mark the committed log files for deletion. Exchange should delete the committed log files during the normal Exchange maintenance if the archive bit has been set.

SQL

- **Memory**—Typically, SQL uses all available memory. You may want to consider limiting SQL memory usage to allow the Double-Take service to function without running out of memory.
- **Temp database**—Check with your application vendor to determine if the temp database is used and needed. If it is not needed, you can exclude it from replication. For example, SQL Server re-creates the tempdb database file each time it starts, so any tempdb data that gets replicated to the target will never get used. Writes to the tempdb database may account for a significant percentage of writes to all SQL Server files, so excluding the tempdb files may result in much less replication traffic. If the database application you are using uses the temp database file (for example in Prophecy, PeopleSoft, and BizTalk) or if you are uncertain, do not exclude it from replication.
- **SQL service account**—Configure the source and target to use the same domain account to start the SQL services, if possible. This eliminates the need to move SQL Service Principal Names (SPNs) during failover and failback. If you have to use different accounts, Kerberos authentication will require the Service Principal Names to be failed over. See the [technical support](#) article 33398 for details on failing over the Service Principal Names.

Chapter 16 Security

To ensure protection of your data, Double-Take offer multi-level security using native operating system security features. Privileges are granted through membership in user groups defined on each machine. To gain access to a source or target, the user must provide a valid operating system user name and password and the specified user name must be a member of one of the Double-Take security groups. Once a valid user name and password have been provided and the source or target has verified membership in one of the security groups, the user is granted appropriate access to the source or target and the corresponding features are enabled in the client. Access is granted on one of the following three levels.

- **Administrator Access**—All features are available for that machine.
- **Monitor Access**—Servers and statistics can be viewed, but functionality is not available.
- **No Access**—Servers appear in the clients, but no access to view the server details is available.

Although passwords are encrypted when they are stored, Vision Solutions security design does assume that any machine running the client application is protected from unauthorized access. If you are running the client and step away from your machine, you must protect your machine from unauthorized access.

- *Adding users to the security groups* on page 535
- *Changing the account used to run the Double-Take service on Windows servers* on page 536

Adding users to the security groups

The security groups are automatically created during the installation process.

- **Windows servers**—The Double-Take Admin and Double-Take Monitors groups are automatically created and the local administrator and domain administrator are automatically added to the Double-Take Admin group during installation.
- **Linux servers**—The groups can be local or LDAP (Lightweight Directory Access Protocol). The groups are called dtadmin (default group ID 501) and dtmon (default group ID 502). During the installation, the user root is automatically added to the dtadmin group.



If Double-Take is installed on a Windows member server, it will use the local groups. If an Active Directory user is granted access to the Active Directory Double-Take Admin or Double-Take Monitors groups, the user or domain group must also be granted access to the local Double-Take groups. If Double-Take is installed on a Windows domain controller, the Active Directory group will provide sufficient access. The groups are created in the Users Container and need to stay here. If the groups are not there, users will be unable to log into Double-Take on the domain controller.

Users that need administrator access to Double-Take must be added to the Double-Take Admin or dtadmin group, depending on the operating system. Users that need monitor only access must be added to the Double-Take Monitors or dtmon group, depending on the operating system. In both cases, local users, domain users, or global groups may be added to the local groups.

See your Windows documentation for instructions on adding, deleting, or modifying users in a security group.

For Linux servers, use the following steps.

1. Run the DTSetup command from the shell prompt. The command is case-sensitive. Do not run DTSetup using the sudo command. Use a real root shell to launch DTSetup instead, either by logging in as root on the console or by using the login session of a non-privileged user to run su - to start a root shell.
2. Select **Setup tasks**.
3. Select **Add/Remove users to Double-Take groups**.
4. Select the necessary menu options to add or remove groups to the administrator or monitors group as needed, and specify the user name when prompted.
5. When you have completed your security group modifications, press Q as many times as needed to return back to the main menu or to exit DTSetup.

Changing the account used to run the Double-Take service on Windows servers

By default, the Double-Take service on Windows servers is configured to log on as the system account. If you want to select a specific account to run the service, use these instructions.



If you are protecting an entire server, you cannot modify the account used to run the Double-Take service. Otherwise, the full server protection will not function correctly.

1. Modify the user account that the Double-Take service is using.
 - a. Open the Double-Take service properties and select the **Log On** tab, select **This Account**, and enter a valid domain account.
 - b. Enter the password for this account.
 - c. Click **OK** to save these settings.
2. Grant an additional user right to the account you are using to run the Double-Take service.



If domain-level policy settings are defined (through **Domain Security Policy**, **Security Settings**, **Local Policies**, **User Rights Assignment**), they will override local policy settings.

- a. Select **Local Security Policy** from Administrative Tools.
 - b. Expand the **Local Policies** folder and highlight the **User Rights Assignment** folder.
 - c. Double-click the option **Act as part of operating system** on the right pane of the screen.
 - d. Add the user that you selected to run the Double-Take service and click **OK**.
 - e. Exit the Local Security Settings dialog box. This user is now configured to run the Double-Take service.
3. Add the domain account to the local administrator group.
 - a. Select **Computer Management** from Administrative Tools.
 - b. Expand the **Local Users and Groups** folder and highlight the **Groups** folder.
 - c. Right-click on the **Administrators** group on the right pane of the screen and select **Add to Group**.
 - d. Click **Add**.
 - e. Locate the domain account that you are using for the Double-Take service. Select that account and click **OK**.
 - f. Click **OK** to close the Administrators Properties dialog box.
 - g. The domain account is now added to the local administrator group. Close the Computer Management window.