



DH2i DxOdyssey 20.0 Software: Carbonite Quick Start Guide

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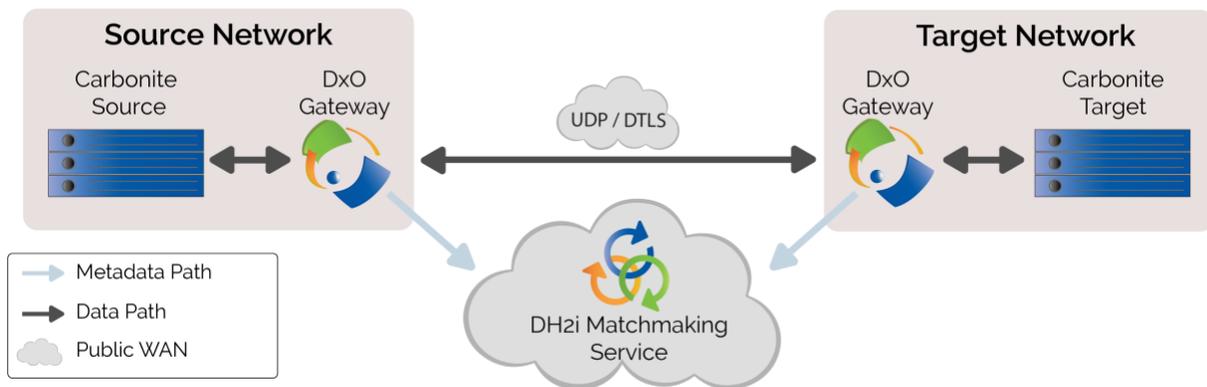
DxOdyssey and Carbonite

Together, Carbonite and DH2i's DxOdyssey provide organizations a complete replication solution that is simple to set up, reliable, and affordable across environments. With this joint solution, organizations can easily and securely replicate data from any machine on any network to another machine on any network anywhere, without a VPN—regardless of the network infrastructure.

This quick start guide describes how to install the DxOdyssey component of this joint solution and configure the tunnels required for Carbonite.

Create Servers to Act as Gateways

Create a dedicated machine in the source network and one in the target network to serve as DxOdyssey gateways.



Install DxOdyssey and Join Gateways Together

Use the following guides to install DxOdyssey on the gateways and join them together in to a gateway group:

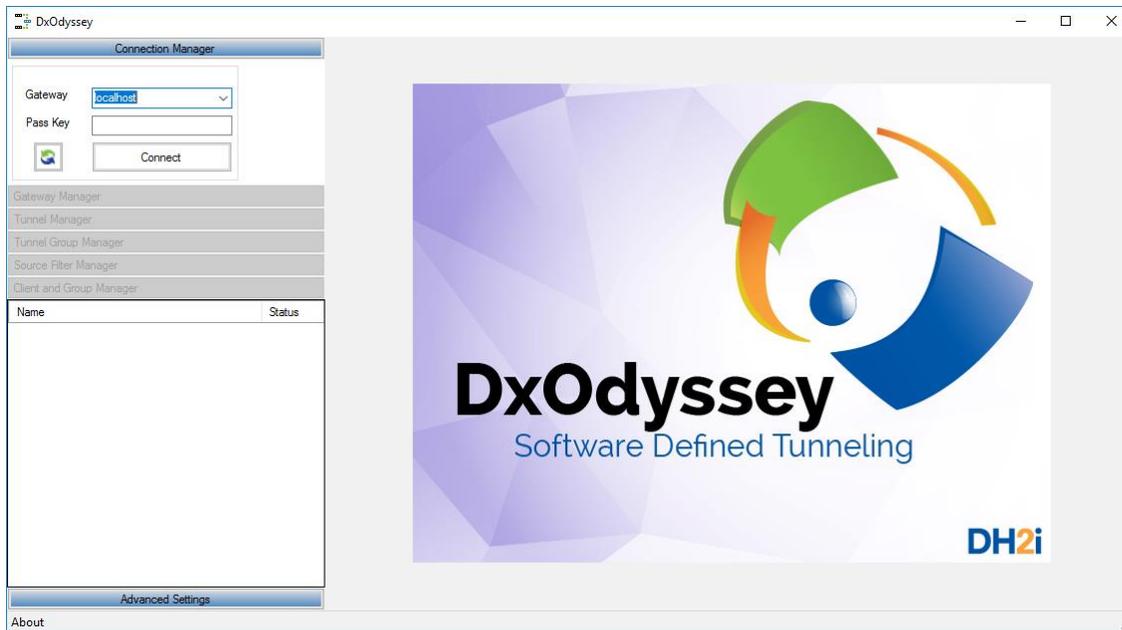
- [DxOdyssey v20 Windows Installation Quick Start Guide](#)
- [DxOdyssey v20 RHEL/CentOS Installation Quick Start Guide](#)
- [DxOdyssey v20 Ubuntu Installation Quick Start Guide](#)

Install DxOdyssey Client GUI

Windows DxOdyssey gateways come with the DxOdyssey Client GUI for managing tunnels by default. However, for ease of management, it is recommended to install the DxOdyssey Client GUI on the same machine running the Carbonite Management Console. The DxOdyssey Client Setup MSI can be found at <https://clients.dh2i.com/Downloads/DxOdyssey/Windows/>.

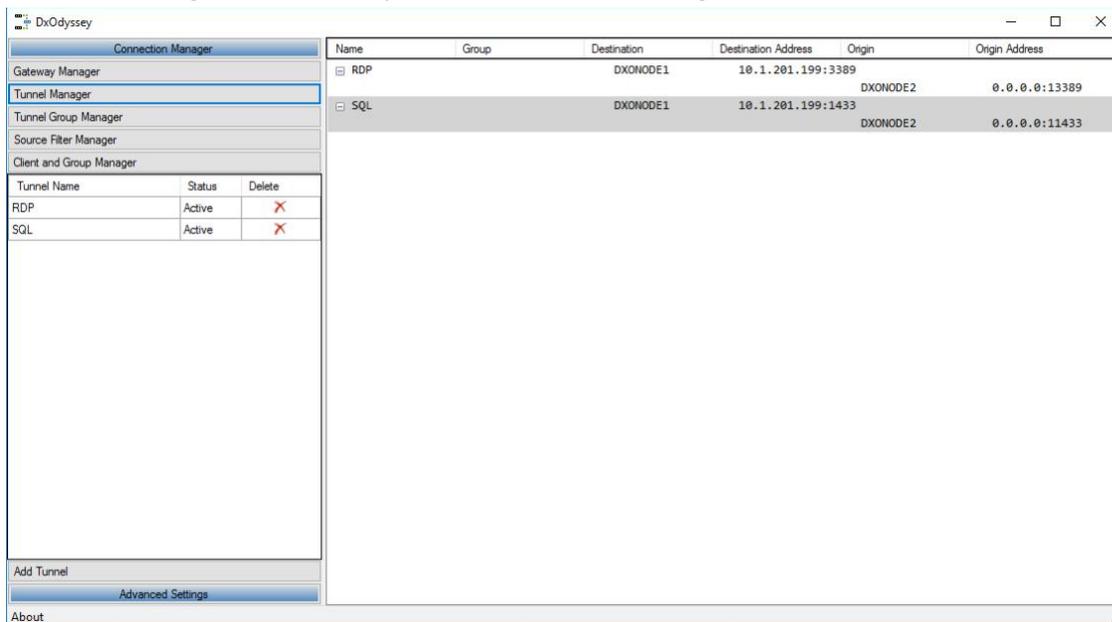
Connect to Gateway Group and Configure Tunnels

From the DxOdyssey client machine, connect to the gateway in its network via the target gateway's IP address and using the passkey set previously.



Once connected to the gateway group, create 2 tunnels in each direction—one for the Carbonite Management Console and one for the replication traffic.

From the management UI main panel, select Tunnel Manager.



To create a tunnel, select the **Add Tunnel** button. The following dialog is displayed so the user can configure the new tunnel.

Tunnel Management

Tunnel Name

Destination

Gateway Name

Target Host/IP

Target Port

Origin

Name	NetworkAddress	ListeningPort	SourceFilter

Add Row

Delete Row

OK Close

Tunnel Name

The logical name for the tunnel. This must be unique.

Gateway Name

The member name or .ACTIVE alias if the tunnel is part of a tunnel group.

Target Host/IP

The desired host name or IP address of the target server.

Target Port

The destination port of the target server.

Origin Gateway Name Origin Network Address

The member name or alias for an origin server to create a listener.

Origin Listening Port

The origin port to create a listener on the origin side of the tunnel.

Origin Source Filter

Predefined source filter rules that are defined in the Source Filter Manager.

Enabled

If this is checked, the tunnel is enabled. Unchecking this box will keep the tunnel defined but will not allow data to pass through the tunnel.

Add Row

Adds a row to the origin listener set.

Delete Row

Deletes the selected row from the tunnel definition.

Once the tunnel is defined, click OK to submit the changes. Repeat this process to create each required tunnel.

NOTE: It has been observed that tunnel performance for Carbonite improves by increasing the Tunnel Buffer Size to 1048576 bytes. To update Tunnel Buffer Size from the DxOdyssey Client GUI, click **Advanced Settings, click on **Cluster Settings**, and enter 1048576 for the TunnelBufSize value. Click **Apply** to confirm the setting.**

Connect to Carbonite Console and Configure Replication Jobs

Connect the Carbonite Management Console to the appropriate server via the tunnel. Configure replication jobs per Carbonite recommendations, but pointing each job to the local DxOdyssey gateway on the port specified in the tunnel definitions from the previous step.

Example Configuration

An example environment and corresponding tunnel configuration is described below:

SiteA:

- **Carbonite replication source server name:** Carbonite1
- **Carbonite replication source server IP address:** 10.1.1.20
- **DxOdyssey gateway name:** Gateway1
- **DxOdyssey gateway IP address:** 10.1.1.10

SiteB:

- **Carbonite replication target server name:** Carbonite2
- **Carbonite replication target server IP address:** 192.168.1.20
- **DxOdyssey gateway name:** Gateway2
- **DxOdyssey gateway IP address:** 192.168.1.10

This example environment requires 2 sets of tunnels to manage and replicate between the Carbonite servers; 1 tunnel for each source and target on port 6320 for the Carbonite Management Console and 1 tunnel for each source and target on port 6325 for replication traffic.

Tunnels for the source server (Carbonite1) at SiteA to communicate to the target server (Carbonite2) at SiteB:

- **Tunnel name:** Target-6320:
- **Destination gateway name:** Gateway2
- **Destination target host/IP:** 192.168.1.20
- **Destination target Port:** 6320
- **Origin gateway name:** Gateway1
- **Origin network address:** 0.0.0.0 (accept any connections)
- **Origin listening port:** 16320

- **Tunnel name:** Target-6325:
- **Destination gateway name:** Gateway2
- **Destination target host/IP:** 192.168.1.20
- **Destination target Port:** 6325
- **Origin gateway name:** Gateway1
- **Origin network address:** 0.0.0.0 (accept any connections)
- **Origin listening port:** 16325

Tunnels for the target server (Carbonite2) at SiteB to communicate to the source server (Carbonite1) at SiteA:

- **Tunnel name:** Source-6320:
 - **Destination gateway name:** Gateway1
 - **Destination target host/IP:** 10.1.1.20
 - **Destination target Port:** 6320
 - **Origin gateway name:** Gateway2
 - **Origin network address:** 0.0.0.0 (accept any connections)
 - **Origin listening port:** 26320
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- **Tunnel name:** Source-6325:
 - **Destination gateway name:** Gateway1
 - **Destination target host/IP:** 10.1.1.20
 - **Destination target Port:** 6325
 - **Origin gateway name:** Gateway2
 - **Origin network address:** 0.0.0.0 (accept any connections)
 - **Origin listening port:** 26325

If connecting the Carbonite Management Console from a workstation at SiteA, then the connection to Carbonite1 would use 10.1.1.20 on port 6320 and the connection to Carbonite2 would use 10.1.1.10 (Gateway1) on port 16320. This will allow the management console to connect to Carbonite2 at SiteB using the configured Target-6320 tunnel. Replication jobs would then be configured to use the Target-6325 tunnel to communicate using port 16325.

If connecting the Carbonite Management Console from a workstation at SiteB, then the connection to Carbonite2 would use 192.168.1.20 on port 6320 and the connection to Carbonite1 would use 192.168.1.10 (Gateway2) on port 26320. This will allow the management console to connect to Carbonite1 at SiteA using the configured Source-6320 tunnel. Replication jobs would then be configured to use the Source-6325 tunnel to communicate using port 26325.

References

- [DxOdyssey Product Documentation](#)
- [Carbonite – Replication Products Documentation](#)