



FEATURES

- 3U x 160mm x 4HP (or fixed mount options)
- Available in ATCA 3.X & PICMG 2.X version
- Incorporates industry accepted ShMM 500
- Accommodates I²C output from up to 8 temperature sensors (LM75)
- Accommodates Tach output/PWM input for up to 8 fans
- I²C Interface for PSU monitoring & control
- Monitors and controls up to 4 DC voltages
- Manages all line cards with or without E-keying
- Manages all IPMI compliant FRUs, radial or bussed IPMB
- Uses 2 x STD 2mm hard metric connector for backplane interface
- On board 48V to 5V converter
- Fully compliant to PICMG 3.0 & 2.9 System Management Spec

SOFTWARE FEATURES

- Conforms to PICMG 3.0 & PICMG 2.9 Specifications
- Monitors activities within the shelf via the Intelligent Platform (through redundant IPMB for PICMG 3.0)
- Accepts and logs events posted by any intelligent FRU in the shelf (reflecting exceptions in temperatures, voltages, etc.); posts alerts outside the shelf based on configurable IPMI Platform Event Filters
- Supports hot swapping of Field Replicable Units (FRU's), while maintaining full management visibility
- Interfaces to standard "Telco Alarm" infrastructures, via dry contact relays
- Supports redundant Shelf Manager instances for high availability
- Integrates a watchdog timer, which resets the Shelf Manager if not periodically strobed; such resets automatically trigger a switchover to the backup Shelf Manager, if the shelf is configured with 2 managers.
- Implements rich set of shelf-external interfaces accessible over Ethernet including remote Management Control Protocol (RMCP, required by PICMG 3.0) command line, web browser and Simple Network Management Protocol (SNMP)

Order Information

Description	Size	Mounting	Model Number
cPCI 2.X	3U x160mm x 4HP	Plug In	69-SSM-C3-Y
ATCA 3.X	3U x160mm	Fixed	69-SSM-AF-N
ATCA 3.X	3U x160mm x 4HP	Plug In	69-SSM-A3-N

CONFIGURATION OPTIONS

Part Number = 69-SSM-__ - __ - __

C = cPCI 2.X
A = ATCA 3.X

3 = 3U
4 = 4U
6 = 6U
F = Fixed

F = Front Panel only
N = No Front Panel
Y = IEEE 1101.10 Panel & Handle