

Adding a Juniper Networks Database to an Established Community with the C-Web Interface

When you add a Juniper Networks database to an existing community, make sure that you configure the primary neighbor relationships from the existing primary databases before you enable the new database.



CAUTION: If you assign a primary role to a database new to an existing community before you configure the neighbor relationships from existing community databases that have a primary role, you can lose data on neighbor databases that already have a primary role.

To add a Juniper Networks database to an existing community:

1. On existing databases that have a primary role, configure neighbor relationships for the new database.

For example, configure the new server C-new as a primary neighbors on each of the existing servers C1 and C2:

- a. Click **Configure**, expand System **LDAP > Server**, and then click **Community**.

The Community pane appears.

- b. In the Primary Neighbors box, add the new server C-new, click **Apply**.
- c. In the side pane, click **Commit**.

2. On the new database, enable the primary role and configure primary neighbors.

For example, to enable the database in primary role and configure C1 and C2 as primary neighbors:

- a. Click **Configure**, expand System **LDAP > Server**, and then click **Community**.

The Community pane appears.

- b. If the configuration is not visible, click **Create**.
- c. In the Role box, select **Primary**.
- d. In the Primary Neighbors box, add the C1 and C2 servers, and click **Apply**.
- e. In the side pane, click **Commit**.

- Related Topics**
- Adding a Juniper Networks Database to an Established Community(SRC CLI)
 - Configuring the Juniper Networks Database to Run in Community Mode with the C-Web Interface
 - Securing the Juniper Networks Database with the C-Web Interface
 - Securing Communications Between the Juniper Networks Database and SRC Components with the C-Web Interface
 - Updating Data on a Juniper Networks Database with the C-Web Interface

