

Créé le 11/12/2023
Modifié le 18/12/2023

Découverte de Snipe IT

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Introduction

Snipe-IT est un outil pour la gestion de parc informatique. Il permet de suivre et de gérer efficacement la liste de matériels et logiciels enregistré, par une interface conviviale et des fonctionnalités personnalisables.

Découverte Snipe-IT

Un exemple de démo de l'outil

The screenshot displays the Snipe-IT dashboard interface. At the top, there is a navigation bar with the Snipe-IT logo, a search bar for asset tags, and a user profile for 'Admin User'. Below the navigation bar, a sidebar menu on the left lists various asset categories and actions. The main dashboard area features several summary cards for different asset types: licenses (50), accessories (4), consumables (3), components (4), and people (59). A table below these cards shows a list of checkout records with columns for Admin, Action, Item, and Target. To the right of the table, there is a pie chart titled 'Assets by Status' showing the distribution of assets: Ready to Deploy (2501), Pending (50), and Archived (50).

Admin	Action	Item	Target
Admin User	checkout	USB Keyboard	Malachi Considine
Admin User	checkout	Acrobat	Kiarra Mueller
Admin User	checkout	Acrobat	Toney Bosco
Admin User	checkout	Acrobat	Mabelle Romaguera
Admin User	checkout	Acrobat	Zelma O'Connell
Admin User	checkout	Acrobat	Alejandra Greenfelder
Admin User	checkout	Acrobat	Malachi Considine
Admin User	uploaded	(510199993) - Macbook Pro 13"	

1. Installation

Pour installer Snipe-IT nous avons créé une vm de debian 11.8.0 et nous allons faire une procédure d'installation des ressources nécessaires ainsi que la configuration du réseau.

apt install ntpsec

Configuration du réseau :

nano /etc/network/interfaces

```

# This file describes the network interfaces available on your system
# and how to activate them. For more information, see interfaces(5).

source /etc/network/interfaces.d/*

# The loopback network interface
auto lo
iface lo inet loopback

# The primary network interface
auto enp0s3
allow-hotplug enp0s3
iface enp0s3 inet static

address 172.20.33.80
gateway 172.20.2.254

```

[Lecture de 16 lignes]

^G Aide ^O Écrire ^W Chercher ^K Couper ^T Exécuter ^C EmplacementM-U Annuler
 ^X Quitter ^R Lire fich. ^N Remplacer ^U Coller ^J Justifier ^_ Aller ligneM-E Refaire

systemctl restart networking.service

Vérification de l'IP :

```

root@debian:~# ip -c a
1: lo: <LOOPBACK,UP,LOWER_UP> mtu 65536 qdisc noqueue state UNKNOWN group default qlen 1000
    link/loopback 00:00:00:00:00:00 brd 00:00:00:00:00:00
    inet 127.0.0.1/8 scope host lo
        valid_lft forever preferred_lft forever
    inet6 ::1/128 scope host
        valid_lft forever preferred_lft forever
2: enp0s3: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc pfifo_fast state UP group default qlen 1000
    link/ether 08:00:27:f9:81:20 brd ff:ff:ff:ff:ff:ff
    inet 172.20.33.80/16 brd 172.20.255.255 scope global enp0s3
        valid_lft forever preferred_lft forever
    inet6 fe80::a00:27ff:fe9:8120/64 scope link
        valid_lft forever preferred_lft forever

```

Installation de Git :

apt install git

2. Installation de Snipe-IT

Positionnement dans le dossier tmp depuis la racine:

Cd tmp

git clone https://github.com/snipe/snipe-it your-folder

Ouverture du dossier snipe-it :

Cd snipe-it

Lancement installation snipe-it :

Bash install.sh

Autoriser la création de la base de données avec « y »

Refus de création d'un serveur mail « n »

3. Configuration de Snipe-IT

Positionnement pour accéder au dossier .env :

Cd var/www/html/snipeit

Nano .env

```

#Created By Snipe-it Installer
# -----
# REQUIRED: BASIC APP SETTINGS
# -----
APP_ENV=production
APP_DEBUG=false
APP_KEY=base64:fcJKGw8TUxYDoek0rjaur20N621N+KECV6dJUiHnbos=
APP_URL=http://172.20.33.80
APP_TIMEZONE=Europe/Paris
APP_LOCALE=en
MAX_RESULTS=500

# -----
# REQUIRED: UPLOADED FILE STORAGE SETTINGS
# -----
PRIVATE_FILESYSTEM_DISK=local
PUBLIC_FILESYSTEM_DISK=local_public

#PRIVATE_FILESYSTEM_DISK=s3_private
#PUBLIC_FILESYSTEM_DISK=s3_public

# -----
# REQUIRED: DATABASE SETTINGS
# -----
DB_CONNECTION=mysql
DB_HOST=localhost
DB_PORT=3306
DB_DATABASE=snipeit
DB_USERNAME=snipeit
DB_PASSWORD='x10tMN_NgSxxQSlv'
DB_PREFIX=null
DB_DUMP_PATH='/usr/bin'

```

[Lecture de 194 lignes]

⌘ Aide	⌘ Écrire	⌘ Chercher	⌘ Couper	⌘ Exécuter	⌘ Emplacement	⌘ Annuler
⌘ Quitter	⌘ Lire fich.	⌘ Remplacer	⌘ Coller	⌘ Justifier	⌘ Aller ligne	⌘ Refaire

Accès à l'IP en ligne :

Non sécurisé 172.20.33.80/setup

Snipe-IT Pre-Flight



Pre-Flight Check

This page will do a system check to make sure your configuration looks correct. We'll add your first user on the next page.

Setting	Valid	Notes
PHP	✓	Yay! You're running PHP version 7.4.33. (7.4.0 or greater is required.)
URL	✓	That URL looks right! Good job!
Database	✓	Great work! Connected to <code>snipeit</code>
Config File	✓	Sweet. It doesn't look like your <code>.env</code> file is exposed to the outside world. (You should double check this in a browser though. You don't ever want anyone able to see that file. Ever. Ever ever.) Click here to check now (This should return a file not found or forbidden error.)
Environment	✓	Your app is set to production mode. Rock on!
File Owner	✓	Your app files are owned by <code>snipeitapp</code> . That doesn't look like a default root/admin account. Nice!
Permissions	✓	Yippee! Your app storage directory seems writable.
Debug	✓	Awesomesauce. Debug is either turned off, or you're running this in a non-production environment. (Don't forget to turn it off when you're ready to go live.)
Image Library	✓	GD is installed. Go you!
Email	<input type="button" value="Send Test"/>	This will attempt to send a test mail to you@example.com.

[Next: Create Database Tables](#)

Création de la BD :

Snipe-IT Pre-Flight



Create Database Tables

✓ Your database tables have been created

Migration output:

Databases installed!

Next: Create User

Création d'un utilisateur :

Create a User

This is the account information you will use to access the site for the first time.

Site Name	
<input style="width: 100%;" type="text" value="Debian_Snipe_It"/>	
Default Language	Default Currency
<input style="width: 95%;" type="text" value="French"/>	<input style="width: 95%;" type="text" value="EUR"/>
<input type="checkbox"/> Generate auto-incrementing asset tags	<input type="checkbox"/> Full Multiple Companies Support
Prefix (optional)	Length of asset tags, including zerofill
<input style="width: 100%;" type="text"/>	<input style="width: 95%;" type="text" value="5"/>
Email Domain	Email Format
<input style="width: 95%;" type="text" value="example.com"/>	<input style="width: 95%;" type="text" value="First Initial Last Name (jsmith@example.com)"/>
<small>This is used to generate email addresses when importing</small>	
First Name	Last Name
<input style="width: 95%;" type="text" value="admin"/>	<input style="width: 95%;" type="text" value="admin"/>
Email	Username
<input style="width: 95%;" type="text" value="you@example.com"/>	<input style="width: 95%;" type="text" value="admin"/>
Password	Confirm Password
<input style="width: 95%;" type="password" value="...."/>	<input style="width: 95%;" type="password" value="...."/>
<input checked="" type="checkbox"/> Email my credentials to the email address above	
<p style="background-color: #2980b9; color: white; padding: 5px 15px; border-radius: 5px;">Next: Save User</p>	

Mail adcirade@stpbb.org

User : admin

Password : rootroot

Page d'accueil :

Installation d'un agent sur le Windows de l'appareil à détecter : [Releases · Scope-IT/marksman \(github.com\)](https://github.com/Scope-IT/marksman/releases)

v1.5.0 - Auto-Updating of Assets Latest

v1.5.0

The main feature of this release is that assets are now automatically updated by Marksman.exe.

Auto-updated properties:

- Location
- Computer Name
- Model
- Company
- Status Label.

Other minor bugfixes:

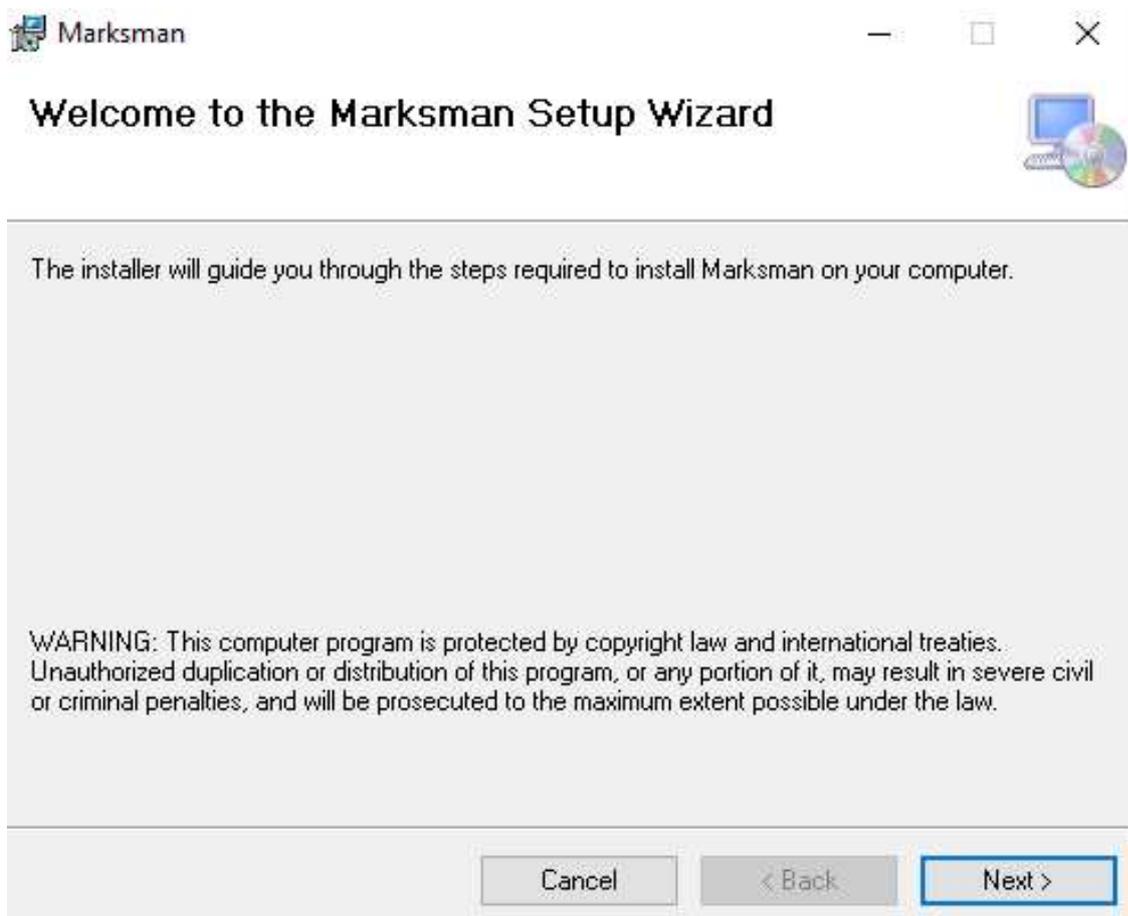
1. Fixed some compatibility issues with the SnipeSharp API
2. Fixed an issue where SD card readers would crash Marksman

▼ Assets 3

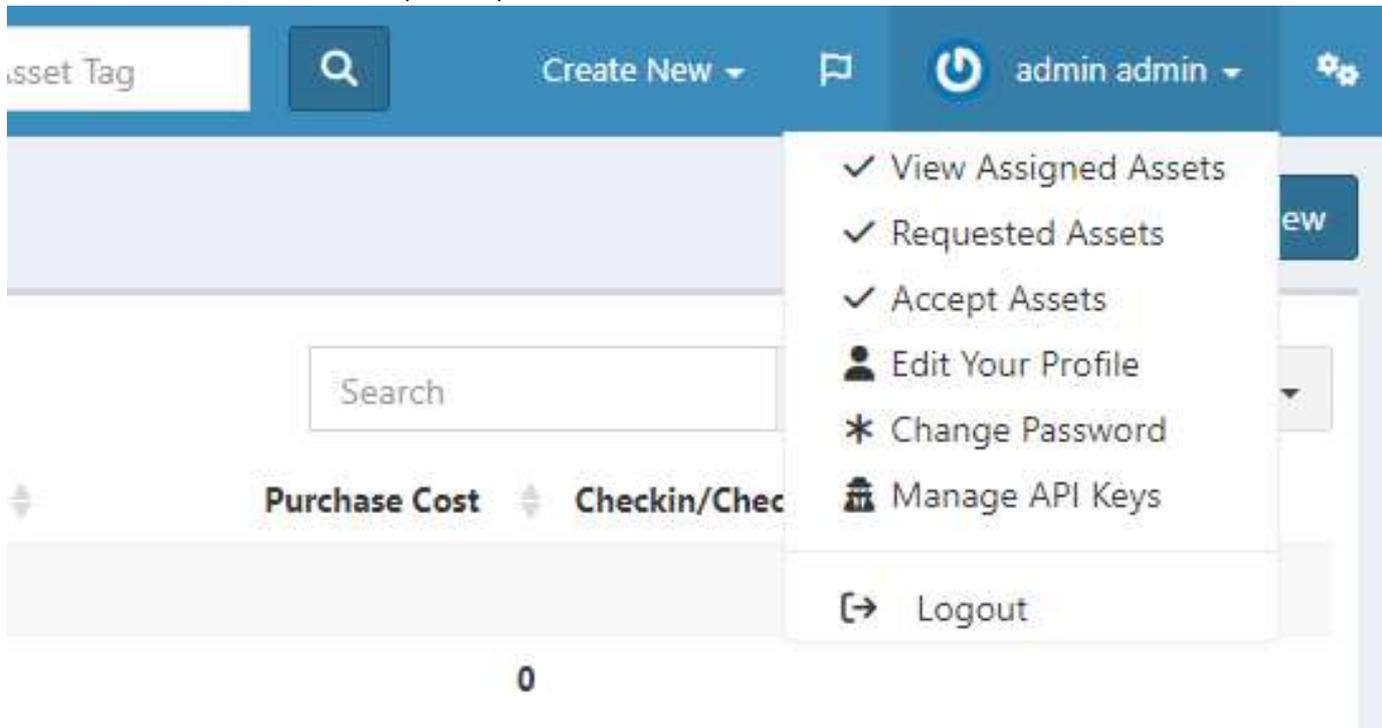
Marksman_v1.5.0.msi	1.19 MB	Jul 12, 2019
Source code (zip)		Jul 12, 2019
Source code (tar.gz)		Jul 12, 2019

1 1 person reacted

Démarrage de l'exécutable :



On va devoir créer une clé API depuis Snipe It



Debian_Snipe_It

Personal API Keys

Create New Token

You have not created any personal access tokens.

When generating an API token, be sure to copy it down immediately as they will not be visible to you again.

Your API base url is located at: <http://172.20.33.80/api/v1/<endpoint>>

API tokens are set to expire in: **15 years**.

Please check the API reference to find specific API endpoints and additional API documentation.

Create New Token

Create Token

Name

Windows

Close

Create

Pour nous, cette clé a été généré.

```
Clé d'accès : eyJ0eXAiOiJKV1QiLCJhbGciOiJSUzI1NiJ9.eyJhdWQiOiIxiIiwianRpIjoiaWJiOTNiMmQzYjlmNDJlMjdiYzAyOGIwZjAwNDZmNTE2N2NlNDFlODFjOGQ0ZTQzNjAzNWl1ZjkwZmM3YmRmM2ExN2U5M2JmM2E3ZTQ4NwYiLCJpYXQiOjE3MDIzNzA4MDQuNjcyMDkyLCJ0eXkiOiE3MDIzNzA4MDQuNjcyMDk0LCJleHAiOiIxNzU3NTY0MDQuNjY3NTM4LCJzdWIiOiIxiIiwic2NvcGVzIjpbXX0.h3U3sO1Mqk515tyCt61vPUysXoHcazKF95cS2hV7CNjVlgYpnZGJpCknqRLX1MRpTXDn0s34Zgx7WaJE1zajcQFHBogKYcH4q1zfyAd52WTzB0-ZujKR6SVYTZ81T61jfIRW3gUC5DNkLbX2yEPQC3N-RKY2M252qQvXNihIHP35PKYzjwusavTA1fD7fuwtewCbD-yuY_KMFdpV2gDi1m2z2GZi6AfumtIG6Z_Qwt00CAFrrhSgHK01HqdMnDpSEv-_mD72e60C72tZPtYPrYX1X26cox3ed60sXWfebT7cI-5k5BYIA46V6q1VgrZSTeo4DTGjEJxXZ6pnIKNpPcY1jBqK597nLVgaTQKahGPbh7z_jy52qyeP21JFgnp9n1Qk_iIuwJXFx11zuYs1t1TpJRnPT3BfiMDT2Th0vLLtnsaZU9nCxjjFEAR_4yqwbCpTUt5accw9hjYEYMG05Sbpe71WNNs-hu0Vvy-HEwuf2BezVfm3qH-4ZBADnvpWdWBqHQEfdbSePVjW4M77u15gw9cTCmIjoCLIAMix82dKtFB9LLmpicKwXcSBGjsrq8F3NnQys1mN19o3mpjnluH6ohz_J2Lxqasz5urbUkBJ0wPiV2cm9BYh82NMR6uvbqeT1YNJZbU3nld-NUzvsYY7NswmTxVVfdM8dSM
```

4. Installation et configuration de l'agent sur windows

Test de l'agent marksman :

Il faut se rendre sur le github afin de télécharger l'agent par ce lien :

<https://github.com/Scope-IT/marksman.git>



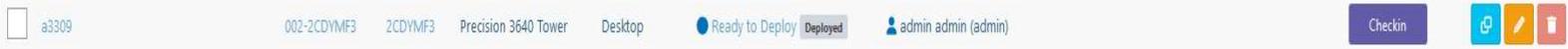
Marksman_v1.5.0

12/12/2023 09:38

Package Windows...

1 222 Ko

Puis démarrer l'installation et suivre le tutoriel d'installation.



Votre poste a désormais un utilisateur associé et répertorié dans snipe it, accessible à tout moment par l'ip sur un poste du réseau.