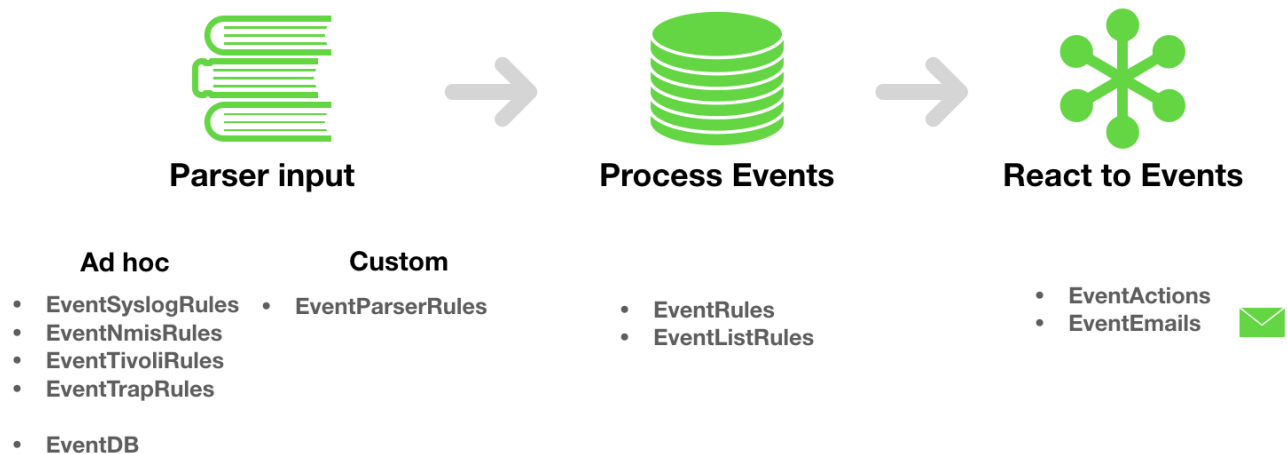


Configuring opEvents



opEvents is flexible and configurable. In the above schema you can see all the involved files to configure opEvents.

Parser Input

opEvents can parse a variety of inputs in a wide variety of formats, and the way opEvents has to understand them is with parsers. opEvents has different parsers for [natively-supported log formats](#), to filter and normalise the data. It uses some files for each format file supported:

- **EventSyslogRules**
- **EventNmisRules**
- **EventTivoliRules**
- **EventTrapRules**

It also can process [events from a database](#). All this configuration is in the file **EventDB.nmis**.

If some other syslog formats are required, we can write our [own parser](#) in **EventParserRules.nmis** file. It defines regular expressions to extract data and the variables to assign them to. If a parser is not enough, we can also use a [parser plugin](#) and generate the event using perl code.

Process Events

It is possible to specify rules to reduce voluminous inputs down to the relevant details, suppress [duplicates](#) or [correlate](#) events. This is the purpose of **EventRules.nmis** file. **EventListRules.nmis** also helps in controller the event in the system by [blacklisting](#) of [whitelisting](#) the events.

React to Events

Once the event is created, **EventActions.nmis** file specifies how to react to events. The file consist in a set of rules with flexibility to being adapted to a wide variety of use cases.

This file can be edited used the opEvents editor, <http://host/en/omk/opEvents/config/actions>:

ppcvs 10% Views -

Modules · System · Help · User.rms

Home

Event Actions Editor

Validate
 Load From Server
 Save

Filter Period ↺

Draft autosaved on Tuesday, May 19th 2020, 12:19:28 pm ↻ Restore 🗑️ Trash Autosave

Event Actions

```

<>
26   eq => {
27     IF == "event_event == gr(Node Up)",
28     THEN == "priority(-1) AND escalate EscalatePolicy()",
29     BREAK == "false";
30   }
31   }
32   IF == "event_event == 'Proactive Interface (InputOutput) Utilisation'",
33   THEN == "script.opconfigCli()",
34   BREAK == "false";
35   }
36   }
37   BREAK == "false";
38 }
39 }
40 IF == "node.customer eq 'PACX'",
41 THEN == {
42   }
43   }
44   IF == "node.roleType eq 'distribution' and event.stateful eq 'BGP Neighbor'",
45   THEN == "priority(-2) AND script.ping_node() and script.ping_neighbor()",
46   BREAK == "true";
47   }
48   }
49   IF == "node.roleType == gr{(distribution|core|access)} and event.event eq 'Node Down'",
50   THEN == "script.ping_node()",
51   BREAK == "true";
52   }
53   }
54   IF == "node.roleType == gr{(distribution|core)} and event.event eq 'SNMP Down'",
55   THEN == "script.ping_node()",
56   BREAK == "false";
57   }
58   }
59   IF == "node.roleType == gr{f} and event.event eq 'Service Down'",
60   THEN == "script.ping_node()",
61   BREAK == "false";
62   }
63   }
64   BREAK == "true";
        
```

Help

Event Actions policy consists of any number of nested if-then-then-that clauses, which specify the conditions an event must conform to and what actions to take in case of a match.

Further configuration sections specific to particular actions can be present in the same file.

More in depth documentation can be found on the OpmanTek Community Wiki [↗](#)

- `log.logtype()`
- `script.scriptname()`
- `escalate.policyname()`
- `email.contactname()`
- `systop.targetserver(priority)`
- `rminsyslog.targetserver(prio)`
- `priority.adjustment`
- `tag.tagname(value)`
- `acknowledget[]`
- `watchdog.set(waittime)`
- `watchdog.disable()`
- `element_watchdog.set(waittime)`
- `element_watchdog.disable()`

Console Output

One of the available actions is to notify using [email](#), and different templates can be defined in **EventEmails.nmis** file.