

# Incident levels

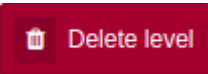
Incident levels are used when setting alarm generation conditions.

This window allows to create new levels of criticality and manage existing ones: change the name and color display.

The screenshot shows a web interface for configuring incident levels. On the left is a sidebar with navigation options: Users, Agents, Event log, Notification templates, States, Incidents (highlighted), Object classes, Scripts, and Configuration options. The main area is titled 'Configuration' and is split into two panels. The left panel, 'Incident levels', has a dropdown menu and a plus button. It lists various incident levels as colored buttons: Alarm (orange), Cleared (green), Custom (blue), Major (red), Warning (orange), Activation (orange), Block (grey), Online (green), Offline (grey), Delay (grey), Disrepairs (yellow), No connect (grey), Fire attention (orange), Connect (green), OfflineWarning (blue), OfflineNormal (grey), and Warning (red). The right panel, 'Incident level settings', shows settings for ID 1. The Name field contains 'Alarm' and the Color field contains '#ff0000' with a color picker icon.

The standard level set is created by default and includes:

- ALARM
- CLEARED
- MAJOR
- WARNING

 Delete level

You can delete manually created levels by pressing the corresponding button.