

Object states

Every object has got **state**. Object state depends on agent data and a set of predefined conditions.

The default set of states includes:

- Object is created
- Object is OK (working)
- Object is overloaded
- Alarm on object
- No data on object
- Object is not functioning
- Object is not monitored

For example, objects of `CPU` class have got `OK` (working) state if 1 minute average load is less than 80 %; in all other cases state changes to `OBJECT IS OVERLOADED`. This behavior is predefined by default state change conditions, that can be modified for the whole `CPU` class or a single object.

All objects and links are highlighted with the corresponding color depending on their state. Object color - object state association is represented in the [States list](#).

Default set of states can be extended. To learn more please refer to [States list](#) section.