



State change conditions


In this section conditions to change states of objects and links are defined:

The screenshot displays the 'State change conditions' configuration window. It contains three conditions, each with a 'Compare' dropdown, a property name dropdown, a comparison operator dropdown, a value input field, and a 'then transition to state:' dropdown. The first condition is 'Compare exitCode != 1' with the state 'Alarm'. The second is 'Compare numberOfErrors > 1' with the state 'Overloaded'. The third is 'Compare packetLossPercentile = 0' with the state 'Working'. Each condition has a comment icon, a plus icon, a list icon, and a delete icon. At the bottom are two buttons: 'Apply to class' and 'Derive from class'.

The button  allows to add comments, that will be displayed in the section [State history](#) of the object and sent in [notifications](#).

The button  establishes set conditions as default ones to all objects of the same [class](#).

 New default conditions do not override previously modified conditions of manually changed objects since they set to be "unique".

The button  applies default conditions for that class to the current object.

By clicking the button  at the header, the graphic condition constructor can be switched to the text mode:



```
1 [
2 {
3   "condition": {
4     "exitCode": {
5       "_neq": "1"
6     }
7   },
8   "state": 5,
9   "description": ""
10 },
11 {
12   "condition": {
13     "numberOfErrors": {
14       "_gt": "1"
15     }
16 }
```