



**Version 8.00**

## **Web Template Technical Reference**

**Revision A**

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## ***About the Web Template System***

Starting with version 7.00, WhatsUp Gold has a web template system and a simple scripting language that allows you to customize nearly the entire web interface. This new template system lets you change the web layout to suit your needs. By default, WhatsUp Gold comes with a 'Classic' set of web templates, however you can create your own versions as well. All active template files are stored in the 'Web' directory as .asp files. A backup of the 'Classic' web interface can be found in the 'WebTemplates\Classic' subdirectory of the install directory.

**What is a web template?** A web template is a mixture of HTML and pseudo-script code. The pseudo-script code is supported by the WhatsUp Gold Web server, and can be used to provide basic functions like retrieving and modifying values.

## ***Intended Audience***

This document was designed for the purpose of providing a reference for anyone wishing to customize the look and feel of the web pages that are provided with WhatsUp Gold. With that in mind, it is recommended that the reader of this document have a reasonable grasp of HTML and server side scripting technologies.

## ***What is a Template Tag?***

Template tags are used to change the flow of the HTML document, retrieve and set values, as well as provide rudimentary server side scripting capabilities in the WhatsUp Gold environment.

## ***Tag Categories***

- **Get Value Tag:** When a Get Value tag is used, the WhatsUp Gold web server will replace whatever data the tag is representing with data the tag is requesting. For example, if the tag `<%APPLICATION_SETTINGS% MAIN_TITLE>` is used within the web template, then “WhatsUp Network Monitor” (or whatever value is associated with this tag) will appear wherever the tag is located. When the web server parses the web template containing the Get Value tag, a value is substituted in its place.
- **Set Value Tag:** The Set Value Tags are used to set the value of a variable for the maps, devices, or even the application. These tags usually require two arguments. The first argument is the name of the variable or attribute that you wish to set. The second argument is the value that the attribute should be set to after the tag has been parsed. Note that some Get Value Tags can be used as the second argument as long as the Get Value tag will return a single value.
- **List tag:** The List tag iterates in a loop while changing whatever object is in context. These tags always appear in pairs. The syntax of the tag requires a start of section identifier and an end of section identifier. Once execution reaches a

start of section identifier, all code below it (until the end of section identifier) will be displayed for each instance of the data in the list.

- **Conditional tags:** Conditional tags operate differently than the previously defined tags by allowing a designer to change the processing flow of the web document. These tags respond to “true” and “false” statements in their arguments.
  - **Boolean Arguments:** The special keyword arguments work in conjunction with the Conditional tags to test true or false conditions in the system. Some of these arguments require for certain objects to be in context before they are applicable.
- **Context tags:** Context tags are used to establish a context so that certain tags know which instance of a type of object to reference. For example, if there are 100 devices on a map, and a user wishes to modify the settings on one particular device, there needs to be a means to identifier which device to modify, and the Context tag provides that ability.
- **Utility tags:** These tags are all purpose tags. Primarily they are used to compliment other pages and provide useful server scripting capabilities such as Server Side Includes, URL parsing, and value matching. Other miscellaneous tags are grouped into this category as well.

## Tag Syntax

The most notable characteristic of a tag is the “%” characters used to wrap them. Immediately following the tag should be one space and subsequently whatever argument(s) the tag requires.

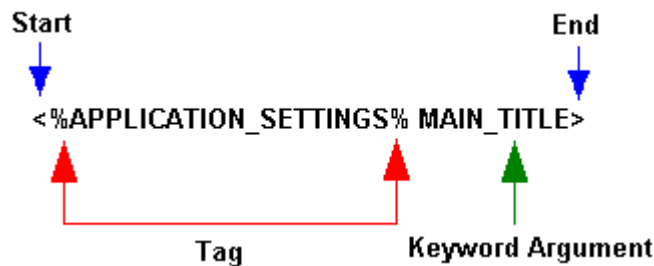


Figure 1.1

**Get Value Tag:** One of the more basic implementations of a template tag is the common ‘Get’ tag with a keyword argument. The outermost tag begins with the “<” character to signal the start of the tag sequence. Following the “<” character is the tag to use, denoted by the surrounding “%” characters, and then a space and its subsequent predefined keyword argument. When this tag is processed WhatsUp Gold looks through the list of keywords and returns the associated data that matches the keyword. When this page is sent to the browser where normally the tag sequence would appear in the template the

data requested would be seen instead. In the case of figure 1.1 the text “Whatsup Gold” would appear by default.

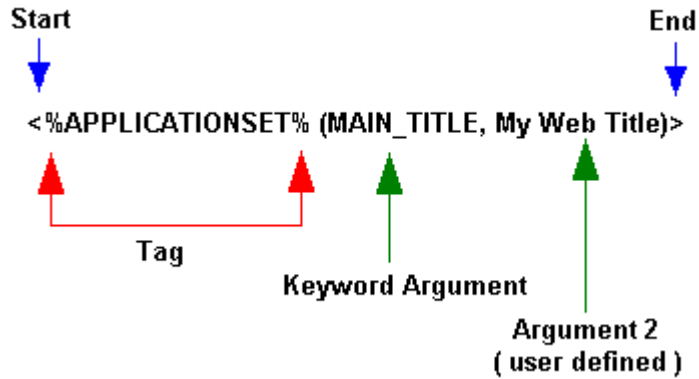


Figure 1.2

**Set Value Tag (simple):** A simple set tag is fundamentally identical to the Simple Get Tag, with the exception that the Set tag takes an additional argument. Since this tag takes two arguments, the arguments have to be wrapped with parentheses. In **Figure 1.2** the second argument is “My Web Title”, which in this instance would always change the Whatsup Gold web title to the hard-coded string in argument 2 when executed. The above example is not inherently useful since it is not very sensible to use a tag to simply change a setting to a fixed string, but this introduces the syntax of using parentheses and multiple arguments.

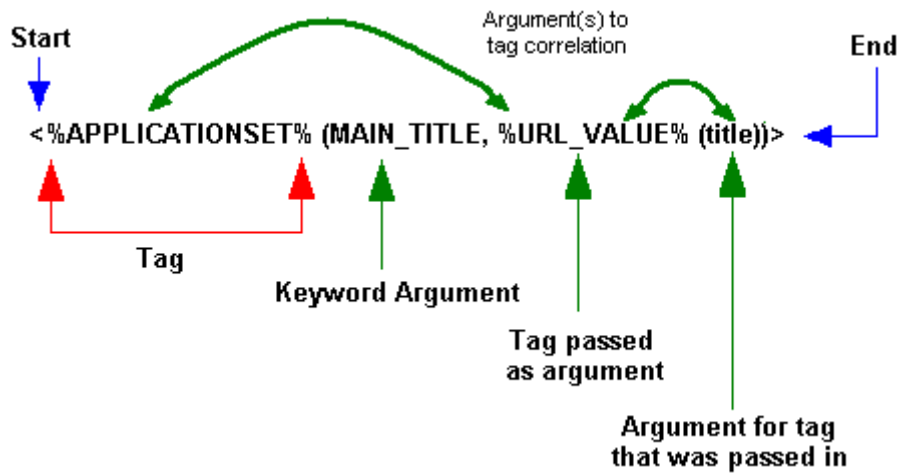


Figure 1.3

**Set Value Tag (expanded):** The figure pictured above is the most commonly used method for setting values within the Whatsup Gold template environment. It introduces the capability of passing tags as arguments into other tags. Two tags are used within this sequence, the “%APPLICATIONSET%” and the “%URL\_VALUE%.” The result from processing the “%URL\_VALUE%” tag will be passed in as the second argument to the

“%APPLICATIONSET%” tag, this is very similar in concept to the operation of **Figure 1.2**. The only difference from this scenario and the Set Value tag (simple) scenario is that the value that the main title will be changed to is coming from the URL (form submission) and is dynamic, while the Set Value tag (simple) scenario is static.

```
<table border=1>
<%START_DEVICE_LIST%>
<tr>
    <td><%DEVICE% DISPLAY_NAME> </td>
    <td><%DEVICE% HOSTNAME > </td>
    <td><%DEVICE% IP_ADDRESS> </td>
</tr>
<%END_DEVICE_LIST%>
</table>
```

**Example 1.1**

**List Tag:** The syntax of a List tag is straightforward; it requires no arguments, and works in pairs. There is a start of sequence tag, which is always preceded with a “START” and terminates with an “END” of sequence tag. Whatever source code, HTML or Template tags, that exist between the start and end sequences will be duplicated for each object that the list is iterating over. In **Example 1.1**, a list of devices is being displayed in a table; each device’s information for the current map (display-name, hostname, and IP address) would be displayed on a horizontal line.

```
<%IF% true>
    <p> This section gets displayed </p>

<%ELSE%>
    <p> This section does not get displayed </p>

<%ENDIF%>
```

**Example 1.2**

**Conditional tags:** Conditional tags have no keyword (predefined) arguments, but instead operate on the occurrence of the word “true” or “false”. Many utility tags expand to “true” or “false” when executed, “%MATCH%” and “%GREATERTHAN%” for example works this way. In Example 1.2 you can see how the flow of execution is altered to only allow the section between the “%IF%” and the “%ELSE%” to be processed since the condition being evaluated is “true.” If “false” was found next to the “%IF%” tag instead of “true” then the section between “%ELSE%” to the “%ENDIF%” would be executed.

```
<%IF% IS_WEBSERVER_ENABLED>
  <p> The Web Server is enabled </p>

<%ELSE%>
  <p> The Web Server is disabled </p>

<%ENDIF%>
```

Example 1.3

**Boolean Arguments:** Boolean Arguments operate strictly with Conditional tags. These arguments test for true or false cases for certain objects in context, for example “Is the web server enabled” or “is a service up.” These arguments differ from normal arguments in the sense that depending on the argument you use requires a different type of object to change. For instance, to check if the web server is enabled requires no object in context, but if you wanted to see if a service is up, you would need a specific service to check, which requires a device to be in context, which in turn requires a map to be in context. In **Example 1.3** you can see where a Boolean Argument is being used in conjunction with a Conditional tag to test for the true/false condition of whether the web server is enabled.

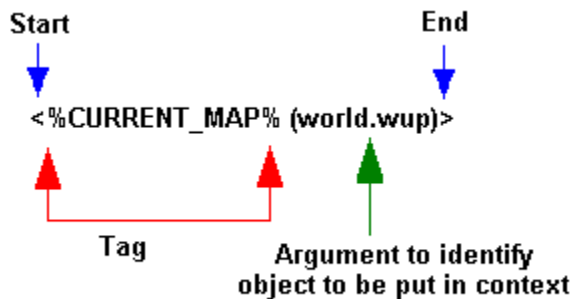


Figure 1.4

**Context tags:** Context tags are used to establish a context so that certain tags know which instance of a type of object to reference. They take one argument, which is user defined, IE: not a keyword argument. Context tags are similar to list tags in the regards that both of them change the current context of a specific object type in context, but List tags iterate the entire collection of an object type while Context tags work for a particular object. In **Figure 1.4** it can be seen that a specific filename is being passed to the “%CURRENT\_MAP%” tag, this is so that this specific map’s attributes can be referred to later in the template. Continuing with this example, it would be possible to use the “%MAP%” tag later to get specific information on this map. It would also be possible to use certain Boolean tags to query states on the map.

**Utility tags:** Utility tags do not all follow a specific syntax. Therefore it is necessary to reference the help individually for the syntax for each tag.

## **Get Value Tags:**

- **%APPLICATION\_SETTINGS%** - Provides access to high-level program attributes such as application title, startup map directory, and others.
- **%DEVICE%** - Provides access to most of the device level properties. Requires a device to be in context before it expands into its values.
- **%DEVICE\_ALERT%** - Makes available the specific properties of a device alert that's attached to a device. Requires a device and device alert to be in context.
- **%DEVICE\_TYPE%** - Used to provides a list of device types currently on the system. Needs to be used with its corresponding list tag.
- **%EVENT%** - This tag is used to represent an Event as defined within the WhatsUp Gold console. They can be associated or dissociated from Alerts and Devices, but not deleted from the system.
- **%EVALUATION%** - This tag allows you to retrieve the number of days left in your evaluation.
- **%HEADER\_VALUE%** - When form data is sent to a web page, its data is in form of name=value pairs. The Header tag allows you to iterate each name=value pair and get the corresponding name and value. Needs to be used with its corresponding list tag.
- **%MAP%** - Provides access to most of the map centric data. Requires a map object.
- **%NOTIFICATION%** - Makes available information about a notification type. A notification has to be in scope before this tag can be used.
- **%PERFORMANCE\_REPORT%**- Provides the ability to view Performance Graphs from the web. Requires a performance graph object to be in context.
- **%RECURRING\_NOTIFICATION%** - Allows access to a specific recurring notification. General access information is alert name, interval, start time, etc. A recurring notification has to be in context before it can be used.
- **%SERVICE%** - This Service tag represents a service name that is attached to a device; it provides no information about state or statistics. The Service tag requires a device, which requires a map to be in scope.
- **%SERVICE\_STATISTICS%** - This Service centric tag provides all the statistical data associated with a monitor. Use this tag to retrieve the Up/Down state of a service. This tag requires a device and map to be in scope.
- **%SOUND\_TYPE%** - Based upon a specific event this tag will return the sound filename that represents the specific event indicated. It does not require a specific object type to be in scope.
- **%TIME%** - This tag is used to get the current system time and date. It does not require a specific object type to be in scope.
- **%UNLOADED\_MAP%** - An unloaded map cannot be represented by the **%MAP%** tag because of the sole fact that it is not loaded, explicitly there is no data to be gathered about the map other than the filename until it is loaded.
- **%USER%** - This tag represents a user object. It allows access to username and password as well as a means to check user privileges. A user object has to be in scope before this tag can be used.
- **%USER\_MAP%** - This tag affords the ability to check the user permissions for a particular map in context. It requires that a user and a user map object be in context.
- **%WEB\_MENU%** - Within the hosttype.ini file you have the feature to create custom menu items for specific device types. This tag provides support for these "Web Menu" commands.

## **%APPLICATION\_SETTINGS%**

---

Provides access to high-level program attributes such as application title, startup map directory, and others.

### **Syntax:**

*Output* <**%APPLICATION\_SETTINGS%** keyword-argument>

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
MAIN_TITLE	Displays the main title of the application to be found in the console under the Web Server properties.
MAP_LOADED_COUNT	Provides the current count of loaded maps that the user has access to.
RECURRING_NOTIFICATION_COUNT	(v.701) Retrieves the number of recurring notifications that are defined on the system. 10 is currently the Max.
STARTUP_MAP_DIRECTORY	Displays the directory to where WhatsUp Gold looks to for loading and saving maps.
STARTUP_MAPS	Displays the main title of the application to be found in the console under the Web Server properties.
STARTUP_WEB_DIRECTORY	Displays the directory that WhatsUp Gold refers to for retrieving its web files (templates, images, etc).
STATISTICS_UPDATE	Retrieves the interval by which WhatsUp Gold writes all of its map statistics to disk.
WEB_REFRESH_RATE	Retrieves the interval that web pages that should refresh themselves. For this mechanism to work, a “refresh meta tag” (HTML) has to be included in the template with its refresh frequency set to this value.

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

%APPLICATIONSET%

## %DEVICE%

---

The device tag is one of the fundamental and most often used tags within the web template system. It provides a view into most of the properties and statistics centric to a particular device. This tag provides most of the data displayed in the device view page as well as the device settings page.

### Syntax:

*Output <%DEVICE% keyword-argument>*

### Parameters:

Keywords	Description
ALERT_COUNT	Displays how many Alerts that are currently attached to this device. These are not active alerts, and will never be greater than 10.
ALERTS_SENT	(v.701) The number of alerts that have been sent for this device. Resetting counters will reset this value.
AVERAGE_RESPONSE_TIME	Numerical value of the last response time.
CLEAR_TIME	The time that statistics were last cleared.
CURRENT_DOWN_COUNT	The current count of missed polls for a down device.
DISPLAY_NAME	The name by which a device appears by on a map.
DOWN_DEPENDENCY_ID	The ID of the device that this device is down dependent on.
DOWN_DEPENDENCY_NAME	The Name of the device that this device is down dependent on.
DOWN_TIME	The time since the first missed poll for this device, if the device has not had an up poll. I.e.: a device has been down for 3 hours & 2 minutes.
END_MONITOR_TIME	When specifying a time interval to monitor a device, this is the end boundary for the time in hours.
HOST_TYPE	The associated type for this device. (i.e.: Server)
HOSTNAME	The hostname associated with the device.
INFO_LINE_1	The user defined information line 1.
INFO_LINE_2	The user defined information line 2.
IP_ADDRESS	The IP address for the device.
LAST_MISSED_POLL_TIME	The time of day at which the last missed poll time occurred.
LAST_POLL_TIME	The last time this device was polled.
LAST_SUCCESSFUL_POLL_TIME	The time of day at which the last missed poll time occurred.
MAX_RESPONSE_TIME	The longest amount of time it took this device to respond.
MIN_RESPONSE_TIME	The shortest amount of time it took this device to respond.
MONITOR_COUNT	The amount of services that are attached to this device.
MONITOR_DOWN_COUNT	(v.701) The number of services attached to this device that are currently down.
NOTES	User defined note field
OID	The SNMP Object ID for this device.
PERCENT_DOWN	Percentage down time statistic.
PERCENT_UP	Percentage up time statistic.
PERIOD	The period of time this device has been monitored.
POLL_COUNT	Number of times this devices has been polled.

POLL_FREQUENCY	Number of times a poll has to occur for the map for this device to be polled. (Defaults to 1)
POLL_STATE_COLOR	State of the device via polling, it is not inclusive of service state. Returns a hexadecimal color.
POLL_TIMEOUT	How many seconds to wait till a device is considered to have missed a poll.
POLL_TYPE	The polling method to monitor the device (ICMP, TCP, etc)
POLLS_MISSED	Number of polls this device has missed.
READ_COMMUNITY	SNMP Read Community
SERVICES_STATE_COLOR	Summary color for the services state.
START_MONITOR_TIME	When specifying a time interval to monitor a device, this is the beginning boundary for the time in hours.
STATE	Numeric code of what the device's state is.
STATE_COLOR	State of the device and is inclusive of service state. Returns a hexadecimal color.
STATUS	String representation of the device's state.
STATUS_DESCRIPTION	String representation of the device's state.
SUBNET_MAP_NAME	The matching map file name if this device is a subnet. This will return a filename if a map file is found on disk by its display name, map name, or IP address.
TIME_OF_LAST_STATE_CHANGE	The time at which an event last occurred on this device.
TOTAL_DOWN_COUNT	The count of missed polls for a device that is up.
UNIQUE_ID	The unique identifier for a device. This ID is a means to set a device into context.
UP_DEPENDENCY_ID	The ID of the device that this device is up dependent on.
UP_DEPENDENCY_NAME	The Name of the device that this device is down dependent on.
WRITE_COMMUNITY	The SNMP write community

**Permissions:**

(Access to the map)

Access Host Pages

*The following keywords do not require Host Page access:*

DISPLAY\_NAME, POLL\_TYPE, UNIQUE\_ID, PERIOD, PERCENT\_UP,  
PERCENT\_DOWN, DOWN\_TIME, POLL\_COUNT,  
ALERTS\_SENT, AVERAGE\_RESPONSE\_TIME,  
MIN\_RESPONSE\_TIME, MAX\_RESPONSE\_TIME,  
POLL\_STATE\_COLOR, STATE\_COLOR

**Context:**

MAP, DEVICE

**See Also:**

%DEVICESET%, %START\_DEVICE\_LIST%, %MAP%,  
%CURRENT\_MAP%, %CURRENT\_DEVICE%,  
%CURRENT\_DEVICE\_AT\_MOUSE%

## **%DEVICE\_ALERT%**

---

The device alert tag represents an instance of a notification that is attached to a device. Once a notification is attached to a device, it is then referred to as an alert. Within the console this information is seen from the Alerts page within the device properties dialog.

### **Syntax:**

*Output <%DEVICE\_ALERT% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
ALERT_NAME	The name of the alert. (Type/Name)
CODE	The Device Identifier that stores miscellaneous information for the alert when processed.
ENCODED_STRING	A formatted string is displayed that contains the Alert-name, trigger, start time and end time.
END_TIME	The latest time by which this alert can be sent.
INDEX	The index by which this alert is stored on the device. This index is the means by which to set an alert into context.
START_TIME	The earliest time by which this alert can be processed.
TRAP	The trap is specific SNMP data that triggers this alert if an SNMP trap is received by the device.
TRIGGER	The number of missed polls until this alert is triggered.

### **Permissions:**

(Access to the map)  
Configure Devices

### **Context:**

MAP, DEVICE, ALERT

### **See Also:**

%START\_ALERT\_LIST%, %ALERTSET%,  
%ACKNOWLEDGE\_DEVICE\_ALERTS%, %CURRENT\_ALERT%,  
%CURRENT\_MAP%, %CURRENT\_DEVICE%,

## **%DEVICE\_TYPE%**

---

This tag provides the ability to get information about a specific device type on the system. This tag will only have scope within its corresponding device type list tag that iterates the list. This information is viewable within the console by clicking configure and device types.

### **Syntax:**

*Output <%DEVICE\_TYPE% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
INDEX	Index of this device type with the list that is currently being iterated
TYPE	The name of the device type. (Workstation, Bridge, Subnet, etc)

### **Permissions:**

Configure Devices

### **Context:**

None: global

### **See Also:**

[%START\\_DEVICE\\_TYPE\\_LIST%](#)

## **%EVALUATION%**

---

(v.701) The Evaluation tag provides the ability to retrieve evaluation information about WhatsUp Gold. This tag is only useful when running a Demo version of WhatsUp Gold.

### **Syntax:**

*Output* <**%EVALUATION%** keyword-argument>

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
DAYS_LEFT	The number of days left for this evaluation copy.

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

%IF%, %ELSE%

## **%EVENT%**

---

(v.800) The Event tag represents an event within WhatsUp Gold. An event is globally defined and can be associated with specific device instances. Once an Event has been associated to a device, and then can be associated to a Server or an Alert. If associated to a Service, then the Device's state can be triggered; if it associated to an Alert, then an Alert will be triggered when the event occurs.

### **Syntax:**

*Output <%EVENT% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
INSTANCE_NAME	The Name of the Event
ABBREVIATED_ASSOCIATED_SERVICE	The Associated Service if there is one.

### **Permissions:**

None

### **Context:**

None or Device

### **See Also:**

%MAP%, %DEVICE%, %SERVICE%, %ALERT%

## **%HEADER\_VALUE%**

---

The header value tag is a very useful tag for processing form submitted data. It provides the ability to iterate through the entire collection of form submitted data and retrieves the name and value of the form's data. This tag is similar to the %URL\_VALUE% tag, but it allows you to retrieve multiple name=value pairs if the name appears twice in a collection. This tag is used primarily with adding/removing multiple services at one time.

### **Syntax:**

*Output <%HEADER\_VALUE% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
HEADER_ARGUMENTS	(v.800) Provide a means to access the arguments from the URL line directly. This will be in the normal HTTP format. Name=Value&
NAME	The Name of the data as it appears in the form submitted data. "EditBox = My Test Info", in this instance the name would be EditBox.
VALUE	The Value of the data as it appears in the form submitted data. "EditBox = My Test Info", in this instance the value would be My Test Info.

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

%START\_HEADER\_VALUE\_LIST%, %URL\_VALUE%, %MATCH%

## **%MAP%**

---

The map tag is one of the fundamental and most often used tags within the web template system. It provides the top-level information about associated with a map.

### **Syntax:**

*Output <%MAP% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
FILENAME	The filename of the map. This is also used as the unique identifier to set a map into context.
IMAGE	The image is the specially created filename generated by WhatsUp gold. When the web browser sends a request to view the image, the web server renders the map and sends it to the web browser.
NAME	The display name of the map. Configurable through map properties.
NETMASK	The netmask of the map. Configurable through map properties. (Used for mapping subnets)
NETWORK	The network of the map. Configurable through map properties. (Used for mapping subnets)
PARENT_MAP_NAME	(v.701) Retrieves the current map's parent's map name.
POLL_INTERVAL	How frequently the devices on the map are polled.
TIMEOUT	The default timeout by which to determine if a device is up or down.
TOTAL_DEVICES	(v.701) Returns the number of devices on a map.
TOTAL_DEVICES_DOWN	Summary information on the count of devices down.
TOTAL_DEVICES_UP	Summary information on the count of devices up.
TOTAL_SERVICES_DOWN	Summary information on the count of services down.

### **Permissions:**

(Access to the map)

### **Context:**

MAP

### **See Also:**

%MAPSET%, %ACKNOWLEDGE\_MAP\_ALERTS%,  
%START\_LOADED\_MAP\_LIST%, %CURRENT\_MAP%

## **%NOTIFICATION%**

---

Notifications in WhatsUp Gold v6 and v7 are in the form of plug-ins. Therefore, the ability to access specific information about the contents of a particular instance of a notification is not available within the web template system. With that in mind, the data that is available about notifications are the types currently available on the system, and information about the notification in general.

### **Syntax:**

*Output <%NOTIFICATION% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
DESCRIPTION	A description of the notification as provided by the author of the notification.
INDEX	The index of a notification as it is iterated through a list. The index is also the means to set a notification in context.
INSTANCE_NAME	When applicable, the instance name of a particular notification. This takes the form of type and name separated by a forward slash.
MANUFACTURER	The company that authored the plug in.
TYPE	The type of notification as it appears in the Notification Library. (Pager, Beeper, Email. Etc.)

### **Permissions:**

Configure Reports

### **Context:**

NOTIFICATION

### **See Also:**

%START\_NOTIFICATION\_TYPE\_LIST%,  
%START\_NOTIFICATION\_INSTANCE\_LIST%,  
%NOTIFICATIONSET%, %RECURRING\_NOTIFICATION%

## **%PERFORMANCE\_REPORT%**

---

The Performance report tag provides the ability to view Performance Graphs that have been generated within the WhatsUp Gold console. Only reports that end with an underscore followed by an extension can be viewable using this tag (`_HTML`, `_PDF`, `_WORD`, etc). Once a report has been generated via the console, it is stored under the “Reports” subdirectory beneath whatever directory that contains the template files.

### **Syntax:**

*Output* `<%PERFORMANCE_REPORT% keyword-argument>`

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
NAME	The display name of the performance graph. This is reflective of the date the file was generated.
URL	The URL to the index.html file that is used to display the performance graph. This points to a local directory.

### **Permissions:**

Access Full log

### **Context:**

Performance report

### **See Also:**

`%START_PERFORMANCE_REPORT_LIST%`

## **%RECURRING\_NOTIFICATION%**

---

A recurring notification is similar to a device alert in the regards that it is an instance of a notification. A device alert is triggered by an event associated with the device, while a recurring notification is triggered at a regular time interval.

### **Syntax:**

*Output <%RECURRING\_NOTIFICATION% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
ALERT_NAME	The name of the alert in the syntax of Notification/Name.
BEEPER_MESSAGE	Additional information for the Recurring Notification if its of type beeper.
END_TIME	The latest time this Recurring Notification can be sent.
FULL_STRING	A string encoding of all of the parameters for the recurring notification. Form: Alert-Name Interval Start-Time End-Time Flags Log-Lines
INDEX	The index of the recurring notification while in a list. The index is also the method to set a recurring notification in context.
INTERVAL	The time interval at which the notification is triggered.
NUMBER_OF_LOG_LINES	Quantity of log lines to send to the notification if its applicable to the notification.
START_TIME	The earliest time this recurring notification can be sent.

### **Permissions:**

Configure Reports

### **Context:**

RECURRING\_NOTIFICATION

### **See Also:**

%START\_RECURRING\_NOTIFICATIONS\_LIST%,  
%CURRENT\_RECURRING\_NOTIFICATION%

## **%SERVICE%**

---

The service tag allows for visibility to what monitors are associated with a device.

### **Syntax:**

*Output <%SERVICE% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
ARGUMENT	(v.800) Some specialized service plug-ins will accept optional arguments to modify the way they behave during a poll.
COMMENT	(v.800) Optionally text associated with the service.
FULLNAME	The descriptive name of the service in context. It includes a user specified comment if one has been defined.
ID	The unique identifier for the service. This identifier is what designates a specific service in context.
NAME	The short name for a service. This string name is identical to the full name if the user has not specified a comment.
ABBREVIATED_NAME	The abbreviated name for a service. This is tied directly to the "AbbreviatedName=" line in the services.ini file.

### **Permissions:**

(Access to the map)  
Configure Devices

### **Context:**

MAP, DEVICE, SERVICE

### **See Also:**

%START\_DEVICE\_SERVICE\_LIST%, %CURRENT\_SERVICE%,  
%SERVICE\_STATISTICS%,  
%START\_SERVICE\_STATISTICS\_LIST%,  
%START\_MASTER\_SERVICE\_LIST%,  
%CURRENT\_MAP%, %CURRENT\_DEVICE%,

## **%SERVICE\_STATISTICS%**

---

Unlike the %SERVICE% tag, the %SERVICE\_STATISTICS% tag is used to provide certain statistical data associated with a service. The %SERVICE% tag is primarily used just to see the services on a device. The only way to access a service statistic is using the %START\_SERVICE\_STATISTICS\_LIST% tag.

### **Syntax:**

*Output <%SERVICE\_STATISTICS% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
ABBREVIATED_NAME	The abbreviated name for a service. This is tied directly to the "AbbreviatedName=" line in the services.ini file.
ARGUMENT	(v.800) Some specialized service plug-ins will accept optional arguments to modify the way they behave during a poll.
AVERAGE_RESPONSE_TIME	The average amount of time it took the service to respond.
CURRENT_DOWN_COUNT	(v.800) The current count of missed checks for a down service.
COMMENT	(v.800) Optionally text associated with the service.
DOWN_TIME	The amount of time this service has been down
FULLNAME	The name of the service.
MAX_RESPONSE_TIME	The maximum amount of time it took the service to respond.
MIN_RESPONSE_TIME	The minimum amount of time it took the service to respond.
PERCENT_DOWN	The percentage of time this service has been down
PERCENT_UP	The percentage of time this service has been up.
POLL_COUNT	The amount of times this service has been polled.
TELNET_HYPERLINK	This is the constructed Telnet hyperlink for a service.
TIME_OF_LAST_STATE_CHANGE	(v.800) The time at which an event last occurred for this service.
TOTAL_DOWN_COUNT	(v.800) The count of missed checks for a service that is up.

### **Permissions:**

(Access to the map)

### **Context:**

MAP, DEVICE, SERVICE STATISTIC

### **See Also:**

%START\_SERVICE\_STATISTICS\_LIST%, %SERVICE%,  
%CURRENT\_SERVICE%,  
%CURRENT\_MAP%, %CURRENT\_DEVICE%,

## **%SOUND\_TYPE%**

---

Certain events within WhatsUp Gold can trigger or should trigger sounds to be played in a web browser. The %SOUND\_TYPE% tag is the mechanism to correlate an event to its corresponding sound file. This tag has to be used in conjunction with the HTML <bgsound> tag or with embedded sound objects.

### **Syntax:**

*Output <%SOUND\_TYPE% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
ALARM	Filename that WhatsUp gold uses as an alarm. (Alarm1.wav)
HOST	Filename that WhatsUp gold uses for a host. (Ahost.wav)
ISDOWN	Filename that WhatsUp gold uses when a device goes down. (isdown.wav)
ISUP	Filename that WhatsUp gold uses when a device comes back up after being down. (isup.wav)
SERVICEDOWN	Filename that WhatsUp gold uses when a service goes down. (svcdown.wav)
SERVICEUP	Filename that WhatsUp gold uses when a service comes back up after being down. (svcdown.wav)
WEBDOWN	This sound is triggered if any devices or services are down for a map.

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

## **%TIME%**

---

The %TIME% tag is the means to retrieve the current system date and time.

### **Syntax:**

*Output <%TIME% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
CURRENT_DATE	Current date: YYYY/MM/DD
CURRENT_TIME	Current time: HH:MM

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

%INCLUDE%

## **%UNLOADED\_MAP %**

---

The tag that represents the filename of a map that currently resides on disk, but is not currently loaded within WhatsUp Gold. Since the map is not loaded, WhatsUp Gold is unable to retrieve any information about it, except its filename. It is only possible to load maps from the “Map directory”, which is specified within the web configuration.

### **Syntax:**

*Output <%UNLOADED\_MAP% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
NAME	The filename of map that resides on disk.

### **Permissions:**

Web Configuration is enabled  
Configure Program

### **Context:**

UNLOADED MAP

### **See Also:**

%START\_UNLOADED\_MAP\_LIST%, %APPLICATIONSET%

## **%USER%**

---

The %USER% tag gives access to the user(s) defined within WhatsUp Gold.

### **Syntax:**

*Output <%USER% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
MAP_COUNT	The amount of maps that a user has access to.
PASSWORD	The password of the user.
USER_NAME	The username of the user. This value is used to set a user in context.

### **Permissions:**

Configure Users

### **Context:**

USER

### **See Also:**

%START\_USER\_LIST%, %USERSET%, %USER\_MAP%,  
%CURRENT\_USER%

## **%USER\_MAP%**

---

A user map represents an instance of a map that a user has access to. Web access changes for a user depending on what map has focus, and the %USER\_MAP% tag is the method to retrieve the map name. There are a number of Boolean Arguments that require this object to be in scope to verify user permissions.

### **Syntax:**

*Output <%USER\_MAP% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
INDEX	The index of the user map when indexing through the user map list.
NAME	The name of the user map. The name is also the means for setting a specific user map in context.

### **Permissions:**

Configure Users

### **Context:**

USER

### **See Also:**

%CURRENT\_USER\_MAP%, %START\_USER\_MAP\_LIST%,  
%START\_USER\_MAP\_AVAILABLE\_LIST%, %USER\_MAPSET%

## **%WEB\_MENU%**

---

The %WEB\_MENU% tag provides support to define custom menus for devices based upon their device type as specified within the hosttype.ini file. Refer to the WhatsUp Gold documentation on how to correctly edit the hosttype.ini file to produce web menu items.

### **Syntax:**

*Output <%WEB\_MENU% keyword-argument>*

### **Parameters:**

<b>Keywords</b>	<b>Description</b>
ARGUMENTS	Additional arguments that get appended after the command Keyword argument is used.
COMMAND	The command that gets executed when the link is clicked.
NAME	The name that the command appears as. IE: the name of the hyperlink, while command is the hyperlink destination address.

### **Permissions:**

None: global

### **Context:**

DEVICE

### **See Also:**

%DEVICE%, %DEVICE\_TYPE%, %START\_WEB\_MENU\_LIST%

## ***Set Value Tags:***

- **%ALERTSET%** - Provides the ability to modify the values associated with an alert tied to a device.
- **%APPLICATIONSET%** - This tag allows the modification of high-level application data.
- **%DEVICESET%** -Provides a method to change values on a device.
- **%MAPSET%** - Provides access to add, edit, or remove a map.
- **%NOTIFICATIONSET%** - Provides a means to instruct a notification plug-in to Add/Edit/Remove a notification instance.
- **%RECURRINGNOTIFYSET%** - Similar to the **%ALERTSET%** tag, this tag allows configuration of a specific recurring notification.
- **%SERVICESET%** - Provides the ability to add, enable, disable, or remove a service.
- **%USERSET%** - Provides a means to add, edit user privileges, or delete a user.
- **%USER\_MAPSET%** - Provides a means to add, remove, or modify user privileges for a user map.

## %ALERTSET%

---

The %ALERTSET% tag is the means to add new alerts, edit an alert, delete an alert, or turn off the processing of all alerts for a device.

### Syntax:

*Void <%ALERTSET% (keyword-argument, user-value)>*

### Parameters:

Keywords	User-Value	Description
ADD_EVENT	String to Identify Event to add.	(v.800) Associates an Device Event that will trigger the alert.
ANY_EVENT	0 or 1 to turn on or off	(v.800) Toggles whether any event for this device will trigger the alert, or only the ones associated.
ALERT_NAME	String for Alert name.	Modify which notification the alert uses when it processes.
ALERT_MONDAY	0 or 1 to turn on or off	Toggles alert to send on Mon.
ALERT_TUESDAY	0 or 1 to turn on or off	Toggles alert to send on Tues.
ALERT_WEDNESDAY	0 or 1 to turn on or off	Toggles alert to send on Wed.
ALERT_THURSDAY	0 or 1 to turn on or off	Toggles alert to send on Thu.
ALERT_FRIDAY	0 or 1 to turn on or off	Toggles alert to send on Fri.
ALERT_SATURDAY	0 or 1 to turn on or off	Toggles alert to send on Sat.
ALERT_SUNDAY	0 or 1 to turn on or off	Toggles alert to send on Sun.
ALERTS_ENABLED	0 or 1 to turn on or off	Turn alerts on or off.
CODE	Numeric for new code	The Device Identifier that stores miscellaneous information for the alert when processed.
NEW_ALERT	String name of new alert	Adds a new alert and puts it in context
NOTIFY_EVEN_IF_ACKNOWLEDGED	0 or 1 to turn on or off	Notify a user even if alert has been acknowledged?
NOTIFY_ON_UP	0 or 1 to turn on or off	Send another alert when device comes back up?
REMOVE	<i>Argument necessary but ignored.</i>	Deletes the current Alert in context.
REMOVE_ALL_EVENTS	<i>Argument necessary but ignored.</i>	(v8.00) Removes all Event associations to this alert.
REMOVE_EVENT	String to identify the Event.	(v8.00) Removes an association from a Device-Event to an Alert
SEND_INDIVIDUAL_UP_ALERTS	0 or 1 to turn on or off	(v7.03) Send individual UP alerts for when the device or a service(s) comes back up.
START_TIME	0000 to 2400 (time)	Modifies the time that the alert can be sent.

## **%ALERTSET%**

**continued...**

STOP_TIME	0000 to 2400 (time)	Modifies the time that the alert can be sent.
TRAP	String for the SNMP trap to trigger the alert.	The SNMP identifier to trigger the alert.
TRIGGER	Numeric for new trigger.	How many down polls till the alert is triggered.
USE_EVENTS	0 or 1 to turn on or off	(v.800) Turn on/off the option for Events to trigger this alert.
USE_SNMP_TRAPS	0 or 1 to turn on or off	(v.701) Turn the flag on or off to use an SNMP trap to trigger the alert.

### **Remarks:**

The NEW\_ALERT argument does not require that an alert be in context. After using this tag, a new alert is put into context and all subsequent calls using this tag apply to the newly added alert. The ALERTS\_ENABLED argument also does not require an alert to be in context, since it affects all the alerts for a device.

### **Permissions:**

Configure Devices

### **Context:**

MAP, DEVICE, ALERT

### **See Also:**

%START\_ALERT\_LIST%, %ACKNOWLEDGE\_DEVICE\_ALERTS%,  
%CURRENT\_ALERT%, %CURRENT\_MAP%,  
%CURRENT\_DEVICE%

## %APPLICATIONSET%

---

The %APPLICATIONSET% provides the ability modify settings and perform actions such as loading a map, serialize map statistics, or even turning off the web server.

### Syntax:

*Void <%APPLICATIONSET% (keyword-argument, user-value)>*

### Parameters:

Keywords	User-Value	Description
LOAD_MAP	String of the map filename.	Instructs WhatsUp Gold to load the specified map.
MAIN_TITLE	String of the new title.	Changes the title that is displayed.
RECURRING_NOTIFICATIONS_ENABLED	0 or 1 to turn on or off	Turns processing for recurring notifications on or off.
SAVE_MAP	String of the map filename.	(v.800) Instructs WhatsUp Gold to write the specified map to disk.
STARTUP_MAP_DIRECTORY	String of the new map directory.	The directory WhatsUp Gold refers to when loading & unloading maps.
STARTUP_MAPS	String of the maps to load at application start.	When WhatsUp Gold is initially started, it loads these maps by default.
STATISTICS_UPDATE	Numeric to change the statistics update frequency.	How frequently in hours that WhatsUp Gold writes the statistics data to disk.
UNLOAD_MAP	String of the map filename.	Instructs WhatsUp Gold to unload the specified map.
UPDATE_STATISTICS	<i>Argument necessary but ignored.</i>	Does an immediate update of all the statistics for all maps loaded.
WEB_REFRESH_RATE	Numeric value for refreshing web pages.	Retrieves the interval that web pages that should refresh themselves. For this mechanism to work, a “refresh meta tag” (HTML) has to be included in the template with its refresh frequency set to this value.
WEBSERVER_CONFIGURATION_ENABLED	0 or 1 to turn on or off	Toggle Web Configuration. If this flag is not set, then certain abilities such as load/unload maps, and notifications.
WEBSERVER_ENABLED	0 or 1 to turn on or off	Toggle the web server. The web server will not turn off until WhatsUp Gold is restarted.



**Permissions:**

Configure Program

**Context:**

None: global

**See Also:**

%APPLICATION\_SETTINGS%, %LOG\_USER\_EVENT%

## **%DEVICESET%**

---

The %DEVICESET% tag is responsible for modifying settings and controlling polling behaviors for specific devices. You can also use this tag to create new devices on a map.

### **Syntax:**

*Void <%DEVICESET% (keyword-argument, user-value)>*

### **Parameters:**

<b>Keywords</b>	<b>User-Value</b>	<b>Description</b>
ADD_EVENT	String of the event to add.	(v.800) Associates an event to a device. It is enabled by default.
DEVICE_MONDAY	0 or 1 to turn on or off	Toggles Monitoring for Mondays.
DEVICE_TUESDAY	0 or 1 to turn on or off	Toggles Monitoring for Tuesdays.
DEVICE_WEDNESDAY	0 or 1 to turn on or off	Toggles Monitoring for Wednesdays.
DEVICE_THURSDAY	0 or 1 to turn on or off	Toggles Monitoring for Thursdays.
DEVICE_FRIDAY	0 or 1 to turn on or off	Toggles Monitoring for Fridays.
DEVICE_SATURDAY	0 or 1 to turn on or off	Toggles Monitoring for Saturdays.
DEVICE_SUNDAY	0 or 1 to turn on or off	Toggles Monitoring for Sundays.
DISPLAY_NAME	String of the device's new display name.	The name that appears for a device.
DISABLE_EVENT	String of the Event to disable.	(v.800) Makes an Event stop listening. It must already be associated to the device.
DOWN_DEPENDENCY	Numeric of the host's ID to be dependent on	Use the %DEVICE% UNIQUE_ID tag to retrieve the identifier to set the down dependency.
ENABLE_EVENT	String of the Event to enable.	(v.800) Turns an Event into listen mode. It must already be associated to the device.
END_MONITOR_TIME	0000 to 2400 (time)	When specifying a time interval to monitor a device, this is the ending boundary for the time in hours.
HOST_TYPE	String of the new host type name.	A string of one of the defined host types on the system.
HOSTNAME	String of the identifying host name.	The hostname used to poll the device.
INFO_LINE_1	String of the new info line	User defined information.
INFO_LINE_2	String of the new info line	User defined information.
IP_ADDRESS	String/Numeric to change the IP address to	The IP address used in polling.
LOGGING_ENABLED	0 or 1 to turn on or off	Toggles whether or not log information is stored for the device.
MONITORING_ENABLED	0 or 1 to turn on or off	Toggle whether or not the device is continued to be polled
NEW_DEVICE	String of the display name for the new device.	Creates a new device and puts it into context
NOTES	String for user notes	User defined information.

OID	String for the SNMP Object ID.	The SNMP object ID for the device being monitored.
POLL_FREQUENCY	Numeric for the poll frequency.	Number of times a poll cycle at the map level occurs for each corresponding device poll.
POLL_TIMEOUT	Numeric to modify the timeout period.	How many seconds to wait till a device is considered to have missed a poll.
POLL_TYPE	IPX, NETBIOS, TCP, SUBNET, CONTAINER	The poll type has to be one of the 5 values listed.
READ_COMMUNITY	String for the SNMP Community name.	The SNMP read community for the device.
REFRESH_EVENT_SERVERS	Unused.	(v.800) Informs Event Servers that changes have occurred to the device and they should refresh their event settings.
REMOVE_EVENT	String of the Event Name	(v.800) Removes the specified event from the device.
RESET_COUNTERS	Argument necessary but ignored.	Resets the statistics for the device. This includes missed polls used for alerts.
SNMP_ENABLED	0 or 1 to turn on or off	Toggle the device as SNMP manageable. See WhatsUp Gold help for what SNMP manageable devices are.
START_MONITOR_TIME	0000 to 2400 (time)	When specifying a time interval to monitor a device, this is the beginning boundary for the time in hours.
UP_DEPENDENCY	Numeric of the host's ID to be dependent on.	Use the %DEVICE% UNIQUE_ID tag to retrieve the identifier to set the up dependency.
WRITE_COMMUNITY	String for the SNMP Community name.	The SNMP write community for the device.

**Remarks:**

The NEW\_DEVICE argument does not require that a device be in context. After using this tag, a new device is put into context and all subsequent calls using this tag apply to the newly added device. RESET\_COUNTERS does an immediate reset of the missed poll count as well as status information dealing with a specific device.

**Permissions:**

Configure Devices

**Context:**

MAP, DEVICE

**See Also:**

%START\_DEVICE\_LIST%, %MAP%, %CURRENT\_MAP%,  
%CURRENT\_DEVICE%, %CURRENT\_DEVICE\_AT\_MOUSE%,  
%LOG\_USER\_EVENT%

## **%DEVICE\_EVENTSET%**

---

(v.800) This tag is used to associate an event that is already attached to a device to a service. Specifically, if an event is triggered for a particular device, then it will change the state of a service. For example, you could arrange it so that when a specific SNMP trap is received, it changes an HTTP service state to UP.

### **Syntax:**

*Void <%DEVICE\_EVENT\_SET% (keyword-argument, user-value)>*

### **Parameters:**

<b>Keywords</b>	<b>User-Value</b>	<b>Description</b>
ASSOCIATE_SERVICE_BY_ID	Numeric for the ID	Indicates what Service to associate by its id. (Check the service tag)
RESET_SERVICE_ASSOCIATION	Unused	Removes a service association from an event.
SERVICE_STATE_ON_EVENT	UP or Down	The state to change the service when the event is triggered.

### **Remarks:**

The service and event should already be attached to the device before you attempt to perform an association.

### **Permissions:**

Configure Devices

### **Context:**

MAP, DEVICE, EVENT

### **See Also:**

%MAP%, %DEVICE%, %EVENT%, %SERVICE%, %ALERT%

## **%MAPSET%**

---

The map set tag provides the ability to modify settings for a map. It also provides the method for creating new Maps within WhatsUp Gold.

### **Syntax:**

*Void <%MAPSET% (keyword-argument, user-value)>*

### **Parameters:**

<b>Keywords</b>	<b>User-Value</b>	<b>Description</b>
ACTIVE	0 or 1 to turn on or off	Toggle active polling
FILENAME	String for new map file name.	Change the path of the map.
NAME	String for new map title	The map's title. Title is "WhatsUp Gold" by default
NEW_MAP	String for the maps filename.	Creates a new map and puts it into context The map is blank by default (no devices).
POLL_INTERVAL	Numeric for the poll interval	How many seconds to pause between polling cycles.
REMOVE_DEVICE	String of the device to remove. Specified with the UNIQUE ID.	Removes the specified device from the map.
RESET_COUNTERS	Argument necessary but ignored.	Resets the counters for all devices on a map.
TIMEOUT	Numeric for the default timeout for a device.	If a device's timeout isn't otherwise specified this value is used to determine if it has missed a poll.
WRITE_TO_DISK	Argument necessary but ignored.	Saves the map to disk.

### **Remarks:**

The argument "WRITE\_TO\_DISK" is very important due to the fact that it instructs WhatsUp Gold to write the map's data to disk. This serializing of data to disk includes all the modified settings for devices, alerts, and settings. If changes occur to any of these items and this tag/argument is not used, then changes are loss.

### **Permissions:**

Configure Program (for access to the NEW\_MAP argument)  
Configure Map

### **Context:**

MAP

### **See Also:**

%MAP%, %ACKNOWLEDGE\_MAP\_ALERTS%,  
%START\_LOADED\_MAP\_LIST%, %CURRENT\_MAP%,  
%LOG\_USER\_EVENT%

## **%NOTIFICATIONSET%**

---

The Notification set tag provides a means to inform the notification plug-ins to display their corresponding pages depending on the desired task. The plug-ins themselves are responsible for displaying their pages.

### **Syntax:**

*Void* **<%NOTIFICATIONSET%** (*keyword-argument, user-value*)>

### **Parameters:**

<b>Keywords</b>	<b>User-Value</b>	<b>Description</b>
DELETE	String of the instance name to delete.	Deletes the notification instance that is specified.
DISPLAY_ADD_PAGE	String of the Notification <b>type</b> to display for	Displays the add page for this notification type.
DISPLAY_EDIT_PAGE	String of the Notification <b>type/instance</b> to display edit page for	Displays the edit page to edit a specific notification instance.
SAVE	String of the Notification <b>type/instance</b> to save settings for.	This tag will send the data that was submitted by the form to the notification so that it will save its information accordingly

### **Remarks:**

Part of the interface requirement for the Notifications is that the web page responsible for saving the form results from editing/adding a notification has to be named “\_maincfgret.cgi”. So the **<%NOTIFICATION% (SAVE, data) %>** tag has to be present within the before mentioned filename for notifications to be processed correctly.

### **Permissions:**

Configure Reports

### **Context:**

None: global

### **See Also:**

**%RECURRINGNOTIFYSET%**, **%ALERTSET%**,  
**%NOTIFICATION%**

## **%RECURRINGNOTIFYSET%**

---

The %RECURRINGNOTIFYSET% tag is the means to add new recurring notifications, edit a recurring notification, delete a recurring notification, or turn off the processing of all recurring notifications.

### **Syntax:**

*Void <%RECURRINGNOTIFYSET% (keyword-argument, user-value)>*

### **Parameters:**

<b>Keywords</b>	<b>User-Value</b>	<b>Description</b>
ALERT_NAME	String to change the notification method to.	Name of the notification to use to send the recurring notification.
BEEPER_MESSAGE	String for special beeper code.	Special code to send to notifications of type beeper.
DOWN_COUNT_ENABLED	0 or 1 to turn on or off	Toggles whether to include the down count.
DOWN_NAMES_ENABLED	0 or 1 to turn on or off	Toggles whether to include the down names.
END_TIME	0000 to 2400 (time)	The latest time by which this a recurring notification can be sent.
INTERVAL	Numeric of how often to send the notification.	The time interval to send the recurring notification.
LOGGING_ENABLED	0 or 1 to turn on or off	Toggles whether to include log data.
NEW_RECURRING_NOTIFICATION	String for the alert name for the new recurring notification.	Places a new recurring notification instance with the alert-name that was passed in.
NOTIFY_MONDAY	0 or 1 to turn on or off	Toggles processing for Mondays.
NOTIFY_TUESDAY	0 or 1 to turn on or off	Toggles processing for Tuesdays.
NOTIFY_WEDNESDAY	0 or 1 to turn on or off	Toggles processing for Wednesdays.
NOTIFY_THURSDAY	0 or 1 to turn on or off	Toggles processing for Thursdays.
NOTIFY_FRIDAY	0 or 1 to turn on or off	Toggles processing for Fridays.
NOTIFY_SATURDAY	0 or 1 to turn on or off	Toggles processing for Saturdays.
NOTIFY_SUNDAY	0 or 1 to turn on or off	Toggles processing for Sundays.
NUMBER_OF_LOG_LINES	Numeric for how many log lines to include.	If logging is enabled, then the amount of log lines to send with the recurring notification
REMOVE	Numeric for the instance to remove.	The index for the recurring notification to remove.
START_TIME	0000 to 2400 (time)	The earliest time by which this a recurring notification can be sent.
UP_COUNT_ENABLED	0 or 1 to turn on or off	Toggles whether to include the up count.
UP_NAMES_ENABLED	0 or 1 to turn on or off	Toggles whether to include the down count.

**Permissions:**

Configure Reports

**Context:**

RECURRING NOTIFICATION

**See Also:**

%START\_RECURRING\_NOTIFICATIONS\_LIST%,  
%CURRENT\_RECURRING\_NOTIFICATION%,  
%RECURRING\_NOTIFICATION%, %APPLICATION\_SETTINGS%,  
%APPLICATIONSET%, %LOG\_USER\_EVENT%

## **%SERVICESET%**

---

The %SERVICESET% tag provides the ability to add, remove, disable, and enable services for a device.

### **Syntax:**

*Void <%SERVICESET% (keyword-argument, user-value)>*

### **Parameters:**

<b>Keywords</b>	<b>User-Value</b>	<b>Description</b>
COMMIT_DELETES	<i>Argument necessary but ignored.</i>	Delete the services that have been marked to be deleted.
FLAG_DELETE	Index of the service to mark for deletion.	Flags a service to be deleted once the COMMIT_DELETES argument is used.
MONITOR	0 or 1 to enable/disable	Enables or disables the monitoring for the service in context
NEW_SERVICE	String for the new service.	Creates a new service and puts it in context.

### **Remarks:**

To facilitate the deletion of multiple services at one time, the arguments “FLAG\_DELETE” and “COMMIT\_DELETES” have been provided. It is intended that “FLAG\_DELETE” be used to mark all the services that need to be deleted while iterating through the service list. Following completion of the service list, the “COMMIT\_DELETES” flag should be called to do the actual removal of the services that were flagged.

### **Permissions:**

Configure Devices

### **Context:**

MAP  
DEVICE  
SERVICE (Monitor argument requires a service)

### **See Also:**

%SERVICE%, %START\_DEVICE\_SERVICE\_LIST%,  
%HEADER\_VALUE%, %CURRENT\_MAP%,  
%CURRENT\_DEVICE%, %LOG\_USER\_EVENT%

## %USERSET%

---

The %USERSET% tag allows configuration of a particular user's permissions within the WhatsUp Gold web environment. With this tag, you have the ability to add new users as well as delete existing ones. You can also use this tag to update a user's password.

### Syntax:

*Void <%USERSET% (keyword-argument, user-value)>*

### Parameters:

Keywords	User-Value	Description
ACCESS_LOG	0 or 1 to turn on or off	Toggles the privilege to access the entire log.
ACCESS_TOOLS	0 or 1 to turn on or off	Toggles the access tools privilege. (Net tools)
ADD_MAP	String of the map-name to add to the user	Adds a map to a user's list of accessible maps. The MAPSET tag can be used after this step to modify map level rights.
ADD_USER	String of the new user name.	Creates a new user object and puts it into context.
CONFIGURE_PROGRAM	0 or 1 to turn on or off	Toggles the configure program privilege.
CONFIGURE_REPORTS	0 or 1 to turn on or off	Toggles the configure reports privilege.
CONFIGURE_USERS	0 or 1 to turn on or off	Toggles the configure users privilege.
DELETE	User name of the user to delete.	Deletes the specified user
PASSWORD	String of the new password for the user.	Changes the user's password.
REMOVE_MAP	String of the map-name to remove from the user.	Removes a map from a user's list of accessible maps.
USER_NAME		

### Remarks:

Privileges within the WhatsUp Gold web environment are based upon access to the application as well as access upon specific maps. It is possible to give a user access to one map, but not give them access to another, as well as give them limited access to yet another. *See section on user rights for more information.*

### Permissions:

Configure Users

### Context:

USER (except for DELETE & ADD\_USER)

**See Also:**

%USER\_MAPSET%, %CURRENT\_USER%,  
%CURRENT\_USERMAP%

## **%USER\_MAPSET%**

---

The %USER\_MAPSET% tag allows for modification of map privileges associated with a user.

### **Syntax:**

*Void <%USER\_MAPSET% (keyword-argument, user-value)>*

### **Parameters:**

<b>Keywords</b>	<b>User-Value</b>	<b>Description</b>
MAP_ACCESS_HOST	0 or 1 to turn on or off	Toggles the access host privilege. (Access to devices)
MAP_ACCESS_LOG	0 or 1 to turn on or off	(v.800) Toggles the access map level log data privilege. (User can see log data that pertains to this map.)
MAP_ACKNOWLEDGE_ALERT	0 or 1 to turn on or off	Toggles the “acknowledge alert” privilege. (Acknowledge alerts)
MAP_CONFIGURE_DEVICES	0 or 1 to turn on or off	Toggles the “configure devices” privilege. (Modify devices)
MAP_CONFIGURE_MAP	0 or 1 to turn on or off	Toggles the “configure map” privilege. (Modify the map)

### **Remarks:**

Privileges within the WhatsUp Gold web environment are based upon access to the application as well as access upon specific maps. It is possible to give a user access to one map, but not give them access to another, as well as give them limited access to yet another. *See section on user rights for more information.*

### **Permissions:**

Configure Users

### **Context:**

USER  
USER\_MAP

### **See Also:**

%USER %, %CURRENT\_USER%, %CURRENT\_USERMAP%

## **List Tags:**

- **%START\_ALERT\_LIST%** - Iterates over the collection of alerts that are tied to the device currently in context, for a map that is currently in context.
- **%START\_DEVICE\_EVENT\_LIST%** - Iterates over the collection of events that are tied to the device currently in context.
- **%START\_DEVICE\_LIST%** - Iterates over the collection of devices for the map that is currently in context.
- **%START\_DEVICE\_SERVICE\_LIST%** - Iterates over the collection of services that are tied to the device in context, for a map that is currently in context.
- **%START\_DEVICE\_TYPE\_LIST%** - Iterates through the list of device types that are defined on the system.
- **%START\_HEADER\_VALUE\_LIST%** - Iterates through each name=value pair that is found within submitted form data.
- **%START\_LOADED\_MAP\_LIST%** - Iterates over the collection of maps that are currently loaded within WhatsUp Gold. Each iteration places a map object into context.
- **%START\_MASTER\_EVENT\_LIST%** - Iterates over all the events that exist within WhatsUp Gold. You can create, edit, or delete the events within the WhatsUp Gold console.
- **%START\_MASTER\_SERVICE\_LIST%** - Iterates through the collection of all known services within the WhatsUp Gold system. This acts as an available list from which to assign services from.
- **%START\_NOTIFICATION\_INSTANCE\_LIST%** - Iterates over the list of all notification instances on the system. I.E.: sound/default, pager/test, etc...
- **%START\_NOTIFICATION\_TYPE\_LIST%** - Iterates over the list of all notification types within the WhatsUp Gold system. I.E.: sound, pager, beeper, etc...
- **%START\_PERFORMANCE\_REPORT\_LIST%** - Iterates over the list of generated performance reports on the system.
- **%START\_SERVICE\_STATISTICS\_LIST%** - Iterates over the list of services/monitors on a device to provide access to statistics on those services/monitors.
- **%START\_UNLOADED\_MAP\_LIST%** - Iterates over the list of maps that are not loaded, but do reside in the specified map directory.
- **%START\_USER\_LIST%** - Iterates over all of the users within the Web system.
- **%START\_USER\_MAP\_AVAILABLE\_LIST%** - Iterates over all of the maps that a user does not have access to. This is most often used when giving a user access privileges to new maps.
- **%START\_USER\_MAP\_LIST%** - Iterate over all the maps that a user currently has access to.
- **%START\_WEB\_MENU\_LIST%** - Iterates over all of the web menu items defined for a particular device type that is defined in the hosttype.ini file.

## **%START\_ALERT\_LIST%**

---

The %START\_ALERT\_LIST% tag iterates over all of the alerts that are tied to a single device. Currently WhatsUp Gold limits this count to 10 alerts per device.

### **Syntax:**

*Void* <**%START\_ALERT\_LIST%**>

(HTML & template tag data here)

*Void* <**%END\_ALERT\_LIST%**>

### **Tags to use in iteration:**

%DEVICE\_ALERT%

### **Permissions:**

Configure Devices

### **Context:**

MAP  
DEVICE

### **See Also:**

%DEVICE\_ALERT%, %CURRENT\_MAP%, %CURRENT\_DEVICE%,  
%CURRENT\_ALERT%

## **%START\_DEVICE\_EVENT\_LIST%**

---

(v.800) The device event list allows iterating over every event that is associated to a specified device.

### **Syntax:**

*Void* **<%START\_DEVICE\_EVENT\_LIST%>**

(HTML & template tag data here)

*Void* **<%END\_DEVICE\_EVENT\_LIST%>**

### **Tags to use in iteration:**

%EVENT%,

### **Permissions:**

Access Host Pages

### **Context:**

MAP, DEVICE

### **See Also:**

%DEVICE%, %DEVICESET%, %EVENT%,  
%START\_MASTER\_EVENT\_LIST%

## **%START\_DEVICE\_LIST%**

---

The device list allows iterating over every device that exists on a specified map. This tag is useful for displaying summary information for a map.

### **Syntax:**

*Void* **<%START\_DEVICE\_LIST%>**

(HTML & template tag data here)

*Void* **<%END\_DEVICE\_LIST%>**

### **Tags to use in iteration:**

%DEVICE%, %DEVICESET%

### **Permissions:**

Access Host Pages

### **Context:**

MAP

### **See Also:**

%DEVICE%, %DEVICESET%, %CURRENT\_MAP%,  
%CURRENT\_DEVICE%, %START\_LOADED\_MAP\_LIST%

## **%START\_DEVICE\_SERVICE\_DOWN\_LIST%**

---

(v7.01) The device service list iterates over all of the services that are monitored and are down for a specific device. This provides an easy means for retrieving down service information.

### **Syntax:**

*Void* <**%START\_DEVICE\_SERVICE\_DOWN\_LIST%**>

(HTML & template tag data here)

*Void* <**%END\_DEVICE\_SERVICE\_DOWN\_LIST%**>

### **Tags to use in iteration:**

%SERVICE%, %SERVICESET%

### **Permissions:**

None

### **Context:**

MAP  
DEVICE

### **See Also:**

%DEVICE%, %CURRENT\_MAP%, %CURRENT\_DEVICE%,  
%CURRENT\_ALERT%, %START\_MASTER\_SERVICE\_LIST%,  
%START\_DEVICE\_SERVICE\_UP\_LIST%

## **%START\_DEVICE\_SERVICE\_UP\_LIST%**

---

(v7.03) The device service list iterates over all of the services that are monitored and are up for a specific device. This provides an easy means for retrieving up service information.

### **Syntax:**

*Void* <**%START\_DEVICE\_SERVICE\_UP\_LIST%**>

(HTML & template tag data here)

*Void* <**%END\_DEVICE\_SERVICE\_UP\_LIST%**>

### **Tags to use in iteration:**

%SERVICE%, %SERVICESET%

### **Permissions:**

None

### **Context:**

MAP  
DEVICE

### **See Also:**

%DEVICE%, %CURRENT\_MAP%, %CURRENT\_DEVICE%,  
%CURRENT\_ALERT%, %START\_MASTER\_SERVICE\_LIST%,  
%START\_DEVICE\_SERVICE\_DOWN\_LIST%



## **%START\_DEVICE\_SERVICE\_LIST%**

The device service list iterates over all of the services for a known device. This iteration is for the purpose of getting the names of the services as well as if monitoring is turned on for those services. Other list tags exist for the purpose of retrieving states and statistics on services.

### **Syntax:**

*Void* **<%START\_DEVICE\_SERVICE\_LIST%>**

(HTML & template tag data here)

*Void* **<%END\_DEVICE\_SERVICE\_LIST%>**

### **Tags to use in iteration:**

%SERVICE%, %SERVICESET%

### **Permissions:**

Access Host Pages

### **Context:**

MAP  
DEVICE

### **See Also:**

%DEVICE%, %CURRENT\_MAP%, %CURRENT\_DEVICE%,  
%CURRENT\_ALERT%, %START\_MASTER\_SERVICE\_LIST%

## **%START\_DEVICE\_TYPE\_LIST%**

---

A device can be classified as any number of types on a network. The %START\_DEVICE\_TYPE\_LIST% provides access to the master list of device types that exist on the system. These types can be seen in the object pool located in the left panel which is displayed when editing a map.

### **Syntax:**

*Void* <**%START\_DEVICE\_TYPE\_LIST%**>

(HTML & template tag data here)

*Void* <**%END\_DEVICE\_TYPE\_LIST%**>

### **Tags to use in iteration:**

%DEVICE\_TYPE%

### **Permissions:**

Configure Devices

### **Context:**

MAP  
DEVICE

### **See Also:**

%DEVICE\_TYPE%, %CURRENT\_MAP%, %CURRENT\_DEVICE%,  
%MATCH%, %DEVICE%

## **%START\_HEADER\_VALUE\_LIST%**

---

The %START\_HEADER\_VALUE\_LIST% tag provides accessibility to the data submitting from an HTML form in a web page. When data is sent from a form page to the page that is meant to process it, it is a name=value style, and this list tag can be used to process that data when the name value duplicates within that list.

### **Syntax:**

*Void* **<%START\_HEADER\_VALUE\_LIST%>**

(HTML & template tag data here)

*Void* **<%END\_HEADER\_VALUE\_LIST%>**

### **Tags to use in iteration:**

%HEADER\_VALUE%

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

%URL\_VALUE%, %MATCH%

## **%START\_LOADED\_MAP\_LIST%**

---

The %START\_LOADED\_MAP% list is very important since it provides the initial access means to any map, device, alert or service. The WhatsUp Gold web system is designed to start at a top level and then drill down into more specific areas as the user requires; this tag provides the means to display the maps that are currently loaded, and from that information it is possible to retrieve more specific map or device centric data.

### **Syntax:**

*Void* <**%START\_LOADED\_MAP\_LIST%**>

(HTML & template tag data here)

*Void* <**%END\_LOADED\_MAP\_LIST%**>

### **Tags to use in iteration:**

%MAP%

### **Permissions:**

None: global

\*List will be filter to only show maps that the user has access to

### **Context:**

None: global

### **See Also:**

%MAP%, %CURRENT\_MAP%

## **%START\_MASTER\_EVENT\_LIST%**

---

(v.800) The %START\_MASTER\_EVENT\_LIST% iterates each Event found in the system. This list is independent of any assignments on devices. You can use this tag to list all the events defined within WhatsUp Gold.

### **Syntax:**

*Void* <**%START\_MASTER\_EVENT\_LIST%**>

(HTML & template tag data here)

*Void* <**%END\_MASTER\_EVENT\_LIST%**>

### **Tags to use in iteration:**

%EVENT%

### **Permissions:**

NONE

### **Context:**

NONE

### **See Also:**

%EVENT%, %START\_DEVICE\_EVENT\_LIST%,

## **%START\_MASTER\_SERVICE\_LIST%**

---

The %START\_MASTER\_SERVICE\_LIST% displays a list of defined services on the system. This list acts as a “service available” list from which to assign services to devices. The list that is iterated only displays the names of the services and does not provide any statistical or state information.

### **Syntax:**

*Void* <**%START\_MASTER\_SERVICE\_LIST%**>

(HTML & template tag data here)

*Void* <**%END\_MASTER\_SERVICE\_LIST%**>

### **Tags to use in iteration:**

%SERVICE%

### **Permissions:**

Configure Devices

### **Context:**

MAP  
DEVICE

### **See Also:**

%SERVICE%, %CURRENT\_MAP%, %CURRENT\_DEVICE%,  
%DEVICE%, %START\_DEVICE\_SERVICE\_LIST%

## **%START\_NOTIFICATION\_INSTANCE\_LIST%**

---

This listing tag provides the ability to see what notification instances are defined within WhatsUp Gold. The instances are most commonly used with alerts and recurring notifications. The form for a notification instance name is “Type/Name.” A few examples as follows: Pager/Default, Beeper/Joe’s Beeper, TTSNotification/Mary’s voice.

### **Syntax:**

*Void* <**%START\_NOTIFICATION\_INSTANCE\_LIST%**>

(HTML & template tag data here)

*Void* <**%END\_NOTIFICATION\_INSTANCE\_LIST%**>

### **Tags to use in iteration:**

%NOTIFICATION%, %NOTIFICATIONSET%

### **Permissions:**

Configure Reports

### **Context:**

None: global

### **See Also:**

%NOTIFICATION%, %CURRENT\_NOTIFICATION%,  
%START\_NOTIFICATION\_TYPE\_LIST%, %DEVICE\_ALERT%,  
%RECURRING\_NOTIFICATION%

## **%START\_NOTIFICATION\_TYPE\_LIST%**

---

This listing tag provides the ability to see what notification types have been installed with WhatsUp Gold. Types most typical are: Beeper, Pager, Sound, Group, Winpop, and SMTPmail.

### **Syntax:**

*Void* <**%START\_NOTIFICATION\_TYPE\_LIST%**>

(HTML & template tag data here)

*Void* <**%END\_NOTIFICATION\_TYPE\_LIST%**>

### **Tags to use in iteration:**

%NOTIFICATION%

### **Permissions:**

Configure Reports

### **Context:**

None: global

### **See Also:**

%NOTIFICATION%, %CURRENT\_NOTIFICATION%,  
%START\_NOTIFICATION\_INSTANCE\_LIST%, %ALERT%,  
%RECURRING\_NOTIFICATION%

## **%START\_PERFORMANCE\_REPORT\_LIST%**

---

The Performance report tag provides the ability to view Performance Graphs that have been generated within the WhatsUp Gold console. Only reports that end with an underscore followed by an extension can be viewable using this tag (`_HTML`, `_PDF`, `_WORD`, etc). Once a report has been generated via the console, it is stored under the “Reports” subdirectory beneath whatever directory that contains the template files.

### **Syntax:**

*Void* **<%START\_PERFORMANCE\_REPORT\_LIST%>**

(HTML & template tag data here)

*Void* **<%END\_PERFORMANCE\_REPORT\_LIST%>**

### **Tags to use in iteration:**

`%PERFORMANCE_REPORT%`

### **Permissions:**

Access Log

### **Context:**

None: global

### **See Also:**

`%PERFORMANCE_REPORT%`

## **%START\_SERVICE\_STATISTICS\_LIST%**

The service statistics list tag will iterate over all of the services on a device and provide access to their statistical and state information.

### **Syntax:**

*Void* <%START\_SERVICE\_STATISTICS\_LIST%>

(HTML & template tag data here)

*Void* <%END\_SERVICE\_STATISTICS\_LIST%>

### **Tags to use in iteration:**

%SERVICE\_STATISTICS%

### **Permissions:**

None

### **Context:**

MAP  
DEVICE

### **See Also:**

%START\_DEVICE\_SERVICE\_LIST%, %CURRENT\_SERVICE%,  
%SERVICE\_STATISTICS%,  
%START\_SERVICE\_STATISTICS\_LIST%,  
%START\_MASTER\_SERVICE\_LIST%,  
%CURRENT\_MAP%, %CURRENT\_DEVICE%,

## **%START\_UNLOADED\_MAP\_LIST%**

---

The unloaded map list tag allows a list of maps that are not currently loaded on the system to be displayed. These unloaded map list is built directly from the “map directory” setting specified for the web server properties.

### **Syntax:**

*Void* **<%START\_UNLOADED\_MAP\_LIST%>**

(HTML & template tag data here)

*Void* **<%END\_UNLOADED\_MAP\_LIST%>**

### **Tags to use in iteration:**

%UNLOADED\_MAP%

### **Permissions:**

Web Configuration is enabled  
Configure Program

### **Context:**

None: global

### **See Also:**

%UNLOADED\_MAP%, %APPLICATION\_SETTINGS%,  
%START\_LOADED\_MAP\_LIST%, %APPLICATIONSET%

## **%START\_USER\_LIST%**

---

The start user list provides a list of all the users that are defined on the system. Each iteration places another user into context.

### **Syntax:**

*Void* **<%START\_USER\_LIST%>**

(HTML & template tag data here)

*Void* **<%END\_USER\_LIST%>**

### **Tags to use in iteration:**

%USER%, %USERSET%

### **Permissions:**

Configure Users

### **Context:**

None: global

### **See Also:**

%USER%, %USERSET%, %USER\_MAP%, %CURRENT\_USER%,  
%START\_USER\_MAP\_AVAILABLE\_LIST%

## **%START\_USER\_MAP\_AVAILABLE\_LIST%**

User privileges are map centric. That is, each map, for each user can have its own specific privileges. This tag provides a list of maps that are within the map directory, and that have not been added explicitly to the user. If “Default\_Map” is defined in the user’s list of maps, its privileges act as the default privileges for all the maps that are not explicitly defined.

### **Syntax:**

*Void* **<%START\_USER\_MAP\_AVAILABLE\_LIST%>**

(HTML & template tag data here)

*Void* **<%END\_USER\_MAP\_AVAILABLE\_LIST%>**

### **Tags to use in iteration:**

**%USER\_MAP%**

### **Permissions:**

Configure Users

### **Context:**

User

### **See Also:**

**%CURRENT\_USER\_MAP%**, **%START\_USER\_MAP\_LIST%**,  
**%USER\_MAP%**, **%USER\_MAPSET%**

## **%START\_USER\_MAP\_LIST%**

---

User privileges are map centric. That is, each map, for each user can have its own specific privileges. This tag provides a list of maps that have been explicitly added to a user. If “Default\_Map” is defined in the user’s list of maps, its privileges act as the default privileges for all the maps that are not explicitly defined.

### **Syntax:**

*Void* **<%START\_USER\_MAP\_LIST%>**

(HTML & template tag data here)

*Void* **<%END\_USER\_MAP\_LIST%>**

### **Tags to use in iteration:**

**%USER\_MAP%**

### **Permissions:**

Configure Users

### **Context:**

MAP  
DEVICE

### **See Also:**

**%CURRENT\_USER\_MAP%**, **%USER\_MAP%**,  
**%START\_USER\_MAP\_AVAILABLE\_LIST%**, **%USER\_MAPSET%**

## **%START\_WEB\_MENU\_LIST%**

---

The %WEB\_MENU% tag provides support for legacy (v5 & v6) versions of WhatsUp Gold's web system. Within those versions of WhatsUp Gold it was possible to modify the hosttype.ini file and add web commands that would be displayed when a device that matched a correct device type was in focus. This tag will iterate each web menu item that is listed in the hosttype.ini file.

### **Syntax:**

*Void* <**%START\_WEB\_MENU\_LIST%**>

(HTML & template tag data here)

*Void* <**%END\_WEB\_MENU\_LIST%**>

### **Tags to use in iteration:**

%WEB\_MENU%

### **Permissions:**

None: global

### **Context:**

MAP  
DEVICE

### **See Also:**

%DEVICE%, %DEVICE\_TYPE%, %WEB\_MENU%

## ***Conditional Tags:***

- **%IF%** - The start of a conditional tag block. It executes its block on a “true” condition.
- **%IFNOT%** - The start of a conditional tag block. It executes its block on a “false” condition.
- **%ELSEIF%** - Very similar to a %IF% tag, if the %IF% or %IFNOT% tags do not execute because of their condition, then the %ELSEIF% tag evaluates its condition.
- **%ELSE%** - Used with a corresponding %IF% or %IFNOT% tag. If one of the previously named tags do not get executed, then the else tag will.
- **%ENDIF%** - *HAS TO BE PRESENT AT THE END OF EVERY CONDITIONAL BLOCK.*

### **Boolean Arguments:**

<b>Tag Name</b>	
DOES_NOTIFICATION_SUPPORT_WEB	IS_NOTIFY_LOGGING_ENABLED
DOES_SERVICE_SUPPORT_TELNET_HYPERLINK	
HAS_ACCESS_DEFAULT_MAP	IS_NOTIFY_MONDAY
HAS_DEVICE_STATE_CHANGED	IS_NOTIFY_TUESDAY
HAS_MAP_STATE_CHANGED	IS_NOTIFY_WEDNESDAY
IS_ALERT_FRIDAY	IS_NOTIFY_ON_UP
IS_ALERT_MONDAY	IS_NOTIFY_THURSDAY
IS_ALERT_SATURDAY	IS_POLLING_ACTIVE
IS_ALERT_SUNDAY	IS_RECURRING_NOTIFICATIONS_ENABLED
IS_ALERT_THURSDAY	IS_NOTIFY_SUNDAY
IS_ALERT_TUESDAY	IS_NOTIFY_FRIDAY
IS_ALERT_WEDNESDAY	IS_NOTIFY_SATURDAY
IS_ALERTS_ENABLED	IS_SERVICE_MONITORED
IS_CONFIGURE_REPORTS_ENABLED	IS_SERVICE_UP
IS_DEVICE_FRIDAY	IS_USER_ACCESS_TOOLS
IS_DEVICE_IN_CONTEXT	IS_SNMP_ENABLED
IS_DEVICE_MONDAY	IS_SUBNET_LOADED
IS_DEVICE_SATURDAY	IS_USER_CONFIGURE_PROGRAM
IS_DEVICE_SUNDAY	IS_USER_CONFIGURE_REPORTS
IS_DEVICE_THURSDAY	IS_USER_ACCESS_LOG
IS_DEVICE_TUESDAY	IS_UP_COUNT_ENABLED
IS_DEVICE_UP	IS_USER_CONFIGURE_USERS
IS_DEVICE_WEDNESDAY	IS_UP_NAMES_ENABLED
IS_DOWN_COUNT_ENABLED	IS_WEB_MENU
IS_DOWN_NAMES_ENABLED	IS_WEB_SECURITY_ENABLED
IS_EVALUATION_VERSION	IS_WEBSERVER_CONFIGURATION_ENABLED
IS_GRAPHICAL_MAPS_ENABLED	IS_WEBSERVER_ENABLED
IS_LOGGING_ENABLED	
IS_MAP_ACCESS_HOST	
IS_MAP_ACKNOWLEDGE_ALERT	
IS_MAP_CONFIGURE_DEVICES	
IS_MAP_CONFIGURE_MAP	
IS_MAP_IN_CONTEXT	
IS_MONITORING_ENABLED	
IS_SEND_INDIVIDUAL_UP_ALERTS	

## **ARE\_EVENTS\_ENABLED**

---

(v.800) Returns a true condition if Events are enabled for a particular Alert. This means when an event is triggered, the alert will be executed.

**Context:**

MAP, DEVICE, ALERT

## **DOES\_NOTIFICATION\_SUPPORT\_WEB**

---

(v.701) Returns a true condition if the Notification in context supports adding and editing from the web.

**Context:**

Notification

## **DOES\_SERVICE\_SUPPORT\_TELNET\_HYPERLINK**

---

(v.703) Returns a true condition if the service can support a Telnet hyperlink.

**Context:**

MAP, DEVICE, SERVICE STATISTIC

## **HAS\_ACCESS\_DEFAULT\_MAP**

---

Returns a true condition if the user currently logged in has access to the “default\_map”. It also returns true if web security is not enabled.

**Context:**

None: global

## **HAS\_ANY\_MAP\_STATE\_CHANGED**

---

(v.701) Returns true if any map that is currently loaded has had a state change. This does not include events that have been received for a device.

**Context:**

None: global

## **HAS\_MAP\_STATE\_CHANGED**

---

Returns true if a map's state has changed (any devices on the map) and it has not been acknowledged. Reception of events does not regarded as a state change.

**Context:**

MAP

## **HAS\_MAP\_UNACKNOWLEDGED\_DEVICES**

---

(v.800) Returns true if a map has any devices that are unacknowledged. This includes devices that are 1) unreachable, 2) has down service(s), or 3) has received an event.

**Context:**

MAP

## **HAS\_DEVICE\_STATE\_CHANGED**

---

Returns true if a device has recently changed state. This is noticeable through the console when a device's display name is changed to block lettering.

**Context:**

MAP, DEVICE

## **IS\_ALERT\_MONDAY**

---

Returns true if the alert currently in context has processing enabled for Monday.

**Context:**

MAP, DEVICE, ALERT

## **IS\_ALERT\_TUESDAY**

---

Returns true if the alert currently in context has processing enabled for Tuesday.

**Context:**

MAP, DEVICE, ALERT

## **IS\_ALERT\_WEDNESDAY**

---

Returns true if the alert currently in context has processing enabled for Wednesday.

**Context:**

MAP, DEVICE, ALERT

**IS\_ALERT\_THURSDAY**

---

Returns true if the alert currently in context has processing enabled for Thursday.

**Context:**

MAP, DEVICE, ALERT

**IS\_ALERT\_FRIDAY**

---

Returns true if the alert currently in context has processing enabled for Friday.

**Context:**

MAP, DEVICE, ALERT

**IS\_ALERT\_SATURDAY**

---

Returns true if the alert currently in context has processing enabled for Saturday.

**Context:**

MAP, DEVICE, ALERT

**IS\_ALERT\_SUNDAY**

---

Returns true if the alert currently in context has processing enabled for Sunday.

**Context:**

MAP, DEVICE, ALERT

**IS\_ALERT\_USE\_SNMP\_TRAPS**

---

(v.701) Returns true if the alert has the SNMP trap field checked.

**Context:**

MAP, DEVICE, ALERT

## **IS\_ALERTS\_ENABLED**

---

Returns true if the alerts are enabled for the device in context.

**Context:**

MAP, DEVICE

## **IS\_CONFIGURE\_REPORTS\_ENABLED**

---

User privilege check. Returns true if the current user in context has access to configure reports. This argument is redundant and works exactly like the “IS\_USER\_CONFIGURE\_REPORTS” argument.

**Context:**

None: global

## **IS\_DEVICE\_IN\_CONTEXT**

---

Returns true if a device is in context. This can be used to verify a context tag successfully placed a device into context.

**Context:**

MAP, DEVICE (performs check for)

## **IS\_DEVICE\_MONDAY**

---

Returns true if the current device in context has monitoring enabled for Mondays.

**Context:**

MAP, DEVICE

## **IS\_DEVICE\_TUESDAY**

---

Returns true if the current device in context has monitoring enabled for Tuesdays.

**Context:**

MAP, DEVICE

## **IS\_DEVICE\_WEDNESDAY**

---

Returns true if the current device in context has monitoring enabled for Wednesdays.

**Context:**

MAP, DEVICE

## **IS\_DEVICE\_THURSDAY**

---

Returns true if the current device in context has monitoring enabled for Thursdays.

**Context:**

MAP, DEVICE

## **IS\_DEVICE\_FRIDAY**

---

Returns true if the current device in context has monitoring enabled for Fridays.

**Context:**

MAP, DEVICE

## **IS\_DEVICE\_SATURDAY**

---

Returns true if the current device in context has monitoring enabled for Saturdays.

**Context:**

MAP, DEVICE

## **IS\_DEVICE\_SUNDAY**

---

Returns true if the current device in context has monitoring enabled for Sundays.

**Context:**

MAP, DEVICE

## **IS\_DEVICE\_UP**

---

Returns true if the current device in context is in an up state.

**Context:**

MAP, DEVICE

## **IS\_DOWN\_COUNT\_ENABLED**

---

Returns true if the Recurring notification in context has the down count setting enabled. This includes the number of down items when sending the recurring notification.

**Context:**

RECURRING NOTIFICATION

## **IS\_DOWN\_NAMES\_ENABLED**

---

Returns true if the Recurring notification in context has the down names setting enabled. This includes the names of the down items when sending the recurring notification.

**Context:**

RECURRING NOTIFICATION

## **IS\_EVALUATION\_VERSION**

---

(v7.01) Returns true if the current WhatsUp Gold application is an evaluation version.

**Context:**

None: global

## **IS\_EVENT\_MONITORED**

---

(v.800) Returns true if the Event in context is currently listening for incoming events.

**Context:**

MAP, DEVICE, EVENT

## **IS\_EVENT\_ON\_ALERT**

---

(v.800) Checks if an event in context is associated to the current alert in context.

**Context:**

MAP, DEVICE, ALERT, EVENT

## **IS\_EVENT\_ON\_DEVICE**

---

(v.800) Checks if an event in context is associated to the current device in context.

**Context:**

MAP, DEVICE, EVENT

## **IS\_GRAPHICAL\_MAPS\_ENABLED**

---

Returns true if graphical maps have been enabled in the web system. This argument just signals that the setting is on or off, the template is still responsible for modifying its display according to this flag.

**Context:**

None: global

## **IS\_LOGGING\_ENABLED**

---

Returns true if the device in context has the setting to generate log data enabled.

**Context:**

MAP, DEVICE

## **IS\_MAP\_ACCESS\_LOG**

---

(v.800) A user privilege check. Returns true if the current user in context has access to view map log data. This check operates differently depending on what object is in context. If a USER\_MAP object is currently in context, then the check assumes that some sort of user configuration is occurring, and returns true or false accordingly. If a USER\_MAP is not in context, then a MAP object has to be, and a check is done to verify if the current user logged in has access to the map log data for the current map in context.

**Context:**

USER, USER\_MAP or MAP

## **IS\_MAP\_ACCESS\_HOST**

---

A User privilege check. Returns true if the current user in context has access to host pages. This check operates differently depending on what object is in context. If a USER\_MAP object is currently in context, then the check assumes that some sort of user configuration is occurring, and returns true or false accordingly. If a USER\_MAP is not in context, then a MAP object has to be, and a check is done to verify if the current user logged in has access to the host pages for the current map in context.

**Context:**

USER, USER\_MAP or MAP

## **IS\_MAP\_ACKNOWLEDGE\_ALERT**

---

User privilege check. Returns true if the current user in context has access to acknowledge alerts. This check operates differently depending on what object is in context. If a USER\_MAP object is currently in context, then the check assumes that some sort of user configuration is occurring, and returns true or false accordingly. If a USER\_MAP is not in context, then a MAP object has to be, and a check is done to verify if the current user logged in has access to acknowledge alerts for the current map in context.

**Context:**

USER, USER\_MAP or MAP

## **IS\_MAP\_CONFIGURE\_DEVICES**

---

User privilege check. Returns true if the current user in context has access to configure devices. This check operates differently depending on what object is in context. If a USER\_MAP object is currently in context, then the check assumes that some sort of user configuration is occurring, and returns true or false accordingly. If a USER\_MAP is not in context, then a MAP object has to be, and a check is done to verify if the current user logged in has access to configure devices for the current map in context.

**Context:**

USER, USER\_MAP or MAP

## **IS\_MAP\_CONFIGURE\_MAP**

---

User privilege check. Returns true if the current user in context has access to configure the map. This check operates differently depending on what object is in context. If a USER\_MAP object is currently in context, then the check assumes that some sort of user configuration is occurring, and returns true or false accordingly. If a USER\_MAP is not in context, then a MAP object has to be, and a check is done to verify if the current user logged in has access to configure the current map in context.

**Context:**

USER, USER\_MAP or MAP

## **IS\_MAP\_DIRTY**

---

(v800) Returns true if something on the map in context has changed. This currently works only when WhatsUpG is running as a console.

**Context:**

MAP

## **IS\_MAP\_IN\_CONTEXT**

---

Returns true if a map is in context. This can be used to verify if context tag successfully placed a map into context.

**Context:**

MAP (performs check for)

## **IS\_MAPS\_DISPLAYED\_CONFIGURABLE**

---

(v800) Returns true if the currently logged on user can configure any map that is currently loaded.

**Context:**

None: global

## **IS\_MONITORING\_ENABLED**

---

Returns true if monitoring is currently enabled for the device in context.

**Context:**

MAP, DEVICE

## **IS\_NOTIFY\_LOGGING\_ENABLED**

---

Returns true if the logging enabled setting has been enabled for the recurring notification in context.

**Context:**

RECURRING NOTIFICATION

## **IS\_NOTIFY\_MONDAY**

---

Returns true if the current recurring notification in context has processing enabled for Mondays.

**Context:**

RECURRING NOTIFICATION

## **IS\_NOTIFY\_TUESDAY**

---

Returns true if the current recurring notification in context has processing enabled for Tuesdays.

**Context:**

RECURRING NOTIFICATION

## **IS\_NOTIFY\_WEDNESDAY**

---

Returns true if the current recurring notification in context has processing enabled for Wednesdays.

**Context:**

RECURRING NOTIFICATION

## **IS\_NOTIFY\_THURSDAY**

---

Returns true if the current recurring notification in context has processing enabled for Thursdays.

**Context:**

RECURRING NOTIFICATION

## **IS\_NOTIFY\_FRIDAY**

---

Returns true if the current recurring notification in context has processing enabled for Fridays.

**Context:**

RECURRING NOTIFICATION

## **IS\_NOTIFY\_SATURDAY**

---

Returns true if the current recurring notification in context has processing enabled for Saturdays.

**Context:**

RECURRING NOTIFICATION

## **IS\_NOTIFY\_SUNDAY**

---

Returns true if the current recurring notification in context has processing enabled for Sundays.

**Context:**  
RECURRING NOTIFICATION

## **IS\_NOTIFY\_ON\_UP**

---

Returns true if the setting to send a notification when a device comes back up is enabled for the alert currently in context.

**Context:**  
MAP, DEVICE, ALERT

## **IS\_POLLING\_ACTIVE**

---

Returns true if the map currently in context has monitoring enabled.

**Context:**  
MAP

## **IS\_RECURRING\_NOTIFICATIONS\_ENABLED**

---

Returns true if processing for all recurring notifications are enabled.

**Context:**  
None: global

## **IS\_SEND\_INDIVIDUAL\_UP\_ALERTS**

---

(v.703) Returns true if the setting to send an individual notification when a device or any service comes back up is enabled for the alert currently in context.

**Context:**  
MAP, DEVICE, ALERT

## **IS\_SERVICE\_MONITORED**

---

Returns true if the service statistic object currently in context has monitoring enabled.

**Context:**  
MAP, DEVICE, SERVICE STATISTIC

## **IS\_SERVICE\_TCP\_TYPE**

---

(v.800) Returns a true condition if the service TCP Service type.

**Context:**

MAP, DEVICE, SERVICE STATISTIC

## **IS\_SERVICE\_UP**

---

Returns true if the service statistic object currently in context has monitoring enabled.

**Context:**

MAP, DEVICE, SERVICE STATISTIC

## **IS\_SNMP\_ENABLED**

---

Returns true if SNMP is enabled for the device currently in context.

**Context:**

MAP, DEVICE

## **IS\_SOUND\_ENABLED**

---

Returns true if the sounds are enable. This setting is located at Config | Web Server | General setting.

**Context:**

NONE

## **IS\_SUBNET**

---

Checks to see if the device in context is of device type 'Subnet'.

**Context:**

MAP, DEVICE

## **IS\_SUBNET\_LOADED**

---

This condition checks to see if a device type is a container/subnet and if it is, is its corresponding map currently loaded.

**Context:**

MAP, DEVICE

## **IS\_UP\_COUNT\_ENABLED**

---

Returns true if the up count setting is enabled for the recurring notification in context. This includes the number of the up items when sending the recurring notification.

**Context:**

RECURRING NOTIFICATION

## **IS\_UP\_NAMES\_ENABLED**

---

Returns true if the up count setting is enabled for the recurring notification in context. This includes the names of the up items when sending the recurring notification.

**Context:**

RECURRING NOTIFICATION

## **IS\_USER\_ACCESS\_LOG**

---

User privilege check. Returns true if the current user in context has access to the view log data. This privilege is not dependent on a specific map.

**Context:**

USER (logged in user by default)

## **IS\_USER\_ACCESS\_TOOLS**

---

User privilege check. Returns true if the current user in context has access to net tools. This privilege is not dependent on a specific map.

**Context:**

USER (logged in user by default)

## **IS\_USER\_CONFIGURE\_PROGRAM**

---

User privilege check. Returns true if the current user in context has access to the view log data. This privilege is not dependent on a specific map.

**Context:**

USER (logged in user by default)

**IS\_USER\_CONFIGURE\_REPORTS**

---

User privilege check. Returns true if the current user in context has access to configure reports. This tag works exactly like the IS\_CONFIGURE\_REPORTS\_ENABLED argument. This privilege is not dependent on a specific map.

**Context:**

USER (logged in user by default)

**IS\_USER\_CONFIGURE\_USERS**

---

User privilege check. Returns true if the current user in context has access to configure the users on the system. This privilege is not dependent on a specific map.

**Context:**

USER (logged in user by default)

**IS\_WEB\_MENU**

---

Returns true if the device in context has any web menu items specified for its device type.

**Context:**

MAP, DEVICE

**IS\_WEB\_SECURITY\_ENABLED**

---

Returns true if web security is enabled for the system. If web security is not enabled for the system, then all user privileges (system, and map level) all return true.

**Context:**

None: global

**IS\_WEBSERVER\_CONFIGURATION\_ENABLED**

---

Returns true if configuration of the web server is allowed from the web. Certain tags will cease to operate if this setting is turned off.

**Context:**

None: global

**IS\_WEBSERVER\_ENABLED**

---

Returns true if the web server is enabled. It is possible to turn this setting off from the web, but a restart of the WhatsUp Gold application is required for the changes to take place.

**Context:**

None: global

**ON\_ANY\_EVENT**

---

(v.800) Returns true if an alert is set to be processed if ANY event is received, regardless if it matches one of the associated events. If this option is not enabled, then only the associated events will be capable of triggering the alert.

**Context:**

MAP, DEVICE, ALERT

## **Context Tags:**

- **%CURRENT\_ALERT%** - Places an alert into context based upon the identifier passed in. Requires a map and a device to be in context before it can be used.
- **%CURRENT\_DEVICE%** - Places a device into context based upon a unique device identifier passed in. Requires a map to be in context.
- **%CURRENT\_DEVICE\_AT\_MOUSE%**- This tag is used with an image map. When clicking an image map, coordinates are given; this tag takes those coordinates and places a device in context. Requires a map to be in context.
- **%CURRENT\_DEVICE\_EVENT%** - Places an event in context that is associated to the device in context.
- **%CURRENT\_MAP%**- Places a map into context based up on the map filename passed in. Does not require any object to be in context.
- **%CURRENT\_NOTIFICATION%** - Places a Notification type or a Notification Instance into context depending on the string passed in.
- **%CURRENT\_RECURRING\_NOTIFICATION%**- Places a recurring notification into context based upon the index passed in. Does not require any object to be in context.
- **%CURRENT\_SERVICE%**- Places a service into context based upon the index passed in. Requires a map and device to be in context.
- **%CURRENT\_USER%**- Places a user object into context based upon user name. Does not require any object to be in context.
- **%CURRENT\_USER\_MAP%**- Places a user map object into context. Requires a user to be in context.

## **%CURRENT\_ALERT%**

---

Places an alert into context based upon the identifier passed in. An alert is tied directly to a device, which in turn is tied to a map.

### **Syntax:**

*Void <%CURRENT\_ALERT% identifier>*

### **Remarks:**

The argument identifier is the numerical index to the desired alert. For example, if a user would like to modify an alert, they must first identify what alert they intend to modify (0-9) using the %CURRENT\_ALERT% tag, and then use the corresponding tags to modify or retrieve values.

### **Permissions:**

None: global

### **Context:**

MAP, DEVICE

### **See Also:**

%DEVICE\_ALERT%, %ALERTSET%,  
%START\_ALERT\_LIST%

## **%CURRENT\_DEVICE%**

---

Places a device into context based upon the identifier passed in. A device is tied directly to a map.

### **Syntax:**

*Void <%CURRENT\_DEVICE% identifier>*

### **Remarks:**

The argument identifier is the numerical unique identifier for the desired device. When a device is initially created it is assigned a unique identifier. To gain access to this unique identifier you can use the *%DEVICE% UNIQUE\_ID* tag and argument to retrieve the identifier.

### **Permissions:**

None: global

### **Context:**

MAP

### **See Also:**

*%START\_DEVICE\_LIST%*, *%CURRENT\_MAP%*,  
*%CURRENT\_DEVICE\_AT\_MOUSE%*, *%DEVICE%*,  
*%DEVICESET%*

## **%CURRENT\_DEVICE\_AT\_MOUSE%**

---

Places a device into context. This tag is used instead of a normal %CURRENT\_DEVICE% tag when using image maps. Coordinates are used after clicking on an image map to decide which device is at that position.

### **Syntax:**

*Void* <%CURRENT\_DEVICE\_AT\_MOUSE%>

### **Remarks:**

No arguments.

### **Permissions:**

None: global

### **Context:**

MAP

### **See Also:**

%CURRENT\_DEVICE%, %CURRENT\_MAP%, %DEVICE%,  
IS\_DEVICE\_IN\_CONTEXT (Boolean argument)

## **%CURRENT\_DEVICE\_EVENT%**

---

(v.800) Places an event that is associated to a device into context. Once a device-event is context, you can use Boolean checks to retrieve information regarding the event associated to the device.

### **Syntax:**

*Void <%CURRENT\_DEVICE\_EVENT% identifier>*

### **Remarks:**

The argument identifier is the name of the event you wish to put into context. The format for an event is EVENT-TYPE / EVENT-INSTANCE (SNMP Trap/Coldstart).

### **Permissions:**

None: global

### **Context:**

MAP, DEVICE

### **See Also:**

%CURRENT\_DEVICE%, %CURRENT\_MAP%, %DEVICE%,  
%EVENT%

## **%CURRENT\_MAP%**

---

Places a map into context based upon the identifier passed in.

### **Syntax:**

*Void <%CURRENT\_MAP% identifier>*

### **Remarks:**

The argument identifier is filename of the map to place into context. The map's filename specified has to be currently loaded within WhatsUp Gold; otherwise the tag will fail to process.

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

%MAP%, %MAPSET%, %APPLICATIONSET%,  
%APPLICATION\_SETTINGS%

## **%CURRENT\_NOTIFICATION%**

---

(v.701) Places a Notification instance or Notification type into context based upon the arguments passed in.

### **Syntax:**

*Void <%CURRENT\_NOTIFICATION% identifier>*

### **Remarks:**

If the identifier passed in matches the syntax 'type/instance' then a specific instance is placed into context (beeper/default, pager/bob, etc), if the '/' character is not found in the identifier, then the string is treated as a notification type (pager, beeper, etc).

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

%NOTIFICATION%, %NOTIFICATIONSET%

## **%CURRENT\_RECURRING\_NOTIFICATION%**

Places a recurring notification into context based upon the identifier passed in.

### **Syntax:**

*Void <%CURRENT\_RECURRING\_NOTIFICATION% identifier>*

### **Remarks:**

The argument identifier is the numerical index to the desired recurring notification. For example, if a user would like to modify a recurring notification, they must first identify what recurring notification they intend to modify (0-9) using the %CURRENT\_RECURRING\_NOTIFICATION% tag, and then use the corresponding tags to modify or retrieve values.

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

%RECURRINGNOTIFYSET%, %RECURRING\_NOTIFICATION%,  
%APPLICATION\_SETTINGS%

## **%CURRENT\_SERVICE%**

---

Places a service into context based upon the identifier passed in.

### **Syntax:**

*Void <%CURRENT\_SERVICE% identifier>*

### **Remarks:**

The argument identifier is the numerical index to the desired service. For example, if a user would like to modify a specific service, they must first identify what service they intend to modify using the %CURRENT\_SERVICE% tag, and then use the corresponding tags to modify or retrieve values. The corresponding list tag can be used as well since it deals with setting services in context.

### **Permissions:**

None: global

### **Context:**

MAP, DEVICE

### **See Also:**

%START\_DEVICE\_SERVICE\_LIST%, %SERVICE%,  
%SERVICE\_STATISTICS%,  
%START\_SERVICE\_STATISTICS\_LIST%,  
%START\_MASTER\_SERVICE\_LIST%,  
%CURRENT\_MAP%, %CURRENT\_DEVICE%,

## **%CURRENT\_USER%**

---

Places a user object into context based upon a unique identifier.

### **Syntax:**

*Void <%CURRENT\_USER% identifier>*

### **Remarks:**

The argument identifier is the username of the user to put into context. The current user logged in has to have the configure user permissions enabled to be able to use this tag, otherwise someone could hardcode <%CURRENT\_USER% admin> and retrieve the password to the administrator account.

### **Permissions:**

Configure Users

### **Context:**

None: global

### **See Also:**

%START\_USER\_LIST%, %USER%, %USERSET%,  
%CURRENT\_USER\_MAP%

## **%CURRENT\_USER\_MAP%**

---

Places a user map into context for a particular user. Since user privileges are map centric (each map has its own security permissions) it is necessary to specify the map to which to modify privileges for.

### **Syntax:**

*Void <%CURRENT\_USER\_MAP% identifier>*

### **Remarks:**

The argument identifier is the map filename of the user map to put into context. The filename specified has to currently be in the user's map list before it can be placed into context. This can be done with the <%USERSET% ADD\_MAP, *mapname*> tag and argument. Once a user map is in context you can change the permissions for the user for that specific map.

### **Permissions:**

None: global

### **Context:**

USER

### **See Also:**

%CURRENT\_USER%, %USER\_MAP%, %USER%,  
%USERSET%, %USER\_MAPSET%

## **Utility Tags:**

- **%ACKNOWLEDGE\_DEVICE\_ALERTS%** - Acknowledges alerts for a specific device in context. Doing this stops any pending alerts from being processed. Requires a device and map to be in context.
- **%ACKNOWLEDGE\_MAP\_ALERTS%** - Acknowledges alerts for all devices on the map in context. Doing so stops pending alerts for all devices from being processed. Requires a map to be in context.
- **%DEVICE LOG%**- Retrieves log data that is filtered to the particular device in context. Requires a map and a device to be in context.
- **%DOES\_USER\_EXIST%** - (v.701) Returns true or false depending if the argument passed in corresponds to an existing User-ID.
- **%EVENT\_REPORT%**- Executes an event report for the current map in context. Requires a map to be in context.
- **%FIND\_STRING%** - This tag is used to scan for a substring match within a string.
- **%GREATERTHAN%**- Compares two arguments for a greater than case. Should be used in conjunction with a conditional tag.
- **%GET\_NAME\_PAIR%** - Retrieves a value from a name=value pair contained in a delimited string.
- **%IS\_STRING\_EMPTY%**- Checks if the argument passed in is empty. Should be used in conjunction with a conditional tag.
- **%LOG\_FILE%** - Displays the entire the entire log data unfiltered except by number of lines to display.
- **%LOG\_USER\_EVENT%**- Sends a message to the log system signaling that a specific event occurred within the web system.
- **%LESS\_THAN %**- Checks two arguments for a less than case. Should be used in conjunction with a conditional tag.
- **%MAP\_LOG%** - Displays a filtered version of log data for the map in context.
- **%MATCH%**- Compares if two arguments are equal. Strings are case sensitive. Should be used in conjunction with a conditional tag.
- **%NET\_TOOLS%**- Provides network utilities such as ping, scan, and trace-route.
- **%PAGE\_REQUEST%** - The keyword argument specifies a URL to call for the next page.
- **%STATISTICS\_REPORT%** - Executes a statistics report for the current map in context. Requires a map to be in context.
- **%URL\_ENCODE%**- Does a simplified version of encoding for items that need to appear in the URL string, but contains spaces.
- **%URL\_VALUE%**- Retrieves a value posted from a form based upon a named identifier.

## **%ACKNOWLEDGE\_DEVICE\_ALERTS%**

---

Acknowledges alerts for a specific device in context. Doing this stops any pending alerts from being processed.

### **Syntax:**

*Void* <**%ACKNOWLEDGE\_DEVICE\_ALERTS%**>

### **Permissions:**

Access Host Pages  
Acknowledge Alerts

### **Context:**

MAP, DEVICE

### **See Also:**

**%ACKNOWLEDGE\_MAP\_ALERTS%**

## **%ACKNOWLEDGE\_MAP\_ALERTS%**

---

Acknowledges alerts for all devices on the map in context. Doing so stops pending alerts for all devices from being processed. Requires a map to be in context.

### **Syntax:**

*Void* <**%ACKNOWLEDGE\_MAP\_ALERTS%**>

### **Permissions:**

Acknowledge Alerts

### **Context:**

MAP

### **See Also:**

**%ACKNOWLEDGE\_DEVICE\_ALERTS%**,

## **%DEVICE\_LOG%**

---

Displays the log extract for the device in context.

### **Syntax:**

*Results <%DEVICE\_LOG% quantity>*

### **Remarks:**

The device log displays a portion of the log extract that is filtered by display name and IP address. The quantity passed in is the number of log lines to display. A “-1” signals that you wish to display all the log lines. The device log tag will display a log line and then a carriage return/line feed until all the lines are displayed. It is recommended to use the HTML <Pre> tag to help format the data.

### **Permissions:**

Access Host Pages

### **Context:**

MAP, DEVICE

### **See Also:**

%MAP\_LOG%, %CURRENT\_MAP%, %CURRENT\_DEVICE%,  
%DEVICE%, %LOG\_FILE%

## **%DOES\_USER\_EXIST%**

---

(v.701) Confirm if a specific questionable user-name exists on the system.

### **Syntax:**

*true / false* <**%DOES\_USER\_EXIST%** (*argument*)>

### **Permissions:**

Configure Users

### **Context:**

None: global

### **See Also:**

**%LESSTHAN%**, **%MATCH%**, **%IS\_STRING\_EMPTY%**, **%IF%**,  
**%ELSEIF%**, **%IFNOT%**, **%USER%**, **%CURRENT\_USER%**,  
**%USERSET%**

## **%EVENT\_REPORT%**

---

Displays an event report for a particular map.

### **Syntax:**

*Results* **<%EVENT\_REPORT% (start-time, end-time, type)>**

### **Arguments:**

<b>Argument</b>	<b>Description</b>
<i>Start time</i>	The starting range to for the event report. Date is in the form: yyyyymmdd.
<i>End-time</i>	The ending range to for the event report. Date is in the form: yyyyymmdd.
<i>Type</i>	0 = Summary (Ascending) 1 = Summary (Descending) 2 = Summary (Worst First) 3 = Detail (Ascending) 4 = Detail (Descending) 5 = Detail (Worst First) 6 = Raw Data

### **Remarks:**

It is recommended to use the HTML <Pre> tag to help format the data.

### **Permissions:**

Access Log

### **Context:**

MAP

### **See Also:**

**%CURRENT\_MAP%**, **%STATISTICS\_REPORT%**, **%DEVICE%**,  
**%LOGVIEW%**

## **%FIND\_STRING%**

---

(v.800) Tests to see if the first argument passed in is greater than the second value passed in.

### **Syntax:**

*True / false <%FIND\_STRING% (String Search For, String Search In)>*

### **Remarks:**

Returns the word “true” if the first argument string is contained in the second argument string.  
FIND\_STRING is case sensitive.

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

`%LESSTHAN%`, `%MATCH%`, `%IS_STRING_EMPTY%`, `%IF%`,  
`%ELSEIF%`, `%IFNOT%`

## **%GET\_NAME\_PAIR%**

---

(v.800) Retrieves a value from a name=value pair contained in a delimited string.

### **Syntax:**

*String* <**%GET\_NAME\_PAIR%** (*Name, Delimited string, Delimiter*)>

### **Remarks:**

Returns the value associated with a name. This tag is useful for parsing a form submission. This tag would be useful if a user wanted to retrieve the value associated with the label 'Phone' within an example string "Name=Fred&Phone=5551234&Address=Elm Street." The tag would return "5551234" in this example.

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

**%FIND\_STRING%**, **%MATCH%**,

## **%GREATERTHAN%**

---

Tests to see if the first argument passed in is greater than the second value passed in.

### **Syntax:**

*true / false* <**%GREATERTHAN%** (*comparison1*, *comparison2*)>

### **Remarks:**

Returns the word “true” if *comparison1* is greater than the value of *comparison2*, otherwise the word “false” is returned. This utility tag should be used in conjunction with conditional tags to compare values to assist in flow control.

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

**%LESSTHAN%**, **%MATCH%**, **%IS\_STRING\_EMPTY%**, **%IF%**,  
**%ELSEIF%**, **%IFNOT%**

## **%IS\_STRING\_EMPTY%**

---

Tests to see if a string is blank.

### **Syntax:**

*true / false* **<%IS\_STRING\_EMPTY% (value)>**

### **Remarks:**

Returns the word “true” if *value* is strictly white space. This tag should be used in conjunction with conditional tags as well as with get value tags. This tag is designed to verify if a get value tag returned data. For example, to test if a device has a display name you would use the following syntax: **<%IF% (%IS\_STRING\_EMPTY% (%DEVICE% DISPLAY\_NAME))>**

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

**%LESSTHAN%**, **%MATCH%**, **%GREATERTHAN%**, **%IF%**,  
**%ELSEIF%**, **%IFNOT%**

## **%LOG\_FILE%**

---

Displays the lines of the unfiltered log file.

### **Syntax:**

*Results* <**%LOG\_FILE%** quantity>

### **Remarks:**

The quantity passed in is the number of log lines to display. A “-1” signals that you wish to display all the log lines. The log file tag will display a log line and then a carriage return/line feed until all the lines are displayed. It is recommended to use the HTML <Pre> tag to help format the data.

You can see a map filtered version of the log data by allowing access to the ‘Access Map Log’ attribute and using the %MAP\_LOG% tag.

### **Permissions:**

Access Log

### **Context:**

None: global

### **See Also:**

%MAP\_LOG%, %DEVICE\_LOG%

## **%LOG\_USER\_EVENT%**

---

Sends a message to the log after an event occurs. The keyword argument identifies which type of message needs to be stored. This tag acts as a means to monitor a user's activity while he/she navigates through the web system.

### **Syntax:**

*Void <%LOG\_USER\_EVENT% keyword>*

### **Arguments:**

<b>Keyword</b>	<b>Context</b>	<b>Description</b>
LOG_CREATE_MAP	MAP	Generates a message that identifies which user created which map.
LOG_CHANGED_MAP	MAP	Generates a message that identifies which user modified which map.
LOG_ACKNOWLEDGED_MAP	MAP	Generates a message that identifies which user acknowledged all events for which map.
LOG_ACKNOWLEDGED_HOST	MAP, DEVICE	Generates a message that identifies which user acknowledged events for which device.
LOG_CHANGED_PROGRAM	None: global	Generates a message that identifies which user changed the program settings.
LOG_CHANGED_EVENTS	MAP, DEVICE	Generates a messages that identifies which user changed events on which device.
LOG_CHANGED_HOST	MAP, DEVICE	Generates a message that identifies which user changed which host. (Does not identify the map)
LOG_CHANGED_ALERTS	MAP, DEVICE, ALERT	Generates a message that identifies which user changed which alert on which device.
LOG_CHANGED_SERVICES	MAP, DEVICE	Generates a message that identifies which user changed services on which device.
LOG_LOADED_MAP	MAP	Generates a message that identifies which user loaded which map.
LOG_UNLOADED_MAP	MAP	Generates a message that identifies which user unloaded which map. Has to be used right before the map is unloaded.
LOG_CHANGE_USER	USER	Generates a message that identifies which logged in user modified which user account.
LOG_DELETE_HOST	MAP, DEVICE	Generates a message that identifies which user deleted which host (by unique id) on which map.
LOG_ADD_HOST	MAP	Generates a message that identifies which user added a host for which map.
LOG_RESET_COUNTERS	MAP	Generates a message that identifies which user reset the counters for which map.
LOG_SAVED_MAP	MAP	(v.800) Generates a message that identifies which user saved the map.

**Remarks:**

Notification tags are responsible for generating their own log messages. I

**Permissions:**

None: global

**Context:**

\*Context depends on the argument used

**See Also:**

%APPLICATIONSET%, %MAPSET%, %DEVICESET%,  
%ALERTSET%

## **%LESSTHAN%**

---

Tests to see if the first argument passed in is less than the second value passed in.

### **Syntax:**

*true / false* <**%LESSTHAN%** (*comparison1*, *comparison2*)>

### **Remarks:**

Returns the word “true” if *comparison1* is less than the value of *comparison2*, otherwise the word “false” is returned. This utility tag should be used in conjunction with conditional tags to compare values to assist in flow control.

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

**%GREATERTHAN%**, **%MATCH%**, **%IS\_STRING\_EMPTY%**, **%IF%**,  
**%ELSEIF%**, **%IFNOT%**

## **%MAP\_LOG%**

---

(v.800) Displays a filtered version of log data for the map in context.

### **Syntax:**

*Results <%MAP\_LOG% quantity>*

### **Remarks:**

The Map log displays a portion of the log data that is filtered by the map filename. The quantity passed in is the number of log lines to display. A “-1” signals that you wish to display all the log lines. The Map log tag will display a log line and then a carriage return/line feed until all the lines are displayed. It is recommended to use the HTML <Pre> tag to help format the data.

### **Permissions:**

Access Log

### **Context:**

MAP, DEVICE

### **See Also:**

%CURRENT\_MAP%, %LOG\_FILE%

## **%MATCH%**

---

Compares two strings or two numerical values to see if they are identical

### **Syntax:**

*true / false* **<%MATCH%** (*comparison1*, *comparison2*)**>**

### **Remarks:**

Returns the word “true” if *comparison1* matches *comparison2*, otherwise the word “false” is returned. For string values, the %MATCH% tag is case sensitive. This utility tag should be used in conjunction with conditional tags to compare values to assist in flow control.

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

%LESSTHAN%, %GREATERTHAN%, %IS\_STRING\_EMPTY%,  
%IF%, %ELSEIF%, %IFNOT%

## **%NET\_TOOLS%**

---

Provides a means to perform basic network utilities such as Ping, Trace, DNS lookup and port scanning.

### **Syntax:**

*Results <%NET\_TOOLS% (PING, address, count)>*  
*Or*

*Results <%NET\_TOOLS% (TRACE, address, hops)>*  
*Or*

*Results <%NET\_TOOLS% (LOOKUP, address, DNS-type, stack)>*  
*Or*

*Results <%NET\_TOOLS% (SCAN, address, start-port, end-port, timeout)>*

### **Remarks:**

The number of arguments for the %NET\_TOOLS% depends on the keyword argument used (PING, TRACE, LOOKUP, SCAN).

*Address* – The IP-address or hostname for the device to perform the action against.

*Count* – When pinging a device, how many times to transmit a ping.

*Hops* – When trace-routing to a device, the maximum number of hops to allow before stopping.

*DNS-type* – The type of query to perform. {A, ALL, CNAME, HINFO, MX, NS, PTR, SOA, ZONE }

*Stack* – The stack to use if the correct DNS-type is selected.

*Start-port* – The starting port number to port scan.

*End-port* – The ending port number to port scan.

*Timeout*- The timeout to wait for a port to respond.

### **Permissions:**

Access Net tools

### **Context:**

None: global

### **See Also:**

**%LESSTHAN%**, **%GREATERTHAN%**, **%IS\_STRING\_EMPTY%**,  
**%IF%**, **%ELSEIF%**, **%IFNOT%**

## **%PAGE\_REQUEST%**

---

(v.800) The keyword argument specifies a URL to call for the next page.

### **Syntax:**

*Void <%PAGE\_REQUEST% keyword>*

### **Arguments:**

<b>Keyword</b>	<b>Context</b>	<b>Description</b>
REFERER	None: Global	(v.800) Saves the URL state from the calling page and uses that value to return to that page.

### **Remarks:**

### **Permissions:**

None: global

### **Context:**

\*Context depends on the argument used

### **See Also:**

## **%STATISTICS\_REPORT%**

---

Displays a statistics report for a particular map.

### **Syntax:**

*Results* **<%STATISTICS\_REPORT% (start-time, end-time, type)>**

### **Arguments:**

<b>Argument</b>	<b>Description</b>
<i>Start time</i>	The starting range to for the statistic report. Date is in the form: yyymmdd.
<i>End-time</i>	The ending range to for the statistic report. Date is in the form: yyymmdd.
<i>Type</i>	0 = Detail (Ascending) 1 = Detail (Descending) 2 = Raw Data

### **Remarks:**

It is recommended to use the HTML <Pre> tag to help format the data.

### **Permissions:**

Access Log

### **Context:**

MAP

### **See Also:**

**%CURRENT\_MAP%**, **%EVENT\_REPORT%**, **%DEVICE%**,  
**%LOGVIEW%**

## **%URL\_ENCODE%**

---

This tag is used to encode data that will appear within a URL line or be posted across a form that contains spaces. Normally a user would just quote the string with the space and the browser would take care of any encoding that is necessary. When using the HTML Meta redirect tag though, this is not possible due to syntax limitations. It is recommended to only use this tag when in a situation such as that.

### **Syntax:**

*String* **<%URL\_ENCODE% value>**

### **Remarks:**

Example of a necessary use of the %URL\_ENCODE% tag:

```
<META http-equiv="Refresh" content=" 1; URL=map.asp?map=<%URL_ENCODE% (%MAP%  
FILENAME)>">
```

Since content=" " is a completely quoted string, it is necessary to use the URL\_ENCODE tag to encapsulate the map file name since a map file name can contain spaces.

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

%URL\_VALUE%, %HEADER\_VALUE%

## **%URL\_VALUE%**

---

This tag is one of the most often used tags within the web template system. It is critical to be able to process forms and modify settings.

### **Syntax:**

*String* **<%URL\_VALUE%** (*name, return value if not found*)>

### **Remarks:**

The *name* identifier is the name of parameter whose value you wish to retrieve. For example, if the occurrence `map=test.wup` was in the URL line, you would use the following syntax to retrieve the map name: `<%URL_VALUE% map>`. If the value is not found, then the tag fails to execute and behaves as if there is a syntactical error. The *optional* identifier is a default value to assign to the value if the requested name does not exist in the URL. In the above example, if “map” was not found in the URL string, the tag would fail to process, but modifying the syntax to `<%URL_VALUE% (map, 0)>` would ensure the tag always processed correctly and the value “0” would be returned if the word ‘map’ was not found.

### **Permissions:**

None: global

### **Context:**

None: global

### **See Also:**

`%HEADER_VALUE%`

## ***Tags by Security Privilege***

### **Enable Web Configuration**

- %APPLICATIONSET%
- %START\_UNLOADED\_MAP\_LIST%
- %UNLOADED\_MAP%
- %NOTIFICATIONSET%

### **Configure Program**

- %APPLICATIONSET%
- %START\_UNLOADED\_MAP\_LIST%
- %UNLOADED\_MAP%
- %NOTIFICATIONSET%

### **Configure Users**

- %DOES\_USER\_EXIST%
- %START\_USER\_LIST%
- %START\_USER\_MAP\_AVAILABLE\_LIST%
- %START\_USER\_MAP\_LIST%
- %USER\_MAP%
- %USER\_MAPSET%
- %USERSET%

### **Configure Report**

- %NOTIFICATION%
- %NOTIFICATIONSET%
- %RECURRING\_NOTIFICATION
- %RECURRINGNOTIFYSET%
- %START\_NOTIFICATION\_TYPE\_LIST%
- %START\_NOTIFICATION\_INSTANCE\_LIST%
- %START\_RECURRING\_NOTIFICATIONS\_LIST%

### **Access Full Log**

- %EVENT\_REPORT%
- %LOG\_FILE%
- %PERFORMANCE\_REPORT%
- %START\_PERFORMANCE\_REPORT\_LIST%
- %STATISTICS\_REPORT%

### **Access Tools**

- %NET\_TOOLS%

## **Access Host Pages**

- %DEVICE%
- %DEVICE\_LOG%
- %SERVICE\_STATISTICS%
- %START\_DEVICE\_LIST%
- %START\_DEVICE\_SERVICE\_LIST%
- %START\_SERVICE\_STATISTICS\_LIST%
- %ACKNOWLEDGE\_DEVICE\_ALERTS%

## **Acknowledge Alerts**

- %ACKNOWLEDGE\_DEVICE\_ALERTS%
- %ACKNOWLEDGE\_MAP\_ALERTS%

## **Configure Map**

- %MAPSET%

## **Configure Devices**

- %ALERTSET%
- %DEVICE\_ALERT%
- %DEVICE\_TYPE%
- %DEVICESET%
- %SERVICE%
- %SERVICE\_STATISTICS%
- %SERVICESET%
- %START\_ALERT\_LIST%
- %START\_DEVICE\_TYPE\_LIST%
- %START\_MASTER\_SERVICE\_LIST%