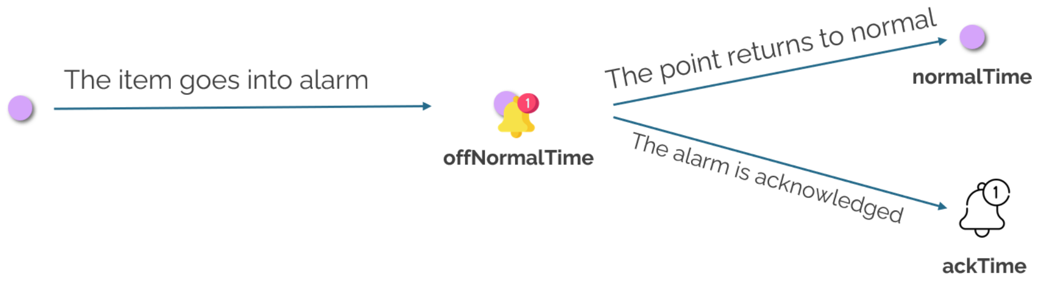
Alarm management

Concept of an alarm

An alarm is an event created in Niagara when an anomaly is detected by the system: exceeding a threshold, discordance...

An alarm follows a precise flow: 3 times are to be noted: *offnormalTime*, *normalTime* and *ackTime*

An alarm has a unique identifier called « uuid »

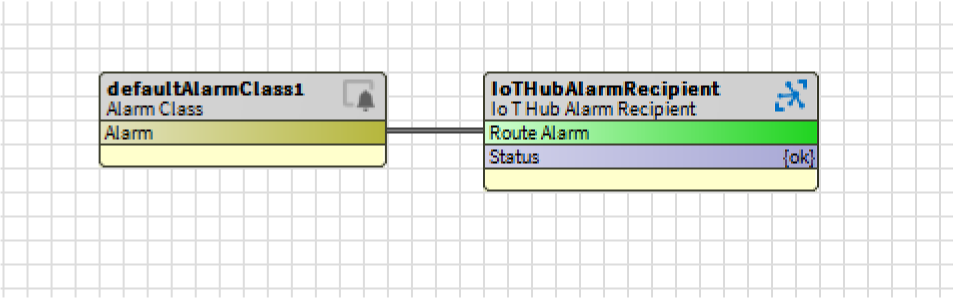


Acknowledgement and return to normal are dissociated, one may occur before the other

Outbound alarms

There is a dedicated Alarm Recipient to send alarm updates to a third party for every connector.

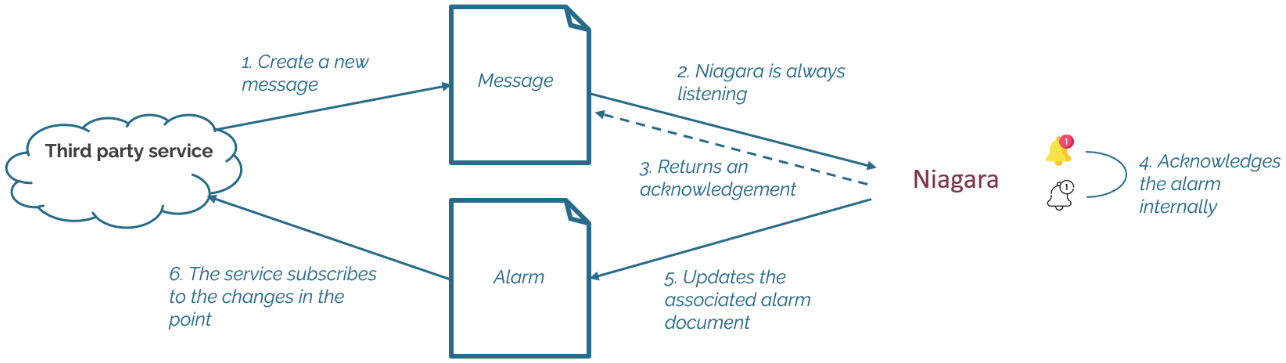
When an Alarm Class receives a new alarm event (creation or modification), a payload is built and sent to the third party.



Alarm acknowledgment

The return to normal of a point is an internal process of the system because it depends on the point. Acknowledging an alarm, on the other hand, is a user action. Niagara has built-in alarm consoles to perform this operation.

But this action can also be done by a third party system using connectors. The system is similar to sending a command to a point (the syntax of the message will be slightly different).


Third party service
1. Create a new message
Message
2. Niagara is always listening
3. Returns an acknowledgement
Niagara
4. Acknowledges the alarm internally
5. Updates the associated alarm document
Alarm
6. The service subscribes to the changes in the point