Alarm and Event Dictionary

This chapter describes the event and alarm notifications that the wireless LAN controller, access points, and location appliances can receive.

What is an Event?

An *event* is an occurrence or detection of some condition in and around the network. An event is a distinct incident that occurs at a specific point in time. Examples of events include the following:

- Port status change
- Device reset
- Device becomes unreachable by the management station

An event can also be one of the following:

- Possible symptom of a fault that is an error, failure, or exceptional condition in the network. For example, when a device becomes unreachable, an unreachable event is triggered.
- Possible symptom of a fault clearing. For example, when a device state changes from unreachable to reachable, a reachable event is triggered.

One or more events may generate an abnormal state or alarm. The alarm can be cleared, but the event remains. You can view the list of events using the Event Browser.

Choose **Monitor > Events** to access the Events page.

What is an Alarm?

An *alarm* is a Prime Infrastructure response to one or more related events. If an event is considered of high enough severity (critical, major, minor, or warning), Prime Infrastructure raises an alarm until the resulting condition no longer occurs.

One or more events can result in a single alarm being raised. An alarm is created in the following sequence:

1. A notification is triggered when a fault occurs in the network.
2. An event is created, based on the notification.
3. An alarm is created after checking if there is no active alarm corresponding to this event.

An alarm is associated with two types of events:

- Active events: Events that have not been cleared. An alarm remains in this state until the fault is resolved in a network.
- Historical events: Events that have been cleared. An event changes its state to an historical event when the fault is resolved in a network.

After an alarm is cleared, it indicates the end of an alarm life cycle. A cleared alarm can be revived if the same fault reoccurs within a preset period of time. The present period is set to 5 minutes in Prime Infrastructure.

Choose **Monitor > Alarms** to access the Alarms page.

For details about the list of Alarms and Events, see Cisco Prime Infrastructure Alarms and Events.

For more information about the Event creation, Alarms and Events association, and Alarm statuses, see the *"Cisco Prime Infrastructure 2.0 User Guide"*.

Unsupported Traps

- BROADCAST_STORM_START: broadcastStormStartTrap
- FAN_FAILURE: fanFailureTrap
- POWER_SUPPLY_STATUS_CHANGE: powerSupplyStatusChangeTrap
- BROADCAST_STORM_END: broadcastStormEndTrap
- VLAN_REQUEST_FAILURE: vlanRequestFailureTrap
- VLAN_DELETE_LAST: vlanDeleteLastTrap
- VLAN_DEFAULT_CFG_FAILURE: vlanDefaultCfgFailureTrap
- VLAN_RESTORE_FAILURE_TRAP: vlanRestoreFailureTrap
- IPSEC_ESP_REPLAY_FAILURE: bsnIpsecEspReplayFailureTrap
- IPSEC_ESP_INVALID_SPI: bsnIpsecEspInvalidSpiTrap
- LRAD_UP: bsnAPUp
- LRAD_DOWN: bsnAPDown
- STP_NEWROOT: stpInstanceNewRootTrap
- STP_TOPOLOGY_CHANGE: stpInstanceTopologyChangeTrap
- BSN_DOT11_ESS_CREATED: bsnDot11EssCreated
- BSN_DOT11_ESS_DELETED BSNDOT11ESSDELETED
- LRADIF_RTS_THRESHOLD_CHANGED
- LRADIF_ED_THRESHOLD_CHANGED
- LRADIF_FRAGMENTATION_THRESHOLD_CHANGED
- LINK_FAILURE: linkFailureTrap