New Relic Integration





Custom Integrations Why New Relic Integrations from LightSpeed PM? Integrating New Relic into Foglight without our custom integration services would require

- Custom Event Driven Rule
- Command Invocation
- Extensive Groovy Scripting for more control over sent events and other important metrics
- Defining New Relic Fields in Foglight



Simplify New Relic Integration With LightSpeed PM's Custom Cartridge



New Relic Integration Highlights

Pattern Editor allows easy access to the information related to the alarm

- No Groovy required
- Access to dozens of fields to easily provide values to parameters
- A dozen common operators available to easily avoid any coding

Use of Groovy scripts for power users

- Use of Groovy scripting with complete injected flow context
- Ability to reject/delay ticket generation

Persisted Queue so no events are lost

- Guaranteed delivery
- Keep history for rejected, failed and successful operations for total control
- Pause or delay control
- Consumer Thread settings/control as to manage concurrency and volume

New Relic Integration Alarming Features

Alarm Transition Support

- Can be turned ON or OFF
- Update tickets when alarm is transitioning from one severity to another.
- Can be either to higher severity only or any transition
- Close ticket only when the last alarm in the transition has been cleared

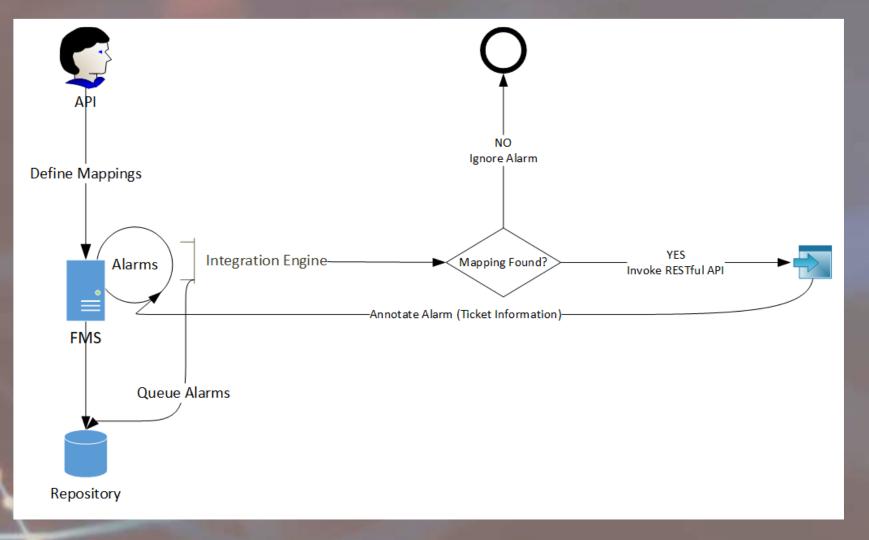


Auto Acknowledge Alarms

Alarm Flood Prevention

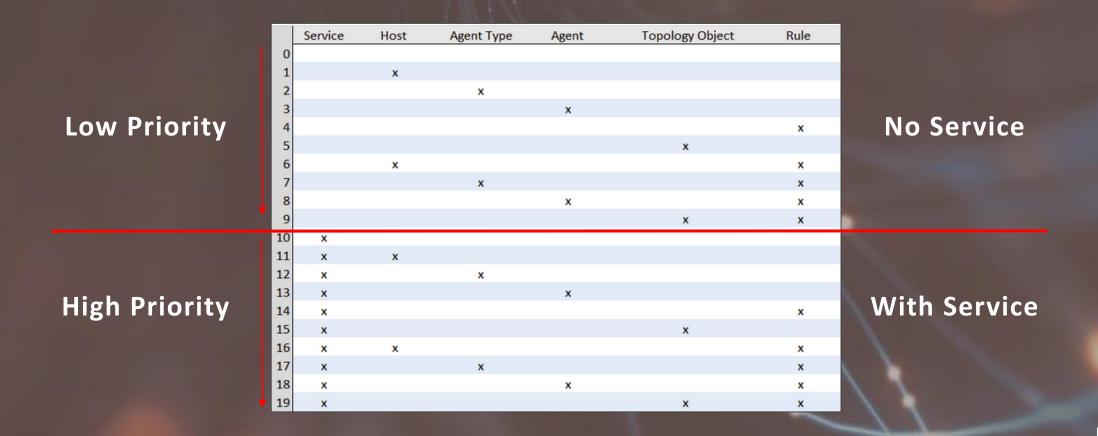


New Relic Integration – RESTful API Flow



New Relic Integration – **Decision Engine**

A rich UI within the solution presents the various mappings produced by the decision engine



New Relic Integration – Changing Settings

Navigation Bookmarks There are no bookmarks Homes Dashboards Foglight Servers Local FMS Set Host Name There Is No Data To Display

Integration Pack Registry Settings - Local FMS			
🕕 🔚 Save 🔊 Undo 🛛 🖓 Filter			
Name		Value Scopin	ng
NewRelic Integration			
Open Ticket			
PSO.NewRelicIntegration.OpenTicket.NoEmptyValue	C ²	true	If t
PSO.NewRelicIntegration.OpenTicket.TimeZone	C ²	GMT	De
PSO.NewRelicIntegration.OpenTicket.DateTimeFormat	Ľ	dd/MM/yyyy:HH:mm:ss	De
Queue			
Ignore			
PSO.NewRelicIntegration.Queue.Ignore.Normal	Ľ	false	Sho
PSO.NewRelicIntegration.Queue.Ignore.Warning	Ľ	false	Sho
PSO.NewRelicIntegration.Queue.Ignore.Critical	Ľ	false	Sho
PSO.NewRelicIntegration.Queue.Ignore.Fatal	Ľ	false	Sho
PSO.NewRelicIntegration.Queue.Ignore.Rules	C ²		🥥 A li
Delay			
PSO.NewRelicIntegration.Queue.Alarm.DelayPeriod.Warning	C ²	0	Tin
PSO.NewRelicIntegration.Queue.Alarm.DelayPeriod.Critical	ď	0	Tin
PSO.NewRelicIntegration.Queue.Alarm.DelayPeriod.Fatal	C ²	0	Tin
PSO.NewRelicIntegration.Queue.AlarmTransition.Enable	Ľ	false	Sho
PSO.NewRelicIntegration.Queue.Alarm.AcknowledgeUponSuccess	Ľ	false	Sho
PSO.NewRelicIntegration.Queue.Alarm.EnforceServiceFilter	ď	false	Wh

New Relic Integration – Mappings Editor

🚯 Levels 🛛 🚱 Level 0 💿 Credential Event 🐻 Add 🐻 Multi-Add 🔚 Save 👘 Undo 🛛 📅 Filter 🛛 Select All Select None 😑 Delete 📝 Edit 🖓 Duplicate 🚯 Levels 🛛 🚱 Level 0 🚱 Credential Event 🐻 Add 🗔 Multi-Add 📃 Save 🐚 Undo 🖉 Filter 🛛 Select All Selec **Combinations** Mapping Combinations Granularity Mapping Combinations with Service Host Object Rule Service 🚯 Levels 🛛 🚱 Level 0 🚱 Credential Event 🐻 Add 🐻 Multi-Add 🔚 Save 🌕 Undo 🛛 🖓 Filter 🛛 Select All Selec Mappings for Agents Granularity Mappings for Agent Types Agent Type Service Host Rule Mappings for Hosts Multiple Mappings Mappings for Rules Mappings for Services Mappings for Topology Objects Mappings with Service 🚯 Levels 📀 Level 0 📀 Credential Event 🐻 Add 🐻 Multi-Add 🦷 Save 🌕 Undo 🛛 🖓 Filt<u>er 🛛 Select All Select None 🤤 Delete 📝 Edit</u> 🖓 Duplicate Filtering Filter for a Specific Alarm Granularity Filter for a Specific Alarm (On Service) Host Agent Type Service Rule

Only Show Mappings Valid on Current FMS

New Relic Integration

Field Editor

Alarm Time :	C ²	2	🤤 🗳 -
Event Type :	C ²	2	○
Alarm Title :	C ²		○
Alarm Details :	C ²	2	e 5
Alarm Severity Normal 📀:	C ²	1	Θ 5
Warning 🕰:	C ²	1	e 5
Critical 🚸:	C ²	1	○
Fatal 😣 :	C ²	1	○
Alarm State :	C ²	**	Θ 5
Entity Impacted :	C ²	2	○
Entity ID :	C ²		Θ 5
Foglight Agent :	C ²	2	○
Foglight Agent Type :	C ²		Θ 5
Host :	C ²		○
Region :	C ²	1	Θ 5
Agent Name :	C ²		○
Business Unit :		2	Θ 5
App Detail :	C ²		○
Segment :	C ²	2	i i i i i i i i i i i i i i i i i i i
Use for New/Update :	true		○
Use for Export :	true	ወ	Θ 5
Enable yourst 🔊	truo	zls	
	Add	Reset	Clear Cancel

Alarm Severity Name Elements	Remember to click Apply if ye				
Add · Insert ✓ Edit Complete Isave > Undv Pattern Element Image: Severity_NAME ●	Spaces are automatically trin @ALARM_SEVERITY_NAME	nmed, please use Edit C	omplete to	insert spaces and have them pr	reserved.
	Apply				
	TAGS		OPERATOR		
	Search	<mark>,⊅ +</mark> =Ę	Operator	Short Description	н.
	Tag 🔺	Caption	?[]	If tag has a value.	<u>^</u>
	AGENT_TYPE	Agent Type 🔺	:0	If tag does not have a value.	
	AGENT_UID	Agent UID	20:0	If tag has a value else.	
	ALARM_ACKNOWLEDGED_BY	Alarm Acknowledged By	~00	Replace string with another.	
	ALARM_ACKNOWLEDGED_TIME	Alarm Acknowledged Ti	=0	Equality	
	ALARM_CLEARED_BY	Alarm Cleared By	=0?[]:[]	If equal else	
	ALARM_CLEARED_TIME	Alarm Cleared Time	i[[]]i	Groovy Script	
	ALARM_CREATED_TIME	Alarm Created Time	~U	Uppercase	
	ALARM_ID	Alarm ID	ጚ	Lowercase	
	-	Is Alarm Acknowledged	^T	Trim	
	ALARM_IS_CLEARED	Is Alarm Cleared	^N	New Line Output	
	ALARM LINK	Alarm Link	^R	Return	•

New Relic Integration

Pattern Editor

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System Requirements



Minimum required FMS version

5.9.3

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Supported	MS SQL	2008 v 10.0.1600 or later
Database	Oracle	9i R2
Minimum	MySQL	5.1.45
Version	PostgreSQL	9.4.0







Performance Monitoring customized to your unique environment

Ten plus years of providing Professional Services to Quest customers revealed these enhancements to be most requested modifications.

Let us take Foglight's out of the box capabilities and enhance for your unique environment.

Contact: <a>Sales@LightSpeedPM.com