

Human-readable data

Unit symbols are used for a human-readable representation of data:

- Can be used with numerical data only (unsigned / float)
- ♣ If units are defined, K/M/G/T/P/E/Z/Y prefix fill be used

Stored in database	Units	Displayed in frontend	
5000	Hz	5 KHz	
5341623	bits	5.34 Mbits	
3765986812	W	3.76 GW	

Special processing is used to display B, Bps, unixtime, uptime, s units:

Stored in database	Units	Displayed in frontend
1024	В	1 KB
125	uptime	00:02:05
1630316392	unixtime	2021.08.30 09:39:52
614	S	10m 14s

Any unit can be prevented from being converted by using a! prefix

Stored in database	Units	Displayed in frontend
5000	Hz	5 KHz
5000	!Hz	5000 Hz
614	S	10m 14s
614	!s	614s
1500	ms	1.5 Kms
1500	!ms	1500 ms

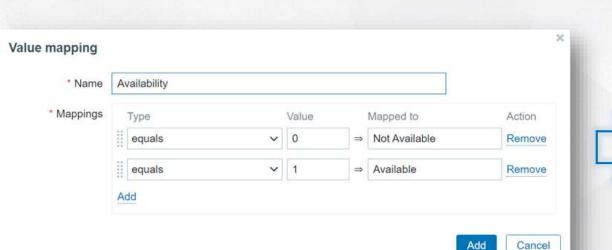
Try to store base units (bytes, seconds, etc.) to avoid strange results in the frontend:

◆ Data can be converted using preprocessing steps if needed (discussed later)

Stored in database	Units	Displayed in frontend
3200	MB	3.2 KMB
3200	!MB	3200 MB
3435972078	В	3.2 GB

Value maps contain the mapping between raw values and string representations:

- ◆ Used both by Zabbix frontend and notifications
- → Value maps are defined on the Host or Template level
- ♣ Available value map can be specified in the item configuration form
- Can be used with items having type of information:
 - ✓ Numeric (unsigned)
 - ✓ Numeric (float)
 - √ Character





Host

Production server

Name A

HTTP service status



Last check

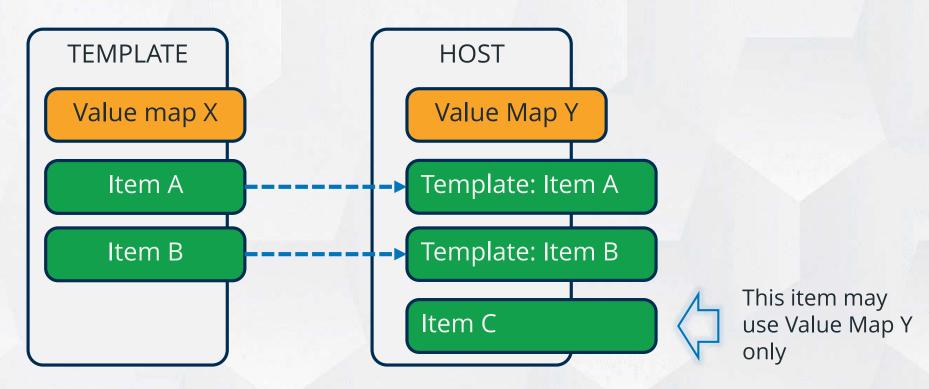
2021-08-31 08:30:36

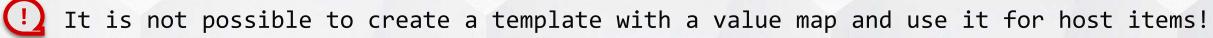
Last value

Available (1)

Value maps do not have inheritance from templates:

- ◆ They can be defined on both template or host level
- ♣ Linking a template to the host does not make the host inherit the value maps:
 - ✓ A local item on a host can use only the value map from the host
 - ✓ A templated item on a host will use the value map from the template





Usually, multiple mappings are defined per value map:

- → Mapping is applied according to the order of mapping rules
- ♣ If multiple mappings overlap, the first match will be applied
- ♣It is possible to reorder mappings by dragging

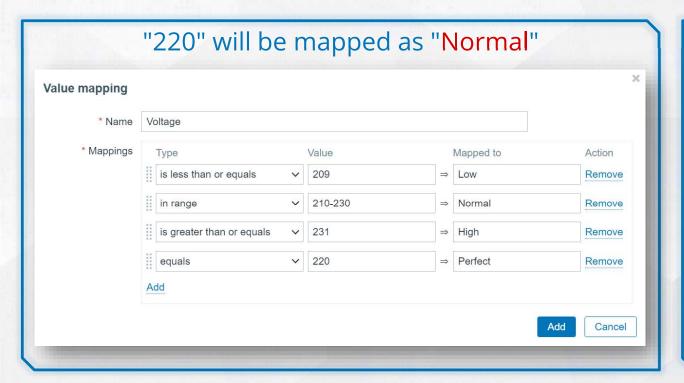
Supported mapping types:

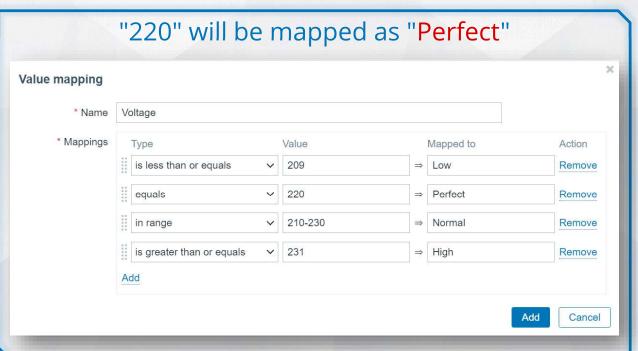
- → equals equal values will be mapped
- ♣ is greater than or equals equal or greater values will be mapped
- ♣ is less than or equals equal or smaller values will be mapped
- → in range values in range will be mapped. Multiple ranges are supported (e.g., 1-10, 20 -25)
- ♣ regexp values corresponding to the regular expression will be mapped
- ◆ default all outstanding values will be mapped, other than these with specific mappings

VALUE MAP OVERLAP

Multiple value mappings can overlap:

- → Mapping is applied according to the order of mapping rules (first match)
- ♣It is possible to reorder mappings by dragging





The last mapping will be ignored because "Normal" range is matched first

Mappings are reordered properly

PRACTICAL SETUP

Add corresponding units to the items on Training-VM-XX host

System uptime

Total memory size

Free memory size

MySQL uptime (use s or uptime units)

Create a new value map for Training resources host

- Web performance ✓ Name:
- ✓ Mappings:

for service down

0 - 100 for fast response time

for slow response time > 100

- Improve "Service Web performance" item
 - ✓ Assign the value map " Web performance"
 - ✓ Add seconds as item unit
- Add value maps to ICMP ping status and Service NTP availability items
- Check the results