C-MP-1B : Designing our Custom Class

Creating a custom class in SCOM is pretty straight forward; all you need to know are the following 4 things:

1. What properties your class is going to have
2. What data types those properties are
3. What base class will your class be hosted off (System.Entity normally)
4. What hosting relationship are you going to use, if any?

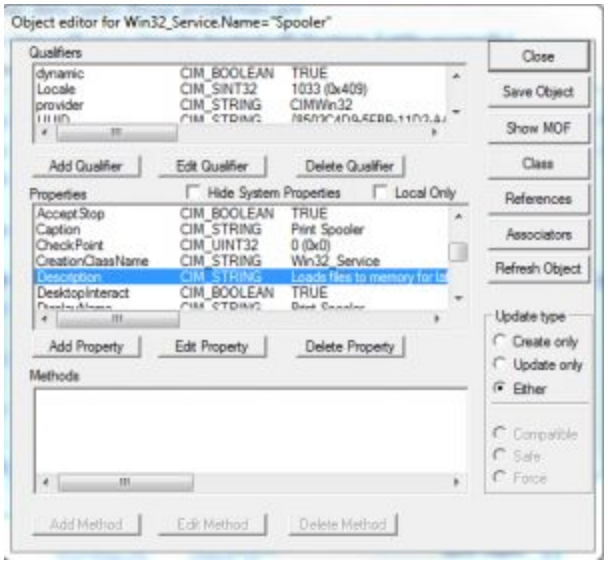
To keep things simple and ensure that these examples will work in your environment, I have decided to create a custom class for the Print Spooler Service, you may replace this with whatever service you would like to monitor.

What Properties does my class need?

Seeing that the Print Spooler is a service, this is pretty straight forward. I open up wbemtest, connect to root\cimv2 and run the following query:

Select * from win32_service Where Name = 'Spooler'

From that I can see all the properties that my custom class could have.



After reading through the list I decide that I would like to collect the following information about all the Print Spooler in SCOM:

- DesktopInteract - <string> - Can the service interact with the computer
- DisplayName - <string> - The display name of the service

- Name - <string> - The name of the service
- PathName - <string> - Path to the services exe file
- StartName - <string> - Who owns this service
- StartMode - <string> - Automatic, Disabled or Manual
- Version - <string> - The version of the exe
- UniqueName - <string> <key> - This is used as the key for the service

What Base Class should I host off of?

As always I am going to be hosting off of the System.Entity class as this is the best class I found to use when creating custom classes.

What hosting relationship am I going to use?

Well this one is pretty simple, seeing that this is a service and I would like to have access to the attributes of the computer the service is running on. I know that services (namely the WMI class I used) will only be found on windows computers, so I am going to choose Microsoft.Windows.Computer for my hosting relationship.