ExtraHop 7.9
Trigger API Reference
Contents

Overview 6

Trigger API resources 7

Data types for custom metrics 8

Global functions 9

General purpose classes 15
  Application 15
  Buffer 21
  Detection 23
  Device 25
  Discover 30
  ExternalData 31
  Flow 31
  FlowInterface 48
  FlowNetwork 52
  GeoIP 56
  IPAddress 58
  Network 59
  Session 63
  System 65
  ThreatIntel 65
  Trigger 66
  VLAN 66

Protocol and network data classes 67
  AAA 69
  ActiveMQ 73
  AJP 76
  CDP 78
  CIFS 79
  DB 83
  DHCP 86
  DICOM 89
  DNS 92
  FIX 95
  FTP 98
  HL7 102
  HTTP 103
  IBMMQ 109
  ICA 112
  ICMP 118
  Kerberos 125
  LDAP 127
  LLDP 131
  LLMNR 132
<table>
<thead>
<tr>
<th>Open data stream classes</th>
<th>221</th>
</tr>
</thead>
<tbody>
<tr>
<td>Remote.HTTP</td>
<td>221</td>
</tr>
<tr>
<td>Remote.Kafka</td>
<td>230</td>
</tr>
<tr>
<td>Remote.MongoDB</td>
<td>232</td>
</tr>
<tr>
<td>Remote.Raw</td>
<td>235</td>
</tr>
<tr>
<td>Remote.Syslog</td>
<td>239</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Datastore classes</th>
<th>240</th>
</tr>
</thead>
<tbody>
<tr>
<td>AlertRecord</td>
<td>240</td>
</tr>
<tr>
<td>Dataset</td>
<td>241</td>
</tr>
<tr>
<td>MetricCycle</td>
<td>242</td>
</tr>
<tr>
<td>MetricRecord</td>
<td>242</td>
</tr>
<tr>
<td>Sampleset</td>
<td>243</td>
</tr>
<tr>
<td>Topnset</td>
<td>243</td>
</tr>
</tbody>
</table>

| Deprecated API elements  | 245 |

| Advanced trigger options | 248 |

<table>
<thead>
<tr>
<th>Examples</th>
<th>251</th>
</tr>
</thead>
<tbody>
<tr>
<td>Example: Collect ActiveMQ metrics</td>
<td>251</td>
</tr>
<tr>
<td>Example: Send data to Azure with Remote.HTTP</td>
<td>252</td>
</tr>
<tr>
<td>Example: Monitor CIFS actions on devices</td>
<td>253</td>
</tr>
<tr>
<td>Example: Track 500-level HTTP responses by customer ID and URI</td>
<td>254</td>
</tr>
<tr>
<td>Example: Collect response metrics on database queries</td>
<td>255</td>
</tr>
<tr>
<td>Example: Send discovered device data to a remote syslog server</td>
<td>255</td>
</tr>
</tbody>
</table>
Example: Send data to Elasticsearch with Remote.HTTP
Example: Access HTTP header attributes
Example: Collect IBMMQ metrics
Example: Record Memcache hits and misses
Example: Parse memcache keys
Example: Add metrics to the metric cycle store
Example: Parse custom PoS messages with universal payload analysis
Example: Parse syslog over TCP with universal payload analysis
Example: Parse NTP with universal payload analysis
Example: Record data to a session table
Example: Track SOAP requests
Example: Matching topnset keys
Example: Create an application container
Overview

Application Inspection triggers are composed of user-defined code that automatically executes on system events through the ExtraHop trigger API. By writing triggers, you can collect custom metric data about the activities on your network. In addition, triggers can perform operations on protocol messages (such as an HTTP request) before the packet is discarded.

The ExtraHop system monitors, extracts, and records a core set of Layer 7 (L7) metrics for devices on the network, such as response counts, error counts, and processing times. After these metrics are recorded for a given L7 protocol, the packets are discarded, freeing resources for continued processing.

Triggers enable you to:

- Generate and store custom metrics to the internal datastore of the ExtraHop system. For example, while the ExtraHop system does not collect information about which user agent generated an HTTP request, you can generate and collect that level of detail by writing a trigger and committing the data to the datastore. You can also view custom data that is stored in the datastore by creating custom metrics pages and displaying those metrics through the Metric Explorer and dashboards.
- Generate and send records for long-term storage and retrieval to a recordstore.
- Create a user-defined application that collects metrics across multiple types of network traffic to capture information with cross-tier impact. For example, to gain a unified view of all the network traffic associated with a website—from web transactions to DNS requests and responses to database transactions—you can create an application that contains all of these website-related metrics.
- Generate custom metrics and send the information to syslog consumers such as Splunk, or to third party databases such as MongoDB or Kafka.
- Initiate a packet capture to record individual flows based on user-specified criteria. You can download captured flows and process them through third-party tools. Your ExtraHop system must be licensed for packet capture to access this feature.

The purpose of this guide is to provide reference material when writing the blocks of JavaScript code that run when trigger conditions are met. The Trigger API resources section contains a list of topics that provide a comprehensive overview of trigger concepts and procedures.
Trigger API resources

This section contains a list of topics that will help familiarize you with trigger concepts, building a trigger, and best practices.

- Triggers
- Build a trigger
  - Configure trigger settings
  - Write a trigger script
- Monitor trigger performance
- Triggers Best Practices Guide
- Triggers FAQ
- Walkthrough: Build a trigger to collect custom metrics for HTTP 404 errors
- Walkthrough: Initiate precision packet captures to analyze zero window conditions
- Walkthrough: Build a trigger to monitor responses to NTP monlist requests
Data types for custom metrics

The ExtraHop Trigger API enables you to create custom metrics that collect data about your environment, beyond what is provided by built-in protocol metrics.

You can create custom metrics of the following data types:

**count**

The number of metric events that occurred over a specific time range. For example, to record information about the number of HTTP requests over time, select a top-level count metric. You could also select a detail count metric to record information about the number of times clients accessed a server, with the IPAddress key and an integer representing the number of accesses as a value.

**snapshot**

A special type of count metric that, when queried over time, returns the most recent value (such as TCP established connections).

**distinct**

The estimated number of unique items observed over time, such as the number of unique ports that received SYN packets, where a high number might indicate port scanning.

**dataset**

A statistical summary of timing information, such as 5-number summary: min, 25th-percentile, median, 75th-percentile, max. For example, to record information about HTTP processing time over time, select a top-level dataset metric.

**sampleset**

A statistical summary of timing information, such as mean and standard deviation. For example, to record information about the length of time it took the server to process each URI, select a detail sampleset with the URI string key and an integer representing processing time as a value.

**max**

A special type of count metric that preserves the maximum. For example, to record the slowest HTTP statements over time without relying on a session table, select a top-level and a detail max metric.

Custom metrics are supported for the following source types:

- Application
- Device
- Network
- FlowInterface
- FlowNetwork

For more information about the differences between top-level and detail metrics, see the Metrics FAQ.
Global functions

Global functions can be called on any event.

**cache (key: String, valueFn: () => Any): Any**

Caches the specified parameters in a table to enable efficient lookup and return of large data sets.

- **key: String**
  - An identifier that indicates the location of the cached value. A key must be unique within a trigger.

- **valueFn: () => Any**
  - A zero-argument function that returns a non-null value.

In the following example, the `cache` method is called with large amounts of data hard-coded into the trigger script:

```javascript
let storeLookup = cache("storesByNumber", () => {
  1 : "Newark",
  2 : "Paul",
  3 : "Newark",
  4 : "St Paul" // 620 lines omitted
});

var storeCity;
var query = HTTP.parseQuery(HTTP.query);
if (query.storeCode) {
  storeCity = storeLookup[parseInt(query.storeCode)];
}
```

In the following example, a list of known user agents in a JBoss trigger is normalized before it is compared with the observed user agent. The trigger converts the list to lowercase and trims excess whitespace, and then caches the entries.

```javascript
function jbossUserAgents() {
  return [
    // Add your own user agents here, followed by a comma
    "Gecko-like (Edge 14.0; Windows 10; Silverlight or similar)",
    "Mozilla/5.0 (Macintosh; Intel Mac OS X 10_10_5)
AppleWebKit/537.36
(KHTML, like Gecko) Chrome/51.0.2704.79 Safari/537.36",
    "Mozilla/5.0 (Android)
  ].map(ua => ua.trim().toLowerCase());
}

var badUserAgents = cache("badUserAgents", jbossUserAgents);
```

**commitDetection (type: String, options: Object)**

Generates a detection on the ExtraHop Discover or Command appliance.

- **type: String**
  - A user-defined type for the definition, such as `brute_force_attack`. You can hide multiple detections with the same type by creating a detection rule. The string can only contain letters, numbers, and underscores.

- **options: Object**
  - An object that specifies the following properties for the detection:
**title: String**
A user-defined title that identifies the detection.

**description: String**
A description of the detection.

**categories: Array of Strings**
An array of categories the detection can be assigned to. You can filter detections by category in the ExtraHop Web UI.

The following values are valid for the related Web UI categories:

<table>
<thead>
<tr>
<th>Value</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>sec</td>
<td>Security</td>
</tr>
<tr>
<td>sec.action</td>
<td>Actions on Objective</td>
</tr>
<tr>
<td>sec.botnet</td>
<td>Botnet</td>
</tr>
<tr>
<td>sec.caution</td>
<td>Caution</td>
</tr>
<tr>
<td>sec.command</td>
<td>Command &amp; Control</td>
</tr>
<tr>
<td>sec.cryptomining</td>
<td>Cryptomining</td>
</tr>
<tr>
<td>sec.dos</td>
<td>Denial of Service</td>
</tr>
<tr>
<td>sec.exploit</td>
<td>Exploitation</td>
</tr>
<tr>
<td>sec.exfil</td>
<td>Exfiltration</td>
</tr>
<tr>
<td>sec.lateral</td>
<td>Lateral Movement</td>
</tr>
<tr>
<td>sec.ransomware</td>
<td>Ransomware</td>
</tr>
<tr>
<td>sec.recon</td>
<td>Reconnaissance</td>
</tr>
<tr>
<td>perf</td>
<td>Performance</td>
</tr>
<tr>
<td>perf.auth</td>
<td>Authorization &amp; Access Control</td>
</tr>
<tr>
<td>perf.db</td>
<td>Database</td>
</tr>
<tr>
<td>perf.network</td>
<td>Network Infrastructure</td>
</tr>
<tr>
<td>perf.service</td>
<td>Service Degradation</td>
</tr>
<tr>
<td>perf.storage</td>
<td>Storage</td>
</tr>
<tr>
<td>perf.virtual</td>
<td>Desktop &amp; App Virtualization</td>
</tr>
<tr>
<td>perf.web</td>
<td>Web Application</td>
</tr>
</tbody>
</table>

**riskScore: Number | null**
An optional number between 1 and 99 that represents the risk score of the detection.

**participants: Array of Objects**
An optional array of participant objects associated with the detection. A participant object must contain the following properties:

- **object: Object**
The Device, Application, or IP address object associated with the participant.

- **role: String**
The role of the participant in the detection. The following values are valid:
• offender
• victim

**identityKey: String | null**

A unique identifier that enables ongoing detections. If multiple detections with the same identity key and detection type are generated within 60 minutes, the detections are consolidated into a single ongoing detection.

**Note:** If an appliance is generating a large number of detections with unique identity keys, the appliance might fail to consolidate some ongoing detections. However, the appliance will not generate more than 250 individual detections for a trigger in a day.

**commitRecord (id: String, record: Object): void**

Commits a custom record object to the Explore appliance or third-party recordstore.

**id: String**

The ID of the record type to be created. The ID cannot begin with a tilde (~).

**record: Object**

An object containing a list of property and value pairs to be committed to the ExtraHop Explore appliance as a custom record.

The following properties are automatically added to records and are not represented on the objects returned by the built-in record accessors, such as `HTTP.record`:

• ex
• flowID
• client
• clientAddr
• clientPort
• receiver
• receiverAddr
• receiverPort
• sender
• senderAddr
• senderPort
• server
• serverAddr
• serverPort
• timestamp
• vlan

For example, to access the `flowID` property in an HTTP record, you would include `HTTP.record.Flow.id` in your statement.

**Important:** To avoid unexpected data in the record or an exception when the method is called, the property names listed above cannot be specified as a property name in custom records.

In addition, a property name in custom records cannot contain any of the following characters:

• "." - period
• ":" - colon
• "[" and "]" - square brackets
In the following example, the two property and value pairs that have been added to the `record` variable are committed to a custom record by the `commitRecord` function:

```javascript
var record = {
    field1: 'myfield1',
    field2: 'myfield2'
};
commitRecord('record_type_id', record);
```

On most events, you can commit a built-in record that contains default properties. For example, a built-in record such as the `HTTP.record` object can be the basis for a custom record. The following example code commits a custom record that includes all of the built-in metrics from the `HTTP.record` object and an additional metric from the `HTTP.headers` property:

```javascript
var record = Object.assign(
    {'server': HTTP.headers.server},
    HTTP.record
);
commitRecord('custom-http-record', record);
```

You can access a built-in record object on the following events:

<table>
<thead>
<tr>
<th>Class</th>
<th>Events</th>
</tr>
</thead>
<tbody>
<tr>
<td>AAA</td>
<td>AAA_REQUEST</td>
</tr>
<tr>
<td>AAA</td>
<td>AAA_RESPONSE</td>
</tr>
<tr>
<td>ActiveMQ</td>
<td>ACTIVEMQ_MESSAGE</td>
</tr>
<tr>
<td>AJP</td>
<td>AJP_RESPONSE</td>
</tr>
<tr>
<td>CIFS</td>
<td>CIFS_RESPONSE</td>
</tr>
<tr>
<td>DB</td>
<td>DB_RESPONSE</td>
</tr>
<tr>
<td>DHCP</td>
<td>DHCP_REQUEST</td>
</tr>
<tr>
<td>DHCP</td>
<td>DHCP_RESPONSE</td>
</tr>
<tr>
<td>DICOM</td>
<td>DICOM_REQUEST</td>
</tr>
<tr>
<td>DICOM</td>
<td>DICOM_RESPONSE</td>
</tr>
<tr>
<td>DNS</td>
<td>DNS_REQUEST</td>
</tr>
<tr>
<td>DNS</td>
<td>DNS_RESPONSE</td>
</tr>
<tr>
<td>FIX</td>
<td>FIX_REQUEST</td>
</tr>
<tr>
<td>FIX</td>
<td>FIX_RESPONSE</td>
</tr>
<tr>
<td>Flow</td>
<td>FLOW_RECORD</td>
</tr>
<tr>
<td>FTP</td>
<td>FTP_RESPONSE</td>
</tr>
<tr>
<td>HL7</td>
<td>HL7_RESPONSE</td>
</tr>
<tr>
<td>HTTP</td>
<td>HTTP_RESPONSE</td>
</tr>
<tr>
<td>IBMMQ</td>
<td>IBMMQ_REQUEST</td>
</tr>
<tr>
<td>IBMMQ</td>
<td>IBMMQ_RESPONSE</td>
</tr>
<tr>
<td>Class</td>
<td>Events</td>
</tr>
<tr>
<td>--------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td>ICA</td>
<td>ICA_OPEN</td>
</tr>
<tr>
<td></td>
<td>ICA_CLOSE</td>
</tr>
<tr>
<td></td>
<td>ICA_TICK</td>
</tr>
<tr>
<td>ICMP</td>
<td>ICMP_MESSAGE</td>
</tr>
<tr>
<td>Kerberos</td>
<td>KERBEROS_REQUEST</td>
</tr>
<tr>
<td></td>
<td>KERBEROS_RESPONSE</td>
</tr>
<tr>
<td>LDAP</td>
<td>LDAP_REQUEST</td>
</tr>
<tr>
<td></td>
<td>LDAP_RESPONSE</td>
</tr>
<tr>
<td>Memcache</td>
<td>MEMCACHE_REQUEST</td>
</tr>
<tr>
<td></td>
<td>MEMCACHE_RESPONSE</td>
</tr>
<tr>
<td>Modbus</td>
<td>MODBUS_RESPONSE</td>
</tr>
<tr>
<td>MongoDB</td>
<td>MONGODB_REQUEST</td>
</tr>
<tr>
<td></td>
<td>MONGODB_RESPONSE</td>
</tr>
<tr>
<td>MSMQ</td>
<td>MSMQ_MESSAGE</td>
</tr>
<tr>
<td>NetFlow</td>
<td>NETFLOW_RECORD</td>
</tr>
<tr>
<td>NFS</td>
<td>NFS_RESPONSE</td>
</tr>
<tr>
<td>POP3</td>
<td>POP3_RESPONSE</td>
</tr>
<tr>
<td>RDP</td>
<td>RDP_OPEN</td>
</tr>
<tr>
<td></td>
<td>RDP_CLOSE</td>
</tr>
<tr>
<td></td>
<td>RDP_TICK</td>
</tr>
<tr>
<td>Redis</td>
<td>REDIS_REQUEST</td>
</tr>
<tr>
<td></td>
<td>REDIS_RESPONSE</td>
</tr>
<tr>
<td>RTCP</td>
<td>RTCP_MESSAGE</td>
</tr>
<tr>
<td>RTP</td>
<td>RTP_TICK</td>
</tr>
<tr>
<td>SCCP</td>
<td>SCCP_MESSAGE</td>
</tr>
<tr>
<td>SFlow</td>
<td>SFLOW_RECORD</td>
</tr>
<tr>
<td>SIP</td>
<td>SIP_REQUEST</td>
</tr>
<tr>
<td></td>
<td>SIP_RESPONSE</td>
</tr>
<tr>
<td>SMPP</td>
<td>SMPP_RESPONSE</td>
</tr>
<tr>
<td>SMTP</td>
<td>SMTP_RESPONSE</td>
</tr>
<tr>
<td>SSH</td>
<td>SSH_OPEN</td>
</tr>
<tr>
<td></td>
<td>SSH_CLOSE</td>
</tr>
<tr>
<td></td>
<td>SSH_TICK</td>
</tr>
<tr>
<td>Class</td>
<td>Events</td>
</tr>
<tr>
<td>-------</td>
<td>----------------</td>
</tr>
<tr>
<td>SSL</td>
<td>SSL_ALERT</td>
</tr>
<tr>
<td>SSL</td>
<td>SSL_OPEN</td>
</tr>
<tr>
<td>SSL</td>
<td>SSL_CLOSE</td>
</tr>
<tr>
<td>SSL</td>
<td>SSL_HEARTBEAT</td>
</tr>
<tr>
<td>SSL</td>
<td>SSL_RENEGOTIATE</td>
</tr>
<tr>
<td>Telnet</td>
<td>TELNET_MESSAGE</td>
</tr>
</tbody>
</table>

debug (message: String): void

Writes to the debug log if debugging is enabled.

getTimestamp(): Number

Returns the timestamp from the packet that caused the trigger event to run, expressed in milliseconds with microseconds as the fractional segment after the decimal.

log (message: String): void

Writes to the debug log regardless of whether debugging is enabled.

Multiple calls to debug and log statements in which the message is the same value will display once every 30 seconds.

The limit for debug log entries is 2048 bytes. To log larger entries, see Remote.Syslog.

md5 (message: String|Buffer): String

Hashes the UTF-8 representation of the specified message Buffer object or string and returns the MD5 sum of the string.

sha1 (message: String|Buffer): String

Hashes the UTF-8 representation of the specified message Buffer object or string and returns the SHA-1 sum of the string.

sha256 (message: String|Buffer): String

Hashes the UTF-8 representation of the specified message Buffer object or string and returns the SHA-256 sum of the string.

sha512 (message: String|Buffer): String

Hashes the UTF-8 representation of the specified message Buffer object or string and returns the SHA-512 sum of the string.

uuid(): String

Returns a random version 4 Universally Unique Identifier (UUID).
### General purpose classes

The Trigger API classes in this section provide functionality that is broadly applicable across all events.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Application</td>
<td>Enables you to create new applications and adds custom metrics at the application level.</td>
</tr>
<tr>
<td>Buffer</td>
<td>Enables you to access buffer content.</td>
</tr>
<tr>
<td>Device</td>
<td>Enables you to retrieve device attributes and add custom metrics at the device level.</td>
</tr>
<tr>
<td>Discover</td>
<td>Enables you to access newly discovered devices and applications.</td>
</tr>
<tr>
<td>Flow</td>
<td>Flow refers to a conversation between two endpoints over a protocol such as TCP, UDP or ICMP. The Flow class provides access to elements of these conversations, such as endpoint IP addresses and age of the flow. The Flow class also contains a flow store designed to pass objects from request to response on the same flow.</td>
</tr>
<tr>
<td>FlowInterface</td>
<td>Enables you to retrieve flow interface attributes and add custom metrics at the interface level.</td>
</tr>
<tr>
<td>FlowNetwork</td>
<td>Enables you to retrieve flow network attributes and add custom metrics at the flow network level.</td>
</tr>
<tr>
<td>GeoIP</td>
<td>Enables you to retrieve the approximate country-level or city-level location of a specific IP address.</td>
</tr>
<tr>
<td>IPAddress</td>
<td>Enables you to retrieve IP address attributes.</td>
</tr>
<tr>
<td>Network</td>
<td>Enables you to add custom metrics at the global level.</td>
</tr>
<tr>
<td>Session</td>
<td>Enables you to access the session table, which supports coordination across multiple independently executing triggers.</td>
</tr>
<tr>
<td>System</td>
<td>Enables you to access properties that identify the ExtraHop Discover appliance on which a trigger is running.</td>
</tr>
<tr>
<td>ThreatIntel</td>
<td>Enables you to see whether an IP address, hostname, or URI is suspect.</td>
</tr>
<tr>
<td>Trigger</td>
<td>Enables you to access details about a running trigger.</td>
</tr>
<tr>
<td>VLAN</td>
<td>Enables you to access information about a VLAN on the network.</td>
</tr>
</tbody>
</table>

### Application

The Application class enables you to collect metrics across multiple types of network traffic to capture information with cross-tier impact. For example, if you want a unified view of all the network traffic associated with a website—from web transactions to DNS requests and responses to database transactions—you can...
write a trigger to create a custom application that contains all of these related metrics. The Application class also enables you to create custom metrics and commit the metric data to applications. Applications can only be created and defined through triggers.

### Instance methods

The methods in this section cannot be called directly on the Application class. You can only call these methods on specific Application class instances. For example, the following statement is valid:

```java
Application("sampleApp").metricAddCount("responses", 1);
```

However, the following statement is invalid:

```java
Application.metricAddCount("responses", 1);
```

### commit(id: String): void

Creates an application, commits built-in metrics associated with the event to the application, and adds the application to any built-in or custom records committed during the event.

The application ID must be a string. For built-in application metrics, the metrics are committed only once, even if the `commit()` method is called multiple times on the same event.

The following statement creates an application named "myApp" and commits built-in metrics to the application:

```java
Application("myApp").commit();
```

If you plan to commit custom metrics to an application, you can create the application without calling the `commit()` method. For example, if the application does not already exist, the following statement creates the application and commits the custom metric to the application:

```java
Application("myApp").metricAddCount("requests", 1);
```

You can call the `Application.commit` method only on the following events:

<table>
<thead>
<tr>
<th>Metric types</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>AAA</td>
<td>AAA_REQUEST -and- AAA_RESPONSE</td>
</tr>
<tr>
<td>AJP</td>
<td>AJP_RESPONSE</td>
</tr>
<tr>
<td>CIFS</td>
<td>CIFS_RESPONSE</td>
</tr>
<tr>
<td>DB</td>
<td>DB_RESPONSE</td>
</tr>
<tr>
<td>DHCP</td>
<td>DHCP_REQUEST -and- DHCP_RESPONSE</td>
</tr>
<tr>
<td>DNS</td>
<td>DNS_REQUEST -and- DNS_RESPONSE</td>
</tr>
<tr>
<td>FIX</td>
<td>FIX_REQUEST -and- FIX_RESPONSE</td>
</tr>
<tr>
<td>FTP</td>
<td>FTP_RESPONSE</td>
</tr>
<tr>
<td>HTTP</td>
<td>HTTP_RESPONSE</td>
</tr>
<tr>
<td>IBMMQ</td>
<td>IBMMQ_REQUEST -and- IBMMQ_RESPONSE</td>
</tr>
<tr>
<td>ICA</td>
<td>ICA_TICK -and- ICA_CLOSE</td>
</tr>
<tr>
<td>Kerberos</td>
<td>KERBEROS_REQUEST -and- KERBEROS_RESPONSE</td>
</tr>
<tr>
<td>LDAP</td>
<td>LDAP_REQUEST -and- LDAP_RESPONSE</td>
</tr>
<tr>
<td>Metric types</td>
<td>Event</td>
</tr>
<tr>
<td>--------------</td>
<td>-------</td>
</tr>
<tr>
<td>Memcache</td>
<td>MEMCACHE_REQUEST -and- MEMCACHE_RESPONSE</td>
</tr>
<tr>
<td>Modbus</td>
<td>MODBUS_RESPONSE</td>
</tr>
<tr>
<td>MongoDB</td>
<td>MONGODB_REQUEST -and- MONGODB_RESPONSE</td>
</tr>
<tr>
<td>NAS</td>
<td>CIFS_RESPONSE -and/or- NFS_RESPONSE</td>
</tr>
</tbody>
</table>
| NetFlow      | NETFLOW_RECORD  
  Note that the commit will not occur if enterprise IDs are present in the NetFlow record. |
| NFS          | NFS_RESPONSE |
| RDP          | RDP_TICK |
| Redis        | REDIS_REQUEST -and- REDIS_RESPONSE |
| RTP          | RTP_TICK |
| RTCP         | RTCP_MESSAGE |
| SCCP         | SCCP_MESSAGE |
| SIP          | SIP_REQUEST -and- SIP_RESPONSE |
| SFlow        | SFLOW_RECORD |
| SMTP         | SMTP_RESPONSE |
| SSH          | SSH_CLOSE -and- SSH_TICK |
| SSL          | SSL_RECORD -and- SSL_CLOSE |
| WebSocket    | WEBSOCKET_OPEN, WEBSOCKET_CLOSE, and WEBSOCKET_MESSAGE |

**metricAddCount (metric_name: String, count: Number, [options: Object]):void**

Creates a custom top-level count metric. Commits the metric data to the specified application.

- **metric_name: String**
  - The name of the top-level count metric.
- **count: Number**
  - The increment value. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.
- **options: Object**
  - An optional object that can contain the following property:
    - **highPrecision: Boolean**
      - A flag that enables one-second granularity for the custom metric when set to true.

**metricAddDetailCount (metric_name: String, key: String | IPAddress, count: Number, [options: Object]):void**

Creates a custom detail count metric by which you can drill down. Commits the metric data to the specified application.

- **metric_name: String**
  - The name of the detail count metric.
- **key: String | IPAddress**
  - The key specified for the detail metric. A null value is silently discarded.
count: Number
   The increment value. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object
   An optional object that can contain the following property:

   highPrecision: Boolean
      A flag that enables one-second granularity for the custom metric when set to true.

metricAddDataset (metric_name: String, val: Number, [options: Object]):void
Creates a custom top-level dataset metric. Commits the metric data to the specified application.

metric_name: String
   The name of the top-level dataset metric.

val: Number
   The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object
   An optional object that can contain the following properties:

   freq: Number
      An option that enables you to simultaneously record multiple occurrences of particular values in the dataset when set to the number of occurrences specified by the val parameter. If no value is specified, the default value is 1.

   highPrecision: Boolean
      A flag that enables one-second granularity for the custom metric when set to true.

metricAddDetailDataset (metric_name: String, key: String | IPAddress, val: Number, [options: Object]):void
Creates a custom detail dataset metric by which you can drill down. Commits the metric data to the specified application.

metric_name: String
   The name of the detail count metric.

key: String | IPAddress
   The key specified for the detail metric. A null value is silently discarded.

val: Number
   The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object
   An optional object that can contain the following properties:

   freq: Number
      An option that enables you to simultaneously record multiple occurrences of particular values in the dataset when set to the number of occurrences specified by the val parameter. If no value is specified, the default value is 1.

   highPrecision: Boolean
      A flag that enables one-second granularity for the custom metric when set to true.

metricAddDistinct (metric_name: String, item: Number | String | IPAddress):void
Creates a custom top-level distinct count metric. Commits the metric data to the specified application.

metric_name: String
   The name of the top-level distinct count metric.

item: Number | String | IPAddress
   The value to be placed into the HyperLogLog set specified by the metric_name parameter. The value is converted to a string before it is placed in the HyperLogLog set.
**metricAddDetailDistinct** (metric_name: String, key: String | IPAddress, item: Number | String | IPAddress):void

Creates a custom detail distinct count metric by which you can drill down. Commits the metric data to the specified application.

- **metric_name**: String
  - The name of the detail distinct count metric.
- **key**: String | IPAddress
  - The key specified for the detail metric. A null value is silently discarded.
- **item**: Number | String | IPAddress
  - The value to be placed into the HyperLogLog set specified by the metric_name parameter.
  - The value is converted to a string before it is placed in the HyperLogLog set.

**metricAddMax** (metric_name: String, val: Number, [options: Object]):void

Creates a custom top-level maximum metric. Commits the metric data to the specified application.

- **metric_name**: String
  - The name of the top-level maximum metric.
- **val**: Number
  - The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.
- **options**: Object
  - An optional object that can contain the following properties:
    - **highPrecision**: Boolean
      - A flag that enables one-second granularity for the custom metric when set to true.

**metricAddDetailMax** (metric_name: String, key: String | IPAddress, val: Number, [options: Object]):void

Creates a custom detail maximum metric by which you can drill down. Commits the metric data to the specified application.

- **metric_name**: String
  - The name of the detail maximum metric.
- **key**: String | IPAddress
  - The key specified for the detail metric. A null value is silently discarded.
- **val**: Number
  - The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.
- **options**: Object
  - An optional object that can contain the following properties:
    - **highPrecision**: Boolean
      - A flag that enables one-second granularity for the custom metric when set to true.

**metricAddSampleset** (metric_name: String, val: Number, [options: Object]):void

Creates a custom top-level sampleset metric. Commits the metric data to the specified application.

- **metric_name**: String
  - The name of the top-level sampleset metric.
- **val**: Number
  - The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.
- **options**: Object
  - An optional object that can contain the following properties:
    - **highPrecision**: Boolean
      - A flag that enables one-second granularity for the custom metric when set to true.
metricAddDetailSampleset (metric_name: String, key: String | IPAddress, val: Number, [options: Object]):void

Creates a custom detail sampleset metric by which you can drill down. Commits the metric data to the specified application.

metric_name: String
The name of the detail sampleset metric.

key: String | IPAddress
The key specified for the detail metric. A null value is silently discarded.

val: Number
The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object
An optional object that can contain the following properties:

highPrecision: Boolean
A flag that enables one-second granularity for the custom metric when set to true.

metricAddSnap (metric_name: String, count: Number, [options: Object]):void

Creates a custom top-level snapshot metric. Commits the metric data to the specified application.

metric_name: String
The name of the top-level snapshot metric.

count: Number
The observed value, such as current established connections. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object
An optional object that can contain the following properties:

highPrecision: Boolean
A flag that enables one-second granularity for the custom metric when set to true.

metricAddDetailSnap (metric_name: String, key: String | IPAddress, count: Number, [options: Object]):void

Creates a custom detail snapshot metric by which you can drill down. Commits the metric data to the specified application.

metric_name: String
The name of the detail sampleset metric.

key: String | IPAddress
The key specified for the detail metric. A null value is silently discarded.

count: Number
The observed value, such as current established connections. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object
An optional object that can contain the following properties:

highPrecision: Boolean
A flag that enables one-second granularity for the custom metric when set to true.

toString(): String

Returns the Application object as a string in the following format:

[object Application <application_id>]
Instance properties

**id: String**

The unique ID of the application, as shown in the ExtraHop Web UI on the page for that application.

Trigger examples

- Example: Create an application container

Buffer

The Buffer class provides access to binary data.

A buffer is an object with the characteristics of an array. Each element in the array is a number between 0 and 255, representing one byte. Each buffer object has a length property (the number of items in an array) and a square bracket operator.

Encrypted payload is not decrypted for TCP and UDP payload analysis.

UDP_PAYLOAD requires a matching string but TCP_PAYLOAD does not. If you do not specify a matching string for TCP_PAYLOAD, the trigger runs one time after the first N bytes of payload.

Instance methods

**decode(type: String): String**

Interprets the contents of the buffer and returns a string with one of the following options:

- utf-8
- utf-16
- ucs2
- hex

**equals(buffer: Buffer): Boolean**

Performs an equality test between Buffer objects, where buffer is the object to be compared against.

**slice(start: Number, [end: Number]): Buffer**

Returns the specified bytes in a buffer as a new buffer. Bytes are selected starting at the given start argument and ending at (but not including) the end argument.

- **start: Number**
  
  Integer that specifies where to start the selection. Specify negative numbers to select from the end of a buffer. This is zero-based.

- **end: Number**
  
  Optional integer that specifies where to end the selection. If omitted, all elements from the start position and to the end of the buffer will be selected. Specify negative numbers to select from the end of a buffer. This is zero-based.

**toString(): String**

Converts the buffer to a string.

**unpack(format: String, [offset: Number]): Array**

Processes binary or fixed-width data from any buffer object, such as one returned by HTTP.payload, Flow.client.payload, or Flow.sender.payload, according to the given format string and, optionally, at the specified offset.

Returns a JavaScript array that contains one or more unpacked fields and contains the absolute payload byte position +1 of the last byte in the unpacked object. The bytes value can be specified as the offset in further calls to unpack a buffer.
Note: • The `buffer.unpack` method interprets bytes in big-endian order by default. To interpret bytes in little-endian order, prefix the format string with a less than sign `<`.
• The format does not have to consume the entire buffer.
• Null bytes are not included in unpacked strings. For example: `buf.unpack('4s')[0] -> 'example'`.
• The `z` format character represents variable-length, null-terminated strings. If the last field is `z`, the string is produced whether or not the null character is present.
• An exception is throw when all of the fields cannot be unpacked because the buffer does not contain enough data.

The table below displays supported buffer string formats:

<table>
<thead>
<tr>
<th>Format</th>
<th>C type</th>
<th>JavaScript type</th>
<th>Standard size</th>
</tr>
</thead>
<tbody>
<tr>
<td>x</td>
<td>pad type</td>
<td>no value</td>
<td></td>
</tr>
<tr>
<td>A</td>
<td>struct in6_addr</td>
<td>IPAddress</td>
<td>16</td>
</tr>
<tr>
<td>a</td>
<td>struct in_addr</td>
<td>IPAddress</td>
<td>4</td>
</tr>
<tr>
<td>b</td>
<td>signed char</td>
<td>string of length 1</td>
<td>1</td>
</tr>
<tr>
<td>B</td>
<td>unsigned char</td>
<td>number</td>
<td>1</td>
</tr>
<tr>
<td>?</td>
<td>_Bool</td>
<td>boolean</td>
<td>1</td>
</tr>
<tr>
<td>h</td>
<td>short</td>
<td>number</td>
<td>2</td>
</tr>
<tr>
<td>H</td>
<td>unsigned short</td>
<td>number</td>
<td>2</td>
</tr>
<tr>
<td>i</td>
<td>int</td>
<td>number</td>
<td>4</td>
</tr>
<tr>
<td>I</td>
<td>unsigned int</td>
<td>number</td>
<td>4</td>
</tr>
<tr>
<td>l</td>
<td>long</td>
<td>number</td>
<td>4</td>
</tr>
<tr>
<td>L</td>
<td>unsigned long</td>
<td>number</td>
<td>4</td>
</tr>
<tr>
<td>q</td>
<td>long long</td>
<td>number</td>
<td>8</td>
</tr>
<tr>
<td>Q</td>
<td>unsigned long long</td>
<td>number</td>
<td>8</td>
</tr>
<tr>
<td>f</td>
<td>number</td>
<td>number</td>
<td>4</td>
</tr>
<tr>
<td>d</td>
<td>double</td>
<td>number</td>
<td>4</td>
</tr>
<tr>
<td>s</td>
<td>char[]</td>
<td>string</td>
<td></td>
</tr>
<tr>
<td>z</td>
<td>char[]</td>
<td>string</td>
<td></td>
</tr>
</tbody>
</table>

Instance Properties

**length: Number**

The number of bytes in the buffer.

Trigger Examples

• Example: Parse NTP with universal payload analysis
• Example: Parse syslog over TCP with universal payload analysis
Detection

The Detection class enables you to retrieve information about detections on the ExtraHop system.

Note: Machine learning detections require a [connection to ExtraHop Cloud Services](https://www.extrahop.com).

Events

**DETECTION_UPDATE**

Runs when a detection is created or updated on the ExtraHop system.

Note: This event does not run when a detection ticket status is updated. For example, changing a detection assignee will not cause the DETECTION_UPDATE event to run. This event also does not run for hidden detections.

Note: You cannot assign triggers that run only on this event to specific devices or device groups. Triggers that run on this event will run whenever this event occurs.

Properties

applianceId: *Number*

If called on a Command appliance, returns the ID of the connected Discover appliance that the detection occurred on. If called on a Discover appliance, returns 0.

assignee: *String*

The assignee of the ticket associated with the detection.

categories: *Array of Strings*

The list of categories the detection belongs to.

description: *String*

The description of the detection.

The following table shows common Markdown formats that you can include in the description:

<table>
<thead>
<tr>
<th>Format</th>
<th>Description</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Headings</td>
<td>Place a number sign (#) before your text to format headings. The level of heading is determined by the amount of number signs.</td>
<td>### Example H4 heading</td>
</tr>
<tr>
<td>Unordered lists</td>
<td>Place a single asterisk (*) before your text.</td>
<td>* First example * Second example</td>
</tr>
<tr>
<td>Ordered lists</td>
<td>Place a single number and period (1.) before your text.</td>
<td>1. First example 2. Second example</td>
</tr>
<tr>
<td>Bold</td>
<td>Place double asterisks before and after your text.</td>
<td><strong>bold text</strong></td>
</tr>
<tr>
<td>Italic</td>
<td>Place an underscore before and after your text.</td>
<td><em>italicized text</em></td>
</tr>
<tr>
<td>Hyperlinks</td>
<td>Place link text in brackets before the URL in parentheses. Or type your URL.</td>
<td><a href="https://www.extrahop.com">Visit our homepage</a></td>
</tr>
</tbody>
</table>

Links to external websites open in a new browser tab.
<table>
<thead>
<tr>
<th>Format</th>
<th>Description</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Links within the ExtraHop Web UI, such as dashboards or custom pages, open in the current browser tab.</td>
<td>On the ExtraHop website: &gt; Access the live demo and review case studies.</td>
<td></td>
</tr>
<tr>
<td>Blockquotes</td>
<td>Place a right angle bracket and a space before your text.</td>
<td></td>
</tr>
<tr>
<td>Emojis</td>
<td>Copy and paste a Unicode block emoji into the text box. Adding emojis in Markdown syntax is unsupported. For Unicode emojis examples, see the Unicode Emoji Chart website.</td>
<td></td>
</tr>
</tbody>
</table>

**endTime:** *Date*

The time that the detection ended, expressed in milliseconds since the epoch.

**id:** *Number*

The unique identifier for the detection.

**isCustom:** *Boolean*

The value is `true` if the detection is a custom detection generated by a trigger.

**participants:** *Array*

An array of participant objects associated with the detection. A participant object contains the following properties:

- **object:** *Object*
  
  The Device, Application, or IP address object associated with the participant.

- **role:** *String*
  
  The role of the participant in the detection. The following values are valid:
  
  - offender
  - victim

**resolution:** *String*

The resolution of the ticket associated with the detection. Valid values are `action_taken` and `no_action_taken`.

**riskScore:** *number | null*

The risk score of the detection.

**startTime:** *Date*

The time that the detection started, expressed in milliseconds since the epoch.

**status:** *String*

The status of the ticket associated with the detection. Valid values are `new`, `in_progress`, and `closed`.

**ticketID:** *String*

The ID of the ticket associated with the detection.
**title:** String
The title of the detection.

**type:** String
The type of detection. For custom detections, "custom" is prepended to the user-defined string. For example, if you specify `brute_force_attack` in the `commitDetection` function, the detection type is `custom.brute_force_attack`.

**updateTime:** Date
The last time that the detection was updated, expressed in milliseconds since the epoch.

---

**Device**

The Device class enables you to retrieve device attributes and add custom metrics at the device level.

**Methods**

**Device(id: String)**

Constructor for the Device object that accepts one parameter, which is a unique 16-character string ID.

If supplied with an ID from an existing Device object, the constructor creates a copy of that object with all of the object properties, as shown in the following example:

```javascript
myDevice = new Device(Flow.server.device.id);
debug("myDevice MAC: " + myDevice.hwaddr);
```

Metrics committed to a Device object through a `metricAdd*` function are persisted to the datastore.

**lookupByIP(addr: IPAddress | String, vlan: Number): Device**

Returns the L3 device that matches the specified IP address and VLAN ID. Returns `null` if no match is found.

**addr:** IPAddress | String
The IP address for the device. The IP address can be specified as an IPAddress object or as a string.

**vlan:** number
The VLAN ID for the device. Returns a default value of 0 if a VLAN ID is not provided or if the value of the `devices_across_vlans` settings is set to `true` in the running configuration file.

**lookupByMAC(addr: String, vlan: Number): Device**

Returns the L2 device that matches the specified MAC address and VLAN ID. Returns `null` if no match is found.

**addr:** String
The MAC address for the device.

**vlan:** Number
The VLAN ID for the device. Returns a default value of 0 if a VLAN ID is not provided or if the value of the `devices_across_vlans` settings is set to `true` in the running configuration file.

**toString(): String**

Returns the Device object as a string in the following format:

```javascript
[object Device <discovery_id>]```
Instance methods

The methods described in this section are present only on instances of the Device class. The majority of the methods enable you to create device-level custom metrics, as shown in the following example:

```javascript
Flow.server.device.metricAddCount("slow_rsp", 1);
```

**Note:** A device might sometimes act as a client and sometimes as a server on a flow.

- Call a method as `Device.metricAdd*` to collect data for both device roles.
- Call a method as `Flow.client.device.metricAdd*` to collect data only for the client role, regardless of whether the trigger is assigned to the client or the server.
- Call a method as `Flow.server.device.metricAdd*` to collect data only for the server role, regardless of whether the trigger is assigned to the client or the server.

```java
equals(device: Device): Boolean
```

Performs an equality test between Device objects, where `device` is the object to be compared against.

```java
metricAddCount (metric_name: String, count: Number, [options: Object]):void
```

Creates a custom top-level count metric. Commits the metric data to the specified device.

- **metric_name:** `String`  
The name of the top-level count metric.
- **count:** `Number`  
The increment value. Must be a non-zero, positive signed 64-bit integer. A `NaN` value is silently discarded.
- **options:** `Object`  
An optional object that can contain the following property:
  - **highPrecision:** `Boolean`  
    A flag that enables one-second granularity for the custom metric when set to `true`.

```java
metricAddDetailCount (metric_name: String, key: String | IPAddress, count: Number, [options: Object]):void
```

Creates a custom detail count metric by which you can drill down. Commits the metric data to the specified device.

- **metric_name:** `String`  
The name of the detail count metric.
- **key:** `String | IPAddress`  
The key specified for the detail metric. A `null` value is silently discarded.
- **count:** `Number`  
The increment value. Must be a non-zero, positive signed 64-bit integer. A `NaN` value is silently discarded.
- **options:** `Object`  
An optional object that can contain the following property:
  - **highPrecision:** `Boolean`  
    A flag that enables one-second granularity for the custom metric when set to `true`.

```java
metricAddDataset (metric_name: String, val: Number, [options: Object]):void
```

Creates a custom top-level dataset metric. Commits the metric data to the specified device.

- **metric_name:** `String`  
The name of the top-level dataset metric.
- **val:** `Number`  
The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A `NaN` value is silently discarded.
options: Object
An optional object that can contain the following properties:
  freq: Number
  An option that enables you to simultaneously record multiple occurrences of particular values in the dataset when set to the number of occurrences specified by the val parameter. If no value is specified, the default value is 1.

highPrecision: Boolean
A flag that enables one-second granularity for the custom metric when set to true.

metricAddDetailDataset (metric_name: String, key: String | IPAddress, val: Number, [options: Object]):void
Creates a custom detail dataset metric by which you can drill down. Commits the metric data to the specified device.

metric_name: String
The name of the detail count metric.

key: String | IPAddress
The key specified for the detail metric. A null value is silently discarded.

val: Number
The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object
An optional object that can contain the following properties:
  freq: Number
  An option that enables you to simultaneously record multiple occurrences of particular values in the dataset when set to the number of occurrences specified by the val parameter. If no value is specified, the default value is 1.

highPrecision: Boolean
A flag that enables one-second granularity for the custom metric when set to true.

metricAddDistinct (metric_name: String, item: Number | String | IPAddress):void
Creates a custom top-level distinct count metric. Commits the metric data to the specified device.

metric_name: String
The name of the top-level distinct count metric.

item: Number | String | IPAddress
The value to be placed into the HyperLogLog set specified by the metric_name parameter. The value is converted to a string before it is placed in the HyperLogLog set.

metricAddDetailDistinct (metric_name: String, key: String | IPAddress, item: Number | String | IPAddress):void
Creates a custom detail distinct count metric by which you can drill down. Commits the metric data to the specified device.

metric_name: String
The name of the detail distinct count metric.

key: String | IPAddress
The key specified for the detail metric. A null value is silently discarded.

item: Number | String | IPAddress
The value to be placed into the HyperLogLog set specified by the metric_name parameter. The value is converted to a string before it is placed in the HyperLogLog set.

metricAddMax (metric_name: String, val: Number, [options: Object]):void
Creates a custom top-level maximum metric. Commits the metric data to the specified device.

metric_name: String
The name of the top-level maximum metric.
val: *Number*

The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: *Object*

An optional object that can contain the following properties:

highPrecision: *Boolean*

A flag that enables one-second granularity for the custom metric when set to `true`.

**metricAddDetailMax** *(metric_name: *String*, key: *String* | *IPAddress*, val: *Number*, [options: *Object*]):*void*

Creates a custom detail maximum metric by which you can drill down. Commits the metric data to the specified device.

metric_name: *String*

The name of the detail maximum metric.

detail: *String* | *IPAddress*

The key specified for the detail metric. A null value is silently discarded.

val: *Number*

The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: *Object*

An optional object that can contain the following properties:

highPrecision: *Boolean*

A flag that enables one-second granularity for the custom metric when set to `true`.

**metricAddSampleset** *(metric_name: *String*, val: *Number*, [options: *Object*]):*void*

Creates a custom top-level sampleset metric. Commits the metric data to the specified device.

metric_name: *String*

The name of the top-level sampleset metric.

val: *Number*

The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: *Object*

An optional object that can contain the following properties:

highPrecision: *Boolean*

A flag that enables one-second granularity for the custom metric when set to `true`.

**metricAddDetailSampleset** *(metric_name: *String*, key: *String* | *IPAddress*, val: *Number*, [options: *Object*]):*void*

Creates a custom detail sampleset metric by which you can drill down. Commits the metric data to the specified device.

metric_name: *String*

The name of the detail sampleset metric.

key: *String* | *IPAddress*

The key specified for the detail metric. A null value is silently discarded.

val: *Number*

The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: *Object*

An optional object that can contain the following properties:

highPrecision: *Boolean*

A flag that enables one-second granularity for the custom metric when set to `true`. 
metricAddSnap (metric_name: String, count: Number, [options: Object]):void

Creates a custom top-level snapshot metric. Commits the metric data to the specified device.

metric_name: String
  The name of the top-level snapshot metric.

count: Number
  The observed value, such as current established connections. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object
  An optional object that can contain the following properties:

  highPrecision: Boolean
    A flag that enables one-second granularity for the custom metric when set to true.

metricAddDetailSnap (metric_name: String, key: String | IPAddress, count: Number, [options: Object]):void

Creates a custom detail snapshot metric by which you can drill down. Commits the metric data to the specified device.

metric_name: String
  The name of the detail sampleset metric.

key: String | IPAddress
  The key specified for the detail metric. A null value is silently discarded.

count: Number
  The observed value, such as current established connections. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object
  An optional object that can contain the following properties:

  highPrecision: Boolean
    A flag that enables one-second granularity for the custom metric when set to true.

Instance properties

The following properties enable you to retrieve device attributes and are present only on instances of the Device class.

cdpName: String
  The CDP name associated with the device, if present.

dhcpName: String
  The DHCP name associated with the device, if present.

discoverTime: Number
  The last time the capture process discovered the device (not the original discovery time), expressed in milliseconds since the epoch (January 1, 1970). Previously discovered devices can be rediscovered by the capture process if they become idle and later become active again, or if the capture process is restarted.

  To direct a trigger to run only on the initial discovery of a device, see the NEW_DEVICE event discussed in the Discover class.

dnsNames: Array
  An array of strings listing the DNS names associated with the device, if present.

hasTrigger: Boolean
  The value is true if a trigger assigned to the Device object is currently running.

  If the trigger is running on an event associated with a Flow object, the hasTrigger property value is true on at least one of the Device objects in the flow.
The `hasTrigger` property is useful to distinguish device roles. For example, if a trigger is assigned to a group of proxy servers, you can easily determine whether a device is acting as the client or the server, rather than checking for IP addresses or device IDs, such as in the following example:

```java
//Event: HTTP_REQUEST
if (Flow.server.device.hasTrigger) {
    // Incoming request
} else {
    // Outgoing request
}
```

**hwaddr: String**
The MAC address of the device, if present.

**id: String**
The 16-character unique ID of the device, as shown in the ExtraHop Web UI on the page for that device.

**ipaddrs: Array**
An array of IPAddress objects representing the device's known IP addresses. For L3 devices, the array always contains one IPAddress.

**isGateway: Boolean**
The value is `true` if the device is a gateway.

**isL3: Boolean**
The value is `true` if the device is an L3 device.

**netbiosName: String**
The NetBIOS name associated with the device, if present.

**vlanId: Number**
The VLAN ID for the device.

**Trigger Examples**
- Example: Monitor CIFS actions on devices
- Example: Track 500-level HTTP responses by customer ID and URI
- Example: Collect response metrics on database queries
- Example: Send discovered device data to a remote syslog server
- Example: Access HTTP header attributes
- Example: Record Memcache hits and misses
- Example: Parse memcache keys
- Example: Parse custom PoS messages with universal payload analysis
- Example: Add metrics to the metric cycle store

**Discover**
The `Discover` class enables you to retrieve information about newly discovered devices and applications.

**Events**

**NEW_APPLICATION**
Runs when an application is first discovered. This event consumes capture resources.

**Note:** You cannot assign triggers that run only on this event to specific devices or device groups. Triggers that run on this event will run whenever this event occurs.
NEW DEVICE

Runs when activity is first observed on a device. This event consumes capture resources.

**Note:** You cannot assign triggers that run only on this event to specific devices or device groups. Triggers that run on this event will run whenever this event occurs.

**Properties**

- **application:** *Application*
  
  A newly discovered application.
  
  Applies only to **NEW_APPLICATION** events.

- **device:** *Device*
  
  A newly discovered device.
  
  Applies only to **NEW_DEVICE** events.

**Trigger Examples**

- Example: Send discovered device data to a remote syslog server

ExternalData

The ExternalData class enables you to retrieve data sent from external sources to the Trigger API through the ExtraHop REST API.

**Events**

- **EXTERNAL_DATA**
  
  Runs every time data is sent to the ExtraHop appliance through the POST triggers/externaldata operation.

**Properties**

- **body:** *String*
  
  The external data sent to the trigger.

- **type:** *String*
  
  An identifier that describes the data sent to the trigger. The type is defined when the data is sent to the ExtraHop REST API.

Flow

Flow refers to a conversation between two endpoints over a protocol such as TCP, UDP or ICMP. The Flow class provides access to elements of these conversations, such as endpoint IP addresses and age of the flow. The Flow class also contains a flow store designed to pass objects from request to response on the same flow.

**Note:** You can apply the Flow class on most L7 protocol events, but it is not supported on session or datastore events.

**Events**

If a flow is associated with an ExtraHop-monitored L7 protocol, events that correlate to the protocol will run in addition to flow events. For example, a flow associated with HTTP will also run the **HTTP_REQUEST** and **HTTP_RESPONSE** events.
FLOW_CLASSIFY
Runs whenever the ExtraHop system initially classifies a flow as being associated with a specific protocol.

**Note:** For TCP flows, the FLOW_CLASSIFY event runs after the TCP_OPEN event.

Through a combination of L7 payload analysis, observation of TCP handshakes, and port number-based heuristics, the FLOW_CLASSIFY event identifies the L7 protocol and the device roles for the endpoints in a flow such as client/server or sender/receiver.

The nature of a flow can change over its lifetime, for example, tunneling over HTTP or switching from SMTP to SMTP-SSL. In these cases, FLOW_CLASSIFY runs again after the protocol change.

The FLOW_CLASSIFY event is useful for initiating an action on a flow based on the earliest knowledge of flow information such as the L7 protocol, client/server IP addresses, or sender/receiver ports.

Common actions initiated upon FLOW_CLASSIFY include starting a packet capture through the captureStart() method or associating the flow with an application container through the addApplication() method.

Additional options are available when you create a trigger that runs on this event. By default, FLOW_CLASSIFY does not run upon flow expiration; however, you can configure a trigger to do so in order to accumulate metrics for flows that were not classified before expiring. See Advanced trigger options for more information.

FLOW_DETACH
Runs when the parser has encountered an unexpected error or has run out of memory and stops following the flow. In addition, a low quality data feed with missing packets can cause the parser to detach.

The FLOW_DETACH event is useful for detecting malicious content sent by clients and servers. The following is an example of how a trigger can detect bad DNS responses upon FLOW_DETACH events:

```plaintext
if (event == "FLOW_DETACH" && Flow.l7proto== "DNS") {
    Flow.addApplication("Malformed DNS");
}
```

FLOW_RECORD
Enables you to record information about a flow at timed intervals. Once FLOW_CLASSIFY has run, the FLOW_RECORD event will run every \( N \) seconds and whenever a flow closes. The default value for \( N \), known as the publish interval, is 30 minutes; the minimum value is 60 seconds. You can set the publish interval from the ExtraHop Admin UI through the Automatic Flow Record Settings.

FLOW_TICK
Enables you to record information about a flow per amount of data or per turn. The FLOW_TICK event will run on every FLOW_TURN or every 128 packets, whichever occurs first. Also, L2 data is reset on every FLOW_TICK event which enables you to add data together at each tick. If counting throughput, collect data from FLOW_TICK events which provide more complete metrics than FLOW_TURN.

FLOW_TICK provides a means to periodically check for certain conditions on the flow, such as zero windows and Nagle delays, and then take an action, such as initiating a packet capture or sending a syslog message.

The following is an example of FLOW_TICK:

```plaintext
log("RTT " + Flow.roundTripTime);
Remote.Syslog.info(
    " eh_event=FLOW_TICK"
    + " ClientIP="+Flow.client.ipaddr+
    + " ServerIP="+Flow.server.ipaddr+
```
FLOW_TURN

Runs on every TCP or UDP turn. A turn represents one full cycle of a client transferring request data followed by a server transferring a response.

FLOW_TURN also exposes a Turn object.

Endpoints

Flow refers to a conversation between two endpoints over a protocol; an endpoint can be one of the following components:

- client
- server
- sender
- receiver

The methods and properties described in this section are called or accessed for a specified endpoint on the flow. For example, to access the device property from an HTTP client, the syntax is Flow.client.device.

The endpoint that you specify depends on the events associated with the trigger. For example, the ACTIVEMQ_MESSAGE event only supports sender and receiver endpoints. The following table displays a list of events that can be associated with a flow and the endpoints supported for each event:

<table>
<thead>
<tr>
<th>Event</th>
<th>Client / Server</th>
<th>Sender / Receiver</th>
</tr>
</thead>
<tbody>
<tr>
<td>AAA_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>AAA_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>AJP_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>AJP_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>ACTIVEMQ_MESSAGE</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>CIFS_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>CIFS_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>DB_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>DB_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>DHCP_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>DHCP_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>DICOM_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>DICOM_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>DNS_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>DNS_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>FIX_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>FIX_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>FLOW_CLASSIFY</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>Event</td>
<td>Client / Server</td>
<td>Sender / Receiver</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>FLOW_DETACH</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>FLOW_RECORD</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>FLOW_TICK</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>FLOW_TURN</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>FTP_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>FTP_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>HL7_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>HL7_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>HTTP_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>HTTP_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>IBMMQ_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>IBMMQ_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>ICA_AUTH</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>ICA_CLOSE</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>ICA_OPEN</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>ICA_TICK</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>ICMP_MESSAGE</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>KERBEROS_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>KERBEROS_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>LDAP_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>LDAP_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>MEMCACHE_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>MEMCACHE_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>MODBUS_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>MODBUS_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>MONGODB_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>MONGODB_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>MSMQ_MESSAGE</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>NFS_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>NFS_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>POP3_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>POP3_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>REDIS_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>REDIS_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>Event</td>
<td>Client / Server</td>
<td>Sender / Receiver</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>RDP_CLOSE</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>RDP_OPEN</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>RDP_TICK</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>RTCP_MESSAGE</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>RTP_CLOSE</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>RTP_OPEN</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>RTP_TICK</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>SCCP_MESSAGE</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>SIP_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>SIP_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>SMPP_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>SMPP_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>SMTP_REQUEST</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>SMTP_RESPONSE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>SSL_ALERT</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>SSL_CLOSE</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>SSL_HEARTBEAT</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>SSL_OPEN</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>SSL_PAYLOAD</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>SSL_RECORD</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>SSL_RENEGOTIATE</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>TCP_CLOSE</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>TCP_OPEN</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>TCP_PAYLOAD</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>UDP_PAYLOAD</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>TELNET_MESSAGE</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>WEBSOCKET_OPEN</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>WEBSOCKET_CLOSE</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>WEBSOCKET_MESSAGE</td>
<td>yes</td>
<td>yes</td>
</tr>
</tbody>
</table>

**Endpoint methods**

`commitRecord()`: `void`  
Commits a record object to the ExtraHop Explore appliance on a `FLOW_RECORD` event. Record commits are not supported on `FLOW_CLASSIFY`, `FLOW_DETACH`, `FLOW_TICK`, or `FLOW_TURN` events.
On a flow, traffic moves in each direction between two endpoints. The `commitRecord()` method only records flow details in one direction, such as from the client to the server. To record details about the entire flow you must call `commitRecord()` twice, once for each direction, and specify the endpoint in the syntax—for example, `Flow.client.commitRecord()` and `Flow.server.commitRecord()`.

For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

To view the default properties committed to the record object, see the `record` property below.

**Endpoint properties**

**bytes: Number**

The number of L4 payload bytes transmitted by a device. Specify the device role in the syntax—for example, `Flow.client.bytes` or `Flow.receiver.bytes`.

Access only on `FLOW_TICK`, `FLOW_TURN`, or `FLOW_RECORD` events or an error will occur.

**customDevices: Array**

An array of custom devices in the flow. Specify the device role in the syntax—for example, `Flow.client.customDevices` or `Flow.receiver.customDevices`.

**device: Device**

The `Device` object associated with a device. Specify the device role in the syntax. For example, to access the MAC address of the client device, specify `Flow.client.device.hwaddr`.

**equals: Boolean**

Performs an equality test between `Device` objects.

**dscp: Number**

The number representing the last differentiated services code point (DSCP) value of the flow packet.

Specify the device role in the syntax—for example, `Flow.client.dscp` or `Flow.server.dscp`.

**dscpBytes: Array**

An array that contains the number of L2 bytes for a specific Differentiated Services Code Point (DSCP) value transmitted by a device in the flow. Specify the device role in the syntax—for example, `Flow.client.dscpBytes` or `Flow.server.dscpBytes`.

The value is zero for each entry that has no bytes of the specific DSCP since the last `FLOW_TICK` event.

Access only on `FLOW_TICK` or `FLOW_TURN` events or an error will occur.

**dscpName: String**

The name associated with the DSCP value transmitted by a device in the flow. The following table displays well-known DSCP names:

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>CS1</td>
</tr>
<tr>
<td>10</td>
<td>AF11</td>
</tr>
<tr>
<td>12</td>
<td>AF12</td>
</tr>
<tr>
<td>14</td>
<td>AF13</td>
</tr>
<tr>
<td>16</td>
<td>CS2</td>
</tr>
<tr>
<td>18</td>
<td>AF21</td>
</tr>
<tr>
<td>20</td>
<td>AF22</td>
</tr>
<tr>
<td>Number</td>
<td>Name</td>
</tr>
<tr>
<td>--------</td>
<td>--------</td>
</tr>
<tr>
<td>22</td>
<td>AF23</td>
</tr>
<tr>
<td>24</td>
<td>CS3</td>
</tr>
<tr>
<td>26</td>
<td>AF31</td>
</tr>
<tr>
<td>28</td>
<td>AF32</td>
</tr>
<tr>
<td>30</td>
<td>AF33</td>
</tr>
<tr>
<td>32</td>
<td>CS4</td>
</tr>
<tr>
<td>34</td>
<td>AF41</td>
</tr>
<tr>
<td>36</td>
<td>AF42</td>
</tr>
<tr>
<td>38</td>
<td>AF43</td>
</tr>
<tr>
<td>40</td>
<td>CS5</td>
</tr>
<tr>
<td>44</td>
<td>VA</td>
</tr>
<tr>
<td>46</td>
<td>EF</td>
</tr>
<tr>
<td>48</td>
<td>CS6</td>
</tr>
<tr>
<td>56</td>
<td>CS7</td>
</tr>
</tbody>
</table>

Specify the device role in the syntax—for example, `Flow.client.dscpName` or `Flow.receiver.dscpName`.

**dscpPkts: Array**

An array that contains the number of L2 packets for a given Differentiated Services Code Point (DSCP) value transmitted by a device in the flow. Specify the device role in the syntax—for example, `Flow.client.dscpPkts` or `Flow.server.dscpPkts`.

The value is zero for each entry that has no packets of the specific DSCP since the last `FLOW_TICK` event.

Applies only to `FLOW_TICK` or `FLOW_TURN` events.

**fragPkts: Number**

The number of packets resulting from IP fragmentation transmitted by a client or server device in the flow. Specify the device role in the syntax—for example, `Flow.client.fragPkts` or `Flow.server.fragPkts`.

Access only on `FLOW_TICK` or `FLOW_TURN` events or an error will occur.

**ipaddr: IPAddress**

The `IPAddress` object associated with a device in the flow. Specify the device role in the syntax—for example, `Flow.client.ipaddr` or `Flow.receiver.ipaddr`.

**equals: Boolean**

Performs an equality test between `IPAddress` objects.

**isAborted: Boolean**

The value is `true` if a TCP flow has been aborted through a TCP reset (RST). The flow can be aborted by a device. If applicable, specify the device role in the syntax—for example, `Flow.client.isAborted` or `Flow.receiver.isAborted`.

This condition may be detected in the `TCP_CLOSE` event and in any impacted L7 events (for example, `HTTP_REQUEST` or `DB_RESPONSE`).
- An L4 abort occurs when a TCP connection is closed with a RST instead of a graceful shutdown.
- An L7 response abort occurs when a connection closes while in the middle of a response. This can be due to a RST, a graceful FIN shutdown, or an expiration.
- An L7 request abort occurs when a connection closes in the middle of a request. This can also be due to a RST, a graceful FIN shutdown, or an expiration.

**Note:**

- **isShutdown**: *Boolean*
  - The value is `true` if the device initiated the shutdown of the TCP connection. Specify the device role in the syntax—for example, `Flow.client.isShutdown` or `Flow.receiver.isShutdown`.

- **l2Bytes**: *Number*
  - The number of L2 bytes, including the ethernet headers, transmitted by a device in the flow. Specify the device role in the syntax—for example, `Flow.client.l2Bytes` or `Flow.server.l2Bytes`.
  - Access only on `FLOW_TICK` or `FLOW_TURN` events or an error will occur.

- **nagleDelay**: *Number*
  - The number of Nagle delays associated with a device in the flow. Specify the device role in the syntax—for example, `Flow.client.nagleDelay` or `Flow.server.nagleDelay`.
  - Access only on `FLOW_TICK` or `FLOW_TURN` events or an error will occur.

- **overlapFragPkts**: *Number*
  - The number of non-identical IP fragment packets with overlapping data transmitted by a device in the flow. Specify the device role in the syntax—for example, `Flow.client.overlapFragPkts` or `Flow.server.overlapFragPkts`.
  - Access only on `FLOW_TICK` or `FLOW_TURN` events or an error will occur.

- **overlapSegments**: *Number*
  - The number of non-identical TCP segments, transmitted by a device in the flow, where two or more TCP segments contain data for the same part of the flow. Specify the device role in the syntax—for example, `Flow.client.overlapSegments` or `Flow.server.overlapSegments`.
  - Access only on `FLOW_TICK` or `FLOW_TURN` events or an error will occur.

- **payload**: *Buffer*
  - The payload `Buffer` associated with a device in the flow. Specify the device role in the syntax—for example, `Flow.client.payload` or `Flow.receiver.payload`.
  - Access only on `TCP_PAYLOAD`, `UDP_PAYLOAD`, or `SSL_PAYLOAD` events or an error will occur.

- **pkts**: *Number*
  - The number of packets transmitted by a device in the flow. Specify the device role in the syntax—for example, `Flow.client.pkts` or `Flow.server.pkts`.
  - Access only on `FLOW_TICK`, `FLOW_TURN`, or `FLOW_RECORD` events or an error will occur.

- **port**: *Number*
  - The port number associated with a device in the flow. Specify the device role in the syntax—for example, `Flow.client.port` or `Flow.receiver.port`.

- **rcvWndThrottle**: *Number*
  - The number of receive window throttles sent from a device in the flow. Specify the device role in the syntax—for example, `Flow.client.rcvWndThrottle` or `Flow.server.rcvWndThrottle`.
  - Access only on `FLOW_TICK` or `FLOW_TURN` events or an error will occur.
record: Object
The record object committed to the ExtraHop Explore appliance through a call to
Flow.commitRecord() on a FLOW_RECORD event. The record object represents data from a
single direction on the flow.
The record object contains the following default properties:
• age
• bytes (L3)

Note: This property represents the total number of bytes that were transmitted
by the flow at the time that the FLOW_RECORD event ran. The
FLOW_RECORD event runs several times over the course of each flow, so
the value will increase every time the event runs.
• dscpName
• first
• last
• pkts
• proto
• senderAddr
• senderPort
• receiverAddr
• receiverPort
• tcpFlags
Specify the device role in the syntax—for example, Flow.client.record or
Flow.server.record.
Access the record object only on FLOW_RECORD events or an error will occur.
rto: Number
The number of retransmission timeouts (RTOs) associated with a device in the flow. Specify the
device role in the syntax—for example, Flow.client.rto or Flow.server.rto.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.
totall2Bytes
The number of L2 bytes sent by a device during the flow. Specify the device role in the syntax—
for example, Flow.client.totall2Bytes or Flow.server.totall2Bytes.
totall2Bytes1: Number
The number of L2 bytes sent during the flow by device1.
totall2Bytes2: Number
The number of L2 bytes sent during the flow by device2.
zeroWnd: Number
The number of zero windows sent from a device in the flow. Specify the device role in the
syntax—for example, Flow.client.zeroWnd or Flow.server.zeroWnd.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

Methods
addApplication(name: String, [turnTiming: Boolean]): void
Creates an application with the specified name and collects L2-L4 metrics from the flow. The
application can be viewed from the Web UI and the metrics are displayed on an L4 page in the
application. A flow can be associated with one or more applications at a given instant; the L2-L4 metrics
collected by each application will be the same.
Calling `Flow.addApplication(name)` on a FLOW_CLASSIFY event is common on unsupported protocols. For flows on supported protocols with L7 trigger events, it is recommended to call the `Application(name).commit()` method, which collects a larger set of protocol metrics.

The `turnTiming` flag is set to false by default. If set to true, the ExtraHop system collects additional turn timing metrics for the flow. If this flag is omitted, no turn timing metrics are recorded for the application on the associated flow. Turn timing analysis analyzes L4 behavior in order to infer L7 processing times when the monitored protocol follows a client-request, server-response pattern and in which the client sends the first message. "Banner" protocols (where the server sends the first message) and protocols where data flows in both directions concurrently are not recommended for turn timing analysis.

captureStart(name: String, [options: Object]): String

Initiates a Precision Packet Capture (PPCAP) for the flow and returns a unique identifier of the packet capture in the format of a decimal number as a string. Returns `null` if the packet capture fails to start.

**name:** String

The name of the packet capture file.

- The maximum length is 256 characters
- A separate capture is created for each flow.
- Capture files with the same name are differentiated by timestamps.

**options:** Object

The options contained in the capture object. Omit any of the options to indicate unlimited size for that option. All options apply to the entire flow except the "lookback" options which apply only to the part of the flow before the trigger event that started the packet capture.

- **maxBytes:** Number
  - The total maximum number of bytes.

- **maxBytesLookback:** Number
  - The total maximum number of bytes from the lookback buffer. The lookback buffer refers to packets captured before the call to `Flow.captureStart()`.

- **maxDurationMSec:** Number
  - The maximum duration of the packet capture, expressed in milliseconds.

- **maxPackets:** Number
  - The total maximum number of packets. The maximum value might be exceeded if the trigger load is heavy.

- **maxPacketsLookback:** Number
  - The maximum number of packets from the lookback buffer. The lookback buffer refers to packets captured before the call to `Flow.captureStart()`.

The following is an example of `Flow.captureStart()`:

```javascript
// EVENT: HTTP_REQUEST
// capture facebook HTTP traffic flows
if (HTTP.uri.indexOf("www.facebook.com") !== -1) {
  var name = "facebook-" + HTTP.uri;
  //packet capture options: capture 20 packets, up to 10 from the lookback buffer
  var opts = {
    maxPackets: 20,
    maxPacketsLookback: 10
  };
  Flow.captureStart(name, opts);
}
```

**Note:** The `Flow.captureStart()` function call requires that you have a license for precision packet capture.
• You can specify the number of bytes per packet (snaplen) you want to capture when configuring the trigger in the ExtraHop Web UI. This option is available only on some events. See Advanced trigger options for more information.
• Captured files are available in the ExtraHop Admin UI. On Reveal(x) systems, captured files are available from the Packets page in the Web UI.
• Once the packet capture drive is full, no new captures will be recorded until the user deletes the files manually.
• The maximum file name string length is 256 characters. If the name exceeds 256 characters, it will be truncated and a warning message will be visible in the debug log, but the trigger will continue to execute.
• The capture file size is the whichever maximum is reached first between the maxPackets and maxBytes options.
• The size of the capture lookback buffer is whichever maximum is reached first between the maxPacketsLookback and maxBytesLookback options.
• Each passed max* parameter will capture up to the next packet boundary.
• If the packet capture was already started on the current flow, Flow.captureStart() calls result in a warning visible in the debug log, but the trigger will continue to run.
• There is a maximum of 128 concurrent packet captures in the system. If that limit is reached, subsequent calls to Flow.captureStart() will generate a warning visible in the debug log, but the trigger will continue to execute.

captureStop(): Boolean
   Stops a packet capture that is in progress on the current flow.
commitRecord1(): void
   Commits a record object to the ExtraHop Explore appliance that represents data sent from device1 in a single direction on the flow.

You can call this method only on FLOW_RECORD events, and each unique record is committed only once for built-in records.

To view the properties committed to the record object, see the record property below.

commitRecord2(): void
   Commits a record object to the ExtraHop Explore appliance that represents data sent from device2 in a single direction on the flow.

You can call this method only on FLOW_RECORD events, and each unique record is committed only once for built-in records.

To view the properties committed to the record object, see the record property below.

findCustomDevice(deviceID: String): Device
   Returns a single Device object that corresponds to the specified deviceID parameter if the device is located on either side of the flow. Returns null if no corresponding device is found.

getApplications(): String
   Retrieves all applications associated with the flow.

Properties

The Flow object properties and methods discussed in this section are available to every L7 trigger event associated with the flow.

By default, the ExtraHop system uses loosely-initiated protocol classification, so it will try to classify flows even after the connection was initiated. Loose initiation can be turned off for ports that do not always carry the protocol traffic (for example, the wildcard port 0). For such flows, device1, port1, and ipaddr1 represent the device with the numerically lower IP address and device2, port2, and ipaddr2 represent the device with the numerically higher IP address.
age: Number
The time elapsed since the flow was initiated, expressed in seconds.

bytes1: Number
The number of L4 payload bytes transmitted by one of two devices in the flow; the other device is represented by bytes2. The device represented by bytes1 remains consistent for the flow.
Access only on FLOW_TICK, FLOW_TURN, or FLOW_RECORD events or an error will occur.

bytes2: Number
The number of L4 payload bytes transmitted by one of two devices in the flow; the other device is represented by bytes1. The device represented by bytes2 remains consistent for the flow.
Access only on FLOW_TICK, FLOW_TURN, or FLOW_RECORD events or an error will occur.

customDevices1: Array
An array of custom Device objects on a flow. Custom devices on the other side of the flow are available by accessing customDevices2. The device represented by customDevices1 remains consistent for the flow.

customDevices2: Array
An array of custom Device objects on a flow. Custom devices on the other side of the flow are available by accessing customDevices1. The device represented by customDevices2 remains consistent for the flow.

device1: Device
The Device object associated with one of two devices in the flow; the other device is represented by device2. The device represented by device1 remains consistent for the flow. For example, Flow.device1.hwaddr accesses the MAC addresses of this device in the flow.
equals: Boolean
Performs an equality test between Device objects.

device2: Device
The Device object associated with one of two devices in the flow; the other device is represented by device1. The device represented by device2 remains consistent for the flow. For example, Flow.device2.hwaddr accesses the MAC addresses of this device in the flow.
equals: Boolean
Performs an equality test between Device objects.

dscp1: Number
The number representing the last Differentiated Services Code Point (DSCP) value transmitted by one of two devices in the flow; the other device is represented by dscp2. The device represented by dscp1 remains consistent for the flow.

dscp2: Number
The number representing the last Differentiated Services Code Point (DSCP) value transmitted by one of two devices in the flow; the other device is represented by dscp1. The device represented by dscp2 remains consistent for the flow.

dscpBytes1: Array
An array that contains the number of L2 bytes for a specific Differentiated Services Code Point (DSCP) value transmitted by one of two devices in the flow; the other device is represented by dscpBytes2. The device represented by dscpBytes1 remains consistent for the flow.
The value is zero for each entry that has no bytes of the specific DSCP since the last FLOW_TICK event.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.
**dscpBytes2: Array**

An array that contains the number of L2 bytes for a specific Differentiated Services Code Point (DSCP) value transmitted by one of two devices in the flow; the other device is represented by `dscpBytes1`. The device represented by `dscpBytes2` remains consistent for the flow.

The value is zero for each entry that has no bytes of the specific DSCP since the last `FLOW_TICK` event.

Access only on `FLOW_TICK` or `FLOW_TURN` events or an error will occur.

**dscpName1: String**

The name associated with the DSCP value transmitted by one of two devices in the flow; the other device is represented by `dscpName2`. The device represented by `dscpName1` remains consistent for the flow.

See the `dscpName` property in the Endpoints section for a list of supported DSCP code names.

**dscpName2: String**

The name associated with the DSCP value transmitted by one of two devices in the flow; the other device is represented by `dscpName1`. The device represented by `dscpName2` remains consistent for the flow.

See the `dscpName` property in the Endpoints section for a list of supported DSCP code names.

**dscpPkts1: Array**

An array that contains the number of L2 packets for a given Differentiated Services Code Point (DSCP) value transmitted by one of two devices in the flow; the other device is represented by `dscpPkts2`. The device represented by `dscpPkts1` remains consistent for the flow.

The value is zero for each entry that has no packets of the specific DSCP since the last `FLOW_TICK` event.

Access only on `FLOW_TICK` or `FLOW_TURN` events or an error will occur.

**dscpPkts2: Array**

An array that contains the number of L2 packets for a given Differentiated Services Code Point (DSCP) value transmitted by one of two devices in the flow; the other device is represented by `dscpPkts1`. The device represented by `dscpPkts2` remains consistent for the flow.

The value is zero for each entry that has no packets of the specific DSCP since the last `FLOW_TICK` event.

Access only on `FLOW_TICK` or `FLOWTURN` events or an error will occur.

**fragPkts1: Number**

The number of packets resulting from IP fragmentation transmitted by one of two devices in the flow; the other device is represented by `fragPkts2`. The device represented by `fragPkts1` remains consistent for the flow.

Access only on `FLOW_TICK` or `FLOW_TURN` events or an error will occur.

**fragPkts2: Number**

The number of packets resulting from IP fragmentation transmitted by one of two devices in the flow; the other device is represented by `fragPkts1`. The device represented by `fragPkts2` remains consistent for the flow.

Access only on `FLOW_TICK` or `FLOW_TURN` events or an error will occur.

**id: String**

The unique identifier of a Flow record.

**ipaddr: IPAddress**

The `IPAddress` object associated with a device in the flow. Specify the device role in the syntax—for example, `Flow.client.ipaddr` or `Flow.receiver.ipaddr`. 
equals: Boolean
   Performs an equality test between IPAddress objects.

ipproto: String
   The IP protocol associated with the flow, such as TCP or UDP.

ipver: String
   The IP version associated with the flow, such as IPv4 or IPv6.

isAborted: Boolean
   The value is true if a TCP flow has been aborted through a TCP reset (RST). The flow can be aborted by a device. If applicable, specify the device role in the syntax—for example, Flow.client.isAborted or Flow.receiver.isAborted.
   This condition may be detected in the TCP_CLOSE event and in any impacted L7 events (for example, HTTP_REQUEST or DB_RESPONSE).

   Note:
   • An L4 abort occurs when a TCP connection is closed with a RST instead of a graceful shutdown.
   • An L7 response abort occurs when a connection closes while in the middle of a response. This can be due to a RST, a graceful FIN shutdown, or an expiration.
   • An L7 request abort occurs when a connection closes in the middle of a request. This can also be due to a RST, a graceful FIN shutdown, or an expiration.

isExpired: Boolean
   The value is true if the flow expired at the time of the event.

isShutdown: Boolean
   The value is true if the device initiated the shutdown of the TCP connection. Specify the device role in the syntax—for example, Flow.client.isShutdown or Flow.receiver.isShutdown.

l2Bytes1: Number
   The number of L2 bytes, including the ethernet headers, transmitted by one of two devices in the flow; the other device is represented by l2Bytes2. The device represented by l2Bytes1 remains consistent for the flow.
   Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

l2Bytes2: Number
   The number of L2 bytes, including the ethernet headers, transmitted by one of two devices in the flow; the other device is represented by l2Bytes1. The device represented by l2Bytes2 remains consistent for the flow.
   Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

l7proto: String
   The L7 protocol associated with the flow. For known protocols, the property returns a string representing the protocol name, such as HTTP, DHCP, Memcache. For lesser-known protocols, the property returns a string formatted as ipproto:port—tcp:13724 or udp:11258. For custom protocol names, the property returns a string representing the name set through the Protocol Classification section in the Admin UI.
   This property is not valid during TCP_OPEN events.

nagleDelay1: Number
   The number of Nagle delays associated with one of two devices in the flow; the other device is represented by nagleDelay2. The device represented by nagleDelay1 remains consistent for the flow.
   Access only on FLOW_TICK or FLOW_TURN events or an error will occur.
nagleDelay2: Number
The number of Nagle delays associated with one of two devices in the flow; the other device is represented by nagleDelay1. The device represented by nagleDelay2 remains consistent for the flow.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

overlapFragPkts1: Number
The number of non-identical IP fragment packets transmitted by one of two devices in the flow; the other device is represented by overlapFragPkts2. The device represented by overlapFragPkts1 remains consistent for the flow.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

overlapFragPkts2: Number
The number of non-identical IP fragment packets transmitted by one of two devices in the flow; the other device is represented by overlapFragPkts1. The device represented by overlapFragPkts2 remains consistent for the flow.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

overlapSegments1: Number
The number of non-identical TCP segments where two or more segments contain data for the same part of the flow. The TCP segments are transmitted by one of two devices in the flow; the other device is represented by overlapSegments2. The device represented by overlapSegments1 remains consistent for the flow.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

overlapSegments2: Number
The number of non-identical TCP segments where two or more segments contain data for the same part of the flow. The TCP segments are transmitted by one of two devices in the flow; the other device is represented by overlapSegments1. The device represented by overlapSegments2 remains consistent for the flow.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

payload1: Buffer
The payload Buffer associated with one of two devices in the flow; the other device is represented by payload2. The device represented by payload1 remains consistent for the flow.
Access only on TCP_PAYLOAD, UDP_PAYLOAD, and SSL_PAYLOAD events or an error will occur.

payload2: Buffer
The payload Buffer associated with one of two devices in the flow; the other device is represented by payload1. The device represented by payload2 remains consistent for the flow.
Access only on TCP_PAYLOAD, UDP_PAYLOAD, or SSL_PAYLOAD events or an error will occur.

pkts1: Number
The number of packets transmitted by one of two devices in the flow; the other device is represented by pkts2. The device represented by pkts1 remains consistent for the flow.
Access only on FLOW_TICK, FLOW_TURN, or FLOW_RECORD events or an error will occur.

pkts2: Number
The number of packets transmitted by one of two devices in the flow; the other device is represented by pkts1. The device represented by pkts2 remains consistent for the flow.
Access only on FLOW_TICK, FLOW_TURN, or FLOW_RECORD events or an error will occur.

port1: Number
The port number associated with one of two devices in a flow; the other device is represented by port2. The device represented by port1 remains consistent for the flow.
**port2: Number**

The port number associated with one of two devices in a flow; the other device is represented by `port1`. The device represented by `port2` remains consistent for the flow.

**rcvWndThrottle1: Number**

The number of receive window throttles sent from one of two devices in the flow; the other device is represented by `rcvWndThrottle2`. The device represented by `rcvWndThrottle1` remains consistent for the flow.

Access only on `FLOW_TICK` or `FLOW_TURN` events or an error will occur.

**rcvWndThrottle2: Number**

The number of receive window throttles sent from one of two devices in the flow; the other device is represented by `rcvWndThrottle1`. The device represented by `rcvWndThrottle2` remains consistent for the flow.

Access only on `FLOW_TICK` or `FLOW_TURN` events or an error will occur.

**record1: Object**

The record object committed to the ExtraHop Explore appliance through a call to `Flow.commitRecord1()` on a `FLOW_RECORD` event.

The object represents traffic sent in a single direction from one of two devices in the flow; the other device is represented by the `record2` property. The device represented by the `record1` property remains consistent for the flow.

Access the record object only on `FLOW_RECORD` events or an error will occur.

The record object contains the following default properties:

- age
- bytes (L3)
- dscpName
- first
- last
- pkts
- proto
- senderAddr
- senderPort
- receiverAddr
- receiverPort
- tcpFlags

**record2: Object**

The record object committed to the ExtraHop Explore appliance through a call to `Flow.commitRecord2()` on a `FLOW_RECORD` event.

The object represents traffic sent in a single direction from one of two devices in the flow; the other device is represented by the `record1` property. The device represented by the `record2` property remains consistent for the flow.

Access the record object only on `FLOW_RECORD` events or an error will occur.

The record object contains the following default properties:

- age
- bytes (L3)
- dscpName
- first
- last
- pkts
• proto
• senderAddr
• senderPort
• receiverAddr
• receiverPort
• tcpFlags

**roundTripTime**: Number

The median round trip time (RTT) for the duration of the event, expressed in milliseconds. The value is NaN if there are no RTT samples.

Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

**rto1**: Number

The number of retransmission timeouts (RTOs) associated with one of two devices in the flow; the other device is represented by rto2. The device represented by rto1 remains consistent for the flow.

Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

**rto2**: Number

The number of retransmission timeouts (RTOs) associated with one of two devices in the flow; the other device is represented by rto1. The device represented by rto2 remains consistent for the flow.

Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

**store**: Object

The flow store is designed to pass objects from request to response on the same flow. The store object is an instance of an empty JavaScript object. Objects can be attached to the store as properties by defining the property key and property value. For example:

```js
Flow.store.myobject = "myvalue";
```

For events that occur on the same flow, you can apply the flow store instead of the session table to share information. For example:

```js
/* request */
Flow.store.userAgent = HTTP.userAgent;

/* response */
var userAgent = Flow.store.userAgent;
```

**Important**: Flow store values persist across all requests and responses carried on that flow. When working with the flow store, it is a best practice to set the flow store variable to null when its value should not be conveyed to the next request or response. This practice has the added benefit of conserving flow store memory.

Most flow store triggers should have a structure similar to the following example:

```js
if (event === 'DB_REQUEST') {
  if (DB.statement) {
    Flow.store.stmt = DB.statement;
  } else {
    Flow.store.stmt = null;
  }
} else if (event === 'DB_RESPONSE') {
  var stmt = Flow.store.stmt;
  Flow.store.stmt = null;
  if (stmt) {
    // Do something with 'stmt';
    // for example, commit a metric
  }
```
Note: Because DHCP requests often occur on different flows than corresponding DHCP responses, we recommend that you combine DHCP request and response information by storing DHCP transaction IDs in the session table. For example, the following trigger code creates a metric that tracks how many DHCP discover messages received a corresponding DHCP offer message:

```javascript
if (event === 'DHCP_REQUEST'){
  var opts = {
    expire: 30
  };
  Session.add(DHCP.txId.toString(), DHCP.msgType, opts);
} else if (event === 'DHCP_RESPONSE'){
  var reqMsgType = Session.lookup(DHCP.txId.toString());
  if (reqMsgType && DHCP.msgType === 'DHCPOFFER') {
    Device.metricAddCount('dhcp-discover-offer', 1);
  }
}
```

**vlan:** Number

The VLAN number associated with the flow. If no VLAN tag is present, this value is set to 0.

**vxlanVNI:** Number

The VXLAN Network Identifier number associated with the flow. If no VXLAN tag is present, this value is set to NaN.

**zeroWnd1:** Number

The number of zero windows associated with one of two devices in the flow; the other device is represented by zeroWnd2. The device represented by zeroWnd1 remains consistent for the flow. Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

**zeroWnd2:** Number

The number of zero windows associated with one of two devices in the flow; the other device is represented by zeroWnd1. The device represented by zeroWnd2 remains consistent for the flow. Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

**Trigger Examples**

- Example: Monitor CIFS actions on devices
- Example: Track 500-level HTTP responses by customer ID and URI
- Example: Parse custom PoS messages with universal payload analysis
- Example: Parse syslog over TCP with universal payload analysis
- Example: Parse NTP with universal payload analysis
- Example: Track SOAP requests

**FlowInterface**

The FlowInterface class enables you to retrieve flow interface attributes and to add custom metrics at the interface level.

**Methods**

**FlowInterface(id: string)**

A constructor for the FlowInterface object that accepts a flow interface ID. An error occurs if the flow interface ID does not exist on the ExtraHop appliance.
Instance methods

The methods in this section enable you to create custom metrics on a flow interface. The methods are present only on instances of the NetFlow class. For example, the following statement collects metrics from NetFlow traffic on the ingress interface:

```java
NetFlow.ingressInterface.metricAddCount("slow_rsp", 1);
```

However, you can call the FlowInterface method as a static method on NETFLOW_RECORD events. For example, the following statement collects metrics from NetFlow traffic on both the ingress and egress interfaces:

```java
FlowInterface.metricAddCount("slow_rsp", 1);
```

### metricAddCount (metric_name: String, count: Number, [options: Object]):void

Creates a custom top-level count metric. Commits the metric data to the specified flow interface.

- **metric_name: String**
  - The name of the top-level count metric.

- **count: Number**
  - The increment value. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

- **options: Object**
  - An optional object that can contain the following property:
    - **highPrecision: Boolean**
      - A flag that enables one-second granularity for the custom metric when set to true.

### metricAddDetailCount (metric_name: String, key: String | IPAddress, count: Number, [options: Object]):void

Creates a custom detail count metric by which you can drill down. Commits the metric data to the specified flow interface.

- **metric_name: String**
  - The name of the detail count metric.

- **key: String | IPAddress**
  - The key specified for the detail metric. A null value is silently discarded.

- **count: Number**
  - The increment value. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

- **options: Object**
  - An optional object that can contain the following property:
    - **highPrecision: Boolean**
      - A flag that enables one-second granularity for the custom metric when set to true.

### metricAddDataset (metric_name: String, val: Number, [options: Object]):void

Creates a custom top-level dataset metric. Commits the metric data to the specified flow interface.

- **metric_name: String**
  - The name of the top-level dataset metric.

- **val: Number**
  - The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

- **options: Object**
  - An optional object that can contain the following properties:
freq: Number
   An option that enables you to simultaneously record multiple occurrences of particular
   values in the dataset when set to the number of occurrences specified by the val
   parameter. If no value is specified, the default value is 1.

highPrecision: Boolean
   A flag that enables one-second granularity for the custom metric when set to true.

metricAddDetailDataset (metric_name: String, key: String | IPAddress, val: Number, [options: Object]):void
   Creates a custom detail dataset metric by which you can drill down. Commits the metric data to
   the specified flow interface.

metric_name: String
   The name of the detail count metric.

key: String | IPAddress
   The key specified for the detail metric. A null value is silently discarded.

val: Number
   The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit
   integer. A NaN value is silently discarded.

options: Object
   An optional object that can contain the following properties:

freq: Number
   An option that enables you to simultaneously record multiple occurrences of particular
   values in the dataset when set to the number of occurrences specified by the val
   parameter. If no value is specified, the default value is 1.

highPrecision: Boolean
   A flag that enables one-second granularity for the custom metric when set to true.

metricAddDistinct (metric_name: String, item: Number | String | IPAddress):void
   Creates a custom top-level distinct count metric. Commits the metric data to the specified flow
   interface.

metric_name: String
   The name of the top-level distinct count metric.

item: Number | String | IPAddress
   The value to be placed into the HyperLogLog set specified by the metric_name parameter.
   The value is converted to a string before it is placed in the HyperLogLog set.

metricAddDetailDistinct (metric_name: String, key: String | IPAddress, item: Number | String | IPAddress):void
   Creates a custom detail distinct count metric by which you can drill down. Commits the metric data to
   the specified flow interface.

metric_name: String
   The name of the detail distinct count metric.

key: String | IPAddress
   The key specified for the detail metric. A null value is silently discarded.

item: Number | String | IPAddress
   The value to be placed into the HyperLogLog set specified by the metric_name parameter.
   The value is converted to a string before it is placed in the HyperLogLog set.

metricAddMax (metric_name: String, val: Number, [options: Object]):void
   Creates a custom top-level maximum metric. Commits the metric data to the specified flow interface.

metric_name: String
   The name of the top-level maximum metric.
val: Number

The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object

An optional object that can contain the following properties:

highPrecision: Boolean

A flag that enables one-second granularity for the custom metric when set to true.

metricAddDetailMax (metric_name: String, key: String | IPAddress, val: Number, [options: Object]):void

Creates a custom detail maximum metric by which you can drill down. Commits the metric data to the specified flow interface.

metric_name: String

The name of the detail maximum metric.

key: String | IPAddress

The key specified for the detail metric. A null value is silently discarded.

val: Number

The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object

An optional object that can contain the following properties:

highPrecision: Boolean

A flag that enables one-second granularity for the custom metric when set to true.

metricAddSampleset (metric_name: String, val: Number, [options: Object]):void

Creates a custom top-level sampleset metric. Commits the metric data to the specified flow interface.

metric_name: String

The name of the top-level sampleset metric.

val: Number

The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object

An optional object that can contain the following properties:

highPrecision: Boolean

A flag that enables one-second granularity for the custom metric when set to true.

metricAddDetailSampleset (metric_name: String, key: String | IPAddress, val: Number, [options: Object]):void

Creates a custom detail sampleset metric by which you can drill down. Commits the metric data to the specified flow interface.

metric_name: String

The name of the detail sampleset metric.

key: String | IPAddress

The key specified for the detail metric. A null value is silently discarded.

val: Number

The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object

An optional object that can contain the following properties:

highPrecision: Boolean

A flag that enables one-second granularity for the custom metric when set to true.
**metricAddSnap (metric_name: String, count: Number, [options: Object]):void**

Creates a custom top-level snapshot metric. Commits the metric data to the specified flow interface.

**metric_name: String**
- The name of the top-level snapshot metric.

**count: Number**
- The observed value, such as current established connections. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

**options: Object**
- An optional object that can contain the following properties:
  - **highPrecision: Boolean**
    - A flag that enables one-second granularity for the custom metric when set to true.

**metricAddDetailSnap (metric_name: String, key: String | IPAddress, count: Number, [options: Object]):void**

Creates a custom detail snapshot metric by which you can drill down. Commits the metric data to the specified flow interface.

**metric_name: String**
- The name of the detail sampleset metric.

**key: String | IPAddress**
- The key specified for the detail metric. A null value is silently discarded.

**count: Number**
- The observed value, such as current established connections. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

**options: Object**
- An optional object that can contain the following properties:
  - **highPrecision: Boolean**
    - A flag that enables one-second granularity for the custom metric when set to true.

**Instance properties**

**id: String**
- A string that uniquely identifies the flow interface.

**number: Number**
- The flow interface number reported by the NetFlow record.

**FlowNetwork**

The FlowNetwork class enables you to retrieve flow network attributes and to add custom metrics at the flow network level.

**Methods**

**FlowNetwork(id: string)**
- A constructor for the FlowNetwork object that accepts a flow network ID. An error occurs if the flow network ID does not exist on the ExtraHop appliance.
Instance methods

The methods in this section enable you to create custom metrics on a flow network. The methods are present only on instances of the NetFlow class. For example, the following statement collects metrics from NetFlow traffic on an individual network:

```javascript
NetFlow.network.metricAddCount("slow_rsp", 1);
```

However, you can call the FlowNetwork method as a static method on NETFLOW_RECORD events. For example, the following statement collects metrics from NetFlow traffic on both devices on the flow network:

```javascript
FlowNetwork.metricAddCount("slow_rsp", 1);
```

### metricAddCount (metric_name: String, count: Number, [options: Object]):void

Creates a custom top-level count metric. Commits the metric data to the specified flow network.

- **metric_name: String**
  - The name of the top-level count metric.

- **count: Number**
  - The increment value. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

- **options: Object**
  - An optional object that can contain the following property:
    - **highPrecision: Boolean**
      - A flag that enables one-second granularity for the custom metric when set to true.

### metricAddDetailCount (metric_name: String, key: String | IPAddress, count: Number, [options: Object]):void

Creates a custom detail count metric by which you can drill down. Commits the metric data to the specified flow network.

- **metric_name: String**
  - The name of the detail count metric.

- **key: String | IPAddress**
  - The key specified for the detail metric. A null value is silently discarded.

- **count: Number**
  - The increment value. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

- **options: Object**
  - An optional object that can contain the following property:
    - **highPrecision: Boolean**
      - A flag that enables one-second granularity for the custom metric when set to true.

### metricAddDataset (metric_name: String, val: Number, [options: Object]):void

Creates a custom top-level dataset metric. Commits the metric data to the specified flow network.

- **metric_name: String**
  - The name of the top-level dataset metric.

- **val: Number**
  - The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

- **options: Object**
  - An optional object that can contain the following properties:
freq: **Number**
   An option that enables you to simultaneously record multiple occurrences of particular
   values in the dataset when set to the number of occurrences specified by the `val`
   parameter. If no value is specified, the default value is 1.

**highPrecision: Boolean**
   A flag that enables one-second granularity for the custom metric when set to `true`.

### metricAddDetailDataset (metric_name: String, key: String | IPAddress, val: Number, [options: Object]):void

Creates a custom detail dataset metric by which you can drill down. Commits the metric data to the
specified flow network.

- **metric_name: String**
  The name of the detail count metric.

- **key: String | IPAddress**
  The key specified for the detail metric. A `null` value is silently discarded.

- **val: Number**
  The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit
  integer. A `NaN` value is silently discarded.

- **options: Object**
  An optional object that can contain the following properties:

  - **freq: Number**
    An option that enables you to simultaneously record multiple occurrences of particular
    values in the dataset when set to the number of occurrences specified by the `val`
    parameter. If no value is specified, the default value is 1.

  - **highPrecision: Boolean**
    A flag that enables one-second granularity for the custom metric when set to `true`.

### metricAddDistinct (metric_name: String, item: Number | String | IPAddress):void

Creates a custom top-level distinct count metric. Commits the metric data to the specified flow
network.

- **metric_name: String**
  The name of the top-level distinct count metric.

- **item: Number | String | IPAddress**
  The value to be placed into the HyperLogLog set specified by the `metric_name`
  parameter. The value is converted to a string before it is placed in the HyperLogLog set.

### metricAddDetailDistinct (metric_name: String, key: String | IPAddress, item: Number | String | IPAddress):void

Creates a custom detail distinct count metric by which you can drill down. Commits the metric data to
the specified flow network.

- **metric_name: String**
  The name of the detail distinct count metric.

- **key: String | IPAddress**
  The key specified for the detail metric. A `null` value is silently discarded.

- **item: Number | String | IPAddress**
  The value to be placed into the HyperLogLog set specified by the `metric_name`
  parameter. The value is converted to a string before it is placed in the HyperLogLog set.

### metricAddMax (metric_name: String, val: Number, [options: Object]):void

Creates a custom top-level maximum metric. Commits the metric data to the specified flow network.

- **metric_name: String**
  The name of the top-level maximum metric.
val: Number

The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object

An optional object that can contain the following properties:

highPrecision: Boolean

A flag that enables one-second granularity for the custom metric when set to true.

metricAddDetailMax (metric_name: String, key: String | IPAddress, val: Number, [options: Object]):void

Creates a custom detail maximum metric by which you can drill down. Commits the metric data to the specified flow network.

metric_name: String

The name of the detail maximum metric.

key: String | IPAddress

The key specified for the detail metric. A null value is silently discarded.

val: Number

The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object

An optional object that can contain the following properties:

highPrecision: Boolean

A flag that enables one-second granularity for the custom metric when set to true.

metricAddSampleset (metric_name: String, val: Number, [options: Object]):void

Creates a custom top-level sampleset metric. Commits the metric data to the specified flow network.

metric_name: String

The name of the top-level sampleset metric.

val: Number

The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object

An optional object that can contain the following properties:

highPrecision: Boolean

A flag that enables one-second granularity for the custom metric when set to true.

metricAddDetailSampleset (metric_name: String, key: String | IPAddress, val: Number, [options: Object]):void

Creates a custom detail sampleset metric by which you can drill down. Commits the metric data to the specified flow network.

metric_name: String

The name of the detail sampleset metric.

key: String | IPAddress

The key specified for the detail metric. A null value is silently discarded.

val: Number

The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object

An optional object that can contain the following properties:

highPrecision: Boolean

A flag that enables one-second granularity for the custom metric when set to true.
**metricAddSnap (metric_name: String, count: Number, [options: Object]):void**

Creates a custom top-level snapshot metric. Commits the metric data to the specified flow network.

**metric_name: String**
The name of the top-level snapshot metric.

**count: Number**
The observed value, such as current established connections. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

**options: Object**
An optional object that can contain the following properties:

**highPrecision: Boolean**
A flag that enables one-second granularity for the custom metric when set to true.

**metricAddDetailSnap (metric_name: String, key: String | IPAddress, count: Number, [options: Object]):void**

Creates a custom detail snapshot metric by which you can drill down. Commits the metric data to the specified flow network.

**metric_name: String**
The name of the detail sampleset metric.

**key: String | IPAddress**
The key specified for the detail metric. A null value is silently discarded.

**count: Number**
The observed value, such as current established connections. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

**options: Object**
An optional object that can contain the following properties:

**highPrecision: Boolean**
A flag that enables one-second granularity for the custom metric when set to true.

### Instance properties

**id: String**
A string that uniquely identifies the flow network.

**ipaddr: IPAddress**
The IP address of the management interface on the flow network.

---

**GeoIP**

The GeoIP class enables you to retrieve the approximate country-level or city-level location of a specific address.

**Methods**

Values returned by GeoIP methods are obtained from the MaxMind GeoLite2 Country database or the MaxMind GeoLite2 City database unless configured otherwise by the Geomap Data Source settings in the ExtraHop Admin UI.

From the Geomap Data Source settings, you can upload custom databases and specify which database to reference by default for city or country lookups.

We recommend uploading only a custom city-level database if you intend to call both `GeoIP.getCountry()` and `GeoIP.getPreciseLocation()` methods in triggers. If both types of custom databases are uploaded, the ExtraHop system retrieves values for both methods from the city-level database and ignores the country-level database, which is considered to be a subset of the city-level database.
**getCountry(ipaddr: IPAddress): Object**

Returns country-level detail for the specified IPAddress in an object that contains the following fields:

- **continentName: String**
  
  The name of the continent, such as *Europe*, that is associated with the country from which the specified IP address originates. The value is the same as the `continentName` field returned by the `getPreciseLocation()` method.

- **continentCode: Number**
  
  The code of the continent, such as *EU*, that is associated with the value of the `countryCode` field, according to ISO 3166. The value is the same as the `continentCode` field returned by the `getPreciseLocation()` method.

- **countryName: String**
  
  The name of the country from which the specified IP address originates, such as *United States*. The value is the same as the `countryName` field returned by the `getPreciseLocation()` method.

- **countryCode: String**
  
  The code associated with the country, according to ISO 3166, such as *US*. The value is the same as the `countryCode` field returned by the `getPreciseLocation()` method.

Returns **null** in any field for which no data is available, or returns a **null** object if all field data is unavailable.

**Note:** The `getCountry()` method requires 20 MB of total RAM on the ExtraHop Discover appliance, which might affect system performance. The first time this method is called in any trigger, the ExtraHop system reserves the required amount of RAM unless the `getPreciseLocation()` method has already been called. The `getPreciseLocation()` method requires 100 MB of RAM, so adequate RAM will already be available to call the `getCountry()` method. The required amount of RAM is not per trigger or per method call; the ExtraHop system only reserves the required amount of RAM one time.

In the following code example, the `getCountry()` method is called on each specified event and retrieves rough location data for each client IP address:

```javascript
// ignore if the IP address is non-routable
if (Flow.client.ipaddr.isRFC1918) return;
var results=GeoIP.getCountry(Flow.client.ipaddr);
if (results) {
  countryCode=results.countryCode;
  // log the 2-letter country code of each IP address
  debug ('"Country Code is " + results.countryCode);
}
```

**getPreciseLocation(ipaddr: IPAddress): Object**

Returns city-level detail for the specified IPAddress in an object that contains the following fields:

- **continentName: String**
  
  The name of the continent, such as *Europe*, that is associated with the country from which the specified IP address originates. The value is the same as the `continentName` field returned by the `getCountry()` method.

- **continentCode: Number**
  
  The code of the continent, such as *EU*, that is associated with the value of the `countryCode` field, according to ISO 3166. The value is the same as the `continentCode` field returned by the `getCountry()` method.
**countryName:** *String*

The name of the country from which the specified IP address originates, such as United States. The value is the same as the `countryName` field returned by the `getCountry()` method.

**countryCode:** *String*

The code associated with the country, according to ISO 3166, such as US. The value is the same as the `countryCode` field returned by the `getCountry()` method.

**region:** *String*

The region, such as a state or province, such as Washington.

**city:** *String*

The city from which the IP address originates, such as Seattle.

**latitude:** *Number*

The latitude of the IP address location.

**longitude:** *Number*

The longitude of the IP address location.

**radius:** *Number*

The radius, expressed in kilometers, around the longitude and latitude coordinates of the IP address location.

Returns `null` in any field for which no data is available, or returns a `null` object if all field data is unavailable.

**Note:** The `getPreciseLocation()` method requires 100 MB of total RAM on the ExtraHop Discover appliance, which might affect system performance. The first time this method is called in any trigger, the ExtraHop system reserves the required amount of RAM unless the `getCountry()` method has already been called. The `getCountry()` method requires 20 MB of RAM, so the ExtraHop system reserves an additional 80 MB of RAM. The required amount of RAM is not per trigger or per method call; the ExtraHop system only reserves the required amount of RAM one time.

### IPAddress

The IPAddress class enables you to retrieve IP address attributes. The IPAddress class is also available as a property for the Flow class.

#### Methods

**IPAddress (ip: String | Number, [mask: Number])**

Constructor for the IPAddress class that takes two parameters:

- **ip:** *String*
  The IP address string in CIDR format.

- **mask:** *Number*
  The subnet mask in a numerical format, representing the number of leftmost '1' bits in the mask (optional).

#### Instance methods

**equals (equals: IPAddress): Boolean**

Performs an equality test between IPAddress objects as shown in the following example:

```javascript
if (Flow.client.ipaddr.toString() === "10.10.10.10")
```
The `mask` parameter specifies the subnet mask in a numerical format, representing the number of leftmost ‘1’ bits in the mask (optional).

### toJSON(): string
Converts the IPAddress object to JSON format.

### toString(): String
Converts the IPAddress object to a printable string.

#### Properties

- **hostNames: Array of Strings**
  An array of hostnames associated with the IPAddress.

- **isBroadcast: Boolean**
  The value is `true` if the IP address is a broadcast address.

- **isExternal: Boolean**
  The value is `true` if the IP address is external to your network.

- **isLinkLocal: Boolean**
  The value is `true` if the IP address is a link local address such as (169.254.0.0/16).

- **isMulticast: Boolean**
  The value is `true` if the IP address is a multicast address.

- **isRFC1918: Boolean**
  The value is `true` if the IP address belongs to one of the RFC1918 private IP ranges (10.0.0.0/8, 172.16.0.0/12, 192.168.0.0/16). The value is always `false` for IPv6 addresses.

- **isV4: Boolean**
  The value is `true` if the IP address is an IPv4 address.

- **isV6: Boolean**
  The value is `true` if the IP address is an IPv6 address.

### Network

The Network class enables you to add custom metrics at the global level.

#### Methods

- **metricAddCount (metric_name: String, count: Number, [options: Object]): void**
  Creates a custom top-level count metric. Commits the metric data to the specified network.

  - **metric_name: String**
    The name of the top-level count metric.

  - **count: Number**
    The increment value. Must be a non-zero, positive signed 64-bit integer. A `NaN` value is silently discarded.
options: Object
  An optional object that can contain the following property:
  
  highPrecision: Boolean
  A flag that enables one-second granularity for the custom metric when set to true.

metricAddDetailCount (metric_name: String, key: String | IPAddress, count: Number, [options: Object]):void
Creates a custom detail count metric by which you can drill down. Commits the metric data to the specified network.
  
  metric_name: String
  The name of the detail count metric.

  key: String | IPAddress
  The key specified for the detail metric. A null value is silently discarded.

  count: Number
  The increment value. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

  options: Object
  An optional object that can contain the following property:
  
  highPrecision: Boolean
  A flag that enables one-second granularity for the custom metric when set to true.

metricAddDataset (metric_name: String, val: Number, [options: Object]):void
Creates a custom top-level dataset metric. Commits the metric data to the specified network.
  
  metric_name: String
  The name of the top-level dataset metric.

  val: Number
  The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

  options: Object
  An optional object that can contain the following properties:
  
  freq: Number
  An option that enables you to simultaneously record multiple occurrences of particular values in the dataset when set to the number of occurrences specified by the val parameter. If no value is specified, the default value is 1.

  highPrecision: Boolean
  A flag that enables one-second granularity for the custom metric when set to true.

metricAddDetailDataset (metric_name: String, key: String | IPAddress, val: Number, [options: Object]):void
Creates a custom detail dataset metric by which you can drill down. Commits the metric data to the specified network.
  
  metric_name: String
  The name of the detail count metric.

  key: String | IPAddress
  The key specified for the detail metric. A null value is silently discarded.

  val: Number
  The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

  options: Object
  An optional object that can contain the following properties:
freq: Number
An option that enables you to simultaneously record multiple occurrences of particular values in the dataset when set to the number of occurrences specified by the val parameter. If no value is specified, the default value is 1.

highPrecision: Boolean
A flag that enables one-second granularity for the custom metric when set to true.

metricAddDistinct (metric_name: String, item: Number | String | IPAddress::void
Creates a custom top-level distinct count metric. Commits the metric data to the specified network.

metric_name: String
The name of the top-level distinct count metric.

item: Number | String | IPAddress
The value to be placed into the HyperLogLog set specified by the metric_name parameter. The value is converted to a string before it is placed in the HyperLogLog set.

metricAddDetailDistinct (metric_name: String, key: String | IPAddress, item: Number | String | IPAddress::void
Creates a custom detail distinct count metric by which you can drill down. Commits the metric data to the specified network.

metric_name: String
The name of the detail distinct count metric.

key: String | IPAddress
The key specified for the detail metric. A null value is silently discarded.

item: Number | String | IPAddress
The value to be placed into the HyperLogLog set specified by the metric_name parameter. The value is converted to a string before it is placed in the HyperLogLog set.

metricAddMax (metric_name: String, val: Number, [options: Object]):void
Creates a custom top-level maximum metric. Commits the metric data to the specified network.

metric_name: String
The name of the top-level maximum metric.

val: Number
The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object
An optional object that can contain the following properties:

highPrecision: Boolean
A flag that enables one-second granularity for the custom metric when set to true.

metricAddDetailMax (metric_name: String, key: String | IPAddress, val: Number, [options: Object]):void
Creates a custom detail maximum metric by which you can drill down. Commits the metric data to the specified network.

metric_name: String
The name of the detail maximum metric.

key: String | IPAddress
The key specified for the detail metric. A null value is silently discarded.

val: Number
The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

options: Object
An optional object that can contain the following properties:
highPrecision: Boolean
A flag that enables one-second granularity for the custom metric when set to true.

```java
metricAddSampleset (metric_name: String, val: Number, [options: Object]):void
```
Creates a custom top-level sampleset metric. Commits the metric data to the specified network.

**metric_name: String**
The name of the top-level sampleset metric.

**val: Number**
The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

**options: Object**
An optional object that can contain the following properties:

highPrecision: Boolean
A flag that enables one-second granularity for the custom metric when set to true.

```java
metricAddDetailSampleset (metric_name: String, key: String | IPAddress, val: Number, [options: Object]):void
```
Creates a custom detail sampleset metric by which you can drill down. Commits the metric data to the specified network.

**metric_name: String**
The name of the detail sampleset metric.

**key: String | IPAddress**
The key specified for the detail metric. A null value is silently discarded.

**val: Number**
The observed value, such as a processing time. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

**options: Object**
An optional object that can contain the following properties:

highPrecision: Boolean
A flag that enables one-second granularity for the custom metric when set to true.

```java
metricAddSnap (metric_name: String, count: Number, [options: Object]):void
```
Creates a custom top-level snapshot metric. Commits the metric data to the specified network.

**metric_name: String**
The name of the top-level snapshot metric.

**count: Number**
The observed value, such as current established connections. Must be a non-zero, positive signed 64-bit integer. A NaN value is silently discarded.

**options: Object**
An optional object that can contain the following properties:

highPrecision: Boolean
A flag that enables one-second granularity for the custom metric when set to true.

```java
metricAddDetailSnap (metric_name: String, key: String | IPAddress, count: Number, [options: Object]):void
```
Creates a custom detail snapshot metric by which you can drill down. Commits the metric data to the specified network.

**metric_name: String**
The name of the detail sampleset metric.

**key: String | IPAddress**
The key specified for the detail metric. A null value is silently discarded.
count: **Number**

The observed value, such as current established connections. Must be a non-zero, positive signed 64-bit integer. A **NaN** value is silently discarded.

**options: Object**

An optional object that can contain the following properties:

**highPrecision: Boolean**

A flag that enables one-second granularity for the custom metric when set to `true`.

### Trigger Examples

- Example: Parse syslog over TCP with universal payload analysis
- Example: Record data to a session table
- Example: Track SOAP requests

### Session

The Session class provides access to the session table. It is designed to support coordination across multiple independently executing triggers. The session table’s global state means any changes by a trigger or external process become visible to all other users of the session table. Because the session table is in-memory, changes are not saved when you restart the ExtraHop appliance or the capture process.

Here are some important things to know about session tables:

- The session table supports ordinary JavaScript values, enabling you to add JS objects to the table.
- Session table entries can be evicted when the table grows too large or when the configured expiration is reached.
- The ExtraHop Command appliance cluster nodes do not share their global states. The ECA does not run triggers; it only manages them.
- The ExtraHop Open Data Context API exposes the session table via the management network, enabling coordination with external processes through the memcache protocol.

### Events

The Session class is not limited only to the `SESSION_EXPIRE` event. You can apply the Session class to any ExtraHop event.

#### SESSION_EXPIRE

Runs periodically (in approximately 30 second increments) as long as the session table is in use. When the `SESSION_EXPIRE` event fires, keys that have expired in the previous 30 second interval are available through the `Session.expiredKeys` property.

The `SESSION_EXPIRE` event is not associated with any particular flow, so triggers on `SESSION_EXPIRE` events cannot commit device metrics through `Device.metricAdd*()` methods or `Flow.client.device.metricAdd*()` methods. To commit device metrics on this event, you must add `Device` objects to the session table through the `Device()` instance method.

**Note:** You cannot assign triggers that run only on this event to specific devices or device groups. Triggers that run on this event will run whenever this event occurs.

#### TIMER_30SEC

Runs exactly every 30 seconds. This event enables you to perform periodic processing, such as regularly accessing session table entries added through the Open Data Context API.

**Note:** You can apply any trigger class to the TIMER_30SEC event.
Methods

add(key: String, value*, [options: Object]): *

Adds the specified key in the session table. If the key is present, the corresponding value is returned without modifying the key entry in the table. If the key is not present, a new entry is created for the key and value, and the new value is returned.

You can configure an Options object for the specified key.

getOptions(key: String): Object

Returns the Options object for the specified key. You configure options during calls to Session.add(), Session.modify(), or Session.replace().

increment(key: String, [count: Number]): Number | null

Looks up the specified key and increments the key value by the specified number. The default count value is 1. Returns the new key value if the call is successful. Returns null if the lookup fails. Returns an error if the key value is not a number.

lookup(key: String): *

Looks up the specified key in the session table and returns the corresponding value. Returns null if the key is not present.

modify(key: String, value*, [options: Object]): *

Modifies the specified key value, if the key is present in the session table, and returns the previous value. If the key is not present, no new entry is created.

If changes to the Options object are included, the key options are updated, and old options are merged with new ones. If the expire option is modified, the expiration timer is reset.

remove(key: String): *

Removes the entry for the given key and returns the associated value.

replace(key: String, value*, [options: Object]): *

Updates the entry associated with the given key. If the key is present, update the value and return the previous value. If the key is not present, add the entry and return the previous value (null).

If changes to the Options object is included, the key options are updated, and old options are merged with new ones. If the expire option is provided, the expiration timer is reset.

Options

expire: Number

The duration after which eviction occurs, expressed in seconds. If the value is null or undefined, the entry is evicted only when the session table grows too large.

notify: Boolean

Indicates whether the key is available on SESSION_EXPIRE events. The default value is false.

priority: String

Priority level that determines which entries to evict if the session table grows too large. Valid values are PRIORITY_LOW, PRIORITY_NORMAL, and PRIORITY_HIGH. The default value is PRIORITY_NORMAL.

Constants

PRIORITY_LOW: Number

Default value is 0.

PRIORITY_NORMAL: Number

Default value is 1.
**PROPERTY_HIGH: Number**

Default value is 2.

**Properties**

**expiredKeys : Array**

An array of objects with the following properties:

- **age: Number**
  
  The age of the expired object, expressed in milliseconds. Age is the amount of time elapsed between when the object in the session table was added or modified, and the `SESSION_EXPIRE` event. The age determines whether the key was evicted or expired.

- **name: String**
  
  The key of the expired object.

- **value: Number | String | IPAddress | Boolean | Device**
  
  The value of the entry in the session table.

Expired keys include keys that were evicted because the table grew too large.

The `expiredKeys` property can be accessed only on `SESSION_EXPIRE` events or an error will occur.

**Trigger Examples**

- Example: Record data to a session table

**System**

The System class enables you to retrieve information about the ExtraHop Discover appliance on which a trigger is running. This information is useful in environments with multiple Discover appliances.

**Properties**

- **uuid: string**
  
  The universally unique identifier (UUID) of the ExtraHop Discover appliance.

- **ipaddr: IPAddress**
  
  The IPAddress object of the primary management interface (Interface 1) on the ExtraHop Discover appliance.

- **hostname: string**
  
  The hostname for the ExtraHop Discover appliance configured in the ExtraHop Admin UI.

**ThreatIntel**

The ThreatIntel class enables you to see whether threats have been found for IP addresses, hostnames, or URIs. (ExtraHop Reveal(x) Premium and Ultra only)

**Methods**

- **hasIP(address: IPAddress): boolean**
  
  The value is `true` if the threats have been found for the specified IP address. If no intelligence information is available on the appliance, the value is `null`.

- **hasDomain(domain: String): boolean**
  
  The value is `true` if the threats have been found for the specified domain. If no intelligence information is available on the appliance, the value is `null`.
hasURI(uri: String): boolean
The value is `true` if the threats have been found for the specified URI. If no intelligence information is available on the appliance, the value is `null`.

Properties

isAvailable: boolean
The value is `true` if threat intelligence information is available on this appliance.

Trigger

The Trigger class enables you to access details about a running trigger.

Properties

isDebugEnabled: boolean
The value is `true` if debugging is enabled for the trigger. The value is determined by the state of the Enable debug log checkbox in the Edit Trigger pane in the ExtraHop Web UI.

VLAN

The VLAN class represents a VLAN on the network.

Instance properties

id: Number
The numerical ID for a VLAN.
Protocol and network data classes

The Trigger API classes in this section enable you to access properties and record metrics from protocol, message, and flow activity that occurs on the ExtraHop appliance.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AAA</td>
<td>Enables you to store metrics and access properties on AAA_REQUEST or AAA_RESPONSE events.</td>
</tr>
<tr>
<td>ActiveMQ</td>
<td>Enables you to store metrics and access properties on ACTIVEMQ_MESSAGE events.</td>
</tr>
<tr>
<td>AJP</td>
<td>The AJP class enables you to store metrics and access properties on AJP_REQUEST and AJP_RESPONSE events.</td>
</tr>
<tr>
<td>CIFS</td>
<td>Enables you to store metrics and access properties on CIFS_REQUEST and CIFS_RESPONSE events.</td>
</tr>
<tr>
<td>DB</td>
<td>Enables you to store metrics and access properties on DB_REQUEST and DB_RESPONSE events.</td>
</tr>
<tr>
<td>DHCP</td>
<td>Enables you to store metrics and access properties on DHCP_REQUEST and DHCP_RESPONSE events.</td>
</tr>
<tr>
<td>DICOM</td>
<td>Enables you to store metrics and access properties on DICOM_REQUEST and DICOM_RESPONSE events.</td>
</tr>
<tr>
<td>DNS</td>
<td>Enables you to store metrics and access properties on DNS_REQUEST and DNS_RESPONSE events.</td>
</tr>
<tr>
<td>FIX</td>
<td>Enables you to store metrics and access properties on FIX_REQUEST and FIX_RESPONSE events.</td>
</tr>
<tr>
<td>FTP</td>
<td>Enables you to store metrics and access properties on FTP_REQUEST and FTP_RESPONSE events.</td>
</tr>
<tr>
<td>HL7</td>
<td>Enables you to store metrics and access properties on HL7_REQUEST and HL7_RESPONSE events.</td>
</tr>
<tr>
<td>HTTP</td>
<td>Enables you to store metrics and access properties on HTTP_REQUEST and HTTP_RESPONSE events.</td>
</tr>
<tr>
<td>IBMMQ</td>
<td>Enables you to store metrics and access properties on IBMMQ_REQUEST and IBMMQ_RESPONSE events.</td>
</tr>
<tr>
<td>ICA</td>
<td>Enables you to store metrics and access properties on ICA_OPEN, ICA_AUTH, ICA_TICK, and ICA_CLOSE events.</td>
</tr>
<tr>
<td>ICMP</td>
<td>Enables you to store metrics and access properties on ICMP_MESSAGE events.</td>
</tr>
<tr>
<td>Kerberos</td>
<td>Enables you to store metrics and access properties on KERBEROS_REQUEST and KERBEROS_RESPONSE events.</td>
</tr>
<tr>
<td>Class</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>LDAP</td>
<td>Enables you to store metrics and access properties on <code>LDAP_REQUEST</code> and <code>LDAP_RESPONSE</code> events.</td>
</tr>
<tr>
<td>LLDP</td>
<td>Enables you to access properties on <code>LLDP_FRAME</code> events.</td>
</tr>
<tr>
<td>Memcache</td>
<td>Enables you to store metrics and access properties on <code>MEMCACHE_REQUEST</code> and <code>MEMCACHE_RESPONSE</code> events.</td>
</tr>
<tr>
<td>Modbus</td>
<td>Enables you to store metrics and access properties on <code>MODBUS_REQUEST</code> and <code>MODBUS_RESPONSE</code> events.</td>
</tr>
<tr>
<td>MongoDB</td>
<td>The MongoDB class enables you to store metrics and access properties on <code>MONGODB_REQUEST</code> and <code>MONGODB_RESPONSE</code> events.</td>
</tr>
<tr>
<td>MSMQ</td>
<td>The MSMQ class enables you to store metrics and access properties on <code>MSMQ_MESSAGE</code> event.</td>
</tr>
<tr>
<td>NetFlow</td>
<td>Enables you to store metrics and access properties on <code>NETFLOW_RECORD</code> events.</td>
</tr>
<tr>
<td>NFS</td>
<td>Enables you to store metrics and access properties on <code>NFS_REQUEST</code> and <code>NFS_RESPONSE</code> events.</td>
</tr>
<tr>
<td>POP3</td>
<td>Enables you to store metrics and access properties on <code>POP3_REQUEST</code> and <code>POP3_RESPONSE</code> events.</td>
</tr>
<tr>
<td>RDP</td>
<td>Enables you to store metrics and access properties on <code>RDP_OPEN</code>, <code>RDP_CLOSE</code>, and <code>RDP_TICK</code> events.</td>
</tr>
<tr>
<td>Redis</td>
<td>Enables you to store metrics and access properties on <code>REDIS_REQUEST</code> and <code>REDIS_RESPONSE</code> events.</td>
</tr>
<tr>
<td>RTCP</td>
<td>Enables you to store metrics and access properties on <code>RTCP_MESSAGE</code> events.</td>
</tr>
<tr>
<td>RTP</td>
<td>Enables you to store metrics and access properties on <code>RTP_OPEN</code>, <code>RTP_CLOSE</code>, and <code>RTP_TICK</code> events.</td>
</tr>
<tr>
<td>SCCP</td>
<td>Enables you to store metrics and access properties on <code>SCCP_MESSAGE</code> events.</td>
</tr>
<tr>
<td>SDP</td>
<td>Enables you to access properties on <code>SIP_REQUEST</code> and <code>SIP_RESPONSE</code> events.</td>
</tr>
<tr>
<td>SFlow</td>
<td>Enables you to store metrics and access properties on <code>SFLOW_RECORD</code> events.</td>
</tr>
<tr>
<td>SIP</td>
<td>Enables you to store metrics and access properties on <code>SIP_REQUEST</code> and <code>SIP_RESPONSE</code> events.</td>
</tr>
<tr>
<td>SMPP</td>
<td>Enables you to store metrics and access properties on <code>SMPP_REQUEST</code> and <code>SMPP_RESPONSE</code> events.</td>
</tr>
<tr>
<td>SMTP</td>
<td>Enables you to store metrics and access properties on <code>SMTP_REQUEST</code> and <code>SMTP_RESPONSE</code> events.</td>
</tr>
</tbody>
</table>
### Class

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SSH</td>
<td>Enables you to store metrics and access properties on <strong>SSH_CLOSE</strong>, <strong>SSH_OPEN</strong> and <strong>SSH_TICK</strong> events.</td>
</tr>
<tr>
<td>SSL</td>
<td>Enables you to store metrics and access properties on <strong>SSL_OPEN</strong>, <strong>SSL_CLOSE</strong>, <strong>SSL_ALERT</strong>, <strong>SSL_RECORD</strong>, <strong>SSL_HEARTBEAT</strong>, and <strong>SSL_RENEGOTIATE</strong> events.</td>
</tr>
<tr>
<td>TCP</td>
<td>Enables you to access properties and retrieve metrics from TCP events and on <strong>FLOW_TICK</strong> and <strong>FLOW_TURN</strong> events.</td>
</tr>
<tr>
<td>Telnet</td>
<td>Enables you to store metrics and access properties on <strong>TELNET_MESSAGE</strong> events.</td>
</tr>
<tr>
<td>Turn</td>
<td>Enables you to store metrics and access properties on <strong>FLOW_TURN</strong> events.</td>
</tr>
<tr>
<td>UDP</td>
<td>Enables you to access properties and retrieve metrics from UDP events and on <strong>FLOW_TICK</strong> and <strong>FLOW_TURN</strong> events.</td>
</tr>
<tr>
<td>WebSocket</td>
<td>Enables you to access properties on <strong>WEBSOCKET_OPEN</strong>, <strong>WEBSOCKET_CLOSE</strong>, and <strong>WEBSOCKET_MESSAGE</strong> events.</td>
</tr>
</tbody>
</table>

### AAA

The AAA (Authentication, Authorization, and Accounting) class enables you to store metrics and access properties on **AAA_REQUEST** or **AAA_RESPONSE** events.

#### Events

**AAA_REQUEST**
- Runs when the ExtraHop system finishes processing an AAA request.

**AAA_RESPONSE**
- Runs on every AAA response processed by the device.

#### Methods

**commitRecord(): void**
- Commits a record object to the ExtraHop Explore appliance on either an **AAA_REQUEST** or **AAA_RESPONSE** event.

The event determines which properties are committed to the record object. To view the default properties committed on each event, see the `record` property below.

For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

#### Properties

**authenticator: String**
- The value of the authenticator field (RADIUS only).
### avps: Array

- **avpLength: Number**
  The size of the AVP, expressed in bytes. This value includes the AVP header data, as well as the value.

- **id: Number**
  The numeric ID of the attribute represented as an integer.

- **isGrouped: Boolean**
  The value is `true` if this is a grouped AVP (Diameter only).

- **name: String**
  The name for the given AVP.

- **vendor: String**
  The vendor name for vendor AVPs (Diameter only).

- **value: String | Array | Number**
  For single AVPs, a string or numeric value. For grouped AVPs (Diameter only), an array of objects.

### isDiameter: Boolean

The value is `true` if the request or response is Diameter.

### isError: Boolean

The value is `true` if the response is an error. To retrieve the error details in Diameter, check `AAA.statusCode`. To retrieve the error details in RADIUS, check the AVP with code 18 (Reply-Message).

Access only on `AAA_RESPONSE` events or an error will occur.

### isRadius: Boolean

The value is `true` if the request or response is RADIUS.

### isRspAborted: Boolean

The value is `true` if the `AAA_RESPONSE` event is aborted.

Access only on `AAA_RESPONSE` events or an error will occur.

### method: Number

The method that corresponds to the command code in either RADIUS or Diameter.

The following table contains valid Diameter command codes:

<table>
<thead>
<tr>
<th>Command name</th>
<th>Abbr.</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>AA-Request</td>
<td>AAR</td>
<td>265</td>
</tr>
<tr>
<td>AA-Answer</td>
<td>AAA</td>
<td>265</td>
</tr>
<tr>
<td>Diameter-EAP-Request</td>
<td>DER</td>
<td>268</td>
</tr>
<tr>
<td>Diameter-EAP-Answer</td>
<td>DEA</td>
<td>268</td>
</tr>
<tr>
<td>Abort-Session-Request</td>
<td>ASR</td>
<td>274</td>
</tr>
<tr>
<td>Abort-Session-Answer</td>
<td>ASA</td>
<td>274</td>
</tr>
<tr>
<td>Accounting-Request</td>
<td>ACR</td>
<td>271</td>
</tr>
<tr>
<td>Credit-Control-Request</td>
<td>CCR</td>
<td>272</td>
</tr>
<tr>
<td>Credit-Control-Answer</td>
<td>CCA</td>
<td>272</td>
</tr>
<tr>
<td>Capabilities-Exchange-Request</td>
<td>CER</td>
<td>257</td>
</tr>
<tr>
<td>Command name</td>
<td>Abbr.</td>
<td>Code</td>
</tr>
<tr>
<td>------------------------------------</td>
<td>-------</td>
<td>------</td>
</tr>
<tr>
<td>Capabilities-Exchange-Answer</td>
<td>CEA</td>
<td>257</td>
</tr>
<tr>
<td>Device-Watchdog-Request</td>
<td>DWR</td>
<td>280</td>
</tr>
<tr>
<td>Device-Watchdog-Answer</td>
<td>DWA</td>
<td>280</td>
</tr>
<tr>
<td>Disconnect-Peer-Request</td>
<td>DPR</td>
<td>282</td>
</tr>
<tr>
<td>Disconnect-Peer-Answer</td>
<td>DPA</td>
<td>282</td>
</tr>
<tr>
<td>Re-Auth-Request</td>
<td>RAR</td>
<td>258</td>
</tr>
<tr>
<td>Re-Auth-Answer</td>
<td>RAA</td>
<td>258</td>
</tr>
<tr>
<td>Session-Termination-Request</td>
<td>STR</td>
<td>275</td>
</tr>
<tr>
<td>Session-Termination-Answer</td>
<td>STA</td>
<td>275</td>
</tr>
<tr>
<td>User-Authorization-Request</td>
<td>UAR</td>
<td>300</td>
</tr>
<tr>
<td>User-Authorization-Answer</td>
<td>UAA</td>
<td>300</td>
</tr>
<tr>
<td>Server-Assignment-Request</td>
<td>SAR</td>
<td>301</td>
</tr>
<tr>
<td>Server-Assignment-Answer</td>
<td>SAA</td>
<td>301</td>
</tr>
<tr>
<td>Location-Info-Request</td>
<td>LIR</td>
<td>302</td>
</tr>
<tr>
<td>Location-Info-Answer</td>
<td>LIA</td>
<td>302</td>
</tr>
<tr>
<td>Multimedia-Auth-Request</td>
<td>MAR</td>
<td>303</td>
</tr>
<tr>
<td>Multimedia-Auth-Answer</td>
<td>MAA</td>
<td>303</td>
</tr>
<tr>
<td>Registration-Termination-Request</td>
<td>RTR</td>
<td>304</td>
</tr>
<tr>
<td>Registration-Termination-Answer</td>
<td>RTA</td>
<td>304</td>
</tr>
<tr>
<td>Push-Profile-Request</td>
<td>PPR</td>
<td>305</td>
</tr>
<tr>
<td>Push-Profile-Answer</td>
<td>PPA</td>
<td>305</td>
</tr>
<tr>
<td>User-Data-Request</td>
<td>UDR</td>
<td>306</td>
</tr>
<tr>
<td>User-Data-Answer</td>
<td>UDA</td>
<td>306</td>
</tr>
<tr>
<td>Profile-Update-Request</td>
<td>PUR</td>
<td>307</td>
</tr>
<tr>
<td>Profile-Update-Answer</td>
<td>PUA</td>
<td>307</td>
</tr>
<tr>
<td>Subscribe-Notifications-Request</td>
<td>SNR</td>
<td>308</td>
</tr>
<tr>
<td>Subscribe-Notifications-Answer</td>
<td>SNA</td>
<td>308</td>
</tr>
<tr>
<td>Push-Notification-Request</td>
<td>PNR</td>
<td>309</td>
</tr>
<tr>
<td>Push-Notification-Answer</td>
<td>PNA</td>
<td>309</td>
</tr>
<tr>
<td>Bootstrapping-Info-Request</td>
<td>BIR</td>
<td>310</td>
</tr>
<tr>
<td>Bootstrapping-Info-Answer</td>
<td>BIA</td>
<td>310</td>
</tr>
<tr>
<td>Message-Process-Request</td>
<td>MPR</td>
<td>311</td>
</tr>
<tr>
<td>Message-Process-Answer</td>
<td>MPA</td>
<td>311</td>
</tr>
<tr>
<td>Update-Location-Request</td>
<td>ULR</td>
<td>316</td>
</tr>
</tbody>
</table>
The following table contains valid RADIUS command codes:

<table>
<thead>
<tr>
<th>Command name</th>
<th>Abbr.</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Update-Location-Answer</td>
<td>ULA</td>
<td>316</td>
</tr>
<tr>
<td>Authentication-Information-Request</td>
<td>AIR</td>
<td>318</td>
</tr>
<tr>
<td>Authentication-Information-Answer</td>
<td>AIA</td>
<td>318</td>
</tr>
<tr>
<td>Notify-Request</td>
<td>NR</td>
<td>323</td>
</tr>
<tr>
<td>Notify-Answer</td>
<td>NA</td>
<td>323</td>
</tr>
</tbody>
</table>

**processingTime: Number**

The server processing time, expressed in milliseconds. The value is NaN if the timing is invalid.

Access only on AAA_RESPONSE events or an error will occur.

**record: Object**

The record object committed to the ExtraHop Explore appliance through a call to AAA.commitRecord() on either an AAA_REQUEST or AAA_RESPONSE event.

The event on which the method was called determines which default properties the record object contains as displayed in the following table:

<table>
<thead>
<tr>
<th>AAA_Request</th>
<th>AAA_Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>authenticator</td>
<td>authenticator</td>
</tr>
<tr>
<td>clientZeroWnd</td>
<td>clientZeroWnd</td>
</tr>
<tr>
<td>method</td>
<td>isError</td>
</tr>
<tr>
<td>reqBytes</td>
<td>isRspAborted</td>
</tr>
<tr>
<td>reqL2Bytes</td>
<td>method</td>
</tr>
<tr>
<td>reqPkts</td>
<td>processingTime</td>
</tr>
<tr>
<td>reqRTO</td>
<td>roundTripTime</td>
</tr>
<tr>
<td>serverZeroWnd</td>
<td>rspBytes</td>
</tr>
<tr>
<td>txId</td>
<td>rspL2Bytes</td>
</tr>
<tr>
<td></td>
<td>rspPkts</td>
</tr>
</tbody>
</table>
### AAA Request

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>reqBytes: Number</td>
<td>The number of L4 request bytes, excluding L4 headers.</td>
</tr>
<tr>
<td>reqL2Bytes: Number</td>
<td>The number of L2 request bytes, including L2 headers.</td>
</tr>
<tr>
<td>reqPkts: Number</td>
<td>The number of request packets.</td>
</tr>
<tr>
<td>reqRTO: Number</td>
<td>The number of request retransmission timeouts (RTOs). Access only on <code>AAA_REQUEST</code> events or an error will occur.</td>
</tr>
<tr>
<td>reqZeroWnd: Number</td>
<td>The number of zero windows in the request.</td>
</tr>
<tr>
<td>roundTripTime: Number</td>
<td>The median round trip time (RTT), expressed in milliseconds. The value is NaN if there are no RTT samples.</td>
</tr>
<tr>
<td>rspBytes: Number</td>
<td>The number of L4 response bytes, excluding L4 headers.</td>
</tr>
<tr>
<td>rspL2Bytes: Number</td>
<td>The number of L2 response bytes, including L2 headers.</td>
</tr>
<tr>
<td>rspPkts: Number</td>
<td>The number of response packets.</td>
</tr>
<tr>
<td>rspRTO: Number</td>
<td>The number of response retransmission timeouts (RTOs). Access only on <code>AAA_RESPONSE</code> events or an error will occur.</td>
</tr>
<tr>
<td>rspZeroWnd: Number</td>
<td>The number of zero windows in the response.</td>
</tr>
<tr>
<td>statusCode: String</td>
<td>A string representation of the AVP identifier 268 (Result-Code). Access only on <code>AAA_RESPONSE</code> events or an error will occur.</td>
</tr>
<tr>
<td>txId: Number</td>
<td>A value that corresponds to the hop-by-hop identifier in Diameter and msg-id in RADIUS.</td>
</tr>
</tbody>
</table>

### ActiveMQ

The ActiveMQ class enables you to store metrics and access properties on `ACTIVEMQ_MESSAGE` events. ActiveMQ is an implementation of the Java Messaging Service (JMS).
Events

**ACTIVEMQ_MESSAGE**
Runs on every JMS message processed by the device.

Methods

**commitRecord(): void**
Commits a record object to the ExtraHop Explore appliance on an ACTIVEMQ_MESSAGE event. To view the default properties committed to the record object, see the `record` property below.

For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

Properties

**correlationId: String**
The JMSCorrelationID field of the message.

**expiration: Number**
The JMSExpiration field of the message.

**msg: Buffer**
The message body. For TEXT_MESSAGE format messages, this returns the body of the message as a UTF-8 string. For all other message formats, this returns the raw bytes.

**msgFormat: String**
The message format. Possible values are:
-BYTES_MESSAGE
-MAP_MESSAGE
-MESSAGE
-OBJECT_MESSAGE
-STREAM_MESSAGE
-TEXT_MESSAGE
-BLOG_MESSAGE

**msgId: String**
The JMSMessageID field of the message.

**persistent: Boolean**
The value is true if the JMSDeliveryMode is PERSISTENT.

**priority: Number**
The JMSPriority field of the message.
-0 is the lowest priority.
-9 is the highest priority.
-0-4 are gradations of normal priority.
-5-9 are gradations of expedited priority.

**properties: Object**
Zero or more properties attached to the message. The keys are arbitrary strings and the values may be booleans, numbers, or strings.

**queue: String**
The JMSDestination field of the message.

**receiverBytes: Number**
The number of application-level bytes from the receiver.
receiverIsBroker: Boolean
The value is true if the flow-level receiver of the message is a broker.

receiverL2Bytes: Number
The number of L2 bytes from the receiver.

receiverPkts: Number
The number of packets from the receiver.

receiverRTO: Number
The number of RTOs from the receiver.

receiverZeroWnd: Number
The number of zero windows sent by the receiver.

record: Object
The record object that was committed to the ExtraHop Explore appliance through a call to ActiveMQ.commitRecord() on an ACTIVEMQ_MESSAGE event.

The record object contains the following default properties:

- correlationId
- expiration
- msgFormat
- msgId
- persistent
- priority
- queue
- receiverBytes
- receiverIsBroker
- receiverL2Bytes
- receiverPkts
- receiverRTO
- receiverZeroWnd
- redeliveryCount
- replyTo
- roundTripTime
- senderBytes
- senderIsBroker
- senderL2Bytes
- senderPkts
- senderRTO
- senderZeroWnd
- timeStamp
- totalMsgLength

redeliveryCount: Number
The number of redeliveries.

replyTo: String
The JMSReplyTo field of the message, converted to a string.

roundTripTime: Number
The median round trip time (RTT), expressed in milliseconds. The value is NaN if there are no RTT samples.

senderBytes: Number
The number of application-level bytes from the sender.
senderIsBroker: Boolean
   The value is true if the flow-level sender of the message is a broker.

senderL2Bytes: Number
   The number of L2 bytes from the sender.

senderPkts: Number
   The number of packets from the sender.

senderRTO: Number
   The number of RTOs from the sender.

senderZeroWnd: Number
   The number of zero windows sent by the sender.

timeStamp: Number
   The time when the message was handed off to a provider to be sent, expressed in GMT. This is the JMSTimestamp field of the message.

totalMsgLength: Number
   The length of the message, expressed in bytes.

AJP
Apache JServ Protocol (AJP) proxies inbound requests from a web server to an application server and is often applied to load-balanced environments where one or more front-end web servers feed requests into one or more application servers. The AJP class enables you to store metrics and access properties on AJP_REQUEST and AJP_RESPONSE events.

Events
AJP_REQUEST
   Runs after the web server sends an AJP Forward Request message to a servlet container, and then transfers any subsequent request body.

AJP_RESPONSE
   Runs after a servlet container sends an AJP End Response message to signal that the servlet container has finished processing an AJP Forward Request and has sent back the requested information.

Methods
commitRecord(): Void
   Commits a record object to the ExtraHop Explore appliance on an AJP_RESPONSE event. Record commits on AJP_REQUEST events are not supported.

   To view the default properties committed to the record object, see the record property below.

   For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.

findHeaders(name: String): Array
   Accesses AJP header values and returns an array of header objects (with name and value properties) where the names match the prefix of the specified string. Accesses request headers on AJP_REQUEST events and response headers on AJP_RESPONSE requests.

Properties
attributes: Object
   An array of optional AJP attributes sent with the request, such as remote_user, auth_type, query_string, jvm_route, ssl_cert, ssl_cipher, and ssl_session.
Access only on `AJP_REQUEST` events or an error will occur.

**fwdReqClientAddr: IPAddress**
The IPAddress of the HTTP client that made the original request to the server. The value is `null` if the available information cannot be parsed to an IP address.

**fwdReqHost: String**
The HTTP host specified by the HTTP client that made the original request to the server.

**fwdReqIsEncrypted: Boolean**
The value is `true` if SSL encryption was applied by the HTTP client that made the original request to the server.

**fwdReqServerName: String**
The name of the server to which the HTTP client made the original request.

**fwdReqServerPort: Number**
The TCP port on the server to which the HTTP client made the original request.

**headers: Object**
When accessed on `AJP_REQUEST` events, an array of header names and values sent with the request.

When accessed on `AJP_RESPONSE` events, an array of headers conveyed in the AJP Send Headers message by the server to the end user browser.

**method: String**
The HTTP method of the request, such as POST or GET, from the server to the servlet container.

**processingTime: Number**
The time between the last byte of the request received and the first byte of the response payload sent, expressed in milliseconds. The value is `NaN` on malformed and aborted responses or if the timing is invalid.

Access only on `AJP_RESPONSE` events or an error will occur.

**protocol: String**
The protocol of the request from the server to the servlet container. Not set for other message types.

**record: Object**
The record object that was committed to the ExtraHop Explore appliance through a call to `AJP.commitRecord()` on an `AJP_RESPONSE` event.

The record object contains the following default properties:

- `fwdReqClientAddr`
- `fwdReqHost`
- `fwdReqIsEncrypted`
- `fwdReqServerName`
- `fwdReqServerPort`
- `method`
- `processingTime`
- `protocol`
- `reqSize`
- `rspSize`
- `statusCode`
- `uri`

Access only on `AJP_RESPONSE` events or an error will occur.

**reqBytes: Number**
The number of L4 request bytes, excluding L4 headers.

Access only on `AJP_RESPONSE` events or an error will occur.
reqL2Bytes: Number
- The number of L2 request bytes, including L2 headers.

reqPkts: Number
- The number of request packets.

reqRTO: Number
- The number of request retransmission timeouts (RTOs).

reqSize: Number
- The number of L7 request bytes, excluding AJP headers.

rspBytes: Number
- The number of L4 response bytes, excluding L4 headers.
  Access only on AJP_RESPONSE events or an error will occur.

rspL2Bytes: Number
- The number of L2 response bytes, including L2 headers.
  Access only on AJP_RESPONSE events or an error will occur.

rspPkts: Number
- The number of response packets.
  Access only on AJP_RESPONSE events or an error will occur.

rspRTO: Number
- The number of response retransmission timeouts (RTOs).
  Access only on AJP_RESPONSE events or an error will occur.

rspSize: Number
- The number of L7 response bytes, excluding AJP headers.
  Access only on AJP_RESPONSE events or an error will occur.

statusCode: Number
- The HTTP status code returned by the servlet container for responses to AJP Forward Request messages.
  Access only on AJP_RESPONSE events or an error will occur.

uri: String
- The URI for the request from the server to the servlet container. Not set for non-AJP message types.

CDP
Cisco Discovery Protocol (CDP) is a proprietary protocol that enables connected Cisco devices to send information to each other. The CDP class enables you to access properties on CDP_FRAME events.

Events
CDP_FRAME
- Runs on every CDP frame processed by the device.

Properties
destination: String
- The destination MAC address. The most common destination is 01:00:0c:cc:cc:cc, indicating a multicast address.

checksum: Number
- The CDP checksum.
source: Device
The device sending the CDP frame.

ttl: Number
The time to live, expressed in seconds. This is the length of time during which the information in this frame is valid, starting with when the information is received.

tlvs: Array of Objects
An array containing each type, length, value (TLV) field. A TLV field contains information such as the device ID, address, and platform. Each field is an object with the following properties:

type: Number
The type of TLV.

value: Buffer
The value of the TLV.

version: Number
The CDP protocol version.

CIFS
The CIFS class enables you to store metrics and access properties on CIFS_REQUEST and CIFS_RESPONSE events.

Events
CIFS_REQUEST
Runs on every CIFS request processed by the device.

CIFS_RESPONSE
Runs on every CIFS response processed by the device.

Methods
commitRecord(): void
Commits a record object to the ExtraHop Explore appliance on a CIFS_RESPONSE event. Record commits on CIFS_REQUEST events are not supported.

To view the default properties committed to the record object, see the record property below.

For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.

Properties

⚠️ Important: Access time is the time it takes for a CIFS server to receive a requested block. There is no access time for operations that do not access actual block data within a file. Processing time is the time it takes for a CIFS server to respond to the operation requested by the client, such as a metadata retrieval request.

There are no access times for SMB2_CREATE commands, which create a file that is referenced in the response by an SMB2_FILEID command. The referenced file blocks are then read from or written to the NAS-storage device. These file read and write operations are calculated as access times.

accessTime: Number
The amount of time taken by the server to access a file on disk, expressed in milliseconds. For CIFS, this is the time from the first READ command in a CIFS flow until the first byte of the response payload. The value is NaN if the measurement or timing is invalid.
encryptedBytes: **Number**
   The number of encrypted bytes in the request or response.

error: **String**
   The detailed error message recorded by the ExtraHop system.
   Access only on **CIFS_RESPONSE** events or an error will occur.

isCommandCreate: **Boolean**
   The value is `true` if the message contains an SMB file creation command.

isCommandDelete: **Boolean**
   The value is `true` if the message contains an SMB DELETE command.

isCommandFileInfo: **Boolean**
   The value is `true` if the message contains an SMB file info command.

isCommandLock: **Boolean**
   The value is `true` if the message contains an SMB locking command.

isCommandRead: **Boolean**
   The value is `true` if the message contains an SMB READ command.

isCommandRename: **Boolean**
   The value is `true` if the message contains an SMB RENAME command.

isCommandWrite: **Boolean**
   The value is `true` if the message contains an SMB WRITE command.

method: **String**
   The CIFS method. Correlates to the methods listed under the CIFS metric in the ExtraHop Web UI.

msgID: **Number**
   The SMB transaction identifier.

payload: **Buffer**
   The **Buffer** object containing the payload bytes starting from the READ or WRITE command in the CIFS message.

   The buffer contains the `N` first bytes of the payload, where `N` is the number of payload bytes specified by the Bytes to Buffer field when the trigger was configured through the ExtraHop WebUI. The default number of bytes is 2048. For more information, see Advanced trigger options.

   For larger volumes of payload bytes, the payload might be spread across a series of READ or WRITE commands so that no single trigger event contains the entire requested payload. You can reassemble the payload into a single, consolidated buffer through the `Flow.store` and `payloadOffset` properties.

payloadOffset: **Number**
   The file offset, expressed in bytes, within the resource property. The payload property is obtained from the resource property at the offset.

processingTime: **Number**
   The server processing time, expressed in milliseconds. The value is `NaN` on malformed and aborted responses or if the timing is invalid.
   Access only on **CIFS_RESPONSE** events or an error will occur.

record: **Object**
   The record object committed to the ExtraHop Explore appliance through a call to `CIFS.commitRecord` on a **CIFS_RESPONSE** event.

   The record object contains the following default properties:
   
   * accessTime
- `clientZeroWnd`
- `error`
- `isCommandCreate`
- `isCommandDelete`
- `isCommandFileInfo`
- `isCommandLock`
- `isCommandRead`
- `isCommandRename`
- `isCommandWrite`
- `method`
- `processingTime`
- `reqSize`
- `reqXfer`
- `resource`
- `rspBytes`
- `rspXfer`
- `serverZeroWnd`
- `share`
- `statusCode`
- `user`
- `warning`

Access only on `CIFS_RESPONSE` events or an error will occur.

**reqBytes:** `Number`
The number of L4 request bytes, excluding L4 headers.

Access only on `CIFS_RESPONSE` events or an error will occur.

**reqL2Bytes:** `Number`
The number of L2 request bytes, including L2 headers.

Access only on `CIFS_RESPONSE` events or an error will occur.

**reqPkts:** `Number`
The number of request packets.

Access only on `CIFS_RESPONSE` events or an error will occur.

**reqRTO:** `Number`
The number of request retransmission timeouts (RTOs).

Access only on `CIFS_RESPONSE` events or an error will occur.

**reqSize:** `Number`
The number of L7 request bytes, excluding CIFS headers.

**reqTransferTime:** `Number`
The request transfer time, expressed in milliseconds. If the request is contained in a single packet, the transfer time is zero. If the request spans multiple packets, the value is the amount of time between detection of the first CIFS request packet and detection of the last packet by the ExtraHop system. A high value might indicate a large CIFS request or a network delay. The value is `NaN` if there is no valid measurement, or if the timing is invalid.

Access only on `CIFS_REQUEST` events or an error will occur.

**reqVersion:** `String`
The version of SMB running on the request.

**reqZeroWnd:** `Number`
The number of zero windows in the request.
resource: String
   The share, path, and filename, concatenated together.

roundTripTime: Number
   The median round trip time (RTT), expressed in milliseconds. The value is NaN if there are no RTT samples.
   Access only on CIFS_RESPONSE events or an error will occur.

rspBytes: Number
   The number of L4 response bytes, excluding L4 headers.
   Access only on CIFS_RESPONSE events or an error will occur.

rspL2Bytes: Number
   The number of L2 response bytes, including L2 headers.
   Access only on CIFS_RESPONSE events or an error will occur.

rspPkts: Number
   The number of response packets.
   Access only on CIFS_RESPONSE events or an error will occur.

rspRTO: Number
   The number of response retransmission timeouts (RTOs).
   Access only on CIFS_RESPONSE events or an error will occur.

rspSize: Number
   The number of L7 response bytes, excluding CIFS headers.
   Access only on CIFS_RESPONSE events or an error will occur.

rspTransferTime: Number
   The response transfer time, expressed in milliseconds. If the response is contained in a single packet, the transfer time is zero. If the response spans multiple packets, the value is the amount of time between detection of the first CIFS response packet and detection of the last packet by the ExtraHop system. A high value might indicate a large CIFS response or a network delay. The value is NaN if there is no valid measurement, or if the timing is invalid.
   Access only on CIFS_RESPONSE events or an error will occur.

rspVersion: String
   The version of SMB running on the response.
   Access only on CIFS_RESPONSE events or an error will occur.

rspZeroWnd: Number
   The number of zero windows in the response.

share: String
   The name of the share the user is connected to.

statusCode: Number
   The numeric status code of the response (SMB2 only).
   Access only on CIFS_RESPONSE events or an error will occur.

user: String
   The username, if available. In some cases, such as when the login event was not visible or the access was anonymous, the username is not available.

warning: String
   The detailed warning message recorded by the ExtraHop system.
   Access only on CIFS_RESPONSE events or an error will occur.
Trigger Examples

- Example: Monitor CIFS actions on devices

DB

The DB, or database, class enables you to store metrics and access properties on DB_REQUEST and DB_RESPONSE events.

Events

**DB_REQUEST**

- Runs on every database request processed by the device.

**DB_RESPONSE**

- Runs on every database response processed by the device.

Method

**commitRecord(): void**

- Commits a record object to the ExtraHop Explore appliance on a DB_RESPONSE event. Record commits on DB_REQUEST events are not supported.

To view the default properties committed to the record object, see the `record` property below.

For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

Properties

**appName: String**

- The client application name, which is extracted only for MS SQL connections.

**correlationId: Number**

- The correlation ID for DB2 applications. The value is `null` for non-DB2 applications.

**database: String**

- The database instance. In some cases, such as when login events are encrypted, the database name is not available.

**error: String**

- The detailed error messages recorded by the ExtraHop system in string format. If there are multiple errors in one response, the errors are concatenated into one string.

Access only on DB_RESPONSE events or an error will occur.

**errors: Array of strings**

- The detailed error messages recorded by the ExtraHop system in array format. If there is only a single error in the response, the error is returned as an array containing one string.

Access only on DB_RESPONSE events or an error will occur.

**isReqAborted: Boolean**

- The value is `true` if the connection is closed before the DB request is complete.

Access only on DB_RESPONSE events or an error will occur.

**isRspAborted: Boolean**

- The value is `true` if the connection is closed before the DB response is complete.

Access only on DB_RESPONSE events or an error will occur.

**method: String**

- The database method that correlates to the methods listed under the Database metric in the ExtraHop Web UI.
**params: Array**

An array of remote procedure call (RPC) parameters that are only available for Microsoft SQL, PostgreSQL, and DB2 databases.

The array contains each of the following parameters:

- **name: String**
  - The optional name of the supplied RPC parameter.

- **value: String | Number**
  - A text, integer, or time and date field. If the value is not a text, integer, or time and date field, the value is converted into HEX/ASCII form.

The value of the `params` property is the same when accessed on either the `DB_REQUEST` or the `DB_RESPONSE` event.

**procedure: String**

The stored procedure name. Correlates to the procedures listed under the Database methods in the ExtraHop Web UI.

**processingTime: Number**

The server processing time, expressed in milliseconds (equivalent to `rspTimeToFirstByte - reqTimeToLastByte`). The value is `NaN` on malformed and aborted responses or if the timing is invalid.

Access only on `DB_RESPONSE` events or an error will occur.

**record: Object**

The record object committed to the ExtraHop Explore appliance through a call to `DB.commitRecord` on a `DB_RESPONSE` event.

The record object contains the following default properties:

- `appName`
- `clientZeroWnd`
- `correlationId`
- `database`
- `error`
- `isReqAborted`
- `isRspAborted`
- `method`
- `procedure`
- `reqSize`
- `reqTimeToLastByte`
- `rspSize`
- `rspTimeToFirstByte`
- `rspTimeToLastByte`
- `processingTime`
- `serverZeroWnd`
- `statement`
- `table`
- `user`

Access only on `DB_RESPONSE` events or an error will occur.

**reqBytes: Number**

The number of L4 request bytes, excluding L4 headers.

Access only on `DB_RESPONSE` events or an error will occur.
**reqL2Bytes:** *Number*

The number of L2 request bytes, including L2 headers.

Access only on `DB_RESPONSE` events or an error will occur.

**reqPkts:** *Number*

The number of request packets.

Access only on `DB_RESPONSE` events or an error will occur.

**reqRTO:** *Number*

The number of request retransmission timeouts (RTOs).

Access only on `DB_RESPONSE` events or an error will occur.

**reqSize:** *Number*

The number of L7 request bytes, excluding database protocol headers.

**reqTimeToLastByte:** *Number*

The time from the first byte of the request until the last byte of the request, expressed in milliseconds. The value is `NaN` on malformed and aborted requests or if the timing is invalid.

**reqZeroWnd:** *Number*

The number of zero windows in the request.

**roundTripTime:** *Number*

The median round trip time (RTT), expressed in milliseconds. The value is `NaN` if there are no RTT samples.

Access only on `DB_RESPONSE` events or an error will occur.

**rspBytes:** *Number*

The number of L4 response bytes, excluding L4 headers.

Access only on `DB_RESPONSE` events or an error will occur.

**rspL2Bytes:** *Number*

The number of L2 response bytes, including L2 headers.

Access only on `DB_RESPONSE` events or an error will occur.

**rspPkts:** *Number*

The number of response packets.

Access only on `DB_RESPONSE` events or an error will occur.

**rspRTO:** *Number*

The number of response retransmission timeouts (RTOs).

Access only on `DB_RESPONSE` events or an error will occur.

**rspSize:** *Number*

The number of L7 response bytes, excluding database protocol headers.

Access only on `DB_RESPONSE` events or an error will occur.

**rspTimeToFirstByte:** *Number*

The time from the first byte of the request until the first byte of the response, expressed in milliseconds. The value is `NaN` on malformed and aborted responses or if the timing is invalid.

Access only on `DB_RESPONSE` events or an error will occur.

**rspTimeToLastByte:** *Number*

The time from the first byte of the request until the last byte of the response, expressed in milliseconds. The value is `NaN` on malformed and aborted responses or if the timing is invalid.

Access only on `DB_RESPONSE` events or an error will occur.
**rspZeroWnd:** Number
The number of zero windows in the response.

**serverVersion:** String
The MS SQL server version.

**statement:** String
The full SQL statement, which might not be available for all database methods.

**table:** String
The name of the database table specified in the current statement. The following databases are supported:
- Sybase
- Sybase IQ
- MySQL
- PostgreSQL
- IBM Informix
- MS SQL TDS
- Oracle TNS
- DB2

Returns an empty field if there is no table name in the request.

**user:** String
The username, if available. In some cases, such as when login events are encrypted, the username is unavailable.

**Trigger Examples**
- Example: Collect response metrics on database queries
- Example: Create an application container

**DHCP**
The DHCP class enables you to store metrics and access properties on DHCP_REQUEST and DHCP_RESPONSE events.

**Events**

**DHCP_REQUEST**
Runs on every DHCP request processed by the device.

**DHCP_RESPONSE**
Runs on every DHCP response processed by the device.

**Methods**

**commitRecord(): void**
Commits a record object to the ExtraHop Explore appliance on either a DHCP_REQUEST or DHCP_RESPONSE event.

The event determines which properties are committed to the record object. To view the default properties committed on each event, see the record property below.

For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.
**getOption**(optionCode: *Number*): *Object*

Accepts a DHCP option code integer as input and returns an object containing the following fields:

- **code**: *Number*
  
The DHCP option code.

- **name**: *String*
  
The DHCP option name.

- **payload**: *Number | String*
  
The type of payload returned will be whatever the type is for that specific option such as an IP address, an array of IP addresses, or a buffer object.

Returns null if the specified option code is not present in the message.

**Properties**

- **chaddr**: *String*
  
The client hardware address of the DHCP client.

- **clientReqDelay**: *Number*
  
The time elapsed before the client attempts to acquire or renew a DHCP lease, expressed in seconds.

  Access only on **DHCP_REQUEST** events or an error will occur.

- **error**: *String*
  
The error message associated with option code 56. The value is null if there is no error.

  Access only on **DHCP_RESPONSE** events or an error will occur.

- **gwAddr**: *IPAddress*
  
The IP address through which routers relay request and response messages.

- **htype**: *Number*
  
The hardware type code.

- **msgType**: *String*
  
The DHCP message type. Supported message types are:

  - DHCPDISCOVER
  - DHCPOFFER
  - DHCPREQUEST
  - DHCPDECLINE
  - DHCPACK
  - DHCPNAK
  - DHCPRELEASE
  - DHCPINFORM
  - DHCPFORCERENEW
  - DHCPLEASEQUERY
  - DHCPLEASEUNASSIGNED
  - DHCPLEASEUNKNOWN
  - DHCPLEASEACTIVE
  - DHCPBULKLEASEQUERY
  - DHCPLEASEQUERYDONE

- **offeredAddr**: *IPAddress*
  
The IP address the DHCP server is offering or assigning to the client.

  Access only on **DHCP_RESPONSE** events or an error will occur.

- **options**: *Array of Objects*
  
  An array of objects with each object containing the following fields:
code: `Number`

The DHCP option code.

name: `String`

The DHCP option name.

payload: `Number | String`

The type of payload returned will be whatever the type is for that specific option such as an IP address, an array of IP addresses, or a buffer object. IP addresses will be parsed into an array but if the number of bytes is not divisible by 4, it will instead be returned as a buffer.

paramReqList: `String`

A comma-separated list of numbers that represents the DHCP options requested from the server by the client. For a complete list of DHCP options, see https://www.iana.org/assignments/bootp-dhcp-parameters/bootp-dhcp-parameters.xhtml.[7]

processingTime: `Number`

The process time, expressed in milliseconds. The value is `NaN` on malformed and aborted responses or if the timing is invalid.

Access only on `DHCP_RESPONSE` events or an error will occur.

record: `Object`

The record object committed to the ExtraHop Explore appliance through a call to `DHCP.commitRecord` on either a `DHCP_REQUEST` or `DHCP_RESPONSE` event.

The event on which the method was called determines which default properties the record object contains as displayed in the following table:

<table>
<thead>
<tr>
<th>DHCP_REQUEST</th>
<th>DHCP_RESPONSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>clientReqDelay</td>
<td>msgType</td>
</tr>
<tr>
<td>gwAddr</td>
<td>error</td>
</tr>
<tr>
<td>htype</td>
<td>gwAddr</td>
</tr>
<tr>
<td>msgType</td>
<td>htype</td>
</tr>
<tr>
<td>reqBytes</td>
<td>offeredAddr</td>
</tr>
<tr>
<td>reqL2Bytes</td>
<td>processingTime</td>
</tr>
<tr>
<td>reqPkts</td>
<td>rspBytes</td>
</tr>
<tr>
<td>txId</td>
<td>rspL2Bytes</td>
</tr>
<tr>
<td></td>
<td>rspPkts</td>
</tr>
<tr>
<td></td>
<td>txId</td>
</tr>
</tbody>
</table>

reqBytes: `Number`

The number of L4 request bytes, excluding L4 headers.

Access only on `DHCP_RESPONSE` events or an error will occur.

reqL2Bytes: `Number`

The number of L2 request bytes, including L2 headers.

Access only on `DHCP_RESPONSE` events or an error will occur.

reqPkts: `Number`

The number of request packets.

Access only on `DHCP_RESPONSE` events or an error will occur.
**rspBytes: Number**
The number of L4 response bytes, excluding L4 headers.
Access only on `DHCP_RESPONSE` events or an error will occur.

**rspL2Bytes: Number**
The number of L2 response bytes, including L2 headers.
Access only on `DHCP_RESPONSE` events or an error will occur.

**rspPkts: Number**
The number of response packets.
Access only on `DHCP_RESPONSE` events or an error will occur.

**txId: Number**
The transaction ID.

**vendor: String**
The Vendor Class Identifier (VCI) that specifies the vendor running on the client or server.

---

**DICOM**

The DICOM (Digital Imaging and Communications in Medicine) class enables you to store metrics and access properties on `DICOM_REQUEST` and `DICOM_RESPONSE` events.

**Events**

**DICOM_REQUEST**
Runs on every DICOM request processed by the device.

**DICOM_RESPONSE**
Runs on every DICOM response processed by the device.

**Methods**

**commitRecord(): void**
Commits a record object to the ExtraHop Explore appliance on a `DICOM_REQUEST` or `DICOM_RESPONSE` event.

The event determines which properties are committed to the record object. To view the default properties committed on each event, see the `record` property below.

For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

**findElement(groupTag: Number, elementTag: Number): Buffer**
Returns a buffer that contains the DICOM data element specified by the passed group and element tag numbers.

The data element is represented by a unique ordered pair of integers that represent the group tag and element tag numbers. For example, the ordered pair “0008, 0008” represents the “image type” element. A Registry of DICOM Data Elements [2] and defined tags is available at dicom.nema.org [2].

**groupTag: Number**
The first number in the unique ordered pair of integers that represent a specific data element.

**elementTag: Number**
The second number in the unique ordered pair of integers that represent a specific data element.
Properties

calledAETitle: String
   The application entity (AE) title of the destination device or program.

callingAETitle: String
   The application entity (AE) title of the source device or program.

elements: Array
   An array of presentation data values (PDV) command elements and data elements that comprise a
   DICOM message.

error: String
   The detailed error message recorded by the ExtraHop system.

isReqAborted: Boolean
   Returns The value is true if the connection is closed before the DICOM request is complete.
   Access only on DICOM_REQUEST events or an error will occur.

isRspAborted: Boolean
   The value is true if the connection is closed before the DICOM response is complete.
   Access only on DICOM_RESPONSE events or an error will occur.

isSubOperation: Boolean
   The value is true if the timing metric on an L7 protocol message is not available because the primary
   request or response is not complete.

methods: Array of Strings
   An array of command fields in the message. Each command field specifies a DIMSE operation name,
   such as N-CREATE-RSP.

processingTime: Number
   The server processing time, expressed in milliseconds. The value is NaN on malformed and aborted
   responses or if the timing is invalid.
   Access only on DICOM_RESPONSE events or an error will occur.

record: Object
   The record object committed to the ExtraHop Explore appliance through a call to
   DICOM.commitRecord on either a DICOM_REQUEST or DICOM_RESPONSE event.

The event on which the method was called determines which default properties the record object
contains as displayed in the following table:

<table>
<thead>
<tr>
<th>DICOM_REQUEST</th>
<th>DICOM_RESPONSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>calledAETitle</td>
<td>calledAETitle</td>
</tr>
<tr>
<td>callingAETitle</td>
<td>callingAETitle</td>
</tr>
<tr>
<td>clientZeroWnd</td>
<td>clientZeroWnd</td>
</tr>
<tr>
<td>error</td>
<td>error</td>
</tr>
<tr>
<td>isReqAborted</td>
<td>isRspAborted</td>
</tr>
<tr>
<td>isSubOperation</td>
<td>isSubOperation</td>
</tr>
<tr>
<td>method</td>
<td>method</td>
</tr>
<tr>
<td>reqPDU</td>
<td>processingTime</td>
</tr>
<tr>
<td>reqSize</td>
<td>rspPDU</td>
</tr>
<tr>
<td>reqTransferTime</td>
<td>rspSize</td>
</tr>
</tbody>
</table>
### DICOM_REQUEST

<table>
<thead>
<tr>
<th>Field</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>serverZeroWnd</td>
<td>Number</td>
<td>The number of zero windows in the request. Access only on DICOM_REQUEST events or an error will occur.</td>
</tr>
<tr>
<td>version</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
rspTransferTime: Number
The response transfer time, expressed in milliseconds.
Access only on DICOM_RESPONSE events or an error will occur.

rspZeroWnd: Number
The number of zero windows in the response.

version: Number
The DICOM version number.

DNS
The DNS class enables you to store metrics and access properties on DNS_REQUEST and DNS_RESPONSE events.

Events
DNS_REQUEST
 Runs on every DNS request processed by the device.

DNS_RESPONSE
 Runs on every DNS response processed by the device.

Methods
answersInclude(term: String | IPAddress): Boolean
Returns true if the specified term is present in a DNS response. For string terms, the method checks both the name and data record in the answer section of the response. For IPAddress terms, the method checks only the data record in the answer section.
Can be called only on DNS_RESPONSE events.

commitRecord(): void
Commits a record object to the ExtraHop Explore appliance on a DNS_REQUEST or DNS_RESPONSE event.
The event determines which properties are committed to the record object. To view the default properties committed on each event, see the record property below.
For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.

Properties
answers: Array
An array of objects that correspond to answer resource records.
Access only on DNS_RESPONSE events or an error will occur.
The objects contain the following properties:

data: String | IPAddress
The value of data depends on the type. The value is null for unsupported record types.
Supported record types include:
• A
• AAAA
• NS
• PTR
- CNAME
- MX
- SRV
- SOA
- TXT

**name:** *String*

The record name.

**ttl:** *Number*

The time-to-live value.

**type:** *String*

The DNS record type.

**typeNum:** *Number*

The numeric representation of the DNS record type.

**error:** *String*

The name of the DNS error code, in accordance with IANA DNS parameters.

Returns OTHER for error codes that are unrecognized by the system; however, **errorNum** specifies the numeric code value.

Access only on DNS_RESPONSE events or an error will occur.

**errorNum:** *Number*

The numeric representation of the DNS error code in accordance with IANA DNS parameters.

Access only on DNS_RESPONSE events or an error will occur.

**isAuthenticData:** *Boolean*

The value is true if the response was validated through DNSSEC.

Access only on DNS_RESPONSE events or an error will occur.

**isAuthoritative:** *Boolean*

The value is true if the authoritative answer is set in the response.

Access only on DNS_RESPONSE events or an error will occur.

**isCheckingDisabled:** *Boolean*

The value is true if a response should be returned even though the request could not be authenticated.

Access only on DNS_REQUEST events or an error will occur.

**isRecursionAvailable:** *Boolean*

The value is true if the name server supports recursive queries.

Access only on DNS_RESPONSE events or an error will occur.

**isRecursionDesired:** *Boolean*

The value is true if the name server should perform the query recursively.

Access only on DNS_REQUEST events or an error will occur.

**isReqTimeout:** *Boolean*

The value is true if the request timed out.

Access only on DNS_REQUEST events or an error will occur.

**isRspTruncated:** *Boolean*

The value is true if the response is truncated.

Access only on DNS_RESPONSE events or an error will occur.
**opcode: String**
The name of the DNS operation code in accordance with IANA DNS parameters. The following codes are recognized by the ExtraHop system:

<table>
<thead>
<tr>
<th>OpCode</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Query</td>
</tr>
<tr>
<td>1</td>
<td>IQuery (Inverse Query - Obsolete)</td>
</tr>
<tr>
<td>2</td>
<td>Status</td>
</tr>
<tr>
<td>3</td>
<td>Unassigned</td>
</tr>
<tr>
<td>4</td>
<td>Notify</td>
</tr>
<tr>
<td>5</td>
<td>Update</td>
</tr>
<tr>
<td>6-15</td>
<td>Unassigned</td>
</tr>
</tbody>
</table>

Returns OTHER for codes that are unrecognized by the system; however, the `opcodeNum` property specifies the numeric code value.

**opcodeNum: Number**
The numeric representation of the DNS operation code in accordance with IANA DNS parameters.

**processingTime: Number**
The server processing time, expressed in bytes. The value is `NaN` on malformed and aborted responses or if the timing is invalid.

Access only on `DNS_RESPONSE` events or an error will occur.

**qname: String**
The hostname queried.

**qtype: String**
The name of the DNS request record type in accordance with IANA DNS parameters.

Returns OTHER for types that are unrecognized by the system; however, the `qtypeNum` property specifies the numeric type value.

**qtypeNum: Number**
The numeric representation of the DNS request record type in accordance with IANA DNS parameters.

**record: Object**
The record object committed to the ExtraHop Explore appliance through a call to `DNS.commitRecord()` on either a `DNS_REQUEST` or `DNS_RESPONSE` event.

The event on which the method was called determines which default properties the record object contains as displayed in the following table:

<table>
<thead>
<tr>
<th>DNS_REQUEST</th>
<th>DNS_RESPONSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>clientZeroWnd</td>
<td>answers</td>
</tr>
<tr>
<td>isCheckingDisabled</td>
<td>clientZeroWnd</td>
</tr>
<tr>
<td>isRecursionDesired</td>
<td>error</td>
</tr>
<tr>
<td>isReqTimeout</td>
<td>isAuthoritative</td>
</tr>
<tr>
<td>opcode</td>
<td>isCheckingDisabled</td>
</tr>
<tr>
<td>qname</td>
<td>isRecursionAvailable</td>
</tr>
<tr>
<td>qtype</td>
<td>isRspTruncated</td>
</tr>
</tbody>
</table>
### DNS_REQUEST

- **reqBytes**: Number  
  The number of L4 request bytes, excluding L4 headers.  
  Access only on **DNS_REQUEST** events or an error will occur.

- **reqL2Bytes**: Number  
  The number of L2 request bytes, including L2 headers.  
  Access only on **DNS_REQUEST** events or an error will occur.

- **reqPkts**: Number  
  The number of request packets.  
  Access only on **DNS_REQUEST** events or an error will occur.

- **serverZeroWnd**: Number  
  Access only on **DNS_REQUEST** events or an error will occur.

<table>
<thead>
<tr>
<th>DNS_REQUEST</th>
<th>DNS_RESPONSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>reqBytes</td>
<td>opcode</td>
</tr>
<tr>
<td>reqL2Bytes</td>
<td>processingTime</td>
</tr>
<tr>
<td>reqPkts</td>
<td>qname</td>
</tr>
<tr>
<td>serverZeroWnd</td>
<td>qtype</td>
</tr>
<tr>
<td></td>
<td>rspBytes</td>
</tr>
<tr>
<td></td>
<td>rspL2Bytes</td>
</tr>
<tr>
<td></td>
<td>rspPkts</td>
</tr>
<tr>
<td></td>
<td>serverZeroWnd</td>
</tr>
</tbody>
</table>

### DNS_RESPONSE

- **rspBytes**: Number  
  The number of L4 response bytes, excluding L4 headers.  
  Access only on **DNS_RESPONSE** events or an error will occur.

- **rspL2Bytes**: Number  
  The number of L2 response bytes, including L2 headers.  
  Access only on **DNS_RESPONSE** events or an error will occur.

- **rspPkts**: Number  
  The number of application-level response bytes.  
  Access only on **DNS_RESPONSE** events or an error will occur.

- **txId**: Number  
  The transaction ID of the DNS request or response.

### FIX

The FIX class enables you to store metrics and access properties on **FIX_REQUEST** and **FIX_RESPONSE** events.

#### Events

**FIX_REQUEST**
- Runs on every FIX request processed by the device.

**FIX_RESPONSE**
- Runs on every FIX response processed by the device.
Note: The `FIX_RESPONSE` event is matched with a request based on order ID. There is no one-to-one correlation between request and response. There might be requests without a response, and sometimes data is pushed to the client, which limits request data availability on response event. However, you can invoke the session table to solve complex scenarios such as submission order id.

Method

`commitRecord()`: `void`

Commits a record object to the ExtraHop Explore appliance on either a `FIX_REQUEST` or `FIX_RESPONSE` event.

The event determines which properties are committed to the record object. To view the default properties committed for each event see the `record` property below.

For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

Properties

`fields`: `Array`

A list of FIX fields. Because they are text-based, the key-value protocol fields are exposed as an array of objects with name and value properties containing strings. For example:

```
8=FIX.4.2<SOH>9=233<SOH>35=G<SOH>34=206657...
```

translates to:

```
{"BeginString": "FIX.4.2", "BodyLength": "233", "MsgType": "G", "MsgSeqNum": "206657"}
```

Key string representation is translated, if possible. With extensions, a numeric representation is used. For example, it is not possible to determine 9178=0 (as seen in actual captures). The key is instead translated to "9178". Fields are extracted after message length and version fields are extracted all the way to the checksum (last field). The checksum is not extracted.

In the following example, the trigger `debug(JSON.stringify(FIX.fields));` shows the following fields:

```
[ { "name": "MsgType", "value": "0" },
  { "name": "MsgSeqNum", "value": "2" },
  { "name": "SenderCompID", "value": "AA" },
  { "name": "SendingTime", "value": "20140904-03:49:58.600" },
  { "name": "TargetCompID", "value": "GG" } ]
```

To debug and print all FIX fields, enable debugging on the trigger and enter the following code:

```
var fields = '';
for (var i = 0; i < FIX.fields.length; i++) {
  fields += "" + FIX.fields[i].name + "" : "" + FIX.fields[i].value + "\n" ;
}
db 또한(ields);
```

The following output is display in the trigger’s Debug Log:

```
"MsgType" : "5"
"MsgSeqNum" : "3"
"SenderCompID" : "GRAPE"
```
msgType: String
The value of the MessageCompID key.

record: Object
The record object committed to the ExtraHop Explore appliance through a call to
FIX.commitRecord on either an FIX_REQUEST or FIX_RESPONSE event.

The event on which the method was called determines which default properties the record object
contains as displayed in the following table:

<table>
<thead>
<tr>
<th>FIX_REQUEST</th>
<th>FIX_RESPONSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>clientZeroWnd</td>
<td>clientZeroWnd</td>
</tr>
<tr>
<td>msgType</td>
<td>msgType</td>
</tr>
<tr>
<td>reqBytes</td>
<td>rspBytes</td>
</tr>
<tr>
<td>reqL2Bytes</td>
<td>rspL2Bytes</td>
</tr>
<tr>
<td>reqPkts</td>
<td>rspPkts</td>
</tr>
<tr>
<td>reqRTO</td>
<td>rspRTO</td>
</tr>
<tr>
<td>sender</td>
<td>sender</td>
</tr>
<tr>
<td>serverZeroWnd</td>
<td>serverZeroWnd</td>
</tr>
<tr>
<td>target</td>
<td>target</td>
</tr>
<tr>
<td>version</td>
<td>version</td>
</tr>
</tbody>
</table>

reqBytes: Number
The number of L4 request bytes, excluding L4 headers.

reqL2Bytes: Number
The number of L2 request bytes, including L2 headers.

reqPkts: Number
The number of request packets.

reqRTO: Number
The number of request retransmission timeouts (RTOs).

reqZeroWnd: Number
The number of zero windows in the request.

rspBytes: Number
The number of L4 response bytes, excluding L4 headers.

rspL2Bytes: Number
The number of L2 response bytes, including L2 headers.

rspPkts: Number
The number of response packets.

rspRTO: Number
The number of response retransmission timeouts (RTOs).

rspZeroWnd: Number
The number of zero windows in the response.
**sender**: String
   The value of the SenderCompID key.

**target**: String
   The value of the TargetCompID key.

**version**: String
   The protocol version.

---

## FTP

The FTP class enables you to store metrics and access properties on **FTP_REQUEST** and **FTP_RESPONSE** events.

### Events

**FTP_REQUEST**
   Runs on every FTP request processed by the device.

**FTP_RESPONSE**
   Runs on every FTP response processed by the device.

### Method

**commitRecord(): void**
   Commits a record object to the ExtraHop Explore appliance on an **FTP_RESPONSE** event. Record commits on **FTP_REQUEST** events are not supported.

   To view the default properties committed to the record object, see the `record` property below.

   For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

### Properties

**args**: String
   The arguments to the command.

   Access only on **FTP_RESPONSE** events or an error will occur.

**cwd**: String
   In the case of a user at `/`, when the client sends "CWD subdir":
   - The value is `/` when method == "CWD".
   - The value is `/subdir` for subsequent commands (rather than CWD becoming the changed to directory as part of the CWD response trigger).

   Includes "..." at the beginning of the path in the event of a resync or the path is truncated.

   Includes "..." at the end of the path if the path is too long. Path truncates at 4096 characters.

   Access only on **FTP_RESPONSE** events or an error will occur.

**error**: string
   The detailed error message recorded by the ExtraHop system.

   Access only on **FTP_RESPONSE** events or an error will occur.

**isReqAborted**: Boolean
   The value is `true` if the connection is closed before the FTP request was complete.

**isRspAborted**: Boolean
   The value is `true` if the connection is closed before the FTP response was complete.
Access only on **FTP_RESPONSE** events or an error will occur.

**method: String**
The FTP method.

**path: String**
The path for FTP commands. Includes "..." at the beginning of the path in the event of a resync or the path is truncated. Includes "..." at the end of the path if the path is too long. Path truncates at 4096 characters.

Access only on **FTP_RESPONSE** events or an error will occur.

**processingTime: Number**
The server processing time, expressed in milliseconds (equivalent to `rspTimeToFirstPayload - reqTimeToLastByte`). The value is `NaN` on malformed and aborted responses or if the timing is invalid.

Access only on **FTP_RESPONSE** events or an error will occur.

**record: Object**
The record object committed to the ExtraHop Explore appliance through a call to `FTP.commitRecord()` on an **FTP_RESPONSE** event.

The record object contains the following default properties:

- `args`
- `clientZeroWnd`
- `cwd`
- `error`
- `isReqAborted`
- `isRspAborted`
- `method`
- `path`
- `processingTime`
- `reqBytes`
- `reqL2Bytes`
- `reqPkts`
- `reqRTO`
- `roundTripTime`
- `rspBytes`
- `rspL2Bytes`
- `rspPkts`
- `rspRTO`
- `serverZeroWnd`
- `statusCode`
- `transferBytes`
- `user`

Access the record object only on **FTP_RESPONSE** events or an error will occur.

**reqBytes: Number**
The number of L4 request bytes, excluding L4 headers.

Access only on **FTP_RESPONSE** events or an error will occur.

**reqL2Bytes: Number**
The number of L2 request bytes, including L2 headers.

Access only on **FTP_RESPONSE** events or an error will occur.
**reqPkts**: *Number*

The number of request packets.

Access only on `FTP_RESPONSE` events or an error will occur.

**reqRTO**: *Number*

The number of request retransmission timeouts (RTOs).

Access only on `FTP_RESPONSE` events or an error will occur.

**reqZeroWnd**: *Number*

The number of zero windows in the request.

**roundTripTime**: *Number*

The median round trip time (RTT), expressed in milliseconds. The value is `NaN` if there are no RTT samples.

Access only on `FTP_RESPONSE` events or an error will occur.

**rspBytes**: *Number*

The number of L4 response bytes, excluding L4 headers.

Access only on `FTP_RESPONSE` events or an error will occur.

**rspL2Bytes**: *Number*

The number of L2 response bytes, including L2 headers.

Access only on `FTP_RESPONSE` events or an error will occur.

**rspPkts**: *Number*

The number of response packets.

Access only on `FTP_RESPONSE` events or an error will occur.

**rspRTO**: *Number*

The number of response retransmission timeouts (RTOs).

Access only on `FTP_RESPONSE` events or an error will occur.

**rspZeroWnd**: *Number*

The number of zero windows in the response.

**statusCode**: *Number*

The FTP status code of the response.

Access only on `FTP_RESPONSE` events or an error will occur.

The following codes are valid:

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>110</td>
<td>Restart marker replay.</td>
</tr>
<tr>
<td>120</td>
<td>Service ready in <code>nnn</code> minutes.</td>
</tr>
<tr>
<td>125</td>
<td>Data connection already open; transfer starting.</td>
</tr>
<tr>
<td>150</td>
<td>File status okay; about to open data connection.</td>
</tr>
<tr>
<td>202</td>
<td>Command not implemented, superfluous at this site.</td>
</tr>
<tr>
<td>211</td>
<td>System status, or system help reply.</td>
</tr>
<tr>
<td>212</td>
<td>Directory status.</td>
</tr>
<tr>
<td>213</td>
<td>File status.</td>
</tr>
<tr>
<td>214</td>
<td>Help message.</td>
</tr>
<tr>
<td>Code</td>
<td>Description</td>
</tr>
<tr>
<td>------</td>
<td>-------------</td>
</tr>
<tr>
<td>215</td>
<td>NAME system type.</td>
</tr>
<tr>
<td>220</td>
<td>Service ready for new user.</td>
</tr>
<tr>
<td>221</td>
<td>Service closing control connection.</td>
</tr>
<tr>
<td>225</td>
<td>Data connection open; no transfer in progress.</td>
</tr>
<tr>
<td>226</td>
<td>Closing data connection. Requested file action successful.</td>
</tr>
<tr>
<td>227</td>
<td>Entering Passive Mode.</td>
</tr>
<tr>
<td>228</td>
<td>Entering Long Passive Mode.</td>
</tr>
<tr>
<td>229</td>
<td>Entering Extended Passive Mode.</td>
</tr>
<tr>
<td>230</td>
<td>User logged in, proceed. Logged out if appropriate.</td>
</tr>
<tr>
<td>231</td>
<td>User logged out; service terminated.</td>
</tr>
<tr>
<td>232</td>
<td>Logout command noted, will complete when transfer done</td>
</tr>
<tr>
<td>250</td>
<td>Requested file action okay, completed.</td>
</tr>
<tr>
<td>257</td>
<td>&quot;PATHNAME&quot; created.</td>
</tr>
<tr>
<td>331</td>
<td>User name okay, need password.</td>
</tr>
<tr>
<td>332</td>
<td>Need account for login.</td>
</tr>
<tr>
<td>350</td>
<td>Requested file action pending further information.</td>
</tr>
<tr>
<td>421</td>
<td>Service not available, closing control connection.</td>
</tr>
<tr>
<td>425</td>
<td>Can't open data connection.</td>
</tr>
<tr>
<td>426</td>
<td>Connection closed; transfer aborted.</td>
</tr>
<tr>
<td>430</td>
<td>Invalid username or password.</td>
</tr>
<tr>
<td>434</td>
<td>Requested host unavailable.</td>
</tr>
<tr>
<td>450</td>
<td>Requested file action not taken.</td>
</tr>
<tr>
<td>451</td>
<td>Requested action aborted. Local error in processing.</td>
</tr>
<tr>
<td>452</td>
<td>Requested action not taken.</td>
</tr>
<tr>
<td>501</td>
<td>Syntax error in parameters or arguments.</td>
</tr>
<tr>
<td>502</td>
<td>Command not implemented.</td>
</tr>
<tr>
<td>503</td>
<td>Bad sequence of commands.</td>
</tr>
<tr>
<td>504</td>
<td>Command not implemented for that parameter.</td>
</tr>
<tr>
<td>530</td>
<td>Not logged in.</td>
</tr>
<tr>
<td>532</td>
<td>Need account for storing files.</td>
</tr>
<tr>
<td>550</td>
<td>Requested action not taken. File unavailable.</td>
</tr>
<tr>
<td>551</td>
<td>Requested action aborted. Page type unknown.</td>
</tr>
<tr>
<td>552</td>
<td>Requested file action aborted. Exceeded storage allocation.</td>
</tr>
<tr>
<td>553</td>
<td>Requested action not taken. File name not allowed.</td>
</tr>
<tr>
<td>Code</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>631</td>
<td>Integrity protected reply.</td>
</tr>
<tr>
<td>632</td>
<td>Confidentiality and integrity protected reply.</td>
</tr>
<tr>
<td>633</td>
<td>Confidentiality protected reply.</td>
</tr>
<tr>
<td>10054</td>
<td>Connection reset by peer.</td>
</tr>
<tr>
<td>10060</td>
<td>Cannot connect to remote server.</td>
</tr>
<tr>
<td>10061</td>
<td>Cannot connect to remote server. The connection is active refused.</td>
</tr>
<tr>
<td>10066</td>
<td>Directory not empty.</td>
</tr>
<tr>
<td>10068</td>
<td>Too many users, server is full.</td>
</tr>
</tbody>
</table>

**transferBytes: Number**

The number of bytes transferred over the data channel during an **FTP_RESPONSE** event.

Access only on **FTP_RESPONSE** events or an error will occur.

**user: String**

The user name, if available. In some cases, such as when login events are encrypted, the user name is not available.

**HL7**

The HL7 class enables you to store metrics and access properties on **HL7_REQUEST** and **HL7_RESPONSE** events.

**Events**

**HL7_REQUEST**

Runs on every HL7 request processed by the device.

**HL7_RESPONSE**

Runs on every HL7 response processed by the device.

**Methods**

**commitRecord(): void**

Commits a record object to the ExtraHop Explore appliance on an **HL7_RESPONSE** event. Record commits on **HL7_REQUEST** events are not supported.

To view the default properties committed to the record object, see the `record` property below.

For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

**Properties**

**ackCode: String**

The two character acknowledgment code.

Access only on **HL7_RESPONSE** events or an error will occur.

**ackId: String**

The identifier for the message being acknowledged.

Access only on **HL7_RESPONSE** events or an error will occur.
**msgId: String**

The unique identifier for this message.

**msgType: String**

The entire message type field, including the msgId subfield.

**processingTime: Number**

The server processing time, expressed in milliseconds. The value is NaN on malformed and aborted responses or if the timing is invalid.

Access only on **HL7_RESPONSE** events or an error will occur.

**record: Object**

The record object committed to the ExtraHop Explore appliance through a call to `HL7.commitRecord()` on an **HL7_RESPONSE** event.

The record object contains the following default properties:

- ackCode
- ackId
- clientZeroWnd
- msgId
- msgType
- roundTripTime
- processingTime
- serverZeroWnd
- version

Access the record object only on **HL7_RESPONSE** events or an error will occur.

**roundTripTime: Number**

The median round trip time (RTT), expressed in milliseconds. The value is NaN if there are no RTT samples.

Access only on **HL7_RESPONSE** events or an error will occur.

**segments: Array**

An array of objects where each object is of type (name: XYZ, fields: array of strings).

**subfieldDelimiter: String**

Supports non-standard field delimiters.

**version: String**

The version advertised in the MSH segment.

> **Note:** The amount of buffered data is limited by the following capture option:

```
"message_length_max": number
```

### HTTP

The HTTP class enables you to store metrics and access properties on **HTTP_REQUEST** and **HTTP_RESPONSE** events.

**Events**

**HTTP_REQUEST**

Runs on every HTTP request processed by the device.

**HTTP_RESPONSE**

Runs on every HTTP response processed by the device.
Additional payload options are available when you create a trigger that runs on either of these events. See Advanced trigger options for more information.

Methods

commitRecord(): void

Commits a record object to the ExtraHop Explore appliance on an HTTP_RESPONSE event. Record commits on HTTP_REQUEST events are not supported.

To view the default properties committed to the record object, see the record property below.

For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.

findHeaders(name: String): Array

Enables access to HTTP header values and returns an array of header objects (with name and value properties) where the names match the prefix of the string value. See Example: Access HTTP header attributes for more information.

parseQuery(String): Object

Accepts a query string and returns an object with names and values corresponding to those in the query string as shown in the following example:

```javascript
var query = HTTP.parseQuery(HTTP.query);
debug("user id: " + query.userid);
```

>Note: If the query string contains repeated keys, the corresponding values are returned in an array. For example, the query string

event_type=status_update_event&event_type=api_post_event

returns the following object:

```javascript
{
  "event_type": ["status_update_event", "api_post_event"]
}
```

Properties

age: Number

For HTTP_REQUEST events, the time from the first byte of the request until the last seen byte of the request. For HTTP_RESPONSE events, the time from the first byte of the request until the last seen byte of the response. The time is expressed in milliseconds. Specifies a valid value on malformed and aborted requests. The value is NaN on expired requests and responses, or if the timing is invalid.

contentType: String

The value of the content-type HTTP header.

cookies: Array

An array of objects that represents cookies and contains properties such as "domain" and "expires." The properties correspond to the attributes of each cookie as shown in the following example:

```javascript
var cookies = HTTP.cookies,
cookie,
i;
for (i = 0; i < cookies.length; i++) {
  cookie = cookies[i];
  if (cookie.domain) {
    debug("domain: " + cookie.domain);
  }
}
```
headers: **Object**

An array-like object that enables access to HTTP header names and values. Header information is available through one of the following properties:

**length: Number**

The number of headers.

**string property:**

The name of the header, accessible in a dictionary-like fashion, as shown in the following example:

```javascript
var headers = HTTP.headers;
session = headers["X-Session-Id"]; accept = headers.accept;
```

**numeric property:**

Corresponds to the order in which the headers appear on the wire. The returned object has a name and a value property. Numeric properties are useful for iterating over all the headers and disambiguating headers with duplicate names as shown in the following example:

```javascript
var headers = HTTP.headers;
for (i = 0; i < headers.length; i++) {
  hdr = headers[i];
  debug("headers[" + i + "] .name: " + hdr.name);
  debug("headers[" + i + "] .value: " + hdr.value);
}
```

**Note:** Saving `HTTP.headers` to the Flow store does not save all of the individual header values. It is a best practice to save the individual header values to the Flow store. Refer to the Flow class section for details.

headersRaw: **String**

The unmodified block of HTTP headers, expressed as a string.

host: **String**

The value in the HTTP host header.

isDesync: **Boolean**

The value is `true` if the protocol parser became desynchronized due to missing packets.

isEncrypted: **Boolean**

Specifies if the transaction is over secure HTTP.

isPipelined: **Boolean**

The value is `true` if the transaction is pipelined.

isReqAborted: **Boolean**

The value is `true` if the connection is closed before the HTTP request was complete.

isRspAborted: **Boolean**

The value is `true` if the connection is closed before the HTTP response was complete.

Access only on `HTTP_RESPONSE` events or an error will occur.

isRspChopped: **Boolean**

The value is `true` if the response is chunked.

Access only on `HTTP_RESPONSE` events or an error will occur.

isRspCompressed: **Boolean**

The value is `true` if the response is compressed.

Access only on `HTTP_RESPONSE` events or an error will occur.
isServerPush: **Boolean**

The value is `true` if the transaction is the result of a server push.

**method**: **String**

The HTTP method of the transaction such as POST and GET.

**origin**: **IPAddress** | **String**

The value in the X-Forwarded-For or the true-client-ip header.

**path**: **String**

The path portion of the URI: `/path/`.

**payload**: **Buffer**

The `Buffer` object containing the raw payload bytes of the event transaction. If the payload was compressed, the decompressed content is returned.

The buffer contains the $N$ first bytes of the payload, where $N$ is the number of payload bytes specified by the Bytes to Buffer field when the trigger was configured through the ExtraHop WebUI. The default number of bytes is 2048. For more information, see Advanced trigger options.

The following script is an example of HTTP payload analysis:

```javascript
/* Extract the user name based on a pattern "user=*" from payload of a login URI that has "auth/login" as a URI substring. */

if (HTTP.payload && /auth\/login/i.test(HTTP.uri)) {
    var user = /user=(.*?)/i.exec(HTTP.payload);
    if (user !== null) {
        debug("user: " + user[1]);
    }
}
```

**Note**: If two HTTP payload buffering triggers are assigned to the same device, the higher value is selected and the value of `HTTP.payload` is the same for both triggers.

**processingTime**: **Number**

The server processing time, expressed in milliseconds (equivalent to `rspTimeToFirstPayload - reqTimeToLastByte`). The value is `NaN` on malformed and aborted responses or if the timing is invalid.

Access only on **HTTP_RESPONSE** events or an error will occur.

**query**: **String**

The query string portion of the URI: `query=string`. This typically follows the URL and is separated from it by a question mark. Multiple query strings are separated by an ampersand (`&`) or semicolon (`;`) delimiter.

**record**: **Object**

The record object that was committed to the ExtraHop Explore appliance through a call to `HTTP.commitRecord()` on an **HTTP_RESPONSE** event.

The record object contains the following default properties:

- `clientZeroWnd`
- `contentType`
- `host`
- `isPipelined`
- `isReqAborted`
- `isRspAborted`
- `isRspCompressed`
- `isRspChunked`
- `method`
• origin
• query
• referer
• reqBytes
• reqL2Bytes
• reqPkt
• reqRTO
• reqSize
• reqTimeToLastByte
• roundTripTime
• rspBytes
• rspL2Bytes
• rspPkt
• rspRTO
• rspSize
• rspTimeToFirstHeader
• rspTimeToFirstPayload
• rspTimeToLastByte
• rspVersion
• serverZeroWnd
• statusCode
• thinkTime
• title
• processingTime
• uri
• userAgent

Access the record object only on HTTP_RESPONSE events or an error will occur.

referer: String
The value in the HTTP referrer header.

reqBytes: Number
The number of L4 request bytes, excluding L4 headers.
Access only on HTTP_RESPONSE events or an error will occur.

reqL2Bytes: Number
The number of L2 request bytes, including L2 headers.
Access only on HTTP_RESPONSE events or an error will occur.

reqPkt: Number
The number of request packets.
Access only on HTTP_RESPONSE events or an error will occur.

reqRTO: Number
The number of request retransmission timeouts (RTOs).
Access only on HTTP_RESPONSE events or an error will occur.

reqSize: Number
The number of L7 request bytes, excluding HTTP headers.

reqTimeToLastByte: Number
The time from the first byte of the request until the last byte of the request, expressed in milliseconds. The value is NaN on expired requests and responses, or if the timing is invalid.
reqZeroWnd: Number
The number of zero windows in the request.

roundTripTime: Number
The median TCP round trip time (RTT), expressed in milliseconds. The value is NaN if there are no RTT samples.
Access only on HTTP_RESPONSE events or an error will occur.

rspBytes: Number
The number of L4 response bytes, excluding L4 headers.
Access only on HTTP_RESPONSE events or an error will occur.

rspL2Bytes: Number
The number of L2 response bytes, including L2 headers.
Access only on HTTP_RESPONSE events or an error will occur.

rspPkts: Number
The number of response packets.
Access only on HTTP_RESPONSE events or an error will occur.

rspRTO: Number
The number of response retransmission timeouts (RTOs).
Access only on HTTP_RESPONSE events or an error will occur.

rspSize: Number
The number of L7 response bytes, excluding HTTP headers.
Access only on HTTP_RESPONSE events or an error will occur.

rspTimeToFirstHeader: Number
The time from the first byte of the request until the status line that precedes the response headers, expressed in milliseconds. The value is NaN on malformed and aborted responses, or if the timing is invalid.
Access only on HTTP_RESPONSE events or an error will occur.

rspTimeToFirstPayload: Number
The time from the first byte of the request until the first payload byte of the response, expressed in milliseconds. Returns zero value when the response does not contain payload. The value is NaN on malformed and aborted responses, or if the timing is invalid.
Access only on HTTP_RESPONSE events or an error will occur.

rspTimeToLastByte: Number
The time from the first byte of the request until the last byte of the response, expressed in milliseconds. The value is NaN on malformed and aborted responses, or if the timing is invalid.
Access only on HTTP_RESPONSE events or an error will occur.

rspVersion: String
The HTTP version of the response.
Access only on HTTP_RESPONSE events or an error will occur.

rspZeroWnd: Number
The number of zero windows in the response.

statusCode: Number
The HTTP status code of the response.
Access only on HTTP_RESPONSE events or an error will occur.
Note: Returns a status code of 0 if no valid `HTTP_RESPONSE` is received.

**streamId: Number**

The ID of the stream that transferred the resource. Because responses might be returned out of order, this property is required for HTTP/2 transactions to match requests with responses. The value is 1 for the HTTP/1.1 upgrade request and null for previous HTTP versions.

**title: String**

The value in the title element of the HTML content, if present.

**thinkTime: Number**

The time elapsed between the server having transferred the response to the client and the client transferring a new request to the server, expressed in milliseconds. The value is NaN if there is no valid measurement.

**uri: String**

The URI without a query string: `f.q.d.n/path/`.

**userAgent: String**

The value in the HTTP user-agent header.

**Trigger Examples**

- Example: Track 500-level HTTP responses by customer ID and URI
- Example: Track SOAP requests
- Example: Access HTTP header attributes
- Example: Record data to a session table
- Example: Create an application container

**IBMMQ**

The IBMMQ class enables you to store metrics and access properties on `IBMMQ_REQUEST` and `IBMMQ_RESPONSE` events.

Note: The IBMMQ protocol supports EBCDIC encoding.

**Events**

**IBMMQ_REQUEST**

Runs on every IBMMQ request processed by the device.

**IBMMQ_RESPONSE**

Runs on every IBMMQ response processed by the device.

**Methods**

**commitRecord(): void**

Commits a record object to the ExtraHop Explore appliance on either an `IBMMQ_REQUEST` or `IBMMQ_RESPONSE` event.

The event determines which properties are committed to the record object. To view the default properties committed for each event, see the `record` property below.

For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.
Properties

channel: String
The communication channel name.

conversationID: Number
The identifier for the MQ conversation.

correlationId: String
The IBMMQ correlation ID.

error: String
The error string that corresponds to the error code on the wire.

method: String
The wire protocol request or response method name.

The following ExtraHop method names differ from the Wireshark method names:

<table>
<thead>
<tr>
<th>ExtraHop</th>
<th>Wireshark</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASYNC_MSG_V7</td>
<td>ASYNC_MESSAGE</td>
</tr>
<tr>
<td>MQCLOSEv7</td>
<td>SOCKET_ACTION</td>
</tr>
<tr>
<td>MQGETv7</td>
<td>REQUEST_MSGS</td>
</tr>
<tr>
<td>MQGETv7_REPLY</td>
<td>NOTIFICATION</td>
</tr>
</tbody>
</table>

msg: Buffer
A Buffer object containing MQPUT, MQPUT1, MQGET_REPLY, ASYNC_MSG_V7, and MESSAGE_DATA messages.

Queue messages that are greater than 32K might be broken into more than one segment. A trigger is run for each segment and only the first segment has a non-null message.

Buffer data can be converted to a printable string through the toString() function or formatted through unpack commands.

msgFormat: String
The message format.

msgId: String
The IBMMQ message ID.

pcfError: String
The error string that corresponds to the error code on the wire for the programmable command formats (PCF) channel.

pcfMethod: String
The wire protocol request or response method name for the programmable command formats (PCF) channel.

pcfWarning: String
The warning string that corresponds to the warning string on the wire for the programmable command formats (PCF) channel.

putAppName: String
The application name associated with the MQPUT message.

queue: String
The local queue name. The value is null if there is no MQOPEN, MQOPEN_REPLY, MQSP1(Open), or MQSP1_REPLY message.
queueMgr: String
The local queue manager. The value is `null` if there is no `INITIAL_DATA` message at the start of the connection.

record: Object
The record object that was committed to the ExtraHop Explore appliance through a call to `IBMMQ.commitRecord()` on either an `IBMMQ_REQUEST` or `IBMMQ_RESPONSE` event.

The event on which the method was called determines which default properties the record object contains as displayed in the following table:

<table>
<thead>
<tr>
<th><code>IBMMQ_REQUEST</code></th>
<th><code>IBMMQ_RESPONSE</code></th>
</tr>
</thead>
<tbody>
<tr>
<td>channel</td>
<td>channel</td>
</tr>
<tr>
<td>clientZeroWnd</td>
<td>clientZeroWnd</td>
</tr>
<tr>
<td>correlationId</td>
<td>correlationId</td>
</tr>
<tr>
<td>msgId</td>
<td>error</td>
</tr>
<tr>
<td>method</td>
<td>msgId</td>
</tr>
<tr>
<td>msgFormat</td>
<td>method</td>
</tr>
<tr>
<td>msgSize</td>
<td>msgFormat</td>
</tr>
<tr>
<td>queue</td>
<td>msgSize</td>
</tr>
<tr>
<td>queueMgr</td>
<td>queue</td>
</tr>
<tr>
<td>reqBytes</td>
<td>queueMgr</td>
</tr>
<tr>
<td>reqL2Bytes</td>
<td>resolvedQueue</td>
</tr>
<tr>
<td>reqPkts</td>
<td>resolvedQueueMgr</td>
</tr>
<tr>
<td>reqRTO</td>
<td>roundTripTime</td>
</tr>
<tr>
<td>resolvedQueue</td>
<td>rspBytes</td>
</tr>
<tr>
<td>resolvedQueueMgr</td>
<td>rspL2Bytes</td>
</tr>
<tr>
<td>serverZeroWnd</td>
<td>rspPkts</td>
</tr>
<tr>
<td></td>
<td>rspRTO</td>
</tr>
<tr>
<td></td>
<td>serverZeroWnd</td>
</tr>
<tr>
<td></td>
<td>warning</td>
</tr>
</tbody>
</table>

reqBytes: Number
The number of application-level request bytes.

reqL2Bytes: Number
The number of L2 request bytes.

reqPkts: Number
The number of request packets.

reqRTO: Number
The number of request retransmission timeouts (RTOs).

reqZeroWnd: Number
The number of zero windows in the request.
resolvedQueue: String

The resolved queue name from MQGET_REPLY, MQPUT_REPLY, or MQPUT1_REPLY messages. If the queue is remote, the value is different than the value returned by IBMMQ.queue.

resolvedQueueMgr: String

The resolved queue manager from MQGET_REPLY, MQPUT_REPLY, or MQPUT1_REPLY. If the queue is remote, the value is different than the value returned by IBMMQ.queueMgr.

rfh: Array of Strings

An array of strings located in the optional rules and formatting header (RFH). If there is no RFH header or the header is empty, the array is empty.

roundTripTime: Number

The median round trip time (RTT), expressed in milliseconds. The value is NaN if there are no RTT samples.

rspBytes: Number

The number of application-level response bytes.

rspL2Bytes: Number

The number of L2 response bytes.

rspPkts: Number

The number of request packets.

rspRTO: Number

The number of response retransmission timeouts (RTOs).

rspZeroWnd: Number

The number of zero windows in the response.

totalMsgLength: Number

The total length of the message, expressed in bytes.

warning: String

The warning string that corresponds to the warning string on the wire.

Trigger Examples

- Example: Collect IBMMQ metrics

ICA

The ICA class enables you to store metrics and access properties on ICA_OPEN, ICA_AUTH, ICA_TICK, and ICA_CLOSE events.

Events

ICA_AUTH

Runs when the ICA authentication is complete.

ICA_CLOSE

Runs when the ICA session is closed.

ICA_OPEN

Runs immediately after the ICA application is initially loaded.

ICA_TICK

Runs periodically while the user interacts with the ICA application.

After the ICA_OPEN event has run at least once, the ICA_TICK event is run anytime latency is reported and returned by the clientLatency or networkLatency properties described below.
Methods

commitRecord(): void

Commits a record object to the ExtraHop Explore appliance on either an ICA_OPEN, ICA_TICK, or ICA_CLOSE event. Record commits on ICA_AUTH events are not supported.

The event determines which properties are committed to the record object. To view the default properties committed for each event, see the record property below.

For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.

Properties

application: String

The name of the application being launched.

authDomain: String

The Windows authentication domain to which the user belongs.

channels: Array

An array of objects containing information about virtual channels observed since the last ICA_TICK event.

Access only on ICA_TICK events or an error will occur.

Each object contains the following properties:

name: String

The name of the virtual channel.

description: String

The friendly description of the channel name.

clientBytes: Number

The number of bytes sent by the client for that channel.

serverBytes: Number

The number of bytes sent by the server for the channel.

clientMachine: String

The name of the client machine. The name is displayed by the ICA client and is typically the hostname of the client machine.

clientBytes: Number

Upon an ICA_CLOSE event, the incremental number of application-level client bytes observed since the last ICA_TICK event. Does not specify the total number of bytes for the session.

Access only on ICA_CLOSE or ICA_TICK events or an error will occur.

clientCGPMsgCount: Number

The number of client CGP messages since the last ICA_TICK event.

Access only on ICA_TICK events or an error will occur.

clientLatency: Number

The latency of the client, expressed in milliseconds, as reported by the End User Experience Management (EUEM) beacon.

Client latency is reported when a packet from the client on the EUEM channel reports the result of a single ICA round trip measurement.

Access only on ICA_TICK events or an error will occur.
**clientL2Bytes: Number**

Upon an ICA_CLOSE event, the incremental number of L2 client bytes observed since the last ICA_TICK event. Does not specify the total number of bytes for the session.

Access only on ICA_CLOSE or ICA_TICK events or an error will occur.

**clientMsgCount: Number**

The number of client messages since the last ICA_TICK event.

Access only on ICA_TICK events or an error will occur.

**clientPkts: Number**

Upon an ICA_CLOSE event, the incremental number of client packets observed since the last ICA_TICK event. Does not specify the total number of packets for the session.

Access only on ICA_CLOSE or ICA_TICK events or an error will occur.

**clientRTO: Number**

Upon an ICA_CLOSE event, the incremental number of client retransmission timeouts (RTOs) observed since the last ICA_TICK event. Does not specify the total number of RTOs for the session.

Access only on ICA_CLOSE or ICA_TICK events or an error will occur.

**clientZeroWnd: Number**

The number of zero windows sent by the client.

Access only on ICA_CLOSE or ICA_TICK events or an error will occur.

**clientType: String**

The type of ICA client, which is the user-agent equivalent to ICA.

**clipboardData: Buffer**

A Buffer object containing raw data from the clipboard transfer.

The value is null if the ICA_TICK event did not result from a clipboard data transfer, or if the channel specified by the tickChannel property is not a clipboard channel.

The maximum number of bytes in the buffer is specified by the Clipboard Bytes to Buffer field when the trigger was configured through the ExtraHop Web UI. The default maximum object size is 1024 bytes. For more information, see the Advanced trigger options.

To determine the direction of the clipboard data transfer, access this property through Flow.sender, Flow.receiver, Flow.client, or Flow.server.

Access only on ICA_TICK events or an error will occur.

**clipboardDataType: String**

The type of data on the clipboard transfer. The following clipboard types are supported:

- TEXT
- BITMAP
- METAFILEPICT
- SYMLINK
- DIF
- TIFF
- OEMTEXT
- DIB
- PALLETTE
- PENDATA
- RIFF
- WAVE
- UNICODETEXT
• EHNMETAFILE
• OWNERDISPLAY
• DSPTEXT
• DSPBITMAP
• DSPMETAFILEPICT
• DSPENHMETAFILE

The value is null if the ICA_TICK event did not result from a clipboard data transfer, or if the channel specified by the tickChannel property is not a clipboard channel.

Access only on ICA_TICK events or an error will occur.

frameCutDuration: Number
The frame cut duration, as reported by the EUEM beacon.
Access only on ICA_TICK events or an error will occur.

frameSendDuration: Number
The frame send duration, as reported by the EUEM beacon.
Access only on ICA_TICK events or an error will occur.

host: String
The host name of the Citrix server.

isAborted: Boolean
The value is true if the application fails to launch successfully.
Access only on ICA_CLOSE events or an error will occur.

isCleanShutdown: Boolean
The value is true if the application shuts down cleanly.
Access only on ICA_CLOSE events or an error will occur.

isClientDiskRead: Boolean
The value is true if a file was read from the client disk to the Citrix server. The value is null if the command is not a file operation, or if the channel specified by the tickChannel property is not a file channel.
Access only on ICA_TICK events or an error will occur.

isClientDiskWrite: Boolean
The value is true if a file was written from the Citrix server to the client disk. The value is null if the command is not a file operation, or if the channel specified by the tickChannel property is not a file channel.
Access only on ICA_TICK events or an error will occur.

isEncrypted: Boolean
The value is true if the application is encrypted with RC5 encryption.

isSharedSession: Boolean
The value is true if the application is launched over an existing connection.

launchParams: String
The string that represents the parameters.

loadTime: Number
The load time of the given application, expressed in milliseconds.

Note: The load time is recorded only for the initial application load. The ExtraHop system does not measure load time for applications launched over existing sessions and instead reports the initial load time on subsequent application loads. Choose
**ICA.isSharedSession** to distinguish between initial and subsequent application loads.

**loginTime: Number**
The user login time, expressed in milliseconds.

Access only on **ICA_OPEN, ICA_CLOSE, or ICA_TICK** events or an error will occur.

- **Note:** The login time is recorded only for the initial application load. The ExtraHop system does not measure login time for applications launched over existing sessions and instead reports the initial login time on subsequent application loads. Choose **ICA.isSharedSession** to distinguish between initial and subsequent application loads.

**networkLatency: Number**
The current latency advertised by the client, expressed in milliseconds.

Network latency is reported when a specific ICA packet from the client contains latency information.

Access only on **ICA_TICK** events or an error will occur.

**payload: Buffer**
The Buffer object containing the raw payload bytes of the file that was read or written on the event.

The buffer contains the \( N \) first bytes of the payload, where \( N \) is the number of payload bytes specified by the Bytes to Buffer field when the trigger was configured through the ExtraHop WebUI. The default number of bytes is 2048. For more information, see Advanced trigger options.

The value is **null** if the channel specified by the **tickChannel** property is not a file channel.

Access only on **ICA_TICK** events or an error will occur.

**printerName: String**
The name of the printer driver.

Access only on **ICA_TICK** events or an error will occur.

**program: String**
The name of the program, or application, that is being launched.

**record: Object**
The record object committed to the ExtraHop Explore appliance through a call to **ICA.commitRecord()** on either an **ICA_OPEN, ICA_TICK, or ICA_CLOSE** event.

The event on which the method was called determines which default properties the record object contains as displayed in the following table:

<table>
<thead>
<tr>
<th><strong>ICA_CLOSE</strong></th>
<th><strong>ICA_OPEN</strong></th>
<th><strong>ICA_TICK</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>authDomain</td>
<td>authDomain</td>
<td>authDomain</td>
</tr>
<tr>
<td>clientBytes</td>
<td>clientMachine</td>
<td>clientBytes</td>
</tr>
<tr>
<td>clientL2Bytes</td>
<td>clientType</td>
<td>clientCGPMsgCount</td>
</tr>
<tr>
<td>clientMachine</td>
<td>clientZeroWnd</td>
<td>clientL2Bytes</td>
</tr>
<tr>
<td>clientPkts</td>
<td>host</td>
<td>clientLatency</td>
</tr>
<tr>
<td>clientRTO</td>
<td>isEncrypted</td>
<td>clientMachine</td>
</tr>
<tr>
<td>clientType</td>
<td>isSharedSession</td>
<td>clientMsgCount</td>
</tr>
<tr>
<td>clientZeroWnd</td>
<td>launchParams</td>
<td>clientPkts</td>
</tr>
<tr>
<td>host</td>
<td>loadTime</td>
<td>clientRTO</td>
</tr>
<tr>
<td>isAborted</td>
<td>loginTime</td>
<td>clientType</td>
</tr>
<tr>
<td>ICA_CLOSE</td>
<td>ICA_OPEN</td>
<td>ICA_TICK</td>
</tr>
<tr>
<td>----------------</td>
<td>---------------</td>
<td>---------------</td>
</tr>
<tr>
<td>isCleanShutdown</td>
<td>program</td>
<td>clientZeroWnd</td>
</tr>
<tr>
<td>isEncrypted</td>
<td>serverZeroWnd</td>
<td>frameCutDuration</td>
</tr>
<tr>
<td>isSharedSession</td>
<td>user</td>
<td>frameSendDuration</td>
</tr>
<tr>
<td>launchParams</td>
<td>host</td>
<td></td>
</tr>
<tr>
<td>loadTime</td>
<td>isClientDiskRead</td>
<td></td>
</tr>
<tr>
<td>loginTime</td>
<td>isClientDiskWrite</td>
<td></td>
</tr>
<tr>
<td>program</td>
<td>isEncrypted</td>
<td></td>
</tr>
<tr>
<td>roundTripTime</td>
<td>isSharedSession</td>
<td></td>
</tr>
<tr>
<td>serverBytes</td>
<td>launchParams</td>
<td></td>
</tr>
<tr>
<td>serverL2Bytes</td>
<td>loadTime</td>
<td></td>
</tr>
<tr>
<td>serverPkts</td>
<td>loginTime</td>
<td></td>
</tr>
<tr>
<td>serverRTO</td>
<td>networkLatency</td>
<td></td>
</tr>
<tr>
<td>serverZeroWnd</td>
<td>program</td>
<td></td>
</tr>
<tr>
<td>user</td>
<td>resource</td>
<td></td>
</tr>
<tr>
<td></td>
<td>roundTripTime</td>
<td></td>
</tr>
<tr>
<td></td>
<td>serverBytes</td>
<td></td>
</tr>
<tr>
<td></td>
<td>serverCGPMsgCount</td>
<td></td>
</tr>
<tr>
<td></td>
<td>serverL2Bytes</td>
<td></td>
</tr>
<tr>
<td></td>
<td>serverMsgCount</td>
<td></td>
</tr>
<tr>
<td></td>
<td>serverPkts</td>
<td></td>
</tr>
<tr>
<td></td>
<td>serverRTO</td>
<td></td>
</tr>
<tr>
<td></td>
<td>serverZeroWnd</td>
<td></td>
</tr>
<tr>
<td></td>
<td>tickChannel</td>
<td></td>
</tr>
<tr>
<td></td>
<td>user</td>
<td></td>
</tr>
</tbody>
</table>

Access the record object only on **ICA_OPEN**, **ICA_CLOSE**, and **ICA_TICK** events or an error will occur.

**resource**: *String*

The path of the file that was read or written on the event, if known. The value is `null` if the channel specified by the `tickChannel` property is not a file channel.

Access only on **ICA_TICK** events or an error will occur.

**resourceOffset**: *Number*

The offset of the file that was read or written on the event, if known. The value is `null` if the channel specified by the `tickChannel` property is not a file channel.

Access only on **ICA_TICK** events or an error will occur.

**roundTripTime**: *Number*

The median round trip time (RTT), expressed in milliseconds. The value is `NaN` if there are no RTT samples.
Access only on ICA_CLOSE or ICA_TICK events or an error will occur.

**serverBytes:** Number

Upon an ICA_CLOSE event, the incremental number of application-level server bytes observed since the last ICA_TICK event. Does not specify the total number of bytes for the session.

Access only on ICA_CLOSE or ICA_TICK events or an error will occur.

**serverCGPMsgCount:** Number

The number of CGP server messages since the last ICA_TICK event.

Access only on ICA_TICK events or an error will occur.

**serverL2Bytes:** Number

Upon an ICA_CLOSE event, the incremental number of L2 server bytes observed since the last ICA_TICK event. Does not specify the total number of bytes for the session.

Access only on ICA_CLOSE or ICA_TICK events or an error will occur.

**serverMsgCount:** Number

The number of server messages since the last ICA_TICK event.

Access only on ICA_TICK events or an error will occur.

**serverPkts:** Number

Upon an ICA_CLOSE event, the incremental number of server packets observed since the last ICA_TICK event. Does not specify the total number of packets for the session.

Access only on ICA_CLOSE or ICA_TICK events or an error will occur.

**serverRTO:** Number

Upon an ICA_CLOSE event, the incremental number of server retransmission timeouts (RTOs) observed since the last ICA_TICK event. Does not specify the total number of RTOs for the session.

Access only on ICA_CLOSE or ICA_TICK events or an error will occur.

**serverZeroWnd:** Number

The number of zero windows sent by the server.

Access only on ICA_CLOSE or ICA_TICK events or an error will occur.

**tickChannel:** String

The name of the virtual channel that resulted in the current ICA_TICK event. The following channels are supported:

- CTXCLI: clipboard
- CTXCDM: file
- CTXEUE: end user experience monitoring

Access only on ICA_CLOSE or ICA_TICK events or an error will occur.

**user:** String

The name of the user, if available.

**ICMP**

The ICMP class enables you to store metrics and access properties on ICMP_MESSAGE events.

**Events**

**ICMP_MESSAGE**

Runs on every ICMP message processed by the device.
Methods

commitRecord(): void

Commits a record object to the ExtraHop Explore appliance on an ICMP_MESSAGE event.
To view the default properties committed to the record object, see the record property below.
For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.

Properties

gwAddr: IPAddress

For a redirect message, returns the address of the gateway to which traffic for the network specified in the internet destination network field of the original datagram’s data should be sent. Returns null for all other messages.

<table>
<thead>
<tr>
<th>Message</th>
<th>ICMPv4 Type</th>
<th>ICMPv6 Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Redirect Message</td>
<td>5</td>
<td>n/a</td>
</tr>
</tbody>
</table>

hopLimit: Number

The ICMP packet time to live or hop count.

isError: Boolean

The value is true for message types in the following table.

<table>
<thead>
<tr>
<th>Message</th>
<th>ICMPv4 Type</th>
<th>ICMPv6 Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Destination Unreachable</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>Redirect</td>
<td>5</td>
<td>n/a</td>
</tr>
<tr>
<td>Source Quench</td>
<td>4</td>
<td>n/a</td>
</tr>
<tr>
<td>Time Exceeded</td>
<td>11</td>
<td>3</td>
</tr>
<tr>
<td>Parameter Problem</td>
<td>12</td>
<td>4</td>
</tr>
<tr>
<td>Packet Too Big</td>
<td>n/a</td>
<td>2</td>
</tr>
</tbody>
</table>

isQuery: Boolean

The value is true for message types in the following table.

<table>
<thead>
<tr>
<th>Message</th>
<th>ICMPv4 Type</th>
<th>ICMPv6 Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Echo Request</td>
<td>8</td>
<td>128</td>
</tr>
<tr>
<td>Information Request</td>
<td>15</td>
<td>n/a</td>
</tr>
<tr>
<td>Timestamp request</td>
<td>13</td>
<td>n/a</td>
</tr>
<tr>
<td>Address Mask Request</td>
<td>17</td>
<td>n/a</td>
</tr>
<tr>
<td>Router Discovery</td>
<td>10</td>
<td>151</td>
</tr>
<tr>
<td>Multicast Listener Query</td>
<td>n/a</td>
<td>130</td>
</tr>
<tr>
<td>Router Solicitation (NDP)</td>
<td>n/a</td>
<td>133</td>
</tr>
<tr>
<td>Neighbor Solicitation</td>
<td>n/a</td>
<td>135</td>
</tr>
<tr>
<td>ICMP Node Information Query</td>
<td>n/a</td>
<td>139</td>
</tr>
<tr>
<td>Inverse Neighbor Discovery Solicitation</td>
<td>n/a</td>
<td>141</td>
</tr>
<tr>
<td>Message</td>
<td>ICMPv4 Type</td>
<td>ICMPv6 Type</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>-------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Home Agent Address Discovery Solicitation</td>
<td>n/a</td>
<td>144</td>
</tr>
<tr>
<td>Mobile Prefix Solicitation</td>
<td>n/a</td>
<td>146</td>
</tr>
<tr>
<td>Certification Path Solicitation</td>
<td>n/a</td>
<td>148</td>
</tr>
</tbody>
</table>

**isReply: Boolean**

The value is `true` for message types in the following table.

<table>
<thead>
<tr>
<th>Message</th>
<th>ICMPv4 Type</th>
<th>ICMPv6 Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Echo Reply</td>
<td>0</td>
<td>129</td>
</tr>
<tr>
<td>Information Reply</td>
<td>16</td>
<td>n/a</td>
</tr>
<tr>
<td>Timestamp Reply</td>
<td>14</td>
<td>n/a</td>
</tr>
<tr>
<td>Address Mask Reply</td>
<td>18</td>
<td>n/a</td>
</tr>
<tr>
<td>Multicast Listener Done</td>
<td>n/a</td>
<td>132</td>
</tr>
<tr>
<td>Multicast Listener Report</td>
<td>n/a</td>
<td>131</td>
</tr>
<tr>
<td>Router Advertisement (NDP)</td>
<td>n/a</td>
<td>134</td>
</tr>
<tr>
<td>Neighbor Advertisement</td>
<td>n/a</td>
<td>136</td>
</tr>
<tr>
<td>ICMP Node Information Response</td>
<td>n/a</td>
<td>140</td>
</tr>
<tr>
<td>Inverse Neighbor Discovery Advertisement</td>
<td>n/a</td>
<td>142</td>
</tr>
<tr>
<td>Home Agent Address Discovery Reply Message</td>
<td>n/a</td>
<td>145</td>
</tr>
<tr>
<td>Mobile Prefix Advertisement</td>
<td>n/a</td>
<td>147</td>
</tr>
<tr>
<td>Certification Path Advertisement</td>
<td>n/a</td>
<td>149</td>
</tr>
</tbody>
</table>

**msg: Buffer**

A buffer object containing up to `message_length_max` bytes of the ICMP message. The `message_length_max` option is configured in the ICMP profile in the running config.

The following running config example changes the ICMP `message_length_max` from its default of 4096 bytes to 1234 bytes:

```json
"capture": {
  "app_proto": {
    "ICMP": {
      "message_length_max": 1234
    }
  }
}
```

**Tip:** You can convert the buffer object to a string through the `String.fromCharCode` method. To view the string in the runtime log, run the `JSON.stringify` method, as shown in the following example code:

```javascript
const icmp_msg = String.fromCharCode.apply(String, ICMP.msg);
debug('ICMP message text: ' + JSON.stringify(icmp_msg, null, 4));
```
You can also search the ICMP message strings with the includes and test methods, as shown in the following example code:

```javascript
const substring_search = 'search term';
const regex_search = '^search term$';
const icmp_msg = String.fromCharCode.apply(String, ICMP.msg);

if (icmp_msg.includes(substring_search){
    debug('ICMP message includes substring');
}
if (regex_search.test(icmp_msg)){
    debug('ICMP message matches regex');
}
```

### msgCode: Number
The ICMP message code.

### msgID: Number
The ICMP message identifier for Echo Request, Echo Reply, Timestamp Request, Timestamp Reply, Information Request, and Information Reply messages. The value is `null` for all other message types.

The following table displays type IDs for the ICMP messages:

<table>
<thead>
<tr>
<th>Message</th>
<th>ICMPv4 Type</th>
<th>ICMPv6 Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Echo Request</td>
<td>8</td>
<td>128</td>
</tr>
<tr>
<td>Echo Reply</td>
<td>0</td>
<td>129</td>
</tr>
<tr>
<td>Timestamp Request</td>
<td>13</td>
<td>n/a</td>
</tr>
<tr>
<td>Timestamp Reply</td>
<td>14</td>
<td>n/a</td>
</tr>
<tr>
<td>Information Request</td>
<td>15</td>
<td>n/a</td>
</tr>
<tr>
<td>Information Reply</td>
<td>16</td>
<td>n/a</td>
</tr>
</tbody>
</table>

### msgLength: Number
The length of the ICMP message, expressed in bytes.

### msgText: String
The descriptive text for the message (for example, echo request or port unreachable).

### msgType: Number
The ICMP message type.

The following table displays the ICMPv4 message types available:

<table>
<thead>
<tr>
<th>Type</th>
<th>Message</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Echo Reply</td>
</tr>
<tr>
<td>1 and 2</td>
<td>Reserved</td>
</tr>
<tr>
<td>3</td>
<td>Destination Unreachable</td>
</tr>
<tr>
<td>4</td>
<td>Source Quench</td>
</tr>
<tr>
<td>5</td>
<td>Redirect Message</td>
</tr>
<tr>
<td>6</td>
<td>Alternate Host Address (deprecated)</td>
</tr>
<tr>
<td>7</td>
<td>Reserved</td>
</tr>
</tbody>
</table>
The following table displays the ICMPv6 message types available:

<table>
<thead>
<tr>
<th>Type</th>
<th>Message</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Destination Unreachable</td>
</tr>
<tr>
<td>2</td>
<td>Packet Too Big</td>
</tr>
<tr>
<td>3</td>
<td>Time Exceeded</td>
</tr>
<tr>
<td>4</td>
<td>Parameter Problem</td>
</tr>
<tr>
<td>100</td>
<td>Private Experimentation</td>
</tr>
<tr>
<td>101</td>
<td>Private Experimentation</td>
</tr>
<tr>
<td>Type</td>
<td>Message</td>
</tr>
<tr>
<td>------</td>
<td>---------</td>
</tr>
<tr>
<td>127</td>
<td>Reserved for expansion of ICMPv6 error messages</td>
</tr>
<tr>
<td>128</td>
<td>Echo Request</td>
</tr>
<tr>
<td>129</td>
<td>Echo Reply</td>
</tr>
<tr>
<td>130</td>
<td>Multicast Listener Query</td>
</tr>
<tr>
<td>131</td>
<td>Multicast Listener Report</td>
</tr>
<tr>
<td>132</td>
<td>Multicast Listener Done</td>
</tr>
<tr>
<td>133</td>
<td>Router Solicitation</td>
</tr>
<tr>
<td>134</td>
<td>Router Advertisement</td>
</tr>
<tr>
<td>135</td>
<td>Neighbor Solicitation</td>
</tr>
<tr>
<td>136</td>
<td>Neighbor Advertisement</td>
</tr>
<tr>
<td>137</td>
<td>Redirect Message</td>
</tr>
<tr>
<td>138</td>
<td>Router Renumbering</td>
</tr>
<tr>
<td>139</td>
<td>ICMP Node Information Query</td>
</tr>
<tr>
<td>140</td>
<td>ICMP Node Information Response</td>
</tr>
<tr>
<td>141</td>
<td>Inverse Neighbor Discovery Solicitation Message</td>
</tr>
<tr>
<td>142</td>
<td>Inverse Neighbor Discovery Advertisement Message</td>
</tr>
<tr>
<td>143</td>
<td>Multicast Listener Discovery (MLDv2) reports</td>
</tr>
<tr>
<td>144</td>
<td>Home Agent Address Discovery Request Message</td>
</tr>
<tr>
<td>145</td>
<td>Home Agent Address Discovery Reply Message</td>
</tr>
<tr>
<td>146</td>
<td>Mobile Prefix Solicitation</td>
</tr>
<tr>
<td>147</td>
<td>Mobile Prefix Advertisement</td>
</tr>
<tr>
<td>148</td>
<td>Certification Path Solicitation</td>
</tr>
<tr>
<td>149</td>
<td>Certification Path Advertisement</td>
</tr>
<tr>
<td>151</td>
<td>Multicast Router Advertisement</td>
</tr>
<tr>
<td>152</td>
<td>Multicast Router Solicitation</td>
</tr>
<tr>
<td>153</td>
<td>Multicast Router Termination</td>
</tr>
<tr>
<td>155</td>
<td>RPL Control Message</td>
</tr>
<tr>
<td>200</td>
<td>Private Experimentation</td>
</tr>
<tr>
<td>201</td>
<td>Private Experimentation</td>
</tr>
<tr>
<td>255</td>
<td>Reserved for expansion of ICMPv6 informational messages</td>
</tr>
</tbody>
</table>

**nextHopMTU: Number**

An ICMPv4 **Destination Unreachable** or an ICMPv6 **Packet Too Big** message, the maximum transmission unit of the next-hop link. The value is **null** for all other messages.
<table>
<thead>
<tr>
<th>Message</th>
<th>ICMPv4 Type</th>
<th>ICMPv6 Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Destination Unreachable</td>
<td>3</td>
<td>n/a</td>
</tr>
<tr>
<td>Packet Too Big</td>
<td>n/a</td>
<td>2</td>
</tr>
</tbody>
</table>

**original: Object**

An object containing the following elements from the IP datagram that caused the ICMP message to be sent:

- **ipproto: String**
  - The IP protocol of the datagram, such as TCP, UDP, ICMP, or ICMPv6.

- **ipver: String**
  - The IP version of the datagram, such as IPv4 or IPv6.

- **srcAddr: IPAddress**
  - The IPAddress of the datagram sender.

- **srcPort: Number**
  - The port number of the datagram sender.

- **dstAddr: IPAddress**
  - The IPAddress of the datagram receiver.

- **dstPort: Number**
  - The port number of the datagram receiver.

The value is **null** if the internet header and 64 bits of the Original Data datagram is not present in the message or if the IP protocol is not TCP or UDP.

Access only on **ICMP_MESSAGE** events or an error will occur.

- **pointer: Number**
  - For a Parameter Problem message, the octet of the original datagram's header where the error was detected. The value is **null** for all other messages.

<table>
<thead>
<tr>
<th>Message</th>
<th>ICMPv4 Type</th>
<th>ICMPv6 Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parameter Problem</td>
<td>12</td>
<td>4</td>
</tr>
</tbody>
</table>

**record: Object**

The record object committed to the ExtraHop Explore appliance through a call to **ICMP.commitRecord()** on an **ICMP_MESSAGE** event.

The record object contains the following default properties:

- gwAddr
- hopLimit
- msgCode
- msgId
- msgLength
- msgText
- msgType
- nextHopMTU
- pointer
- seqNum
- version
seqNum: Number
The ICMP sequence number for Echo Request, Echo Reply, Timestamp Request, Timestamp Reply, Information Request, and Information Reply messages. The value is null for all other messages.

version: Number
The version of the ICMP message type, which can be ICMPv4 or ICMPv6.

Kerberos
The Kerberos class enables you to store metrics and access properties on KERBEROS_REQUEST and KERBEROS_RESPONSE events.

Events
KERBEROS_REQUEST
Runs on every Kerberos AS-REQ and TGS-REQ message type processed by the device.

KERBEROS_RESPONSE
Runs on every Kerberos AS-REP and TGS-REP message type processed by the device.

Methods
commitRecord(): void
Commits a record object to the ExtraHop Explore appliance on either a KERBEROS_REQUEST or KERBEROS_RESPONSE event.

The event determines which properties are committed to the record object. To view the default properties committed for each event, see the record property below.

For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.

Properties
addresses: Array of Objects
The addresses from which the requested ticket is valid.

Access only on KERBEROS_REQUEST events or an error will occur.

cipher: String
The ciphertext of the encrypted ticket.

cNames: Array of Strings
The name portions of the principal identifier.

cNameType: String
The type for the cNames field.

cRealm: String
The client realm.

error: String
The error returned.

Access only on KERBEROS_RESPONSE events or an error will occur.

eType: Array of Numbers
An array of the preferred encryption methods.

Access only on KERBEROS_REQUEST events or an error will occur.
from: String
  In AS_REQ and TGS_REQ message types, the time when the requested ticket is to be postdated to.
  Access only on KERBEROS_REQUEST events or an error will occur.

kdcOptions: Object
  An object containing boolean values for each option flag in AS_REQ and TGS_REQ messages.
  Access only on KERBEROS_REQUEST events or an error will occur.

msgType: String
  The message type. Possible values are:
  • AP_REP
  • AP_REQ
  • AS_REP
  • AS_REQAUTHENTICATOR
  • ENC_AS_REP_PART
  • ENC_KRB_CRED_PART
  • ENC_KRB_PRIV_PART
  • ENC_P_REP_PART
  • ENC_TGS_REP_PART
  • ENC_TICKET_PART
  • KRB_CRED
  • KRB_ERROR
  • KRB_PRIV
  • KRB_SAFE
  • TGS_REP
  • TGS_REQ
  • TICKET

paData: Array of Objects
  The pre-authentication data.

processingTime: Number
  The processing time, expressed in milliseconds.
  Access only on KERBEROS_RESPONSE events or an error will occur.

realm: String
  The server realm. In an AS_REQ message type, this is the client realm.

record: Object
  The record object committed to the ExtraHop Explore appliance through a call to
  Kerberos.commitRecord() on either a KERBEROS_REQUEST or KERBEROS_RESPONSE event.
  The event on which the method was called determines which default properties the record object
  contains as displayed in the following table:

<table>
<thead>
<tr>
<th>KERBEROS_REQUEST</th>
<th>KERBEROS_RESPONSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>cNames</td>
<td>cNames</td>
</tr>
<tr>
<td>cNameType</td>
<td>cNameType</td>
</tr>
<tr>
<td>cRealm</td>
<td>cRealm</td>
</tr>
<tr>
<td>clientZeroWnd</td>
<td>clientZeroWnd</td>
</tr>
<tr>
<td>eType</td>
<td>error</td>
</tr>
</tbody>
</table>
### KERBEROS_REQUEST

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>from</td>
<td>msgType</td>
</tr>
<tr>
<td>msgType</td>
<td>processingTime</td>
</tr>
<tr>
<td>realm</td>
<td>realm</td>
</tr>
<tr>
<td>reqBytes</td>
<td>roundTripTime</td>
</tr>
<tr>
<td>reqL2Bytes</td>
<td>rspBytes</td>
</tr>
<tr>
<td>reqPks</td>
<td>rspL2Bytes</td>
</tr>
<tr>
<td>reqRTO</td>
<td>rspPks</td>
</tr>
<tr>
<td>sNames</td>
<td>rspRTO</td>
</tr>
<tr>
<td>sNameType</td>
<td>sNames</td>
</tr>
<tr>
<td>serverZeroWnd</td>
<td>sNameType</td>
</tr>
<tr>
<td>till</td>
<td>serverZeroWnd</td>
</tr>
</tbody>
</table>

### sNames: Array of Strings
The name portions of the server principal identifier

### sNameType: String
The type for the sNames field.

### ticket: Object
A newly generated ticket in an AP_REP message or a ticket to authenticate the client to the server in an AP_REQ message.

### till: String
The expiration date requested by the client in a ticket request.
Access only on KERBEROS_REQUEST events or an error will occur.

### LDAP
The LDAP class enables you to store metrics and access properties on LDAP_REQUEST and LDAP_RESPONSE events.

#### Events

**LDAP_REQUEST**
- Runs on every LDAP request processed by the device.

**LDAP_RESPONSE**
- Runs on every LDAP response processed by the device.

#### Methods

**commitRecord(): void**
Commits a record object to the ExtraHop Explore appliance on either an LDAP_REQUEST or LDAP_RESPONSE event.

The event determines which properties are committed to the record object. To view the default properties committed for each event, see the record property below.

For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.
Properties

**bindDN:** *String*

The bind DN of the LDAP request.

Access only on **LDAP_REQUEST** events or an error will occur.

**dn:** *String*

The LDAP distinguished name (DN). If no DN is set, <ROOT> will be returned instead.

**error:** *String*

The LDAP short error string as defined in the protocol (for example, noSuchObject).

Access only on **LDAP_RESPONSE** events or an error will occur.

<table>
<thead>
<tr>
<th>Result Code</th>
<th>Result String</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>operationsError</td>
</tr>
<tr>
<td>2</td>
<td>protocolError</td>
</tr>
<tr>
<td>3</td>
<td>timeLimitExceeded</td>
</tr>
<tr>
<td>4</td>
<td>sizeLimitExceeded</td>
</tr>
<tr>
<td>7</td>
<td>authMethodNotSupported</td>
</tr>
<tr>
<td>8</td>
<td>strongerAuthRequired</td>
</tr>
<tr>
<td>11</td>
<td>adminLimitExceeded</td>
</tr>
<tr>
<td>12</td>
<td>unavailableCriticalExtension</td>
</tr>
<tr>
<td>13</td>
<td>confidentialityRequired</td>
</tr>
<tr>
<td>16</td>
<td>noSuchAttribute</td>
</tr>
<tr>
<td>17</td>
<td>undefinedAttributeType</td>
</tr>
<tr>
<td>18</td>
<td>inappropriateMatching</td>
</tr>
<tr>
<td>19</td>
<td>constraintViolation</td>
</tr>
<tr>
<td>20</td>
<td>attributeOrValueExists</td>
</tr>
<tr>
<td>21</td>
<td>invalidAttributeSyntax</td>
</tr>
<tr>
<td>32</td>
<td>NoSuchObject</td>
</tr>
<tr>
<td>33</td>
<td>aliasProblem</td>
</tr>
<tr>
<td>34</td>
<td>invalidDNSSyntax</td>
</tr>
<tr>
<td>36</td>
<td>aliasDeferencingProblem</td>
</tr>
<tr>
<td>48</td>
<td>inappropriateAuthentication</td>
</tr>
<tr>
<td>49</td>
<td>invalidCredentials</td>
</tr>
<tr>
<td>50</td>
<td>insufficientAccessRights</td>
</tr>
<tr>
<td>51</td>
<td>busy</td>
</tr>
<tr>
<td>52</td>
<td>unavailable</td>
</tr>
<tr>
<td>53</td>
<td>unwillingToPerform</td>
</tr>
<tr>
<td>54</td>
<td>loopDetect</td>
</tr>
<tr>
<td>64</td>
<td>namingViolation</td>
</tr>
<tr>
<td>Result Code</td>
<td>Result String</td>
</tr>
<tr>
<td>------------</td>
<td>--------------------------</td>
</tr>
<tr>
<td>65</td>
<td>objectClassViolation</td>
</tr>
<tr>
<td>66</td>
<td>notAllowedOnNonLeaf</td>
</tr>
<tr>
<td>67</td>
<td>notAllowedOnRDN</td>
</tr>
<tr>
<td>68</td>
<td>entryAlreadyExists</td>
</tr>
<tr>
<td>69</td>
<td>objectClassModsProhibited</td>
</tr>
<tr>
<td>71</td>
<td>affectsMultipleDSAs</td>
</tr>
<tr>
<td>80</td>
<td>other</td>
</tr>
</tbody>
</table>

**errorDetail: String**

The LDAP error detail, if available for the error type. For example, "protocolError : historical protocol version requested, use LDAPv3 instead."

Access only on **LDAP_RESPONSE** events or an error will occur.

**method: String**

The LDAP method.

**msgSize: Number**

The size of the LDAP message, expressed in bytes.

**processingTime: Number**

The server processing time, expressed in milliseconds. The value is NaN on malformed and aborted responses, if the timing is invalid, or if the timing is not available. Available for the following:

- BindRequest
- SearchRequest
- ModifyRequest
- AddRequest
- DelRequest
- ModifyDNRequest
- CompareRequest
- ExtendedRequest

Applies only to **LDAP_RESPONSE** events.

**record: Object**

The record object committed to the ExtraHop Explore appliance through a call to `LDAP.commitRecord()` on either an **LDAP_REQUEST** or **LDAP_RESPONSE** event.

The event on which the method was called determines which default properties the record object contains as displayed in the following table:

<table>
<thead>
<tr>
<th><strong>LDAP_REQUEST</strong></th>
<th><strong>LDAP_RESPONSE</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>bindDN</td>
<td>clientZeroWnd</td>
</tr>
<tr>
<td>clientZeroWnd</td>
<td>dn</td>
</tr>
<tr>
<td>dn</td>
<td>error</td>
</tr>
<tr>
<td>method</td>
<td>errorDetail</td>
</tr>
<tr>
<td>msgSize</td>
<td>method</td>
</tr>
<tr>
<td>reqBytes</td>
<td>msgSize</td>
</tr>
<tr>
<td>LDAP_REQUEST</td>
<td>LDAP_RESPONSE</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------</td>
</tr>
<tr>
<td>reqL2Bytes</td>
<td>processingTime</td>
</tr>
<tr>
<td>reqPkts</td>
<td>roundTripTime</td>
</tr>
<tr>
<td>reqRTO</td>
<td></td>
</tr>
<tr>
<td>saslMechanism</td>
<td></td>
</tr>
<tr>
<td>searchFilter</td>
<td></td>
</tr>
<tr>
<td>searchScope</td>
<td></td>
</tr>
<tr>
<td>serverZeroWnd</td>
<td></td>
</tr>
</tbody>
</table>

**reqBytes: Number**
The number of L4 request bytes, excluding L4 headers.

**reqL2Bytes: Number**
The number of L2 request bytes, including L2 headers.

**reqPkts: Number**
The number of request packets.

**reqRTO: Number**
The number of request retransmission timeouts (RTOs).

**reqZeroWnd: Number**
The number of zero windows in the request.

**roundTripTime: Number**
The median round trip time (RTT), expressed in milliseconds. The value is NaN if there are no RTT samples.

**rspBytes: Number**
The number of L4 response bytes, excluding L4 headers.

**rspL2Bytes: Number**
The number of L2 response bytes, including L2 headers.

**rspPkts: Number**
The number of response packets.

**rspRTO: Number**
The number of response retransmission timeouts (RTOs).

**rspZeroWnd: Number**
The number of zero windows in the response.

**saslMechanism: String**
The string that defines the SASL mechanism to identify and authenticate a user to a server.

**searchAttributes: Array**
The attributes to return from objects that match the filter criteria.

Access only on LDAP_REQUEST events or an error will occur.

**searchFilter: String**
The mechanism to allow certain entries in the subtree and exclude others.

Access only on LDAP_REQUEST events or an error will occur.
searchScope: String
The depth of a search within the search base.
Access only on LDAP_REQUEST events or an error will occur.

LLDP
The LLDP class enables you to access properties on LLDP_FRAME events.

Events
LLDP_FRAME
Runs on every LLDP frame processed by the device.

Properties
chassisId: Buffer
The chassis ID, obtained from the chassisId data field, or type-length-value (TLV).

chassisIdSubtype: Number
The chassis ID subtype, obtained from the chassisID TLV.

destination: String
The destination MAC address. The destination MAC address. The most common destinations are 01-80-C2-00-00-00, 01-80-C2-00-00-03 and 01-80-C2-00-00-0E, indicating multicast addresses.

optTLVs: Array
An array containing the optional TLVs. Each TLV is an object with the following properties:

customSubtype: Number
The subtype of an organizationally specific TLV.

isCustom: Boolean
Returns true if the object is an organizationally specific TLV.

oui: Number
The organizationally unique identifier for organizationally specific TLVs.

type: Number
The type of TLV.

value: String
The value of the TLV.

portId: Buffer
The port ID, obtained from the portId TLV.

portIdSubtype: Number
The port ID subtype, obtained from the portId TLV.

source: Device
The device sending the LLDP frame.

ttl: Number
The time to live, expressed in seconds. This is the length of time during which the information in this frame is valid, starting with when the information is received.
LLMNR

The LLMNR class enables you to store metrics and access properties on `LLMNR_REQUEST` and `LLMNR_RESPONSE` events.

Events

- **LLMNR_REQUEST**
  - Runs on every LLMNR request processed by the device.

- **LLMNR_RESPONSE**
  - Runs on every LLMNR response processed by the device.

Methods

- **commitRecord()**: `void`
  - Commits a record object to the ExtraHop Explore appliance on an `LLMNR_REQUEST` or `LLMNR_RESPONSE` event.

    The event determines which properties are committed to the record object. To view the default properties committed on each event, see the `record` property below.

    For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

Properties

- **answer**: `Object`
  - An object that corresponds to an answer resource record.

    Access only on `LLMNR_RESPONSE` events or an error will occur.

    The objects contain the following properties:

    - **data**: `String | IPAddress`
      - The value of data depends on the type. The value is `null` for unsupported record types.

      Supported record types include:
      - A
      - AAAA
      - NS
      - PTR
      - CNAME
      - MX
      - SRV
      - SOA
      - TXT

    - **name**: `String`
      - The record name.

    - **ttl**: `Number`
      - The time-to-live value.

    - **type**: `String`
      - The LLMNR record type.

    - **error**: `String`
      - The name of the LLMNR error code, in accordance with IANA LLMNR parameters.
Returns OTHER for error codes that are unrecognized by the system; however, errorNum specifies the numeric code value.

Access only on LLMNR_RESPONSE events or an error will occur.

**errorNum: Number**  
The numeric representation of the LLMNR error code in accordance with IANA LLMNR parameters.  
Access only on LLMNR_RESPONSE events or an error will occur.

**opcode: String**  
The name of the LLMNR operation code in accordance with IANA LLMNR parameters. The following codes are recognized by the ExtraHop system:

<table>
<thead>
<tr>
<th>OpCode</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Query</td>
</tr>
<tr>
<td>1</td>
<td>IQuery (Inverse Query - Obsolete)</td>
</tr>
<tr>
<td>2</td>
<td>Status</td>
</tr>
<tr>
<td>3</td>
<td>Unassigned</td>
</tr>
<tr>
<td>4</td>
<td>Notify</td>
</tr>
<tr>
<td>5</td>
<td>Update</td>
</tr>
<tr>
<td>6-15</td>
<td>Unassigned</td>
</tr>
</tbody>
</table>

Returns OTHER for codes that are unrecognized by the system; however, the opcodeNum property specifies the numeric code value.

**opcodeNum: Number**  
The numeric representation of the LLMNR operation code in accordance with IANA LLMNR parameters.

**qname: String**  
The hostname queried.

**qtype: String**  
The name of the LLMNR request record type in accordance with IANA LLMNR parameters.  
Returns OTHER for types that are unrecognized by the system; however, the qtypeNum property specifies the numeric type value.

**qtypeNum: Number**  
The numeric representation of the LLMNR request record type in accordance with IANA LLMNR parameters.

**record: Object**  
The record object committed to the ExtraHop Explore appliance through a call to LLMNR.commitRecord() on either an LLMNR_REQUEST or LLMNR_RESPONSE event.  
The event on which the method was called determines which default properties the record object contains, as displayed in the following table:

<table>
<thead>
<tr>
<th>LLMNR_REQUEST</th>
<th>LLMNR_RESPONSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>opcode</td>
<td>answer</td>
</tr>
<tr>
<td>qname</td>
<td>error</td>
</tr>
<tr>
<td>qtype</td>
<td>opcode</td>
</tr>
<tr>
<td>reqBytes</td>
<td>qname</td>
</tr>
</tbody>
</table>
### LLMNR_REQUEST

<table>
<thead>
<tr>
<th>Member</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>reqL2Bytes</td>
<td>Number</td>
</tr>
<tr>
<td>reqPkts</td>
<td>Number</td>
</tr>
</tbody>
</table>

### LLMNR_RESPONSE

<table>
<thead>
<tr>
<th>Member</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>qtype</td>
<td></td>
</tr>
<tr>
<td>rspBytes</td>
<td>Number</td>
</tr>
<tr>
<td>rspL2Bytes</td>
<td>Number</td>
</tr>
<tr>
<td>rspPkts</td>
<td>Number</td>
</tr>
</tbody>
</table>

**reqBytes**: **Number**

The number of L4 request bytes, excluding L4 headers.

Access only on **LLMNR_REQUEST** events or an error will occur.

**reqL2Bytes**: **Number**

The number of L2 request bytes, including L2 headers.

Access only on **LLMNR_REQUEST** events or an error will occur.

**reqPkts**: **Number**

The number of request packets.

Access only on **LLMNR_REQUEST** events or an error will occur.

**rspBytes**: **Number**

The number of L4 response bytes, excluding L4 headers.

Access only on **LLMNR_RESPONSE** events or an error will occur.

**rspL2Bytes**: **Number**

The number of L2 response bytes, including L2 headers.

Access only on **LLMNR_RESPONSE** events or an error will occur.

**rspPkts**: **Number**

The number of application-level response bytes.

Access only on **LLMNR_RESPONSE** events or an error will occur.

### Memcache

The Memcache class enables you to store metrics and access properties on **MEMCACHE_REQUEST** and **MEMCACHE_RESPONSE** events.

#### Events

**MEMCACHE_REQUEST**

- Runs on every memcache request processed by the device.

**MEMCACHE_RESPONSE**

- Runs on every memcache response processed by the device.

#### Methods

**commitRecord()**: **void**

Commits a record object to the ExtraHop Explore appliance on either a **MEMCACHE_REQUEST** or **MEMCACHE_RESPONSE** event.

The event determines which properties are committed to the record object. To view the default properties committed for each event, see the **record** property below.
For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

**Properties**

**accessTime: Number**

The access time, expressed in milliseconds. Available only if the first key that was requested produced a hit.

Access only on `MEMCACHE_RESPONSE` events or an error will occur.

**error: String**

The detailed error message recorded by the ExtraHop system.

Access only on `MEMCACHE_RESPONSE` events or an error will occur.

**hits: Array**

An array of objects containing the Memcache key and key size.

Access only on `MEMCACHE_RESPONSE` events or an error will occur.

- **key: String | null**
  
  The Memcache key for which this was a hit, if available.

- **size: Number**
  
  The size of the value returned for the key, expressed in bytes.

**isBinaryProtocol: Boolean**

The value is `true` if the request/response corresponds to the binary version of the memcache protocol.

**isNoReply: Boolean**

The value is `true` if the request has the "noreply" keyword and therefore should never receive a response (text protocol only).

Access only on `MEMCACHE_REQUEST` events or an error will occur.

**isRspImplicit: Boolean**

The value is `true` if the response was implied by a subsequent response from the server (binary protocol only).

Access only on `MEMCACHE_RESPONSE` events or an error will occur.

**method: String**

The Memcache method as recorded in Metrics section of the ExtraHop Web UI.

**misses: Array**

An array of objects containing the Memcache key.

Access only on `MEMCACHE_RESPONSE` events or an error will occur.

- **key: String | null**
  
  The Memcache key for which this was a miss, if available.

**record: Object**

The record object committed to the ExtraHop Explore appliance through a call to `Memcache.commitRecord()` on either a `MEMCACHE_REQUEST` or `MEMCACHE_RESPONSE` event.

The event on which the method was called determines which default properties the record object contains as displayed in the following table:

<table>
<thead>
<tr>
<th>MEMCACHE_REQUEST</th>
<th>MEMCACHE_RESPONSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>clientZeroWnd</td>
<td>accessTime</td>
</tr>
</tbody>
</table>
MEMCACHE_REQUEST | MEMCACHE_RESPONSE
---|---
isBinaryProtocol | clientZeroWnd
isNoReply | error
method | hits
reqBytes | isBinaryProtocol
reqL2Bytes | isRspImplicit
reqPktts | method
reqRTO | misses
reqSize | roundTripTime
serverZeroWnd | rspBytes
vbucket | rspL2Bytes
| | rspPktts
| | rspRTO
| | serverZeroWnd
| | statusCode
| | vbucket

**reqBytes: Number**
The number of L4 request bytes, excluding L4 headers.

**reqKeys: Array**
An array containing the Memcache key strings sent with the request.

The value of the `reqKeys` property is the same when accessed on either the `MEMCACHE_REQUEST` or the `MEMCACHE_RESPONSE` event.

**reqL2Bytes: Number**
The number of L2 request bytes, including L2 headers.

**reqPktts: Number**
The number of request packets.

**reqRTO: Number**
The number of request retransmission timeouts (RTOs).

Access only on `MEMCACHE_REQUEST` events or an error will occur.

**reqSize: Number**
The number of L7 request bytes, excluding Memcache headers. The value is NaN for requests with no payload, such as GET and DELETE.

**reqZeroWnd: Number**
The number of zero windows in the request.

**roundTripTime: Number**
The median round trip time (RTT), expressed in milliseconds. The value is NaN if there are no RTT samples.

**rspBytes: Number**
The number of L4 response bytes, excluding L4 headers.
rspL2Bytes: Number
   The number of L2 response bytes, including L2 headers.

rspPkts: Number
   The number of response packets.

rspRTO: Number
   The number of response retransmission timeouts (RTOs).
   Access only on MEMCACHE_RESPONSE events or an error will occur.

rspZeroWnd: Number
   The number of zero windows in the response.

statusCode: String
   The Memcache status code. For the binary protocol, the ExtraHop system metrics prepend the method to status codes other than NO_ERROR, but the statusCode property does not. Refer to the examples for code that matches the behavior of the ExtraHop system metrics.
   Access only on MEMCACHE_RESPONSE events or an error will occur.

vbucket: Number
   The Memcache vbucket, if available (binary protocol only).

Trigger Examples
   • Example: Record Memcache hits and misses
   • Example: Parse memcache keys

Modbus
   The Modbus class enables you to access properties from MODBUS_REQUEST and MODBUS_RESPONSE events. Modbus is a serial communications protocol that enables connections between multiple devices on the same network.

Events
   MODBUS_REQUEST
      Runs on every request sent by a Modbus client. A Modbus client in the ExtraHop system is the Modbus master device.
   MODBUS_RESPONSE
      Runs on every response sent by a Modbus server. A Modbus server in the ExtraHop system is the Modbus slave device.

Methods
   commitRecord(): void
      Commits a record object to the ExtraHop Explore appliance on a MODBUS_RESPONSE event. Record commits on MODBUS_REQUEST events are not supported.
      To view the default properties committed to the record object, see the record property below.
      For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.

Properties
   error: String
      The detailed error message recorded by the ExtraHop system.
Access only on `MODBUS_RESPONSE` events or an error will occur.

**functionID: Number**
The Modbus function code contained in the request or response.

<table>
<thead>
<tr>
<th>Function ID</th>
<th>Function name</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Read Coil</td>
</tr>
<tr>
<td>2</td>
<td>Read Discrete Inputs</td>
</tr>
<tr>
<td>3</td>
<td>Read Holding Registers</td>
</tr>
<tr>
<td>4</td>
<td>Read Input Registers</td>
</tr>
<tr>
<td>5</td>
<td>Write Single Coil</td>
</tr>
<tr>
<td>6</td>
<td>Write Single Holding Register</td>
</tr>
<tr>
<td>15</td>
<td>Write Multiple Coils</td>
</tr>
<tr>
<td>16</td>
<td>Write Multiple Holding Registers</td>
</tr>
</tbody>
</table>

**functionName: String**
The name of the Modbus function code contained in the request or response.

**isReqAborted: Boolean**
The value is `true` if the connection is closed before the request was complete.

**isRspAborted: Boolean**
The value is `true` if the connection is closed before the response was complete.

Access only on `MODBUS_RESPONSE` events or an error will occur.

**payload: Buffer**
The Buffer object containing the body of the request or response.

**payloadOffset: Number**
The file offset, expressed in bytes, within the `resource` property. The payload property is obtained from the `resource` property at the offset.

**processingTime: Number**
The processing time of the Modbus server, expressed in milliseconds. The value is `NaN` on malformed and aborted responses or if the timing is invalid.

Access only on `MODBUS_RESPONSE` events or an error will occur.

**record: Object**
The record object committed to the ExtraHop Explore appliance through a call to `Modbus.commitRecord` on a `MODBUS_RESPONSE` event.

The record object contains the following default properties:

- `error`
- `functionId`
- `functionName`
- `protocolId`
- `reqL2Bytes`
- `rspL2Bytes`
- `reqPkts`
- `rspPkts`
- `reqBytes`
- `rspBytes`
• reqRTO
• rspRTO
• roundTripTime
• clientZeroWnd
• serverZeroWnd
• statusCode
• txId
• unitId

Access only on **MODBUS_RESPONSE** events or an error will occur.

**reqBytes: Number**
The number of L4 request bytes, excluding L4 headers.

Access only on **MODBUS_RESPONSE** events or an error will occur.

**reqL2Bytes: Number**
The number of L2 request bytes, including L2 headers.

Access only on **MODBUS_RESPONSE** events or an error will occur.

**reqPktS: Number**
The number of packets in the request.

Access only on **MODBUS_RESPONSE** events or an error will occur.

**reqRTO: Number**
The number of retransmission timeouts (RTOs) in the request.

Access only on **MODBUS_RESPONSE** events or an error will occur.

**reqSize: Number**
The number of L7 request bytes, excluding Modbus headers.

**reqTransferTime: Number**
The transfer time of the request, expressed in milliseconds. If the request is contained in a single packet, the transfer time is zero. If the request spans multiple packets, the value is the amount of time between detection of the first request packet and detection of the last packet by the ExtraHop system. A high value might indicate a large request or a network delay. The value is **NaN** if there is no valid measurement, or if the timing is invalid.

**reqZeroWnd: Number**
The number of zero windows in the request.

Access only on **MODBUS_RESPONSE** events or an error will occur.

**roundTripTime: Number**
The median round trip time (RTT), expressed in milliseconds. The value is **NaN** if there are no RTT samples.

Access only on **MODBUS_RESPONSE** events or an error will occur.

**rspBytes: Number**
The number of L4 response bytes, excluding L4 headers.

**rspL2Bytes: Number**
The number of L2 response bytes, including L2 headers.

Access only on **MODBUS_RESPONSE** events or an error will occur.

**rspPktS: Number**
The number of packets in the response.

Access only on **MODBUS_RESPONSE** events or an error will occur.
**rspRTO: Number**

The number of retransmission timeouts (RTOs) in the response.

Access only on **MODBUS_RESPONSE** events or an error will occur.

**rspSize: Number**

The number of L7 response bytes, excluding Modbus protocol headers.

Access only on **MODBUS_RESPONSE** events or an error will occur.

**rspTransferTime: Number**

The transfer time of the response, expressed in milliseconds. If the response is contained in a single packet, the transfer time is zero. If the response spans multiple packets, the value is the amount of time between detection of the first response packet and detection of the last packet by the ExtraHop system. A high value might indicate a large response or a network delay. The value is **NaN** if there is no valid measurement, or if the timing is invalid.

Access only on **MODBUS_RESPONSE** events or an error will occur.

**rspZeroWnd: Number**

The number of zero windows in the response.

Access only on **MODBUS_RESPONSE** events or an error will occur.

**statusCode: Number**

The numeric status code of the response.

<table>
<thead>
<tr>
<th>Status code number</th>
<th>Status description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Illegal Function</td>
</tr>
<tr>
<td>2</td>
<td>Illegal Data Address</td>
</tr>
<tr>
<td>3</td>
<td>Illegal Data Value</td>
</tr>
<tr>
<td>4</td>
<td>Slave Device Failure</td>
</tr>
<tr>
<td>5</td>
<td>Acknowledge</td>
</tr>
<tr>
<td>6</td>
<td>Slave Device Busy</td>
</tr>
<tr>
<td>7</td>
<td>Negative Acknowledge</td>
</tr>
<tr>
<td>8</td>
<td>Memory Parity Error</td>
</tr>
<tr>
<td>10</td>
<td>Gateway Path Unavailable</td>
</tr>
<tr>
<td>11</td>
<td>Gateway Target Device Failed to Respond</td>
</tr>
</tbody>
</table>

Access only on **MODBUS_RESPONSE** events or an error will occur.

**txId: Number**

The transaction identifier of the request or response.

**unitId: Number**

The unit identifier of the Modbus server responding to the Modbus client.

---

**MongoDB**

The MongoDB class enables you to store metrics and access properties on **MONGODB_REQUEST** and **MONGODB_RESPONSE** events.
Events

**MONGODB_REQUEST**
Runs on every MongoDB request processed by the device.

**MONGODB_RESPONSE**
Runs on every MongoDB response processed by the device.

Methods

**commitRecord(): void**
Commits a record object to the ExtraHop Explore appliance on either a **MONGODB_REQUEST** or **MONGODB_RESPONSE** event.

The event determines which properties are committed to the record object. To view the default properties committed for each event, see the `record` property below.

For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

Properties

**collection: String**
The name of the database collection specified in the current request.

**database: String**
The MongoDB database instance. In some cases, such as when login events are encrypted, the database name is not available.

**error: String**
The detailed error message recorded by the ExtraHop system.

Access only on **MONGODB_RESPONSE** events or an error will occur.

**isReqAborted: Boolean**
The value is `true` if the connection is closed before the MongoDB request was complete.

**isReqTruncated: Boolean**
The value is `true` if the request document(s) size is greater than the maximum payload document size.

**isRspAborted: Boolean**
The value is `true` if the connection is closed before the MongoDB response was complete.

Access only on **MONGODB_RESPONSE** events or an error will occur.

**method: String**
The MongoDB database method (appears under **Methods** in the user interface).

**opcode: String**
The MongoDB operational code on the wire protocol, which might differ from the MongoDB method used.

**processingTime: Number**
The time to process the request, expressed in milliseconds (equivalent to `rspTimeToFirstByte - reqTimeToLastByte`). The value is `NaN` on malformed and aborted responses or if the timing is invalid.

Access only on **MONGODB_RESPONSE** events or an error will occur.

**record: Object**
The record object committed to the ExtraHop Explore appliance through a call to `MongoDB.commitRecord()` on either an **MONGODB_REQUEST** or **MONGODB_RESPONSE** event. The event on which the method was called determines which default properties the record object contains as displayed in the following table:
<table>
<thead>
<tr>
<th>MONGODB_REQUEST</th>
<th>MONGODB_RESPONSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>clientZeroWnd</td>
<td>clientZeroWnd</td>
</tr>
<tr>
<td>collection</td>
<td>collection</td>
</tr>
<tr>
<td>database</td>
<td>database</td>
</tr>
<tr>
<td>isReqAborted</td>
<td>error</td>
</tr>
<tr>
<td>isReqTruncated</td>
<td>isRspAborted</td>
</tr>
<tr>
<td>method</td>
<td>method</td>
</tr>
<tr>
<td>opcode</td>
<td>opcode</td>
</tr>
<tr>
<td>reqBytes</td>
<td>processingTime</td>
</tr>
<tr>
<td>reqL2Bytes</td>
<td>roundTripTime</td>
</tr>
<tr>
<td>reqPkts</td>
<td>rspBytes</td>
</tr>
<tr>
<td>reqRTO</td>
<td>rspL2Bytes</td>
</tr>
<tr>
<td>reqSize</td>
<td>rspPkts</td>
</tr>
<tr>
<td>reqTimeToLastByte</td>
<td>rspRTO</td>
</tr>
<tr>
<td>serverZeroWnd</td>
<td>rspSize</td>
</tr>
<tr>
<td>user</td>
<td>rspTimeToFirstByte</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>serverZeroWnd</td>
</tr>
<tr>
<td></td>
<td>user</td>
</tr>
</tbody>
</table>

**reqBytes: Number**
The number of L4 request bytes, excluding L4 headers.

**reqL2Bytes: Number**
The number of L2 request bytes, including L2 headers.

**reqPkts: Number**
The number of request packets.

**reqRTO: Number**
The number of request retransmission timeouts (RTOs).

**reqSize: Number**
The number of L7 request bytes, excluding MongoDB headers.

**reqTimeToLastByte: Number**
The time from the first byte of the request until the last byte of the request, expressed in milliseconds.

**reqZeroWnd: Number**
The number of zero windows in the request.

**request: Array**
An array of JS objects parsed from MongoDB request payload documents. Total document size is limited to 4K.

If BSON documents are truncated, **isReqTruncated** flag is set. Truncated values are represented as follows:
- Primitive string values like code, code with scope, and binary data are partially extracted.
Objects and Arrays are partially extracted.
All other primitive values like Numbers, Dates, RegExp, etc., are substituted with `null`.
If no documents are included in the request, an empty array is returned.
The value of the `request` property is the same when accessed on either the `MONGODB_REQUEST` or the `MONGODB_RESPONSE` event.

**roundTripTime: Number**
The median round trip time (RTT), expressed in milliseconds. The value is `NaN` if there are no RTT samples.

**rspBytes: Number**
The number of L4 response bytes, excluding L4 headers.

**rspL2Bytes: Number**
The number of L2 response bytes, including L2 headers.

**rspPks: Number**
The number of response packets.

**rspRTO: Number**
The number of response retransmission timeouts (RTOs).

**rspSize: Number**
The number of L7 response bytes, excluding MongoDB headers.
Access only on `MONGODB_RESPONSE` events or an error will occur.

**rspTimeToFirstByte: Number**
The time from the first byte of the request until the first byte of the response, expressed in milliseconds. The value is `NaN` on malformed and aborted responses, or if the timing is invalid.
Access only on `MONGODB_RESPONSE` events or an error will occur.

**rspTimeToLastByte: Number**
The time from the first byte of the request until the last byte of the response, expressed in milliseconds. The value is `NaN` on malformed and aborted responses, or if the timing is invalid.
Access only on `MONGODB_RESPONSE` events or an error will occur.

**rspZeroWnd: Number**
The number of zero windows in the response.

**user: String**
The user name, if available. In some cases, such as when login events are encrypted, the user name is not available.

**MSMQ**
The MSMQ class enables you to store metrics and access properties on `MSMQ_MESSAGE` events.

**Events**
`MSMQ_MESSAGE`
Runs on every MSMQ user message processed by the device.

**Methods**
`commitRecord(): void`
Commits a record object to the ExtraHop Explore appliance on an `MSMQ_MESSAGE` event.
To view the default properties committed to the record object, see the `record` property below.
For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

Properties

**adminQueue**: `String`

The name of the administration queue of the message.

**correlationId**: `Buffer`

The application-generated correlation ID of the message.

**dstQueueMgr**: `String`

The destination message broker of the message.

**isEncrypted**: `Boolean`

The value is `true` if the payload is encrypted.

**label**: `String`

The label or description of the message.

**msgClass**: `String`

The message class of the message. The following values are valid:

- MQMSG_CLASS_NORMAL
- MQMSG_CLASS_ACK_REACH_QUEUE
- MQMSG_CLASS_NACK_ACCESS_DENIED
- MQMSG_CLASS_NACK_BAD_DST_Q
- MQMSG_CLASS_NACK_BAD_ENCRYPTION
- MQMSG_CLASS_NACK_BAD_SIGNATURE
- MQMSG_CLASS_NACK_COULD_NOT_ENCRYPT
- MQMSG_CLASS_NACK_HOP_COUNT_EXCEEDED
- MQMSG_CLASS_NACK_NOT_TRANSACTIONAL_MSG
- MQMSG_CLASS_NACK_NOT_TRANSACTIONAL_Q
- MQMSG_CLASS_NACK_PURGED
- MQMSG_CLASS_NACK_Q_EXCEEDED_QUOTA
- MQMSG_CLASS_NACK_REACH_QUEUE_TIMEOUT
- MQMSG_CLASS_NACK_SOURCE_COMPUTER_GUID_CHANGED
- MQMSG_CLASS_NACK_UNSUPPORTED_CRYPTO_PROVIDER
- MQMSG_CLASS_ACK_RECEIVE
- MQMSG_CLASS_NACK_Q_DELETED
- MQMSG_CLASS_NACK_Q_PURGED
- MQMSG_CLASS_NACK_RECEIVE_TIMEOUT
- MQMSG_CLASS_NACK_RECEIVE_TIMEOUT_AT_SENDER
- MQMSG_CLASS_REPORT

**msgId**: `Number`

The MSMQ message id of the message.

**payload**: `Buffer`

The body of the MSMQ message.

**priority**: `Number`

The priority of the message. This can be a number between 0 and 7.

**queue**: `String`

The name of the destination queue of the message.

**receiverBytes**: `Number`

The number of L4 receiver bytes.
**receiverL2Bytes: Number**
The number of L2 receiver bytes.

**receiverPkts: Number**
The number of receiver packets.

**receiverRTO: Number**
The number of retransmission timeouts (RTOs) from the receiver.

**receiverZeroWnd: Number**
The number of zero windows sent by the receiver.

**record: Object**
The record object committed to the ExtraHop Explore appliance through a call to `MSMQ.commitRecord()` on an `MSMQ_MESSAGE` event.

The record object contains the following default properties:

- adminQueue
- dstQueueMgr
- isEncrypted
- label
- msgClass
- msgId
- priority
- queue
- receiverBytes
- receiverL2Bytes
- receiverPkts
- receiverRTO
- receiverZeroWnd
- responseQueue
- roundTripTime
- senderBytes
- senderL2Bytes
- senderPkts
- senderRTO
- serverZeroWnd
- srcQueueMgr

**responseQueue: String**
The name of the response queue of the message.

**roundTripTime: Number**
The median round trip time (RTT), expressed in milliseconds. The value is `NaN` if there are no RTT samples.

**senderBytes: Number**
The number of sender L4 bytes.

**senderL2Bytes: Number**
The number of sender L2 bytes.

**senderPkts: Number**
The number of sender packets.

**senderRTO: Number**
The number of retransmission timeouts (RTOs) from the sender.
senderZeroWnd: Number
The number of zero windows sent by the sender.

srcQueueMgr: String
The source message broker of the message.

NetFlow
The NetFlow class object enables you to store metrics and access properties on NETFLOW_RECORD events. The ExtraHop Discover appliance can be licensed for the NetFlow module, which supports the following flow types:

- NetFlow version 5 (Cisco)
- NetFlow version 9 (Cisco)
- IPFIX (open standard based on RFC 5101)

Events
NETFLOW_RECORD
Runs upon receipt of a flow record from a flow network.

Methods
commitRecord(): void
Commits a record object to the ExtraHop Explore appliance on a NETFLOW_RECORD event.
To view the default properties committed to the record object, see the record property below.
For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.

findField(field: Number [enterpriseId: Number]): String | Number | IPAddress | Buffer | Boolean
Searches the NetFlow record and returns the specified field. Returns a null value if the field is not in the record. If the optional enterpriseId argument is included, the specified field is returned only if the enterprise ID is a match, otherwise the method returns a null value.

hasField(field: Number): Boolean
Determines whether the specified field is in the NetFlow record.

Properties
age: Number
The amount of time elapsed, expressed in seconds, between the first and last property values reported in the NetFlow record.

deltaBytes: Number
The number of L3 bytes in the flow since the last NETFLOW_RECORD event.

deltaPkts: Number
The number of packets in the flow since the last NETFLOW_RECORD event.

dscp: Number
The number representing the last differentiated services code point (DSCP) value of the flow packet.

dscpName: String
The name associated with the DSCP value of the flow packet. The following table displays well-known DSCP names:
<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>CS1</td>
</tr>
<tr>
<td>10</td>
<td>AF11</td>
</tr>
<tr>
<td>12</td>
<td>AF12</td>
</tr>
<tr>
<td>14</td>
<td>AF13</td>
</tr>
<tr>
<td>16</td>
<td>CS2</td>
</tr>
<tr>
<td>18</td>
<td>AF21</td>
</tr>
<tr>
<td>20</td>
<td>AF22</td>
</tr>
<tr>
<td>22</td>
<td>AF23</td>
</tr>
<tr>
<td>24</td>
<td>CS3</td>
</tr>
<tr>
<td>26</td>
<td>AF31</td>
</tr>
<tr>
<td>28</td>
<td>AF32</td>
</tr>
<tr>
<td>30</td>
<td>AF33</td>
</tr>
<tr>
<td>32</td>
<td>CS4</td>
</tr>
<tr>
<td>34</td>
<td>AF41</td>
</tr>
<tr>
<td>36</td>
<td>AF42</td>
</tr>
<tr>
<td>38</td>
<td>AF43</td>
</tr>
<tr>
<td>40</td>
<td>CS5</td>
</tr>
<tr>
<td>44</td>
<td>VA</td>
</tr>
<tr>
<td>46</td>
<td>EF</td>
</tr>
<tr>
<td>48</td>
<td>CS6</td>
</tr>
<tr>
<td>56</td>
<td>CS7</td>
</tr>
</tbody>
</table>

egressInterface: FlowInterface
   The FlowInterface object that identifies the output device.

fields: Array
   An array of objects that contain information fields found in the flow packets. Each object can contain
   the following properties:

   fieldID: Number
      The ID number that represents the field type.

   enterpriseID: Number
      The ID number that represents enterprise-specific information.

   first: Number
      The amount of time elapsed, expressed in milliseconds, since the epoch of the first packet in the flow.

   format: String
      The format of the NetFlow record. Valid values are NetFlow v5, NetFlow v9, and IPFIX.

ingressInterface: FlowInterface
   The FlowInterface object that identifies the input device.
ipPrecedence: **Number**
   The value of the IP precedence field associated with the DSCP of the flow packet.

**ipproto: String**
   The IP protocol associated with the flow, such as TCP or UDP.

**last: Number**
   The amount of time elapsed, expressed in milliseconds, since the epoch of the last packet in the flow.

**network: FlowNetwork**
   An object that identifies the FlowNetwork and contains the following properties:
   
   - **id: String**
     The identifier of the FlowNetwork.
   
   - **ipaddr: IPAddress**
     The IP address of the FlowNetwork.

**nextHop: IPAddress**
   The IP address of the next hop router.

**observationDomain: Number**
   The ID of the observation domain for the template.

**receiver: Object**
   An object that identifies the receiver and contains the following properties:
   
   - **asn: Number**
     The autonomous system number (ASN) of the destination device.
   
   - **ipaddr: IPAddress**
     The IP address of the destination device.
   
   - **prefixLength: Number**
     The number of bits in the prefix of the destination address.
   
   - **port: Number**
     The TCP or UDP port number of the destination device.

**record: Object**
   The record object committed to the ExtraHop Explore appliance through a call to `NetFlow.commitRecord()` on a `NETFLOW_RECORD` event.

   The record object contains the following default properties:
   
   - age
   - dscpName
   - deltaBytes
   - deltaPkts
   - egressInterface
   - first
   - format
   - ingressInterface
   - last
   - network
   - networkAddr
   - nextHop
   - proto
   - receiverAddr
   - receiverAsn
   - receiverPort
• receiverPrefixLength
• senderAddr
• senderAsn
• senderPort
• senderPrefixLength
• tcpFlagName
• tcpFlags

sender: Object
An object that identifies the sender and contains the following properties:

asn: Number
The autonomous system number (ASN) of the source device.

ipaddr: IPAddress
The IP address of the source device.

prefixLength: Number
The number of bits in the prefix of the source address.

port: Number
The TCP or UDP port number of the source device.

tcpFlagNames: Array
A string array of TCP flag names, such as SYN or ACK, found in the flow packets.

tcpFlags: Number
The bitwise OR of all TCP flags set on the flow.

templateID: Number
The ID of the template that is referred to by the record. Template IDs are applicable only to IPFIX and NetFlow v9 records.

tos: Number
The type of service (ToS) number defined in the IP header.

NFS
The NFS class enables you to store metrics and access properties on NFS_REQUEST and NFS_RESPONSE events.

Events

NFS_REQUEST
Runs on every NFS request processed by the device.

NFS_RESPONSE
Runs on every NFS response processed by the device

Methods

commitRecord(): void
Commits a record object to the ExtraHop Explore appliance on an NFS_RESPONSE event. Record commits on NFS_REQUEST events are not supported.

To view the default properties committed to the record object, see the record property below.

For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.
Properties

**accessTime: Number**

The amount of time taken by the server to access a file on disk, expressed in milliseconds. For NFS, it is the time from every non-pipelined READ and WRITE command in an NFS flow until the payload containing the response is recorded by the ExtraHop system. The value is NaN on malformed and aborted responses, or if the timing is invalid or is not applicable.

Access only on **NFS_RESPONSE** events or an error will occur.

**authMethod: String**

The method for authenticating users.

**error:** String

The detailed error message recorded by the ExtraHop system.

Access only on **NFS_RESPONSE** events or an error will occur.

**fileHandle: Buffer**

The file handle returned by the server on LOOKUP, CREATE, SYMLINK, MKNOD, LINK, or READDIRPLUS operations.

**isCommandFileInfo: Boolean**

The value is true for file info commands.

**isCommandRead: Boolean**

The value is true for READ commands.

**isCommandWrite: Boolean**

The value is true for WRITE commands.

**method:** String

The NFS method. Valid methods are listed under the NFS metric in the ExtraHop Web UI.

**offset:** Number

The file offset associated with NFS READ and WRITE commands.

Access only on **NFS_REQUEST** events or an error will occur.

**processingTime: Number**

The server processing time, expressed in milliseconds. The value is NaN on malformed and aborted responses or if the timing is invalid.

Access only on **NFS_RESPONSE** events or an error will occur.

**record:** Object

The record object committed to the ExtraHop Explore appliance through a call to **NFS.commitRecord**() on a **NFS_RESPONSE** event.

The record object contains the following default properties:

- accessTime
- authMethod
- clientZeroWnd
- error
- isCommandFileInfo
- isCommandRead
- isCommandWrite
- isRspAborted
- method
- offset
- processingTime
- renameDirChanged
- reqSize
- reqXfer
- resource
- rspSize
- rspXfer
- serverZeroWnd
- statusCode
- txID
- user
- version

Access the record object only on `NFS_RESPONSE` events or an error will occur.

**renameDirChanged**: `Boolean`

The value is `true` if a resource rename request includes a directory move.

Access only on `NFS_REQUEST` events or an error will occur.

**reqBytes**: `Number`

The number of L4 request bytes, excluding L4 headers.

Access only on `NFS_RESPONSE` events or an error will occur.

**reqL2Bytes**: `Number`

The number of L2 request bytes, including L2 headers.

Access only on `NFS_RESPONSE` events or an error will occur.

**reqPktts**: `Number`

The number of request packets.

Access only on `NFS_RESPONSE` events or an error will occur.

**reqRTO**: `Number`

The number of request retransmission timeouts (RTOs).

Access only on `NFS_REQUEST` events or an error will occur.

**reqSize**: `Number`

The number of L7 request bytes, excluding NFS headers.

**reqTransferTime**: `Number`

The request transfer time, expressed in milliseconds. If the request is contained in a single packet, the transfer time is zero. If the request spans multiple packets, the value is the amount of time between detection of the first NFS request packet and detection of the last packet by the ExtraHop system. A high value might indicate a large NFS request or a network delay. The value is `NaN` if there is no valid measurement, or if the timing is invalid.

Access only on `NFS_REQUEST` events or an error will occur.

**reqZeroWnd**: `Number`

The number of zero windows in the request.

**resource**: `String`

The path and filename, concatenated together.

**roundTripTime**: `Number`

The median round trip time (RTT), expressed in milliseconds. The value is `NaN` if there are no RTT samples.

Access only on `NFS_RESPONSE` events or an error will occur.

**rspBytes**: `Number`

The number of L4 response bytes, excluding L4 headers.
Access only on `NFS_RESPONSE` events or an error will occur.

**rspL2Bytes**: *Number*

The number of L2 response bytes, including L2 headers.

Access only on `NFS_RESPONSE` events or an error will occur.

**rspPkts**: *Number*

The number of response packets.

Access only on `NFS_RESPONSE` events or an error will occur.

**rspRTO**: *Number*

The number of request retransmission timeouts (RTOs).

Access only on `NFS_RESPONSE` events or an error will occur.

**rspSize**: *Number*

The number of L7 response bytes, excluding NFS headers.

Access only on `NFS_RESPONSE` events or an error will occur.

**rspTransferTime**: *Number*

The response transfer time, expressed in milliseconds. If the response is contained in a single packet, the transfer time is zero. If the response spans multiple packets, the value is the amount of time between detection of the first NFS response packet and detection of the last packet by the ExtraHop system. A high value might indicate a large NFS response or a network delay. The value is NaN if there is no valid measurement, or if the timing is invalid.

Access only on `NFS_RESPONSE` events or an error will occur.

**rspZeroWnd**: *Number*

The number of zero windows in the response.

**statusCode**: *String*

The NFS status code of the request or response.

**txId**: *Number*

The transaction ID.

**user**: *String*

The ID of the Linux user, formatted as `uid:xxxx@ip_address`.

**version**: *Number*

The NFS version.

---

**NTLM**

The NTLM class enables you to store metrics and access properties on `NTLM_MESSAGE` events.

**Events**

**NTLM_MESSAGE**

Runs on every NTLM message processed by the device.

**Methods**

**commitRecord()**: `void`

Commits a record object to the ExtraHop Explore appliance on an `NTLM_MESSAGE` event.

To view the default properties committed to the record object, see the `record` property below.

For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.
Properties

containsMIC: Boolean
The value is true if the message includes a Message Integrity Code (MIC) that ensures that the message has not been tampered with.

challenge: String
The hexadecimal-encoded challenge hash string.

domain: String
The client domain name included in the challenge hash calculation.

flags: Number
The bitwise OR of the NTLM negotiate flags. For more information, see the NTLM documentation on the Microsoft website.

msgType: String
The type of NTLM message. The following message types are valid:

- NTLM_AUTH
- NTLM_CHALLENGE
- NTLM_NEGOTIATE

ntlm2RspAVPairs: Array
An array of objects that contain NTLM attribute-value pairs. For more information, see the NTLM documentation on the Microsoft website.

ntlmRspVersion: String
The version of NTLM implemented in the NTLM_AUTH response. The value is null for non-authentication messages. The following versions are valid:

- NTLMv1
- NTLMv2

record: Object
The record object committed to the ExtraHop Explore appliance through a call to `NTLM.commitRecord()` on a `NTLM_MESSAGE` event.

The record object contains the following default properties:

- challenge
- domain
- flags
- l7proto
- msgType
- proto
- receiverAddr
- receiverPort
- senderAddr
- senderPort
- user
- windowsVersion
- workstation

user: String
The client username included in the challenge hash calculation.

windowsVersion: String
The version of Windows running on the client included in the challenge hash calculation.

workstation: String
The name of the client workstation included in the challenge hash calculation.
POP3

The POP3 class enables you to store metrics and access properties on POP3_REQUEST and POP3_RESPONSE events.

Events
- **POP3_REQUEST**
  Runs on every POP3 request processed by the device.
- **POP3_RESPONSE**
  Runs on every POP3 response processed by the device.

Methods
- **commitRecord()**: void
  Commits a record object to the ExtraHop Explore appliance on a POP3_RESPONSE event. Record commits on POP3_REQUEST events are not supported.
  To view the default properties committed to the record object, see the **record** property below.
  For built-in records, each unique record is committed only once, even if the **commitRecord()** method is called multiple times for the same unique record.

Properties
- **dataSize**: Number
  The size of the message, expressed in bytes.
  Access only on POP3_RESPONSE events or an error will occur.
- **error**: String
  The detailed error message recorded by the ExtraHop system.
  Access only on POP3_RESPONSE events or an error will occur.
- **isEncrypted**: Boolean
  The value is **true** if the transaction is over a secure POP3 server.
- **isReqAborted**: Boolean
  The value is **true** if the connection is closed before the POP3 request was complete.
- **isRspAborted**: Boolean
  The value is **true** if the connection is closed before the POP3 response was complete.
  Access only on POP3_RESPONSE events or an error will occur.
- **method**: String
  The POP3 method such as RETR or DELE.
- **processingTime**: Number
  The server processing time, expressed in milliseconds. The value is **NaN** on malformed and aborted responses or if the timing is invalid.
  Access only on POP3_RESPONSE events or an error will occur.
- **recipientList**: Array
  An array that contains a list of recipient addresses.
  Access only on POP3_RESPONSE events or an error will occur.
- **record**: Object
  The record object committed to the ExtraHop Explore appliance through a call to POP3.commitRecord() on a POP3_RESPONSE event.
The record object contains the following default properties:

- `clientZeroWnd`
- `dataSize`
- `error`
- `isEncrypted`
- `isReqAborted`
- `isRspAborted`
- `method`
- `processingTime`
- `recipientList`
- `reqSize`
- `reqTimeToLastByte`
- `rspSize`
- `rspTimeToFirstByte`
- `rspTimeToLastByte`
- `sender`
- `serverZeroWnd`
- `statusCode`

Access the record object only on `POP3_RESPONSE` events or an error will occur.

**reqBytes:** *Number*

The number of L4 request bytes, excluding L4 headers.

**reqL2Bytes:** *Number*

The number of L2 request bytes, including L2 headers.

**reqPkts:** *Number*

The number of request packets.

**reqRTO:** *Number*

The number of request retransmission timeouts (RTOs).

**reqSize:** *Number*

The number of L7 request bytes, excluding POP3 headers.

**reqTimeToLastByte:** *Number*

The time from the first byte of the request until the last byte of the request, expressed in milliseconds. The value is `NaN` on expired requests and responses, or if the timing is invalid.

**reqZeroWnd:** *Number*

The number of zero windows in the request.

**roundTripTime:** *Number*

The median TCP round trip time (RTT), expressed in milliseconds. The value is `NaN` if there are no RTT samples.

Access only on `POP3_RESPONSE` events or an error will occur.

**rspBytes:** *Number*

The number of L4 response bytes, excluding L4 headers.

Access only on `POP3_RESPONSE` events or an error will occur.

**rspL2Bytes:** *Number*

The number of L2 response bytes, including L2 headers.

Access only on `POP3_RESPONSE` events or an error will occur.

**rspPkts:** *Number*

The number of response packets.
Access only on **POP3_RESPONSE** events or an error will occur.

**rspRTO**: **Number**

The number of response retransmission timeouts (RTOs).

Access only on **POP3_RESPONSE** events or an error will occur.

**rspSize**: **Number**

The number of L7 response bytes, excluding POP3 headers.

Access only on **POP3_RESPONSE** events or an error will occur.

**rspTimeToFirstByte**: **Number**

The time from the first byte of the request until the first byte of the response, expressed in milliseconds. The value is \( \text{NaN} \) on malformed and aborted responses, or if the timing is invalid.

Access only on **POP3_RESPONSE** events or an error will occur.

**rspTimeToLastByte**: **Number**

The time from the first byte of the request until the last byte of the response, expressed in milliseconds. The value is \( \text{NaN} \) on malformed and aborted responses, or if the timing is invalid.

Access only on **POP3_RESPONSE** events or an error will occur.

**rspZeroWnd**: **Number**

The number of zero windows in the response.

**sender**: **String**

The address of the sender of the message.

Access only on **POP3_RESPONSE** events or an error will occur.

**status**: **String**

The POP3 status message of the response which can be **OK**, **ERR** or **NULL**.

Access only on **POP3_RESPONSE** events or an error will occur.

---

**RDP**

RDP (Remote Desktop Protocol) is a proprietary protocol created by Microsoft that enables a Windows computer to connect to another Windows computer on the same network or over the Internet. The RDP class enables you to store metrics and access properties on **RDP_OPEN**, **RDP_CLOSE**, or **RDP_TICK** events.

**Events**

**RDP_CLOSE**

Runs when an RDP connection is closed.

**RDP_OPEN**

Runs when a new RDP connection is opened.

**RDP_TICK**

Runs periodically while the user interacts with the RDP application.

**Methods**

**commitRecord()**: **void**

Commits a record object to the ExtraHop Explore appliance on either an **RDP_OPEN**, **RDP_CLOSE**, or **RDP_TICK** event.

The event determines which properties are committed to the record object. To view the default properties committed for each event, see the **record** property below.
For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

**Properties**

**clientBuild: String**
- The build number of the RDP client. This property is not available if the RDP connection is encrypted.

**clientName: String**
- The name of the client computer. This property is not available if the RDP connection is encrypted.

**cookie: String**
- The auto-connect cookie stored by the RDP client.

**desktopHeight: Number**
- The height of the desktop, expressed in pixels. This property is not available if the RDP connection is encrypted.

**desktopWidth: Number**
- The width of the desktop, expressed in pixels. This property is not available if the RDP connection is encrypted.

**error: String**
- The detailed error message recorded by the ExtraHop system.

**inEncrypted: Boolean**
- The value is `true` if the RDP connection is encrypted.

**isError: Boolean**
- The value is `true` if an error occurred on the event.

**keyboardLayout: String**
- The keyboard layout, which indicates the arrangement of keys and the input language. This property is not available if the RDP connection is encrypted.

**record: Object**
- The record object committed to the ExtraHop Explore appliance through a call to `RDP.commitRecord()` on either an `RDP_OPEN`, `RDP_CLOSE`, or `RDP_TICK` event.

The event on which the method was called determines which default properties the record object contains, as displayed in the following table:

<table>
<thead>
<tr>
<th>RDP_OPEN and RDP_CLOSE</th>
<th>RDP_TICK</th>
</tr>
</thead>
<tbody>
<tr>
<td>clientBuild</td>
<td>clientBuild</td>
</tr>
<tr>
<td>clientName</td>
<td>clientBytes</td>
</tr>
<tr>
<td>cookie</td>
<td>clientL2Bytes</td>
</tr>
<tr>
<td>desktopHeight</td>
<td>clientName</td>
</tr>
<tr>
<td>desktopWidth</td>
<td>clientPkts</td>
</tr>
<tr>
<td>error</td>
<td>clientRTO</td>
</tr>
<tr>
<td>inEncrypted</td>
<td>clientZeroWnd</td>
</tr>
<tr>
<td>keyboardLayout</td>
<td>cookie</td>
</tr>
<tr>
<td>requestedColorDepth</td>
<td>desktopHeight</td>
</tr>
<tr>
<td>requestedProtocols</td>
<td>desktopWidth</td>
</tr>
<tr>
<td>selectedProtocol</td>
<td>error</td>
</tr>
</tbody>
</table>
### RDP_OPEN and RDP_CLOSE

- `isEncrypted`
- `keyboardLayout`
- `requestedColorDepth`
- `requestedProtocols`
- `roundTripTime`
- `selectedProtocol`
- `serverBytes`
- `serverL2Bytes`
- `serverPkts`
- `serverRTO`
- `serverZeroWnd`

### RDP_TICK

#### requestedColorDepth: String
The color depth requested by the RDP client. This property is not available if the RDP connection is encrypted.

#### requestedProtocols: Array of Strings
The list of supported security protocols.

#### reqBytes: Number
The number of L4 bytes in the request.
Access only on `RDP_TICK` events or an error will occur.

#### reqL2Bytes: Number
The number of L2 bytes in the request.
Access only on `RDP_TICK` events or an error will occur.

#### reqPkts: Number
The number of packets in the request.
Access only on `RDP_TICK` events or an error will occur.

#### reqRTO: Number
The number of retransmission timeouts (RTOs) in the request.
Access only on `RDP_TICK` events or an error will occur.

#### reqZeroWnd: Number
The number of zero windows in the request.
Access only on `RDP_TICK` events or an error will occur.

#### roundTripTime: Number
The median round trip time (RTT) for the duration of the event, expressed in milliseconds. The value is `NaN` if there are no RTT samples.
Access only on `RDP_TICK` events or an error will occur.

#### rspBytes: Number
The number of L4 bytes in the response.
Access only on `RDP_TICK` events or an error will occur.
rspL2Bytes: Number
The number of L2 bytes in the response.
Access only on RDP_TICK events or an error will occur.

rspPkts: Number
The number of packets in the response.
Access only on RDP_TICK events or an error will occur.

rspRTO: Number
The number of retransmission timeouts (RTOs) in the response.
Access only on RDP_TICK events or an error will occur.

rspZeroWnd: Number
The number of zero windows in the response.
Access only on RDP_TICK events or an error will occur.

selectedProtocol: String
The selected security protocol.

Redis
Remote Dictionary Server (Redis) is an open-source, in-memory data structure server. The Redis class enables you to store metrics and access properties on REDIS_REQUEST and REDIS_RESPONSE events.

Events
REDIS_REQUEST
Runs on every Redis request processed by the device.

REDIS_RESPONSE
Runs on every Redis response processed by the device.

Methods
commitRecord(): void
Commits a record object to the ExtraHop Explore appliance on either a REDIS_REQUEST or REDIS_RESPONSE event.

The event determines which properties are committed to the record object. To view the default properties committed for each event, see the record property below.

For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.

Properties
errors: Array
An array of detailed error messages recorded by the ExtraHop system.
Access only on REDIS_RESPONSE events or an error will occur.

isReqAborted: Boolean
The value is true if the connection is closed before the Redis request was complete.

isRspAborted: Boolean
The value is true if the connection is closed before the Redis response was complete.
Access only on REDIS_RESPONSE events or an error will occur.
method: String
  The Redis method such as GET or KEYS.

payload: Buffer
  The body of the response or request.

processingTime: Number
  The server processing time, expressed in milliseconds. The value is NaN on malformed and aborted responses or if the timing is invalid.

Access only on REDIS_RESPONSE events or an error will occur.

record: Object
  The record object committed to the ExtraHop Explore appliance through a call to Redis.commitRecord() on either an REDIS_REQUEST or REDIS_RESPONSE event.

The event on which the method was called determines which default properties the record object contains as displayed in the following table:

<table>
<thead>
<tr>
<th>REDIS_REQUEST</th>
<th>REDIS_RESPONSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>clientZeroWnd</td>
<td>clientZeroWnd</td>
</tr>
<tr>
<td>method</td>
<td>error</td>
</tr>
<tr>
<td>reqKey</td>
<td>method</td>
</tr>
<tr>
<td>reqSize</td>
<td>processingTime</td>
</tr>
<tr>
<td>reqTransferTime</td>
<td>reqKey</td>
</tr>
<tr>
<td>isReqAborted</td>
<td>rspSize</td>
</tr>
<tr>
<td>serverZeroWnd</td>
<td>rspTransferTime</td>
</tr>
<tr>
<td>isRspAborted</td>
<td>rspTimeToFirstByte</td>
</tr>
<tr>
<td></td>
<td>rspTimeToLastByte</td>
</tr>
<tr>
<td></td>
<td>serverZeroWnd</td>
</tr>
</tbody>
</table>

reqKey: Array
  An array containing the Redis key strings sent with the request.

reqBytes: Number
  The number of L4 request bytes, excluding L4 headers.

reqL2Bytes: Number
  The number of L2 request bytes, including L2 headers.

reqPkts: Number
  The number of request packets.

reqRTO: Number
  The number of request retransmission timeouts (RTOs).

reqSize: Number
  The number of L7 request bytes, excluding Redis headers.

reqTransferTime: Number
  The request transfer time, expressed in milliseconds. If the request is contained in a single packet, the transfer time is zero. If the request spans multiple packets, the value is the amount of time between detection of the first Redis request packet and detection of the last packet by the ExtraHop system. A
**reqZeroWnd: Number**

The number of zero windows in the request.

**roundTripTime: Number**

The median TCP round trip time (RTT), expressed in milliseconds. The value is \( \text{NaN} \) if there are no RTT samples.

**rspBytes: Number**

The number of L4 response bytes, excluding L4 headers.

**rspL2Bytes: Number**

The number of L2 response bytes, including L2 headers.

**rspPkts: Number**

The number of response packets.

**rspRTO: Number**

The number of response retransmission timeouts (RTOs).

**rspTransferTime: Number**

The response transfer time, expressed in milliseconds. If the response is contained in a single packet, the transfer time is zero. If the response spans multiple packets, the value is the amount of time between detection of the first Redis response packet and detection of the last packet by the ExtraHop system. A high value might indicate a large Redis response or a network delay. The value is \( \text{NaN} \) if there is no valid measurement, or if the timing is invalid.

Access only on \text{REDIS\_RESPONSE} events or an error will occur.

**rspSize: Number**

The number of L7 response bytes, excluding Redis headers.

Access only on \text{REDIS\_RESPONSE} events or an error will occur.

**rspTimeToFirstByte: Number**

The time from the first byte of the request until the first byte of the response, expressed in milliseconds. The value is \( \text{NaN} \) on malformed and aborted responses, or if the timing is invalid.

Access only on \text{REDIS\_RESPONSE} events or an error will occur.

**rspTimeToLastByte: Number**

The time from the first byte of the request until the last byte of the response, expressed in milliseconds. The value is \( \text{NaN} \) on malformed and aborted responses, or if the timing is invalid.

Access only on \text{REDIS\_RESPONSE} events or an error will occur.

**rspZeroWnd: Number**

The number of zero windows in the response.

---

**RPC**

The RPC class enables you to store metrics and access properties on \text{RPC\_REQUEST} and \text{RPC\_RESPONSE} events.

**Events**

- **RPC\_REQUEST**
  - Runs on every RPC request processed by the device.

- **RPC\_RESPONSE**
  - Runs on every RPC response processed by the device.
Methods

commitRecord(): void

Commits a record object to the ExtraHop Explore appliance on an RPC_REQUEST or RPC_RESPONSE event.

To view the default properties committed to the record object, see the record property below.
For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.

interface: String

The name of the RPC interface, such as drsuapi and epmapper.

operation: String

The name of the RPC operation, such as DRSGetNCChanges and ept_map.

record: Object

The record object that was committed to the ExtraHop Explore appliance through a call to RPC.commitRecord() on an RPC_REQUEST or RPC_RESPONSE event.

The record object contains the following default properties:

• proto
• clientAddr
• serverAddr
• clientPort
• serverPort
• clientBytes
• clientL2Bytes
• clientPkts
• serverBytes
• serverL2Bytes
• serverPkts
• serverRTO
• clientRTO
• clientZeroWnd
• serverZeroWnd
• roundTripTime
• interface
• operation

reqBytes: Number

The number of L4 request bytes, excluding L4 headers.

reqL2Bytes: Number

The number of L2 request bytes, including L2 headers.

reqPkts: Number

The number of request packets.

reqRTO: Number

The number of request retransmission timeouts (RTOs).

reqZeroWnd: Number

The number of zero windows in the request.

roundTripTime: Number

The median TCP round trip time (RTT), expressed in milliseconds. The value is NaN if there are no RTT samples.
**rspBytes: Number**
The number of L4 response bytes, excluding L4 headers.

**rspL2Bytes: Number**
The number of L2 response bytes, including L2 headers.

**rspPkts: Number**
The number of response packets.

**rspRTO: Number**
The number of response retransmission timeouts (RTOs).

**rspZeroWnd: Number**
The number of zero windows in the response.

---

**RTCP**

The RTCP class enables you to store metrics and access properties on RTCP_MESSAGE events.

**Events**

**RTCP_MESSAGE**

Runs on every RTCP UDP packet processed by the device.

**Methods**

**commitRecord(): void**

Commits a record object to the ExtraHop Explore appliance on an RTCP_MESSAGE event.

To view the default properties committed to the record object, see the `record` property below.

For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

**Properties**

**callId: String**

The Call ID for associating with a SIP flow.

**packets: Array**

An array of RTCP packet objects where each object represents a packet and contains a packetType field. Each object has different fields based on the message type, as described below.

**packetType: String**

The type of packet. If the packet type is not recognizable, then the `packetType` will be "Unknown N" where N is the RTP control packet type value.

<table>
<thead>
<tr>
<th>Value</th>
<th>Type</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>194</td>
<td>SMPTETC</td>
<td>SMPTE time-code mapping</td>
</tr>
<tr>
<td>195</td>
<td>IJ</td>
<td>Extended inter-arrival jitter report</td>
</tr>
<tr>
<td>200</td>
<td>SR</td>
<td>sender report</td>
</tr>
<tr>
<td>201</td>
<td>RR</td>
<td>receiver report</td>
</tr>
<tr>
<td>202</td>
<td>SDES</td>
<td>source description</td>
</tr>
<tr>
<td>203</td>
<td>BYE</td>
<td>goodbye</td>
</tr>
<tr>
<td>204</td>
<td>APP</td>
<td>application-defined</td>
</tr>
</tbody>
</table>
APP packet objects have the following fields:

**name: String**
- The name chosen by the person defining the set of APP packets to be unique.
- Interpreted as four case-sensitive ASCII characters.

**ssrc: Number**
- The SSRC of the sender.

**value: Buffer**
- The optional application-dependent data.

BYE packet objects have the following fields:

**packetType: Number**
- Contains the number 203 to identify this as an RTCP BYE packet.

SR packet objects have the following fields:

**ntpTimestamp: Number**
- The NTP timestamp, converted to milliseconds since the epoch (January 1, 1970).

**reportBlocks: Array**
- An array of report objects which contain:

  **fractionLost: Number**
  - The 8-bit number indicating the number of packets lost divided by the number of packets expected.

  **jitter: Number**
  - An estimate of the statistical variance of the RTP data packet interarrival time, expressed in milliseconds.

  **lastSR: Number**
  - The middle 32 bits of the ntp_Timestamp received as part of the most recent RTCP sender report (SR) packet from the source SSRC. If no SR has been received yet, this field is set to zero.

  **lastSRDelay: Number**
  - The delay between receiving the last SR packet from the source SSRC and sending this reception block, expressed in units of 1/65536 seconds. If no SR packet has been received yet, this field is set to zero.

  **packetsLost: Number**
  - The total number of RTP data packets from the source SSRC that have been lost since the beginning of reception.

  **seqNum: Number**
  - The highest sequence number received from the source SSRC.
**ssrc**: *Number*

The SSRC of the sender.

**rtpTimestamp**: *Number*

The RTP timestamp, converted to milliseconds since the epoch (January 1, 1970).

**senderOctets**: *Number*

The sender octet count.

**senderPkts**: *Number*

The sender packet count.

RR packet objects have the following fields:

**reportBlocks**: *Array*

An array of report objects which contain:

**fractionLost**: *Number*

The 8-bit number indicating the number of packets last divided by the number of packets expected.

**jitter**: *Number*

An estimate of the statistical variance of the RTP data packet interarrival, expressed in milliseconds.

**lastSR**: *Number*

The middle 32 bits of the ntp_Timestamp received as part of the most recent RTCP sender report (SR) packet from the source SSRC. If no SR has been received yet, this field is set to zero.

**lastSRDelay**: *Number*

The delay between receiving the last SR packet from the source SSRC and sending this reception report block, expressed in units of 1/65536 seconds. If no SR packet has been received yet, this field is set to zero.

**packetsLost**: *Number*

The total number of RTP data packets from the source SSRC that have been lost since the beginning of reception.

**seqNum**: *Number*

The highest sequence number received from the source SSRC.

**ssrc**: *Number*

The SSRC of the sender.

SDES packet objects have the following fields:

**descriptionBlocks**: *Array*

An array of objects that contain:

**type**: *Number*

The SDES type.

<table>
<thead>
<tr>
<th>SDES Type</th>
<th>Abbrev.</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>END</td>
<td>end of SDES list</td>
</tr>
<tr>
<td>1</td>
<td>CNAME</td>
<td>canonical name</td>
</tr>
<tr>
<td>2</td>
<td>NAME</td>
<td>user name</td>
</tr>
<tr>
<td>3</td>
<td>EMAIL</td>
<td>user’s electronic mail address</td>
</tr>
</tbody>
</table>
### SDES Type

<table>
<thead>
<tr>
<th>SDES Type</th>
<th>Abbrev.</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>PHONE</td>
<td>user’s phone number</td>
</tr>
<tr>
<td>5</td>
<td>LOC</td>
<td>geographic user location</td>
</tr>
<tr>
<td>6</td>
<td>TOOL</td>
<td>name of application or tool</td>
</tr>
<tr>
<td>7</td>
<td>NOTE</td>
<td>notice about the source</td>
</tr>
<tr>
<td>8</td>
<td>PRIV</td>
<td>private extensions</td>
</tr>
<tr>
<td>9</td>
<td>H323-C ADDR</td>
<td>H.323 callable address</td>
</tr>
<tr>
<td>10</td>
<td>APSI</td>
<td>Application Specific Identifier</td>
</tr>
</tbody>
</table>

#### value: Buffer

A buffer containing the text portion of the SDES packet.

#### ssrC: Number

The SSRC of the sender.

XR packet objects have the following fields:

#### ssrC: Number

The SSRC of the sender.

#### xrBlocks: Array

An array of report blocks which contain:

#### statSummary: Object

Type 6 only. The `statSummary` object contains the following properties:

- **beginSeq: Number**
  - The beginning sequence number for the interval.

- **devJitter: Number**
  - The standard deviation of the relative transit time between each two packet series in the sequence interval.

- **devTTLOrHL: Number**
  - The standard deviation of TTL or Hop Limit values of data packets in the sequence number range.

- **dupPackets: Number**
  - The number of duplicate packets in the sequence number interval.

- **endSeq: Number**
  - The ending sequence number for the interval.

- **lostPackets: Number**
  - The number of lost packets in the sequence number interval.

- **maxJitter: Number**
  - The maximum relative transmit time between two packets in the sequence interval, expressed in milliseconds.

- **maxTTLOrHL: Number**
  - The maximum TTL or Hop Limit value of data packets in the sequence number range.

- **meanJitter: Number**
  - The mean relative transit time between two packet series in the sequence interval, rounded to the nearest value expressible as an RTP timestamp, expressed in milliseconds.
**meanTTLOrHL: Number**

The mean TTL or Hop Limit value of data packets in the sequence number range.

**minJitter: Number**

The minimum relative transmit time between two packets in the sequence interval, expressed in milliseconds.

**minTTLOrHL: Number**

The minimum TTL or Hop Limit value of data packets in the sequence number range.

**ssrc: Number**

The SSRC of the sender.

**type: Number**

The XR block type.

<table>
<thead>
<tr>
<th>Block Type</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Loss RTE Report Block</td>
</tr>
<tr>
<td>2</td>
<td>Duplicate RLE Report Block</td>
</tr>
<tr>
<td>3</td>
<td>Packet Receipt Times Report Block</td>
</tr>
<tr>
<td>4</td>
<td>Receiver Reference Time Report Block</td>
</tr>
<tr>
<td>5</td>
<td>DLRR Report Block</td>
</tr>
<tr>
<td>6</td>
<td>Statistics Summary Report Block</td>
</tr>
<tr>
<td>7</td>
<td>VoIP Metrics Report Block</td>
</tr>
<tr>
<td>8</td>
<td>RTCP XP</td>
</tr>
<tr>
<td>9</td>
<td>Texas Instruments Extended VoIP Quality Block</td>
</tr>
<tr>
<td>10</td>
<td>Post-repair Loss RLE Report Block</td>
</tr>
<tr>
<td>11</td>
<td>Multicast Acquisition Report Block</td>
</tr>
<tr>
<td>12</td>
<td>IBMS Report Block</td>
</tr>
<tr>
<td>13</td>
<td>ECN Summary Report</td>
</tr>
<tr>
<td>14</td>
<td>Measurement Information Block</td>
</tr>
<tr>
<td>15</td>
<td>Packet Delay Variation Metrics Block</td>
</tr>
<tr>
<td>16</td>
<td>Delay Metrics Block</td>
</tr>
<tr>
<td>17</td>
<td>Burst/Gap Loss Summary Statistics Block</td>
</tr>
<tr>
<td>18</td>
<td>Burst/Gap Discard Summary Statistics Block</td>
</tr>
<tr>
<td>19</td>
<td>Frame Impairment Statistics Summary</td>
</tr>
<tr>
<td>20</td>
<td>Burst/Gap Loss Metrics Block</td>
</tr>
<tr>
<td>21</td>
<td>Burst/Gap Discard Metrics Block</td>
</tr>
<tr>
<td>22</td>
<td>MPEG2 Transport Stream PSI-Independent Decodability Statistics Metrics Block</td>
</tr>
<tr>
<td>23</td>
<td>De-Jitter Buffer Metrics Block</td>
</tr>
<tr>
<td>Block Type</td>
<td>Name</td>
</tr>
<tr>
<td>-----------</td>
<td>-----------------------------------------------------------</td>
</tr>
<tr>
<td>24</td>
<td>Discard Count Metrics Block</td>
</tr>
<tr>
<td>25</td>
<td>DRLE (Discard RLE Report)</td>
</tr>
<tr>
<td>26</td>
<td>BDR (Bytes Discarded Report)</td>
</tr>
<tr>
<td>27</td>
<td>RFISD (RTP Flows Initial Synchronization Delay)</td>
</tr>
<tr>
<td>28</td>
<td>RFSO (RTP Flows Synchronization Offset Metrics Block)</td>
</tr>
<tr>
<td>29</td>
<td>MOS Metrics Block</td>
</tr>
<tr>
<td>30</td>
<td>LCB (Loss Concealment Metrics Block)</td>
</tr>
<tr>
<td>31</td>
<td>CSB (Concealed Seconds Metrics Block)</td>
</tr>
<tr>
<td>32</td>
<td>MPEG2 Transport Stream PSI Decodability Statistics Block</td>
</tr>
</tbody>
</table>

**typeSpecific:** *Number*

The contents of this field depend on the block type.

**value:** *Buffer*

The contents of this field depend on the block type.

**voipMetrics:** *Object*

Type 7 only. The `voipMetrics` object contains the following properties:

- **burstDensity:** *Number*
  
  The fraction of RTP data packets within burst periods since the beginning of reception that were either lost or discarded.

- **burstDuration:** *Number*
  
  The mean duration, expressed in milliseconds, of the burst periods that have occurred since the beginning of reception.

- **discardRate:** *Number*
  
  The fraction of RTP data packets from the source that have been discarded since the beginning of reception, due to late or early arrival, under-run or overflow at the receiving jitter buffer.

- **endSystemDelay:** *Number*
  
  The most recently estimated end system delay, expressed in milliseconds.

- **extRFactor:** *Number*
  
  The external R factor quality metric. A value of 127 indicates this parameter is unavailable.

- **gapDensity:** *Number*
  
  The fraction of RTP data packets within inter-burst gaps since the beginning of reception that were either lost or discarded.

- **gapDuration:** *Number*
  
  The mean duration of the gap periods that have occurred since the beginning of reception, expressed in milliseconds.

- **gmin:** *Number*
  
  The gap threshold.
jbAbsMax: Number
The absolute maximum delay, expressed in milliseconds, that the adaptive jitter buffer can reach under worst case conditions.

jbMaximum: Number
The current maximum jitter buffer delay, which corresponds to the earliest arriving packet that would not be discarded, expressed in milliseconds.

jbNominal: Number
The current nominal jitter buffer delay, which corresponds to the nominal jitter buffer delay for packets that arrive exactly on time, expressed in milliseconds.

lossRate: Number
The fraction of RTP data packets from the source lost since the beginning of reception.

mosCQ: Number
The estimated mean opinion score for conversational quality (MOS-CQ). A value of 127 indicates this parameter is unavailable.

mosLQ: Number
The estimated mean opinion score for listening quality (MOS-LQ). A value of 127 indicates this parameter is unavailable.

noiseLevel: Number
The noise level, expressed in decibels.

rerl: Number
The residual echo return loss value, expressed in decibels.

rFactor: Number
The R factor quality metric. A value of 127 indicates this parameter is unavailable.

roundTripDelay: Number
The most recently calculated round trip time (RTT) between RTP interfaces, expressed in milliseconds.

rxConfig: Number
The receiver configuration byte.

signalLevel: Number
The voice signal relative level, expressed in decibels.

ssrc: Number
The SSRC of the sender.

record: Object
The record object committed to the ExtraHop Explore appliance through a call to RTCP.commitRecord() on an RTCP_MESSAGE event.

The record object contains the following default properties:

- callId
- cName

RTP
The RTP class enables you to store metrics and access properties on RTP_OPEN, RTP_CLOSE, and RTP_TICK events.
Events

**RTP_CLOSE**
Runs when an RTP connection is closed.

**RTP_OPEN**
Runs when a new RTP connection is opened.

**RTP_TICK**
Runs periodically on RTP flows.

Methods

`commitRecord()` *void*
Commits a record object to the ExtraHop Explore appliance on an **RTP_TICK** event. Record commits on **RTP_OPEN** and **RTP_CLOSE** events are not supported.

To view the default properties committed to the record object, see the `record` property below.

For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

Properties

**bytes:** *Number*
The number of bytes sent.

Access only on **RTP_TICK** events or an error will occur.

**callId:** *String*
The call ID associated with the SIP or SCCP flow.

**drops:** *Number*
The number of dropped packets detected.

Access only on **RTP_TICK** events or an error will occur.

**dups:** *Number*
The number of duplicate packets detected.

Access only on **RTP_TICK** events or an error will occur.

**jitter:** *Number*
An estimate of the statistical variance of the data packet interarrival time.

Access only on **RTP_TICK** events or an error will occur.

**l2Bytes:** *Number*
The number of L2 bytes.

Access only on **RTP_TICK** events or an error will occur.

**mos:** *Number*
The estimated mean opinion score for quality.

Access only on **RTP_TICK** events or an error will occur.

**outOfOrder:** *Number*
The number of out-of-order messages detected.

Access only on **RTP_TICK** events or an error will occur.

**payloadType:** *String*
The type of RTP payload.

Access only on **RTP_TICK** events or an error will occur.
### payloadTypeId

The numeric value of the payload type. See table under payloadType.

Access only on RTP_TICK events or an error will occur.

### pkts: Number

The number of packets sent.

Access only on RTP_TICK events or an error will occur.

### record: Object

The record object committed to the ExtraHop Explore appliance through a call to 
RTP.commitRecord() on an RTP_TICK event.

The record object contains the following default properties:

- bytes
- callId

<table>
<thead>
<tr>
<th>payloadTypeId</th>
<th>payloadType</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>ITU-T G.711 PCMU Audio</td>
</tr>
<tr>
<td>3</td>
<td>GSM 6.10 Audio</td>
</tr>
<tr>
<td>4</td>
<td>ITU-T G.723.1 Audio</td>
</tr>
<tr>
<td>5</td>
<td>IMA ADPCM 32kbit Audio</td>
</tr>
<tr>
<td>6</td>
<td>IMA ADPCM 64kbit Audio</td>
</tr>
<tr>
<td>7</td>
<td>LPC Audio</td>
</tr>
<tr>
<td>8</td>
<td>ITU-T G.711 PCMA Audio</td>
</tr>
<tr>
<td>9</td>
<td>ITU-T G.722 Audio</td>
</tr>
<tr>
<td>10</td>
<td>Linear PCM Stereo Audio</td>
</tr>
<tr>
<td>11</td>
<td>Linear PCM Audio</td>
</tr>
<tr>
<td>12</td>
<td>QCELP</td>
</tr>
<tr>
<td>13</td>
<td>Comfort Noise</td>
</tr>
<tr>
<td>14</td>
<td>MPEG Audio</td>
</tr>
<tr>
<td>15</td>
<td>ITU-T G.728 Audio</td>
</tr>
<tr>
<td>16</td>
<td>IMA ADPCM 44kbit Audio</td>
</tr>
<tr>
<td>17</td>
<td>IMA ADPCM 88kbit Audio</td>
</tr>
<tr>
<td>18</td>
<td>ITU-T G.729 Audio</td>
</tr>
<tr>
<td>25</td>
<td>Sun CellB Video</td>
</tr>
<tr>
<td>26</td>
<td>JPEG Video</td>
</tr>
<tr>
<td>28</td>
<td>Xerox PARC Network Video</td>
</tr>
<tr>
<td>31</td>
<td>ITU-T H.261 Video</td>
</tr>
<tr>
<td>32</td>
<td>MPEG Video</td>
</tr>
<tr>
<td>33</td>
<td>MPEG-2 Transport Stream</td>
</tr>
<tr>
<td>34</td>
<td>ITU-T H.263-1996 Video</td>
</tr>
</tbody>
</table>
• drops
• dups
• jitter
• l2Bytes
• mos
• outOfOrder
• payloadType
• payloadTypeld
• pkts
• rFactor
• ssrc
• version

Access record objects only on `RTP_TICK` events or an error will occur.

**rFactor: Number**
The R factor quality metric.
Access only on `RTP_TICK` events or an error will occur.

**ssrc: Number**
The SSRC of sender.

**version: Number**
The RTP version number.

**SCCP**
Skinny Client Control Protocol (SCCP) is a Cisco proprietary protocol for communicating with VoIP devices. The SCCP class enables you to store metrics and access properties on `SCCP_MESSAGE` events.

**Events**

**SCCP_MESSAGE**
Runs on every SCCP message processed by the device.

**Methods**

**commitRecord(): void**
Commits a record object to the ExtraHop Explore appliance on an `SCCP_MESSAGE` event.
To view the default properties committed to the record object, see the `record` property below.
For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

**Properties**

**callId: String**
The call ID associated with the RTP flow.

**callInfo: Object**
An object containing information about the current SCCP called. The object contains the following fields:

**callReference: Number**
The unique identifier of the call.

**callType: Number**
The ID of the call type.
<table>
<thead>
<tr>
<th>ID</th>
<th>Call Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Inbound</td>
</tr>
<tr>
<td>2</td>
<td>Outbound</td>
</tr>
<tr>
<td>3</td>
<td>Forward</td>
</tr>
</tbody>
</table>

calledPartyName: String
The name of the recipient of the call.
calledPartyNumber: String
The phone number of the recipient of the call.
callingPartyName: String
The name of the caller.
callingPartyNumber: String
The phone number of the caller.
lineInstance: Number
The unique identifier of the line.
callStats: Object
An object containing statistics for the SCCP call, as reported and calculated by the client. The object contains the following fields:
reportedBytesIn: Number
The number of L7 bytes received.
reportedBytesOut: Number
The number of L7 bytes sent.
reportedJitter: Number
The level of packet jitter, or variation in latency, during the call.
reportedLatency: Number
The level of packet latency, expressed in milliseconds, during the call.
reportedPktsIn: Number
The number of packets received.
reportedPktsLost: Number
The number of packets lost during the call.
reportedPktsOut: Number
The number of packets sent.
msgType: String
The decoded SCCP message type.
receiverBytes: Number
The number of L4 bytes from the receiver.
receiverL2Bytes: Number
The number of L2 bytes from the receiver.
receiverPkts: Number
The number of packets from the receiver.
receiverRTO: Number
The number of retransmission timeouts (RTOs) from the receiver.
receiverZeroWnd: Number
The number of zero windows from the receiver.
record: Object

The record object that was committed to the ExtraHop Explore appliance through a call to `SCCP.commitRecord()` on an `SCCP_MESSAGE` event.

The record object contains the following default properties:

- `msgType`
- `receiverBytes`
- `receiverL2Bytes`
- `receiverPkts`
- `receiverRTO`
- `receiverZeroWnd`
- `roundTripTime`
- `senderBytes`
- `senderL2Bytes`
- `senderPkts`
- `senderRTO`
- `senderZeroWnd`

**roundTripTime: Number**

The median round trip time (RTT), expressed in milliseconds. The value is `NaN` if there are no RTT samples.

**senderBytes: Number**

The number of L4 bytes from the sender.

**senderL2Bytes: Number**

The number of L2 bytes from the sender.

**senderPkts: Number**

The number of packets from the sender.

**senderRTO: Number**

The number of retransmission timeouts (RTOs) from the sender.

**senderZeroWnd: Number**

The number of zero windows from the sender.

**SDP**

The SDP class enables you to access properties on `SIP_REQUEST` and `SIP_RESPONSE` events.

The `SIP_REQUEST` and `SIP_RESPONSE` events are defined in the SIP section.

**Properties**

**mediaDescriptions: Array**

An array of objects that contain the following fields:

- `attributes: Array of Strings`
  
  The optional session attributes.

- `bandwidth: Array of Strings`
  
  The optional proposed bandwidth type and bandwidth to be consumed by the session or media.

- `connectionInfo: String`
  
  The connection data, including network type, address type and connection address. May also contain optional sub-fields, depending on the address type.
description: String

The session description which may contain one or more media descriptions. Each media
description consists of media, port and transport protocol fields.

encryptionKey: String

The optional encryption method and key for the session.

mediaTitle: String

The title of the media stream.

sessionDescription: Object

An object that contains the following fields:

attributes: Array of Strings

The optional session attributes.

bandwidth: Array of Strings

The optional proposed bandwidth type and bandwidth to be consumed by the session or media.

connectionInfo: String

The connection data, including network type, address type and connection address. May also
contain optional sub-fields, depending on the address type.

email: String

The optional email address. If present, this can contain multiple email addresses.

encryptionKey: String

The optional encryption method and key for the session.

origin: String

The originator of the session, including username, address of the user's host, a session identifier,
and a version number.

phoneNumber: String

The optional phone number. If present, this can contain multiple phone numbers.

sessionInfo: String

The session description.

sessionName: String

The session name.

timezoneAdjustments: String

The adjustment time and offset for a scheduled session.

uri: String

The optional URI intended to provide more information about the session.

version: String

The version number. This should be 0.

timeDescriptions: Array

An array of objects that contain the following fields:

repeatTime: String

The session repeat time, including interval, active duration, and offsets from start time.

time: String

The start time and stop times for a session.

SFlow

The SFlow class object enables you to store metrics and access properties on SFLOW_RECORD events. sFlow
is a sampling technology for monitoring traffic in data networks. sFlow samples every nth packet and sends it
to the collector whereas NetFlow sends data from every flow to the collector. The primary difference between sFlow and NetFlow is that sFlow is network layer independent and can sample anything.

**Events**

**SFLOW_RECORD**

Runs upon receipt of an SFlow sample exported from a flow network.

**Methods**

**commitRecord(): void**

Commits a flow record object, which indicates the sFlow format, to the ExtraHop Explore appliance on an SFLOW_RECORD event.

To view the default properties committed to the record object, see the record property below.

For built-in records, each unique record is committed only once, even if .commitRecord is called multiple times for the same unique record.

**Properties**

**deltaBytes: Number**

The number of L3 bytes in the flow packet.

**dscp: Number**

The number representing the last differentiated services code point (DSCP) value of the flow packet.

**dscpName: String**

The name associated with the DSCP value transmitted by a device in the flow. The following table displays well-known DSCP names:

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>CS1</td>
</tr>
<tr>
<td>10</td>
<td>AF11</td>
</tr>
<tr>
<td>12</td>
<td>AF12</td>
</tr>
<tr>
<td>14</td>
<td>AF13</td>
</tr>
<tr>
<td>16</td>
<td>CS2</td>
</tr>
<tr>
<td>18</td>
<td>AF21</td>
</tr>
<tr>
<td>20</td>
<td>AF22</td>
</tr>
<tr>
<td>22</td>
<td>AF23</td>
</tr>
<tr>
<td>24</td>
<td>CS3</td>
</tr>
<tr>
<td>26</td>
<td>AF31</td>
</tr>
<tr>
<td>28</td>
<td>AF32</td>
</tr>
<tr>
<td>30</td>
<td>AF33</td>
</tr>
<tr>
<td>32</td>
<td>CS4</td>
</tr>
<tr>
<td>34</td>
<td>AF41</td>
</tr>
<tr>
<td>36</td>
<td>AF42</td>
</tr>
<tr>
<td>38</td>
<td>AF43</td>
</tr>
<tr>
<td>40</td>
<td>CS5</td>
</tr>
<tr>
<td>Number</td>
<td>Name</td>
</tr>
<tr>
<td>--------</td>
<td>------</td>
</tr>
<tr>
<td>44</td>
<td>VA</td>
</tr>
<tr>
<td>46</td>
<td>EF</td>
</tr>
<tr>
<td>48</td>
<td>CS6</td>
</tr>
<tr>
<td>56</td>
<td>CS7</td>
</tr>
</tbody>
</table>

egressInterface: FlowInterface

The FlowInterface object that identifies the output interface.

format: String

The format of the SFlow record. Valid value is "sFlow v5".

headerData: Buffer

The Buffer object containing the raw bytes of the entire flow packet header.

ingressInterface: FlowInterface

The FlowInterface object that identifies the input interface.

ipPrecedence: Number

The value of the IP precedence field associated with the DSCP of the flow packet.

ipproto: String

The IP protocol associated with the flow, such as TCP or UDP.

network: FlowNetwork

Returns a FlowNetwork object that identifies the exporter and contains the following properties:

id: String

The identifier of the FlowNetwork.

ipaddr: IPAddress

The IP address of the FlowNetwork.

record: Object

The flow record object committed to the ExtraHop Explore appliance through a call to SFlow.commitRecord() on an SFLOW_RECORD event.

- deltaBytes
- dscpName
- egressInterface
- format
- ingressInterface
- ipPrecedence
- ipproto
- network
- networkAddr
- tcpFlagName
- tcpFlags

tcpFlagNames: Array

A string array of TCP flag names, such as SYN or ACK, found in the flow packets.

tcpFlags: Number

The bitwise OR of all TCP flags set on the flow.

tos: Number

The type of service (ToS) number defined in the IP header.
SIP

The SIP class enables you to store metrics and access properties on `SIP_REQUEST` and `SIP_RESPONSE` events.

Events

**SIP_REQUEST**
Runs on every SIP request processed by the device.

**SIP_RESPONSE**
Runs on every SIP response processed by the device.

Methods

**commitRecord(): void**
Commits a record object to the ExtraHop Explore appliance on either an `SIP_REQUEST` or `SIP_RESPONSE` event.

The event determines which properties are committed to the record object. To view the default properties committed for each event, see the `record` property below.

For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

**findHeaders(name: String): Array**
Enables access to SIP header values. The result is an array of header objects (with name and value properties) where the names match the prefix of the string passed to `findHeaders`.

Properties

**callId: String**
The call ID for this message.

**from: String**
The contents of the From header.

**hasSDP: Boolean**
The value is `true` if this event includes SDP information.

**headers: Object**
An array-like object that enables access to SIP header names and values. Access a specific header with one of the following methods:

**string property:**
The name of the header, accessible in a dictionary-like fashion. For example:

```javascript
var headers = SIP.headers;
session = headers["X-Session-Id"];  
accept = headers.accept;
```

**numeric property:**
The order in which headers appear on the wire. The returned object has a name and a value property. Numeric properties are useful for iterating over all the headers and disambiguating headers with duplicate names. For example:

```javascript
for (i = 0; i < headers.length; i++) {
    hdr = headers[i];
    debug("headers[" + i + "]\'s name: " + hdr.name);
    debug("headers[" + i + "]\'s value: " + hdr.value);
}```
**Note:** Saving `SIP.headers` to the Flow store does not save all of the individual header values. It is best practice to save the individual header values to the Flow store.

**method: String**

The SIP method.

<table>
<thead>
<tr>
<th>Method Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACK</td>
<td>Confirms the client has received a final response to an INVITE request.</td>
</tr>
<tr>
<td>BYE</td>
<td>Terminates a call. Can be sent by either the caller or the callee.</td>
</tr>
<tr>
<td>CANCEL</td>
<td>Cancels any pending request</td>
</tr>
<tr>
<td>INFO</td>
<td>Sends mid-session information that doesn't change the session state.</td>
</tr>
<tr>
<td>INVITE</td>
<td>Invites a client to participate in a call session.</td>
</tr>
<tr>
<td>MESSAGE</td>
<td>Transports instant messages using SIP.</td>
</tr>
<tr>
<td>NOTIFY</td>
<td>Notify the subscriber of a new event.</td>
</tr>
<tr>
<td>OPTIONS</td>
<td>Queries the capabilities of servers.</td>
</tr>
<tr>
<td>PRACK</td>
<td>Provisional Acknowledgement.</td>
</tr>
<tr>
<td>PUBLISH</td>
<td>Publish an event to the server.</td>
</tr>
<tr>
<td>REFER</td>
<td>Ask recipient to issue a SIP request (call transfer).</td>
</tr>
<tr>
<td>REGISTER</td>
<td>Registers the address listed in the To header field with a SIP server.</td>
</tr>
<tr>
<td>SUBSCRIBE</td>
<td>Subscribes for an event of Notification from the Notifier.</td>
</tr>
<tr>
<td>UPDATE</td>
<td>Modifies the state of a session without changing the state of the dialog.</td>
</tr>
</tbody>
</table>

**processingTime: Number**

The time between the request and the first response, expressed in milliseconds. The value is `NaN` on malformed and aborted responses or if the timing is invalid.

Access only on `SIP_RESPONSE` events or an error will occur.

**record: Object**

The record object committed to the ExtraHop Explore appliance through a call to `SIP.commitRecord()` on either an `SIP_REQUEST` or `SIP_RESPONSE` event.

The event on which the method was called determines which default properties the record object contains as displayed in the following table:

<table>
<thead>
<tr>
<th><code>SIP_REQUEST</code></th>
<th><code>SIP_RESPONSE</code></th>
</tr>
</thead>
<tbody>
<tr>
<td>callId</td>
<td>callId</td>
</tr>
<tr>
<td>clientZeroWnd</td>
<td>clientZeroWnd</td>
</tr>
<tr>
<td>from</td>
<td>from</td>
</tr>
<tr>
<td>hasSDP</td>
<td>hasSDP</td>
</tr>
<tr>
<td><code>SIP_REQUEST</code></td>
<td><code>SIP_RESPONSE</code></td>
</tr>
<tr>
<td>--------------</td>
<td>----------------</td>
</tr>
<tr>
<td>method</td>
<td>processingTime</td>
</tr>
<tr>
<td>reqBytes</td>
<td>roundTripTime</td>
</tr>
<tr>
<td>reqL2Bytes</td>
<td>rspBytes</td>
</tr>
<tr>
<td>reqPkts</td>
<td>rspL2Bytes</td>
</tr>
<tr>
<td>reqRTO</td>
<td>rspPkts</td>
</tr>
<tr>
<td>reqSize</td>
<td>rspRTO</td>
</tr>
<tr>
<td>serverZeroWnd</td>
<td>rspSize</td>
</tr>
<tr>
<td>to</td>
<td>serverZeroWnd</td>
</tr>
<tr>
<td>uri</td>
<td>statusCode</td>
</tr>
<tr>
<td>to</td>
<td></td>
</tr>
</tbody>
</table>

**reqBytes**: *Number*
- The number of L4 request bytes, excluding L4 headers.

**reqL2Bytes**: *Number*
- The number of L2 request bytes, including L2 headers.

**reqPkts**: *Number*
- The number of request packets.

**reqRTO**: *Number*
- The number of request retransmission timeouts (RTOs).

**reqSize**: *Number*
- The number of L7 request bytes, excluding SIP headers.
  - Access only on `SIP_REQUEST` events or an error will occur.

**reqZeroWnd**: *Number*
- The number of zero windows in the request.

**roundTripTime**: *Number*
- The median round trip time (RTT), expressed in milliseconds. The value is `NaN` if there are no RTT samples.

**rspBytes**: *Number*
- The number of L4 response bytes, excluding L4 headers.

**rspL2Bytes**: *Number*
- The number of L2 response bytes, including L2 headers.

**rspPkts**: *Number*
- The number of response packets.

**rspRTO**: *Number*
- The number of response retransmission timeouts (RTOs).

**rspSize**: *Number*
- The number of L7 response bytes, excluding SIP headers.
  - Access only on `SIP_RESPONSE` events or an error will occur.

**rspZeroWnd**: *Number*
- The number of zero windows in the response.
**statusCode: Number**

The SIP response status code.

Access only on `SIP_RESPONSE` events or an error will occur.

The following table displays provisional responses:

<table>
<thead>
<tr>
<th>Number</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>Trying</td>
</tr>
<tr>
<td>180</td>
<td>Ringing</td>
</tr>
<tr>
<td>181</td>
<td>Call is Being Forwarded</td>
</tr>
<tr>
<td>182</td>
<td>Queued</td>
</tr>
<tr>
<td>183</td>
<td>Session In Progress</td>
</tr>
<tr>
<td>199</td>
<td>Early Dialog Terminated</td>
</tr>
</tbody>
</table>

The following table displays successful responses:

<table>
<thead>
<tr>
<th>Number</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>200</td>
<td>OK</td>
</tr>
<tr>
<td>202</td>
<td>Accepted</td>
</tr>
<tr>
<td>204</td>
<td>No Notification</td>
</tr>
</tbody>
</table>

The following table displays redirection responses:

<table>
<thead>
<tr>
<th>Number</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>300</td>
<td>Multiple Choice</td>
</tr>
<tr>
<td>301</td>
<td>Moved Permanently</td>
</tr>
<tr>
<td>302</td>
<td>Moved Temporarily</td>
</tr>
<tr>
<td>305</td>
<td>Use Proxy</td>
</tr>
<tr>
<td>380</td>
<td>Alternative Service</td>
</tr>
</tbody>
</table>

The following table displays client failure responses:

<table>
<thead>
<tr>
<th>Number</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>400</td>
<td>Bad Request</td>
</tr>
<tr>
<td>401</td>
<td>Unauthorized</td>
</tr>
<tr>
<td>402</td>
<td>Payment Required</td>
</tr>
<tr>
<td>403</td>
<td>Forbidden</td>
</tr>
<tr>
<td>404</td>
<td>Not Found</td>
</tr>
<tr>
<td>405</td>
<td>Method Not Allowed</td>
</tr>
<tr>
<td>406</td>
<td>Not Acceptable</td>
</tr>
<tr>
<td>407</td>
<td>Proxy Authentication Required</td>
</tr>
<tr>
<td>408</td>
<td>Request Timeout</td>
</tr>
<tr>
<td>Number</td>
<td>Response</td>
</tr>
<tr>
<td>--------</td>
<td>---------------------------------</td>
</tr>
<tr>
<td>409</td>
<td>Conflict</td>
</tr>
<tr>
<td>410</td>
<td>Gone</td>
</tr>
<tr>
<td>411</td>
<td>Length Required</td>
</tr>
<tr>
<td>412</td>
<td>Conditional Request Failed</td>
</tr>
<tr>
<td>413</td>
<td>Request Entity Too Large</td>
</tr>
<tr>
<td>414</td>
<td>Request URI Too Long</td>
</tr>
<tr>
<td>415</td>
<td>Unsupported Media Type</td>
</tr>
<tr>
<td>416</td>
<td>Unsupported URI Scheme</td>
</tr>
<tr>
<td>417</td>
<td>Unknown Resource Priority</td>
</tr>
<tr>
<td>420</td>
<td>Bad Extension</td>
</tr>
<tr>
<td>421</td>
<td>Extension Required</td>
</tr>
<tr>
<td>422</td>
<td>Session Interval Too Small</td>
</tr>
<tr>
<td>423</td>
<td>Interval Too Brief</td>
</tr>
<tr>
<td>424</td>
<td>Bad Location Information</td>
</tr>
<tr>
<td>428</td>
<td>Use Identity Header</td>
</tr>
<tr>
<td>429</td>
<td>Provide Referrer Identity</td>
</tr>
<tr>
<td>430</td>
<td>Flow Failed</td>
</tr>
<tr>
<td>433</td>
<td>Anonymity Disallowed</td>
</tr>
<tr>
<td>436</td>
<td>Bad Identity Info</td>
</tr>
<tr>
<td>437</td>
<td>Unsupported Certificate</td>
</tr>
<tr>
<td>438</td>
<td>Invalid Identity Header</td>
</tr>
<tr>
<td>439</td>
<td>First Hop Lacks Outbound Support</td>
</tr>
<tr>
<td>470</td>
<td>Consent Needed</td>
</tr>
<tr>
<td>480</td>
<td>Temporarily Unavailable</td>
</tr>
<tr>
<td>481</td>
<td>Call/Transaction Does Not Exist</td>
</tr>
<tr>
<td>482</td>
<td>Loop Detected</td>
</tr>
<tr>
<td>483</td>
<td>Too Many Hops</td>
</tr>
<tr>
<td>484</td>
<td>Address Incomplete</td>
</tr>
<tr>
<td>485</td>
<td>Ambiguous</td>
</tr>
<tr>
<td>486</td>
<td>Busy Here</td>
</tr>
<tr>
<td>487</td>
<td>Request Terminated</td>
</tr>
<tr>
<td>488</td>
<td>Not Acceptable Here</td>
</tr>
<tr>
<td>489</td>
<td>Bad Event</td>
</tr>
<tr>
<td>491</td>
<td>Request Pending</td>
</tr>
</tbody>
</table>
The following table displays server failure responses:

<table>
<thead>
<tr>
<th>Number</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>493</td>
<td>Undecipherable</td>
</tr>
<tr>
<td>494</td>
<td>Security Agreement Required</td>
</tr>
</tbody>
</table>

The following table displays global failure responses:

<table>
<thead>
<tr>
<th>Name</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>600</td>
<td>Busy Everywhere</td>
</tr>
<tr>
<td>603</td>
<td>Decline</td>
</tr>
<tr>
<td>604</td>
<td>Does Not Exist Anywhere</td>
</tr>
<tr>
<td>606</td>
<td>Not Acceptable</td>
</tr>
</tbody>
</table>

**to:** String
The contents of the To header.

**uri:** String
The URI for SIP request or response.

**SMPP**

The SMPP class enables you to store metrics and access properties on `SMPP_REQUEST` and `SMPP_RESPONSE` events.

**Note:** The `mdn`, `shortcode`, and `error` properties may be `null`, depending on availability and relevance.

**Events**

**SMPP_REQUEST**
Runs on every SMPP request processed by the device.

**SMPP_RESPONSE**
Runs on every SMPP response processed by the device.
Methods

commitRecord(): void

Commits a record object to the ExtraHop Explore appliance on a SMPP_RESPONSE event. Record commits on SMPP_REQUEST events are not supported.

To view the default properties committed to the record object, see the record property below.

For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.

Properties

command: String

The SMPP command ID.

destination: String

The destination address as specified in the SMPP_REQUEST. The value is null if this is not available for the current command type.

error: String

The error code corresponding to command_status. If the command status is ROK, the value is null.

Access only on SMPP_RESPONSE events or an error will occur.

message: Buffer

The contents of the short_message field on DELIVER_SM and SUBMIT_SM messages. The value is null if unavailable or not applicable.

Access only on SMPP_REQUEST events or an error will occur.

processingTime: Number

The server processing time, expressed in milliseconds. Equivalent to \texttt{rspTimeToFirstByte - reqTimeToLastByte}. The value is NaN on malformed and aborted responses or if the timing is invalid.

Access only on SMPP_RESPONSE events or an error will occur.

record: Object

The record object committed to the ExtraHop Explore appliance through a call to \texttt{SMPP.commitRecord()} on a SMPP_RESPONSE event.

The record object contains the following default properties:

- clientZeroWnd
- command
- destination
- error
- reqSize
- reqTimeToLastByte
- rspSize
- rspTimeToFirstByte
- rspTimeToLastByte
- serverZeroWnd
- source
- processingTime

reqSize: Number

The number of L7 request bytes, excluding SMPP headers.
reqTimeToLastByte: Number
The time from the first byte of the request until the last byte of the request, expressed in milliseconds. The value is NaN on malformed and aborted requests, or if the timing is invalid.

rspSize: Number
The number of L7 response bytes, excluding SMPP headers.
Access only on SMPP_RESPONSE events or an error will occur.

rspTimeToFirstByte: Number
The time from the first byte of the request until the first byte of the response, expressed in milliseconds. The value is NaN on malformed and aborted responses, or if the timing is invalid.
Access only on SMPP_RESPONSE events or an error will occur.

rspTimeToLastByte: Number
The time from the first byte of the request until the last byte of the response, expressed in milliseconds. The value is NaN on malformed and aborted responses, or if the timing is invalid.
Access only on SMPP_RESPONSE events or an error will occur.

source: String
The source address as specified in the SMPP_REQUEST. The value is null if this is not available for the current command type.

SMTP
The SMTP class enables you to store metrics and access properties on SMTP_REQUEST and SMTP_RESPONSE events.

Events
SMTP_REQUEST
Runs on every SMTP request processed by the device.

SMTP_RESPONSE
Runs on every SMTP response processed by the device.

Methods
commitRecord(): void
Commits a record object to the ExtraHop Explore appliance on a SMTP_RESPONSE event. Record commits on SMTP_REQUEST events are not supported.
To view the default properties committed to the record object, see the record property below.
For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.

Properties
dataSize: Number
The size of the attachment, expressed in bytes.

domain: String
The domain of the address the message is coming from.

error: String
The error code corresponding to status code.
Access only on SMTP_RESPONSE events or an error will occur.
headers: Object
   An object that enables access to SMTP header names and values.
   The value of the headers property is the same when accessed on either the SMTP_REQUEST or the SMTP_RESPONSE event.

isEncrypted: Boolean
   The value is true if the application is encrypted with STARTTLS.

isReqAborted: Boolean
   The value is true if the connection is closed before the SMTP request is complete.

isRspAborted: Boolean
   The value is true if the connection is closed before the SMTP response is complete.
   Access only on SMTP_RESPONSE events or an error will occur.

method: String
   The SMTP method.

processingTime: Number
   The server processing time, expressed in milliseconds. Equivalent to rspTimeToFirstByte - reqTimeToLastByte. The value is NaN on malformed and aborted responses or if the timing is invalid.
   Access only on SMTP_RESPONSE events or an error will occur.

recipientList: Array of Strings
   A list of recipient addresses.
   The value of the recipientList property is the same when accessed on either the SMTP_REQUEST or the SMTP_RESPONSE event.

record: Object
   The record object committed to the ExtraHop Explore appliance through a call to SMTP.commitRecord() on a SMTP_RESPONSE event.
   The record object contains the following default properties:
   - clientZeroWnd
   - dataSize
   - domain
   - error
   - isEncrypted
   - isReqAborted
   - isRspAborted
   - method
   - processingTime
   - recipient
   - recipientList
   - reqBytes
   - reqL2Bytes
   - reqPkts
   - reqRTO
   - reqSize
   - reqTimeToLastByte
   - roundTripTime
   - rspBytes
   - rspL2Bytes
   - rspPkts
Access the record object only on `SMTP_RESPONSE` events or an error will occur.

**reqBytes:** *Number*

The number of L4 request bytes, excluding L4 headers.

**reqL2Bytes:** *Number*

The number of L2 request bytes, including L2 headers.

**reqPkts:** *Number*

The number of request packets.

**reqRTO:** *Number*

The number of request retransmission timeouts (RTOs).

**reqSize:** *Number*

The number of L7 request bytes, excluding SMTP headers.

**reqTimeToLastByte:** *Number*

The time from the first byte of the request until the last byte of the request, expressed in milliseconds. The value is `NaN` on malformed and aborted requests, or if the timing is invalid.

**reqZeroWnd:** *Number*

The number of zero windows in the request.

**roundTripTime:** *Number*

The median TCP round trip time (RTT), expressed in milliseconds. The value is `NaN` if there are no RTT samples.

**rspBytes:** *Number*

The number of L4 response bytes, excluding L4 headers.

**rspL2Bytes:** *Number*

The number of L2 response bytes, including L2 headers.

**rspPkts:** *Number*

The number of response packets.

**rspRTO:** *Number*

The number of response retransmission timeouts (RTOs).

**rspSize:** *Number*

The number of L7 response bytes, excluding SMTP headers.

Access only on `SMTP_RESPONSE` events or an error will occur.

**rspTimeToFirstByte:** *Number*

The time from the first byte of the request until the first byte of the response, expressed in milliseconds. The value is `NaN` on malformed and aborted responses, or if the timing is invalid.

Access only on `SMTP_RESPONSE` events or an error will occur.

**rspTimeToLastByte:** *Number*

The time from the first byte of the request until the last byte of the response, expressed in milliseconds. The value is `NaN` on malformed and aborted responses, or if the timing is invalid.

Access only on `SMTP_RESPONSE` events or an error will occur.
**rspZeroWnd: Number**

The number of zero windows in the response.

**sender: String**

The sender of the message.

**statusCode: Number**

The SMTP status code of the response.

Access only on SMTP_RESPONSE events or an error will occur.

**statusText: String**

The multi-line response string.

Access only on SMTP_RESPONSE events or an error will occur.

**SSH**

Secure Socket Shell (SSH) is a network protocol that provides a secure method for remote login and other network services over an unsecured network. The SSH class object enables you to store metrics and access properties on SSH_CLOSE, SSH_OPEN and SSH_TICK events.

**Events**

**SSH_CLOSE**

Runs when the SSH connection is shut down by being closed, expired, or aborted.

**SSH_OPEN**

Runs when the SSH connection is first fully established after session information is negotiated.

If a connection closes before SSH_OPEN has run, SSH_OPEN, SSH_TICK, and SSH_CLOSE will run in immediate succession.

**SSH_TICK**

Runs periodically on SSH flows.

**Methods**

**commitRecord(): void**

Commits a record object to the ExtraHop Explore appliance on either an SSH_OPEN, SSH_CLOSE, or SSH_TICK event.

The event determines which properties are committed to the record object. To view the properties committed for each event, see the record property below.

For built-in records, each unique record is committed only once, even if .commitRecord is called multiple times for the same unique record.

**Properties**

**clientBytes: Number**

Upon an SSH_CLOSE event, the incremental number of application-level client bytes observed since the last SSH_TICK event. Does not specify the total number of bytes for the session.

**clientCipherAlgorithm: String**

The encryption cipher algorithm on the SSH client.

**clientCompressionAlgorithm: String**

The compression algorithm applied to data transferred over the connection by the SSH client.

**clientCompressionAlgorithmsClientToServer: String**

The compression algorithms that the SSH client supports for client to server communications.
**clientCompressionAlgorithmsClientToServer: String**
- The compression algorithms that the SSH client supports for server to client communications.

**clientEncryptionAlgorithmsClientToServer: String**
- The encryption algorithms that the SSH client supports for client to server communications.

**clientEncryptionAlgorithmsServerToClient: String**
- The encryption algorithms that the SSH client supports for server to client communications.

**clientImplementation: String**
- The SSH implementation installed on the client, such as OpenSSH or PUTTY.

**clientKexAlgorithms: String**
- The SSH key exchange algorithms that the client supports.

**clientL2Bytes: Number**
- The incremental number of L2 client bytes observed since the last SSH_TICK event. Does not specify the total number of bytes for the session.
  - Access only on SSH_CLOSE and SSH_TICK events or an error will occur.

**clientMacAlgorithm: String**
- The Method Authentication Code (MAC) algorithm on the SSH client.

**clientMacAlgorithmsClientToServer: String**
- The Method Authentication Code (MAC) algorithms that the SSH client supports for client to server communications.

**clientMacAlgorithmsServerToClient: String**
- The Method Authentication Code (MAC) algorithms that the SSH client supports for server to client communications.

**clientPkts: Number**
- The incremental number of client packets observed since the last SSH_TICK event. Does not specify the total number of packets for the session.
  - Access only on SSH_CLOSE and SSH_TICK events or an error will occur.

**clientRTO: Number**
- The incremental number of client retransmission timeouts (RTOs) observed since the last SSH_TICK event. Does not specify the total number of RTOs for the session.
  - Access only on SSH_CLOSE and SSH_TICK events or an error will occur.

**clientVersion: String**
- The version of SSH on the client.

**clientZeroWnd: Number**
- The number of zero windows sent by the client.
  - Access only on SSH_OPEN, SSH_CLOSE, or SSH_TICK events or an error will occur.

**duration: Number**
- The duration, expressed in milliseconds, of the SSH connection.
  - Access only on SSH_CLOSE events or an error will occur.

**hashAlgorithms: String**
- A string containing the SSH key exchange, encryption, message authentication, and compression algorithms that the client supports for SSH communications. These algorithms are communicated in the SSH_MSG_KEXINIT packet sent at the start of an SSH connection.

**hash: String**
- An MD5 hash of the hashAlgorithms string.
hashServerAlgorithms: `String`
A string containing the SSH key exchange, encryption, message authentication, and compression algorithms that the server supports for SSH communications. These algorithms are communicated in the SSH_MSG_KEXINIT packet sent at the start of an SSH connection.

hashServer: `String`
An MD5 hash of the hashServerAlgorithms string.

kexAlgorithm: `String`
The Key Exchange (Kex) algorithm on the SSH connection.

record: `Object`
The record object committed to the ExtraHop Explore appliance through a call to `SSH.commitRecord()` on either an `SSH_OPEN`, `SSH_CLOSE`, or `SSH_TICK` event.

The event on which the method was called determines which default properties the record object contains as displayed in the following table:

<table>
<thead>
<tr>
<th>SSH_TICK</th>
<th>SSH_OPEN</th>
<th>SSH_CLOSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>clientCipherAlgorithm</td>
<td>clientCipherAlgorithm</td>
<td>clientCipherAlgorithm</td>
</tr>
<tr>
<td>clientCompressionAlgorithm</td>
<td>clientCompressionAlgorithm</td>
<td>clientCompressionAlgorithm</td>
</tr>
<tr>
<td>clientImplementation</td>
<td>clientImplementation</td>
<td>clientImplementation</td>
</tr>
<tr>
<td>clientMacAlgorithm</td>
<td>clientMacAlgorithm</td>
<td>clientMacAlgorithm</td>
</tr>
<tr>
<td>clientVersion</td>
<td>clientVersion</td>
<td>clientVersion</td>
</tr>
<tr>
<td>clientZeroWnd</td>
<td>clientZeroWnd</td>
<td>clientZeroWnd</td>
</tr>
<tr>
<td>kexAlgorithm</td>
<td>kexAlgorithm</td>
<td>kexAlgorithm</td>
</tr>
<tr>
<td>serverCipherAlgorithm</td>
<td>serverCipherAlgorithm</td>
<td>serverCipherAlgorithm</td>
</tr>
<tr>
<td>serverCompressionAlgorithm</td>
<td>serverCompressionAlgorithm</td>
<td>serverCompressionAlgorithm</td>
</tr>
<tr>
<td>serverImplementation</td>
<td>serverImplementation</td>
<td>serverImplementation</td>
</tr>
<tr>
<td>serverMacAlgorithm</td>
<td>serverMacAlgorithm</td>
<td>serverMacAlgorithm</td>
</tr>
<tr>
<td>serverVersion</td>
<td>serverVersion</td>
<td>serverVersion</td>
</tr>
<tr>
<td>serverZeroWnd</td>
<td>serverZeroWnd</td>
<td>serverZeroWnd</td>
</tr>
<tr>
<td>duration</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

roundTripTime: `Number`
The median round trip time (RTT), expressed in milliseconds. The value is `NaN` if there are no RTT samples.

serverBytes: `Number`
The incremental number of application-level server bytes observed since the last `SSH_TICK` event. Does not specify the total number of bytes for the session. Access only on `SSH_CLOSE` and `SSH_TICK` events or an error will occur.

serverCipherAlgorithm: `String`
The encryption cipher algorithm on the SSH server.

serverCompressionAlgorithm: `String`
Returns the type of compression applied to data transferred over the connection by the SSH server.
**serverCompressionAlgorithmsClientToServer:** String
The compression algorithms that the SSH server supports for client to server communications.

**serverCompressionAlgorithmsServerToClient:** String
The compression algorithms that the SSH server supports for server to client communications.

**serverEncryptionAlgorithmsClientToServer:** String
The encryption algorithms that the SSH server supports for client to server communications.

**serverEncryptionAlgorithmsServerToClient:** String
The encryption algorithms that the SSH server supports for server to client communications.

**serverHostKey:** String
The base64 encoding of the public SSH key sent from the server to the client.

**serverHostKeyType:** String
The type of public SSH key sent from the server to the client, such as ssh-rsa or ssh-ed25519.

**serverImplementation:** String
The SSH implementation installed on the server, such as OpenSSH or PUTTY.

**serverKexAlgorithms:** String
The SSH key exchange algorithms that the server supports.

**serverL2Bytes:** Number
The incremental number of L2 server bytes observed since the last SSH_TICK event. Does not specify the total number of bytes for the session.

Access only on SSH_CLOSE and SSH_TICK events or an error will occur.

**serverMacAlgorithm:** String
The Method Authentication Code (MAC) algorithm on the SSH server.

**serverMacAlgorithmsClientToServer:** String
The Method Authentication Code (MAC) algorithms that the SSH server supports for client to server communications.

**serverMacAlgorithmsServerToClient:** String
The Method Authentication Code (MAC) algorithms that the SSH server supports for server to client communications.

**serverPkts:** Number
The incremental number of server packets observed since the last SSH_TICK event. Does not specify the total number of packets for the session.

Access only on SSH_CLOSE and SSH_TICK events or an error will occur.

**serverRTO:** Number
The incremental number of server retransmission timeouts (RTOs) observed since the last SSH_TICK event. Does not specify the total number of RTOs for the session.

Access only on SSH_CLOSE and SSH_TICK events or an error will occur.

**serverVersion:** String
The version of SSH on the server.

**serverZeroWnd:** Number
The number of zero windows sent by the server.

Access only on SSH_OPEN, SSH_CLOSE, or SSH_TICK events or an error will occur.
SSL

The SSL class enables you to store metrics and access properties on SSL.OPEN, SSL.CLOSE, SSL.ALERT, SSL.RECORD, SSL.HEARTBEAT, and SSL.RENEGOTIATE events.

Events

**SSL_ALERT**
- Runs when an SSL alert record is exchanged.

**SSL_CLOSE**
- Runs when the SSL connection is shut down.

**SSL_HEARTBEAT**
- Runs when an SSL heartbeat record is exchanged.

**SSL_OPEN**
- Runs when the SSL connection is first established.

**SSL_PAYLOAD**
- Runs when the decrypted SSL payload matches the criteria configured in the associated trigger.

Depending on the flow, the payload can be found in the following properties:

- Flow.payload1
- Flow.payload2
- Flow.client.payload
- Flow.server.payload
- Flow.sender.payload
- Flow.receiver.payload

Additional payload options are available when you create a trigger that runs on this event. See Advanced trigger options for more information.

**SSL_RECORD**
- Runs when an SSL record is exchanged.

**SSL_RENEGOTIATE**
- Runs on SSL renegotiation.

Methods

**addApplication(name: String): void**

Associates an SSL session with the named application to collect SSL metric data about the session. For example, you might call `SSL.addApplication()` to associate SSL certificate data in an application.

After an SSL session is associated with an application, that pairing is permanent for the lifetime of the session.

Call only on SSL.OPEN events or an error will occur.

**commitRecord(): void**

Commits a record object to the ExtraHop Explore appliance only on SSL_ALERT, SSL.CLOSE, SSL.HEARTBEAT, SSL.OPEN, or SSL.RENEGOTIATE events. Record commits on SSL_PAYLOAD and SSL_RECORD events are not supported.

To view the default properties committed to the record object, see the record property below.

For built-in records, each unique record is committed only once, even if the commitRecord() method is called multiple times for the same unique record.
getClientExtensionData(extension_name | extension_id): Buffer

Returns the data for the specified extension if the extension was passed as part of the Hello message from the client. Returns null if the message does not contain data.

Call only on SSL_OPEN and SSL_RENEGOTIATE events or an error will occur.

getServerExtensionData(extension_name | extension_id): Buffer

Returns data for the specified extension if the extension was passed as part of the Hello message from the server. Returns null if the message does not contain data.

Call only on SSL_OPEN and SSL_RENEGOTIATE events or an error will occur.

hasClientExtension(extension_name | extension_id): boolean

Returns true for the specified extension if the extension was passed as part of the Hello message from the client.

Call only on SSL_OPEN and SSL_RENEGOTIATE events or an error will occur.

hasServerExtension(extension_name | extension_id): boolean

Returns true for the specified extension if the extension was passed as part of the Hello message from the server.

Call only on SSL_OPEN and SSL_RENEGOTIATE events or an error will occur.

The following table provides a list of known SSL extensions.

<table>
<thead>
<tr>
<th>ID</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>server_name</td>
</tr>
<tr>
<td>1</td>
<td>max_fragment_length</td>
</tr>
<tr>
<td>2</td>
<td>client_certificate_url</td>
</tr>
<tr>
<td>3</td>
<td>trusted_ca_keys</td>
</tr>
<tr>
<td>4</td>
<td>truncated_hmac</td>
</tr>
<tr>
<td>5</td>
<td>status_request</td>
</tr>
<tr>
<td>6</td>
<td>user_mapping</td>
</tr>
<tr>
<td>7</td>
<td>client_authz</td>
</tr>
<tr>
<td>8</td>
<td>server_authz</td>
</tr>
<tr>
<td>9</td>
<td>cert_type</td>
</tr>
<tr>
<td>10</td>
<td>supported_groups</td>
</tr>
<tr>
<td>11</td>
<td>ec_point_formats</td>
</tr>
<tr>
<td>12</td>
<td>srp</td>
</tr>
<tr>
<td>13</td>
<td>signature_algorithms</td>
</tr>
<tr>
<td>14</td>
<td>use_srtp</td>
</tr>
<tr>
<td>15</td>
<td>heartbeat</td>
</tr>
<tr>
<td>16</td>
<td>application_layer_protocol_negotiation</td>
</tr>
<tr>
<td>17</td>
<td>status_request_v2</td>
</tr>
<tr>
<td>18</td>
<td>signed_certificate_timestamp</td>
</tr>
<tr>
<td>19</td>
<td>client_certificate_type</td>
</tr>
<tr>
<td>ID</td>
<td>Name</td>
</tr>
<tr>
<td>-----</td>
<td>---------------------------</td>
</tr>
<tr>
<td>20</td>
<td>server_certificate_type</td>
</tr>
<tr>
<td>27</td>
<td>compress_certificate</td>
</tr>
<tr>
<td>28</td>
<td>record_size_limit</td>
</tr>
<tr>
<td>29</td>
<td>pwd_protect</td>
</tr>
<tr>
<td>30</td>
<td>pwd_clear</td>
</tr>
<tr>
<td>31</td>
<td>password_salt</td>
</tr>
<tr>
<td>35</td>
<td>session_ticket</td>
</tr>
<tr>
<td>41</td>
<td>pre_shared_key</td>
</tr>
<tr>
<td>42</td>
<td>early_data</td>
</tr>
<tr>
<td>43</td>
<td>supported_versions</td>
</tr>
<tr>
<td>44</td>
<td>cookie</td>
</tr>
<tr>
<td>45</td>
<td>psk_key_exchange_modes</td>
</tr>
<tr>
<td>47</td>
<td>certificateAuthorities</td>
</tr>
<tr>
<td>48</td>
<td>oid_filters</td>
</tr>
<tr>
<td>49</td>
<td>post_handshake_auth</td>
</tr>
<tr>
<td>50</td>
<td>signature_algorithms_cert</td>
</tr>
<tr>
<td>51</td>
<td>key_share</td>
</tr>
<tr>
<td>65281</td>
<td>renegotiation_info</td>
</tr>
<tr>
<td>65486</td>
<td>encrypted_server_name</td>
</tr>
</tbody>
</table>
Properties

**alertCode: Number**

The numeric representation of the SSL alert. The following table displays the possible SSL alerts, which are defined in the `AlertDescription` data structure in RFC 2246:

<table>
<thead>
<tr>
<th>Alert</th>
<th>Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>close_notify</td>
<td>0</td>
</tr>
<tr>
<td>unexpected_message</td>
<td>10</td>
</tr>
<tr>
<td>bad_record_mac</td>
<td>20</td>
</tr>
<tr>
<td>decryption_failed</td>
<td>21</td>
</tr>
<tr>
<td>record_overflow</td>
<td>22</td>
</tr>
<tr>
<td>decompression_failure</td>
<td>30</td>
</tr>
<tr>
<td>handshake_failure</td>
<td>40</td>
</tr>
<tr>
<td>bad_certificate</td>
<td>42</td>
</tr>
<tr>
<td>unsupported_certificate</td>
<td>43</td>
</tr>
<tr>
<td>certificate_revoked</td>
<td>44</td>
</tr>
<tr>
<td>certificate_expired</td>
<td>45</td>
</tr>
<tr>
<td>certificate_unknown</td>
<td>46</td>
</tr>
<tr>
<td>illegal_parameter</td>
<td>47</td>
</tr>
<tr>
<td>unknown_ca</td>
<td>48</td>
</tr>
<tr>
<td>access_denied</td>
<td>49</td>
</tr>
<tr>
<td>decode_error</td>
<td>50</td>
</tr>
<tr>
<td>decrypt_error</td>
<td>51</td>
</tr>
<tr>
<td>export_restiction</td>
<td>60</td>
</tr>
<tr>
<td>protocol_version</td>
<td>70</td>
</tr>
<tr>
<td>insufficient_security</td>
<td>71</td>
</tr>
<tr>
<td>internal_error</td>
<td>80</td>
</tr>
<tr>
<td>user_canceled</td>
<td>90</td>
</tr>
<tr>
<td>no renegotiation</td>
<td>100</td>
</tr>
</tbody>
</table>

If the session is opaque, the value is `SSL.ALERT_CODE_UNKNOWN (null)`.

Access only on `SSL_ALERT` events or an error will occur.

**alertCodeName: String**

The name of the SSL alert associated with the alert code. See the `alertCode` property for alert names associated with alert codes. The value is `null` if no name is available for the associated alert code.

Access only on `SSL_ALERT` events or an error will occur.

**alertLevel: Number**

The numeric representation of the SSL alert level. The following possible alert levels are defined in the `AlertLevel` data structure in RFC 2246:

- warning (1)
• fatal (2)

If the session is opaque, the value is `SSL_ALERT_LEVEL_UNKNOWN` (null).

Access only on `SSL_ALERT` events or an error will occur.

certificate: SSLCert

The SSL server certificate object associated with the communication. Each object contains the following properties:

**fingerprint:** String

The string hex representation of the SHA-1 hash of the certificate. The string is shown in the client certificate dialog box of most browsers, but without spaces, such as in the following example:

```
55F30E6D49E19145CF680E8B7E3DC8FC7041DC81
```

**keySize:** Number

The key size of the server certificate.

**isSelfSigned:** Boolean

The value is `true` if the server certificate is self-signed.

**issuer:** String

The common name of the server certificate issuer. The value is `null` if the issuer is not available.

**notAfter:** Number

The expiration time of the server certificate, expressed in UTC.

**notBefore:** Number

The start time of the server certificate, expressed in UTC. The server certificate is not valid before this time.

**publicKeyCurveName:** String

The name of the standard elliptic curve that the cryptography of the public key is based on. This value is determined by the OID or explicit curve parameters specified in the certificate.

**publicKeyExponent:** String

A string hex representation of the public key exponent. The string is shown in the client certificate dialog box of most browsers, but without spaces.

**publicKeyHasExplicitCurve:** Boolean

Indicates whether the certificate specifies explicit parameters for the elliptic curve of the public key.

**publicKeyModulus:** String

A string hex representation of the public key modulus. The string is shown in the client certificate dialog box of most browsers, but without space, such as `010001`.

**serial:** String

The serial number assigned to the certificate by the Certificate Authority (CA).

**signatureAlgorithm:** String

The algorithm applied to sign the server certificate. The following table displays some of the possible values:

<table>
<thead>
<tr>
<th>RFC</th>
<th>Algorithm</th>
</tr>
</thead>
<tbody>
<tr>
<td>RFC 3279</td>
<td>• md2WithRSAEncryption</td>
</tr>
<tr>
<td></td>
<td>• md5WithRSAEncryption</td>
</tr>
<tr>
<td></td>
<td>• sha1WithRSAEncryption</td>
</tr>
</tbody>
</table>
subject: String
The subject common name (CN) of the server certificate.

subjectAlternativeNames: Array
An array of strings that correspond to Subject Alternative Names (SANs) included in the certificate. Supported SANs are DNS name, email address, and URI.

subjectDistinguishedName: Object
An object that contains information about the distinguished name of the certificate subject. Each object contains the following properties:

  commonName: String
    The common name (CN).
  country: Array of Strings
    The country name (C).
  organization: Array of Strings
    The organization name (O).
  organizationalUnit: Array of Strings
    The organizational unit name (OU).
  locality: Array of Strings
    The locality name (L).
  stateOrProvince: Array of Strings
    The state or province name (ST).

issuerDistinguishedName: Object
An object that contains information about the distinguished name of the certificate issuer. Each object contains the following properties:

  commonName: String
    The common name (CN).
  country: Array of Strings
    The country name (C).
  organization: Array of Strings
    The organization name (O).
  organizationalUnit: Array of Strings
    The organizational unit name (OU).
  locality: Array of Strings
    The locality name (L).
  stateOrProvince: Array of Strings
    The state or province name (ST).

---

<table>
<thead>
<tr>
<th>RFC</th>
<th>Algorithm</th>
</tr>
</thead>
</table>
| RFC 4055 | • sha224WithRSAEncryption  
|         | • sha256WithRSAEncryption  
|         | • sha384WithRSAEncryption  
|         | • sha512WithRSAEncryption                  |
| RFC 4491 | • id-GostR3411-94-with-Gost3410-94  
|         | • id-GostR3411-94-with-Gost3410-2001      |
certificates: Array of Objects

An array of certificate objects for each intermediate SSL certificate. The end-entity certificate, also known as the leaf certificate, is the first object in the array; this object is also returned by the certificate property.

cipherSuite: String

A string representing the cryptographic cipher suite negotiated between the server and the client.

cipherSuitesSupported: Array of Objects

An array of objects with the following properties that specify the cipher suites supported by the SSL client:

- name: String
  - The name of cipher suite.

- type: Number
  - The cipher suite number.

Access only on SSL_OPEN or SSL_RENEGOTIATE events or an error will occur.

cipherSuiteType: Number

The numeric value that represents the cryptographic cipher suite negotiated between the server and the client. Possible values are defined by the IANA TLS Cipher Suite Registry.

clientBytes: Number

The number of bytes sent by the client since the last SSL_RECORD event.

Access only on SSL_RECORD or SSL_CLOSE events or an error will occur.

clientCertificate: SSLCert

The SSL client certificate object associated with the communication. Each object contains the following properties:

- fingerprint: String
  - The string hex representation of the SHA-1 hash of the client certificate, such as in the following example:

  55F30E6D49E19145CF680E8B7E3DC8FC7041DC81

- keySize: Number
  - The key size of the client certificate.

- isSelfSigned: Boolean
  - The value is true if the client certificate is self-signed.

- issuer: String
  - The common name of the server certificate issuer. The value is null if the issuer is not available.

- notAfter: Number
  - The expiration time of the client certificate, expressed in UTC.

- notBefore: Number
  - The start time of the client certificate, expressed in UTC. The client certificate is not valid before this time.

- publicKeyCurveName: String
  - The name of the standard elliptic curve that the cryptography of the public key is based on. This value is determined by the OID or explicit curve parameters specified in the certificate.

- publicKeyExponent: String
  - A string hex representation of the public key exponent.
publicKeyHasExplicitCurve: Boolean
Indicates whether the certificate specifies explicit parameters for the elliptic curve of the public key.

publicKeyModulus: String
A string hex representation of the public key modulus, such as 010001.

signatureAlgorithm: String
The algorithm applied to sign the client certificate. The following table displays some of the possible values:

<table>
<thead>
<tr>
<th>RFC</th>
<th>Algorithm</th>
</tr>
</thead>
<tbody>
<tr>
<td>RFC 3279</td>
<td>• md2WithRSAEncryption</td>
</tr>
<tr>
<td></td>
<td>• md5WithRSAEncryption</td>
</tr>
<tr>
<td></td>
<td>• sha1WithRSAEncryption</td>
</tr>
<tr>
<td>RFC 4055</td>
<td>• sha224WithRSAEncryption</td>
</tr>
<tr>
<td></td>
<td>• sha256WithRSAEncryption</td>
</tr>
<tr>
<td></td>
<td>• sha384WithRSAEncryption</td>
</tr>
<tr>
<td></td>
<td>• sha512WithRSAEncryption</td>
</tr>
<tr>
<td>RFC 4491</td>
<td>• id-Gost3411-94-with-Gost3410-94</td>
</tr>
<tr>
<td></td>
<td>• id-Gost3411-94-with-Gost3410-2001</td>
</tr>
</tbody>
</table>

subject: String
The subject common name (CN) of the client certificate.

subjectAlternativeNames: Array
An array of strings that correspond to Subject Alternative Names (SANs) included in the client certificate. Supported SANs are DNS name, email address, and URI.

subjectDistinguishedName: Object
An object that contains information about the distinguished name of the certificate subject. Each object contains the following properties:

commonName: String
The common name (CN).

country: Array of Strings
The country name (C).

organization: Array of Strings
The organization name (O).

organizationalUnit: Array of Strings
The organizational unit name (OU).

locality: Array of Strings
The locality name (L).

stateOrProvince: Array of Strings
The state or province name (ST).

issuerDistinguishedName: Object
An object that contains information about the distinguished name of the certificate issuer. Each object contains the following properties:

commonName: String
The common name (CN).
country: Array of Strings
    The country name (C).
organization: Array of Strings
    The organization name (O).
organizationalUnit: Array of Strings
    The organizational unit name (OU).
locality: Array of Strings
    The locality name (L).
stateOrProvince: Array of Strings
    The state or province name (ST).

clientCertificates: Array of Objects
    An array of certificate objects for each intermediate SSL client certificate. The end-entity certificate, also known as the leaf certificate, is the first object in the array; this object is also returned by the clientCertificate property.

clientCertificateRequested: Boolean
    The value is true if the SSL server requested a client certificate.
    Access only on SSL_OPEN, SSL_ALERT, or SSL_RENEGOTIATE events or an error will occur.

clientExtensions: Array
    An array of client extension objects that contain the following properties:
    id: Number
        The ID number of the SSL client extension.
    length: Number
        The full length of the SSL client extension, expressed in bytes.
        Note: An extension might be truncated if the length exceeds the maximum size. The default is 512 bytes. Truncation has occurred if the value of this property is smaller than the buffer returned by the getClientExtensionData() method.
    name: String
        The name of the SSL client extension, if known. Otherwise, the value indicates that the extension is unknown. See the table of known SSL extensions in the Methods section.
    Access only on SSL_OPEN or SSL_RENEGOTIATE events or an error will occur.

clientHelloVersion: Number
    The version of SSL specified by the client in the client hello packet.

clientL2Bytes: Number
    The number of L2 bytes sent by the client since the last SSL_RECORD event.
    Access only on SSL_RECORD or SSL_CLOSE events or an error will occur.

clientPkts: Number
    The number of packets sent by the client since the last SSL_RECORD event.
    Access only on SSL_RECORD or SSL_CLOSE events or an error will occur.

clientSessionId: String
    The client session ID as a byte array encoded as a string.

clientZeroWnd: Number
    The number of zero windows sent by the client since the last SSL_RECORD event.
    Access only on SSL_RECORD or SSL_CLOSE events or an error will occur.
contentType: String
The content type for the current record.
Access only on SSL_RECORD events or an error will occur.

handshakeTime: Number
The amount of time required to negotiate the SSL connection, expressed in milliseconds. Specifically, the amount of time between when the client sends a ClientHello message and the server sends ChangeCipherSpec values as specified in RFC 2246.
Access only on SSL_OPEN or SSL_RENEGOTIATE events or an error will occur.

heartbeatPayloadLength: Number
The value of the payload length field of the HeartbeatMessage data structure as specified in RFC 6520.
Access only on SSL_HEARTBEAT events or an error will occur.

heartbeatType: Number
The numeric representation of the HeartbeatMessageType field of the HeartbeatMessage data structure as specified in RFC 6520. Valid values are SSL.HEARTBEAT_TYPE_REQUEST (1), SSL.HEARTBEAT_TYPE_RESPONSE (2), or SSL.HEARTBEAT_TYPE_UNKNOWN (255).
Access only on SSL_HEARTBEAT events or an error will occur.

host: string
The SSL Server Name Indication (SNI), if available.
Access only on SSL_OPEN or SSL_RENEGOTIATE events or an error will occur.

isAborted: Boolean
The value is true if the SSL session is aborted.
Access only on SSL_CLOSE events or an error will occur.

isCompressed: Boolean
The value is true if the SSL record is compressed.

isResumed: Boolean
The value is true if the connection is resumed from an existing SSL session and is not a new SSL session.
Access only on SSL_OPEN, SSL_CLOSE, SSL_ALERT, SSL_HEARTBEAT, or SSL_RENEGOTIATE events or an error will occur.

isStartTLS: Boolean
The value is true if negotiation of the SSL session was initiated by the STARTTLS mechanism of the protocol.
Access only on SSL_OPEN, SSL_CLOSE, SSL_ALERT, SSL_HEARTBEAT, or SSL_RENEGOTIATE events or an error will occur.

isV2ClientHello: Boolean
The value is true if the Hello record corresponds to SSLv2.

isWeakCipherSuite: Boolean
The value is true if the cipher suite encrypting the SSL session is considered weak. NULL, anonymous, and EXPORT cipher suites are considered weak, as are suites that encrypt with DES, 3DES, or RC4.
Access only on SSL_OPEN, SSL_CLOSE, SSL_ALERT, SSL_HEARTBEAT, or SSL_RENEGOTIATE events or an error will occur.

ja3Text: String
The complete JA3 string for the client, including the client hello SSL version, accepted ciphers, SSL extensions, elliptic curves, and elliptic curve formats.
**ja3Hash: String**
The MD5 hash of the JA3 string for the client.

**ja3sText: String**
The complete JA3S string for the server, including the server hello SSL version, accepted ciphers, and SSL extensions.

**ja3sHash: String**
The MD5 hash of the JA3S string for the server.

**privateKeyId: String**
The string ID associated with the private key if the ExtraHop appliance is decrypting SSL traffic. The value is null if the ExtraHop appliance is not decrypting SSL traffic.

To find the private key ID in the ExtraHop Admin UI, click **Capture** from the System Configuration section, click **SSL Decryption**, and then click a certificate. The pop-up window displays all identifiers for the certificate.

**record: Object**
The record object committed to the ExtraHop Explore appliance through a call to `SSL.commitRecord()` on either an SSL_OPEN, SSL_CLOSE, SSL_ALERT, SSL_HEARTBEAT, or SSL_RENEGOTIATE event.

The event on which the method was called determines which default properties the record object contains as displayed in the following table:

<table>
<thead>
<tr>
<th>Event</th>
<th>Available properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>SSL_ALERT</td>
<td>• alertCode • alertLevel • certificateFingerprint • certificateIsSelfSigned • certificateIssuer • certificateKeySize • certificateNotAfter • certificateNotBefore • certificateSignatureAlgorithm • certificateSubject • cipherSuite • clientAddr • clientBytes • clientCertificateRequested • clientL2Bytes • clientPkts • clientPort • clientRTO • clientZeroWnd • isCompressed • isWeakCipherSuite • proto • reqBytes • reqL2Bytes • reqPkts • reqRTO • rspBytes • rspL2Bytes</td>
</tr>
<tr>
<td>Event</td>
<td>Available properties</td>
</tr>
<tr>
<td>--------------------</td>
<td>--------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td></td>
<td>• rspPkts</td>
</tr>
<tr>
<td></td>
<td>• rspRTO</td>
</tr>
<tr>
<td></td>
<td>• serverAddr</td>
</tr>
<tr>
<td></td>
<td>• serverBytes</td>
</tr>
<tr>
<td></td>
<td>• serverL2Bytes</td>
</tr>
<tr>
<td></td>
<td>• serverPkts</td>
</tr>
<tr>
<td></td>
<td>• serverPort</td>
</tr>
<tr>
<td></td>
<td>• serverRTO</td>
</tr>
<tr>
<td></td>
<td>• serverZeroWnd</td>
</tr>
<tr>
<td></td>
<td>• version</td>
</tr>
<tr>
<td>SSL_CLOSE</td>
<td>• rspPkts</td>
</tr>
<tr>
<td></td>
<td>• clientL2Bytes</td>
</tr>
<tr>
<td></td>
<td>• clientPkts</td>
</tr>
<tr>
<td></td>
<td>• clientZeroWnd</td>
</tr>
<tr>
<td></td>
<td>• reqPkts</td>
</tr>
<tr>
<td></td>
<td>• certificateSignatureAlgorithm</td>
</tr>
<tr>
<td></td>
<td>• serverPort</td>
</tr>
<tr>
<td></td>
<td>• certificateKeySize</td>
</tr>
<tr>
<td></td>
<td>• reqL2Bytes</td>
</tr>
<tr>
<td></td>
<td>• isWeakCipherSuite</td>
</tr>
<tr>
<td></td>
<td>• serverL2Bytes</td>
</tr>
<tr>
<td></td>
<td>• clientAddr</td>
</tr>
<tr>
<td></td>
<td>• proto</td>
</tr>
<tr>
<td></td>
<td>• serverZeroWnd</td>
</tr>
<tr>
<td></td>
<td>• certificateIsSelfSigned</td>
</tr>
<tr>
<td></td>
<td>• version</td>
</tr>
<tr>
<td></td>
<td>• reqRTO</td>
</tr>
<tr>
<td></td>
<td>• rspL2Bytes</td>
</tr>
<tr>
<td></td>
<td>• certificateFingerprint</td>
</tr>
<tr>
<td></td>
<td>• certificateNotAfter</td>
</tr>
<tr>
<td></td>
<td>• certificateNotBefore</td>
</tr>
<tr>
<td></td>
<td>• serverRTO</td>
</tr>
<tr>
<td></td>
<td>• rspRTO</td>
</tr>
<tr>
<td></td>
<td>• isAborted</td>
</tr>
<tr>
<td></td>
<td>• serverBytes</td>
</tr>
<tr>
<td></td>
<td>• certificateSubject</td>
</tr>
<tr>
<td></td>
<td>• serverAddr</td>
</tr>
<tr>
<td></td>
<td>• reqBytes</td>
</tr>
<tr>
<td></td>
<td>• clientRTO</td>
</tr>
<tr>
<td></td>
<td>• cipherSuite</td>
</tr>
<tr>
<td></td>
<td>• clientPort</td>
</tr>
<tr>
<td></td>
<td>• clientBytes</td>
</tr>
<tr>
<td></td>
<td>• serverPkts</td>
</tr>
<tr>
<td></td>
<td>• isCompressed</td>
</tr>
<tr>
<td></td>
<td>• certificateIssuer</td>
</tr>
<tr>
<td></td>
<td>• certificateFingerprint</td>
</tr>
<tr>
<td>SSL_HEARTBEAT</td>
<td>• certificateFingerprint</td>
</tr>
<tr>
<td>Event</td>
<td>Available properties</td>
</tr>
<tr>
<td>--------------</td>
<td>----------------------------------------------------------</td>
</tr>
<tr>
<td></td>
<td>• certificateIssuer</td>
</tr>
<tr>
<td></td>
<td>• certificateKeySize</td>
</tr>
<tr>
<td></td>
<td>• certificateNotAfter</td>
</tr>
<tr>
<td></td>
<td>• certificateNotBefore</td>
</tr>
<tr>
<td></td>
<td>• certificateSignatureAlgorithm</td>
</tr>
<tr>
<td></td>
<td>• certificateSubject</td>
</tr>
<tr>
<td></td>
<td>• cipherSuite</td>
</tr>
<tr>
<td></td>
<td>• clientZeroWnd</td>
</tr>
<tr>
<td></td>
<td>• heartbeatPayloadLength</td>
</tr>
<tr>
<td></td>
<td>• heartbeatType</td>
</tr>
<tr>
<td></td>
<td>• isCompressed</td>
</tr>
<tr>
<td></td>
<td>• serverZeroWnd</td>
</tr>
<tr>
<td></td>
<td>• version</td>
</tr>
<tr>
<td>SSL_OPEN</td>
<td>• certificateFingerprint</td>
</tr>
<tr>
<td></td>
<td>• certificatesSelfSigned</td>
</tr>
<tr>
<td></td>
<td>• certificateIssuer</td>
</tr>
<tr>
<td></td>
<td>• certificateKeySize</td>
</tr>
<tr>
<td></td>
<td>• certificateNotAfter</td>
</tr>
<tr>
<td></td>
<td>• certificateNotBefore</td>
</tr>
<tr>
<td></td>
<td>• certificateSignatureAlgorithm</td>
</tr>
<tr>
<td></td>
<td>• certificateSubject</td>
</tr>
<tr>
<td></td>
<td>• certificateSubjectAlternativeNames</td>
</tr>
<tr>
<td></td>
<td>• cipherSuite</td>
</tr>
<tr>
<td></td>
<td>• clientAddr</td>
</tr>
<tr>
<td></td>
<td>• clientBytes</td>
</tr>
<tr>
<td></td>
<td>• clientCertificateRequested</td>
</tr>
<tr>
<td></td>
<td>• clientL2Bytes</td>
</tr>
<tr>
<td></td>
<td>• clientPkts</td>
</tr>
<tr>
<td></td>
<td>• clientPort</td>
</tr>
<tr>
<td></td>
<td>• clientRTO</td>
</tr>
<tr>
<td></td>
<td>• clientZeroWnd</td>
</tr>
<tr>
<td></td>
<td>• handshakeTime</td>
</tr>
<tr>
<td></td>
<td>• host</td>
</tr>
<tr>
<td></td>
<td>• isCompressed</td>
</tr>
<tr>
<td></td>
<td>• isRenegotiate</td>
</tr>
<tr>
<td></td>
<td>• isWeakCipherSuite</td>
</tr>
<tr>
<td></td>
<td>• ja3Hash</td>
</tr>
<tr>
<td></td>
<td>• ja3sHash</td>
</tr>
<tr>
<td></td>
<td>• proto</td>
</tr>
<tr>
<td></td>
<td>• reqBytes</td>
</tr>
<tr>
<td></td>
<td>• reqL2Bytes</td>
</tr>
<tr>
<td></td>
<td>• reqPkts</td>
</tr>
<tr>
<td></td>
<td>• reqRTO</td>
</tr>
<tr>
<td></td>
<td>• rspBytes</td>
</tr>
<tr>
<td></td>
<td>• rspL2Bytes</td>
</tr>
<tr>
<td></td>
<td>• rspPkts</td>
</tr>
<tr>
<td></td>
<td>• rspRTO</td>
</tr>
<tr>
<td></td>
<td>• serverAddr</td>
</tr>
<tr>
<td></td>
<td>• version</td>
</tr>
</tbody>
</table>
Event | Available properties
--- | ---

- serverBytes
- serverL2Bytes
- serverPkts
- serverPort
- serverRTO
- serverZeroWnd
- version

SSL_RENEGOTIATE

**Note:** The SSL_OPEN record format is applied to records committed on this event.

- certificateFingerprint
- certificateKeySize
- certificateNotAfter
- certificateNotBefore
- certificateSignatureAlgorithm
- certificateSubject
- cipherSuite
- handshakeTime
- host
- isCompressed
- version

**recordLength:** **Number**

The value of the length field of the `TLSPlaintext`, `TLSCompressed`, and `TLSCiphertext` data structures as specified in RFC 5246.

Access only on `SSL_RECORD`, `SSL_ALERT`, or `SSL_HEARTBEAT` events or an error will occur.

**recordType:** **Number**

The numeric representation of the type field of the `TLSPlaintext`, `TLSCompressed`, and `TLSCiphertext` data structures as specified in RFC 5246.

Access only on `SSL_RECORD`, `SSL_ALERT`, and `SSL_HEARTBEAT` events or an error will occur.

**roundTripTime:** **Number**

The median round trip time (RTT), expressed in milliseconds. The value is NaN if there are no RTT samples.

Access only on `SSL_RECORD` or `SSL_CLOSE` events or an error will occur.

**serverExtensions:** **Array**

An array of server extension objects that contain the following properties:

- **id:** **Number**
  
The ID number of the SSL server extension.

- **length:** **Number**
  
The full length of the SSL server extension, expressed in bytes.

  **Note:** An extension might be truncated if the length exceeds the maximum size. The default is 512 bytes. Truncation has occurred if the value of this property is smaller than the buffer returned by the `getclientExtensionData()` method.

- **name:** **String**
  
The name of the SSL server extension, if known. Otherwise, the value indicates that the extension is unknown. See the table of known SSL extensions in the Methods section.

Access only on `SSL_OPEN` or `SSL_RENEGOTIATE` events or an error will occur.
serverBytes: Number
The number of bytes sent by the server since the last SSL_RECORD event.
Access only on SSL_RECORD or SSL_CLOSE events or an error will occur.

serverHelloVersion: Number
The version of SSL specified by the server in the server hello packet.

serverL2Bytes: Number
The number of L2 bytes sent by the server since the last SSL_RECORD event.
Access only on SSL_RECORD or SSL_CLOSE events or an error will occur.

serverPkts: Number
The number of packets sent by the server since the last SSL_RECORD event.
Access only on SSL_RECORD or SSL_CLOSE events or an error will occur.

serverSessionId: String
The server session ID byte array, encoded as a string.

serverZeroWnd: Number
The number of zero windows sent by the server since the last SSL_RECORD event.
Access only on SSL_RECORD or SSL_CLOSE events or an error will occur.

startTLSProtocol: String
The protocol from which the client sent a STARTTLS command.

version: Number
The SSL protocol version with the RFC hexadecimal version number, expressed as a decimal.

<table>
<thead>
<tr>
<th>Version</th>
<th>Hex</th>
<th>Decimal</th>
</tr>
</thead>
<tbody>
<tr>
<td>SSLv2</td>
<td>0x200</td>
<td>2</td>
</tr>
<tr>
<td>SSLv3</td>
<td>0x300</td>
<td>768</td>
</tr>
<tr>
<td>TLS 1.0</td>
<td>0x301</td>
<td>769</td>
</tr>
<tr>
<td>TLS 1.1</td>
<td>0x302</td>
<td>770</td>
</tr>
<tr>
<td>TLS 1.2</td>
<td>0x303</td>
<td>771</td>
</tr>
<tr>
<td>TLS 1.3</td>
<td>0x304</td>
<td>772</td>
</tr>
</tbody>
</table>

TCP
The TCP class enables you to access properties and retrieve metrics from TCP events and from FLOW_TICK and FLOW_TURN events.
The FLOW_TICK and FLOW_TURN events are defined in the Flow section.

Events
TCP_CLOSE
Runs when the TCP connection is shut down by being closed, expired or aborted.

TCP_DESYNC
Runs when packet drops that will interrupt the processing of the TCP connection are detected.

TCP_OPEN
Runs when the TCP connection is first fully established.
The `FLOW_CLASSIFY` event runs after the `TCP_OPEN` event to determine the L7 protocol of the TCP flow.

**Note:** If a TCP connection stalls for a long period of time, the `TCP_OPEN` event runs again when the connection resumes. The following TCP properties and methods are null when the event runs for a resumed connection:

- `getOption`
- `handshakeTime`
- `hasECNEcho`
- `hasECNEcho1`
- `hasECNEcho2`
- `initRcvWndSize`
- `initRcvWndSize1`
- `initRcvWndSize2`
- `initSeqNum`
- `initSeqNum1`
- `initSeqNum2`
- `options`
- `options1`
- `options2`

### TCP_PAYLOAD

Runs when the payload matches the criteria configured in the associated trigger.

Depending on the `Flow`, the TCP payload can be found in the following properties:

- `Flow.client.payload`
- `Flow.payload1`
- `Flow.payload2`
- `Flow.receiver.payload`
- `Flow.sender.payload`
- `Flow.server.payload`

Additional payload options are available when you create a trigger that runs on this event. See [Advanced trigger options](#) for more information.

### Methods

**getOption(kind: `Number`): `Object` | `Null`**

Returns a TCP option object that matches the specified option kind. For a list of valid option kinds, see [TCP options](#). Specify the TCP client or the TCP server in the syntax—for example, `TCP.client.getOption(1)` or `TCP.server.getOption(1)`.

Applies only to `TCP_OPEN` events.

### Properties

**handshakeTime: `Number`**

The amount of time required to negotiate the TCP connection, expressed in milliseconds.

Access only on `TCP_OPEN` events or an error will occur.

**hasECNEcho: `Boolean`**

The value is `true` if the ECN flag is set on a device during the three-way handshake. Specify the TCP client or the TCP server in the syntax—for example, `TCP.client.hasECNEcho` or `TCP.server.hasECNEcho`.

Access only on `TCP_OPEN` events or an error will occur.
**hasECNEcho1: Boolean**

The value is *true* if the ECN flag is set during the three-way handshake associated with one of two devices in the connection; the other device is represented by `hasECNEcho2`. The device represented by `hasECNEcho1` remains consistent for the connection.

Access only on **TCP_OPEN** events or an error will occur.

**hasECNEcho2: Boolean**

The value is *true* if the ECN flag is set during the three-way handshake associated with one of two devices in the connection; the other device is represented by `hasECNEcho1`. The device represented by `hasECNEcho2` remains consistent for the connection.

Access only on **TCP_OPEN** events or an error will occur.

**initRcvWndSize: Number**

The initial size of the TCP sliding window on a device negotiated during the three-way handshake. Specify the TCP client or the TCP server in the syntax—for example, `TCP.client.initRcvWndSize` or `TCP.server.initRcvWndSize`.

Access only on **TCP_OPEN** events or an error will occur.

**initRcvWndSize1: Number**

The initial size of the TCP sliding window negotiated during the three-way handshake associated with one of two devices in the connection; the other device is represented by `initRcvWndSize2`. The device represented by `initRcvWndSize1` remains consistent for the connection.

Access only on **TCP_OPEN** events or an error will occur.

**initRcvWndSize2: Number**

The initial size of the TCP sliding window negotiated during the three-way handshake associated with one of two devices in the connection; the other device is represented by `initRcvWndSize1`. The device represented by `initRcvWndSize2` remains consistent for the connection.

Access only on **TCP_OPEN** events or an error will occur.

**initSeqNum: Number**

The initial sequence number sent from a device during the three-way handshake. Specify the TCP client or the TCP server in the syntax—for example, `TCP.client.initSeqNum` or `TCP.server.initSeqNum`.

Access only on **TCP_OPEN** events or an error will occur.

**initSeqNum1: Number**

The initial sequence number during the three-way handshake associated with one of two devices in the connection; the other device is represented by `initSeqNum2`. The device represented by `initSeqNum1` remains consistent for the connection.

Access only on **TCP_OPEN** events or an error will occur.

**initSeqNum2: Number**

The initial sequence number during the three-way handshake associated with one of two devices in the connection; the other device is represented by `initSeqNum1`. The device represented by `initSeqNum2` remains consistent for the connection.

Access only on **TCP_OPEN** events or an error will occur.

**isAborted: Boolean**

The value is *true* if a TCP flow has been aborted through a TCP reset (RST) before the connection is shut down. The flow can be aborted by a device. If applicable, specify the device role in the syntax—for example, `TCP.client.isAborted` or `TCP.server.isAborted`.

This condition may be detected in any TCP event and in any impacted L7 events (for example, **HTTP_REQUEST** or **DB_RESPONSE**).
### Note
- An L4 abort occurs when a TCP connection is closed with a RST instead of a graceful shutdown.
- An L7 response abort occurs when a connection closes while in the middle of a response. This can be due to a RST, a graceful FIN shutdown, or an expiration.
- An L7 request abort occurs when a connection closes in the middle of a request. This can also be due to a RST, a graceful FIN shutdown, or an expiration.

**isExpired: Boolean**

The value is `true` if the TCP connection expired at the time of the event. If applicable, specify TCP client or the TCP server in the syntax—for example, `TCP.client.isExpired` or `TCP.server.isExpired`.

Access only on `TCP_CLOSE` events or an error will occur.

**isReset: Boolean**

The value is `true` if a TCP reset (RST) was seen while the connection was in the process of being shut down.

**nagleDelay: Number**

The number of Nagle delays associated with a device in the flow. Specify the TCP client or the TCP server in the syntax—for example, `TCP.client.nagleDelay` or `TCP.server.nagleDelay`.

Access only on `FLOW_TICK` and `FLOW_TURN` events or an error will occur.

**nagleDelay1: Number**

The number of Nagle delays associated with one of two devices in the flow; the other device is represented by `nagleDelay1`. The device represented by `nagleDelay2` remains consistent for the connection.

Access only on `FLOW_TICK` and `FLOW_TURN` events or an error will occur.

**options: Array**

An array of objects representing the TCP options of a device in the initial handshake packets. Specify the TCP client or the TCP server in the syntax—for example, `TCP.client.options` or `TCP.server.options`. For more information, see the TCP options section below.

Access only on `TCP_OPEN` events or an error will occur.

**options1: Array**

An array of options representing the TCP options in the initial handshake packets associated with one of two devices in the connection; the other device is represented by `options2`. The device represented by `options1` remains consistent for the connection. For more information, see the TCP options section below.

Access only on `TCP_OPEN` events or an error will occur.

**options2: Array**

An array of options representing the TCP options in the initial handshake packets associated with one of two devices in the connection; the other device is represented by `options1`. The device represented by `options2` remains consistent for the connection. For more information, see the TCP options section below.

Access only on `TCP_OPEN` events or an error will occur.
overlapSegments: Number
The number of non-identical TCP segments, transmitted by a device in the flow, where two or more TCP segments contain data for the same part of the flow. Specify the TCP client or the TCP server in the syntax—for example, TCP.client.overlapSegments or TCP.server.overlapSegments.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

overlapSegments1: Number
The number of non-identical TCP segments where two or more segments contain data for the same part of the flow. The TCP segments are transmitted by one of two devices in the flow; the other device is represented by overlapSegments2. The device represented by overlapSegments1 remains consistent for the flow.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

overlapSegments2: Number
The number of non-identical TCP segments where two or more segments contain data for the same part of the flow. The TCP segments are transmitted by one of two devices in the flow; the other device is represented by overlapSegments1. The device represented by overlapSegments2 remains consistent for the flow.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

rcvWndThrottle: Number
The number of receive window throttles sent from a device in the flow. Specify the TCP client or the TCP server in the syntax—for example, TCP.client.rcvWndThrottle or TCP.server.rcvWndThrottle.
Access only on FLOW_TICK and FLOW_TURN events or an error will occur.

rcvWndThrottle1: Number
The number of receive window throttles sent from one of two devices in the flow; the other device is represented by rcvWndThrottle2. The device represented by rcvWndThrottle1 remains consistent for the connection.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

rcvWndThrottle2: Number
The number of receive window throttles sent from one of two devices in the flow; the other device is represented by rcvWndThrottle1. The device represented by rcvWndThrottle2 remains consistent for the connection.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

retransBytes: Number
The number of bytes retransmitted over TCP by a client or server device in the flow. Specify the TCP client or the TCP server in the syntax—for example, TCP.client.retransBytes or TCP.server.retransBytes.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

retransBytes1: Number
The number of bytes retransmitted over TCP by one of two devices in the flow; the other device is represented by retransBytes2. The device represented by retransBytes1 remains consistent for the connection.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.

retransBytes2: Number
The number of bytes retransmitted over TCP by one of two devices in the flow; the other device is represented by retransBytes1. The device represented by retransBytes2 remains consistent for the connection.
Access only on FLOW_TICK or FLOW_TURN events or an error will occur.
**zeroWnd: Number**

The number of zero windows sent from a device in the flow. Specify the TCP client or the TCP server in the syntax—for example, `TCP.client.zeroWnd` or `TCP.server.zeroWnd`.

Access only on `FLOW_TICK` and `FLOW_TURN` events or an error will occur.

**zeroWnd1: Number**

The number of zero windows sent from one of two devices in the flow; the other device is represented by `zeroWnd2`. The device represented by `zeroWnd1` remains consistent for the connection.

Access only on `FLOW_TICK` and `FLOW_TURN` events or an error will occur.

**zeroWnd2: Number**

The number of zero windows sent from one of two devices in the flow; the other device is represented by `zeroWnd1`. The device represented by `zeroWnd2` remains consistent for the connection.

Access only on `FLOW_TICK` and `FLOW_TURN` events or an error will occur.

**TCP options**

All TCP Options objects have the following properties:

**kind: Number**

The TCP option kind number.

<table>
<thead>
<tr>
<th>Kind Number</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>End of Option List</td>
</tr>
<tr>
<td>1</td>
<td>No-Operation</td>
</tr>
<tr>
<td>2</td>
<td>Maximum Segment Size</td>
</tr>
<tr>
<td>3</td>
<td>Window Scale</td>
</tr>
<tr>
<td>4</td>
<td>SACK Permitted</td>
</tr>
<tr>
<td>5</td>
<td>SACK</td>
</tr>
<tr>
<td>6</td>
<td>Echo (obsoleted by option 8)</td>
</tr>
<tr>
<td>7</td>
<td>Echo Reply (obsoleted by option 8)</td>
</tr>
<tr>
<td>8</td>
<td>Timestamps</td>
</tr>
<tr>
<td>9</td>
<td>Partial Order Connection Permitted (obsolete)</td>
</tr>
<tr>
<td>10</td>
<td>Partial Order Service Profile (obsolete)</td>
</tr>
<tr>
<td>11</td>
<td>CC (obsolete)</td>
</tr>
<tr>
<td>12</td>
<td>CC.NEW (obsolete)</td>
</tr>
<tr>
<td>13</td>
<td>CC.ECHO (obsolete)</td>
</tr>
<tr>
<td>14</td>
<td>TCP Alternate Checksum Request (obsolete)</td>
</tr>
<tr>
<td>15</td>
<td>TCP Alternate Checksum Data (obsolete)</td>
</tr>
<tr>
<td>16</td>
<td>Skeeter</td>
</tr>
<tr>
<td>17</td>
<td>Bubba</td>
</tr>
<tr>
<td>18</td>
<td>Trailer Checksum Option</td>
</tr>
<tr>
<td>19</td>
<td>MD5 Signature Option (obsoleted by option 29)</td>
</tr>
<tr>
<td>Kind Number</td>
<td>Meaning</td>
</tr>
<tr>
<td>-------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>20</td>
<td>SCPS Capabilities</td>
</tr>
<tr>
<td>21</td>
<td>Selective Negative Acknowledgements</td>
</tr>
<tr>
<td>22</td>
<td>Record Boundaries</td>
</tr>
<tr>
<td>23</td>
<td>Corruption experienced</td>
</tr>
<tr>
<td>24</td>
<td>SNAP</td>
</tr>
<tr>
<td>25</td>
<td>Unassigned (released 2000-12-18)</td>
</tr>
<tr>
<td>26</td>
<td>TCP Compression Filter</td>
</tr>
<tr>
<td>27</td>
<td>Quick-Start Response</td>
</tr>
<tr>
<td>28</td>
<td>User Timeout Option (also, other known authorized use)</td>
</tr>
<tr>
<td>29</td>
<td>TCP Authentication Option (TCP-AO)</td>
</tr>
<tr>
<td>30</td>
<td>Multipath TCP (MPTCP)</td>
</tr>
<tr>
<td>31</td>
<td>Reserved (known authorized used without proper IANA assignment)</td>
</tr>
<tr>
<td>32</td>
<td>Reserved (known authorized used without proper IANA assignment)</td>
</tr>
<tr>
<td>33</td>
<td>Reserved (known authorized used without proper IANA assignment)</td>
</tr>
<tr>
<td>34</td>
<td>TCP Fast Open Cookie</td>
</tr>
<tr>
<td>35-75</td>
<td>Reserved</td>
</tr>
<tr>
<td>76</td>
<td>Reserved (known authorized used without proper IANA assignment)</td>
</tr>
<tr>
<td>77</td>
<td>Reserved (known authorized used without proper IANA assignment)</td>
</tr>
<tr>
<td>78</td>
<td>Reserved (known authorized used without proper IANA assignment)</td>
</tr>
<tr>
<td>79-252</td>
<td>Reserved</td>
</tr>
<tr>
<td>253</td>
<td>RFC3692-style Experiment 1 (also improperly used for shipping products)</td>
</tr>
<tr>
<td>254</td>
<td>RFC3692-style Experiment 2 (also improperly used for shipping products)</td>
</tr>
</tbody>
</table>

**name**: *String*

The name of the TCP option.

The following list contains the names of common TCP options and their specific properties:

**Maximum Segment Size (name 'mss', option kind 2)**

- **value**: *Number*
  
  The maximum segment size.

**Window Scale (name 'wscale', kind 3)**

- **value**: *Number*
  
  The window scale factor.

**Selective Acknowledgement Permitted (name 'sack-permitted', kind 4)**

  No additional properties. Its presence indicates that the selective acknowledgment option was included in the SYN.
Timestamp (name 'timestamp', kind 8)

- `tsval: Number`
  - The TSVal field for the option.
- `tsecr: Number`
  - The TSecr field for the option.

Quickstart Response (name 'quickstart-rsp', kind 27)

- `rate-request: Number`
  - The requested rate for transport, expressed in bytes per second.
- `ttl-diff: Number`
  - The TTLDif.
- `qs-nonce: Number`
  - The QS Nonce.

Akamai Address (name 'akamai-addr', kind 28)

- `value: IPAddr`
  - The IP Address of the Akamai server.

User Timeout (name 'user-timeout', kind 28)

- `value: Number`
  - The user timeout.

Authentication (name 'tcp-ao', kind 29)

- `keyId property: Number`
  - The key id for the key in use.
- `rNextKeyId: Number`
  - The key id for the “receive next” key id.
- `mac: Buffer`
  - The message authentication code.

Multipath (name 'mptcp', kind 30)

- `value: Buffer`
  - The multipath value.

**Note:** The Akamai address and user timeout options are differentiated by the length of the option.

The following is an example of TCP options:

```javascript
if (TCP.client.options != null) {
  var optMSS = TCP.client.getOption(2)

  if (optMSS && (optMSS.value > 1460)) {
    Network.metricAddCount('large_mss', 1);
    Network.metricAddDetailCount('large_mss_by_client_ip', Flow.client.ipaddr + " " + optMSS.value, 1);
  }
}
```
Telnet

The Telnet class enables you to store metrics and access properties on TELNET_MESSAGE events.

Events

**TELNET_MESSAGE**

Runs on a telnet command or line of data from the telnet client or server.

Methods

**commitRecord(): void**

Commits a record object to the ExtraHop Explore appliance on an TELNET_MESSAGE event.

To view the default properties committed to the record object, see the `record` property below.

For built-in records, each unique record is committed only once, even if the `commitRecord()` method is called multiple times for the same unique record.

Properties

**command: String**

The command type. The value is `null` if the event was run due to a line of data being sent.

The following values are valid:

- Abort
- Abort Output
- Are You There
- Break
- Data Mark
- DO
- DON'T
- End of File
- End of Record
- Erase Character
- Erase Line
- Go Ahead
- Interrupt Process
- NOP
- SB
- SE
- Suspend
- WILL
- WON'T

**line: String**

A line of the data sent by the client or server. Terminal escape sequences and special characters are filtered out. Cursor movement and line editing are not simulated except for backspace characters.

**option: String**

The option being negotiated. The value is `null` if the option is invalid. The following values are valid:

- 3270-REGIME
- AARD
- ATCP
- AUTHENTICATION
• BM
• CHARSET
• COM-PORT-OPTION
• DET
• ECHO
• ENCRYPT
• END-OF-RECORD
• ENVIRON
• EXPOPL
• EXTEND-ASCII
• FORWARD-X
• GMCP
• KERMIT
• LINEMODE
• LOGOUT
• NAOCRDR
• NAOFFD
• NAOHTD
• NAOHTS
• NAOL
• NAOLFD
• NAOP
• NAOVTD
• NAOVTS
• NAWS
• NEW-ENVIRON
• OUTMRK
• PRAGMA-HEARTBEAT
• PRAGMA-LOGON
• RCTE
• RECONNECT
• REMOTE-SERIAL-PORT
• SEND-LOCATION
• SEND-URL
• SSPI-LOGON
• STATUS
• SUPDUP
• SUPDUP-OUTPUT
• SUPPRESS-GO-AHEAD
• TERMINAL-SPEED
• TERMINAL-TYPE
• TIMING-MARK
• TN3270E
• TOGGLE-FLOW-CONTROL
• TRANSMIT-BINARY
• TTYLOC
• TUID
• X-DISPLAY-LOCATION
• X.3-PAD
• XAUTH
**optionData: Buffer**

For option subnegotiations (the SB command), the raw, option-specific data sent. The value is **null** if the command is not SB.

**record: Object**

The record object committed to the ExtraHop Explore appliance through a call to `Telnet.commitRecord()` on a TELNET_MESSAGE event.

The record object contains the following default properties:

- **command**
- **option**
- **receiverBytes**
- **receiverL2Bytes**
- **receiverPkts**
- **receiverRTO**
- **receiverZeroWnd**
- **roundTripTime**
- **senderBytes**
- **senderL2Bytes**
- **senderPkts**
- **senderRTO**
- **senderZeroWnd**

**receiverBytes: Number**

The number of application-level bytes from the receiver.

**receiverL2Bytes: Number**

The number of L2 bytes from the receiver.

**receiverPkts: Number**

The number of packets from the receiver.

**receiverRTO: Number**

The number of retransmission timeouts (RTOs) from the receiver.

**receiverZeroWnd: Number**

The number of zero windows sent by the receiver.

**roundTripTime: Number**

The median round trip time (RTT), expressed in milliseconds. The value is **NaN** if there are no RTT samples.

**senderBytes: Number**

The number of application-level bytes from the sender.

**senderL2Bytes: Number**

The number of L2 bytes from the sender.

**senderPkts: Number**

The number of packets from the sender.

**senderRTO: Number**

The number of retransmission timeouts (RTOs) from the sender.

**senderZeroWnd: Number**

The number of zero windows sent by the sender.
Turn

Turn is a class that enables you to store metrics and access properties available on FLOW_TURN events. The FLOW_TURN event is defined in the Flow section.

Properties

clientBytes: Number
The size of the request that the client transferred, expressed in bytes.

clientTransferTime: Number
The client transfer time, expressed in milliseconds.

processingTime: Number
The time elapsed between when the client transfers the request to the server and when the server begins to transfer the response back to the client, expressed in milliseconds.

reqSize: Number
The size of the request payload, expressed in bytes.

reqTransferTime: Number
The request transfer time, expressed in milliseconds. If the request is contained in a single packet, the transfer time is zero. If the request spans multiple packets, the value is the amount of time between detection of the first request packet and detection of the last packet by the ExtraHop system. A high value might indicate a large request or a network delay. The value is NaN if there is no valid measurement, or if the timing is invalid.

rspSize: Number
The size of the response payload, expressed in bytes.

rspTransferTime: Number
The response transfer time, expressed in milliseconds. If the response is contained in a single packet, the transfer time is zero. If the response spans multiple packets, the value is the amount of time between detection of the first response packet and detection of the last packet by the ExtraHop system. A high value might indicate a large response or a network delay. The value is NaN if there is no valid measurement, or if the timing is invalid.

serverBytes: Number
The size of the response that the server transferred, expressed in bytes.

serverTransferTime: Number
The server transfer time, expressed in milliseconds.

sourceDevice: Device
The source device object. See the Device class for more information.

thinkTime: Number
The time elapsed between the server having transferred the response to the client and the client transferring a new request to the server, expressed in milliseconds. The value is NaN if there is no valid measurement.

UDP

The UDP class enables you to access properties and retrieve metrics from UDP events and from FLOW_TICK and FLOW_TURN events.

The FLOW_TICK and FLOW_TURN events are defined in the Flow section.
Events

**UDP_PAYLOAD**
Runs when the payload matches the criteria configured in the associated trigger.

Depending on the Flow, the UDP payload can be found in the following properties:

- Flow.client.payload
- Flow.payload1
- Flow.payload2
- Flow.receiver.payload
- Flow.sender.payload
- Flow.server.payload

Additional payload options are available when you create a trigger that runs on this event. See Advanced trigger options for more information.

WebSocket

The WebSocket class enables you to access properties on WebSocket activity.

Events

**WEBSOCKET_OPEN**
Runs when a successful handshake has been observed.

**WEBSOCKET_CLOSE**
Runs when both close frames are observed, or when the underlying TCP connection is closed.

**WEBSOCKET_MESSAGE**
Runs when all frames of a text or binary message have been observed.

Properties

**clientBytes:** Number
The total number of bytes sent by the client during the WebSockets session.
Access only on **WEBSOCKET_MESSAGE** events or an error will occur.

**clientL2Bytes:** Number
The total number of L2 bytes sent by the client during the WebSockets session.
Access only on **WEBSOCKET_MESSAGE** events or an error will occur.

**clientPkts:** Number
The total number of packets sent by the client during the WebSockets session.
Access only on **WEBSOCKET_MESSAGE** events or an error will occur.

**clientRTO:** Number
The total number of client retransmission timeouts (RTOs) observed during the WebSockets session.
Access only on **WEBSOCKET_MESSAGE** events or an error will occur.

**clientZeroWnd:** Number
The number of zero windows sent by the client.
Access only on **WEBSOCKET_MESSAGE** events or an error will occur.

**closeReason:** String
The text message included in the first observed close frame that describes the reason the connection was closed. The value is null if the frame does not contain this information.
Access only on **WEBSOCKET_CLOSE** events or an error will occur.
host: String
The host provided in the handshake request from the client. The value is null if no host is provided.
Access only on WEBSOCKET_OPEN events or an error will occur.

isClientClose: Boolean
The value is true if the initial close frame was sent by the client.
Access only on WEBSOCKET_CLOSE events or an error will occur.

isEncrypted: Boolean
The value is true if the WebSocket connection is SSL-encrypted.

isServerClose: Boolean
The value is true if the initial close frame was sent by the server. The value is false if the connection was terminated abnormally.
Access only on WEBSOCKET_CLOSE events or an error will occur.

msg: Buffer
The Buffer contents of the WebSocket message. The buffer is null if the contents exceeded that maximum length.
Access only on WEBSOCKET_MESSAGE events or an error will occur.

msgType: String
The type of WebSocket message frame. Valid values are TEXT or BINARY.
Access only on WEBSOCKET_MESSAGE events or an error will occur.

origin: String
The origin URL provided in the handshake request initiated by the client.
Access only on WEBSOCKET_OPEN events or an error will occur.

serverBytes: Number
The total number of bytes returned by the server during the WebSockets session.
Access only on WEBSOCKET_MESSAGE events or an error will occur.

serverL2Bytes: Number
The total number of L2 bytes returned by the server during the WebSockets session.
Access only on WEBSOCKET_MESSAGE events or an error will occur.

serverPkts: Number
The total number of packets returned by the server during the WebSockets session.
Access only on WEBSOCKET_MESSAGE events or an error will occur.

serverRTO: Number
The total number of server retransmission timeouts (RTOs) observed during the WebSockets session.
Access only on WEBSOCKET_MESSAGE events or an error will occur.

serverZeroWnd: Number
The number of zero windows sent by the server.
Access only on WEBSOCKET_MESSAGE events or an error will occur.

statusCode: Number
The status code that represents the reason the connection was closed, as defined in RFC 6455.
The value is NO_STATUS_RECVD (1005) if the initial close frame does not include a status code. The value is NaN if connection was terminated abnormally.
Access only on WEBSOCKET_CLOSE events or an error will occur.
uri: String

The URI provided in the handshake request initiated by the client.

Access only on WEB_SOCKET_OPEN events or an error will occur.
Open data stream classes

The Trigger API classes in this section enable you to send data to a third-party syslog, database, or server through an open data stream (ODS) you have configured in the ExtraHop Admin UI.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Remote.HTTP</td>
<td>Enables you to submit HTTP request data to a remote server through REST API endpoints.</td>
</tr>
<tr>
<td>Remote.Kafka</td>
<td>Enables you to submit message data to remote a Kafka server.</td>
</tr>
<tr>
<td>Remote.MongoDB</td>
<td>Enables you to insert, remove, and update document collections to a remote MongoDB database.</td>
</tr>
<tr>
<td>Remote.Raw</td>
<td>Enables you to submit raw data to a remote server through a TCP or UDP port.</td>
</tr>
<tr>
<td>Remote.Syslog</td>
<td>Enables you to send syslog data to a remote server.</td>
</tr>
</tbody>
</table>

Remote.HTTP

The Remote.HTTP class enables you to submit HTTP request data to an HTTP open data stream (ODS) target and provides access to HTTP REST API endpoints.

You must first configure an HTTP ODS target from the ExtraHop Admin UI, which requires unlimited privileges. For configuration information, see the Open Data Streams section in the ExtraHop Admin UI Guide.

Methods

delete

Submits an HTTP REST delete request to a configured HTTP open data stream.

Syntax:

```javascript
Remote.HTTP("name").delete({path: "path", [headers: headers], [payload: "payload"]})
```

Parameters:

- name: String
  The name of the ODS target that requests are sent to. If this field is not specified, the name is set to default.

- options: Object
  The options object has the following properties:

  - path: String
    The string specifying the request path.

  - headers: Object
    The optional object specifying the request headers. The following headers are restricted and will result in an error if specified:
• Connection
• Authorization
• Proxy-Connection
• Content-Length
• X-Forwarded-For
• Transfer-Encoding

**Note:** Authorization headers must be specified by either a built-in authentication method, such as Amazon Web Services, or through the **Additional HTTP Header** field in the Open Data Streams configuration window in the Admin UI.

Headers configured in a trigger take precedence over an entry in the **Additional HTTP Header** field, which is located in the Open Data Streams configuration window in the Admin UI. For example, if the **Additional HTTP Header** field specifies `Content-Type: text/plain`, but a trigger script on the same ODS target specifies `Content-Type: application/json`, then `Content-Type: application/json` is included in the HTTP request.

You can compress the outgoing HTTP requests with the **Content-Encoding** header.

```
'Content-Encoding': 'gzip'
```

The following values are supported for this compression header:

- gzip
- deflate

**payload: String | Buffer**

The optional string or Buffer specifying the request payload.

**Return Values:**

Returns `true` if the request is queued, otherwise returns `false`.

**get**

Submits an HTTP REST get request to a configured HTTP open data stream.

**Syntax:**

```
Remote.HTTP("name").get({path: "path", [headers: headers], [payload: "payload"], [enableResponseEvent: "enableResponseEvent"], [context: "context"]})
```

```
Remote.HTTP.get({path: "path", [headers: headers], [payload: "payload"], [enableResponseEvent: "enableResponseEvent"], [context: "context"]})
```

**Parameters:**

**name: String**

The name of the ODS target that requests are sent to. If this field is not specified, the name is set to `default`.

**options: Object**

The options object has the following properties:

**path: String**

The string specifying the request path.
headers: **Object**

The optional object specifying the request headers. The following headers are restricted and will result in an error if specified:

- Connection
- Authorization
- Proxy-Connection
- Content-Length
- X-Forwarded-For
- Transfer-Encoding

**Note:** Authorization headers must be specified by either a built-in authentication method, such as Amazon Web Services, or through the Additional HTTP Header field in the Open Data Streams configuration window in the Admin UI.

Headers configured in a trigger take precedence over an entry in the Additional HTTP Header field, which is located in the Open Data Streams configuration window in the Admin UI. For example, if the Additional HTTP Header field specifies `Content-Type: text/plain`, but a trigger script on the same ODS target specifies `Content-Type: application/json`, then `Content-Type: application/json` is included in the HTTP request.

You can compress the outgoing HTTP requests with the Content-Encoding header.

```
'Content-Encoding': 'gzip'
```

The following values are supported for this compression header:

- gzip
- deflate

**payload: String | Buffer**

The optional string or Buffer specifying the request payload.

**enableResponseEvent: Boolean**

Enables a trigger to run on the HTTP response that is sent by the ODS target by creating a REMOTE_RESPONSE event.

**Important:** Processing a large number of HTTP responses can affect trigger performance and efficiency. We recommend that you enable this option only if necessary.

**context: Object | String | Number | Boolean | null**

An optional object that is sent to the trigger that is running on the HTTP response from the ODS target. You can access information stored in the object by specifying the Remote.response.context property.

**Return Values:**

Returns `true` if the request is queued, otherwise returns `false`.

**patch**

Submits an HTTP REST patch request to a configured HTTP open data stream.

**Syntax:**

```
Remote.HTTP("name").patch({path: "path", [headers: headers],
```
Remote.HTTP.patch({ path: "path", [headers: headers], [payload: "payload"], [enableResponseEvent: "enableResponseEvent"], [context: "context"] })

Parameters:

name: String

The name of the ODS target that requests are sent to. If this field is not specified, the name is set to default.

options: Object

The options object has the following properties:

path: String

The string specifying the request path.

headers: Object

The optional object specifying the request headers. The following headers are restricted and will result in an error if specified:

• Connection
• Authorization
• Proxy-Connection
• Content-Length
• X-Forwarded-For
• Transfer-Encoding

Note: Authorization headers must be specified by either a built-in authentication method, such as Amazon Web Services, or through the Additional HTTP Header field in the Open Data Streams configuration window in the Admin UI.

Headers configured in a trigger take precedence over an entry in the Additional HTTP Header field, which is located in the Open Data Streams configuration window in the Admin UI. For example, if the Additional HTTP Header field specifies Content-Type: text/plain, but a trigger script on the same ODS target specifies Content-Type: application/json, then Content-Type: application/json is included in the HTTP request.

You can compress the outgoing HTTP requests with the Content-Encoding header.

'Content-Encoding': 'gzip'

The following values are supported for this compression header:

• gzip
• deflate

payload: String | Buffer

The optional string or Buffer specifying the request payload.

enableResponseEvent: Boolean

Enables a trigger to run on the HTTP response that is sent by the ODS target by creating a REMOTE_RESPONSE event.

Important: Processing a large number of HTTP responses can affect trigger performance and efficiency. We recommend that you enable this option only if necessary.
**context**: Object | String | Number | Boolean | null

An optional object that is sent to the trigger that is running on the HTTP response from the ODS target. You can access information stored in the object by specifying the `Remote.response.context` property.

**Return Values:**

Returns `true` if the request is queued, otherwise returns `false`.

**post**

Submits an HTTP REST post request to a configured HTTP open data stream.

**Syntax:**

```
Remote.HTTP("name").post({path: "path", [headers: headers], [payload: "payload"], [enableResponseEvent: "enableResponseEvent"], [context: "context"]})
```

```
```

**Parameters:**

- **name**: String
  
  The name of the ODS target that requests are sent to. If this field is not specified, the name is set to `default`.

- **options**: Object
  
  The options object has the following properties:

  - **path**: String
    
    The string specifying the request path.

  - **headers**: Object
    
    The optional object specifying the request headers. The following headers are restricted and will result in an error if specified:

    - Connection
    - Authorization
    - Proxy-Connection
    - Content-Length
    - X-Forwarded-For
    - Transfer-Encoding

    **Note:** Authorization headers must be specified by either a built-in authentication method, such as Amazon Web Services, or through the Additional HTTP Header field in the Open Data Streams configuration window in the Admin UI.

    Headers configured in a trigger take precedence over an entry in the Additional HTTP Header field, which is located in the Open Data Streams configuration window in the Admin UI. For example, if the Additional HTTP Header field specifies `Content-Type: text/plain`, but a trigger script on the same ODS target specifies `Content-Type: application/json`, then `Content-Type: application/json` is included in the HTTP request.

    You can compress the outgoing HTTP requests with the Content-Encoding header.

    ```
    'Content-Encoding': 'gzip'
    ```
The following values are supported for this compression header:

- gzip
- deflate

**payload: String | Buffer**

The optional string or Buffer specifying the request payload.

**enableResponseEvent: Boolean**

Enables a trigger to run on the HTTP response that is sent by the ODS target by creating a REMOTE_RESPONSE event.

![Important:](image)

Processing a large number of HTTP responses can affect trigger performance and efficiency. We recommend that you enable this option only if necessary.

**context: Object | String | Number | Boolean | null**

An optional object that is sent to the trigger that is running on the HTTP response from the ODS target. You can access information stored in the object by specifying the `Remote.response.context` property.

**Return Values:**

Returns `true` if the request is queued, otherwise returns `false`.

**put**

Submits an HTTP REST put request to a configured HTTP open data stream.

**Syntax:**

```javascript
Remote.HTTP("name").put({path: "path", [headers: headers], [payload: "payload"], [enableResponseEvent: "enableResponseEvent"], [context: "context"]})
```

**Parameters:**

- **name: String**
  
  The name of the ODS target that requests are sent to. If this field is not specified, the name is set to `default`.

- **options: Object**
  
  The options object has the following properties:

- **path: String**
  
  The string specifying the request path.

- **headers: Object**
  
  The optional object specifying the request headers. The following headers are restricted and will result in an error if specified:

  - Connection
  - Authorization
  - Proxy-Connection
  - Content-Length
  - X-Forwarded-For
  - Transfer-Encoding

  ![Note:](image)

  Authorization headers must be specified by either a built-in authentication method, such as Amazon Web Services, or through...
the **Additional HTTP Header** field in the Open Data Streams configuration window in the Admin UI.

Headers configured in a trigger take precedence over an entry in the **Additional HTTP Header** field, which is located in the Open Data Streams configuration window in the Admin UI. For example, if the **Additional HTTP Header** field specifies `Content-Type: text/plain`, but a trigger script on the same ODS target specifies `Content-Type: application/json`, then `Content-Type: application/json` is included in the HTTP request.

You can compress the outgoing HTTP requests with the `Content-Encoding` header.

```plaintext
'Content-Encoding': 'gzip'
```

The following values are supported for this compression header:

- `gzip`
- `deflate`

**payload: String | Buffer**

The optional string or Buffer specifying the request payload.

**enableResponseEvent: Boolean**

Enables a trigger to run on the HTTP response that is sent by the ODS target by creating a `REMOTE_RESPONSE` event.

**Important:** Processing a large number of HTTP responses can affect trigger performance and efficiency. We recommend that you enable this option only if necessary.

**context: Object | String | Number | Boolean | null**

An optional object that is sent to the trigger that is running on the HTTP response from the ODS target. You can access information stored in the object by specifying the `Remote.response.context` property.

**Return Values:**

Returns `true` if the request is queued, otherwise returns `false`.

**request**

Submits an HTTP REST request to a configured HTTP open data stream.

**Syntax:**

```
Remote.HTTP("name").request("method", {path: "path", [headers: headers], [payload: "payload"], [enableResponseEvent: "enableResponseEvent"], [context: "context"]})
```

```
```

**Parameters:**

**name: String**

The name of the ODS target that requests are sent to. If this field is not specified, the name is set to `default`.

**method: String**

String that specifies the HTTP method.

- `GET`
• HEAD
• POST
• PUT
• DELETE
• TRACE
• OPTIONS
• CONNECT
• PATCH

**options**: Object

The options object has the following properties:

**path**: String

The string specifying the request path.

**headers**: Object

The optional object specifying the request headers. The following headers are restricted and will result in an error if specified:

- Connection
- Authorization
- Proxy-Connection
- Content-Length
- X-Forwarded-For
- Transfer-Encoding

**Note**: Authorization headers must be specified by either a built-in authentication method, such as Amazon Web Services, or through the Additional HTTP Header field in the Open Data Streams configuration window in the Admin UI.

Headers configured in a trigger take precedence over an entry in the Additional HTTP Header field, which is located in the Open Data Streams configuration window in the Admin UI. For example, if the Additional HTTP Header field specifies `Content-Type: text/plain`, but a trigger script on the same ODS target specifies `Content-Type: application/json`, then `Content-Type: application/json` is included in the HTTP request.

You can compress the outgoing HTTP requests with the Content-Encoding header.

```
'Content-Encoding': 'gzip'
```

The following values are supported for this compression header:

- gzip
- deflate

**payload**: String | Buffer

The optional string or Buffer specifying the request payload.

**enableResponseEvent**: Boolean

Enables a trigger to run on the HTTP response that is sent by the ODS target by creating a REMOTE_RESPONSE event.

**Important**: Processing a large number of HTTP responses can affect trigger performance and efficiency. We recommend that you enable this option only if necessary.
context: Object | String | Number | Boolean | null

An optional object that is sent to the trigger that is running on the HTTP response from the ODS target. You can access information stored in the object by specifying the \texttt{Remote.response.context} property.

Return Values:
Returns \texttt{true} if the request is queued, otherwise returns \texttt{false}.

Helper methods

The following helper methods are available for common HTTP methods.

- \texttt{Remote.HTTP.delete}
- \texttt{Remote.HTTP.get}
- \texttt{Remote.HTTP.patch}
- \texttt{Remote.HTTP.post}
- \texttt{Remote.HTTP.put}

Syntax:

\begin{verbatim}
Remote.HTTP("name").delete({path: "path", [headers: headers], [payload: "payload"], [enableResponseEvent: "enableResponseEvent"], [context: "context"]})

Remote.HTTP.delete({path: "path", [headers: headers], [payload: "payload"], [enableResponseEvent: "enableResponseEvent"], [context: "context"]})

Remote.HTTP("name").get({path: "path", [headers: headers], [payload: "payload"], [enableResponseEvent: "enableResponseEvent"], [context: "context"]})

Remote.HTTP.get({path: "path", [headers: headers], [payload: "payload"], [enableResponseEvent: "enableResponseEvent"], [context: "context"]})

Remote.HTTP("name").patch({path: "path", [headers: headers], [payload: "payload"], [enableResponseEvent: "enableResponseEvent"], [context: "context"]})

Remote.HTTP.patch({path: "path", [headers: headers], [payload: "payload"], [enableResponseEvent: "enableResponseEvent"], [context: "context"]})

Remote.HTTP("name").post({path: "path", [headers: headers], [payload: "payload"], [enableResponseEvent: "enableResponseEvent"], [context: "context"]})


Remote.HTTP("name").put({path: "path", [headers: headers], [payload: "payload"], [enableResponseEvent: "enableResponseEvent"], [context: "context"]})
\end{verbatim}
```
[payload: "payload"], [enableResponseEvent: "enableResponseEvent"],
[context: "context"]})
```

```
Remote.HTTP.put({path: "path", [headers: headers], [payload:
"payload"], [enableResponseEvent: "enableResponseEvent"], [context:
"context"]}))
```

Return values:
Returns true if the request is queued, otherwise returns false.

Examples

HTTP GET
The following example will issue an HTTP GET request to the HTTP configuration called "my_destination" and a path that is the URI, including query string variables, that you want the request to be sent to.

```
Remote.HTTP("my_destination").get({ path: "/?example=example1&example2=my_data" })
```

HTTP POST
The following example will issue an HTTP POST request to the HTTP configuration called "my_destination", the path that is the URI you want the request to be sent to and a payload. The payload can be data similar to what an HTTP client would send, a JSON blob, XML, or whatever else you want to send.

```
Remote.HTTP("my_destination").post({ path: "/", payload: "data I want to send" })
```

Custom HTTP Headers

The following example defines a Javascript object with keys to represent the header names and their corresponding values and provide that in a call as the value for the headers key.

```
var my_json = { example: "my_data", example1: 42, example2: false }
var headers = { "Content-Type": "application/json" }
Remote.HTTP("my_destination").post({ path: "/", headers: headers,
payload: JSON.stringify(my_json) })
```

Trigger Examples

- Example: Send data to Elasticsearch with Remote.HTTP
- Example: Send data to Azure with Remote.HTTP

Remote.Kafka

The Remote.Kafka class enables you to submit message data to a Kafka server through a Kafka open data stream (ODS).

You must first configure a Kafka ODS target from the ExtraHop Admin UI, which requires unlimited privileges. For configuration information, see the Open Data Streams section in the ExtraHop Admin UI Guide.
Methods

send

Sends an array of messages to a single topic with an option to indicate which Kafka partition the messages will be sent to.

Syntax:

```java
Remote.Kafka.send({"topic": "topic", "messages": [messages],
["partition": partition]})
```

```java
Remote.Kafka("name").send({"topic": "topic", "messages": [messages],
["partition": partition]})
```

Parameters:

- **name**: `String`
  - The name of the ODS target that requests are sent to. If this field is not specified, the name is set to `default`.

- **topic**: `String`
  - A string corresponding to the topic associated with the Kafka `send` method. The topic string has the following restrictions:
    - The string length must be between 1 and 249 characters.
    - The string supports only alphanumeric characters and the following symbols: ",", ",
      or ",".
    - The string cannot be "," or ",".

- **messages**: `Array`
  - An array of messages to be sent. An element in this array cannot be an array itself.

- **partition**: `Number`
  - An optional non-negative integer corresponding to the Kafka partition the messages will be sent to. The `send` action will fail silently if the number provided exceeds the number of partitions on the Kafka cluster associated with the given target. This value is ignored unless Manual Partitioning is selected as the partitioning strategy when you configured the open data stream in the ExtraHop Admin UI.

Return values:

None

Examples:

```java
Remote.Kafka.send({"topic": "my_topic", "messages": ["hello
world", 42,
DHCP.msgType], "partition": 2});
```

```java
Remote.Kafka("my-target").send({"topic": "my_topic", "messages": [HTTP.query,
HTTP.uri]});
```

send

Sends messages to a single topic.

Syntax:

```java
Remote.Kafka.send("topic", message1, message2, etc...)
```

```java
Remote.Kafka("my-target").send("topic", message1, message2, etc...)
```
Parameters:

If `Remote.Kafka.send` is called with multiple arguments, the following fields are required:

- **topic**: `String`
  - A string corresponding to the topic associated with the Kafka `send` method. The topic string has the following restrictions:
    - The string length must be between 1 and 249 characters.
    - The string supports only alphanumeric characters and the following symbols: "-", "_", or ".".
    - The string cannot be "." or "..".

- **messages**: `String | Number`
  - The messages to be sent. This cannot be an array.

Return values:

None.

Examples:

```
Remote.Kafka.send("my_topic", HTTP.query, HTTP.uri);
Remote.Kafka("my-target").send("my_topic", HTTP.query, HTTP.uri);
```

---

**Remote.MongoDB**

The `Remote.MongoDB` class enables you to insert, remove, and update MongoDB document collections through a MongoDB open data stream (ODS).

You must first configure a MongoDB ODS target from the ExtraHop Admin UI, which requires unlimited privileges. For configuration information, see the Open Data Streams section in the ExtraHop Admin UI Guide.

**Methods**

**insert**

Inserts a document or array of documents into a collection, and handles both add and modify operations.

**Syntax:**

```
Remote.MongoDB.insert("db.collection", document);
```

```
Remote.MongoDB("name").insert("db.collection", document);
```

**Parameters:**

- **name**: `String`
  - The name of the ODS target that requests are sent to. If this field is not specified, the name is set to `default`.

- **collection**: `String`
  - The name of a group of MongoDB documents.

- **document**: `Object`
  - The JSON-formatted document to insert into the collection.

**Return Values:**

Returns `true` if the request is queued, otherwise returns `false`.
Examples:

```javascript
Remote.MongoDB.insert('sessions.sess_www',
  |
  |
  { 'session_id': "100",
    'path': "/index.html",
    'host': "www.extrahop.com",
    'status': "500",
    'src_ip': "10.10.1.120",
    'dst_ip': "10.10.1.100"
  });
var x = Remote.MongoDB.insert('test.tbc', {example: 1});
if (x) {
  Network.metricAddCount('perf_trigger_success', 1);
} else {
  Network.metricAddCount('perf_trigger_error', 1);
}
```


**remove**

Removes documents from a collection.

**Syntax:**

```javascript
Remote.MongoDB.remove("db.collection", document, [justOnce]);
```

```javascript
Remote.MongoDB("name").remove("db.collection", document, [justOnce]);
```

**Parameters:**

- **collection:** *String*
  
The name of a group of MongoDB documents.

- **document:** *Object*
  
The JSON-formatted document to remove from the collection.

- **justOnce:** *Boolean*
  
  An optional boolean parameter that limits the removal to just one document. Set to `true` to limit the deletion. The default value is `false`.

- **name:** *String*
  
The name of the host specified when you configured the open data stream in the ExtraHop Admin UI. If no host was specified, the value is the default host.

**Return Values:**

Returns `true` if the request is queued, otherwise returns `false`.

**Examples:**

```javascript
var x = Remote.MongoDB.remove('test.tbc', {qty: 100000}, false);
if (x) {
  Network.metricAddCount('perf_trigger_success', 1);
} else {
  Network.metricAddCount('perf_trigger_error', 1);
}
```

update

Modifies an existing document or documents in a collection.

Syntax:

```javascript
Remote.MongoDB.update("db.collection", document, update,
["upsert":true,
"multi":true]);
```

```javascript
Remote.MongoDB("name").update("db.collection", document, update,
["upsert":true, "multi":true]);
```

Parameters:

- **collection**: String
  The name of a group of MongoDB documents.

- **document**: Object
  The JSON-formatted document that specifies which documents to update or insert, if upsert option is set to true.

- **update**: Object
  The JSON-formatted document that specifies how to update the specified documents.

- **name**: String
  The name of the host specified when you configured the open data stream in the ExtraHop Admin UI. If no host was specified, the value is the default host.

- **options**: Optional flags that indicate the following additional update options:
  - **upsert**: Boolean
    An optional boolean parameter that creates a new document when no document matches the query data. Set to true to create a new document. The default value is false.
  - **multi**: Boolean
    An optional boolean parameter that updates all documents that match the query data. Set to true to update multiple documents. The default value is false, which updates only the first document returned.

Return Values:

The value is true if the request is queued, otherwise returns FALSE.

Examples:

```javascript
var x = Remote.MongoDB.update('test.tbc', {_id: 1}, {$set:
  (example:2)),
  ('upsert':true, 'multi':false });
if (x) {
  Network.metricAddCount('perf_trigger_success', 1);
} else {
  Network.metricAddCount('perf_trigger_error', 1);
}
```


Trigger Examples

- Example: Parse syslog over TCP with universal payload analysis
Remote.Raw

The Remote.Raw class enables you to submit raw data to a Raw open data stream (ODS) target through a TCP or UDP port.

You must first configure a raw ODS target from the ExtraHop Admin UI, which requires unlimited privileges. For configuration information, see the Open Data Streams section in the ExtraHop Admin UI Guide.

Note: If the Gzip feature is enabled for the raw data stream in the ExtraHop Admin UI, the Remote.Raw class will automatically compress the data with Gzip.

Methods
Send
Sends raw data to a Raw open data stream (ODS) target through a TCP or UDP port.

Syntax:
```
Remote.Raw.send("data")
Remote.Raw("name").send("data")
```

Parameters:
- **name**: String
  - The name of the ODS target that requests are sent to. If this field is not specified, the name is set to `default`.
- **data**: String
  - The JavaScript string representing the bytes to send.

Return Values:
None

Examples
```
Remote.Raw.send("data over the wire");
Remote.Raw("my-target").send("extra data for my-target");
```

Remote.Syslog

The Remote.Syslog class enables you to create remote syslog messages and send message data to a Syslog open data stream (ODS).

You must first configure a syslog ODS target from the ExtraHop Admin UI, which requires unlimited privileges. For configuration information, see the Open Data Streams section in the ExtraHop Admin UI Guide.

Note: If submitting an rsyslog message succeeds, the APIs will return true. In the case of either success or failure, the trigger will continue to execute as a failure to submit an rsyslog message is a “soft” failure. Incorrect usage of the APIs, in other words, calling them with the wrong number or type of arguments, will still result in trigger execution stopping.

Methods
emerg(message: String): void
Send a message to the remote syslog server with an emergency severity level.
Syntax:

```java
Remote.Syslog.emerg("eh_event=web uri=" + HTTP.uri + " req_size=" + HTTP.reqSize + "
rsp_size=" + HTTP.rspSize + " processingTime=" +
HTTP.processingTime);
```

```java
Remote.Syslog("name").emerg("eh_event=web uri=" + HTTP.uri + "
req_size=" + HTTP.reqSize + "
rsp_size=" + HTTP.rspSize + " processingTime=" +
HTTP.processingTime);
```

**Parameters**

**name: String**

The name of the ODS target that requests are sent to. If this field is not specified, the name is set to `default`.

**alert(message: String): void**

Sends a message to the remote syslog server with an alert severity level.

Syntax:

```java
Remote.Syslog.alert("eh_event=web uri=" + HTTP.uri + " req_size=" + HTTP.reqSize + "
rsp_size=" + HTTP.rspSize + " processingTime=" +
HTTP.processingTime);
```

```java
Remote.Syslog("name").alert("eh_event=web uri=" + HTTP.uri + "
req_size=" + HTTP.reqSize + "
rsp_size=" + HTTP.rspSize + " processingTime=" +
HTTP.processingTime);
```

**Parameters**

**name: String**

The name of the ODS target that requests are sent to. If this field is not specified, the name is set to `default`.

**crit(message: String): void**

Sends a message to the remote syslog server with a critical severity level.

Syntax:

```java
Remote.Syslog.crit("eh_event=web uri=" + HTTP.uri + " req_size=" + HTTP.reqSize + "
rsp_size=" + HTTP.rspSize + " processingTime=" +
HTTP.processingTime);
```

```java
Remote.Syslog("name").crit("eh_event=web uri=" + HTTP.uri + "
req_size=" + HTTP.reqSize + "
rsp_size=" + HTTP.rspSize + " processingTime=" +
HTTP.processingTime);
```

**Parameters**

**name: String**

The name of the ODS target that requests are sent to. If this field is not specified, the name is set to `default`.

**error(message: String): void**

Sends a message to the remote syslog server with an error severity level.
Syntax:

```java
Remote.Syslog.error("eh_event=web uri=" + HTTP.uri + " req_size=" + HTTP.reqSize + " rsp_size=" + HTTP.rspSize + " processingTime=" + HTTP.processingTime);

Remote.Syslog("name").error("eh_event=web uri=" + HTTP.uri + " req_size=" + HTTP.reqSize + " rsp_size=" + HTTP.rspSize + " processingTime=" + HTTP.processingTime);
```

Parameters

**name: String**

The name of the ODS target that requests are sent to. If this field is not specified, the name is set to `default`.

**warn(message: String): void**

Sends a message to the remote syslog server with a warning severity level.

Syntax:

```java
Remote.Syslog.warn("eh_event=web uri=" + HTTP.uri + " req_size=" + HTTP.reqSize + " rsp_size=" + HTTP.rspSize + " processingTime=" + HTTP.processingTime);

Remote.Syslog("name").warn("eh_event=web uri=" + HTTP.uri + " req_size=" + HTTP.reqSize + " rsp_size=" + HTTP.rspSize + " processingTime=" + HTTP.processingTime);
```

Parameters

**name: String**

The name of the ODS target that requests are sent to. If this field is not specified, the name is set to `default`.

**notice(message: String): void**

Sends a message to the remote syslog server with a notice severity level.

Syntax:

```java
Remote.Syslog.notice("eh_event=web uri=" + HTTP.uri + " req_size=" + HTTP.reqSize + " rsp_size=" + HTTP.rspSize + " processingTime=" + HTTP.processingTime);

Remote.Syslog("name").notice("eh_event=web uri=" + HTTP.uri + " req_size=" + HTTP.reqSize + " rsp_size=" + HTTP.rspSize + " processingTime=" + HTTP.processingTime);
```

Parameters

**name: String**

The name of the ODS target that requests are sent to. If this field is not specified, the name is set to `default`.

**info(message: String): void**

Sends a message to the remote syslog server with an info severity level.
**Syntax:**

Remote.Syslog.info("eh_event=web uri=" + HTTP.uri + " req_size=" + HTTP.reqSize + " rsp_size=" + HTTP.rspSize + " processingTime=" + HTTP.processingTime);

Remote.Syslog("name").info("eh_event=web uri=" + HTTP.uri + " req_size=" + HTTP.reqSize + " rsp_size=" + HTTP.rspSize + " processingTime=" + HTTP.processingTime);

**Parameters**

- **name: String**
  
  The name of the ODS target that requests are sent to. If this field is not specified, the name is set to default.

**debug(message: String): void**

Sends a message to the remote syslog server with a debug severity level.

**Syntax:**

Remote.Syslog.debug("eh_event=web uri=" + HTTP.uri + " req_size=" + HTTP.reqSize + " rsp_size=" + HTTP.rspSize + " processingTime=" + HTTP.processingTime);

Remote.Syslog("name").debug("eh_event=web uri=" + HTTP.uri + " req_size=" + HTTP.reqSize + " rsp_size=" + HTTP.rspSize + " processingTime=" + HTTP.processingTime);

**Parameters**

- **name: String**
  
  The name of the ODS target that requests are sent to. If this field is not specified, the name is set to default.

**Message size**

By default, the message sent to the remote server is limited to 1024 bytes, including the message header and trailer (if necessary). The message header always includes the priority and timestamp, which together are up to 30 bytes.

If you have unlimited privileges, you can increase the default message size in the ExtraHop Admin UI. Click **Running Config** from the Appliance Settings section, and then click **Edit config**. Go to the "remote" section, and under the ODS target name, such as "rsyslog", add "message_length_max" as shown in the example below. The "message_length_max" setting applies only to the message passed to the Remote.Syslog APIs; the message header does not count against the maximum.

```json
"remote": {
  "rsyslog": {
    "host": "hostname",
    "port": 54322,
    "ipproto": "tcp",
    "message_length_max": 4000
  }
}
```
Timestamp
The default timestamp format for rsyslog messages is UTC. You can change the timestamp to local time when you configure the open data stream in the ExtraHop Admin UI.

Trigger Examples
- Example: Send discovered device data to a remote syslog server
- Example: Parse syslog over TCP with universal payload analysis
- Example: Matching topnset keys

Remote
The Remote class enables you to send data to a third-party syslog, database, or server through an open data stream (ODS) and access responses returned by HTTP ODS targets.

Events
REMOTE_RESPONSE
Runs when the ExtraHop appliance receives a response from an HTTP ODS target.

Note: A trigger runs on the REMOTE_RESPONSE event only if the trigger created the ODS request that caused the response.

Properties
response: Object
An object that contains information from the HTTP response returned by the ODS target. The response object has the following properties:
  statusCode: Number
  The status code returned by the ODS target.
  body: Buffer
  The body of the HTTP response sent by the ODS target.
  headers: Object
  An object that contains the headers of the HTTP response sent by the ODS target. If the response contains multiple headers with the same name, the value for the header is an array. For example, if Set-Cookie is specified multiple times in the response, you can access the first cookie by specifying Remote.response.headers["Set-Cookie"][0].
  context: Object | String | Number | Boolean | null
  The context information specified in the Remote.HTTP context parameter when the ODS request was sent. For more information see Remote.HTTP.
Datastore classes

The Trigger API classes in this section enable you to access datastore, or bridge, metrics.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AlertRecord</td>
<td>Enables you to access alert information on <code>ALERT_RECORD_COMMIT</code> events.</td>
</tr>
<tr>
<td>Dataset</td>
<td>Enables you to access raw dataset values and provides an interface for computing percentiles.</td>
</tr>
<tr>
<td>MetricCycle</td>
<td>Enables you to retrieve metrics published during a metric cycle interval represented by the <code>METRIC_CYCLE_BEGIN</code>, <code>METRIC_CYCLE_END</code>, and <code>METRIC_RECORD_COMMIT</code> events.</td>
</tr>
<tr>
<td>MetricRecord</td>
<td>Enables access to the current set of metrics on <code>METRIC_RECORD_COMMIT</code> events.</td>
</tr>
<tr>
<td>Sampleset</td>
<td>Enables you to retrieve summary data about metrics.</td>
</tr>
<tr>
<td>Topnset</td>
<td>Enables you to access data from a collection of metrics grouped by a key such as a URI or a client IP address.</td>
</tr>
</tbody>
</table>

AlertRecord

The AlertRecord class enables you to access alert information on `ALERT_RECORD_COMMIT` events.

Events

**`ALERT_RECORD_COMMIT`**

Runs when an alert occurs. Provides access to information about the alert.

Additional datastore options are available when you create a trigger that runs on this event. See Advanced trigger options for more information.

**Note:** You cannot assign triggers that run only on this event to specific devices or device groups. Triggers that run on this event will run whenever this event occurs.

Properties

**description: String**

The description of the alert as it appears in the ExtraHop Web UI.

**id: String**

The ID of the alert record. For example, `extrahop.device.alert`. A list of IDs can be supplied as a hint to the `ALERT_RECORD_COMMIT` event.

**name: String**

The name of the alert.

**object: Object**

The object the alert applies to. For device, application, capture, flow interface, or flow network alerts, this property will contain a `Device`, `Application`, `Network`, `FlowInterface`, or `FlowNetwork` object, respectively.
**time: Number**
The time that the alert record will be published with.

**severityName: String**
The name of the alert severity level. The following severity levels are supported:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>emerg</td>
<td>Emergency</td>
</tr>
<tr>
<td>alert</td>
<td>Alert</td>
</tr>
<tr>
<td>crit</td>
<td>Critical</td>
</tr>
<tr>
<td>err</td>
<td>Error</td>
</tr>
<tr>
<td>warn</td>
<td>Warning</td>
</tr>
<tr>
<td>notice</td>
<td>Notice</td>
</tr>
<tr>
<td>info</td>
<td>Info</td>
</tr>
<tr>
<td>debug</td>
<td>Debug</td>
</tr>
</tbody>
</table>

**severityLevel: Number**
The numeric alert severity level. The following severity levels are supported:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Emergency</td>
</tr>
<tr>
<td>1</td>
<td>Alert</td>
</tr>
<tr>
<td>2</td>
<td>Critical</td>
</tr>
<tr>
<td>3</td>
<td>Error</td>
</tr>
<tr>
<td>4</td>
<td>Warning</td>
</tr>
<tr>
<td>5</td>
<td>Notice</td>
</tr>
<tr>
<td>6</td>
<td>Info</td>
</tr>
<tr>
<td>7</td>
<td>Debug</td>
</tr>
</tbody>
</table>

**Dataset**
The dataset class enables you to access raw dataset values and provides an interface for computing percentiles.

**Instance Methods**

**percentile(...): Array | Number**
Accepts a list of percentiles (either as an array or as multiple arguments) to compute and returns the computed percentile values for the dataset. If passed a single numeric argument, a number is returned. Otherwise an array is returned. The arguments must be in ascending order with no duplicates. Floating point values, such as 99.99, are allowed.
Instance Properties

entries: Array

An array of objects with frequency and value attributes. This is analogous to a frequency table where there is a set of values and the number of times each value was observed.

MetricCycle

The MetricCycle class represents an interval during which metrics are published. The MetricCycle class is valid on METRIC_CYCLE_BEGIN, METRIC_CYCLE_END, and METRIC_RECORD_COMMIT events. The METRIC_RECORD_COMMIT event is defined in the MetricRecord section.

Events

METRIC_CYCLE_BEGIN

Runs when a metric interval begins.

Note: You cannot assign triggers that run only on this event to specific devices or device groups. Triggers that run on this event will run whenever this event occurs.

METRIC_CYCLE_END

Runs when a metric interval ends.

Note: You cannot assign triggers that run only on this event to specific devices or device groups. Triggers that run on this event will run whenever this event occurs.

Additional datastore options are available when you create a trigger that runs on either of these events. See Advanced trigger options for more information.

Properties

id: String

A string representing the metric cycle. Possible values are:

- 30sec
- 5min
- 1hr
- 24hr

interval: Object

An object containing from and until properties, expressed in milliseconds since the epoch.

store: Object

An object that retains information across all the METRIC_RECORD_COMMIT events that occur during a metric cycle, that is, from the METRIC_CYCLE_BEGIN event to the METRIC_CYCLE_END event. This object is analogous to the Flow.store object. The store object is shared among triggers for METRIC_* events. It is cleared at the end of a metric cycle.

Trigger Examples

- Example: Add metrics to the metric cycle store

MetricRecord

The MetricRecord class enables you to access to the current set of metrics on METRIC_RECORD_COMMIT events.
Events

METRIC_RECORD_COMMIT

Runs when a metric record is committed to the datastore and provides access to various metric properties.

Additional datastore options are available when you create a trigger that runs on this event. See Advanced trigger options for more information.

Note: You cannot assign triggers that run only on this event to specific devices or device groups. Triggers that run on this event will run whenever this event occurs.

Properties

fields: Object

An object containing metric values. The properties are the field names and the values can be numbers, Topnset, Dataset or Sampleset.

id: String

The metric type, such as extrahop.device.http_server.

object: Object

The object the metric applies to. For device, application, or VLAN alerts, this property contains a Device object, an Application object, or a VLAN instance, respectively. For capture metrics, such as extrahop.capture.net, the property contains a Network object.

time: Number

The publish time of the metric record.

Trigger Examples

• Example: Matching topnset keys
• Example: Add metrics to the metric cycle store

Sampleset

The Sampleset class enables you to retrieve summary data about metrics.

Properties

count: Number

The number of samples in the sampleset.

mean: Number

The average value of the samples.

sigma: Number

The standard deviation.

sum: Number

The sum of the samples.

sum2: Number

The sum of the squares of the samples.

Topnset

The Topnset class represents a collection of metrics grouped by a key such as a URI or a client IP address.

For custom metrics, keys in the topnset corresponds to the keys passed into metricAddDetail*() methods. Key values can be a number, string, Dataset, Sampleset, or another topnset.
Methods

`findEntries(key: IPAddress | String | Object): Array`

Returns all entries with matching keys.

`findKeys(key: IPAddress | String | Object): Array`

Returns all matching keys.

`lookup(key: IPAddress | String | Object): *

Look up an item in the topnset and retrieves the first matching entry.

Properties

`entries: Array`

An array of the topnset entries. The array contains at most \( N \) objects with key and value properties where \( N \) is currently set to 1000.

Keys in the `entries` array adhere to the following structure, or key pattern:

**type: String**

The type of the topnset key. The following key types are supported:

- `int`
- `string`
- `device_id`
- `ipaddr`
- `addr_pair`
- `ether`

**value: *`

The key value, which varies depending on the key type.

- For `int`, `string`, and `device_id` keys, the value is a number, string, and device ID, respectively.
- For `ipaddr` keys, the value is an object containing the following properties:
  - `addr`
  - `proto`
  - `port`
  - `device_id`
  - `origin`
- For `addr_pair` keys, the value is an object containing the following properties:
  - `addr1`
  - `addr2`
  - `port1`
  - `port2`
  - `proto`
- For `ether` keys, the value is an object containing the following properties:
  - `ethertype`
  - `hwaddr`
Deprecated API elements

The API elements listed in this section have been deprecated. Each element includes an alternative and the version in which the element was deprecated.

If your trigger script contains a deprecated element, the syntax validator in the trigger editor lets you know which element is deprecated and suggests a replacement element, if available. You cannot save the trigger until you fix your code or you disable syntax validation. For better trigger performance, replace deprecated elements.

### Deprecated global functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Replacement</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>exit(): Void</td>
<td>The return statement</td>
<td>4.0</td>
</tr>
<tr>
<td>getTimestampMSec(): Number</td>
<td>getTimestamp(): Number</td>
<td>4.0</td>
</tr>
</tbody>
</table>

### Deprecated events

<table>
<thead>
<tr>
<th>Event</th>
<th>Replacement</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>NEW_VLAN</td>
<td>No replacement</td>
<td>6.1</td>
</tr>
</tbody>
</table>

### Deprecated classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Replacement</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>RemoteSyslog</td>
<td>Remote.Syslog</td>
<td>4.0</td>
</tr>
<tr>
<td>XML</td>
<td>Regular expressions</td>
<td>6.0</td>
</tr>
<tr>
<td>TroubleGroup</td>
<td>No replacement</td>
<td>6.0</td>
</tr>
</tbody>
</table>

### Deprecated methods by class

<table>
<thead>
<tr>
<th>Class</th>
<th>Method</th>
<th>Replacement</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flow</td>
<td>getApplication(): String</td>
<td>getApplications(): String</td>
<td>5.3</td>
</tr>
<tr>
<td></td>
<td>setApplication(name: String, [turnTiming: Boolean]): void</td>
<td>addApplication(name: String, [turnTiming: Boolean]): void</td>
<td>5.3</td>
</tr>
<tr>
<td>Session</td>
<td>update(key: String, value: <em>, [options: Object])</em></td>
<td>replace(key: String, value: *, [options: Object]): *</td>
<td>3.9</td>
</tr>
<tr>
<td>SSL</td>
<td>setApplication(name: String): void</td>
<td>addApplication(name: String): void</td>
<td>5.3</td>
</tr>
</tbody>
</table>

### Deprecated properties by class

<table>
<thead>
<tr>
<th>Class</th>
<th>Property</th>
<th>Replacement</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>AAA</td>
<td>error: String</td>
<td>isError: Boolean</td>
<td>5.0</td>
</tr>
<tr>
<td></td>
<td>tprocess: Number</td>
<td>processingTime: Number</td>
<td>5.2</td>
</tr>
<tr>
<td>DB</td>
<td>tprocess: Number</td>
<td>processingTime: Number</td>
<td>5.2</td>
</tr>
<tr>
<td>Detection</td>
<td>participants.object_type: String</td>
<td>instanceof operator</td>
<td>7.8</td>
</tr>
<tr>
<td>Class</td>
<td>Property</td>
<td>Replacement</td>
<td>Version</td>
</tr>
<tr>
<td>-----------</td>
<td>---------------------------</td>
<td>--------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Discover</td>
<td>vlan: <strong>VLAN</strong></td>
<td>No replacement</td>
<td>6.1</td>
</tr>
<tr>
<td>DNS</td>
<td>tprocess: <strong>Number</strong></td>
<td>processingTime: <strong>Number</strong></td>
<td>5.2</td>
</tr>
<tr>
<td>Flow</td>
<td>isClientAborted: <strong>Boolean</strong></td>
<td>isAborted: <strong>Boolean</strong></td>
<td>3.10</td>
</tr>
<tr>
<td></td>
<td>isServerAborted: <strong>Boolean</strong></td>
<td>isAborted: <strong>Boolean</strong></td>
<td>3.10</td>
</tr>
<tr>
<td></td>
<td>turnInfo: <strong>String</strong></td>
<td>Top-level Turn object with attributes for the turn</td>
<td>3.9</td>
</tr>
<tr>
<td>FTP</td>
<td>tprocess: <strong>Number</strong></td>
<td>processingTime: <strong>Number</strong></td>
<td>5.2</td>
</tr>
<tr>
<td>HL7</td>
<td>tprocess: <strong>Number</strong></td>
<td>processingTime: <strong>Number</strong></td>
<td>5.2</td>
</tr>
<tr>
<td>HTTP</td>
<td>payloadText: <strong>String</strong></td>
<td>payload: <strong>Buffer</strong></td>
<td>4.0</td>
</tr>
<tr>
<td></td>
<td>tprocess: <strong>Number</strong></td>
<td>processingTime: <strong>Number</strong></td>
<td>5.2</td>
</tr>
<tr>
<td>IBMMQ</td>
<td>messageID: <strong>String</strong></td>
<td>msgID: <strong>Buffer</strong></td>
<td>5.2</td>
</tr>
<tr>
<td></td>
<td>msgSize: <strong>Number</strong></td>
<td>totalMsgLength: <strong>Number</strong></td>
<td>5.2</td>
</tr>
<tr>
<td></td>
<td>objectHandle: <strong>String</strong></td>
<td>No replacement</td>
<td>5.0</td>
</tr>
<tr>
<td></td>
<td>payload: <strong>Buffer</strong></td>
<td>msg: <strong>Buffer</strong></td>
<td>5.2</td>
</tr>
<tr>
<td>ICA</td>
<td>authTicket: <strong>String</strong></td>
<td>user: <strong>String</strong></td>
<td>3.7</td>
</tr>
<tr>
<td></td>
<td>application: <strong>String</strong></td>
<td>program: <strong>String</strong></td>
<td>5.2</td>
</tr>
<tr>
<td></td>
<td>client: <strong>String</strong></td>
<td>clientMachine: <strong>String</strong></td>
<td>6.0</td>
</tr>
<tr>
<td>LDAP</td>
<td>tprocess: <strong>Number</strong></td>
<td>processingTime: <strong>Number</strong></td>
<td>5.2</td>
</tr>
<tr>
<td>MongoDB</td>
<td>tprocess: <strong>Number</strong></td>
<td>processingTime: <strong>Number</strong></td>
<td>5.2</td>
</tr>
<tr>
<td>NetFlow</td>
<td>tos: <strong>Number</strong></td>
<td>dscp: <strong>Number</strong></td>
<td>6.1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>dscp: <strong>String</strong></td>
<td></td>
</tr>
<tr>
<td>SMPP</td>
<td>tprocess: <strong>Number</strong></td>
<td>processingTime: <strong>Number</strong></td>
<td>5.2</td>
</tr>
<tr>
<td>SMTP</td>
<td>recipient: <strong>String</strong></td>
<td>recipientList: <strong>Array of Strings</strong></td>
<td>7.5</td>
</tr>
<tr>
<td></td>
<td>tprocess: <strong>Number</strong></td>
<td>processingTime: <strong>Number</strong></td>
<td>5.2</td>
</tr>
<tr>
<td>SSL</td>
<td>reqBytes: <strong>Number</strong></td>
<td>clientBytes</td>
<td>6.1</td>
</tr>
<tr>
<td></td>
<td>reqL2Bytes: <strong>Number</strong></td>
<td>clientL2Bytes: <strong>Number</strong></td>
<td>6.1</td>
</tr>
<tr>
<td></td>
<td>reqPktS: <strong>Number</strong></td>
<td>clientPkts: <strong>Number</strong></td>
<td>6.1</td>
</tr>
<tr>
<td></td>
<td>rspBytes: <strong>Number</strong></td>
<td>serverBytes: <strong>Number</strong></td>
<td>6.1</td>
</tr>
<tr>
<td></td>
<td>rspL2Bytes: <strong>Number</strong></td>
<td>serverL2Bytes: <strong>Number</strong></td>
<td>6.1</td>
</tr>
<tr>
<td></td>
<td>rspPktS: <strong>Number</strong></td>
<td>serverPkts: <strong>Number</strong></td>
<td>6.1</td>
</tr>
<tr>
<td>TCP</td>
<td>wndSize: <strong>Number</strong></td>
<td>initRcvWndSize: <strong>Number</strong></td>
<td>6.2</td>
</tr>
<tr>
<td></td>
<td>wndSize1: <strong>Number</strong></td>
<td>initRcvWndSize1: <strong>Number</strong></td>
<td>6.2</td>
</tr>
<tr>
<td></td>
<td>wndSize2: <strong>Number</strong></td>
<td>initRcvWndSize2: <strong>Number</strong></td>
<td>6.2</td>
</tr>
<tr>
<td>Turn</td>
<td>reqSize: <strong>Number</strong></td>
<td>clientBytes: <strong>Number</strong></td>
<td>4.0</td>
</tr>
<tr>
<td>Class</td>
<td>Property</td>
<td>Replacement</td>
<td>Version</td>
</tr>
<tr>
<td>------------</td>
<td>--------------</td>
<td>---------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>reqXfer:</td>
<td>Number</td>
<td>clientTransferTime: Number</td>
<td>4.0</td>
</tr>
<tr>
<td>respSize:</td>
<td>Number</td>
<td>serverBytes: Number</td>
<td>4.0</td>
</tr>
<tr>
<td>rspXfer:</td>
<td>Number</td>
<td>serverTransferTime: Number</td>
<td>4.0</td>
</tr>
<tr>
<td>tprocess:</td>
<td>Number</td>
<td>processingTime: Number</td>
<td>4.0</td>
</tr>
</tbody>
</table>
## Advanced trigger options

You can configure advanced options for some events when you create a trigger.

The following table describes available advanced options and applicable events.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
<th>Applicable events</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bytes per packet to capture</td>
<td>Specifies the number of bytes to capture per packet. The capture starts with the first byte in the packet. Specify this option only if the trigger script performs packet capture. A value of 0 specifies that the capture should collect all bytes in each packet.</td>
<td>All events except:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ALERT_RECORD_COMMIT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• METRIC_CYCLE_BEGIN</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• METRIC_CYCLE_END</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• FLOW_REPORT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• NEW_APPLICATION</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• NEW_DEVICE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• SESSION_EXPIRE</td>
</tr>
<tr>
<td>Bytes to Buffer</td>
<td>Specifies the minimum number of payload bytes to buffer.</td>
<td>CIFS_REQUEST</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CIFS_RESPONSE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>HTTP_REQUEST</td>
</tr>
<tr>
<td></td>
<td></td>
<td>HTTP_RESPONSE</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ICA_TICK</td>
</tr>
<tr>
<td>Clipboard Bytes to Buffer</td>
<td>Specifies the number of bytes to buffer on a Citrix clipboard transfer.</td>
<td>ICA_TICK</td>
</tr>
<tr>
<td>Metric Cycle</td>
<td>Specifies the length of the metric cycle, expressed in seconds. The following values are valid:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• 30sec</td>
<td>METRIC_CYCLE_BEGIN</td>
</tr>
<tr>
<td></td>
<td>• 5min</td>
<td>METRIC_CYCLE_END</td>
</tr>
<tr>
<td></td>
<td>• 1hr</td>
<td>METRIC_RECORD_COMMIT</td>
</tr>
<tr>
<td>Metric Types</td>
<td>Specifies the metric type by the raw metric name, such as extrahop.device.http_server. Specify multiple metric types in a comma-delimited list.</td>
<td>ALERT_RECORD_COMMIT</td>
</tr>
<tr>
<td>Per Turn</td>
<td>Enables packet capture on each flow turn. Per-turn analysis continuously analyzes communication between two endpoints to extract a single payload data point from the flow. If this option is enabled, any values specified for the Client matching string and Server matching string options are ignored.</td>
<td>SSL_PAYLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>TCP_PAYLOAD</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
<td>Applicable events</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>------------------------------------</td>
</tr>
<tr>
<td>Client port min</td>
<td>Specifies the minimum port number of the client port range. Valid values are 0 to 65535. A value of 0 specifies matching of any port.</td>
<td>• SSL_PAYLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• TCP_PAYLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• UDP_PAYLOAD</td>
</tr>
<tr>
<td>Client port max</td>
<td>Specifies the maximum port number of the client port range. Valid values are 0 to 65535. Any value specified for this option is ignored if the value of the <strong>Client port min</strong> option is 0.</td>
<td>• SSL_PAYLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• TCP_PAYLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• UDP_PAYLOAD</td>
</tr>
<tr>
<td>Client bytes to buffer</td>
<td>Specifies the number of client bytes to buffer. The value of this option cannot be set to 0 if the value of the <strong>Server bytes to buffer</strong> option is also set to 0.</td>
<td>• SSL_PAYLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• TCP_PAYLOAD</td>
</tr>
<tr>
<td>Client matching string</td>
<td>Specifies the format string that indicates when to begin buffering client data. Any value specified for this option is ignored if the <strong>Per Turn</strong> option is enabled.</td>
<td>• SSL_PAYLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• TCP_PAYLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• UDP_PAYLOAD</td>
</tr>
<tr>
<td>Server port min</td>
<td>Specifies the minimum port number of the server port range. Valid values are 0 to 65535. A value of 0 specifies matching of any port.</td>
<td>• SSL_PAYLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• TCP_PAYLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• UDP_PAYLOAD</td>
</tr>
<tr>
<td>Server port max</td>
<td>Specifies the maximum port number of the server port range. Valid values are 0 to 65535. Any value specified for this option is ignored if the value of the <strong>Server port min</strong> option is 0.</td>
<td>• SSL_PAYLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• TCP_PAYLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• UDP_PAYLOAD</td>
</tr>
<tr>
<td>Server bytes buffer</td>
<td>Specifies the number of server bytes to buffer. The value of this option cannot be set to 0 if the value of the <strong>Client bytes to buffer</strong> option is also set to 0.</td>
<td>• SSL_PAYLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• TCP_PAYLOAD</td>
</tr>
<tr>
<td>Server matching string</td>
<td>Specifies the format string that indicates when to begin buffering.</td>
<td>• SSL_PAYLOAD</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• TCP_PAYLOAD</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
<td>Applicable events</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>Option</td>
<td>Data. Returns the entire packet upon a string match. Any value specified for this option is ignored if the <strong>Per Turn</strong> option is enabled.</td>
<td>• UDP_PAYLOAD</td>
</tr>
<tr>
<td>All UDP Datagrams</td>
<td>Enables capture of all UDP datagrams.</td>
<td>• UDP_PAYLOAD</td>
</tr>
<tr>
<td>Run FLOW_CLASSIFY on expiring, unclassified flows</td>
<td>Enables running the event upon expiration to accumulate metrics for flows that were not classified before expiring.</td>
<td>• FLOW_CLASSIFY</td>
</tr>
</tbody>
</table>
Examples

The following examples are available:

- Example: Collect ActiveMQ metrics
- Example: Send data to Azure with Remote.HTTP
- Example: Monitor CIFS actions on devices
- Example: Track 500-level HTTP responses by customer ID and URI
- Example: Collect response metrics on database queries
- Example: Send discovered device data to a remote syslog server
- Example: Send data to Elasticsearch with Remote.HTTP
- Example: Access HTTP header attributes
- Example: Collect IBMMQ metrics
- Example: Record Memcache hits and misses
- Example: Parse memcache keys
- Example: Add metrics to the metric cycle store
- Example: Parse NTP with universal payload analysis
- Example: Parse custom PoS messages with universal payload analysis
- Example: Parse syslog over TCP with universal payload analysis
- Example: Record data to a session table
- Example: Track SOAP requests
- Example: Matching topnset keys
- Example: Create an application container

Example: Collect ActiveMQ metrics

The trigger in this example records destination information from the Java Messaging Service (JMS). The trigger creates an application and collects custom metrics that include the whether the broker of an event is the sender or receiver and the JMS destination field specified on that event.

Run the trigger on the following events: ACTIVEMQ_MESSAGE

```javascript
var app = Application("ActiveMQ Sample");
if (ActiveMQ.senderIsBroker) {
  if (ActiveMQ.receiverIsBroker) {
    app.metricAddCount("amq_broker", 1);
    app.metricAddDetailCount("amq_broker", ActiveMQ.queue, 1);
  }
  else {
    app.metricAddCount("amq_msg_out", 1);
    app.metricAddDetailCount("amq_msg_out", ActiveMQ.queue, 1);
  }
}
else {
  app.metricAddCount("amq_msg_in", 1);
  app.metricAddDetailCount("amq_msg_in", ActiveMQ.queue, 1);
}
```

Related classes

- ActiveMQ
- Application
Example: Send data to Azure with Remote.HTTP

The trigger in this example sends data to the Microsoft Azure Table storage service through an HTTP open data stream (ODS).

You must first configure an HTTP open data stream from the ExtraHop Admin UI before you create the trigger. The ODS configuration contains the authentication information required to sign in to your Microsoft Azure service. For configuration information, see Configure an HTTP target for an open data stream in the ExtraHop Admin UI Guide.

Run the trigger on the following events: HTTP_RESPONSE

```javascript
// The name of the HTTP destination defined in the ODS config
var REST_DEST = "my_table_storage";

// The name of the table within Azure Table storage
var TABLE_NAME = "TestTable";

/* If the header is not set to this value, Azure expects to receive XML; 
* however, it is easier for a trigger to send JSON. 
* The ODS config enables you to specify the datatype of fields; in this 
* case 
* the timestamp (TS) field is a datetime even though it is serialized from 
* a 
* Date to a String. 
*/
var headers = { "Content-Type": "application/json;odata=minimalmetadata" };

var now = new Date(getTimestamp());
var msg = {
    "RowKey": now.getTime().toString(), // must be a string
    "PartitionKey": "my_key", // must be a string
    "HTTPMethod": HTTP.method,
    "DestAddr": Flow.server.ipaddr,
    "SrcAddr": Flow.client.ipaddr,
    "SrcPort": Flow.client.port,
    "DestPort": Flow.server.port,
    "TS@odata.type": "Edm.DateTime", // metadata to describe format of TS field
    "TS": now.toISOString(),
    "ServerTime": HTTP.processingTime,
    "RspTTLB": HTTP.rspTimeToLastByte,
    "RspCode": HTTP.statusCode.toString(),
    "URI": "http://" + HTTP.host + HTTP.path,
};

// debug(JSON.stringify(msg));
Remote.HTTP(REST_DEST).post({ path: "/" + TABLE_NAME, headers: headers, 
payload: 
JSON.stringify(msg) })
```

Related classes

- Remote.HTTP
- Flow
- HTTP
Example: Monitor CIFS actions on devices

The trigger in this example monitors the CIFS actions performed on devices, and then creates custom device metrics that collect the total number of bytes read and written, and the number of bytes written by CIFS users that are not authorized to access a sensitive resource.

Run the trigger on the following events: CIFS_RESPONSE

```javascript
var client = Flow.client.device,
    server = Flow.server.device,
    clientAddress = Flow.client.ipaddr,
    serverAddress = Flow.server.ipaddr,
    file = CIFS.resource,
    user = CIFS.user,
    resource,
    permissions,
    writeBytes,
    readBytes;

// Resource to monitor
resource = "\\Clients\\Confidential\\";
// Users of interest and their permissions
permissions = {
    "\\EXTRAHOP\\tom" : {read: false, write: false},
    "\\\\Anonymous" : {read: true, write: false},
    "\\\\WORKGROUP\\\maria" : {read: true, write: true}
};

// Check if this is an action on your monitored resource
if ((file !== null) && (file.indexOf(resource) !== -1)) {
    if (CIFS.isCommandWrite) {
        writeBytes = CIFS.reqSize;
        // Record bytes written
        Device.metricAddCount("cifs_write_bytes", writeBytes);
        Device.metricAddDetailCount("cifs_write_bytes", user, writeBytes);
        // Record number of writes
        Device.metricAddCount("cifs_writes", 1);
        Device.metricAddDetailCount("cifs_writes", user, 1);
        // Record number of unauthorized writes
        if (!permissions[user] || !permissions[user].write) {
            Device.metricAddCount("cifs_unauth_writes", 1);
            Device.metricAddDetailCount("cifs_unauth_writes", user, 1);
        }
    }
    if (CIFS.isCommandRead) {
        readBytes = CIFS.reqSize;
        // Record bytes read
        Device.metricAddCount("cifs_read_bytes", readBytes);
        Device.metricAddDetailCount("cifs_read_bytes", user, readBytes);
        // Record number of reads
        Device.metricAddCount("cifs_reads", 1);
        Device.metricAddDetailCount("cifs_reads", user, 1);
        // Record number of unauthorized reads
        if (!permissions[user] || !permissions[user].read) {
            Device.metricAddCount("cifs_unauth_reads", 1);
            Device.metricAddDetailCount("cifs_unauth_reads", user, 1);
        }
    }
}
```
ExtraHop 7.9 Trigger API Reference

Related classes

- CIFS
- Device
- Flow

Example: Track 500-level HTTP responses by customer ID and URI

The trigger in this example tracks HTTP server responses that result in an error code of 500. The trigger also creates custom device metrics that collect the customer ID and URI in the header of each 500 response.

Run the trigger on the following events: **HTTP_REQUEST** and **HTTP_RESPONSE**

```javascript
var custId,
    query,
    uri,
    key;

if (event === "HTTP_REQUEST") {
    custId = HTTP.headers["Cust-ID"];
    // Only keep the URI if there is a customer id
    if (custId !== null) {
        Flow.store.custId = custId;
        query = HTTP.query;
        /* Pull the complete URI (URI plus query string) and save it to
         * the Flow store for a subsequent response event.
         * The query string data is only available on the request.
         */
        uri = HTTP.uri;
        if ((uri !== null) && (query !== null)) {
            uri = uri + "?" + query;
        }
        // Keep URIs for handling by HTTP_RESPONSE triggers
        Flow.store.uri = uri;
    }
} else if (event === "HTTP_RESPONSE") {
    custId = Flow.store.custId;
    // Count total requests by customer ID
    Device.metricAddCount("custid_rsp_count", 1);
    Device.metricAddDetailCount("custid_rsp_count_detail", custId, 1);
    // If the status code is 500 or 503, record the URI and customer ID
    if ((HTTP.statusCode === 500) || (HTTP.statusCode === 503)) {
        // Combine URI and customer ID to create the detail key
        key = custId;
        if (Flow.store.uri !== null) {
            key += ", " + Flow.store.uri;
        }
        Device.metricAddCount("custid_error_count", 1);
        Device.metricAddDetailCount("custid_error_count_detail", key, 1);
    }
}
```
Related classes
- HTTP
- Flow
- Device

Example: Collect response metrics on database queries
The trigger in this example creates custom device metrics that collect the number of responses and the processing times on database queries.

Run the trigger on the following events: **DB_RESPONSE**

```
let stmt = DB.statement;
if (stmt === null) {
  return;
}
// Remove leading whitespace and truncate
stmt = stmt.trimLeft().substr(0, 1023);
// Record counts by statement
Device.metricAddCount("db_rsp_count", 1);
Device.metricAddDetailCount("db_rsp_count_detail", stmt, 1);
// Record processing times by statement
Device.metricAddSampleset("db_proc_time", DB.processingTime);
Device.metricAddDetailSampleset("db_proc_time_detail",
  stmt, DB.processingTime);
```

Related classes
- DB
- Device

Example: Send discovered device data to a remote syslog server
The trigger in this example discovers when a new device is detected on the ExtraHop system and creates remote syslog messages that contain device attributes.

You must first configure a remote open data stream from the ExtraHop Admin UI before you create the trigger. The ODS configuration specifies the location of the remote syslog server. For configuration information, see Configure a syslog target for an open data stream in the ExtraHop Admin UI Guide.

Run the trigger on the following events: **NEW_DEVICE**

```
var dev = Discover.device;
Remote.Syslog.info('Discovered device ' + dev.id + ' (hwaddr: ' + dev.hwaddr + ')');
```

Related classes
- Remote.Syslog
- Discover
- Device
Example: Send data to Elasticsearch with Remote.HTTP

The trigger in this example sends data to an Elasticsearch server through an HTTP open data stream (ODS).

You must first configure an HTTP open data stream from the ExtraHop Admin UI before you create the trigger. The ODS configuration specifies the Elasticsearch target and any required authentication credentials. For configuration information, see Configure an HTTP target for an open data stream in the ExtraHop Admin UI Guide.

Run the trigger on the following events: HTTP_REQUEST and HTTP_RESPONSE

```javascript
var date = new Date();
var payload = {
    'ts' : date.toISOString(),  // Timestamp recognized by Elasticsearch
    'eh_event' : 'http',
    'my_path' : HTTP.path};
var obj = {
    'path' : '/extrahop/http',  // Add to Extrahop index
    'headers' : {},
    'payload' : JSON.stringify(payload)} ;
Remote.HTTP('elasticsearch').request('POST', obj);
```

Related classes
- Remote.HTTP

Example: Access HTTP header attributes

The trigger in this example accesses HTTP event attributes from the header object, and creates custom device metrics that count header requests and attributes.

Run the trigger on the following events: HTTP_RESPONSE

```javascript
var hdr,
session,
accept,
results,
hdr = HTTP.headers,
i;

// Header lookups are case-insensitive properties
session = headers['X-Session-Id'];

/* Session is a string representing the value of the header (or null
 * if the header is not present). Header values are always strings.
 */

// This syntax also works if the header is a legal property name
accept = headers.accept;

/*
 * In the event that there are multiple instances of a header,
 * accessing the header in the above manner (as a property)
 * will always return the value for the first appearance of the
 * header.
 */

if (session !== null) {
    // Count requests per session ID
```
Device.metricAddCount("req_count", 1);
Device.metricAddDetailCount("req_count", session, 1);

/* Looping over all headers
 * The "length" property is case-sensitive and is not
 * treated as a header lookup. Instead, it returns the number of
 * headers (as if HTTP.headers were an array). In the unlikely
 * event that there is a header called "Length," it would still be
 * accessible with HTTP.headers["Length"] (or HTTP.headers.Length).
 */

for (i = 0; i < headers.length; i++) {
    hdr = headers[i];
    debug("headers[" + i + "]\: name: " + hdr.name);
    debug("headers[" + i + "]\: value: " + hdr.value);
    Device.metricAddCount("hdr_count", 1);
    /* Count instances of each header */
    Device.metricAddDetailCount("hdr_count", hdr.name, 1);
}

// Searching for headers by prefix
results = HTTP.findHeaders("Content-");

/* The "results" property is an array (a real javascript array, as opposed
 * to an array-like object) of header objects (with name and value
 * properties) where the names match the prefix of the string passed
 * to findHeaders.
 */
for (i = 0; i < results.length; i++) {
    hdr = results[i];
    debug("results[" + i + "]\: name: " + hdr.name);
    debug("results[" + i + "]\: value: " + hdr.value);
}

Related classes

• HTTP
• Device

Example: Collect IBMMQ metrics

The triggers in this example work together to give a view of the flow of queue level messages through the
IBMMQ protocol. The triggers create custom application metrics that count the number of messages in, out,
and exchanged between brokers by different message queues.

Run the following trigger on the IBMMQ_REQUEST event.

if (IBMMQ.method == "MESSAGE_DATA") {
    var app = Application("IBMMQ Sample");
    app.metricAddCount("broker", 1);
    if (IBMMQ.queue !== null) {
        var ret = IBMMQ.queue.split(":");
        var queue = ret.length > 1 ? ret[1] : ret[0];
        app.metricAddDetailCount("broker", queue, 1);
    } else {
        app.metricAddCount("queueless_broker", 1);
    }
    if (IBMMQ.queue !== null && IBMMQ.queue.indexOf("QUEUE2") > -1) {
        // Additional code here
    }
Run the following trigger on the `IBMMQ_RESPONSE` event.

```javascript
if (IBMMQ.method == "ASYNC_MSG_V7" || IBMMQ.method == "MQGET_REPLY") {
  var app = Application("IBMMQ Sample");
  if (IBMMQ.payload === null) {
    app.metricAddCount("payloadless_msg_out", 1);
  } else {
    app.metricAddCount("msg_out", 1);
    if (IBMMQ.queue !== null) {
      var ret = IBMMQ.queue.split(":");
      var queue = ret.length > 1 ? ret[1] : ret[0];
      app.metricAddDetailCount("msg_out", queue, 1);
    } else {
      app.metricAddCount("queueless_msg_out", 1);
    }
    if (IBMMQ.queue !== null && IBMMQ.queue.indexOf("QUEUE2") > -1) {
      app.metricAddCount("queue2_msg_out", 1);
    }
  }
  app.commit();
}
```

**Example: Record Memcache hits and misses**

The trigger in this example creates custom device metrics that record each memcache hit or miss and the access time of each hit.

Run the trigger on the following events: `MEMCACHE_RESPONSE`

```javascript
var hits = Memcache.hits;
var misses = Memcache.misses;
var accessTime = Memcache.accessTime;
var i;
```
```javascript
Device.metricAddCount('memcache_key_hit', hits.length);
for (i = 0; i < hits.length; i++) {
    var hit = hits[i];
    if (hit.key != null) {
        Device.metricAddDetailCount('memcache_key_hit_detail', hit.key, 1);
    }
}
if (!isNaN(accessTime)) {
    Device.metricAddSampleset('memcache_key_hit', accessTime);
    if ((hits.length > 0) && (hits[0].key != null)) {
        Device.metricAddDetailSampleset('memcache_key_hit_detail',
                                                   hits[0].key,
                                                   accessTime);
    }
}
Device.metricAddCount('memcache_key_miss', misses.length);
for (i = 0; i < misses.length; i++) {
    var miss = misses[i];
    if (miss.key != null) {
        Device.metricAddDetailCount('memcache_key_miss_detail', miss.key, 1);
    }
}
```

**Related classes**

- Memcache
- Device

**Example: Parse memcache keys**

Parses the memcache keys to extract detailed breakdowns, such as by ID module and class name, and creates custom device metrics to collect key details.

Keys are formatted as "com.extrahop.<module>.<class>_<id>"—for example: "com.extrahop.widgets.sprocket_12345".

Run the trigger on the following events: **MEMCACHE_RESPONSE**

```javascript
var method = Memcache.method;
var statusCode = Memcache.statusCode;
var reqKeys = Memcache.reqKeys;
var hits = Memcache.hits;
var misses = Memcache.misses;
var error = Memcache.error;
var hit;
var miss;
var key;
var size;
var reqKey;
var i;

// Record breakdown of hit count and value size by module and class
for (i = 0; i < hits.length; i++) {
    hit = hits[i];
    key = hit.key;
    size = hit.size;
```
Device.metricAddCount("hit", 1);
if (key != null) {
    var parts = key.split(".");

    if ((parts.length == 4) && (parts[0] == "com") &&
        var subparts = parts[3].split("_");

        Device.metricAddDetailCount("hit_class", hitClass, 1);
        Device.metricAddDetailSampleset("hit_class_size", hitClass, size);
    }
}

// Record misses by ID to help identify caching issues
for (i = 0; i < misses.length; i++) {
    miss = misses[i];
    key = miss.key;
    if (key != null) {
        var parts = key.split(".");

        if ((parts.length == 4) && (parts[0] == "com") &&
            (parts[3] == "sprocket")) {
            var subparts = parts[3].split("_");

            if ((subparts.length == 2) && (subparts[0] == "sprocket")) {
                Device.metricAddDetailCount("sprocket_miss_id", subparts[1], 1);
            }
        }
    }
}

// Record the keys that produced any errors
if (error != null && method != null) {
    for (i = 0; i < reqKeys.length; i++) {
        reqKey = reqKeys[i];
        if (reqKey != null) {
            var errDetail = method + " " + reqKey + " / " + statusCode + ": " +
                            error;
            Device.metricAddDetailCount("error_key", errDetail, 1);
        }
    }
}

// Record the status code, matching built-in metrics
if (Memcache.isBinaryProtocol && statusCode != "NO_ERROR") {
    Device.metricAddDetailCount("status_code",
        method + "/" + statusCode, 1);
} else {
    Device.metricAddDetailCount("status_code", statusCode, 1);
}
Example: Add metrics to the metric cycle store

The trigger in this example illustrates how to temporarily store data from all metric record commits that occur during a metric cycle.

Run the trigger on the following events: METRIC_CYCLE_BEGIN, METRIC_CYCLE_END, METRIC_RECORD_COMMIT

Configure advanced trigger options as shown in the following table:

<table>
<thead>
<tr>
<th>Option</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Metric Cycle</td>
<td>30sec</td>
</tr>
<tr>
<td>Metric Type</td>
<td>extrahop.device.http_server, extrahop.device.tcp</td>
</tr>
</tbody>
</table>

```javascript
var store = MetricCycle.store;

function processMetric() {
  var id = MetricRecord.id,
      deviceId = MetricRecord.object.id,
      fields = MetricRecord.fields;

  if (!store.metrics[deviceId]) {
    store.metrics[deviceId] = {};
  }
  if (id === 'extrahop.device.http_server') {
    store.metrics[deviceId].httpRspAborted = fields['rsp_abort'];
  } else if (id === 'extrahop.device.tcp') {
    store.metrics[deviceId].tcpAborted = fields['aborted_out'];
  }
}

function commitSyntheticMetrics() {
  var dev,
      metrics,
      abortPct,
      deviceId;
  for (deviceId in store.metrics) {
    metrics = store.metrics[deviceId];
    abortPct = (metrics.httpRspAborted / metrics.tcpAborted) * 100;
    dev = new Device(deviceId);
    dev.metricAddSnap('http-tcp-abort-pct', abortPct);
  }
}

switch (event) {
  case 'METRIC_CYCLE_BEGIN':
    store.metrics = {};
    break;

  case 'METRIC_RECORD_COMMIT':
    processMetric();
    break;
```
case 'METRIC_CYCLE_END':
    commitSyntheticMetrics();
    break;
}

Related classes

- MetricCycle
- MetricRecord
- Device

Example: Parse custom PoS messages with universal payload analysis

The trigger in this example parses TCP messages from a point-of-sale (PoS) system and creates custom device metrics that collect specific values in the 4th to 7th bytes of both response and request messages.

Run the trigger on the following events: TCP_PAYLOAD

```javascript
// Define variables; store client or server payload into a Buffer object
var buf_client = Flow.client.payload,
    buf_server = Flow.server.payload,
    protocol = Flow.l7proto,

// PoS Message Type Structure Definition
pos_message_type = {
    "0100" : "0100_Authorization_Request",
    "0101" : "0101_Authorization_Request_Repeat",
    "0110" : "0110_Authorization_Response",
    "0200" : "0200_Financial_Request",
    "0201" : "0201_Financial_Request_Repeat",
    "0210" : "0210_Financial_Response",
    "0220" : "0220_Financial_Transaction_Advice_Request",
    "0221" : "0221_Financial_Transaction_Advice_Request_Repeat",
    "0230" : "0230_Financial_Transaction_Advice_Response",
    "0420" : "0420_Reversal_Advice_Request",
    "0421" : "0421_Reversal_Advice_Request_Repeat",
    "0430" : "0430_Reversal_Advice_Response",
    "0600" : "0600_Administration_Request",
    "0601" : "0601_Administration_Request_Repeat",
    "0610" : "0610_Administration_Response",
    "0620" : "0620_Administration_Advice_Request",
    "0621" : "0621_Administration_Advice_Request_Repeat",
    "0630" : "0630_Administration_Advice_Response",
    "0800" : "0800_Administration_Request",
    "0801" : "0801_Administration_Request_Repeat",
    "0810" : "0810_Administration_Response"
};

// Skip parsing if it is a protocol of no interest or there is no payload
if (protocol !== 'tcp:4015' || (buf_client === null && buf_server === null))
    return;
else {
    // Store the data into variables for future access since there is some payload
    var client_ip = Flow.client.ipaddr,
server_ip = Flow.server.ipaddr,
client_port = Flow.client.port,
server_port = Flow.server.port;
// client = new Device(Flow.client.device.id),
// server = new Device(Flow.server.device.id);

if (buf_client !== null && buf_client.length >= 7) {
    // This is a client payload
    var cli_msg_type = buf_client.slice(3,7).decode('utf-8');
    debug('Client: ' + client_ip + ':' + client_port + " Type: " +
    pos_message_type[cli_msg_type]);
    Device.metricAddCount('UPA_Request', 1);
    Device.metricAddDetailCount('UPA_Request_by_Message',
    pos_message_type[cli_msg_type], 1);
    Device.metricAddDetailCount('UPA_Request_by_Client',
    client_ip.toString(), 1);
} else if (buf_server !== null && buf_server.length >= 7) {
    // This is a server payload
    var srv_msg_type = buf_server.slice(3,7).decode('utf-8');
    debug('Server: ' + server_ip + " Client: " + client_ip + ":" +
    client_port + " Type: " + pos_message_type[srv_msg_type]);
    Device.metricAddCount('UPA_Response', 1);
    Device.metricAddDetailCount('UPA_Response_by_Message',
    pos_message_type[srv_msg_type], 1);
    Device.metricAddDetailCount('UPA_Response_by_Client',
    server_ip.toString(), 1);
} else {
    // No buffer captured situation
    //debug('Null or not enough buffer data');
    return;
}

Related classes
• Buffer
• Device
• Flow

Example: Parse syslog over TCP with universal payload analysis

The trigger in this example parses the syslog over TCP and counts the syslog activity over time, both network-wide and per device.

Note: You might need to edit the trigger example to make sure the network ports for your syslog server match the ports in your environment.

This trigger example is available for download through a solutions bundle from the ExtraHop community.

Run the trigger on the following events: TCP_PAYLOAD, UDP_PAYLOAD

// Global variables
var buffer = Flow.client.payload,
buffer_size = Flow.client.payload.length + 1,
client = new Device(Flow.client.device.id),
data_as_json = { client_ip : Flow.client.ipaddr.toString(),
               client_port : Flow.client.port.toString(),
               server_ip : Flow.server.ipaddr.toString(),
               server_port : Flow.server.port.toString(),
               protocol : 'syslog',
               protocol_fields : {} },
protocol = Flow.l7proto,
server = new Device(Flow.server.device.id),
syslog = {},
syslog_facility = {
    "0": "kern",
    "1": "user",
    "2": "mail",
    "3": "daemon",
    "4": "auth",
    "5": "syslog",
    "6": "lpr",
    "7": "news",
    "8": "uucp",
    "9": "clock_daemon",
    "10": "authpriv",
    "11": "ftp",
    "12": "ntp",
    "13": "log_audit",
    "14": "log_alert",
    "15": "cron",
    "16": "local0",
    "17": "local1",
    "18": "local2",
    "19": "local3",
    "20": "local4",
    "21": "local5",
    "22": "local6",
    "23": "local7",
},
syslog_priority = {
    "0": "emerg",
    "1": "alert",
    "2": "crit",
    "3": "err",
    "4": "warn",
    "5": "notice",
    "6": "info",
    "7": "debug",
};

// Exit out early if not classified properly or no payload
if ( ( protocol != 'tcp:514' ) || ( buffer === null ) ) {
    debug('Invalid protocol ' + protocol +
        ' or null buffer (' + buffer.unpack('z').join(' ') + ')');
    return;
}

// Get started parsing Syslog
var data = buffer.unpack('z');

// Separate the PRIO field from the rest of the message
var msg_part  = data[0].split('>').join(' ');
var prio_part = data[0].split('>').join('<');

// Decode the PRIO field into Syslog facility and priority
var raw_facility = parseInt(prio_part) >> 3;
var raw_priority = parseInt(prio_part) & 7;

syslog.facility = syslog_facility[raw_facility];
syslog.priority = syslog_priority[raw_priority];

/* Timestamp and hostname are technically part of the HEADER field, but
 * treat the rest of the message as a <space> delimited
 * string, which it is (the syslog protocol is very basic)
 */
syslog.timestamp = msg_part.slice(0,3).join(' ');
syslog.hostname = msg_part[3];
syslog.message = msg_part.slice(4).join(' ');

/* At the network level, keep counts of who is sending messages by
 * both facility and priority
 */
Network.metricAddCount('syslog:priority_' + syslog.priority, 1);
Network.metricAddDetailCount('syslog:priority_' + syslog.priority + '_detail',
                           Flow.client.ipaddr, 1);
Network.metricAddCount('syslog:facility_' + syslog.facility, 1);
Network.metricAddDetailCount('syslog:facility_' + syslog.facility + '_detail',
                           Flow.client.ipaddr, 1);

/* Devices receiving messages keep a count of who sent those messages
 * by facility and priority
 */
server.metricAddCount('syslog:priority_' + syslog.priority, 1);
server.metricAddDetailCount('syslog:priority_' + syslog.priority + '_detail',
                           Flow.client.ipaddr, 1);
server.metricAddCount('syslog:facility_' + syslog.facility, 1);
server.metricAddDetailCount('syslog:facility_' + syslog.facility + '_detail',
                           Flow.client.ipaddr, 1);

/* Devices sending messages keep a count of who they sent those messages
 * to by facility and priority
 */
client.metricAddCount('syslog:priority_' + syslog.priority, 1);
client.metricAddDetailCount('syslog:priority_' + syslog.priority + '_detail',
                           Flow.server.ipaddr, 1);
client.metricAddCount('syslog:facility_' + syslog.facility, 1);
client.metricAddDetailCount('syslog:facility_' + syslog.facility + '_detail',
                           Flow.server.ipaddr, 1);

data_as_json.protocol_fields = syslog;
data_as_json.ts = new Date();

//try {
//    Remote.MongoDB.insert('payload.syslog', data_as_json);
//} catch (err) {
//    Remote.Syslog.debug(JSON.stringify(data_as_json));
//}
data_as_json.protocol_fields = syslog;
Example: Parse NTP with universal payload analysis

The trigger in the following example parses the network time protocol through universal payload analysis (UDP).

Run the trigger on the following events: UDP_PAYLOAD

```javascript
var buf = Flow.server.payload,
    flags,
    values,
    fmt,
    offset = 0,
    ntpData = {},
    proto = Flow.l7proto;
if ((proto !== 'NTP') || (buf === null)) {
    return;
}

// Parse individual flag values from flags byte
function parseFlags(flags) {
    return {
        'LI': flags >> 6,
        'VN': (flags & 0x3f) >> 3,
        'mode': flags & 0x7
    };
}

// Convert from NTP short format
function ntpShort(n) {
    return n / 65536.0;
}

// Convert integral part of NTP timestamp format to Date
function ntpTimestamp(n) {
    /* NTP dates start at 1900, subtract the difference
    * and convert to milliseconds */
    var ms = (n - 0x83aa7e80) * 1000;
    return new Date(ms);
}

// First part of NTP header
fmt = ('B' + // Flags (LI, VN, mode)
    'B' + // Stratum
    'b' + // Polling interval (signed)
    'b' + // Precision (signed)
    'I' + // Root delay
    'I'); // Root dispersion

values = buf.unpack(fmt);
offset = values.bytes;
flags = parseFlags(values[0]);
if (flags.VN !== 4) {
```
// Expecting NTPv4
return;
}
ntpData.flags = flags;
ntpData.stratum = values[1];
ntpData.poll = values[2];
ntpData.precision = values[3];
ntpData.rootDelay = ntpShort(values[4]);
ntpData.rootDispersion = ntpShort(values[5]);

// The next field, the reference ID, depends upon the stratum field
switch (ntpData.stratum)
{
case 0:
case 1:
    // Identifier string (4 bytes), and 4 NTP timestamps in two parts
    fmt = '4s8I';
    break;
default:
    // Unsigned int (based on IP), and 4 NTP timestamps in two parts
    fmt = 'I8I';
    break;
}
// Passing in offset enables you to continue parsing where you left off
values = buf.unpack(fmt, offset);
ntpData.referenceId = values[0];

// Only the integral parts of the timestamp are referenced here
ntpData.referenceTimestamp = ntpTimestamp(values[1]);
ntpData.origTimestamp = ntpTimestamp(values[3]);
ntpData.receiveTimestamp = ntpTimestamp(values[5]);
ntpData.transmitTimestamp = ntpTimestamp(values[7]);

debg('NTP data:' + JSON.stringify(ntpData, null, 4));

Related classes
- Buffer
- Flow
- UDP

Example: Record data to a session table

The trigger in this example records specific HTTP transactions to the session table and creates custom
network metrics that collect session expiration data.

Run the trigger on the following events: HTTP_REQUEST, SESSION_EXPIRE

// HTTP_REQUEST
if (HTTP.userAgent === null) {
    return;
}

// Look for the OS name
var re = /\(Windows|Mac|Linux\)/;
var os = HTTP.userAgent.match(re);
if (os === null) {
    return;
}
// Specify the matched string as the key for session table entry
```javascript
os = os[0];

var opts =
{
    // Expire added entries after 30 seconds
    expire: 30,
    // Retain entries with normal priority if session table grows too large
    priority: Session.PRIORITY_NORMAL,
    // Make expired entries available on SESSION_EXPIRE events
    notify: true
};

// Ensure an entry for this key is present; an existing entry will not be replaced
Session.add(os, 0, opts);

// Increase the count for this entry
var count = Session.increment(os);

diff = os + "": " + count);

/* After 30 seconds, the accumulated per-OS counts appear in the Session.expiredKeys list, accessible in the SESSION_EXPIRE event:

//SESSION_EXPIRE
var keys = Session.expiredKeys;
for (var i = 0; i < keys.length; i++) {
diff = "count of " + keys[i].name + "": " + keys[i].value);
if (keys[i].value > 500) {
    Network.metricAddCount("os-high-request-count", 1);
    Network.metricAddDetailCount("os-high-request-count",
        keys[i].name, 1);
}
}
```

Related classes

- HTTP
- Network
- Session

Example: Track SOAP requests

The trigger in this example tracks SOAP requests through the SOAPAction header, saves them into the flow store, and creates custom network metrics that collect data about the transactions.

Note: Before you begin, confirm your SOAP implementation passes the necessary information through the header.

Run the trigger on the following events: `HTTP_REQUEST`, `HTTP_RESPONSE`

```javascript
var soapAction,
    headers = HTTP.headers,
    method,
    detailMethod,
    parts;

if (event === "HTTP_REQUEST") {
    soapAction = headers["SOAPAction"]
    if (soapAction != null) {
        Flow.store.soapAction = soapAction;
    }
```
else if (event === "HTTP_RESPONSE") {
  soapAction = Flow.store.soapAction;
  if (soapAction !== null) {
    parts = soapAction.split("/");
    if (parts.length > 0) {
      method = parts[1];
    } else {
      method = soapAction;
    }
    detailMethod = method + "_detail";
    Network.metricAddCount(method, 1);
    Network.metricAddDetailCount(detailMethod, Flow.client.ipaddr, 1);
    Network.metricAddSampleset("soap_proc", HTTP.processingTime);
    Network.metricAddDetailSampleset("soap_proc_detail", method, HTTP.processingTime);
  }
}

Related classes

• Flow
• HTTP
• Network

Example: Matching topnset keys

The triggers in this example illustrate topnset key matching by string and IP Address, and includes advanced key mapping.

Topnset key matching by string

Run the trigger on the following events: **METRIC_RECORD_COMMIT**

Configure advanced trigger options as shown in the following table:

<table>
<thead>
<tr>
<th>Option</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Metric Cycle</td>
<td>30sec</td>
</tr>
<tr>
<td>Metric Type</td>
<td>extrahop.device.app</td>
</tr>
</tbody>
</table>

```javascript
var stat = MetricRecord.fields['bytes_out'],
    id = MetricRecord.object.id,
    proto = 'HTTP2-SSL',
    entry;

entry = stat.lookup(proto);
if (entry !== null) {
  debug('Device ' + id + ' sent ' + entry.value + ' bytes over ' + proto);
}
```

Topnset key matching by IPAddress

Run the trigger on the following events: **METRIC_RECORD_COMMIT**

Configure advanced trigger options as shown in the following table:
**Option** | **Value**
--- | ---
Metric Cycle | 30sec
Metric Type | extrahop.device.net_detail

```javascript
var stat = MetricRecord.fields['bytes_out'],
    total = 0,
    entry,
    entries,
    i,
    ip = new IPAddress('192.168.112.1');

entries = stat.findEntries(ip);
for (i = 0; i < entries.length; i++) {
    entry = entries[i];
    total += entry.value;
}
Remote.Syslog.alert('IP ' + ip + ' sent ' + total + ' bytes.');
```

### Advanced topnset key matching

Run the trigger on the following events: **METRIC_RECORD_COMMIT**

Configure advanced trigger options as shown in the following table:

<table>
<thead>
<tr>
<th>Option</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Metric Cycle</td>
<td>30sec</td>
</tr>
<tr>
<td>Metric Type</td>
<td>extrahop.device.net_detail</td>
</tr>
</tbody>
</table>

```javascript
var stat = MetricRecord.fields['bytes_out'],
    entry,
    entries,
    key,
    i;

entries = stat.findEntries({addr: /192.168.112.1*/, proto: 17});

debug('matched ' + entries.length + '/' + stat.entries.length + ' entries');

for (i = 0; i < entries.length; i++) {
    entry = entries[i];
    key = entry.key;
    Remote.Syslog.alert('unexpected outbound UDP traffic from: ' +
             JSON.stringify(key));
}
```

**Related classes**

- MetricRecord
- IPAddress
- Remote.Syslog
Example: Create an application container

The trigger in this example creates an application container based on traffic associated with a two-tier application, and creates custom application metrics collected on HTTP and database events.

Run the trigger on the following events: **HTTP_RESPONSE** and **DB_RESPONSE**

```javascript
/* Initialize the application object against which you will
* commit specific HTTP and DB transactions. After traffic is
* committed, an application container called "My App" will appear
* in the Applications tab in the Web UI.
*/

var myApp = Application("My App");

/* These configurable properties describe features that define
* your application traffic.
*/

var myAppHTTPHost = "myapp.internal.example.com";
var myAppDatabaseName = "myappdb";
if (event == "HTTP_RESPONSE") {
    /* HTTP transactions can be committed to the application on
    * HTTP_RESPONSE events.
    */
    /* Commit this HTTP transaction only if the HTTP host header for
    * this response is defined and matches your application's HTTP host.
    */
    if (HTTP.host && (HTTP.host == myAppHTTPHost)) {
        myApp.commit();
        /* Capture custom metrics about user agents that experience
        * HTTP 40x or 50x responses.
        */
        if (HTTP.statusCode && (HTTP.statusCode >= 400)) {
            // Increment the overall count of 40x or 50x responses
            myApp.metricAddCount('myapp_40x_50x', 1);
            // Collect additional detail on referer, if any
            if (HTTP.referer) {
                myApp.metricAddDetailCount('myapp_40x_50x_refer_detail',
                    HTTP.referer, 1);
            }
        }
    }
} else if (event == "DB_RESPONSE") {
    /* Database transactions can be committed to the application on
    * DB_RESPONSE events.
    * Commit this database transaction only if the database name for
    * this response matches the name of our application database.
    */
    if (DB.database && (DB.database == myAppDatabaseName)) {
```
myApp.commit();
}

Related classes

- Application
- DB
- HTTP