



# OpenNMS 101

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<http://www.opennms.org/Training>

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# Module 4-1: Notifications

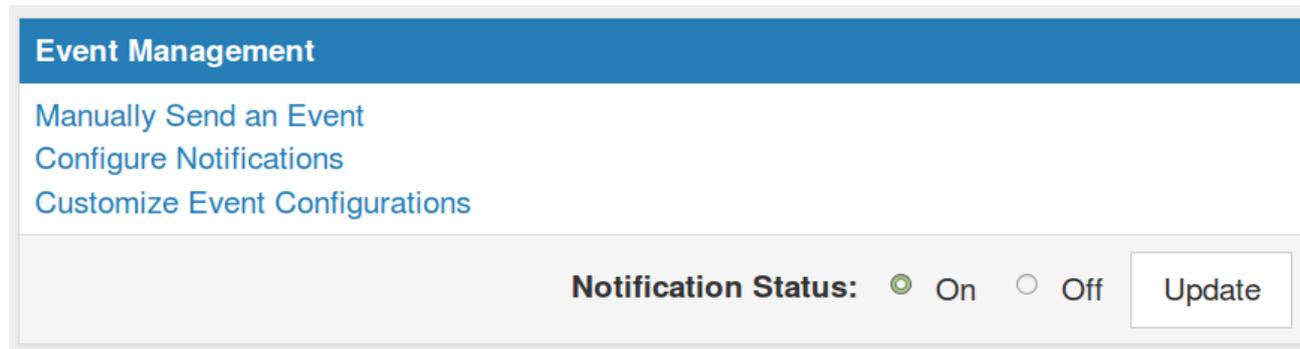


# Notices Tell People What's Happening

- Notices bring events to others attention
- Events can trigger notices
  - The event happens
  - A notice is triggered
  - It “walks a path”
- Those along the path get notified
- Escalations can insure notices get attention.
- Not a replacement for a Trouble Ticketing system.

# Built-In Notifications

- A number of notices are built-in: nodeDown, interfaceDown, nodeLostService, nodeAdded, interfaceDeleted and thresholds.
- Notices are off by default, and should be turned off during restarts.
- Turn Notices On.



The screenshot shows a web interface for 'Event Management'. It features a blue header bar with the text 'Event Management'. Below the header, there are three links: 'Manually Send an Event', 'Configure Notifications', and 'Customize Event Configurations'. At the bottom of the interface, there is a 'Notification Status' section with two radio buttons: 'On' (which is selected) and 'Off'. To the right of these buttons is an 'Update' button.

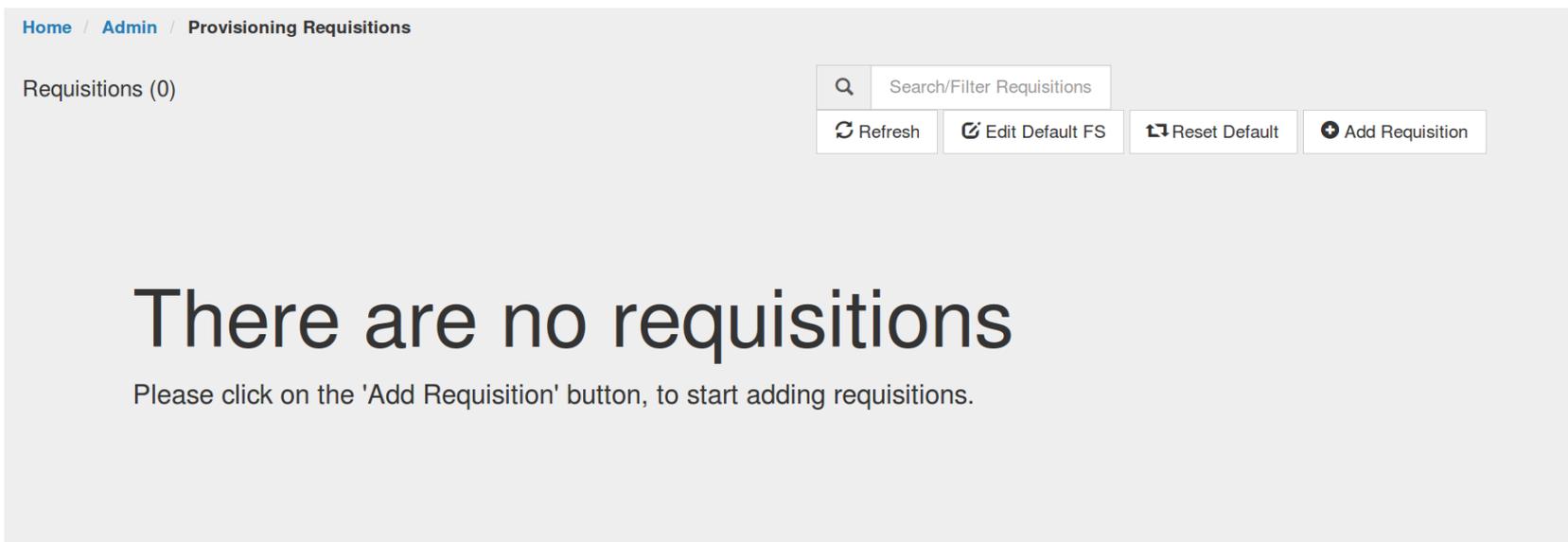


# Time to Add a Node

- Provisioning, the act of adding Nodes, is a key part of OpenNMS
- There are two main methods:
  - Automated Discovery
  - Directed Discovery
- Directed Discovery is recommended, and can be augmented with a number of adapters and the ReST interface.

# Create a Requisition

Navigate to Configure → Manage Provisioning Requisitions.



The screenshot shows the 'Provisioning Requisitions' management page. At the top left, there is a breadcrumb trail: 'Home / Admin / Provisioning Requisitions'. Below this, the text 'Requisitions (0)' is displayed. To the right of this text is a search bar with a magnifying glass icon and the placeholder text 'Search/Filter Requisitions'. Below the search bar are four action buttons: 'Refresh' (with a circular arrow icon), 'Edit Default FS' (with a document icon), 'Reset Default' (with a square and arrow icon), and 'Add Requisition' (with a plus icon). The main content area features a large heading 'There are no requisitions' and a subtext 'Please click on the 'Add Requisition' button, to start adding requisitions.'

# Add a Requisition

Add a new requisition called "Class".

Please enter the name for the new requisition



Class

Cancel

OK



# Key Attributes of a Requisition

- The name of the requisition
- The last time it was modified
- The last time it was imported
- Nodes in the requisition and nodes in the DB
- Actions:
  - Edit the requisition
  - Edit detectors and policies
  - Clone detectors and policies
  - Synchronize
  - Refresh
  - Delete Nodes
  - Delete the Requisition

# Edit the Requisition

[Home](#) / [Admin](#) / [Provisioning Requisitions](#) / [Class](#)

Requisition Class (0 defined, 0 deployed)

Q Search/Filter Nodes

Refresh Edit Definition Synchronize Add Node Return

## There are no nodes on the Class

Please click on the 'Add' button, to start adding nodes into this requisition.

# Add a Node – Horizontal Layout

[Home](#) / [Admin](#) / [Provisioning Requisitions](#) / [Class](#) /

Node at Class

[☰ Use Vertical Layout](#) [✕ Return](#)

Basic Information

Path Outage

Interfaces

Assets

Categories

**Foreign ID**

1480863782796

[🔗 Auto-generate](#)

**Node Label**

Node Label

Node Label is required.

**Building**

Building [optional]

**City**

City [optional]

# localhost Node – Vertical Layout

Node localhost at Class

☰ Use Horizontal Layout

📄 Save

⌛ Return

## Basic Information

### Foreign ID

1480863869842

🔗 Auto-generate

### Node Label

localhost

### Building

Building [optional]

### City

City [optional]

## Path Outage

### Parent Foreign Source

Parent Foreign Source (leave it blank to use the current requisition)

### Parent Foreign ID

Parent Foreign ID (use either this or Parent Node Label)

### Parent Node Label

Parent Node Label (use either this or Parent Foreign ID)

## IP Interfaces

➕ Add Interface

IP Address	Description	SNMP Primary	Services	Actions
------------	-------------	--------------	----------	---------

## Assets

➕ Add Asset

Name	Value	Actions
------	-------	---------

## Categories

➕ Add Category

# localhost Node – Add Interface

## Interface

### IP Address

127.0.0.1

### Description

lo0

### SNMP Primary

P

### Services



ICMP|



Add Service

Save

Cancel

# Save and Synchronize

Click “Save” then “Return” and then “Synchronize”

Node Label	Foreign ID	Building	City	IP Addresses	# Assets	# Categories	Has Parent	Actions
localhost	1480863869842	N/A	N/A	127.0.0.1 (P)	0	0	No	 

Then “Return” again

Requisition Name	Last Update	Last Import	Nodes Defined	Nodes in Database	Actions
Class	04-12-16 10:10:52	04-12-16 10:11:45	1	1	      

# Voila! A Notice

## Notifications

-  You have 1 outstanding notice
-  There are 1 outstanding notice
-  On-Call Schedule

▼ ID	Event ID	Severity	Sent Time	Responder	Respond Time	Node	Interface	Service
<input type="checkbox"/> 1	48	Warning	Dec 5, 2016 12:30:20 AM			localhost  		
OpenNMS has discovered a new node named localhost. Please be advised.								



35	Normal	Dec 5, 2016 12:11:58 AM	localhost		
uei.opennms.org/internal/provisiond/nodeScanCompleted Edit notifications for event					
The Node with Id: 1; ForeignSource: Class; ForeignId:1480863869842 has completed.					
34	Warning	Dec 5, 2016 12:11:51 AM	localhost	127.0.0.1	SMTP
uei.opennms.org/nodes/nodeGainedService Edit notifications for event					
The SMTP service has been discovered on interface 127.0.0.1.					
33	Warning	Dec 5, 2016 12:11:51 AM	localhost	127.0.0.1	SSH
uei.opennms.org/nodes/nodeGainedService Edit notifications for event					
The SSH service has been discovered on interface 127.0.0.1.					
32	Warning	Dec 5, 2016 12:11:50 AM	localhost	127.0.0.1	OpenNMS-JVM
uei.opennms.org/nodes/nodeGainedService Edit notifications for event					
The OpenNMS-JVM service has been discovered on interface 127.0.0.1.					
31	Warning	Dec 5, 2016 12:11:49 AM	localhost	127.0.0.1	ICMP
uei.opennms.org/nodes/nodeGainedService Edit notifications for event					
The ICMP service has been discovered on interface 127.0.0.1.					
30	Warning	Dec 5, 2016 12:11:49 AM	localhost		
uei.opennms.org/nodes/nodeAdded Edit notifications for event					
A new node (localhost) was discovered by OpenNMS.					
29	Warning	Dec 5, 2016 12:11:49 AM	localhost	127.0.0.1	
uei.opennms.org/nodes/nodeGainedInterface Edit notifications for event					
Interface 127.0.0.1 has been associated with Node #1.					
28	Normal	Dec 5, 2016 12:11:49 AM			
uei.opennms.org/internal/importer/importSuccessful Edit notifications for event					
This event indicates the model-importer process has completed successfully from resource: file:/opt/opennms/etc/imports/pending/Class.xml.1480864252078					
27	Normal	Dec 5, 2016 12:11:44 AM			
uei.opennms.org/internal/importer/importStarted Edit notifications for event					
This event indicates the model-importer process has started from resource: file [/opt/opennms/etc/imports/pending/Class.xml.1480864252078]					
26	Normal	Dec 5, 2016 12:11:44 AM			
uei.opennms.org/internal/importer/reloadImport Edit notifications for event					
A request had been made to run the model-import process with the parms: url="file:/opt/opennms/etc/imports/pending/Class.xml.1480864252078" importRescanExisting="true".					



# So, What Just Happened?

- Provisioning a node created a “nodeAdded” event
- Since notices were on globally, it was checked against the notification configuration
- There was a nodeAdded event notice, and it was on, so it was triggered.
- The event passed the filter, so it was sent
- It followed the Destination Path defined in the notice, with the configuration of the notice.

# Let's Look at the Notice

Navigate to Configure → Configure Notifications → Configure Event Notifications

## Event Notifications

Actions	Notification	Event	UEI
<input type="button" value="Edit"/> <input type="button" value="Delete"/>	<input type="radio"/> Off <input checked="" type="radio"/> On High Threshold	OpenNMS-defined threshold event: highThresholdExceeded	uei.opennms.org/threshold/highThresholdExceeded
<input type="button" value="Edit"/> <input type="button" value="Delete"/>	<input type="radio"/> Off <input checked="" type="radio"/> On High Threshold Rearmed	OpenNMS-defined threshold event: highThresholdRearmed	uei.opennms.org/threshold/highThresholdRearmed
<input type="button" value="Edit"/> <input type="button" value="Delete"/>	<input type="radio"/> Off <input checked="" type="radio"/> On Low Threshold	OpenNMS-defined threshold event: lowThresholdExceeded	uei.opennms.org/threshold/lowThresholdExceeded
<input type="button" value="Edit"/> <input type="button" value="Delete"/>	<input type="radio"/> Off <input checked="" type="radio"/> On Low Threshold Rearmed	OpenNMS-defined threshold event: lowThresholdRearmed	uei.opennms.org/threshold/lowThresholdRearmed
<input type="button" value="Edit"/> <input type="button" value="Delete"/>	<input type="radio"/> Off <input checked="" type="radio"/> On interfaceDeleted	OpenNMS-defined node event: interfaceDeleted	uei.opennms.org/nodes/interfaceDeleted
<input type="button" value="Edit"/> <input type="button" value="Delete"/>	<input type="radio"/> Off <input checked="" type="radio"/> On interfaceDown	OpenNMS-defined node event: interfaceDown	uei.opennms.org/nodes/interfaceDown
<input type="button" value="Edit"/> <input type="button" value="Delete"/>	<input type="radio"/> Off <input checked="" type="radio"/> On nodeAdded	OpenNMS-defined node event: nodeAdded	uei.opennms.org/nodes/nodeAdded
<input type="button" value="Edit"/> <input type="button" value="Delete"/>	<input type="radio"/> Off <input checked="" type="radio"/> On nodeDown	OpenNMS-defined node event: nodeDown	uei.opennms.org/nodes/nodeDown
<input type="button" value="Edit"/> <input type="button" value="Delete"/>	<input type="radio"/> Off <input checked="" type="radio"/> On nodeLostService	OpenNMS-defined node event: nodeLostService	uei.opennms.org/nodes/nodeLostService

# nodeAdded Event Trigger

## Editing notice: nodeAdded

Choose the event UEI that will trigger this notification.

### Events

Filter displayed events...

- OpenNMS-defined internal event: rtc unsubscribe
- OpenNMS-defined internal event: scehduled outage configuration changed
- OpenNMS-defined internal event: serviceManaged
- OpenNMS-defined internal event: serviceUnmanaged
- OpenNMS-defined internal event: suspect scan completed
- OpenNMS-defined internal event: threshold configuration changed
- OpenNMS-defined internal event: unknownServiceStatus
- OpenNMS-defined linkd event: Data Link Failed
- OpenNMS-defined linkd event: Data Link Restored
- OpenNMS-defined linkd event: Data Link Unmanaged
- OpenNMS-defined node event: DemandPoll
- OpenNMS-defined node event: assetInfoChanged
- OpenNMS-defined node event: componentResolved
- OpenNMS-defined node event: deleteService
- OpenNMS-defined node event: duplicateNodeDeleted
- OpenNMS-defined node event: interfaceDeleted
- OpenNMS-defined node event: interfaceDown
- OpenNMS-defined node event: interfaceIPHostNameChanged
- OpenNMS-defined node event: interfaceIndexChanged
- OpenNMS-defined node event: interfaceReparented
- OpenNMS-defined node event: interfaceUp
- OpenNMS-defined node event: nodeAdded

# Apply Filters (if any)

## Current Rule:

```
IPADDR != '0.0.0.0'
```

Select each service you would like to filter on in conjunction with the TCP/IP address in the previous column. For example highlighting both HTTP and FTP will match TCP/IP addresses that support HTTP **OR** FTP.

## Services:

```
ICMP
OpenNMS-JVM
SSH
SMTP
```

Select each service you would like to do a NOT filter on in conjunction with the TCP/IP address. Highlighting multiple items ANDs them--for example, highlighting HTTP and FTP will match events (NOT on HTTP) AND (NOT on FTP).

## "NOT" Services:

```
ICMP
OpenNMS-JVM
SSH
SMTP
```

# Define the Notice

## Editing notice: nodeAdded

Choose the destination path and enter the information to send via the notification

Name:

Description:

Parameter:	Name:	Value:
	<input type="text"/>	<input type="text"/>

Choose A Path:

Text Message:

Short Message:

Email Subject:

Special Values:

Can be used in both the text message and email subject:		
%noticeid% = Notification ID number	%time% = Time sent	%severity% = Event severity
%nodelabel% = May be IP address or empty	%interface% = IP address, may be empty	%service% = Service name, may be empty
%eventid% = Event ID, may be empty	%parm[a_parm_name]% = Value of a named event parameter	%parm[#N]% = Value of the event parameter at index N
%ifalias% = SNMP ifAlias of affected interface	%interfaceresolve% = Reverse DNS name of interface IP address	%operinstruct% = Operator instructions from event definition

# A Word About the Database

Access the database with: `psql -U opennms opennms`

```
opennms=# \x
Expanded display is on.
opennms=# select * from events where eventid=30;
-[ RECORD 1 ]-----
eventid          | 30
eventuei         | uei.opennms.org/nodes/nodeAdded
nodeid           | 1
eventtime        | 2016-12-05 00:11:49.853+09
eventhost        |
eventsources     | Provisiond
ipaddr           |
eventsnmphost    |
serviceid        |
eventsnmp         |
eventparms       | nodelabel=localhost(string,text);nodelabelsource=U(string,text)
eventcreatetime  | 2016-12-05 00:11:49.95+09
eventdescr       | <p>A new node (localhost) was discovered by
                  |   OpenNMS.</p>
eventloggroup    |
eventlogmsg      | A new node (localhost) was discovered by OpenNMS.
eventseverity     | 4
```

# Destination Paths

Navigate to Configure → Configure Notifications → Configure Destination Paths

[Home](#) / [Admin](#) / [Configure Notifications](#) / Destination Paths

## Destination Paths

**Create a new Destination Path**

**Modify/Delete an existing Destination Path.**

# Edit Email-Admin

Editing path: Email-Admin

Choose the piece of the path that you want to edit from below. When all editing is complete click the *Finish* button. No changes will be permanent until the *Finish* button has been clicked.

Name:

Email-Admin

Initial  
Delay:

0s

## Initial Targets

Admin

Edit

Add Escalation

Finish

Cancel

# Path Targets

## Editing path: Email-Admin

Choose the users and groups to send the notice to.

### Send to Selected Users:

Highlight each user that needs to receive the notice.

admin

### Send to Selected Groups:

Highlight each group that needs to receive the notice. Each user in the group will receive the notice.

Admin  
Remoting Users

### Send to Selected Roles:

Highlight each role that needs to receive the notice. The users scheduled for the time that the notification comes in will receive the notice.

### Send to Email Addresses:

Add any email addresses you want the notice to be sent to.

Add Address

Remove Address

# Group Delay

## Editing path: Email-Admin

Choose the interval to wait between contacting each member in the groups.

Admin

Reset

[Next >>>](#)

0m

0m

1m

2m

5m

10m

15m

30m

1h

2h

3h

6h

12h

1d

# Action to Take

## Editing path: Email-Admin

Choose the commands to use for each user and group. More than one command can be chosen for each (except for email addresses). Also choose the desired behavior for automatic notification on "UP" events.

Admin

callMobilePhone  
callWorkPhone  
ircCat  
javaEmail

off  
auto  
on

Reset

[Next >>>](#)



# javamail-configuration.properties

```
# This property defines system sender account.
#
# The default setting is root@[127.0.0.1]
#org.opennms.core.utils.fromAddress=root@[127.0.0.1]

#
# These properties define the SMTP Host.
#
#org.opennms.core.utils.mailHost=127.0.0.1
#org.opennms.core.utils.mailer=smtpsend
#org.opennms.core.utils.transport=smtp
#org.opennms.core.utils.debug=true
#org.opennms.core.utils.smtpport=25
#org.opennms.core.utils.smtpssl.enable=false
#org.opennms.core.utils.quitwait=true
#
# This property controls the use of the JMTA
# if it is true, mailHost will be ignored
org.opennms.core.utils.useJMTA=false
#
# These properties define the Mail authentication.
#
#org.opennms.core.utils.authenticate=false
#org.opennms.core.utils.authenticateUser=opennms
#org.opennms.core.utils.authenticatePassword=opennms
#org.opennms.core.utils.starttls.enable=false

#
# These properties configure message content
#
#org.opennms.core.utils.messageContentType=text/plain
#org.opennms.core.utils.charset=us-ascii
```



# An Example Using GMail

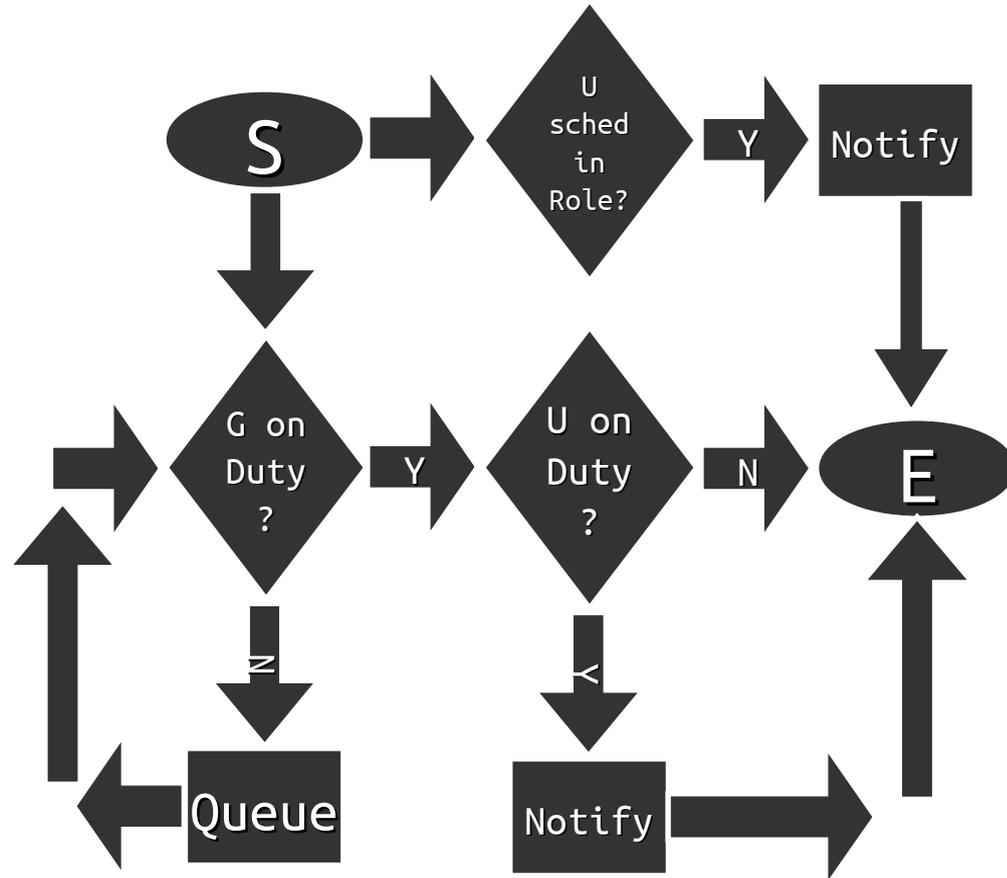
```
org.opennms.core.utils.transport=smtp  
org.opennms.core.utils.mailHost=smtp.gmail.com  
org.opennms.core.utils.smtpport=465  
org.opennms.core.utils.smtpssl.enable=true  
org.opennms.core.utils.authenticate=true  
org.opennms.core.utils.authenticateUser=myuser@gmail.com  
org.opennms.core.utils.authenticatePassword=xxxxxxx  
org.opennms.core.utils.starttls.enable=true  
org.opennms.core.utils.messageContentType=text/html  
org.opennms.core.utils.charset=UTF-8
```



# Duty Schedules

- Users can have duty schedules
  - No notices when not on duty
  - Multiple schedules can exist
- Groups can have duty schedules
  - Outstanding notices sent when back on duty
  - Overridden by users
- On-Call roles always get notices

# Duty Schedule Flowchart





# Path Outages

- Path Outages can suppress notices for “downstream” nodes
- When a nodeDown event is received, the “parent” is pinged for availability. If that fails, the notice based on that nodeDown event is not sent.
- A default “parent” can be set in `opennms-server.xml`

```
<local-server server-name="nms1"  
  defaultCriticalPathIp="192.168.0.1"  
  defaultCriticalPathService="ICMP"  
  defaultCriticalPathTimeout="1000"  
  defaultCriticalPathRetries="1"  
  verify-server="false">  
</local-server>
```



# Exercise #4-1: Create a New Notice

- Create a new “unhappiness” event
- Create a new On-Call role
- Create a new Destination Path
- Send to On-Call
- Send to Group
- Send to User
- Create a notice on the new event
- Generate the event and test

# Get the new Class.events.xml File

- First, `cd /opt/opennms/etc/events`
- Then:

```
wget -N https://www.opennms.org/Training/Config/Exercise%204/Class.events.xml
```

```
<event>
  <uei>uei.opennms.org/class/unhappiness</uei>
  <event-label>OpenNMS defined event: The OpenNMS Class is not happy</event-label>
  <descr>
    &lt;p&gt;This event is sent when the OpenNMS Class is unhappy.&lt;/p&gt;
    &lt;ul&gt;
      &lt;li&gt;I can't get no&lt;/li&gt;
      &lt;li&gt;I can't get no&lt;/li&gt;
      &lt;li&gt;I can't get no&lt;/li&gt;
      &lt;li&gt;Satisfaction&lt;/li&gt;
    &lt;/ul&gt;
  </descr>
  <logmsg dest='logndisplay'>
    &lt;p&gt;OpenNMS Class is NOT Happy! &lt;/p&gt;
  </logmsg>
  <severity>Major</severity>
</event>
```

# Reload eventd and Send Event

```
$ send-event.pl  
  uei.opennms.org/internal/reloadDaemonConfig -p 'daemonName Eventd'
```

```
$ send-event.pl uei.opennms.org/class/unhappiness
```

58

**Major**  

Dec 5, 2016 1:51:55 AM  

---

[uei.opennms.org/class/unhappiness](http://uei.opennms.org/class/unhappiness)   [Edit notifications for event](#)

---

OpenNMS Class is NOT Happy!

# On-Call Rolls

Navigate to Configure → Configure Users, Groups and On-Call Roles → Configure Roles

[Home](#) / [Admin](#) / [Users, Groups and Roles](#) / [Role List](#)

## Role Configuration

Delete	Name	Supervisor	Currently On Call	Membership Group	Description
--------	------	------------	-------------------	------------------	-------------

No roles defined. Use the "Add new role" link to add roles.

Add New Role

# Add New Role

**Edit Role**

<b>Name</b>	<input type="text" value="OnCall"/>
<b>Currently On Call</b>	
<b>Supervisor</b>	<input type="text" value="admin"/>
<b>Membership Group</b>	<input type="text" value="Admin"/>
<b>Description</b>	<input type="text" value="Example On-Call Role for Class"/>

# On Call Role Calendar

## View Role

<b>Name</b>	OnCall	<b>Currently On Call</b>	admin
<b>Supervisor</b>	admin	<b>Membership Group</b>	Admin
<b>Description</b>	Example On-Call Role for Class		

Value Details

Done

## Role Schedule

«« December 2016 »»

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1 00:00: unscheduled	2 00:00: unscheduled	3 00:00: unscheduled
4 00:00: unscheduled	5 00:00: unscheduled 09:00: tarus	6 00:00: tarus	7 00:00: tarus	8 00:00: tarus	9 00:00: tarus 15:00: unscheduled	10 00:00: unscheduled
11 00:00: unscheduled	12 00:00: unscheduled	13 00:00: unscheduled	14 00:00: unscheduled	15 00:00: unscheduled	16 00:00: unscheduled	17 00:00: unscheduled
18 00:00: unscheduled	19 00:00: unscheduled	20 00:00: unscheduled	21 00:00: unscheduled	22 00:00: unscheduled	23 00:00: unscheduled	24 00:00: unscheduled
25 00:00: unscheduled	26 00:00: unscheduled	27 00:00: unscheduled	28 00:00: unscheduled	29 00:00: unscheduled	30 00:00: unscheduled	31 00:00: unscheduled

# Create a New Path: Path4Class

- Navigate to Configure → Configure Notification → Configure Destination Paths
- Add New Path

**Name:**

**Initial Delay:**

**Initial Targets**

# Escalations

- Escalations insure notices get seen
- Once a notice is acknowledged, escalations stop
- The initial delay provides for “auto-acknowledged” notices to be cleared

Initial Delay:

0s

## Initial Targets

Edit

OnCall

Add Escalation

## Escalation #1

Edit

Delay:

1m

Remove

Admin

Add Escalation

## Escalation #2

Edit

Delay:

1m

Remove

tarus

Add Escalation

# Create a New Notice

- Go back and find the new event
- Select “Edit notifications for event”
- “Skip results validation” on the next screen

58	<b>Major</b> ⊕ ⊖	Dec 5, 2016 1:51:55 AM ◀ ▶
		<a href="http://uei.opennms.org/class/unhappiness">uei.opennms.org/class/unhappiness</a> ⊕ ⊖ <a href="#">Edit notifications for event</a>
		OpenNMS Class is NOT Happy!

# New Notice

- **Name:** A unique name for the notice
- **Description:** describe the notice
- **Parameter:** an optional parameter match
- **Path:** required destination path
- **Text Message:** information included with the notice
- **Short Message:** information designed for SMS
- **Email Subject:** subject line of e-mail

## Choose the destination path and enter the information to send via the notification

Name:

Description:

Parameter: Name:  Value:

Choose A Path:

Text Message:

Short Message:

Email Subject:

Special Values: Can be used in both the text message and email subject:

%noticeid% = Notification ID number	%time% = Time sent	%severity% = Event severity
%nodelabel% = May be IP address or empty	%interface% = IP address, may be empty	%service% = Service name, may be empty
%eventid% = Event ID, may be empty	%parm[a_parm_name]% = Value of a named event parameter	%parm[#N]% = Value of the event parameter at index N
%ifalias% = SNMP ifAlias of affected interface	%interfaceresolve% = Reverse DNS name of interface IP address	%operinstruct% = Operator instructions from event definition

# Send the Event

Send the event and watch what happens:

```
send-event.pl uei.opennms.org/class/unhappiness
```

59	<b>Major</b> ⊕ ⊖	Dec 5, 2016 2:28:51 AM 📄 📄
		<a href="http://uei.opennms.org/class/unhappiness">uei.opennms.org/class/unhappiness</a> ⊕ ⊖ <a href="#">Edit notifications for event</a>
		OpenNMS Class is NOT Happy!

□ 2	59	Major	Dec 5, 2016 2:28:52 AM		
			The class is unhappy. Perhaps they would be happier updating their <a href="https://plus.google.com">Google +</a> page.		

# View Notice and Escalations

## Notice 2 from Event 59

<b>Notification Time</b>	Dec 5, 2016 2:28:52 AM	<b>Time Replied</b>		<b>Responder</b>	
<b>Node</b>		<b>Interface</b>		<b>Service</b>	

## Numeric Message

2: The Class is Unhappy

## Text Message

The class is unhappy. Perhaps they would be happier updating their [Google +](#) page.

## Users Notified

Sent To	Sent At	Media	Contact Info
admin	Dec 5, 2016 2:28:53 AM	javaEmail	
tarus	Dec 5, 2016 2:29:53 AM	javaEmail	
admin	Dec 5, 2016 2:29:53 AM	javaEmail	
tarus	Dec 5, 2016 2:30:53 AM	javaEmail	