Mapping Rules

Rule Engine · https://2yetis.net/docs/mapping-rules/

Mapping rules allow you to map properties of a data object. The connector typically uses the mappings to map data into a common format so that the adapter can pick it up and further process it. Mappings consist of the property name that should be mapped and an expression. The expression will be evaluated by the rule engine and the result will be assigned to the property.

Mapping rules can define one or more mappings.

Example:

```
- name: UpdateMessageText
  triggers: _classname == 'patrolWarning' || _classname == 'patrolAlarm'
  type: Map
  classname: EVENT
  attributes:
    msg: patrolTrapText + ' ' + patrolTrapOrigin + ' ' + patrolTrapExtra
    serverity: "'critical'"
```