

> Trigger object

The following objects are directly related to the `trigger` API.

Trigger

The trigger object has the following properties.

Property	Type	Description
<code>triggerid</code>	string	<i>(readonly)</i> ID of the trigger.
description (required)	string	Name of the trigger.
expression (required)	string	Reduced trigger expression.
<code>comments</code>	string	Additional description of the trigger.
<code>error</code>	string	<i>(readonly)</i> Error text if there have been any problems when updating the state of the trigger.
<code>flags</code>	integer	<i>(readonly)</i> Origin of the trigger. Possible values are: 0 - <i>(default)</i> a plain trigger; 4 - a discovered trigger.
<code>lastchange</code>	timestamp	<i>(readonly)</i> Time when the trigger last changed its state.
<code>priority</code>	integer	Severity of the trigger. Possible values are: 0 - <i>(default)</i> not classified; 1 - information; 2 - warning; 3 - average; 4 - high; 5 - disaster.
<code>state</code>	integer	<i>(readonly)</i> State of the trigger. Possible values: 0 - <i>(default)</i> trigger state is up to date; 1 - current trigger state is unknown.
<code>status</code>	integer	Whether the trigger is enabled or disabled. Possible values are: 0 - <i>(default)</i> enabled; 1 - disabled.
<code>templateid</code>	string	<i>(readonly)</i> ID of the parent template trigger.
<code>type</code>	integer	Whether the trigger can generate multiple problem events. Possible values are: 0 - <i>(default)</i> do not generate multiple events; 1 - generate multiple events.
<code>url</code>	string	URL associated with the trigger.

Property	Type	Description
value	integer	<i>(readonly)</i> Whether the trigger is in OK or problem state. Possible values are: 0 - <i>(default)</i> OK; 1 - problem.

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