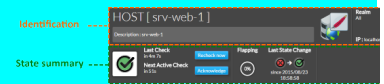


# Hud

## Overview

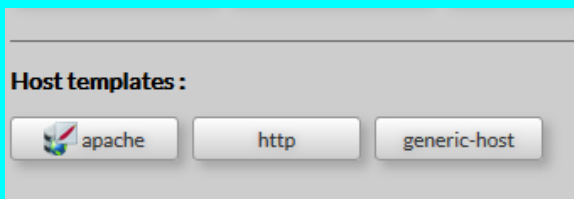
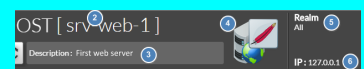
The HUD contains the essentials for the element, splitted in two zones : Identification and State Summary.



## Identification

1. Element type : [Host](#) or [Cluster](#)
2. Element Name
3. Element description
4. Element icon
  - The icon is determined by the first host template that is displayed in the summary tab.

*In our srv-web-1 the icone displayed is the apache one because the first template is the apache host template.*



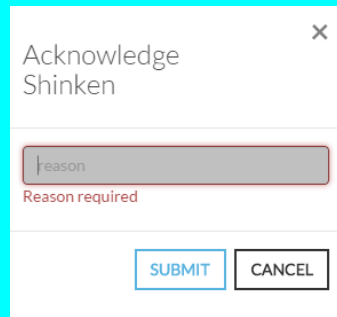
- If there is no template attached to your host, or if the attached template has no defined icon, so the icon displayed will be the default one.
5. The realm to which the element belongs
  6. Address of the element.
  7. A button to refresh host detail view
    - All data displayed brought back again from the Shinken Enterprise Backend.

## State Summary

This zone will provide the status, details on this status, and some of the command to manage the status of the chosen element.



1. Current element status (like status widget with context)
2. The time elapsed from the last check and when the scheduled check will occur.
3. Click this button to launch an instant check
4. Click this button to open a modal form to acknowledge the current status of the host.  
The acknowledgement informs that the current status has been seen by somebody, this is why a reason in form is required.



Acknowledge Shinken

reason

Reason required

SUBMIT CANCEL

5. A gauge informs if the element is flapping and how
6. The last zone on the right, informs the user when the state changed.  
It precises the previous and the new status and the exact date and time.

**Info about HUD name: HUD (Head Up Display) is a transparent display used in fighter plane. The HUD gives the essential info in the sight line of the pilot.**