

# Sensor History Data Management

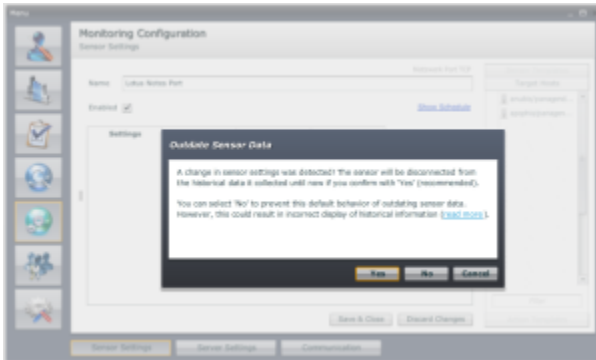
## Introduction

During your work with GreenLight's sensors you will sooner or later come to the point where you have to change a sensor's configuration. While changing a schedule or adding a new node will not affect the sensor's result, changing the *port* or even *timeout* of a *Network Port TCP* sensor will. This is due to GreenLight's ability to store historical data.

## When to *outdate* sensor data

Imagine a *Network Port TCP* sensor monitoring port *80* of a Server for some weeks/months. Then the port gets changed to *443*. A chart including that data would be completely mixed up and therefore useless.

To prevent such a scenario GreenLight (version < 2.6) always disconnected the old sensor data from the new sensor. With GreenLight 2.6 and later you can choose to disconnect the data from a newly configured sensor.

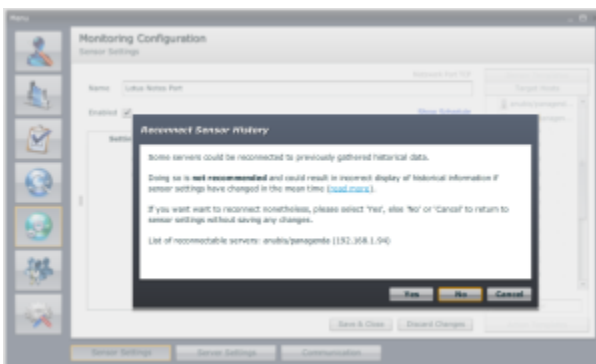


Pressing *Yes* will disconnect the sensor data from the newly configured sensor (like in GreenLight < 2.6). Pressing *No* will simply save the sensor with its new configuration.

You should only press *No* if you are absolutely sure the changes will not effect the sensor results in an unexpected way, your charts and reports will remain consistent and meaningful and the conditions for your notifications/alerts will not be affected.

## Reconnecting Sensor History

Removing a node from a sensor's *Targets* list stops the sensor from further probing the node, but it does not delete previously collected data. In case you decide add the node again, GreenLight (version >= 2.6) lets you choose to *reconnect* the node to its previously collected data.



Pressing *Yes* will *connect* the historical measurements to the new measurements for the node. This will allow you to create Charts, Reports ... using **all** the collected data for the node (there will, of course, be a gap for the time when the node was not a sensor target).

Pressing *No* will let you continue without *reconnecting* the node - this is the recommended option.