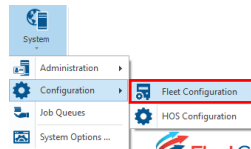# Working with Rules
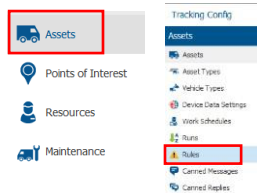
ACCESSING RULES

Rules allow you to be proactive in your tracking by flagging events of interest as they happen. There are 24 rule types you can set up.

1. From the main toolbar, click **System** -> **Configuration** -> **Fleet Configuration**

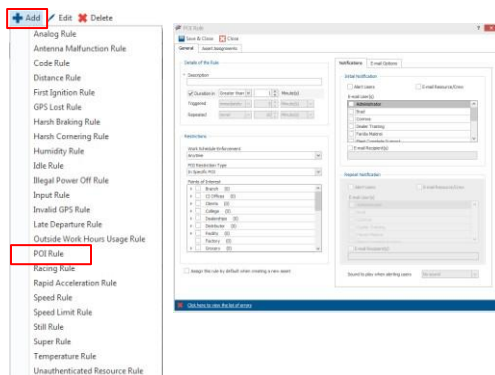**2.** From the **Assets** sub-section, select the **Rules** link.

ADDING A RULE

To set up a Rule in Fleet Complete, there are four (4) things to consider, including:

1. The Parameters
2. The Restrictions
3. The Notifications
4. The Asset Assignment

1. From the Rules page, click **ADD** and select the Rule you want to configure.

2. From the *Details of the Rule* section, change the rule's Default name if required.
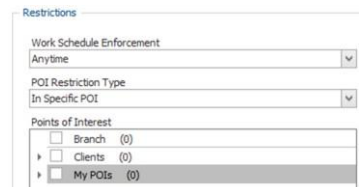
3. Define the Rule

parameters (the WHAT you want to know) specific to the Rule Type (i.e. when the Rule should be triggered and if the alert should be repeated).
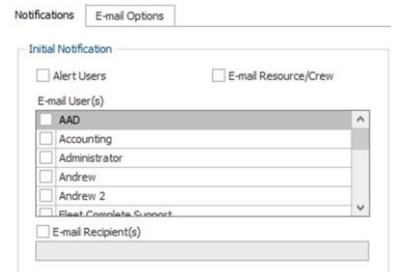
4. The table below provides some common parameter considerations, depending on the Rule Type.

Parameter	Description
Analog	The acceptable values for a given sensor (fuel gauge, battery level). Values outside this range will trigger an alert.
Code	The code value that triggers the rule (if equal to or not equal to the specified value); Typical setting is 4 = movement of 1000 meters + ignition is off.
Idling	The length of time an asset's position remains constant with the ignition on. The rule will be triggered once the time has elapsed.
Input	An asset's input sensor changes its state (for example, vehicle door is open or closed). The asset's ignition state can also be taken into account when triggering a rule, for example, if the door is open while the ignition is on.
POI	The length of time an asset remains within the POI. For the "less than" setting, the rule is triggered if the asset leaves the POI and has stayed for less than the configured time. For the "greater than" setting, the rule is triggered if they spend too much time within the POI.
Speed	The speed an asset must exceed to trigger the rule.
Speed Limit	The amount over the posted speed limit (either a fixed value or a percentage) an asset must be to trigger the rule.

5. Define the Rule Restrictions (the WHEN and WHERE an event needs to occur in order to receive a notification). For example, if a work schedule and/or POI, if any, should be taken into account when determining if a Rule has been triggered.
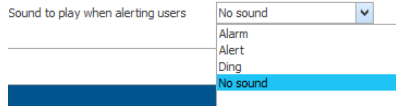
6. Define the Rule Notifications (the WHO needs to be notified and HOW). Specifically, within the Alerts panel, and/or via email.
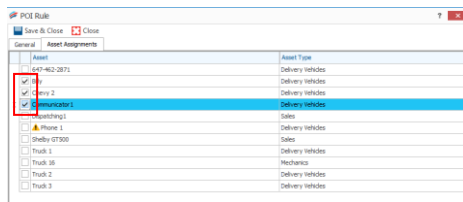
7. You can select what content the email notification will include from the **E-mail Options** tab.

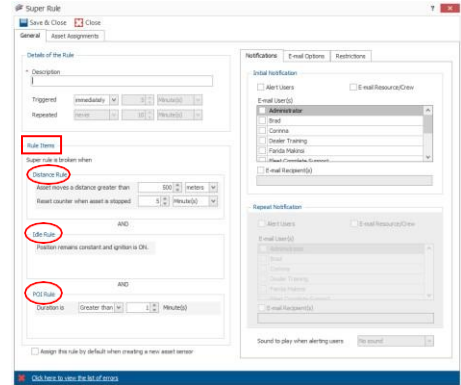**8.** Lastly, you can choose to play a sound when an alert is triggered to notify the user. This option is available at the bottom right of the dialogue box.

9. From the **Asset Assignment** tab, assign the assets to be associated with this Rule by placing a checkmark next to them. These assets will have their behavior and sensors monitored for conformance to the Rule.
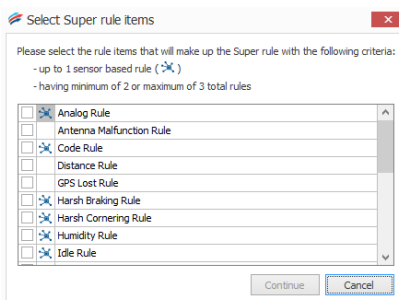
10. Click *Save & Close*.

CREATING SUPER RULES

Super Rules combine two or more rules and are triggered when all rules have been broken. At least two (2) rules must be previously defined before you can define a Super Rule.

1. To create a Super Rule, click **Add** and select it from the drop-down list of available rules.

2. Choose the type of Rules that will combine to make the Super Rule.
***You can combine a total of three (3) Rules and only one (1) can be sensor-based.

3. Click **Continue** to define the parameters of the Super Rule.

4. The **Rule Items** section allows you to define the parameters for each of the rules you have chosen to combine.

5. Define the *Notifications*, *E-mail Options*, and *Restrictions* on the right side of the dialogue box.

6. Assign your Assets to the Super Rule with *Asset Assignment* tab.

TO LEARN MORE ABOUT RULES

To learn more about each Rule in Fleet Complete, click the ⓘ button from the Quick Access toolbar and perform a keyword search using **Types of Rules**.