

State Triggers & Transitions Overview

Last Modified on 06/13/2024 11:08 am EDT

Overview

A **Trigger** moves an Object from one state to another.

A **Transition** is part of a Trigger that indicates the transition state of an object (e.g., Open, Closed, etc.).

Related Information/Setup

For more information on Configurable Forms, please see the article below:

- [Configurable Forms Overview](#)

For more information on setting up Timed Triggers and Nightly Schedules, please see the article below:

- [Timed Triggers & Nightly Email Schedules](#)

For more information on setting up an Orchestration Event Trigger, please see the article below:

- [Add an Orchestrated Event Action on a Transition](#)

For more information on Transitions, please see the articles below:

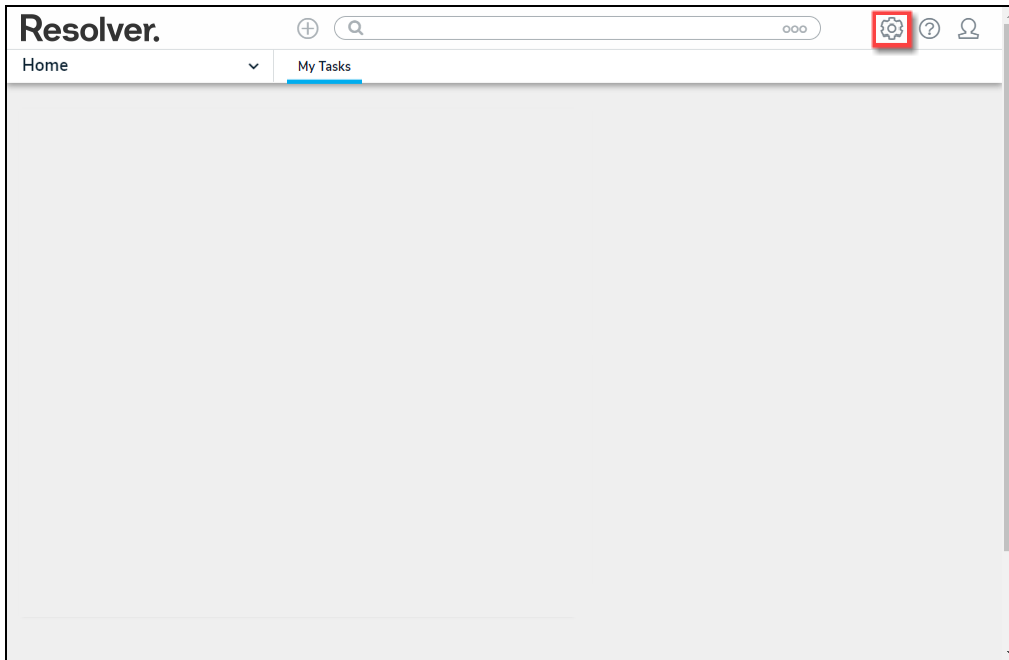
- [Actions on Transitions](#)
 - [Add a Condition to a Transition](#)
 - [Edit or Delete a Trigger, Transition, or Action](#)
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Multiple Nightly Triggers on an Object Type

If an Object Type has multiple Nightly Triggers scheduled. One Trigger is randomly selected to be processed during the Nightly Trigger procedure. If an error occurs when processing the selected Trigger, a different Trigger will be randomly chosen. Only one Trigger per Object Type will be processed during the Nightly Trigger procedure.

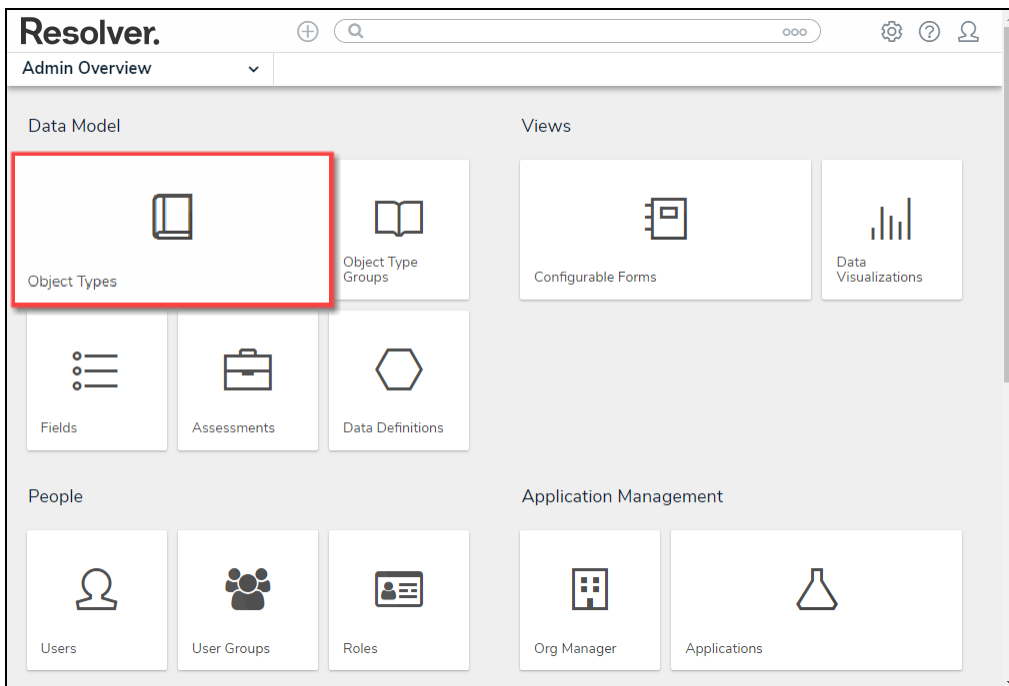
Navigation

1. From the **Home** screen, click the **Administration** icon.



Administration Icon

- From the **Admin Overview** screen, click the **Object Types** tile on the **Data Models** section.



Object Types Tile

- From the **Object Types** screen, enter an **Object Type Name** in the **Search** field to narrow down the Object Types list.
- Click the **Object Type's Name** you want to edit.

The screenshot shows the Resolver Admin interface. At the top, there is a search bar with the text 'Control' and a search icon. Below the search bar, there is a list of object types. The 'Control' object type is highlighted with a red box. The 'Control' object type is described as 'The method an organization uses to manage risk, including policies, procedures, guidelines, practices, or organization structure, which can be of administrative, technical, management or legal nature.'

Resolver. + Q ...

Data Model Object Types Object Type Groups Fields Assessments Data Definition

Admin: Object Types + CREATE OBJECT TYPE

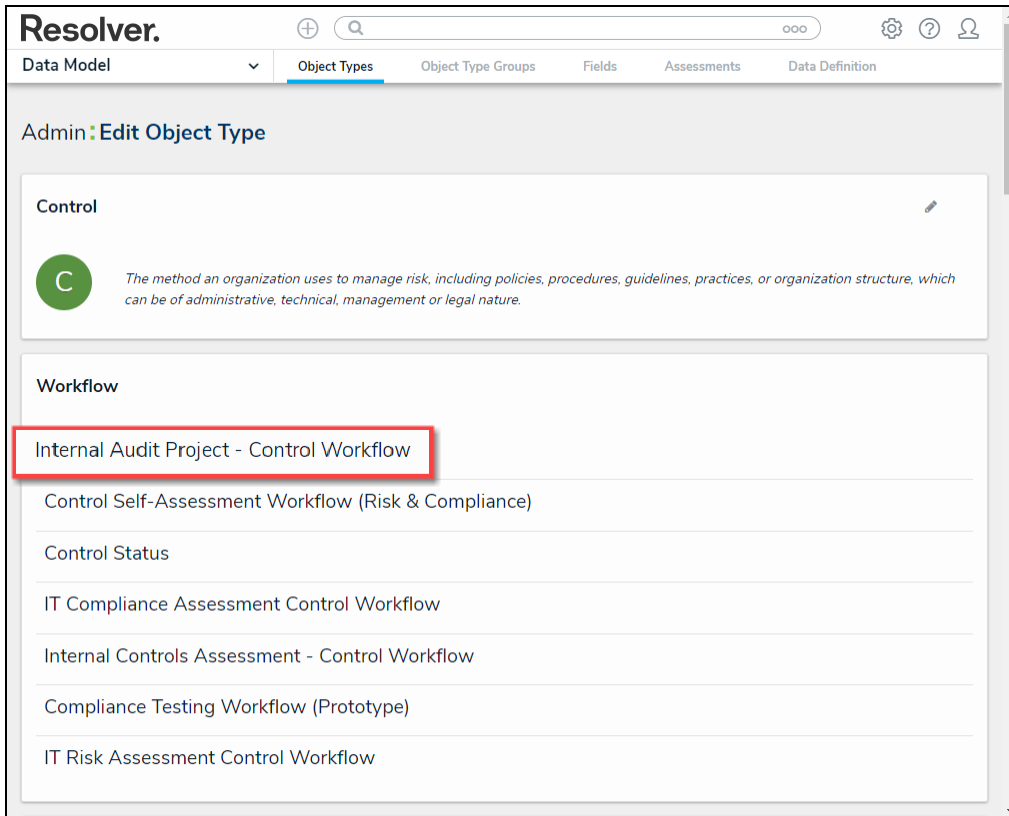
Q Control

- BU Business Unit
A segment or subset of the company, which is often independent in its accounting and operational functionality. Primary organizational hierarchy providing security and ownership to key data objects including Incidents, Risks, **Controls** and Incident Types. Some standard reports are anchored at the Business Unit (BU) level.
- C Certification
Statements signed off on by business users to certify on the effectiveness of **controls**.
- C Control**
The method an organization uses to manage risk, including policies, procedures, guidelines, practices, or organization structure, which can be of administrative, technical, management or legal nature.
- M Market
Alternate organizational hierarchy providing security and ownership to key data objects including Incidents, Risks, **Controls** and Incident Types, most often used within Brand Protection use cases. Includes link to Business Unit and some anchored standard reports.
- R Region
Alternate organizational hierarchy providing security and ownership to key data objects including Incidents, Risks, **Controls** and Incident Types, most often used within Loss Prevention use cases. Includes link to Business Unit and some anchored standard reports.
- R Request
VRM: A request allows members of the business to request a vendor risk assessment. IA & IC: A request is sent by members of the internal audit **control**s team to an audit client/request owner to provide documentation to assist with completion of the audit **control** testing.
- T Test
A method used to test the operating and design effectiveness of a **control**, which may include various testing methods or strategies.

VIEW OBJECT TYPE UNIVERSE

Click the Object Type's Name

5. From the **Edit Object Type** screen, click on a workflow under the **Workflow** section.



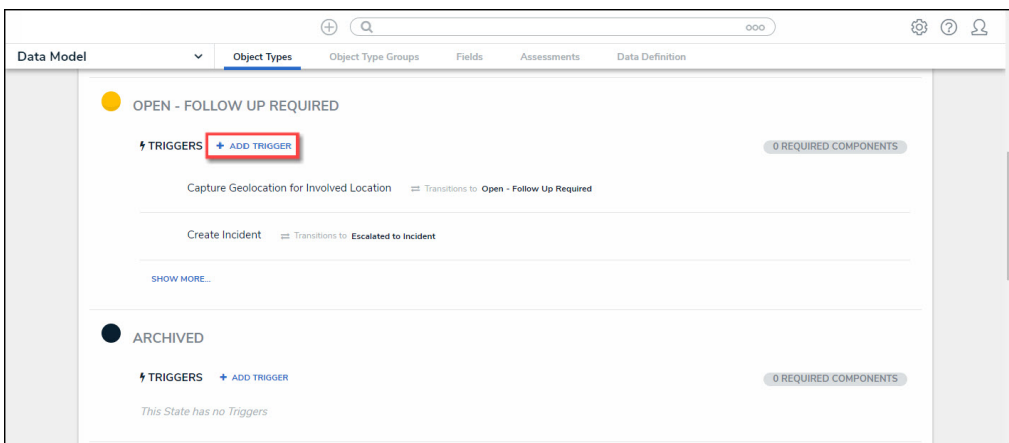
Click on a Workflow

6. If there are no workflows listed, click on the **Configure Workflow** button.



Configure Workflow Button

7. From the **Edit Workflow** screen, click the **+ Add Trigger** link.

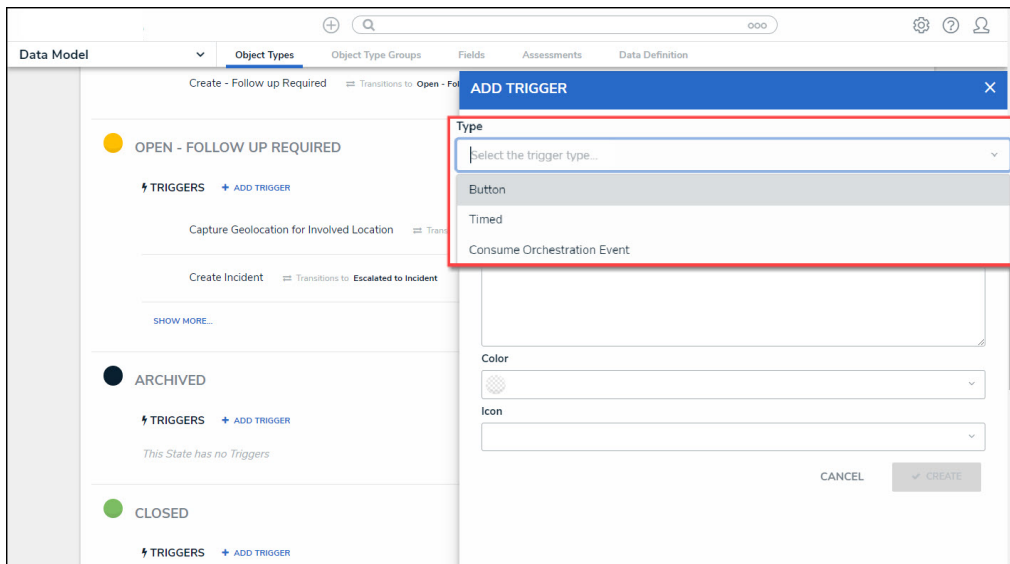


+ Add Trigger Link

Trigger Types

There are three **Trigger** types within Resolver:

- **Button:** The **Button Trigger** type adds a button to [configurable forms](#), which moves an Object from its current state to another state (e.g., clicking the Submit for Review button on a form will move the object to the In Review state).
- **Timed:** The **Timed Trigger** type moves an Object to a specified state and can perform actions nightly (e.g., create a trigger that notifies users of an overdue deadline or reminds them to launch an assessment on a particular day).
 - The **Timed Trigger** type cannot be added to the Creation state. Read more here: [Timed Triggers & Nightly Emails Schedule](#).
 - If a state contains multiple **Timed Triggers** with conditions, you must create separate transitions for each Trigger.
- **Consume Orchestration Event:** The **Consume Orchestration Event Trigger** type uses an existing state or Object Type's [Send Orchestration Event](#) action to automatically transition an object to another predefined state (e.g., Closing an audit object will also automatically close all issue objects in an Open state).
 - The **Consume Orchestration Event Trigger** type also cannot be added to the Creation state.



Trigger Types

Important Notes

- You can create **Actions** when the object moves to the next state on the Trigger.
- Multiple Triggers and transitions can be saved to a single state.

- You can also add **Conditions** that define certain requirements before an Object moves to the next state and an Action is performed.
- Read more here: [Actions on Transitions](#) and here: [Add a Condition to a Transition](#).



Note:

All Triggers must have Transitions saved to move the Object from state to state. Read more here: [Edit or Delete a Trigger, Transition, or Action](#).