

Overview

Configure how the External Scripts module works (not to be confused with the "External Scripts" section below that holds scripts that can be run).

Option	Default value	Description
command_timeout	60	The maximum time in seconds that a command can execute.
allow_arguments	0	A Boolean flag to determine if arguments are accepted on the command line.
allow_nasty_meta_chars	0	Allow NRPE execution to have ?nasty? meta characters that might affect execution of external commands.
script_dir		When set all files in this directory will be available as scripts. WARNING

command_timeout

The maximum time in seconds that a command can execute. (if more then this execution will be aborted). NOTICE this only affects external commands not internal ones.

Values:

Any number (positive integer) representing time in seconds.

Default

60 (seconds).

Example

Set timeout to 120 seconds

```
[External Script]
command_timeout=120
```

allow_arguments

A Boolean flag to determine if arguments are accepted on the incoming socket. If arguments are not accepted you can still use external commands that need arguments but you have to define them in the NRPE handlers below. This is similar to the NRPE "dont_blame_nrpe" option.

Values

Value	Meaning
0	Disallow arguments for commands
1	Allow arguments for commands

Default

0 (false).

Example

Allow arguments

```
[External Script]
allow_arguments=1
```

allow_nasty_meta_chars

Allow NRPE execution to have ?nasty? meta characters that might affect execution of external commands (things like > ? etc).

Values

This list contain all possible values

Value	Meaning
0	Disallow nasty arguments for commands
1	Allow nasty arguments for commands

Default

0 (false)

Example

Allow nasty arguments

```
[External Script]
allow_nasty_meta_chars=1
```

script_dir

When set all files in this directory will be available as scripts. This is pretty dangerous but can be a bit useful if you use many scripts and you are sure no one else can add files there.

Value

Any directory (can be relative to NSClient++)

Default

Empty (meaning no scripts are added)

Example

All scripts ending with bat in the scripts folder (of NSClient++ installation directory) will be added as scripts.

```
[External Script]
script_dir=.\scripts\*.bat
```