SIF Unity (Maine)

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This article provides information about SIF (Unity) for Maine, including object information and related tooling.

SIF is a standard for data interchange that allows two separate information systems to communicate with each other. SIF sets a standard messaging language and format that defines data objects commonly shared across student information systems and applications.

As long as both applications conform to the same SIF data interchange standards (such as those set by SIFA), communication between two systems designed by entirely separate vendors is possible.

SIF Unity tools are only available for SIF v3.6 or higher.

Note: Maine users do not need to import a certificate.

Set the amount of time SIF Logs are stored

Districts can set the amount of time SIF Logs are stored by using the 'Days to keep SIFSentRecordHistory records' field in the System Preferences.



System Preferences

SIF Object Information

The table below provides details of each object used in Maine SIF (Unity).

Object	Link to Document
Attendance Code Info	Attendance Code Info (November 2026)
Discipline Incident	Discipline Incidents
LEA Info	LEA Info
School Info	School Info
Student Daily Attendance	Student Daily Attendance (November 2026)
Student Participation	Student Participation (October 2026) **Note:** In order for FRAM records to report, the Alternative Economic Form checkbox must be marked. This checkbox must be manually checked for records added via the Import Wizard.
Student Personal	Student Personal (October 2026)
Student School Enrollment	Student School Enrollment

Additional SIF Unity Tools

The SIF Unity tools allow users to set up, manage, and maintain SIF data.

SIF Unity Configuration	SIF Unity Tools
• SIF Unity Configuration • SIF Unity Configuration Setup (Maine)	• Object Viewer • Message History • Sent Record History • Record Deleter • Error Log • Event Queue Statistics Report • SIF Person Data