

Table of Contents

Input(Event Name Change) triggers Alert Sound action	1
--	---

Input(Event Name Change) triggers Alert Sound action

The custom-named input has been added but, this triggers only 'Output' and 'None' until BioStar 2.7.10.

From BioStar 2.7.11, you may choose the 'Alert Sound' action in addition.

Please find the added action 'Alert Sound' in Device>Advanced>Trigger & Action.

The screenshot displays the 'Trigger & Action' configuration window in BioStar. It is divided into two main sections: 'Trigger' on the left and 'Action' on the right.

Trigger Section:

- Event Type:** Radio buttons for 'Event', 'Input', and 'Input(Event Name Change)'. 'Input(Event Name Change)' is selected.
- Port:** A dropdown menu showing 'Input Port 0'.
- Switch:** A dropdown menu showing 'Normally Open'.
- Duration(ms):** A text input field containing '100'.
- Schedule:** A dropdown menu showing 'Always'.
- Event Name:** A dropdown menu showing '호출버튼동작_얼굴확인바람'.

Action Section:

- Action Type:** Radio buttons for 'Output', 'Alert Sound', and 'None'. 'Alert Sound' is selected and highlighted with a red rectangle.
- Alert Sound Type:** A dropdown menu showing 'Alarm 1'.
- Play Option:** Radio buttons for 'Loop' and 'Play Count'. 'Play Count' is selected, with a text input field next to it showing '10'.

From:

<http://kb.supremainc.com/knowledge/> -

Permanent link:

http://kb.supremainc.com/knowledge/doku.php?id=en:input_event_name_change_triggers_alert_sound_action

Last update: **2021/12/17 10:37**