Table of Contents
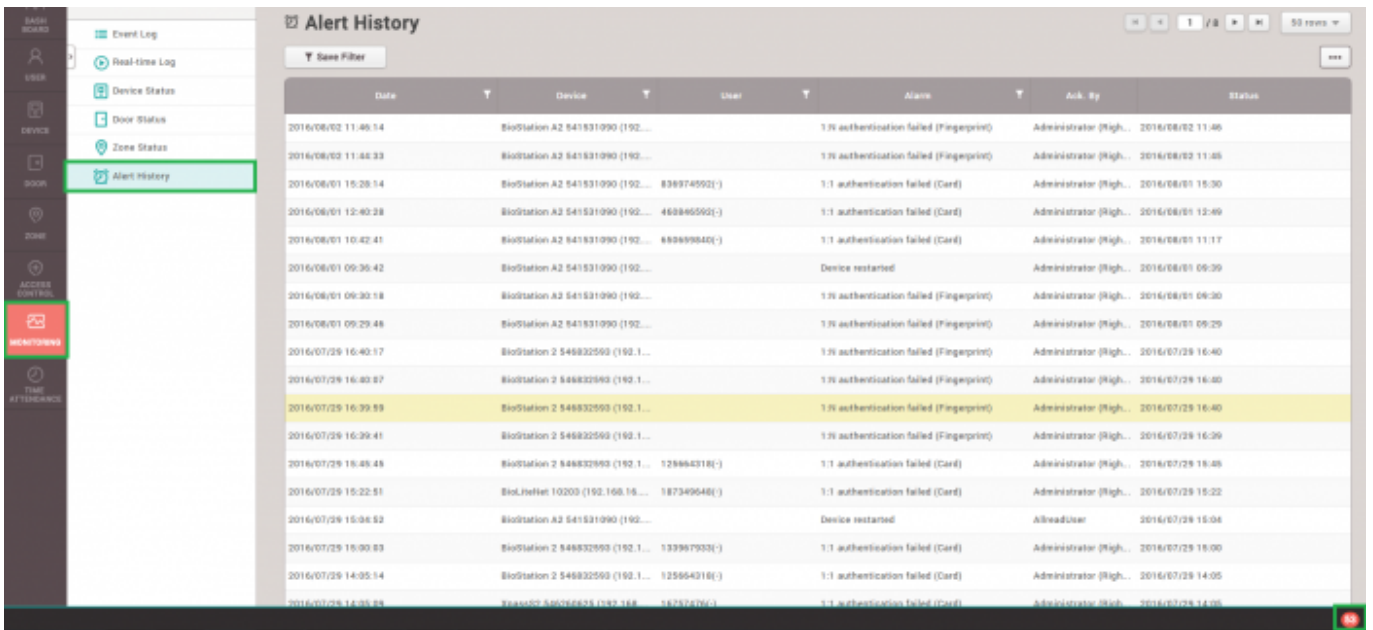
System Configuration, BioStar 2, Alert, custom alert, alert sound

How to Configure Alerts

The alert feature is used to notify the BioStar administrator when specific device/door/zone/authentication event occurs.

The Alert history can be accessed through BioStar 2 → Monitoring → Alert History

Or by clicking on the alert count located on the bottom right corner of the BioStar web client.
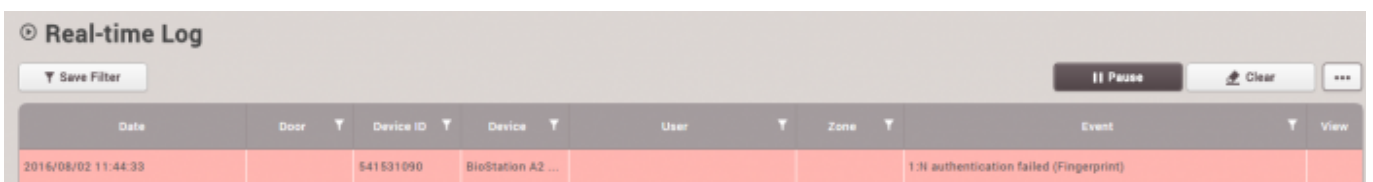

BioStar 2 alert messages get displayed for administrative level users in three ways.

1. BioStar 2 → Monitoring → Real-time Log

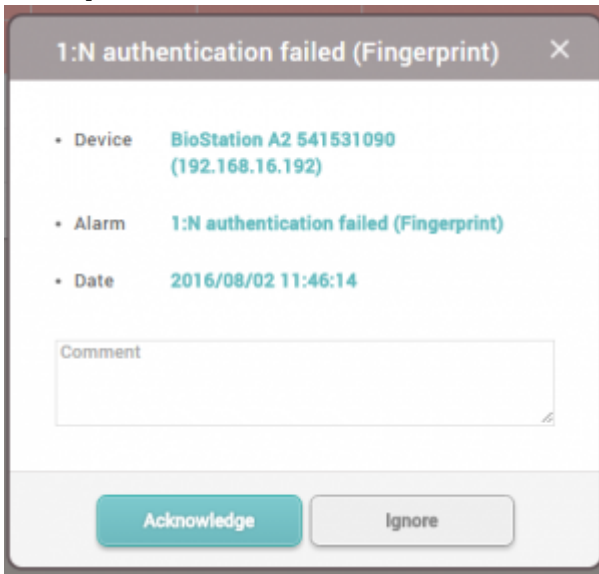The specified event will be colored red on the real-time log.

Note: The color of the alert message cannot be customized)

2. A popup message on the screen of BioStar 2

An alert popup message appears, and then the administrator can either click acknowledge or ignore.

[Alert Message can be customized :follow "Configuring the Popup Message" at the bottom of this article]
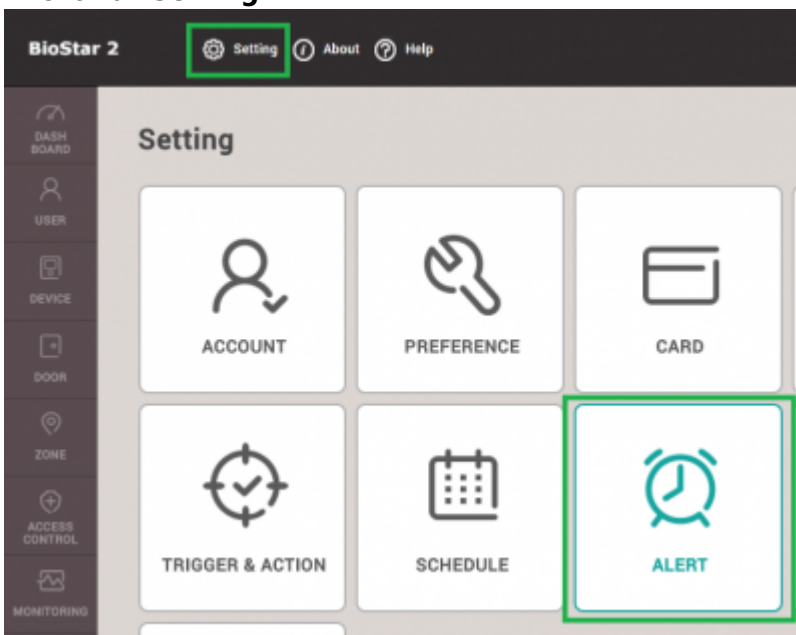

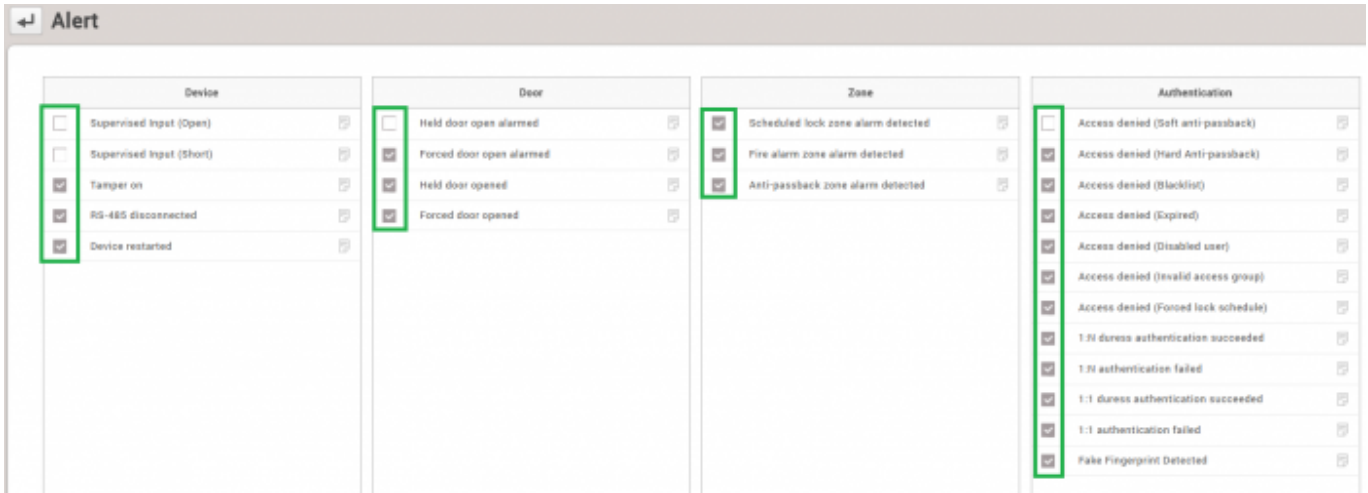3. An alert sound Particular alert sound will be played at the occurrence of the event.

> The sound feature is only available BioStar 2 version 2.3 or above

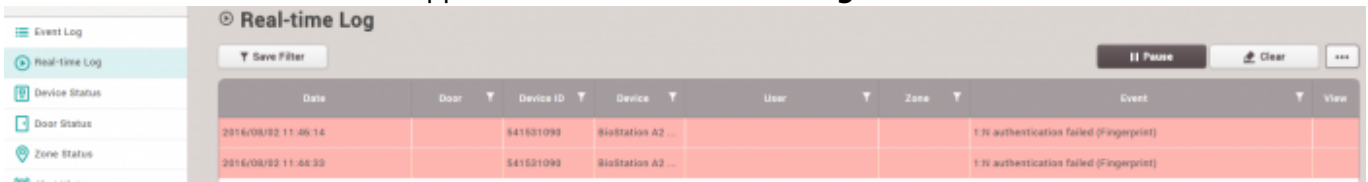==== Configuring the Real-time Log Event Message ====

1. Click on **Setting → ALERT**.

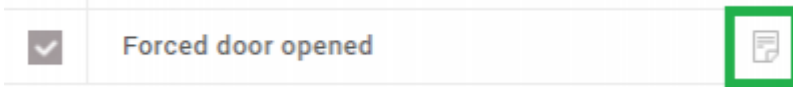2. Click on the checkbox for the events you want alerts for and click **Apply**.

3. Now the checked event will appear red on the **Real-time log** when the event occurs.
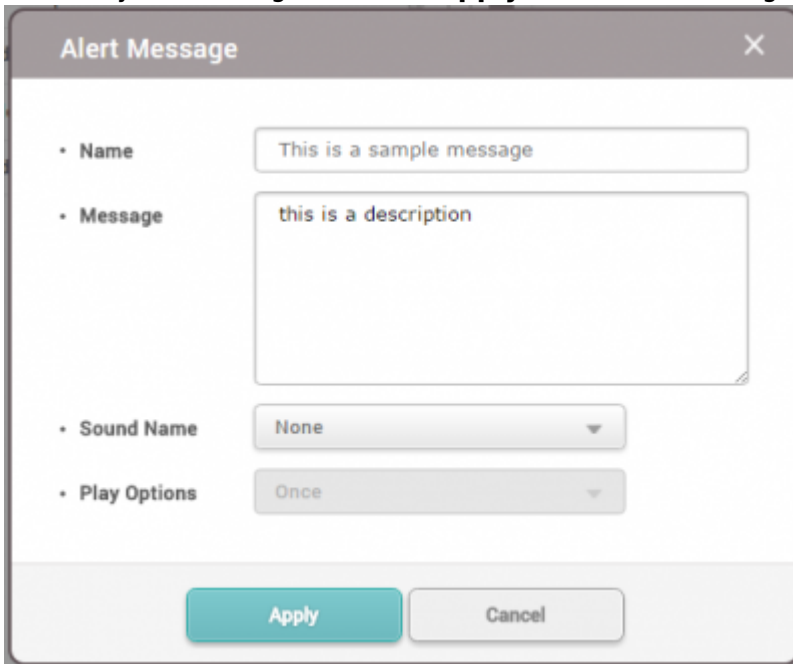

==== Configuring the Popup Message ====

1. Click **Settings → ALERT** to access the **Alert** menu.
2. Click on the document icon on the right side of a particular alert message you want to customize

3. Enter your message and click **Apply** to save the settings.
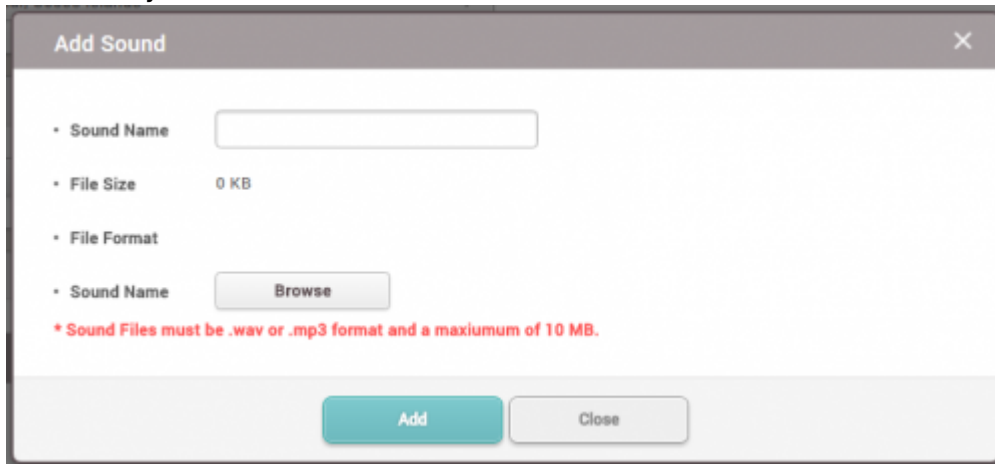

==== Configuring the Sound Alert ====

1. Click **Settings → PREFERENCE**.
2. Click **+ Add** button in the **Sound** tab.

3. Browse your PC and add a sound file.

4. Click **Add** and then click **Apply**.
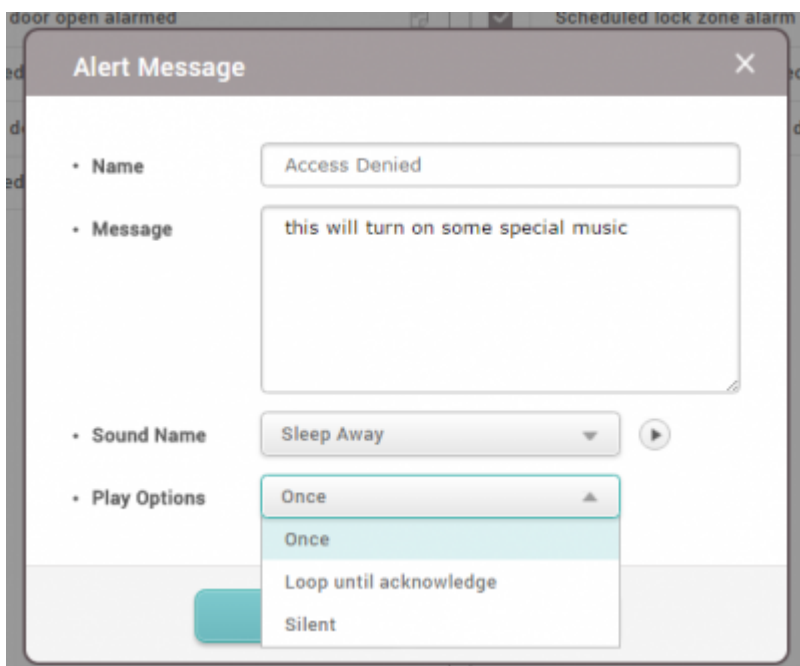5. Click **Settings → ALERT**.
6. Click on the document icon of a desired event.
7. On the Sound Name drop box select the sound you uploaded on the preference menu.
8. Select your play option.

Play Options **Once** will run the sound file once

Play Options **Loop until acknowledge** will run the sound until user clicks acknowledge on the popup menu that appears when the event occurs.

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Last update: **2022/12/28 12:59**