

Table of Contents

Input(Event Name Change) triggers Alert Sound action	1
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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 other than 'Output' and 'None'.

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' and 'Action'.

Trigger Section:

- Event:** Radio buttons for 'Event', 'Input', and 'Input(Event Name Change)'. The 'Input(Event Name Change)' option 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:

- Output:** Radio buttons for 'Output', 'Alert Sound', and 'None'. The 'Alert Sound' option 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'. The 'Play Count' option is selected, with a text input field next to it showing '10'.

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