

# Actions on state changes

When objects change their states system can:

- send e-mail notifications;
- execute custom programs or scripts with parameters;
- notify via Telegram messenger;
- send SMS;
- make voice calls;
- show popup messages in browser with sound notifications.

At simultaneous or frequent state changes the system can send grouped notification about all events that have occurred over predefined period. The value of this period can be specified by `notification_buffering_period` option in `server` section of `/etc/saymon/saymon-server.conf` file.

If the connection is frequently disconnected, it is possible to turn off notifications, then the connection messages will be displayed in the console. To do this, change the value of the `hideConnectionStatusNotifications` parameter in the `custom settings` file.

Due to states propagation mechanism these actions can be set both to children and parent objects on any level of hierarchy.

| *To learn more about states propagation please refer to [States priority and propagation](#) section.*