

Actions on state changes

Action	Trigger	Parameters	Status	Controls
Email	duty_operator@saymon.info	duty_operator@saymon.info	Working, Overloaded, Alarm	Refresh, Stop, Delete
Program / script	/reboot.sh	Arguments	Alarm	Refresh, Stop, Delete
Sound notification	admin	mute	Alarm	Refresh, Stop, Delete
Telegram	123456:ABCD	42	Working	Refresh, Stop, Delete
Jira issue	Working			Refresh, Delete
Operation	Test	no data		Refresh, Stop, Delete
SMS notification	+7999123456		Alarm	Refresh, Stop, Delete
Voice notification	+7999123456	Duration: 10	Overloaded, Alarm	Refresh, Stop, Delete

+ Add trigger

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](#);
- create a JIRA issue;
- execute an [operation](#).


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.

позволяет задать промежуток времени, в течение которого объект должен находиться в выбранном состоянии, чтобы соответствующее уведомление сработало.

The  button allows setting a minimum time duration, during which an object should stay in a specified condition to run a corresponding action.