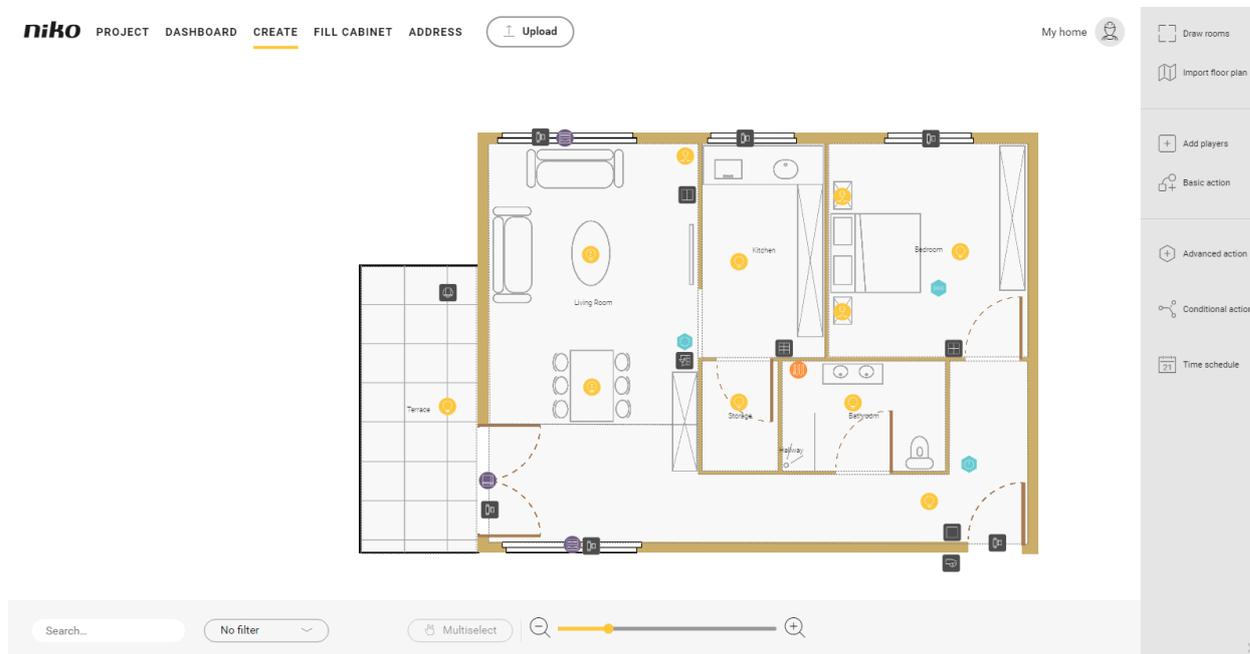


Créer une action conditionnelle

Starting point

- You have created several players.
- You have created actions.
- You are in the **Create** overview window.



Click [here](#) for an overview of the players/actions you can use in this conditional action.

Procedure

1. In the right-hand button bar, click on the button **Conditional action**.

Result:

The **Conditional action** pane appears.

Screenshot

2. Choose the room as follows:
 - Choose **Room** from the drop-down list.
 - Click on the room in the drawing area.
3. Click on **Add conditional action**.
4. Give the action a name.
5. Set **IF** by adding one or more logic groups:

Logic group	What?	How?
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A

Choose the players within the first logic group, logic group A.

1 Click on the plus signs of the players you want to include in the logic group.

2 Set the reference value for each player or action.

3 Determine the logical relationship between the players or actions within this logic group:

- AND (player 1 and player 2 and ...)

- OR (player 1 or player 2 or ...)



IF players get a caption on the floor plan saying **IF (A)** (with the letter of the logic group in brackets).

<p>B</p>	<p>(optional) Choose the players within a new logic group.</p>	<p>1 Click on Add logic group.</p> <p>2 Repeat steps 1 to 4 of logic group A.</p>  <p>3 Determine the logical relationship between the logic groups:</p> <ul style="list-style-type: none"> - AND (group A and group B and ...) - OR (group A or group B or ...) 
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Use **Multiselect** to select various outputs at the same time.

- (optional) Click on the button **Add time schedule** to add a time schedule.
- Set **THEN** by adding players:

What?	How?
Choose the players.	<ol style="list-style-type: none"> 1 Click on the plus signs of the players or actions you want. 2 Set the reference value for each player or action. 3 For each player or action set the delay, if any, with which the value should be applied. <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>THEN players get the caption THEN in the drawing area.</p> </div>

- (optional) Click on the button **Add notification** to add a notification. Choose the **notification type**: push or informative. Type the text of the notification.
Screenshots
- Set **ELSE** by adding players:

What?	How?
<p>Choose the players.</p>	<p>1 Click on the plus signs of the players or actions you want or click on Reuse player to reuse a player in ELSE.</p> <div data-bbox="432 257 1137 616" style="background-color: #333; color: #fff; padding: 10px; text-align: center;"> <p>IF THEN ELSE</p> <hr style="border: 1px solid #00aaff; margin: 5px 0;"/> <p>Selecteer spelers op het grondplan of voeg een melding toe.</p> <p>Je kunt ook de spelers en hun gedrag kopiëren via het tabblad THEN.</p> <div style="display: flex; justify-content: center; gap: 20px; margin-top: 10px;"> Kopieer via het tabblad THEN + Melding toevoegen </div> </div> <p>2 Set a notification with Add notification.</p> <p>3 Set the reference value for each player or action.</p> <p>4 For each player or action set the delay, if any, with which the value should be applied.</p> <div style="border: 1px solid #ccc; padding: 5px; margin-top: 10px; text-align: center;"> <p>ELSE players get the caption ELSE in the drawing area.</p> </div>
<p>Depending on the application you do not necessarily need any players under ELSE.</p>	

10. Click the **Close** button to return to the **Conditional action** pane.
11. Click the **Close** button to return to the **Create** overview window.