

# Sound Log Action Wizard

This tutorial provides you the information needed to setup a sound log action via the notification wizards.

To get to the starting point of this tutorial:

- Log in as administrator
- Click the “Notifications” tab

## 1. Adding a notification

a) First click on the “notification wizard”

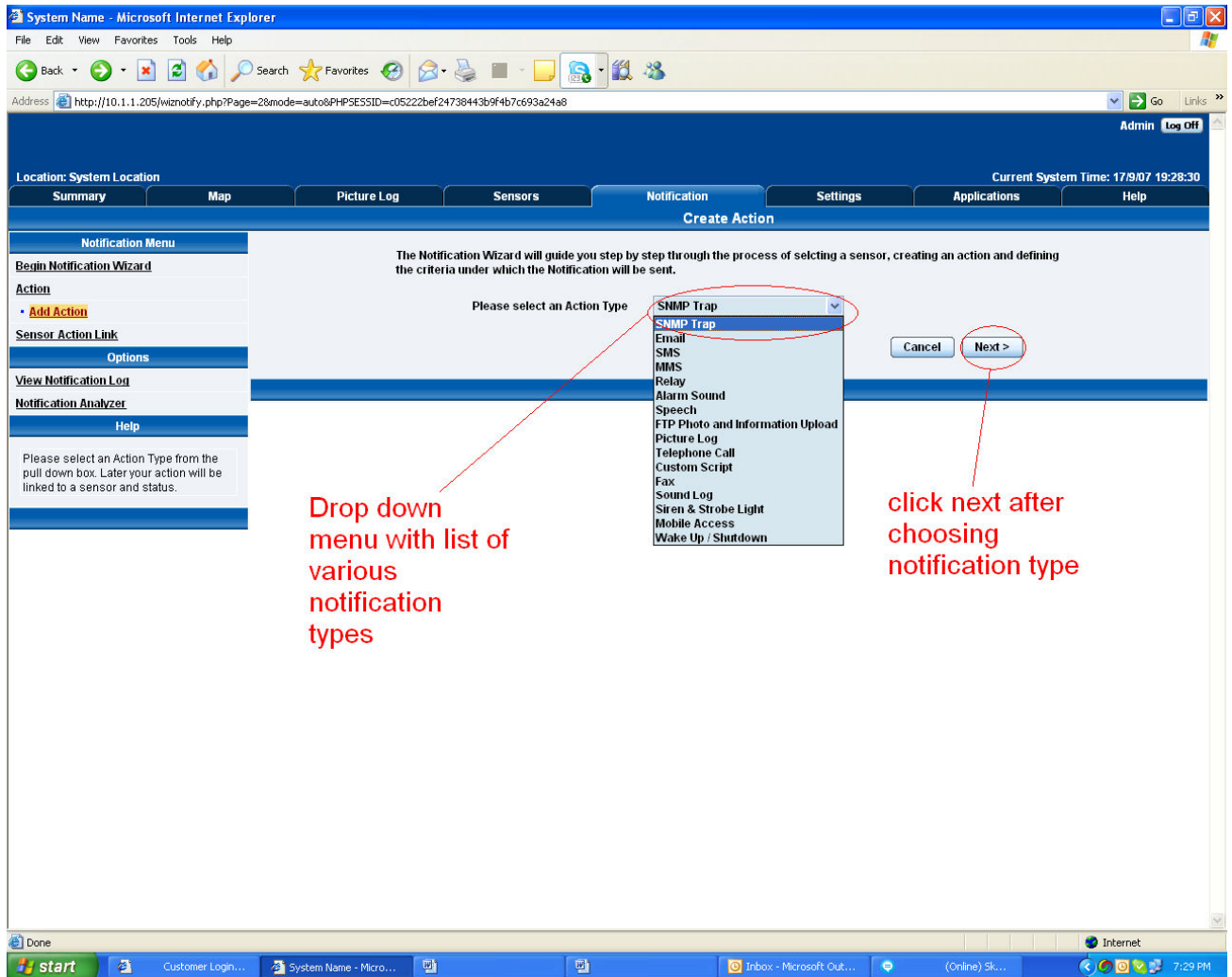
The screenshot shows the web interface of the enviromon.net system. The browser window is titled "System Name - Microsoft Internet Explorer" and the address bar shows "http://10.1.1.205/wiznotify.php". The main navigation bar includes tabs for "Summary", "Map", "Picture Log", "Sensors", "Notification", "Settings", "Applications", and "Help". The "Notification" tab is selected and highlighted with a red circle and the text "Click notification tab".

Below the navigation bar, there is a "Notification Menu" section with several links: "Begin Notification Wizard", "Sensor Action Link", "Options", "View Notification Log", "Notification Analyzer", and "Help". The "Begin Notification Wizard" link is circled in red, with a red arrow pointing to it and the text "Click here to begin setting up a notification".

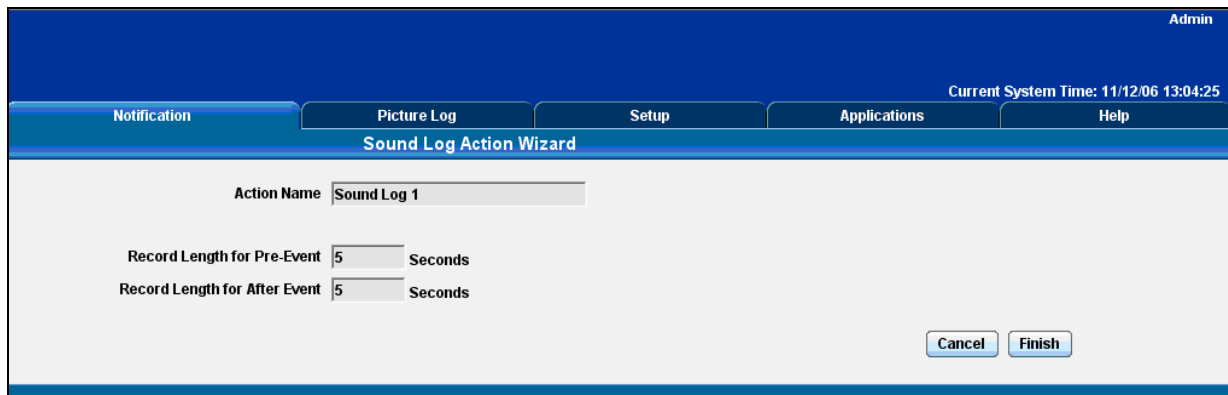
The main content area displays a table of actions. The table has two columns: "Action Type" and "Action Name". The "Action Type" column lists "SNMP Trap", "Email", "Alarm Sound", "Speech", and "Picture Log". The "Action Name" column lists various instances of these actions, such as "SNMP Trap 1" through "SNMP Trap 6", "Email 1" through "Email 3", "Alarm Sound 1" and "Alarm Sound 2", "Speech 1" through "Speech 3", and "Picture Log 1".

Below the table, there are buttons for "Create", "Duplicate", "Edit", "Remove", and "Test Action". A "Click To Toggle Selection" link is also present.

b) You will now have the notification wizard page displayed, like below.



c) Select sound log action from the notification type options.



Please choose a name for your Sound Log Action. Descriptive Action names increase the simplicity of the system.

Define the length of the recording before and after the event that you would like to store in the Sound Log.

Click **Finish** to Save your Action