

## SubDevice.AddEvent (works via a function)

Add an event. An event is an obligatory part of creating rules. This event works via a function

### Синтаксис

```
SubDevice.AddEvent(Name, Path, ScriptCall, Method, Space, [Default],  
[AdvancedField])
```

Название	Пример	Описание
Name	"Temperature drops below..."	type: String Event name
Path	"Drivers.Nest.CurrentTemperature"	type: String Full path to a channel, a driver feedback channel or a token. Subscription to keeping track of changes
ScriptCall	true	type: Boolean Feature of working via a function. In this realization set true
Method	function(in_data){...}	type: Function Performed function. The coming parameter to the function can be: • If [Default] is used, the coming parameter is Default value in the String format, set by a module developer • If [AdvancedField] is used, the coming parameter is a value of Object or String type depending on the [AdvancedField] format.

### На выходе

```
{{{output}}}
```

### Пример

```
{{{JSsample}}}
```

```
{{{attentions}}}
```