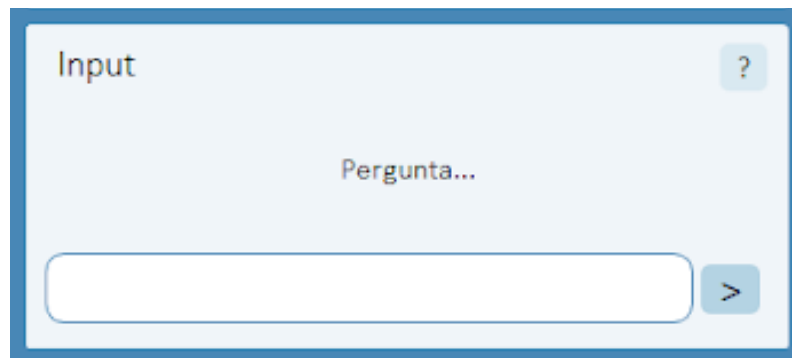
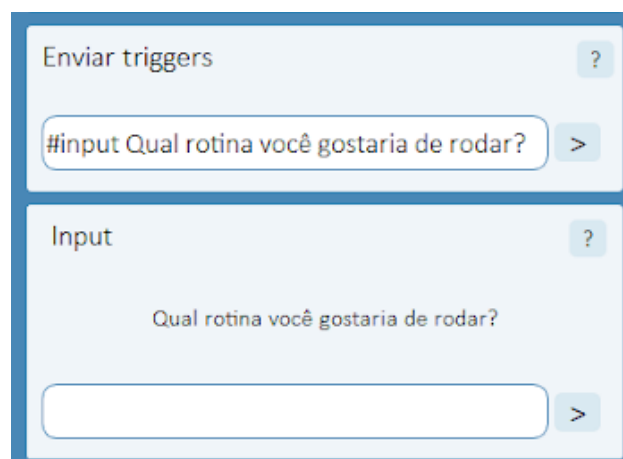


FERRAMENTA ENVIAR INPUT



The screenshot shows a light blue rectangular box with a dark blue border. In the top-left corner, the word "Input" is written in a dark font. In the top-right corner, there is a small blue square button with a white question mark. In the center of the box, the text "Pergunta..." is displayed in a light blue font. At the bottom, there is a white rounded rectangular input field. To the right of this field is a small blue square button with a white greater-than sign (>).

Esta janela funciona como um sistema de perguntas e respostas, com o propósito de ocasionar ações específicas em um sistema baseado na resposta do usuário. A pergunta aparecerá em **Pergunta...** se o comando **#input pergunta** for enviado ao sistema.



The screenshot shows a light blue rectangular box with a dark blue border, divided into two sections. The top section has the title "Enviar triggers" in the top-left and a question mark button in the top-right. It contains a white rounded rectangular input field with the text "#input Qual rotina você gostaria de rodar?" and a blue greater-than sign button to its right. The bottom section has the title "Input" in the top-left and a question mark button in the top-right. It contains the text "Qual rotina você gostaria de rodar?" in the center and a white rounded rectangular input field at the bottom with a blue greater-than sign button to its right.

A resposta desencadeará ações se a palavra da resposta (exatamente igual) tiver sido previamente programada no aplicativo **Programar** para iniciar algo.