

Device.beep()

Overview

Plays a tone through the speaker of the mobile device.

Use Cases

You want to play a custom beep with your script.

You want to override the default beeps using `WLEvent.on("Beep", ...)`; and play custom beep(s) instead. If you want information about playing default beeps, see the Beep event in [WLEvent.on\(\)](#).

Remarks

Calls to `Device.beep()` are asynchronous and added to a beep queue, meaning that this call will immediately return.

Format

```
Device.beep(frequency, durationMilliseconds, trailingSilence, volume);
```

Parameter	Description	Type	Required	Notes
frequency	Tone frequency in hertz.	Number	Required	Integer between 100 and 20000
durationMilliseconds	Duration of the tone in milliseconds, where 1000 milliseconds is equal to 1 second.	Number	Required	Integer between 1 and 100000
trailingSilence	Amount of time in milliseconds that no tone should be played.	Number	Required	Integer between 0 and 100000
volume	Override volume of the generated beep.	Number	Optional	Number between 0.0 and 1.0 (loudest). If this parameter is undefined, the beep uses the volume set with Device.setBeepVolume() . Added in version 2.1.21

Example 1

```
/* The device will beep for a duration of 500 milliseconds
 * with a 50 millisecond trailing silence.
 */
```

```
Device.beep(200,500,50);
```



Example 2

```
/* The scan beep is replaced with a tada.wav.
 */
```

```
WLEvent.on("Beep", function (event) {
  if(event.type == "3")
  {
    Device.beepPlayFile("tada.wav");
    event.eventHandled = true;
  }
});
```



Example 3

```
/* The device will beep for a duration of 500 milliseconds
```

```
* with a volume of 0.3 and  
* with a 50 millisecond trailing silence.  
*/
```



```
Device.beep(2000, 500, 50, 0.3);
```

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