You are here: IoT Gateway User Guide > Projects and triggers > Using the Canvas Editor
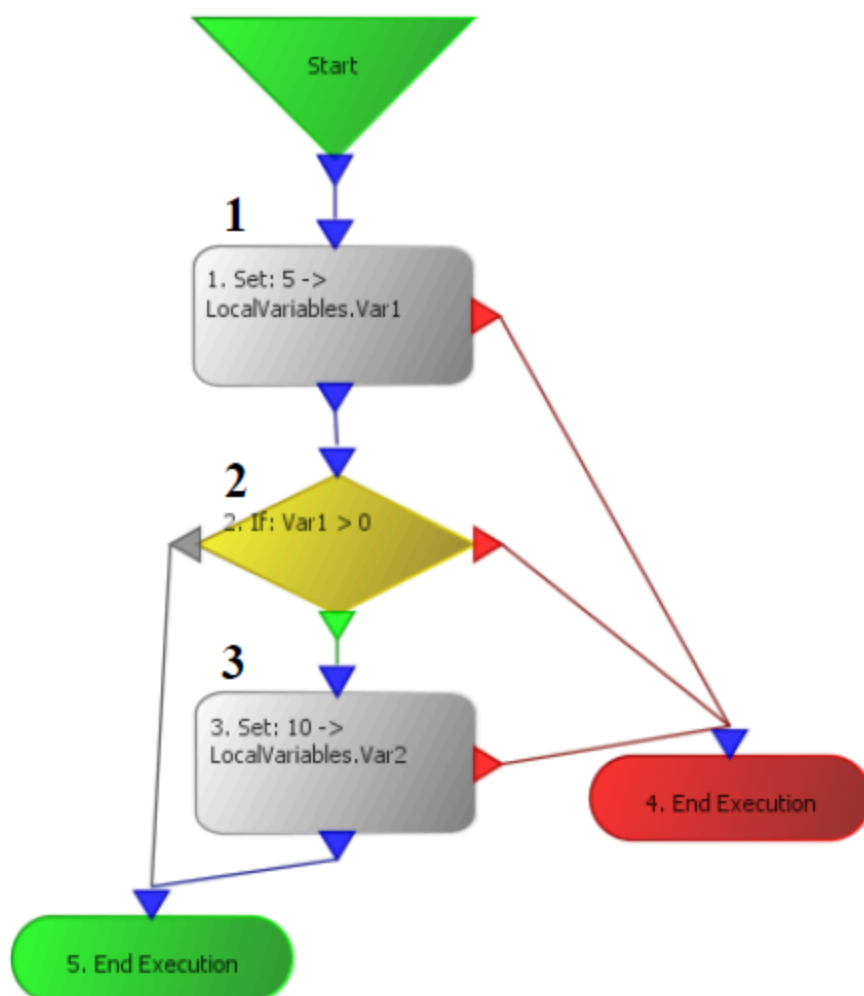
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Using the Canvas Editor

The trigger Canvas Editor provides a graphical flow chart style tool to define, view and edit triggers.
Both the Canvas Editor and the List Editor provide the same ability to define triggers, they just use a different trigger definition approach: flow chart style (Canvas Editor) or list style (List Editor).

The following example shows a trigger's action diagram.

The simple example trigger is defined with a **Set** action, an **If** action, and a second **Set** action.
The diagram also shows the **Start** block and **End Execution (Success)** and **End Execution (Failure)** actions.

1. The **Start** action block indicates the beginning of the trigger's execution and is routed to the first action in the

   trigger.

   When the Set action is successful, the output is routed to the next action (the **If** action).

   The **Set** action has a red output point used for failure handling.

2. When the **If** expression evaluates to true, the output is routed to the next action (the second **Set** action).

   When the **If** expression evaluates to false, the output is routed to **End Execution (Success)**.

The **If** action has a red output point used for failure handling. The **End Execution (Failure)** path is taken when the **If** expression fails (an example would be trying to access a device variable that could not be accessed)

3. When the second **Set** action is successful, the output is routed to **End Execution (Success)**.

   The second **Set** action also has a red output point used for failure handling.

4. The **End Execution (Failure)** action is used by the canvas Editor to indicate the trigger has ended its execution with a **Failure** completion. This is equivalent to the **ENDERR** route when using the List Editor. The trigger statistics on its project tab will have an increase in the **Failures** counter.

5. The **End Execution (Success)** action is used by the canvas Editor to indicate the trigger has ended its execution with a **Success** completion. This is equivalent to the **ENDOK** route when using the List Editor. The trigger statistics on its project tab will have an increase in the **Successes** counter.

The reference sections: Trigger event type reference and Trigger actions reference provide the reference information along with concepts and examples of the available trigger event types and trigger actions.

Highlights

This guide describes the general use of the Canvas Editor and contains the following:

- Adding actions using the Canvas Editor

- Action statement execution paths

- The Canvas Editor toolbar

- The Canvas Editor Context Menus

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