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Topic updated on September 21, 2023

Trigger details

The **Details** tab allows you to enter a text description for the trigger.

Trigger: NEW NODE.Nm_New.MyFirstTrigger

Name: MyFirstTrigger

Event Local Variables Static Variables Settings **Details**

Description: MyFirstTrigger example shows the use of the trigger Canvas Editor and defining a trigger

Expression

- Generate Random Number
- Set
- Wait
- Array
- Binary
- Bit Manip
- Date & T
- Device
- Experime
- Hash Ma
- Internal
- JSON
- Local Dat
- Location
- Lua Scrip
- Networki
- Routing
- Staging F
- String
- TR50
- Thing
- Trigger

1.Log Message

1.Log Message

Message Type: EXCEPTION

Message Level: INFO

Component: User Trigger

Message: Hello World

Routing Details

Details

Description: Write a custom message into the log.

Comment: First log message action in MyFirstTrigger

Start

This is a comment for my first trigger

1. Log Message: Write message Hello World to EXCEPTION Log

2. Wait: 5000 ms

3. Log Message: Write message Good Bye from trigger Macros. TRIGGER in project.

4. End Execution

5. End Execution

Route/Pan Ctrl-drag: Multi-select Click: Select Ctrl-click: Select Toggle Double-click: Edit Mousewheel: Zoom

Save Validate Search Close

This trigger description is available for viewing when the trigger is edited.

In addition to the information in the **Details** tab, the trigger Canvas Editor supports a **Comment** block that can be placed anywhere on the canvas. The **Comment** blocks added to a trigger can have any information desired to document the trigger's application logic and flow.

Each action in a trigger also has a **Details** tab that can be used for information specific to that action within in the trigger's application logic.

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