

Topic updated on September 21, 2023

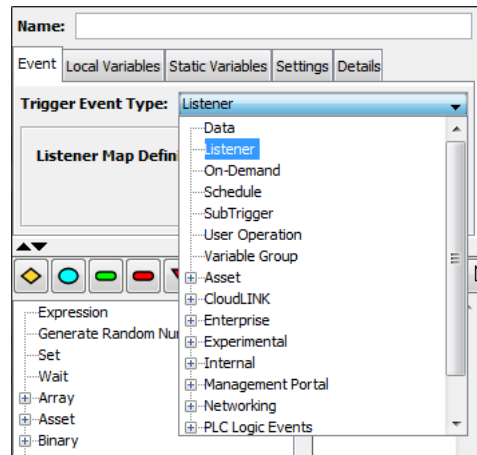
Listener

A **Listener** event trigger executes when a message arrives from an external application. A Listener event trigger is part of a listener component and can optionally send data back to the external application in a reply message. See [Listeners](#) for more information on the listener feature.

Defining a listener event trigger

To define a listener event trigger, follow these steps:

1. From the Workbench left pane, expand the node where you want to define the listener event trigger.
2. Select the **Project** icon to display the **Projects** window, right click a specific project tab to display its pop-up menu, and then select **New**. You also can select the **New** button at the bottom of the **Projects** window when a specific project tab has already been selected.
3. The new **Trigger** window appears. Name the trigger. The trigger name can be up to 64 characters and include letters, numbers, and the underscore character. Spaces are allowed.
4. From the **Event** tab, select the **Trigger Event Type** down-arrow, and then select **Listener**.



The **Event** tab becomes active with parameters that accommodate the listener event.

Parameter	Description
Listener Map Definition	Select a listener map from the list of listener maps currently defined on the node. The listener map contains the definition of the input message's format and variables, and any optional output message's format and variables.

Listener event type trigger event variables

The event variables available to a listener event trigger are based on the definition of the listener map:

Event variable	Data type	Description
Input variables	The data type of the listener map input variable	Each listener map input variable will be available as an input event variable in the listener event trigger. These input event variables can be used as the source variable in the trigger's actions.
Output variables	The data type of the listener map output variable	If the corresponding listener definition includes the Send reply message option, then the listener map can define output variables. Each listener map output variable will be available as an output event variable in the listener event trigger. These output event variables can be used as the destination variable in the trigger's actions.

Related Topics

[Listeners](#)