

Add trigger.id as option to automation.trigger

automation

[bpuetz](#) (Benno) 1 June 4, 2023, 5:58am

With the ability to have multiple triggers defined for an automation there should also be an option for the automation.trigger service to specify which one to trigger on.

Otherwise I don't see a way to make use of any trigger id dependent branches of the automation.

If there is, please let me know ...

[Troon](#) (Troon) 2 June 4, 2023, 6:59am

If you're looking to trigger automations using a service call, perhaps you should be using a script instead of an automation?

[bpuetz](#) (Benno) 3 June 4, 2023, 8:21am

Of course, I wrote the automation for its triggers.

However, I seem to have problems with some of them not responding so I looked into ways to debug and found the automation.trigger service (which has been useful in automations, too).

With the current implementation it is not really helpful for my purpose ...

[Troon](#) (Troon) 4 June 4, 2023, 4:30pm

Understood. This behaviour is documented:



Troubleshooting Automations

Tips on how to troubleshoot your automations.

but agreed, it would be helpful to be able to force a trigger with a specific ID. You could fake it up with an additional trigger with the same id:

trigger:

- platform: numeric_state
- entity_id: sensor.some_temp_sensor

```
above: 100
id: "too_hot"
- platform: state
  entity_id: input_boolean.trigger_test
  to: "on"
  id: "too_hot"
```

Flip the helper on and the rest of the automation will run with that `id`.

[xiport](#) 5 June 4, 2023, 4:58pm

I was just thinking about making a script a few days ago that would utilize calling an automation with an `id` in data. Now come to find out it's not possible...

I suppose in the automation you could check if there is no `trigger.id` and run a certain task that way, but this would definitely be a useful feature.

1 Like

[bpuetz](#) (Benno) 6 June 5, 2023, 4:47pm

Thanks a lot for the pointer - that page must have escaped my attention ...

[Is it possible to use triggerID with automation.trigger?](#)

[frenck](#) (Franck Nijhof) 7 June 8, 2023, 9:18pm

The trick to do this, is by firing an event 🤔

2 Likes

[Sawtaytoes](#) 8 June 19, 2024, 8:18am

How do you do this with events?

Are you saying create an event that is of type “run automation” or something and then add trigger ID to the data somehow?

[Troon](#) (Troon) 9 June 19, 2024, 8:22am

I'm pretty sure this is a recent addition to [the documentation](#): you can do it via a the service call:

You can also trigger an automation manually. This can test the conditions as if the automation was triggered by an event. Navigate to [Developer tools > Services](#). In the service selection drop-down, select **Automation: Trigger**, then **Choose entity** to select the automation you are testing. Toggle whether to skip the conditions, then **Call service**. If needed, additional trigger or other data can be added in the YAML view for testing. The [trigger](#) page has more information about data within the trigger.

1 Like

[Sawtaytoes](#) 10 June 19, 2024, 8:24am

I'm actually trying to trigger automations from other automations.

I have scripts, but those take variables. I'm looking to call the "Control Kitchen Lights" automation from some other automation and tell it to turn on the Kitchen Lights as if a button was pressed.

[parautebnach](#) (Pieter Rautenbach) 11 June 19, 2024, 8:23pm

Sawtaytoes:

How do you do this with events?

There's an example here: [Automation Trigger - Home Assistant](#).

[Sir_Goodenough](#) ((SG) WhatAreWeFixing.Today) 12 June 20, 2024, 2:17am

This is what

Troon:

I'm pretty sure this is a recent addition to [the documentation](#): you can do it via a the service call:

said and it looks like it would work. Looks like this in the yaml:

```
service: automation.trigger
target:
  entity_id: automation.bathroom_door_is_open
```

```
data:
```

```
  skip_condition: true
```

I imagine the skip condition is optional, in your case you may need the condition but the context of that is testing, so you would want that to trigger.

If you want the event one to trigger, you just service up a random named event and add an event trigger to the automation you would want to trigger.

Here is from some of my blueprints where I fire an event. (Notice it can also pass data!)

```
action:
```

```
- alias: Fire Last Action event
```

```
  event: rm02_last_action
```

```
  event_data:
```

```
    event: '{{ event }}'
```

```
    entity_id: '{{ entity_id }}'
```

```
    friendly_name: '{{ friendly_name }}'
```

So in that case the automation you would want to fire would have an event trigger looking for event 'rm02_last_action' and in the trigger data you *should* be able to grab that data that was passed. Don't know though, haven't tried that myself. I would try from the example

```
{{ trigger.event.data.friendly_name }}
```

but looking at the trace might tell you as well.

Because you can pass data with the event sensor, you don't care about the trigger_id, you have a variable that you can pass to send any info you want and look for it on the receiving end. I think that's what Frenck meant.

You just create a variable on the receiver automation loaded with a default value, and if the trigger comes from the event, it overloads that variable with your info. No event, it runs one way, event trigger, you feed it info to use.

1 Like