

Termux-notification

From Termux Wiki

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Display a system notification. Content text is specified using `-c/--content` or read from stdin.

Usage

`termux-notification [options]`

Options

| | |
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| <code>--action action</code> | action to execute when pressing the notification |
| <code>--alert-once</code> | do not alert when the notification is edited |
| <code>--button1 text</code> | text to show on the first notification button |
| <code>--button1-action action</code> | action to execute on the first notification button |
| <code>--button2 text</code> | text to show on the second notification button |
| <code>--button2-action action</code> | action to execute on the second notification button |
| <code>--button3 text</code> | text to show on the third notification button |
| <code>--button3-action action</code> | action to execute on the third notification button |
| <code>-c/--content content</code> | content to show in the notification. Will take precedence over stdin. |
| <code>--group group</code> | notification group (notifications with the same group are shown together) |
| <code>-h/--help</code> | show this help |
| <code>--help-actions</code> | show the help for actions |
| <code>-i/--id id</code> | notification id (will overwrite any previous notification with the same id) |
| <code>--image-path path</code> | absolute path to an image which will be shown in the notification |
| <code>--led-color rrrggbb</code> | color of the blinking led as RRGGBB (default: none) |
| <code>--led-off milliseconds</code> | number of milliseconds for the LED to be off while it's flashing (default: 800) |
| <code>--led-on milliseconds</code> | number of milliseconds for the LED to be on while it's flashing (default: 800) |
| <code>--on-delete action</code> | action to execute when the the notification is cleared |
| <code>--ongoing</code> | pin the notification |
| <code>--priority prio</code> | notification priority (high/low/max/min/default) |
| <code>--sound</code> | play a sound with the notification |
| <code>-t/--title title</code> | notification title to show |
| <code>--vibrate pattern</code> | vibrate pattern, comma separated as in 500,1000,200 |
| <code>--type type</code> | notification style to use (default/media) |

Media actions (available with `--type "media"`):

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| <code>--media-next</code> | action to execute on the media-next button |
| <code>--media-pause</code> | action to execute on the media-pause button |
| <code>--media-play</code> | action to execute on the media-play button |
| <code>--media-previous</code> | action to execute on the media-previous button |

Action arguments

Commands like `--action`, `--on-delete`, `--button-1-action` and `--media-next` take an action string as their argument, which is fed to ``dash -c``. A few important things must be kept in mind when using actions:

You should use actions that do things outside of the terminal, like `--action "termux-toast hello"`. Anything that outputs to the terminal is useless, so the output should either be redirected (`--action "ls > ~/ls.txt"`) or shown to the user in a different way (`--action "ls|termux-toast"`).

Running more than one command in a single action is as easy as `--action "command1; command2; command3"` or `--action "if [-e file]; then termux-toast yes; else termux-toast no; fi"`.

For anything more complex, you should put your script in a file, make it executable, and use that as the action: `--action ~/bin/script`

The action is run in a different environment (not a subshell). Thus your environment is lost (most notably `$PATH`), and `~/.`profile is not sourced either. So if you need your `$PATH` you should either:

- if the action is a script, set it explicitly in the script (e.g. `export PATH="$HOME/bin:$PATH"`)
- or use something like `--action "bash -l -c 'command1; command2'"`.