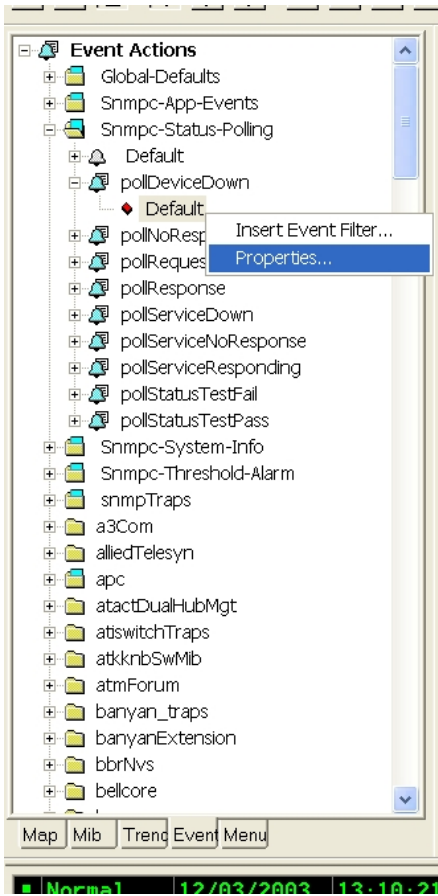


How to play a WAV sound when a device fails

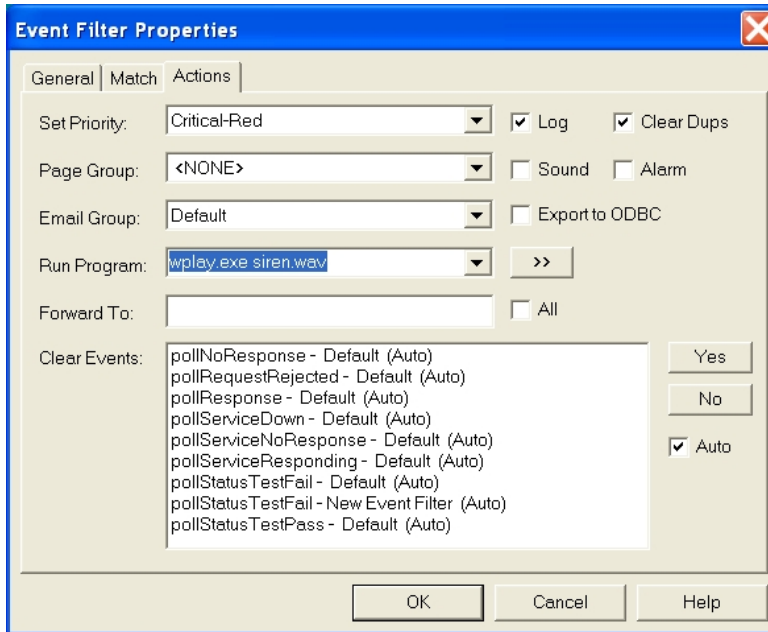
Save the WAV file to the SNMPc root directory. (Normally c:\Program Files\SNMPC Network Manager)

The default behavior when a device fails is controlled by the pollDeviceDown Event Filter. To edit this filter to play a WAV sound you should first select the *Event* selection window. Expand the group 'SNMPC-Status Polling' and 'pollDeviceDown'. Right-Click on the 'Default' option and select 'Properties'



When the Event Filter Properties window appears select the *Actions* Tab

SNMPC includes an application called *wplay.exe*. This is a simple program which can play a wav sound from the command line. To use this when a device fails change the Run Program option to *wplay.exe 'name of your wav file.wav'*. You should also uncheck the sound option as it is not required any more. In the example shown below we are using a wav file called *siren.wav*



Select OK

When the device fails the WAV file should now be played.

Notes

There is no buffering of the WAV files so if several devices fail simultaneously SNMPc will play the wav sound multiple times.

You can not play the WAV sound if you are connecting via a remote console. It only will work on the main SNMPc server.

For more information on Event Filters and how to configure them please see the Help Topics section 'Managing Events/Performing Actions on Events'.