

SetObjectState

SetObjectState .

:

```
function SetObjectState(objtype : String, id : String, state : String)
```

:

- 1. **objtype** – . , . : String, .
- 2. **id** – . () objtype . : String, .
- 3. **state** – . , . : String, .

. 1 . , 1 , .



.

- 1. 30. , , : 09:30, 10:30, 11:30 ..

```
if (Event.SourceType == "TIMER" && Event.SourceId == "1" && Event.Action == "TRIGGER")
{
    if (GetObjectState("CAM", "1") == "DISARMED")
    {
        SetObjectState("CAM", "1", "ARMED");
    }
}
```