

GetObjectState

GetObjectState .

:

```
function  GetObjectState(objtype : String, id : String) : String
```

:

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

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```
if (Event.SourceType == "GRELE" && Event.SourceId == "1" && Event.Action == "ON")
{
    if (GetObjectState("GRAY", "1")=="DISARM")
    {
        SetObjectState("GRAY", "1", "ARM");
    }
    else
    {
        SetObjectState("GRAY", "1", "DISARM");
    }
}
```

 **Note**

.. ATTACHED|DISARMED ATTACHED|DISARMED|RECORDER_ON|RECORDING.