

GET_OBJECT_STATE OBJECT_STATE_INFO(.). card - , (.).

```
function GetReleStateMsg(type, id, action, card)
{
    var state = GetObjectState("GRELE","1");
    var msg = CreateMsg();
    msg.SourceType = type;
    msg.SourceId = id;
    msg.Action = action;
    msg.SetParam("state",(state=="OFF")?"DISARMED":"ARMED");
    msg.SetParam("card",card);
    return msg;
}

if(Event.SourceType=="VIDEOSRV_C" && Event.SourceId=="1" && Event.Action=="GET_OBJECT_STATE")
{
    NotifyEvent(GetReleStateMsg(Event.SourceType, Event.SourceId,"OBJECT_STATE_INFO",""));
}
else if(Event.SourceType=="GRELE" && (Event.Action=="ON" || Event.Action=="OFF"))
{
    NotifyEvent(GetReleStateMsg("VIDEOSRV_C", "1","OBJECT_STATE_INFO",""));
}
```