

Notify

This object allows sending system notifications. It only works on GNU/Linux.

Functions

Notify

Constructor function.

Syntax

```
var myObject = new Notify();
```

```
var myObject = new Notify(parameters);
```

Arguments

1. parameters - (object) the message parameters
 - title - (string) the notification's title
 - text - (string) the notification's text
 - icon - (string) the notification's icon name or path to an image file (see <http://standards.freedesktop.org/icon-naming-spec/icon-naming-spec-latest.html>)
 - timeout - (integer) the notification's timeout. It is ignored on some OSes like Ubuntu

Example

```
var myObject = new Notify();
```

```
var myObject = new Notify({  
  title: "Hello",  
  text: "Hello automation world!"  
});
```

Methods

show

Shows the notification.

Syntax

```
myObject.show();
```

```
myObject.show(parameters);
```

Arguments

1. parameters - (object) the message parameters
 - title - (string) the notification's title
 - text - (string) the notification's text
 - icon - (string) the notification's icon name or path to an image file (see <http://standards.freedesktop.org/icon-naming-spec/icon-naming-spec-latest.html>)
 - timeout - (integer) the notification's timeout. It is ignored on some OSes like Ubuntu

Returns

- (Notify) this Notify

Exceptions

- (NotificationError) unable to show the notification

Example

```
myObject.show();
```

```
myObject.show({  
  title: "Hello",  
  text: "Hello automation world!"  
});
```

Notes

If you want to update a notification's text re-use a single Notify object and call [show](#) to change the text.

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