

# Statusaction

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- Description

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Status actions codeunits will execute just about anything for a single object in a determined state.

The codeunit is bound to a Status action, and can be executed either on entry, on exit or after a given amount of time.

As with other actions the execution is logged, in order to prevent double firing of an given event.

The event methods are

```
execute(int SagID, int DataID, int StatusID );
```