

```
Eval signal

if (Value == 1 AND Active high) OR (Value == 0 AND !Active high)
    if Trigger is not .inactive
        NOTIFY.Signal point( PointID: ID, isActive: true )
else
    if Trigger is not .active
        NOTIFY.Signal point(PointID: ID, isActive: false )

DEVICE.Enable signal(PointID: ID, Trigger )
```