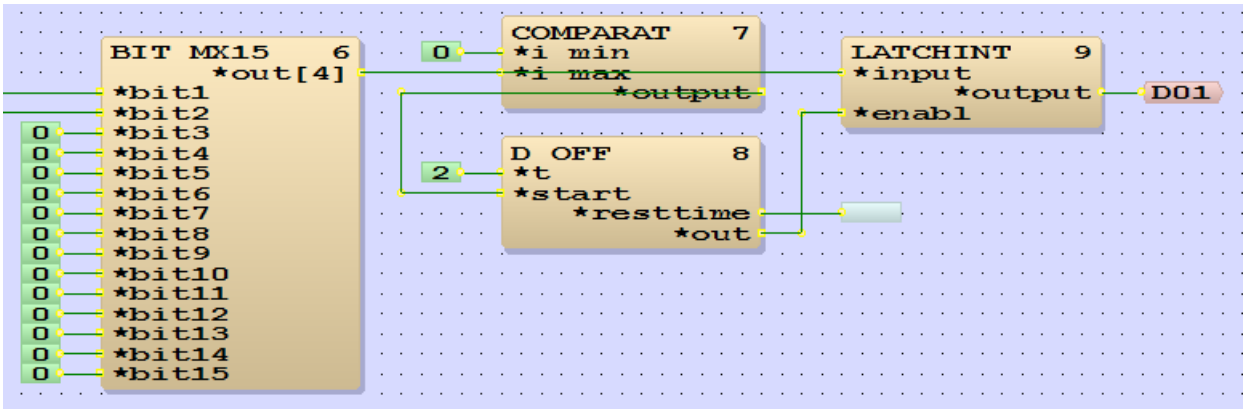
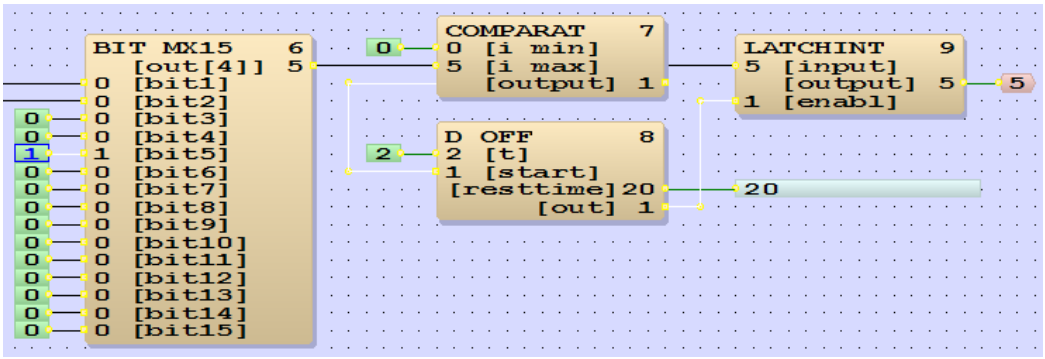
TT210501 – FUP - Alarm Page Popup

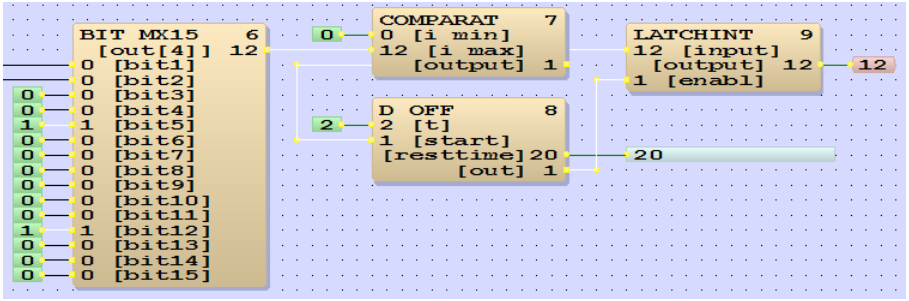
1. Some users want to show the alarm page automatically when the alarm occurred. If this is a small project (e.g. less than 16 alarm pages), then we can do it using Dailog06 in FUP with this simple logic



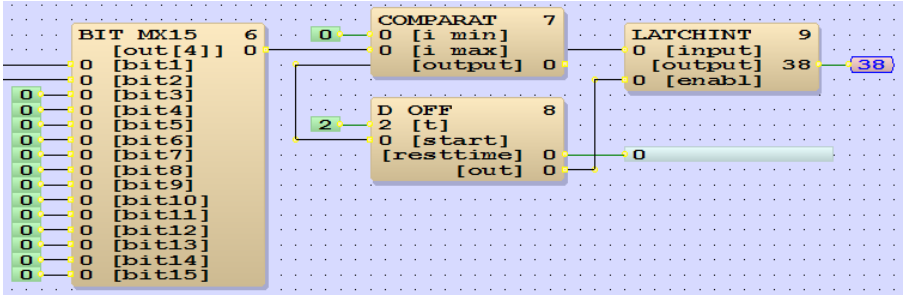
2. In this example, we use the “BIT_MX15” which supports 15 inputs, so you can have up to 15 alarm pages. When 1 of the 15 inputs is triggered (e.g. bit5), then the number 5 will be sent to the Display “D01”



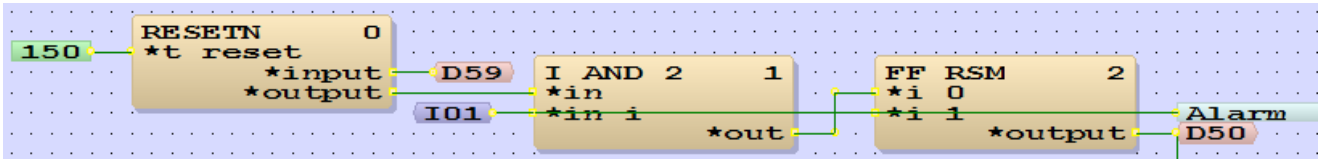
3. When there is more than 1 alarm, the higher number will be sent



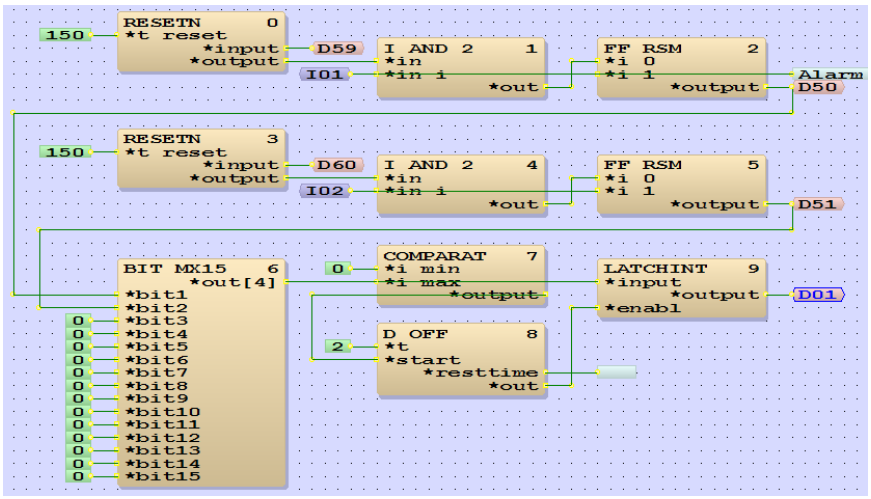
4. When there is no alarm, user can set the Display “D01” freely. Then, the Display “D01” will be used as the input for the Dialog06 to show the alarm graphics when alarm occurred, and the normal graphics when there is no alarm



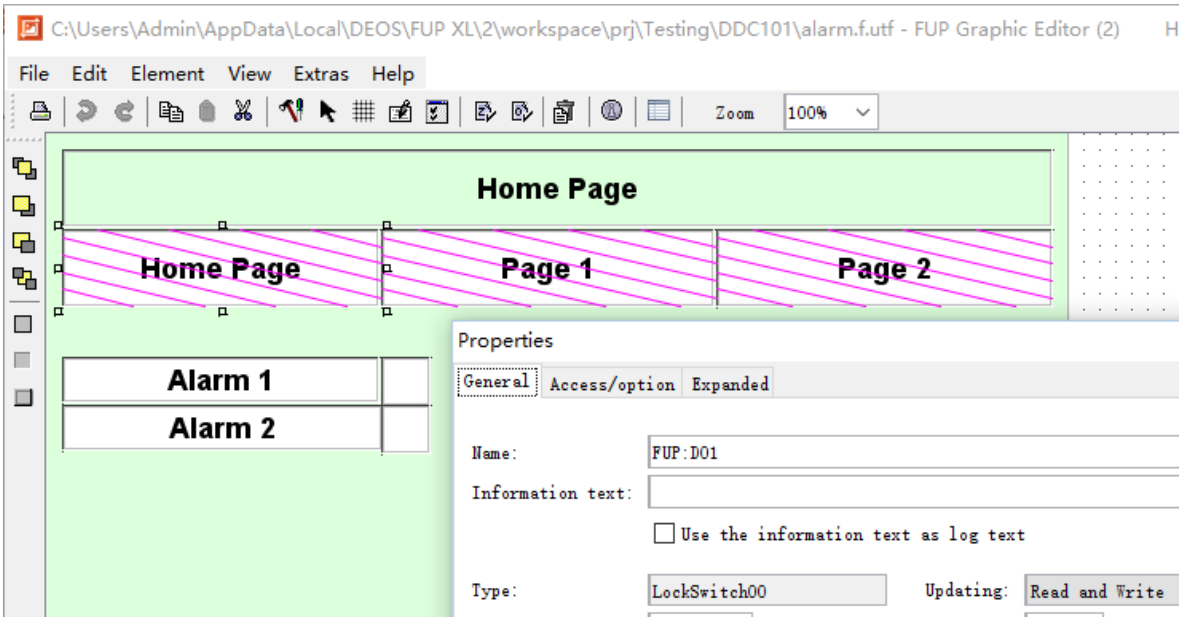
5. For testing, we create 2 alarm inputs (with latching and reset). Please refer to TT191103 for details. You can skip this if you don't need latching and reset



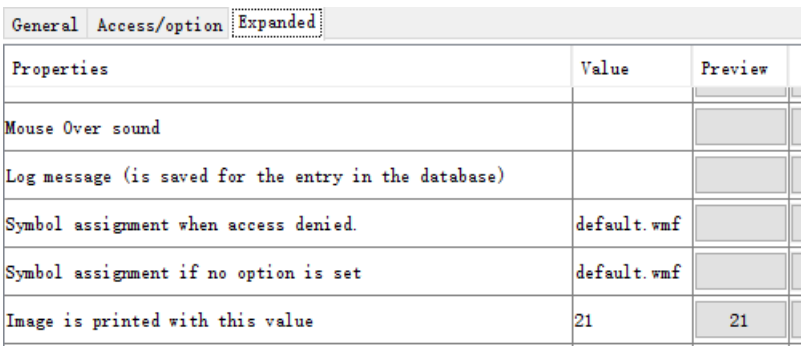
6. Connect the 2 alarms to the "BIT_MX15" module and the FUP page is finished



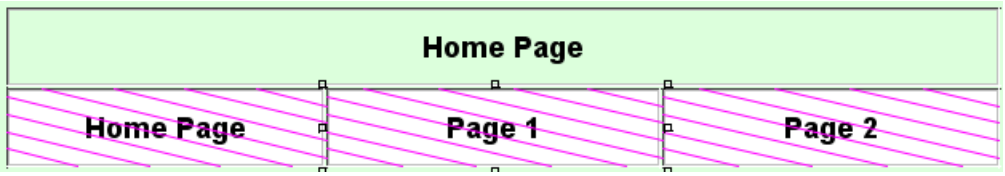
7. Let's build some testing graphic pages. First is the "Home" page, which contains 3 buttons (using "LockSwitch00") that user can click on it to show different pages. Link it to "D01"



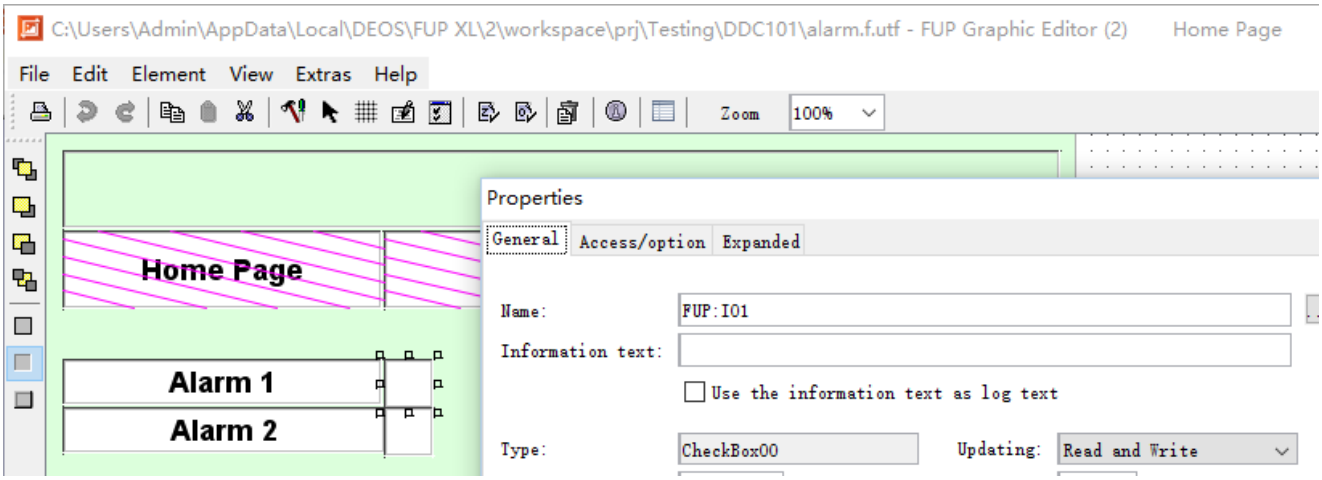
8. Remember to set the "Updating" to "Read and Write" (above). Go to "Expanded" tab and set the "Image is printed with this value" to "21"



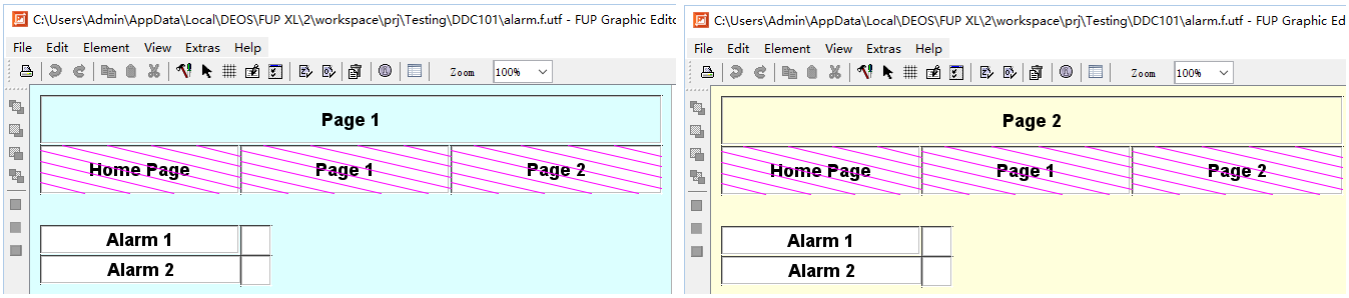
9. Set the other 2 “LockSwitch00” to “22” and “23”. These are used in the Dialog06 to show different graphic pages when the user clicks the buttons



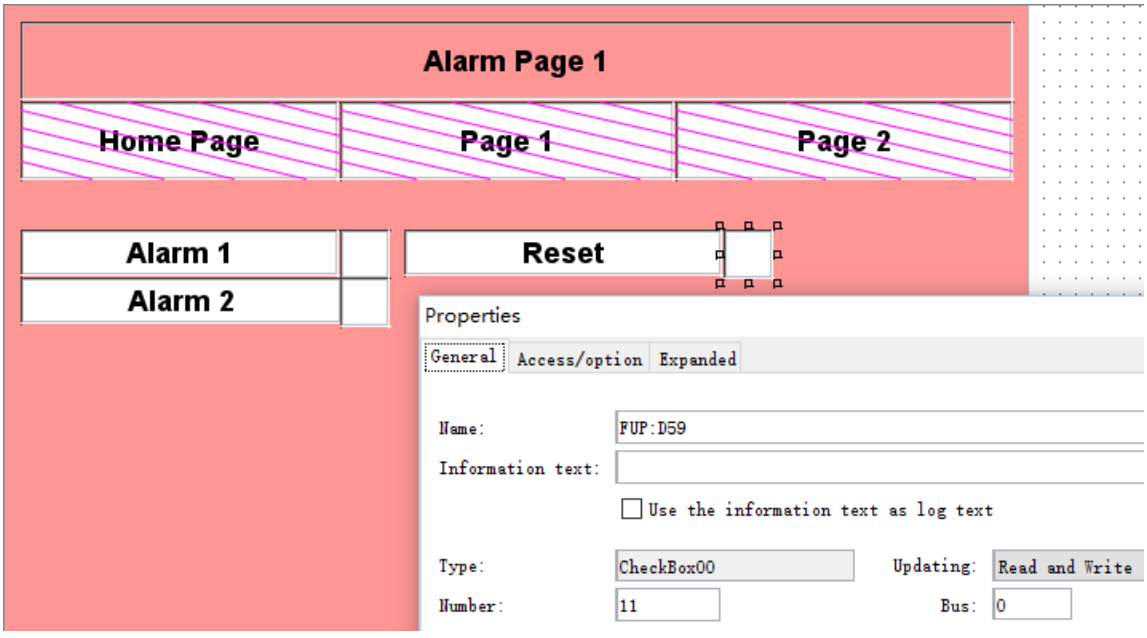
10. Now add the 2 alarm points on the graphic, so you can simulate the alarm easily in the graphic for testing



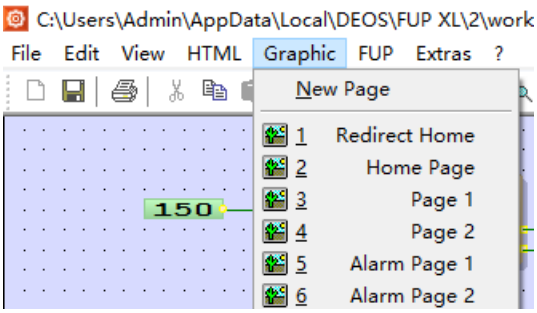
11. Copy and paste the whole graphic 2 times, change the heading (and also the background color)



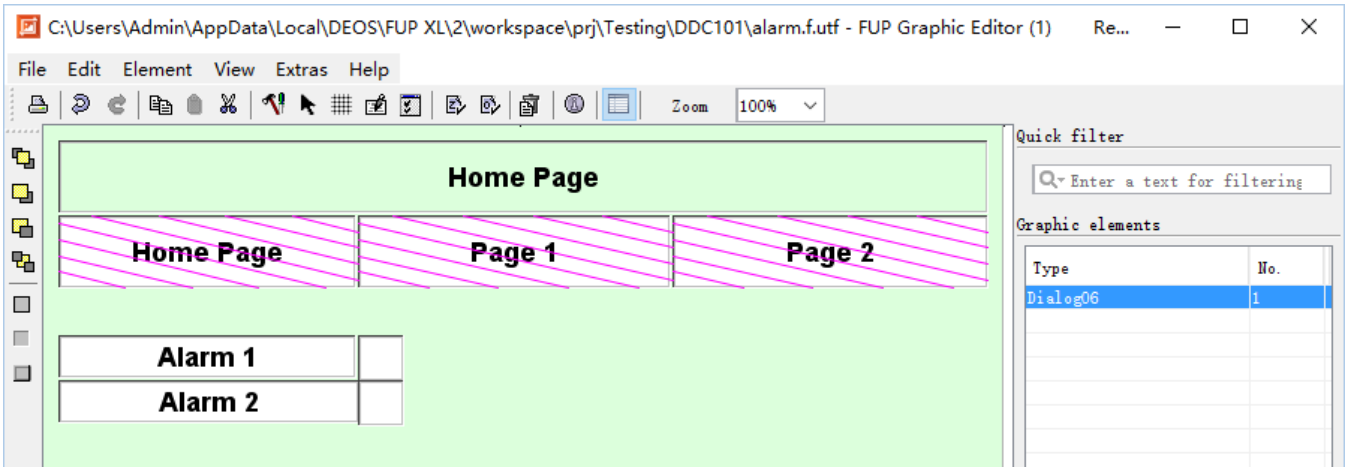
12. Then we add the 2 alarm pages. This time we add the “Reset” checkbox to clear the alarm. Do the same for the 2nd alarm page



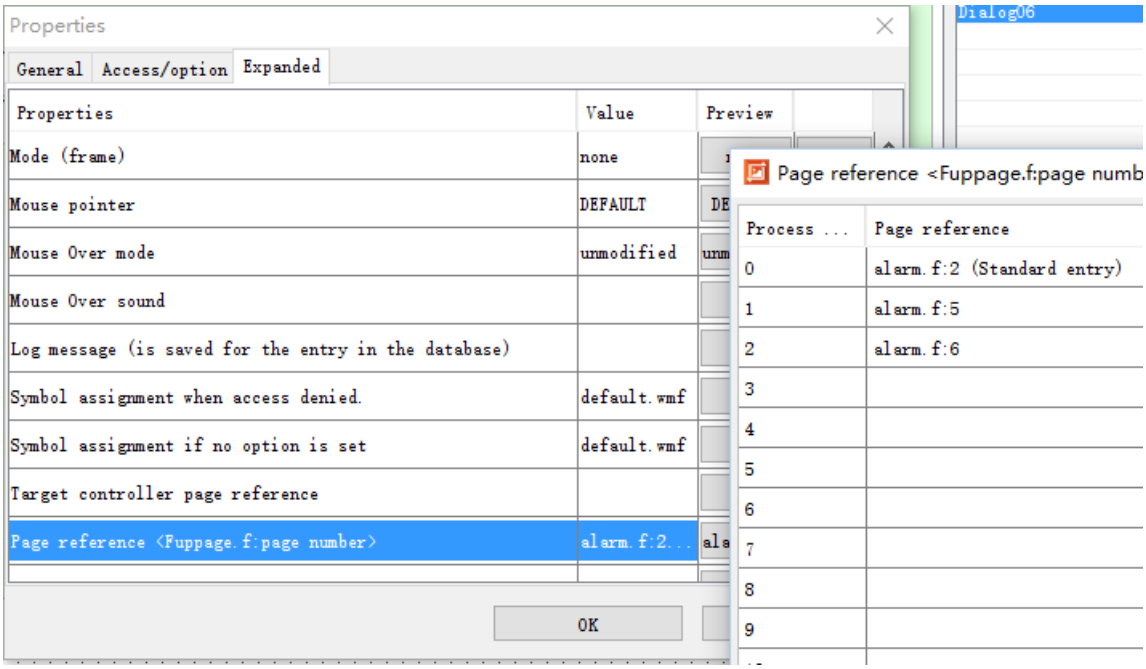
13. Now you should have 5 graphic pages. Except for the “Redirect Home” page which we’re doing next



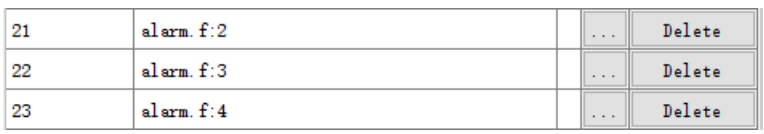
14. The “Redirect Home” page is simple which contain a “Dialog06” only



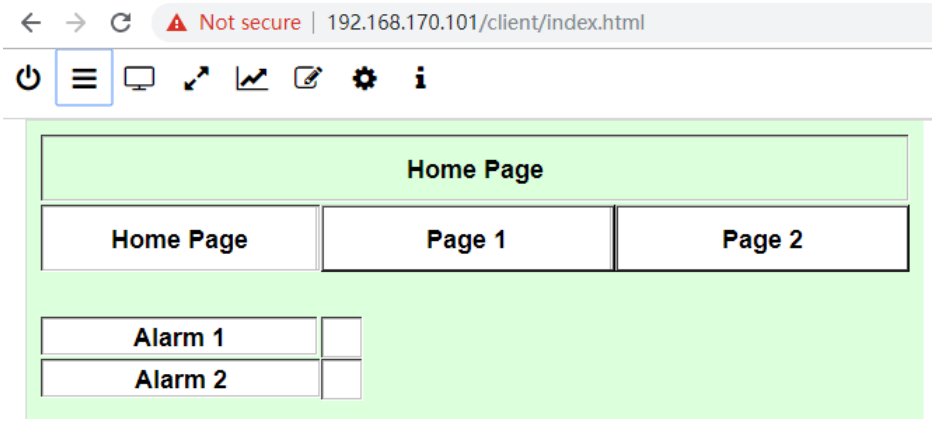
15. Link the “Dialog06” to “D01”, go to “Expanded” tab set the “Page Reference”



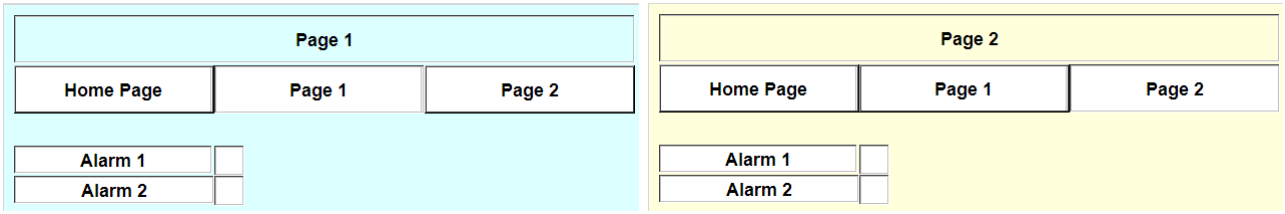
16. When there is no alarm, “D01” is “0”, then we show the graphic page 2 (Home page). When “D01” is “1” and “2”, then show the corresponding alarm graphic pages (5 or 6)
17. When the user click the buttons, “D01” will change to 21, 22 or 23 respectively, and it will show the corresponding user graphic pages (2, 3, or 4)



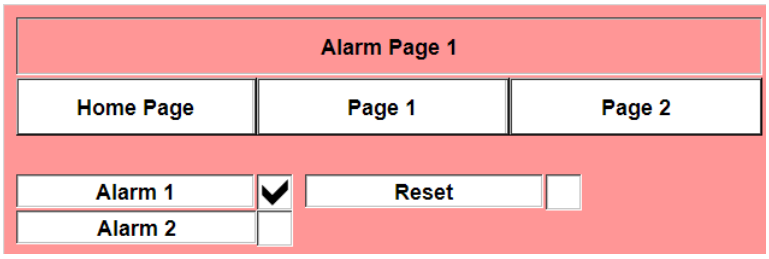
18. Everything is done, and we can upload the program to the controller and test it in OPENview



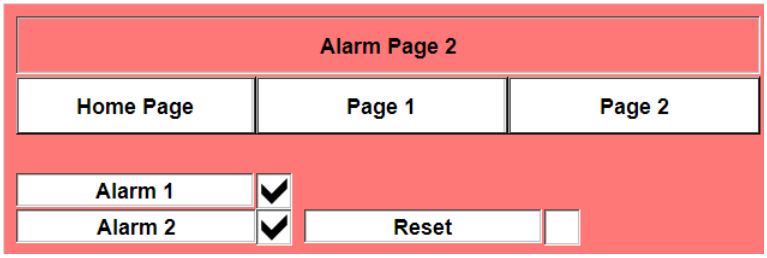
19. When no alarm, you can go to different pages by clicking the buttons



20. Simulate “Alarm 1” and the “Alarm Page 1” will display automatically



21. “Alarm Page 2” will be shown when both alarms are active



22. Clear and reset the alarms, and the “Home” page will come up again