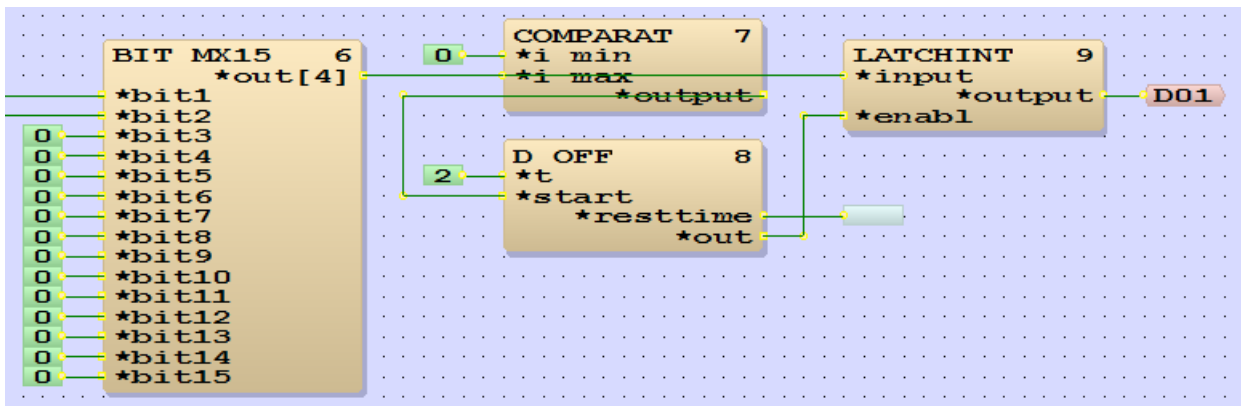
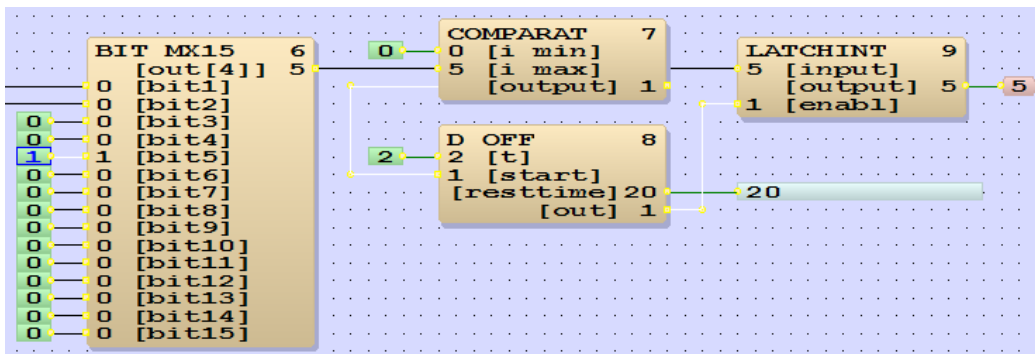


TT210501 – FUP - Alarm Page Popup

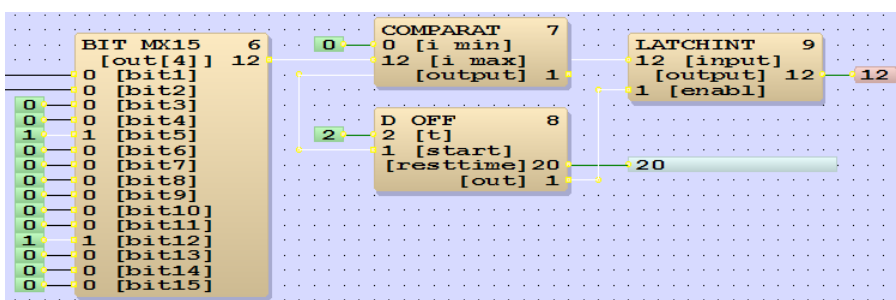
1. Some users want to show the alarm page automatically when the alarm occurred. If this is a small project (e.g. less than 16 alarm pages), then we can do it using Dialog06 in FUP with this simple logic



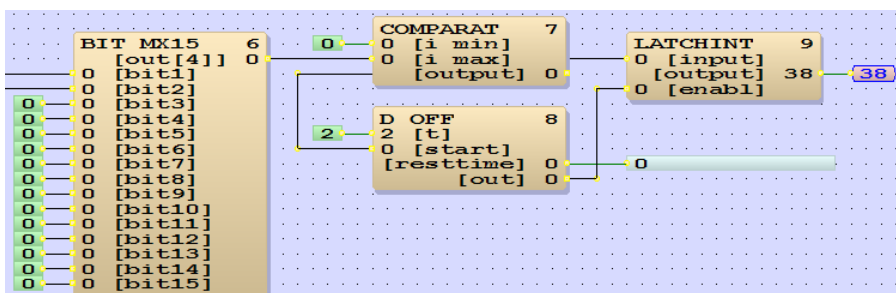
2. In this example, we use the “BIT_MX15” which supports 15 inputs, so you can have up to 15 alarm pages. When 1 of the 15 inputs is triggered (e.g. bit5), then the number 5 will be sent to the Display “D01”



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



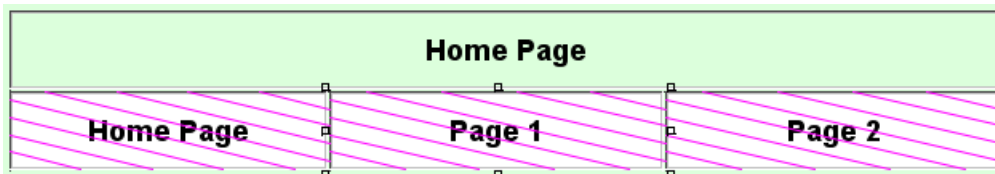
-
- The screenshot shows the 'Connections' window with three function blocks:
- Block 0: RESETN**
 - Input: 150
 - Input: D59
 - Output: I01
 - Block 1: I AND 2**
 - Input: I01
 - Input: I01
 - Output: out
 - Block 2: FF RSM**
 - Input: out
 - Input: out
 - Output: Alarm D50

-
- The screenshot displays a Proteus ISIS schematic for a fire alarm system. The circuit is composed of several logic components and their interconnections:
- RESET (0):** A reset coil (RST) with a normally open contact labeled '150' connected to its input. Its output is connected to the 'I AND 2' (1) component.
 - I AND 2 (1):** An AND gate with two inputs: 'I AND 2' (1) and 'I01'. Its output is connected to the 'FF RSM' (2) component.
 - FF RSM (2):** A Set-Reset Flip-Flop (RSM) with inputs 'I 0' and 'I 1'. Its output is connected to 'Alarm D50'.
 - RESETN (3):** A reset coil (RST) with a normally open contact labeled '150' connected to its input. Its output is connected to the 'I AND 2' (4) component.
 - I AND 2 (4):** An AND gate with two inputs: 'I AND 2' (4) and 'I02'. Its output is connected to the 'FF RSM' (5) component.
 - FF RSM (5):** A Set-Reset Flip-Flop (RSM) with inputs 'I 0' and 'I 1'. Its output is connected to 'D51'.
 - BIT MX15 (6):** A 16-bit input module (MX15) with inputs labeled *bit1 through *bit15. Its output is connected to the 'COMPARAT' (7) component.
 - COMPARAT (7):** A comparator with inputs 'I min' and 'I max'. Its output is connected to the 'LATCHINT' (9) component.
 - D OFF (8):** A delay-off coil (OFF) with inputs 'I start' and 'I resttime'. Its output is connected to the 'LATCHINT' (9) component.
 - LATCHINT (9):** A latchable interrupt with inputs 'I input' and 'I enable'. Its output is connected to 'D01'.
- The circuit is implemented using a ladder logic diagram with various logic gates, flip-flops, and input/output modules. The components are labeled with their respective names and addresses, and the connections are made using standard electrical symbols.

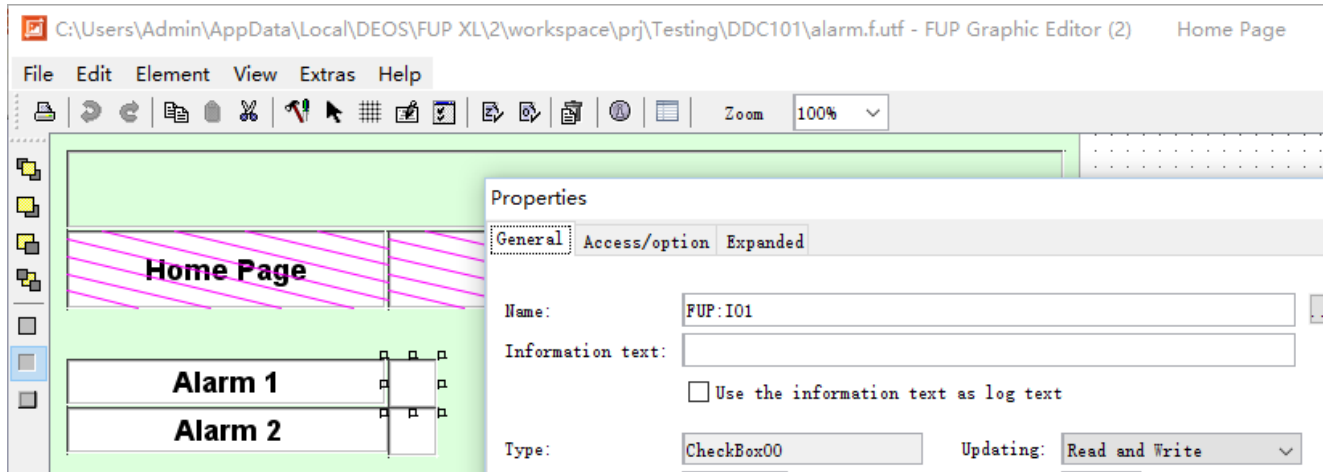
-
- C:\Users\Admin\AppData\Local\DEOS\FUP XL\2\workspace\prj\Testing\DDC101\alarm.f.utf - FUP Graphic Editor (2)
- File Edit Element View Extras Help
- Zoom 100%
- Home Page**
- Home Page** **Page 1** **Page 2**
- Alarm 1**
- Alarm 2**
- Properties**
- General Access/option Expanded
- Name: FUP:D01
- Information text:
- ☐ Use the information text as log text
- Type: LockSwitch00 Updating: Read and Write

- | General | Access/option | Expanded |
|--|---------------|----------|
| Properties | Value | Preview |
| Mouse Over sound | | |
| Log message (is saved for the entry in the database) | | |
| Symbol assignment when access denied. | default.wmf | |
| Symbol assignment if no option is set | default.wmf | |
| Image is printed with this value | 21 | 21 |

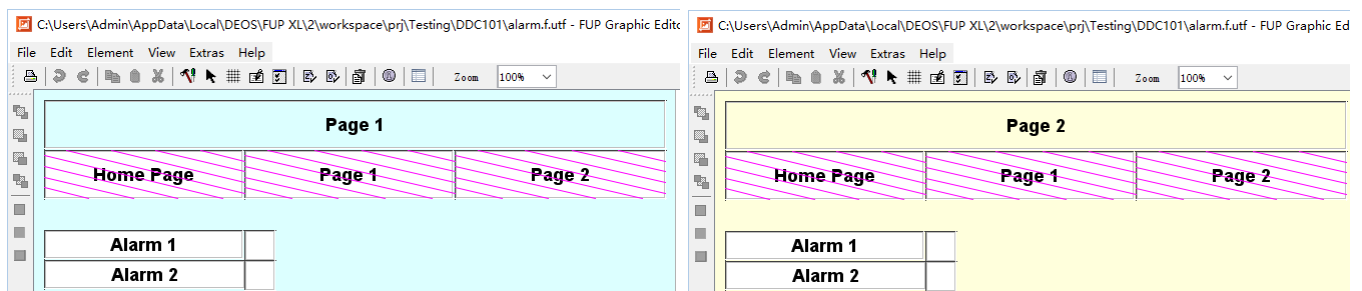
9. Set the other 2 “LockSwitch00” to “22” and “23”. These are used in the Dialog06 to show different graphic pages when the user clicks the buttons



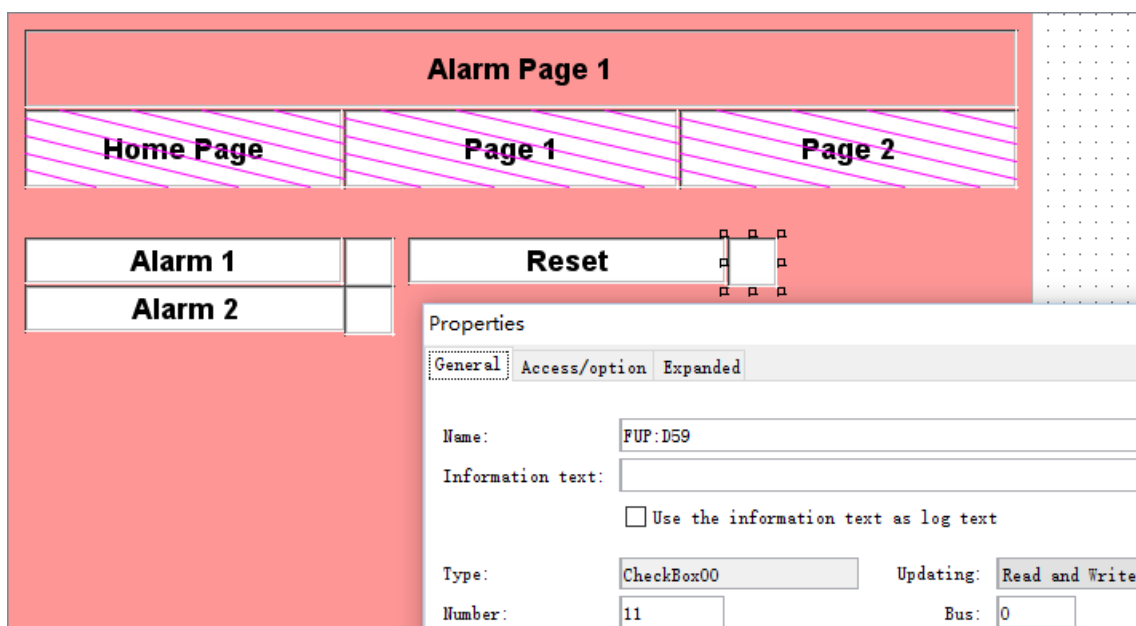
10. Now add the 2 alarm points on the graphic, so you can simulate the alarm easily in the graphic for testing



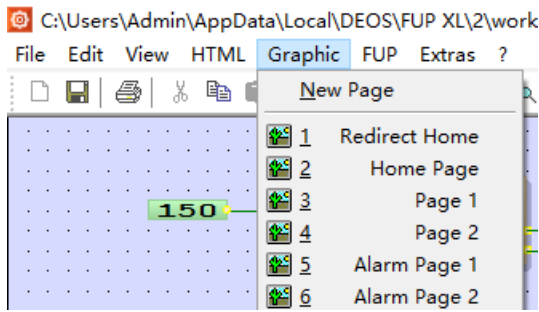
11. Copy and paste the whole graphic 2 times, change the heading (and also the background color)



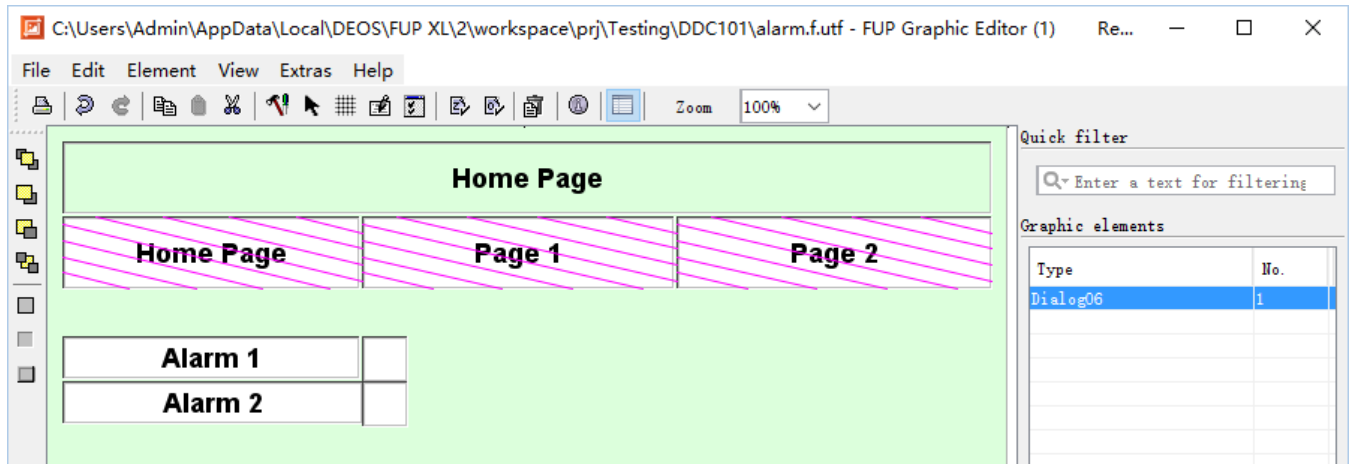
12. Then we add the 2 alarm pages. This time we add the “Reset” checkbox to clear the alarm. Do the same for the 2nd alarm page



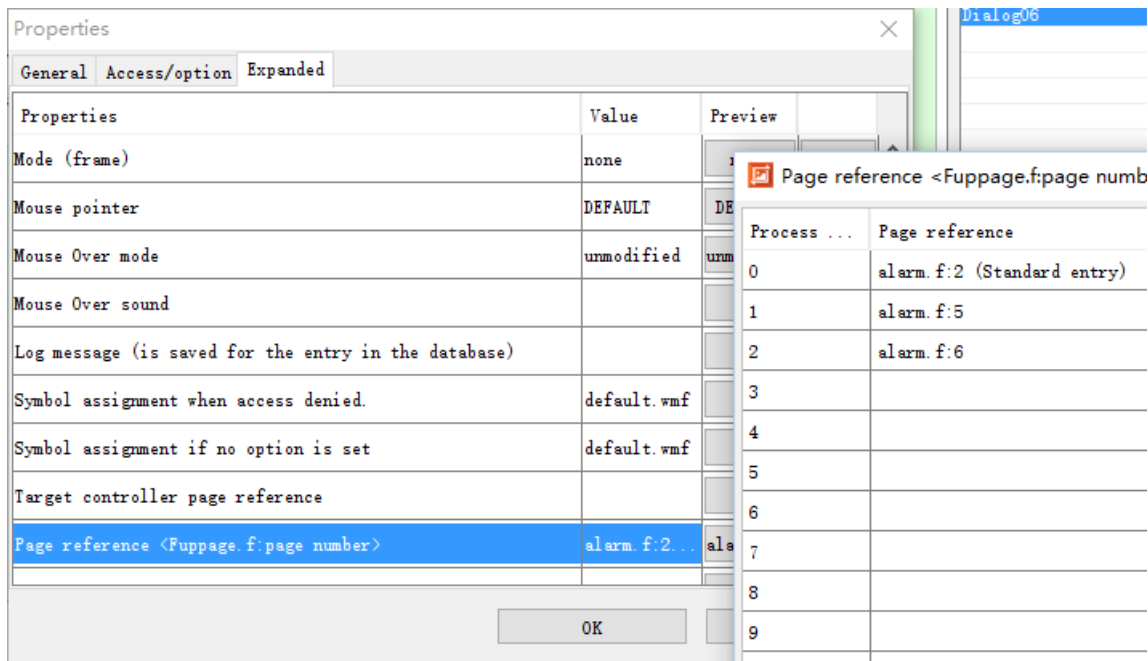
13. Now you should have 5 graphic pages. Except for the “Redirect Home” page which we’re doing next



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”

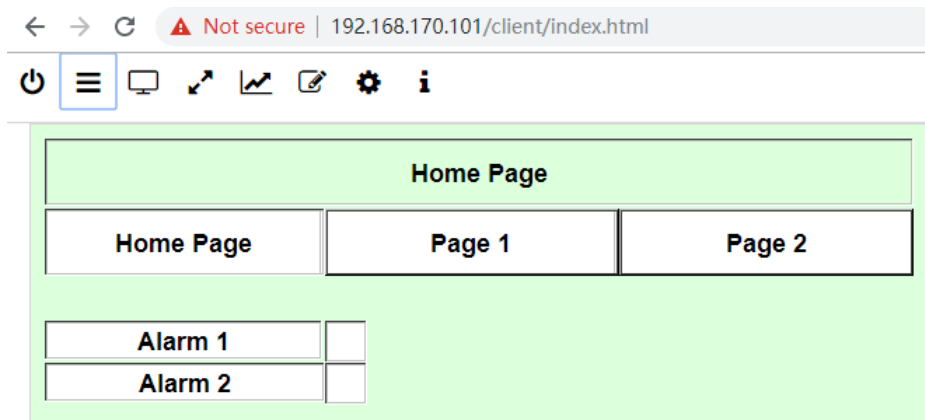


16. When there is no alarm, “D01” is “0”, then we show the graphic page 2 (Home page). When “D01” is “1” and “2”, then show the corresponding alarm graphic pages (5 or 6)

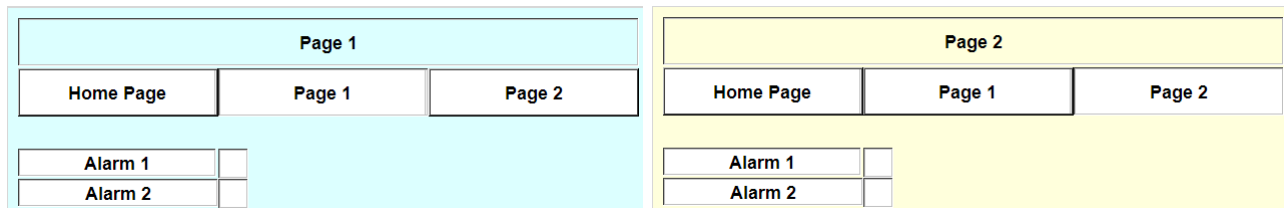
17. When the user click the buttons, “D01” will change to 21, 22 or 23 respectively, and it will show the corresponding user graphic pages (2, 3, or 4)

21	alarm.f:2	...	Delete
22	alarm.f:3	...	Delete
23	alarm.f:4	...	Delete

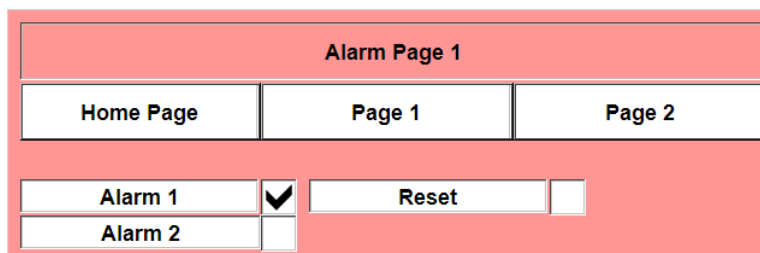
18. Everything is done, and we can upload the program to the controller and test it in OPENview



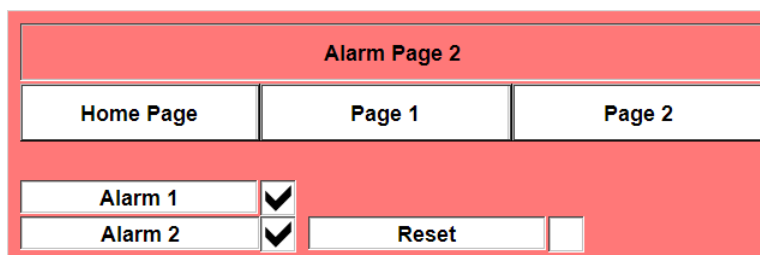
19. When no alarm, you can go to different pages by clicking the buttons



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

