

TT200801 – FUP - Sound Module

Note

This Support Knowledge Base article KB is the result of a support request.

It is not part of the official documentation of DEOS AG and does not claim to be complete.

The article is intended to support the solution of a similar problem.

If you have any questions, comments or additions, please contact DEOS AG Support.

Title

Sound Module (TT200801)

Object

FUP

Reference version

2

Date

08.2020

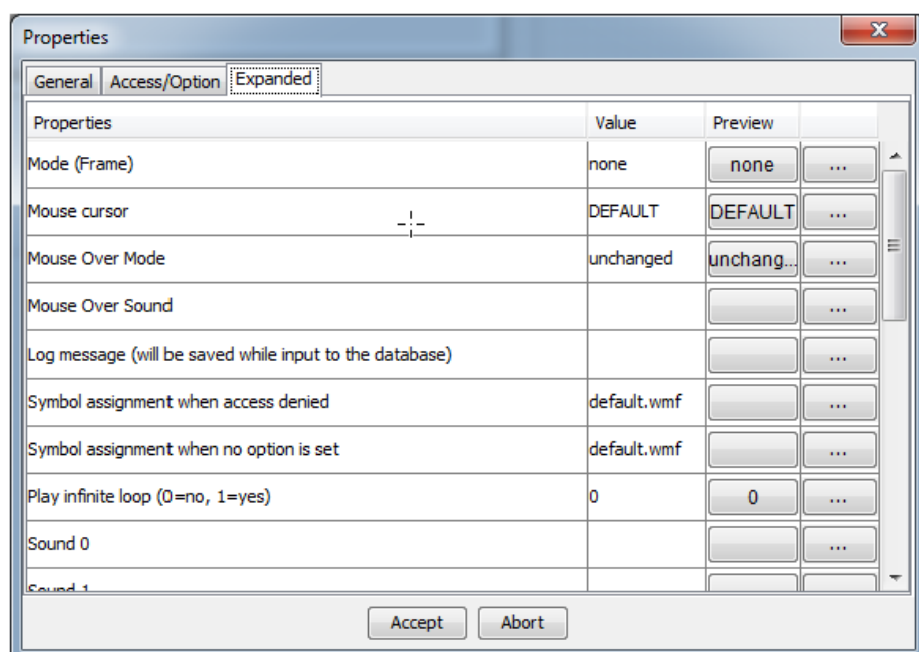
Author

EK

Goal

To setup the FUP sound module for alarm sound in OPENview Control Panel

Content:



Play infinite loop

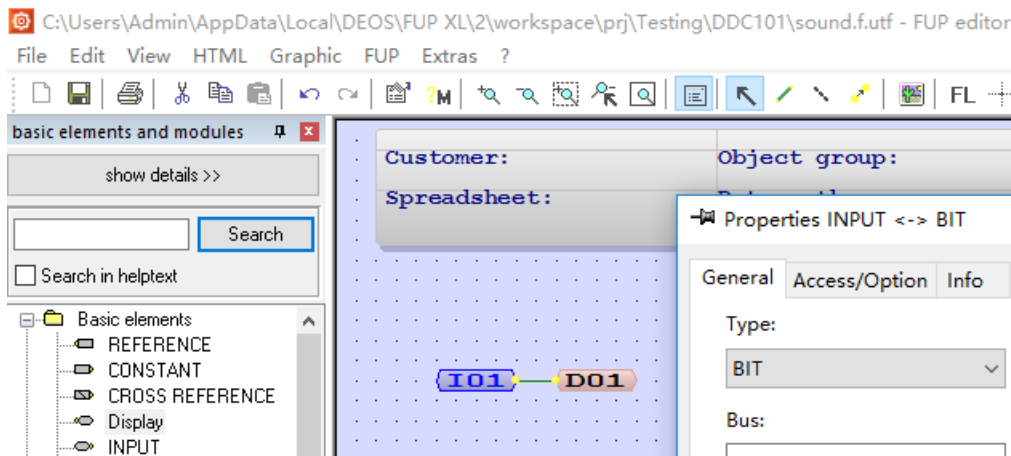
Plays the sound in an infinite loop (0=no, 1=yes)

Sound 0...15

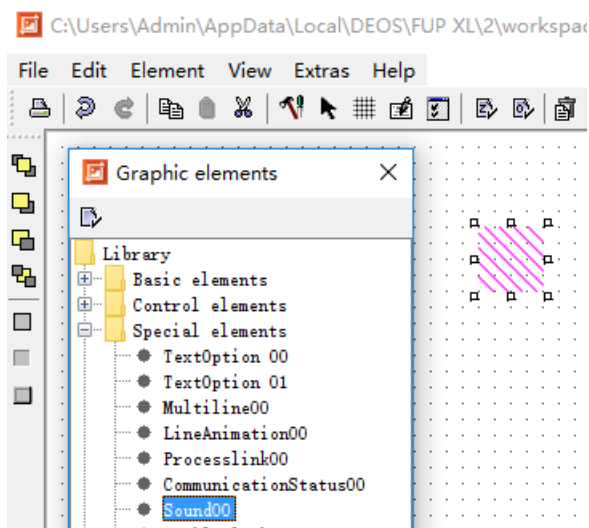
You can assign to each of the process values 0 ... 15 a sound file. The respective sound file of the active process value will be played then in the graphical visualization.

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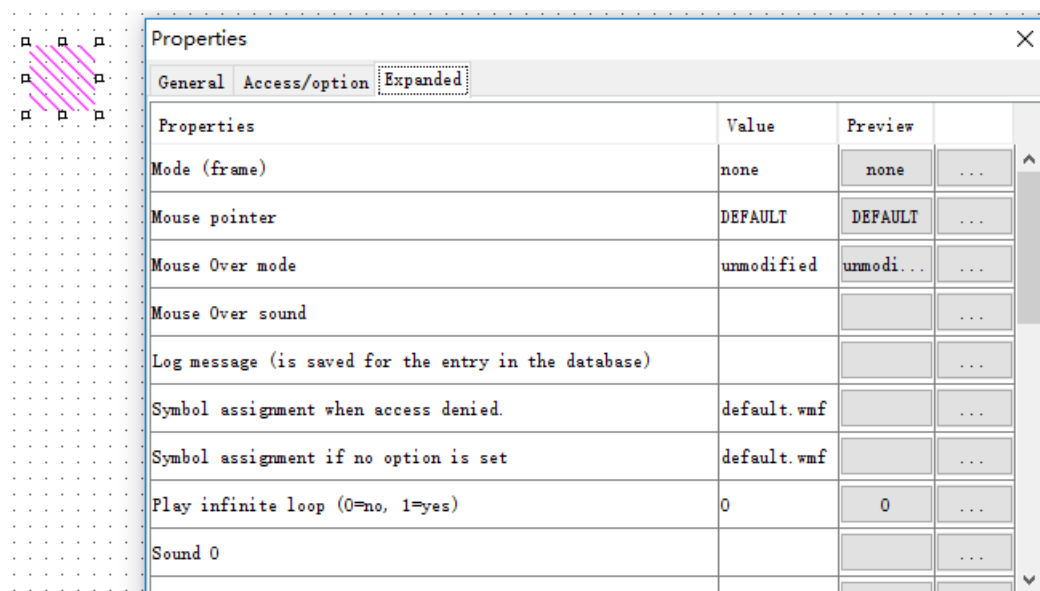
1. First add a new FUP page call “sound”. Add an “INPUT” and “Display” with type “BIT” and connect them together



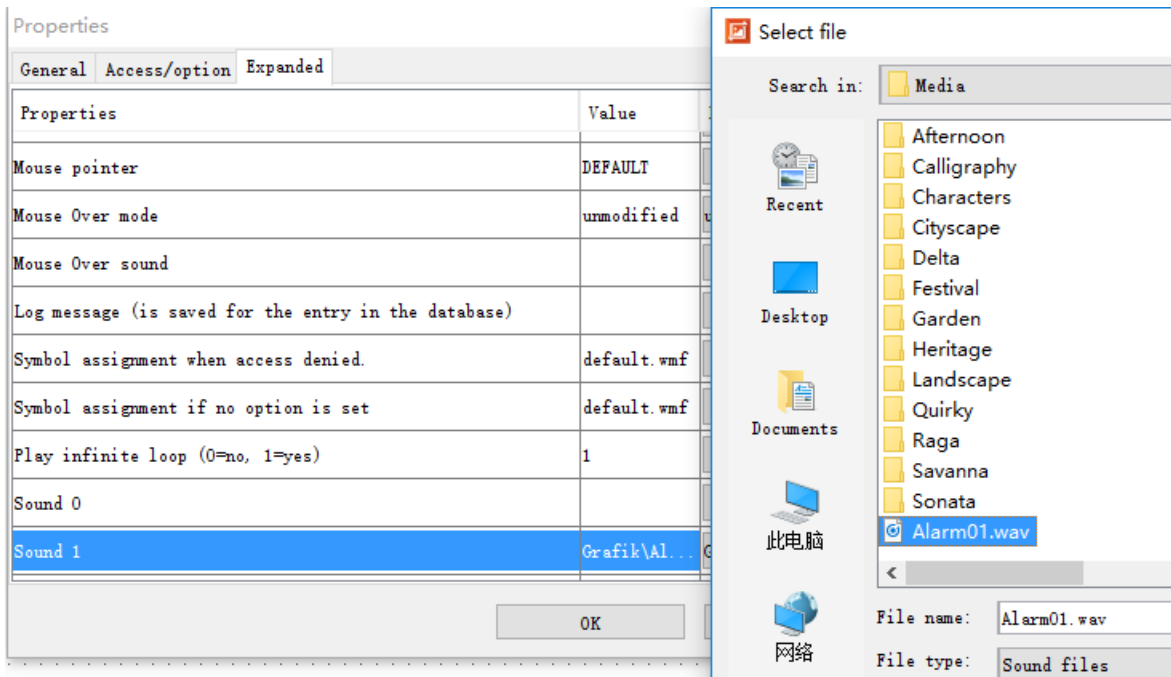
2. Add a new graphic page call “Alarm Sound”. Add the graphic element “Sound00” under “Special Elements”



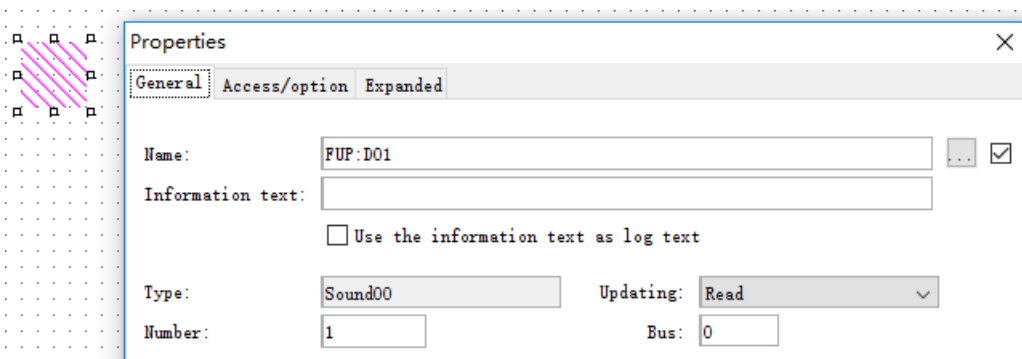
3. Double click on the “Sound00”, click on “Expand” tab



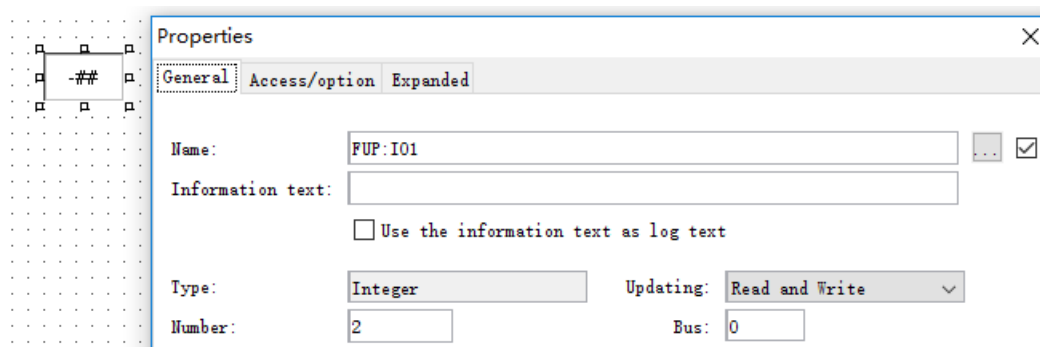
4. Set “Play Infinite loop” to 1 and assign “Sound 1” to any sound files on your PC



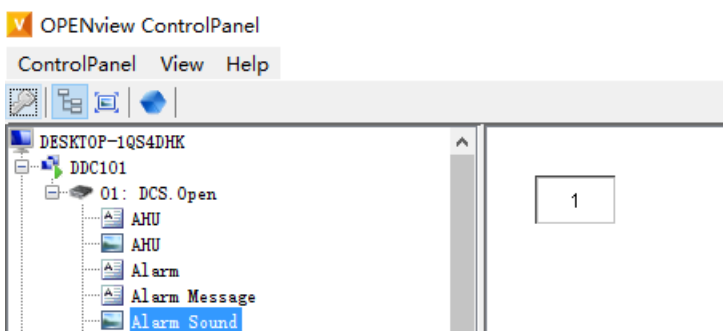
5. In the “General” tab, link it to the FUP “Display” (D01)



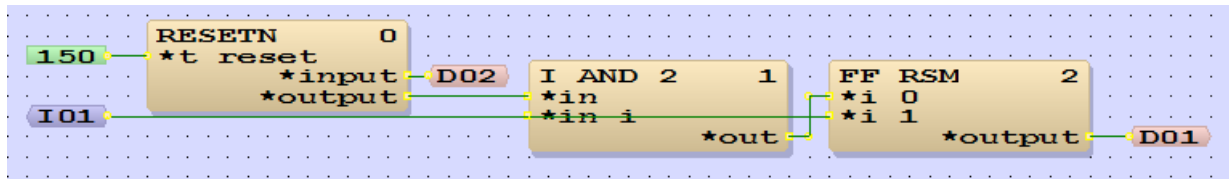
6. For testing purpose, we add an “Integer” and link to the FUP “Input” (I01), to simulate the alarm



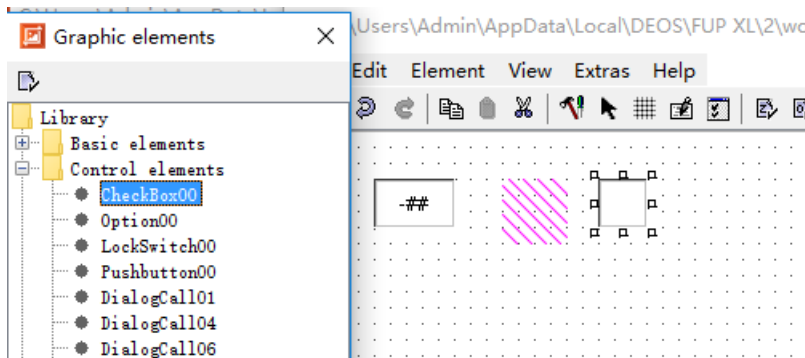
7. Compile and upload to the controller. Start OPENview Control Panel for testing



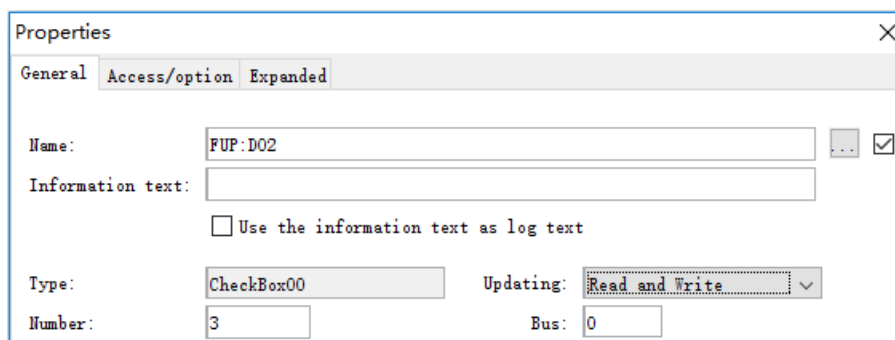
8. Change the “Input” to 1 and you should hear the sound, change it to 0 and it will stop. Please note that it won’t work in HTML5 browser (e.g. Chrome)
9. Next, we add the logic to hold and reset the alarm using “D02”. Please remember to set Display “D02” to “read and write”



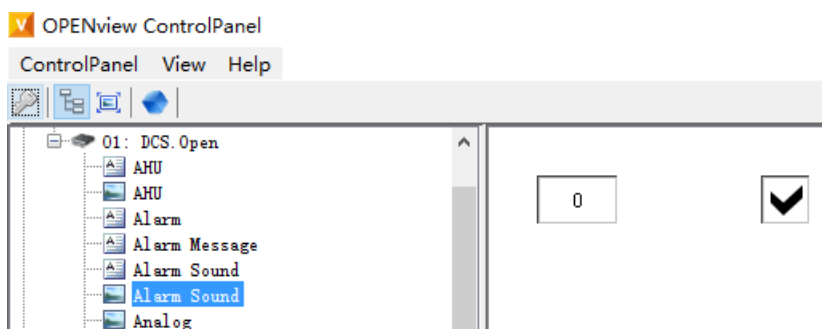
10. In the graphic, we add a “CheckBox00” to reset the alarm



11. Double click on it and link it to the FUP “Display” (D02) and set the “Updating” to “Read and Write”



12. Upload to the controller and test it with OPENview Control Panel. Set “Input” to 1, and then set it to 0, and you should continue to hear the sound. Click the checkbox and the sound will stop



13. This also works in OPENweb. Please note that you can only hear the sound when the display is view, so if you need to hear the sound all the time, you need to add this to all your graphic display pages