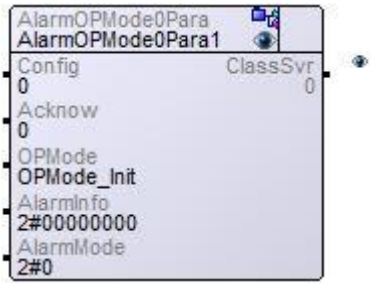
AlarmOPMode0Para

The "AlarmOPMode0Para" class represents an object for an alarm.

As additional information, an OPMode group or an additional bit field can be entered. This information is collected in the "AlarmBuffer" and can be evaluated specific to user requirements. The description for evaluating this information can be found in the "AlarmBuffer" class documentation.



IMPORTANT: This class can only be used in combination with the "AlarmBufferBase" class. If this class is used, the Define Max_AlarmPara in the file AlarmXBuffer.h must be >= 5.

Interface Connections

Clients

Config	The alarm number is set in this client. This ID number represents a unique assignment to the object and can only be assigned once. If no number is shown, (Config = 0) an ID is determined automatically.
Acknow	If the alarm is cancelled via the "AlarmBuffer" class, the write method of the connected server is called.
OpMode	In this client, the operating mode category for the alarm can be set. The number of active alarms in each category is counted in the "AlarmBuffer" class and can be evaluated by the user. This information is only available in the "AlarmBuffer" class, but not in visualization however.

<table>
<tr><td>AlarmInfo</td><td>With this client, additional information for the alarm can be entered. This information is provided in the "AlarmBuffer" class and can be evaluated be the user.
Information that directly affects the process and is not required in the visualization is intended for this client. This information can be evaluated in the "AlarmBuffer" class and is not available in the visualization.
An example application for AlarmInfo:
– Bit1: Enable horn
– Bit2: Turn on lamp
– Bit3: Disable axes
– Bit4: End cycle</td></tr>
<tr><td>AlarmMode</td><td>In this client, alarm settings can be made. Here, each bit stands for a setting.
Bit0: Delete when canceled
<table><tr><td>0</td><td>With a Quit from the alarm, it remains active.</td></tr><tr><td>1</td><td>When a Quit is run, the alarm is reset.</td></tr></table>
Bit0: Canceling multiple times
<table><tr><td>0</td><td>Each alarm can be canceled only once</td></tr><tr><td>1</td><td>Acknow.Write () is called at each cancellation, even if the alarm has already been canceled. As time of cancellation the time of the first cancellation remains stored.</td></tr></table></td></tr>
</table>

Servers

ClassSvr	The actual status of the alarm can be set using this server. 0 => alarm inactive 1 => alarm active

Global Methods

GetParaID	This method is used internally and an external call should never be made.
OPModeChange	This method is used internally and an external call should never be made.