

**1.FB\_PLC****1-9.POUs****1-9-2.Function Blocks****1-9-2-1.Buzzer Config****1-9-2-1-1.Variables**

Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
<b>VAR_INPUTOUTPUT</b>							
ENO	BOOL	No Edge			False	False	
myBuzzer	OBJ\BUZZER	No Edge			False	False	Buzzer object
Enabled	BOOL	No Edge			False	False	Enable buzzer
Commissioning	BOOL	No Edge			False	False	Put buzzer in commissioning
Output	BOOL	No Edge			False	False	Output used to buzz

**1-9-2-1-2.LadderBody**

0 S05V00R00 - 2025.02.11 - PC  
- New normalized version

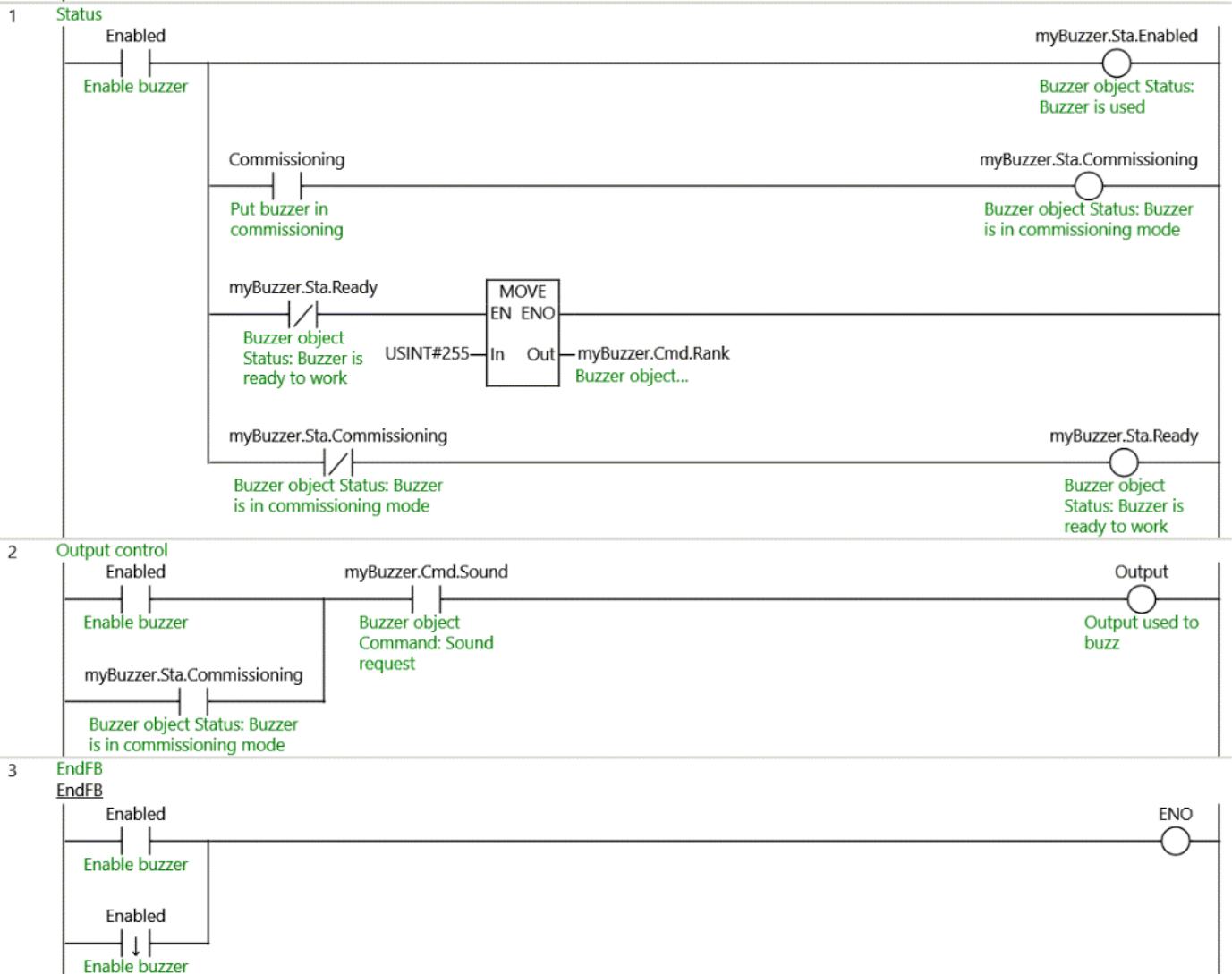
S04V00R00 - 2023.09.19 - PC  
- Update with namespace  
- Add sensor buzzer order

S01V02R00 - 2021.10.15- PC  
- Add more sound  
- Add external sound

S01V01R00 - 2021.08.23 - PC  
- Add external call from sensor.

S01V00R00 - 2020.11.28 - PC  
- First version of buzzer

Disabled coil if not used or activated



**1-9-2-2.Buzzer\_Config\_Slave****1-9-2-2-1.Variables**

Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
<b>VAR</b>							
masterOrder	BOOL				False	False	Order from master
<b>VAR_INPUTOUTPUT</b>							
ENO	BOOL	No Edge			False	False	
myMaster	OBJ\BUZZER	No Edge			False	False	Master buzzer object
mySlave	OBJ\BUZZER	No Edge			False	False	Slave buzzer object
Enabled	BOOL	No Edge			False	False	Enable buzzer
Output	BOOL	No Edge			False	False	Output used to buzz

**1-9-2-2-LadderBody**

0 S05V00R00 - 2025.02.11 - PC  
- First version of slave buzzer

Disabled coil if not used or activated



1 Status

Enabled myMaster.Sta.Enabled  
Enable buzzer Master buzzer object Status: Buzzer is used

mySlave.Sta.Enabled  
Slave buzzer object Status: Buzzer is used

myMaster.Sta.Commissioning

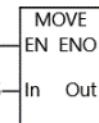
mySlave.Sta.Commissioning

Master buzzer object Status:  
Buzzer is in commissioning mode

Slave buzzer object Status:  
Buzzer is in commissioning mode

mySlave.Sta.Ready

Slave buzzer object Status:  
Buzzer is ready to work



In Out mySlave.Cmd.Rank  
Slave buzzer o...

mySlave.Sta.Commissioning

Slave buzzer object Status:  
Buzzer is in commissioning mode

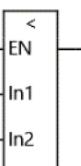
mySlave.Sta.Ready

Slave buzzer object Status:  
Buzzer is ready to work

2 Get order from master

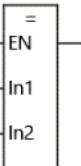
Enabled  
Enable buzzer

myMaster.Cmd.Rank  
Master buzzer...  
mySlave.Cmd.Rank  
Slave buzzer o...



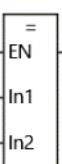
MOVE  
EN ENO  
In Out mySlave.Cmd.Rank  
Master buzzer...  
Slave buzzer o...

myMaster.Cmd.Rank  
Master buzzer...  
USINT#255  
In1 In2



@MOVE  
EN ENO  
In Out mySlave.Cmd.Rank  
Slave buzzer o...

myMaster.Cmd.Rank  
Master buzzer...  
mySlave.Cmd.Rank  
Slave buzzer o...



masterOrder  
Order from master

3 Output control

Enabled  
Enable buzzer

masterOrder mySlave.Cmd.Sound

Output

myMaster.Sta.Commissioning

Order from master  
Slave buzzer object Command: Sound request

Output used to buzz

Master buzzer object Status:  
Buzzer is in commissioning mode

masterOrder myMaster.Cmd.Sound  
Order from master  
Master buzzer object Command: Sound request

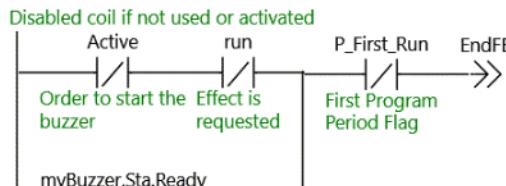


**1-9-2-3.Buzzer\_Continus****1-9-2-3-1.Variables**

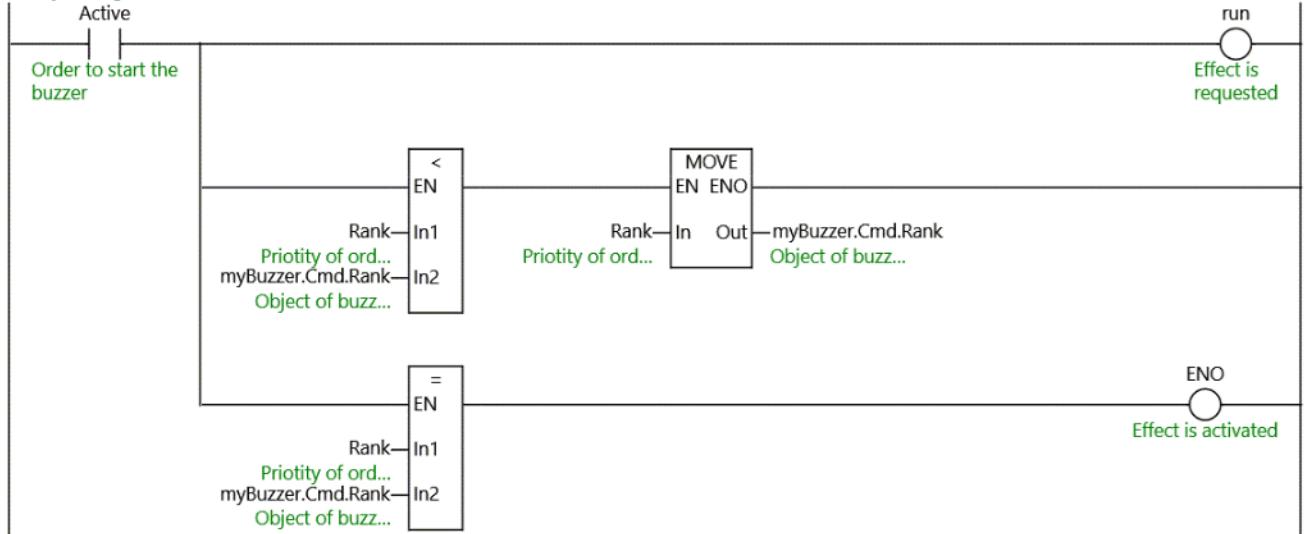
Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
<b>VAR</b>							
run	BOOL				False	False	Effect is requested
<b>VAR_INPUTOUTPUT</b>							
ENO	BOOL	No Edge			False	False	Effect is activated
myBuzzer	OBJ\BUZZER	No Edge			False	False	Object of buzzer
Active	BOOL	No Edge			False	False	Order to start the buzzer
Rank	USINT	No Edge	250		False	False	Priority of order (Priority on low number) [1..250]

## 1-9-2-3-2.LadderBody

0 S05V00R00 - 2025.02.10 - PC  
- New normalized version



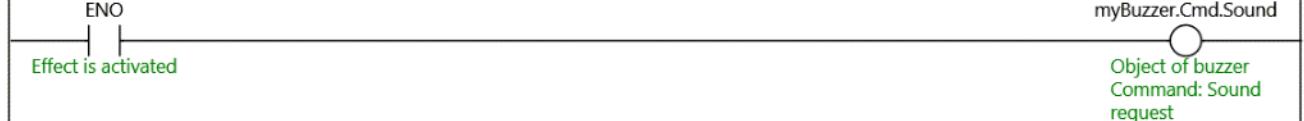
Object of buzz  
Status: Buzzer is  
ready to work  
Priority management



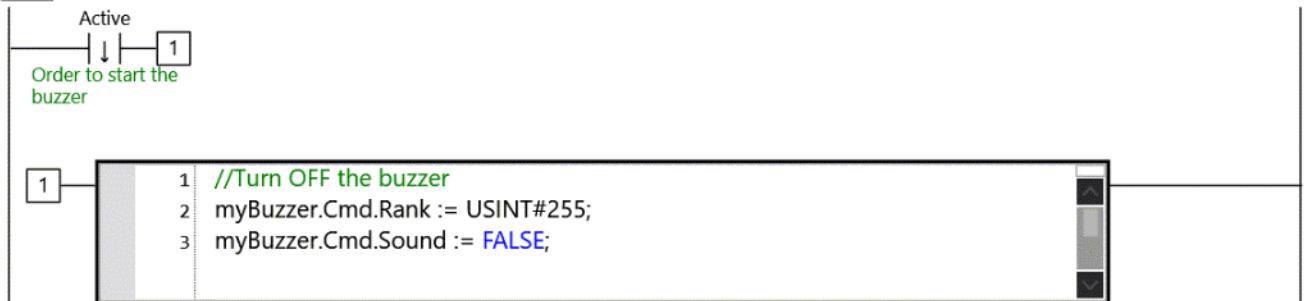
2 Jump over the sound effect if not activated



### 3 Create sound effect



4 When the request is finished, reset command  
EndFB



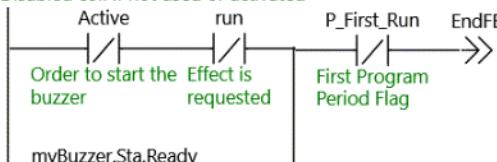
**1-9-2-4.Buzzer\_2s****1-9-2-4-1.Variables**

Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
<b>VAR</b>							
run	BOOL				False	False	Effect is requested
<b>VAR_INPUTOUTPUT</b>							
ENO	BOOL	No Edge			False	False	Effect is activated
myBuzzer	OBJ\BUZZER	No Edge			False	False	Object of buzzer
Active	BOOL	No Edge			False	False	Order to start the buzzer
Rank	USINT	No Edge	250		False	False	Priority of order (Priority on low number) [1..250]

**1-9-2-4-2.LadderBody**

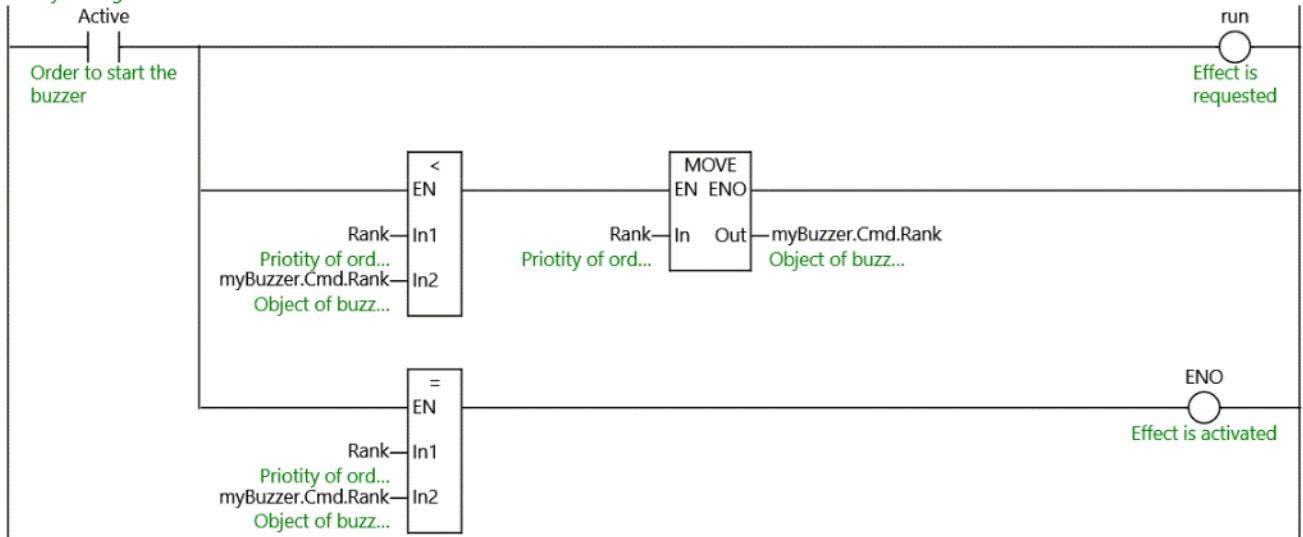
0 S05V00R00 - 2025.02.10 - PC  
- New normalized version

Disabled coil if not used or activated



Object of buzzer  
Status: Buzzer is  
ready to work

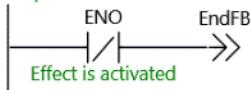
1 Priority management



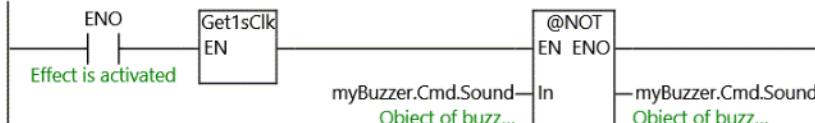
run  
Effect is requested

ENO  
Effect is activated

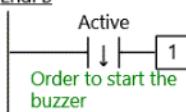
2 Jump over the sound effect if not activated



3 Create sound effect



4 When the request is finished, reset command  
EndFB



1 //Turn OFF the buzzer  
2 myBuzzer.Cmd.Rank := USINT#255;  
3 myBuzzer.Cmd.Sound := FALSE;

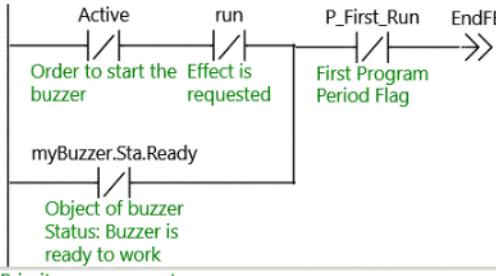
**1-9-2-5.Buzzer\_1s****1-9-2-5-1.Variables**

Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
<b>VAR</b>							
run	BOOL				False	False	Effect is requested
<b>VAR_INPUTOUTPUT</b>							
ENO	BOOL	No Edge			False	False	Effect is activated
myBuzzer	OBJ\BUZZER	No Edge			False	False	Object of buzzer
Active	BOOL	No Edge			False	False	Order to start the buzzer
Rank	USINT	No Edge	250		False	False	Priority of order (Priority on low number) [1..250]

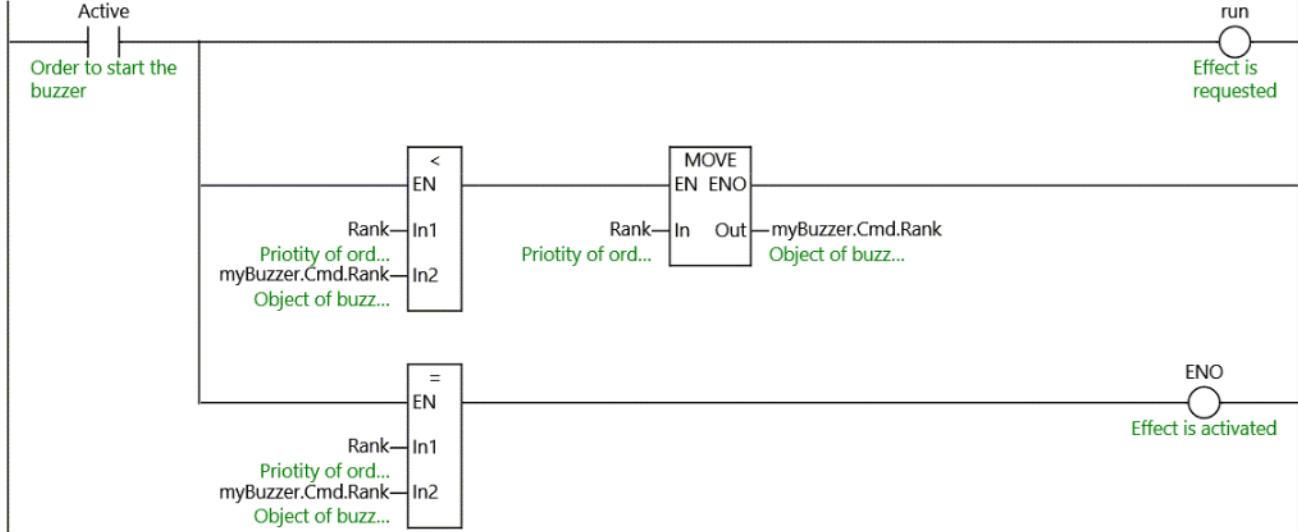
**1-9-2-5-2.LadderBody**

0 S05V00R00 - 2025.02.10 - PC  
- New normalized version

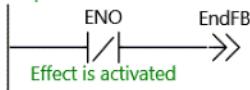
Disabled coil if not used or activated



1 Priority management



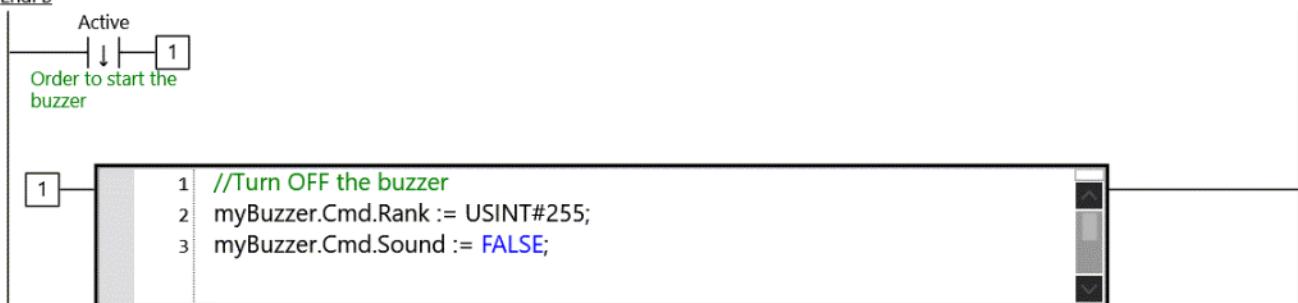
2 Jump over the sound effect if not activated



3 Create sound effect



4 When the request is finished, reset command  
EndFB



**1-9-2-6.Buzzer\_3beep\_Long****1-9-2-6-1.Variables**

Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
<b>VAR</b>							
run	BOOL				False	False	Effect is requested
t	ARRAY[0..5] OF TIME		[T#0.5S, T#0.5s, T#0.5S, T#0.5s, T#0.5S, T#7.5s]		False	False	Sound profil
i	INT				False	False	Indix of profil
cycle	TON				False	False	

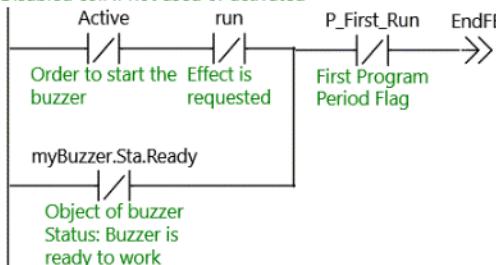
**VAR\_INPUTOUTPUT**

ENO	BOOL	No Edge			False	False	Effect is activated
myBuzzer	OBJ\BUZZER	No Edge			False	False	Object of buzzer
Active	BOOL	No Edge			False	False	Order to start the buzzer
Rank	USINT	No Edge	250		False	False	Priority of order (Priority on low number) [1..250]

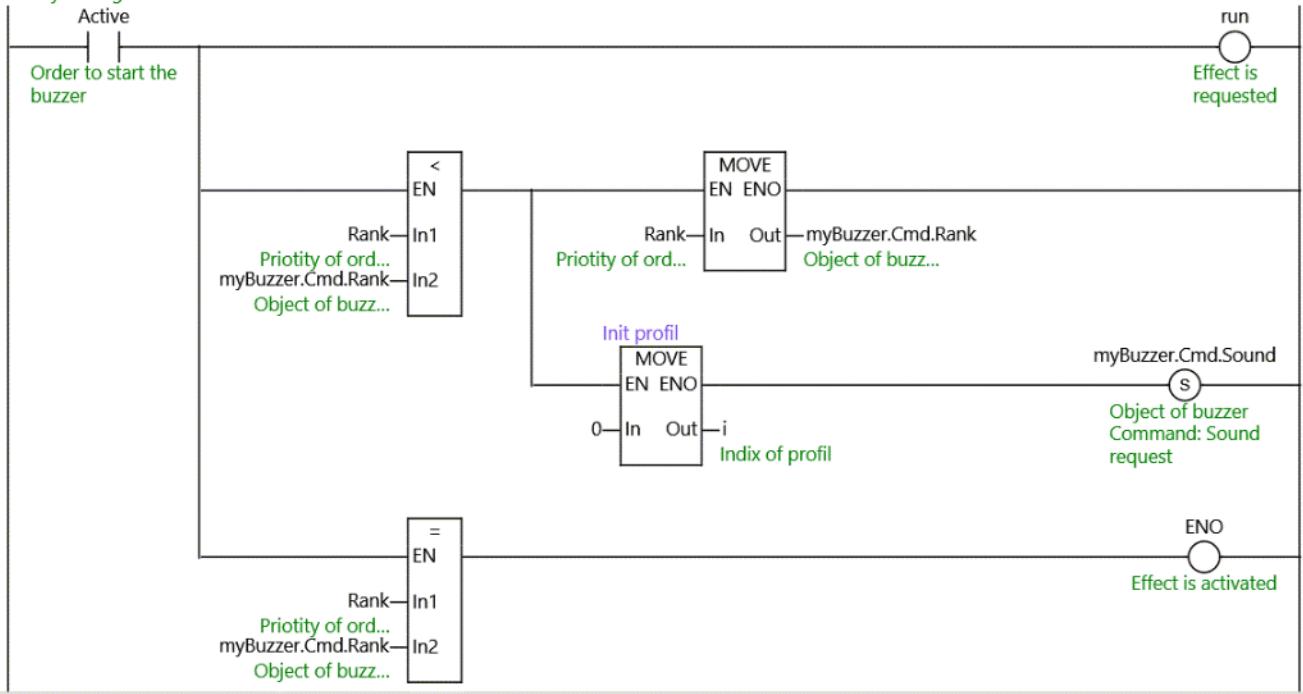
**1-9-2-6-2.LadderBody**

0 S05V00R00 - 2025.02.10 - PC  
- New normalized version

Disabled coil if not used or activated



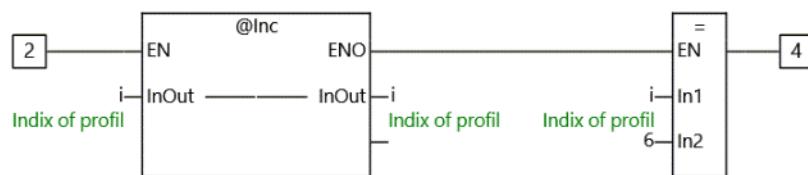
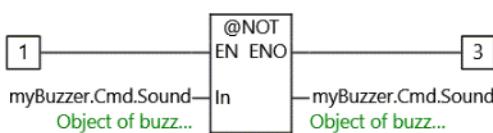
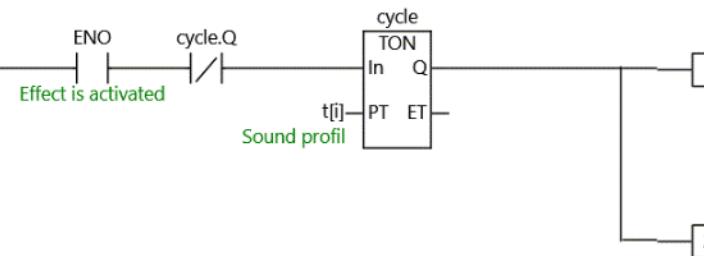
1 Priority management



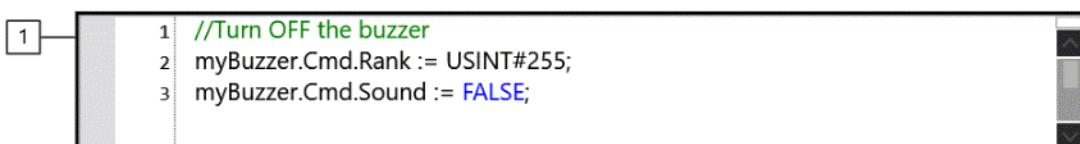
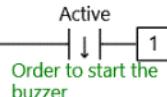
2 Jump over the sound effect if not activated



## 3 Create sound effect



3

4 When the request is finished, reset command  
EndFB

**1-9-2-7.Buzzer\_3beep\_Short****1-9-2-7-1.Variables**

Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
<b>VAR</b>							
run	BOOL				False	False	Effect is requested
t	ARRAY[0..5] OF TIME		[T#0.1S, T#0.1s, T#0.1S, T#0.1s, T#0.1S, T#0.5s]		False	False	Sound profil
i	INT				False	False	Indix of profil
cycle	TON				False	False	

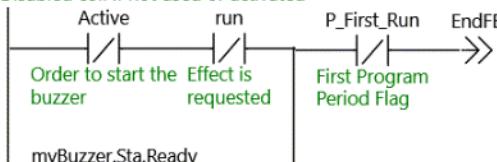
**VAR\_INPUTOUTPUT**

ENO	BOOL	No Edge			False	False	Effect is activated
myBuzzer	OBJ\BUZZER	No Edge			False	False	Object of buzzer
Active	BOOL	No Edge			False	False	Order to start the buzzer
Rank	USINT	No Edge	250		False	False	Priority of order (Priority on low number) [1..250]

**1-9-2-7-2.LadderBody**

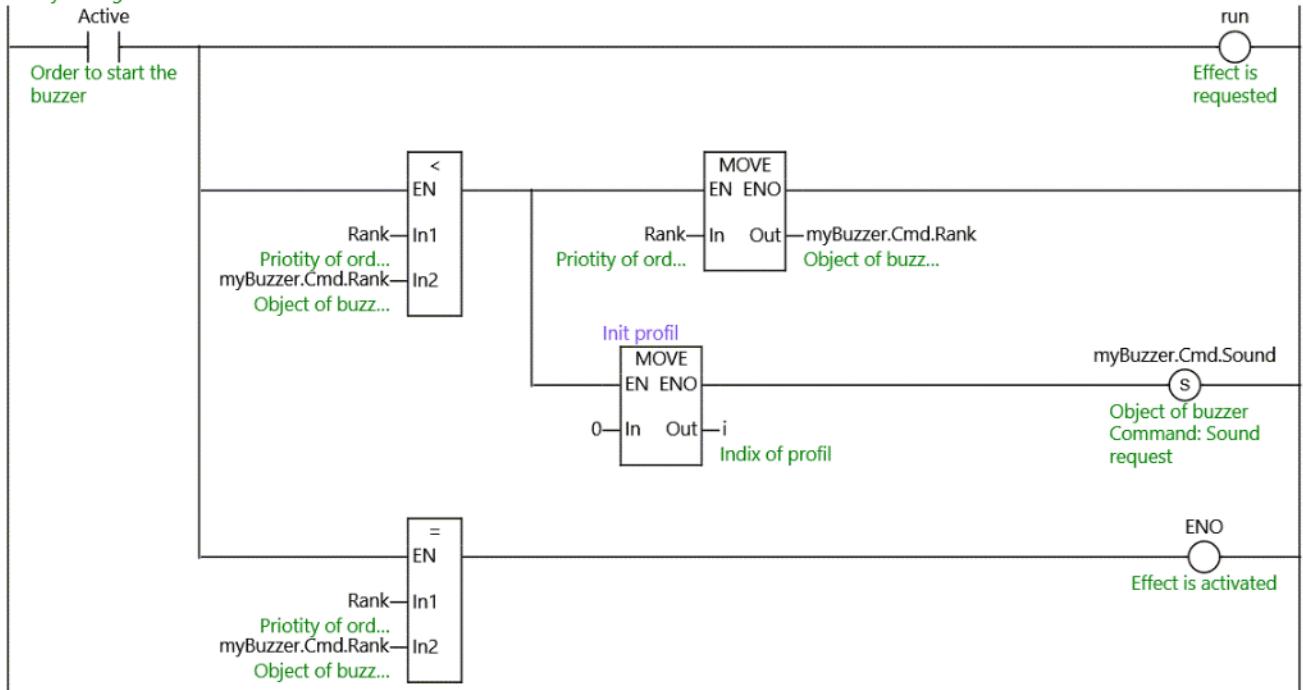
0 S05V00R00 - 2025.02.10 - PC  
- New normalized version

Disabled coil if not used or activated



Object of buzzer  
Status: Buzzer is  
ready to work

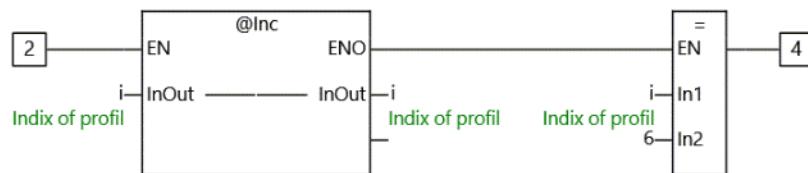
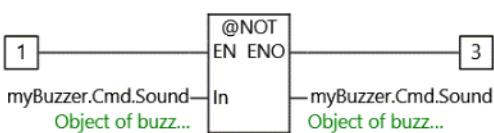
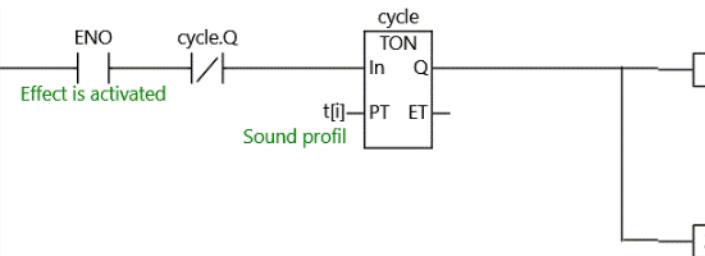
1 Priority management



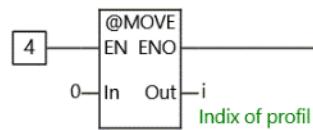
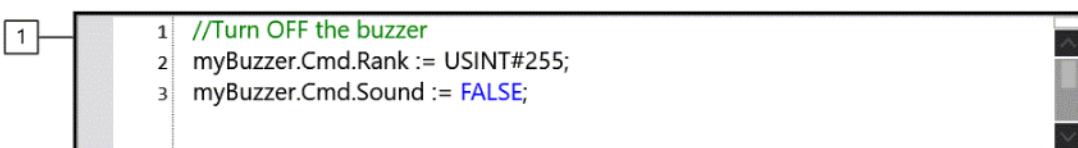
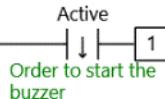
2 Jump over the sound effect if not activated



## 3 Create sound effect



3

4 When the request is finished, reset command  
EndFB

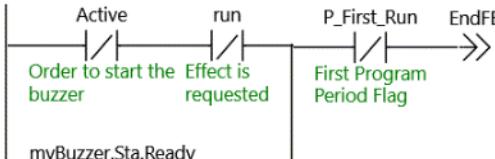
**1-9-2-8.Buzzer\_UserEffect****1-9-2-8-1.Variables**

Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
<b>VAR</b>							
run	BOOL				False	False	Effect is requested
<b>VAR_INPUTOUTPUT</b>							
ENO	BOOL	No Edge			False	False	Effect is activated
myBuzzer	OBJ\BUZZER	No Edge			False	False	Object of buzzer
Active	BOOL	No Edge			False	False	Order to start the buzzer
Sound	BOOL	No Edge			False	False	Sound shape to play
Rank	USINT	No Edge	250		False	False	Priority of order (Priority on low number) [1..250]

**1-9-2-8-2.LadderBody**

0 S05V00R00 - 2025.02.10 - PC  
- New normalized version

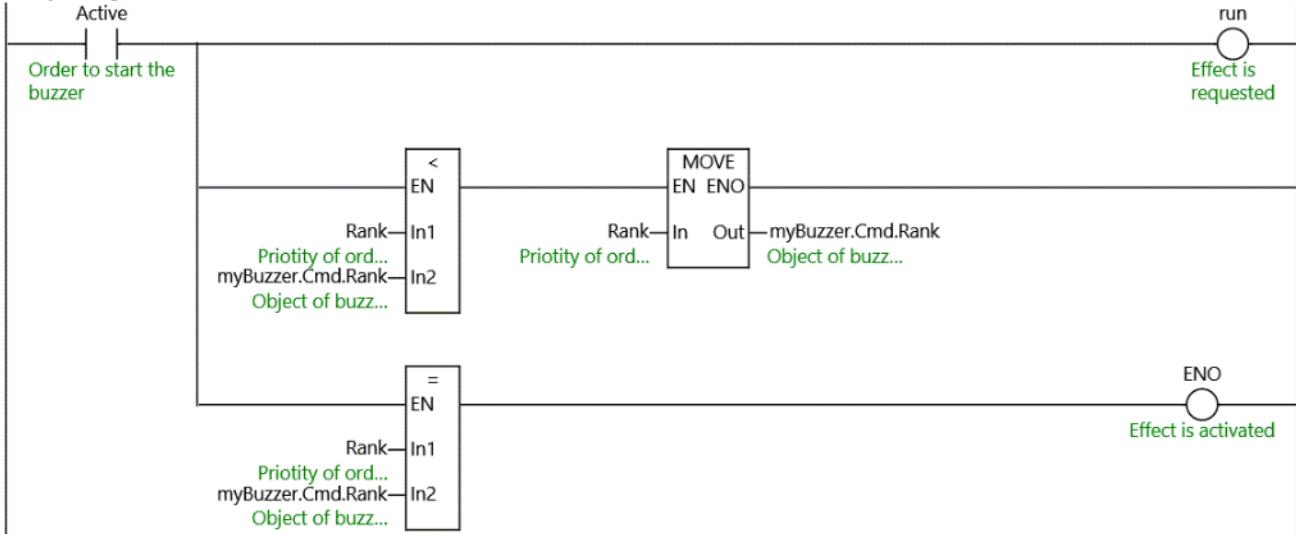
Disabled coil if not used or activated



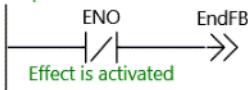
myBuzzer.Sta.Ready

Object of buzzer  
Status: Buzzer is  
ready to work

1 Priority management



2 Jump over the sound effect if not activated



3 Create sound effect



4 When the request is finished, reset command

EndFB

