



### EXAMPLE: HOW TO ENABLE A COMMUNICATION HEARTBEAT FUNCTION

TO USE: THE HOST MUST TURN VARIABLE 1 FROM OFF TO ON WITHIN THE VALUE SET PER THE "TIME" PARAMETER

HOW THIS WORKS: When the timer gets a rising edge on its Source-A (variable-1 transition from OFF to ON) this will reload the timer (30 seconds in this example). The timer is always ticking and if it every goes beyond the "Time" specified the output will go HIGH (since the Active Level of Timer-1 is LOW, when timer expires then output will go HIGH). When the timer expires it causing its output to go HIGH this will then trigger the Action block to perform its job. The Action block will turn off all loops within it module (Function Instance set to 0 means all loops). If more then one module is used then the Timer1 output could also be connected to all module Action-X function block to turn all of its module loops to OFF.

