## **Alarm Annunciator**

- 1) The Lamp (output) of the alarm annunciator flashes at 1 Hz and the audio output is activated (to draw the attention of the plant operator) when input changes to a logic high, state, signifying an abnormal operating state.
- 2) When the operator presses the Ack\_Reset button (to acknowledge the occurrence of the alarm) the audio alarm is turned off and the output Lamp is now continuously lit instead of flashing. This indicates that the alarm has been acknowledged but the alarm condition persists (that is input is still 1).
- 3) When the alarm condition returns to normal (input changes to 0), the Lamp turns off.
- 4) If an alarm condition returns to normal before it is acknowledged by pressing the Ack\_Reset push button, then the Lamp continues to flash and audio output remains activated (even though the alarm condition has returned to normal) until the Ack\_Reset push button is pressed by the operator, after which the Lamp and the audio alarm both go to the off state.

A one-channel alarm annunciator is implemented using a Function Block and then multiple instances of this FB is used to implement multiple channels.









