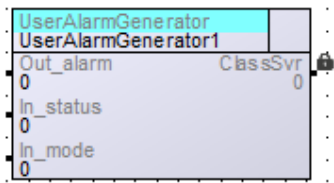


UserAlarmGenerator



This class can monitor a server. Depending on the value of the monitored server and how the client In_mode is configured, the client Client_Out is set.

Interfaces

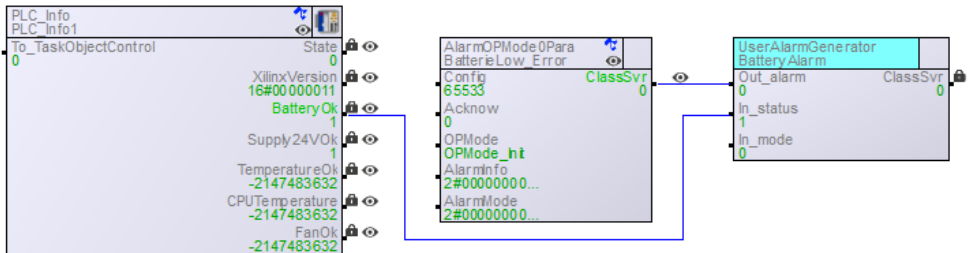
Servers

ClassSvr	Not used.
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Clients

Out_alarm	1 = alarm (status is not Ok)
In_Status	Status, which should be monitored
In_mode	0 = alarm, if In_Status is LOW 1 = alarm, if In_Status is HIGH

Application



Out_alarm is connected to the *ClassSvr* of an alarm object.

In_status is connected to the server, which should be monitored.

In this case the alarm is not set, as the monitored server *BatteryOk* is 1 and the *In_mode* is 0.

If the monitored server *BatteryOk* were 0 and the client *In_mode* 1, the alarm would be set.