

Alarm_Process / PLC_1 [CPU 1215C DC/DC/DC] / Program blocks

AlarmProcessFB_SCL [FB3]

AlarmProcessFB_SCL Properties							
General							
Name	AlarmProcessFB_SCL	Number	3	Type	FB	Language	LAD
Numbering	Automatic						
Information							
Title		Author		Comment		Family	
Version	0.1	User-defined ID					

AlarmProcessFB_SCL			
Name	Data type	Default value	Retain
▼ Input			
Alarm	Array[0..511] of Bool		Set in IDB
AlmAT "Alarm"	Array[0..31] of Word		Set in IDB
Alarm_Rst	Bool	false	Non-retain
Sound_Rst	Bool	false	Non-retain
▼ Output			
Fault_Rst_Cmd	Bool	false	Non-retain
Alarm_Light	Bool	false	Non-retain
Alarm_Sound	Bool	false	Non-retain
InOut			
▼ Static			
Size	Int	32	Retain
Alarm_OP	Array[0..31] of Word		Non-retain
Alarm_Buf	Array[0..31] of Word		Non-retain
Alarm_Chk_Flg	Bool	false	Non-retain
NewAlarm_Chk_Flg	Bool	false	Non-retain
Alarm_Flg	Bool	false	Non-retain
NewAlarm_Flg	Bool	false	Non-retain
Sound_Rst_Fp	Bool	false	Non-retain
Sound_Rst_Flg	Bool	false	Non-retain
Rst_Cmd_Out_Flg	Bool	false	Non-retain
Light_Out_Flg	Bool	false	Set in IDB
Sound_Out_Flg	Bool	false	Set in IDB
▼ Temp			
Loop_Cnt	Int		
Alarm_RD	Word		
AlarmBuf_RD	Word		
NewAlarm_Value	Word		
New_Alarm	Word		
Constant			

Network 1:

```
0001 #Loop_Cnt := 0;
0002 #Alarm_Flg := FALSE;
0003 #NewAlarm_Flg := FALSE;
0004
0005 FOR #Loop_Cnt := 0 TO #Size - 1 BY 1 DO
0006     #Alarm_OP[#Loop_Cnt] := SWAP(#Alm[#Loop_Cnt]);
0007     #Alarm_RD := #Alarm_OP[#Loop_Cnt];
0008     #AlarmBuf_RD := #Alarm_Buf[#Loop_Cnt];
0009     #Alarm_Buf[#Loop_Cnt] := #Alarm_RD;
0010
0011     #New_Alarm := #Alarm_RD XOR #AlarmBuf_RD AND #Alarm_RD;
0012
0013     #Alarm_Chk_Flg := #Alarm_RD <> 16#0;
0014     #NewAlarm_Chk_Flg := #New_Alarm <> 16#0;
0015
0016     #Alarm_Flg := #Alarm_Flg OR #Alarm_Chk_Flg;
0017     #NewAlarm_Flg := #NewAlarm_Flg OR #NewAlarm_Chk_Flg;
0018 END_FOR;
0019
0020 #Sound_Rst_Flg := #Sound_Rst XOR #Sound_Rst_Fp AND #Sound_Rst;
0021 #Sound_Rst_Fp := #Sound_Rst;
0022
0023 #Alarm_Light := #Light_Out_Flg := #Alarm_Flg;
0024 #Alarm_Sound := #Sound_Out_Flg := (#NewAlarm_Flg OR (#Sound_Out_Flg AND NOT #Sound_Rst_Flg)) AND #Alarm_Flg;
0025 #Fault_Rst_Cmd := #Rst_Cmd_Out_Flg := #Alarm_Rst AND #Alarm_Flg;
```