

FB100 - <offline>

"Alarm\_ProcessFB"

**Name:**  
**Author:** Zane  
  
**Time stamp Code:**  
**Interface:**  
**Lengths (block/logic/data):** 00456 00288 00020

**Family:**  
**Version:** 0.1  
**Block version:** 2  
02/11/2012 09:41:26 PM  
08/16/2010 11:22:49 AM

| Name              | Data Type              | Address | Initial Value | Comment   |
|-------------------|------------------------|---------|---------------|-----------|
| IN                |                        | 0. 0    |               |           |
| Alarm             | Array [0..127] Of Word | 0. 0    |               |           |
| Sound_Rst         | Bool                   | 256. 0  | FALSE         |           |
| OUT               |                        | 0. 0    |               |           |
| Alarm_Light       | Bool                   | 258. 0  | FALSE         |           |
| Alarm_Sound       | Bool                   | 258. 1  | FALSE         |           |
| IN_OUT            |                        | 0. 0    |               |           |
| STAT              |                        | 0. 0    |               |           |
| Size              | Int                    | 260. 0  | 128           | Word unit |
| Alarm_Buf         | Array [0..127] Of Word | 262. 0  |               |           |
| LoopCnt           | Int                    | 518. 0  | 0             |           |
| WordCnt           | Int                    | 520. 0  | 0             |           |
| Alarm_RD          | Word                   | 522. 0  | W#16#0        |           |
| AlarmBuf_RD       | Word                   | 524. 0  | W#16#0        |           |
| NewAlarm_Value    | Word                   | 526. 0  | W#16#0        |           |
| Alarm_Flg         | Bool                   | 528. 0  | FALSE         |           |
| NewAlarm_Flg      | Bool                   | 528. 1  | FALSE         |           |
| Sound_Rst_FP      | Bool                   | 528. 2  | FALSE         |           |
| Sound_Rst_Flg     | Bool                   | 528. 3  | FALSE         |           |
| Alarm_Light_Flg   | Bool                   | 528. 4  | FALSE         |           |
| Alarm_Sound_Flg   | Bool                   | 528. 5  | FALSE         |           |
| Light_Out_Flg     | Bool                   | 528. 6  | FALSE         |           |
| Sound_Out_Flg     | Bool                   | 528. 7  | FALSE         |           |
| TEMP              |                        | 0. 0    |               |           |
| AR1_Buf           | DInt                   | 0. 0    |               |           |
| AR2_Buf           | DInt                   | 4. 0    |               |           |
| Pointer_Alarm     | DInt                   | 8. 0    |               |           |
| Pointer_Alarm_Buf | DInt                   | 12. 0   |               |           |
| Pointer_ALm       | DInt                   | 16. 0   |               |           |

Block: FB100

Network: 1

|       |      |                    |                    |
|-------|------|--------------------|--------------------|
|       | TAR1 |                    |                    |
|       | T    | #AR1_Buf           | #AR1_Buf           |
|       | TAR2 |                    |                    |
|       | T    | #AR2_Buf           | #AR2_Buf           |
|       | L    | P##Alarm           |                    |
|       | T    | #Pointer_Alarm     | #Pointer_Alarm     |
|       | L    | P##Alarm_Buf       |                    |
|       | T    | #Pointer_Alarm_Buf | #Pointer_Alarm_Buf |
|       | SET  |                    |                    |
|       | R    | #Alarm_Light_Flg   | #Alarm_Light_Flg   |
|       | R    | #Alarm_Sound_Flg   | #Alarm_Sound_Flg   |
| Next: | L    | #Size              | #Size -- Word unit |
|       | T    | #LoopCnt           | #LoopCnt           |
|       | L    | #Size              | #Size -- Word unit |
|       | L    | #LoopCnt           | #LoopCnt           |
|       | -I   |                    |                    |
|       | T    | #WordCnt           | #WordCnt           |
|       | L    | 2                  |                    |
|       | *I   |                    |                    |
|       | SLW  | 3                  |                    |
|       | T    | #Pointer_ALm       | #Pointer_ALm       |
|       | L    | #Pointer_Alarm     | #Pointer_Alarm     |
|       | LAR1 |                    |                    |
|       | L    | #Pointer_ALm       | #Pointer_ALm       |
|       | +AR1 |                    |                    |
|       | L    | DIW [AR1,P#0.0]    |                    |
|       | T    | #Alarm_RD          | #Alarm_RD          |
|       | L    | #Pointer_Alarm_Buf | #Pointer_Alarm_Buf |
|       | LAR1 |                    |                    |
|       | L    | #Pointer_ALm       | #Pointer_ALm       |
|       | +AR1 |                    |                    |
|       | L    | DIW [AR1,P#0.0]    |                    |
|       | T    | #AlarmBuf_RD       | #AlarmBuf_RD       |
|       | L    | #Alarm_RD          | #Alarm_RD          |
|       | T    | DIW [AR1,P#0.0]    |                    |
|       | L    | #Alarm_RD          | #Alarm_RD          |
|       | L    | W#16#0             |                    |
|       | <>I  |                    |                    |
|       | =    | #Alarm_Flg         | #Alarm_Flg         |
|       | L    | #Alarm_RD          | #Alarm_RD          |
|       | L    | #AlarmBuf_RD       | #AlarmBuf_RD       |
|       | XOW  |                    |                    |
|       | L    | #Alarm_RD          | #Alarm_RD          |
|       | AW   |                    |                    |
|       | T    | #NewAlarm_Value    | #NewAlarm_Value    |
|       | A(   |                    |                    |
|       | L    | #NewAlarm_Value    | #NewAlarm_Value    |
|       | L    | W#16#0             |                    |

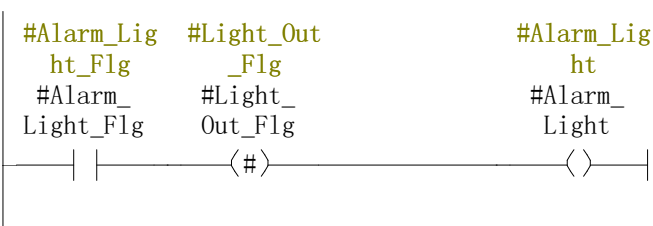
```
<>I
)
A      #Alarm_Flg      #Alarm_Flg
=      #NewAlarm_Flg   #NewAlarm_Flg

0      #Alarm_Light_Flg #Alarm_Light_Flg
0      #Alarm_Flg      #Alarm_Flg
=      #Alarm_Light_Flg #Alarm_Light_Flg

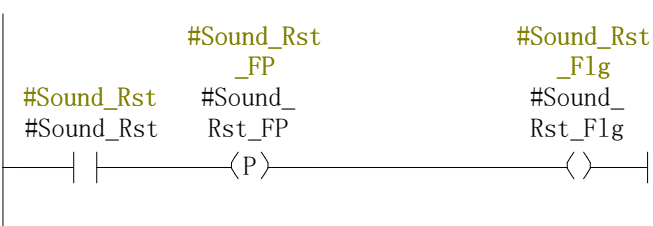
0      #Alarm_Sound_Flg #Alarm_Sound_Flg
0      #NewAlarm_Flg   #NewAlarm_Flg
=      #Alarm_Sound_Flg #Alarm_Sound_Flg

L      #LoopCnt        #LoopCnt
LOOP Next
```

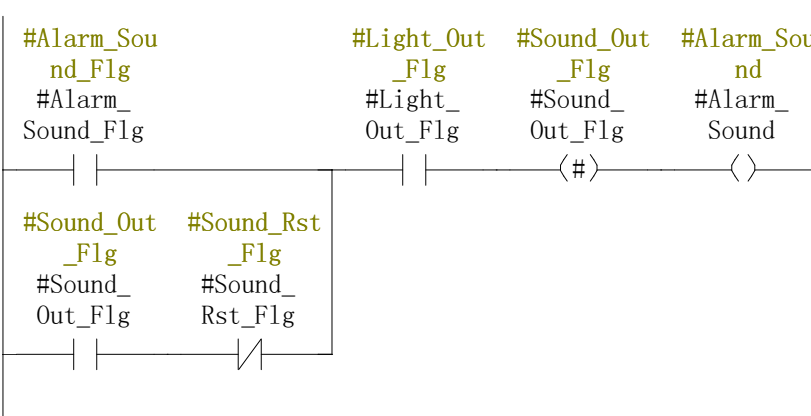
Network: 2



Network: 3



Network: 4



Network: 5

|      |          |          |
|------|----------|----------|
| L    | #AR1_Buf | #AR1_Buf |
| LAR1 |          |          |
| L    | #AR2_Buf | #AR2_Buf |
| LAR2 |          |          |