



STORE

Alarm Manager

This example project describes how to access Alarm objects via a program. With the object AlarmManager it is possible to access active and stored alarms. It is also possible to register a client to receive alarm events.

Product description

This example project describes how to access alarm objects via a program. With the object AlarmManager it is possible to access active and stored alarms. It is also possible to register a client to receive alarm events.

The example project contains two alarm tables. The first one (Type Alarmtable) shows the active and stored events. New alarms can be created with the buttons below the table. The second table simulates an alarm table and shows the stored alarms.

Range of functions

A client must implement the interface IAlarmManagerClient to get access to the alarm objects via a program.

The interface IAlarmManagerClient contains following methods:

- GetFilterCriteria: A filter criteria for active and stored alarms.
- ActiveAlarmChanged: Notification, if an active alarm has changed (e.g. if a new alarm is active or the status has changed). The list of active alarms can be read by the method IAlarmHandler2.GetActiveAlarms.
- AlarmStorageModified: Notification, if a stored alarm has changed. The list of the stored alarms can be read by the method IAlarmHandler2.GetAlarmsFromStorage.

A filter can be set via the interface IAlarmFilterCriteria. The function block AlarmFilterCriteria implements the interface IAlarmFilterCriteria. In the example the interface IAlarmManagerClient is implemented by the function block AlarmManagerClient. The client is registered at the AlarmManager in the program PLC_PRG. The function ProcessAlarms writes the alarms to the console of the control.

General information

Manufacturer: 3S-Smart Software Solutions GmbH
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 87439 Kempten
 Germany

Support: <https://support.codesys.com>

Item: Alarm Manager

Item number: 000045

Sales: CODESYS Store
<https://store.codesys.com>

Included in delivery:

- CODESYS Package with example project

System requirements and restrictions

Programming System	CODESYS Development System V3.5.10.0
Runtime System	CODESYS Control V3.5.10.0
Supported Platforms/ Devices	All
	Note: Use the project "Device Reader" to find out the supported features of your device. "Device Reader" is available for free in the CODESYS Store.
Additional Requirements	-
Restrictions	-
Licensing	No license required
Required Accessories	-

Note: Not all CODESYS features are available in all territories. For more information on geographic restrictions, please contact sales@codesys.com.

Note: Technical specifications are subject to change. Errors and omissions excepted. The content of the current online version of this document applies.