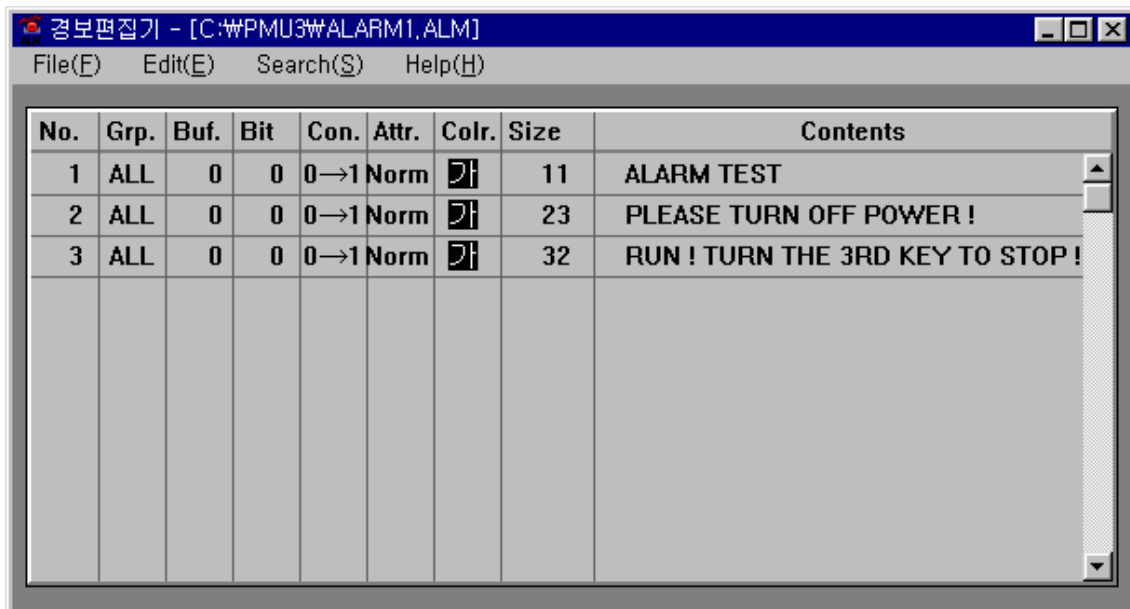





## Chapter 7 Alarm Editor Setup and Functions

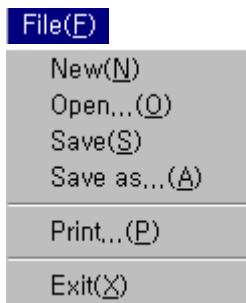


The screenshot shows a window titled "경보편집기 - [C:\WPMU3\WALARM1.ALM]". The menu bar includes "File(F)", "Edit(E)", "Search(S)", and "Help(H)". The main area contains a table with the following data:

No.	Grp.	Buf.	Bit	Con.	Attr.	Colr.	Size	Contents
1	ALL	0	0	0→1	Norm		11	ALARM TEST
2	ALL	0	0	0→1	Norm		23	PLEASE TURN OFF POWER !
3	ALL	0	0	0→1	Norm		32	RUN ! TURN THE 3RD KEY TO STOP !

- Create an alarm to use when the main machine is operating. An alarm file can have a maximum of 999 comment lines.
  
- Only one alarm file can exist per one project file.
  - The recorded alarm number, system buffer, specified bit of specified buffer, alarm criteria, Attributes, color, number of characters, contents appear on the Alarm editor.
  
- An alarm number can range from 1 to 999, and the system buffer ranges from 0 to 1023.
  - Set the Bit value from 0 to 15.
  
- Criteria is either 0->1 or 1->0 and the style is normal, blink, or toggle.
  
- The alarm that appears when the main machine is operating is saved in the internal memory. Using the special function of the Function Key Tag or Touch Key Tag can also show the alarm history. To print the alarm history, upload the alarm history file to your PC (using project manager) and print from your PC in PMU-200 and PMU-300.
  
- For PMU-200
  - The contents of the alarm can hold a maximum of 30 characters.
  
- For PMU-300
  - The contents of the alarm can hold a maximum of 40 characters.
  
- For PMU-600
  - The contents of the alarm can hold a maximum of 80 characters.
  
- For PMU-200//300
  - Selecting an alarm group is not possible
  
- For PMU-600
  - Selecting an alarm group is possible
  - Group Type: 27 types (ALL, A-Z) can be selected
  - You can monitor the alarm history by groups in the appropriate window using the special function of the Window Tag. (Refer to Window Tag for specific directions)

### 7-1. File

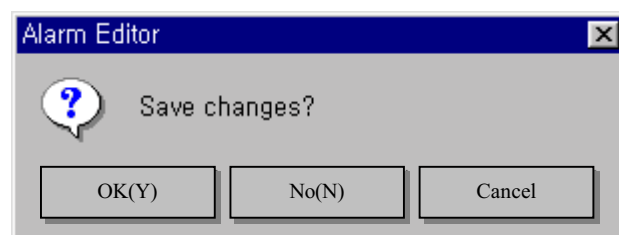


This menu allows you to manage the files in the alarm screen by creating new files, saving and opening files, print and exiting the Alarm Screen Edit window.

#### New

Selecting "New File," provides an environment to create a new alarm screen

- When selected while working on a screen, a window appears inquiring whether you wish to save the existing file.
- Select "Y", Save dialogue box appears. Enter the file name (\*.alm) and save the created alarm screen.
- Select "N", please note the created screen data is deleted .
- Select "Cancel," the New File menu is canceled .



#### Open

Calls open an Alarm Screen (\*.alm) File from the desired directory.

- When selected while working on a screen, a window appears inquiring whether you wish to save the existing file.
- Select "Y", Save dialogue box appears. Enter the file name (\*.alm) and save the created alarm screen.
- Select "N", please note the created screen data is deleted .
- Select "Cancel," the New File menu is canceled .

#### Save

In the case of a new file, specify the name and save in the popped up "Save as a Different Name" dialogue box. If already an existing file, the file is automatically saved.

### Save as ...

This menu allows you to save and change the file name, directory, and file description.

### Exit

Exits the Message Screen Editor

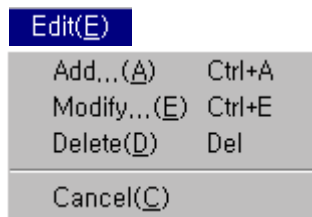
-When selected while working on a screen, a window appears inquiring whether you wish to save the existing file.

- Select "Y", Save dialogue box appears. Enter the file name (\*.alm) and save the created alarm screen.

- Select "N", please note the created screen data is deleted .

- Select "Cancel," the New File menu is canceled .

7-2. Edit

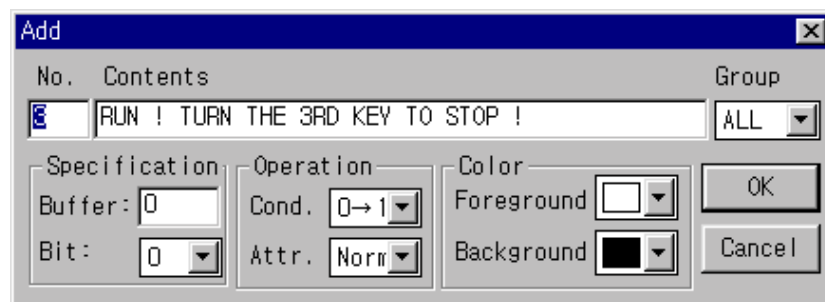


This menu allows you to add/edit/delete cancel selected items in the Alarm Screen.

Add

Enter number and contents in the popped up dialogue box to record alarm contents

- By double clicking the empty contents line and doing the same as above, additional alarm contents can be recorded.



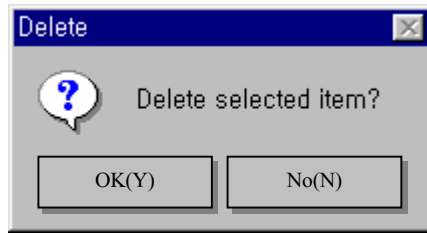
Modify

Edit the selected alarm number to the specified number.

- After edit, window appears inquiring whether the newly specified number should be replaced with the existing number. If you wish to replace, select "OK".

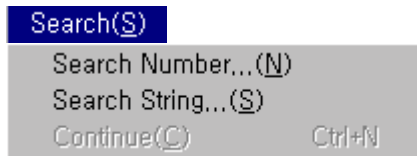


Delete      Deletes items from the recorded items



Cancel      This menu allows you to cancel the items selected to edit.

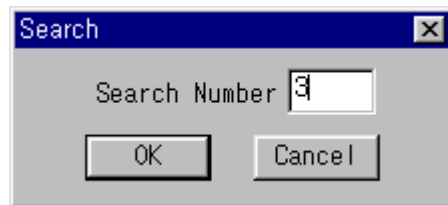
### 7-3. Search



This menu allows you to easily search the desired contents when there are numerous character lines entered in the alarm screen.

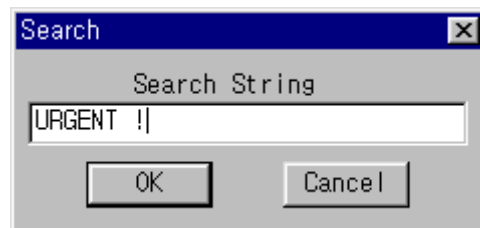
Search Number Searches for the desired number's message from the recorded message

- Entering the desired number searches that number's character line.



Search String Searches for the desired Alarm message that includes the string from the recorded messages.

- If no Alarm message is selected, then search starts from the beginning. If there is a selected Alarm message, search begins after the message.
- Enter the character line to search and select "OK"



Next Search The most recently searched String is searched starting from after the currently selected message

### 7-4 Alarm History

#### ■ PMU-200

Saves the history of 200 alarms occurred

The alarm does not appear on screen during operation. It can only be viewed from the Alarm History Menu and printed by uploading from PMU MASTER

#### ■ PMU-300

Saves the history of 200 alarms occurred

The alarm appears on screen during operation and can be printed by uploading from PMU Master.

Enlargement of alarm is a 1:1 horizontal and vertical ratio.

#### ■ PMU-600

Saves the history of 500 alarms occurred and released.

The alarm appears on screen during operation and can be viewed from the Alarm History Menu and printed by uploading from PMU Master.

Supports Alarm groups, and can select and view-desired group alarm histories through window tags.

Enlargement of alarm is a one or two time horizontal and vertical ratio