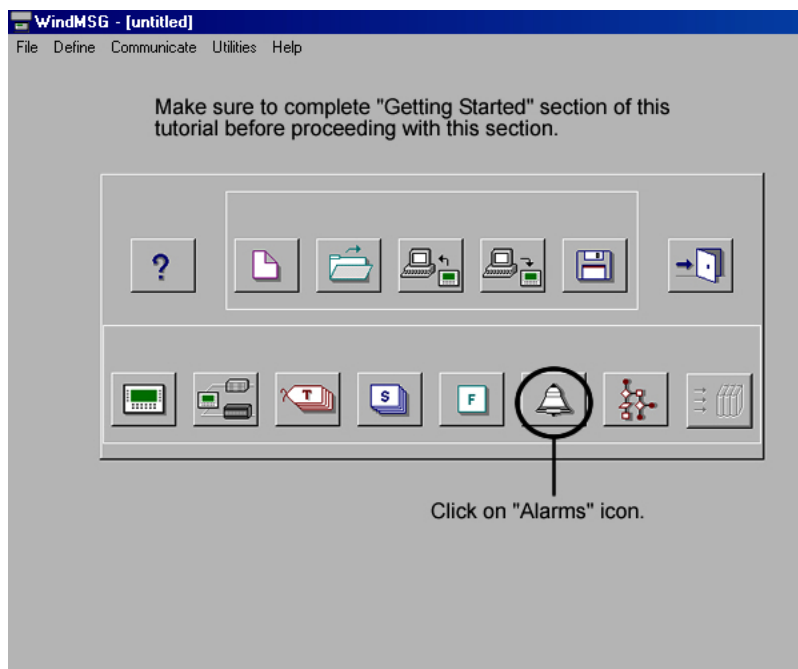
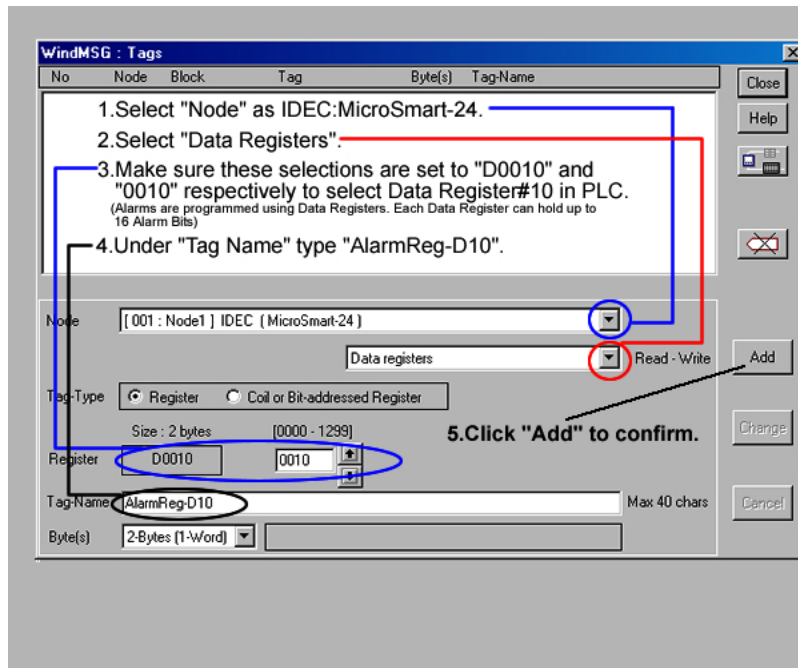
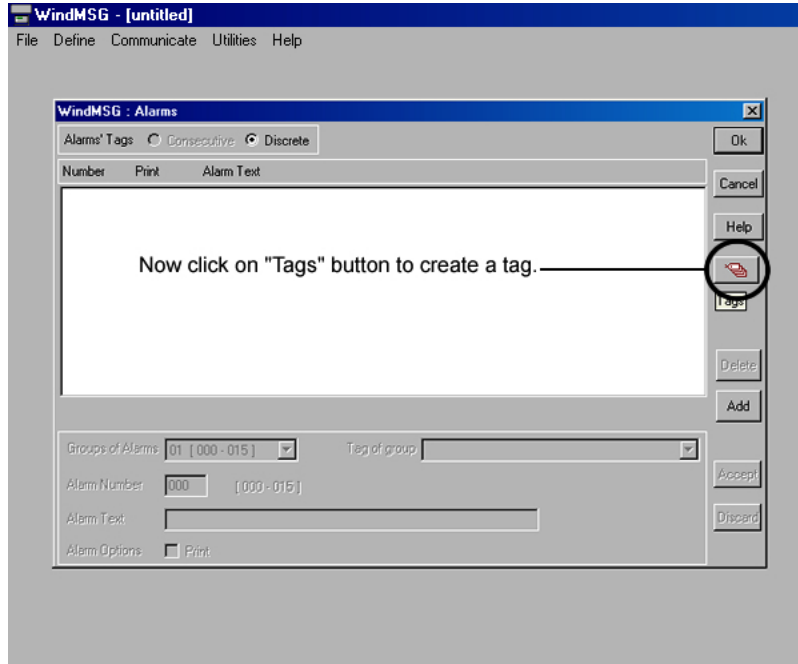


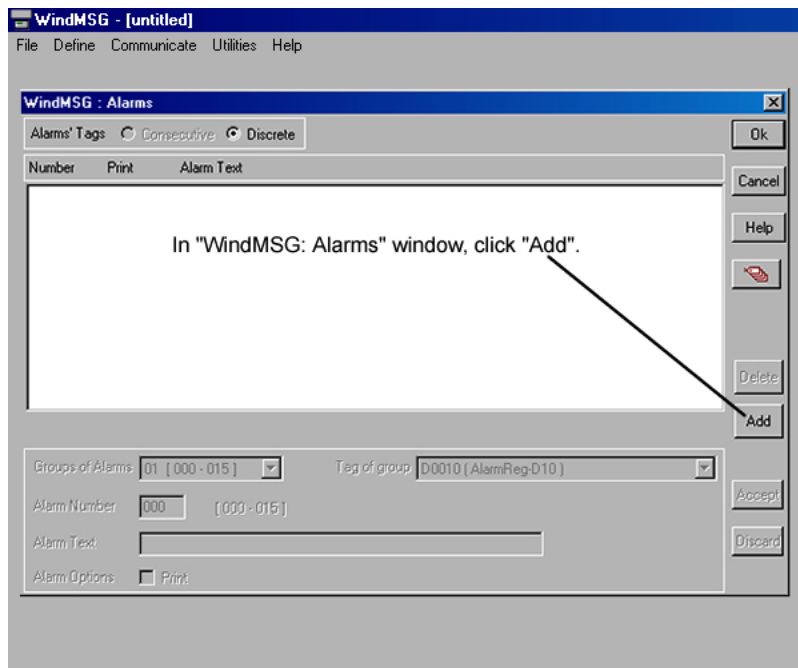
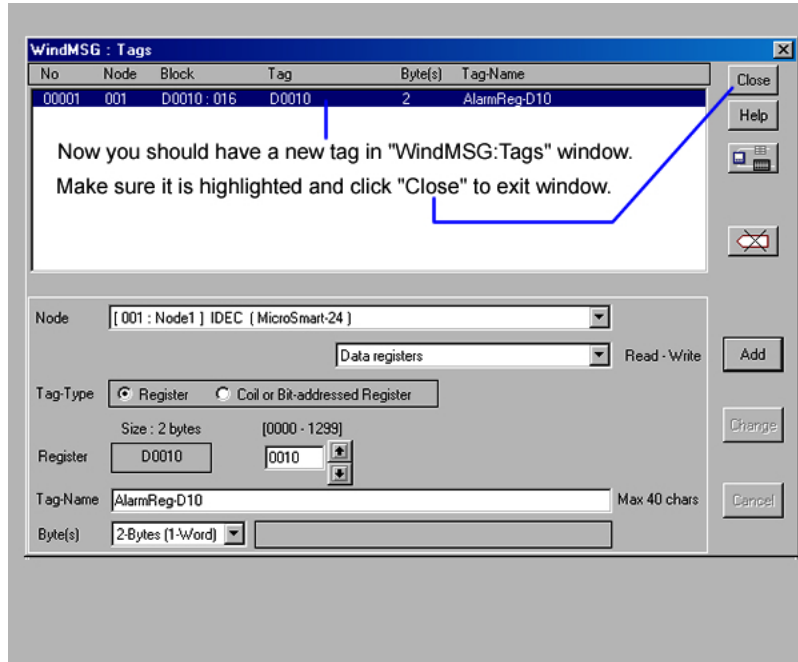
WindMSG Tutorial #7 (Configuring Alarms)

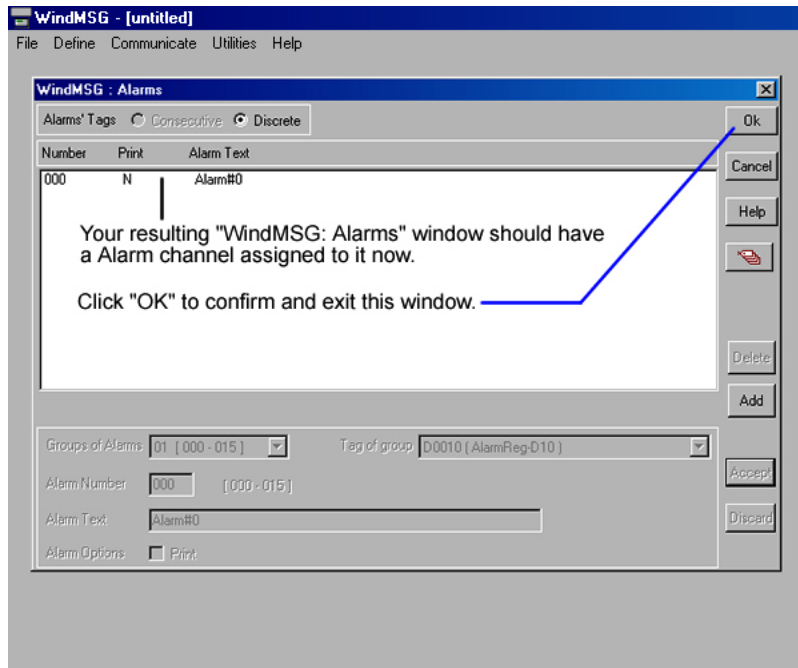
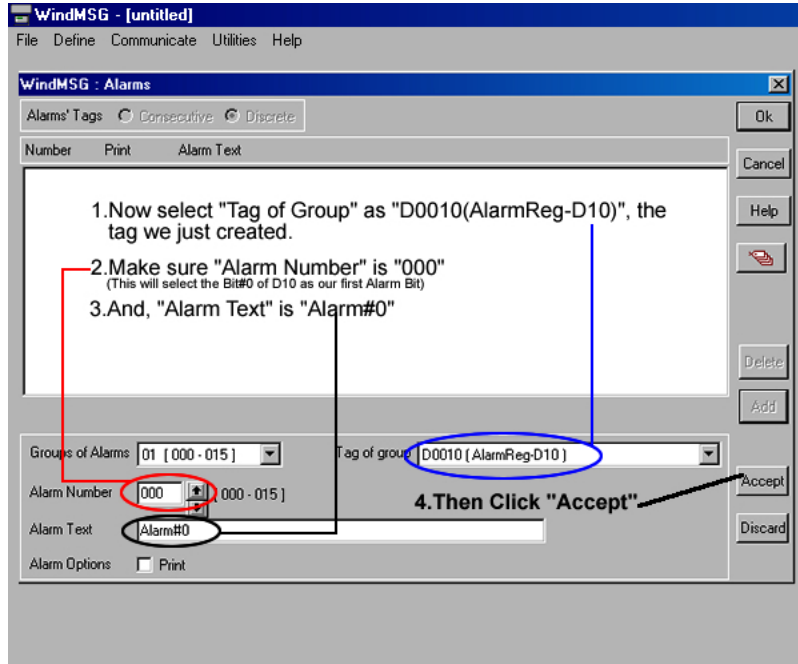
WINDMSG TUTORIAL PART- 7

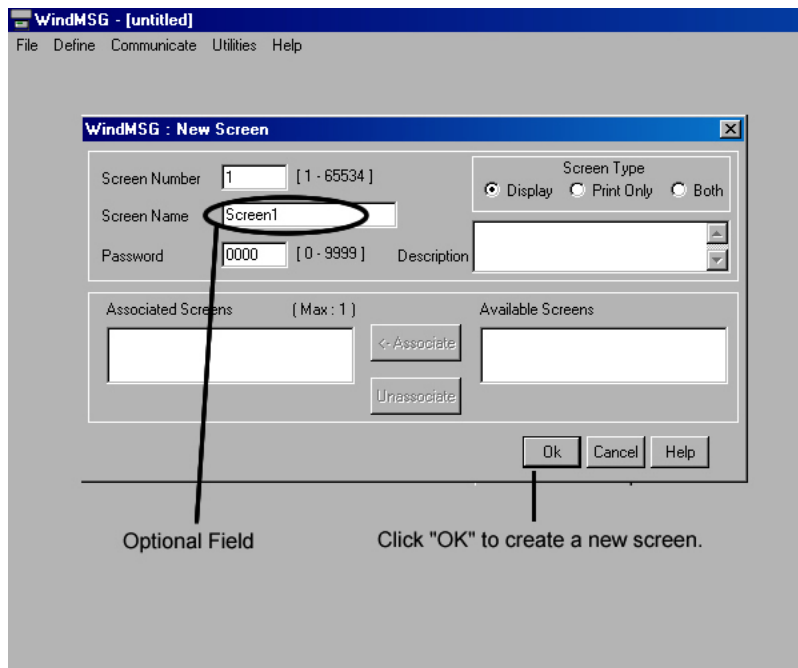
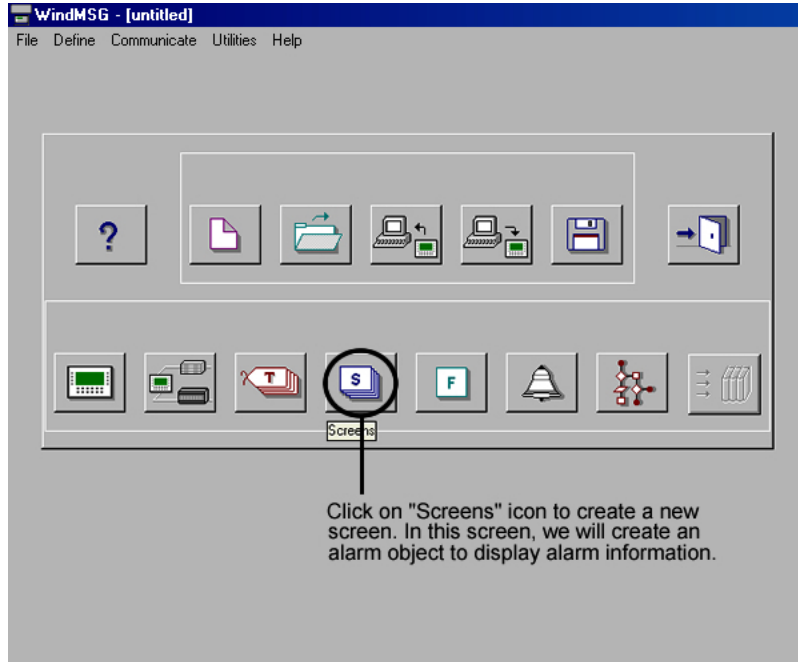
CONFIGURING ALARMS

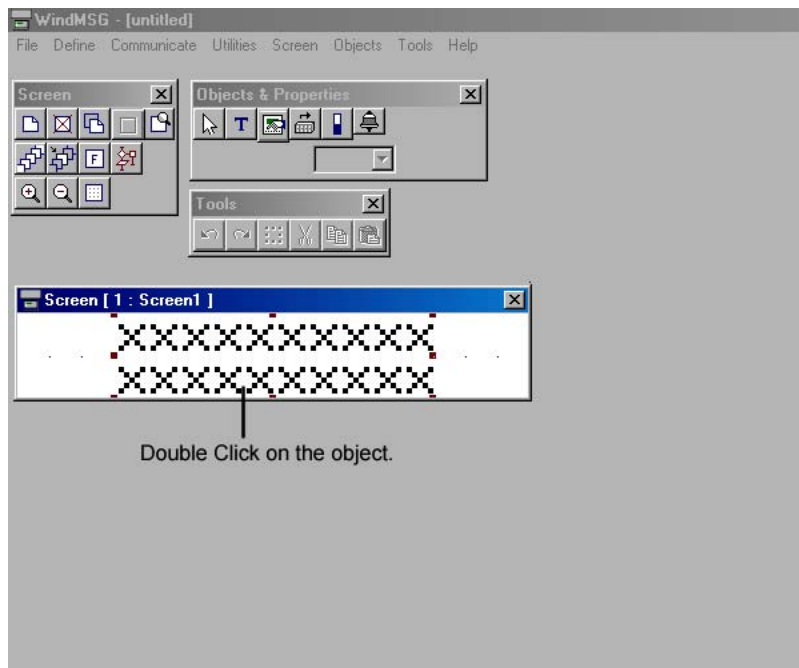
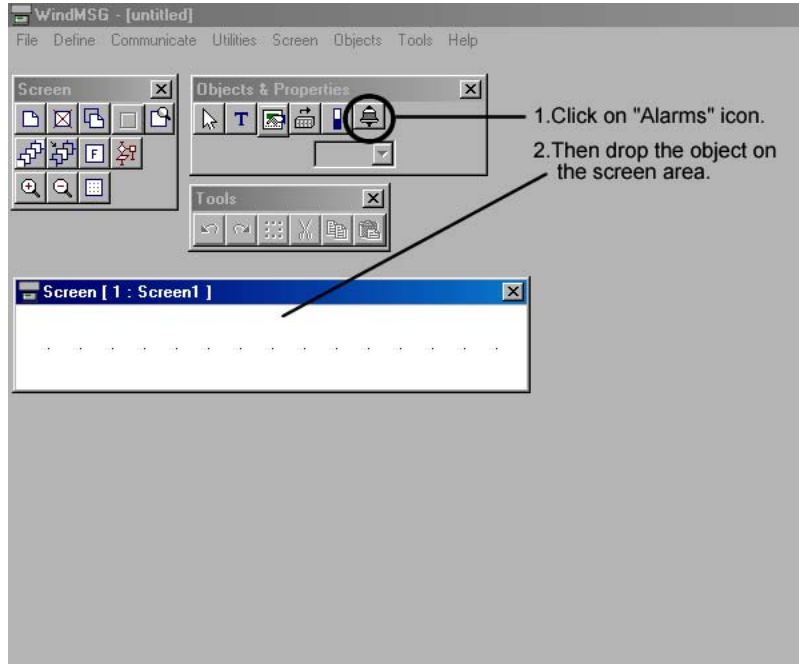


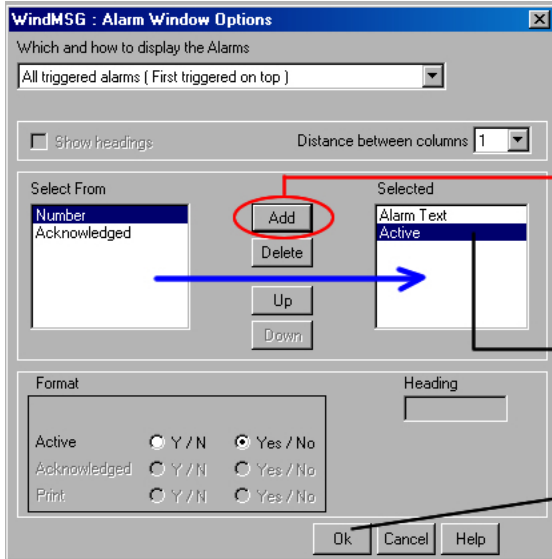












WindMSG : Alarm Window Options

Which and how to display the Alarms

All triggered alarms (First triggered on top)

☐ Show headings Distance between columns 1

Select From

Number
Acknowledged

Add Delete Up Down

Selected

Alarm Text
Active

Format

Active ☐ Y / N ☒ Yes / No

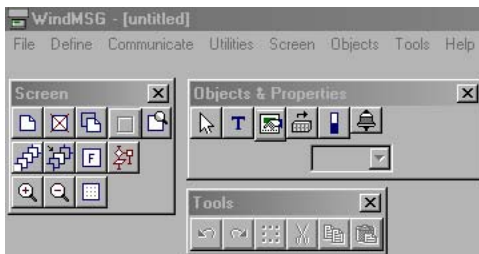
Acknowledged ☐ Y / N ☐ Yes / No

Print ☐ Y / N ☐ Yes / No

Heading

Ok Cancel Help

1. Select items from "Select From" list & click "Add" to move the items to "Selected" list.
If any items needs to be removed from "Selected" list, select the item to be removed and then click "Delete". Sequence of selected items can be adjusted using the "up" and "Down" buttons.
2. For the purpose of this tutorial let's move item "Active" to "Selected" list.
3. Then click "OK" to confirm selections.



WindMSG - [untitled]

File Define Communicate Utilities Screen Objects Tools Help

Screen

Objects & Properties

Tools

Screen [1 : Screen1]

Screen [1 : Screen1]

Screen [1 : Screen1]

1. Now your screen should look like this image.
2. Let's resize this object using the mouse pointer.
3. After resizing, your screen should look like this.
4. Save your project and download it to HG1X.
5. After download is complete, activate D10 Bit#0 in the PLC to trigger the alarm message.