Changes of System Alarm States (Work with D2000 HI)

Changes in system alarm states

The system responds only to changes in single states. Alarm conditions must be defined for changing the alarm states and operations corresponding to these changes. Objects of the *Alarm* type are defined by using the online system configurator - the D2000 CNF process.

The following table describes all the possible changes in system alarm states.

Alarm status change	Condition to change
Normal -> Alarm	The condition to start the alarm must be met. The condition is represented by an object of BOOLEAN type. Change into the state Alarm is subject to the time filter.
Alarm -> Acknowledged	The operator acknowledged the alarm.
Alarm -> Normal	The condition of ending an alarm must be met. If the condition is not defined, the condition of starting an alarm has to finish. If the alarm is defined as an acknowledgement-required alarm, its status may not change from the state Alarm to the state Normal
Acknowledged -> Normal	The condition of ending an alarm must be met. If the condition is not defined, the condition of starting an alarm must finish.
Normal, Alarm, Acknowledged -> Blocked	The alarm is blocked by the operator.
Blocked -> Normal, Alarm	The alarm is unblocked by the operator. New alarm status (Normal or Alarm) depends on which state the alarm was raised in.
Alarm -> Unacknowledged	The condition of finishing an alarm is met - for an acknowledgement-required alarm.
Unacknowledged -> Normal	The operator acknowledged the acknowledgement - required alarm.
Unacknowledged -> Alarm	The condition of raising an alarm is met again - for an acknowledgement-required alarm.