

# Status Changes

## Changes of system alarm states

The system responds only to changes of single states. Alarm conditions must be defined for changing the alarm states and operations corresponding to this changes. Objects of the *Alarm* type are defined by using the on-line system configurator - the process [D2000 CNF](#).

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

Alarm status change	Condition to change
<b>Normal -&gt; Alarm</b>	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.
<b>Alarm -&gt; Acknowledged</b>	Operator acknowledged the alarm.
<b>Alarm -&gt; Normal</b>	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 acknowledgement-required alarm, its status may not change from the state Alarm into the state Normal
<b>Acknowledged -&gt; Normal</b>	Condition of ending an alarm must be met. If the condition is not defined, the condition of starting an alarm must finish.
<b>Normal, Alarm, Acknowledged -&gt; Blocked</b>	The alarm is blocked by operator.
<b>Blocked -&gt; Normal, Alarm</b>	The alarm is unblocked by operator. New alarm status (Normal or Alarm) depends on which state the alarm was raised in.
<b>Alarm -&gt; Unacknowledged</b>	The condition of finishing an alarm is met - for acknowledgement-required alarm.
<b>Unacknowledged -&gt; Normal</b>	Operator acknowledged the acknowledgement - required alarm.
<b>Unacknowledged -&gt; Alarm</b>	Condition of raising an alarm is met again - for acknowledgement-required alarm.