

# Pulz

## %Pulz function

### Function

The function generates the impulse of optional length. The result is Boolean type.

### Declaration

```
BOOL %Pulz(  
    BOOL in StartTrigger,  
    INT in Time,  
    UNIVAL in CalcTrigger  
)
```

### Parameters

<b>Start Trigger</b>	Object, which change into the TRUE state runs the impulse. Trigger changes are ignored during impulse duration. The function result is TRUE during impulse duration, otherwise it is FALSE.
<b>Time</b>	Impulse duration [s] - relative time.
<b>CalcTrigger</b>	Object, which change causes recalculating the function. Its type is optional.

### Note

If the expression is in invalid state (e.g. communication failure), the function returns invalid value. After recovering the expression from an invalid value:

- a) StartTrigger is TRUE, the impulse is generated again.
- b) StartTrigger is FALSE => returns FALSE.



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