

Object of Alarm Type

Alarms

Alarms are the objects that indicate the occurrence (start) or end of a relevant (alarm) system event. The conditions for starting or finishing an alarm are defined by the system configurator. The conditions might be the status of other objects, but also a composite expression containing states and values of other objects. Alarm occurrence is indicated on the screen in the process [D2000 HI](#). Changes in alarm states might be logged, i.e. written into the [log database](#).

Note

This chapter is related to system alarms. Besides these, the D2000 system also recognizes the so-called process alarms that allow handling extraordinary states in the system. Process alarms are defined for objects of [I/O tag](#), [Eval tag](#) and [Switch](#) types. The configuration of such an alarm is included in the configuration of the corresponding object. More information on process alarms can be found in the topics describing the configuration of [I/O tags](#), [eval tags](#) and [switches](#).



Related pages:

[Alarms - configuration dialog box](#)

[Alarm states](#)

[Alarms in expressions](#)