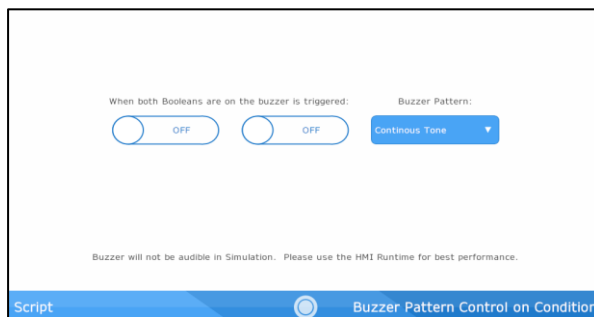


Sample Templates Document: Buzzer Pattern Control on Condition.blu



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All pertinent state, regional, and local safety regulations must be observed when installing and using this product. For reasons of safety and to help ensure compliance with documented system data, only the manufacturer should perform repairs to components.

When devices are used for applications with technical safety requirements, the relevant instructions must be followed.

Failure to use Schneider Electric software or approved software with our hardware products may result in injury, harm, or improper operating results.

Failure to observe this information can result in injury or equipment damage.

Safety Information



Important Information

NOTICE




Read these instructions carefully, and look at the equipment to become familiar with the device before trying to install, operate, service, or maintain it. The following special messages may appear throughout this documentation or on the equipment to warn of potential hazards or to call attention to information that clarifies or simplifies a procedure.



The addition of this symbol to a “Danger” or “Warning” safety label indicates that an electrical hazard exists which will result in personal injury if the instructions are not followed.



This is the safety alert symbol. It is used to alert you to potential personal injury hazards. Obey all safety messages that follow this symbol to avoid possible injury or death.

 DANGER
DANGER indicates a hazardous situation which, if not avoided, will result in death or serious injury.
 WARNING
WARNING indicates a hazardous situation which, if not avoided, could result in death or serious injury.
 CAUTION
CAUTION indicates a hazardous situation which, if not avoided, could result in minor or moderate injury.
NOTICE
NOTICE is used to address practices not related to physical injury.

PLEASE NOTE

Electrical equipment should be installed, operated, serviced, and maintained only by qualified personnel. No responsibility is assumed by Schneider Electric for any consequences arising out of the use of this material.

A qualified person is one who has skills and knowledge related to the construction and operation of electrical equipment and its installation, and has received safety training to recognize and avoid the hazards involved.

About the Book



At a Glance

Document Scope

This manual describes how to use this product.

Validity Note

This documentation is valid for this product.

The technical characteristics of the device(s) described in this manual also appear online at <http://www.pro-face.com>.

The characteristics presented in the present document should be the same as those that appear online. In line with our policy of constant improvement we may revise content over time to improve clarity and accuracy. In the event that you see a difference between the document and online information, use the online information as your reference.

Registered Trademarks

Microsoft and Windows are registered trademarks of Microsoft Corporation in the United States and/or other countries.

Product names used in this manual may be the registered trademarks owned by the respective proprietors.

Related Documents

You can download the manuals related to this product, such as the software manual, from our support site at <http://www.pro-face.com/trans/en/manual/1001.html>.

Product Related Information

If the equipment is used in a manner not specified by the manufacturer, the protection provided by the equipment may be impaired.

In the event this product does not run properly due to whatever reason, it may be difficult or impossible to identify a function. Functions that may present a hazard if not immediately executed, such as a fuel shut-off, must be provided independently of this product. The machine's control system design must take into account the operator being unable to control the machine or making mistakes in the control of the machine.

WARNING

UNINTENDED EQUIPMENT OPERATION

The application of this product requires expertise in the design and programming of control systems. Only persons with such expertise should be allowed to program, install, alter, and apply this product.

- Follow all local and national safety standards.

Failure to follow these instructions can result in death, serious injury, or equipment damage.

For additional information, refer to NEMA ICS 1.1 (latest edition), "Safety Guidelines for the Application, Installation, and Maintenance of Solid State Control" and to NEMA ICS 7.1 (latest edition), "Safety Standards for Construction and Guide for Selection, Installation and Operation of Adjustable-Speed Drive Systems" or their equivalent governing your particular location.

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Target: ST-6500WAD

Driver: None

BLUE version 3.2 SP1 or later

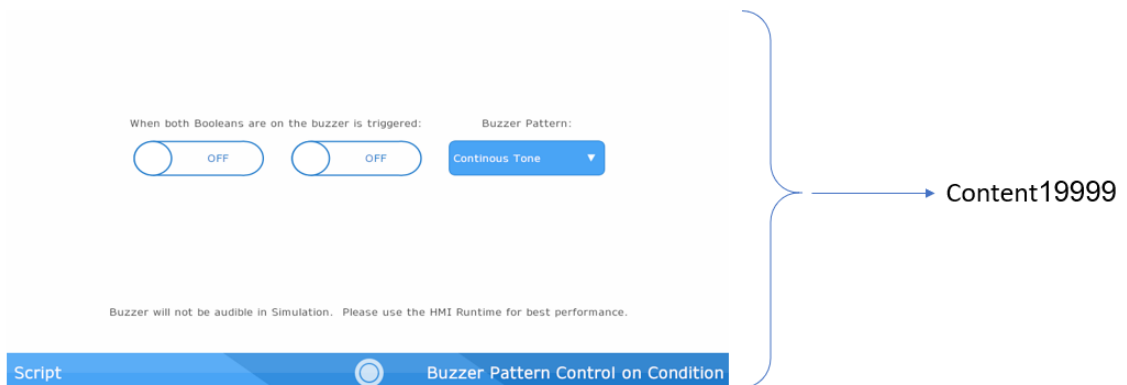
Template Overview

This template has a Buzzer Pattern Control with 4 different buzzer pattern (Continuous tone, Fast Beep(100ms), Medium Beep(500ms), Slow Beep(1000ms), which enables when two Booleans are triggered.

Project structure

- On MasterScreen, 1 content display is placed, and content (Content19999) is called in MasterScreen screen.

Screen			
MasterScreen	ContentDisplay1 (Contents ID: 19999)	Content1	Buzzer pattern control
	Content ID: 19999 (Contents ID: 01)	MasterContent	Buzzer pattern control with footer



Run Time Behavior

Runtime/Simulation of this template displays 2 toggle switches with a drop down for buzzer pattern selection (Continuous tone, Fast Beep(100ms), Medium Beep(500ms), Slow Beep(1000ms)).

Click the first toggle switch to turn on/turn off.

Click the second toggle switch to turn on/ turn off.

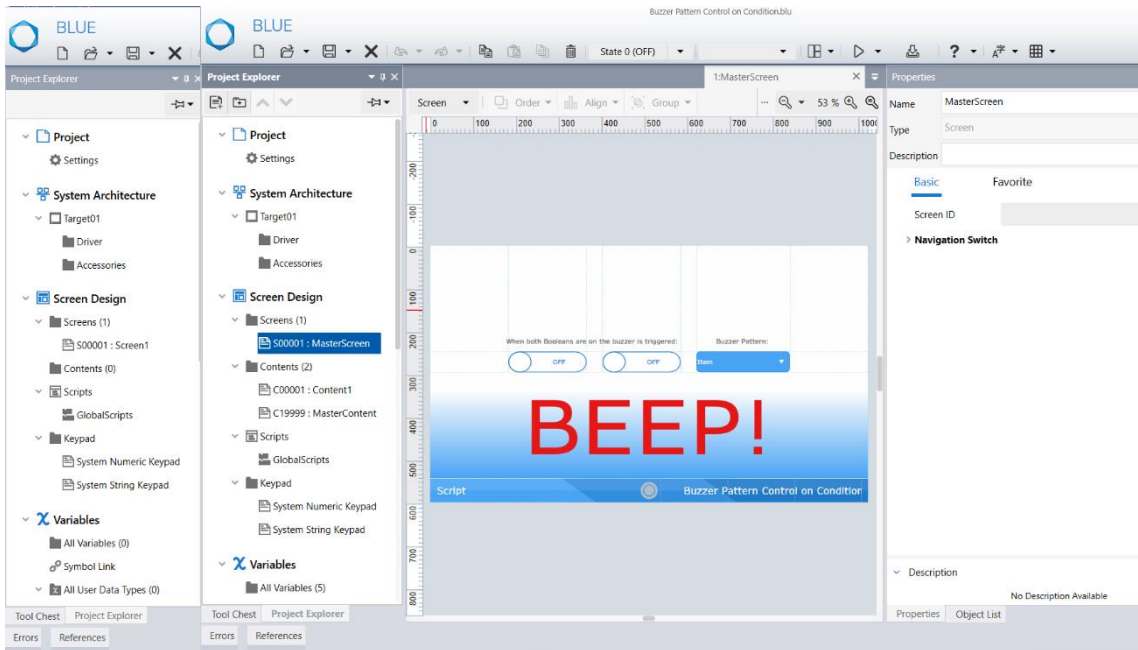
Turn on both the toggle switches to enable the buzzer.

Click on buzzer pattern dropdown to select the sound type (Continuous tone/Fast Beep(100ms)/Medium Beep(500ms)/Slow Beep(1000ms)).


Click the button (round) in the down to show/hide the footer.

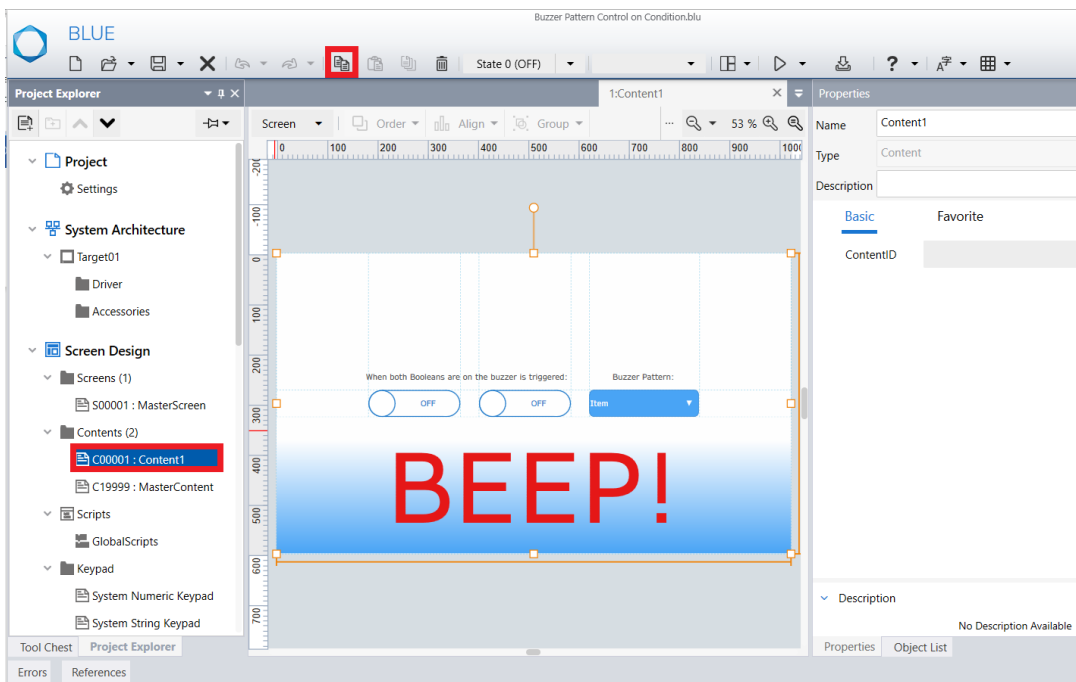
How to copy the objects to your project file

1. Open your project file and downloaded project file simultaneously.




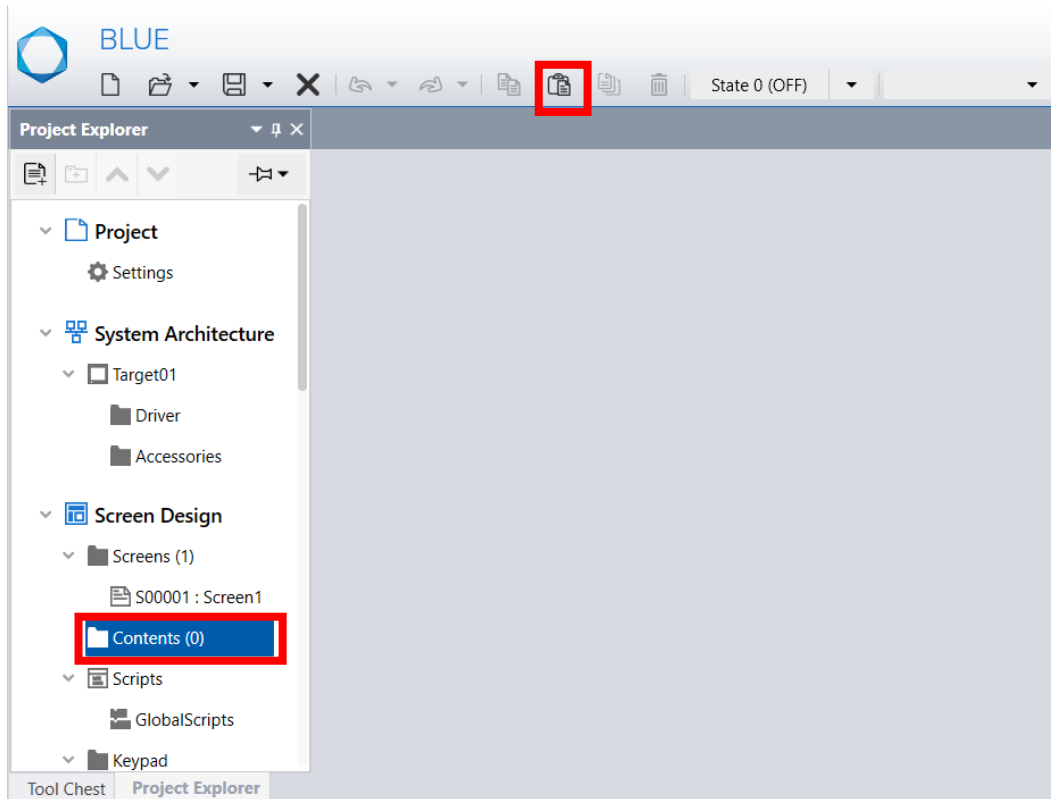
2. Open the downloaded project file.

Click the Content:C00001 from “Contents” and copy the content using  copy icon from the global Toolbar.



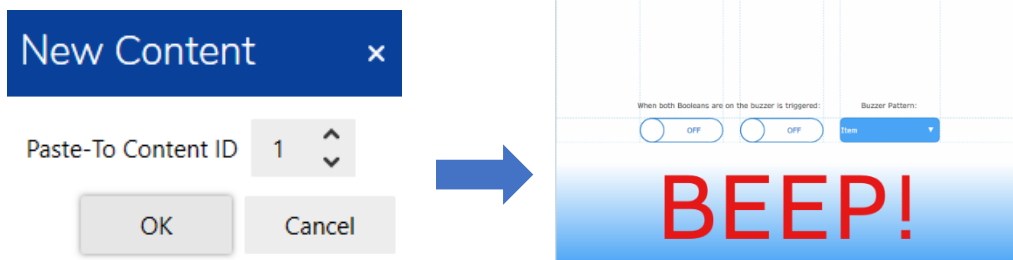
3. Open your project file.

Click “Contents” and then click on the paste  icon from the global Toolbar.



4. Select desired content ID and click “OK”.

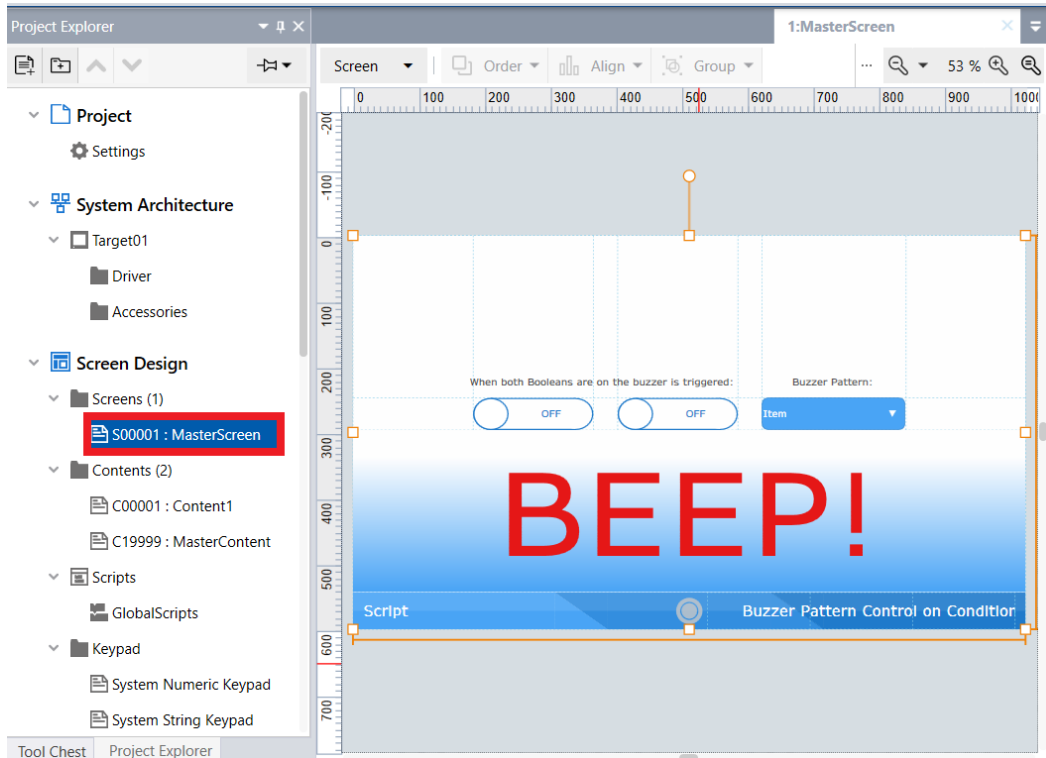
Result: Copied content is successfully pasted in your project.




5. Repeat step 2, 3 & 4 to copy other content: C19999 (Mastercontent).

Note: You can also copy both the contents at a time and paste in your project.

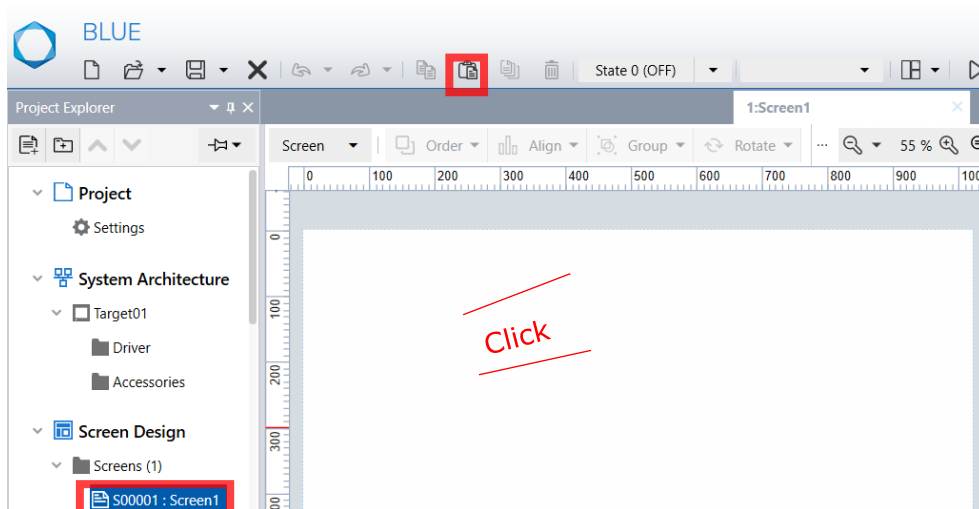
- Open the downloaded project file and select the MasterScreen Screen.



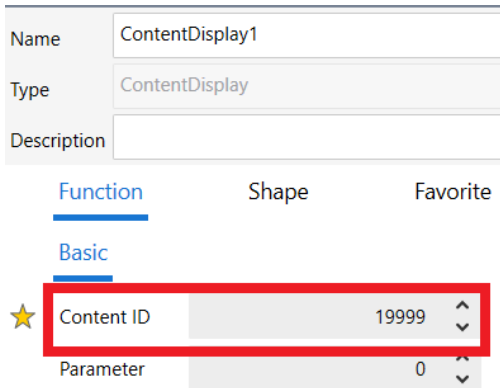
- In Object List, select the ContentDisplay and click the copy icon  from the global Toolbar.




- Open your project file, Select the screen that you want to paste it. Click on the screen and then paste it using the paste icon from the global Toolbar.

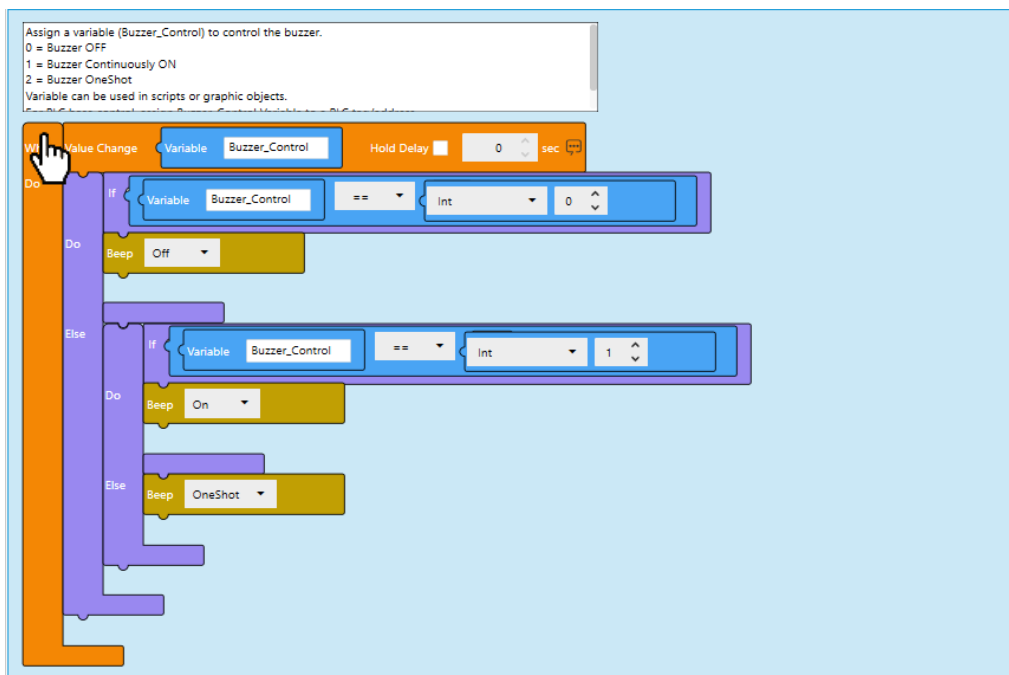


- In Object List, Select ContentDisplay1.
In Properties tab, Select the Content ID of MasterContent.




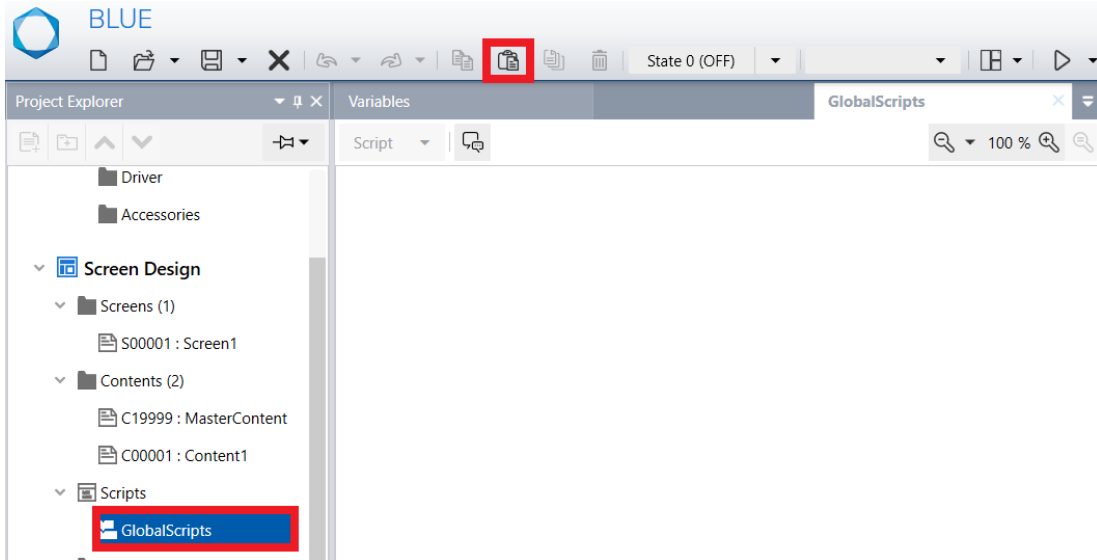
Note: You can skip this step, if Content ID of copied content (MasterContent) is same as downloaded project file.

- You can resize the Buzzer Pattern Control. For more details, refer [How to Resize the Buzzer Pattern Control.](#)
- Open the downloaded project file.
Click the “GlobalScripts” and select the first script (by clicking on trigger) and copy it using  icon from the global Toolbar.



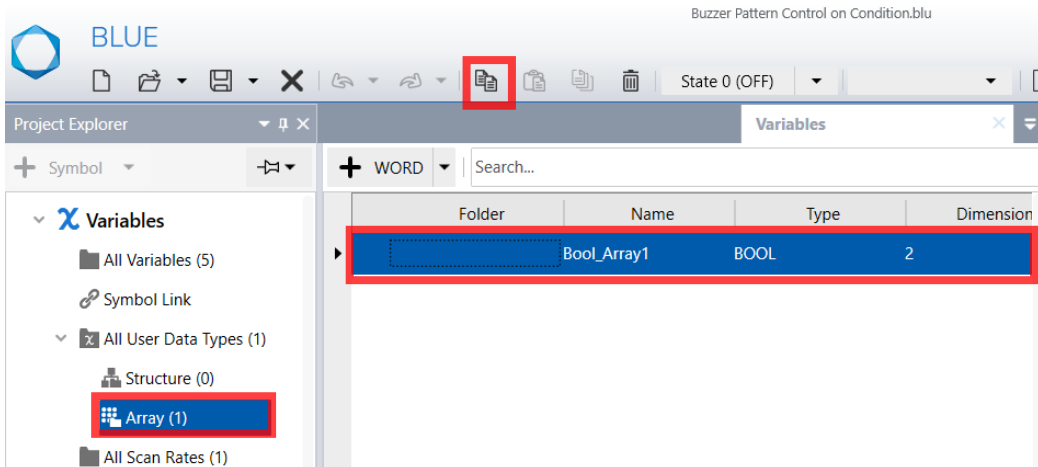
12. Open your project file.

In the Globalscripts, select existing script or a blank script screen and click  paste icon from the global Toolbar.

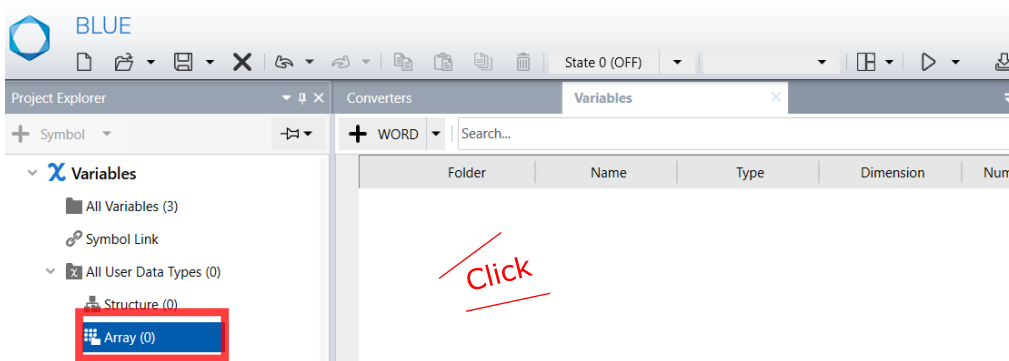


13. Repeat step (11) and step (12) to copy and paste the remaining 3 scripts.

14. Open downloaded project file and select “Array” under “All User Data Types”. Select the displayed Array and click the copy icon from global Toolbar.

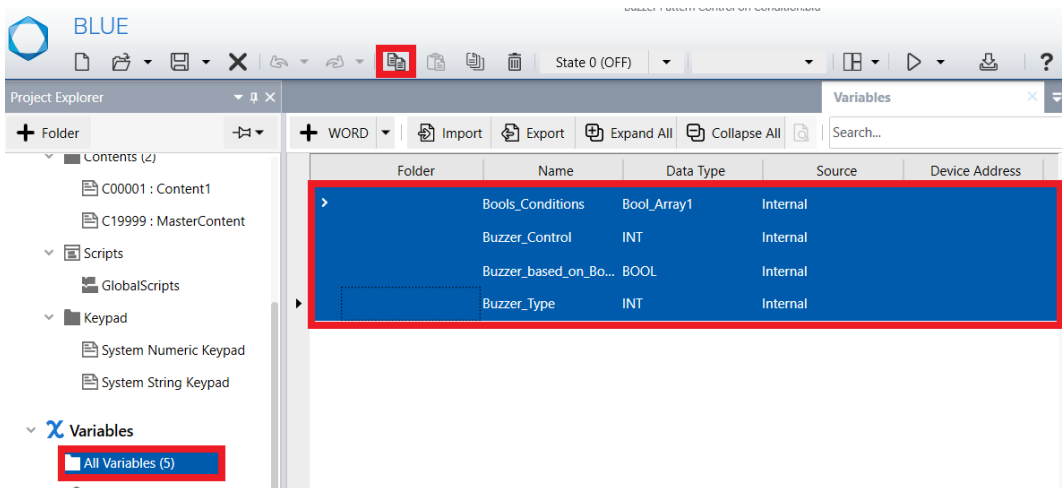


- Open your project file and select “Array” under “All User Data Types”. Click on the Array screen and click paste icon from the global Toolbar.

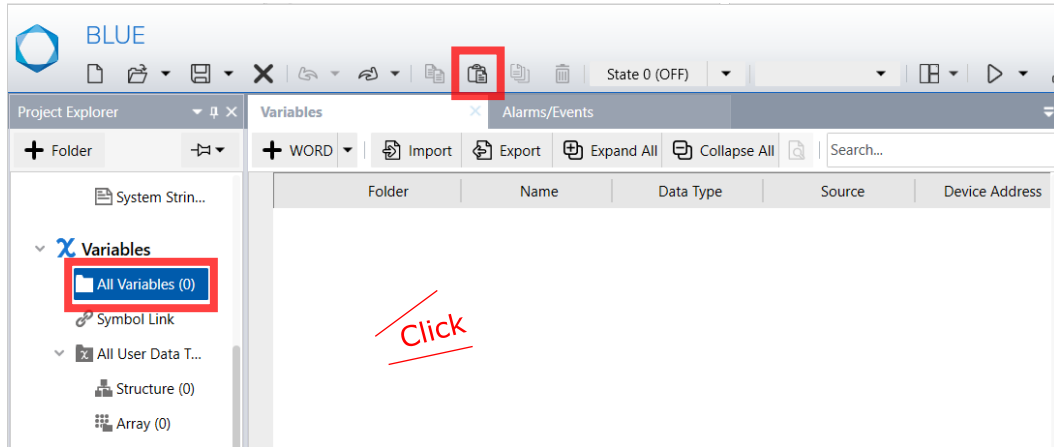


Note: You can also create your own Array.

- Open downloaded project file and select “All variables”. Select the displayed variables and click the copy icon from global Toolbar.

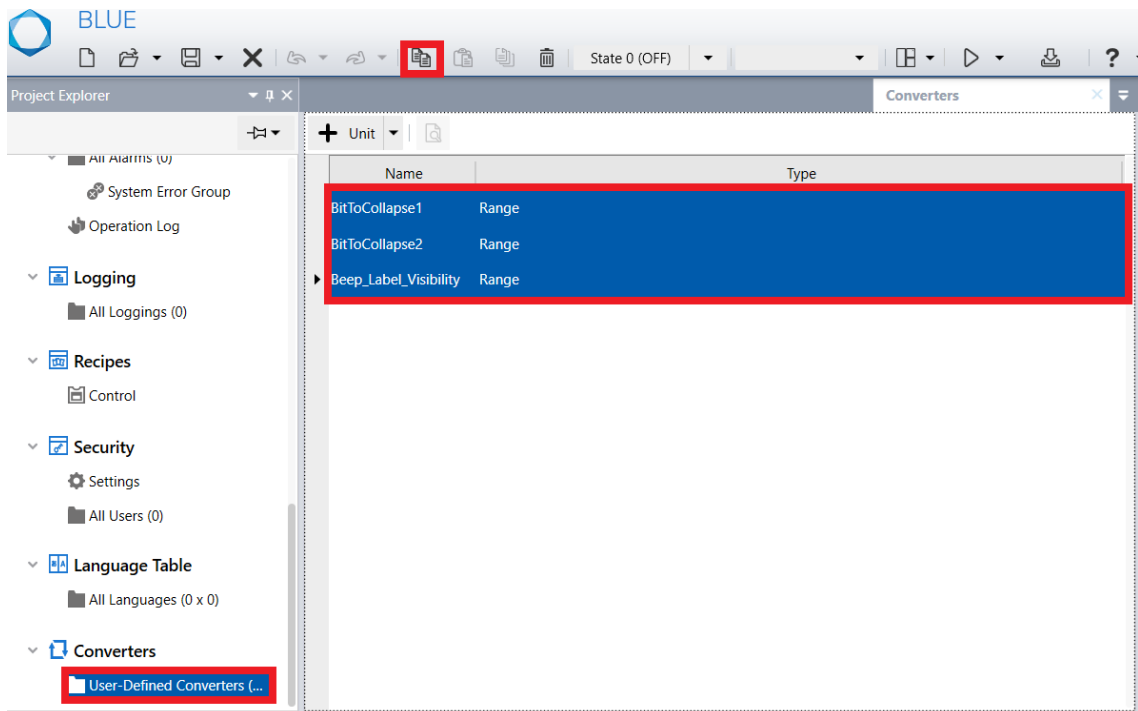


17. Open your project file and select “All variables”. Click on the variable screen and click paste icon from the global Toolbar.

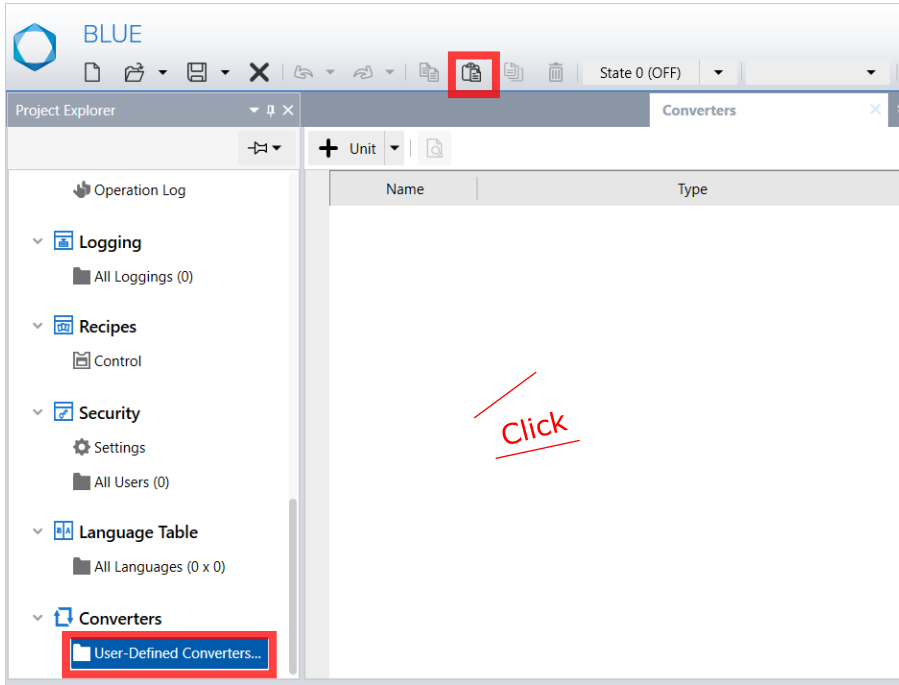


Note: You can also create your own variables. For more details, refer [How to Change Buzzer Pattern Control Variables](#).

18. Open the downloaded project file, select “User-Defined Converters”. Select the displayed converters and click the copy icon from the global Toolbar.



19. Open your project file, select “User-Defined Converters”. Click on the Converter screen and click paste icon from the global Toolbar.



How to change Buzzer Pattern Control Variables

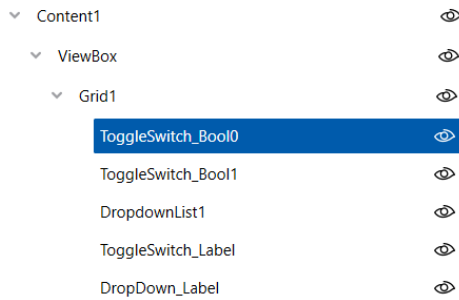
When you replace default variable with other variable, make sure their configurations are same as source. They are as below:

Table1

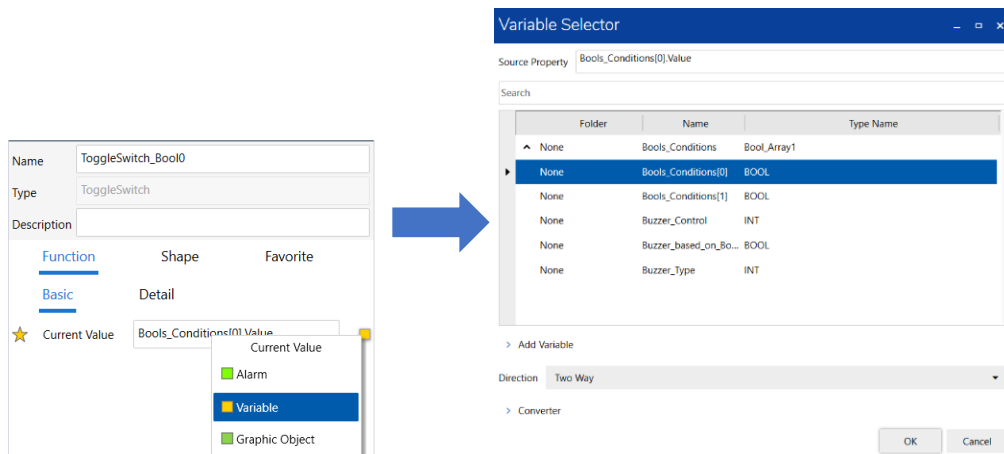
Purpose	Variable	Input Range	Retentive
First Toggle Switch trigger	Bools_Conditions[0]	-	Enable
Second Toggle Switch trigger	Bools_Conditions[1]	-	Enable
Beep Type	Buzzer_Control	0 to 2	-
Buzzer trigger	Buzzer_based_on_Bools	-	-
Buzzer type dropdown	Buzzer_Type	1 to 4	-

Follow below steps for Object & Script Variable binding,

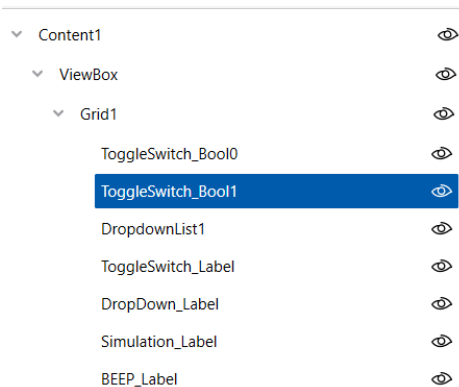
1. Open your project, in Content (Content1), click on Object List and select ToggleSwitch_Bool0.



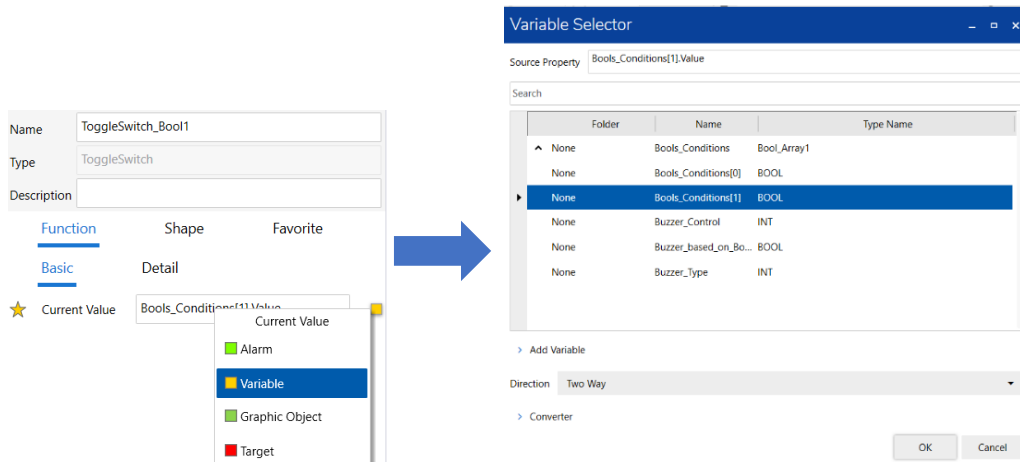
2. In Properties tab, select **Function > Basic > Current Value** and select the variable used for First Toggle Switch trigger from variable selector.



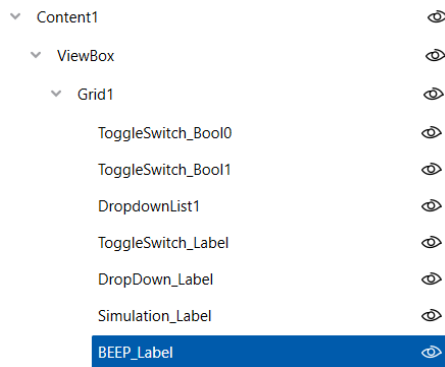
3. Select ToggleSwitch_Bool1.



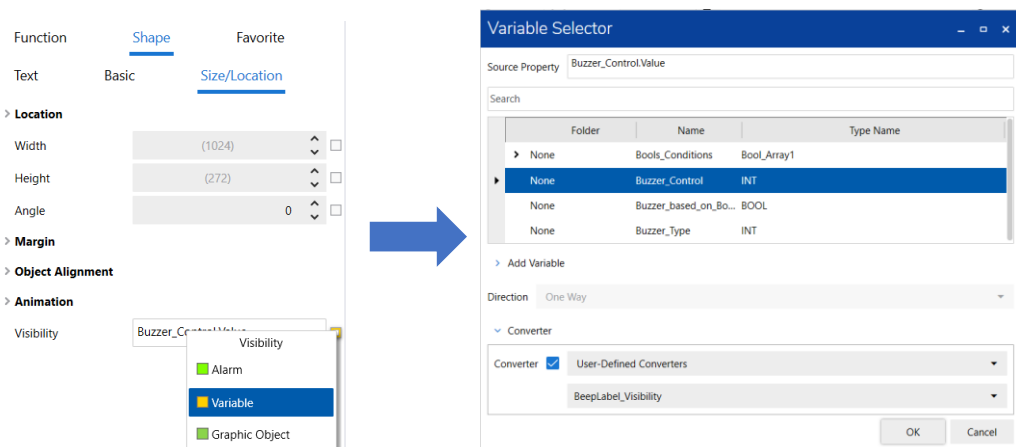
4. In Properties tab, select **Function > Basic > Current Value** and select the variable used for Second Toggle Switch trigger from variable selector.



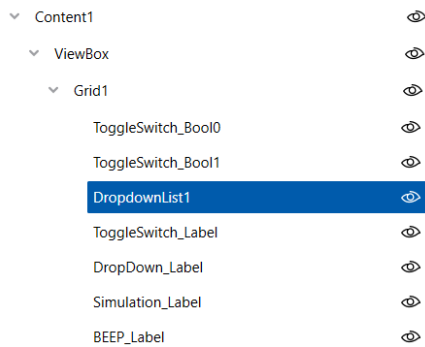
5. Select BEEP_Label.



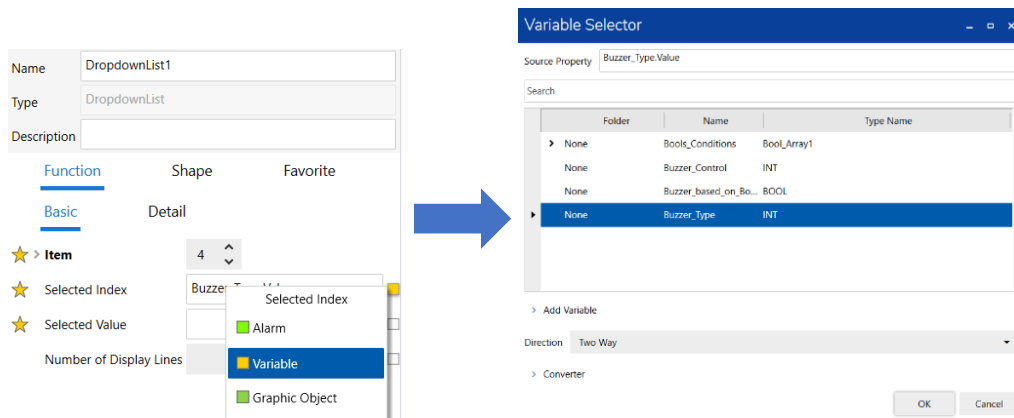
6. In properties tab, select **Shape > Size/Location > Visibility** and select the variable used for Beep Type from variable selector.



7. Select DropDownList1.



8. In properties tab, select **Function > Basic > Selected Index** and select the variable used for Buzzer type dropdown from variable selector.



9. In GlobalScripts, select the first script and bind with variable used for Beep Type (Buzzer_Control).

10. In Second script, bind the Variables as mentioned below:

1st If condition	Comparison Condition1 (LHS)	First Toggle Switch trigger
	Comparison Condition2 (RHS)	Second Toggle Switch trigger
	Do Operation	Buzzer trigger
	Else Operation	Buzzer trigger
2nd If condition	Comparison Condition1 (LHS)	Buzzer trigger
	Comparison Condition2 (RHS)	Buzzer type dropdown
	Do Operation	Beep Type
3rd If condition	Comparison Condition1 (LHS)	Buzzer trigger

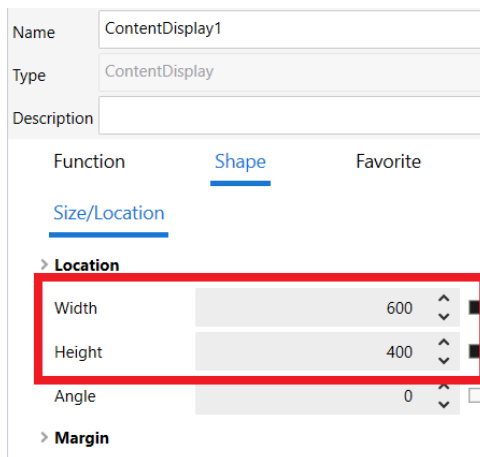
	Comparison Condition2 (RHS)	Buzzer type dropdown
	Comparison Condition3 (sub condition)	Beep Type
	Do Operation	Beep Type
	Else Operation	Beep Type
4th If condition	Comparison Condition1	Buzzer trigger
	Do Operation	Beep Type

11. In third & fourth script, bind the Variables as mentioned below:

If condition	Comparison Condition1 (LHS)	Buzzer trigger
	Comparison Condition2 (RHS)	Buzzer type dropdown
	Comparison Condition3 (sub condition)	Beep Type
	Do Operation	Beep Type
	Else Operation	Beep Type

How to Resize Buzzer Pattern Control

1. Select Screen (where Buzzer Pattern Control is placed) and then select the ContentDisplay1.
2. In properties tab, change the value of Width and Height.



Note:

Modify the font size of Buzzer Pattern Control text in content to fit as per the new size change.