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OA10BlinkOut

O = *Out*

A = *Action*

The OA10BlinkOut function execute a blink on the output with equal on and off time and adjustable.

IMPLEMENTATION

OA10BlinkOut (output, timeLamp)

Parameters:

IN/OUT	VARIABLE TYPE	EXAMPLE NAME	DIM
IN	OUTPUT GLOBAL SYSTEM	output	F Variable or flashing output
OUT	CONST SYSTEM	timeLamp	L Blink On and Off time (s/1000)

Example

Enables the output blinking when this flag “gfAbilLamp” is placed in 1.

```
IF gfAbilLamp
    timeLamp = 1000 ;Set the time to 1 sec
    OA10BlinkOut (output, timeLamp)
ENDIF
```

Operation notes

- This function should be placed at a point of the application that runs (after enabling the flashing) at every turn the output control logic is consistent

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