

Sommario

OA10SetTmOut 3

IMPLEMENTATION 3

OA10SetTmOut

O = *Out*

A = *Action*

The OA10SetTmOut function enable digital output for a set time as an argument.

The activation takes place through a input (or a flag) when is 1 set out and keeps it set as long as the input (or the flag) itself goes to 0. At this point the activation time begins to decrease until 0, and when this happens the output is reset.

IMPLEMENTATION

OA10SetTmOut (out01, var01, timeSet)

Parameters:

IN/OUT	VARIABLE TYPE	EXAMPLE NAME	DIM	
OUT	OUTPUT	output	F	Output setup
IN	INPUT GLOBAL	var01	F	Input (or flag) that enable the comparison
IN	CONST SYSTEM	timeSet	L	Output activation time (msec)

Example

In this example the 'out01' output is activate for at least 1 sec when the 'Input01' input is enable.

```
timeSet = 1000 ;Sets the time to 1 sec
```

OA10SetTmOut (out01, Input01, timeSet)

Operation notes

- The function should be placed at a point of the application that runs on every round makes sense in order to be effective.

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