Alarm generation for BACnet.

The Counter_Cnt counted value is compared whether it is less than 7.
The result of the comparison is connected to the Alarm_1 flag.

Alarm_1 flag is connected to the Binary Value 1 BACnet object.
Binary Value 1 object is set to intrinsic reporting. --> now some additional settings are possible inside of Binary Value 1.

Settings:
Notification Class is set to 1 --> Notification Class 1 object must be created later.
The settings of Notification Class within the intrinsic reporting settings must match the real Notification Class object for the transmission of alarms and events!

Alarm value --> which state (active or passive) of Binary Value 1 is the alarm
Event enable --> defines which changes should generate event message
Notify type --> defines if the generated message is an alarm or event
Unsolicited COV enabled --> normally false
If you set to true it will send notifications as broadcast messages to every BACnet controller
This can cause high network traffic.

Event Message Text --> example message: %N%V back to normal %D
%N means the name of the object
%V means the present value of the object
back to normal is user defined text
%D is the description of the object

The Counter_Cnt counted value is connected to Analog Value 1 BACnet object.
Analog Value 1 object is set to intrinsic reporting. --> now some additional settings are possible inside of Analog Value 1.

Settings:
Notification Class is set to 1 --> Notification Class 1 object must be created later.
The settings of Notification Class within the intrinsic reporting settings must match the real Notification Class object for the transmission of alarms and events!

High Limit --> The highest value which is good for the process
Low Limit --> The lowest value which is good for the process
Deadband --> After a High alarm the process value should be lower than
(High Limit - Deadband) to get Normal state
After a Low alarm the process value should be higher than
(Low Limit + Deadband) to get Normal state
Limit Enable --> It possible to enable the supervision of High and Low limits.
Event enable --> defines which changes should generate event or alarm message
Notify type --> defines of the generated message is alarm or event
Unsolicited COV enabled --> normally false
If you set to true it will send notifications as broadcast messages to every BACnet controller
This can cause high network traffic.

Event Message Text --> example message: %N%V back to normal %D
%N means the name of the object
%V means the present value of the object
back to normal is user defined text
%D is the description of the object

Notification Class 1 BACnet object.

This object is handling the alarm transmission for certain objects (in our case Binary Value1 & Analog Value 1).
The value of the property Notification Class must match
the real instance number of the Notification Class object for the transmission of alarms and events!

More Notification Class objects can be defined (i.e. one for grouping the
urgent alarms and one for grouping the normal alarms)

Settings:
Notification Class --> X represents itself -- always necessary to configure
Priority --> Priority for the 3 conditions (To Offnormal - To Fault - To Normal)
Ack required --> Transmissions have to be acknowleged or not
Recipient List --> in normal case a recipient put its reference automatically
into this list but if it is not possible it can be done manually

Unsolicited COV enable --> normally false
If you set to true it will send notifications as
broadcast messages to every BACnet controller
This can cause high network traffic.

Seite 2:

Blink - making impulses to be counted
Counter - counts up to 10 after that cleared to 0 and starts counting
automatically again