1   V1.00

Event Write Address

Table of Contents

## 1. Overview and Operation

Overview

This demo project introduces how to use Write Address of Event Display Object. When an event is triggered, click on the event to acknowledge it. A popup dialog will then display the detailed message of the event.
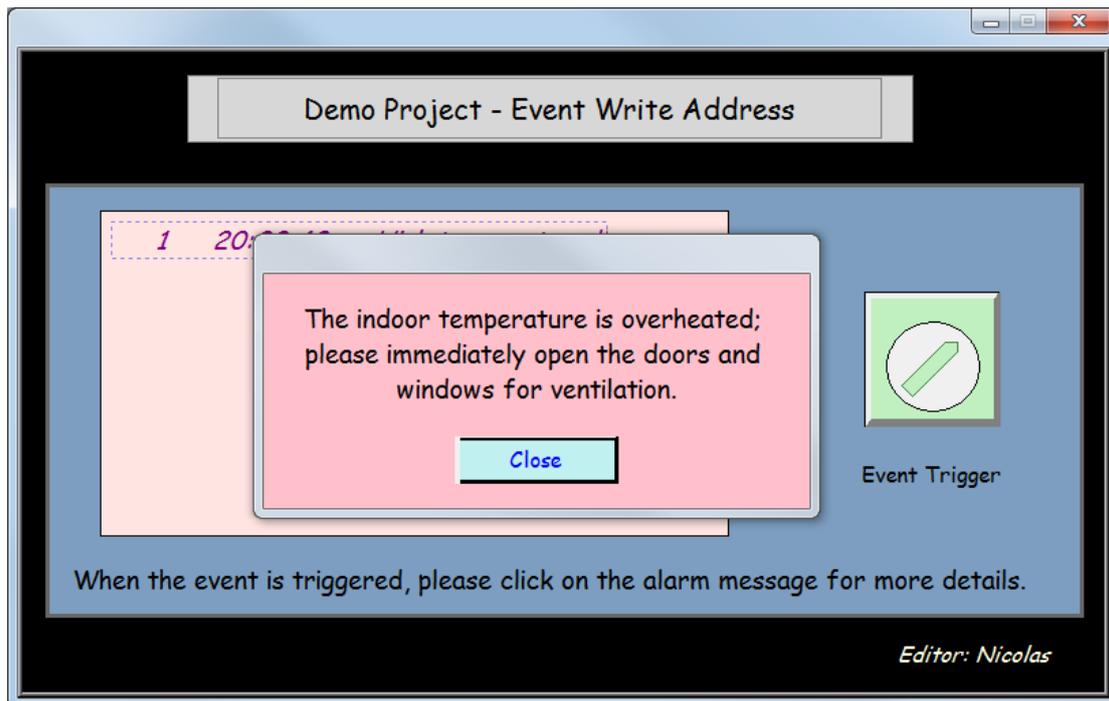
Operation

Click on the [Event Trigger] button to trigger an event.
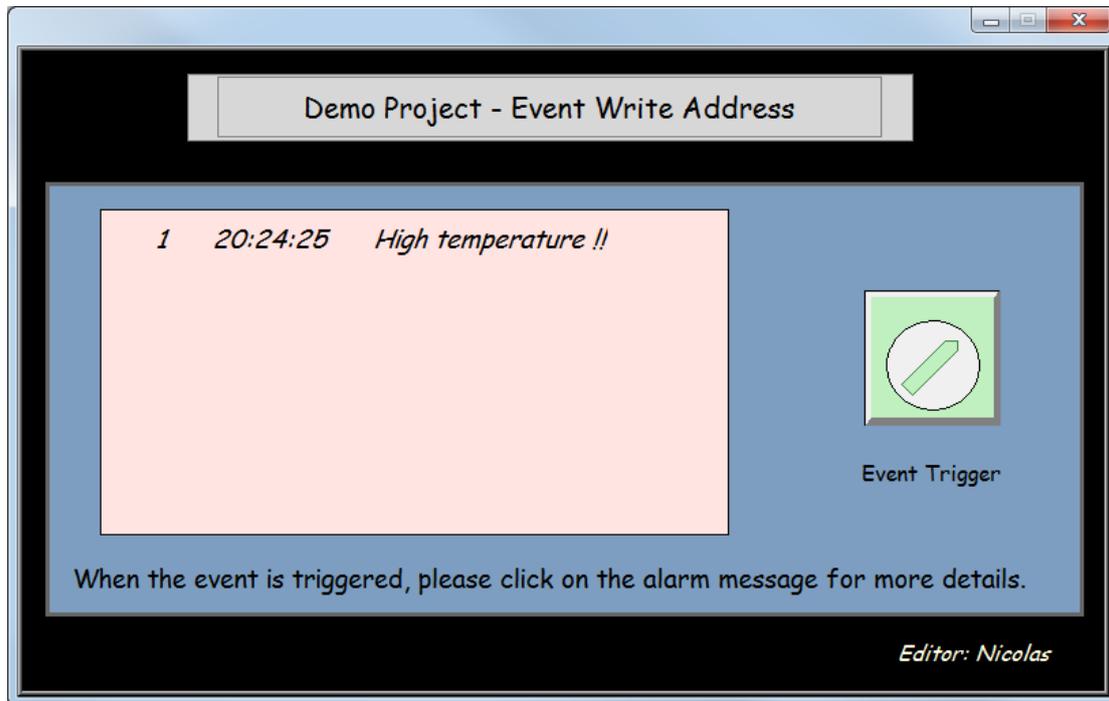

When an event is triggered, click on the event to acknowledge it. A popup dialog displays more details.
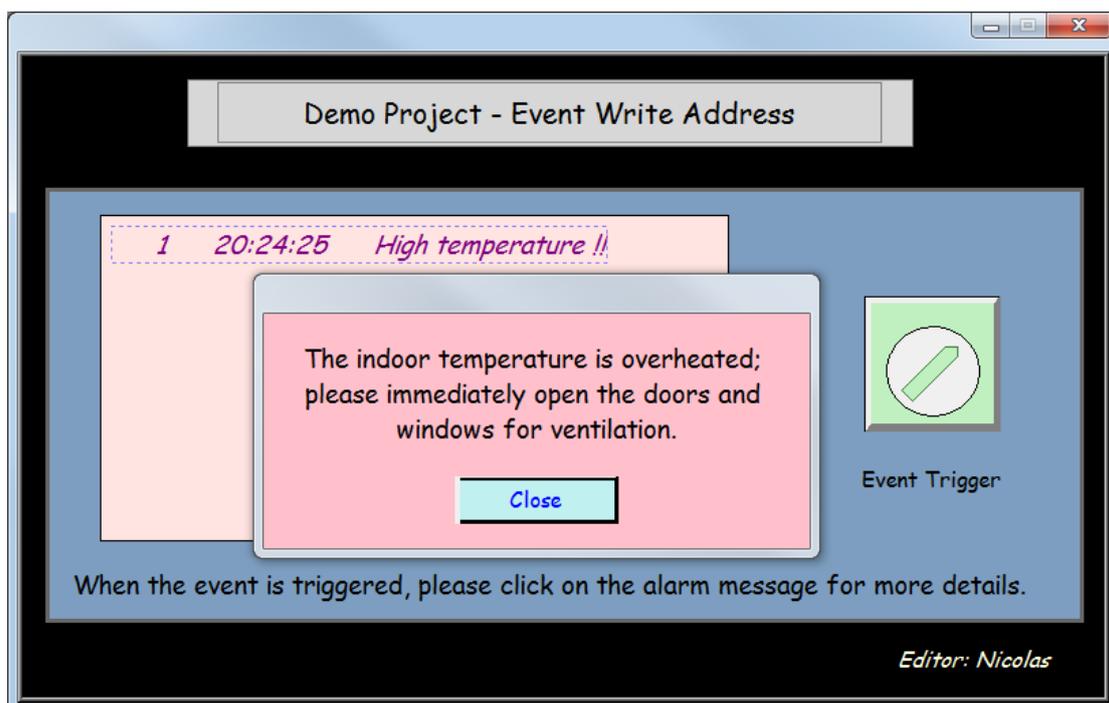
2. Setting up the Screen

1. In window no. 10 create an Event Display Object, set to [Real-time] mode. Set [Write address] to LW-0.
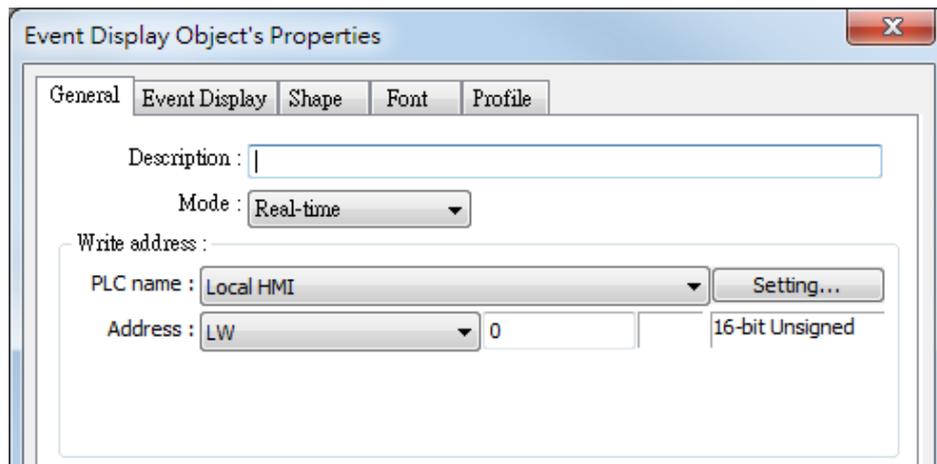

   In the [Event Display] tab, set the relevant properties.

2. In window no. 10 create an Indirect Window Object. Set [Read address] to LW-0 and select "With title bar".
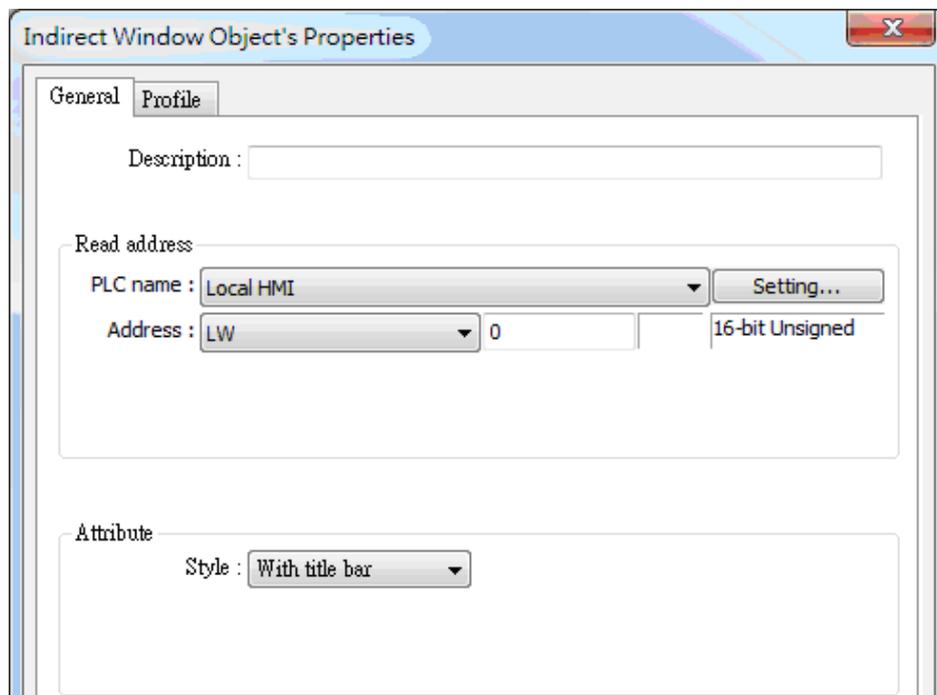
3. In window no. 10 create a Toggle Switch Object. Set [Read address] and
    [Write address] to LB-0. Set [Switch style] to "Toggle".
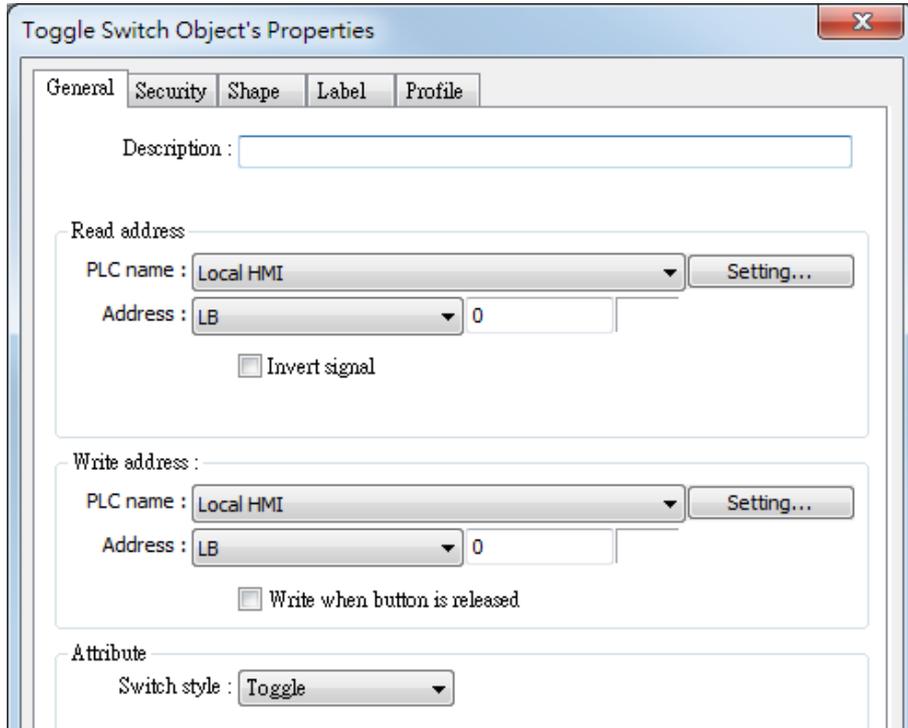
4. In window no. 11 create a Set Word Object to close the Indirect Window.
    Set [Write address] to LW-0, [Set style] to "Write constant value", and [Set
    value] to 0.

5. Create an Alarm (Event) Log and set the relevant properties as follows:
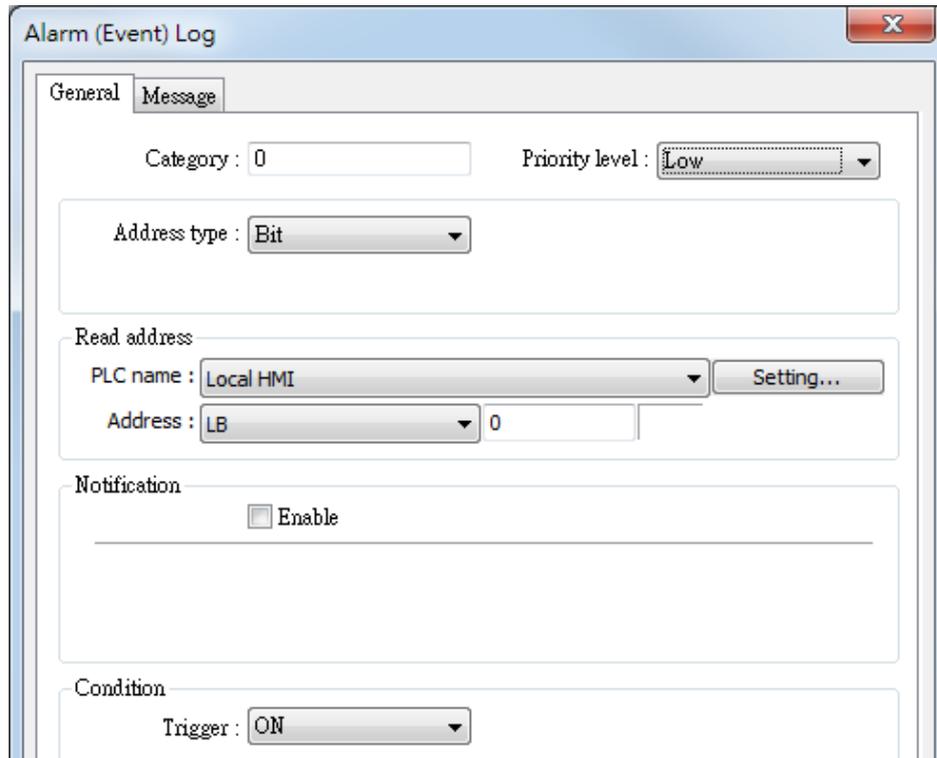
In the [Message] tab, set [Write value for Event / Alarm Display object] to 11. Window no. 11 will popup when an event / alarm is acknowledged.

3. Addresses

The addresses of the objects used in this demonstration are listed below.

Object	Address	Object ID	Description
Window 10			
Event Display	LW_0	ED_0	Displays the events
Indirect Window	LW-0	WP_0	A popup message window
Toggle Switch	LB-0	TS_0	Triggers events
Window 11			
Set Word	LW_0	SW_0	Closes the popup window