



# Blink Component (Two Timers in One)

### Events :

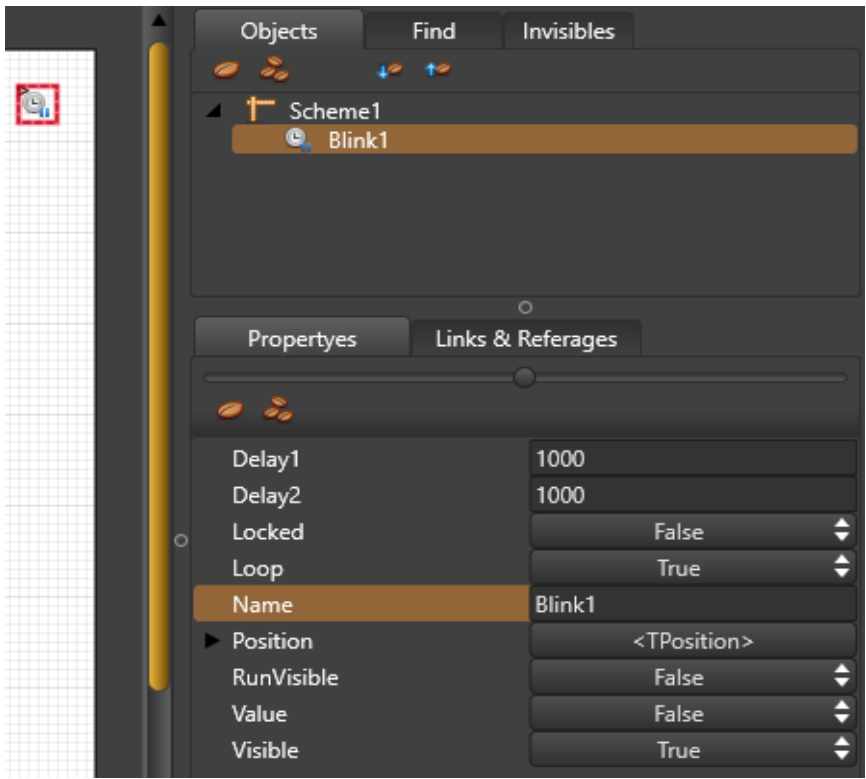
OnTimer1	Delay1 Time is Up
OnTimer2	Delay2 Time is Up

### Propertyes :

Delay1	Timer1 Delay Millicecond
Delay2	Timer2 Delay Millicecond
Loop	When Timer2 expires, run Timer1
Value	True Start Timer1

### Note :

- Blink Have two Timer .
- 1) Timer1 With Delay1
  - 2) Timer2 with Delay2
- First Start Timer1 Next Start Timer2



## Example

Object.Event List

Blink1

OnTimer1

OnTimer2

Ok Cancel

EventCommad1

EventCommad2

Event For Timer1

Event For Timer2

Click For Choice :  
OnTimer1  
OnTimer2

if **Timer1** is Time Up Then **LangRungBlock1.Run** -> **Led1.Value** = True  
 if **Timer2** is Time Up Then **LangRungBlock2.Run** -> **Led1.Value** = False

Propertyes Links & Referages

Contain Text : Find

Blink1.OnTimer1 -> LangRungBlock1.Run

Blink1.OnTimer2 -> LangRungBlock2.Run

LedP1.Value = ( False ) {LangRu...

LedP1.Value = ( True ) {LangRun...