



# Blink Component (Two Timers in One)

## Events :

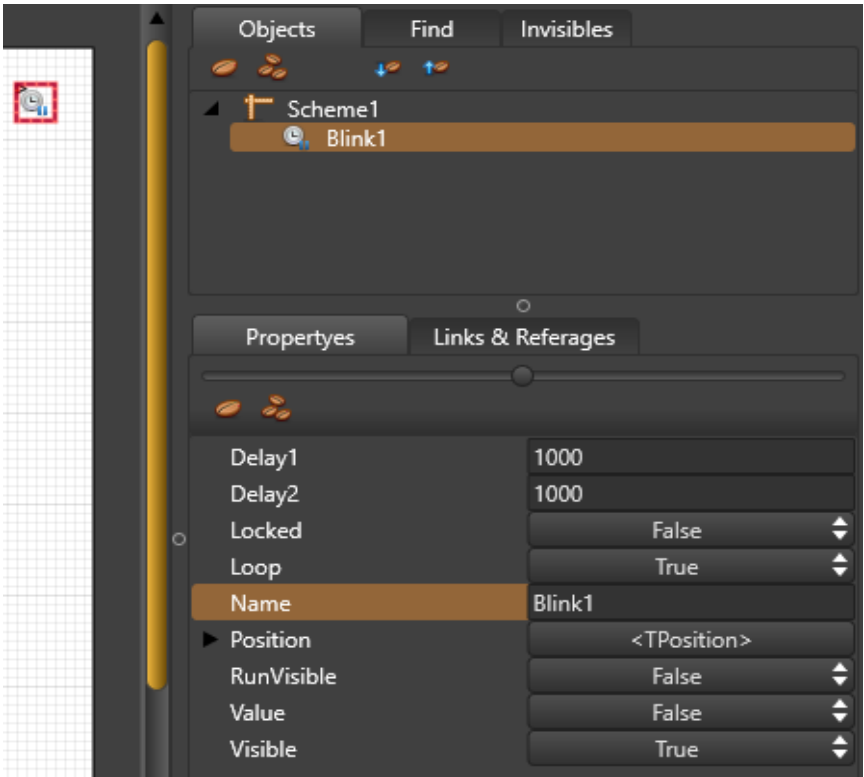
- OnTimer1 *Delay1* Time ils Up
- OnTimer2 *Delay2* Time is Up

## Propertyes :

- Delay1 *Timer1* Time To Up in Millicecond
- Delay2 *Timer2* Time To Up in Millicecond
- Loop Restart *Timer1* After *Time2* Time To up
- Value True Start *Time1*

## Note :

- Blink Have two Timer .
- 1) *Timer1* Time To Up in Millicecond
  - 2) *Timer2* Time To Up in Millicecond
- First Start *Timer1* Next Start *Timer2*



## Example

The screenshot shows the software interface with two panels. The left panel displays two 'LangRungBlock' objects: 'LangRungBlock1' with 'LedP1.V' set to 'True' and 'LangRungBlock2' with 'LedP1.V' set to 'False'. The right panel shows the 'Properties' and 'Links & Referages' tabs for the 'Blink1' object. The 'Properties' tab shows 'Delay1' and 'Delay2' both set to 1000, 'Locked' set to False, 'Loop' set to True, and 'Name' set to 'Blink1'. The 'Links & Referages' tab shows two event commands: 'EventCommad1' and 'EventCommad2'. 'EventCommad1' is linked to 'OnTimer1' and 'EventCommad2' is linked to 'OnTimer2'. A callout box labeled 'Object.Event List' shows the list of events: 'Blink1', 'OnTimer1', and 'OnTimer2'. A green box labeled 'EventCommand' points to the 'EventCommad1' and 'EventCommad2' objects. A green box labeled 'Event For Timer1' points to the 'OnTimer1' event. A green box labeled 'Event For Timer2' points to the 'OnTimer2' event. A callout box labeled 'Click For Choice : OnTimer1 OnTimer2' points to the 'OnTimer1' and 'OnTimer2' events.

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

The screenshot shows the 'Links & Referages' tab for the 'Blink1' object. It displays a list of events and their corresponding actions:

- Blink1.OnTimer1 -> LangRungBlock1.Run
- Blink1.OnTimer2 -> LangRungBlock2.Run
- LedP1.Value = ( False ) {LangRu...
- LedP1.Value = ( True ) {LangRun...