



Timer Component

Commands :

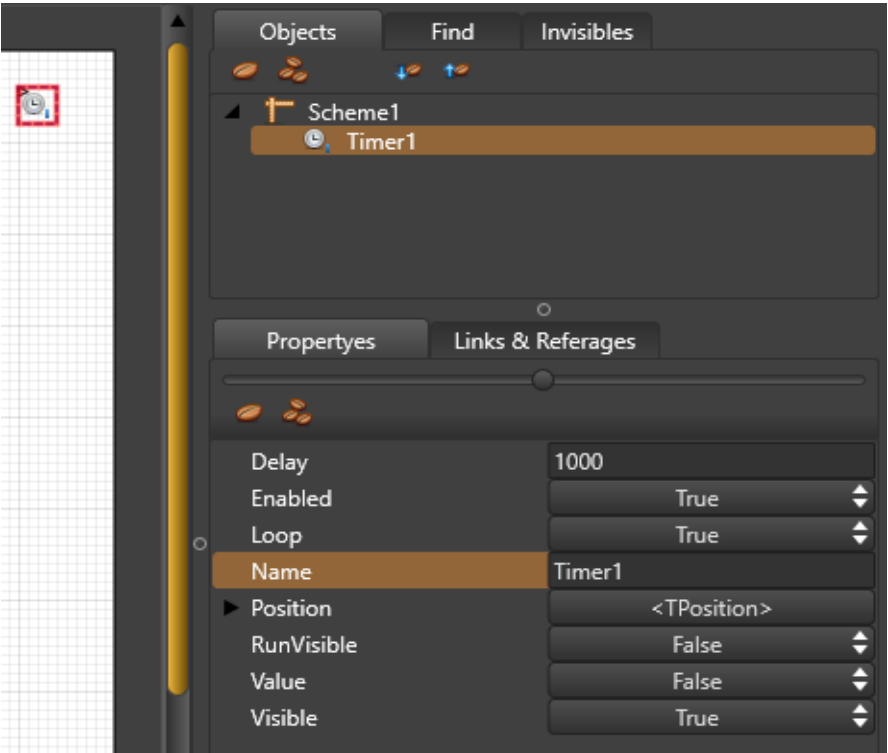
Start	Start Value = True
Stop	Stop Value = False
Invert	iF Start Then Stop ; if Stop Then Start
Reset	Stop And Start

Events :

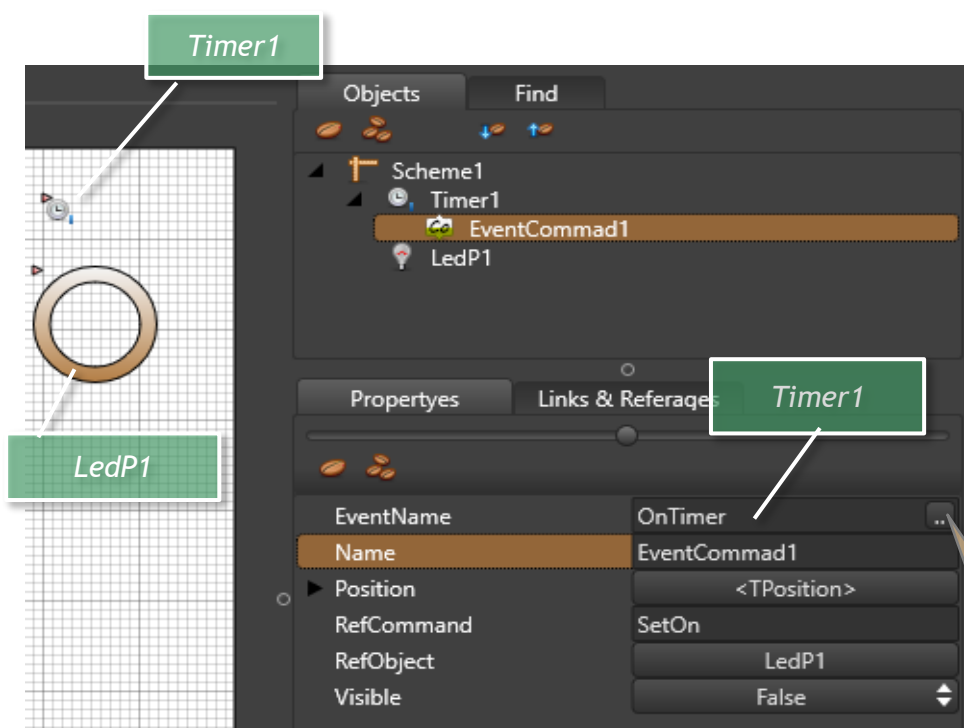
OnTimer	Delay Time Is Up
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Propertyes :

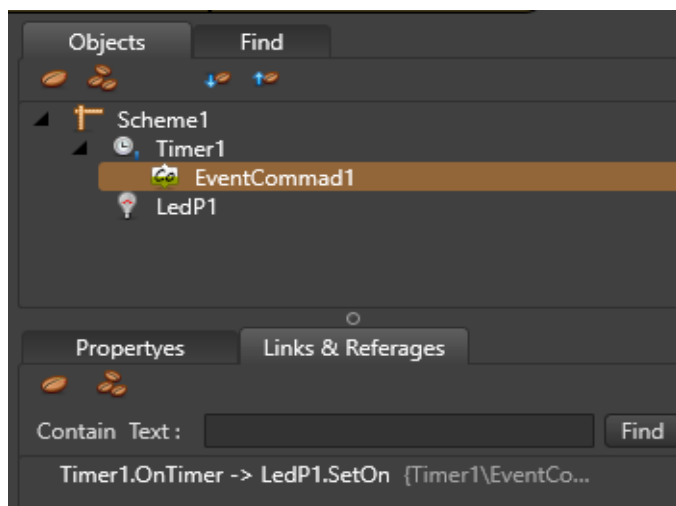
Value	Start Stop Timer : True Start Timer False Stop Timer
Loop	Work After Start : True Restart After Time Is Up False Start On Time
Delay	Milliseconds Time To Up



Example

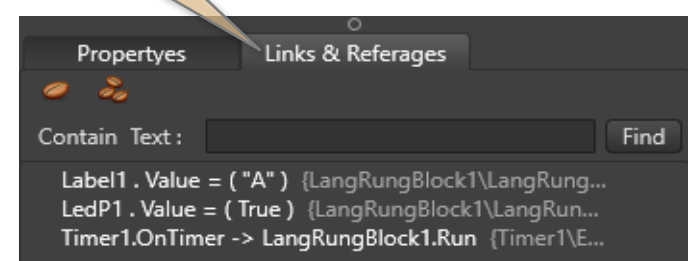
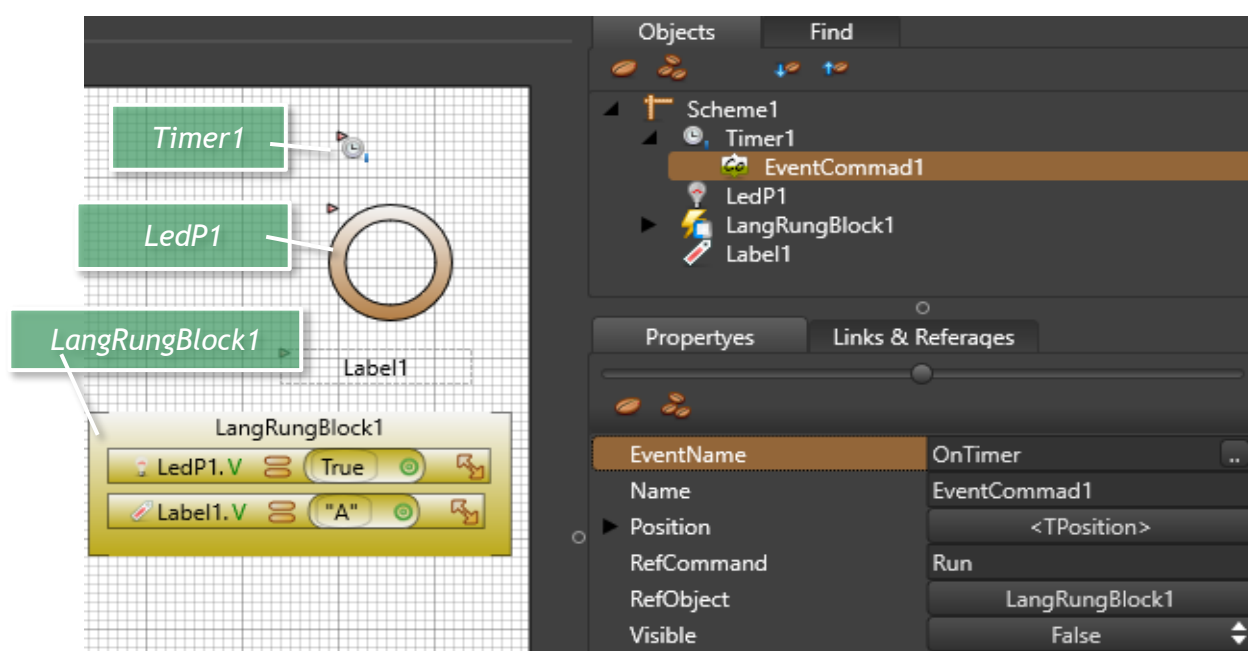


Click To Change Event



if **Timer1** Timer Is Up Then **LedP1** Set On

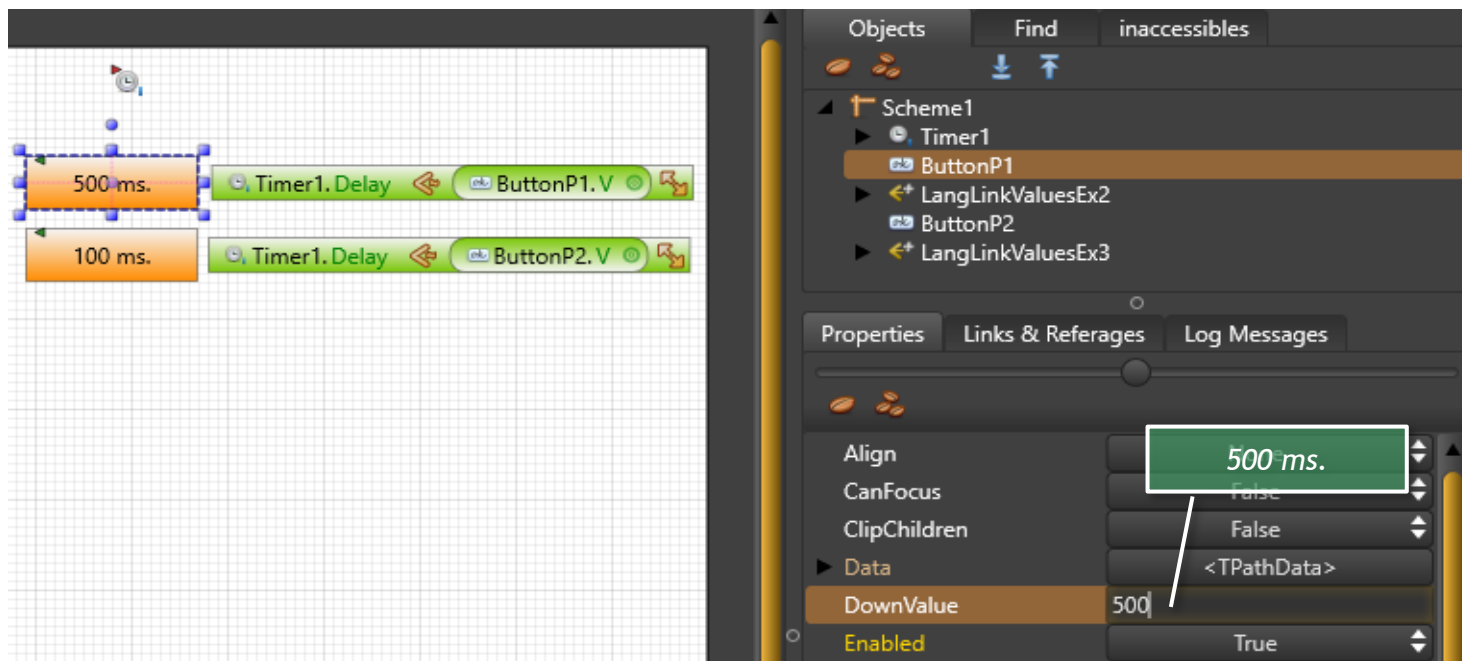
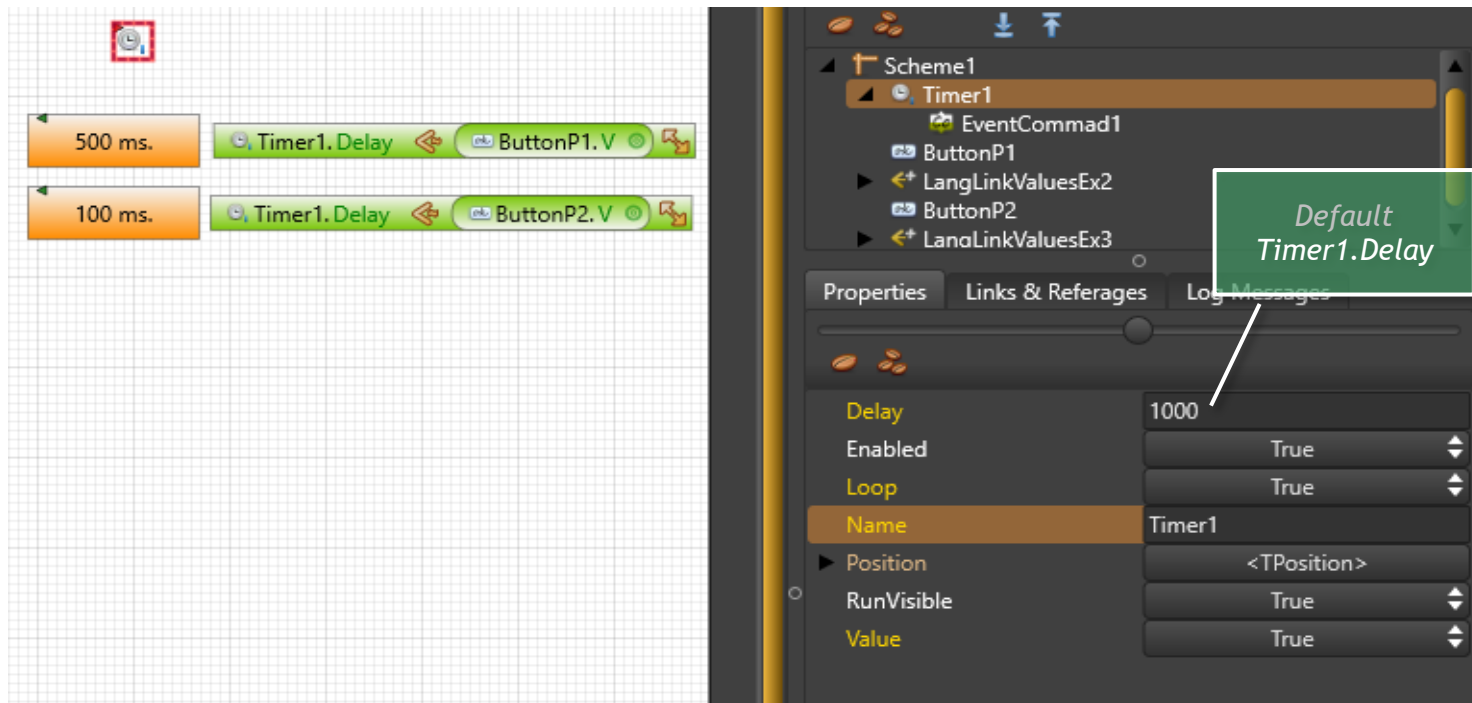
Click To Analyze Links



if **Timer1** Timer Is Up Then **LangRungBlock1.Run**
 if **LangRungBlock1.Run** -> **Label1.Value** = "A" ; **LedP1.Value** = True

Example

Runtime Change Timer Delay With Button



if Press ButtonP1 Then *Timer1.Delay* = 500