

Alarm Status Table Component

The **Alarm Status Table** is a built-in component in Ignition that displays the current status of all alarms in the system into one view. The Alarm Status Table is highly customizable and can be configured to show active, unacknowledged, cleared, and acknowledged alarms.

Additional information on the Alarm Status Table component can be found on the [Alarm Status Table](#) page in the appendix.

Setting up the Alarm Status Table

In the **Component Palette in Designer**, under **Alarming**, drag the **Alarm Status Table** component on to your window. You will notice that the table is already configured to show the current status of all the alarms in your system. By default, the Alarm Status Table shows all the "Active and Unacknowledged", "Active and Acknowledged", and "Cleared and Unacknowledged" alarms. It also displays the time the alarm went Active as well as the current State and Priority of the alarm.

Note: You must have alarms set up on your Tags for them to show up in the table.

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Alarm Status - Component

[Watch the Video](#)

Active Time	Display Path	Source Path	Current...	Priority
3/21/16 8:05 AM	Machine C	prov.default.tag.gensim/Writeable/WriteableFloat2/alm:Low ...	Active, U...	Critical
3/21/16 8:05 AM	Writeable/Wri...	prov.default.tag.gensim/Writeable/WriteableInteger 1/alm:Alarm	Active, U...	Critical
3/21/16 8:12 AM	Machine B	prov.default.tag.gensim/Writeable/WriteableFloat2/alm:High Alarm	Active, U...	Critical
3/21/16 8:05 AM	Alarms:ProdS...	prov.default.tag.gensim/Alarms/ProdSupAttention/alm:Alarm	Active, U...	High
3/21/16 8:05 AM	Machine B	prov.default.tag.gensim/Writeable/WriteableFloat1 /alm:pw Alarm	Active, U...	Medium
3/21/16 8:05 AM	Machine B	prov.default.tag.gensim/Writeable/WriteableFloat2/alm:Low Alarm	Active, U...	Medium
3/22/16 11:45 AM	Machine B	prov.default.tag.gensim/Writeable/WriteableFloat1 /alm:Low Ala...	Active, U...	Medium
3/21/16 8:05 AM	Writeable/Writ...	prov.default.tag.gensim/Writeable/WriteableFloat1 /alm:Alarm	Active, U...	Low
3/21/16 8:05 AM	Writeable/Writ...	prov.default.tag.gensim/Writeable/WriteableInteger 2/alm:Alarm 1	Active, U...	Low
3/21/16 8:05 AM	Writeable/Writ...	prov.default.tag.gensim/Writeable/WriteableInteger 2/alm:Alarm	Active, U...	Low
3/21/16 8:05 AM	Alarms/ProdS...	prov.default.tag.gensim/Alarms/ProdSupAttention/alm:Alarm 1	Active, U...	Low
3/21/16 8:05 AM	Machine B	prov.default.tag.gensim/Writeable/WriteableFloat2/alm:High Alarm	Cleared, ...	Critical
3/22/16 1:57 PM	Ramp	prov.default.tag.gensim/Ramp/Ramp2/alm:Low Alarm 2	Cleared, ...	High
3/22/16 1:57 PM	Ramp	prov.default.tag.gensim/Ramp/Ramp2/alm:Low Alarm 2	Cleared, ...	High
3/22/16 1:57 PM	Ramp	prov.default.tag.gensim/Ramp/Ramp1/alm:Low Alarm 1	Cleared, ...	High
3/22/16 1:58 PM	Ramp	prov.default.tag.gensim/Ramp/Ramp2/alm:Low Alarm 2	Cleared, ...	High
3/22/16 1:58 PM	Ramp	prov.default.tag.gensim/Ramp/Ramp2/alm:Low Alarm 2	Cleared, ...	High
3/22/16 1:58 PM	Ramp	prov.default.tag.gensim/Ramp/Ramp1 /alm:Low Alarm 1	Cleared, ...	High
3/22/16 1:58 PM	Ramp	prov.default.tag.gensim/Ramp/Ramp1 /alm:Low Alarm 1	Cleared, ...	High
3/22/16 1:58 PM	Ramp	prov.default.tag.gensim/Ramp/Ramp2/alm:Low Alarm 2	Cleared, ...	High
3/22/16 1:58 PM	Ramp	prov.default.tag.gensim/Ramp/Ramp2/alm:Low Alarm 2	Cleared, ...	High
3/22/16 1:58 PM	Ramp	prov.default.tag.gensim/Ramp/Ramp1 /alm:Low Alarm 1	Cleared, ...	High
3/22/16 1:58 PM	Ramp	prov.default.tag.gensim/Ramp/Ramp1 /alm:Low Alarm 1	Cleared, ...	High

In **Preview Mode**, right click on the header to show or hide information on the Alarm Status Table. If you want to show the name of the alarm, you can add **Name** to the table by checking the box. You can also reorganize the columns to display how you want the columns to look by dragging the column header anywhere on the table header.

<input type="checkbox"/>	Active Time	Display Path	Name [▲] 1	Source Path	Current St...	Priority
<input type="checkbox"/>	3/21/16 8:05 AM	Machine B	:pw Alarm	prov.default:/tag:Writea	na...	Medium
<input type="checkbox"/>	3/21/16 8:05 AM	Writeable/Writ...	Alarm	prov.default:/tag:Write	n...	Critical
<input type="checkbox"/>	3/21/16 8:05 AM	Alarms/ProdS...	Alarm	prov.default:/tag:Alarm	n...	High
<input type="checkbox"/>	3/21/16 8:05 AM	Writeable/Write...	Alarm	prov.default:/tag:Writea	na...	Low
<input type="checkbox"/>	3/21/16 8:05 AM	Writeable/Write...	Alarm	prov.default:/tag:Writea	na...	Low
<input type="checkbox"/>	3/21/16 8:05 AM	Writeable/Write...	Alarm 1	prov.default:/tag:Writea	na...	Low
<input type="checkbox"/>	3/21/16 8:05 AM	Alarms/ProdSu...	Alarm 1	prov.default:/tag:Alarms	na...	Low
<input type="checkbox"/>	3/21/16 8:12 AM	Machine B	High Alarm	prov.default:/tag:Write	n...	Critical
<input type="checkbox"/>	3/21/16 8:05 AM	Machine B	High Alarm	prov.default:/tag:Writea	U...	Critical
<input type="checkbox"/>	3/22/16 2:08 PM	Ramp	High Alarm 2	prov.default:/tag:gensir	U...	Medium
<input type="checkbox"/>	3/22/16 2:08 PM	Ramp	High Alarm 2	prov.default:/tag:gensir	U...	Medium
<input type="checkbox"/>	3/22/16 2:08 PM	Ramp	High Alarm 2	prov.default:/tag:gensir	U...	Medium
<input type="checkbox"/>	3/22/16 2:08 PM	Ramp	High Alarm 2	prov.default:/tag:gensir	U...	Medium
<input type="checkbox"/>	3/22/16 2:09 PM	Ramp	High Alarm 2	prov.default:/tag:gensir	U...	Medium
<input type="checkbox"/>	3/21/16 8:05 AM	Machine C	Low Alarm	prov.default:/tag:gensir	n...	Critical
<input type="checkbox"/>	3/21/16 8:05 AM	Machine B	Low Alarm	prov.default:/tag:Writea	na...	Medium
<input type="checkbox"/>	3/22/16 11:45 AM	Machine B	Low Alarm	prov.default:/tag:gensir	na...	Medium
<input type="checkbox"/>	3/21/16 8:05 AM	Machine B	Low Alarm	prov.default:/tag:gensir	U...	Medium
<input type="checkbox"/>	3/21/16 8:12 AM	Machine B	Low Alarm	prov.default:/tag:gensir	U...	Medium
<input type="checkbox"/>	3/22/16 2:08 PM	Ramp	Low Alarm 1	prov.default:/tag:gensir	U...	High
<input type="checkbox"/>	3/22/16 2:08 PM	Ramp	Low Alarm 1	prov.default:/tag:gensir	U...	High
<input type="checkbox"/>	3/22/16 2:08 PM	Ramp	Low Alarm 1	prov.default:/tag:gensir	U...	High

Ack Notes
 Ack Time
 Ack'ed By
 Active Pipeline
 Clear Pipeline
 Ack Pipeline
 Active Time
 Clear Time
 Event Value
 Deadband
 Display Path
 Acked?
 Active?
 Clear?
 Name
 Notes
 Priority
 Source Path
 Current State
 eventId
 Unacknowledged Duration
 Active Duration

Acknowledging and Shelving Alarms

You can click on a individual alarm and use the buttons at the bottom of the table to Acknowledge or Shelve the selected alarm. You can also use the icons to view the alarm Details, Notes, and History.

<input type="checkbox"/>	Active Time	Display Path	Name	Source Path	Current State	Priority
<input type="checkbox"/>	3/21/16 8:12 AM	Machine B	High Alarm	prov.default:tag:Writable/Write...	Active, Unacknowledged	Critical
<input type="checkbox"/>	3/21/16 8:05 AM	Machine B	High Alarm	prov.default:tag:Writable/Writeab...	Cleared, Unacknowledged	Critical
<input checked="" type="checkbox"/>	3/22/16 2:22 PM	Ramp	High Alarm 2	prov.default:tag:gensim/Ramp/Ra...	Active, Unacknowledged	Medium
<input type="checkbox"/>	3/22/16 2:21 PM	Ramp	High Alarm 2	prov.default:tag:gensim/Ramp/Ra...	Cleared, Unacknowledged	Medium
<input type="checkbox"/>	3/22/16 2:21 PM	Ramp	High Alarm 2	prov.default:tag:gensim/Ramp/Ra...	Cleared, Unacknowledged	Medium
<input type="checkbox"/>	3/22/16 2:22 PM	Ramp	High Alarm 2	prov.default:tag:gensim/Ramp/Ra...	Cleared, Unacknowledged	Medium
<input type="checkbox"/>	3/22/16 2:22 PM	Ramp	High Alarm 2	prov.default:tag:gensim/Ramp/Ra...	Cleared, Unacknowledged	Medium
<input type="checkbox"/>	3/21/16 8:05 AM	Machine C	Low Alarm	prov.default:tag:gensim/Writeabl...	Active, Unacknowledged	Critical
<input type="checkbox"/>	3/21/16 8:05 AM	Machine B	Low Alarm	prov.default:tag:Writable/Writeab...	Active, Unacknowledged	Medium
<input type="checkbox"/>	3/22/16 11:45 AM	Machine B	Low Alarm	prov.default:tag:gensim/Writeable...	Active, Unacknowledged	Medium
<input type="checkbox"/>	3/21/16 8:05 AM	Machine B	Low Alarm	prov.default:tag:gensim/Writeable...	Cleared, Unacknowledged	Medium
<input type="checkbox"/>		Machine B	Low Alarm	prov.default:tag:gensim/Writeable...	Cleared, Unacknowledged	Medium

Details
Notes

Config Properties

Source Path	prov.default:tag:gensim/Ramp/Ramp2:alm:High Alarm 2
Display Path	Ramp
Name	High Alarm 2
Mode	Above Setpoint
Priority	Medium
Current State	Cleared, Unacknowledged
Ack'd By	
Active Pipeline	
Clear Pipeline	
Deadband	0
Active delay (seconds)	0
Clear delay (seconds)	0
Timestamp Source	System

Filter Properties

In the [Property Editor](#), there are a set of filter properties. Using the **Source Filter** and the **Display Path Filter** properties, you can filter out cleared alarms, filter for alarms in a particular Tag folder, and filter for alarms matching a certain criteria. This example filters for all alarms with 'Machine' in the Display Path.

Filtering on alarms is discussed in detail in sections, [Alarm Status General Filtering](#) and [Alarm Status Filter on Associated Data](#).

The screenshot displays a software interface with a main window titled "Alarm Status Table". The interface includes a menu bar (File, Edit, View, Project, Component, Alignment, Shape, Tools, Help), a toolbar, and several panels: Project Browser, Tag Browser, Property Editor, and the main Alarm Status Table.

The Alarm Status Table contains the following data:

Active Time	Display Path	Name	Source Path	Current State	Priority
3/21/16 8:05 AM	Machine B	:pw Alarm	prov.default:/tag/Writeable/Writeabl...	Active, Unacknowledged	Medium
3/21/16 8:12 AM	Machine B	High Alarm	prov.default:/tag/Writeable/Writea...	Active, Unacknowledged	Critical
3/21/16 8:05 AM	Machine B	High Alarm	prov.default:/tag/Writeable/Writeabl...	Cleared, Unacknowledged	Critical
3/21/16 8:05 AM	Machine C	Low Alarm	prov.default:/tag/gensim/Writeabl...	Active, Unacknowledged	Critical
3/21/16 8:05 AM	Machine B	Low Alarm	prov.default:/tag/Writeable/Writeabl...	Active, Unacknowledged	Medium
3/22/16 11:45 AM	Machine B	Low Alarm	prov.default:/tag/gensim/Writeable/...	Active, Unacknowledged	Medium
3/21/16 8:05 AM	Machine B	Low Alarm	prov.default:/tag/gensim/Writeable/...	Cleared, Unacknowledged	Medium
3/21/16 8:12 AM	Machine B	Low Alarm	prov.default:/tag/gensim/Writeable/...	Cleared, Unacknowledged	Medium

The Property Editor on the left shows the following filters:

- Min Priority: Diagnostic
- Show Active and Unacked: true
- Show Active and Acked: true
- Show Clear and Unacked: true
- Show Clear and Acked: false
- Source Filter: [Empty]
- Display Path Filter: Machine*
- Provider Filter: [Empty]

The Alarm Status Table contains a host of features already built into the component which you can take advantage of to give you the current status of alarms in your system.

Related Topics ...

- [Alarm Status - General Filtering](#)
- [Alarm Status](#)