

() jpeg- , , , . ( 6, . ) , .  
, 1, , 1. 7.



!

"REC" "REC\_STOP". "rollback" , "REC\_STOP" "REC", .

1. :

```
OnEvent( "GRAY", "1", "ALARM" )
{
[
    if( !CheckState( "CAM", "1", "DETACHED" ) )
    {
        DoReact( "CAM", "1", "REC", "rollback<1>" );
        Wait(5);
        DoReact( "CAM", "1", "REC_STOP", "priority<2>" );
    }
]
}
```

```
OnEvent( "GRAY", "1", "ALARM" )
{
[
    Wait(2);
    DoReact( "GRAY", "1", "CONFIRM" );
    Wait(2);
    DoReact( "GRAY", "1", "ARM" );
]
}
```

2. :

```
OnEvent( "GRAY", "1", "ALARM" )
{
[
    if( !CheckState( "CAM", "1", "DETACHED" ) )
    {
        DoReact( "CAM", "1", "DISARM" );
        Sleep(50);
        DoReact( "CAM", "1", "REC", "rollback<1>" );
        Wait(5);
        DoReact( "CAM", "1", "REC_STOP", "priority<2>" );
        Sleep(2050); // = 2 .
        DoReact( "CAM", "1", "ARM" );
    }
]
}
```

```
OnEvent( "GRAY", "1", "ALARM" )
{
[
    Wait(2);
    DoReact( "GRAY", "1", "CONFIRM" );
    Wait(2);
    DoReact( "GRAY", "1", "ARM" );
]
}
```

3. :

```

OnEvent( "GRAY", "1", "ALARM" )
{
[
    if( !CheckState( "CAM", "1", "DETACHED" ) )
    {
        Wait(5); // , ,
        DoReact( "CAM", "1", "REC_STOP", "priority<2>" );
        Sleep(2050); // = 2 .
        DoReact( "CAM", "1", "REC", "rollback<1>" ); // 2 ( ).
    }
]
}

```

```

OnEvent( "GRAY", "1", "ALARM" )
{
[
    Wait(2);
    DoReact( "GRAY", "1", "CONFIRM" );
    Wait(2);
    DoReact( "GRAY", "1", "ARM" );
]
}

```