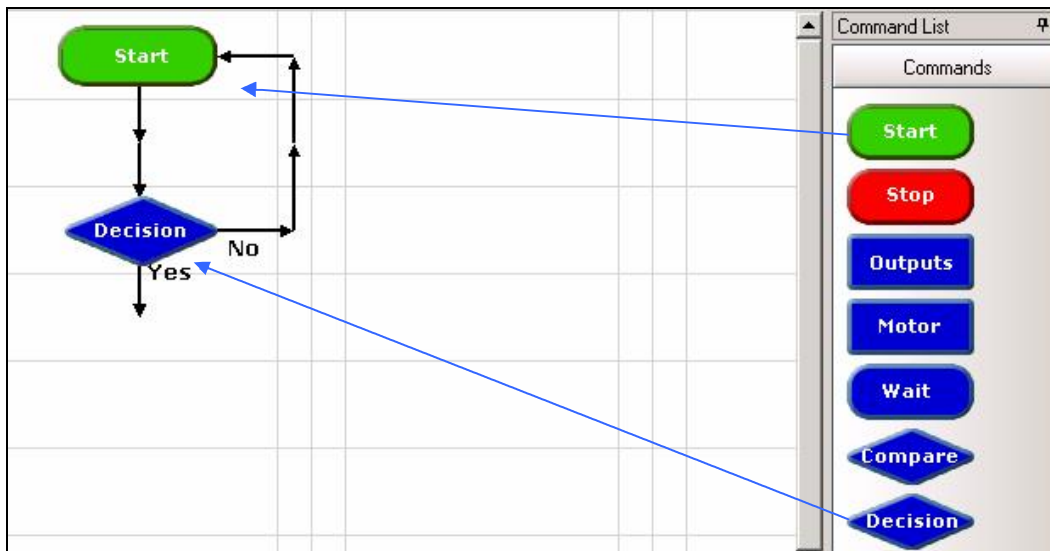


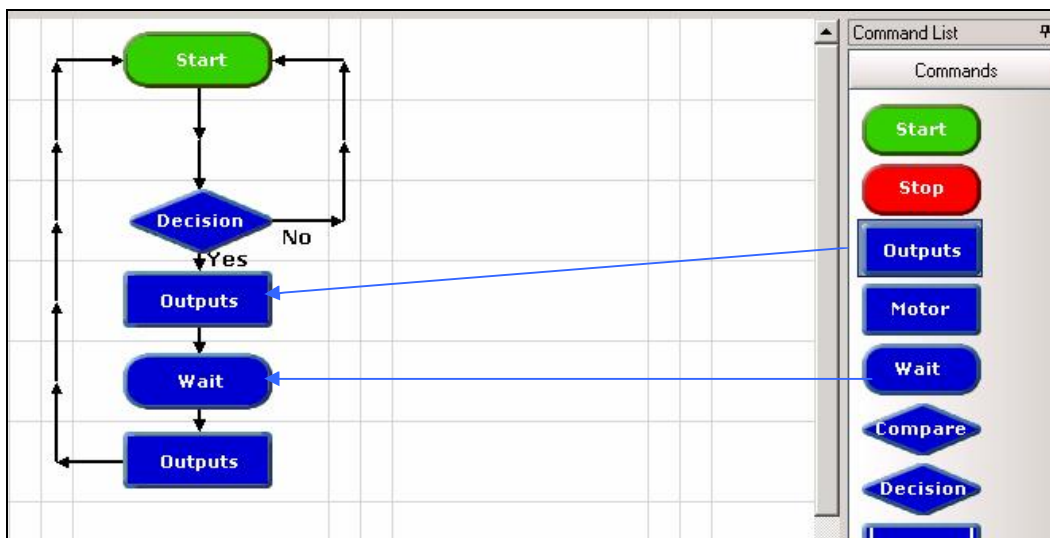
Logicator – Adding Multiple Inputs to a Control System

1) Place the commands listed below on into Logicator and join them up with arrows.



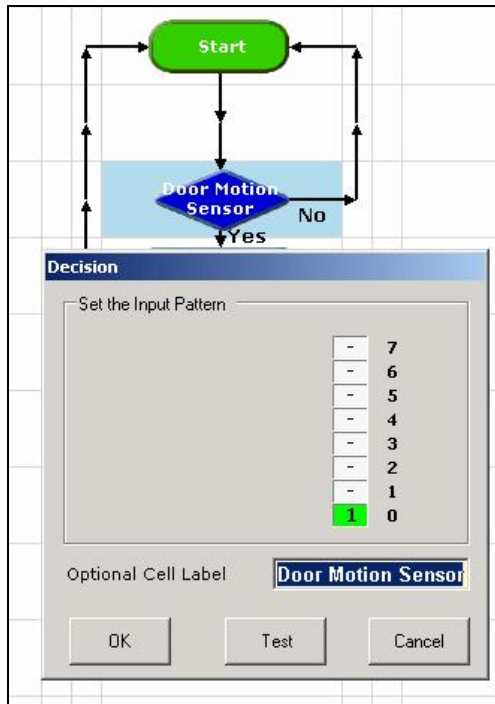
This loop lets the Decision (your Sensor) detect whether some has broken in or not.

2) Add the Outputs and wait to your Control System and loop it back to the start.



The Outputs will be the Alarm in your system and will give you information about whether you have been burgled by flashing.

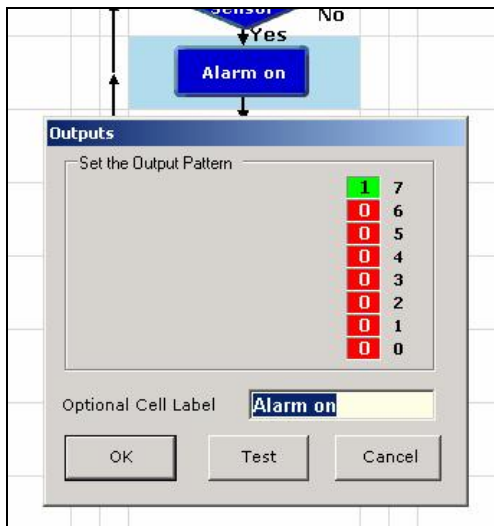
Logicator – Adding Multiple Inputs to a Control System



3) Double-Click on Decision. Change the name to Door Motion Sensor, so you can remember what triggers it.

4) Input 0 is the actual Sensor in the Control System. Click on the square next to it until it has a Green 1 in it.

This means the Sensor is activated a checking to see if it has been switched on.



5) Double-Click on the first Output and click the box next to number 7 until it is Green and has a 1 in it. Rename the Cell to Alarm on so you can tell what it does.

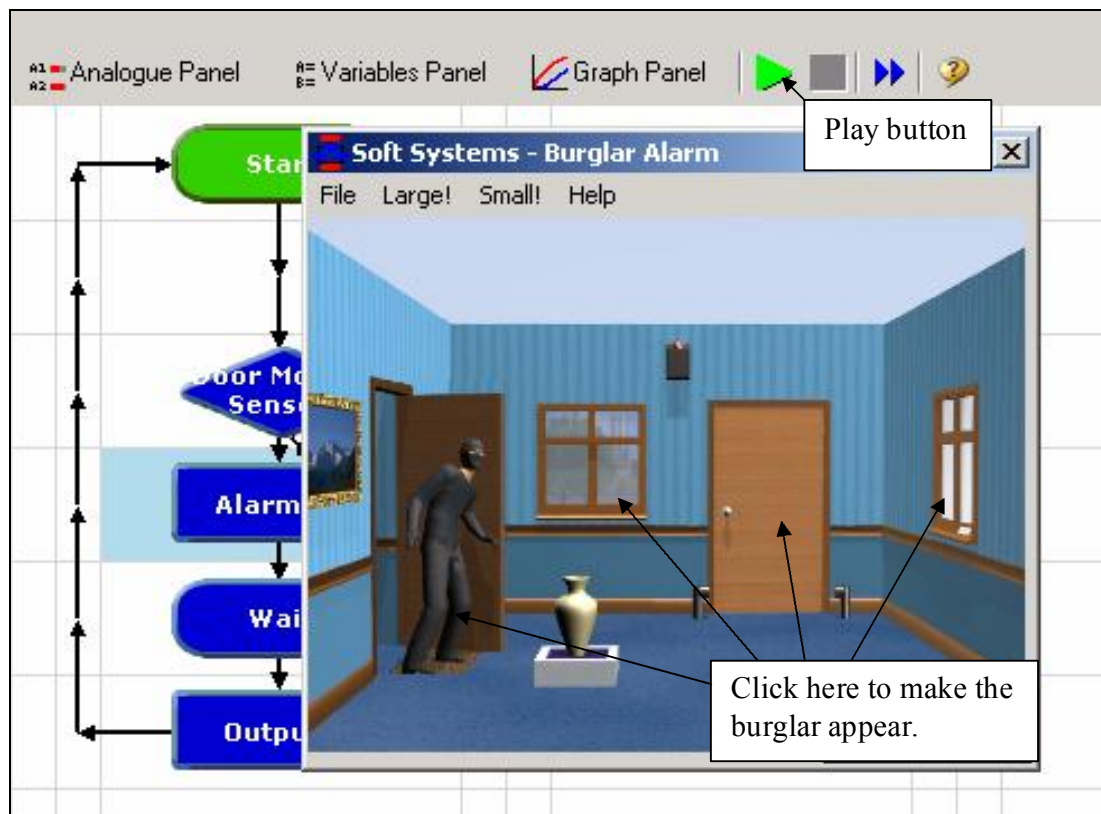
By putting a 1 in the box the Alarm light will switch on.

6) Double-click on the second output. Call it Alarm off and then set it so that the Output is off.

If you are unsure if you've switched it on or off, open the picture and click test.

Logicator – Adding Multiple Inputs to a Control System

7) You **should** to test your completed Alarm system by pressing the Play button and remembering to actually click on a window to get your burglar to try and steal the Ming Vase.



8) You could try and get all of the different entrances to trigger the alarm. See if you can figure out what you would have to add to your system.

Here are a couple of clues...

