

Project Name:	Project 2 - Digital Filling Station	
Notes 1:	...	
Notes 2:	...	

Outputs (O0)

O:0	Symbol/Desc.	Symbol/Desc.	Symbol/Desc.	Symbol/Desc.	Symbol/Desc.
0	O:0.0	CM	.0	.0	.0
1	O:0.1	WH	.1	.1	.1
2	O:0.2	PH	.2	.2	.2
3	O:0.3		.3	.3	.3
4	O:0.4		.4	.4	.4
5	O:0.5		.5	.5	.5
6	O:0.6		.6	.6	.6
7	O:0.7		.7	.7	.7
8	O:0.8		.8	.8	.8
9	O:0.9		.9	.9	.9
10	O:0.10		.10	.10	.10
11	O:0.11		.11	.11	.11
12	O:0.12		.12	.12	.12
13	O:0.13		.13	.13	.13
14	O:0.14		.14	.14	.14
15	O:0.15		.15	.15	.15

Inputs (I1)

I:0	Symbol/Desc.	Symbol/Desc.	Symbol/Desc.	Symbol/Desc.	Symbol/Desc.
0	I:0.0	PROXIMITY SWITCH RAW INPUT	.0	.0	.0
1	I:0.1	LEVEL SWITCH RAW INPUT	.1	.1	.1
2	I:0.2	RED PHOTO EYE RAW INPUT	.2	.2	.2
3	I:0.3	BLUE PHOTO EYE RAW INPUT	.3	.3	.3
4	I:0.4		.4	.4	.4
5	I:0.5		.5	.5	.5
6	I:0.6		.6	.6	.6
7	I:0.7		.7	.7	.7
8	I:0.8		.8	.8	.8
9	I:0.9		.9	.9	.9
10	I:0.10		.10	.10	.10
11	I:0.11		.11	.11	.11
12	I:0.12		.12	.12	.12
13	I:0.13		.13	.13	.13
14	I:0.14		.14	.14	.14
15	I:0.15		.15	.15	.15

Binaries B3

Binaries B3		/		OUTPUTS		System Mode		System Logic	
B3:0	Symbol/Desc.	B3:1	Symbol/Desc.	B3:2	Symbol/Desc.	B3:3	Symbol/Desc.	B3:4	Symbol/Desc.
0	B3:0/0		placeholder	B3:1/0	PROXIMITY SWITCH DIGITAL INPUT BIT	B3:2/0	CONVEYOR MOTOR DIGITAL OUPUT BIT	B3:3/0	ESTOP
1	B3:0/1	X		B3:1/1	LEVEL SWITCH DIGITAL INPUT BIT	B3:2/1	WALNUT HOPPER DIGITAL OUPUT BIT	B3:3/1	INIT Conditions
2	B3:0/2	X		B3:1/2	RED PHOTO EYE DIGITAL INPUT BIT	B3:2/2	PECAN HOPPER DIGITAL OUPUT BIT	B3:3/2	Box Arrived at Filling Station
3	B3:0/3		x	B3:1/3	BLUE PHOTO EYE DIGITAL INPUT BIT	B3:2/3	BLUE PHOTO EYE DIGITAL INPUT BIT	B3:3/3	Box Filling with Pecans
								B3:4/0	S3 Inputs
								B3:4/1	S4 Inputs
								B3:4/2	MOTOR START TRIGGER
								B3:4/3	MOTOR INTERRUPT

4	B3:0/4	X	B3:1/4	SYSTEM RESET	B3:2/4	B3:3/4	Box Filling with Walnuts	B3:4/4	PECAN HOPPER TRIGGER
5	B3:0/5	x	B3:1/5	SYSTEM ESTOP	B3:2/5	B3:3/5	Box Filling Complete	B3:4/5	PECAN HOPPER INTERRUPT
6	B3:0/6	x	B3:1/6		B3:2/6	B3:3/6	ERROR STATE	B3:4/6	WALNUT HOPPER INTERRUPT
7	B3:0/7	x	B3:1/7		B3:2/7	B3:3/7		B3:4/7	
8	B3:0/8		B3:1/8		B3:2/8	B3:3/8		B3:4/8	
9	B3:0/9		B3:1/9		B3:2/9	B3:3/9		B3:4/9	
10	B3:0/10		B3:1/10		B3:2/10	B3:3/10		B3:4/10	
11	B3:0/11		B3:1/11		B3:2/11	B3:3/11		B3:4/11	
12	B3:0/12		B3:1/12		B3:2/12	B3:3/12		B3:4/12	
13	B3:0/13		B3:1/13		B3:2/13	B3:3/13		B3:4/13	
14	B3:0/14		B3:1/14		B3:2/14	B3:3/14		B3:4/14	
15	B3:0/15		B3:1/15		B3:2/15	B3:3/15		B3:4/15	

#### Timers (T4)

	Symbol/Desc.	Symbol/Desc.	Symbol/Desc.	Symbol/Desc.
EN	T4:0/EN	/EN	/EN	/EN
TT	T4:0/TT	/TT	/TT	/TT
DN	T4:0/DN	/DN	/DN	/DN
BASE	T4:0/BASE	/BASE	/BASE	/BASE
PRE	T4:0/PRE	/PRE	/PRE	/PRE
ACC	T4:0/ACC	/ACC	/ACC	/ACC

#### Counters (C5)

	Symbol/Desc.	Symbol/Desc.	Symbol/Desc.	Symbol/Desc.
CU	C5:0/CU	/CU	/CU	/CU
CD	C5:0/CD	/CD	/CD	/CD
DN	C5:0/DN	/DN	/DN	/DN
OV	C5:0/OV	/OV	/OV	/OV
UN	C5:0/UN	/UN	/UN	/UN
UA	C5:0/UA	/UA	/UA	/UA

#### Control (R6)

	Symbol/Desc.	Symbol/Desc.	Symbol/Desc.	Symbol/Desc.
EN	R6:0/EN	/EN	/EN	/EN
EU	R6:0/EU	/EU	/EU	/EU
DN	R6:0/DN	/DN	/DN	/DN
EM	R6:0/EM	/EM	/EM	/EM
ER	R6:0/ER	/ER	/ER	/ER
UL	R6:0/UL	/UL	/UL	/UL
IN	R6:0/IN	/IN	/IN	/IN
FD	R6:0/FD	/FD	/FD	/FD
LEN	R6:0/LEN	/LEN	/LEN	/LEN
POS	R6:0/POS	/POS	/POS	/POS

#### Integers (N7)

	Symbol/Desc.	Symbol/Desc.	Symbol/Desc.	Symbol/Desc.
N7	N7:1	N7:1	N7:1	N7:1
0	N7:0	N7:1:0	:0	:0
1	N7:1	N7:1:1	:1	:1
2	N7:2	N7:1:2	:2	:2
3	N7:3	N7:1:3	:3	:3
4	N7:4	N7:1:4	:4	:4
5	N7:5	N7:1:5	:5	:5
6	N7:6	N7:1:6	:6	:6
7	N7:7	N7:1:7	:7	:7
8	N7:8	N7:1:8	:8	:8

9	N7:9		N7:1:9	:9			:9		:9
10	N7:10		N7:1:10	:10			:10		:10
11	N7:11		N7:1:11	:11			:11		:11
12	N7:12		N7:1:12	:12			:12		:12
13	N7:13		N7:1:13	:13			:13		:13
14	N7:14		N7:1:14	:14			:14		:14
15	N7:15		N7:1:15	:15			:15		:15
Floats (F8)									
	F8:0	Symbol/Desc.		Symbol/Desc.			Symbol/Desc.		Symbol/Desc.
0	F8:0/0	PLACEHOLDER FLOAT	/0	/0			/0		/0
1	F8:0/1		/1	/1			/1		/1
2	F8:0/2		/2	/2			/2		/2
3	F8:0/3		/3	/3			/3		/3
4	F8:0/4		/4	/4			/4		/4