Task 2: Carosel of Lights

Timer2 Rung
Used to activate timer to control series of lights

Authors: Andrew Struthers, Basil Alsulami
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0

Machine_Active	Timer2.DN		TON	
			Timer On Delay	(EN)
			Timer Timer2	
			Preset 11000	(DN)
			Accum 3740	

Activates yellow light when Timer2.ACC <= 4000ms
Yellow will be on for first 4 seconds of Timer2

Yellow_Indicator
<Local:2:O.Data.2>

1

Machine_Active

LEQ
Less Than or Eql (A<=B)
Source A   Timer2.ACC
                    3740
Source B   4000

Activates green light when 4000ms <= Timer2.ACC <= 6000ms
Green will be on for seconds 4 - 6 of Timer2

Green_Indicator
<Local:2:O.Data.1>

2

Machine_Active

GEQ
Grtr Than or Eql (A>=B)
Source A   Timer2.ACC
                    3740
Source B   4000

LEQ
Less Than or Eql (A<=B)
Source A   Timer2.ACC
                    3740
Source B   6000

Activates blue light when 6000ms <= Timer2.ACC <= 10000ms
Blue will be on for seconds 6 - 10 of Timer2

Blue_Indicator
<Local:2:O.Data.3>

3

Machine_Active

GEQ
Grtr Than or Eql (A>=B)
Source A   Timer2.ACC
                    3740
Source B   6000

LEQ
Less Than or Eql (A<=B)
Source A   Timer2.ACC
                    3740
Source B   10000

Activates red light when 11000ms <= Timer2.ACC
Red will be on for the last second of Timer2

Red_Indicator
<Local:2:O.Data.5>

4

Machine_Active

GEQ
Grtr Than or Eql (A>=B)
Source A   Timer2.ACC
                    3740
Source B   10000

(End)