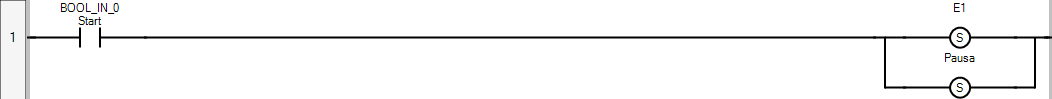
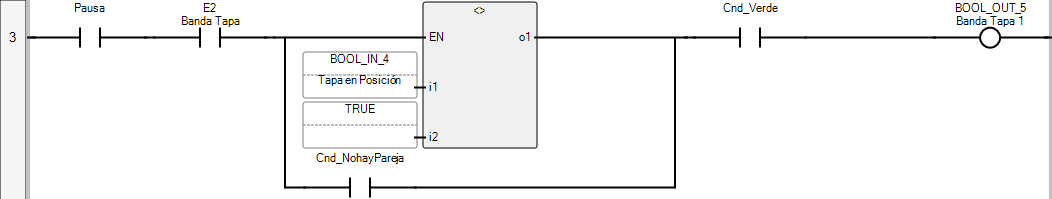
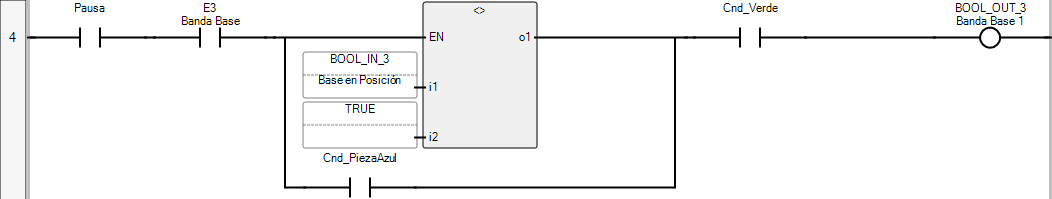
**Codigo Escalera Proyecto Final**



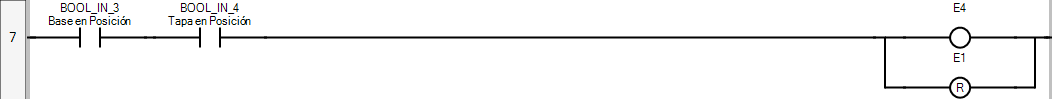


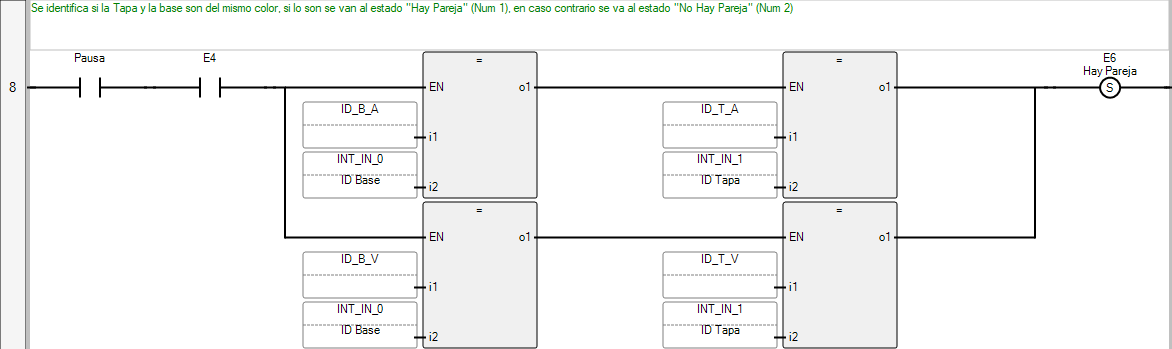


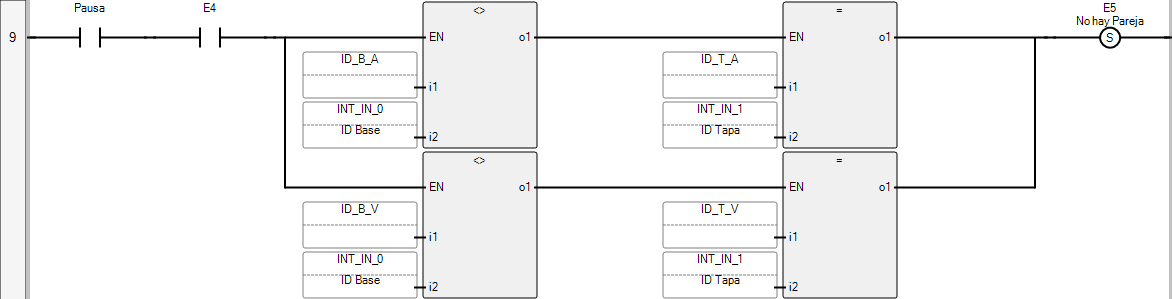


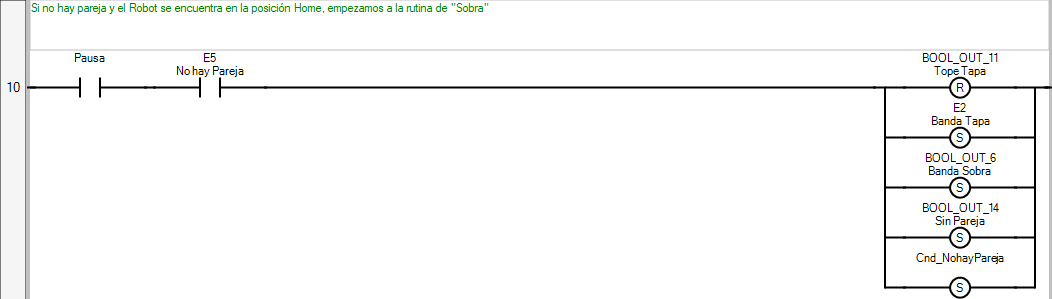




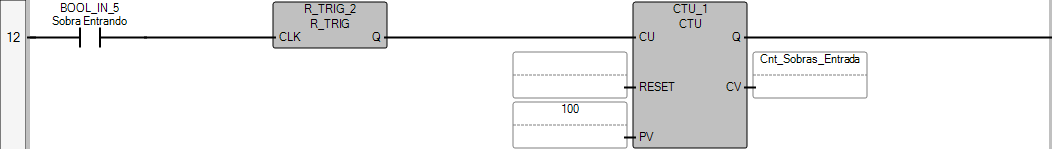


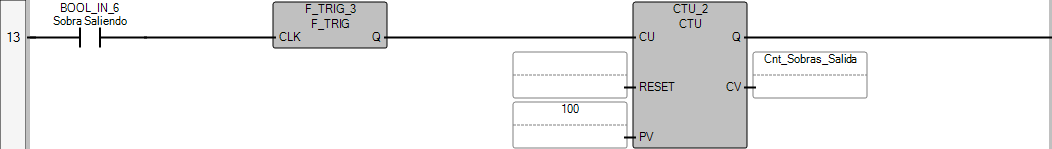


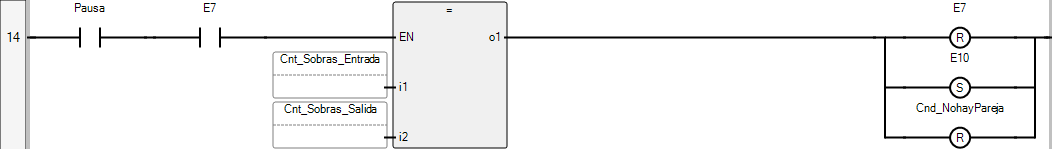


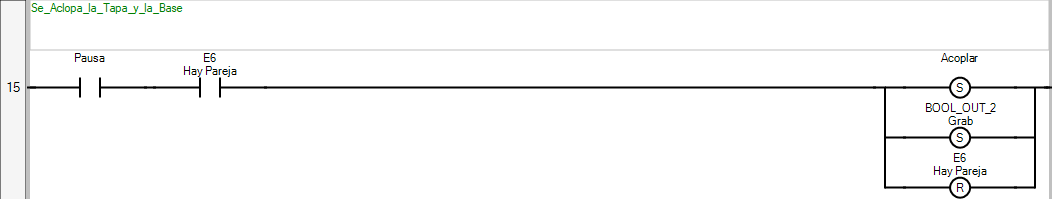


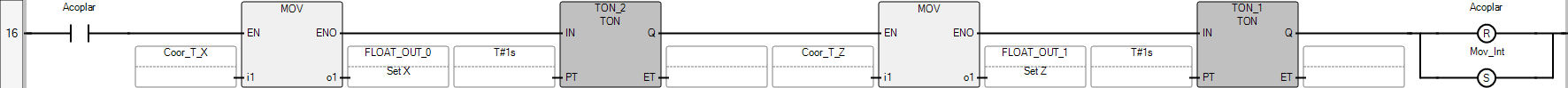


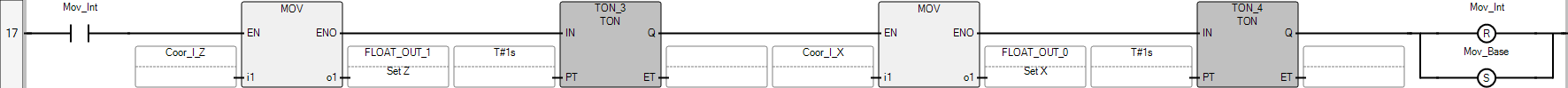


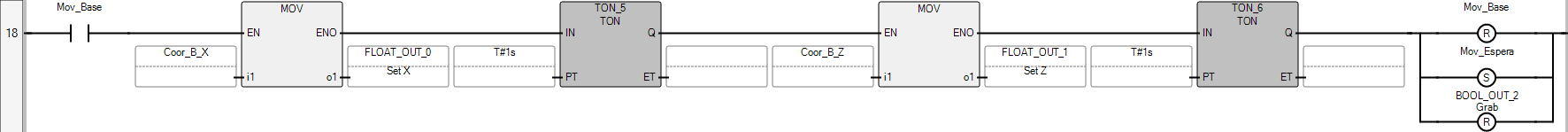


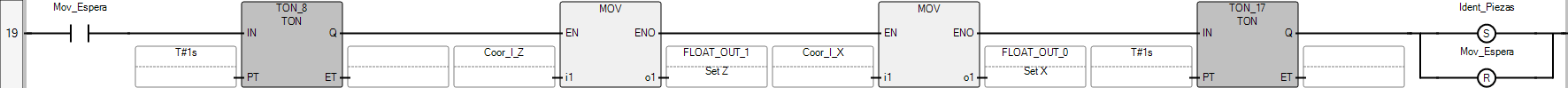


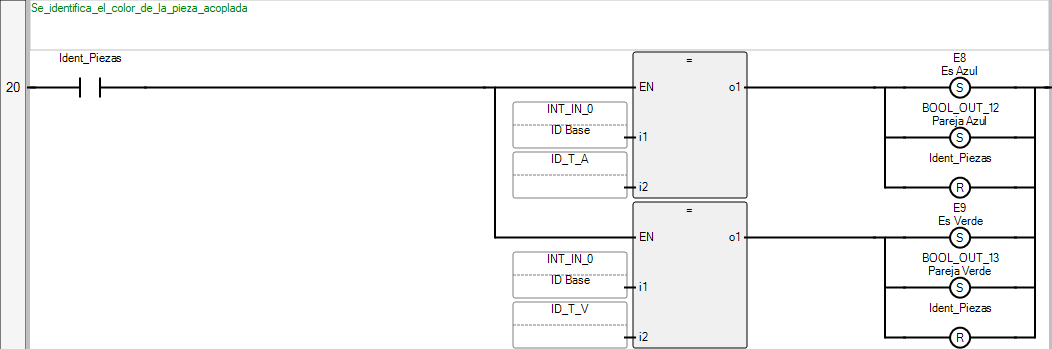




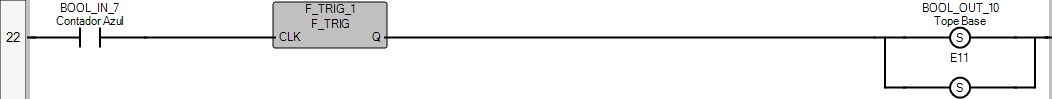


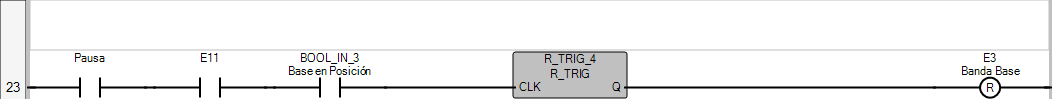


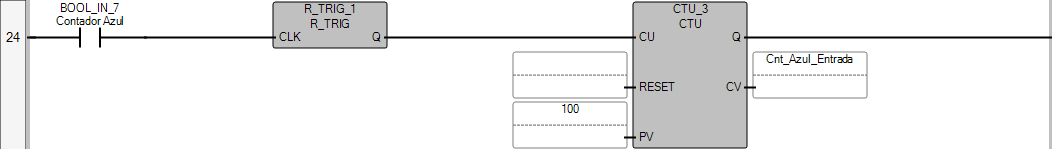


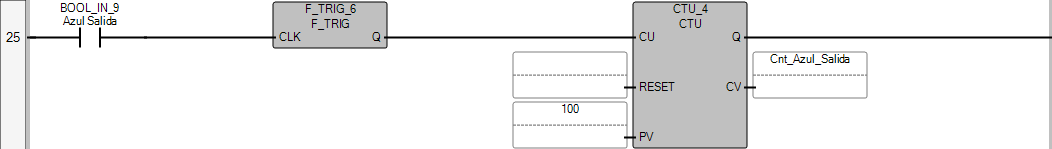


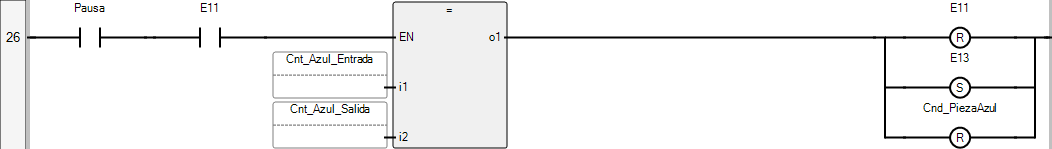






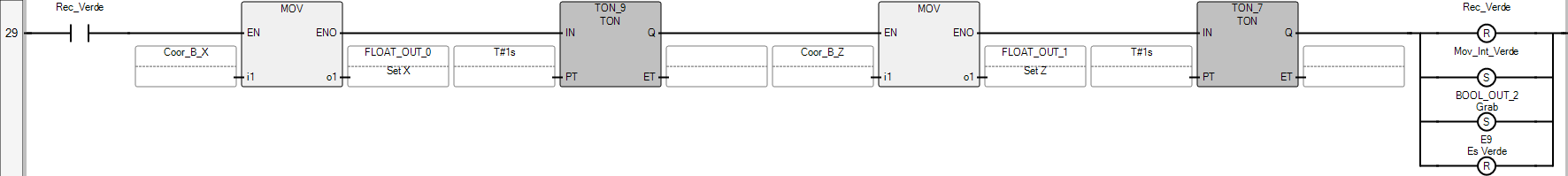


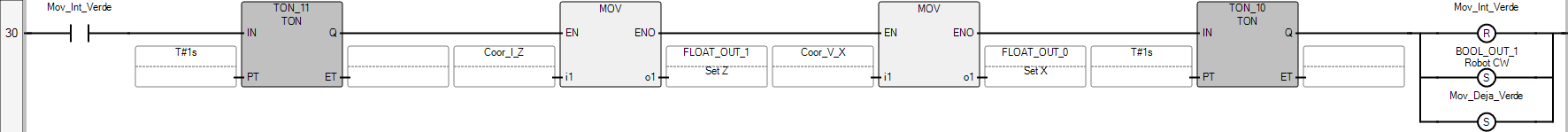


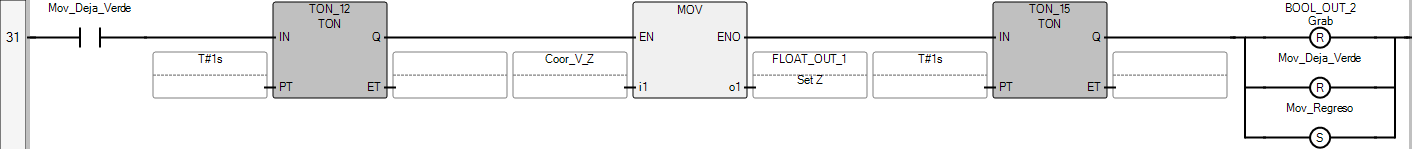


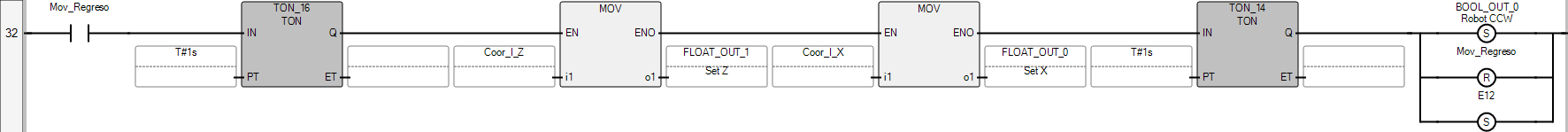


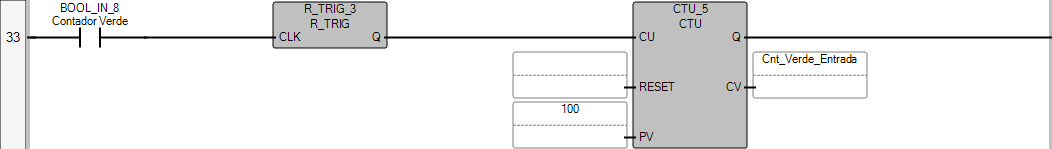


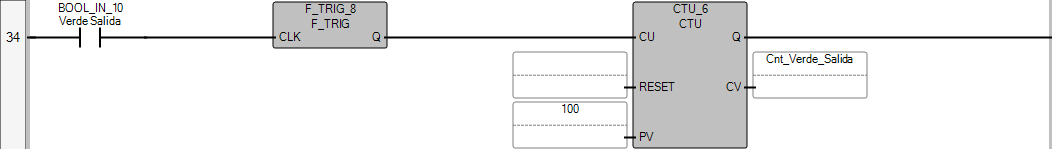


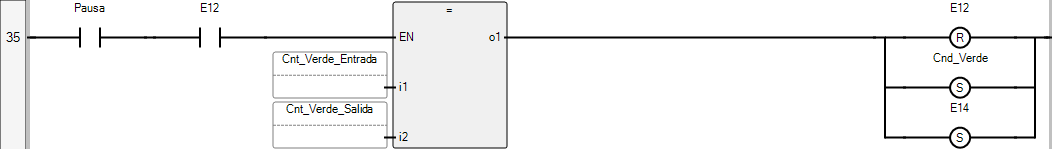


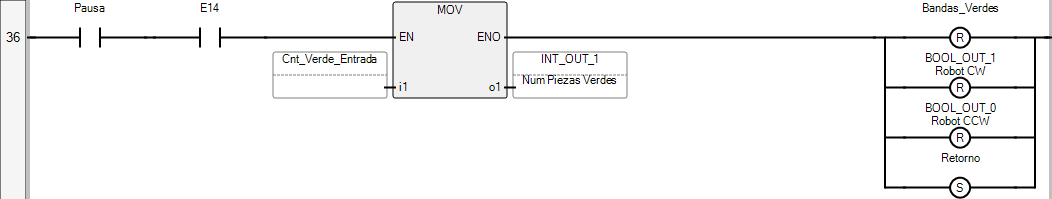


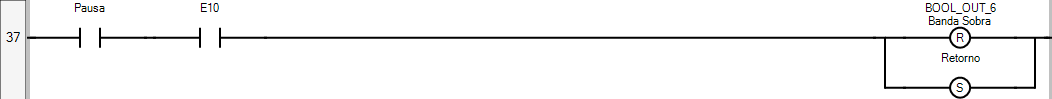


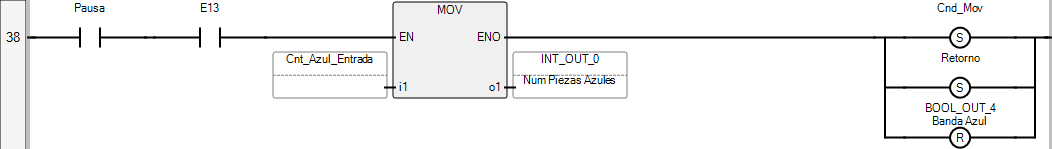




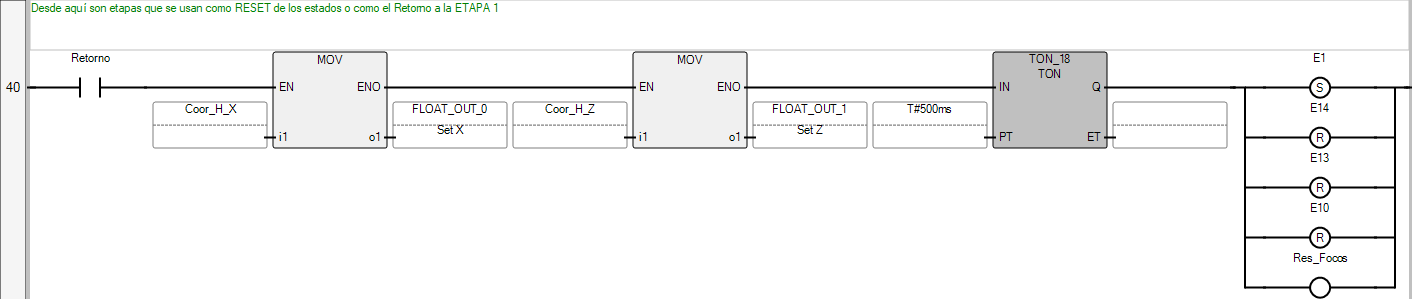






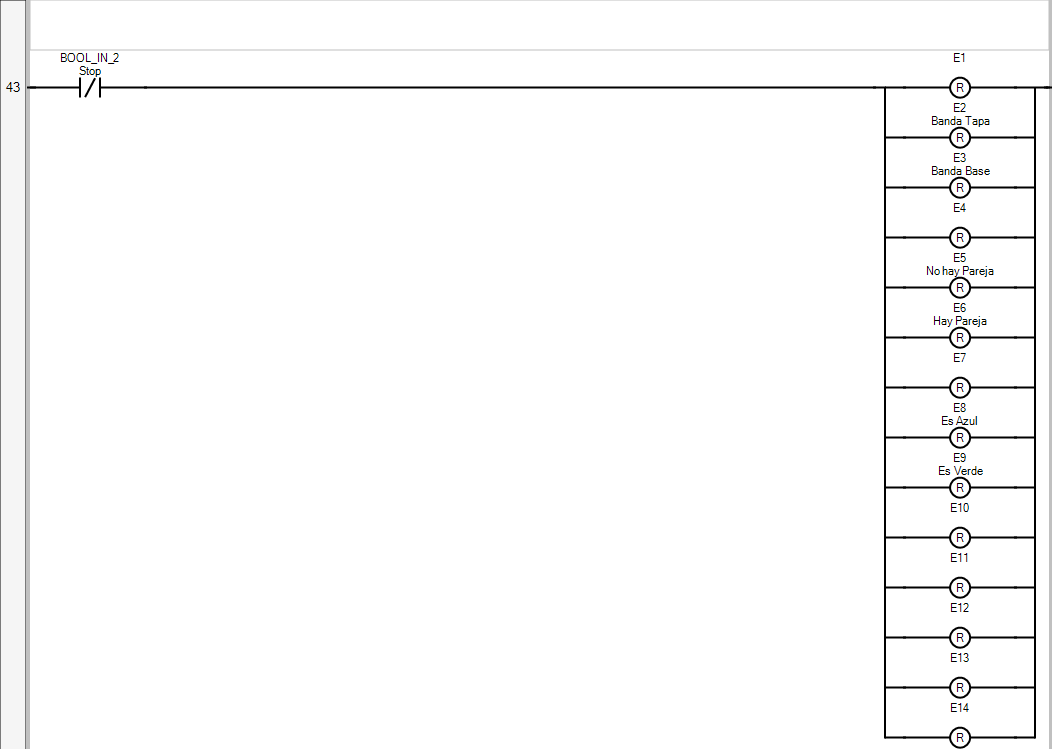












**POU Proyecto Final**

The POU defines 84 variable(s).

**Variable E1**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable E2**

(\* \*)

Direction: Var

Alias: Banda Tapa

Data type: BOOL

Attribute: Read/Write

**Variable E3**

(\* \*)

Direction: Var

Alias: Banda Base

Data type: BOOL

Attribute: Read/Write

**Variable E4**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable E5**

(\* \*)

Direction: Var

Alias: No hay Pareja

Data type: BOOL

Attribute: Read/Write

**Variable E6**

(\* \*)

Direction: Var

Alias: Hay Pareja

Data type: BOOL

Attribute: Read/Write

**Variable E7**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable E8**

(\* \*)

Direction: Var

Alias: Es Azul

Data type: BOOL

Attribute: Read/Write

**Variable E9**

(\* \*)

Direction: Var

Alias: Es Verde

Data type: BOOL

Attribute: Read/Write

**Variable E10**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable E11**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable E12**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable E13**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable E14**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable Coor\_T\_X**

(\* \*)

Direction: Var

Data type: REAL

Attribute: Read/Write

**Variable Coor\_T\_Z**

(\* \*)

Direction: Var

Data type: REAL

Attribute: Read/Write

**Variable Coor\_B\_X**

(\* \*)

Direction: Var

Data type: REAL

Attribute: Read/Write

**Variable Coor\_B\_Z**

(\* \*)

Direction: Var

Data type: REAL

Attribute: Read/Write

**Variable Coor\_I\_X**

(\* \*)

Direction: Var

Data type: REAL

Attribute: Read/Write

**Variable Coor\_I\_Z**

(\* \*)

Direction: Var

Data type: REAL

Attribute: Read/Write

**Variable Coor\_H\_X**

(\* \*)

Direction: Var

Data type: REAL

Attribute: Read/Write

**Variable Coor\_H\_Z**

(\* \*)

Direction: Var

Data type: REAL

Attribute: Read/Write

**Variable Coor\_V\_X**

(\* \*)

Direction: Var

Data type: REAL

Attribute: Read/Write

**Variable Coor\_V\_Z**

(\* \*)

Direction: Var

Data type: REAL

Attribute: Read/Write

**Variable ID\_T\_A**

(\* \*)

Direction: Var

Data type: INT

Attribute: Read/Write

**Variable ID\_T\_V**

(\* \*)

Direction: Var

Data type: INT

Attribute: Read/Write

**Variable ID\_B\_A**

(\* \*)

Direction: Var

Data type: INT

Attribute: Read/Write

**Variable ID\_B\_V**

(\* \*)

Direction: Var

Data type: INT

Attribute: Read/Write

**Variable Cnt\_Sobras\_Salida**

(\* \*)

Direction: Var

Data type: DINT

Attribute: Read/Write

**Variable Cnt\_Sobras\_Entrada**

(\* \*)

Direction: Var

Data type: DINT

Attribute: Read/Write

**Variable Cnt\_Azul\_Entrada**

(\* \*)

Direction: Var

Data type: DINT

Attribute: Read/Write

**Variable Cnt\_Azul\_Salida**

(\* \*)

Direction: Var

Data type: DINT

Attribute: Read/Write

**Variable Cnt\_Verde\_Entrada**

(\* \*)

Direction: Var

Data type: DINT

Attribute: Read/Write

**Variable Cnt\_Verde\_Salida**

(\* \*)

Direction: Var

Data type: DINT

Attribute: Read/Write

**Variable Retorno**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable Acoplar**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable Mov\_Int**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable Mov\_Base**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable Mov\_Espera**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable Ident\_Piezas**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable Res\_Focos**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable Rec\_Verde**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable Mov\_Int\_Verde**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable Mov\_Deja\_Verde**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable Bandas\_Verdes**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable Cnd\_NohayPareja**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable Cnd\_PiezaAzul**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable Cnd\_PiezaVerde**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable TON\_8**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable TON\_6**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable TON\_5**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable TON\_4**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable TON\_3**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable TON\_1**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable TON\_2**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable CTU\_2**

(\* \*)

Direction: Var

Data type: CTU

Attribute: Read/Write

**Variable F\_TRIG\_3**

(\* \*)

Direction: Var

Data type: F\_TRIG

Attribute: Read/Write

**Variable CTU\_1**

(\* \*)

Direction: Var

Data type: CTU

Attribute: Read/Write

**Variable R\_TRIG\_2**

(\* \*)

Direction: Var

Data type: R\_TRIG

Attribute: Read/Write

**Variable F\_TRIG\_7**

(\* \*)

Direction: Var

Data type: F\_TRIG

Attribute: Read/Write

**Variable TON\_9**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable TON\_7**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable TON\_11**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable TON\_10**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable TON\_15**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable R\_TRIG\_3**

(\* \*)

Direction: Var

Data type: R\_TRIG

Attribute: Read/Write

**Variable CTU\_5**

(\* \*)

Direction: Var

Data type: CTU

Attribute: Read/Write

**Variable F\_TRIG\_8**

(\* \*)

Direction: Var

Data type: F\_TRIG

Attribute: Read/Write

**Variable CTU\_6**

(\* \*)

Direction: Var

Data type: CTU

Attribute: Read/Write

**Variable TON\_12**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable TON\_16**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable TON\_14**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable Cnd\_Verde**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable TON\_17**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable CTU\_4**

(\* \*)

Direction: Var

Data type: CTU

Attribute: Read/Write

**Variable F\_TRIG\_6**

(\* \*)

Direction: Var

Data type: F\_TRIG

Attribute: Read/Write

**Variable CTU\_3**

(\* \*)

Direction: Var

Data type: CTU

Attribute: Read/Write

**Variable R\_TRIG\_1**

(\* \*)

Direction: Var

Data type: R\_TRIG

Attribute: Read/Write

**Variable R\_TRIG\_4**

(\* \*)

Direction: Var

Data type: R\_TRIG

Attribute: Read/Write

**Variable F\_TRIG\_1**

(\* \*)

Direction: Var

Data type: F\_TRIG

Attribute: Read/Write

**Variable Mov\_Regreso**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

**Variable TON\_18**

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

**Variable Pausa**

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write