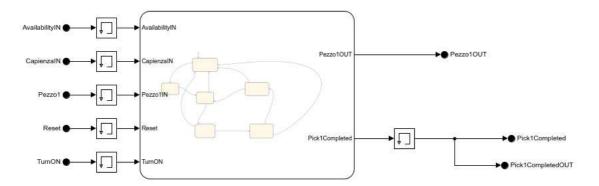
Preleva1



scarcia

27-Mar-2020 10:03:02

Indice

Model - Preleval

Machine - Preleva1

System - Preleval

Chart - Chart1

Appendix

Lista delle tabelle

- 1. Chart Block Properties
- 2. Inport Block Properties
- 3. Memory Block Properties
- 4. Outport Block Properties
 5. Block Type Count
- 6. Count:Preleval
- 7. Data Properties

Model - Preleva1

Indice

Machine - Preleva1

Full Model Hierarchy

1. Preleval

Simulation Parameter	Value	
Solver	VariableStepAuto	
RelTol	1e-3	
Refine	1	
MaxOrder	5	
ZeroCross	on	

[more info]

Machine - Preleva1

Machine	Preleva1
Charts	<u>Chart1</u>

[more info]

System - Preleva1

Indice

Chart - Chart1

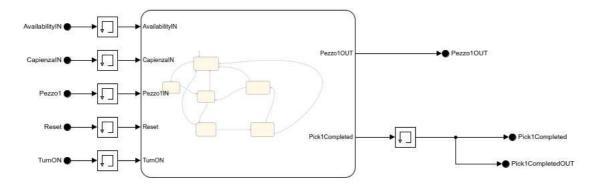


Tabella 1. Chart Block Properties

Name	Chart
Chart1	<u>Chart1</u>

Tabella 2. Inport Block Properties

Name	Port	Defined In Blk
Bus Element In1	1	Preleval (model)
Bus Element In2	2	Preleval (model)
Bus Element In3	5	Preleval (model)
Bus Element In4	3	Preleval (model)
Bus Element In5	4	Preleval (model)

Tabella 3. Memory Block Properties

Name	Inherit Sample Time	Linearize Memory	Linearize As Delay	State Storage Class
Memory	off	off	off	Auto
Memory 1	off	off	off	Auto
Memory2	off	off	off	Auto
Memory3	off	off	off	Auto
Memory4	off	off	off	Auto
Memory5	off	off	off	Auto

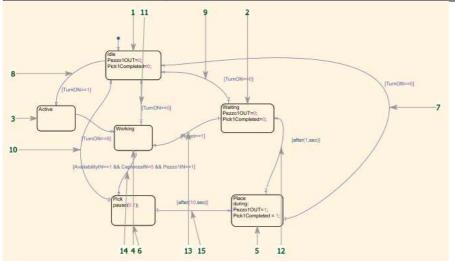
Tabella 4. Outport Block Properties

Name	Port	Port Name	Is Bus Element Port	Storage Class	Icon Display	Lock Scale		Var Size Sig	Signal Type	Ensure Outport	Initial	l _	Must Resolve To Signal Object	Output When IIn	Output When Unconnected Value	Vector Params A 1DFor Ou When Unconnec
Bus Element Out1	1	Pezzo1OUT	on	I A uto	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	off
Bus Element Out2	3	Pick1Completed	on	I A 11fo	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	off
Bus Element Out3	2	Pick1CompletedOUT	on	I A HTO	Port number	off	inherit	Inherit	auto	off	Dialog	held	off	off	0	off

Chart - Chart1

Chart	Preleval/Chart1
	<u>Idle</u>
	Waiting
States	<u>Active</u>
States	Working
	<u>Place</u>
	<u>Pick</u>
	DefaultTransition6
	[TurnON==0]
	[TurnON==1]
	[TurnON==0]
	[TurnON==0]
Transitions	[TurnON==0]
	Transition29
	[after(1,sec)]
	[Reset=1]
	[AvailabilityIN==1 && CapienzaIN>0 && Pezzo1IN==1]

	[after(10,sec)]	
	AvailabilityIN	
	<u>CapienzaIN</u>	
	<u>Pezzo1IN</u>	
Data	<u>Pezzo1OUT</u>	
	Pick1Completed	
	Reset	
	TurnON	



- (1) <u>Idle</u>
- (2) Waiting
- (3) Active
- (4) Working
- (5) Place
- (6) <u>Pick</u>
- (7) [TurnON==0]
- (8) [TurnON==1]
- (9) [TurnON==0]
- (10) [TurnON==0]
- (11) [TurnON==0]
- (12) [after(1,sec)]
- (13) [Reset==1]
- (14) [AvailabilityIN==1 && CapienzaIN>0 && Pezzo1IN==1]
- (15) [after(10,sec)]

Stateflow Hierarchy

1. Preleval

Chart1

- 1.1.1. Data: AvailabilityIN, CapienzaIN, Pezzo1IN, Pezzo1OUT, Pick1Completed, Reset, TurnON
- 1.1.2. Transition: [TurnON==0], DefaultTransition6, [TurnON==1], [TurnON==0], [TurnON==0], [TurnON==0], Transition29, [after(1,sec)], [Reset==1], [AvailabilityIN==1 && CapienzaIN>0 && Pezzo1IN==1], [after(10,sec)]
- 1.1. 1.1.3. Pick
 - 1.1.4. <u>Waiting</u>
 - 1.1.5. <u>Active</u>
 - 1.1.6. <u>Idle</u>
 - 1.1.7. <u>Place</u>
 - 1.1.8. <u>Working</u>

OR State	<u>Preleva1/Chart1</u> /Idle
	Idle
Label	Pezzo1OUT=0;
	Pick1Completed=0;

OR State	Preleva1/Chart1/Waiting
	Waiting
Label	Pezzo1OUT=0;
	Pick1Completed=0;

OR State	Preleva1/Chart1/Active
Label	Active
Label	Active

OR State	Preleva1/Chart1/Working

Table 2 and 2	land a second		
Label	Working		
H abei	LWOLKINS		

OR State	Preleva1/Chart1/Place
	Place
Label	during:
Laber	Pezzo1OUT=1;
	Pick1Completed = 1;

OR State	Preleva1/Chart1/Pick	
Label	Pick	
Label	pause(0.1);	

Appendix

Tabella 5. Block Type Count

BlockType	Count	Block Names
Memory	6	Memory, Memory1, Memory2, Memory3, Memory4, Memory5
Inport	5	Bus Element In1, Bus Element In2, Bus Element In3, Bus Element In4, Bus Element In5
Outport	3	Bus Element Out1, Bus Element Out2, Bus Element Out3
Chart	1	<u>Chart1</u>

Tabella 6. Count: Preleval

Count	Count	Objects
Transition		DefaultTransition6, [TurnON==0], [TurnON==1], [TurnON==0], [TurnON==0], [TurnON==0], Transition29, [after(1,sec)], [Reset==1], [AvailabilityIN==1 && CapienzaIN>0 && Pezzo1IN==1], [after(10,sec)]
Data	7	AvailabilityIN, CapienzaIN, Pezzo1IN, Pezzo1OUT, Pick1Completed, Reset, TurnON
State	6	Idle, Waiting, Active, Working, Place, Pick
Target	1	sfun
Machine	1	Preleva1
Chart	1	<u>Chart1</u>

Tabella 7. Data Properties

Name	Parent	Data Type
AvailabilityIN	<u>Chart1</u>	Inherit: Same as Simulink
CapienzaIN	<u>Chart1</u>	Inherit: Same as Simulink
Pezzo1IN	<u>Chart1</u>	Inherit: Same as Simulink
Pezzo1OUT	<u>Chart1</u>	Inherit: Same as Simulink
Pick1Completed	Chart1	Inherit: Same as Simulink
Reset	<u>Chart1</u>	Inherit: Same as Simulink
TurnON	<u>Chart1</u>	Inherit: Same as Simulink
Target	<u>Preleva1</u> /sfun	
Description	Default Simulink S-Function Target.	