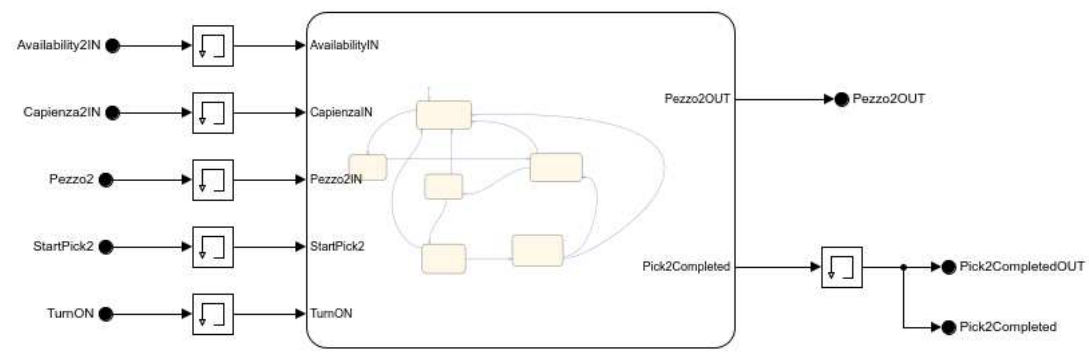


# Preleva2



scarcia

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## Model - Preleva2

### Indice

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### Full Model Hierarchy

- [Preleva2](#)

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

[\[more info\]](#)

## Machine - Preleva2

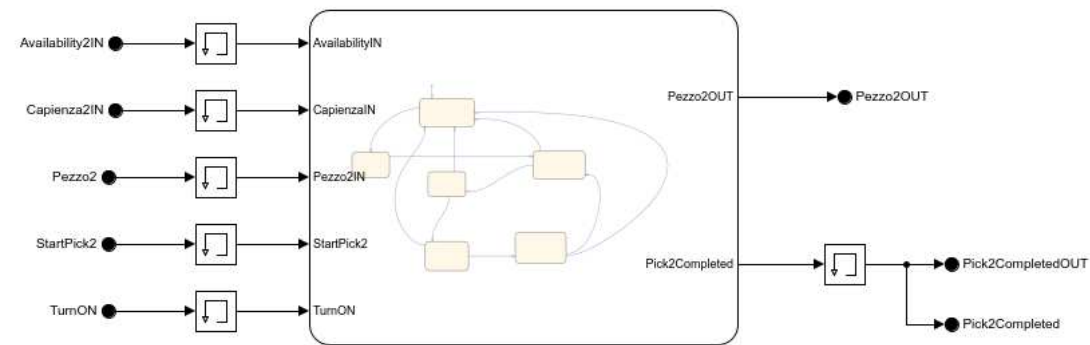
| Machine | Preleva2               |
|---------|------------------------|
| Charts  | <a href="#">Chart2</a> |

[\[more info\]](#)

## System - Preleva2

### Indice

- [Chart - Chart2](#)



**Tabella 1. Chart Block Properties**

| Name   | Chart                  |
|--------|------------------------|
| Chart2 | <a href="#">Chart2</a> |

**Tabella 2. Inport Block Properties**

| Name            | Port | Defined In Blk                   |
|-----------------|------|----------------------------------|
| Bus Element In1 | 5    | <a href="#">Preleva2 (model)</a> |
| Bus Element In2 | 1    | <a href="#">Preleva2 (model)</a> |
| Bus Element In3 | 2    | <a href="#">Preleva2 (model)</a> |
| Bus Element In4 | 3    | <a href="#">Preleva2 (model)</a> |
| Bus Element In5 | 4    | <a href="#">Preleva2 (model)</a> |

**Tabella 3. Memory Block Properties**

| Name    | Inherit Sample Time | Linearize Memory | Linearize As Delay | State Storage Class |
|---------|---------------------|------------------|--------------------|---------------------|
| Memory  | off                 | off              | off                | Auto                |
| Memory1 | off                 | off              | off                | Auto                |
| Memory2 | off                 | off              | off                | Auto                |
| Memory3 | off                 | off              | off                | Auto                |
| Memory4 | off                 | off              | off                | Auto                |
| Memory5 | off                 | off              | off                | Auto                |

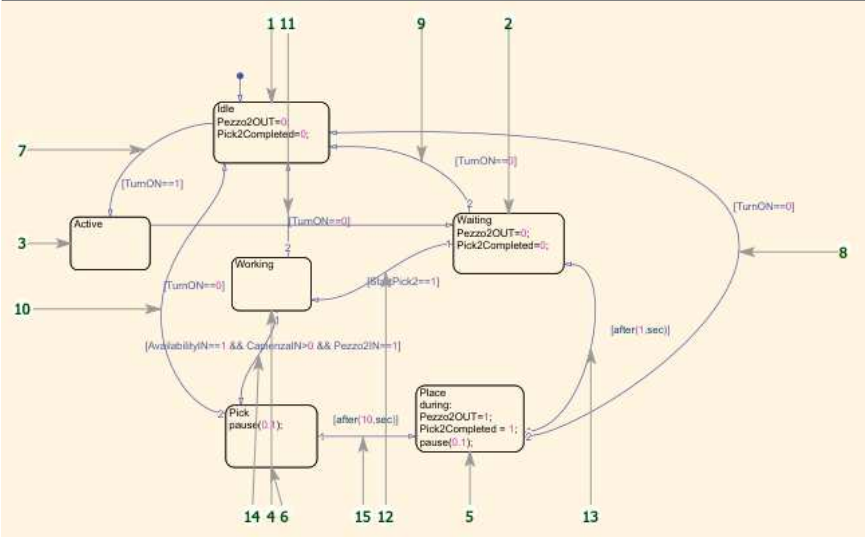
**Tabella 4. Outport Block Properties**

| Name             | Port | Port Name         | Is Bus Element Port | Storage Class | Icon Display | Lock Scale | Unit    | Var Size Sig | Signal Type | Ensure Output Is Virtual | Source Of Initial Output Value | Output When Disabled | Must Resolve To Signal Object | Output When Unconnected | Output When Unconnected Value | Vector Params A 1DFor Ou When Unconnec |
|------------------|------|-------------------|---------------------|---------------|--------------|------------|---------|--------------|-------------|--------------------------|--------------------------------|----------------------|-------------------------------|-------------------------|-------------------------------|--|
| Bus Element Out1 | 1    | Pezzo2OUT         | on                  | Auto          | Port number  | off        | inherit | Inherit      | auto        | off                      | Dialog                         | held                 | off                           | off                     | 0                             | off                                    |
| Bus Element Out2 | 2    | Pick2Completed    | on                  | Auto          | Port number  | off        | inherit | Inherit      | auto        | off                      | Dialog                         | held                 | off                           | off                     | 0                             | off                                    |
| Bus Element Out3 | 3    | Pick2CompletedOUT | on                  | Auto          | Port number  | off        | inherit | Inherit      | auto        | off                      | Dialog                         | held                 | off                           | off                     | 0                             | off                                    |

## Chart - Chart2

| Chart       | <a href="#">Preleva2/Chart2</a>  |
|-------------|--|
| States      | <a href="#">Idle</a><br><a href="#">Waiting</a><br><a href="#">Active</a><br><a href="#">Working</a><br><a href="#">Place</a><br><a href="#">Pick</a>  |
| Transitions | DefaultTransition1<br>[TurnON==1]<br>[TurnON==0]<br>[TurnON==0]<br>[TurnON==0]<br>[TurnON==0]<br>Transition54<br>[StartPick2==1]<br>[after(1,sec)]<br>[AvailabilityIN==1 && CapienzaIN>0 && Pezzo2IN==1] |

|      |   |
|------|---|
|      | [after(10,sec)]   |
| Data | <a href="#">AvailabilityIN</a><br><a href="#">CapienzaIN</a><br><a href="#">Pezzo2IN</a><br><a href="#">Pezzo2OUT</a><br><a href="#">StartPick2</a><br><a href="#">Pick2Completed</a><br><a href="#">TurnON</a> |



- (1) [Idle](#)  
(2) [Waiting](#)  
(3) [Active](#)  
(4) [Working](#)  
(5) [Place](#)  
(6) [Pick](#)  
(7) [TurnON==1]  
(8) [TurnON==0]  
(9) [TurnON==0]  
(10) [TurnON==0]  
(11) [TurnON==0]  
(12) [StartPick2==1]  
(13) [after(1,sec)]  
(14) [AvailabilityIN==1 && CapienzaIN>0 && Pezzo2IN==1]  
(15) [after(10,sec)]

Stateflow Hierarchy

1. [Preleva2](#)

[Chart2](#)

- 1.1.1. Data: [AvailabilityIN](#), [CapienzaIN](#), [Pezzo2IN](#), [Pezzo2OUT](#), [StartPick2](#), [Pick2Completed](#), [TurnON](#)  
1.1.2. Transition: [TurnON==1], DefaultTransition51, [TurnON==0], [TurnON==0], [TurnON==0], [TurnON==0], [TurnON==0], Transition54, [StartPick2==1], [after(1,sec)], [AvailabilityIN==1 && CapienzaIN>0 && Pezzo2IN==1], [after(10,sec)]  
1.1.3. [Place](#)  
1.1.4. [Active](#)  
1.1.5. [Idle](#)  
1.1.6. [Waiting](#)  
1.1.7. [Working](#)  
1.1.8. [Pick](#)

|          |   |
|----------|---|
| OR State | <a href="#">Preleva2/Chart2/Idle</a>      |
| Label    | Idle<br>Pezzo2OUT=0;<br>Pick2Completed=0; |

|          |  |
|----------|--|
| OR State | <a href="#">Preleva2/Chart2/Waiting</a>      |
| Label    | Waiting<br>Pezzo2OUT=0;<br>Pick2Completed=0; |

|          |  |
|----------|--|
| OR State | <a href="#">Preleva2/Chart2/Active</a> |
| Label    | Active                                 |

|          |   |
|----------|---|
| OR State | <a href="#">Preleva2/Chart2/Working</a> |
|----------|---|

|          |  |
|----------|--|
| Label    | Working  |
| OR State | <a href="#">Preleva2/Chart2/Place</a>                                  |
| Label    | Place<br>during:<br>Pezzo2OUT=1;<br>Pick2Completed = 1;<br>pause(0.1); |
| OR State | <a href="#">Preleva2/Chart2/Pick</a>                                   |
| Label    | Pick<br>pause(0.1);  |

Appendix

Tabella 5. Block Type Count

| BlockType | Count | Block Names   |
|-----------|-------|---|
| Memory    | 6     | <a href="#">Memory</a> , <a href="#">Memory1</a> , <a href="#">Memory2</a> , <a href="#">Memory3</a> , <a href="#">Memory4</a> , <a href="#">Memory5</a>                |
| Inport    | 5     | <a href="#">Bus Element In1</a> , <a href="#">Bus Element In2</a> , <a href="#">Bus Element In3</a> , <a href="#">Bus Element In4</a> , <a href="#">Bus Element In5</a> |
| Outport   | 3     | <a href="#">Bus Element Out1</a> , <a href="#">Bus Element Out2</a> , <a href="#">Bus Element Out3</a>  |
| Chart     | 1     | <a href="#">Chart2</a>  |

Tabella 6. Count:[Preleva2](#)

| Count      | Count | Objects   |
|------------|-------|---|
| Transition | 11    | DefaultTransition51, [TurnON==1], [TurnON==0], [TurnON==0], [TurnON==0], [TurnON==0], [TurnON==0], Transition54, [StartPick2==1], {after(1,sec)}, [AvailabilityIN==1 && CapienzaIN>0 && Pezzo2IN==1], {after(10,sec)} |
| Data       | 7     | <a href="#">AvailabilityIN</a> , <a href="#">CapienzaIN</a> , <a href="#">Pezzo2IN</a> , <a href="#">Pezzo2OUT</a> , <a href="#">StartPick2</a> , <a href="#">Pick2Completed</a> , <a href="#">TurnON</a>             |
| State      | 6     | <a href="#">Idle</a> , <a href="#">Waiting</a> , <a href="#">Active</a> , <a href="#">Working</a> , <a href="#">Place</a> , <a href="#">Pick</a>  |
| Target     | 1     | <a href="#">sfun</a>  |
| Machine    | 1     | <a href="#">Preleva2</a>  |
| Chart      | 1     | <a href="#">Chart2</a>  |

Tabella 7. Data Properties

| Name           | Parent                              | Data Type                 |
|----------------|-------------------------------------|---------------------------|
| AvailabilityIN | <a href="#">Chart2</a>              | Inherit: Same as Simulink |
| CapienzaIN     | <a href="#">Chart2</a>              | Inherit: Same as Simulink |
| Pezzo2IN       | <a href="#">Chart2</a>              | Inherit: Same as Simulink |
| Pezzo2OUT      | <a href="#">Chart2</a>              | Inherit: Same as Simulink |
| Pick2Completed | <a href="#">Chart2</a>              | Inherit: Same as Simulink |
| StartPick2     | <a href="#">Chart2</a>              | Inherit: Same as Simulink |
| TurnON         | <a href="#">Chart2</a>              | Inherit: Same as Simulink |
| Target         | <a href="#">Preleva2/sfun</a>       |                           |
| Description    | Default Simulink S-Function Target. |                           |