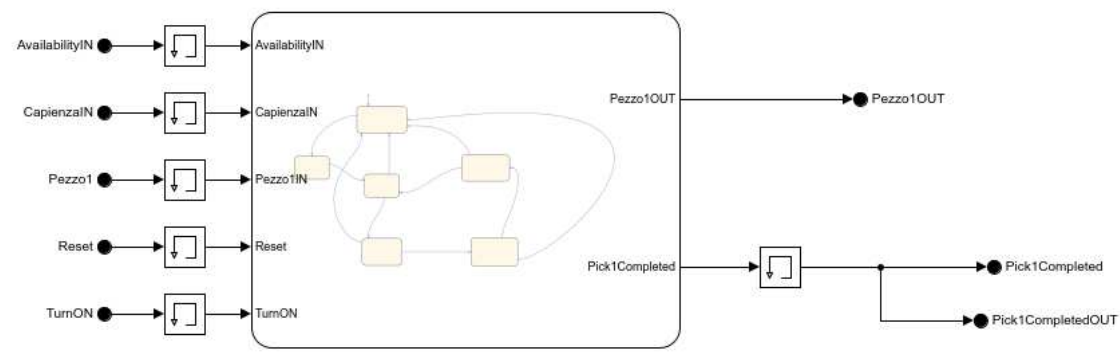


Preleva1



scarcia

27-Mar-2020 10:03:02

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Model - Preleva1

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Full Model Hierarchy

- [Preleva1](#)

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

[\[more info\]](#)

Machine - Preleva1

Machine	Preleva1
Charts	Chart1

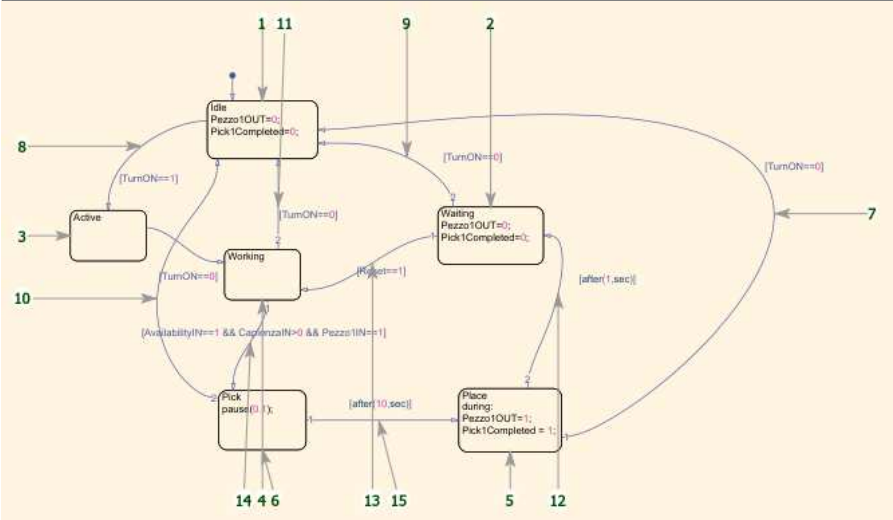
[\[more info\]](#)

System - Preleva1

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[Chart - Chart1](#)

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



- (1) [Idle](#)
- (2) [Waiting](#)
- (3) [Active](#)
- (4) [Working](#)
- (5) [Place](#)
- (6) [Pick](#)
- (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)]
- 1.1.3. [Pick](#)
- 1.1.4. [Waiting](#)
- 1.1.5. [Active](#)
- 1.1.6. [Idle](#)
- 1.1.7. [Place](#)
- 1.1.8. [Working](#)

OR State	Preleval/Chart1/Idle
Label	Idle Pezzo1OUT=0; Pick1Completed=0;
OR State	Preleval/Chart1/Waiting
Label	Waiting Pezzo1OUT=0; Pick1Completed=0;
OR State	Preleval/Chart1/Active
Label	Active
OR State	Preleval/Chart1/Working

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

Tabella 6. Count:[Preleva1](#)

Count	Count	Objects
Transition	11	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	Chart1

Tabella 7. Data Properties

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