Totally Integrated Automation Portal	

winda / PLC_1 [CPU 1513-1 PN] / Program blocks

winda_LAD [FB2]

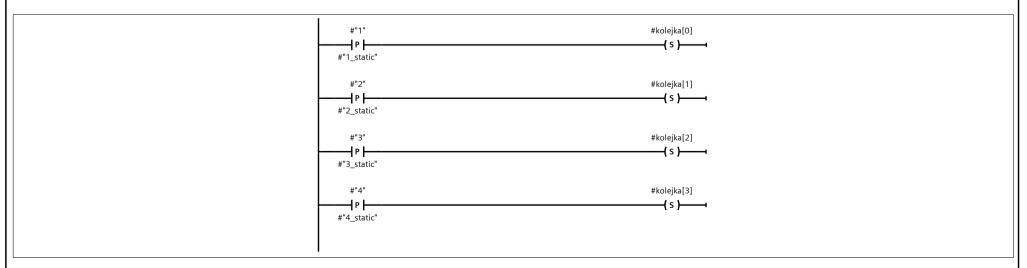
winda_LAD Properties								
General								
Name	winda_LAD	Number	2	Туре	FB	Language	LAD	
Numbering	Automatic							
Information								
Title		Author		Comment		Family		
Version	0.1	User-defined ID						

nda_LAD	Data type	Dofault value	Retain	Accessible	\A/rit	Vicible in	Sotnoint	Supervi-	Commont
ame	Data type	Default value	Retain	from HMI/OPC UA/Web API	able	HMI engi- neering	Serboint	sion	Comment
▼ Input									
1	Bool	false	Non-retain	True	True	True	False		
2	Bool	false	Non-retain	True	True	True	False		
3	Bool	false	Non-retain	True	True	True	False		
4	Bool	false	Non-retain	True	True	True	False		
Output									
▼ InOut									
aktualne_pietro	Int	1	Non-retain	True	True	True	False		
wybrane_pietro	Int	1	Non-retain	True	True	True	False		
jedz_dol	Bool	false	Non-retain	True	True	True	False		
jedz_gora	Bool	false	Non-retain	True	True	True	False		
▼ Static									
START	Bool	false	Non-retain	True	True	True	False		
JAZDA_DOL	Bool	false	Non-retain	True	True	True	False		
JAZDA_GORA	Bool	false	Non-retain	True	True	True	False		
STOP WINDY	Bool	false	Non-retain	True	True	True	False		
▼ kolejka	Array[03] of Bool		Non-retain	True	True	True	False		
kolejka[0]	Bool	false	Non-retain	True	True	True	False		
kolejka[1]	Bool	false	Non-retain	True	True	True	False		
kolejka[2]	Bool	false	Non-retain	True	True	True	False		
kolejka[3]	Bool	false	Non-retain	True	True	True	False		
1_static	Bool	false	Non-retain	True	True	True	False		
2_static	Bool	false	Non-retain	True	True	True	False		
3_static	Bool	false	Non-retain	True	True	True	False		
4_static	Bool	false	Non-retain	True	True	True	False		
▼ Temp									
V	Int								
Constant									

Network 1:

```
#JAZDA_DOL #JAZDA_GORA #"STOP WINDY" #START
```

Network 2:



Network 3:

Automation Portal #kolejka[0] MOVE
EN ENO #wybrane_pietro #jedz_dol #jedz_gora **-//**|-**-//**|-#jedz_dol #kolejka[1] MOVE
EN ENO
2 IN OUT1 #wybrane_pietro $\dashv \vdash$ #kolejka[2] MOVE
EN ENO

3 IN a OUT1 #wybrane_pietro #kolejka[3] MOVE
EN ENO
4 N MOVE
#wybrane_pietro #jedz_dol #jedz_gora **-**//⊢ **-**// Network 4: #kolejka[0] MOVE
EN ENO
1 IN OUT1 #wybrane_pietro #jedz_dol $\dashv \vdash$ #kolejka[1] MOVE
EN ENO #wybrane_pietro #kolejka[2] MOVE
EN ENO
N OUT1 #wybrane_pietro Network 5: #kolejka[3] MOVE
EN ENO
4 IN OUT1 #wybrane_pietro #jedz_gora $\dashv \vdash$ #kolejka[2] MOVE
EN ENO
IN a OUT1 #wybrane_pietro #kolejka[1] MOVE
EN ENO
2 IN a OUT1 #wybrane_pietro Network 6: #wybrane_pietro #START #START #JAZDA_GORA —(R)— #aktualne_pietro #wybrane_pietro #start #JAZDA_DOL —(R)— ——(s)—— #aktualne_pietro Network 7: #JAZDA_GORA #jedz_gora #aktualne_pietro #JAZDA_GORA #"STOP WINDY" == | Int | #wybrane_pietro Network 8:

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