

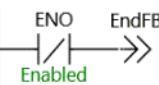
**1.FB\_PLC****1-9.POU****1-9-2.Function Blocks****1-9-2-1.Pneu Config Cylinder SimpleActing****1-9-2-1-1.Variables**

Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
<b>VAR</b>							
PneuCore	Pneu_Core_DoNotUse				False	False	
notUsed	BOOL				False	False	Not used for single acting
<b>VAR_INPUTOUTPUT</b>							
ENO	BOOL	No Edge			False	False	Enabled
MyPneu	OBJ\PNEUMATIC	No Edge			False	False	
Out_Cmd	BOOL	No Edge			False	False	Command to move cylinder in OUT position
Enable	BOOL	No Edge			False	False	Use the cylinder
Timeout	TIME	No Edge	T#0S		False	False	Moving time maximum
Out_SensorMounted	BOOL	No Edge	False		False	False	Sensor for cylinder in position OUT is mounted
Out_Sensor	BOOL	No Edge	False		False	False	Sensor OUT position
Out_MoveTime	TIME	No Edge			False	False	Time to move in OUT position without sensor
In_SensorMounted	BOOL	No Edge	False		False	False	Sensor for cylinder in position IN is mounted
In_Sensor	BOOL	No Edge	False		False	False	Sensor IN position
In_MoveTime	TIME	No Edge			False	False	Time to move in IN position without sensor
Commissioning	BOOL	No Edge			False	False	Put cylinder in commissioning

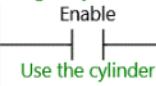
**1-9-2-1-2.LadderBody**

- 0 S05V00R00 - 2025.01.22 - PC  
 - New normalized version  
 - This config inherit from "Pneu\_Core" FB
- S04V01R00 - 2024.10.11 - PC  
 - Separate movement timeout alarms
- S04V00R00 - 2023.09.14 - PC  
 - Update with namespace  
 - Clean disabled
- S01V02R00 - 2021.02.04 - PC  
 - Patch .Cfg single/double
- S01V01R00 - 2021.01.05 - PC  
 - Invert input variable for cpt in
- S01V00R00  
 - Stable version

Disabled coil if no used



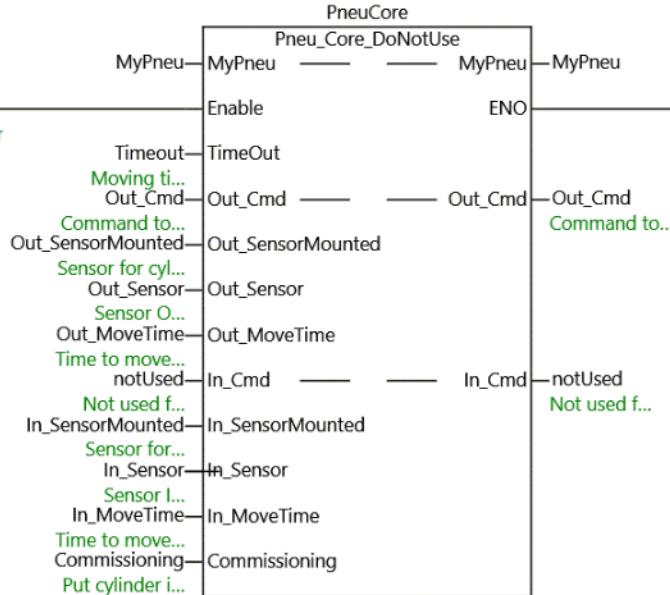
## 1 Config of cylinder



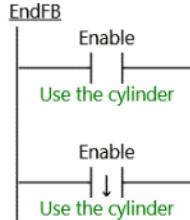
MyPneu.Cfg.SingleActing

Config: Single-acting cylinders with one input to go OUT, and a spring to return IN

## 2 Inherit from core pneumatic command FB



## 3 EndFB



ENO  
 Enabled

**1-9-2-2.Pneu\_Config\_Cylinder\_DoubleActing****1-9-2-2-1.Variables**

Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
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**VAR**

PneuCore	Pneu_Core_DoNotUse				False	False	
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**VAR\_INPUTOUTPUT**

ENO	BOOL	No Edge			False	False	
MyPneu	OBJ\PNEUMATIC	No Edge			False	False	
Enable	BOOL	No Edge			False	False	Use the cylinder
Timeout	TIME	No Edge	T#0S		False	False	Moving time maximum
Out_Cmd	BOOL	No Edge			False	False	Command to move cylinder in OUT position
Out_SensorMounted	BOOL	No Edge	False		False	False	Sensor for cylinder in position OUT is mounted
Out_Sensor	BOOL	No Edge	False		False	False	Sensor OUT position
Out_MoveTime	TIME	No Edge			False	False	Time to move in OUT position without sensor
In_Cmd	BOOL	No Edge			False	False	Command to move cylinder in IN position
In_SensorMounted	BOOL	No Edge	False		False	False	Sensor for cylinder in position IN is mounted
In_Sensor	BOOL	No Edge	False		False	False	Sensor IN position
In_MoveTime	TIME	No Edge			False	False	Time to move in IN position without sensor
Commissioning	BOOL	No Edge			False	False	Put cylinder in commissioning

**1-9-2-2-2.LadderBody**

0 S05V00R00 - 2025.01.22 - PC

- New normalized version

- This config inherit from "Pneu\_Core" FB

S04V00R00 - 2023.09.14 - PC

- Update with namespace

- Clean disabled

S01V01R00 - 2021.01.05 - PC

- Invert input variable for cpt in

S01V00R00

- Stable version

Disabled coil if no used



1 Config of cylinder

Enable

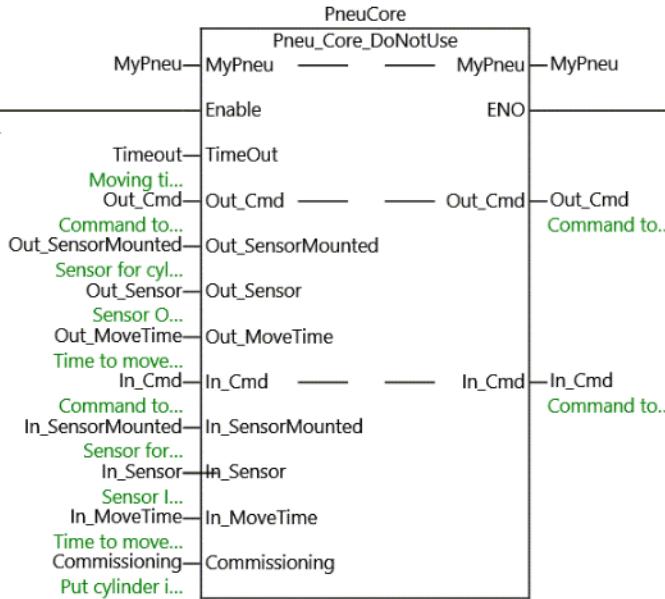
Use the cylinder

MyPneu.Cfg.DoubleActing

Config: Double-acting cylinders use the force of air to move

2 Inherit from core pneumatic command FB

Use the cylinder



3 EndFB

EndFB

Use the cylinder

ENO

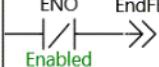
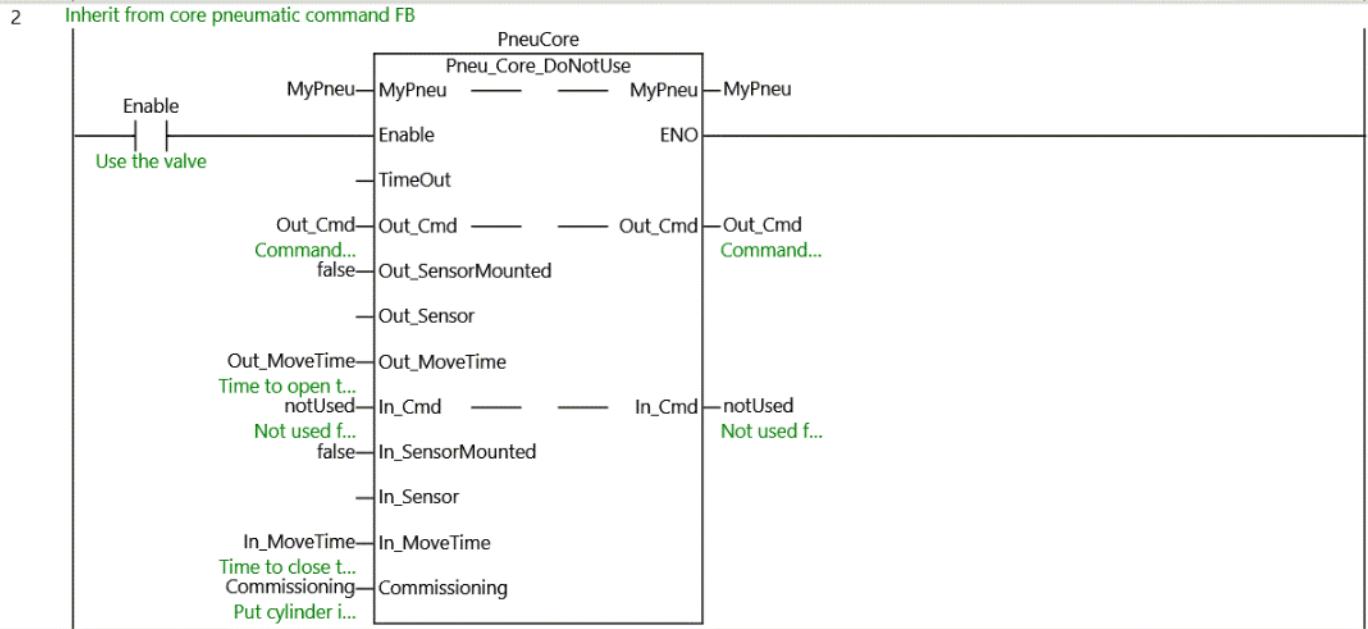
**1-9-2-3.Pneu\_Config\_Valve****1-9-2-3-1.Variables**

Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
<b>VAR</b>							
PneuCore	Pneu_Core_DoNotUse				False	False	
notUsed	BOOL				False	False	Not used for single acting
<b>VAR_INPUTOUTPUT</b>							
ENO	BOOL	No Edge			False	False	Enabled
MyPneu	OBJ\PNEUMATIC	No Edge			False	False	
Out_Cmd	BOOL	No Edge			False	False	Command to open valve
Enable	BOOL	No Edge			False	False	Use the valve
Out_Movetime	TIME	No Edge			False	False	Time to open the valve
In_MoveTime	TIME	No Edge			False	False	Time to close the valve
Commissioning	BOOL	No Edge			False	False	Put cylinder in commissioning

**1-9-2-3-2.LadderBody**

- 0 S05V00R00 - 2025.01.22 - PC  
 - New normalized version  
 - This config inherit from "Pneu\_Core" FB

Disabled coil if no used

**1-9-2-4.Pneu\_Core\_DoNotUse****1-9-2-4-1.Variables**

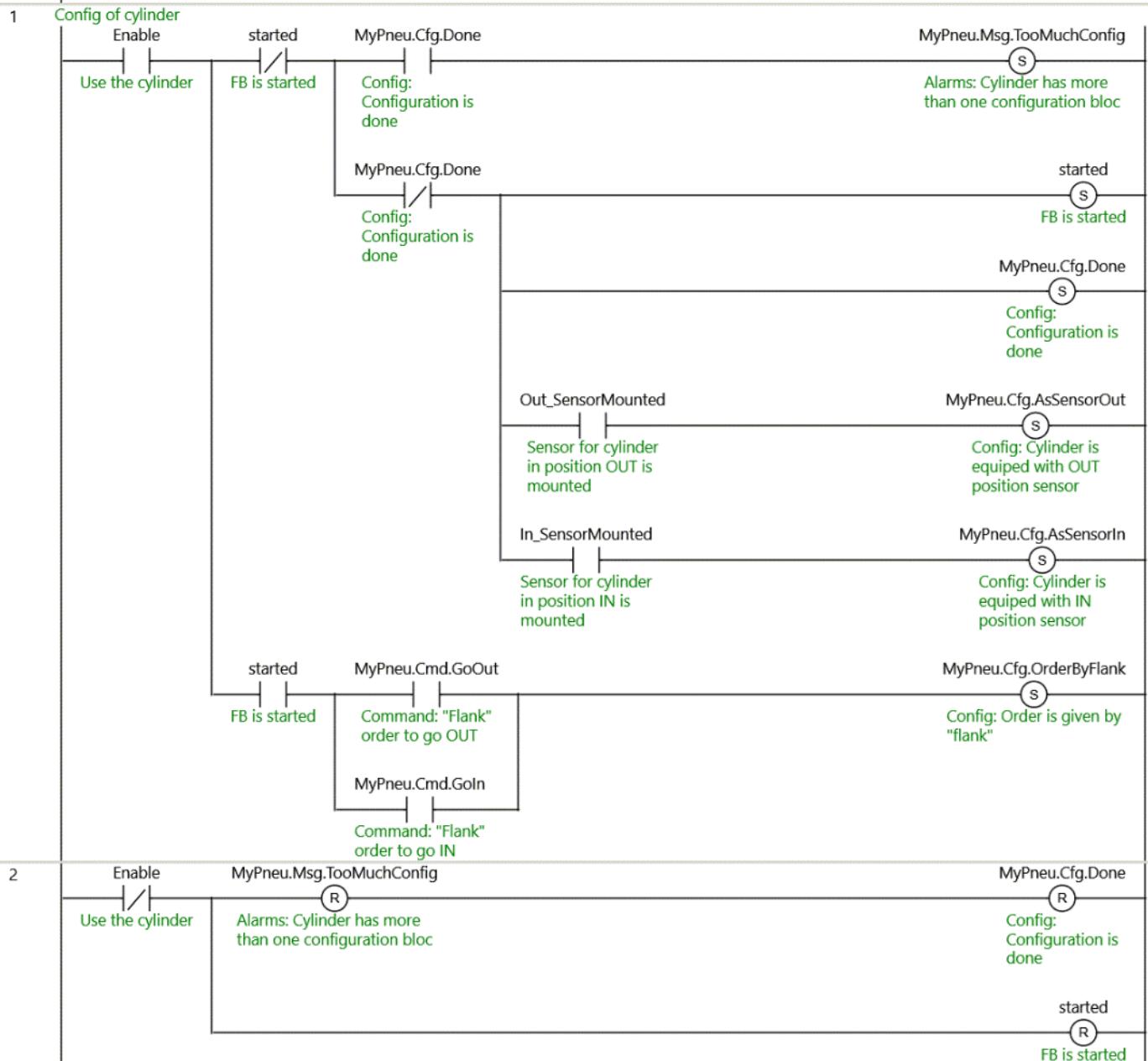
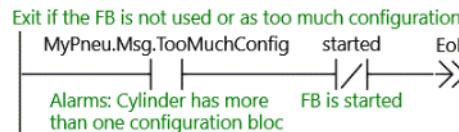
Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
<b>VAR</b>							
started	BOOL				False	False	FB is started
out	BOOL				False	False	Out order
timeoutIN	TON				False	False	
timeoutO	TON				False	False	
UT							
moveOut	TON				False	False	
moveIn	TON				False	False	

**VAR\_INPUTOUTPUT**

ENO	BOOL	No Edge			False	False	
MyPneu	OBJ\PNEUMATIC	No Edge			False	False	
Enable	BOOL	No Edge			False	False	Use the cylinder
TimeOut	TIME	No Edge	T#0S		False	False	Moving time maximum
Out_Cmd	BOOL	No Edge			False	False	Command to move cylinder in OUT position
Out_SensorMounted	BOOL	No Edge	False		False	False	Sensor for cylinder in position OUT is mounted
Out_Sensor	BOOL	No Edge	False		False	False	Sensor OUT position
Out_MoveTime	TIME	No Edge			False	False	Time to move in OUT position without sensor
In_Cmd	BOOL	No Edge			False	False	Command to move cylinder in IN position
In_SensorMounted	BOOL	No Edge	False		False	False	Sensor for cylinder in position IN is mounted
In_Sensor	BOOL	No Edge	False		False	False	Sensor IN position
In_MoveTime	TIME	No Edge			False	False	Time to move in IN position without sensor
Commissioning	BOOL	No Edge			False	False	Put cylinder in commissioning

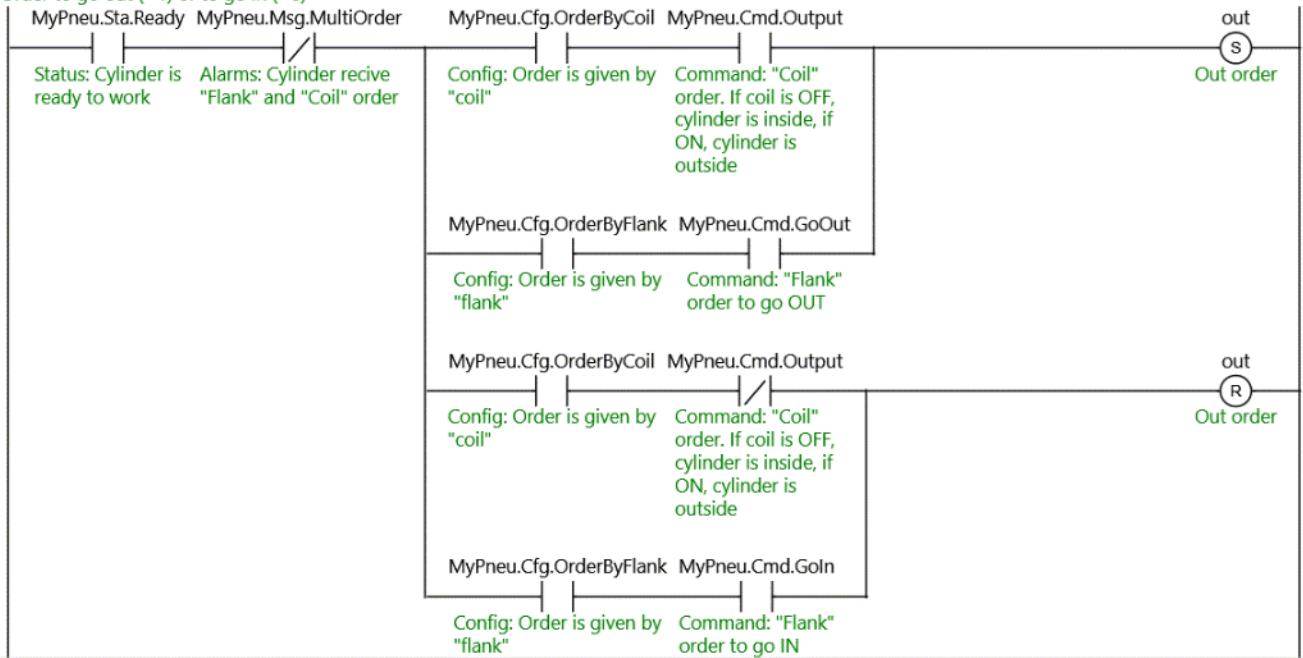
**1-9-2-4-2.LadderBody**

0 S05V00R00 - 2025.01.22 - PC  
- First version



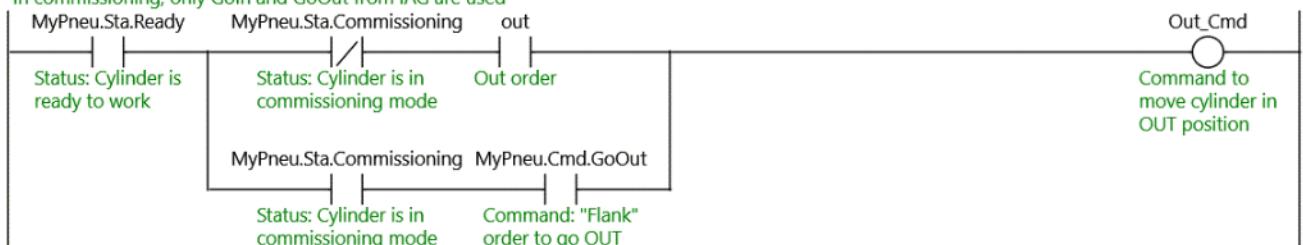
3   ### Command #####

Order to go out (=1) or to go in (=0)



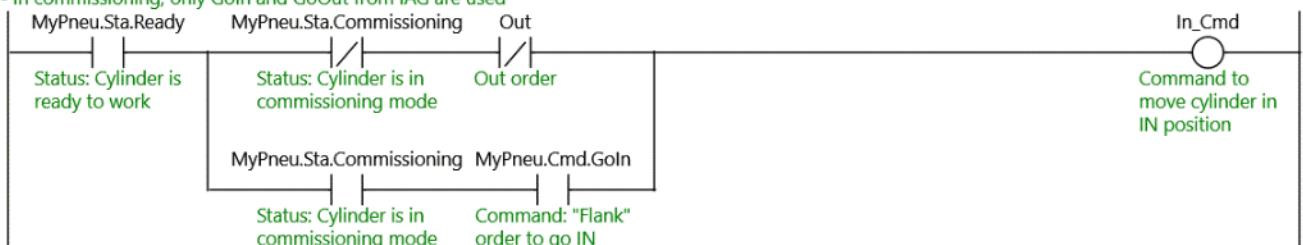
4   Command to go OUT

- In commissioning, only Goin and GoOut from IAG are used

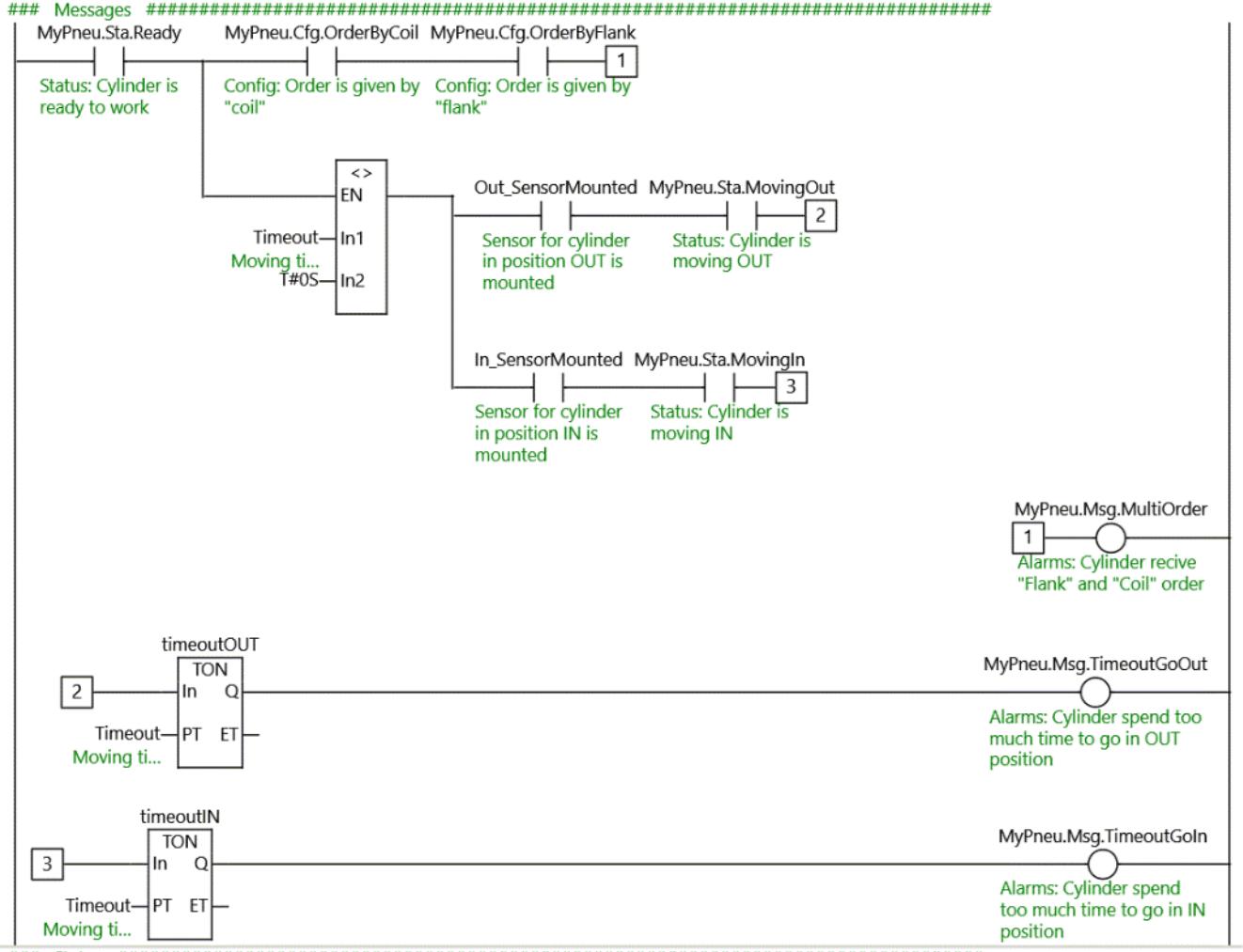


5   Command to go IN

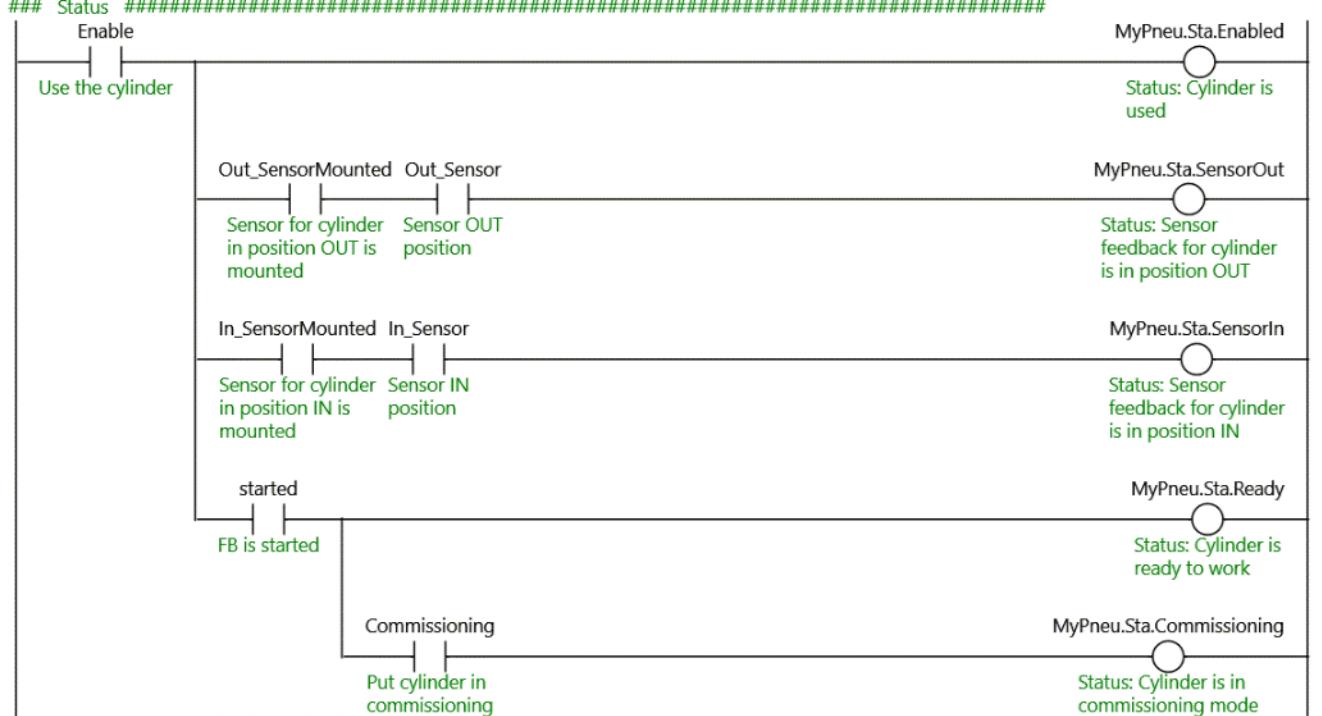
- In commissioning, only Goin and GoOut from IAG are used

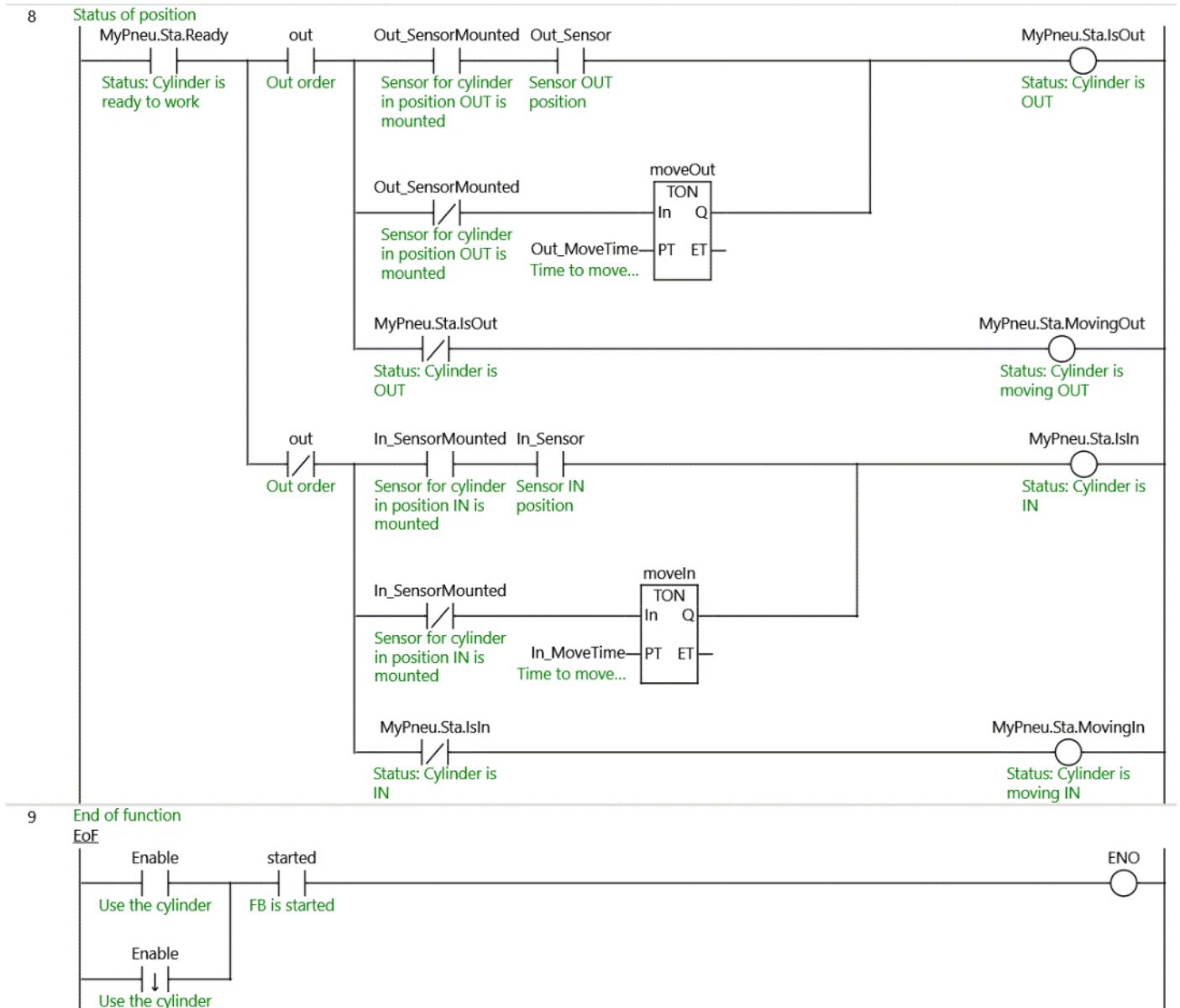


6



7





**1-9-2-5.Pneu\_GoIn****1-9-2-5-1.Variables**

Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
<b>VAR</b>							
orderRece ive	BOOL				False	False	Order is received (on flanck)
orderDon e	BOOL				False	False	Order is executed
<b>VAR_INPUTOUTPUT</b>							
ENO	BOOL	No Edge			False	False	Cylinder execute order and is in IN position
MyPneu	OBJ\PNEUM ATIC	No Edge			False	False	
GoIn	BOOL	No Edge			False	False	Move the cylinder IN

**1-9-2-5-2.LadderBody**

0 S05V00R00 - 2025.01.23 - PC

- New normalized version

S04V00R00 - 2023.09.14 - PC

- Update with namespace

**Receive order**

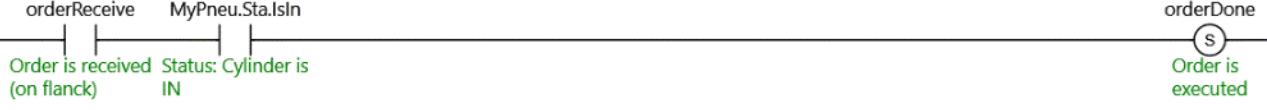
orderReceive

Order is received (on flanc)

**1 Reset order**

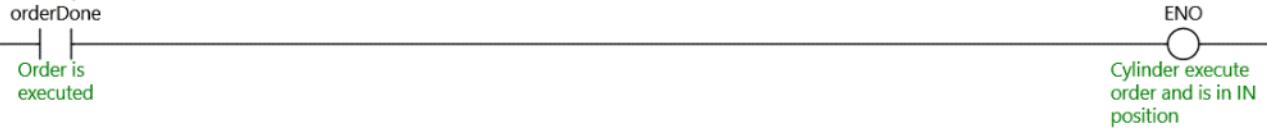
orderReceive

Order is received (on flanc)

**2 Wait the end of the movement**

orderDone

Order is executed

**3 Set the output when the movement is done and maintain the status until the order is released**

ENO

Cylinder execute order and is in IN position

**1-9-2-6.Pneu\_GoOut****1-9-2-6-1.Variables**

Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
<b>VAR</b>							
orderRece ive	BOOL				False	False	Order is received (on flank)
orderDon e	BOOL				False	False	Order is executed
<b>VAR_INPUTOUTPUT</b>							
ENO	BOOL	No Edge			False	False	Cylinder execute order and is in OUT position
MyPneu	OBJ\PNEUM ATIC	No Edge			False	False	
GoOut	BOOL	No Edge			False	False	Move the cylinder OUT

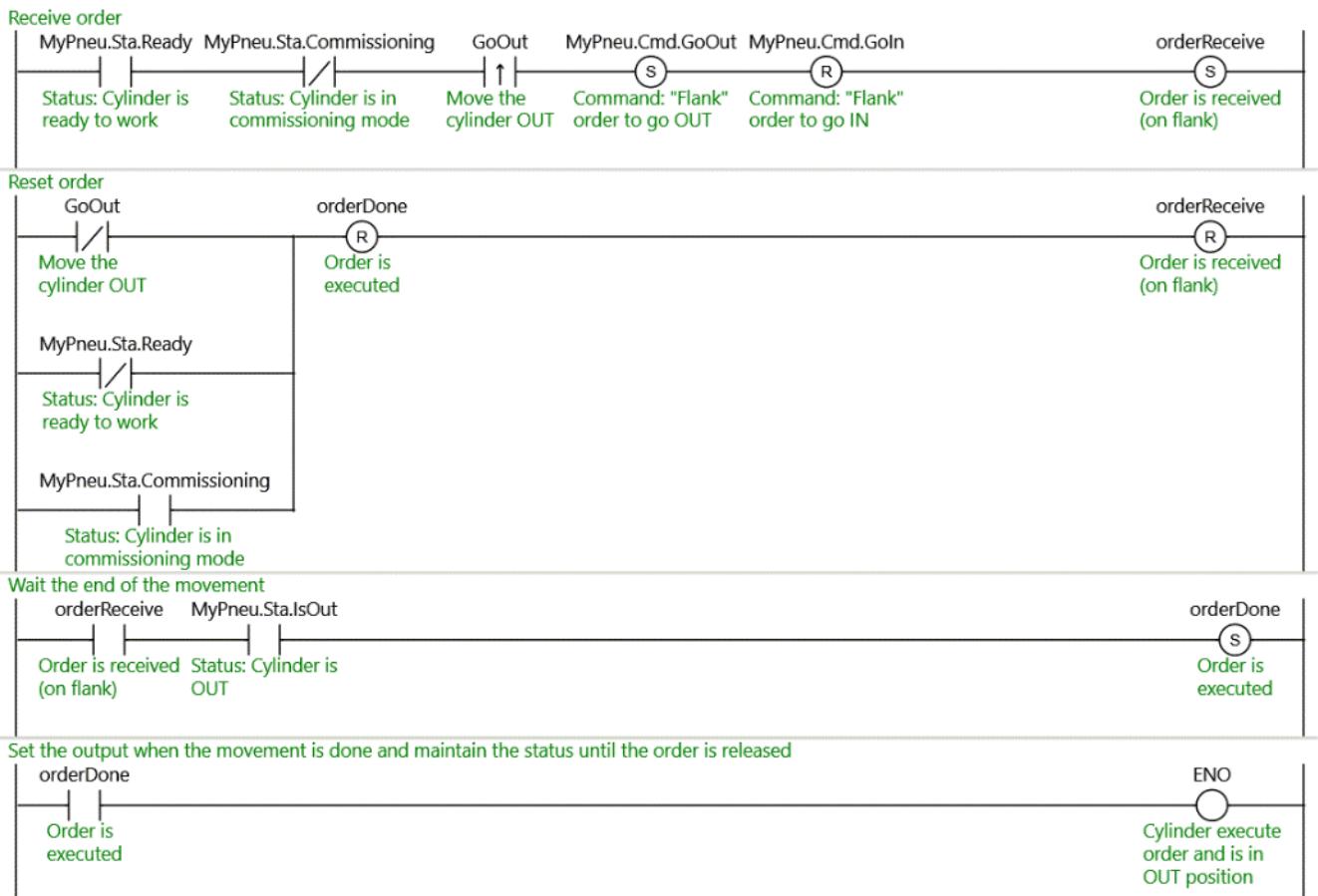
**1-9-2-6-2.LadderBody**

0 S05V00R00 - 2025.01.23 - PC

- New normalized version

S04V00R00 - 2023.09.14 - PC

- Update with namespace



**1-9-2-7.Pneu\_Coil****1-9-2-7-1.Variables**

Name	Data Type	Edge	Initial Value	AT	Retain	Constant	Comment
<b>VAR</b>							
run	BOOL				False	False	Run coil order
<b>VAR_INPUTOUTPUT</b>							
ENO	BOOL	No Edge			False	False	Cylinder order are set for "Coil" order
MyPneu	OBJ\PNEUMATIC	No Edge			False	False	
Order	BOOL	No Edge			False	False	Active the cylinder
Enable	BOOL	No Edge	True		False	False	Enable the order (default at TRUE)

**1-9-2-7-2.LadderBody**

- 0 S05V00R00 - 2025.01.23 - PC  
- New normalized version
- S04V01R00 - 2024.08.21 - PC  
- Use coil again, but with jump :)
- S04V00R00 - 2023.09.14 - PC  
- Update with namespace
- S01V01R00 - 2021.10.26 - PC  
- Order was given by coil, and multi use of bloc was impossible. Change for Set/Reset order

Disabled coil if no used

