

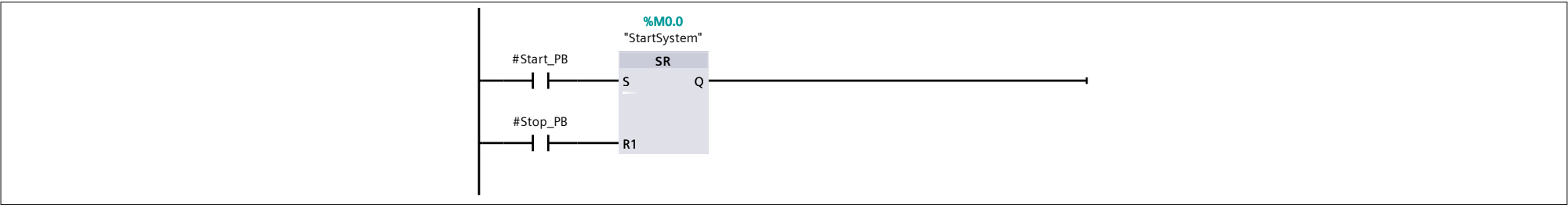
Traffic_Lights_FC [FC1]

Traffic_Lights_FC Properties							
General							
Name	Traffic_Lights_FC	Number	1	Type	FC	Language	LAD
Numbering	Automatic						
Information							
Title		Author		Comment		Family	
Version	0.1	User-defined ID					

Name	Data type	Default value	Comment
▼ Input			
Start_PB	Bool		
Stop_PB	Bool		
▼ Output			
Red_Light_North/South	Bool		
Green_Light_North/South	Bool		
Red_Light_East/West	Bool		
Green_Light_East/West	Bool		
Yellow_Light_North/South	Bool		
Yellow_Light_East/West	Bool		
InOut			
Temp			
Constant			
▼ Return			
Traffic_Lights_FC	Void		

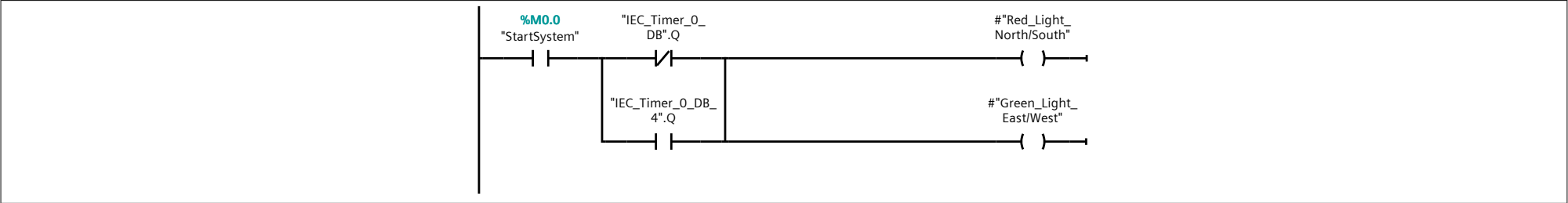
Network 1: START TRAFFIC LIGHTS

This Block Starts and Stops the whole trafficl lights system. The SR block acts as a latch for the momentary start push buttons



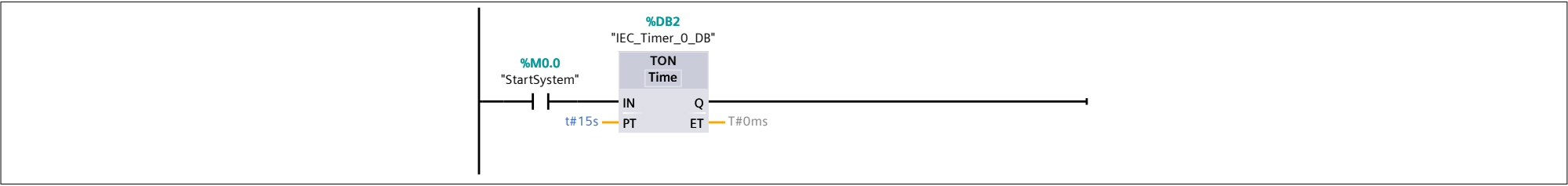
Network 2: NORTH & SOUTH TL(indicating STOP i.e red). EAST &WEST TL(indicating GO i.e greed)

Timer_0 switches off both lights after a preset time. Timer_4 is used to restart the lights after a full circle has been completed.



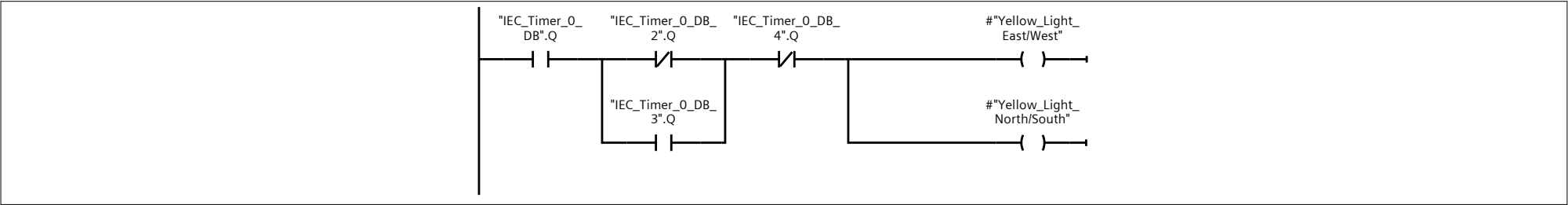
Network 3: Timer_0.

This timer_0 switches off the previous rung after 10 seconds and starts the next rung.

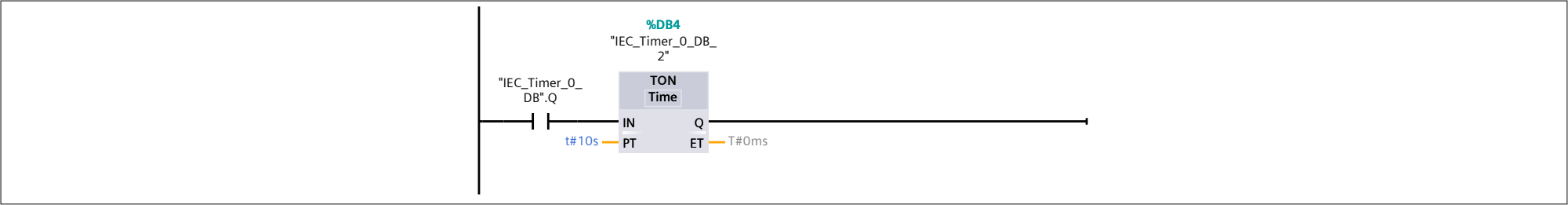


Network 4: Switching ON Yellow Lights On Both sides of the road. Get Ready

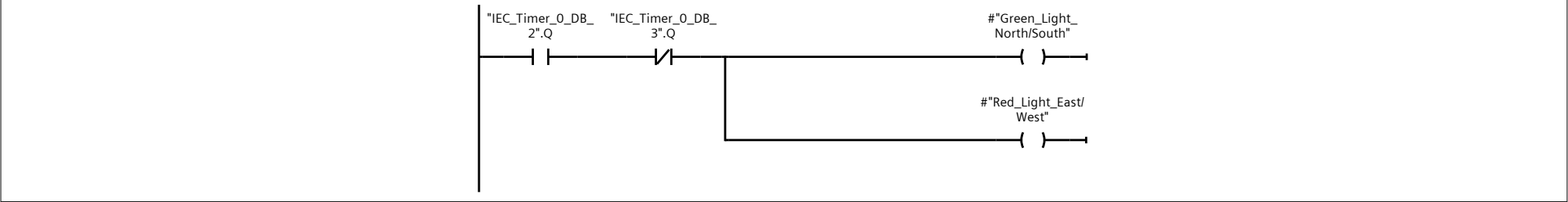
Timer_2 and Timer_4 switches off the yellow lights after 10seconds. Timer_3 switches on the yellow lights for the second time. Timer_0 switches on the yellow lights for the first time



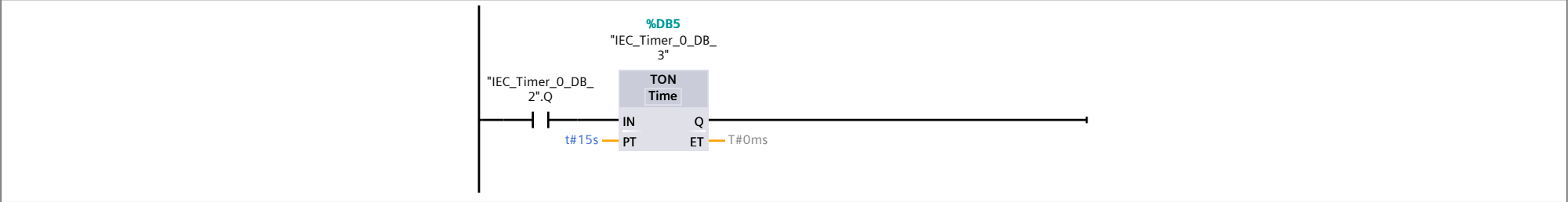
Network 5: Timer 2. Stops the yellow lights and starts the next rang



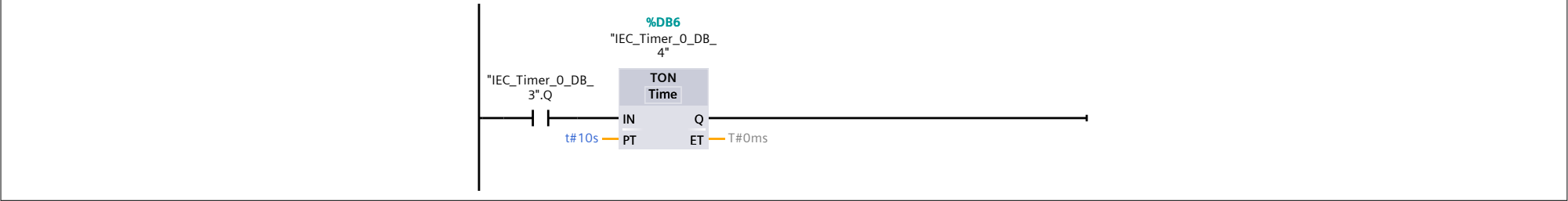
Network 6: NORTH & SOUTH TL(indicating GO i.e Green). EAST &WEST TL(indicating Stop i.e Red)



Network 7: Timer 3. Switches off the previous rang AND restarts the yellow lights again



Network 8: Timer 4. Switches Off the yellow Lights, restarts the first rung and also resets the first timer



Network 9: Reseting the first timer to allow new time count

