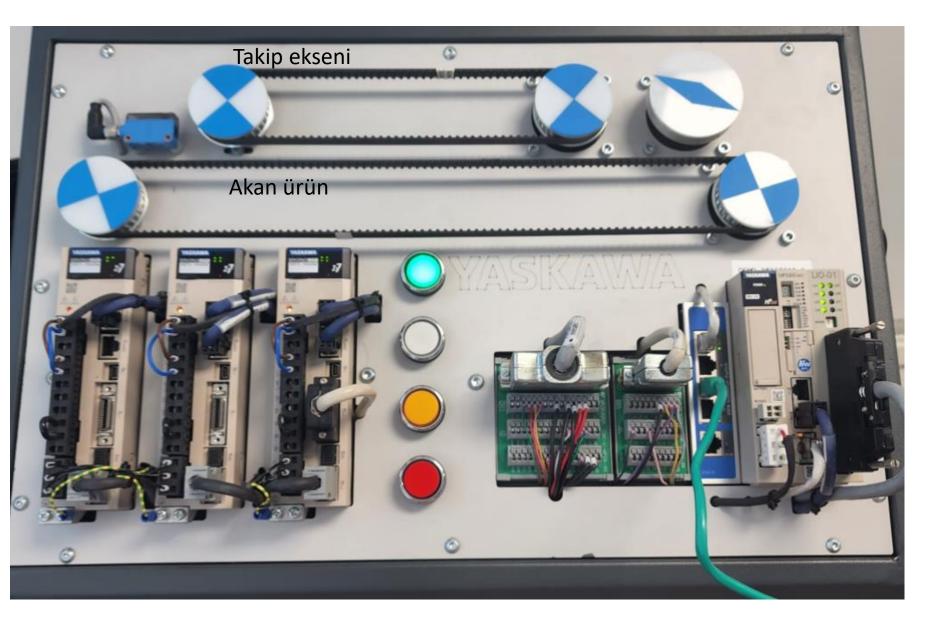
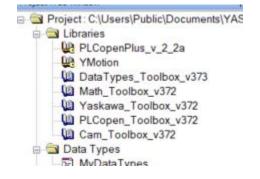
Kullanılan set

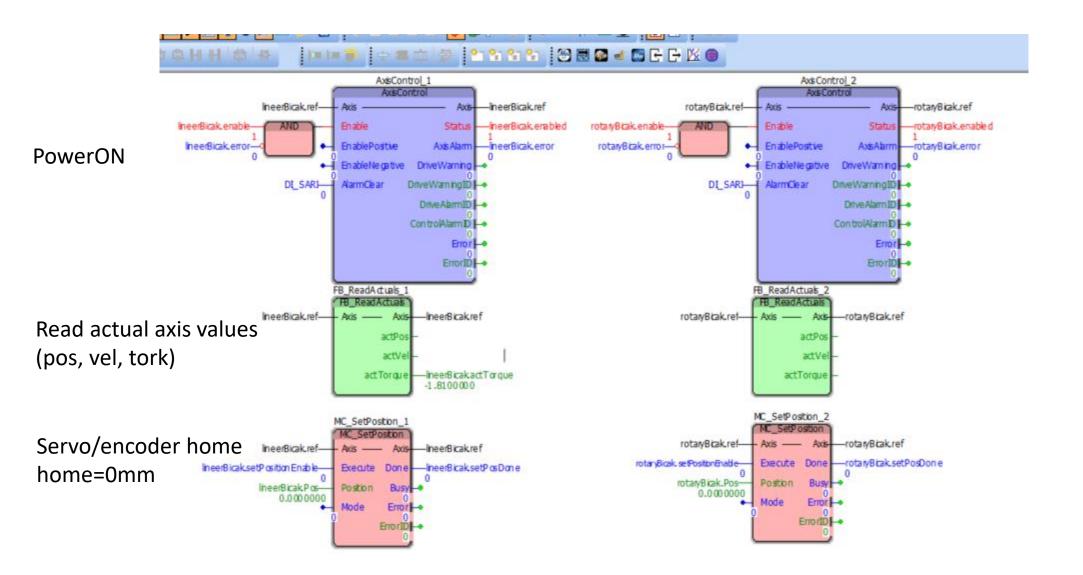


Kullanılan Yazılım

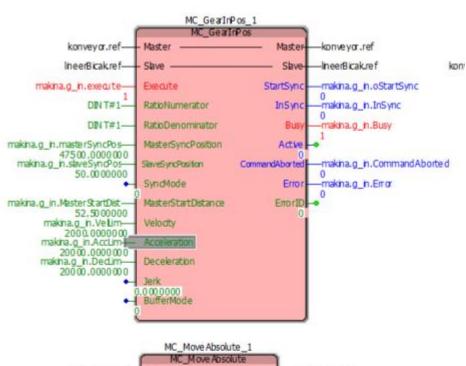
MotionworksIEC

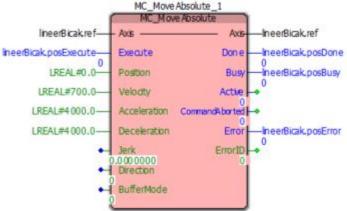
Kullanılan kütüphaneler



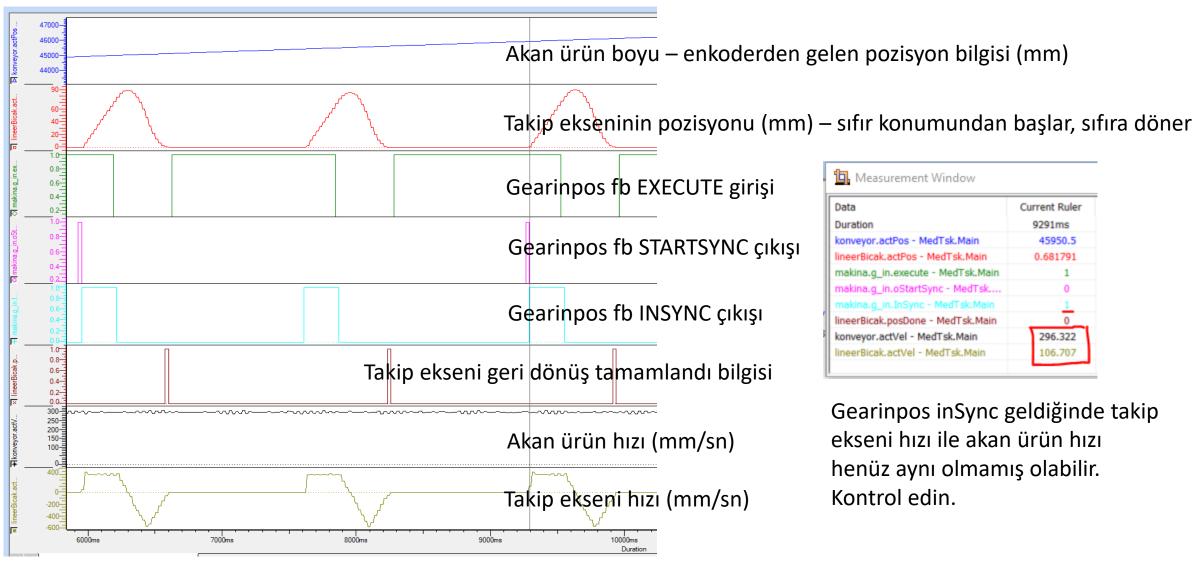


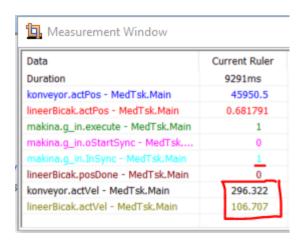
```
10:
    (*makina home olmus mu?*)
    lineerBicak.setPositionEnable := TRUE;
    rotaryBicak.setPositionEnable := TRUE;
    konveyor.setPositionEnable := TRUE;
    if TON 10.0 then
        lineerBicak.setPositionEnable := FALSE;
        rotaryBicak.setPositionEnable := FALSE;
        konveyor.setPositionEnable := FALSE;
        makina.homeDone := TRUE;
        HedefBoy := makina.set.boy; (*ilk cycle'da*)
        iStepMakina := 20;
    end if;
20: (*makina home done - gear in pos execute*)
    if makina.alarm.acil then
        iStepMakina := 1000;
    else
        makina.g in.masterSyncPos := HedefBoy;
        makina.g in.slaveSyncPos := makina.set.boy / LREAL#10.0;
        makina.g in.MasterStartDist := makina.g in.slaveSyncPos*LREAL#1.05;
        makina.g in.execute := TRUE;
        TON sync(IN:=makina.g in.InSync,PT:=t#200ms); (*case disinda cagirilir*)
        if TON sync.Q then
            lineerBicak.posExecute := TRUE;
            makina.g in.execute := FALSE;
            iStepMakina := 30;
        end if;
    end if;
30:
    if makina.alarm.acil then
        iStepMakina := 1000;
    else
        if lineerbicak.posDone then
            lineerBicak.posExecute := FALSE;
            HedefBoy := HedefBoy + makina.set.boy; (*ilk cycle'dan sonra ekleye ekleye devam*)
            iStepMakina := 20;
        end if:
    end if;
```





Gearinpos ile boykesme uygulaması





Gearinpos in Sync geldiğinde takip ekseni hızı ile akan ürün hızı henüz aynı olmamış olabilir. Kontrol edin.