

Codesys

Paolo Burgio
paolo.burgio@unimore.it



UNIMORE
UNIVERSITÀ DEGLI STUDI DI
MODENA E REGGIO EMILIA

High Performance
Real Time **Lab**

“

Programming is a skill
best acquired by practice
and example rather than
from books.

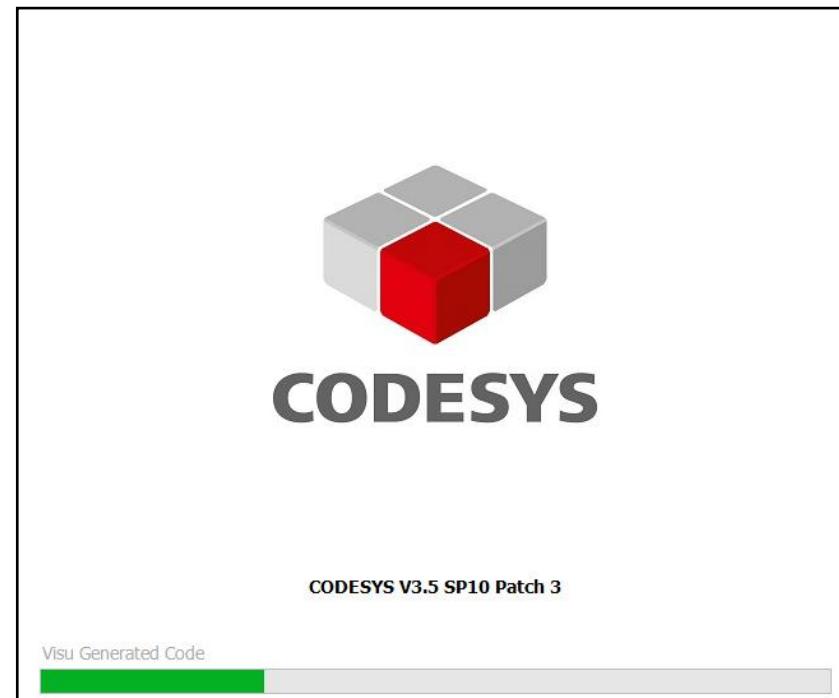
ALAN TURING



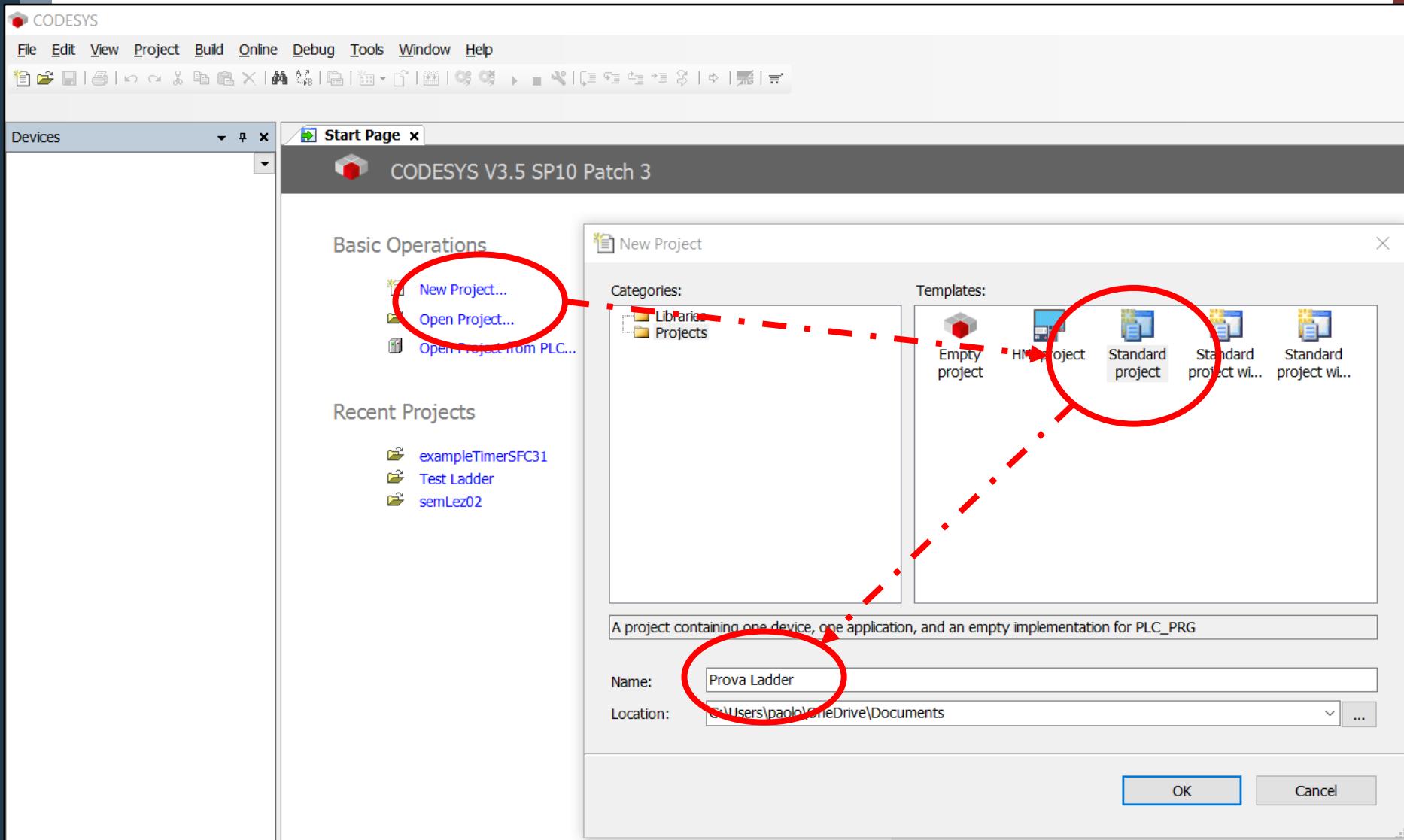
Load the main program interface

What is it?

- › An IDE to create PLC programs, and **simulate them**
- › In any of the five main languages
- › I use V3.5 SP1 patch 3, recommended version (for compatibility with the examples I'll give you)

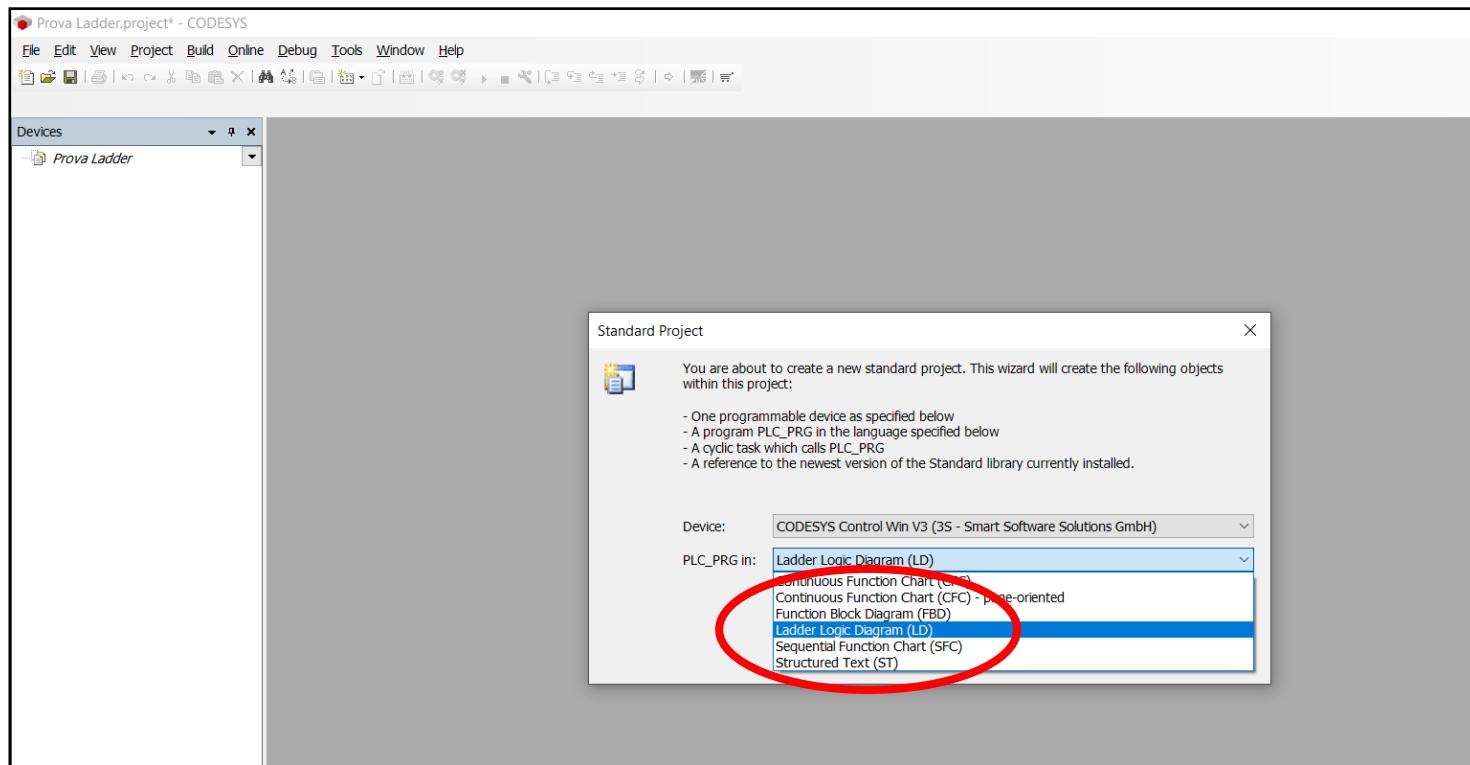


Create a project





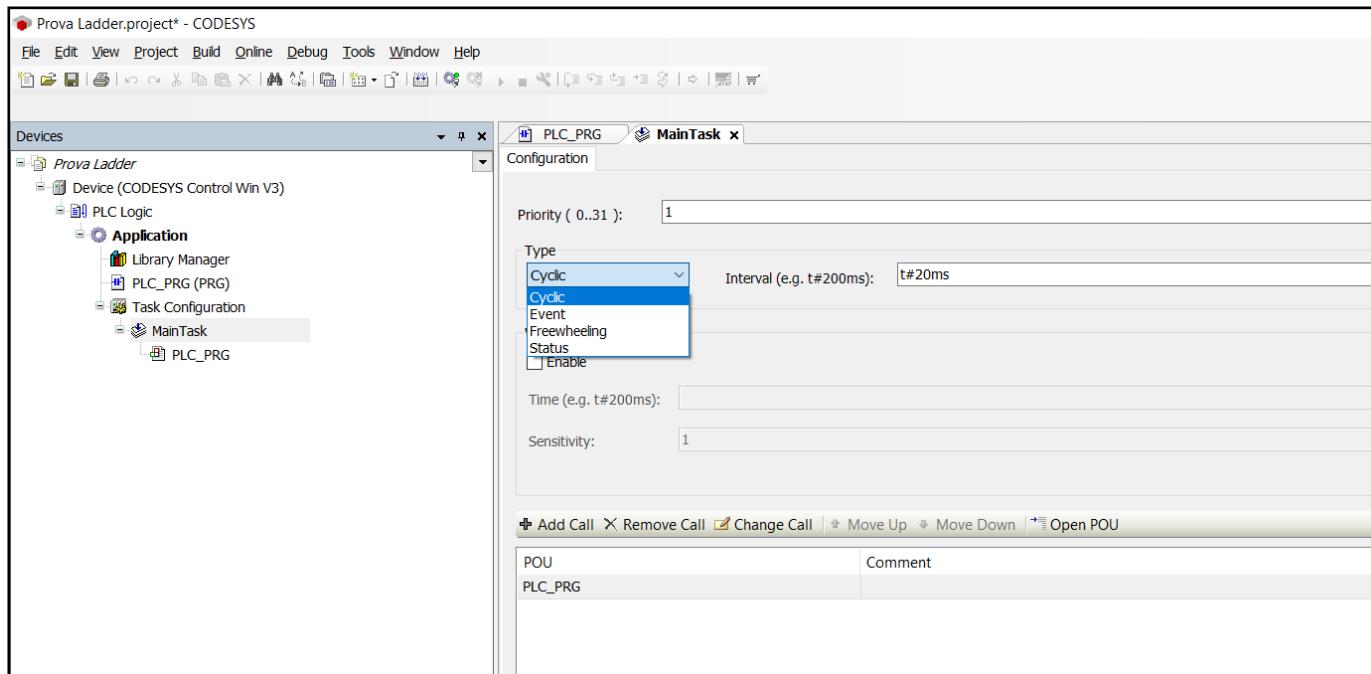
Select the language





Project workbench

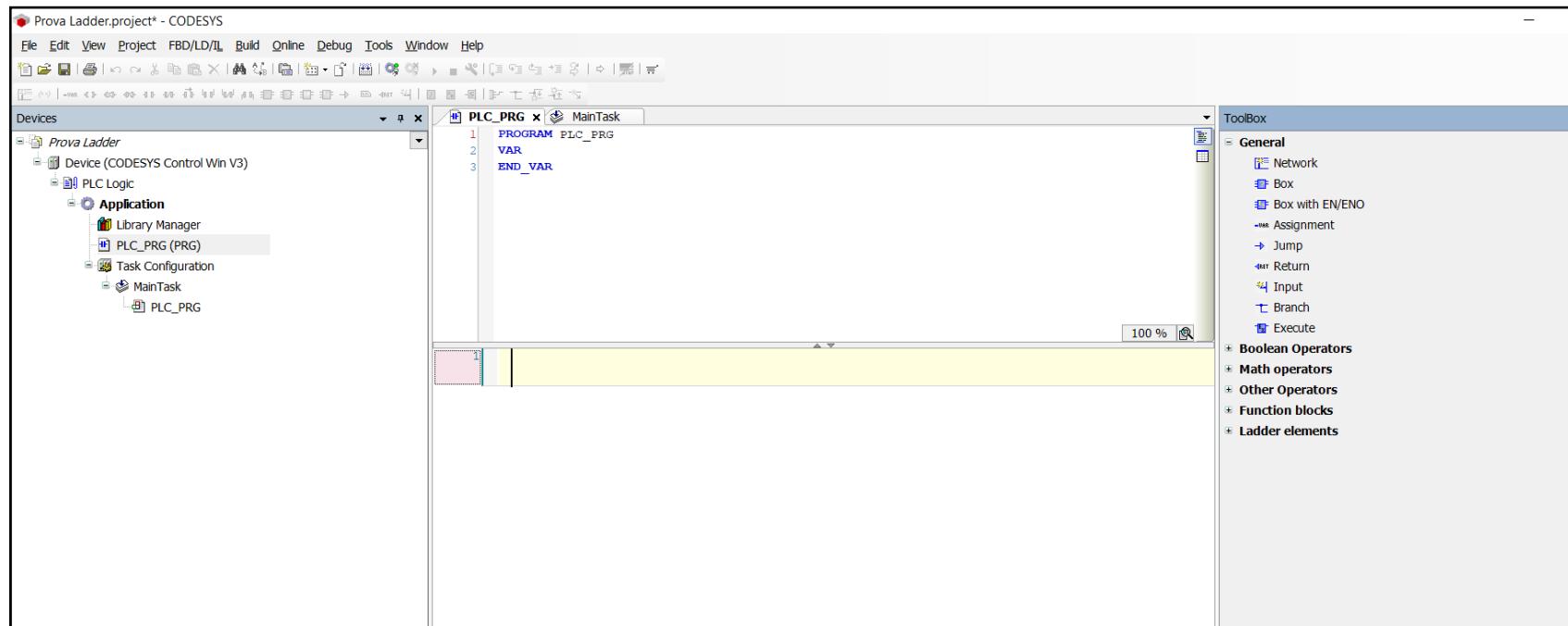
- › Your application has a Main task, that (here) runs cyclically





Project workbench - Ladder

- › You can create Ladder diagrams using drag/drop from the toolbox



Adding a contact + coil

- › Two global variables are automatically created in the variable definition window always in ST lang), both of `bool` type, as specified by us
- › Here, we want a switch that turns on a lamp, hence we need a NO contact and a coil
- › PS here you don't see the right power rail as it's implicit

The screenshot shows a PLC program editor with the following code:

```
PROGRAM PLC_PRG
VAR
    Contact1: BOOL;
    Coill1: BOOL;
END_VAR
```

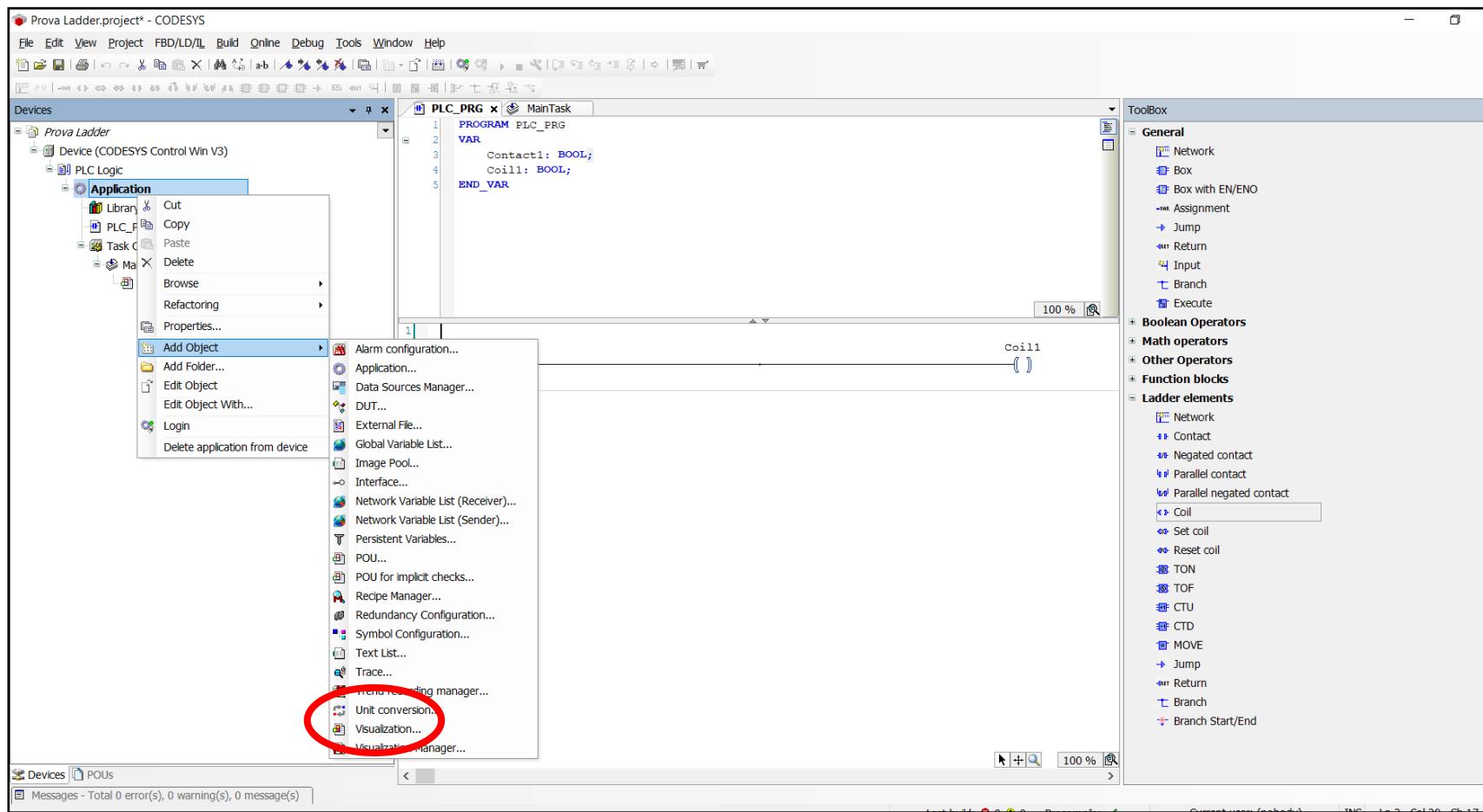
A red oval highlights the variable declarations (Line 3 and 4). A dashed red arrow points from the bottom of the oval to the ladder logic diagram below. The ladder logic consists of a single coil labeled "Coill1" and a single contact labeled "Contact1".



View the simulated system

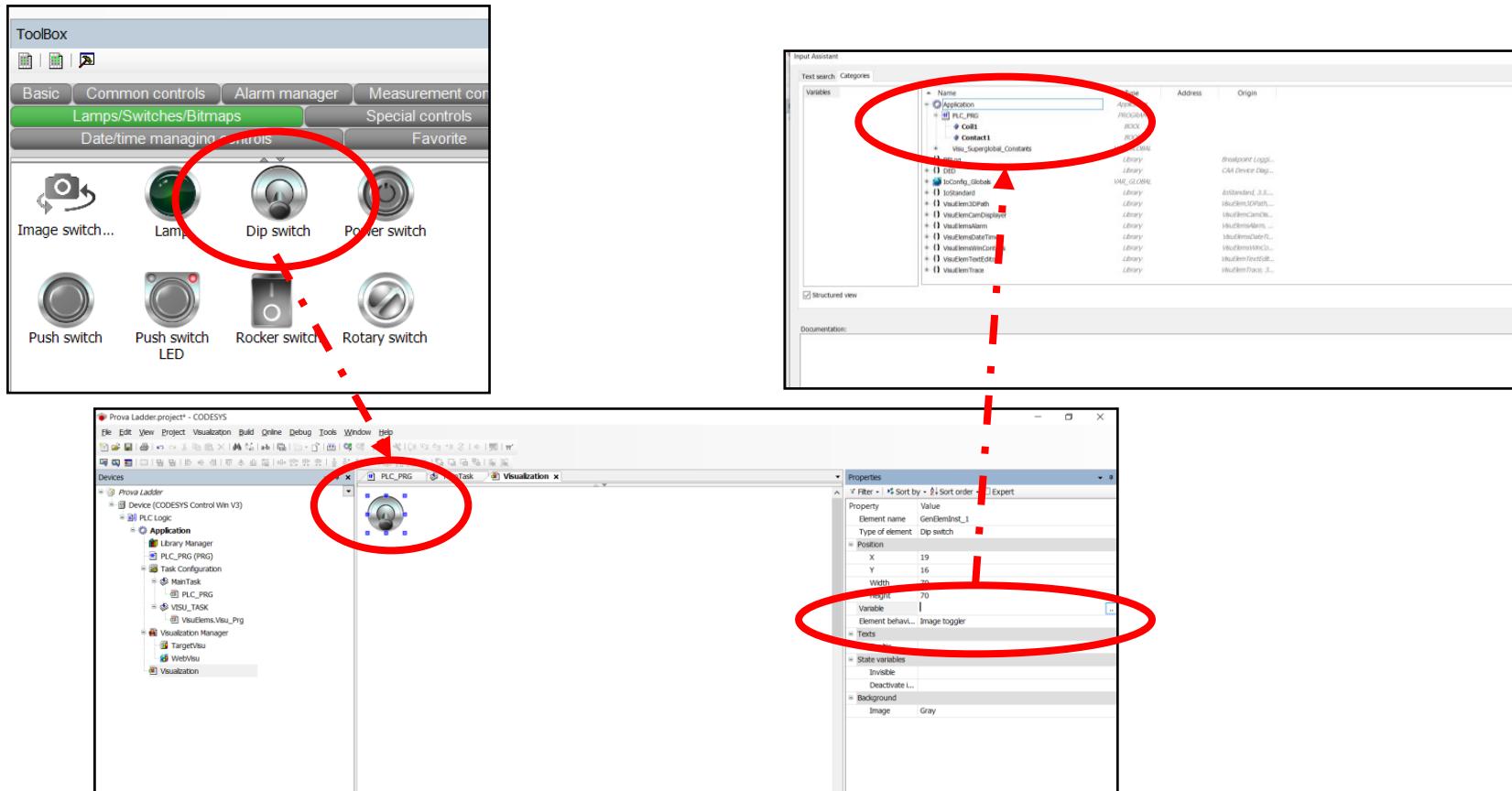
Add a Visualization object

- › Application -> Add Object -> Visualization



Add elements, and link to variables

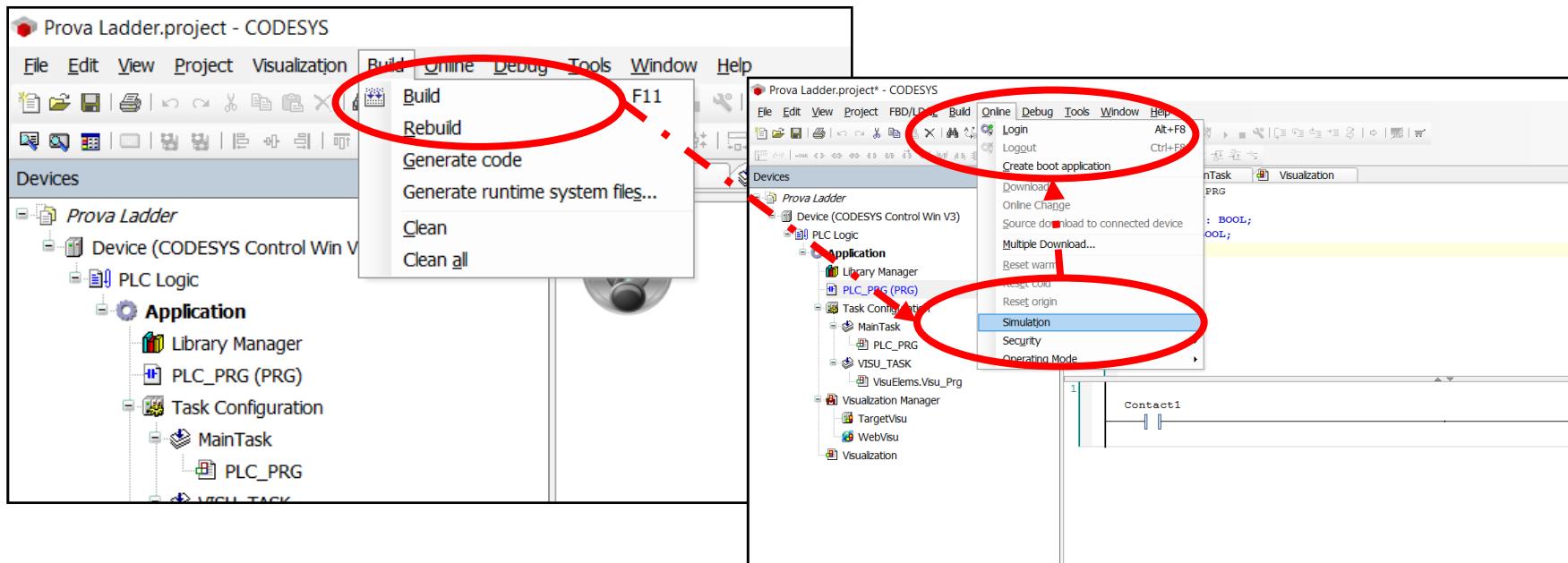
- Here, we added a dip switch from the toolbox, and we select the Contact1 var from the Properties window
- Now, add a lamp and bind it to Coill1





Compile and set up simulator

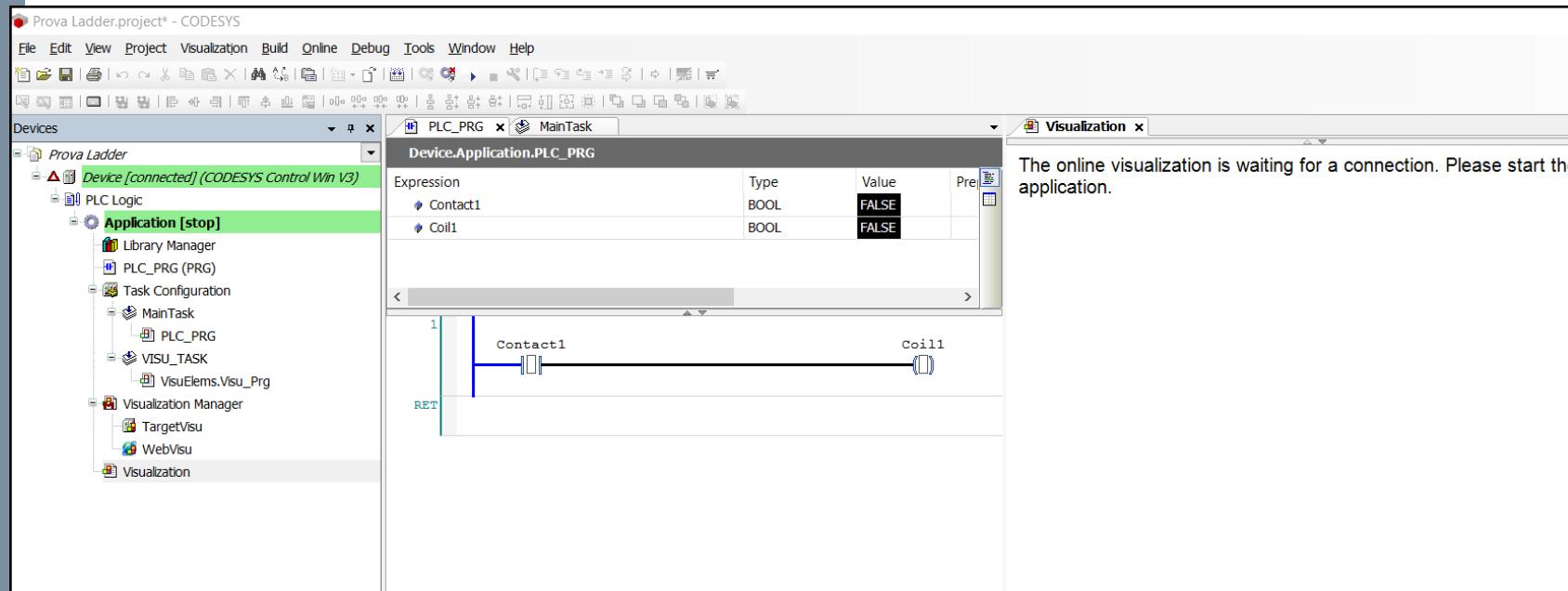
- › Build the system, from the menu or with F11
- › Login from the Online menu to download the required run libs
 - Before..make sure you ticked "Simulation"!
- › Now, we're ready to go





Run workbench

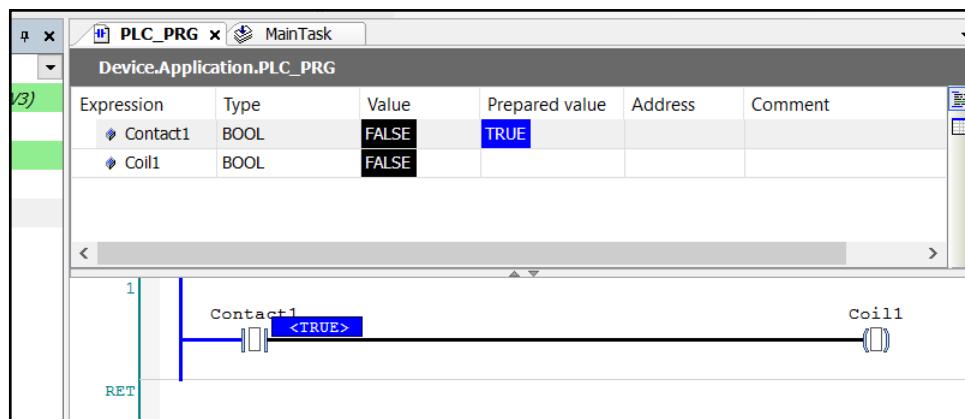
- › After a while, simulator/simulation is set up
- › Click on Debug -> Start to go
- › Nothing happens





Modify values

- › Via the “watch expression” window, use the “Prepared value”
- › Then, apply the value with the Debug -> Write value menu item (or CTRL+F7)



- › In this case, in our example, we can also manually act on the switch

Remember to log out after you're done! 😊

Sequential contacts vs. parallel contacts

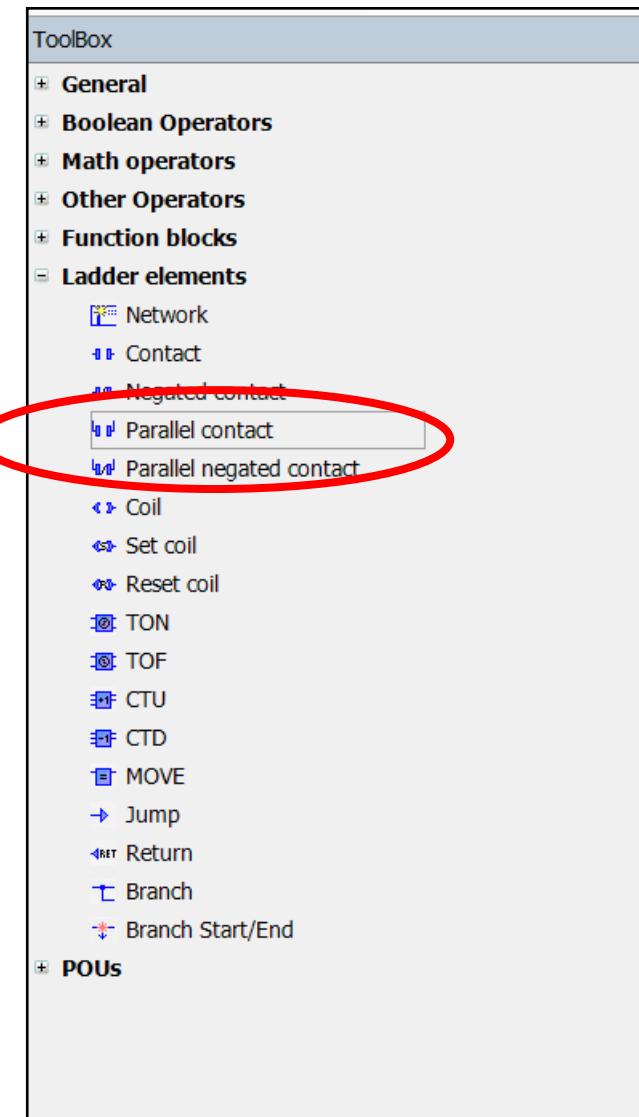
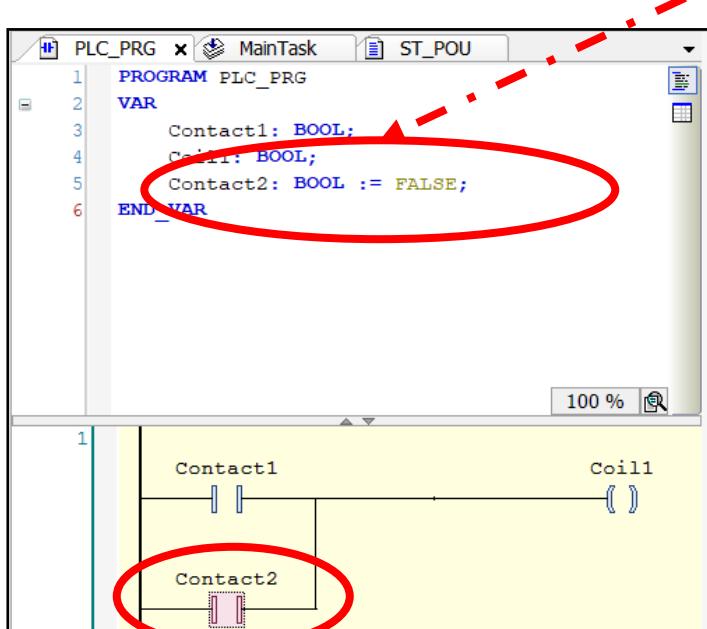
Logical "AND"

- › ..easy, simply drag&drop

Logical "OR"

- › "Parallel contact" components from toolbox
- › IDE helps us to insert it...

PS good programmers remember to initialize vars ;)

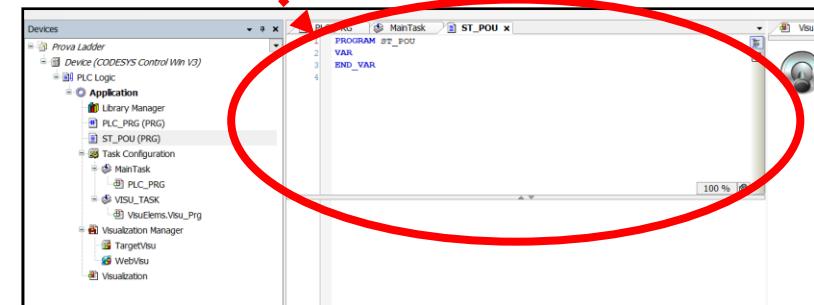
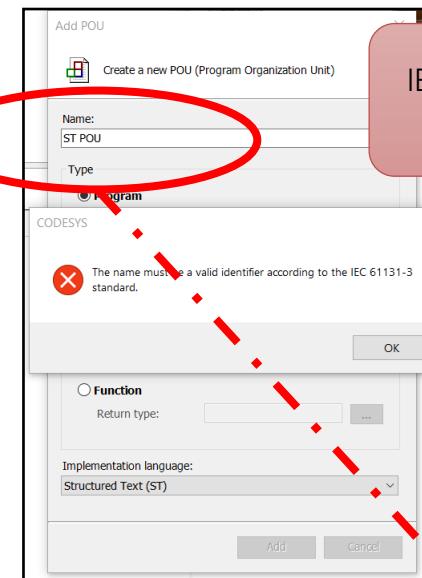
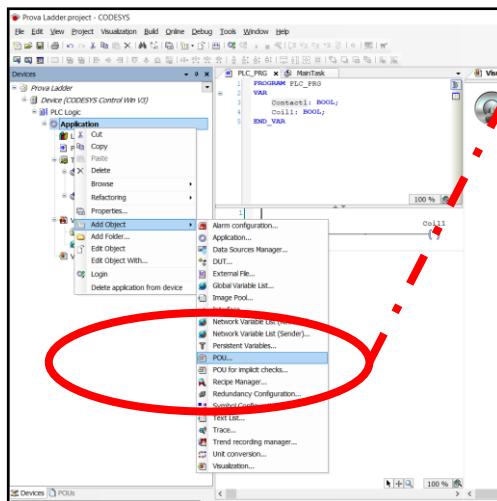


Structured Text



Add new ST POU

- › Program Organization Unit let you add logics in the same application, using different languages
- › We now add a Program POU





Write the ST code

The screenshot shows the CODESYS Development Environment interface. The title bar reads "Prova Ladder.project* - CODESYS". The menu bar includes File, Edit, View, Project, Build, Online, Debug, Tools, Window, and Help. The toolbar contains various icons for file operations and project management.

The left sidebar is titled "Devices" and shows a tree structure for the project "Prova Ladder". It includes sections for Device (CODESYS Control Win V3), PLC Logic, Application (Library Manager, PLC_PRG (PRG), ST_POU (PRG)), Task Configuration (MainTask, PLC_PRG, ST_POU), VISU_TASK, Visualization Manager (TargetVisu, WebVisu), and Visualization.

The main workspace has three tabs: "PLC_PRG", "MainTask", and "ST_POU x". The "ST_POU x" tab is active, displaying the following ST code:

```
PROGRAM ST_POU
VAR
    Contact1: BOOL;
    Coill1: BOOL;
END_VAR

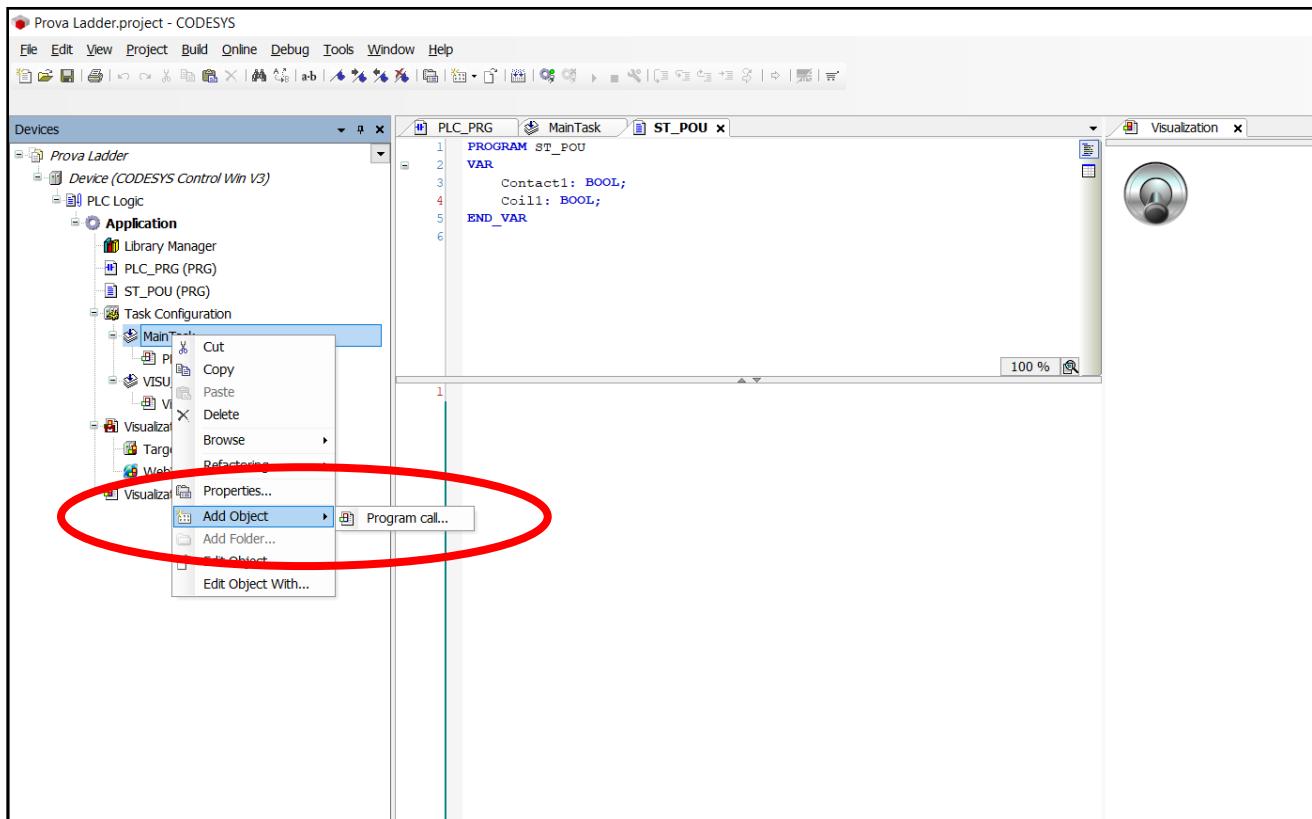
IF contact1 = TRUE THEN;
    Coill1:=TRUE;
ELSE;
    Coill1:=FALSE;
END_IF;
```

The code consists of two parts: a VAR block defining two BOOL variables, Contact1 and Coill1, and an IF-THEN-ELSE block that sets Coill1 to TRUE if Contact1 is TRUE, and to FALSE otherwise. The code is highlighted in blue, indicating it is valid ST language.



Are we done? Not yet...

- › We created a POU Program, but we haven't called it yet from within the MainTask...





Run and set values

- › If you set Contact1 to **TRUE**, then Coil1 goes to **TRUE**
- › ..but the simulated Light & Switch don't turn on!

Why?

- › Because they are **not** attached to **those** Contact1 and Coil1 vars you think...
- › Look out when you write names...

Should we attach those vars to the two simulated objects?

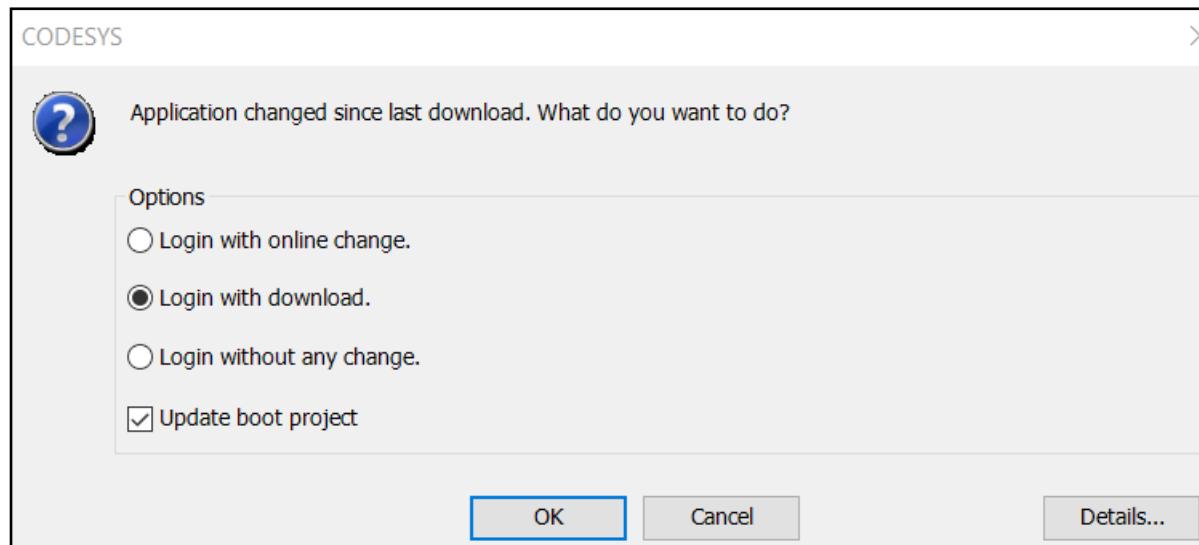
- › (recommendation) Only if requested by the application specs
- › In this case, I use them for debugging/teaching purposes, so my specs say "no" 😊



Compile & Login again

We added a ST block, so the simulation engine might require some components

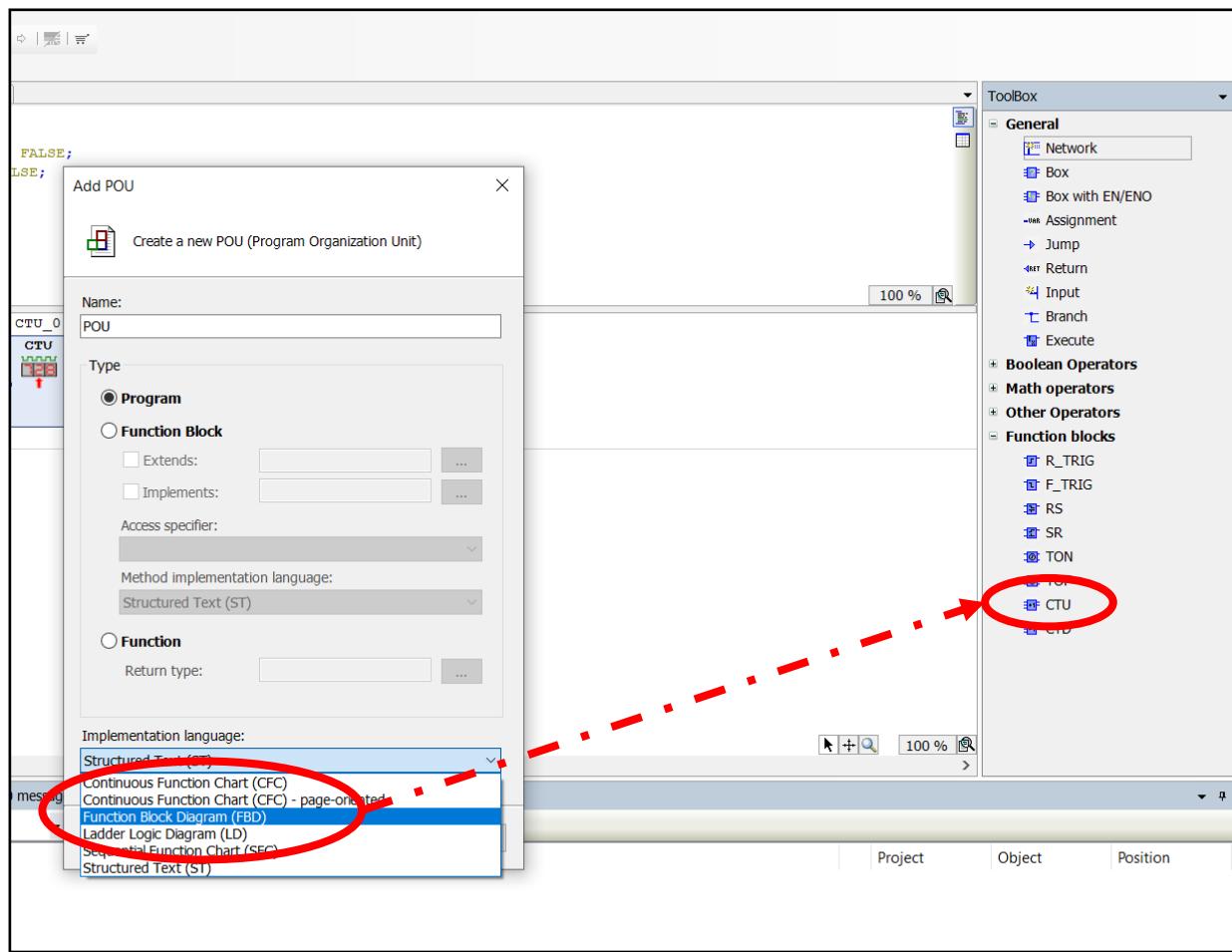
- › Codesys will prompt us



Programming with Function Blocks

Counters - CTU

- › Create a program, or add a POU of type "FBD"
- › Then, drag a Counter (CTU) in the workbench





Bind the CTU

Connect CTU in&outs to vars

- › CU to a contact (press&hold button)
- › Here, RESET is false (just for this example)..might use a button/contact?
- › PV1 is a WORD
- › Q to a coil (we want to turn on a lamp)
- › CV to a WORD variable, to monitor the status

The screenshot shows a PLC programming environment with two main sections: a code editor and a ladder logic editor.

Code Editor:

```
1 PROGRAM PLC_PRG
2
3     Contact1: BOOL := FALSE;
4     Coill1: BOOL := FALSE;
5     PV1: WORD := 3;
6     CTU_0: CTU;
7     Value: WORD;
8 END_VAR
```

Ladder Logic Editor:

```
1      CTU_0
2      +-----+
3      |       |
4      |   CU   |
5      |   +---+ |
6      |   FALSE| |
7      |   +---+ |
8      |       |
9      |   PV1  |
10     |       |
11     +-----+
12
13     Contact1 --- CU
14     FALSE      --- RESET
15     PV1        --- PV
16
17     Q          --- Coill1
18     CV         --- Value
```

The ladder logic diagram illustrates the configuration of a CTU block. It has three inputs: Contact1 connected to the CU terminal, FALSE connected to the RESET terminal, and PV1 connected to the PV terminal. It has two outputs: Q connected to Coill1, and CV connected to Value.





Add visualization

- › Attach a “simple” press&hold button to Contact1
- › Add a lamp and attach to Coil1
- › ..or, can also attach it directly to CTU out PLC_PRG.CTU_0.Q

The screenshot shows a software interface for PLC programming and visualization. On the left, the **PLC_PRG** window displays the following program code:

```
PROGRAM PLC_PRG
VAR
    Contact1: BOOL := FALSE;
    Coil1: BOOL := FALSE;
    PV1: WORD := 3;
    CTU_0: CTU;
    Value: WORD;
END_VAR
```

Below the code is a ladder logic diagram for **CTU_0**. It has a normally open contact labeled **Contact1** connected to the **CU** coil. The **RESET** coil is connected to the **CU** coil. The output **Q** is connected to the **Coil1** coil. The **PV1** input is connected to the **CV** coil.

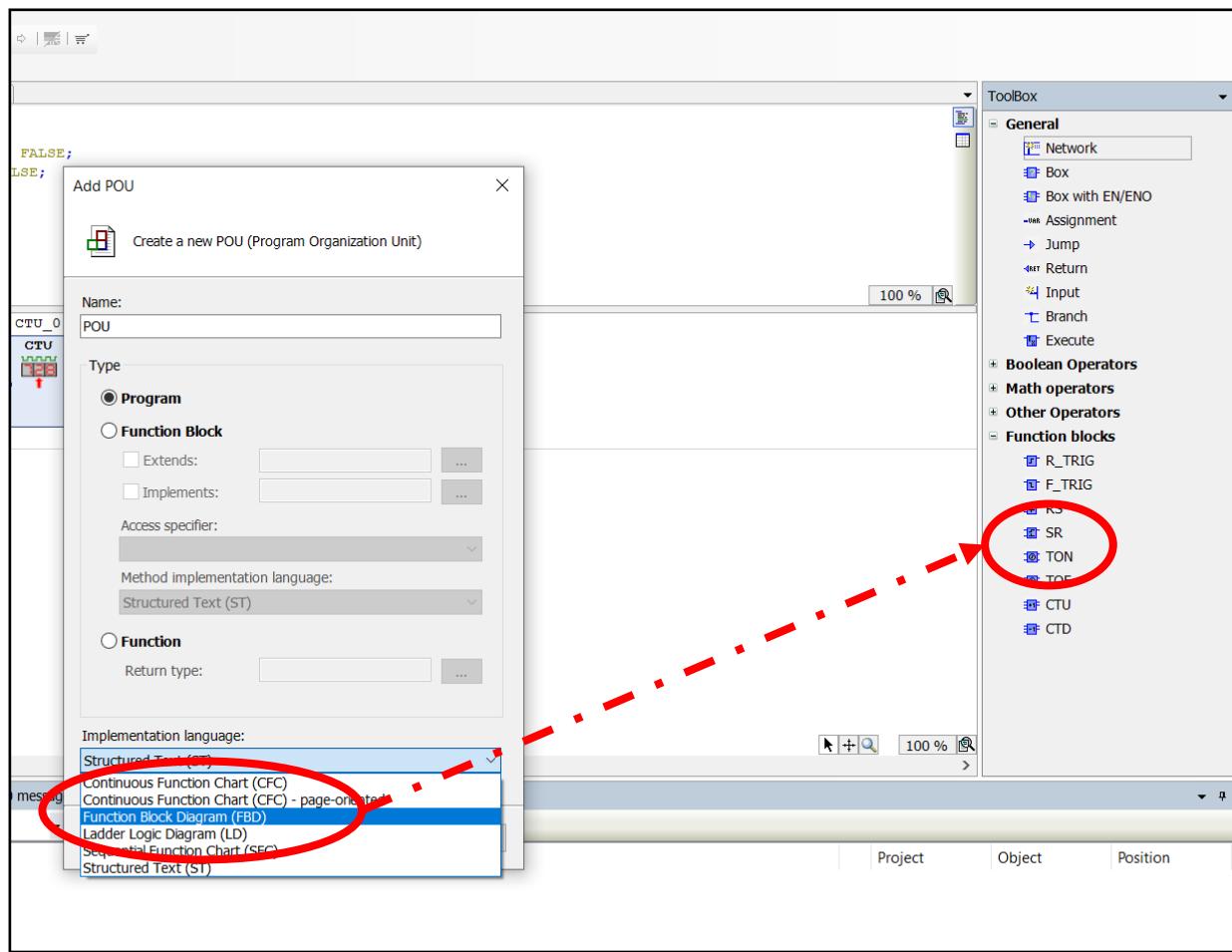
In the center, the **Visualization** window contains an **Interface Editor** tab. It shows a button labeled **Press me** and a lamp icon. A red oval highlights the lamp icon. To the right is a **Properties** panel:

Property	Value
Element name	GenElemInst_1
Type of element	Lamp
Position	
X	295
Y	18
Width	70
Height	70
Variable	PLC_PRG.CTU_0.Q
Texts	
Tooltip	
State variables	
Invisible	

A red arrow points from the **Variable** field in the properties panel to the **Variable** connection in the ladder logic diagram. Another red arrow points from the **Variable** field to the **Variable** field in the properties panel.

Timers – TON

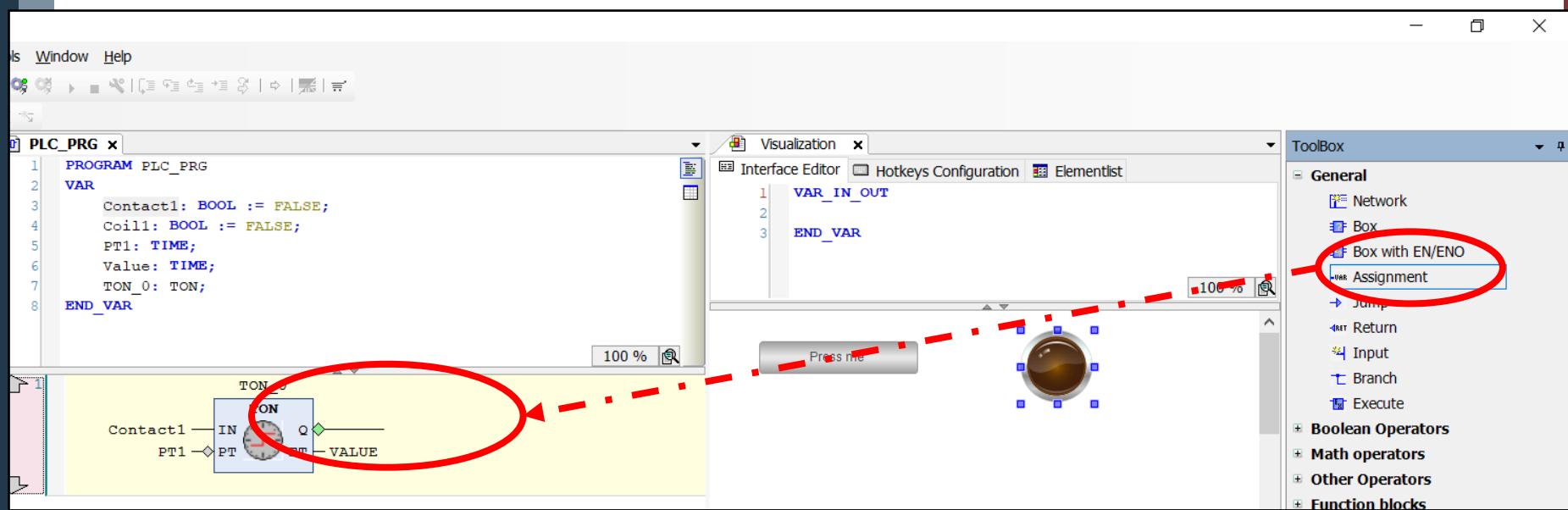
- › Create a program, or add a POU of type "FBD"
- › Then, drag a Timer On (TON) in the workbench





Bind the TON

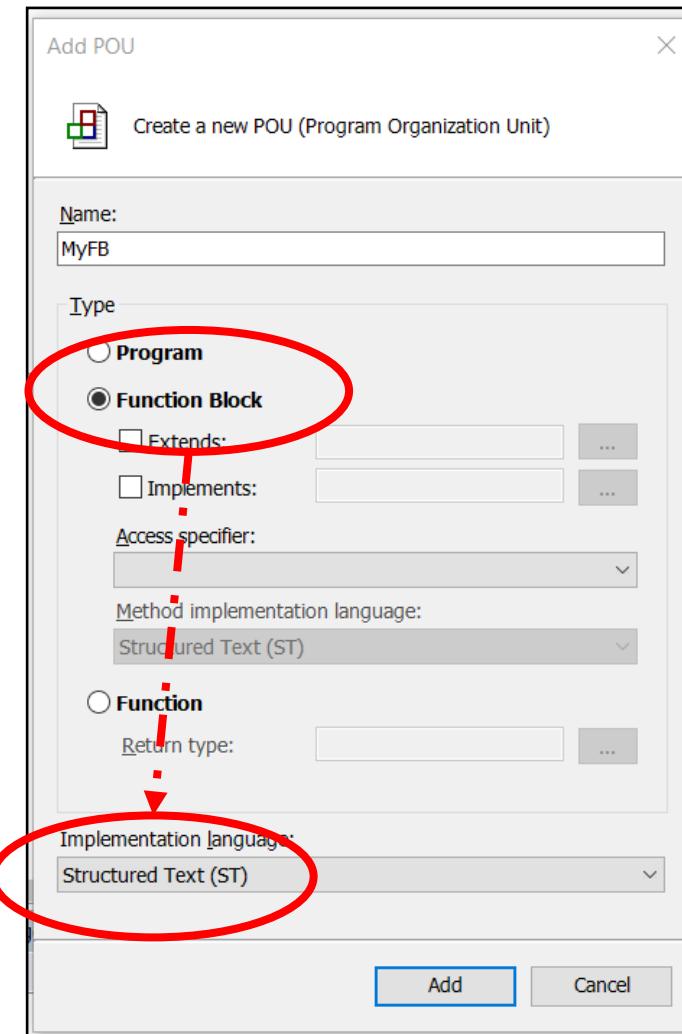
- › IN to a contact (press&hold/standard button)
- › Remember, IN starts timer @its rising edge, and resets @its falling edge
- › PT1 is a TIME
- › Q to a coil (we want to turn on a lamp) using the **assignment** operator
- › ET to a TIME variable, to monitor the status



Defining Function Blocks

Create a new POU of type Function Blocks

- › (of course, in ST)



Implement the Function Block

Add in/out vars

- › num1, num2 as ins, SumResult and SubResult as outs, all REAL numbers

```
FUNCTION_BLOCK MyFB
VAR_INPUT
    num1: REAL;
    num2: REAL;
END_VAR
VAR_OUTPUT
    AddResult: REAL;
    SubResult: REAL;
END_VAR
VAR
END_VAR

AddResult := num1 + num2;
SubResult := num1 - num2;
```

Add FB logics

- › In ST workbench



Use it in the Application

In the main POU, create vars

- › A and B are assigned, respectively, 11 and 5
- › Also, instantiate the FB

```
MyFB PLC_PRG
PROGRAM PLC_PRG
VAR
    A: REAL := 11;
    B: REAL := 5;
    Sum: REAL;
    Subtr: REAL;
    SumAndSubtract: MyFB;
END_VAR
```

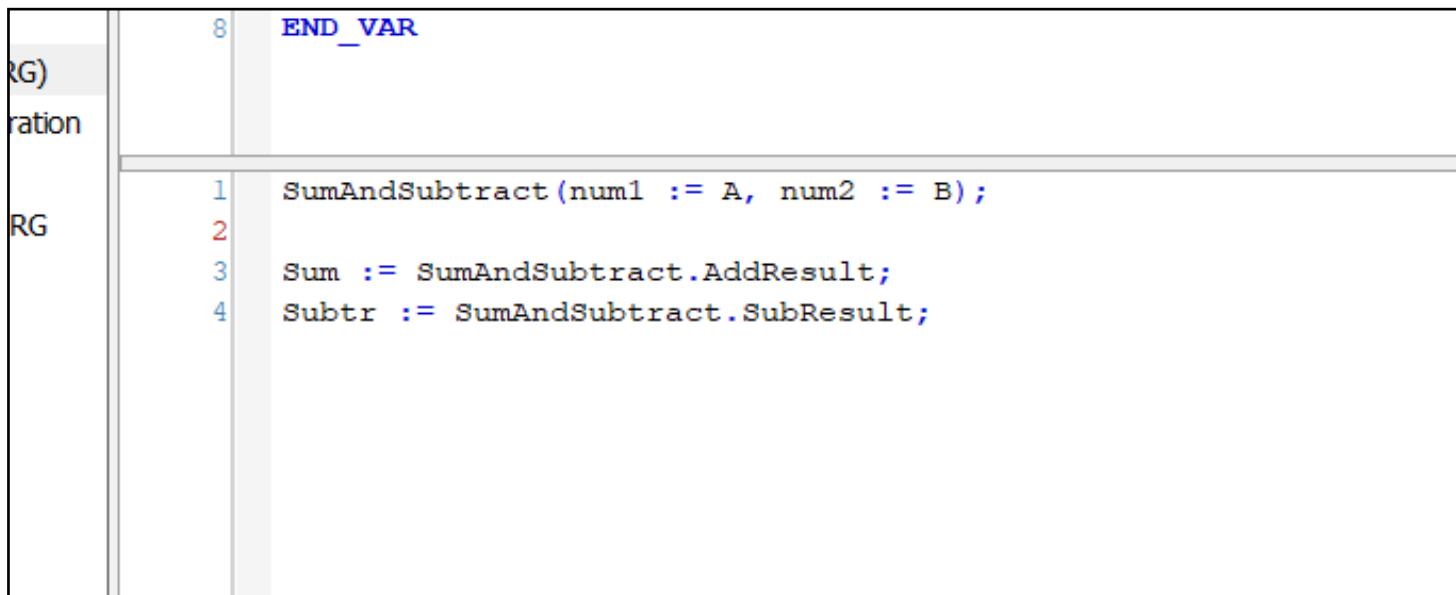
Call the FB from application

Need to explicitly bind FB input vars to main POU the vars

- › E.g., A to num1
- › Can use dot notation to fetch output values, after calling

Slightly different than in “traditional” programming languages

- › Why?



The screenshot shows a software interface with a code editor. On the left, there's a tree view with nodes like 'RG)' and 'ration'. The main area contains code with line numbers:

```
8 | END_VAR  
RG)   |  
ration |  
RG    | 1 | SumAndSubtract (num1 := A, num2 := B);  
      | 2 |  
      | 3 | Sum := SumAndSubtract.AddResult;  
      | 4 | Subtr := SumAndSubtract.SubResult;
```





Simulate..and enjoy! ☺

The screenshot shows the CODESYS Control Win V3 software interface. The title bar indicates the project is named "PLC_PRG". The left sidebar shows the project structure with "MyFB" and "PLC_PRG" selected. The main area displays the "Device.Application.PLC_PRG" configuration. It lists variables and their values:

Expression	Type	Value
A	REAL	11
B	REAL	5
Sum	REAL	16
Subtr	REAL	6
SumAndSubtract	MyFB	

Below the variable list is a code editor window containing the following PLC program:

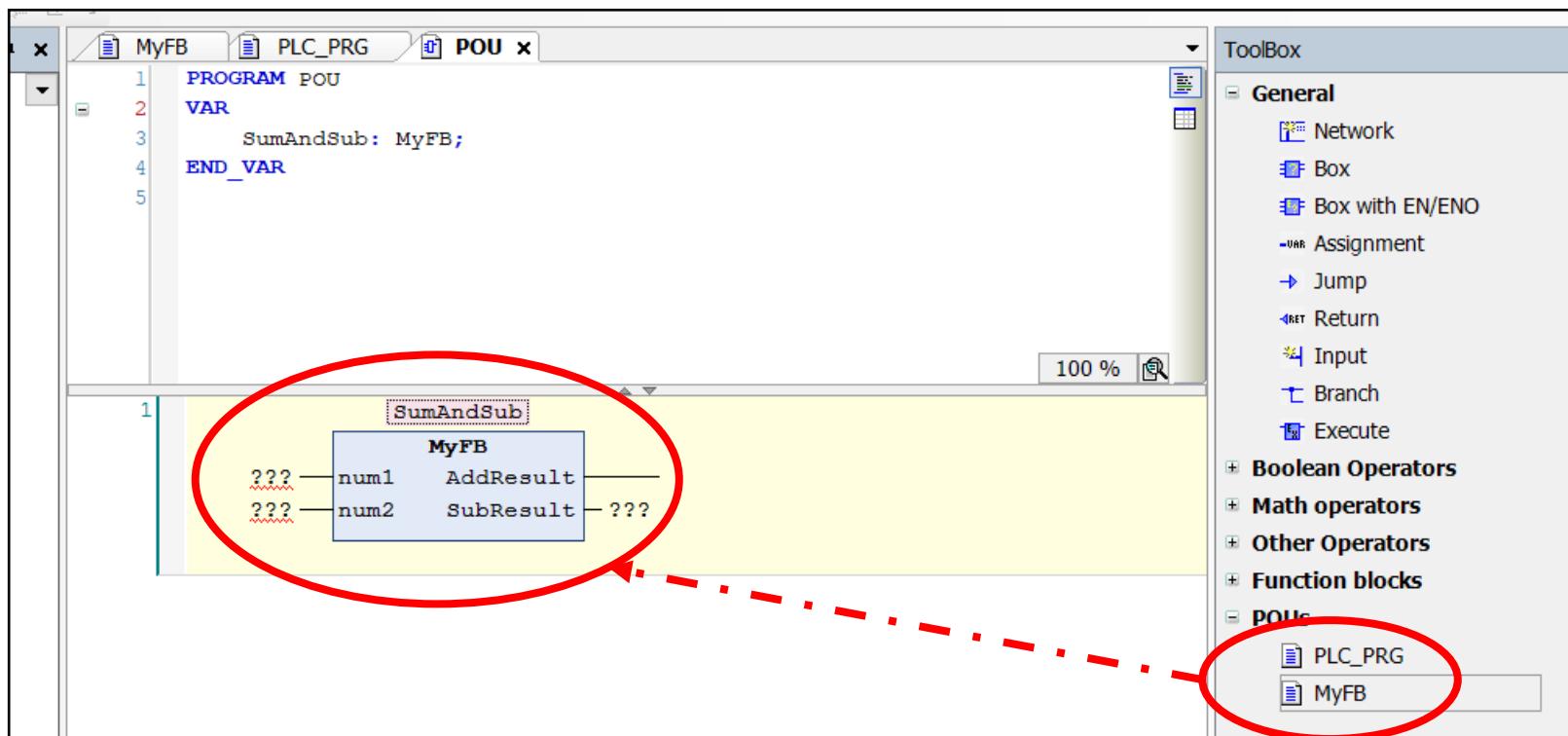
```
1 SumAndSubtract (num1 11 := A 11, num2 5 := B 5);
2
3 Sum 16 := SumAndSubtract.AddResult 16;
4 Subtr 6 := SumAndSubtract.SubResult 6; [RETURN]
```



Call from another POU

Now, your amazing FB can be used in another POU!

- › Instantiate a FBD POU
- › Find MyFB in the toolbox
- › Instantiate and try it!





Exercise

Let's
code!

Implement any of the automatas that we saw so far using an FSM written using ST
CASE-SWITCH

- › Base automata

*"Identify even sequences of a (even empty),
followed by one, or more, or no, b, ended by c"*

- › The traffic light
- › Whatever you want!

You might want to use Function blocks to separate and test different functionalities using different POU's



How to run the examples

Let's
code!

- › Find them in Code/ folder from the course website

To download Codesys, ask the teacher, or open an issue in our GitHub page

References



Course website

- › http://hipert.unimore.it/people/paolob/pub/Industrial_Informatics/index.html

My contacts

- › palo.burgio@unimore.it
- › <http://hipert.mat.unimore.it/people/paolob/>

Resources

- › Brian Hobby, Codesys tutorials (a must to learn the tool in 5 mins)
- › A small blog
 - www.google.com