

Filename: ProgettoConcluso.pro

Directory: C:\Users\ciarr\Desktop\UNIVERSITA\PROGETTO  
AUTOMAZIONE\ProgettoConcluso

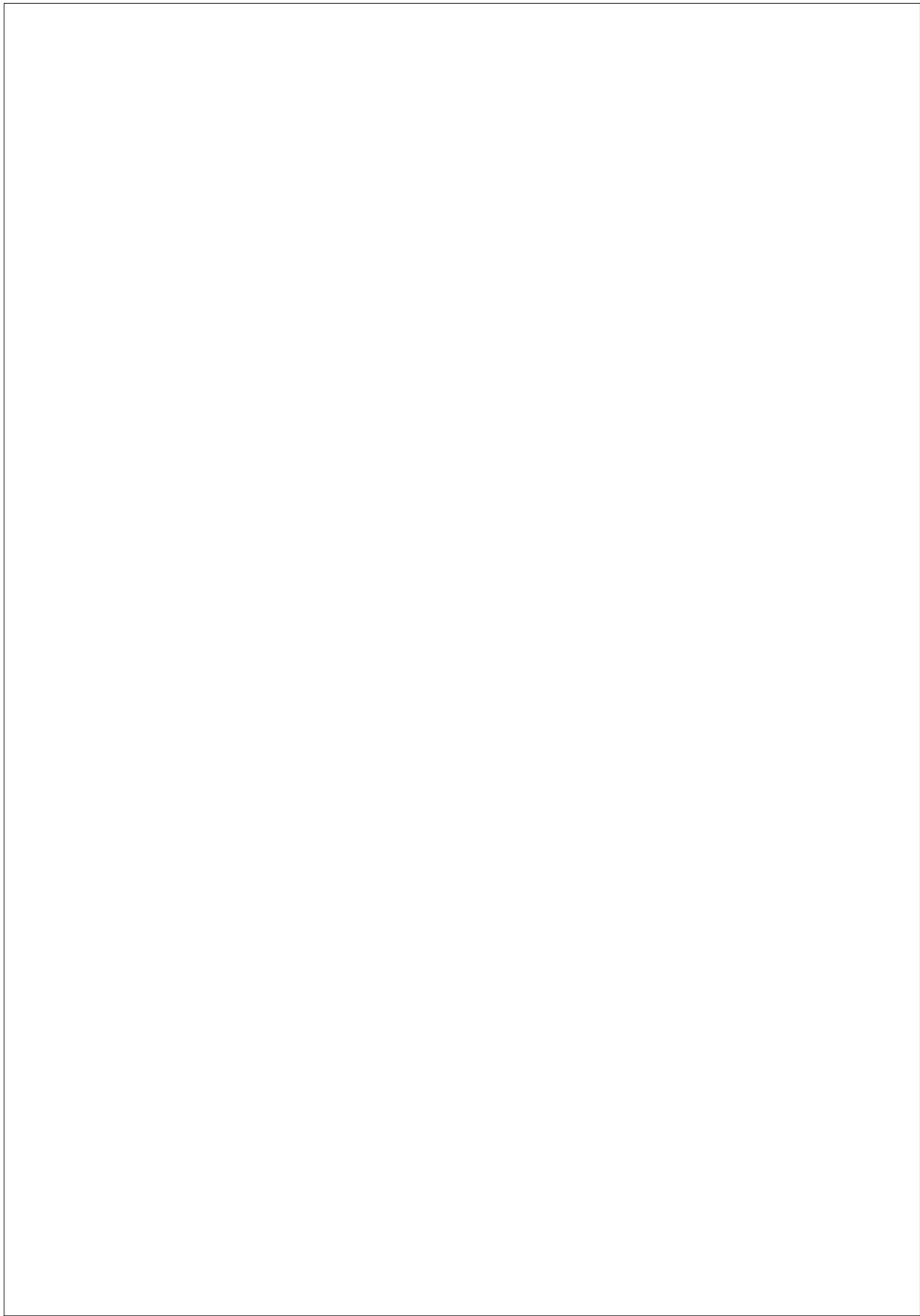
Change date: 4.8.23 00:14:38 / V2.9

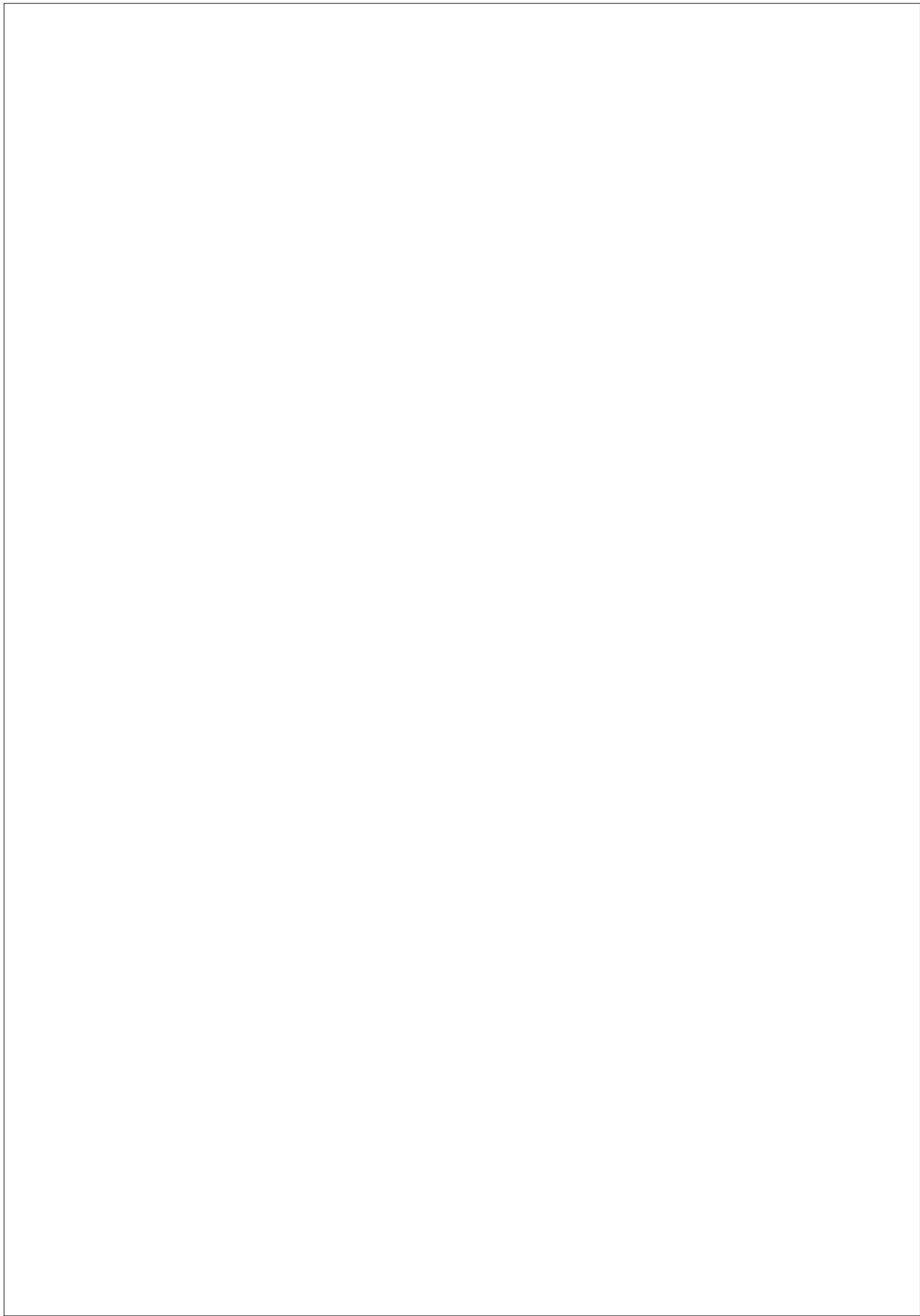
Title:

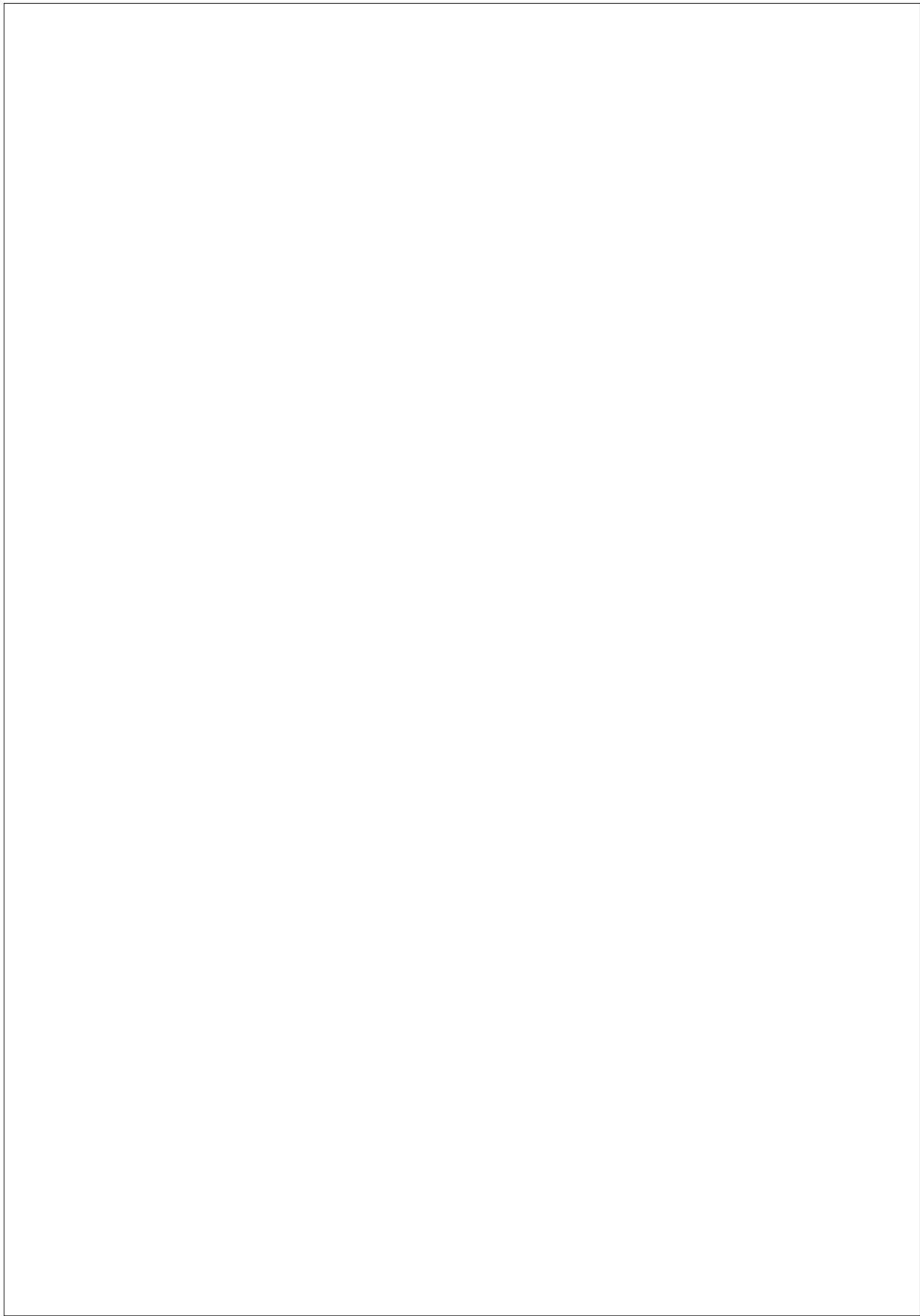
Author:

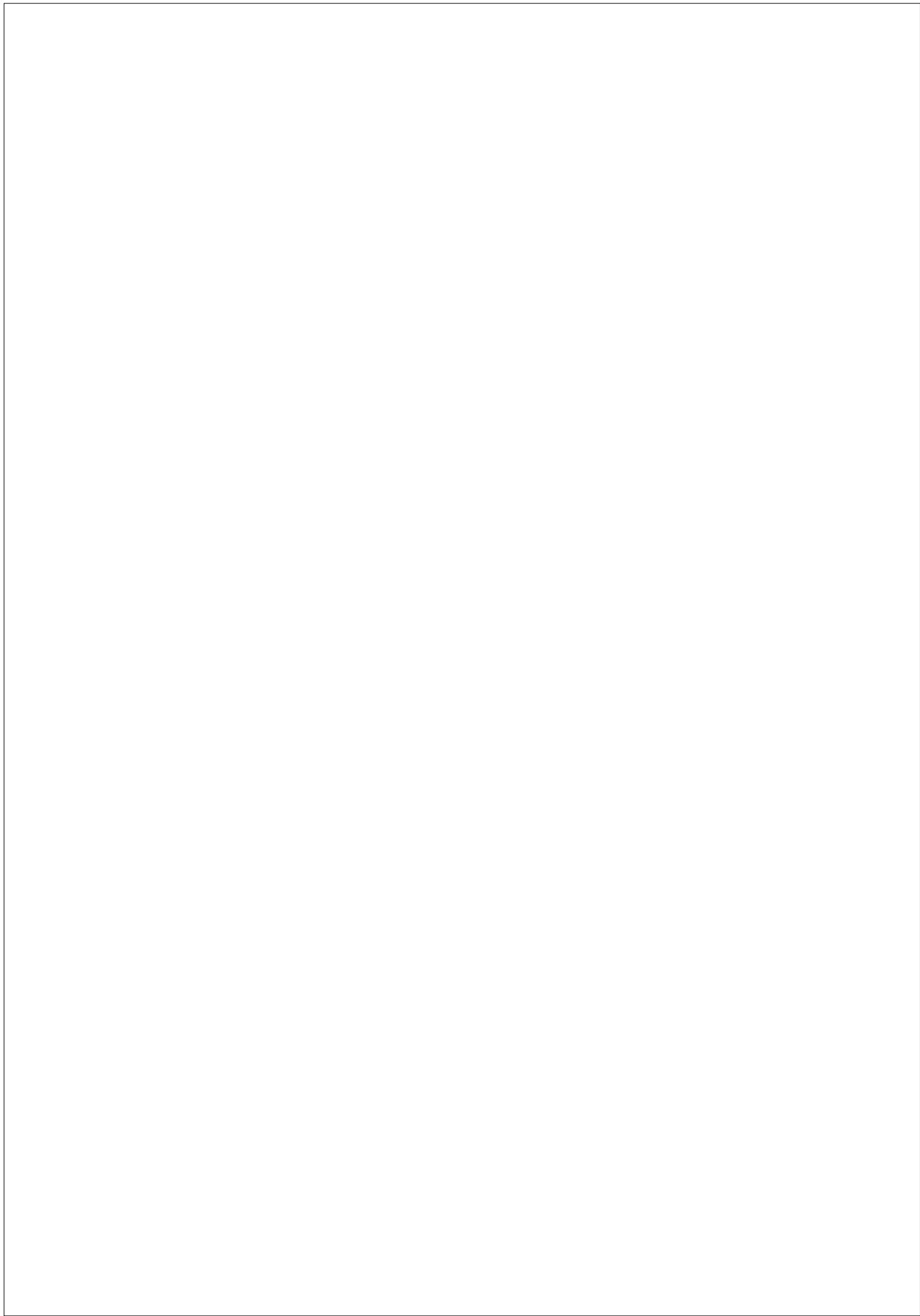
Version:

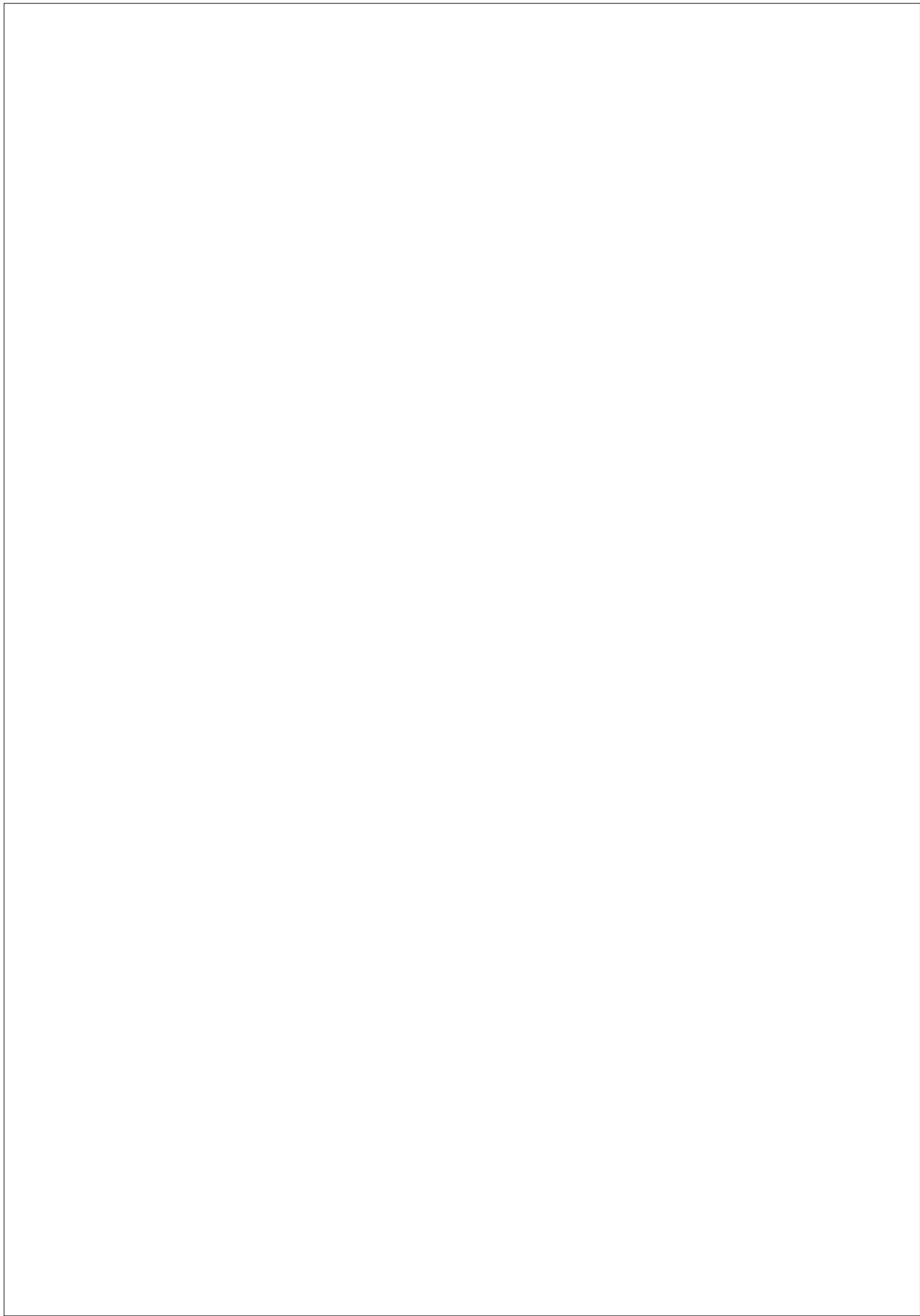
Description:



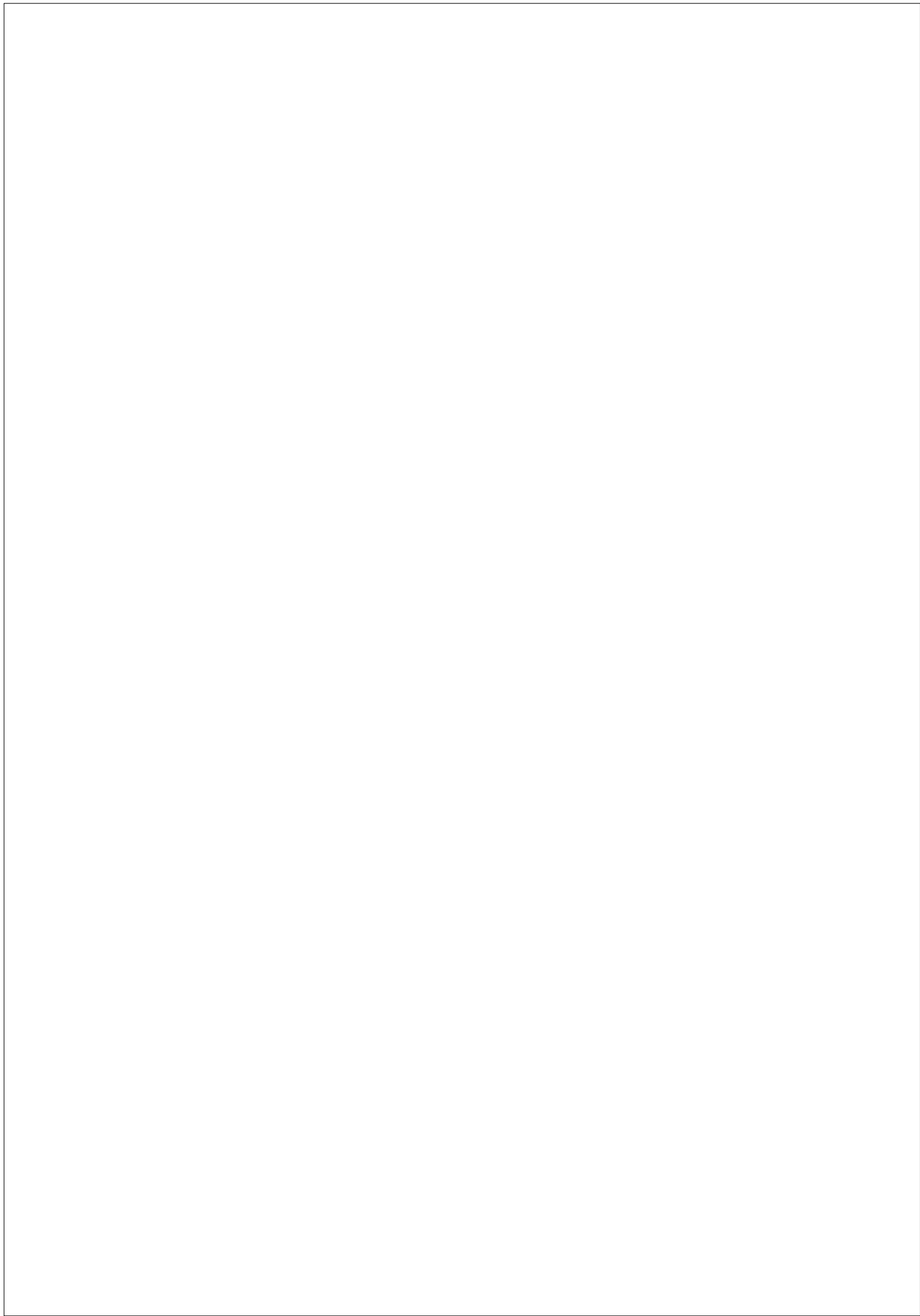




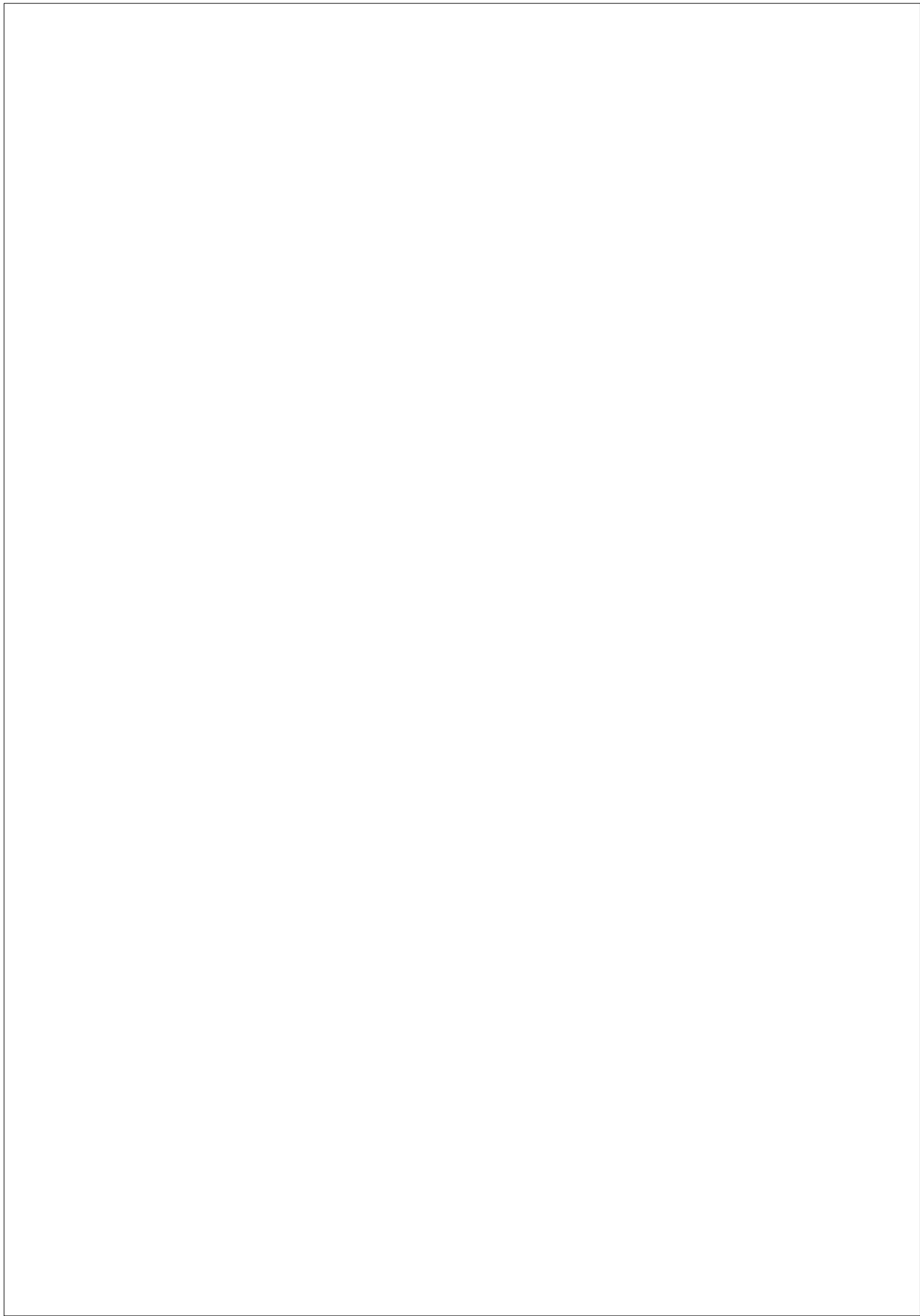


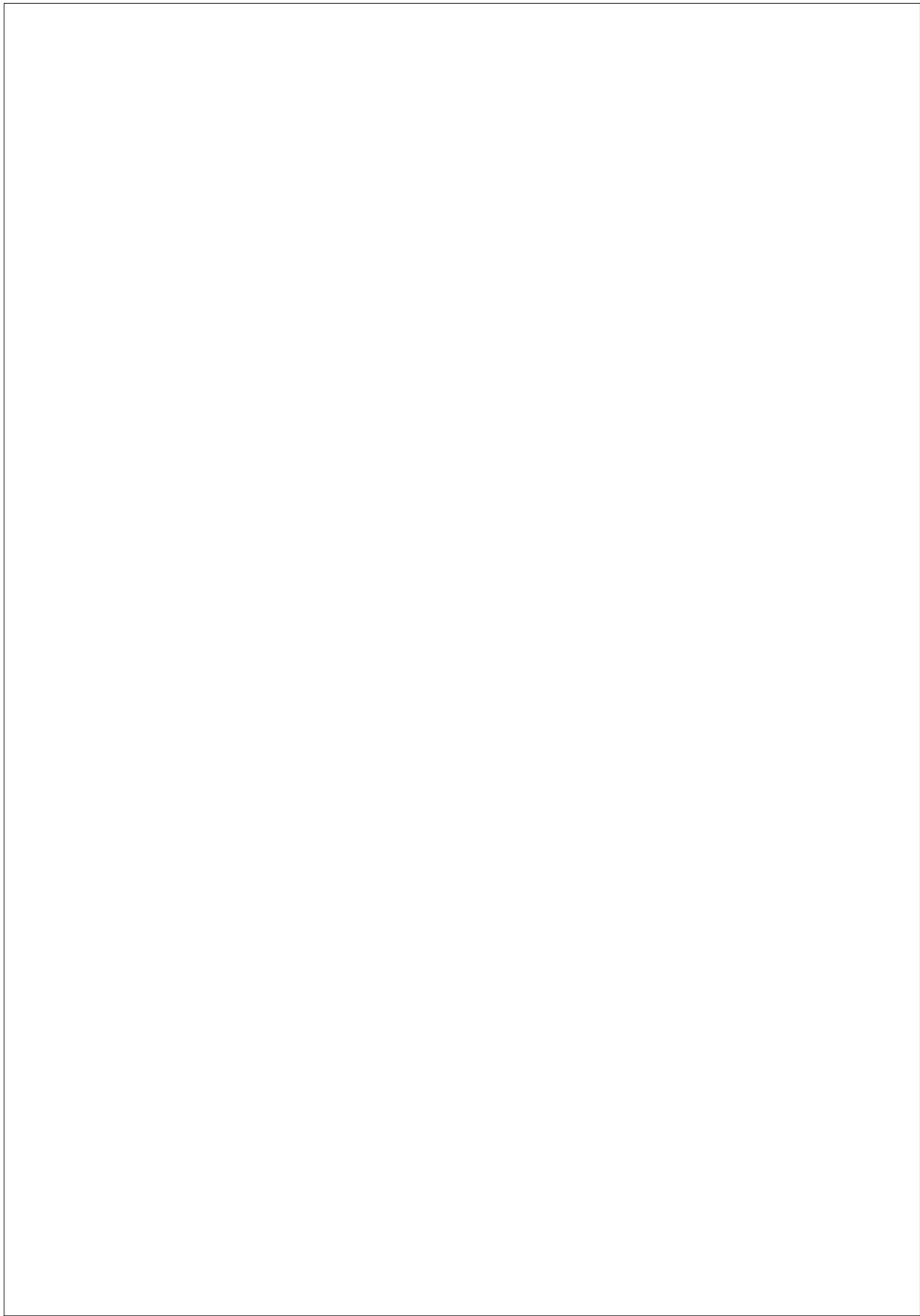


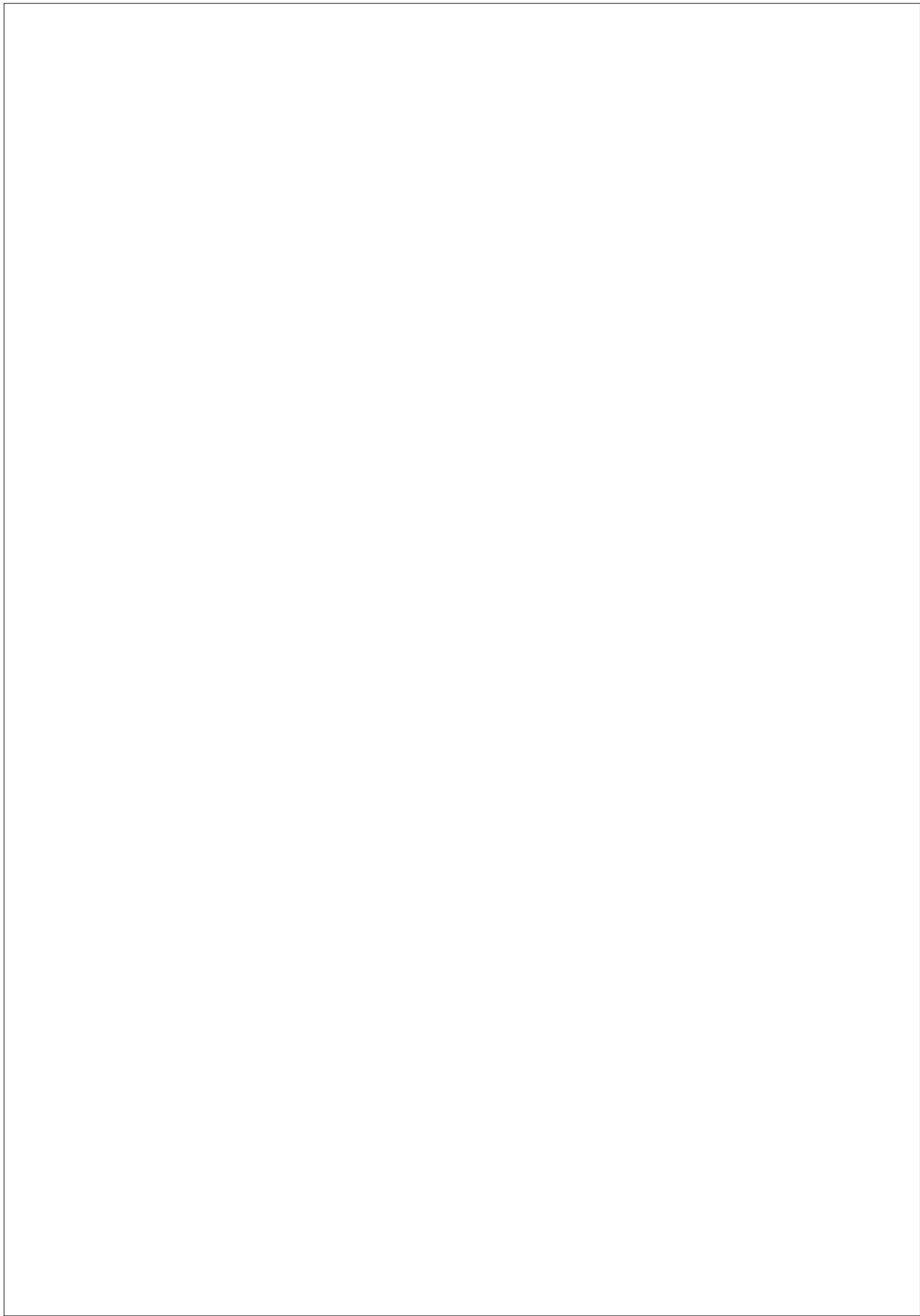
0001	PROGRAM MAIN
0002	VAR
0003	SRullo_presenza AT%IX0.0:BOOL;
0004	SRullo_Finecorsa AT%IX0.1:BOOL;
0005	SAsc_Altezza AT%IX0.2:BOOL;
0006	SRullo_Pistoneavanti AT%IX0.3:BOOL;
0007	SAsc_Capacitivo AT%IX0.4:BOOL;
0008	SAsc_Soglia AT%IX0.5:BOOL;
0009	SAsc_Pistonedietro AT%IX0.6:BOOL;
0010	SAsc_Basso AT%IX0.7:BOOL;
0011	SAsc_Alto AT%IX0.8:BOOL;
0012	SGiostra_Colore AT %IX0.9:BOOL;
0013	SGiostra_Altezza AT%IX1.0:BOOL;
0014	SGiostra_PresenzaPinza AT%IX1.1:BOOL;
0015	SDremel_alto AT%IX1.2:BOOL;
0016	SDremel_Basso AT %IX1.3:BOOL;
0017	SGiostra_Presenza AT %IX1.4:BOOL;
0018	SGiostra_AltezzaAlto AT %IX1.5:BOOL;
0019	SGiostra_AltezzaBasso AT %IX1.6:BOOL;
0020	SGiostra_MarkerAlto AT%IX1.7: BOOL;
0021	SGiostra_MarkerBasso AT%IX1.8: BOOL;
0022	
0023	
0024	
0025	AAsc_salita AT%QX0.0:BOOL;
0026	AAsc_discesa AT%QX0.1:BOOL;
0027	AAsc_aria AT%QX0.2:BOOL;
0028	AAsc_pistone AT %QX0.3:BOOL;
0029	ARullo_pistone AT %QX0.4:BOOL;
0030	ARullo_avanti AT %QX0.5:BOOL;
0031	AGiostra_Pistone AT %QX0.6:BOOL;
0032	AGiostra_Marker AT%QX4.0:BOOL;
0033	AGiostra_Gira AT %QX0.8:BOOL;
0034	AGiostra_Scarta AT%QX2.9:BOOL;
0035	AGiostra_Dremel AT%QX1.3:BOOL;
0036	AGiostra_AbbassaDremel AT%QX1.1:BOOL;
0037	AGiostra_Altezza AT%QX1.2:BOOL;
0038	
0039	S_RC_FineCorsaBasso AT %IX8.0:BOOL;
0040	S_RC_FineCorsaAlto AT %IX8.1:BOOL;
0041	S_RC_FineCorsaDestra AT %IX8.2:BOOL;
0042	S_RC_FineCorsaSinistra AT %IX8.3:BOOL;
0043	S_RC_PresenzaPinza AT %IX8.4:BOOL;
0044	S_RC_PinzaSensore AT %IX8.5:BOOL;
0045	S_RC_ScivoloPieno AT %IX8.7:BOOL;
0046	
0047	S_RC_Encoder AT %IX8.6:BOOL;
0048	S_RC_Estensimetro AT %IW2:WORD;
0049	
0050	A_RC_MovBasso AT %QX8.0:BOOL;
0051	A_RC_MovAlto AT %QX8.1:BOOL;
0052	A_RC_MovDestra AT %QX8.2:BOOL;
0053	A_RC_MovSinistra AT %QX8.3:BOOL;
0054	A_RC_Pinza AT %QX8.4:BOOL;
0055	
0056	T1: TON;
0057	T2: TON;
0058	T3: TON;
0059	T4: TON;
0060	T5: TON;
0061	T6: TON;

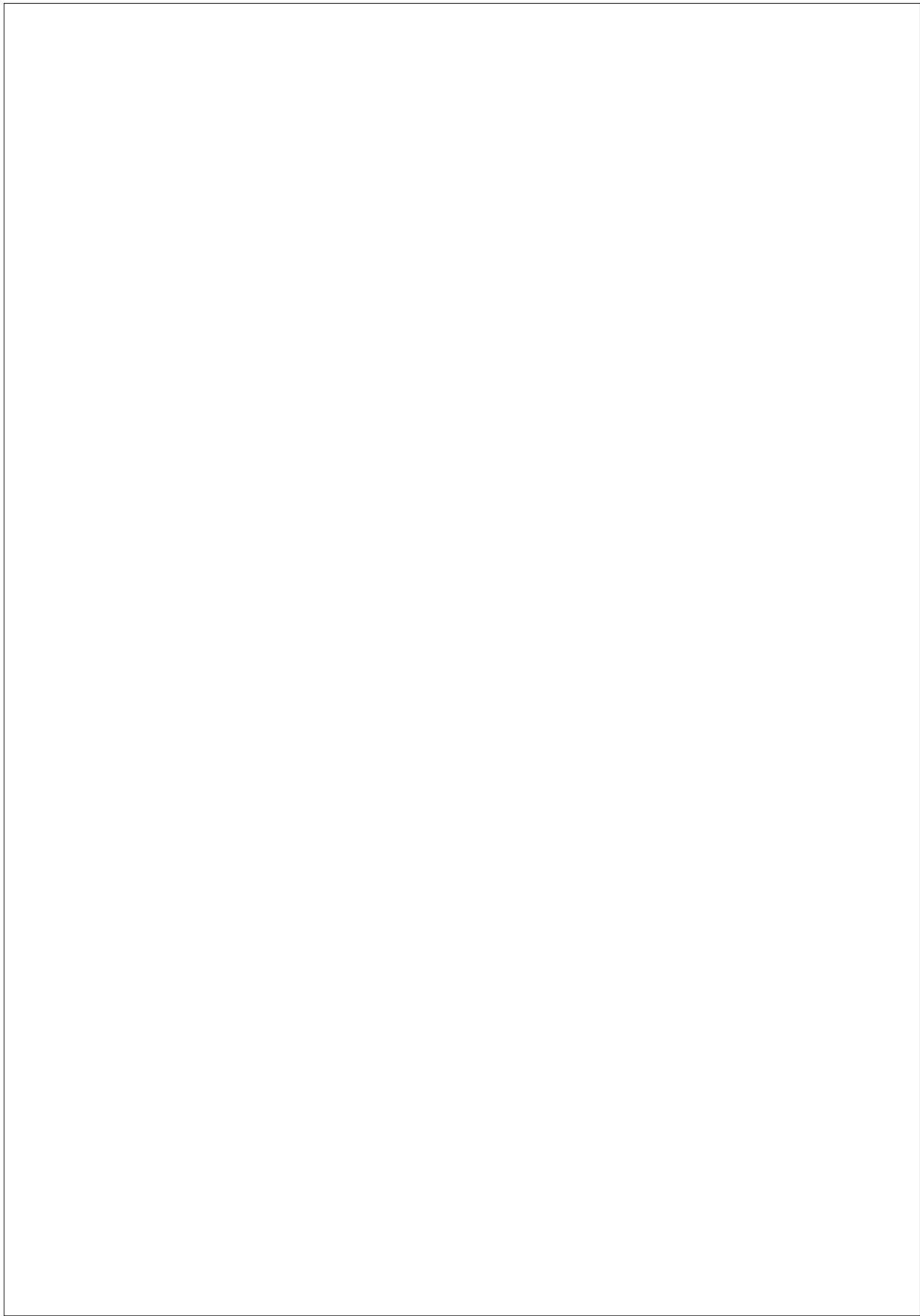




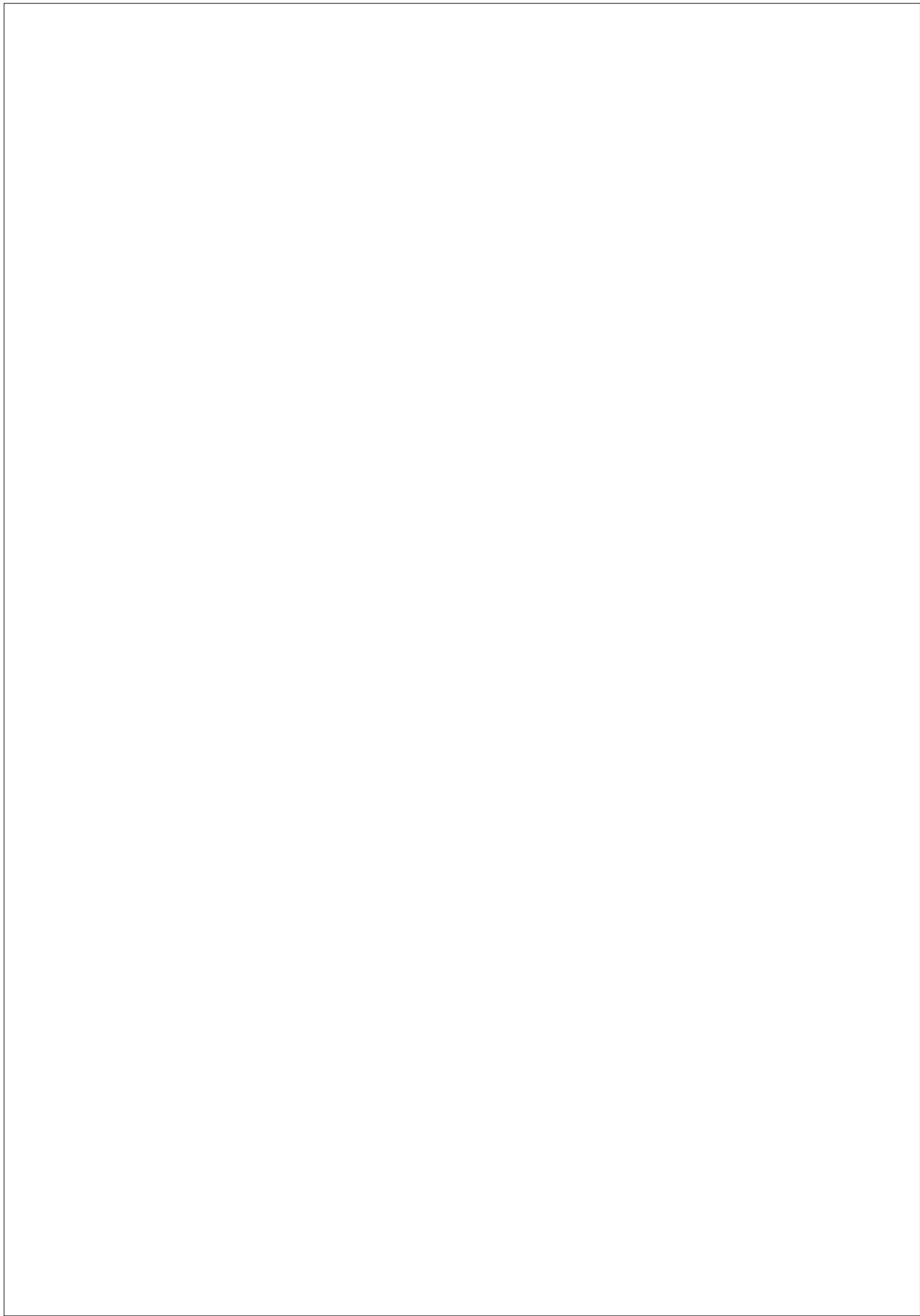


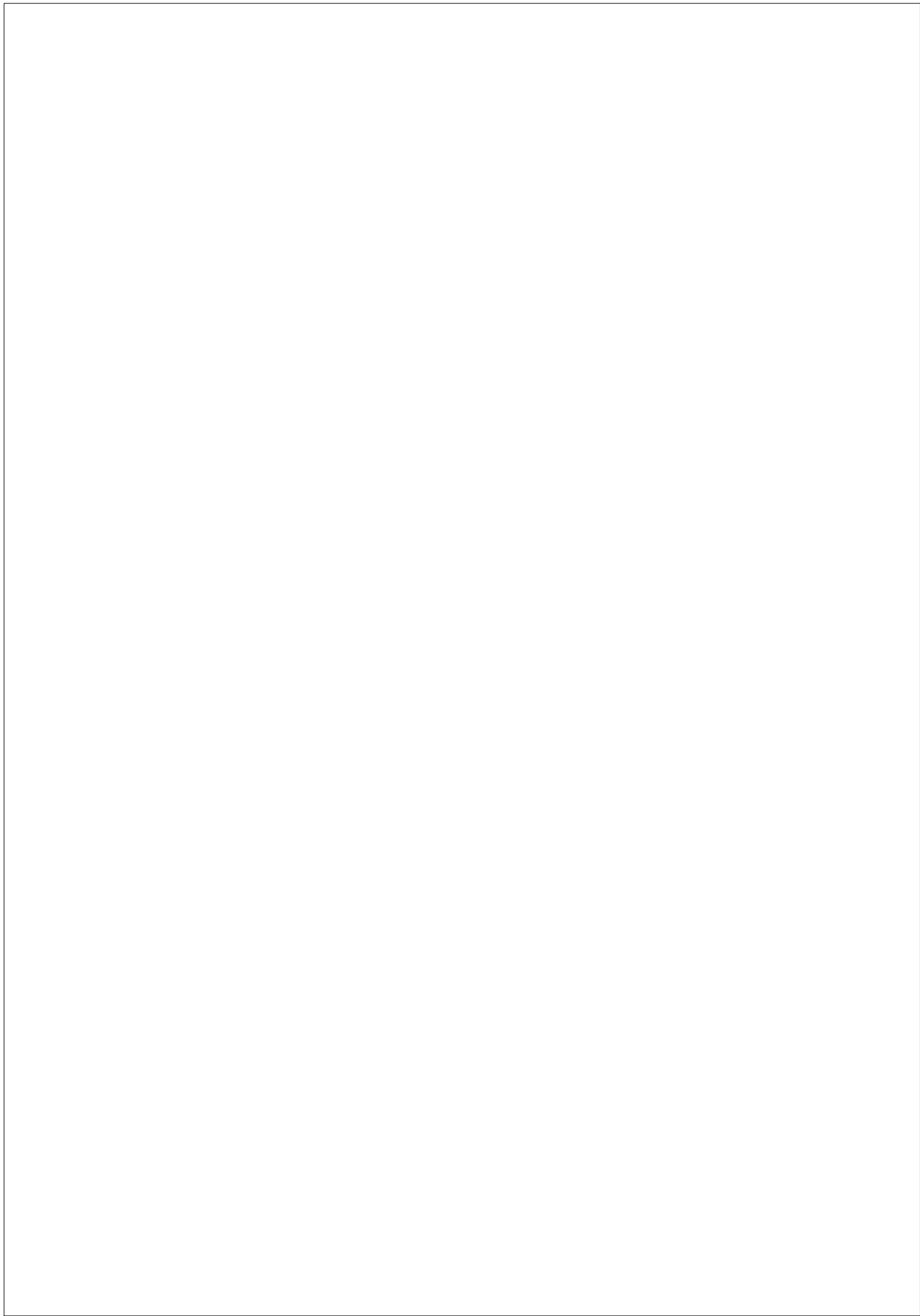


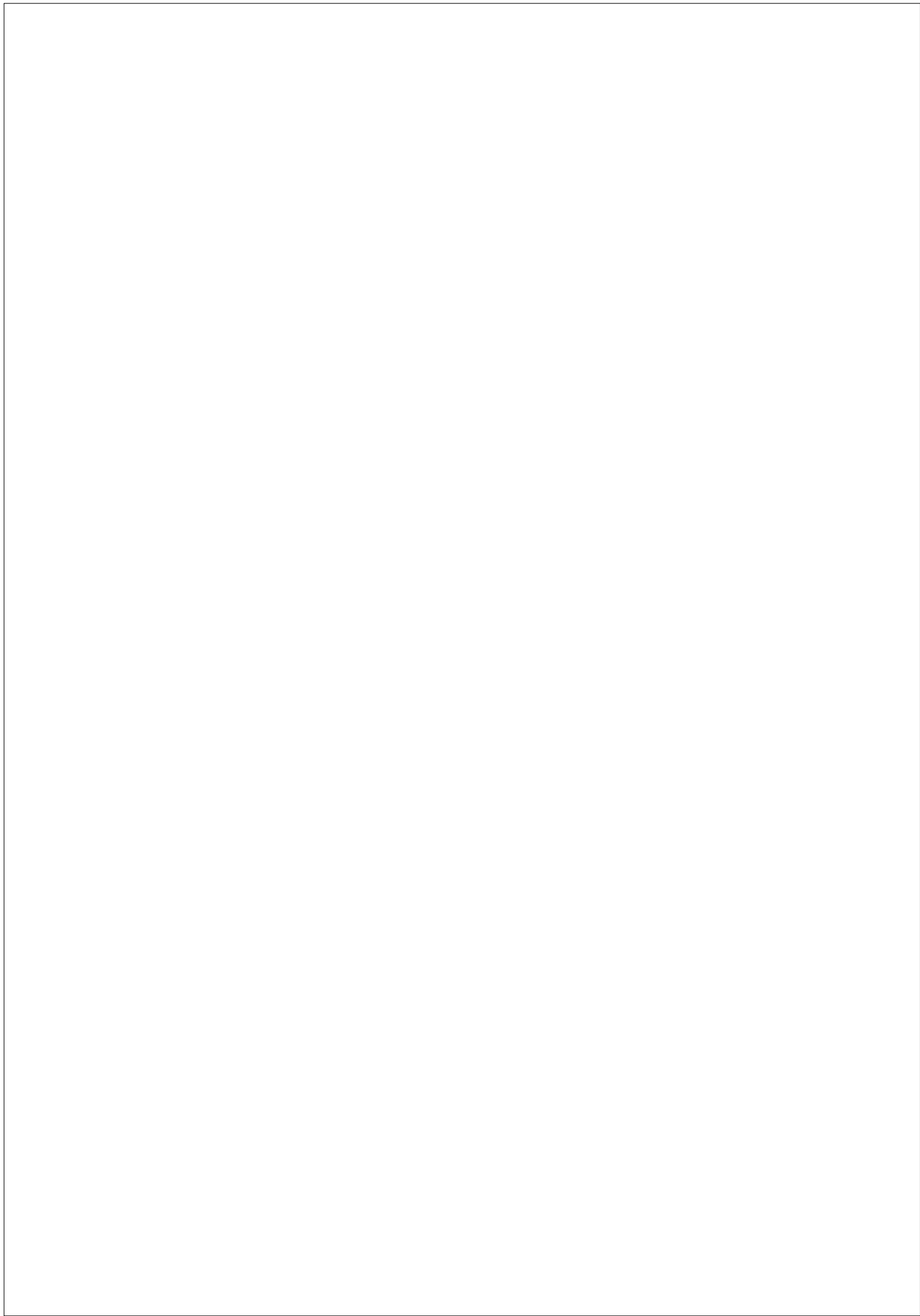




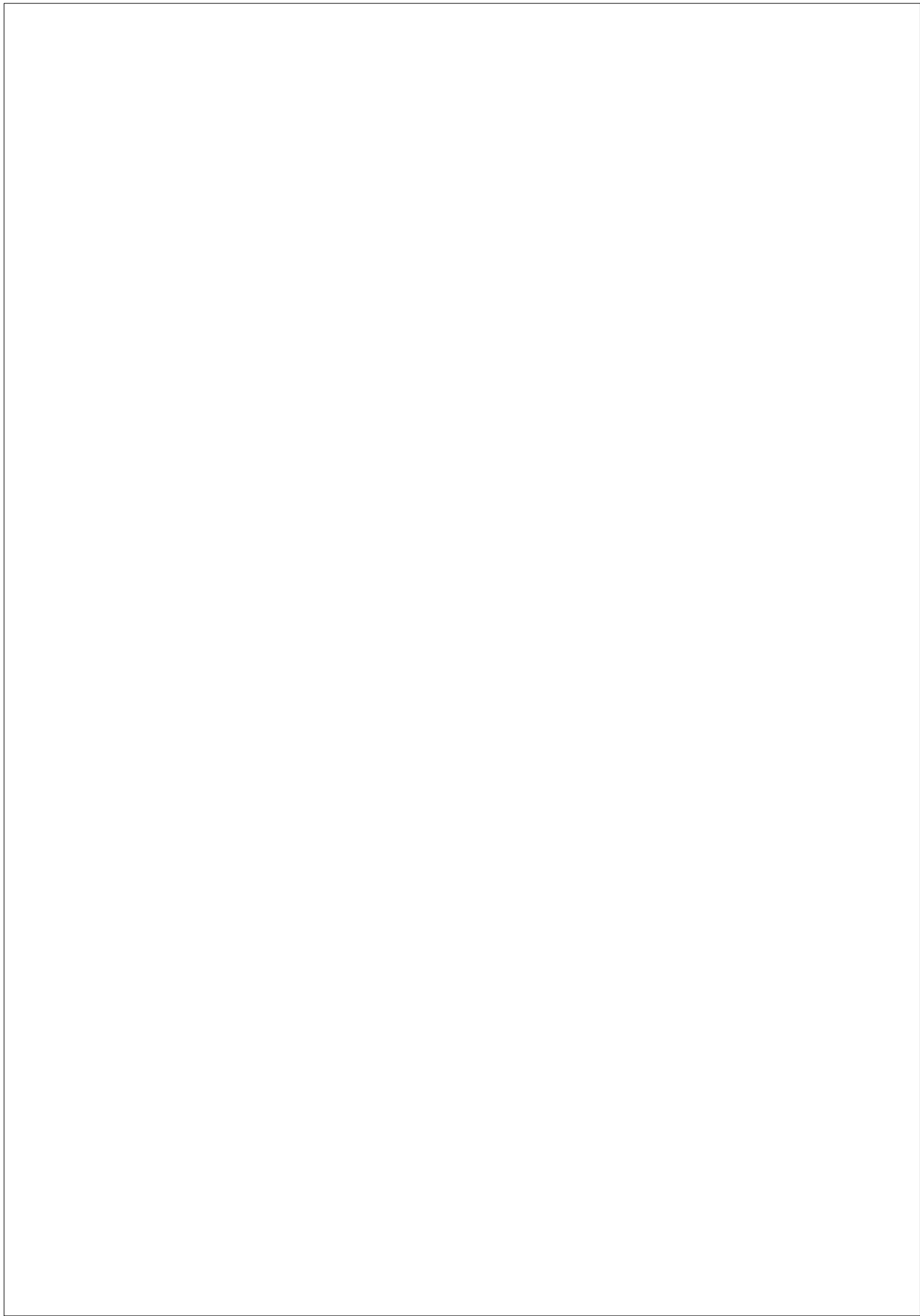
0062	T7: TON;
0063	T8: TON;
0064	T9: TON;
0065	T10: TON;
0066	T11: TON;
0067	T12: TON;
0068	T13: TON;
0069	T14: TON;
0070	T15: TON;
0071	T16: TON;
0072	T17: TON;
0073	T18: TON;
0074	T19: TON;
0075	
0076	Scarto1: BOOL;
0077	tra1: BOOL;
0078	tra2: BOOL;
0079	PezzoOK: BOOL;
0080	GiostraOK: BOOL;
0081	L: BOOL;
0082	ColoreOK: BOOL;
0083	P1C1B0: BOOL;
0084	P1C0B0: BOOL;
0085	L0: BOOL;
0086	L1: BOOL;
0087	L2: BOOL;
0088	L3: BOOL;
0089	L4: BOOL;
0090	L5: BOOL;
0091	L6: BOOL;
0092	NonRosso: BOOL;
0093	T: BOOL;
0094	Tra: BOOL;
0095	Rosso: BOOL;
0096	TrapanoOK: BOOL;
0097	P0C1B0: BOOL;
0098	P2C1B0: BOOL;
0099	P2C0B0: BOOL;
0100	Aspetta: BOOL;
0101	Timer: BOOL;
0102	P2nonRosso: BOOL;
0103	aspetta2: BOOL;
0104	P3C0B0: BOOL;
0105	Bucare: BOOL;
0106	P3C1B1: BOOL;
0107	TastatoreOK: BOOL;
0108	Vestiti: BOOL;
0109	NonVestiti: BOOL;
0110	Tast2: BOOL;
0111	Tast1: BOOL;
0112	P4C0B0: BOOL;
0113	MarkerOK: BOOL;
0114	Bucato: BOOL;
0115	NonBucato: BOOL;
0116	P4C1B1R: BOOL;
0117	P4C1B1W: BOOL;
0118	x: BOOL;
0119	xa: BOOL;
0120	xb: BOOL;
0121	xc: BOOL;
0122	Colbra: BOOL;
0123	NonColbra: BOOL;

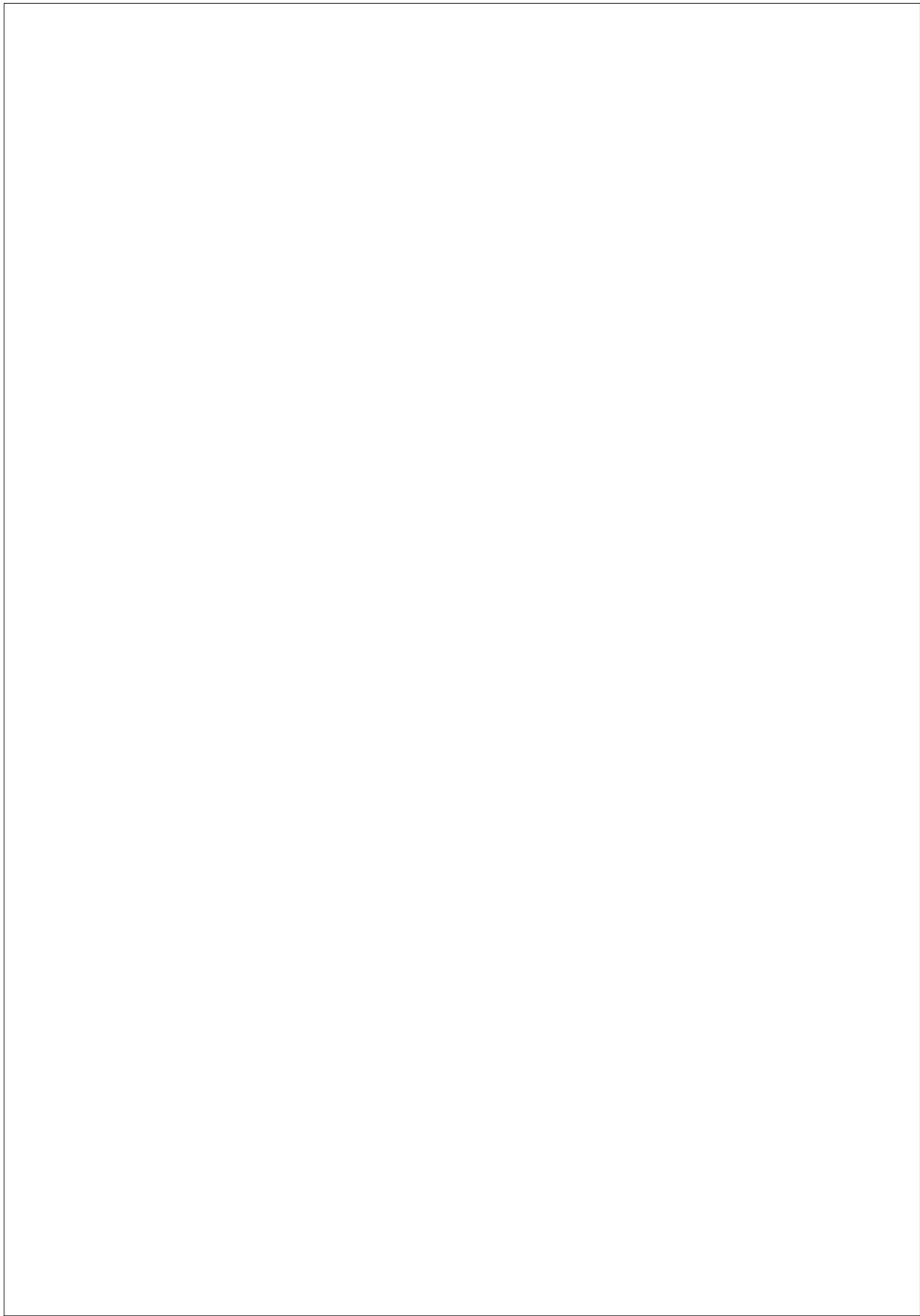




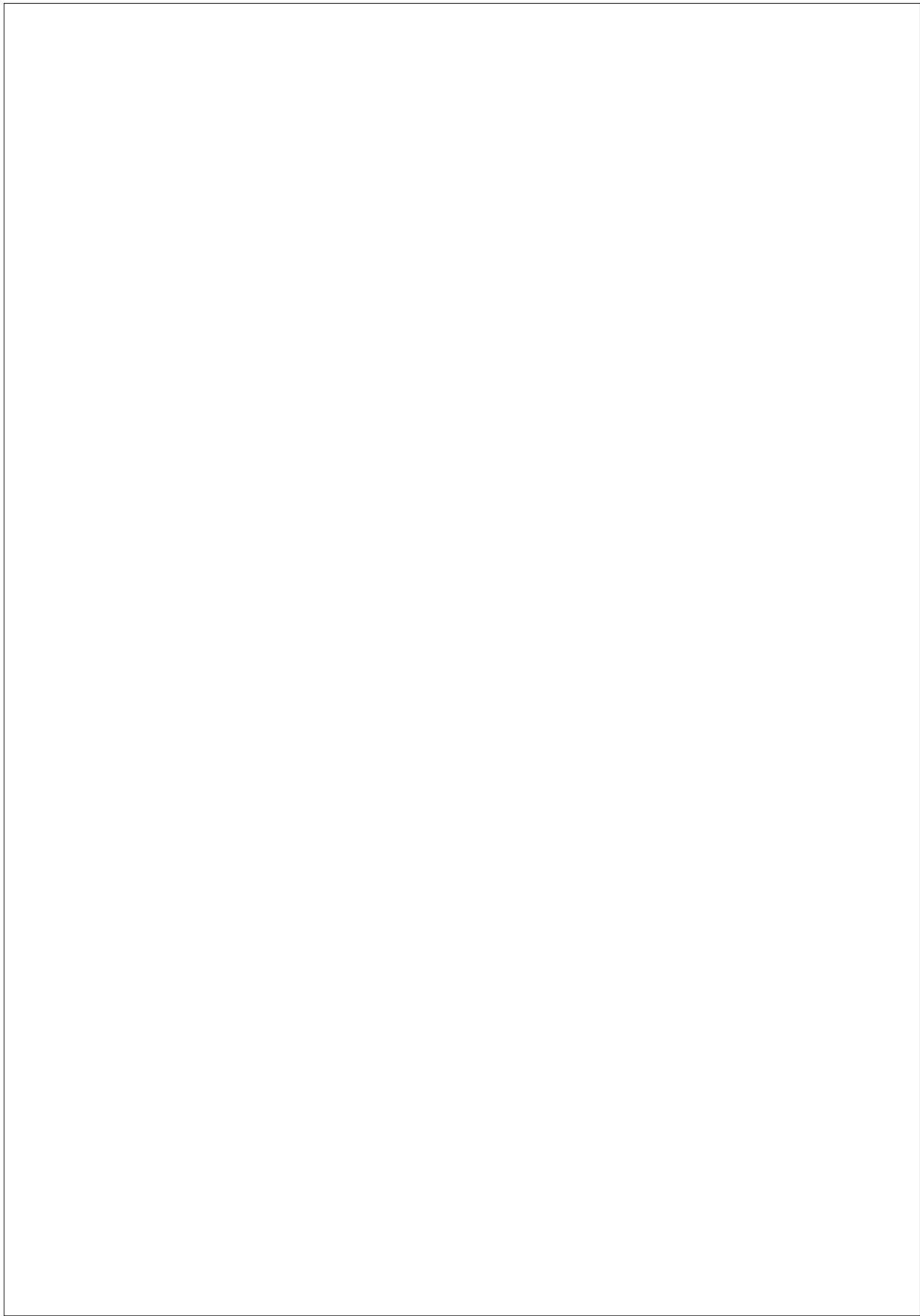


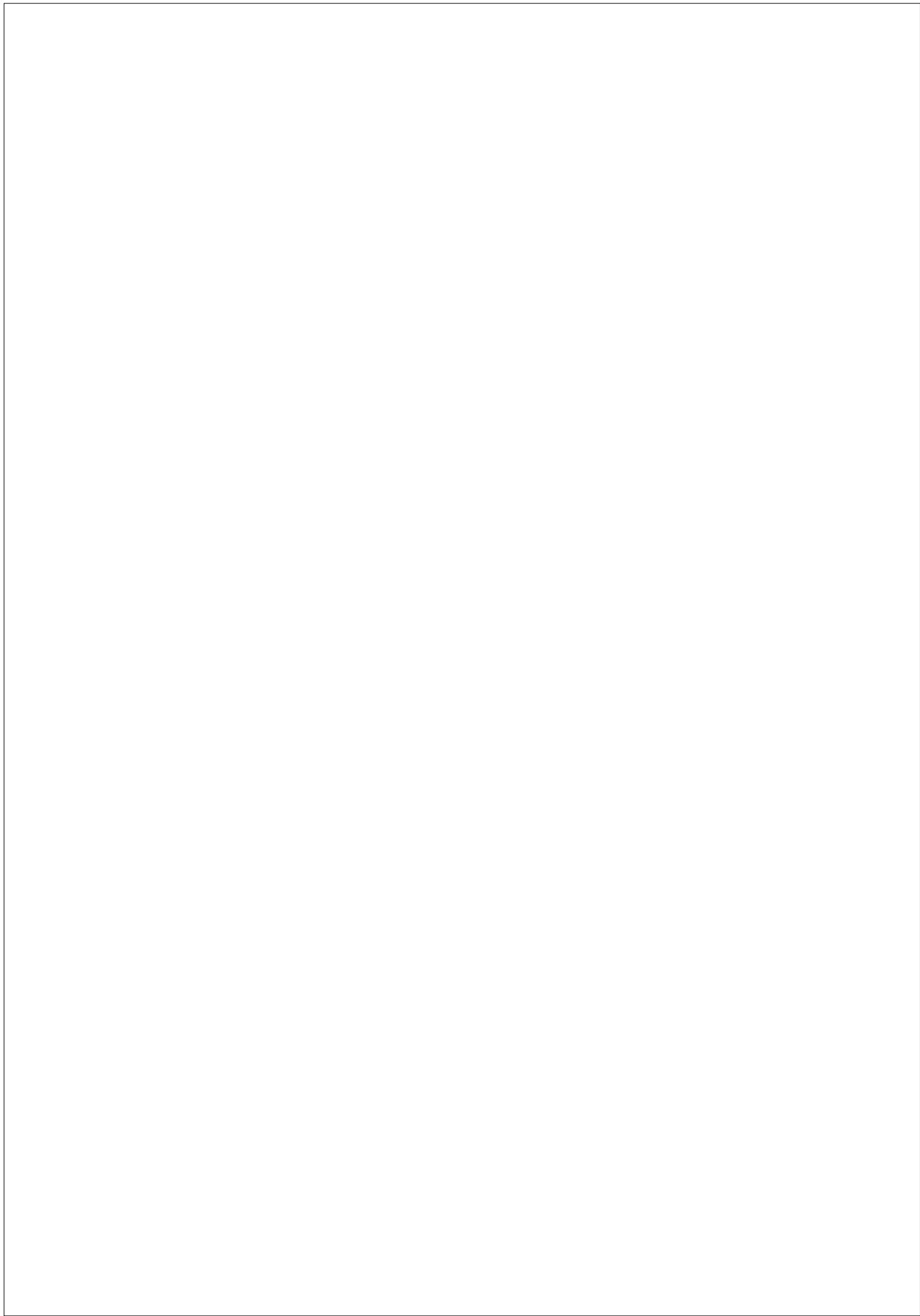


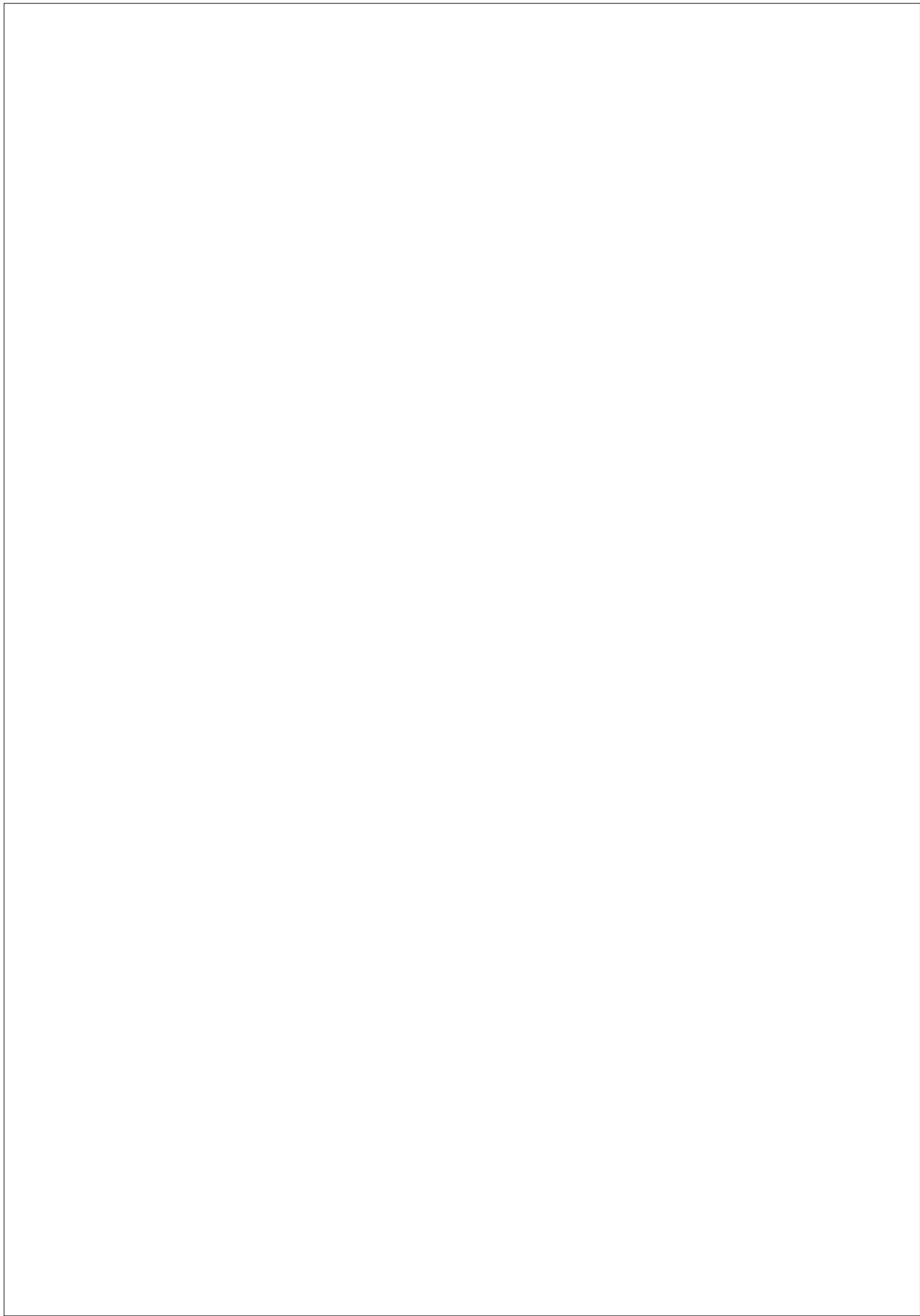


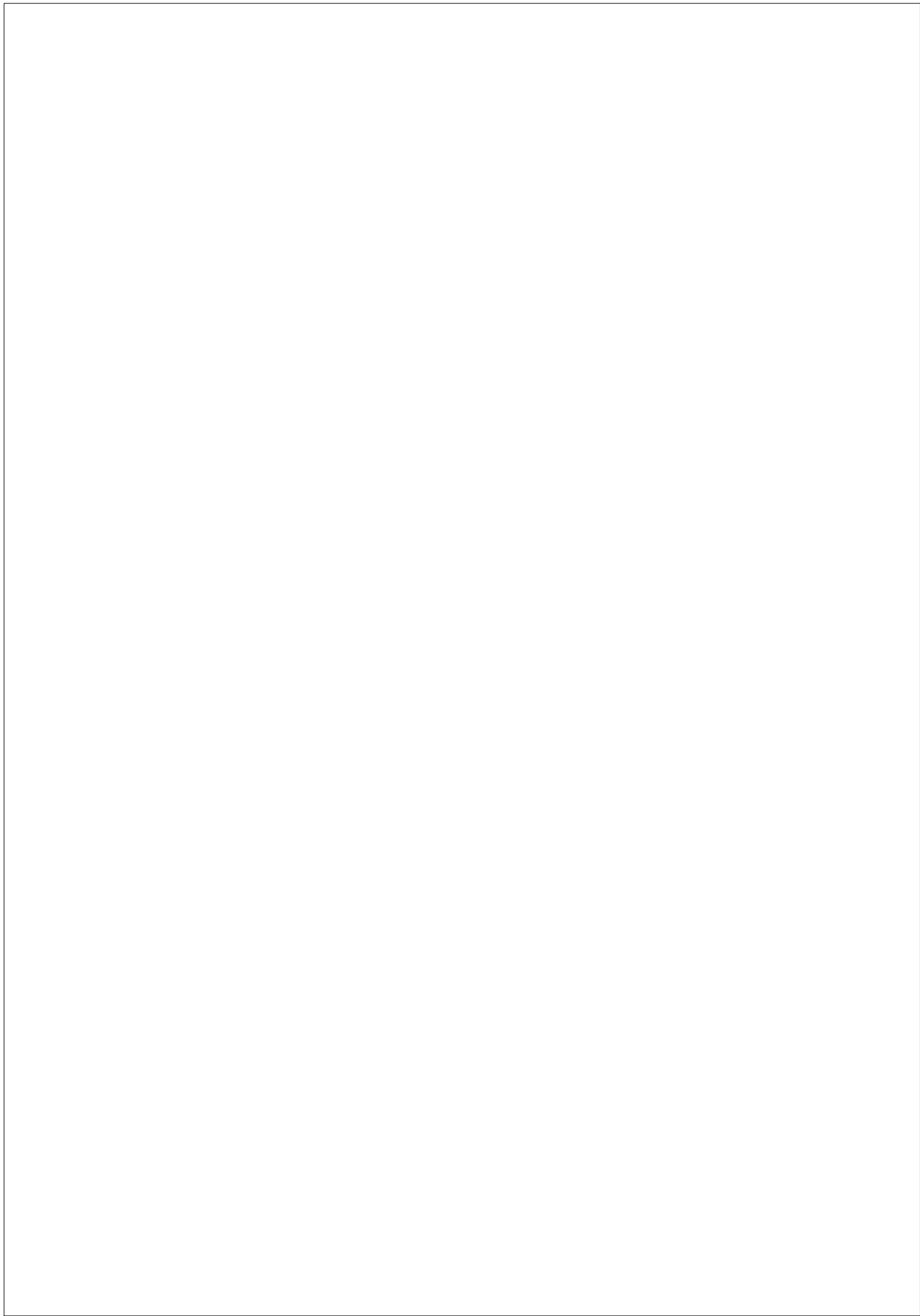


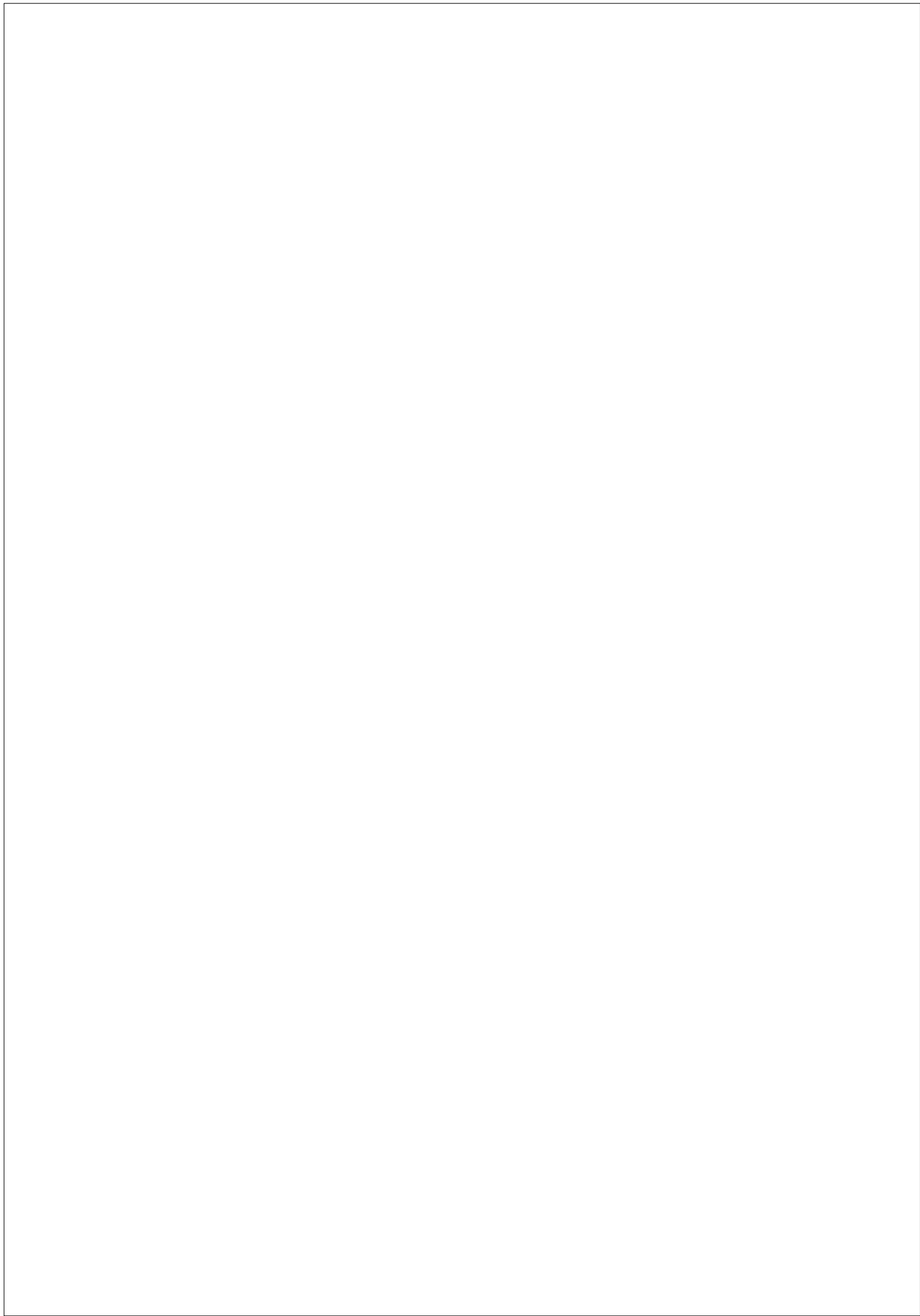
0124	P5C0B0: BOOL;
0125	EspelliOK: BOOL;
0126	P5C1B1W: BOOL;
0127	NonColoraR: BOOL;
0128	P5C1B1R: BOOL;
0129	ScartoOK: BOOL;
0130	Nonscartare: BOOL;
0131	P6C1B1R: BOOL;
0132	Espelli: BOOL;
0133	FineGiro: BOOL;
0134	Robot: BOOL;
0135	RobotOK: BOOL;
0136	P7: BOOL;
0137	att: BOOL;
0138	NC: BOOL;
0139	Tempo: BOOL;
0140	TTrapano: BOOL;
0141	TTastatore: BOOL;
0142	TMarker: BOOL;
0143	TScarto: BOOL;
0144	Ternsdsdp0: BOOL;
0145	C1: CTUD;
0146	Count: INT;
0147	RulloVuoto: BOOL;
0148	VarOFF: BOOL;
0149	VarON: BOOL;
0150	T20: TON;
0151	T21: TON;
0152	T22: TON;
0153	trans4: BOOL;
0154	trans6: BOOL;
0155	trans3: BOOL;
0156	T31: TON;
0157	T32: TON;
0158	T33: TON;
0159	T34: TON;
0160	T35: TON;
0161	T36: TON;
0162	T37: TON;
0163	T38: TON;
0164	T39: TON;
0165	
0166	UP:BOOL;
0167	DOWN:BOOL;
0168	Peso1: BOOL;
0169	Peso2: BOOL;
0170	CounterRC1: CTUD;
0171	POS: INT;
0172	V:BOOL;
0173	
0174	T24: TON;
0175	
0176	PinzaBasso: BOOL;
0177	IST:DINT;
0178	AltScivolo: BOOL;
0179	AltFinale: BOOL;
0180	SbloccoDx: BOOL;
0181	Z: WORD;
0182	Z1: STRING;
0183	Z2: STRING;
0184	Z3: DINT;
0185	T30: TON;





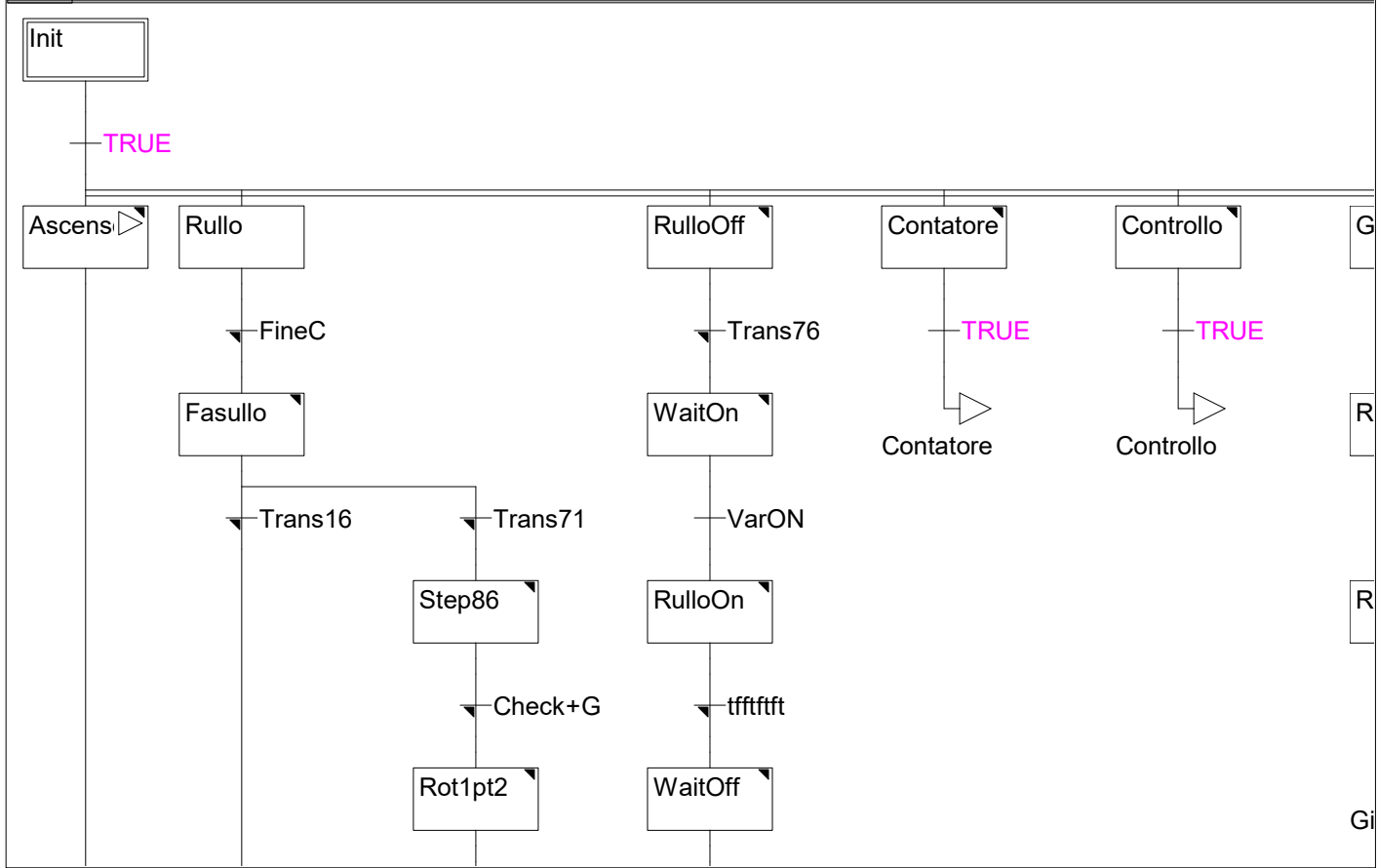


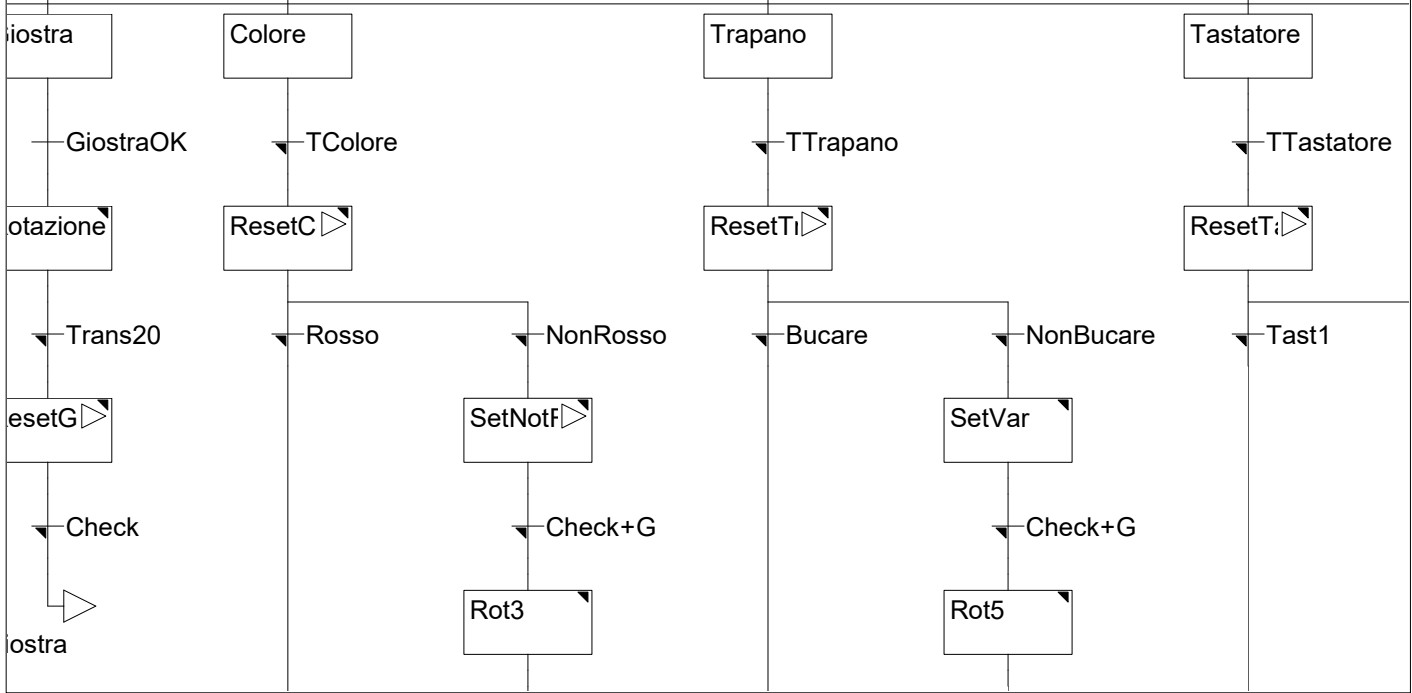


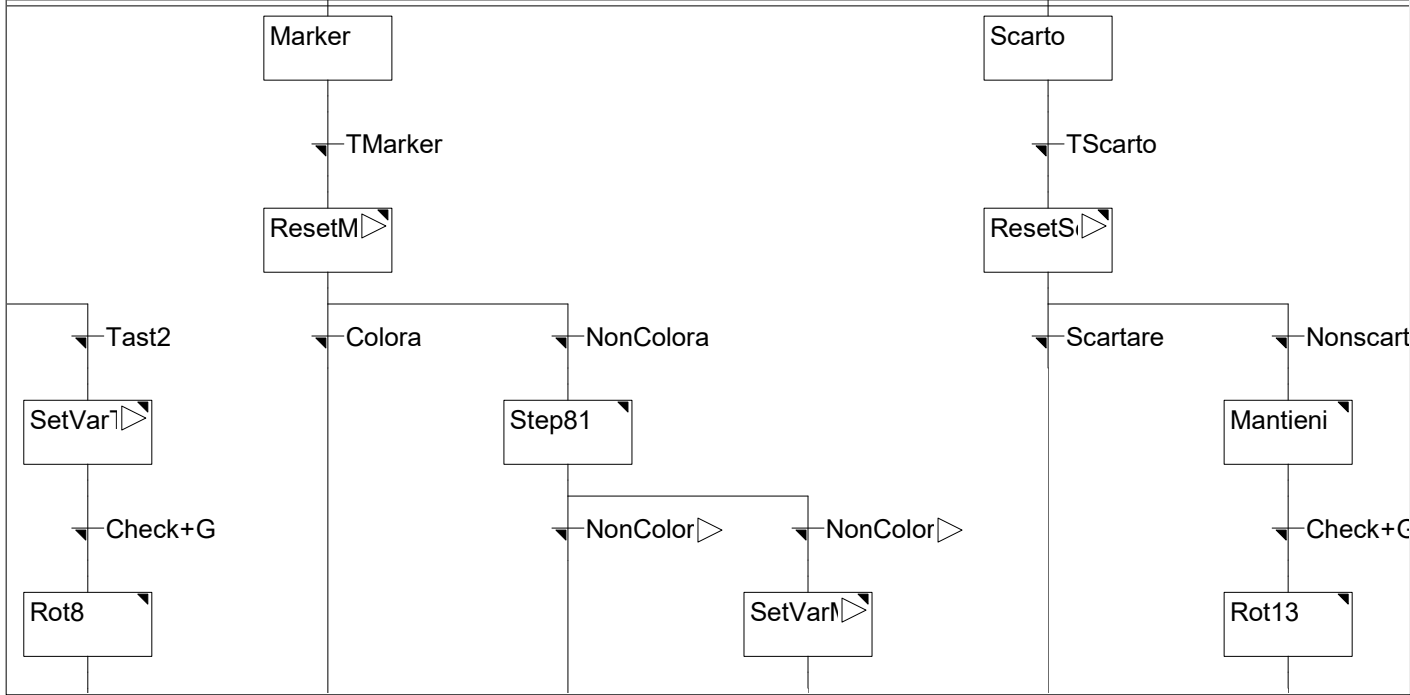
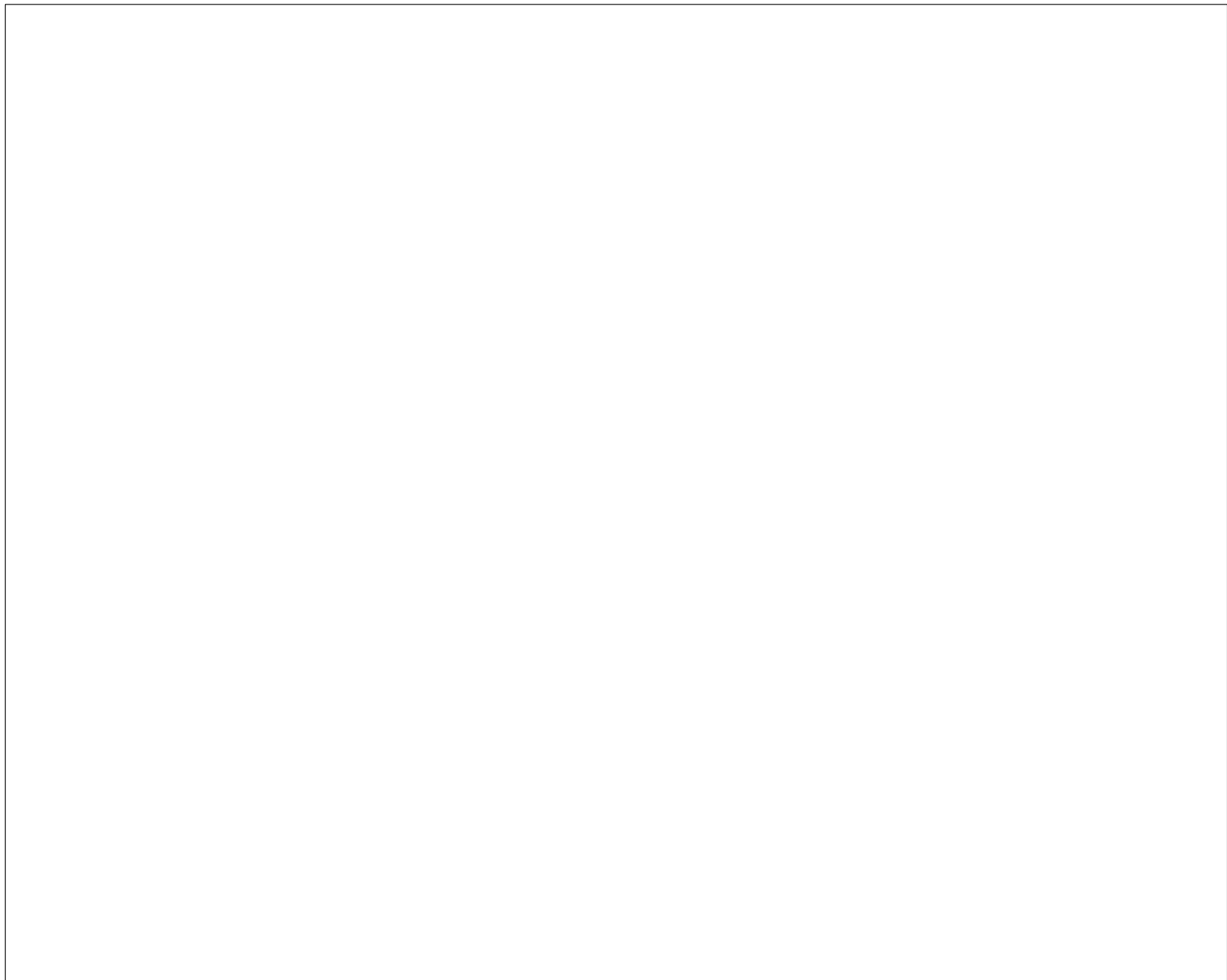


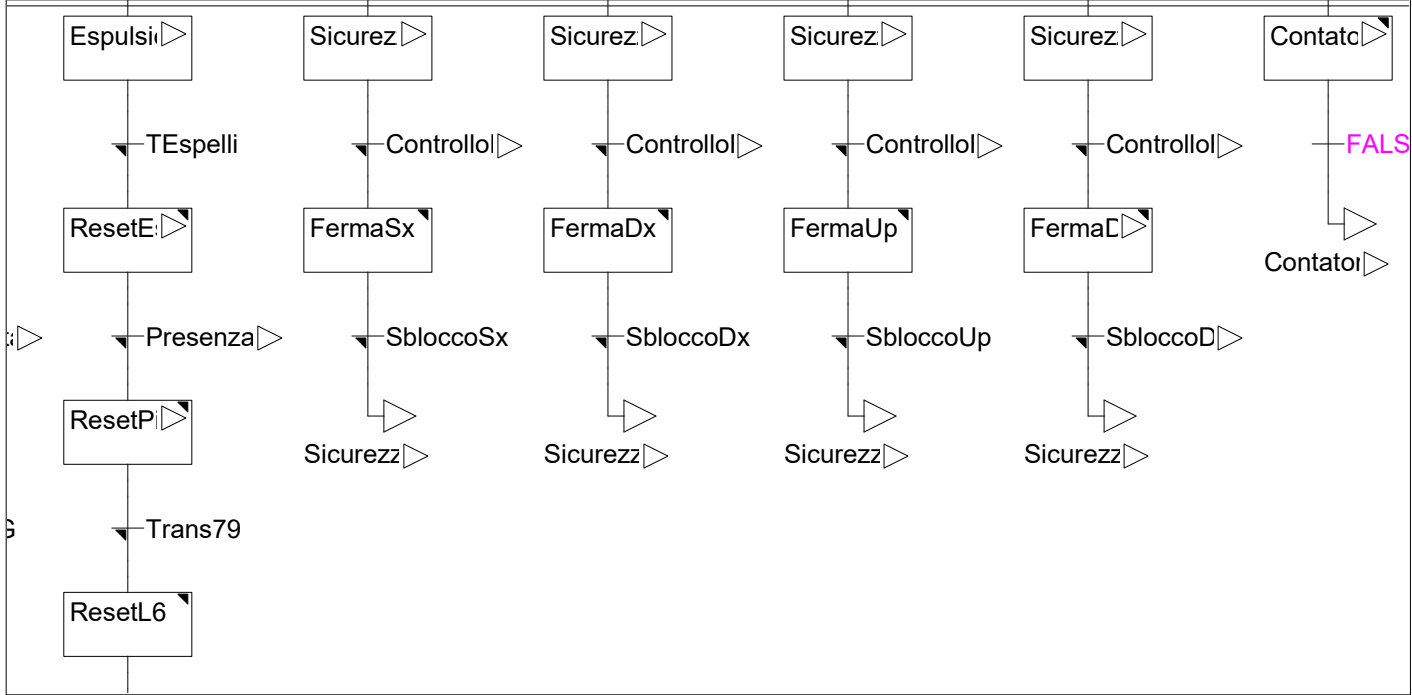


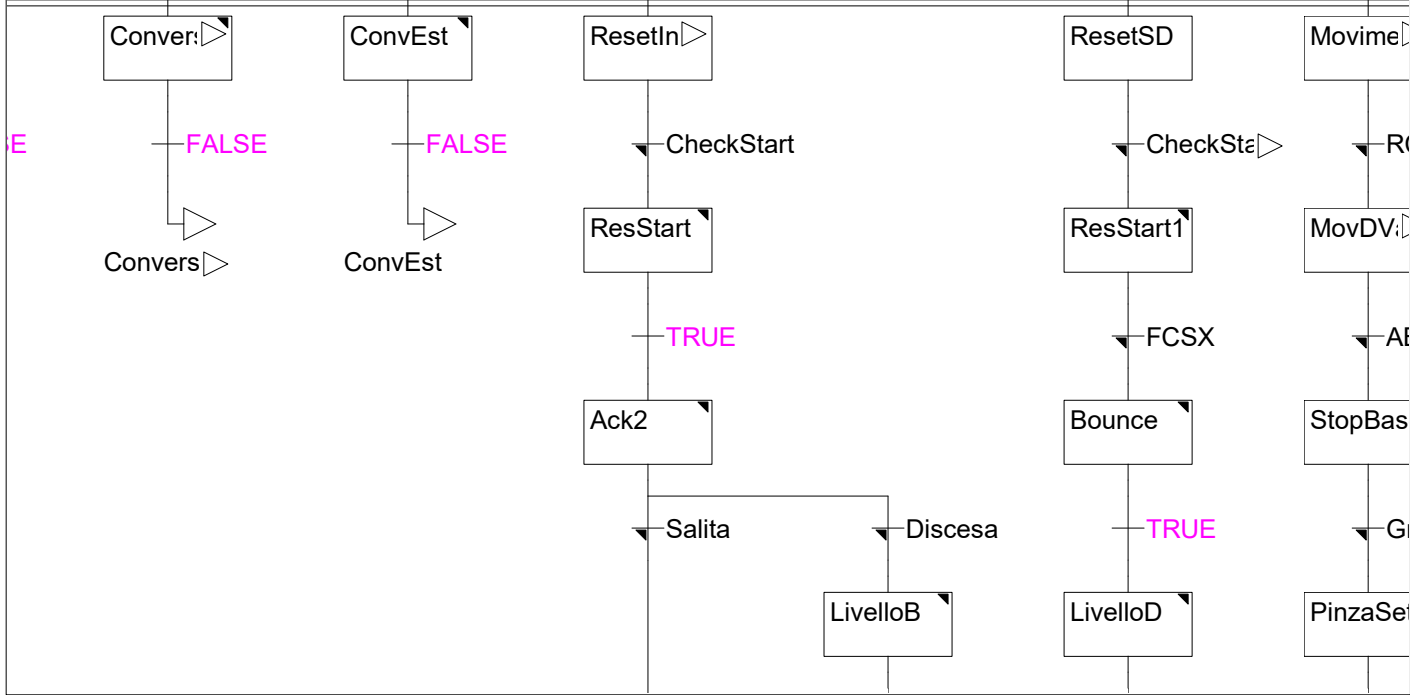
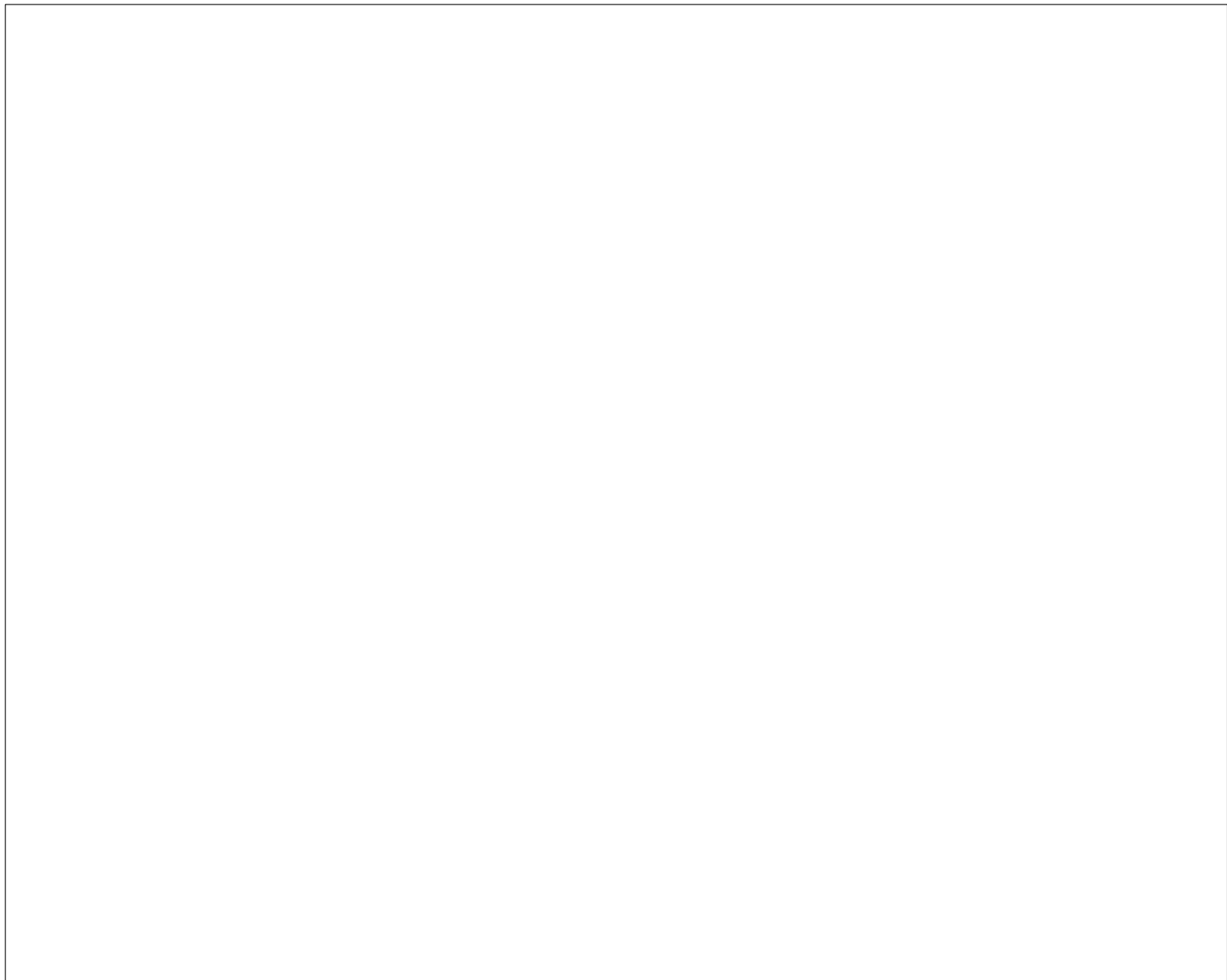
0186	AltBase: BOOL;
0187	AltBilancia: BOOL;
0188	Start: BOOL;
0189	Sali: BOOL;
0190	Scendi: BOOL;
0191	StopSali: BOOL;
0192	StopScendi: BOOL;
0193	RSD: BOOL;
0194	RAB: BOOL;
0195	BilanciaOK: BOOL;
0196	Scivolo3OK: BOOL;
0197	Scivolo2: BOOL;
0198	Scivolo1: BOOL;
0199	Scivolo3: BOOL;
0200	Bilancia: BOOL;
0201	Partenza: BOOL;
0202	Peso3: BOOL;
0203	T40: TON;
0204	T43: TON;
0205	T44: TON;
0206	Start1: BOOL;
0207	T45: TON;
0208	T46: TON;
0209	T47: TON;
0210	T48: TON;
0211	X2: STRING;
0212	X1: WORD;
0213	X3: STRING;
0214	
0215	SbloccoUp: BOOL;
0216	LBilancia: BOOL;
0217	L7: BOOL;
0218	T49: TON;
0219	T50: TON;
0220	END_VAR

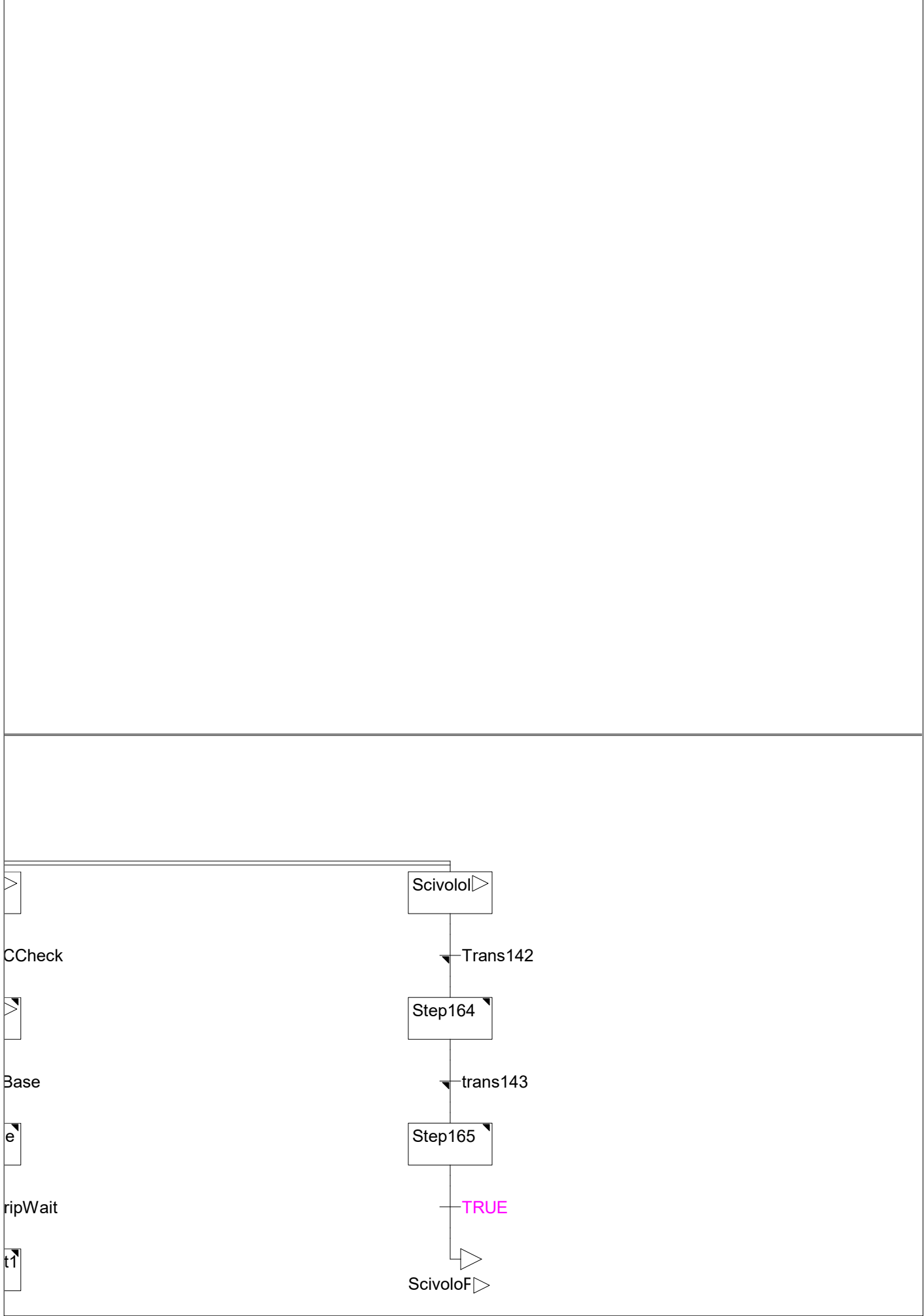


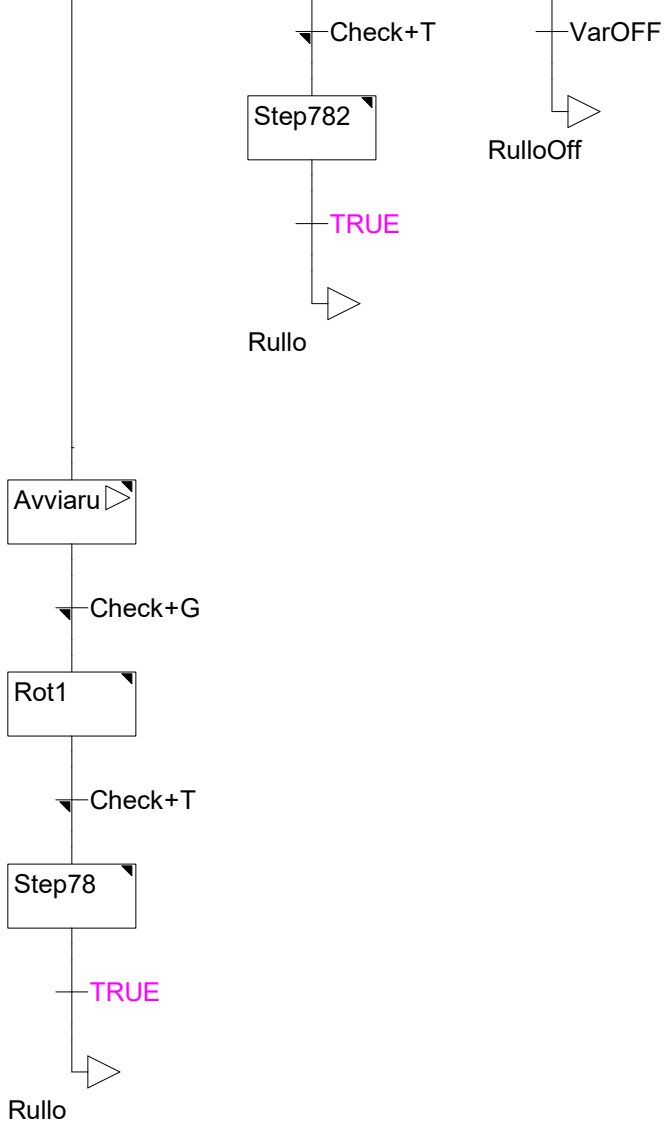


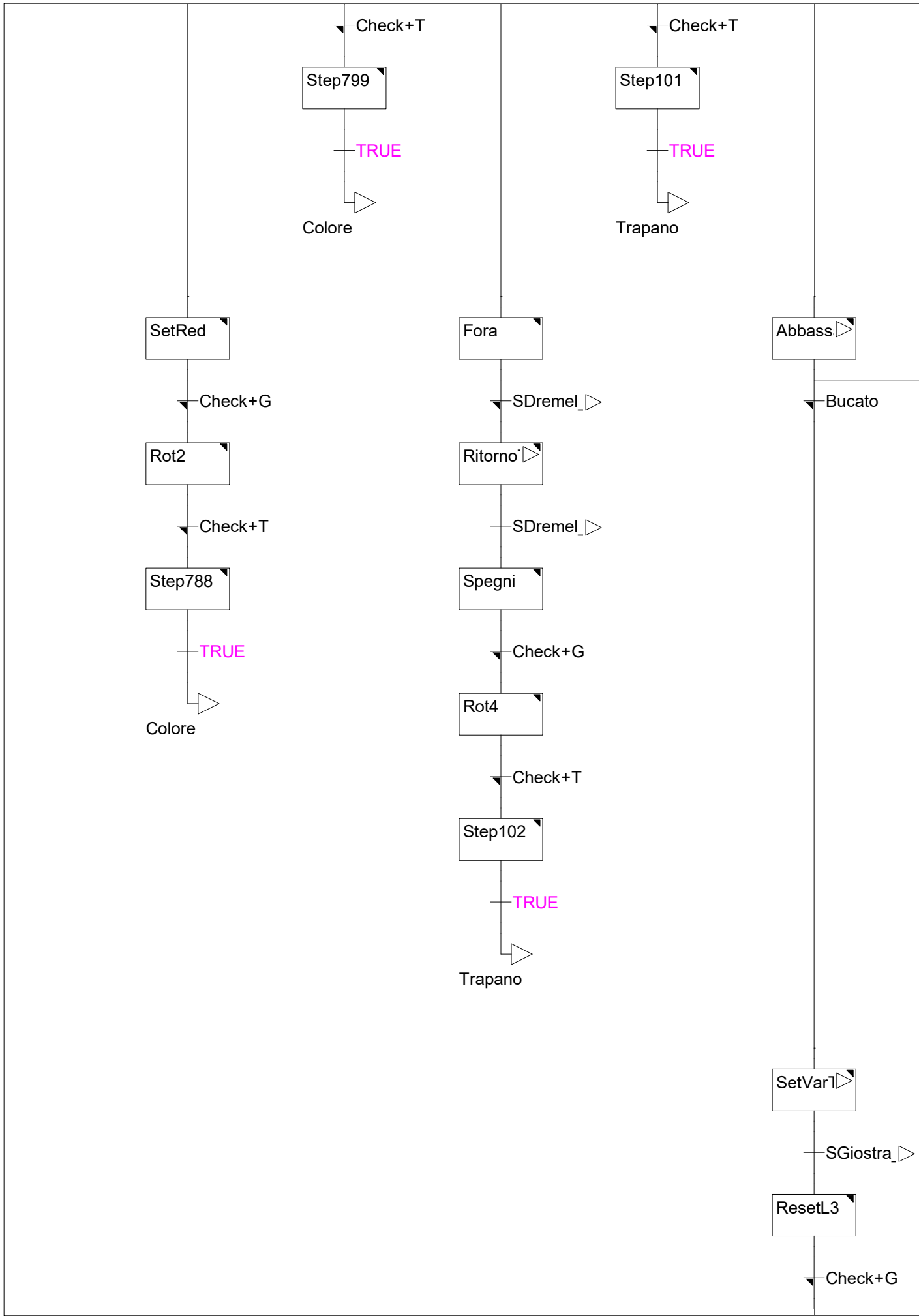




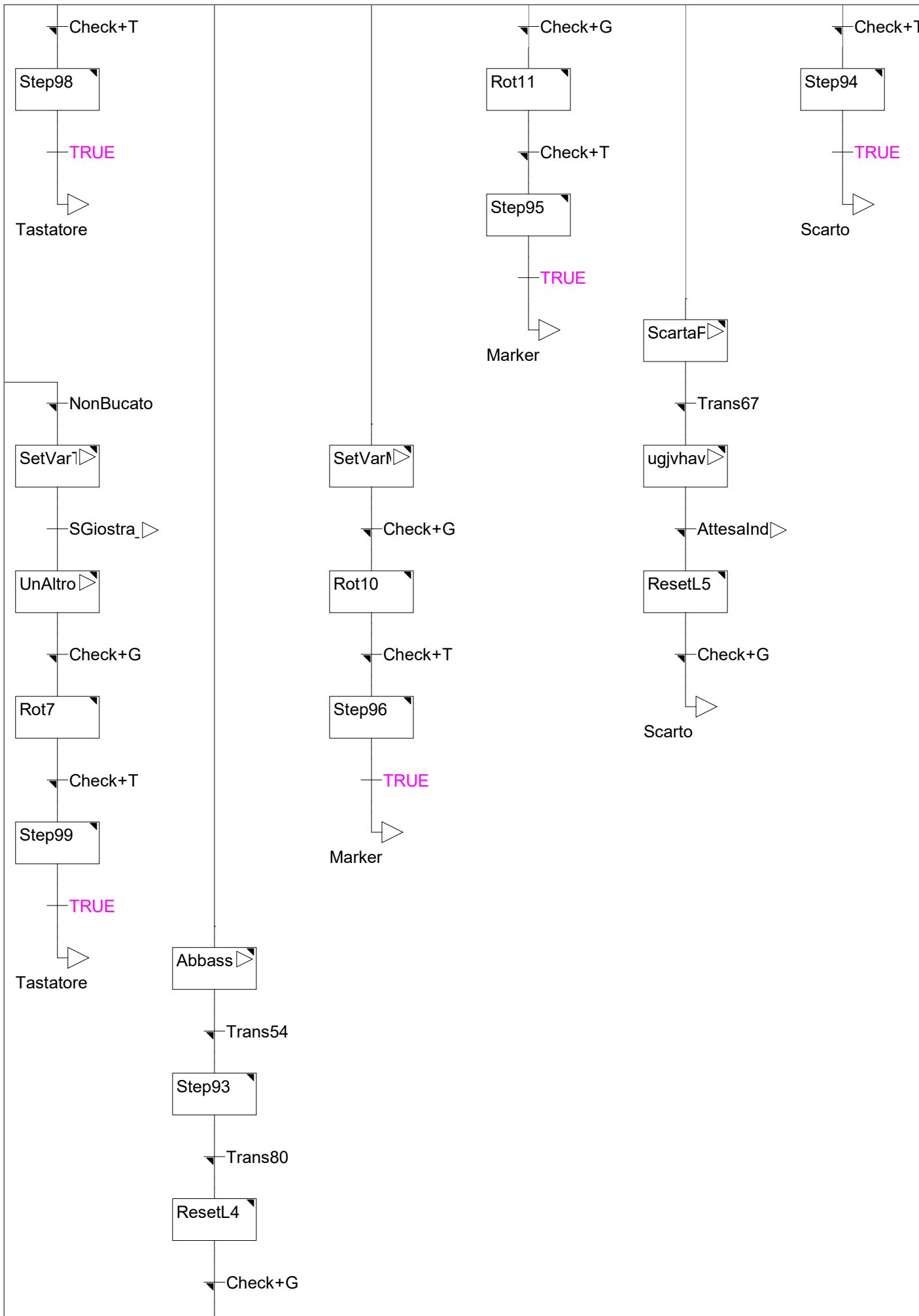












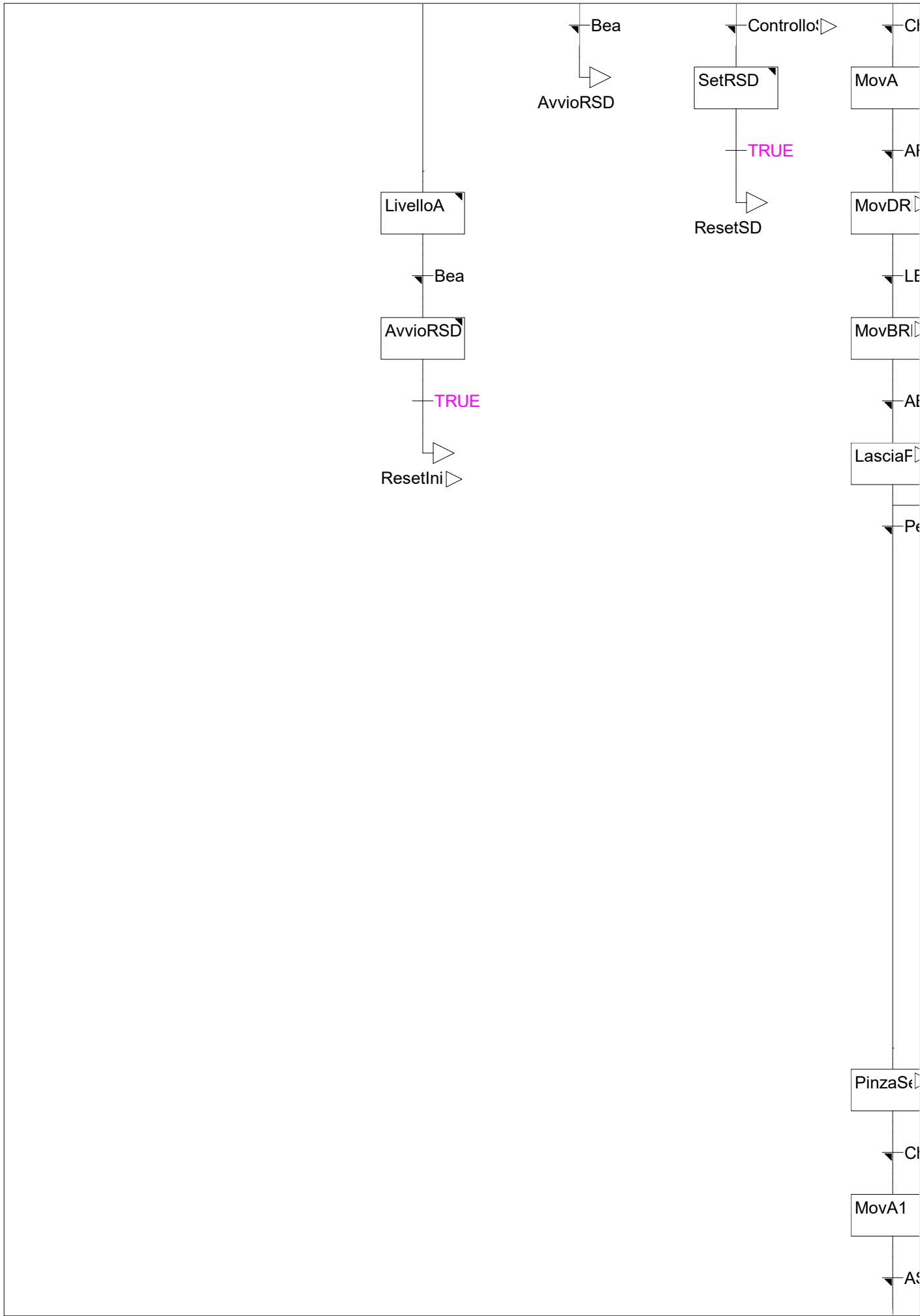
Check+G

Rot14

TRUE

Espulsic





heckGrip

Finale

Bilancia

Bilancia

Peso1

Peso2

Peso3

PinzaS

PinzaS

CheckGri

CheckGri

MovA2

MovA3

AScivolo

AScivolo

MovS2RA

MovS3RA

Scivolo2

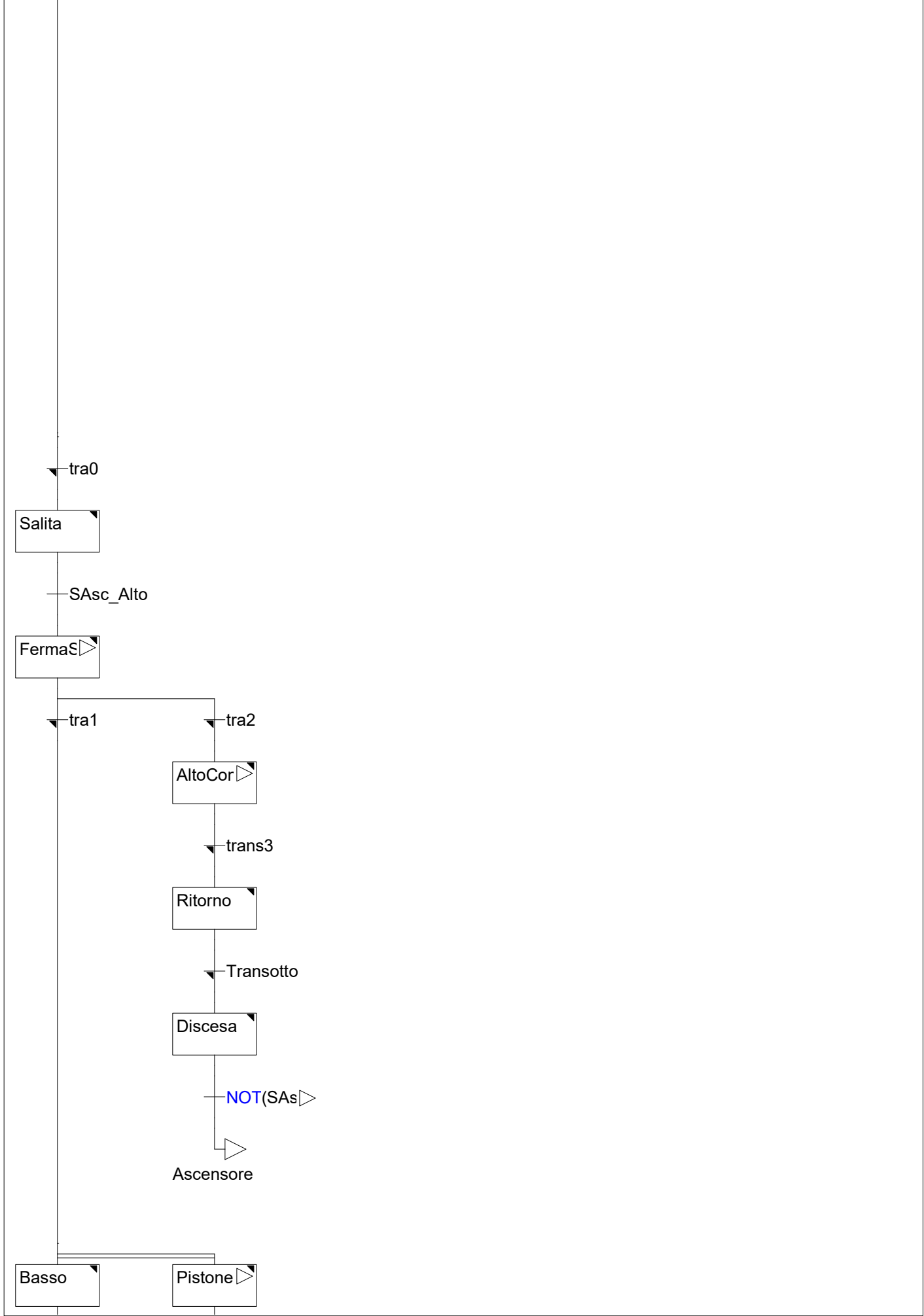
Scivolo3

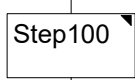
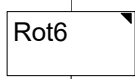
Stab

Stab

heckGri

Scivolo





Rot9

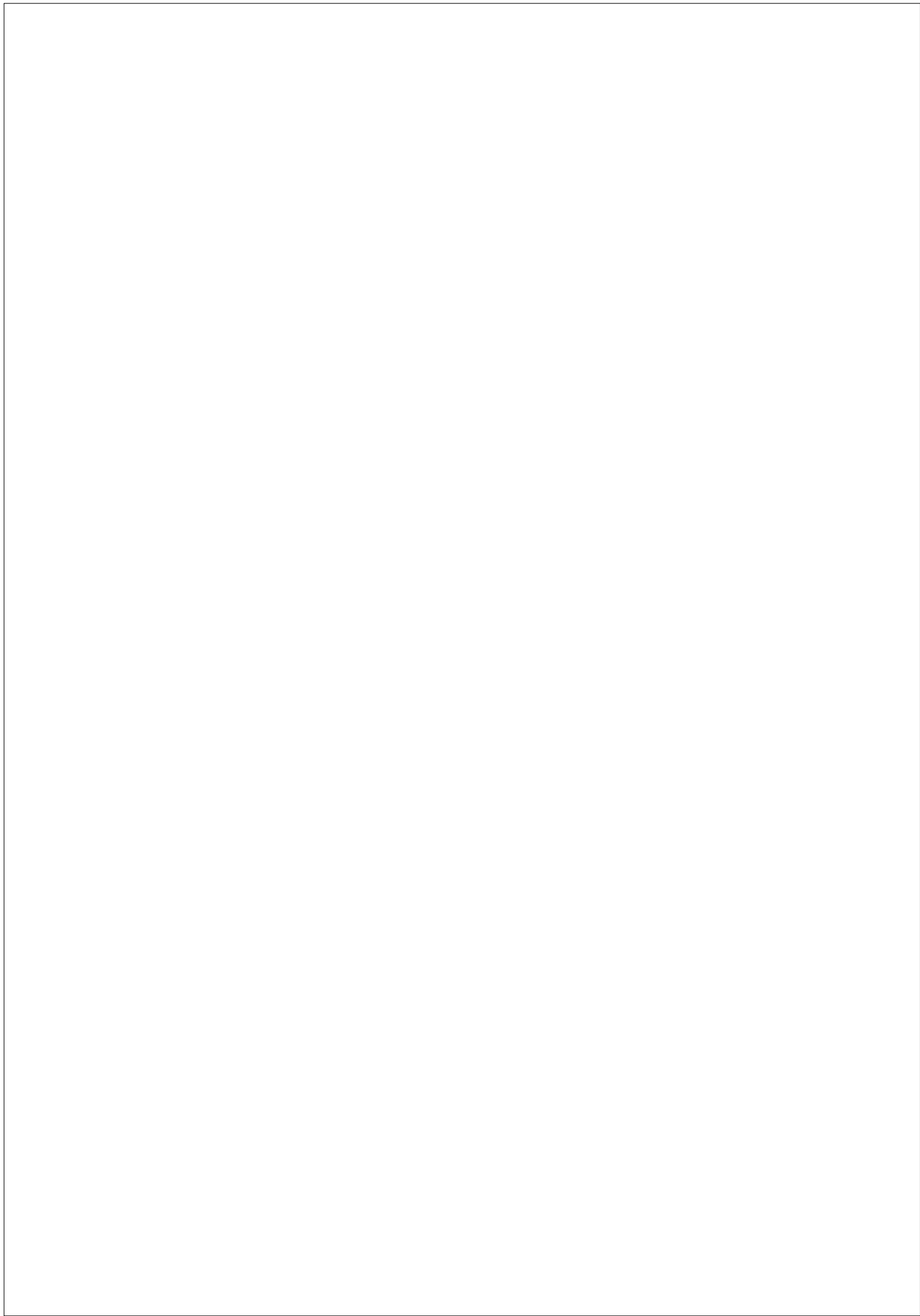
Check+T

Step97

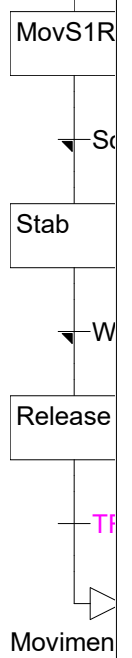
TRUE

Marker









A

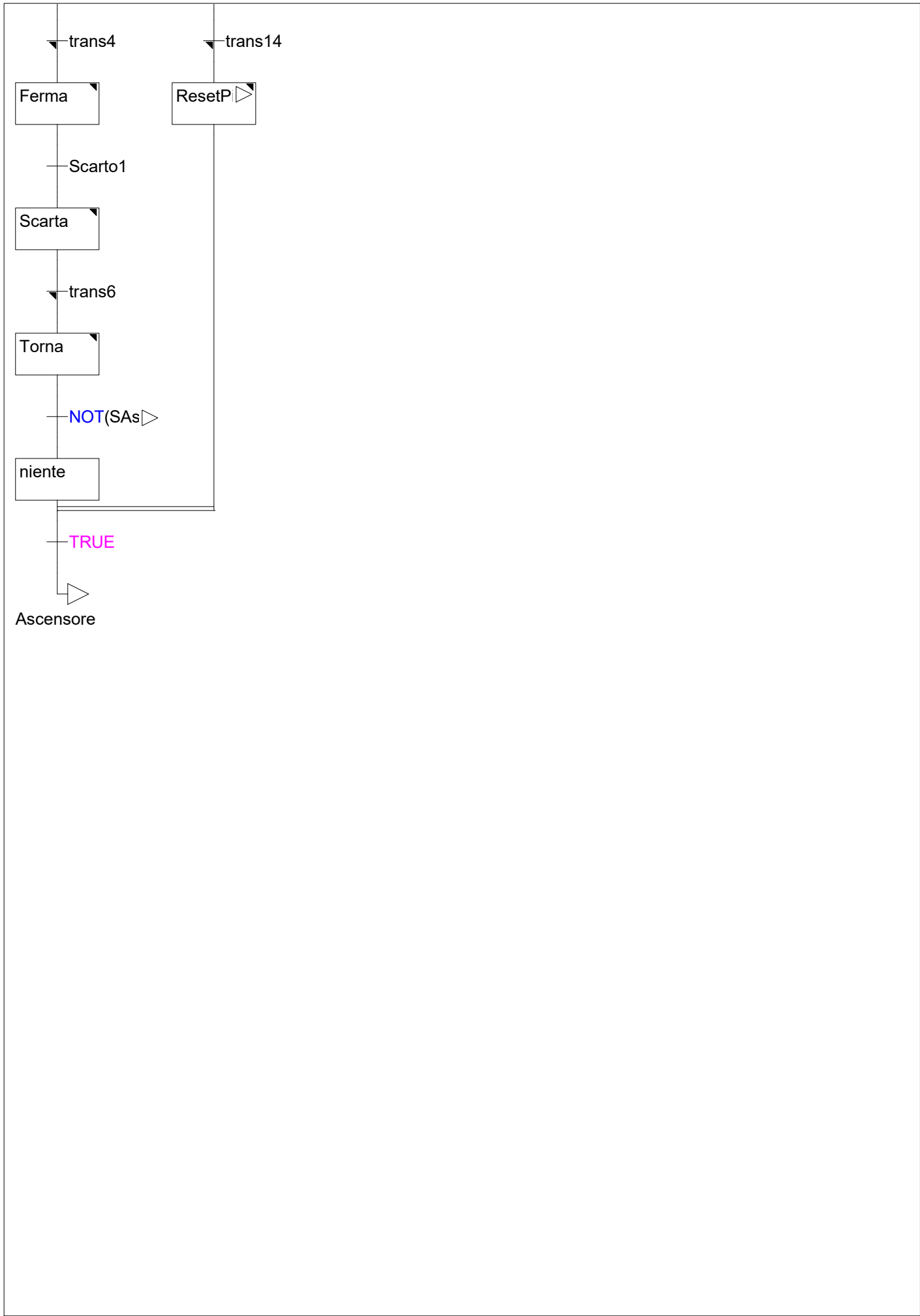
civolo1

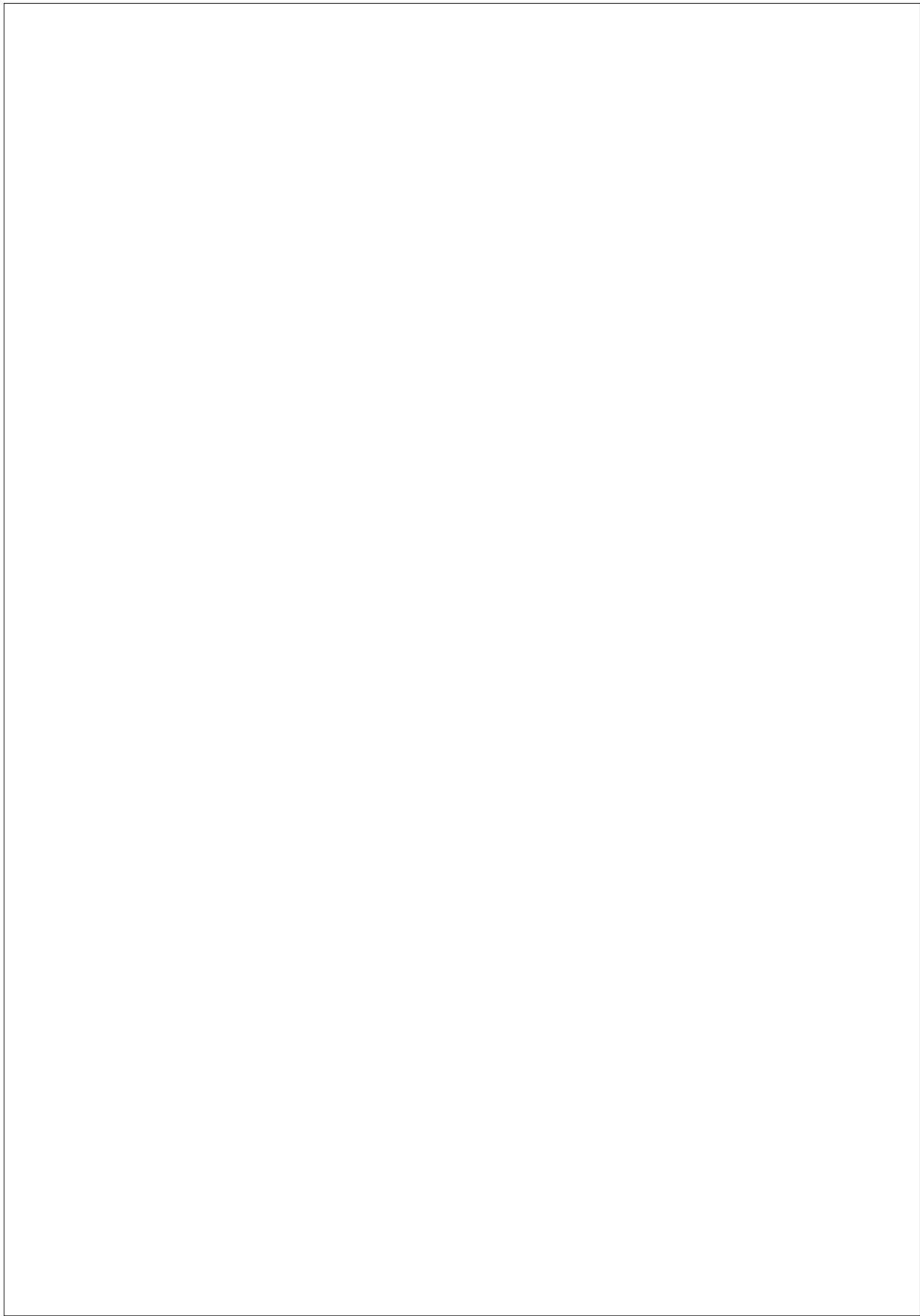
aitStab

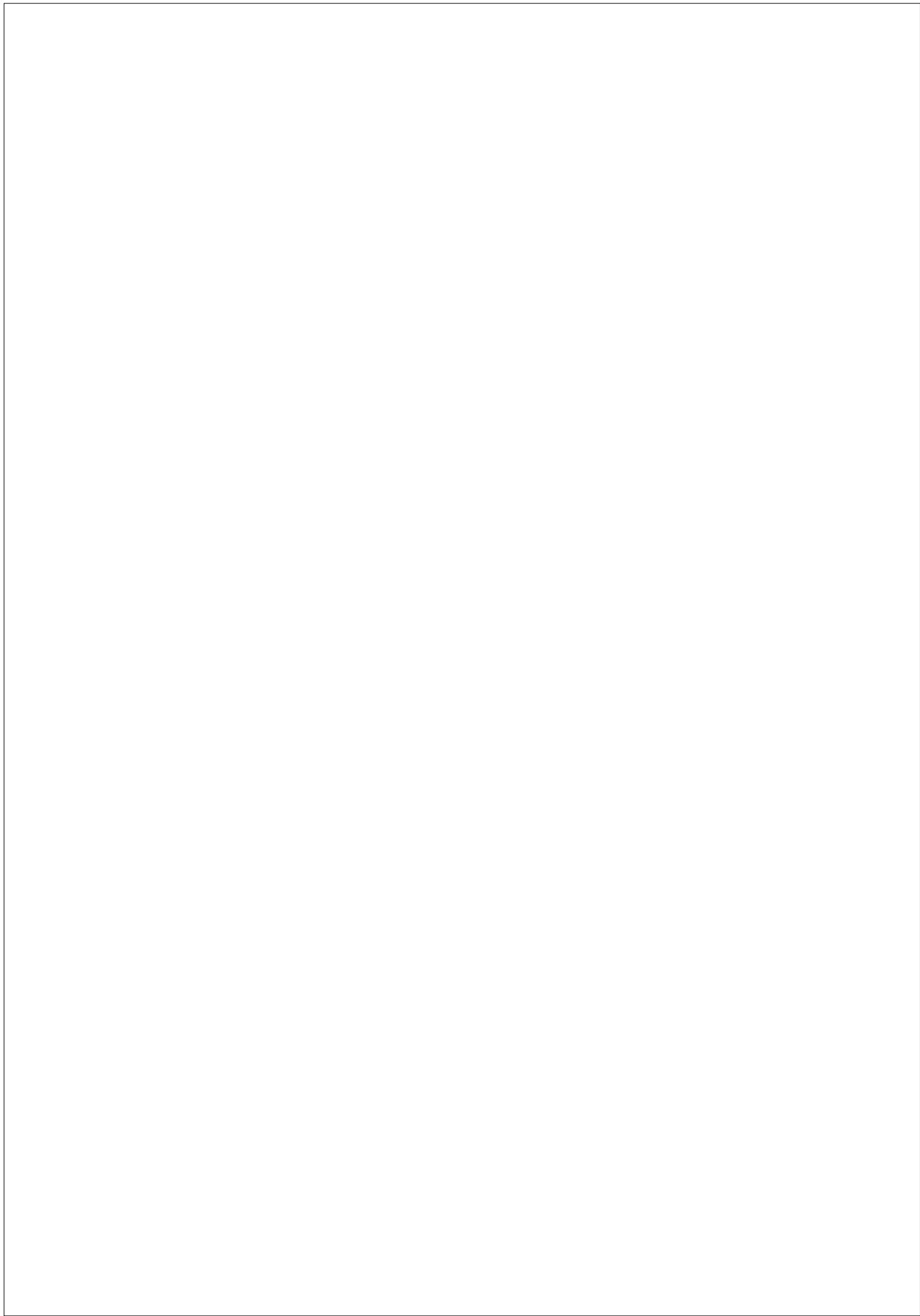
RUE

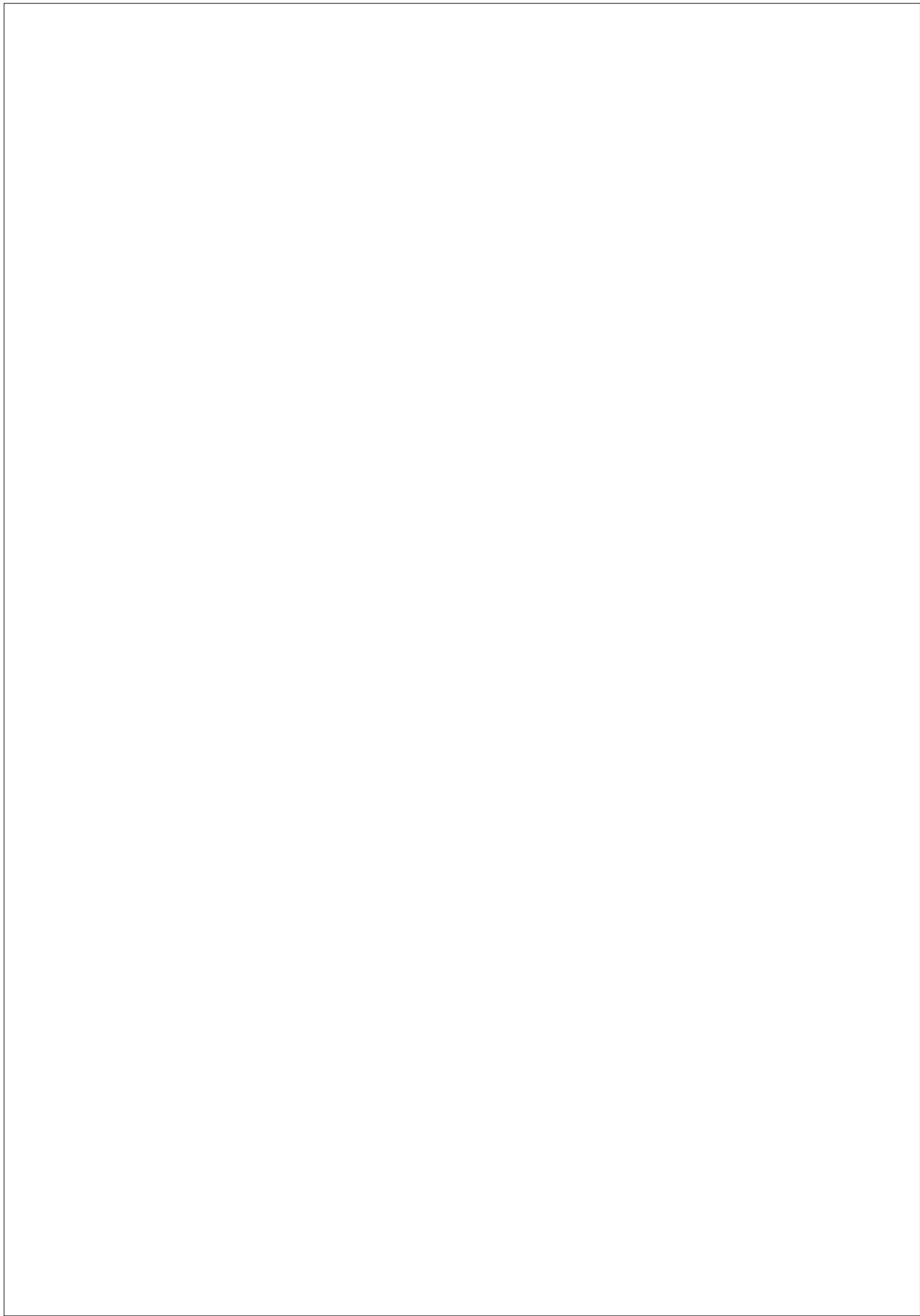
>

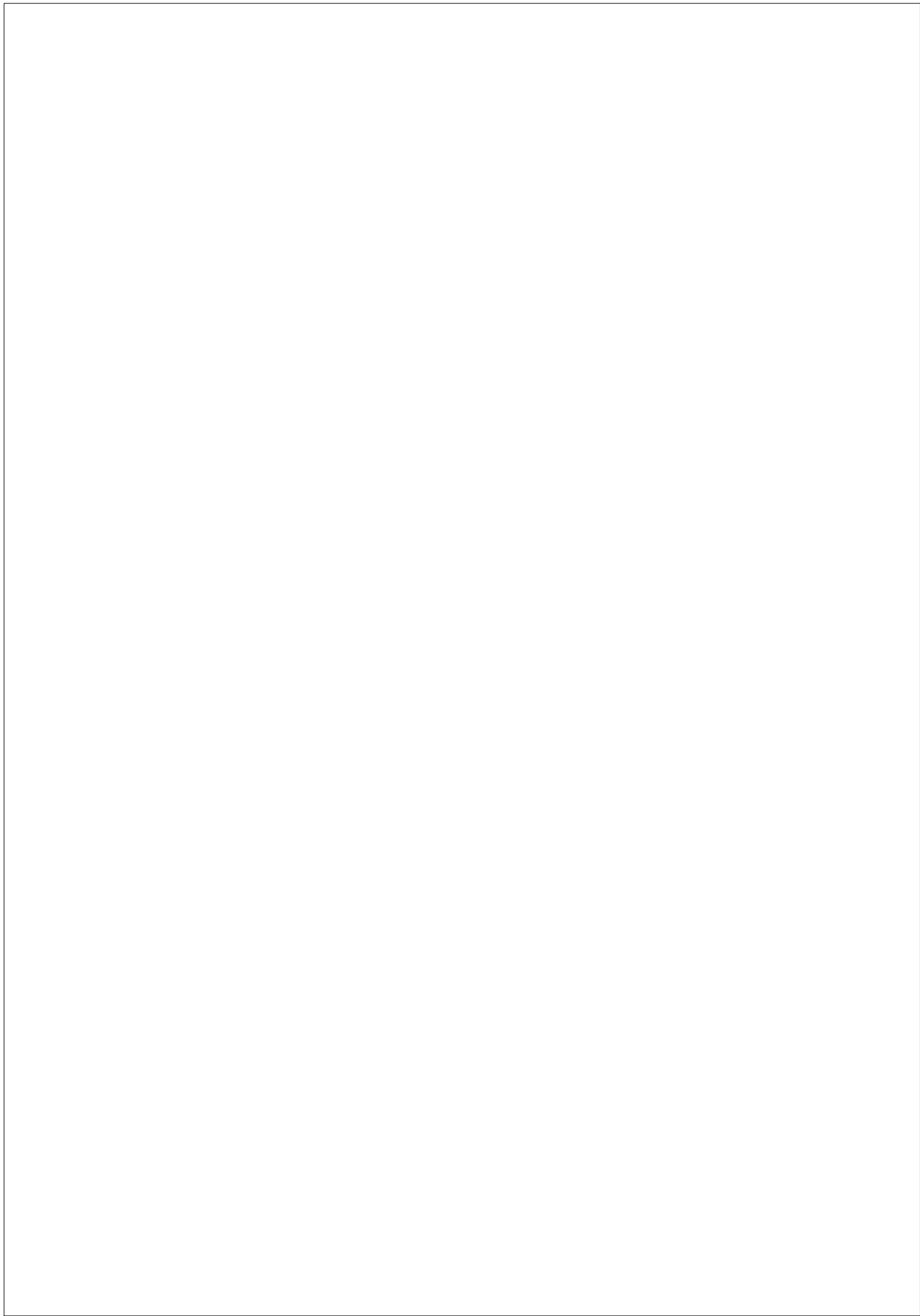
to

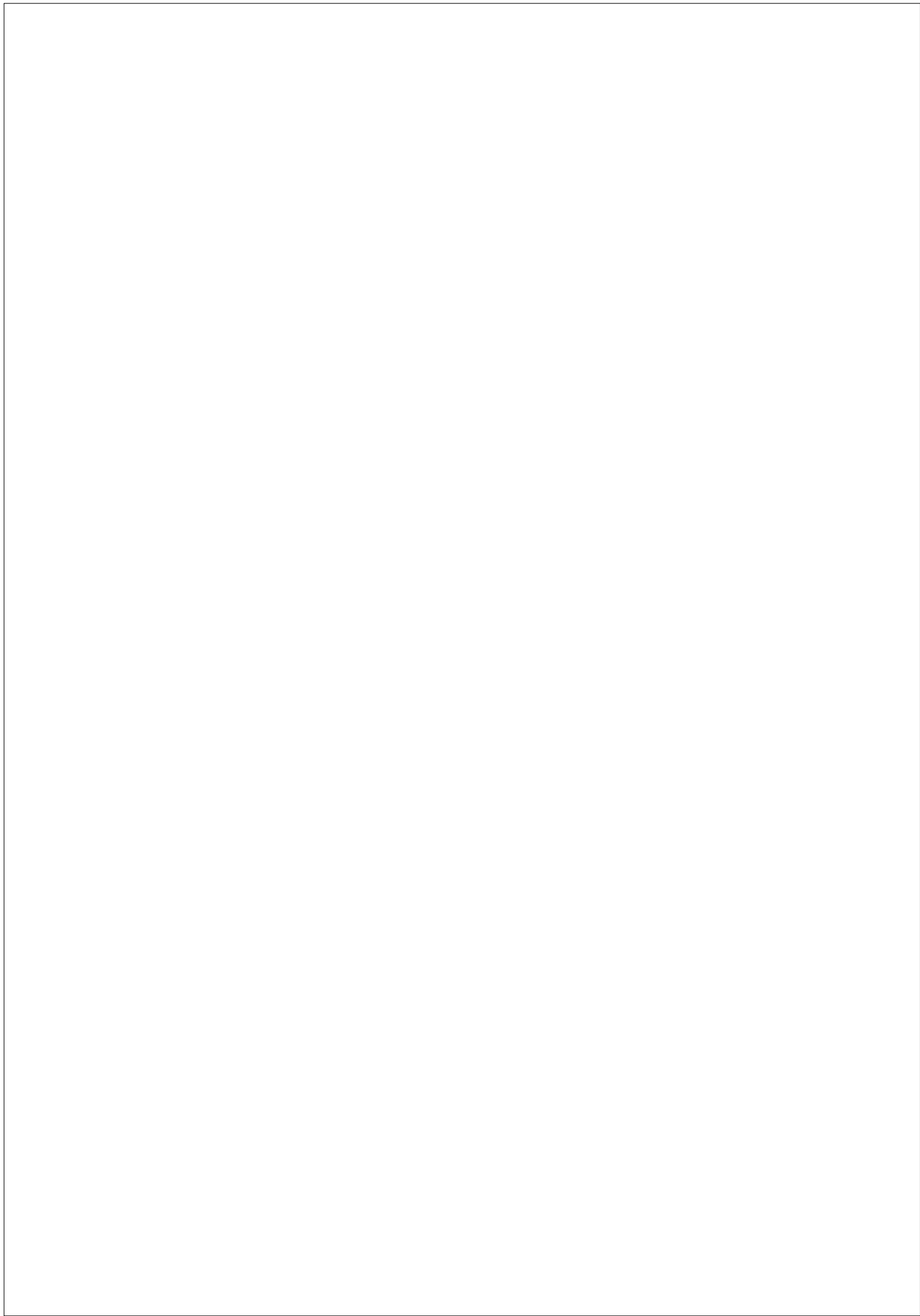










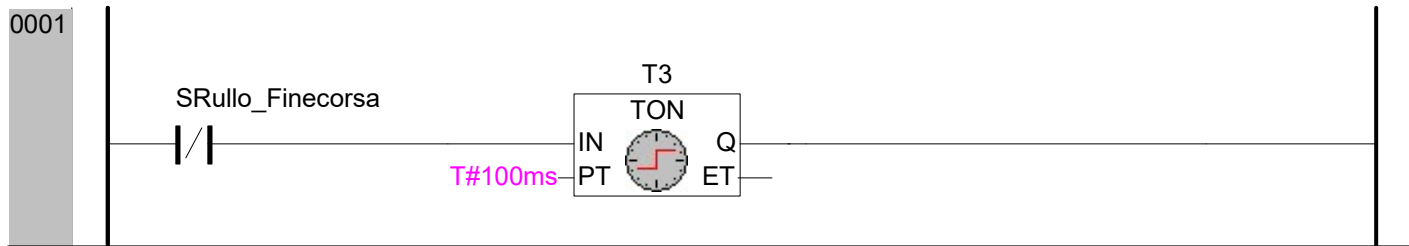




MAIN (PRG-SFC).Action Ascensore (LD)



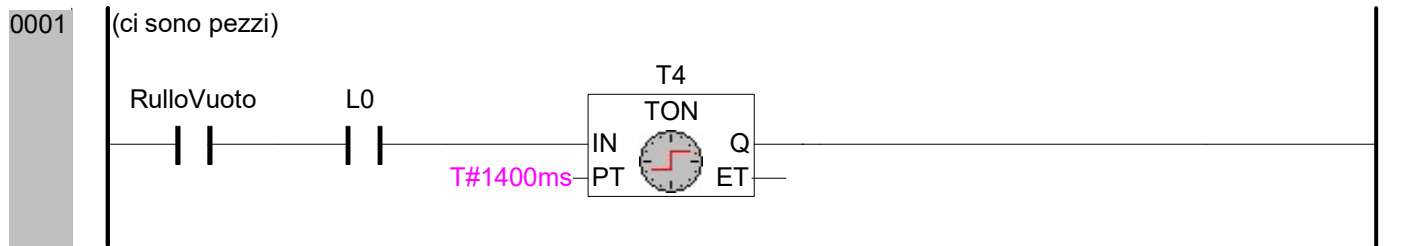
MAIN (PRG-SFC).FineC (LD)



MAIN (PRG-SFC).Action Fasullo (LD)

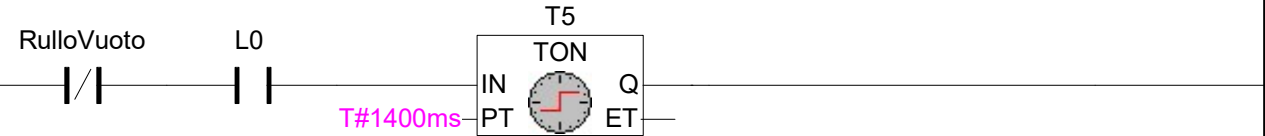


MAIN (PRG-SFC).Trans16 (LD)



0001

(non ci sono piu pezzi sul nastro)



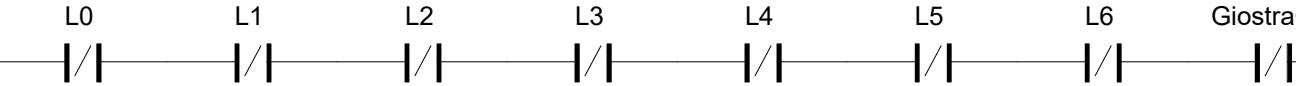
MAIN (PRG-SFC).Action Step86 (LD)

0001



MAIN (PRG-SFC).Check+G (LD)

0001



OK

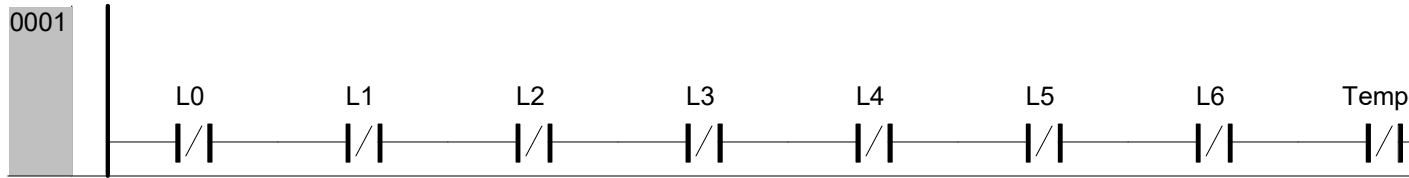
Tempo



MAIN (PRG-SFC).Action Rot1pt2 (LD)



MAIN (PRG-SFC).Check+T (LD)



o

o

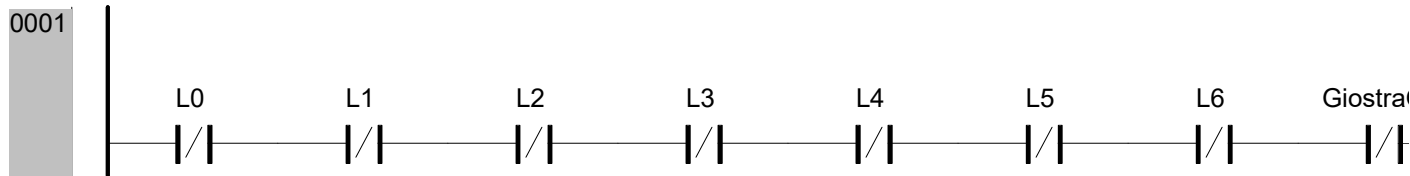
MAIN (PRG-SFC).Action Step782 (LD)



MAIN (PRG-SFC).Action Avviarullo2 (LD)



MAIN (PRG-SFC).Check+G (LD)



OK

Tempo







0001

GiostraOK  
(S)

MAIN (PRG-SFC).Check+T (LD)

0001

L0

L1

L2

L3

L4

L5

L6

Temp





MAIN (PRG-SFC).Action Step78 (LD)



MAIN (PRG-SFC).Action RulloOff (LD)



MAIN (PRG-SFC).Trans76 (LD)



MAIN (PRG-SFC).Action WaitOn (LD)



MAIN (PRG-SFC).Action RulloOn (LD)



MAIN (PRG-SFC).tffttfft (LD)



I #500ms — PT — ET —

MAIN (PRG-SFC).Action WaitOff (LD)

0001

VarON  
(R)

MAIN (PRG-SFC).Action Contatore (LD)

0001

ARullo\_pistone

AAsc\_aria

NOT(SRullo\_Finecorsa)

C1

CTUD

CU  
CD  
RESET  
LOAD  
PV



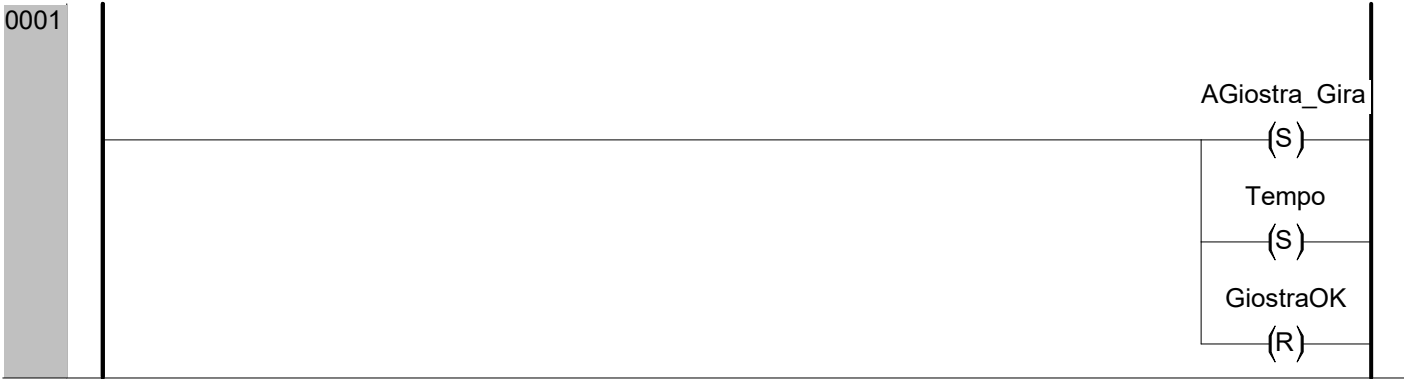
QU  
QD  
CV  
Count



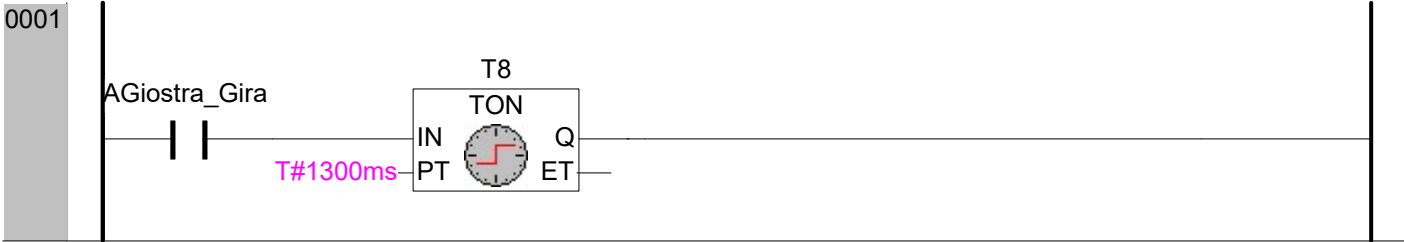
MAIN (PRG-SFC).Action Controllo (ST)

```
0001 IF Count<>0 THEN RulloVuoto:=TRUE;  
0002 ELSE RulloVuoto:=FALSE;  
0003 END_IF;
```

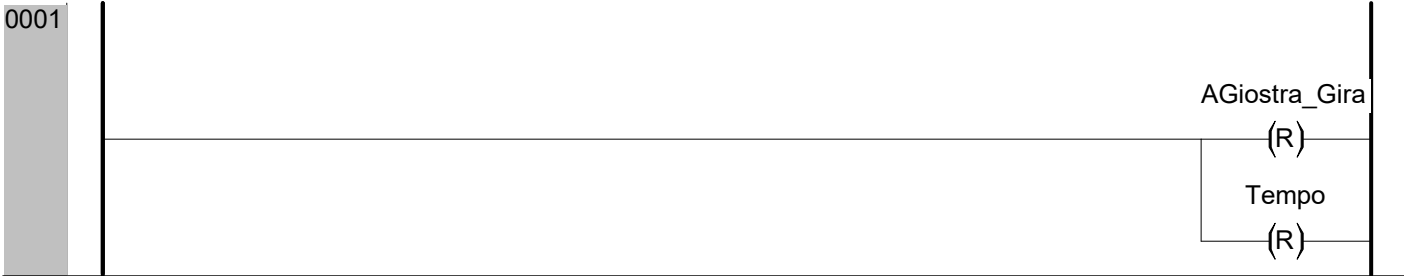
MAIN (PRG-SFC).Action Rotazione (LD)



MAIN (PRG-SFC).Trans20 (LD)



MAIN (PRG-SFC).Action ResetGiostra (LD)



MAIN (PRG-SFC).Check (LD)



1







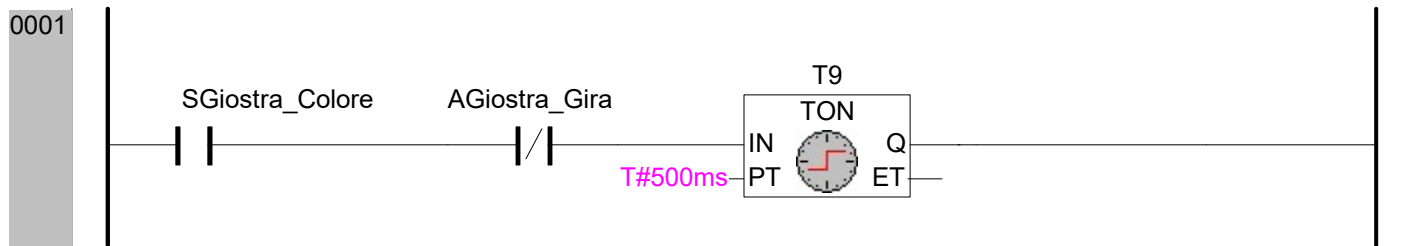
MAIN (PRG-SFC).TColore (LD)



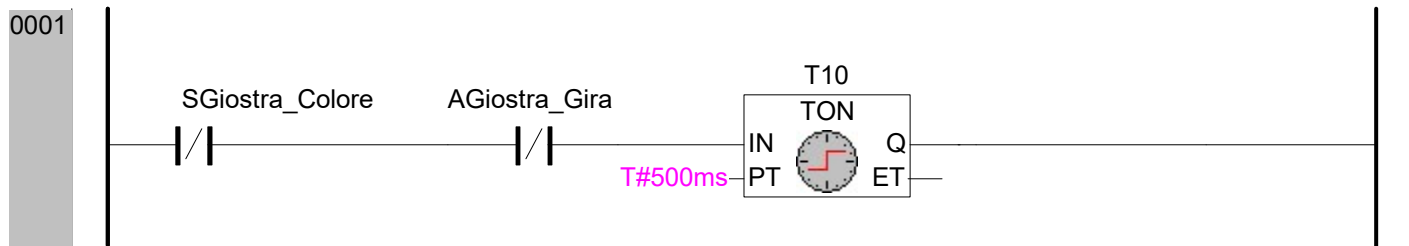
MAIN (PRG-SFC).Action ResetColore (LD)



MAIN (PRG-SFC).Rosso (LD)



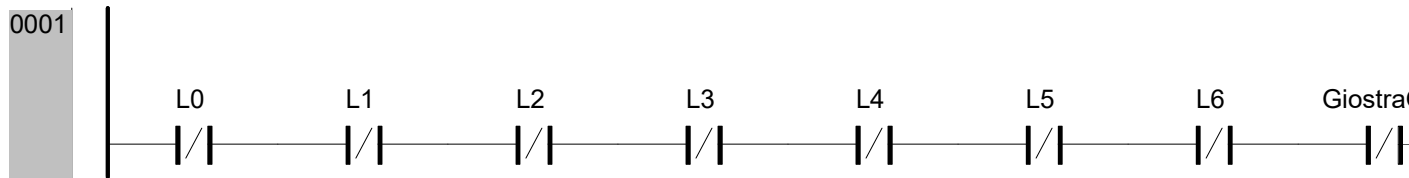
MAIN (PRG-SFC).NonRosso (LD)



MAIN (PRG-SFC).Action SetNotRed (LD)



MAIN (PRG-SFC).Check+G (LD)



OK

Tempo



MAIN (PRG-SFC).Action Rot3 (LD)



MAIN (PRG-SFC).Check+T (LD)



1



o	

MAIN (PRG-SFC).Action Step799 (LD)



MAIN (PRG-SFC).Action SetRed (LD)

0001

```
graph LR; R1[0001] --- J1(( )); J1 --- NC1["SGiostra_Colore"]; J1 --- R1 Coil["L1 (R)"]; NC1 --- R2[ ]; R1 Coil --- R2;
```

MAIN (PRG-SFC).Check+G (LD)

0001

```
graph LR; R1[0001] --- J1(( )); J1 --- NC0["L0"]; J1 --- NC1["L1"]; J1 --- NC2["L2"]; J1 --- NC3["L3"]; J1 --- NC4["L4"]; J1 --- NC5["L5"]; J1 --- NC6["L6"]; J1 --- C1["Giostra"]; NC0 --- R2[ ]; NC1 --- R2; NC2 --- R2; NC3 --- R2; NC4 --- R2; NC5 --- R2; NC6 --- R2; C1 --- R2;
```



OK

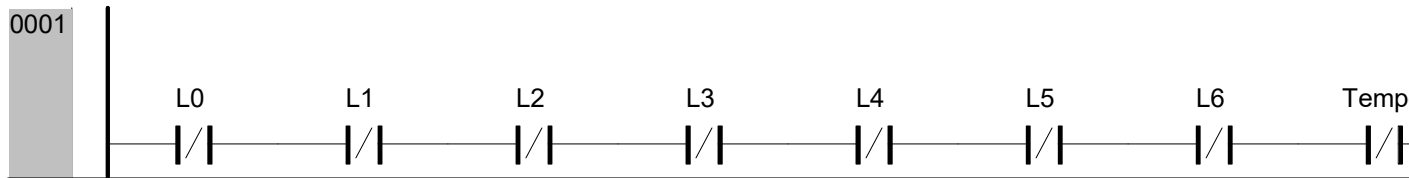
Tempo



MAIN (PRG-SFC).Action Rot2 (LD)



MAIN (PRG-SFC).Check+T (LD)





MAIN (PRG-SFC).Action Step788 (LD)



MAIN (PRG-SFC).TTrapano (LD)

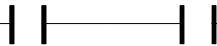


MAIN (PRG-SFC).Action ResetTrapano (LD)

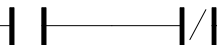



$$\{S\}$$

0001



0001



0001


$$\text{---}(\text{R})\text{---}$$

0001



OK

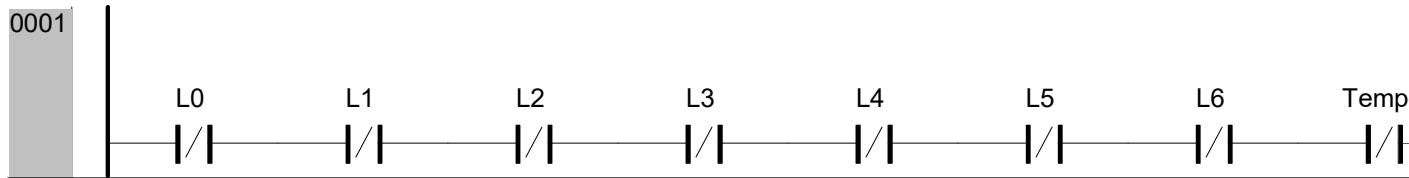
Tempo



MAIN (PRG-SFC).Action Rot5 (LD)



MAIN (PRG-SFC).Check+T (LD)



0

0



MAIN (PRG-SFC).Action Step101 (LD)



0001

AGiostra\_Dremel

(S)

P2C1B0

(R)

AGiostra\_AbbassaDremel

(S)

MAIN (PRG-SFC).SDremel\_Basso (LD)

0001

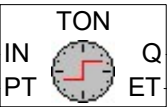
SDremel\_Basso



T#1000ms

T11

TON



Q

ET

AGiostra\_AbbassaDremel

(R)

MAIN (PRG-SFC).Action Spegni (LD)

0001

AGiostra\_Dremel

(R)

L2

(R)

MAIN (PRG-SFC).Check+G (LD)

0001

L0



L1



L2



L3



L4



L5



L6



Giostra



OK

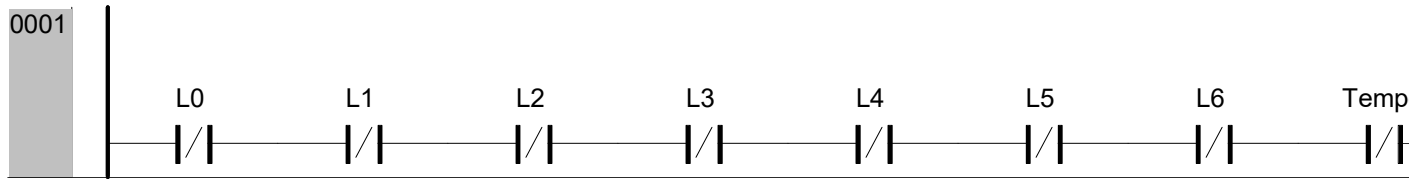
Tempo

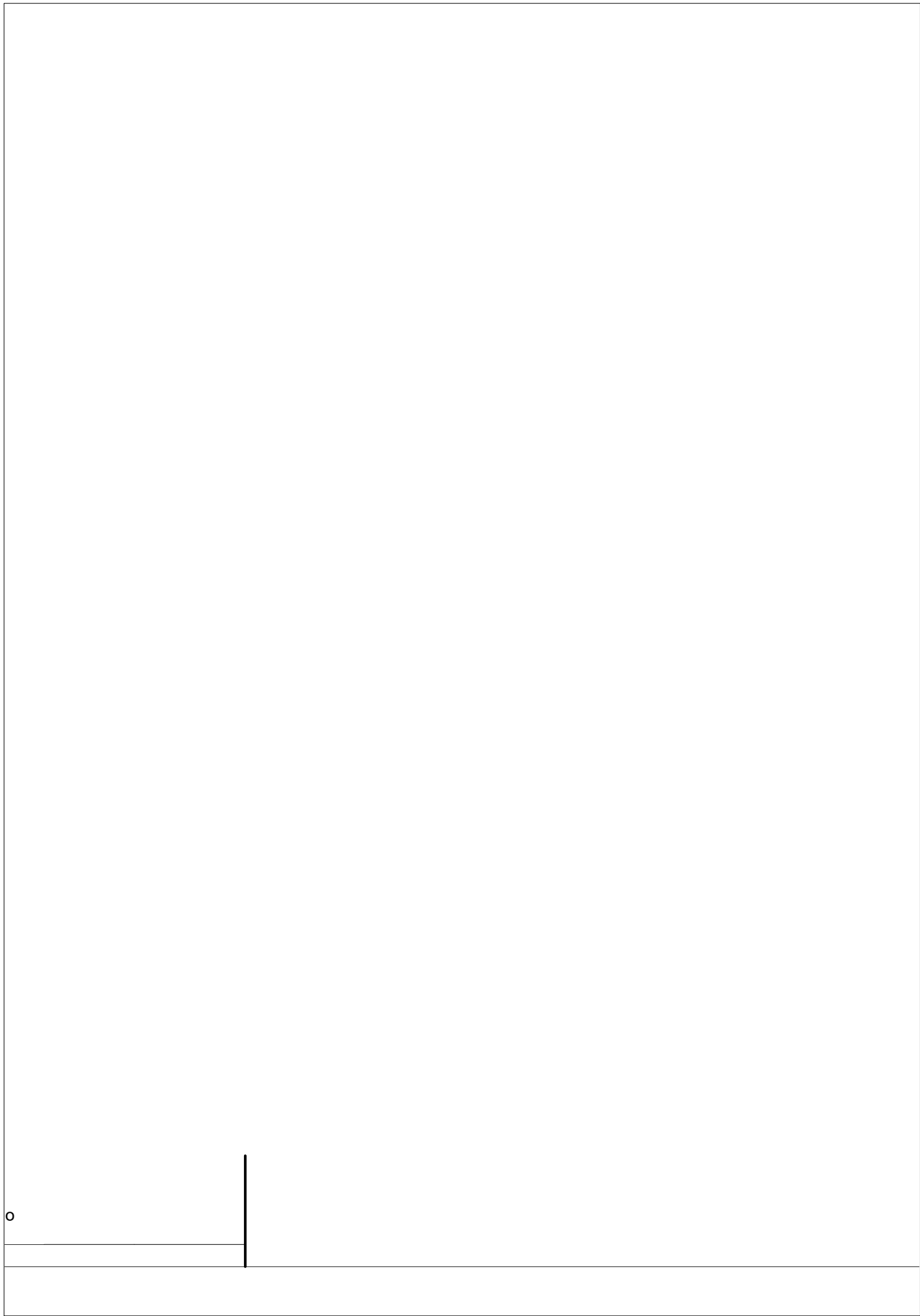


MAIN (PRG-SFC).Action Rot4 (LD)

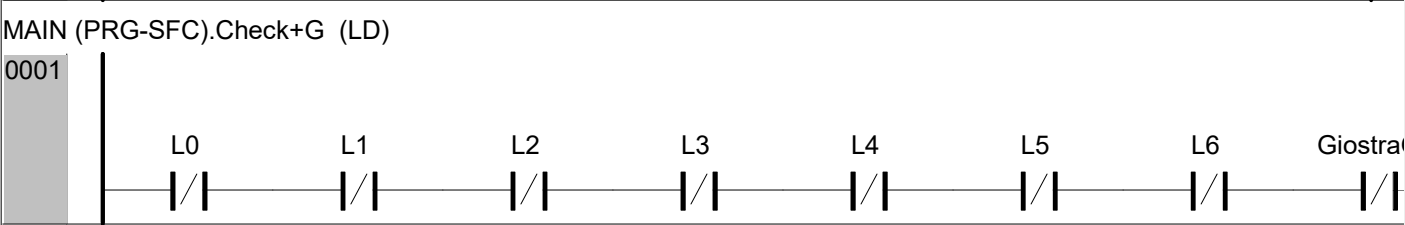
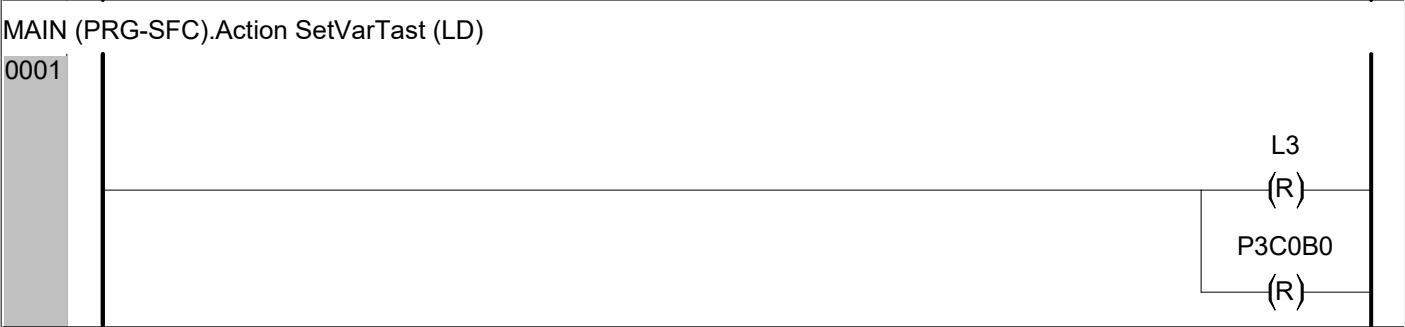
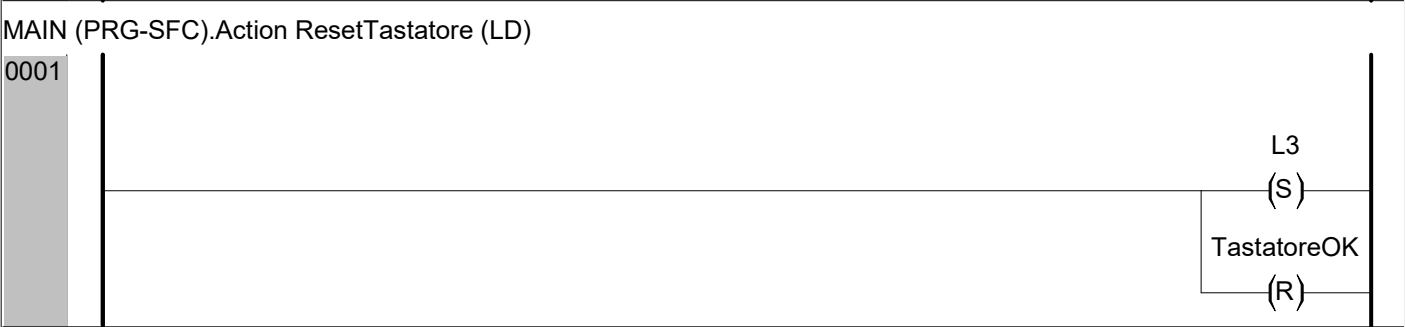
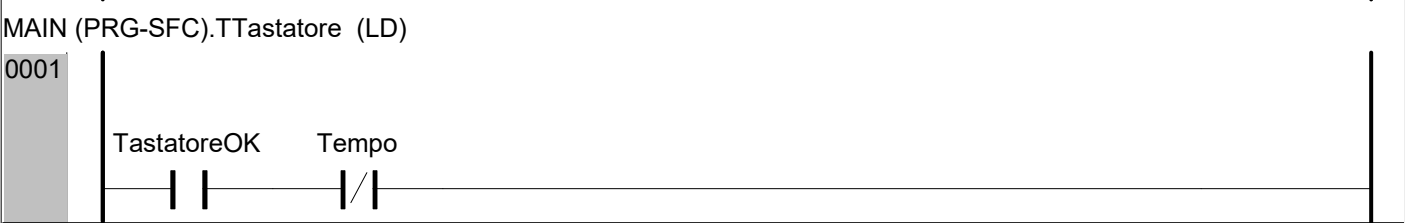


MAIN (PRG-SFC).Check+T (LD)









OK

Tempo





MAIN (PRG-SFC).Action Rot8 (LD)

0001

GiostraOK  
(S)

MAIN (PRG-SFC).Check+T (LD)

0001

L0

L1

L2

L3

L4

L5

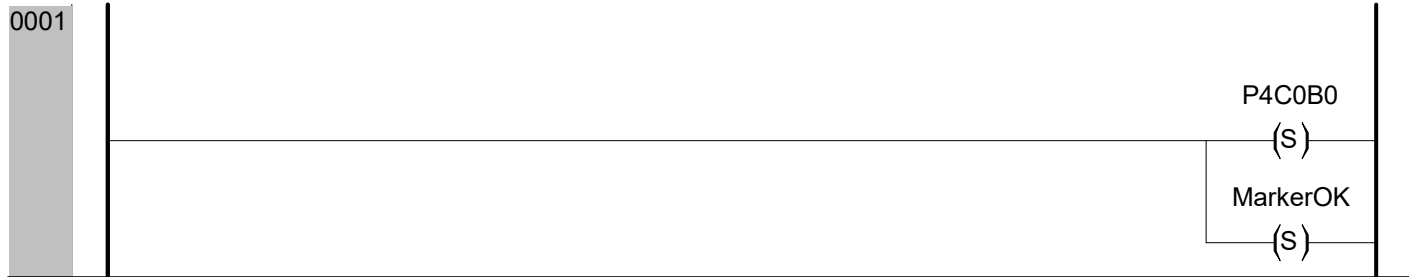
L6

Temp



o	

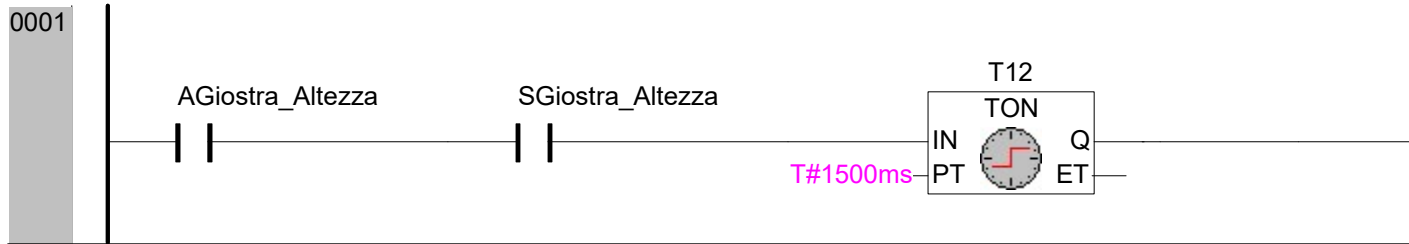
MAIN (PRG-SFC).Action Step98 (LD)

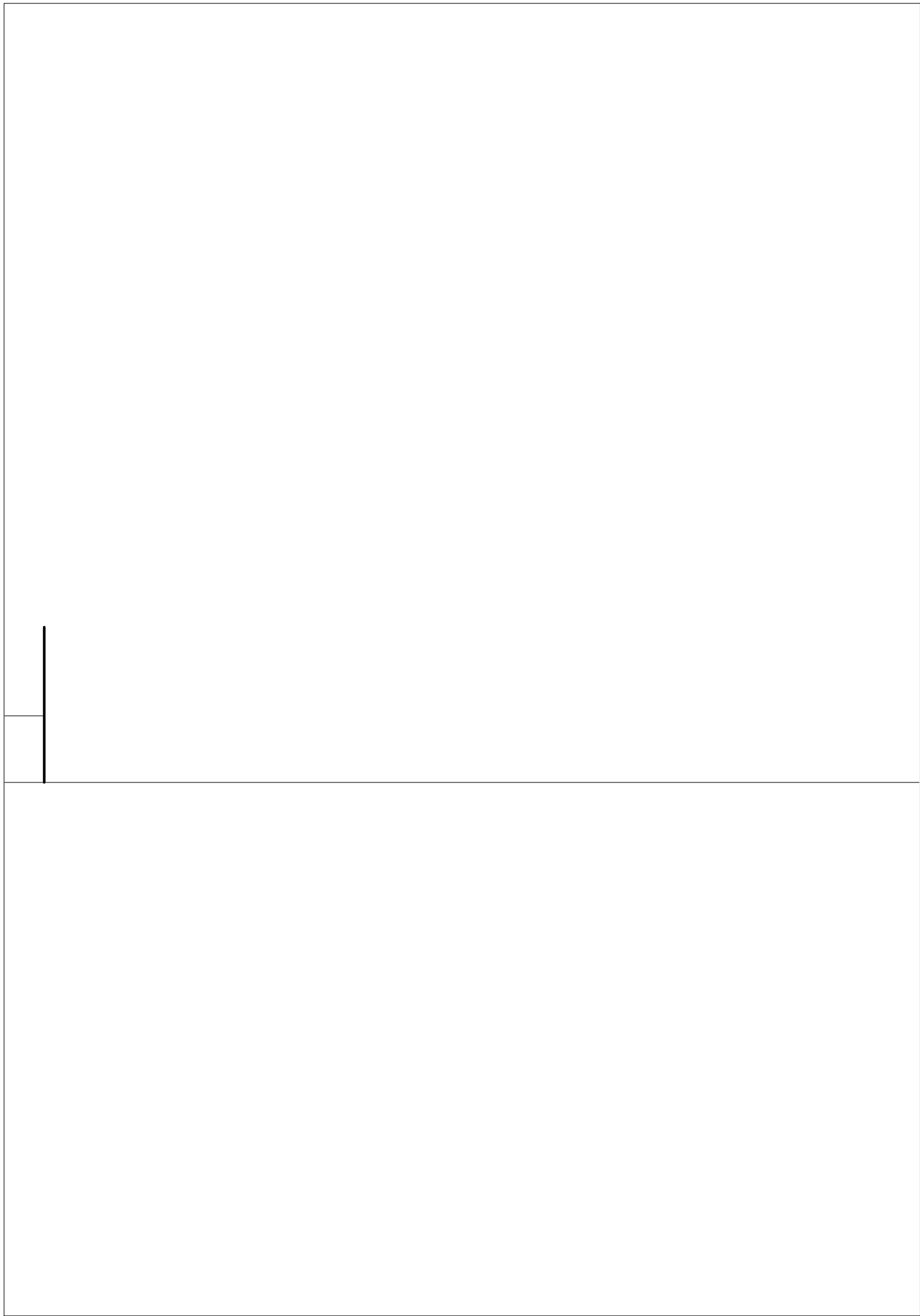


MAIN (PRG-SFC).Action AbbassaTastatore (LD)



MAIN (PRG-SFC).Bucato (LD)





MAIN (PRG-SFC).NonBucato (LD)

0001

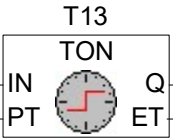
SGiostra\_Altezza

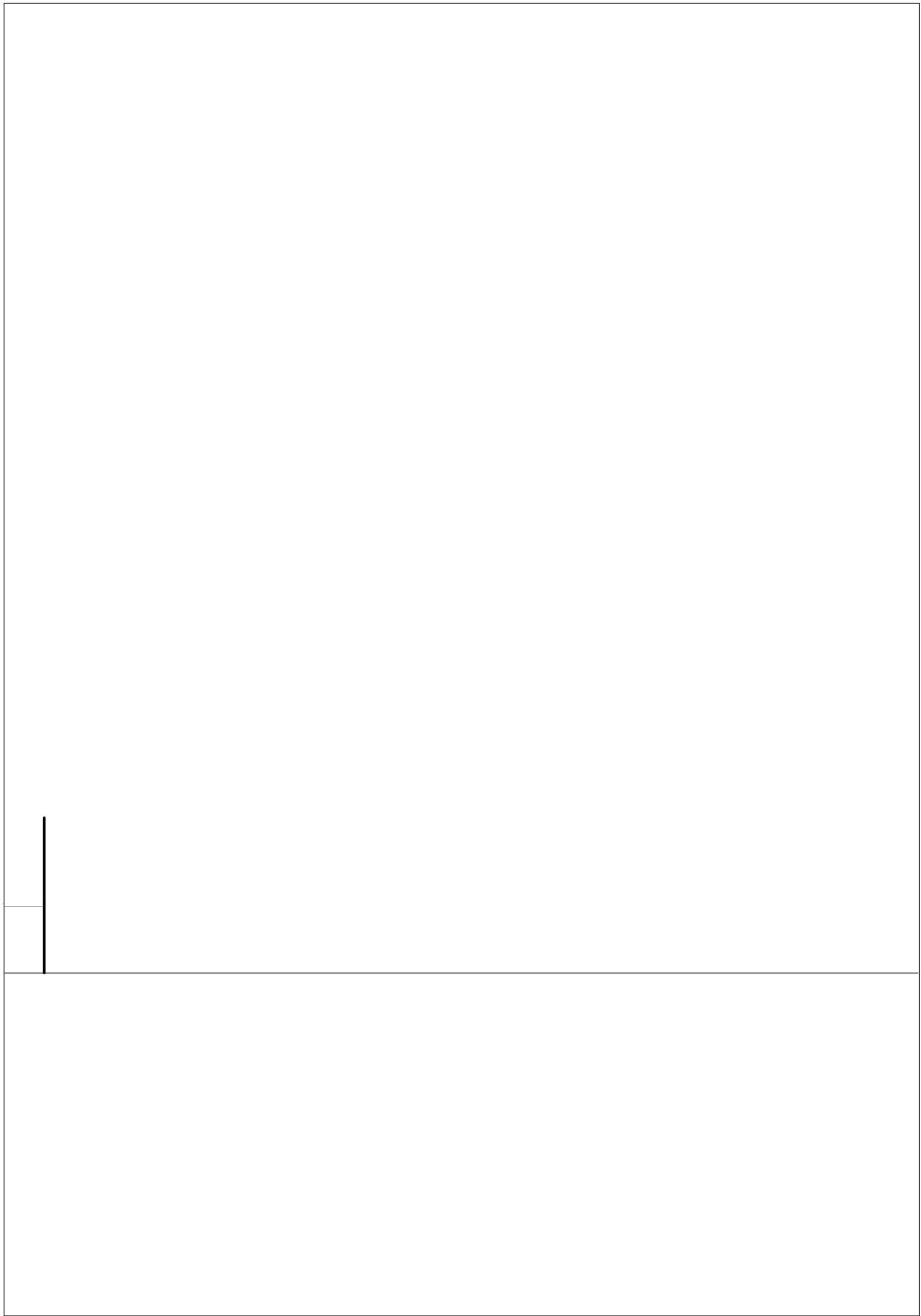


AGiostra\_Altezza



T#1500ms





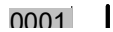
MAIN (PRG-SFC).Action SetVarTast3 (LD)



MAIN (PRG-SFC).Action UnAltroResetL3 (LD)

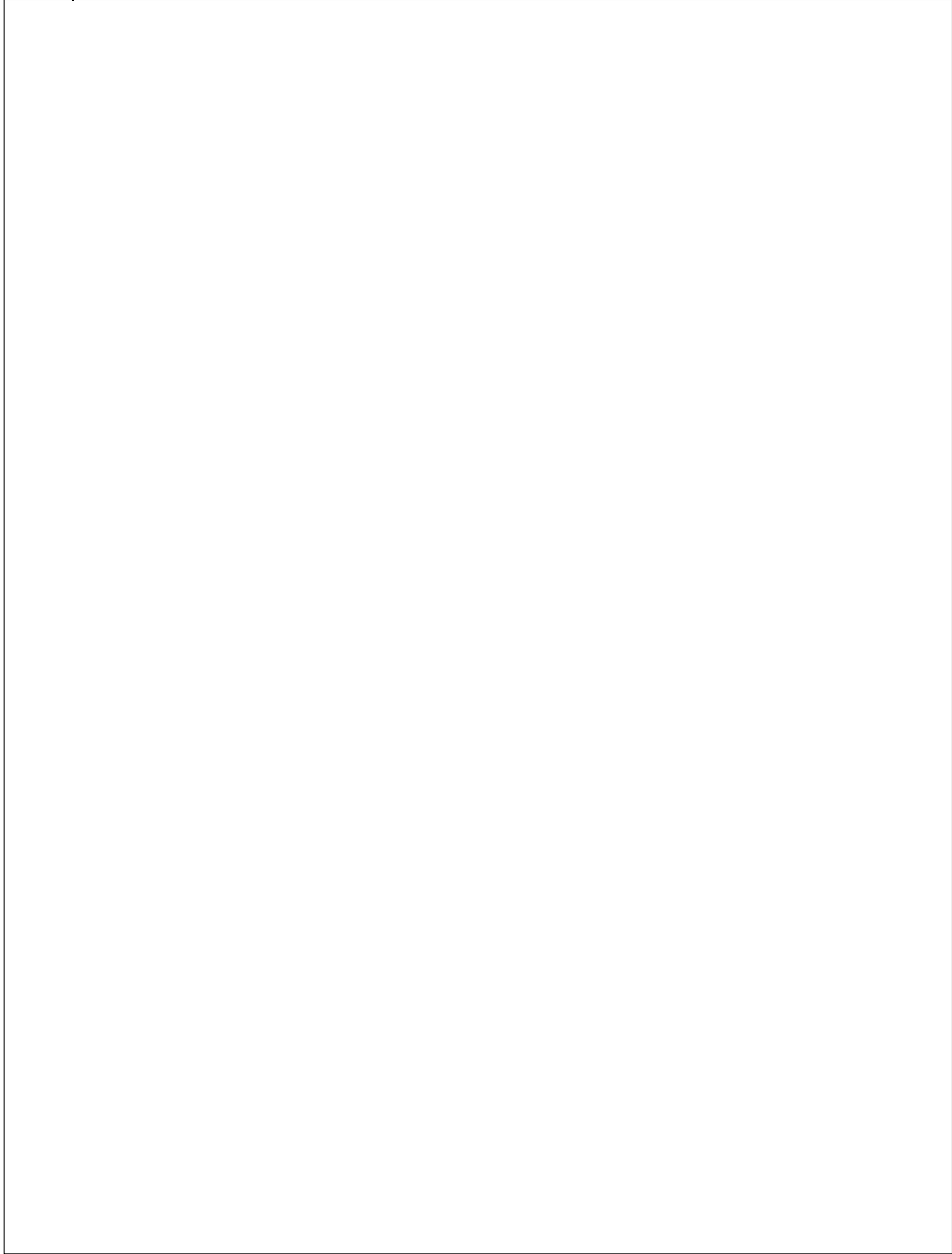
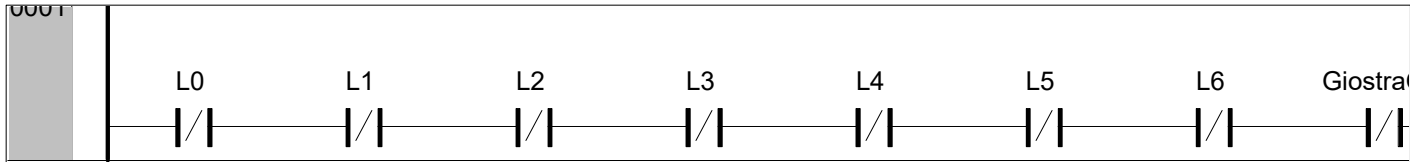


MAIN (PRG-SFC).Check+G (LD)









OK

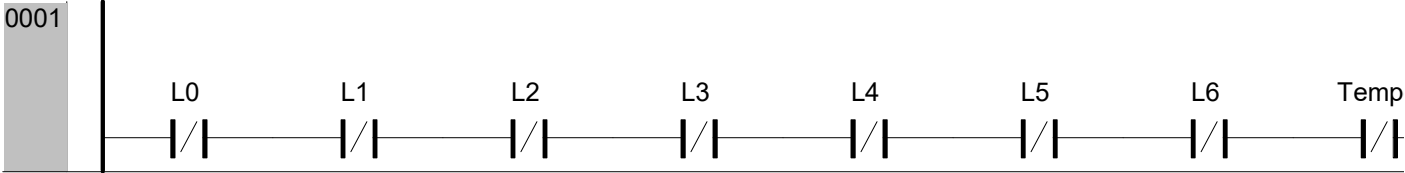
Tempo



MAIN (PRG-SFC).Action Rot7 (LD)



MAIN (PRG-SFC).Check+T (LD)



o

0001


$$\{S\}$$
$$(S)$$

0001



0001



0001



OK

Tempo



MAIN (PRG-SFC).Action Rot6 (LD)



MAIN (PRG-SFC).Check+T (LD)

0001 |

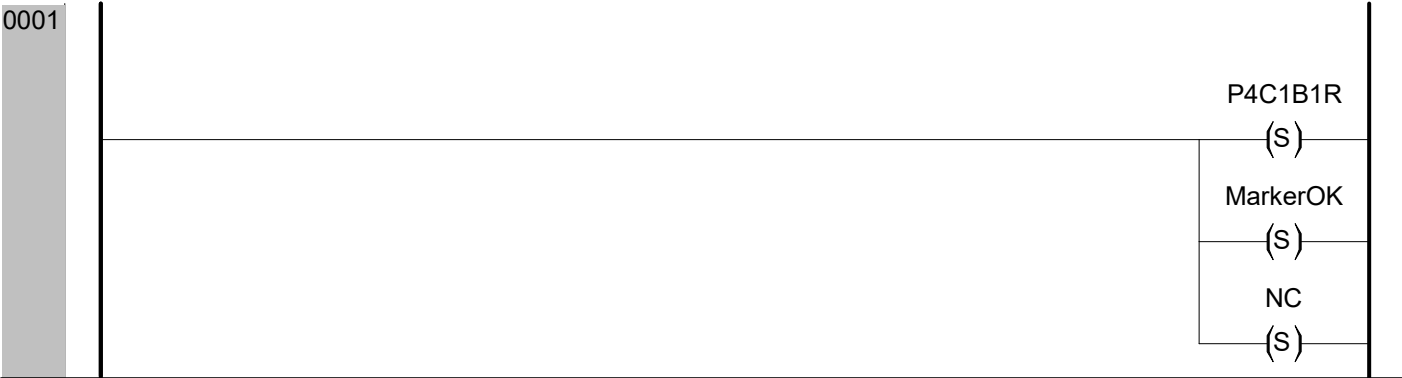






o	

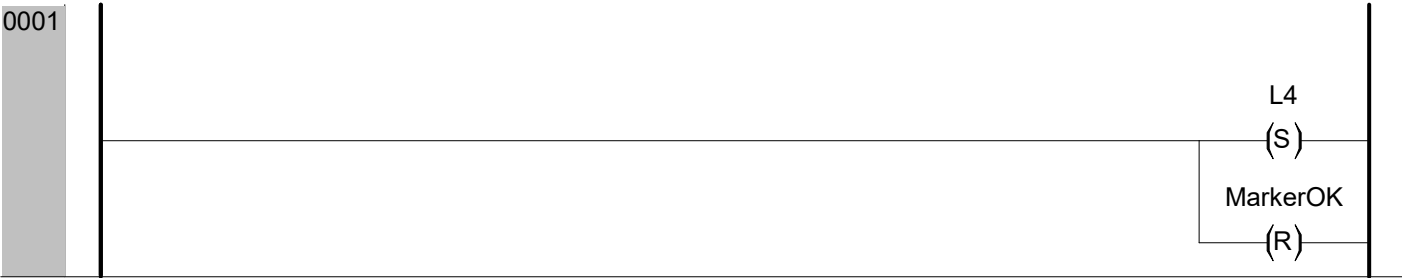
MAIN (PRG-SFC).Action Step100 (LD)



MAIN (PRG-SFC).TMarker (LD)



MAIN (PRG-SFC).Action ResetMarker (LD)



MAIN (PRG-SFC).Colora (LD)



MAIN (PRG-SFC).NonColora (LD)

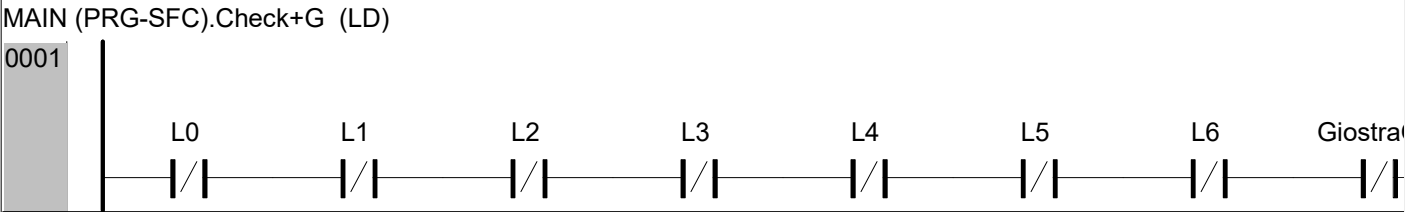
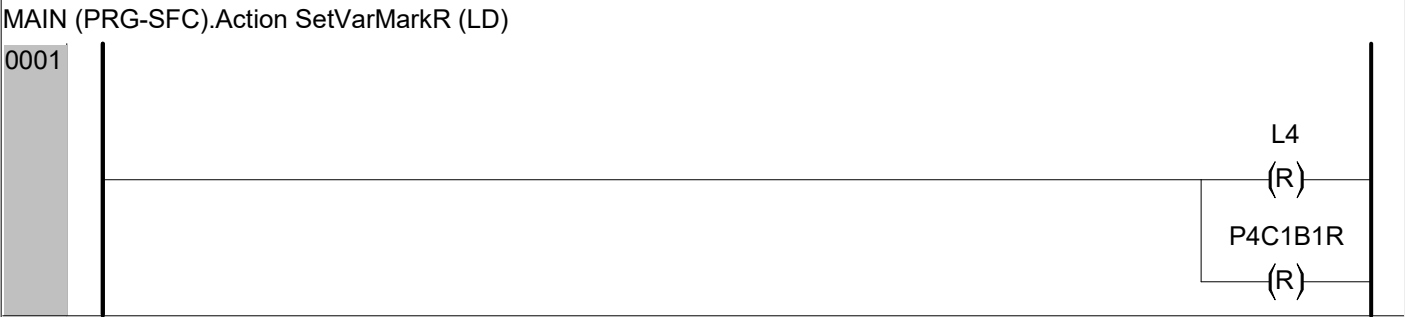
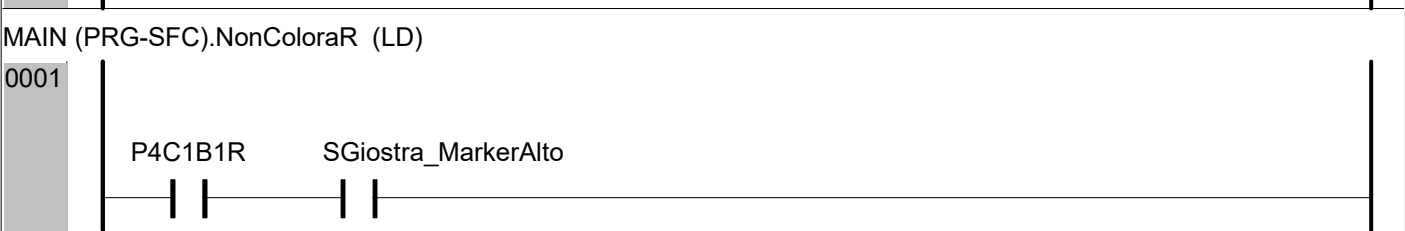


MAIN (PRG-SFC).Action Step81 (LD)



MAIN (PRG-SFC).NonColoraW (LD)





OK

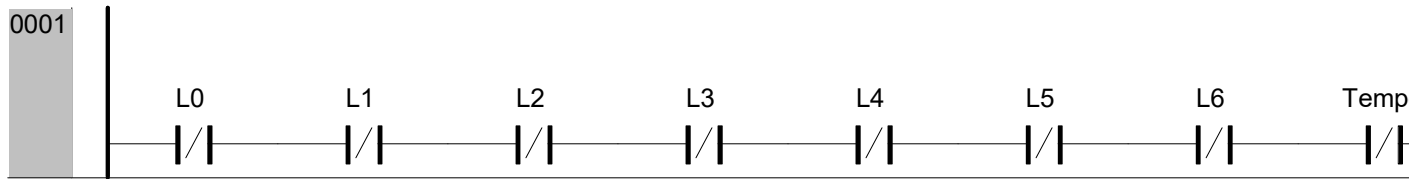
Tempo



MAIN (PRG-SFC).Action Rot11 (LD)



MAIN (PRG-SFC).Check+T (LD)

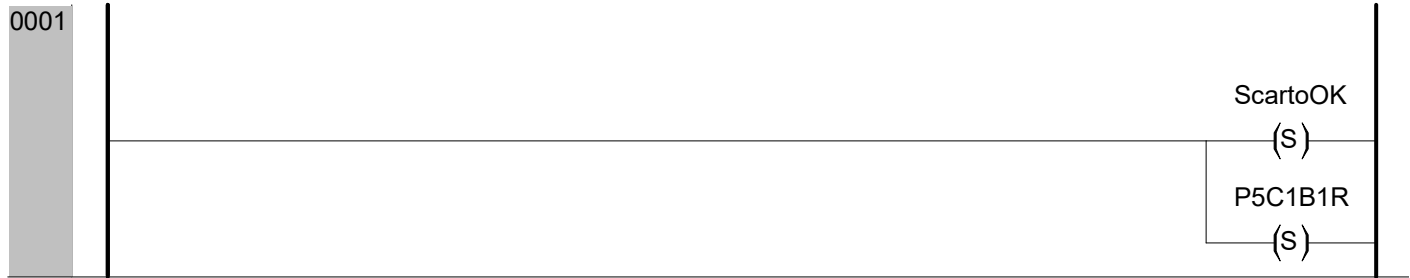


0

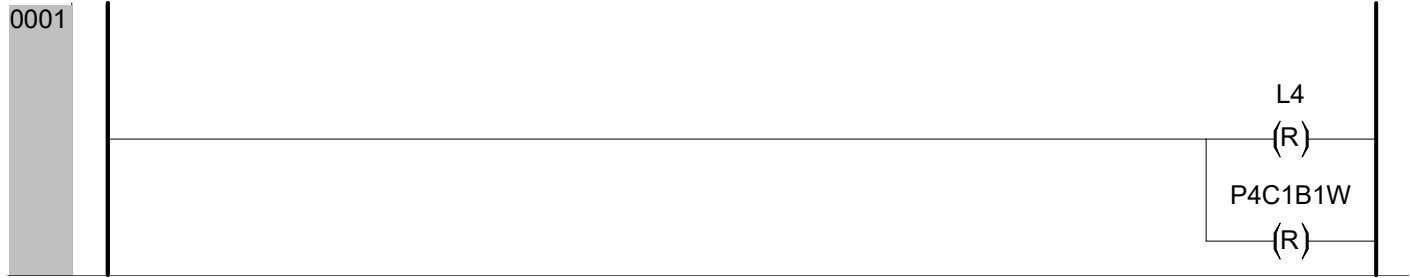
1



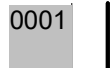
MAIN (PRG-SFC).Action Step95 (LD)



MAIN (PRG-SFC).Action SetVarMark (LD)



MAIN (PRG-SFC).Check+G (LD)



|

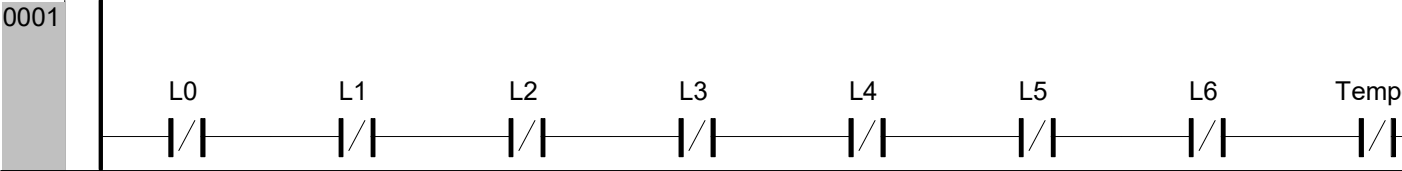
	L0	L1	L2	L3	L4	L5	L6	Giostrazione

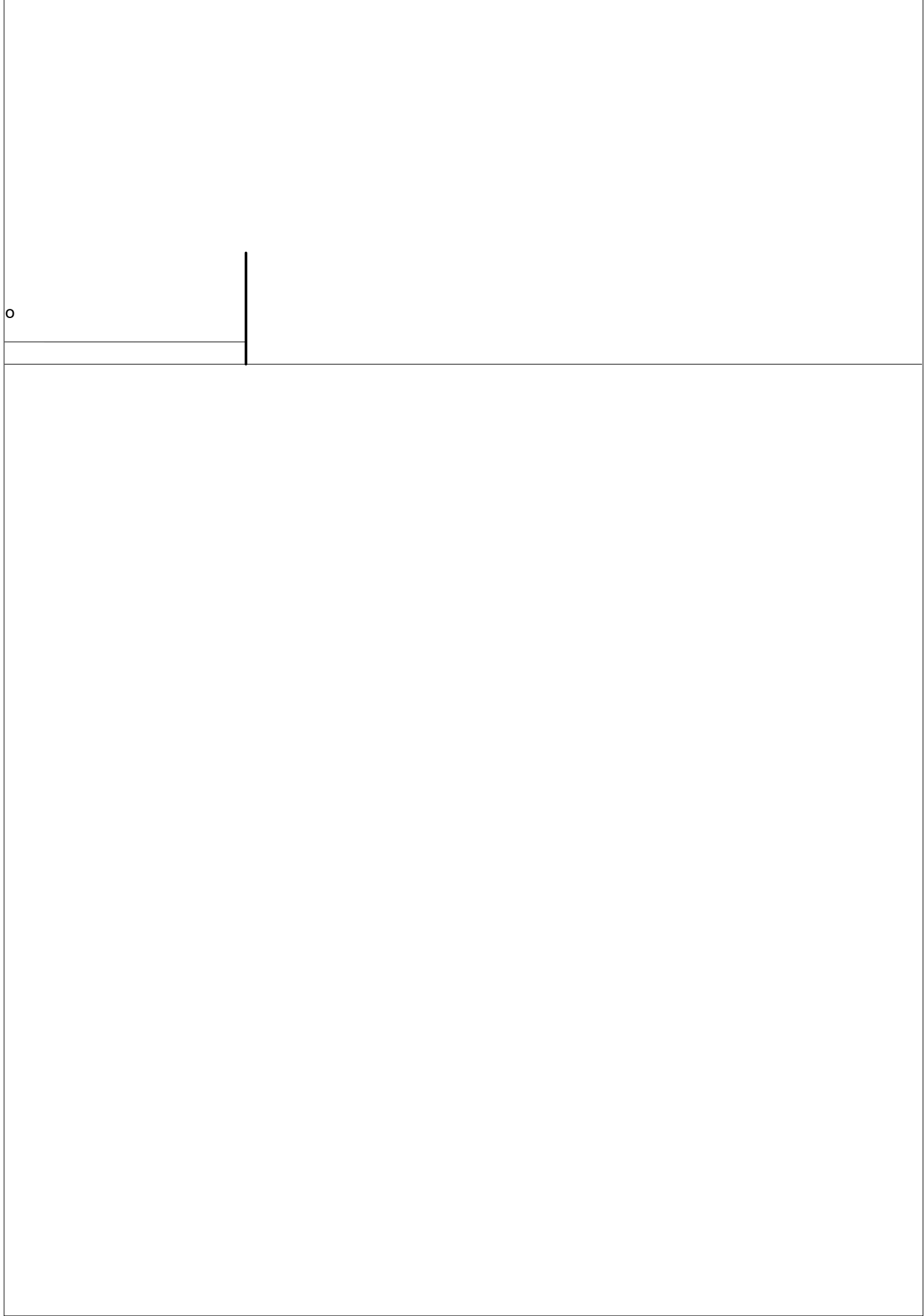
OK		
Tempo		
/		

MAIN (PRG-SFC).Action Rot10 (LD)



MAIN (PRG-SFC).Check+T (LD)





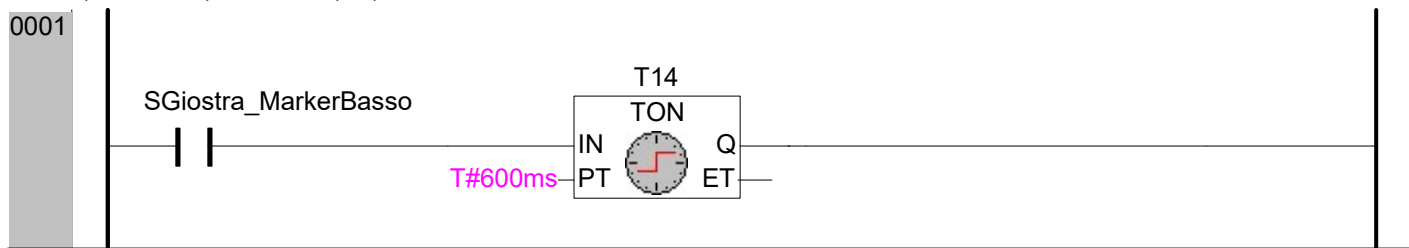
MAIN (PRG-SFC).Action Step96 (LD)



MAIN (PRG-SFC).Action AbbassaMarker (LD)



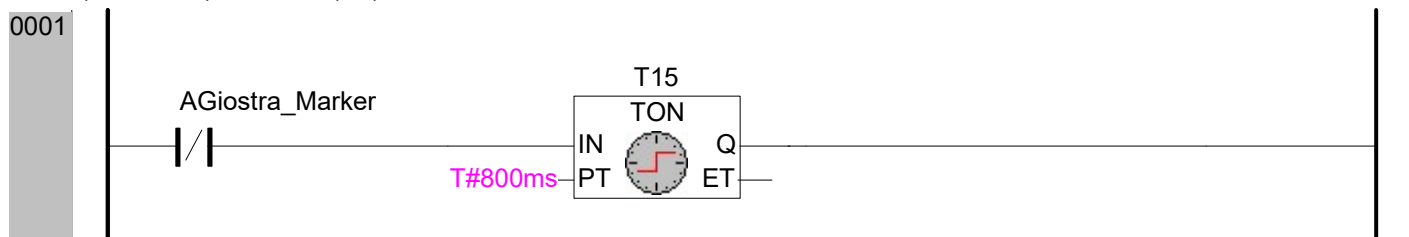
MAIN (PRG-SFC).Trans54 (LD)

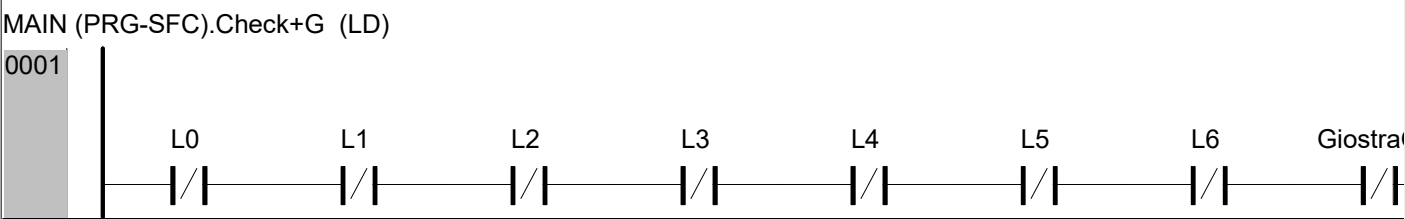
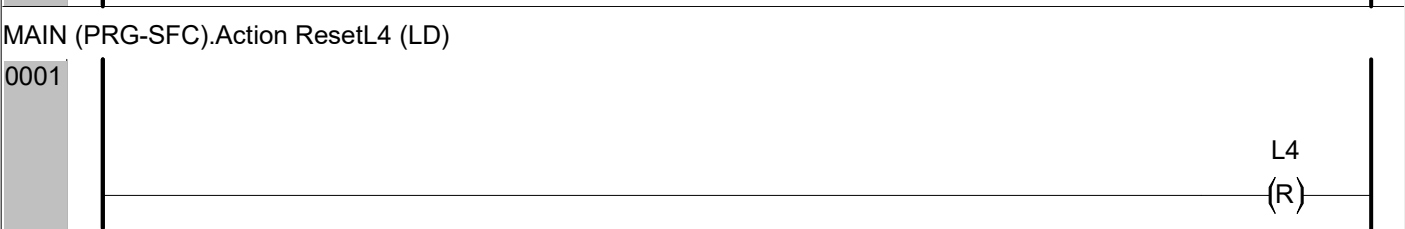


MAIN (PRG-SFC).Action Step93 (LD)



MAIN (PRG-SFC).Trans80 (LD)







OK

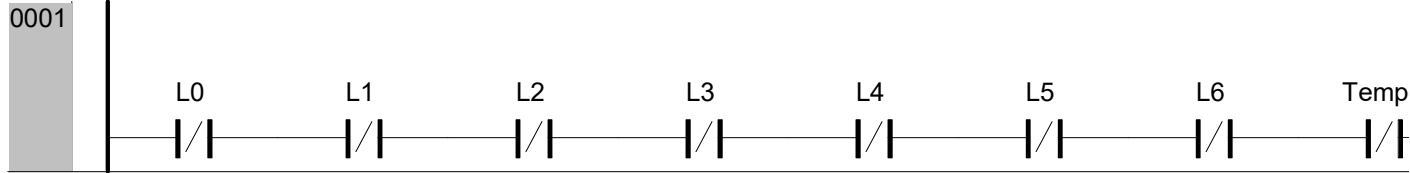
Tempo

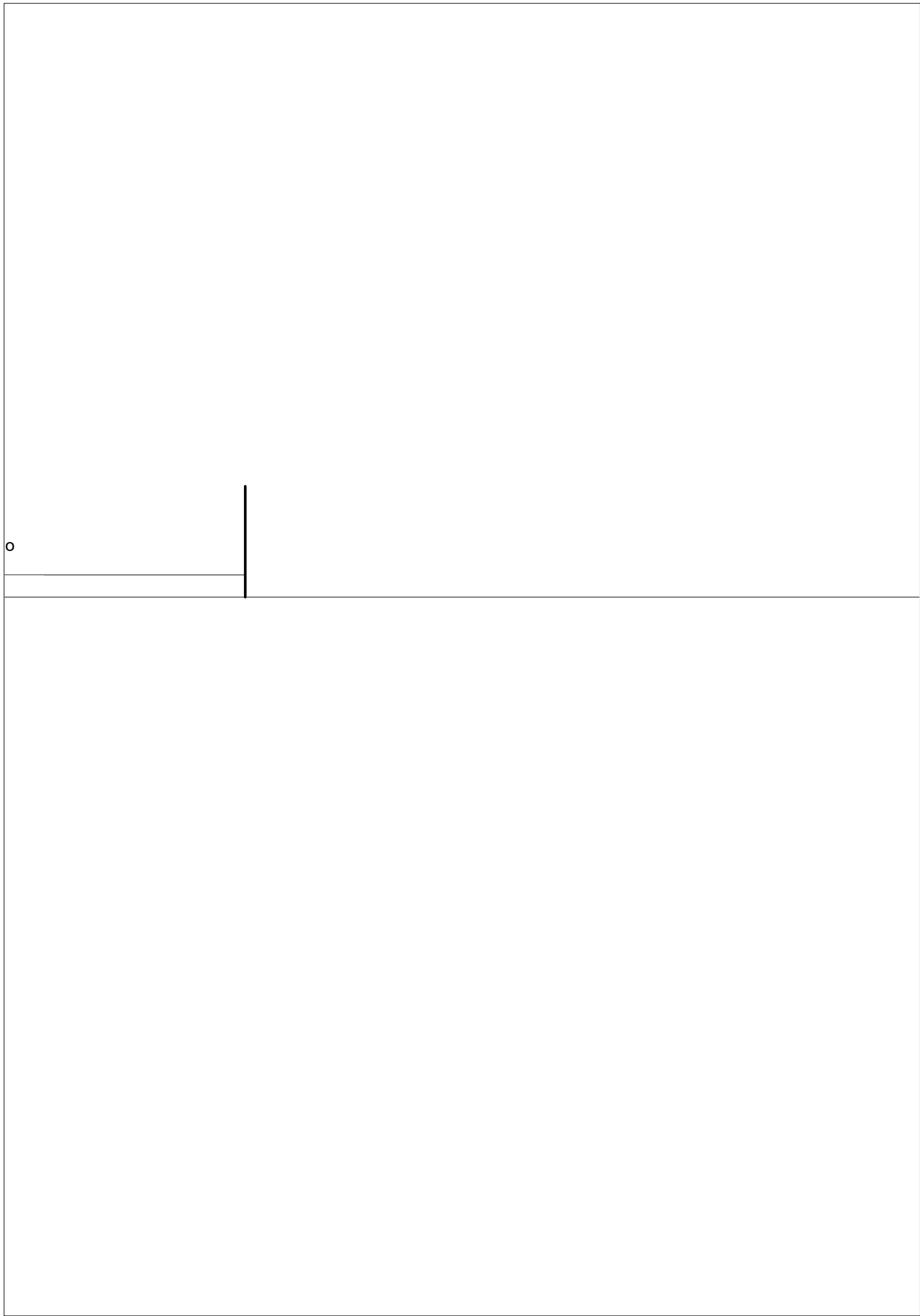


MAIN (PRG-SFC).Action Rot9 (LD)



MAIN (PRG-SFC).Check+T (LD)





MAIN (PRG-SFC).Action Step97 (LD)



MAIN (PRG-SFC).TScarto (LD)



MAIN (PRG-SFC).Action ResetScarto (LD)



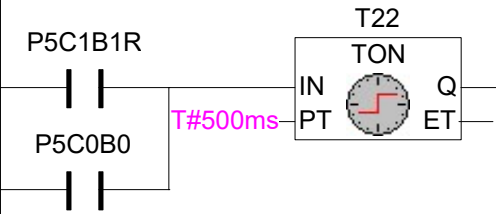
MAIN (PRG-SFC).Scartare (LD)



T#200ms PT ET

MAIN (PRG-SFC).Nonscartare (LD)

0001



MAIN (PRG-SFC).Action Mantieni (LD)

0001



MAIN (PRG-SFC).Check+G (LD)

0001



OK

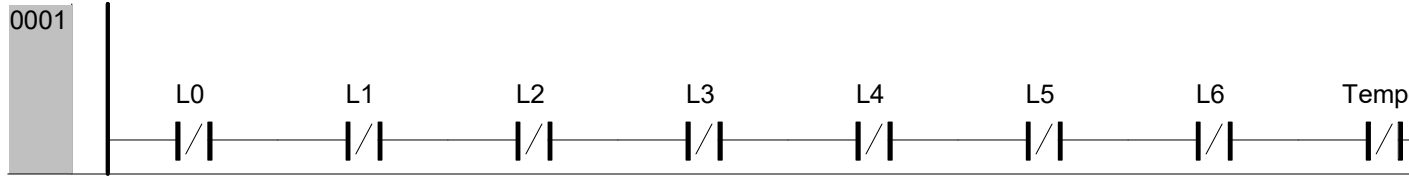
Tempo



MAIN (PRG-SFC).Action Rot13 (LD)



MAIN (PRG-SFC).Check+T (LD)



o

o



MAIN (PRG-SFC).Action Step94 (LD)

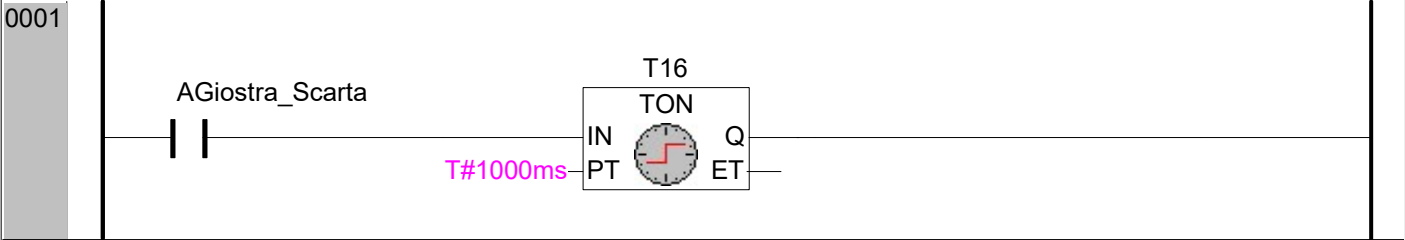


MAIN (PRG-SFC).Action ScartaPezzo (LD)





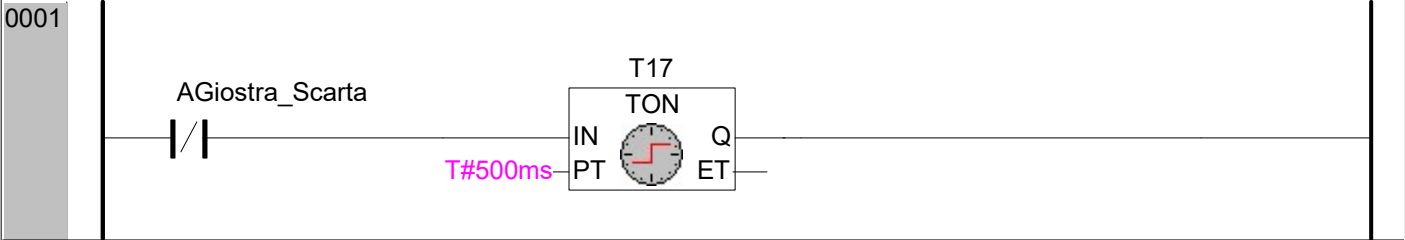
MAIN (PRG-SFC).Trans67 (LD)



MAIN (PRG-SFC).Action ugjvhavshva (LD)



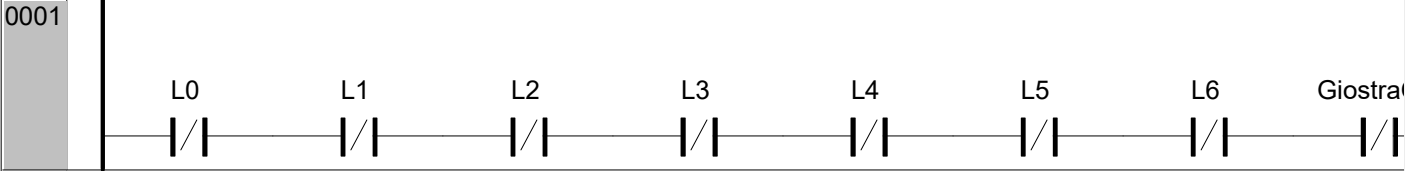
MAIN (PRG-SFC).AttesaIndietro (LD)



MAIN (PRG-SFC).Action ResetL5 (LD)



MAIN (PRG-SFC).Check+G (LD)



OK

Tempo



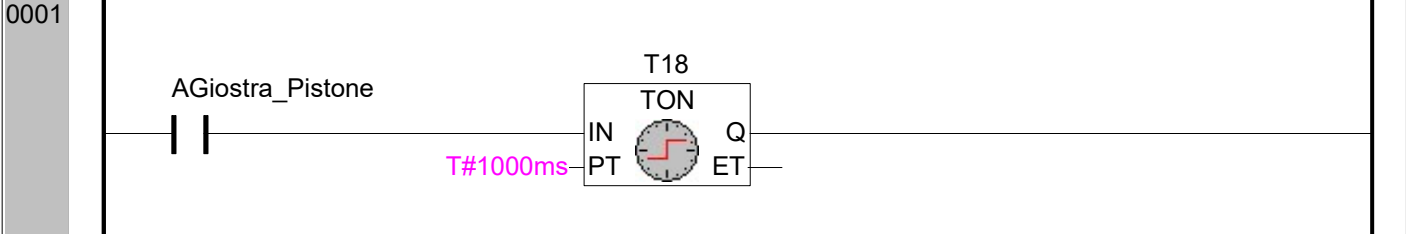
MAIN (PRG-SFC).TEspelli (LD)



MAIN (PRG-SFC).Action ResetEspelli (LD)



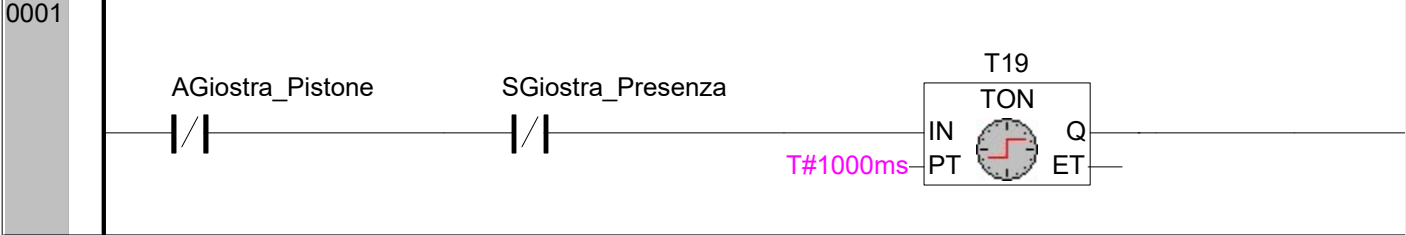
MAIN (PRG-SFC).PresenzaBase (LD)

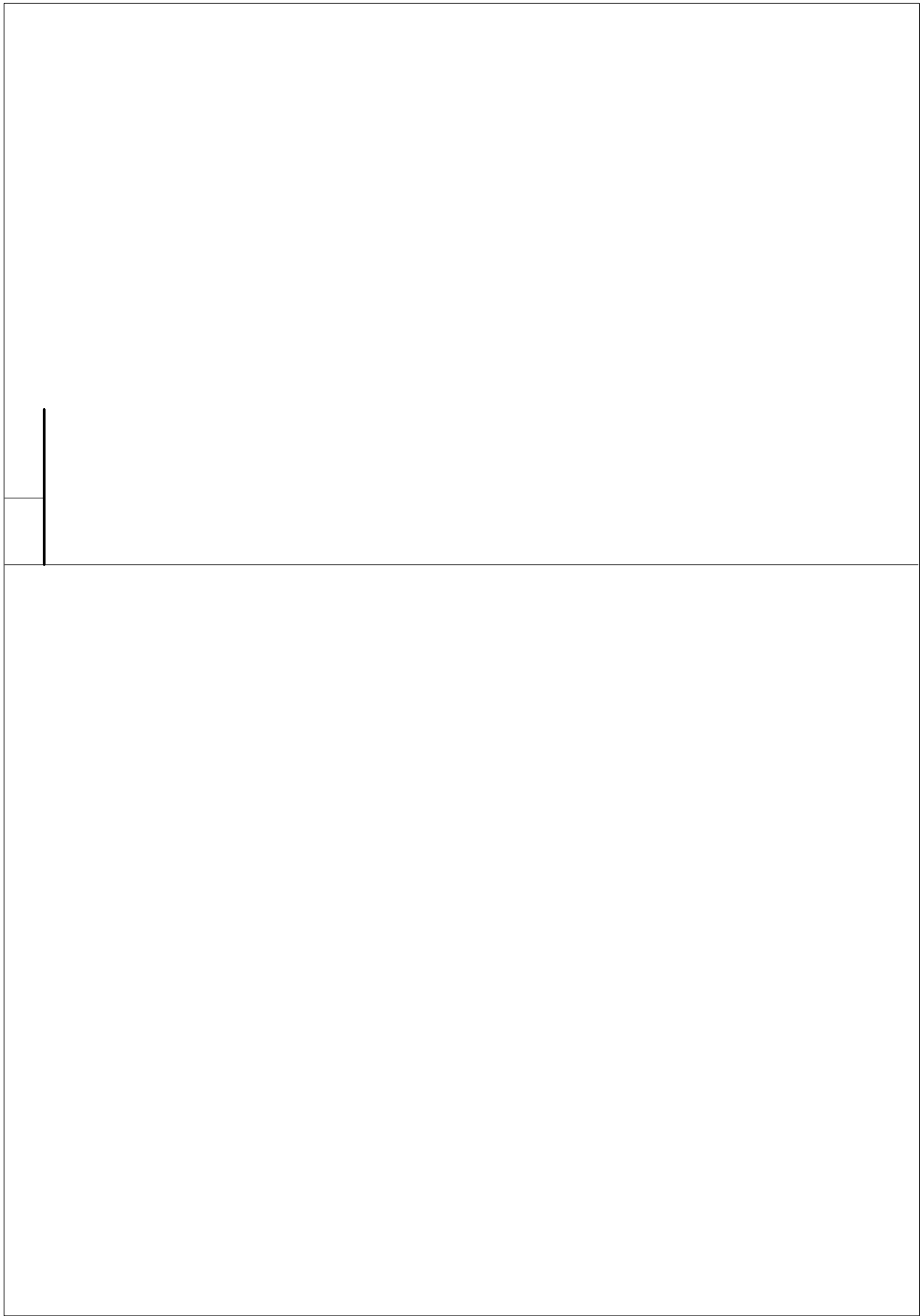


MAIN (PRG-SFC).Action ResetPistone (LD)



MAIN (PRG-SFC).Trans79 (LD)

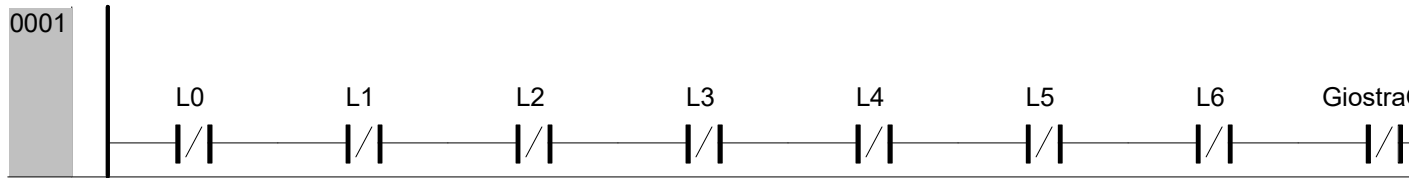




MAIN (PRG-SFC).Action ResetL6 (LD)



MAIN (PRG-SFC).Check+G (LD)



OK

Tempo





MAIN (PRG-SFC).Action Rot14 (LD)



MAIN (PRG-SFC).ControlloFCSX (LD)



MAIN (PRG-SFC).Action FermaSx (LD)



MAIN (PRG-SFC).ShloccoSx (LD)

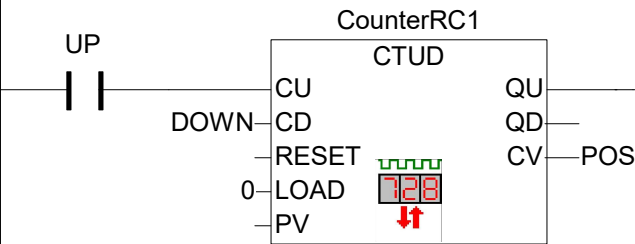
0001	S_RC_FineCorsaSinistra	/	
MAIN (PRG-SFC).ControlloFCDX (LD)			
0001	S_RC_FineCorsaDestra	/	
MAIN (PRG-SFC).Action FermaDx (LD)			
0001			A_RC_MovDestra (R)
MAIN (PRG-SFC).SbloccoDx (LD)			
0001	S_RC_FineCorsaDestra		
MAIN (PRG-SFC).ControlloFCUP (LD)			
0001	S_RC_FineCorsaAlto	/	
MAIN (PRG-SFC).Action FermaUp (LD)			
0001			A_RC_MovAlto (R)
MAIN (PRG-SFC).SbloccoUp (LD)			
0001	S_RC_FineCorsaAlto		
MAIN (PRG-SFC).ControlloFCDown (LD)			
0001	S_RC_FineCorsaBasso	/	
MAIN (PRG-SFC).Action FermaDown (LD)			
0001			A_RC_MovBasso (R)

0001

S\_RC\_FineCorsaBasso

MAIN (PRG-SFC).Action ContatoreRC (LD)

0001



MAIN (PRG-SFC).Action ConversioneRC (ST)

```
0001 IFA_RC_MovDestra=TRUE
0002 THEN UP :=S_RC_Encoder;
0003 ELSIF A_RC_MovSinistra=TRUE
0004 THEN DOWN :=S_RC_Encoder;
0005 END_IF;
0006
0007 Z:=POS;
0008 Z1:=WORD_TO_STRING(Z);
0009 Z2:=CONCAT('16#',Z1);
0010 Z3:=STRING_TO_INT(Z2);
0011
0012 IF Z3>16#0468 THEN
0013 Bilancia:=TRUE;
0014 ELSE Bilancia:=FALSE;
0015 END_IF;
0016
0017 IF Z3<16#0393 THEN
0018 Scivolo3:=TRUE;
0019 ELSE Scivolo3:=FALSE;
0020 END_IF;
0021
0022 IF Z3<16#0351 THEN
0023 Scivolo2:=TRUE;
0024 ELSE Scivolo2:=FALSE;
0025 END_IF;
0026
0027 IF Z3<16#0315 THEN
0028 Scivolo1:=TRUE;
0029 ELSE Scivolo1:=FALSE;
0030 END_IF;
0031
0032 IF Z3<16#0010 THEN
0033 Partenza:=TRUE;
0034 ELSE Partenza:=FALSE;
0035 END_IF;
```

MAIN (PRG-SFC).Action ConvEst (ST)

```
0001 X1:=S_RC_Estensimetro;
0002 X2:=WORD_TO_STRING(X1);
0003 X3:=CONCAT('16#',X2);
0004 IST:=STRING_TO_INT(X3);
0005 IF IST>16#15470
```

```
0006 THEN AltScivolo:=TRUE;
0007 ELSE AltScivolo:=FALSE;
0008 END_IF;
0009 IF IST>16#24850
0010 THEN AltFinale:=TRUE;
0011 ELSE AltFinale:=FALSE;
0012 END_IF;
0013 IF IST<16#11300
0014 THEN AltBase:=TRUE;
0015 ELSE AltBase:=FALSE;
0016 END_IF;
0017 IF IST<16#10800
0018 THEN AltBilancia:=TRUE;
0019 ELSE AltBilancia:=FALSE;
0020 END_IF;
```

MAIN (PRG-SFC).CheckStart (LD)



MAIN (PRG-SFC).Action ResStart (ST)

```
0001 Start:=TRUE;
0002 IF IST<16#25000 THEN
0003 A_RC_MovAlto:=TRUE;
0004 ELSE
0005 A_RC_MovBasso:=TRUE;
0006 END_IF;
```

MAIN (PRG-SFC).Action Ack2 (ST)

```
0001 IF A_RC_MovAlto=TRUE THEN
0002 StopSali:=TRUE;
0003 END_IF;
0004
0005 IF A_RC_MovBasso=TRUE THEN
0006 StopScendi:=TRUE;
0007 END_IF;
```

MAIN (PRG-SFC).Salita (LD)



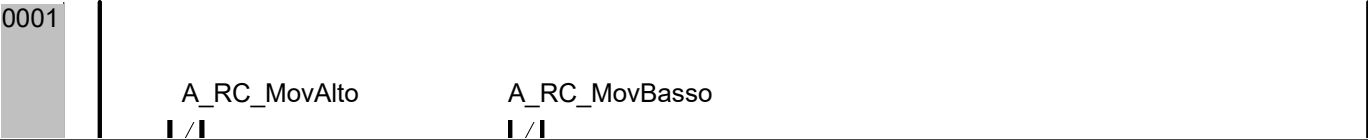
MAIN (PRG-SFC).Discesa (LD)

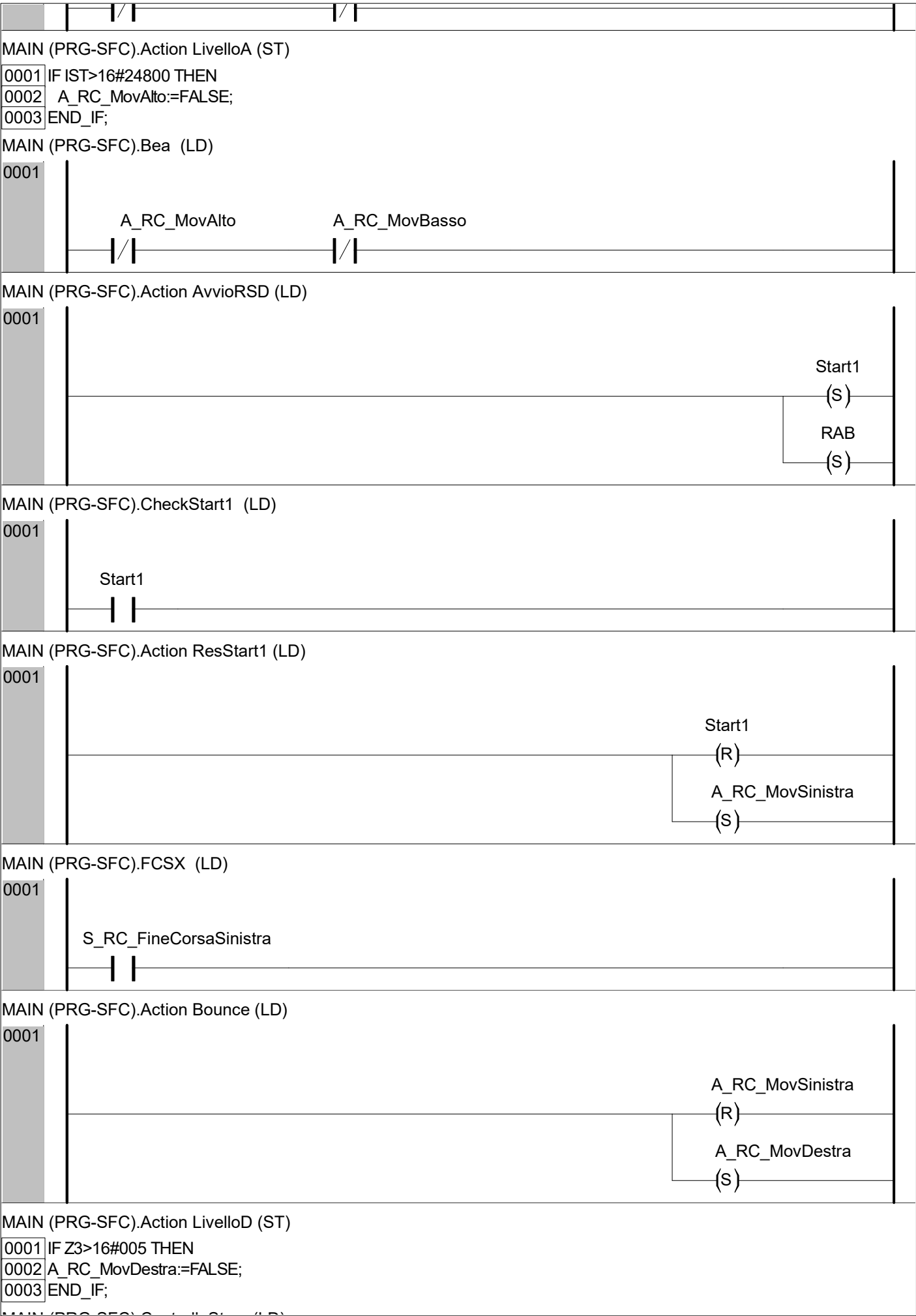


MAIN (PRG-SFC).Action LivelloB (ST)

```
0001 IF IST<16#25400 THEN
0002 A_RC_MovBasso:=FALSE;
0003 END_IF;
```

MAIN (PRG-SFC).Bea (LD)





0001

A\_RC\_MovDestra



MAIN (PRG-SFC).Action SetRSD (LD)

0001

RSD  
(S)

MAIN (PRG-SFC).RCCheck (LD)

0001

RAB



RSD



SGiostra\_Presenza



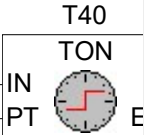
ScivoloPieno



L6

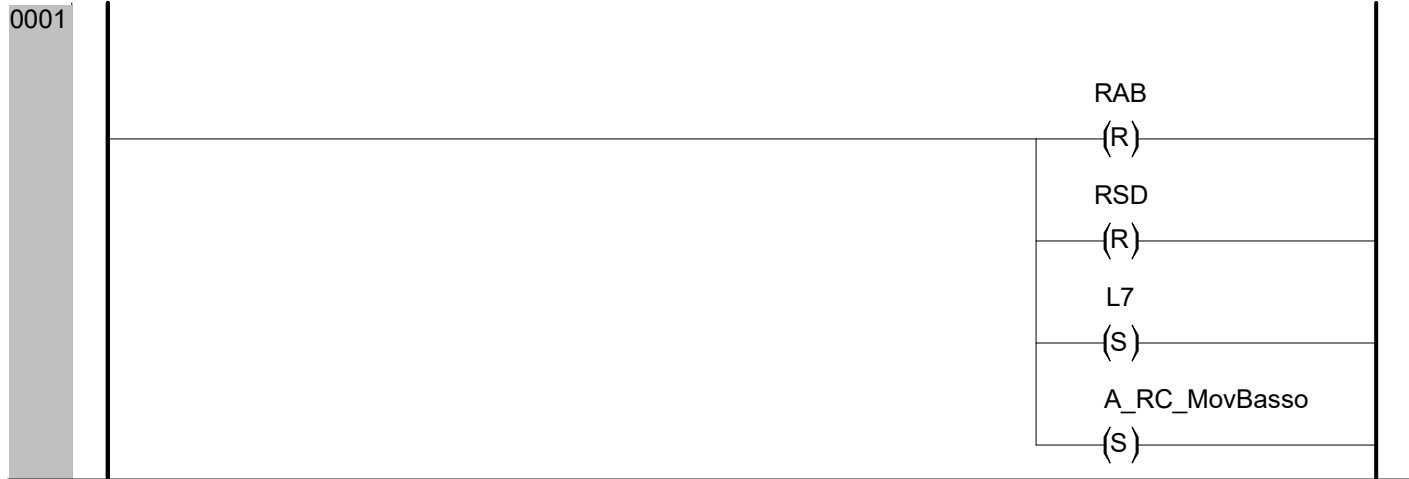


T#4000ms



Q  
ET

MAIN (PRG-SFC).Action MovDVarC (LD)



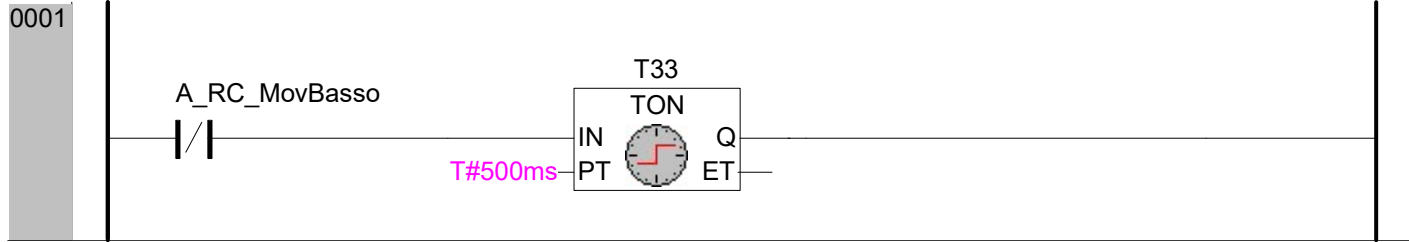
MAIN (PRG-SFC).ABase (LD)



MAIN (PRG-SFC).Action StopBase (LD)



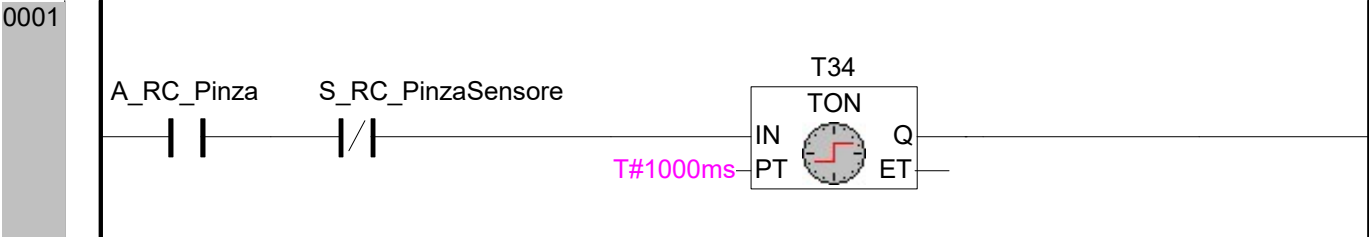
MAIN (PRG-SFC).GripWait (LD)







MAIN (PRG-SFC).CheckGrip (LD)



MAIN (PRG-SFC).Action MovA (LD)



MAIN (PRG-SFC).AFinale (LD)



MAIN (PRG-SFC).Action MovDRMovA (LD)



MAIN (PRG-SFC).LBilancia (LD)

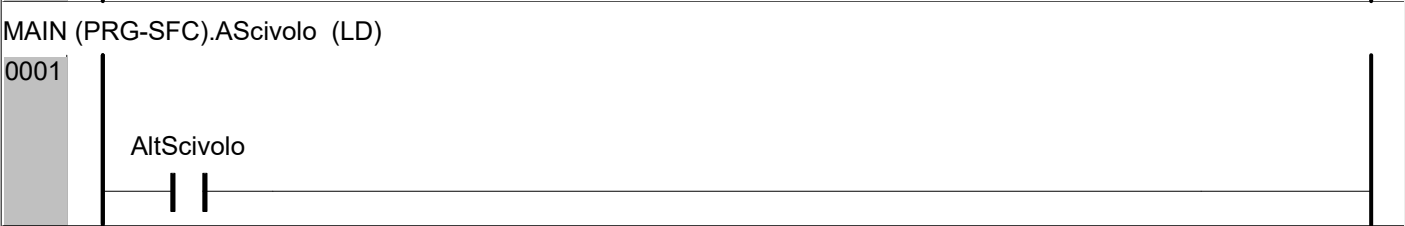
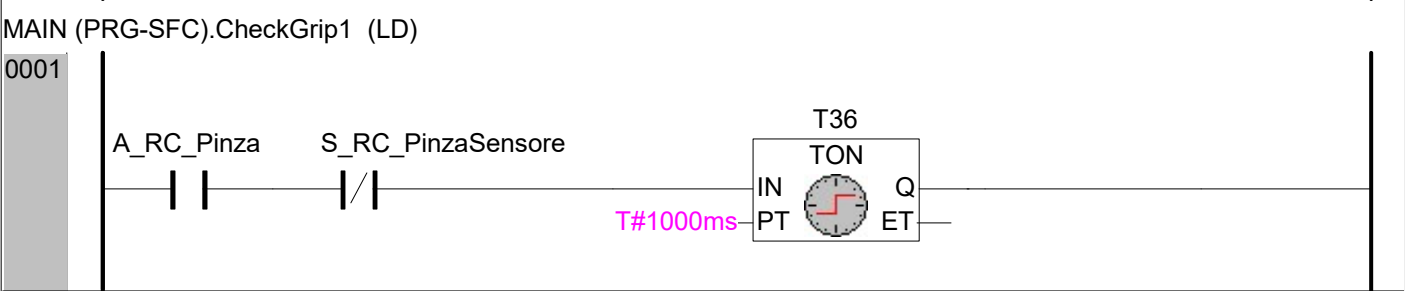
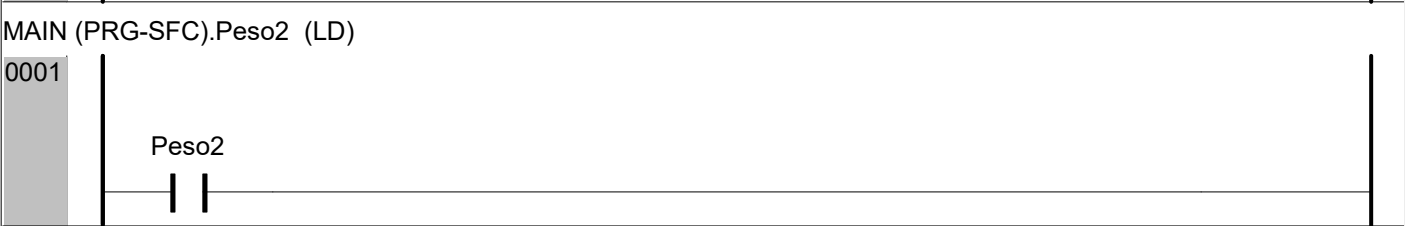
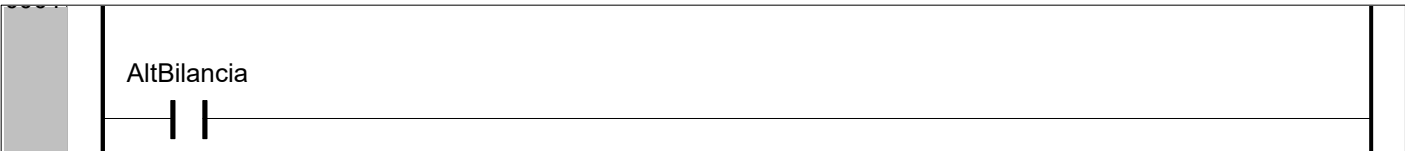


MAIN (PRG-SFC).Action MovBRMovD (LD)



MAIN (PRG-SFC).ABilancia (LD)





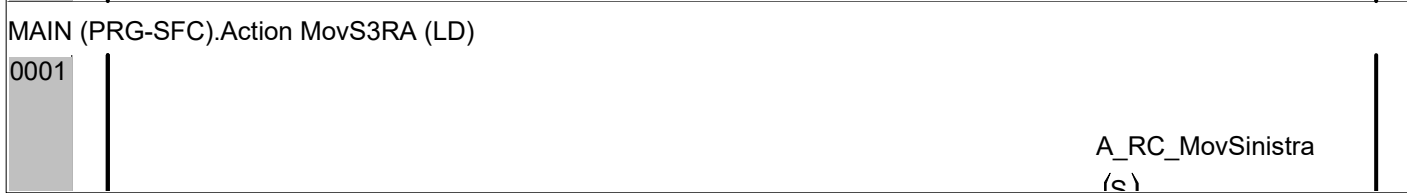


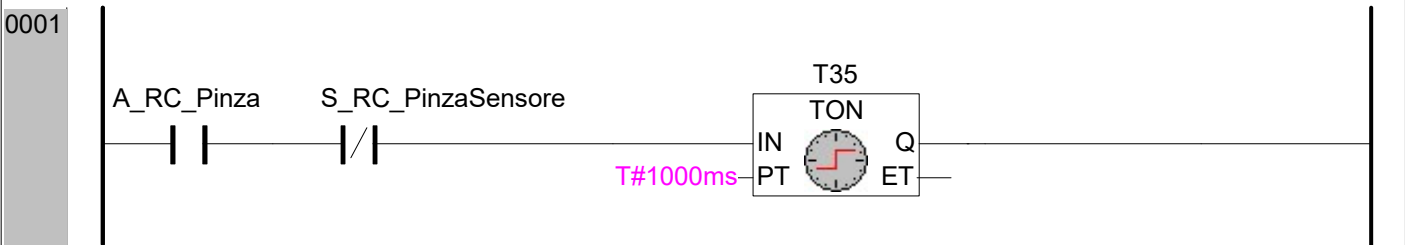


Diagram of a single neuron (Scivolo3) with a single input line and a single output line.

0001

A\_RC\_Pinza  
(S)

Peso1  
(R)



0001	A_RC_MovAlto (S)
------	---------------------

0001

A\_RC\_MovSinistra (S)

A\_RC\_MovAlto (R)

MAIN (PRG-SFC).WaitStab (LD)

MAIN (PRG-SFC).Action Release (LD)

MAIN (PRG-SFC).Trans142 (LD)

MAIN (PRG-SFC).Action Step164 (LD)

MAIN (PRG-SFC).trans143 (LD)

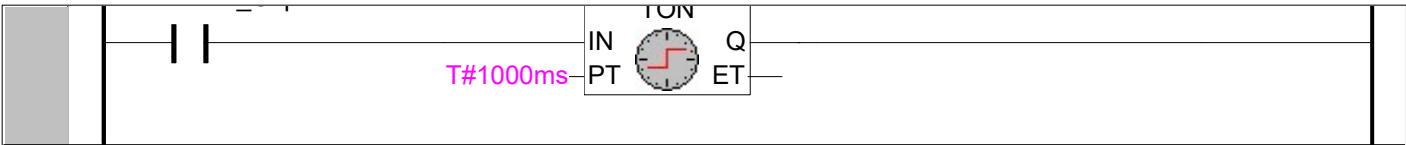
MAIN (PRG-SFC).Action Step165 (LD)

ScivoloPieno  
(R)

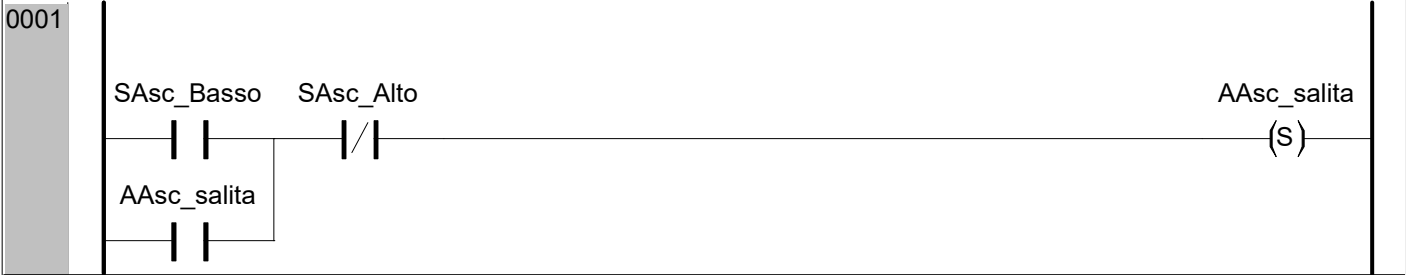
MAIN (PRG-SFC).tra0 (LD)

T32

TON
-----



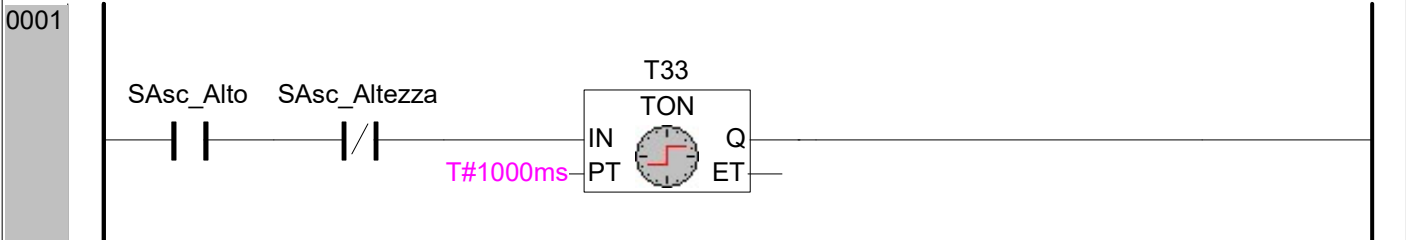
MAIN (PRG-SFC).Action Salita (LD)



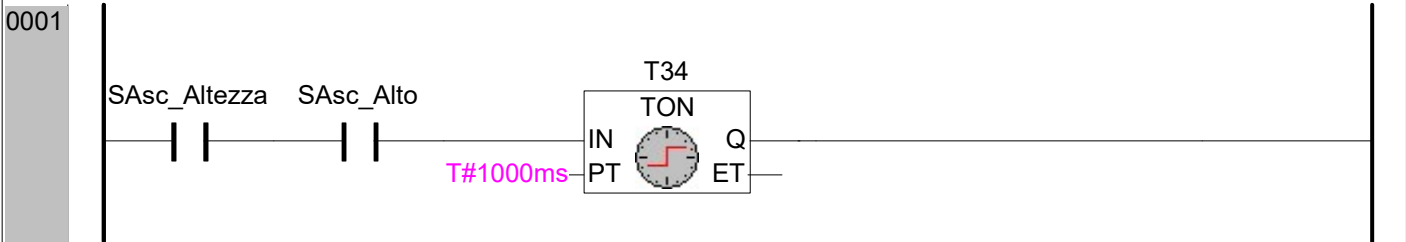
MAIN (PRG-SFC).Action FermaSalita (LD)



MAIN (PRG-SFC).tra1 (LD)



MAIN (PRG-SFC).tra2 (LD)



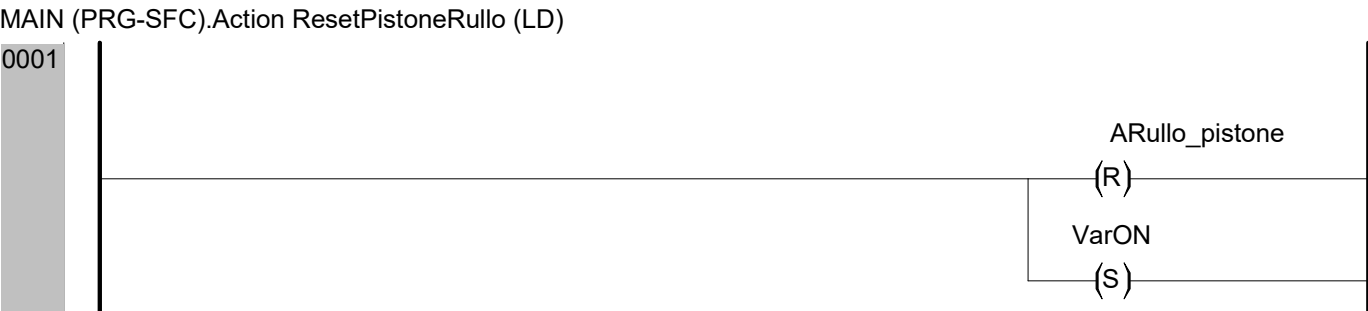
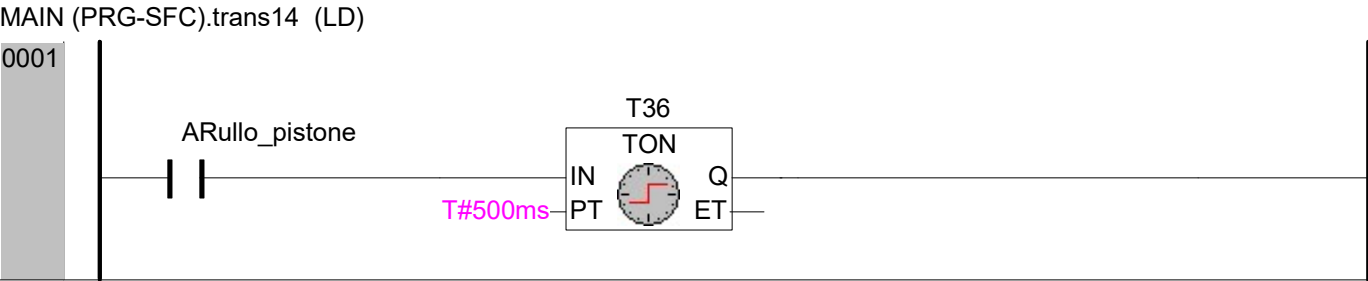
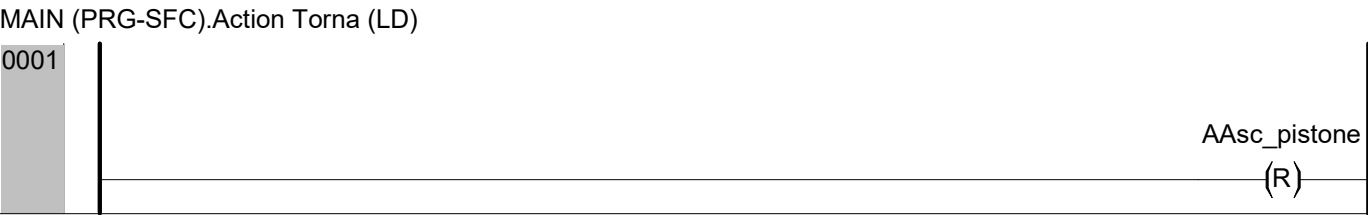
MAIN (PRG-SFC).Action AltoContinuo (LD)



MAIN (PRG-SFC).trans3 (LD)







Global\_Variables

0001VAR\_GLOBAL

0002END\_VAR

Variable\_Configuration

0001VAR\_CONFIG

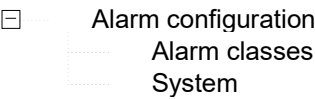
0002END\_VAR

Global Variables 0

0001VAR\_GLOBAL

0002END\_VAR

Alarm configuration



PLC Configuration



Hardware-Configuration

Sampling Trace

No trace loaded

Task configuration

Task configuration

Standard (PRIORITY := 0, INTERVAL := T#10ms)

MAIN

Watch- and Recipe Manager

Workspace

Parameter Manager

0001

Parameter-Manager

0002

=====

Cross Reference List

Z3

MAIN (10)

MAIN (12)

MAIN (17)

MAIN (22)

MAIN (27)

MAIN (32)

MAIN (1)

Local Write

Local Read

Local Read

Local Read

Local Read

Local Read

Local Read

Z2

MAIN (9)

MAIN (10)

Local Write

Local Read

Z1

MAIN (8)

MAIN (9)

Local Write

Local Read

Z

MAIN (7)

MAIN (8)

Local Write

Local Read

X3

MAIN (3)

MAIN (4)

Local Write

Local Read

X1

MAIN (1)

MAIN (2)

Local Write

Local Read

X2

MAIN (2)

MAIN (3)

Local Write

Local Read

VarON

MAIN (1)

MAIN (40)

MAIN (1)

Local Write

Local Read

Local Read

UP

MAIN (1)

MAIN (2)

Local Read

Local Write

VarOFF

MAIN (1)

MAIN (1)

MAIN (44)

Local Write

Local Read

Local Read

TrapanoOK

MAIN (1)

MAIN (1)

Local Write

Local Read

Tempo

MAIN (1)

MAIN (1)

Local Write

Local Read

TastatoreOK

MAIN (1)

Local Write

T9	MAIN (1)	Local Read
	MAIN (1)	Local Write
T8	MAIN (1)	Local Read
	MAIN (1)	Local Write
T7	MAIN (1)	Local Write
	MAIN (1)	Local Read
T50	MAIN (1)	Local Write
	MAIN (1)	Local Read
T49	MAIN (1)	Local Write
	MAIN (1)	Local Read
T40	MAIN (1)	Local Write
	MAIN (1)	Local Read
T6	MAIN (1)	Local Write
	MAIN (1)	Local Read
T36	MAIN (1)	Local Write
	MAIN (1)	Local Read
	MAIN (1)	Local Write
	MAIN (1)	Local Read
T5	MAIN (1)	Local Write
	MAIN (1)	Local Read
T32	MAIN (1)	Local Write
	MAIN (1)	Local Read
T20	MAIN (1)	Local Write
	MAIN (1)	Local Read
T4	MAIN (1)	Local Write
	MAIN (1)	Local Read
T39	MAIN (1)	Local Write
	MAIN (1)	Local Read
T38	MAIN (1)	Local Write
	MAIN (1)	Local Read
	MAIN (1)	Local Write
	MAIN (1)	Local Read
T37	MAIN (1)	Local Write
	MAIN (1)	Local Read
	MAIN (1)	Local Write
	MAIN (1)	Local Read
T35	MAIN (1)	Local Write
	MAIN (1)	Local Read
	MAIN (1)	Local Write
	MAIN (1)	Local Read
T34	MAIN (1)	Local Write
	MAIN (1)	Local Read
	MAIN (1)	Local Write
	MAIN (1)	Local Read

T33	MAIN (1)	Local Write
	MAIN (1)	Local Read
	MAIN (1)	Local Write
	MAIN (1)	Local Read
T17	MAIN (1)	Local Write
	MAIN (1)	Local Read
T3	MAIN (1)	Local Write
	MAIN (1)	Local Read
T22	MAIN (1)	Local Write
	MAIN (1)	Local Read
T13	MAIN (1)	Local Write
	MAIN (1)	Local Read
T19	MAIN (1)	Local Write
	MAIN (1)	Local Read
T18	MAIN (1)	Local Write
	MAIN (1)	Local Read
T16	MAIN (1)	Local Write
	MAIN (1)	Local Read
T15	MAIN (1)	Local Write
	MAIN (1)	Local Read
T14	MAIN (1)	Local Write
	MAIN (1)	Local Read
T12	MAIN (1)	Local Write
	MAIN (1)	Local Read
T11	MAIN (1)	Local Write
	MAIN (1)	Local Read
T10	MAIN (1)	Local Write
	MAIN (1)	Local Read
StopScendi	MAIN (6)	Local Write
	MAIN (1)	Local Read
StopSali	MAIN (2)	Local Write
	MAIN (1)	Local Read
Start1	MAIN (1)	Local Write
	MAIN (1)	Local Read
Start	MAIN (1)	Local Write
	MAIN (1)	Local Read
SRullo_Finecorsa%IX0.1	MAIN (1)	Local Read
SRullo_Finecorsa%IX0.1	MAIN (1)	Local Read
SGiostra_MarkerBasso%IX1.8	MAIN (1)	Local Read
SGiostra_MarkerBasso%IX1.8	MAIN (1)	Local Read
SGiostra_Presenza%IX1.4		

MAIN (1)	Local Read
SGiostra_MarkerAlto%IX1.7	
MAIN (1)	Local Read
SGiostra_MarkerAlto%IX1.7	
MAIN (1)	Local Read
SGiostra_Presenza%IX1.4	
MAIN (1)	Local Read
SGiostra_Colore%IX0.9	
MAIN (1)	Local Read
SGiostra_Colore%IX0.9	
MAIN (1)	Local Read
SGiostra_AltezzaAlto%IX1.5	
MAIN (131)	Local Read
MAIN (140)	Local Read
SGiostra_AltezzaAlto%IX1.5	
MAIN (131)	Local Read
MAIN (140)	Local Read
SGiostra_Altezza%IX1.0	
MAIN (1)	Local Read
SDremel_Basso%IX1.3	
MAIN (1)	Local Read
SDremel_alto%IX1.2	
MAIN (1)	Local Read
MAIN (106)	Local Read
SDremel_alto%IX1.2	
MAIN (1)	Local Read
MAIN (106)	Local Read
Scivolo3	
MAIN (18)	Local Write
MAIN (19)	Local Write
MAIN (1)	Local Read
SGiostra_Altezza%IX1.0	
MAIN (1)	Local Read
Scivolo2	
MAIN (23)	Local Write
MAIN (24)	Local Write
MAIN (1)	Local Read
Scivolo1	
MAIN (28)	Local Write
MAIN (29)	Local Write
MAIN (1)	Local Read
ScartoOK	
MAIN (1)	Local Write
MAIN (1)	Local Read
Scarto1	
MAIN (1)	Local Write
MAIN (15)	Local Read
SDremel_Basso%IX1.3	
MAIN (1)	Local Read
SAsc_Capacitivo%IX0.4	
MAIN (1)	Local Read
MAIN (19)	Local Read
MAIN (31)	Local Read
SAsc_Capacitivo%IX0.4	
MAIN (1)	Local Read
MAIN (19)	Local Read
MAIN (31)	Local Read
SAsc_Basso%IX0.7	
MAIN (1)	Local Read
SAsc_Basso%IX0.7	
MAIN (1)	Local Read
SAsc_Alto%IX0.8	

MAIN (1)	Local Read
MAIN (7)	Local Read
MAIN (1)	Local Read
SAsc_Altezza%IX0.2	
MAIN (1)	Local Read
S_RC_ScivoloPieno%IX8.7	
MAIN (1)	Local Read
S_RC_ScivoloPieno%IX8.7	
MAIN (1)	Local Read
SAsc_Alto%IX0.8	
MAIN (1)	Local Read
MAIN (7)	Local Read
MAIN (1)	Local Read
S_RC_FineCorsaSinistra%IX8.3	
MAIN (1)	Local Read
S_RC_FineCorsaDestra%IX8.2	
MAIN (1)	Local Read
S_RC_FineCorsaDestra%IX8.2	
MAIN (1)	Local Read
SAsc_Altezza%IX0.2	
MAIN (1)	Local Read
S_RC_FineCorsaBasso%IX8.0	
MAIN (1)	Local Read
S_RC_PinzaSensore%IX8.5	
MAIN (1)	Local Read
S_RC_Estensimetro%IW2	
MAIN (1)	Local Read
S_RC_PinzaSensore%IX8.5	
MAIN (1)	Local Read
S_RC_Encoder%IX8.6	
MAIN (2)	Local Read
MAIN (4)	Local Read
POS	
MAIN (1)	Local Write
MAIN (7)	Local Read
Peso2	
MAIN (1)	Local Write
MAIN (1)	Local Read
S_RC_FineCorsaSinistra%IX8.3	
MAIN (1)	Local Read
Peso1	
MAIN (1)	Local Write
MAIN (1)	Local Read
P6C1B1R	
MAIN (1)	Local Write
S_RC_Estensimetro%IW2	
MAIN (1)	Local Read
P5C1B1W	
MAIN (1)	Local Write
MAIN (1)	Local Read
P5C1B1R	
MAIN (1)	Local Write
MAIN (1)	Local Read
P4C1B1W	
MAIN (1)	Local Write
MAIN (1)	Local Read
P4C0B0	
MAIN (1)	Local Write
MAIN (1)	Local Read
P3C1B1	
MAIN (1)	Local Write
MAIN (1)	Local Read

P3C0B0		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
S_RC_FineCorsaAlto%IX8.1		
	MAIN (1)	Local Read
S_RC_FineCorsaAlto%IX8.1		
	MAIN (1)	Local Read
RSD		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
RAB		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
Peso3		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
Partenza		
	MAIN (33)	Local Write
	MAIN (34)	Local Write
RulloVuoto		
	MAIN (1)	Local Write
	MAIN (2)	Local Write
	MAIN (1)	Local Read
P4C1B1R		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
S_RC_Encoder%IX8.6		
	MAIN (2)	Local Read
	MAIN (4)	Local Read
L6		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
S_RC_FineCorsaBasso%IX8.0		
	MAIN (1)	Local Read
P5C0B0		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
P2C1B0		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
P2C0B0		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
L4		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
NC		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
L3		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
L2		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
L0		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
MarkerOK		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
L7		

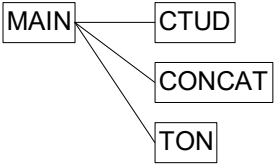
L5	MAIN (1)	Local Write
	MAIN (1)	Local Read
	MAIN (1)	Local Write
	MAIN (1)	Local Read
L1	MAIN (1)	Local Write
	MAIN (1)	Local Read
EspelliOK		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
IST	MAIN (4)	Local Write
	MAIN (6)	Local Read
	MAIN (10)	Local Read
	MAIN (14)	Local Read
	MAIN (18)	Local Read
	MAIN (2)	Local Read
	MAIN (1)	Local Read
DOWN		
	MAIN (1)	Local Read
	MAIN (4)	Local Write
CounterRC1		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
Count		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
C1	MAIN (1)	Local Write
	MAIN (1)	Local Read
ColoreOK		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
GiostraOK		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
	MAIN (72)	Local Read
	MAIN (1)	Local Read
Bilancia		
	MAIN (13)	Local Write
	MAIN (14)	Local Write
	MAIN (1)	Local Read
ARullo_pistone%QX0.4		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
ARullo_pistone%QX0.4		
	MAIN (1)	Local Write
	MAIN (1)	Local Read
AltScivolo		
	MAIN (6)	Local Write
	MAIN (7)	Local Write
	MAIN (1)	Local Read
AltFinale		
	MAIN (10)	Local Write
	MAIN (11)	Local Write
	MAIN (1)	Local Read
AltBilancia		
	MAIN (18)	Local Write
	MAIN (19)	Local Write
	MAIN (1)	Local Read
AGiostra_Scarta%QX2.9		

MAIN (1)	Local Write
MAIN (1)	Local Read
AGiostra_Scarta%QX2.9	
MAIN (1)	Local Write
MAIN (1)	Local Read
ARullo_avanti%QX0.5	
MAIN (1)	Local Write
ARullo_avanti%QX0.5	
MAIN (1)	Local Write
AltBase	
MAIN (14)	Local Write
MAIN (15)	Local Write
MAIN (1)	Local Read
AGiostra_Pistone%QX0.6	
MAIN (1)	Local Write
MAIN (1)	Local Read
AGiostra_Pistone%QX0.6	
MAIN (1)	Local Write
MAIN (1)	Local Read
AGiostra_Marker%QX4.0	
MAIN (1)	Local Write
MAIN (1)	Local Read
AGiostra_Marker%QX4.0	
MAIN (1)	Local Write
MAIN (1)	Local Read
AGiostra_Gira%QX0.8	
MAIN (1)	Local Write
MAIN (1)	Local Read
AGiostra_Gira%QX0.8	
MAIN (1)	Local Write
MAIN (1)	Local Read
AGiostra_Dremel%QX1.3	
MAIN (1)	Local Write
AGiostra_Altezza%QX1.2	
MAIN (1)	Local Write
MAIN (1)	Local Read
AGiostra_Dremel%QX1.3	
MAIN (1)	Local Write
AGiostra_AbbassaDremel%QX1.1	
MAIN (1)	Local Write
AGiostra_Altezza%QX1.2	
MAIN (1)	Local Write
MAIN (1)	Local Read
AAAsc_salita%QX0.0	
MAIN (1)	Local Read
MAIN (1)	Local Write
AGiostra_AbbassaDremel%QX1.1	
MAIN (1)	Local Write
AAAsc_pistone%QX0.3	
MAIN (1)	Local Write
MAIN (1)	Local Read
AAAsc_pistone%QX0.3	
MAIN (1)	Local Write
MAIN (1)	Local Read
AAAsc_discesa%QX0.1	
MAIN (1)	Local Write
AAAsc_aria%QX0.2	
MAIN (1)	Local Write
MAIN (1)	Local Read
AAAsc_salita%QX0.0	
MAIN (1)	Local Read
MAIN (1)	Local Write



A_RC_Pinza%QX8.4	
MAIN (1)	Local Write
MAIN (1)	Local Read
A_RC_Pinza%QX8.4	
MAIN (1)	Local Write
MAIN (1)	Local Read
AAsc_discesa%QX0.1	
MAIN (1)	Local Write
A_RC_MovSinistra%QX8.3	
MAIN (1)	Local Write
MAIN (4)	Local Read
MAIN (1)	Local Write
MAIN (1)	Local Read
A_RC_MovSinistra%QX8.3	
MAIN (1)	Local Write
MAIN (4)	Local Read
MAIN (1)	Local Write
MAIN (1)	Local Read
A_RC_MovDestra%QX8.2	
MAIN (1)	Local Write
MAIN (2)	Local Read
MAIN (1)	Local Write
MAIN (2)	Local Write
MAIN (1)	Local Write
MAIN (1)	Local Read
AAsc_aria%QX0.2	
MAIN (1)	Local Write
MAIN (1)	Local Read
A_RC_MovDestra%QX8.2	
MAIN (1)	Local Write
MAIN (2)	Local Read
MAIN (1)	Local Write
MAIN (2)	Local Write
MAIN (1)	Local Write
MAIN (1)	Local Read
A_RC_MovBasso%QX8.0	
MAIN (1)	Local Write
MAIN (5)	Local Write
MAIN (5)	Local Read
MAIN (2)	Local Write
MAIN (1)	Local Write
MAIN (1)	Local Read
A_RC_MovBasso%QX8.0	
MAIN (1)	Local Write
MAIN (5)	Local Write
MAIN (5)	Local Read
MAIN (2)	Local Write
MAIN (1)	Local Write
MAIN (1)	Local Read
A_RC_MovAlto%QX8.1	
MAIN (3)	Local Write
MAIN (1)	Local Read
MAIN (2)	Local Write
MAIN (1)	Local Write
MAIN (1)	Local Read
A_RC_MovAlto%QX8.1	
MAIN (3)	Local Write
MAIN (1)	Local Read
MAIN (2)	Local Write
MAIN (1)	Local Write
MAIN (1)	Local Read

Call Tree of MAIN (PRG-SFC)



	Page
Project information	A
MAIN (PRG-SFC)	1
MAIN (PRG-SFC).Action Ascensore (LD)	9
MAIN (PRG-SFC).FineC (LD)	9
MAIN (PRG-SFC).Action Fasullo (LD)	9
MAIN (PRG-SFC).Trans16 (LD)	9
MAIN (PRG-SFC).Trans71 (LD)	9
MAIN (PRG-SFC).Action Step86 (LD)	10
MAIN (PRG-SFC).Check+G (LD)	10
MAIN (PRG-SFC).Action Rot1pt2 (LD)	11
MAIN (PRG-SFC).Check+T (LD)	11
MAIN (PRG-SFC).Action Step782 (LD)	12
MAIN (PRG-SFC).Action Avviarullo2 (LD)	12
MAIN (PRG-SFC).Check+G (LD)	12
MAIN (PRG-SFC).Action Rot1 (LD)	13
MAIN (PRG-SFC).Action Rot1 (LD)	14
MAIN (PRG-SFC).Check+T (LD)	14
MAIN (PRG-SFC).Action Step78 (LD)	15
MAIN (PRG-SFC).Action RulloOff (LD)	15
MAIN (PRG-SFC).Trans76 (LD)	15
MAIN (PRG-SFC).Action WaitOn (LD)	15
MAIN (PRG-SFC).Action RulloOn (LD)	15
MAIN (PRG-SFC).tffttft (LD)	15
MAIN (PRG-SFC).Action WaitOff (LD)	16
MAIN (PRG-SFC).Action Contatore (LD)	16
MAIN (PRG-SFC).Action Controllo (ST)	17
MAIN (PRG-SFC).Action Rotazione (LD)	17
MAIN (PRG-SFC).Trans20 (LD)	17
MAIN (PRG-SFC).Action ResetGiostra (LD)	17
MAIN (PRG-SFC).Check (LD)	17
MAIN (PRG-SFC).TColore (LD)	19
MAIN (PRG-SFC).Action ResetColore (LD)	19
MAIN (PRG-SFC).Rosso (LD)	19
MAIN (PRG-SFC).NonRosso (LD)	19
MAIN (PRG-SFC).Action SetNotRed (LD)	19
MAIN (PRG-SFC).Check+G (LD)	19
MAIN (PRG-SFC).Action Rot3 (LD)	20
MAIN (PRG-SFC).Check+T (LD)	20
MAIN (PRG-SFC).Action Step799 (LD)	22
MAIN (PRG-SFC).Action SetRed (LD)	22
MAIN (PRG-SFC).Check+G (LD)	22
MAIN (PRG-SFC).Action Rot2 (LD)	23
MAIN (PRG-SFC).Check+T (LD)	23
MAIN (PRG-SFC).Action Step788 (LD)	24
MAIN (PRG-SFC).TTrapano (LD)	24
MAIN (PRG-SFC).Action ResetTrapano (LD)	24
MAIN (PRG-SFC).Bucare (LD)	25
MAIN (PRG-SFC).NonBucare (LD)	25
MAIN (PRG-SFC).Action SetVar (LD)	25
MAIN (PRG-SFC).Check+G (LD)	25
MAIN (PRG-SFC).Action Rot5 (LD)	26
MAIN (PRG-SFC).Check+T (LD)	26
MAIN (PRG-SFC).Action Step101 (LD)	27
MAIN (PRG-SFC).Action Fora (LD)	27
MAIN (PRG-SFC).SDremel_Basso (LD)	28
MAIN (PRG-SFC).Action RitornoTrapano (LD)	28
MAIN (PRG-SFC).Action Spegni (LD)	28
MAIN (PRG-SFC).Check+G (LD)	28
MAIN (PRG-SFC).Action Rot4 (LD)	29
MAIN (PRG-SFC).Check+T (LD)	29

MAIN (PRG-SFC).Action Step102 (LD)	30
MAIN (PRG-SFC).TTastatore (LD)	31
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