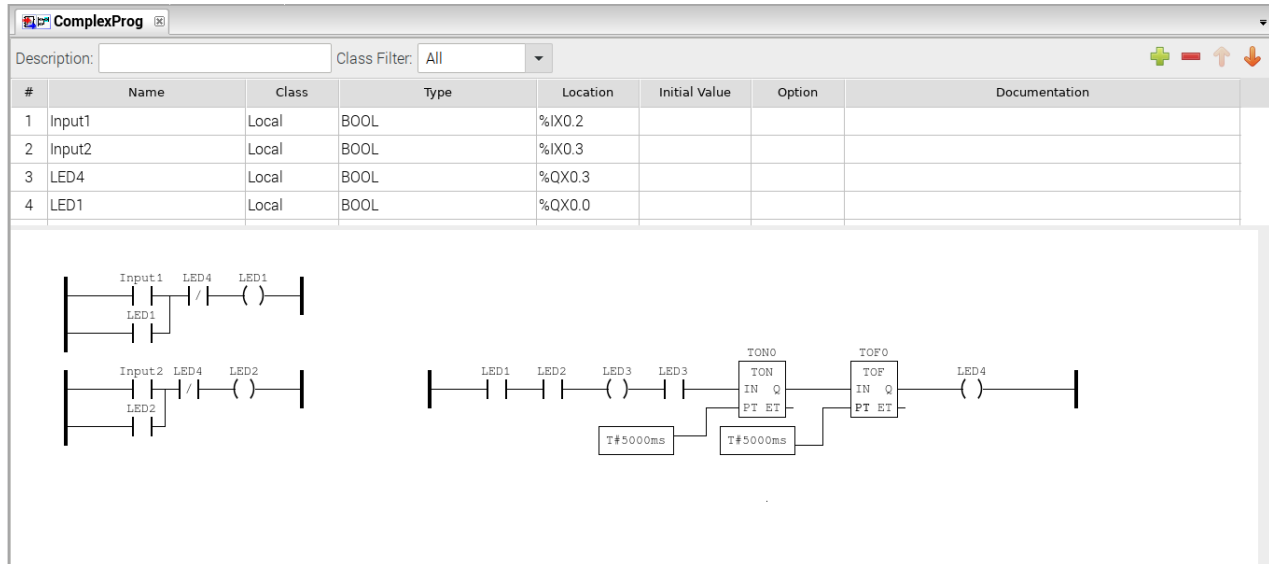


Matthew Townsend

4/4/2023

LAB 7 – Custom Program

In this lab we were instructed to re-create the environment we have built throughout all previous labs from the ladder logic to the Programmable Logic Controller them to the Human Machine Interface from the most previous lab. This began with the LD program which there is a limited time circuit, with 4 LEDs and the same two buttons.



Here the buttons are in their own separate light circuit that controls a single LED, in the larger circuit, when the two LEDs are active it will power on a third led which will activate a timer for 5 seconds which will activate the 4th LED which kills LEDs 1,2,3 then shutting off after 5 seconds.

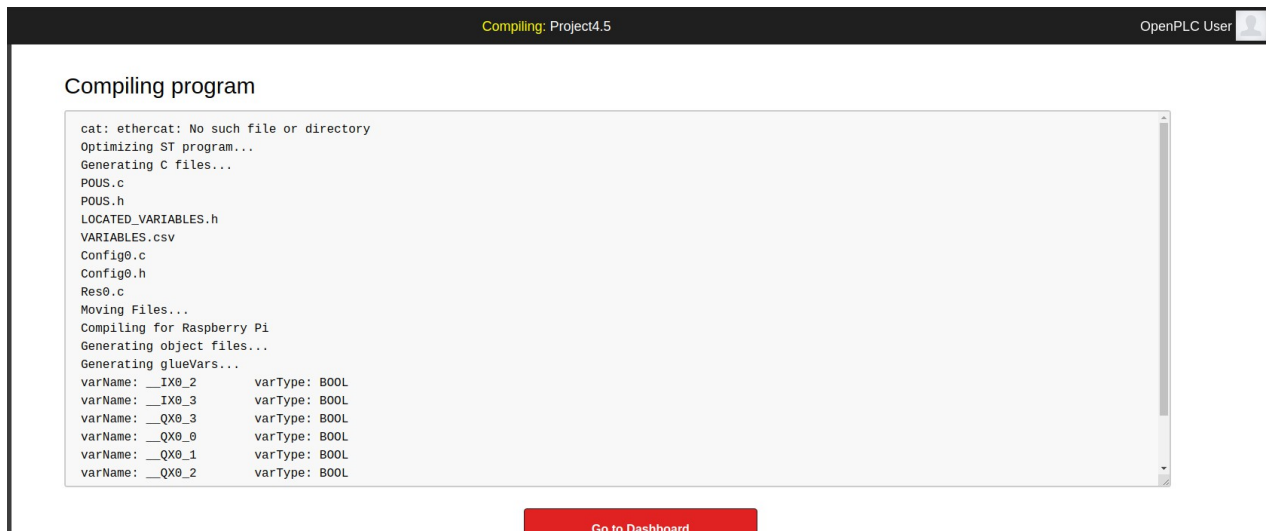
Next, we will download using the large orange arrow and upload this code to openplc and compile it.

Upload Program

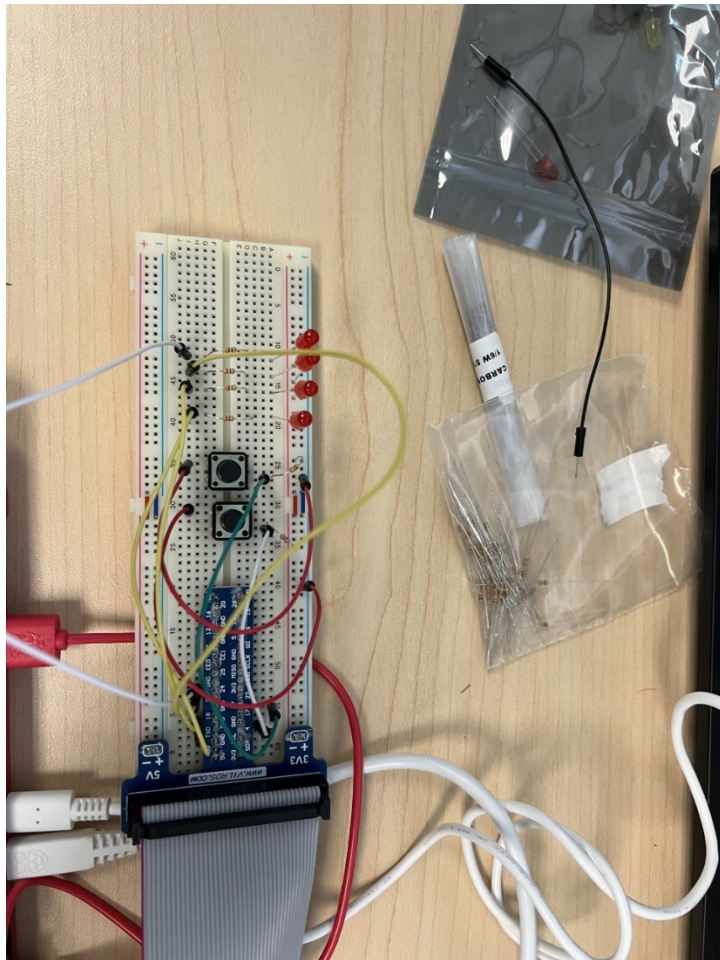
Choose File Project4-5.st

Upload Program

After this is done will press on this program which will begin its compiling in order to launch and use this program on openplc.



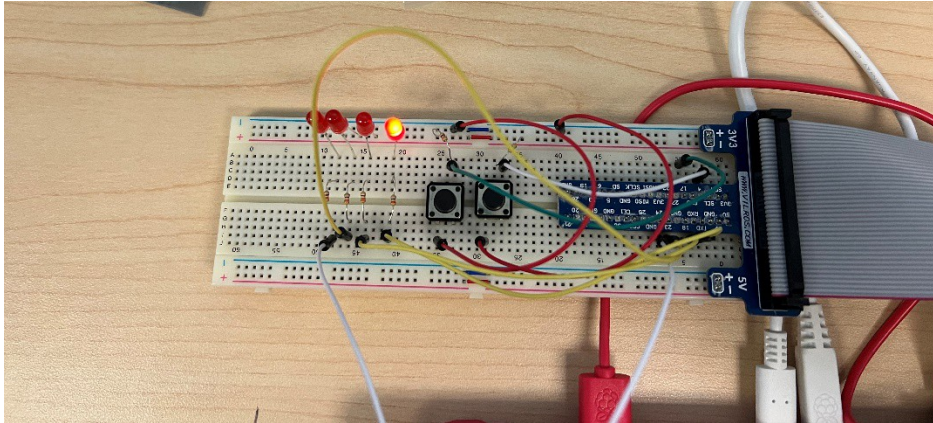
After compiling we can run the program and test the circuit which works correctly. The next step or before this previous step is to build the circuit. I only had to add 3 more LEDs to the board in order to match my program.



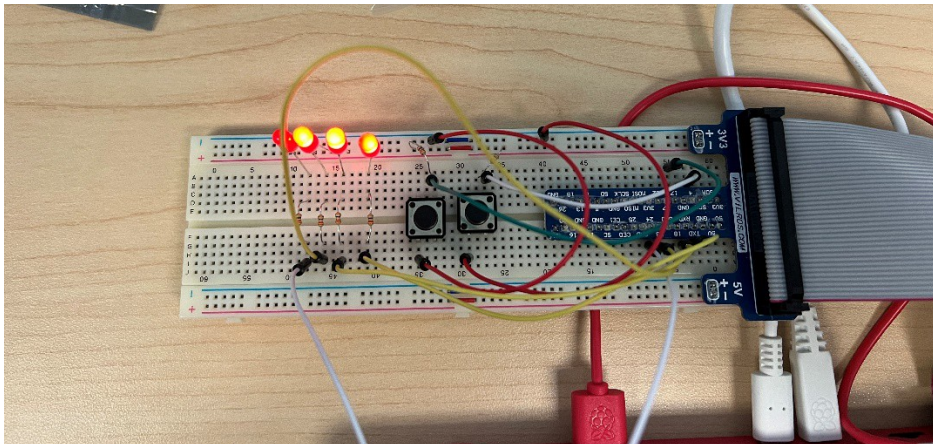
Here it is, the wires from the output pin rows to the top of the board which are bridged by a resistor to the LED. The two buttons have not changed.

Next is to run the program and here are the results on the breadboard.

LED 1 after button 1 is pressed

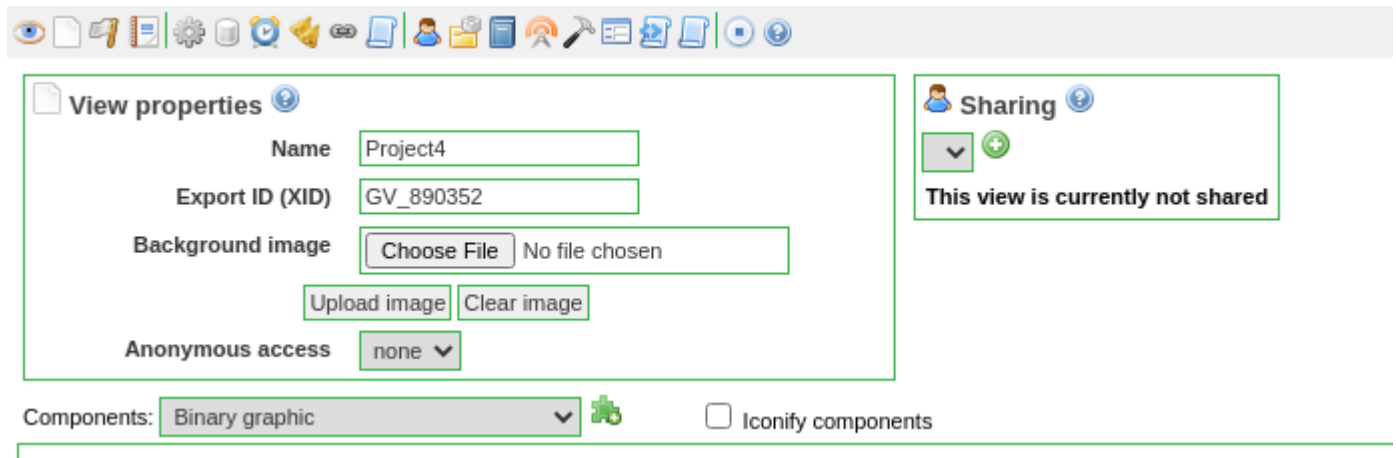


LED 2 after button 2, LED 1 and 2 being on activates LED 3.



LED 4 after the 5 seconds

from red. In the next section of the lab is in the graphical view where we created a new view with binary graphics



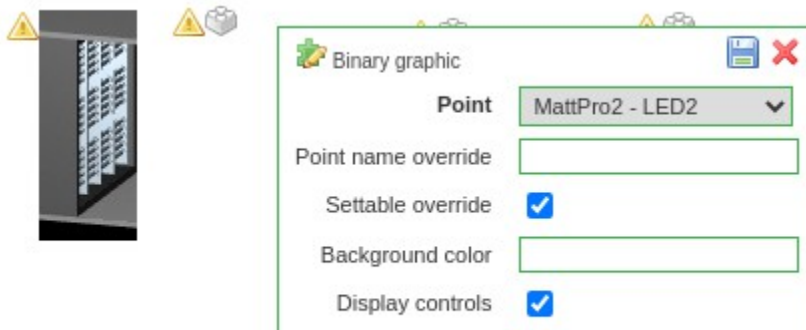
The screenshot shows the 'View properties' panel in a software interface. The panel has a title bar with a question mark icon. Below the title bar, there are several fields and buttons:

- Name:** A text field containing 'Project4'.
- Export ID (XID):** A text field containing 'GV_890352'.
- Background image:** A section with a 'Choose File' button, a 'No file chosen' label, and two buttons: 'Upload image' and 'Clear image'.
- Anonymous access:** A dropdown menu currently set to 'none'.

To the right of the 'View properties' panel is a 'Sharing' panel with a user icon, a dropdown menu, a plus icon, and the text 'This view is currently not shared'.

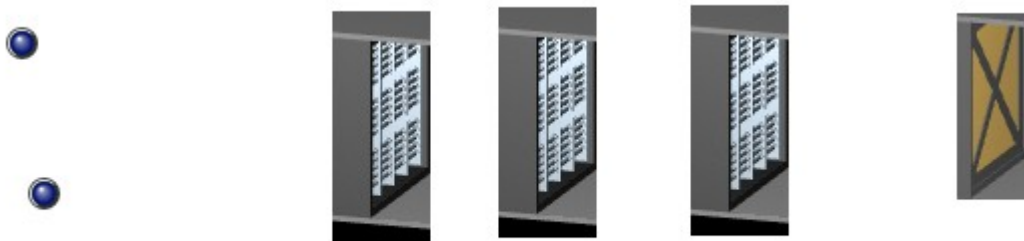
Below the 'View properties' panel, there is a 'Components:' section with a dropdown menu set to 'Binary graphic' and a green puzzle piece icon. To the right of this is a checkbox labeled 'Iconify components' which is currently unchecked.

After adding the components, we need we will set them to what we want, for this lab also select the settable override and display on the points. This will allow us to set the object to on or off with 1 and 0 respectably which also activates it on the circuit without pressing the physical button.

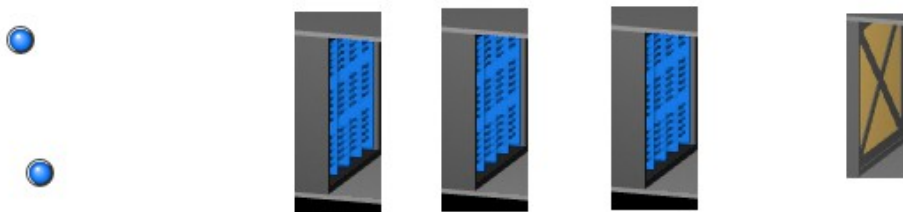


Check the two boxes.

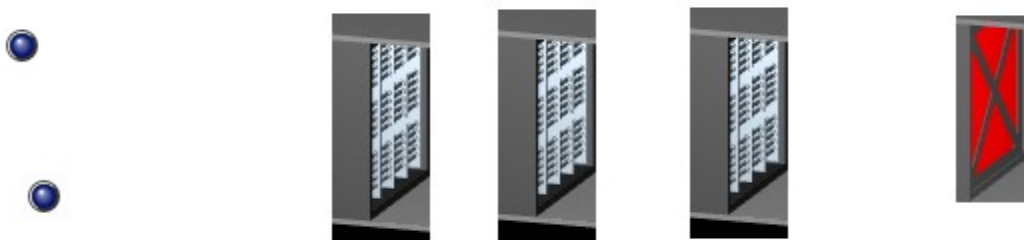
Here are the graphics for the HMI I chose at off



It displays this for the three LEDs on after pressing both buttons. Note both buttons were set to on for this picture.



Then when LED 4 turns on, negating the button's circuits.



The entire infrastructure has been set up and recreated in this Lab from the program to a new data source and HMI. Completing what took 2 weeks of class in a single lab.