调用变量：

先读取目前电梯所处楼层信号

Display\_Current\_Floor\_Left

Display\_Current\_Floor\_Right

读取目前电梯运行状态信号

LeftCabin. Display\_Current\_Direction

RightCabin. Display\_Current\_Direction

再读取电梯面板内部目标楼层信号

LeftTower.Key\_Floor1 : BOOL; (\*目标楼层按钮\*)

LeftTower.Key\_Floor2 : BOOL;

LeftTower.Key\_Floor3 : BOOL;

LeftTower.Key\_Floor4 : BOOL;

LeftTower.Key\_Floor5 : BOOL;

LeftTower.Key\_Floor6 : BOOL;

LeftTower.Key\_Floor7 : BOOL;

RightTower.Key\_Floor1 : BOOL; (\*目标楼层按钮\*)

RightTower.Key\_Floor2 : BOOL;

RightTower.Key\_Floor3 : BOOL;

RightTower.Key\_Floor4 : BOOL;

RightTower.Key\_Floor5 : BOOL;

RightTower.Key\_Floor6 : BOOL;

RightTower.Key\_Floor7 : BOOL;

Floor1Panel.Key\_Up : BOOL;

Floor1Pane2.Key\_Up : BOOL;

Floor1Pane3.Key\_Up : BOOL;

Floor1Pane4.Key\_Up : BOOL;

Floor1Pane5.Key\_Up : BOOL;

Floor1Pane6.Key\_Up : BOOL;

Floor1Pane7.Key\_Up : BOOL;

电梯上下行状态分类：

(一)电梯静止状态

LeftCabin. Display\_Current\_Direction

RightCabin. Display\_Current\_Direction

目前楼层X

Display\_Current\_Floor\_Left : USINT;(\*左电梯当前楼层显示数码管\*)

Display\_Current\_Floor\_Right : USINT;(\*右电梯当前楼层显示数码管\*)

响应所有楼层的上行和下行指令，电梯前往按下控制按钮楼层Y

Key\_Floor1 : BOOL; (\*目标楼层按钮\*)

Key\_Floor2 : BOOL;

Key\_Floor3 : BOOL;

Key\_Floor4 : BOOL;

Key\_Floor5 : BOOL;

Key\_Floor6 : BOOL;

Key\_Floor7 : BOOL;

X<Y，电梯上行

X>Y，电梯下行

X=Y，电梯开门

（二）响应电梯内控制面板信号

电梯上行状态，目前楼层X，目标楼层Y，即X<Y

响应处于[X,Y]之间的楼层Z控制按钮信号

X<=Z<=Y，响应Z楼信号，否则不响应

电梯下行状态，目前楼层X，目标楼层Y，即X>Y

响应处于[Y,X]之间的楼层Z控制按钮信号

Y<=Z<=X，响应Z楼信号，否则不响应

（三）响应电梯外控制面板信号

电梯上行状态，目前楼层X，目标楼层Y，即X<Y

响应处于[X,Y]之间的楼层Z向上控制按钮信号

X<=Z<=Y，响应Z楼上行信号，否则不响应

电梯下行状态，目前楼层X，目标楼层Y，即X>Y

响应处于[Y,X]之间的楼层Z向下控制按钮信号

Y<=Z<=X，响应Z楼下行信号，否则不响应

设计代码：

Display\_Current\_Floor\_Left:=Floor1Panel.Display\_Current\_Floor\_Left; Display\_Current\_Floor\_Right:=Floor1Panel.Display\_Current\_Floor\_Right;

//读出左右电梯当前楼层  
 IF LeftTower.Signal\_Stop\_CabinMotor=1 AND RightTower.Signal\_Stop\_CabinMotor =1  
 THEN Response:=LeftResponse;   
 ELSIF LeftTower.Signal\_Stop\_CabinMotor= 1 AND RightTower.Signal\_Stop\_CabinMotor <>1  
 THEN Response:=LeftResponse;  
 ELSIF LeftTower.Signal\_Stop\_CabinMotor<>1 AND RightTower.Signal\_Stop\_CabinMotor =1  
 THEN Response:=RightResponse;  
 ELSIF LeftTower.Signal\_Start\_CabinMotor\_P=1 AND RightTower.Signal\_Start\_CabinMotor\_P=1  
 THEN Response:=Response;  
 ELSIF LeftTower.Signal\_Start\_CabinMotor\_P=1 AND RightTower.Signal\_Start\_CabinMotor\_N=1  
 THEN Response:=Response;  
 ELSIF LeftTower.Signal\_Start\_CabinMotor\_N=1 AND RightTower.Signal\_Start\_CabinMotor\_P=1  
 THEN Response:=Response;  
 ELSIF LeftTower.Signal\_Start\_CabinMotor\_N=1 AND RightTower.Signal\_Start\_CabinMotor\_N=1  
 THEN Response:=Response;  
 END\_IF

//对电梯运行状况进行分类，根据两部电梯运行或停止分为六种状态，使用停止电梯响应新来控制信号，而当两个电梯都在运行时则重复执行该段至至少有一部电梯停止再响应新来控制信号。

CASE Response OF   
 LeftResponse :  
 IF Display\_Current\_Floor\_Left = 1   
 THEN   
 IF LeftCabin.Key\_Floor2 = 1 OR Floor2Panel.Key\_Up = 1 OR Floor2Panel.Key\_Down = 1  
 THEN Target\_Floor\_Left := 2;  
 ELSIF LeftCabin.Key\_Floor3 = 1 OR Floor3Panel.Key\_Up = 1 OR Floor3Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 3;  
 ELSIF LeftCabin.Key\_Floor4 = 1 OR Floor4Panel.Key\_Up = 1 OR Floor4Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 4;  
 ELSIF LeftCabin.Key\_Floor5 = 1 OR Floor5Panel.Key\_Up = 1 OR Floor5Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 5;  
 ELSIF LeftCabin.Key\_Floor6 = 1 OR Floor6Panel.Key\_Up = 1 OR Floor6Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 6;  
 ELSIF LeftCabin.Key\_Floor7 = 1 OR Floor7Panel.Key\_Down = 1  
 THEN Target\_Floor\_Left := 7;  
 END\_IF  
 ELSIF Display\_Current\_Floor\_Left =2   
 THEN   
 IF LeftCabin.Key\_Floor1 = 1 OR Floor1Panel.Key\_Up = 1   
 THEN Target\_Floor\_Left := 1;  
 ELSIF LeftCabin.Key\_Floor3 = 1 OR Floor3Panel.Key\_Up = 1 OR Floor3Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 3;  
 ELSIF LeftCabin.Key\_Floor4 = 1 OR Floor4Panel.Key\_Up = 1 OR Floor4Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 4;  
 ELSIF LeftCabin.Key\_Floor5 = 1 OR Floor5Panel.Key\_Up = 1 OR Floor5Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 5;  
 ELSIF LeftCabin.Key\_Floor6 = 1 OR Floor6Panel.Key\_Up = 1 OR Floor6Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 6;  
 ELSIF LeftCabin.Key\_Floor7 = 1 OR Floor7Panel.Key\_Down = 1  
 THEN Target\_Floor\_Left := 7;  
 END\_IF  
 ELSIF Display\_Current\_Floor\_Left =3   
 THEN   
 IF LeftCabin.Key\_Floor1 = 1 OR Floor1Panel.Key\_Up = 1   
 THEN Target\_Floor\_Left := 1;  
 ELSIF LeftCabin.Key\_Floor2 = 1 OR Floor2Panel.Key\_Up = 1 OR Floor2Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 2;  
 ELSIF LeftCabin.Key\_Floor4 = 1 OR Floor4Panel.Key\_Up = 1 OR Floor4Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 4;  
 ELSIF LeftCabin.Key\_Floor5 = 1 OR Floor5Panel.Key\_Up = 1 OR Floor5Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 5;  
 ELSIF LeftCabin.Key\_Floor6 = 1 OR Floor6Panel.Key\_Up = 1 OR Floor6Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 6;  
 ELSIF LeftCabin.Key\_Floor7 = 1 OR Floor7Panel.Key\_Down = 1  
 THEN Target\_Floor\_Left := 7;  
 END\_IF  
 ELSIF Display\_Current\_Floor\_Left =4   
 THEN   
 IF LeftCabin.Key\_Floor1 = 1 OR Floor1Panel.Key\_Up = 1   
 THEN Target\_Floor\_Left := 1;  
 ELSIF LeftCabin.Key\_Floor2 = 1 OR Floor2Panel.Key\_Up = 1 OR Floor2Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 2;  
 ELSIF LeftCabin.Key\_Floor3 = 1 OR Floor3Panel.Key\_Up = 1 OR Floor3Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 3;  
 ELSIF LeftCabin.Key\_Floor5 = 1 OR Floor5Panel.Key\_Up = 1 OR Floor5Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 5;  
 ELSIF LeftCabin.Key\_Floor6 = 1 OR Floor6Panel.Key\_Up = 1 OR Floor6Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 6;  
 ELSIF LeftCabin.Key\_Floor7 = 1 OR Floor7Panel.Key\_Down = 1  
 THEN Target\_Floor\_Left := 7;  
 END\_IF  
 ELSIF Display\_Current\_Floor\_Left =5   
 THEN   
 IF LeftCabin.Key\_Floor1 = 1 OR Floor1Panel.Key\_Up = 1   
 THEN Target\_Floor\_Left := 1;  
 ELSIF LeftCabin.Key\_Floor2 = 1 OR Floor2Panel.Key\_Up = 1 OR Floor2Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 2;  
 ELSIF LeftCabin.Key\_Floor3 = 1 OR Floor3Panel.Key\_Up = 1 OR Floor3Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 3;  
 ELSIF LeftCabin.Key\_Floor4 = 1 OR Floor4Panel.Key\_Up = 1 OR Floor4Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 4;  
 ELSIF LeftCabin.Key\_Floor6 = 1 OR Floor6Panel.Key\_Up = 1 OR Floor6Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 6;  
 ELSIF LeftCabin.Key\_Floor7 = 1 OR Floor7Panel.Key\_Down = 1  
 THEN Target\_Floor\_Left := 7;  
 END\_IF  
 ELSIF Display\_Current\_Floor\_Left =6   
 THEN   
 IF LeftCabin.Key\_Floor1 = 1 OR Floor1Panel.Key\_Up = 1   
 THEN Target\_Floor\_Left := 1;  
 ELSIF LeftCabin.Key\_Floor2 = 1 OR Floor2Panel.Key\_Up = 1 OR Floor2Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 2;  
 ELSIF LeftCabin.Key\_Floor3 = 1 OR Floor3Panel.Key\_Up = 1 OR Floor3Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 3;  
 ELSIF LeftCabin.Key\_Floor4 = 1 OR Floor4Panel.Key\_Up = 1 OR Floor4Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 4;  
 ELSIF LeftCabin.Key\_Floor5 = 1 OR Floor5Panel.Key\_Up = 1 OR Floor5Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 5;  
 ELSIF LeftCabin.Key\_Floor7 = 1 OR Floor7Panel.Key\_Down = 1  
 THEN Target\_Floor\_Left := 7;  
 END\_IF  
 ELSIF Display\_Current\_Floor\_Left =7   
 THEN   
 IF LeftCabin.Key\_Floor1 = 1 OR Floor1Panel.Key\_Up = 1   
 THEN Target\_Floor\_Left := 1;  
 ELSIF LeftCabin.Key\_Floor2 = 1 OR Floor2Panel.Key\_Up = 1 OR Floor2Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 2;  
 ELSIF LeftCabin.Key\_Floor3 = 1 OR Floor3Panel.Key\_Up = 1 OR Floor3Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 3;  
 ELSIF LeftCabin.Key\_Floor4 = 1 OR Floor4Panel.Key\_Up = 1 OR Floor4Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 4;  
 ELSIF LeftCabin.Key\_Floor5 = 1 OR Floor5Panel.Key\_Up = 1 OR Floor5Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 5;  
 ELSIF LeftCabin.Key\_Floor6 = 1 OR Floor6Panel.Key\_Up = 1 OR Floor6Panel.Key\_Down = 1 THEN Target\_Floor\_Left := 6;  
 END\_IF  
 END\_IF;  
 RightResponse :  
 IF Display\_Current\_Floor\_Right = 1   
 THEN   
 IF RightCabin.Key\_Floor2 = 1 OR Floor2Panel.Key\_Up = 1 OR Floor2Panel.Key\_Down = 1  
 THEN Target\_Floor\_Right := 2;  
 ELSIF RightCabin.Key\_Floor3 = 1 OR Floor3Panel.Key\_Up = 1 OR Floor3Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 3;  
 ELSIF RightCabin.Key\_Floor4 = 1 OR Floor4Panel.Key\_Up = 1 OR Floor4Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 4;  
 ELSIF RightCabin.Key\_Floor5 = 1 OR Floor5Panel.Key\_Up = 1 OR Floor5Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 5;  
 ELSIF RightCabin.Key\_Floor6 = 1 OR Floor6Panel.Key\_Up = 1 OR Floor6Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 6;  
 ELSIF RightCabin.Key\_Floor7 = 1 OR Floor7Panel.Key\_Down = 1  
 THEN Target\_Floor\_Right := 7;  
 END\_IF  
 ELSIF Display\_Current\_Floor\_Right =2   
 THEN   
 IF RightCabin.Key\_Floor1 = 1 OR Floor1Panel.Key\_Up = 1   
 THEN Target\_Floor\_Right := 1;  
 ELSIF RightCabin.Key\_Floor3 = 1 OR Floor3Panel.Key\_Up = 1 OR Floor3Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 3;  
 ELSIF RightCabin.Key\_Floor4 = 1 OR Floor4Panel.Key\_Up = 1 OR Floor4Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 4;  
 ELSIF RightCabin.Key\_Floor5 = 1 OR Floor5Panel.Key\_Up = 1 OR Floor5Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 5;  
 ELSIF RightCabin.Key\_Floor6 = 1 OR Floor6Panel.Key\_Up = 1 OR Floor6Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 6;  
 ELSIF RightCabin.Key\_Floor7 = 1 OR Floor7Panel.Key\_Down = 1  
 THEN Target\_Floor\_Right := 7;  
 END\_IF  
 ELSIF Display\_Current\_Floor\_Right =3   
 THEN   
 IF RightCabin.Key\_Floor1 = 1 OR Floor1Panel.Key\_Up = 1   
 THEN Target\_Floor\_Right := 1;  
 ELSIF RightCabin.Key\_Floor2 = 1 OR Floor2Panel.Key\_Up = 1 OR Floor2Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 2;  
 ELSIF RightCabin.Key\_Floor4 = 1 OR Floor4Panel.Key\_Up = 1 OR Floor4Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 4;  
 ELSIF RightCabin.Key\_Floor5 = 1 OR Floor5Panel.Key\_Up = 1 OR Floor5Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 5;  
 ELSIF RightCabin.Key\_Floor6 = 1 OR Floor6Panel.Key\_Up = 1 OR Floor6Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 6;  
 ELSIF RightCabin.Key\_Floor7 = 1 OR Floor7Panel.Key\_Down = 1  
 THEN Target\_Floor\_Right := 7;  
 END\_IF  
 ELSIF Display\_Current\_Floor\_Right =4   
 THEN   
 IF RightCabin.Key\_Floor1 = 1 OR Floor1Panel.Key\_Up = 1   
 THEN Target\_Floor\_Right := 1;  
 ELSIF RightCabin.Key\_Floor2 = 1 OR Floor2Panel.Key\_Up = 1 OR Floor2Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 2;  
 ELSIF RightCabin.Key\_Floor3 = 1 OR Floor3Panel.Key\_Up = 1 OR Floor3Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 3;  
 ELSIF RightCabin.Key\_Floor5 = 1 OR Floor5Panel.Key\_Up = 1 OR Floor5Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 5;  
 ELSIF RightCabin.Key\_Floor6 = 1 OR Floor6Panel.Key\_Up = 1 OR Floor6Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 6;  
 ELSIF RightCabin.Key\_Floor7 = 1 OR Floor7Panel.Key\_Down = 1  
 THEN Target\_Floor\_Right := 7;  
 END\_IF  
 ELSIF Display\_Current\_Floor\_Right =5   
 THEN   
 IF RightCabin.Key\_Floor1 = 1 OR Floor1Panel.Key\_Up = 1   
 THEN Target\_Floor\_Right := 1;  
 ELSIF RightCabin.Key\_Floor2 = 1 OR Floor2Panel.Key\_Up = 1 OR Floor2Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 2;  
 ELSIF RightCabin.Key\_Floor3 = 1 OR Floor3Panel.Key\_Up = 1 OR Floor3Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 3;  
 ELSIF RightCabin.Key\_Floor4 = 1 OR Floor4Panel.Key\_Up = 1 OR Floor4Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 4;  
 ELSIF RightCabin.Key\_Floor6 = 1 OR Floor6Panel.Key\_Up = 1 OR Floor6Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 6;  
 ELSIF RightCabin.Key\_Floor7 = 1 OR Floor7Panel.Key\_Down= 1  
 THEN Target\_Floor\_Right := 7;  
 END\_IF  
 ELSIF Display\_Current\_Floor\_Right =6   
 THEN   
 IF RightCabin.Key\_Floor1 = 1 OR Floor1Panel.Key\_Up = 1   
 THEN Target\_Floor\_Right := 1;  
 ELSIF RightCabin.Key\_Floor2 = 1 OR Floor2Panel.Key\_Up = 1 OR Floor2Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 2;  
 ELSIF RightCabin.Key\_Floor3 = 1 OR Floor3Panel.Key\_Up = 1 OR Floor3Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 3;  
 ELSIF RightCabin.Key\_Floor4 = 1 OR Floor4Panel.Key\_Up = 1 OR Floor4Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 4;  
 ELSIF RightCabin.Key\_Floor5 = 1 OR Floor5Panel.Key\_Up = 1 OR Floor5Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 5;  
 ELSIF RightCabin.Key\_Floor7 = 1 OR Floor7Panel.Key\_Down = 1  
 THEN Target\_Floor\_Right := 7;  
 END\_IF  
 ELSIF Display\_Current\_Floor\_Right =7   
 THEN   
 IF RightCabin.Key\_Floor1 = 1 OR Floor1Panel.Key\_Up = 1   
 THEN Target\_Floor\_Right := 1;  
 ELSIF RightCabin.Key\_Floor2 = 1 OR Floor2Panel.Key\_Up = 1 OR Floor2Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 2;  
 ELSIF RightCabin.Key\_Floor3 = 1 OR Floor3Panel.Key\_Up = 1 OR Floor3Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 3;  
 ELSIF RightCabin.Key\_Floor4 = 1 OR Floor4Panel.Key\_Up = 1 OR Floor4Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 4;  
 ELSIF RightCabin.Key\_Floor5 = 1 OR Floor5Panel.Key\_Up = 1 OR Floor5Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 5;  
 ELSIF RightCabin.Key\_Floor6 = 1 OR Floor6Panel.Key\_Up = 1 OR Floor6Panel.Key\_Down = 1 THEN Target\_Floor\_Right := 6;  
 END\_IF  
 END\_IF  
 END\_CASE

//根据各楼层控制面板上下行按钮与电梯内目标楼层按钮对各楼层进行逐一判别而选取目标楼层，进行扫描识别响应，而两部电梯的响应顺序遵从前一步中停止电梯优先响应控制信号的原则。

CASE STOPCONTORL

IF Target\_Floor\_Left=1 AND LeftTower.Sensor\_Position\_Cabin = 0

THEN LeftTower.Signal\_Start\_DoorMotor\_P=1 AND LeftTower.Signal\_Stop\_CabinMotor=1;

ELSIF Target\_Floor\_Left=2 AND LeftTower.Sensor\_Position\_Cabin = 100

THEN LeftTower.Signal\_Start\_DoorMotor\_P=1 AND LeftTower.Signal\_Stop\_CabinMotor=1;

ELSIF Target\_Floor\_Left=3 AND LeftTower.Sensor\_Position\_Cabin = 200

THEN LeftTower.Signal\_Start\_DoorMotor\_P=1 AND LeftTower.Signal\_Stop\_CabinMotor=1;

ELSIF Target\_Floor\_Left=4 AND LeftTower.Sensor\_Position\_Cabin = 300

THEN LeftTower.Signal\_Start\_DoorMotor\_P=1 AND LeftTower.Signal\_Stop\_CabinMotor=1;

ELSIF Target\_Floor\_Left=5 AND LeftTower.Sensor\_Position\_Cabin = 400

THEN LeftTower.Signal\_Start\_DoorMotor\_P=1 AND LeftTower.Signal\_Stop\_CabinMotor=1;

ELSIF Target\_Floor\_Left=6 AND LeftTower.Sensor\_Position\_Cabin = 500

THEN LeftTower.Signal\_Start\_DoorMotor\_P=1 AND LeftTower.Signal\_Stop\_CabinMotor=1;

ELSIF Target\_Floor\_Left=7 AND LeftTower.Sensor\_Position\_Cabin = 600

THEN LeftTower.Signal\_Start\_DoorMotor\_P=1 AND LeftTower.Signal\_Stop\_CabinMotor=1;

END\_IF

IF Target\_Floor\_Right=1 AND RightTower.Sensor\_Position\_Cabin = 0

THEN RightTower.Signal\_Start\_DoorMotor\_P=1 AND RightTower.Signal\_Stop\_CabinMotor=1;

ELSIF Target\_Floor\_Right=2 AND RightTower.Sensor\_Position\_Cabin = 100

THEN RightTower.Signal\_Start\_DoorMotor\_P=1 AND RightTower.Signal\_Stop\_CabinMotor=1;

ELSIF Target\_Floor\_Right=3 AND RightTower.Sensor\_Position\_Cabin = 200

THEN RightTower.Signal\_Start\_DoorMotor\_P=1 AND RightTower.Signal\_Stop\_CabinMotor=1;

ELSIF Target\_Floor\_Right=4 AND RightTower.Sensor\_Position\_Cabin = 300

THEN RightTower.Signal\_Start\_DoorMotor\_P=1 AND RightTower.Signal\_Stop\_CabinMotor=1;

ELSIF Target\_Floor\_Right=5 AND RightTower.Sensor\_Position\_Cabin = 400

THEN RightTower.Signal\_Start\_DoorMotor\_P=1 AND RightTower.Signal\_Stop\_CabinMotor=1;

ELSIF Target\_Floor\_Right=6 AND RightTower.Sensor\_Position\_Cabin = 500

THEN RightTower.Signal\_Start\_DoorMotor\_P=1 AND RightTower.Signal\_Stop\_CabinMotor=1;

ELSIF Target\_Floor\_Right=7 AND RightTower.Sensor\_Position\_Cabin = 600

THEN RightTower.Signal\_Start\_DoorMotor\_P=1 AND RightTower.Signal\_Stop\_CabinMotor=1;

END\_IF

END\_CASE

//根据目标楼层信号和电梯当前所处楼层传感器信号来判断是否到达楼层及是否停止开门，左右两部电梯独立运行。