

Assignment: To develop the logic and HMI (graphic user interface) for the manual operation of a motor. An overload sensor and a speed sensor are used to implement simple logic to protect the motor.

Inputs:

- **START push button (momentary contact).**
- **STOP pushbutton (momentary contact).**
- **Overload sensor** (output is true if overload condition occurs): this is simulated by a Toggle switch (latched contact) on the graphic user interface.
- **Motor Speed sensor** (output is true if motor rotates at its rated speed, output false if motor is stationary or rotating at low speed either due to mechanical problems or due to low supply voltage): this is simulated by a Toggle switch (latched contact) on the user interface.

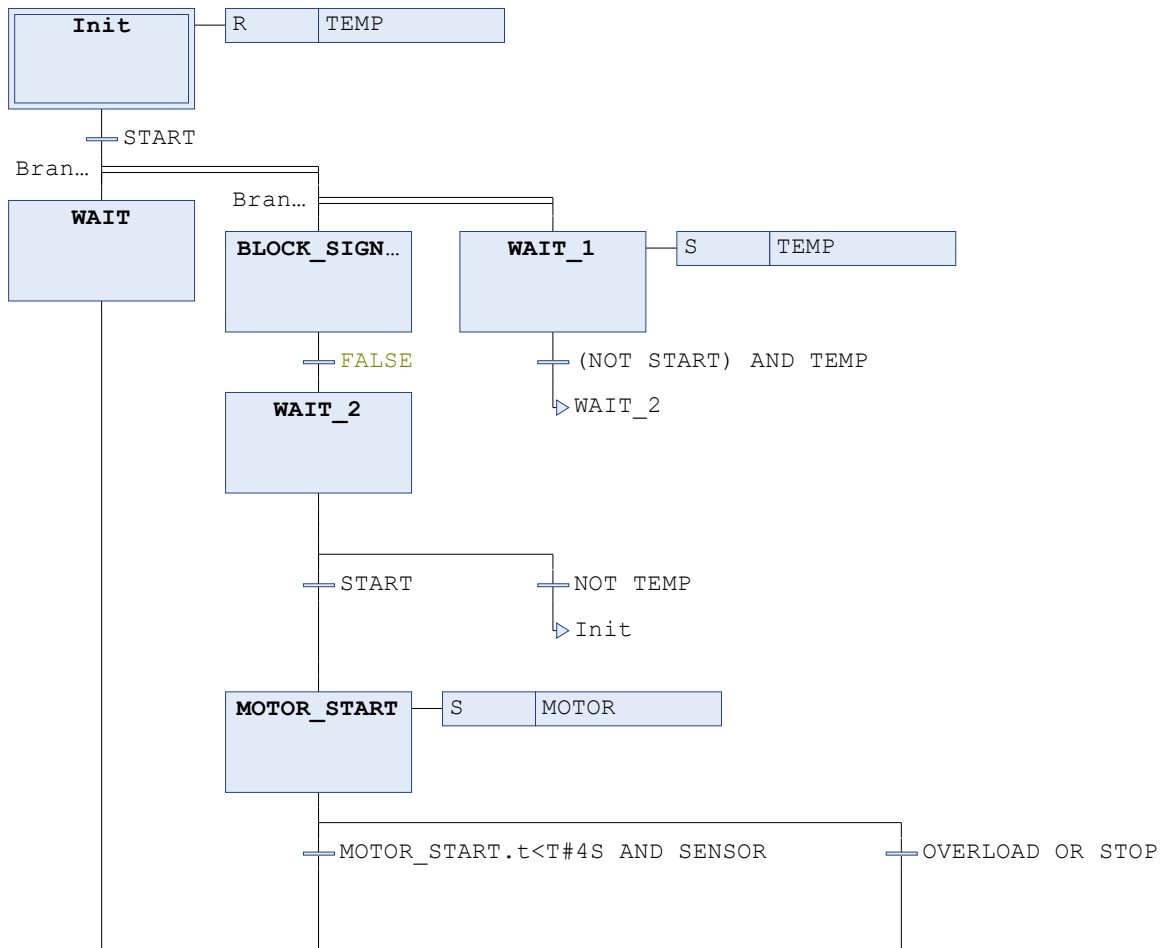
OUTPUTs:

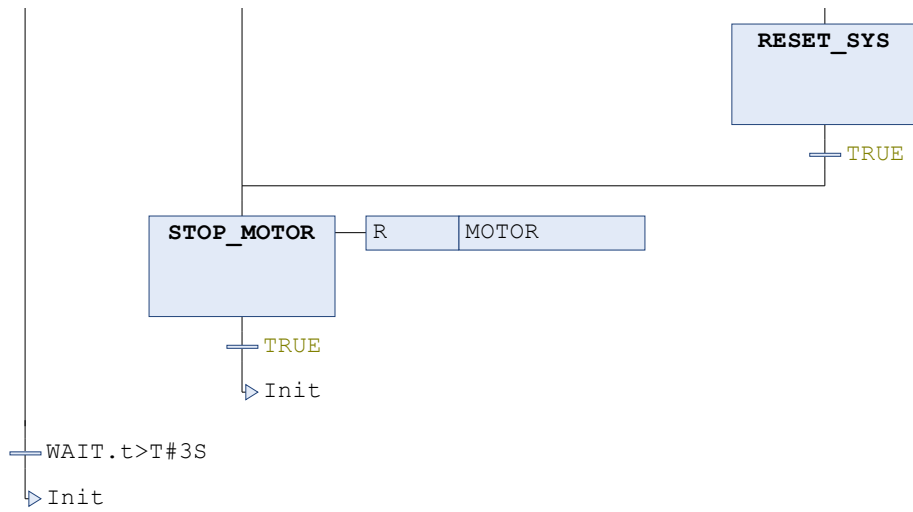
- **Motor status** Indicator (true if motor is energized, false if motor is deenergized).

Operational Logic.

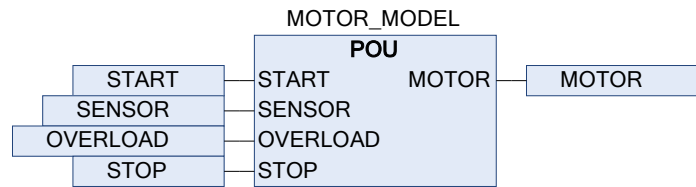
- The Motor is energized if the START push button is **pressed twice in succession within 3 seconds**. A single press of the start button or two consecutive presses that are more than 3 secs apart, will not start the motor. This logic prevents the motor from starting due to an accidental push of the Start button.
- After the Motor is energized, it is automatically turned off if it does not acquire the rated speed within 4 seconds after the start of the motor, as indicated by the motor speed sensor output.
- The Motor stops if the STOP push button is pressed or an overload (excessive current) condition is detected by the overload sensor.

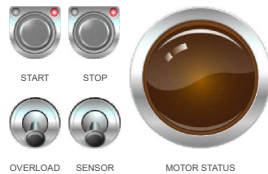
```
1  FUNCTION_BLOCK POU
2  VAR_INPUT
3      START : BOOL ;
4  END_VAR
5  VAR_OUTPUT
6      MOTOR : BOOL ;
7  END_VAR
8  VAR_INPUT
9      SENSOR : BOOL ;
10     OVERLOAD : BOOL ;
11     STOP : BOOL ;
12 END_VAR
13
14 VAR
15     TEMP : BOOL ;
16 END_VAR
17
```





```
1  PROGRAM PLC_PRG
2  VAR
3      START : BOOL ;
4      STOP : BOOL ;
5      OVERLOAD : BOOL ;
6      SENSOR : BOOL ;
7      MOTOR : BOOL ;
8      MOTOR_MODEL : POU ;
9  END_VAR
10
```





General

Visualization size algorithm version: Respecting scrollbar location

Background

Use background color: False

Background color: 16777215

Interface

VAR_IN_OUT

END_VAR

Visualization Element List

Push Switch LED Id: 0

Element name: GenElemInst_2

Type of element: Push Switch LED

Tab Order: default

Static optimized: False

Position

X: 300

Y: 200

Width: 70

Height: 70

Variable: PLC_PRG.START

Image settings

Transparent: False

Transparent color: Black

Isotropic type: Isotropic

Horizontal alignment: Left

Vertical alignment: Top

Element behavior: Image tapper

Tap FALSE: False

Center

X: 335

Y: 235

Animation duration: 0

Input configuration

OnValueChanged: Configure...

Background

Image: Gray

Push Switch LED Id: 1