

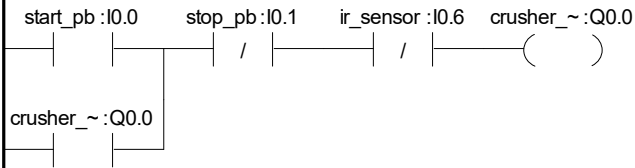
Block: MAIN
 Author:
 Created: 2025.01.01 8:01:20
 Last Modified: 2025.01.03 12:58:29

| | Address | Symbol | Var Type | Data Type | Comment |
|---|---------|--------|----------|-----------|---------|
| 1 | . | . | TEMP | . | . |
| 2 | . | . | TEMP | . | . |
| 3 | . | . | TEMP | . | . |
| 4 | . | . | TEMP | . | . |

Internal working of components of reversible vending machine

Network 1

In network-1, we have 2 push buttons (start and stop). It starts the crusher motor-1 and IR sensor, and we are toggling it after the start push button is toggled.



| Symbol | Address | Comment |
|-----------------|---------|---------|
| crusher_motor_1 | Q0.0 | |
| ir_sensor | I0.6 | |
| start_pb | I0.0 | |
| stop_pb | I0.1 | |

Network 2

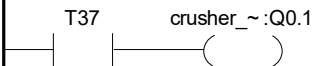
In network-2, we are taking crusher input to timer (T37) to give on-time delay to crusher motor-2.



| Symbol | Address | Comment |
|-----------------|---------|---------|
| crusher_motor_1 | Q0.0 | |

Network 3

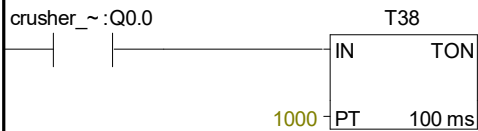
In network-3, we are taking timer as input to generate on-time to crusher motor-2.



| Symbol | Address | Comment |
|-----------------|---------|---------|
| crusher_motor_2 | Q0.1 | |

Network 4

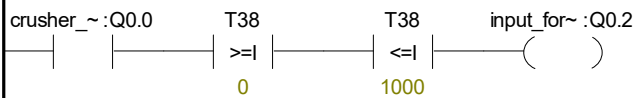
In network-4, we are taking crusher motor -1 as input to timer(t38)



| Symbol | Address | Comment |
|-----------------|---------|---------|
| crusher_motor_1 | Q0.0 | |

Network 5

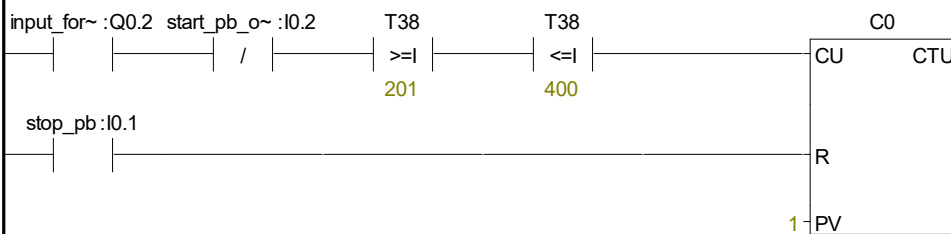
In network-5, we are taking crusher motor -1 as input and we are taking compare operators of greater than equal to integer (\geq) and less than equal to integer (\leq) from 0 to 1000 to run continuously and that are connecting to output to generate input for counter after 20 seconds



| Symbol | Address | Comment |
|--------------------|---------|---------|
| crusher_motor_1 | Q0.0 | |
| input_for_counters | Q0.2 | |

Network 6

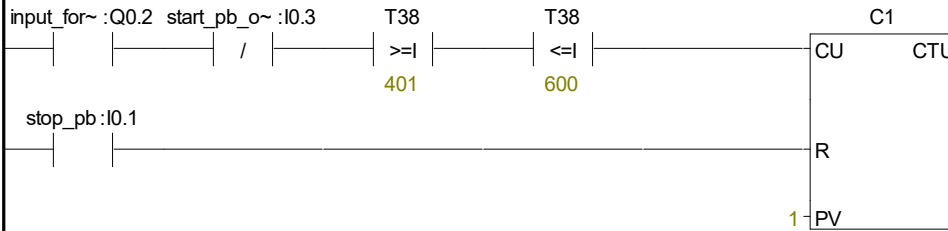
In network-6, now output of network-5 is given to network-6. now main important thing is to keep push buttons for counters (normally closed) to run and compare operators of greater than equal to integer (\geq) and less than equal to integer (\leq) from 201 to 400 to run counter-1 and preset=1 and reset of stop-pushbutton to reset counter preset value



| Symbol | Address | Comment |
|-----------------------|---------|---------|
| input_for_counters | Q0.2 | |
| start_pb_of_counter_1 | I0.2 | |
| stop_pb | I0.1 | |

Network 7

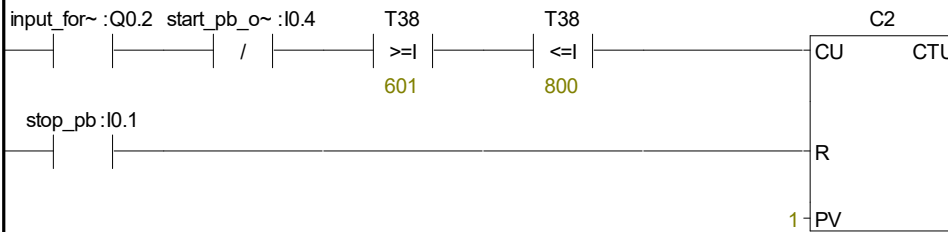
In network-7,now output of network-5 is given to network-6.now main important thing is to keep push buttons for counters (normally closed) to run and compare operators of greater than equal to integer(>=i) and less than equal to integer(<=i) from 401 to 4=600 to run counter-2 and preset=1 and reset of stop-pushbutton to reset counter preset value



| Symbol | Address | Comment |
|-----------------------|---------|---------|
| input_for_counters | Q0.2 | |
| start_pb_of_counter_2 | I0.3 | |
| stop_pb | I0.1 | |

Network 8

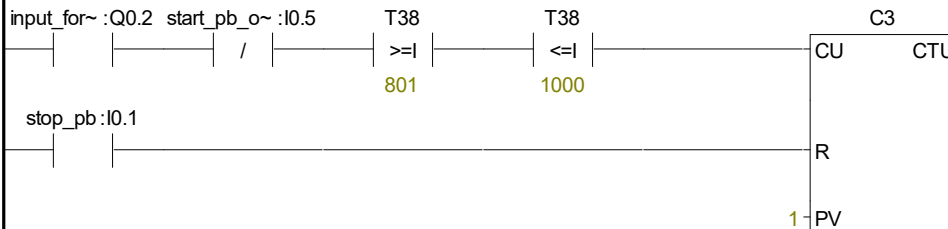
In network-7,now output of network-5 is given to network-6.now main important thing is to keep push buttons for counters (normally closed) to run and compare operators of greater than equal to integer(>=i) and less than equal to integer(<=i) from 601 to 800 to run counter-3 and preset=1 and reset of stop-pushbutton to reset counter preset value



| Symbol | Address | Comment |
|-----------------------|---------|---------|
| input_for_counters | Q0.2 | |
| start_pb_of_counter_3 | I0.4 | |
| stop_pb | I0.1 | |

Network 9

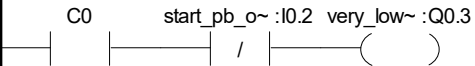
In network-7,now output of network-5 is given to network-6.now main important thing is to keep push buttons for counters (normally closed) to run and compare operators of greater than equal to integer(>=i) and less than equal to integer(<=i) from 801 to 4=1000 to run counter-4 and preset=1 and reset of stop-pushbutton to reset counter preset value



| Symbol | Address | Comment |
|-----------------------|---------|---------|
| input_for_counters | Q0.2 | |
| start_pb_of_counter_4 | I0.5 | |
| stop_pb | I0.1 | |

Network 10

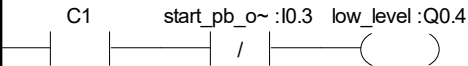
In this network the counter give input to start push button(nc) to indicate the level in bin of reversible vending machine as very low level to processor



| Symbol | Address | Comment |
|-----------------------|---------|---------|
| start_pb_of_counter_1 | I0.2 | |
| very_low_level | Q0.3 | |

Network 11

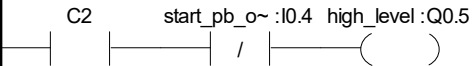
In this network the counter give input to start push button(nc) to indicate the level in bin of reversible vending machine as low level to processor



| Symbol | Address | Comment |
|-----------------------|---------|---------|
| low_level | Q0.4 | |
| start_pb_of_counter_2 | I0.3 | |

Network 12

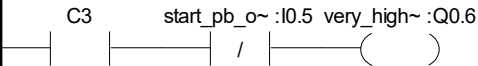
In this network the counter give input to start push button(nc) to indicate the level in bin of reversible vending machine as high level to processor



| Symbol | Address | Comment |
|-----------------------|---------|---------|
| high_level | Q0.5 | |
| start_pb_of_counter_3 | I0.4 | |

Network 13

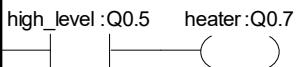
In this network the counter give input to start push button(nc) to indicate the level in bin of reversible vending machine as very high level to processor



| Symbol | Address | Comment |
|-----------------------|---------|---------|
| start_pb_of_counter_4 | I0.5 | |
| very_high_level | Q0.6 | |

Network 14

when bin reached to high level the processor send a notification to melt the bottles



| Symbol | Address | Comment |
|------------|---------|---------|
| heater | Q0.7 | |
| high_level | Q0.5 | |

Block: SBR_0
Author:
Created: 2025.01.01 8:01:20
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| | Address | Symbol | Var Type | Data Type | Comment |
|---|---------|--------|----------|-----------|---------|
| 1 | . | EN | IN | BOOL | . |
| 2 | . | . | IN | . | . |
| 3 | . | . | IN_OUT | . | . |
| 4 | . | . | OUT | . | . |
| 5 | . | . | TEMP | . | . |

Subroutine Comments

Network 1

Network Comment



Block: INT_0
Author:
Created: 2025.01.01 8:01:20
Last Modified: 2025.01.03 12:58:29

| | Address | Symbol | Var Type | Data Type | Comment |
|---|---------|--------|----------|-----------|---------|
| 1 | . | . | TEMP | . | . |
| 2 | . | . | TEMP | . | . |
| 3 | . | . | TEMP | . | . |
| 4 | . | . | TEMP | . | . |

Interrupt routine comments

Network 1

Network Comment

