Signal resources

straton user guide – Rev. 6

sales@straton-plc.com

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straton

Content

1. Overview

In addition to IEC-61131 programming, the Editor enables you to design some configuration data to be embedded together with the application code and used at runtime, using related functions or function blocks.

Analog signals are resources (embedded configuration data) edited with the Editor. An analog signal is entered as a list of analog points among a time X-axis.

Signals are typically used for statically designing a set-point signal to be played at runtime using the following functions and blocks:

- SigPlay: Plays a signal
- SigScale: Gets a point value from a signal

A signal is entered in the editor as a list of point.

Each point refers to a 0-based time value (X axis) and a REAL analog value (Y axis).

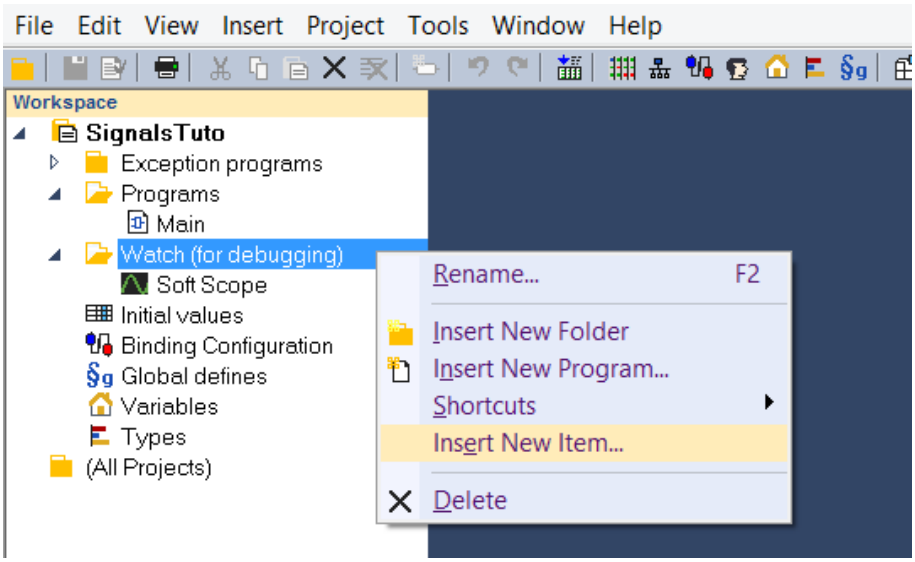
This document refers to straton 9.0 and later.

Download and install from https://straton-plc.com/telechargements/

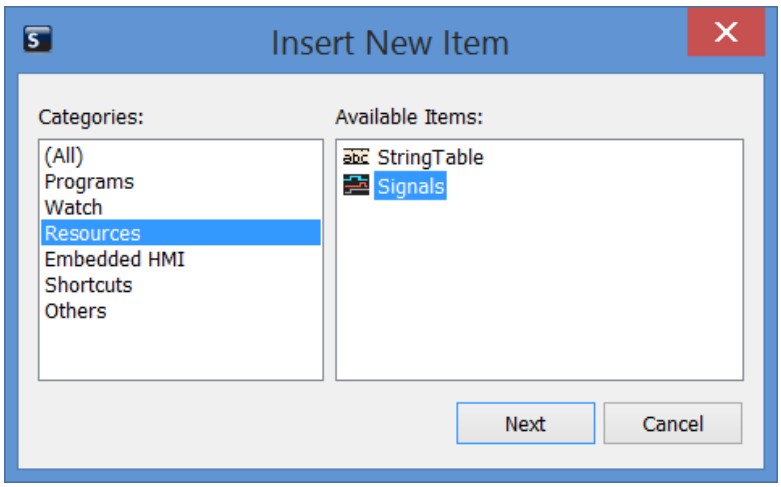
2. Tutorial

2.1. Create a "Signal" resource

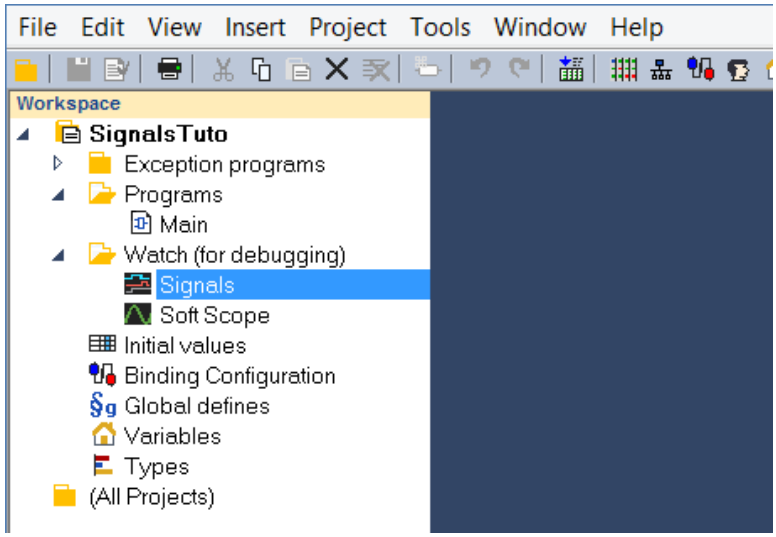
From the Editor, select a folder in the project list, do a right-click and "Insert New Item":



From the "Resources" category, select "Signals" and give it a name:

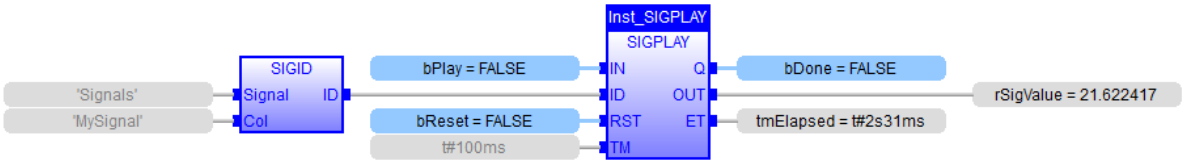


You can now open it from the Editor:



2.2. Start the application

Use the "SigPlay" function block to generate your signal:



The "SigPlay" function block expects an "ID" identifying the signal. Use the "SigID" function to convert the signal's name and its relevant column to a valid ID.

3. Frequently Asked Questions

WHAT IS THE "TM" INPUT?

The TM input indicates the minimum time between updates of the OUT output. The block makes linear approximation between points of the signal, and updates the OUT value accordingly on every TM period.