# HIMA Application Project for ELOP II Factory V3.5

## 1 Purpose and Usage of the Project "Applications-V1.1"

The functions and function blocks in the project "Applications-V1.1" and their use should give the project engineers ideas for their work. The project "Applications-V1.1" contains functions for

- voting
- annunciators
- extended mathematic functions
- code conversions
- sequence controls with and without operating modes
- valve control block with simulation of check back signals and error code display
- monitoring the communication of the interface RS 485 and Profibus-DP modules

The blocks of interest for an own project can be copied directly from the project "Applications-V1.1".
The functions imported in an own project can be used in their original design, or they can be adapted for a particular use. External/global variables are only applied where they lead to an efficient programming.

| Note: ⚠ | A program using one of the functions of the Application project has to be checked carefully prior to start-up. |
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## 2 Structure of the project "Applications-V1.1"

Frequently used functions and function blocks are grouped in nine user oriented sub libraries in the library "Appl-Lib". All functions and function blocks in one library are at least once shown in a related program. Each function is described inside the block. In the program hints for the usage are given.

The names of the library, the related program and the resource are identical for better orientation.

## 3 Off-Line Simulation

After having started the off-line simulation and opened the logic, the function block of interest can be selected via the page list (menu plug-ins). To simulate or display the values of the most important variables, off-line test fields have been defined already. Values of Boolean variables can be altered easily by pressing the key "Alt" and clicking on the value field. Analog values can be entered directly into the off-line test field and activated with "Enter".

## 4 Taking over of Functions in an own Project

### 4.1 On the same Computer

In the own project al library must exist. Open the function block of interest in the project "Applications-V1.1" and click on the icon "Save as". In the structure window select the target library, enter the name of the object (preferably the same name) and terminate the action with OK. Close the project "Applications-V1.1", open your own project and use the copied function blocks.