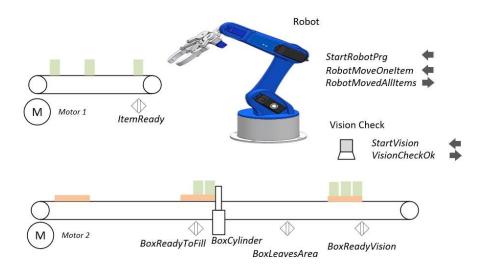
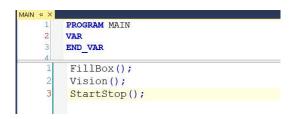
## **Packing Item Robot Control**

Robots packs three items in a box. When the packing is finished, it is checked by a vision camera.

When the robot has finished moving the items to the box, the PLC gets a confirmation (RobotMovedAllItems) from the robot controller. Finally, the box is checked by a vision camera.





```
PROGRAM FillBox
VAR
          BoxCylinder
                                                     // cylinder to stop box to be filled
                                           BOOL;
          ItemReady
                                           BOOL;
                                                     // item ready to be moved to the box by the robot
          StartRobotPrg
                                                     // start robot program
                                            BOOL;
          RobotMoveOneItem
                                            BOOL;
                                                     // signal to robot: move one item
          BoxReadyToFill
                                            BOOL;
                                                     // a box is ready to be filled
                                                     // signal from robot. Robot has moved all items
          RobotMovedAllItems
                                           BOOL;
END_VAR
Start robot
GVL.RunBit
           BoxReadyToFill
                                                                                                                                       StartRobotPrg
                                                                                                                                           -((s))
   -1 |-
GVL.RunBit
           BoxReadyToFill
                                     StartRobotPrg
                                                                                                                                     RobotMoveOneItem
                          ItemReady
  -11-
                                                                                                                                         -()
Check status for cylinder
GVL.K3Flag
                                                                                                                                        BoxCvlinder
  -0 0-
                                                                                                                                          —((s))
Box filled
           BoxReadyToFill RobotMovedAllItems
GVL.RunBit
                                                                                                                                       StartRobotPrg
                                                                                                                                        BoxCylinder
stop robot if not in run mode
   -1/1
```

```
PROGRAM Vision
  VAR
                                                  // box leaves the filling area and is on the way to vision check
// box ready for vision check
// signal from vision. TRUE if box is OK
// signal lamp. Box OK
// signal lamp. Box NOK
             BoxLeavesArea : BOOL;
             BoxReadyVision :
                                       BOOL;
             VisionCheckOk : BOOL;
             LampBoxOk
                                        BOOL;
             LampBoxNok
                                        BOOL;
             StartVision
                                        BOOL;
                                                    // start vision check
END_VAR
Box ready to be checked
 GVL.RunBit BoxReadyVision
                                                                                                                                                             StartVision
    -1 1-
                — I L
Vision check done
                                                                                                                                                              LampBoxOk
                                                                                                                                                              LampBoxNok
 Next box
 GVL.RunBit BoxLeavesArea
                                                                                                                                                              GVL.K3Flag
  -I-
                -I\vdash
                                                                                                                                                               —((s))
                                                                                                                                                             StartVision (R)
  PROGRAM StartStop
  VAR
                                              // start switch (NO)
       StartPb
                             : BOOL;
                                             // stop switch (NC)
// run conveyor 1 belt
// run conveyor 2 belt
        StopPb
                             : BOOL;
                                  BOOL;
        Motor1
       Motor2
                             : BOOL;
  END_VAR
 start plant
  StartPb
                                                                                                                                                                Motor1
                                                                                                                                                                Motor2
                                                                                                                                                                —((s))
                                                                                                                                                              GVL.K3Flag
                                                                                                                                                                -((s))
                                                                                                                                                              GVL.RunBit
                                                                                                                                                                —([R])
    -1/1-
                                                                                                                                                               Motor2
                                                                                                                                                              GVL.RunBit
```