

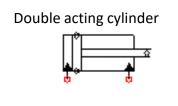
### **Tutorial Problems**

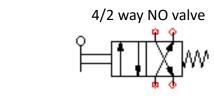
#### **Practice problems for 2 hours of practice in Virtual Lab**

- Tutorial 1 Hydraulic Circuits
  - 1A Basic hydraulic circuit (one cylinder)
  - 1B Basic hydraulic circuit (two cylinders)
  - 1C Basic electro-hydraulic circuit
  - 1D Hydraulic circuit with proportional valves

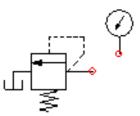
## Tutorial 1A- Basic hydraulic circuit (1 cylinder)

- Open Automation Studio 6.3 Educational software
- Click File → New Project (click No for saving the existing project → Default (double click)
- Click Home button once the software opened
- Select Document → Standard Diagram → and Double click Default
- Drag the following components from the library shown in figure
  - Variable displacement pump with shaft Hydraulic (Pumps and Amplifiers)
  - Electric motor and shaft (Power units and mechanical components)
  - Hydro static reservoir (Reservoirs)
  - Double acting cylinder (Actuators)
  - 4/2 way NO valve (Directional valves → 4/2 way valves)
  - Relief valve (Pressure valves → Pressure relief valves → Relief valves)
  - Pressure gauge and flow meter (Measuring instruments)
- Connect the joints and simulate
- Save the project as Tutorial1A and (create folder with your BITSID and save all projects inside the same folder only)
- Post processing (next slide)



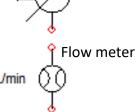


Pressure relief valveressure gauge



Variable displacement pump with shaft

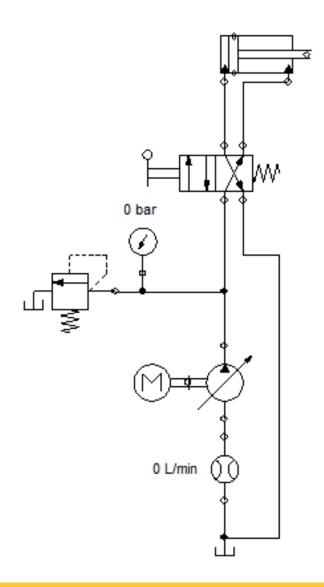




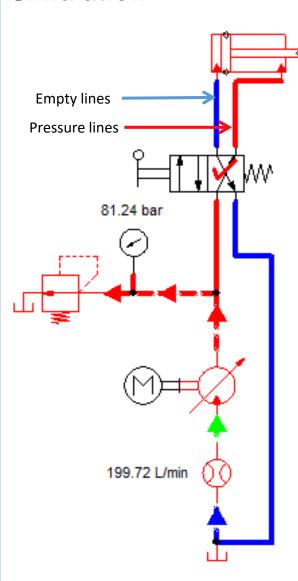


## Tutorial 1A- Basic hydraulic circuit (1 cylinder)

#### **After Connection**

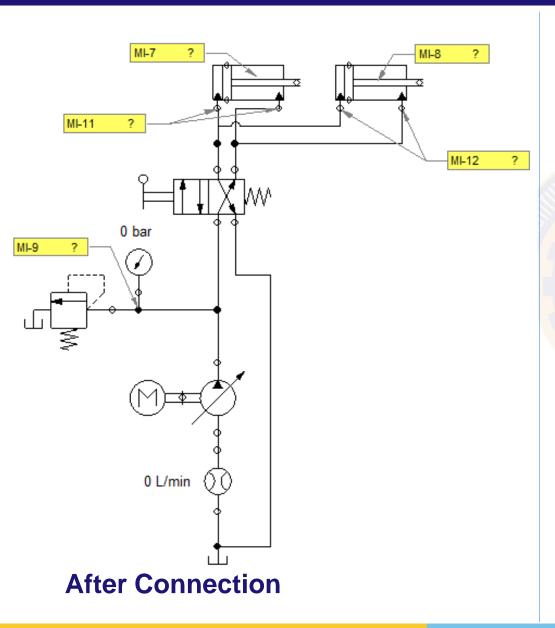


#### **Simulation**



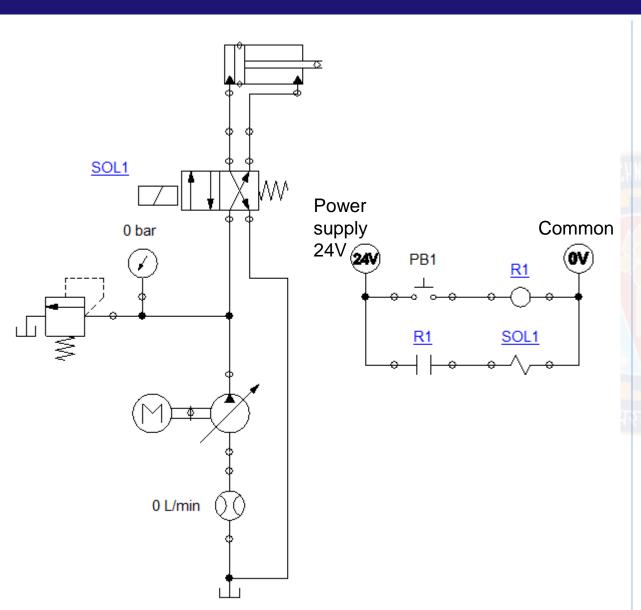
- Run the simulation (select the diagram if the simulation button is not visible)
- Post Processing
  - Change DCV position
  - 2. Observe the pressure gauge values
  - Observe the flow meter values
  - 4. Insert plot and observe the position vs input pressure

## Tutorial 1B- Basic hydraulic circuit (2 cylinders)



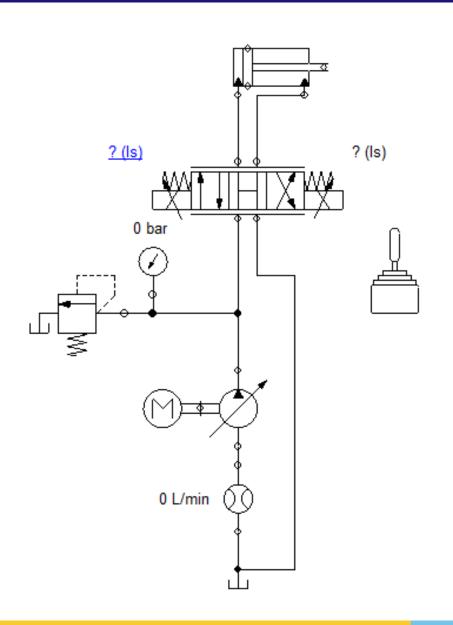
- Add one more double acting cylinder and connect to the DCV output ports
- Run the simulation (select the diagram if the simulation button is not visible)
- Post Processing
  - 1. Change DCV positions
  - 2. Observe the pressure gauge values
  - 3. Observe the flow meter values
  - 4. Insert node dynamic measuring
    - 1. For pressure
    - 2. Linear position of cylinder 1 and 2
  - 5. Insert differential dynamic measuring
    - 1. For measuring differential pressure for cylinder 1 and 2
    - 2. Motor
  - 6. Insert plot and observe the position vs input pressure
  - 7. Insert plot for cylinder positions
  - Change the inclination of the cylinder and record the linear position of the cylinders
  - Change the push force of the cylinder and record the linear position of the cylinders

## **Tutorial 1C- Basic electro-hydraulic circuit**



- Add the following components in the canvas
  - Power supply 24V (Electrical control JIC standard)
  - Common (0 Volts) (-do-)
  - Normally open push button (-do-)
  - Solenoid, DC/AC (-do-)
  - Coil (-do-)
  - Normally open contact (-do-)
- Double click on DCV and change the lever to solenoid DC.
- Run the simulation (select the diagram if the simulation button is not visible)
- Post Processing
  - 1. Change DCV positions
  - 2. Observe the pressure gauge values
  - 3. Record the state of push button and the linear position of the cylinder
  - 4. Record the state of push button and the linear speed of the cylinder

## Tutorial 1D Hydraulic with Proportional Valve



- Open Tutorial 1A
- Add joystick (proportional hydraulics) in the canvas
- Replace the DCV with 4 port proportional valve (proportional hydraulics)
- Double click proportional valve, expand H1 and click E1.
- Link InputSupply(Lreal) to JY\_X
- Run the simulation (select the diagram if the simulation button is not visible)
- Post Processing
  - Insert plot and drag cylinder (linear speed) and joy stick (JY\_X)
  - 2. Plot the graph for the x positions (-7 to 8)
  - 3. Find out the maximum speed, acceleration and deceleration of the piston
  - 4. Also find out the hydraulic flow changes against the highest speed and acceleration



# Thank you