# **XTS TRANSPORT LAYER – XPU Settings**



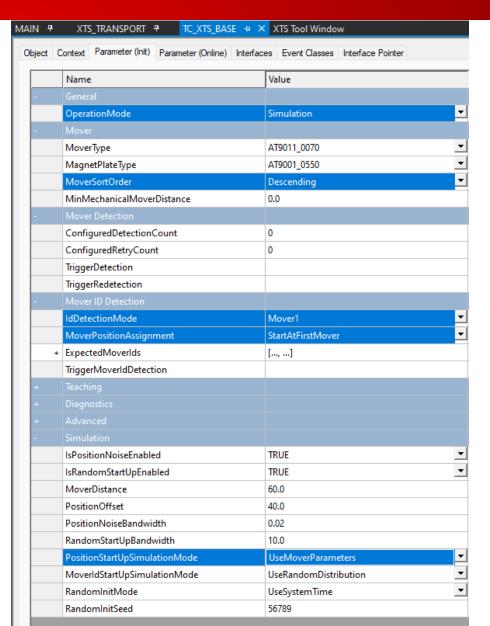
## **XTS TRANSPORT LAYER – XPU Settings**

- 1. XPU Parameter(Init)
- 2. XPU OperationMode
- 3. XPU MoverSortOrder
- 4. XPU IdDetectionMode
- 5. XPU Simulation



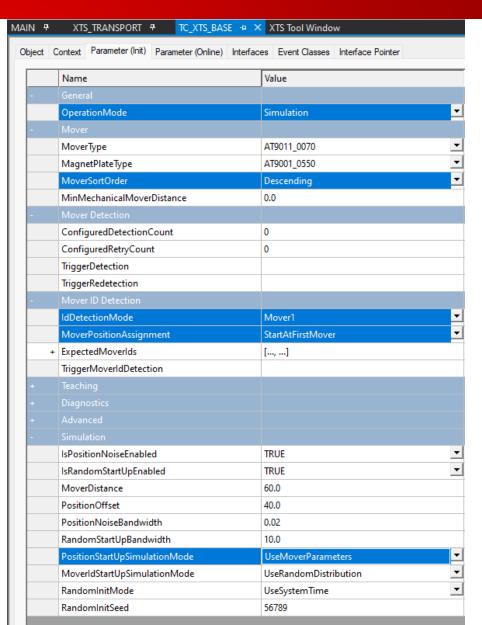
#### **BECKHOFF**

- Required settings for XTS\_TRANSPORT\_LAYER:
  - MoverSortOrder
    - Descending (position based)
  - MoverIdDetectionMode
    - Mover1
    - Standard (used for OperationMode.Simulation)
  - MoverPositionAssignement
    - StartAtFirstMover
  - PositionStartUpSimulationMode
    - UseMoverParameters



## **XPU OperationMode**

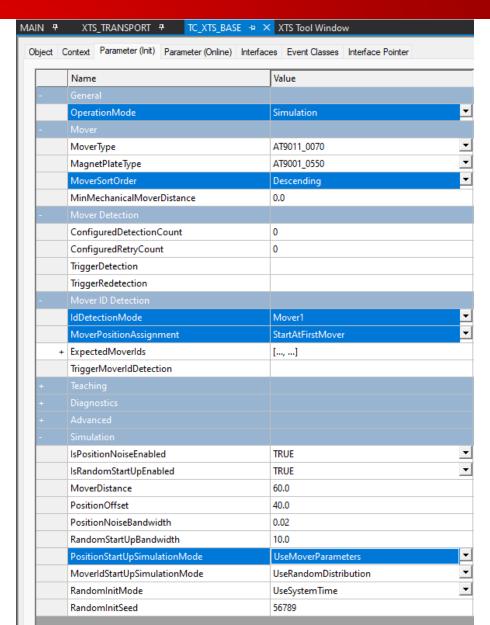
- Switch for using real or simulated hardware in TcloXts driver:
  - Simulation:
    - Movement based on setpoint generator output.
    - Set IdDetectionMode to
      MoverIdDetectionMode.Standard
  - Normal:
    - Control feedback from MC Controller / SoftDrive
    - Set IdDetectionMode to
      MoverIdDetectionMode.Mover1





## Mover detection cycle at startup:

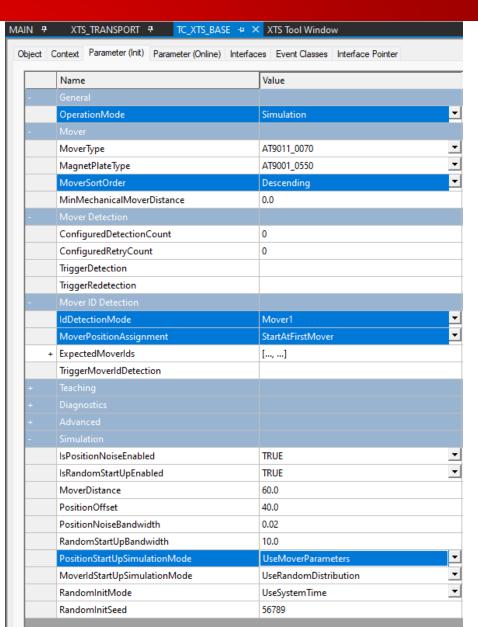
- XPU detects all movers at startup:
  - MoverSortOrder sets search direction
  - Position based
- Ascending:
  - Position from mover-to-mover increases
- Descending:
  - Position from mover-to-mover decreases





#### Mover 1 detection after startup:

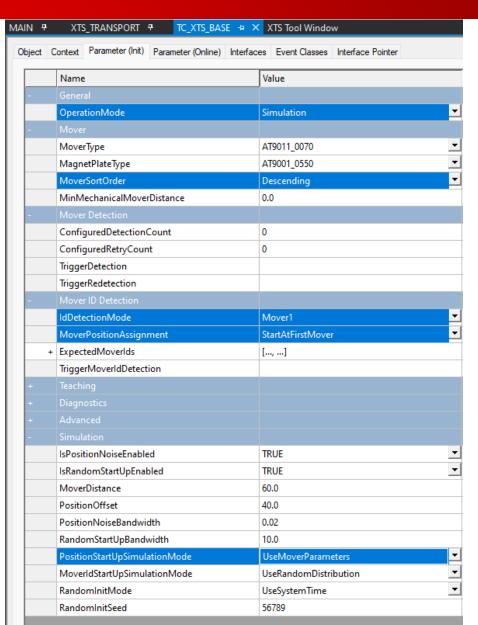
- XPU is triggered by fb\_Xpu after successful startup:
  - Mover 1 (recommended for new projects)
    - Inverted magnet plate is detected
  - Standard (compatibility with legacy projects only)
    - Movers are sorted by detection position only, must be assigned/sorted to PLC datafields manually





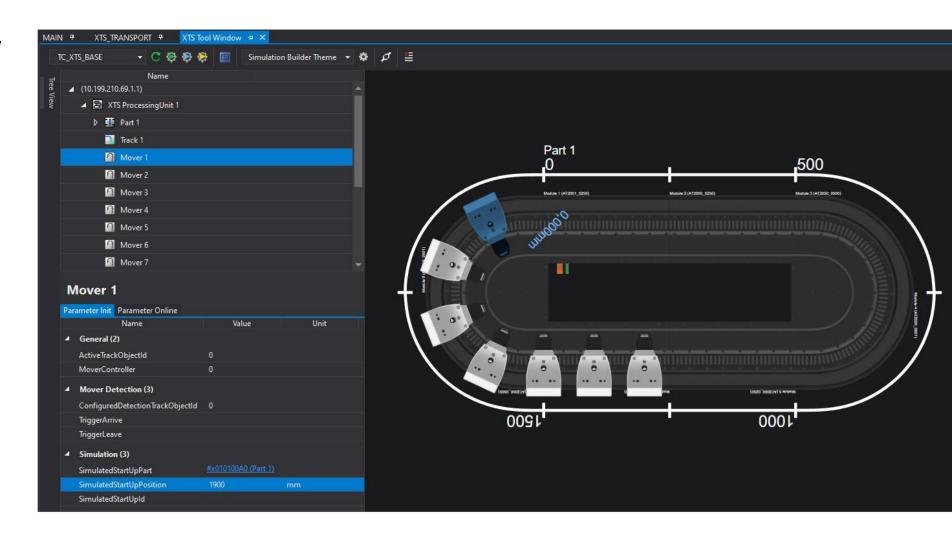
- Simulation based on setpoint generator in MOTION:
  - Enables to test PLC code without hardware:
    - StartUp Position is required, since no mover detection is done in OperationMode Simulation.
    - StartUp Position must match
      Descending sort order
      - Mover 1 → 1900
      - Mover 2 → 1800
      - Mover 3 → 1700

- ..



XPU Simulation BECKHOFF

- StartUp Position:
  - Xts Tool Window



#### **XPU Simulation**

## Mover StartUp Position:

Check and/or Change in Mover Object of XPU

