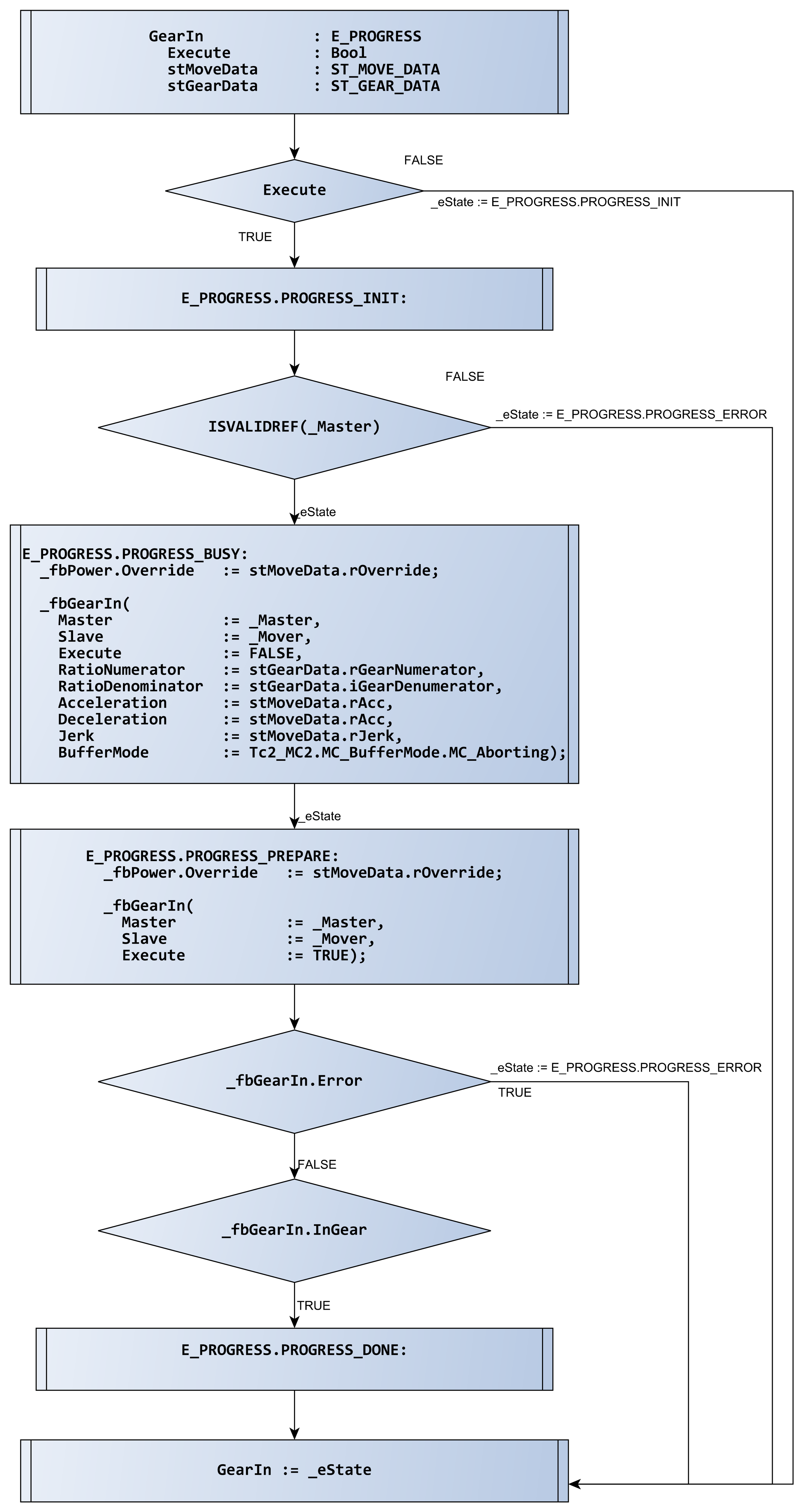
GearIn : E_PROGRESS
Execute : Bool
stMoveData : ST_MOVE_DATA
stGearData : ST_GEAR_DATA
Execute
FALSE
_eState := E_PROGRESS.PROGRESS_INIT
TRUE
E_PROGRESS.PROGRESS_INIT:
ISVALIDREF(_Master)
FALSE
_eState := E_PROGRESS.PROGRESS_ERROR
eState
E_PROGRESS.PROGRESS_BUSY:
_fbPower.Override := stMoveData.rOverride;
_fbGearIn(
Master := _Master,
Slave := _Mover,
Execute := FALSE,
RatioNumerator := stGearData.rGearNumerator,
RatioDenominator := stGearData.iGearDenumerator,
Acceleration := stMoveData.rAcc,
Deceleration := stMoveData.rAcc,
Jerk := stMoveData.rJerk,
BufferMode := Tc2_MC2.MC_BufferMode.MC_Aborting);
_eState
E_PROGRESS.PROGRESS_PREPARE:
_fbPower.Override := stMoveData.rOverride;
_fbGearIn(
Master := _Master,
Slave := _Mover,
Execute := TRUE);
_fbGearIn.Error
_eState := E_PROGRESS.PROGRESS_ERROR
TRUE
FALSE
_fbGearIn.InGear
TRUE
E_PROGRESS.PROGRESS_DONE:
GearIn := _eState