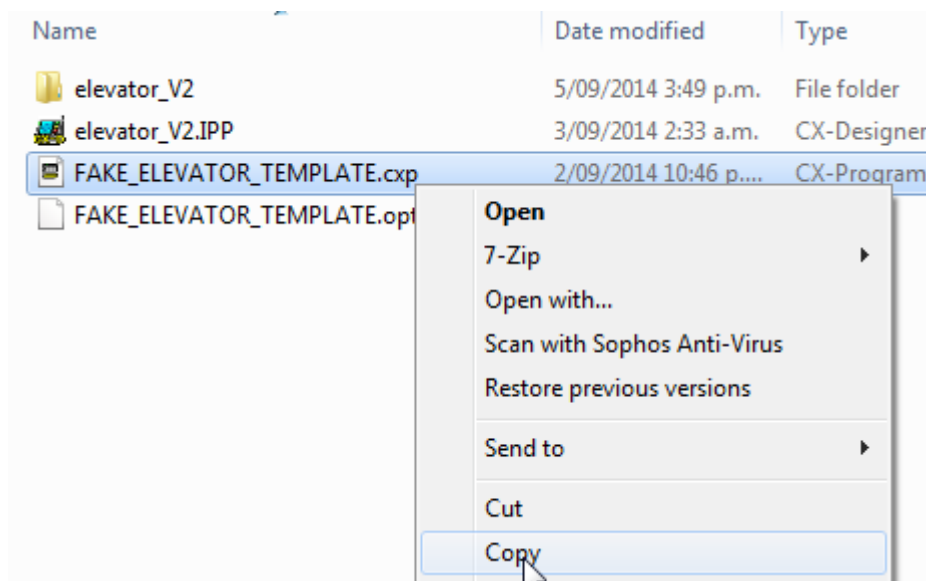


# Elevator Simulator

Download ElevatorSimTemplate.zip from Learn.

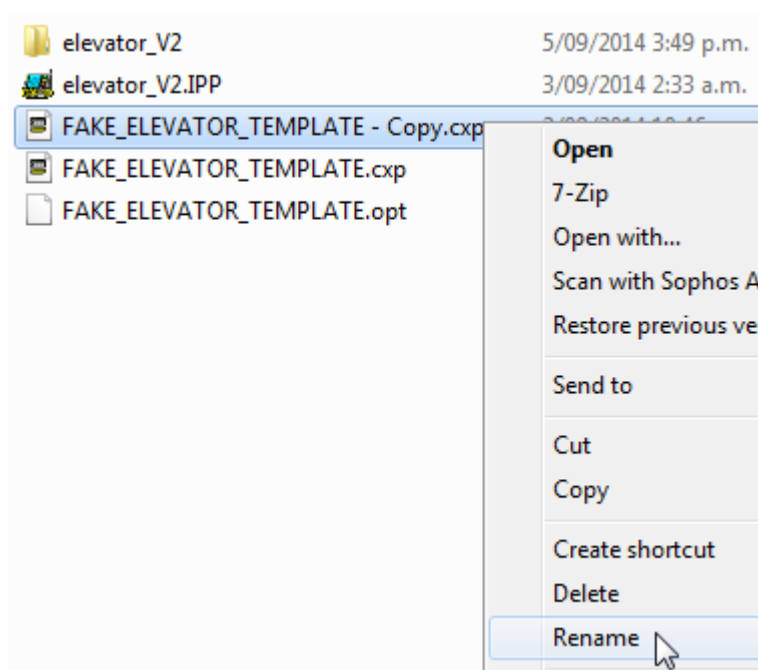
Extract the files to a directory in your home network drive.

Copy the FAKE\_ELEVATOR\_TEMPLATE.cxp file.



Paste the file into the same directory.

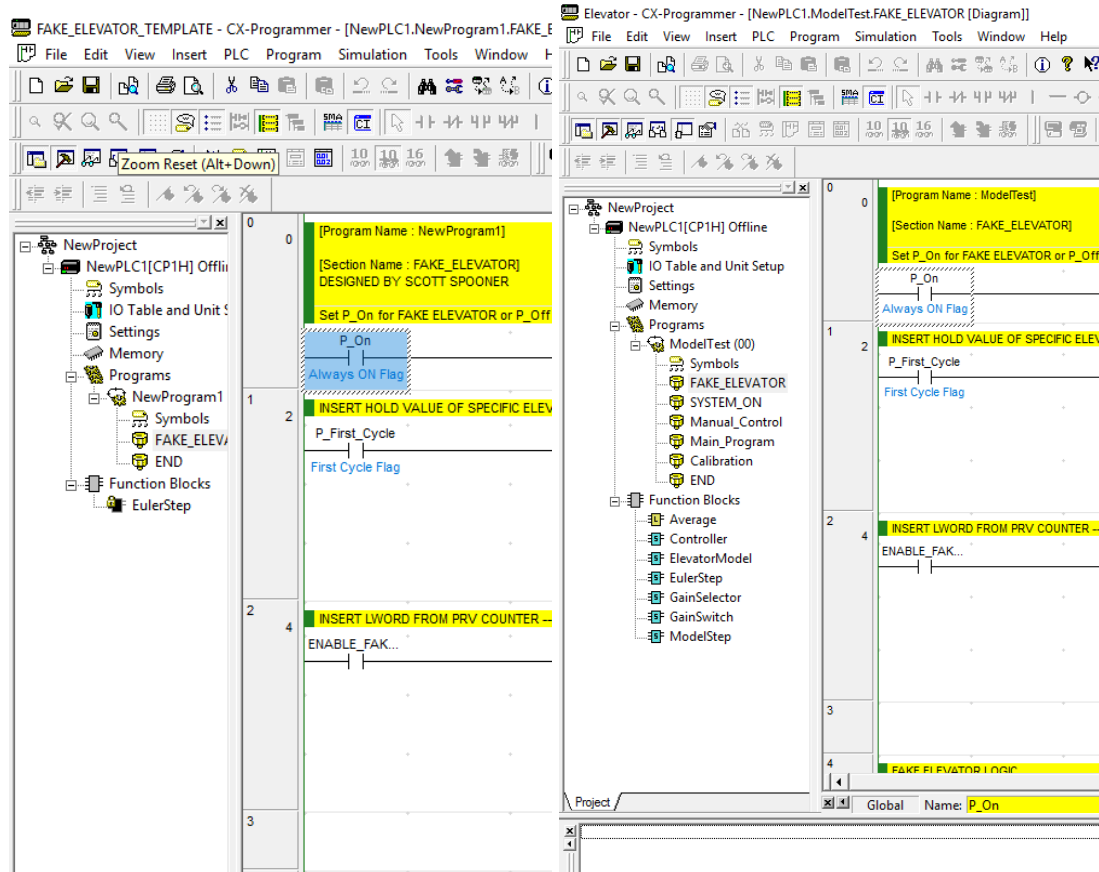
Rename the file the file to something unique eg. ElavatorGroup05Rev03.cpx



Open the CXP program by double clicking on it.

Skip this page if you haven't started the elevator program

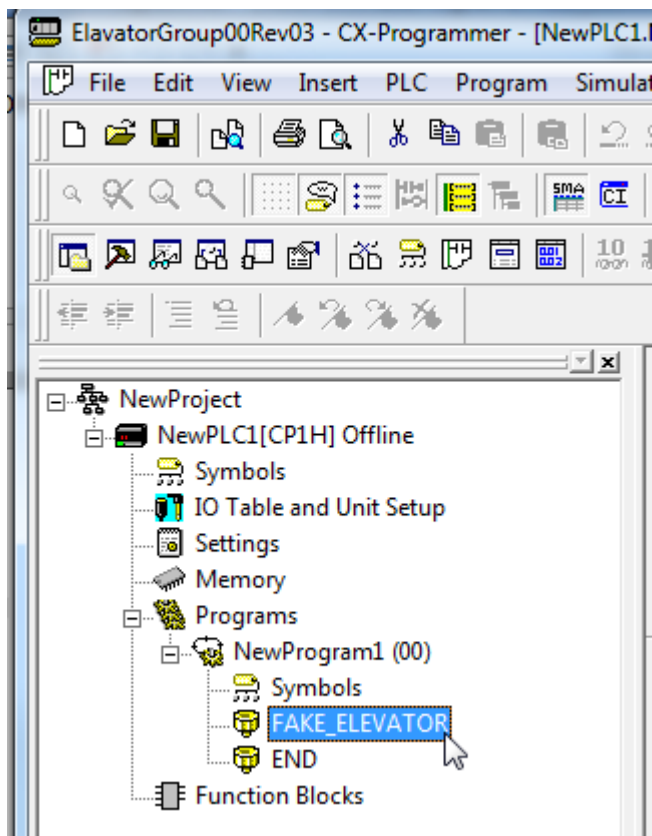
- Open the renamed .cxp file.
- Copy any pre written programs and function blocks into this file.
- Copy function blocks first and make sure programs are placed in between the FAKE\_ELEVATOR and END programs as seen below.



(a) Before

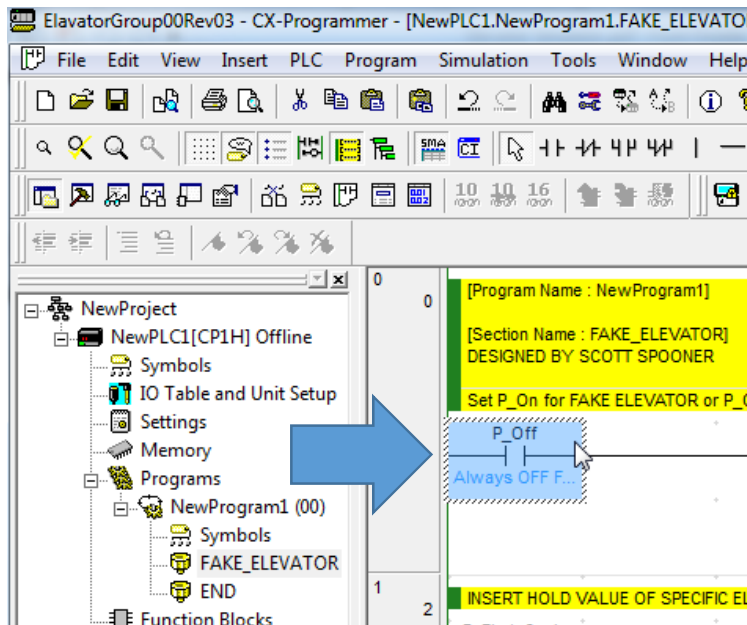
(b) After

Open the FAKE\_ELEVATOR program.

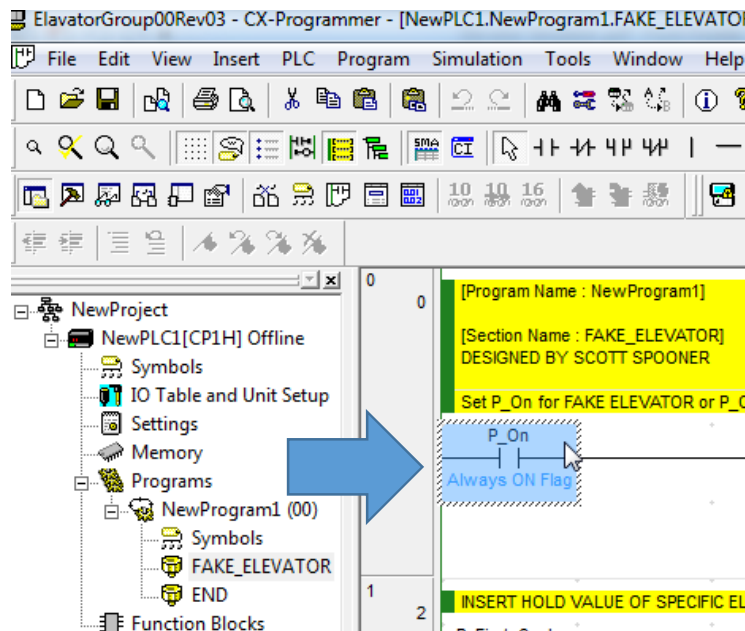


The **most** important thing to remember is this...

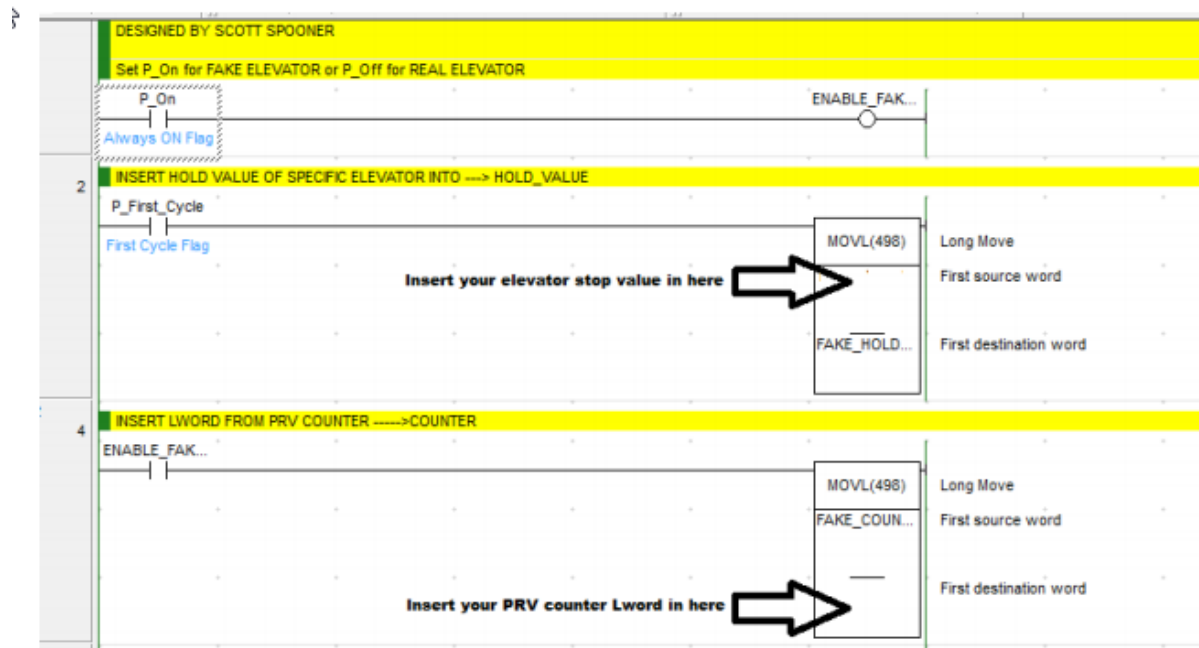
If using the **Real** elevator the first rung needs to have **P\_Off**



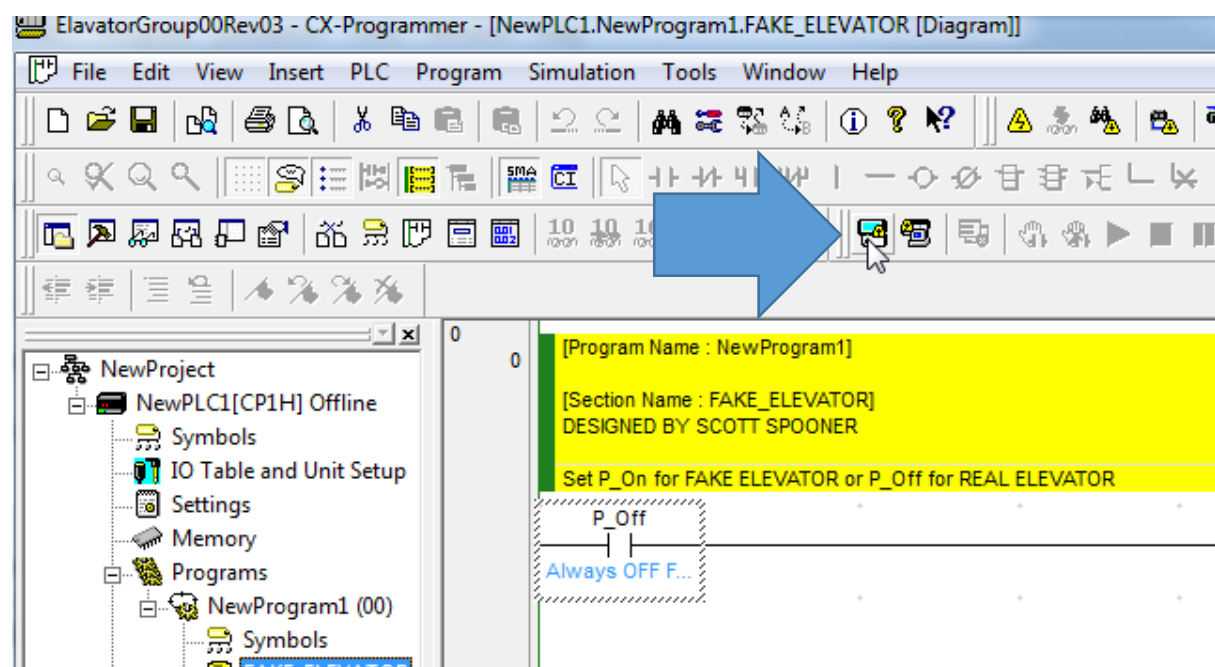
If using the **Simulator** elevator the first rung needs to have **P\_On**



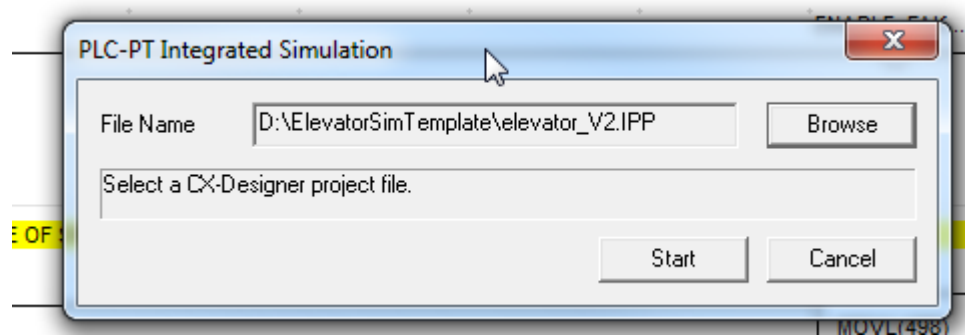
You need to put hold/stop value of the elevator that you use in to the second rung. The third rung you need to put the LWORD you use on your PRV counter.



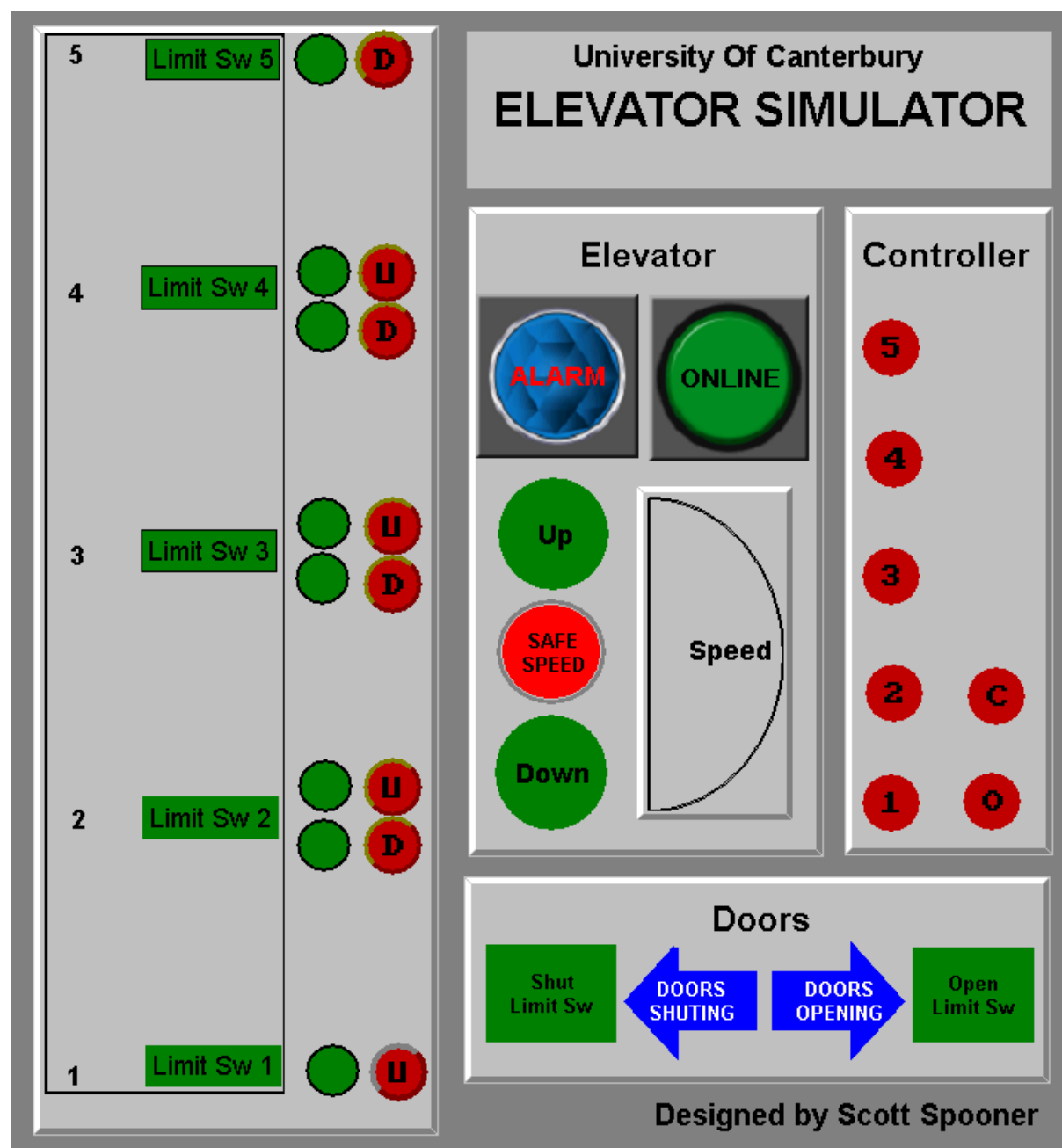
Once the software has been set up, open Elevator.ipp by clicking PLC-PT Integrated Simulation

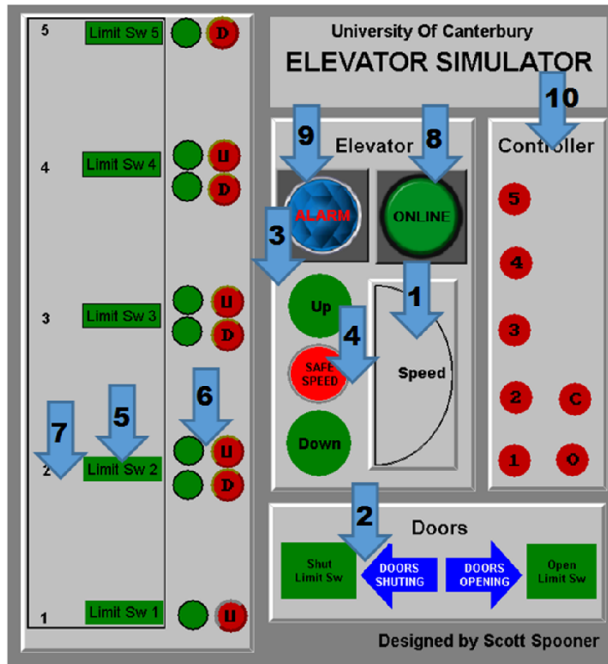


A window will pop up enter the path to the Elevator\_V2.ipp



The simulator should now appear





- 1) Speed indicator: the middle is stopped and it will move up or down depending on what speed you send to winch motor.
- 2) Door logic: limit\_open and limit\_shut indicate whether the doors are open or shut, DOOR\_SHUT and DOOR\_OPEN and the instruction to open/shut the door
- 3) Up/ Down lamps indicate whether the elevator is moving up or down (good for if elevator is moving very slowly)
- 4) Safe Speed, indicates if the signal sent to the winch motor is outside the max range specified (#0000-#1770) will go red if bad
- 5) Limit switches: will light up as the elevator passes them
- 6) Elevator lamps and buttons
- 7) Elevator location indicator
- 8) Elevator Enable lamp (Lights up whenever elevator is enabled)
- 9) EVIL FLASHING LIGHT!!!! Will flash for all the same reasons that the real one does
- 10) Controller buttons