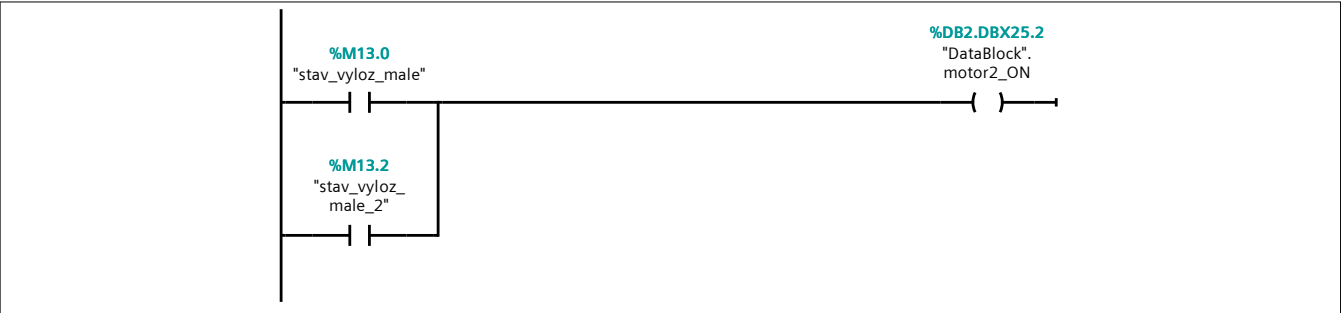


vizualizacia [FC3]

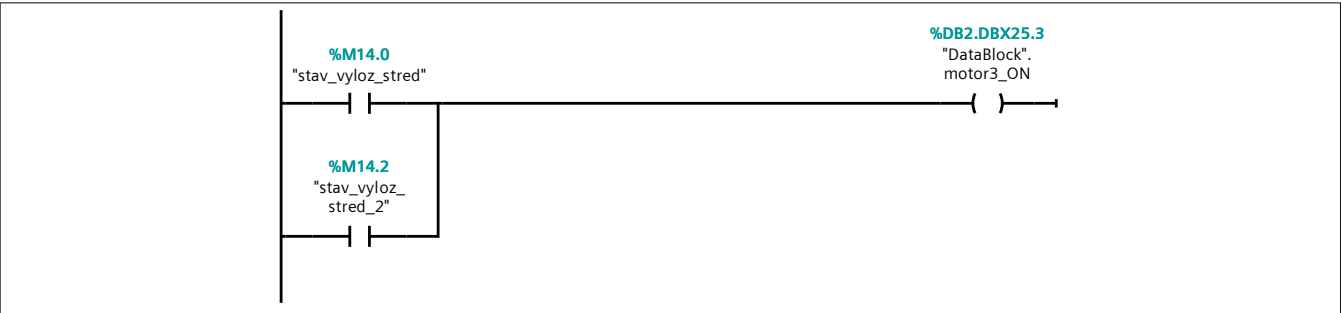
vizualizacia Properties					
General					
Name	vizualizacia	Number	3	Type	FC
Language	LAD	Numbering	Automatic		
Information					
Title		Author		Comment	
Family		Version	0.1	User-defined ID	

Name	Data type	Default value	Supervi- sion	Comment
Input				
Output				
InOut				
Temp				
Constant				
▼ Return				
vizualizacia	Void			

Network 1:

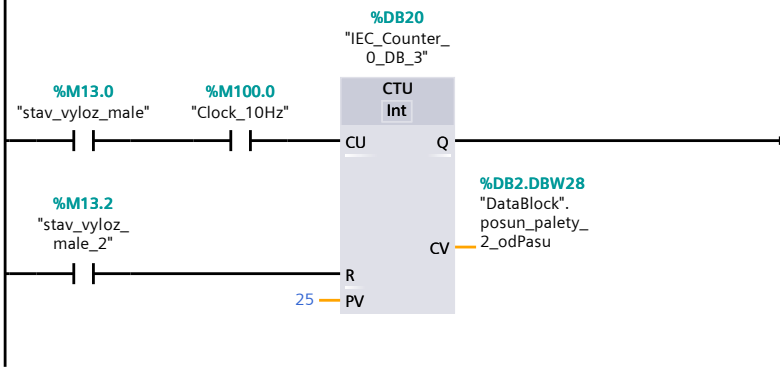


Network 2:



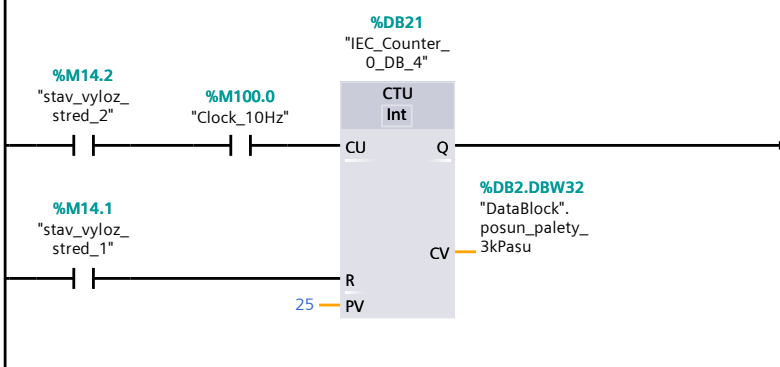
Network 3:

Totally Integrated Automation Portal		
<div><div><div><div><div></div><div><div><div>%M12.0 "stav_velka_1"</div></div></div><div><div><div>%DB2.DBX25.6 "DataBlock".stredna</div></div></div></div><div></div><div><div></div><div>(S)</div></div></div></div></div>		
Network 4:		
<div><div><div><div><div></div><div><div><div>%M11.0 "stav_mala_1"</div></div></div><div><div><div>%DB2.DBX25.5 "DataBlock".mala</div></div></div></div><div></div><div><div></div><div>(S)</div></div></div></div></div>		
Network 5:		
<div><div><div><div><div></div><div><div><div>%M10.1 "stav_scan"</div></div></div><div><div><div>%DB2.DBX25.6 "DataBlock".stredna</div></div></div></div><div></div><div><div></div><div>(R)</div></div></div><div><div><div><div><div></div><div><div><div>%DB2.DBX25.5 "DataBlock".mala</div></div></div><div></div><div><div></div><div>(R)</div></div></div></div></div></div></div></div>		
Network 6: animovanie pohybu prazdnej palety 2 k pasu		
stav_vyloz_male_2 trva 2,5s a 10Hz clock blika kazdu 0,1s cize counter narata do 25		
<div><div><div><div><div></div><div><div><div>%M13.2 "stav_vyloz_male_2"</div></div></div><div><div><div>%M100.0 "Clock_10Hz"</div></div></div></div><div></div><div><div></div><div>CU</div></div></div><div><div><div><div><div></div><div><div><div>%M13.1 "stav_vyloz_male_1"</div></div></div><div><div><div>25</div><div>PV</div></div></div></div><div></div><div><div></div><div>R</div></div></div></div><div><div><div><div><div></div><div><div><div>%DB15 "IEC_Counter_0_DB_2"</div></div></div><div><div><div>CTU Int</div></div></div></div><div></div><div><div></div><div>Q</div></div></div><div><div><div><div><div></div><div><div><div>%DB2.DBW26 "DataBlock".posun_palety_2_kPasu</div></div></div><div></div><div><div></div><div>CV</div></div></div></div></div></div></div></div></div></div></div>		
Network 7: animovanie pohybu plnej palety 2 od pasu		
stav_vyloz_male_2 trva 2,5s a 10Hz clock blika kazdu 0,1s cize counter narata do 25		



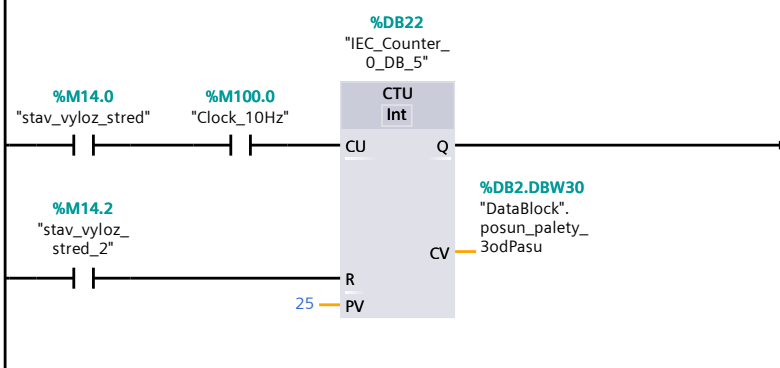
Network 8: animovanie pohybu palety 3

stav\_vyloz\_male\_2 trva 2,5s a 10Hz clock blika kazdu 0,1s cize counter narata do 25

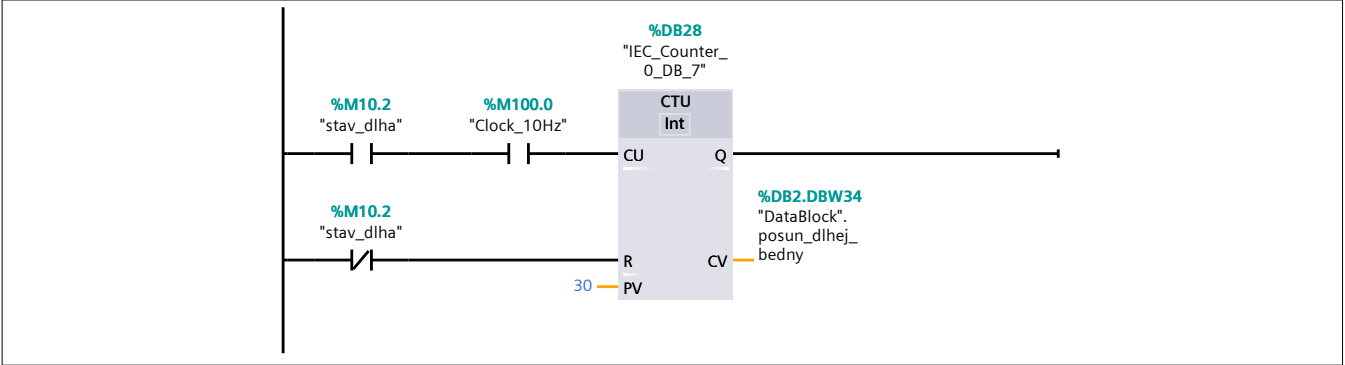


Network 9: animovanie pohybu palety 3

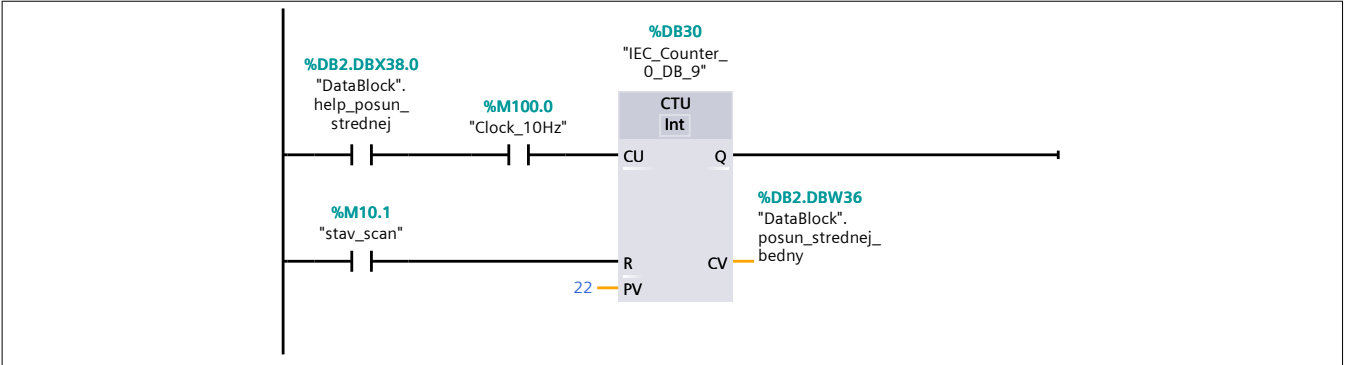
stav\_vyloz\_male\_2 trva 2,5s a 10Hz clock blika kazdu 0,1s cize counter narata do 25



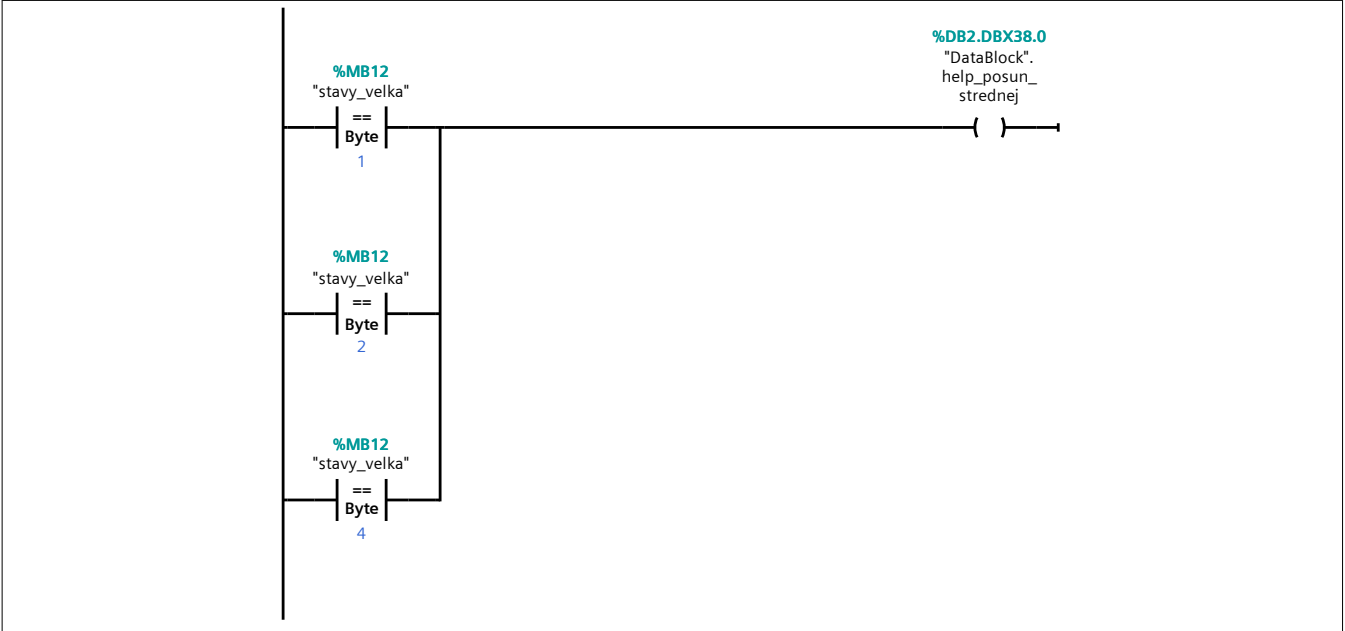
Network 10: animovanie pohybu dlhej bedničky



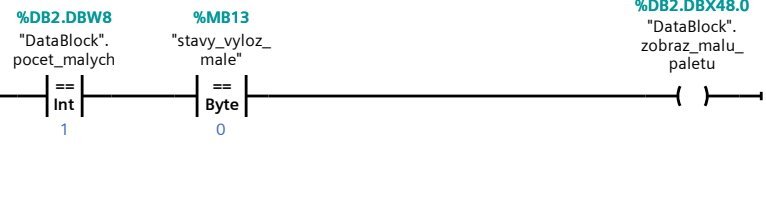
Network 11: animovanie pohybu strednej bedničky



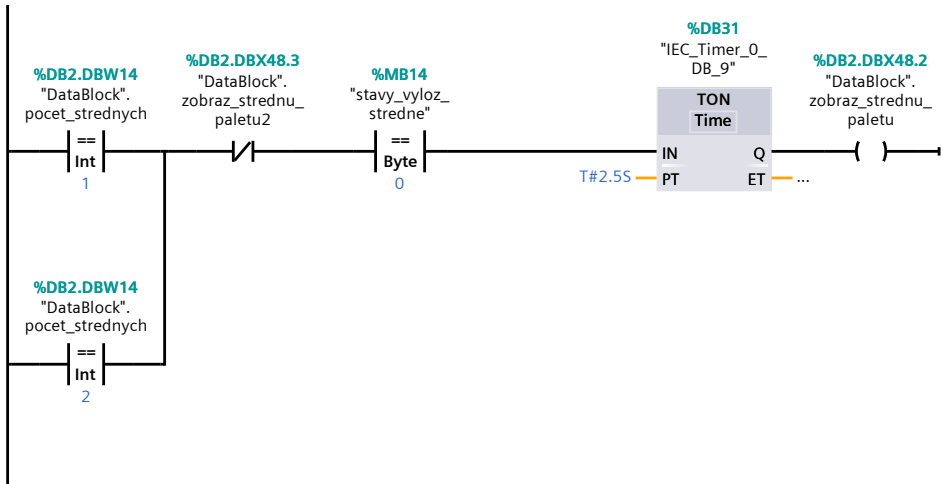
Network 12: Help posun strednej bedne



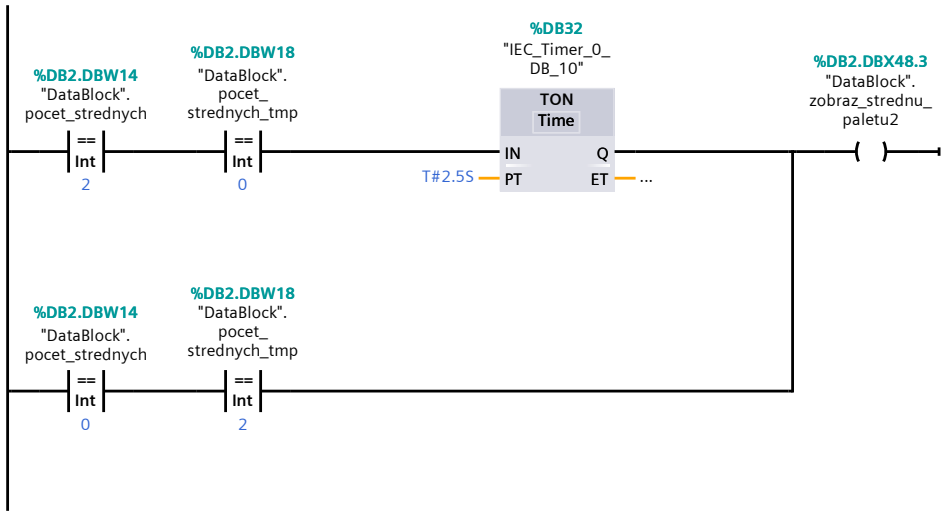
Network 13: podmienka pre zobrazenie malej palety s 1 bedničkou



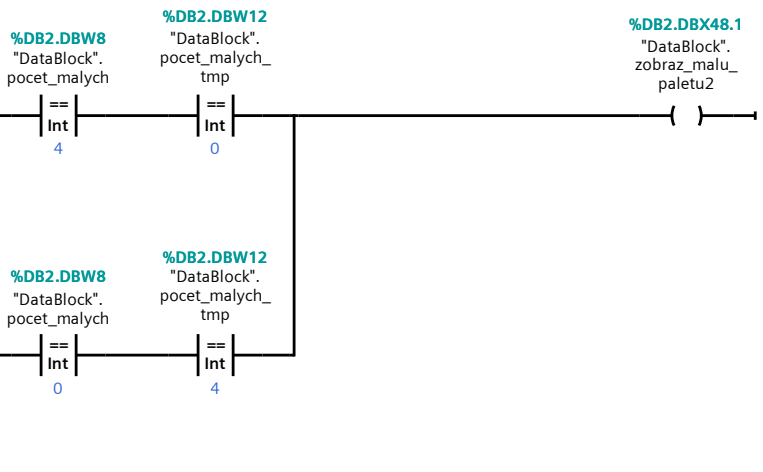
Network 14: podmienka pre zobrazenie strednej palety s 1 bedničkou



Network 15: zobrazenie palety 3 so 2mi bednami



Network 16: zobrazenie palety 2 so 4mi bednami



Network 17: animacia pásu1

