|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name |  | Station | |  | Date |  |
| Filename | Intro to PLC Job 22 *[name].*RSS | | Location | | U:\Electrical\*[firstname\_lastname]* | |
| Objective | | | | | | |
| Using what you have programmed in Job 21, add the following functionality.  A six pack takes 8 seconds to load  A twelve pack takes 13 seconds to load  Your new limit switch will indicate that a box is in place to receive bottles. Loading will start (as well as a timer) when the switch closes. While the timer is timing, the appropriate light will blink indicating that it is filling.  When the box is full (timer is done) the light will remain solid.  Increment a counter that pertains to the type of box filled. (6,12,24 pack)  Things to consider;  Losing the box indication switch in the middle of filling.  Selector switch changing during a fill  Resetting a counter based on selector switch | | | | | | |
| Job Instructions | | | | | | |
| Before any programming, draw the proposed ladder diagram in the space below. Use references to the address locations of all components in your designed circuit. After completing your design below, have your instructor look over your design. Once the design is approved, you may start programming your ladder logic. | | | | | | |