

Totally Integrated Automation Portal

Blikani [FB27]

Blikani Properties

General

Name	Blikani	Number	27	Type	FB	Language	SCL
Numbering	Automatic						

Information

Title		Author		Comment		Family	
Version	0.1	User-defined ID					

Name	Data type	Default value	Retain	Accessible from HMI/OPC UA/Web API	Writable from HMI/OPC UA/Web API	Visible in HMI engineering	Setpoint	Supervision	Comment
▼ Input									
text	String	''	Non-retain	True	True	True	False		
es	Bool	false	Non-retain	True	True	True	False		
▼ Output									
VystupA	Bool	false	Non-retain	True	True	True	False		
VystupB	Bool	false	Non-retain	True	True	True	False		
state_B	Int	0	Non-retain	True	True	True	False		
state	Int	1	Non-retain	True	True	True	False		
InOut									
▼ Static									
BlikaniXA	Bool	false	Non-retain	True	True	True	False		
BlikaniYA	Bool	false	Non-retain	True	True	True	False		
BlikaniXB	Bool	false	Non-retain	True	True	True	False		
BlikaniYB	Bool	false	Non-retain	True	True	True	False		
cas	Time	T#3s	Non-retain	True	True	True	False		
BlikaniXB_1	Bool	false	Non-retain	True	True	True	False		
BlikaniYB_1	Bool	false	Non-retain	True	True	True	False		
Timer_SWITCH_B	Bool	false	Non-retain	True	True	True	False		
▼ Timer	TON_TIME		Non-retain	True	True	True	False		
PT	Time	T#0ms	Non-retain	True	True	True	False		
ET	Time	T#0ms	Non-retain	True	False	True	False		
IN	Bool	false	Non-retain	True	True	True	False		
Q	Bool	false	Non-retain	True	False	True	False		
Temp									
Constant									

```
0001
0002 IF #text = 'IDLE' THEN
0003     #state := 1;
0004
0005 ELSIF #text = 'RUN' THEN
0006     #state := 2;
0007
0008 ELSIF #text = 'STOP' THEN
0009     #state := 3;
0010
0011 END_IF;
0012
0013 CASE #state OF
0014     1: // Idle state
0015         #VystupA := FALSE;
0016         #VystupB := FALSE;
0017
0018         IF #es THEN
0019             #state := 3; // Transition to emergency stop
0020         ELSIF NOT #es THEN
0021             #state := 2; // Transition to run state
0022         END_IF;
0023
0024     2: // Run state
0025         // Blink output A
0026         #VystupA := NOT #VystupA;
0027         #VystupB := FALSE;
0028         #Timer(IN := TRUE,
0029             PT := T#3s);
0030         IF #Timer.Q THEN
0031             #state := 1; // Transition to idle state after 3 seconds
0032             IF #es THEN
0033                 #state := 3; // Transition to emergency stop
0034             END_IF;
0035         END_IF;
0036
0037     3: // Emergency stop state
0038         #VystupA := FALSE;
0039         #VystupB := NOT #VystupB;
0040
```

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<div>0041 // Start the timer for 3 seconds</div> <div>0042 #Timer(IN := TRUE,</div> <div>0043 PT := T#3s);</div> <div>0044</div> <div>0045 IF #Timer.Q THEN</div> <div>0046 #state := 1; // Transition to idle state after 3 seconds</div> <div>0047 END_IF;</div> <div>0048 END_CASE;</div> <div>0049</div> <div>0050</div>			
Symbol	Address	Type	Comment
#es		Bool	
#state		Int	
#text		String	
#Timer		IEC_Timer	
#Timer.Q		Bool	
#VystupA		Bool	
#VystupB		Bool	