Sekvence_ [FB2]

Sekvence_ Properties							
General							
Name	Sekvence_	**Number**	2	**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									
a0	Bool	false	Non-retain	True	True	True	False		
a1	Bool	false	Non-retain	True	True	True	False		
b0	Bool	false	Non-retain	True	True	True	False		
b1	Bool	false	Non-retain	True	True	True	False		
c0	Bool	false	Non-retain	True	True	True	False		
c1	Bool	false	Non-retain	True	True	True	False		
d0	Bool	false	Non-retain	True	True	True	False		
d1	Bool	false	Non-retain	True	True	True	False		
Output									
EngA	Bool	false	Non-retain	True	True	True	False		
EngB	Bool	false	Non-retain	True	True	True	False		
EngC	Bool	false	Non-retain	True	True	True	False		
stav	Int	0	Non-retain	False	False	False	False		
InOut									
Static									
OUTF	Array[0..9] of Byte		Non-retain	False	False	False	False		
OUTF[0]	Byte	2#00000000	Non-retain	False	False	False	False		
OUTF[1]	Byte	2#00000001	Non-retain	False	False	False	False		
OUTF[2]	Byte	2#00000011	Non-retain	False	False	False	False		
OUTF[3]	Byte	2#00000001	Non-retain	False	False	False	False		
OUTF[4]	Byte	2#00000101	Non-retain	False	False	False	False		
OUTF[5]	Byte	2#00000111	Non-retain	False	False	False	False		
OUTF[6]	Byte	2#00000101	Non-retain	False	False	False	False		
OUTF[7]	Byte	2#00000000	Non-retain	False	False	False	False		
OUTF[8]	Byte	2#00000000	Non-retain	False	False	False	False		
OUTF[9]	Byte	16#0	Non-retain	False	False	False	False		
TF	Array[0..9] of Byte		Non-retain	False	False	False	False		
TF[0]	Byte	2#00010101	Non-retain	False	False	False	False		
TF[1]	Byte	2#10010101	Non-retain	False	False	False	False		
TF[2]	Byte	2#10010110	Non-retain	False	False	False	False		
TF[3]	Byte	2#10011010	Non-retain	False	False	False	False		
TF[4]	Byte	2#10010110	Non-retain	False	False	False	False		
TF[5]	Byte	2#10100110	Non-retain	False	False	False	False		
TF[6]	Byte	2#10101010	Non-retain	False	False	False	False		
TF[7]	Byte	2#10100110	Non-retain	False	False	False	False		
TF[8]	Byte	2#00010101	Non-retain	False	False	False	False		
TF[9]	Byte	16#0	Non-retain	False	False	False	False		
Temp									
Out	Byte								
INP	Byte								
Constant									

```
0001 // Realizace sekvenci//vstupni_slovo = [Senzor 0 c1 c0 b1 b0 a1 a0]
0002 #INP.%X0 := #a0;
0003 #INP.%X1 := #a1;
0004 #INP.%X2 := #b0;
0005 #INP.%X3 := #b1;
0006 #INP.%X4 := #c0;
0007 #INP.%X5 := #c1;
0008 #INP.%X6 := #d0;
0009 #INP.%X7 := #d1;
0010
0011 #TF[0] := 2#10010101; //init
0012 #TF[1] := 2#10010101; //cekame na "cidlo"
0013 #TF[2] := 2#10010110; //motor A je vyjety
0014 #TF[3] := 2#10011010; //motor B je vysunuty
0015 #TF[4] := 2#10010110; //motor B je vracen
0016 #TF[5] := 2#10100110; //motor C je vysunuty
0017 #TF[6] := 2#10101010; //motor B je vysunuty
0018 #TF[7] := 2#10100110; //motor B je vracen
0019 #TF[8] := 2#10010110; //motor C je vracen
0020 #TF[9] := 2#00010101; //motor A je vracen
```

```
0021
0022 //vystupni_slovo = [ 0 0 0 0 0 commandC commandB commandA]
0023 #OUTF[0] := 0; //Init
0024 #OUTF[1] := 2#00000001; //vysunuti ze zasobniku
0025 #OUTF[2] := 2#00000011; //vrtani prvni diry
0026 #OUTF[3] := 2#00000001; //vraceni vrtaku
0027 #OUTF[4] := 2#00000101; //posunuti stolu
0028 #OUTF[5] := 2#00000111; //vrtani druhe diry
0029 #OUTF[6] := 2#00000101; //vraceni vrtaku
0030 #OUTF[7] := 2#00000001; //vraceni stolu
0031 #OUTF[8] := 2#00000000; //vyhazovani
0032 #OUTF[9] := 2#00000000; //"zapnuti casovace", ale je to konec
0033
0034 IF #stav < 9 THEN
0035   IF #TF[#stav + 1] = #INP THEN
0036     #stav := #stav + 1;
0037   END_IF;
0038 ELSIF #stav = 9 AND #TF[0] = #INP THEN
0039   #stav := 0;
0040 END_IF;
0041 #EngA := #OUTF[#stav].%X0;
0042 #EngB := #OUTF[#stav].%X1;
0043 #EngC := #OUTF[#stav].%X2;
```

Symbol	Address	Type	Comment
#a0		Bool	
#a1		Bool	
#b0		Bool	
#b1		Bool	
#c0		Bool	
#c1		Bool	
#d0		Bool	
#d1		Bool	
#EngA		Bool	
#EngB		Bool	
#EngC		Bool	
#INP		Byte	
#INP.%X0		Bool	
#INP.%X1		Bool	
#INP.%X2		Bool	
#INP.%X3		Bool	
#INP.%X4		Bool	
#INP.%X5		Bool	
#INP.%X6		Bool	
#INP.%X7		Bool	
#OUTF[*].%X0		Bool	
#OUTF[*].%X1		Bool	
#OUTF[*].%X2		Bool	
#OUTF[0]		Byte	
#OUTF[1]		Byte	
#OUTF[2]		Byte	
#OUTF[3]		Byte	
#OUTF[4]		Byte	
#OUTF[5]		Byte	
#OUTF[6]		Byte	
#OUTF[7]		Byte	
#OUTF[8]		Byte	
#OUTF[9]		Byte	
#stav		Int	
#TF[*]		Byte	
#TF[0]		Byte	
#TF[1]		Byte	
#TF[2]		Byte	
#TF[3]		Byte	
#TF[4]		Byte	
#TF[5]		Byte	
#TF[6]		Byte	
#TF[7]		Byte	
#TF[8]		Byte	
#TF[9]		Byte	