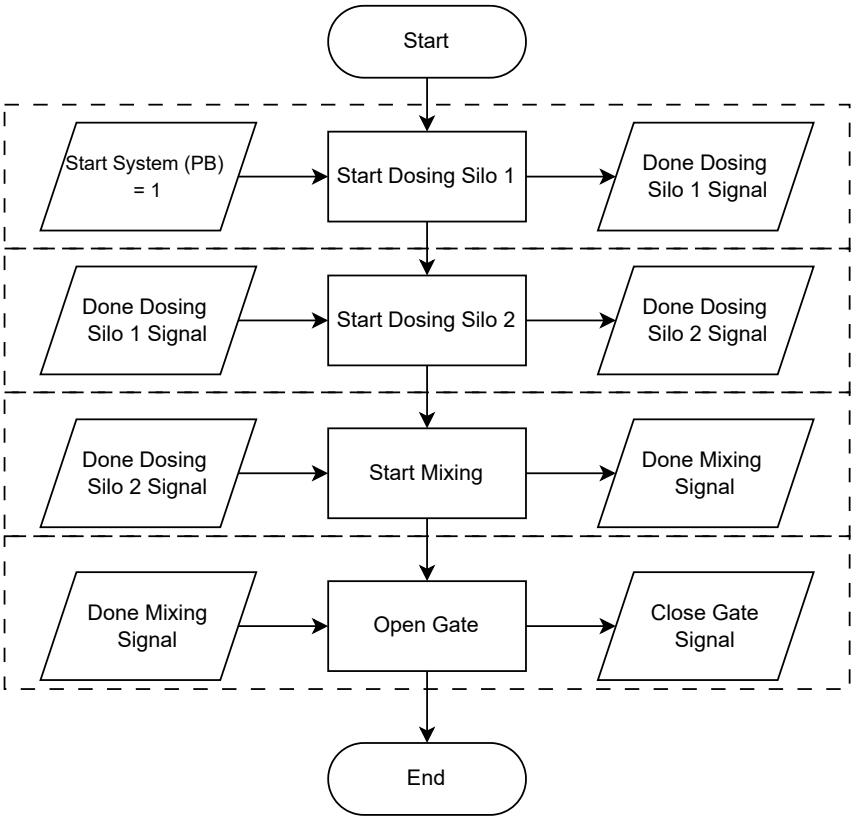
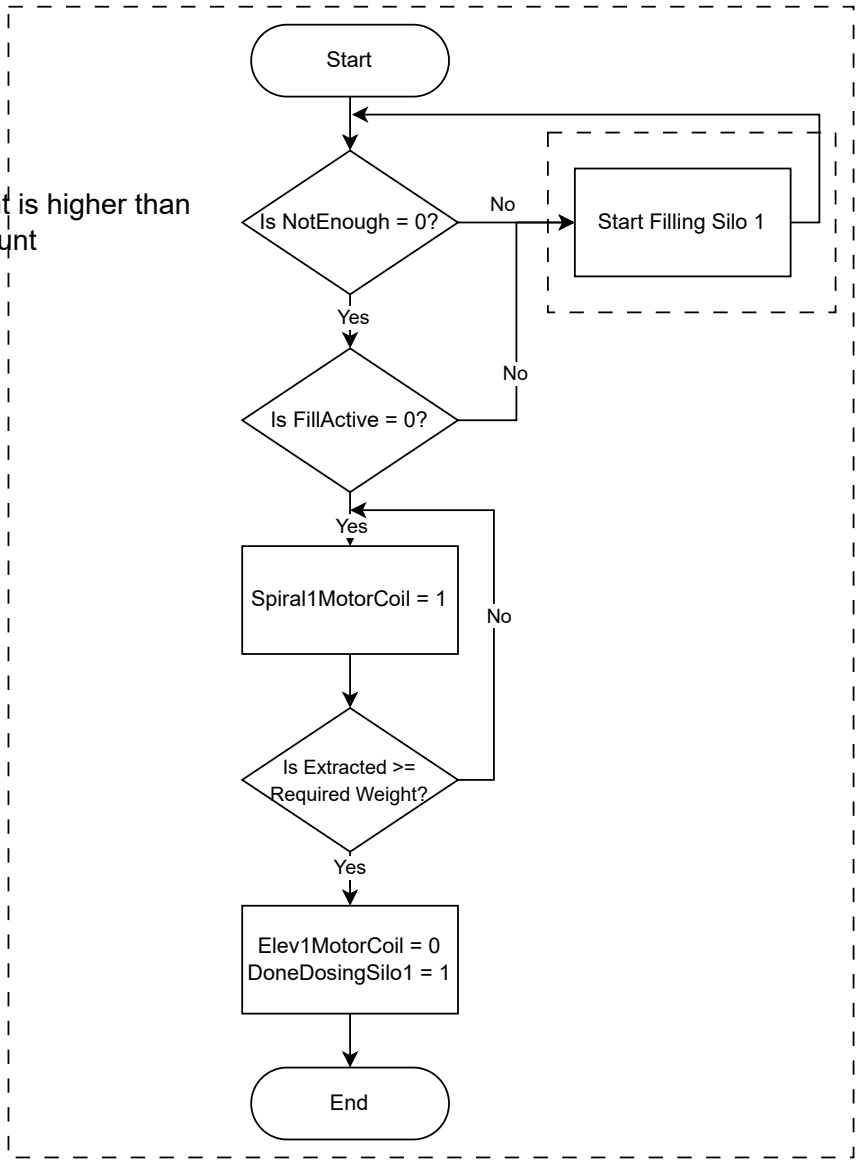

Start
Start System (PB) = 1
Start Dosing Silo 1
Done Dosing Silo 1 Signal
Done Dosing Silo 1 Signal
Start Dosing Silo 2
Done Dosing Silo 2 Signal
Done Dosing Silo 2 Signal
Start Mixing
Done Mixing Signal
Done Mixing Signal
Open Gate
Close Gate Signal
End

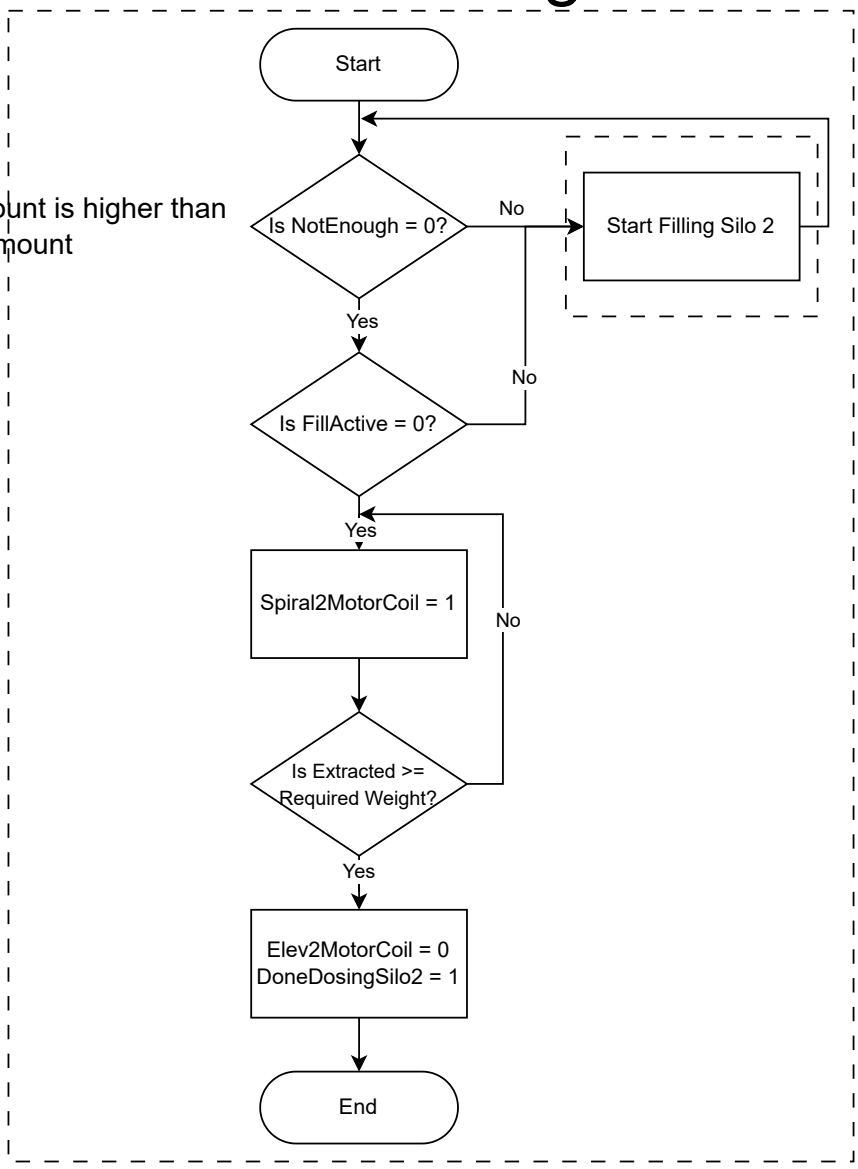
Silo 1 Dosing

// Check if the required amount is higher than the available amount

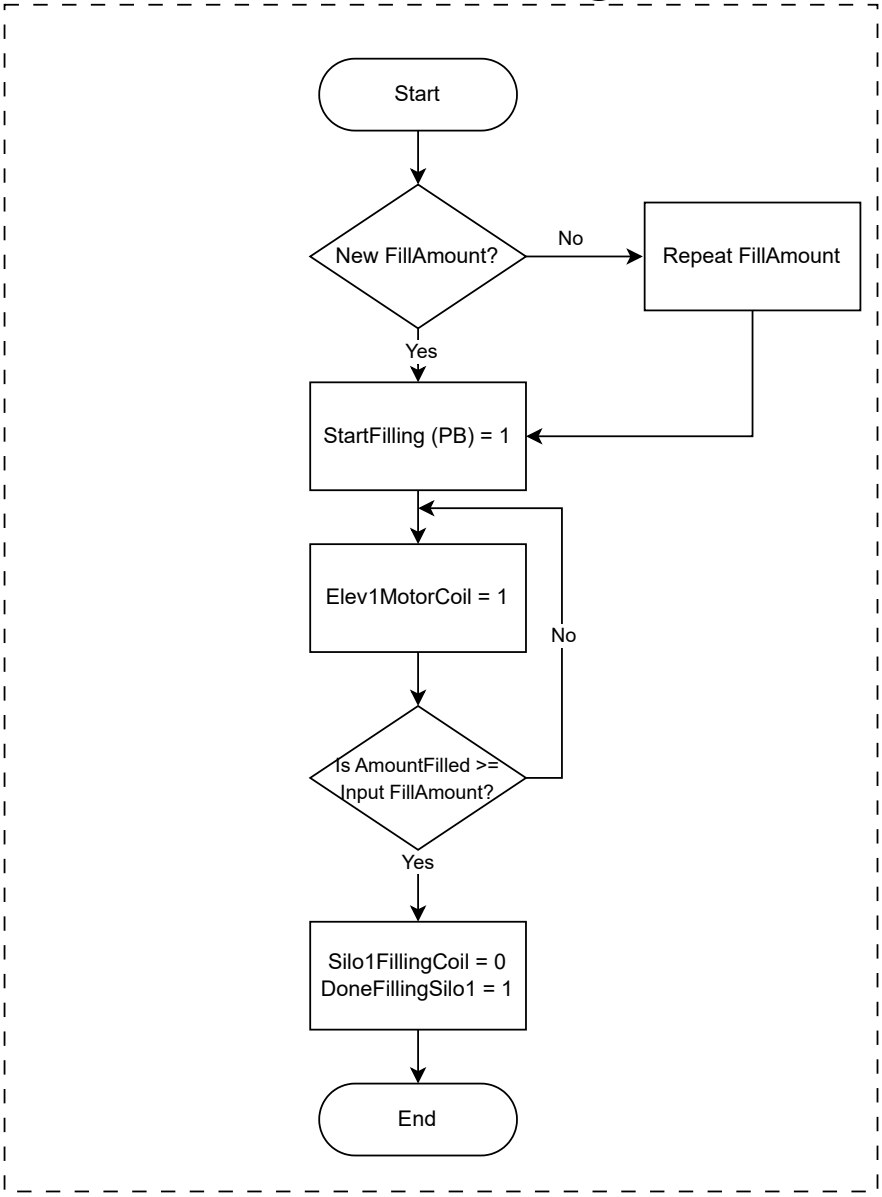


Silo 2 Dosing

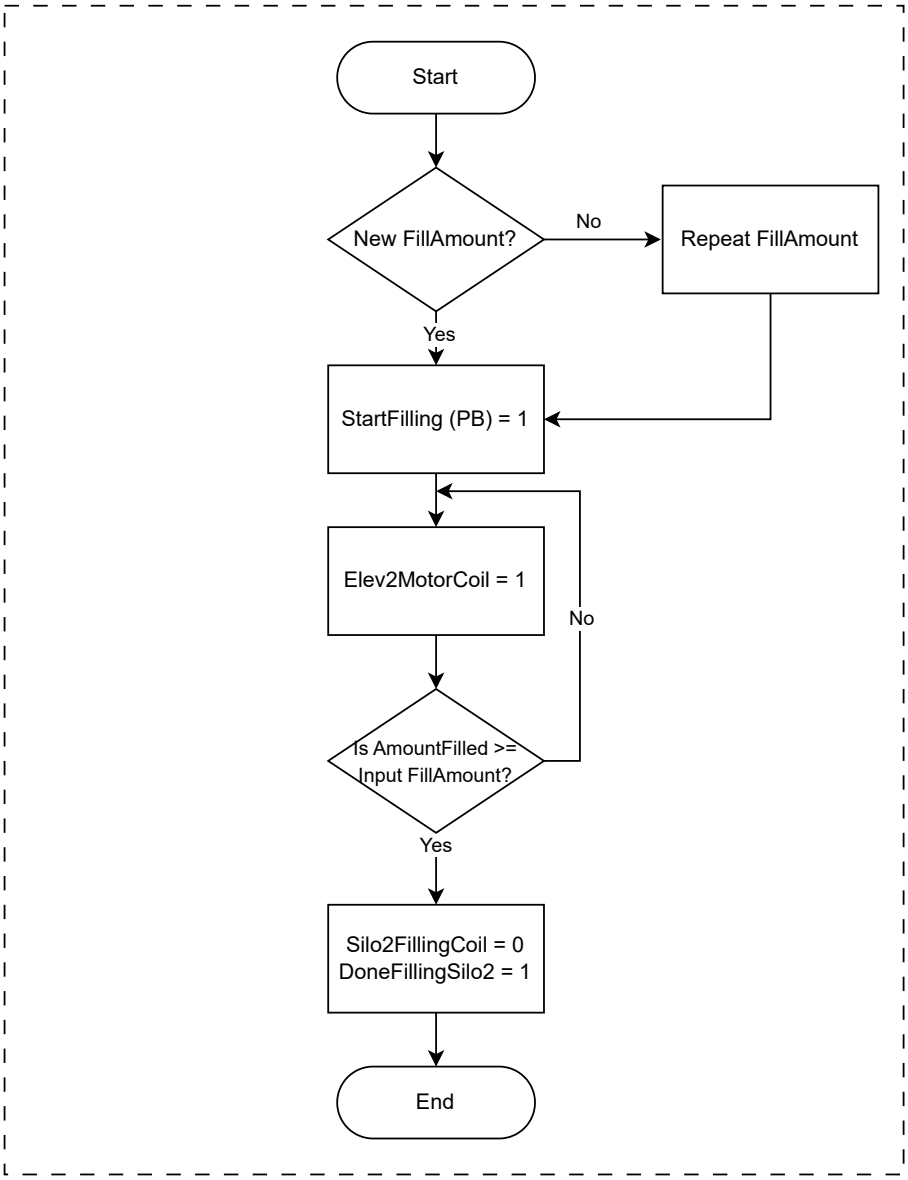
// Check if the required amount is higher than the available amount



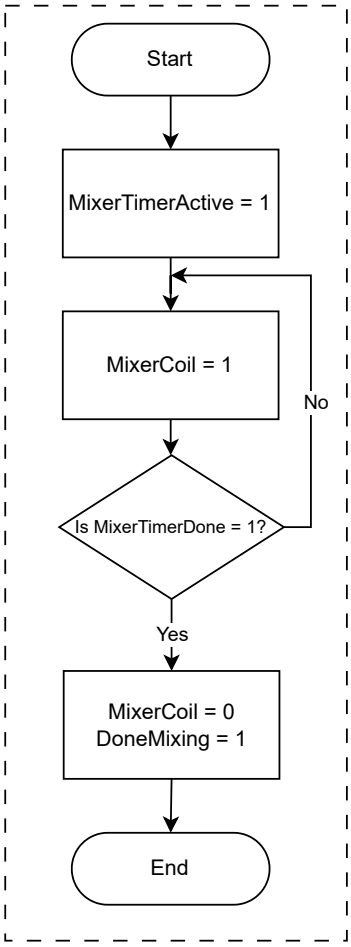
Silo 1 Filling



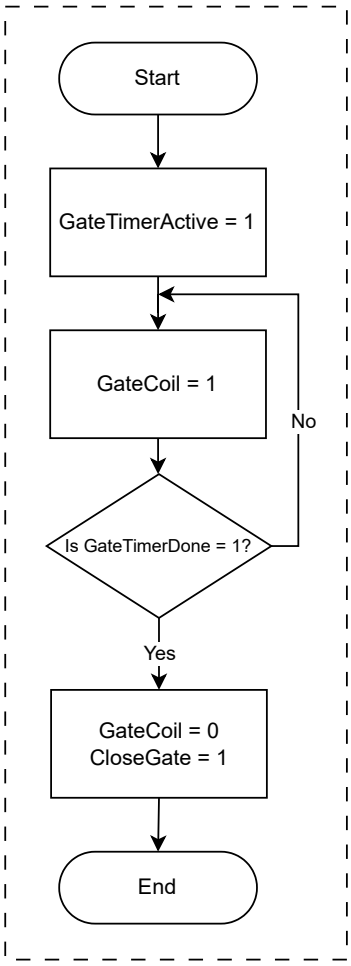
Silo 2 Filling



Mixing


Start
MixerTimerActive = 1
MixerCoil = 1
No
Is MixerTimerDone = 1?
Yes
MixerCoil = 0
DoneMixing = 1
End

Gate


Start
GateTimerActive = 1
GateCoil = 1
No
Is GateTimerDone = 1?
Yes
GateCoil = 0
CloseGate = 1
End