

Totally Integrated Automation Portal

FB\_Cylinder [FB2]

FB\_Cylinder Eigenschaften

Allgemein

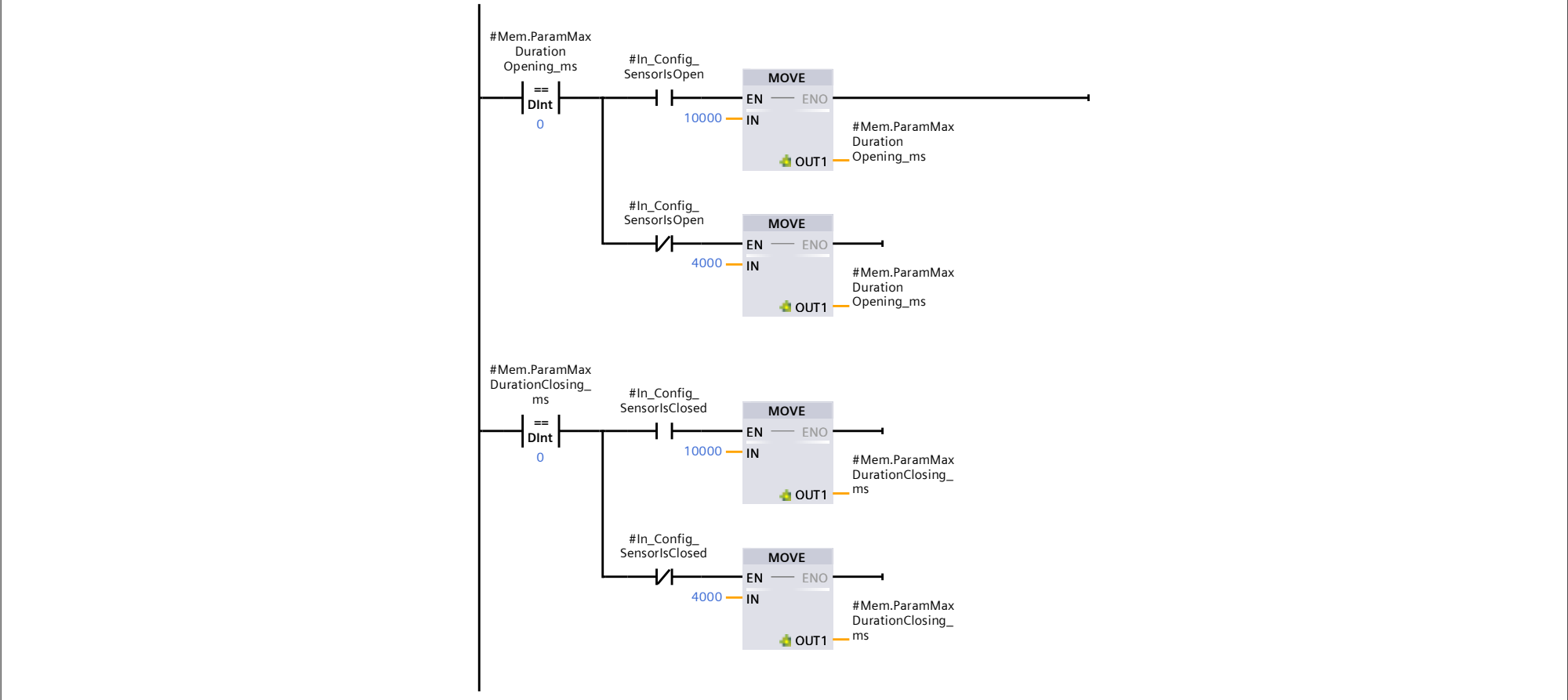
Name	FB_Cylinder	Nummer	2	Typ	FB	Sprache	KOP
Nummerierung	Automatisch						

Information

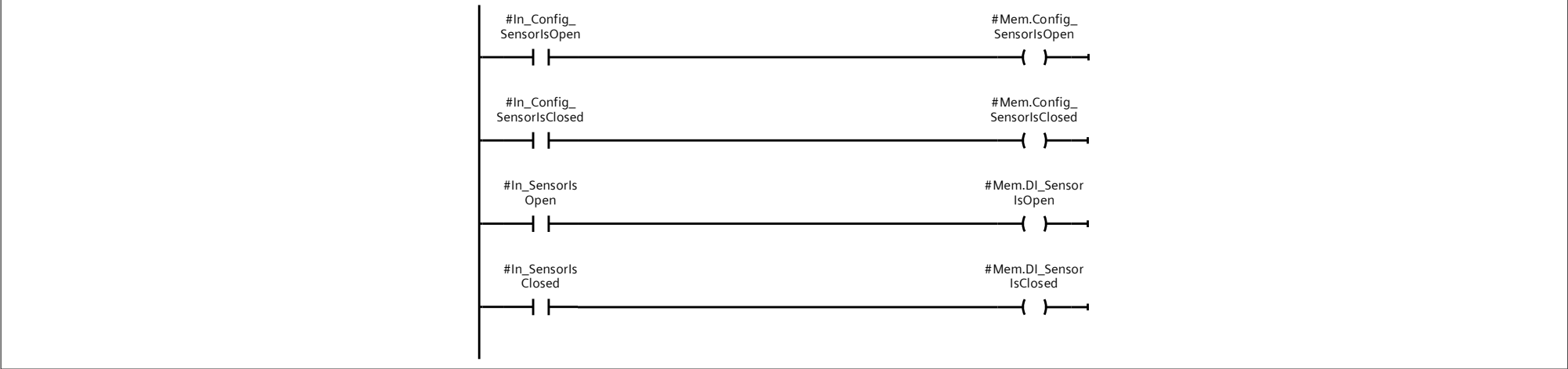
Titel	Bistable Cylinder-Function-block	Autor		Kommentar		Familie	
Version	0.1	Anwenderdefinierte ID					

Name	Datentyp	Defaultwert	Remanenz	Erreichbar aus HMI/OPC UA/Web API	Schreibbar aus HMI/OPC UA/ Web API	Sichtbar in HMI Engineering	Einstellwert	Überwachung	Kommentar
▼ Input									
In_ID	Int	0	Nicht remanent	True	True	True	False		
In_SensorIsOpen	Bool	false	Nicht remanent	True	True	True	False		connect hardware input (IsExtended)
In_SensorIsClosed	Bool	false	Nicht remanent	True	True	True	False		connect hardware input (IsRetracted)
In_Config_SensorIsOpen	Bool	false	Nicht remanent	True	True	True	False		set to true if sensor exists
In_Config_SensorIsClosed	Bool	false	Nicht remanent	True	True	True	False		set to true if sensor exists
▼ Output									
Out_Release	Bool	false	Nicht remanent	True	True	True	False		only for debug
Out_ValveOpen	Bool	false	Nicht remanent	True	True	True	False		connect hardware output (Extend)
Out_ValveClose	Bool	false	Nicht remanent	True	True	True	False		connect hardware output (Retract)
Out_DebugOpen	Bool	false	Nicht remanent	True	True	True	False		Only for debug
Out_DebugClose	Bool	false	Nicht remanent	True	True	True	False		Only for debug
▼ InOut									
▼ Mem	"ud_Cylinder"			False	False	False	False		
ID	Int			False	False	False	False		
Release	Bool			False	False	False	False		
ModeAuto	Bool			False	False	False	False		
ModeManu	Bool			False	False	False	False		
Acknowledge	Bool			False	False	False	False		
AutoOpenReq	Bool			False	False	False	False		
AutoCloseReq	Bool			False	False	False	False		
ManuOpenReq	Bool			False	False	False	False		
ManuCloseReq	Bool			False	False	False	False		
Config_SensorIsOpen	Bool			False	False	False	False		
DI_SensorIsOpen	Bool			False	False	False	False		
Config_SensorIsClosed	Bool			False	False	False	False		
DI_SensorIsClosed	Bool			False	False	False	False		
ParamMaxDurationOpening_ms	DInt			False	False	False	False		
ParamMaxDurationClosing_ms	DInt			False	False	False	False		
StatusOpen	Bool			False	False	False	False		
StatusClosed	Bool			False	False	False	False		
DO_ValveOpen	Bool			False	False	False	False		
DO_ValveClose	Bool			False	False	False	False		
LampOpen	Bool			False	False	False	False		
LampClosed	Bool			False	False	False	False		
ErrorOpening	Bool			False	False	False	False		
ErrorClosing	Bool			False	False	False	False		
DurationOpening_ms	DInt			False	False	False	False		
DurationClosing_ms	DInt			False	False	False	False		
▼ Area	"ud_Area"			False	False	False	False		
ID	Int			False	False	False	False		
Release	Bool			False	False	False	False		
ModeAuto	Bool			False	False	False	False		
ModeManu	Bool			False	False	False	False		
Acknowledge	Bool			False	False	False	False		
LampTest	Bool			False	False	False	False		
FaultColl	Bool			False	False	False	False		
WarnColl	Bool			False	False	False	False		
▼ Static									
▼ IEC_Timer_ValveOpen	TON_TIME		Nicht remanent	True	True	True	True		
PT	Time	T#0ms	Nicht remanent	True	True	True	False		
ET	Time	T#0ms	Nicht remanent	True	False	True	False		
IN	Bool	false	Nicht remanent	True	True	True	False		

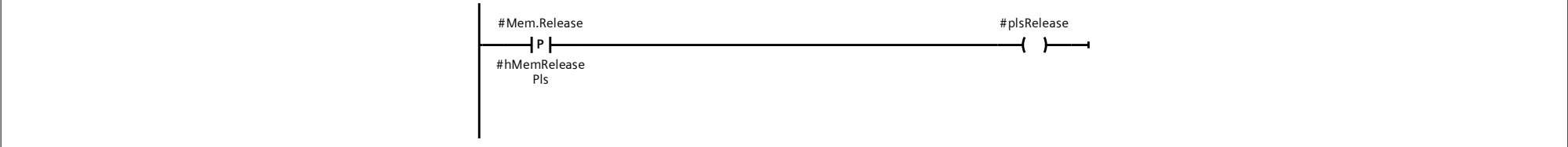




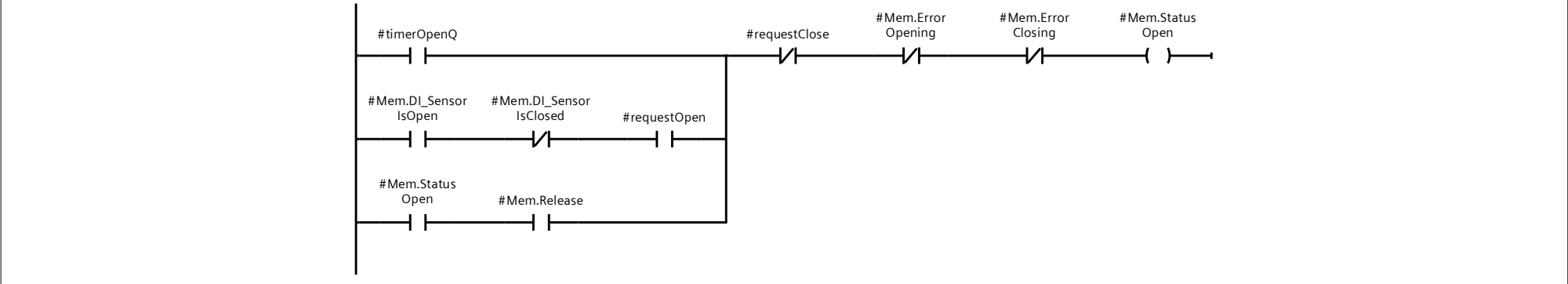
Netzwerk 4: Read Hardware-Inputs



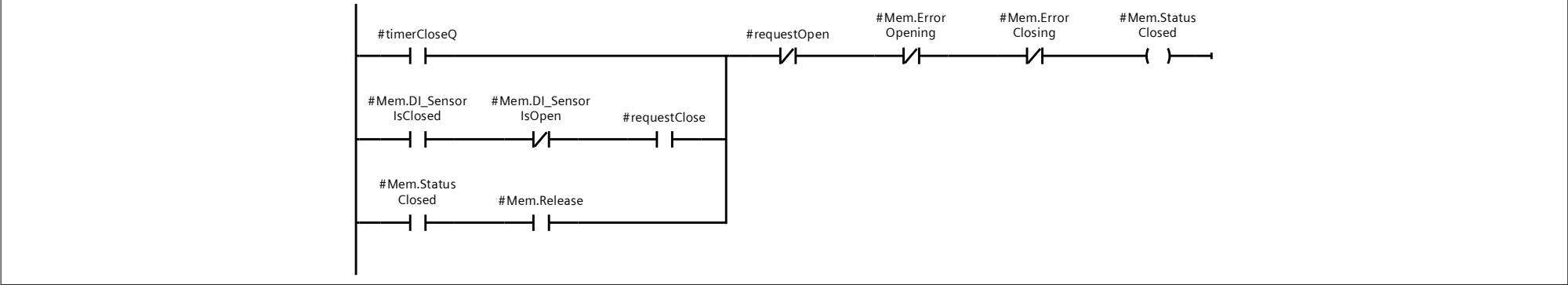
Netzwerk 5: Create Release Puls



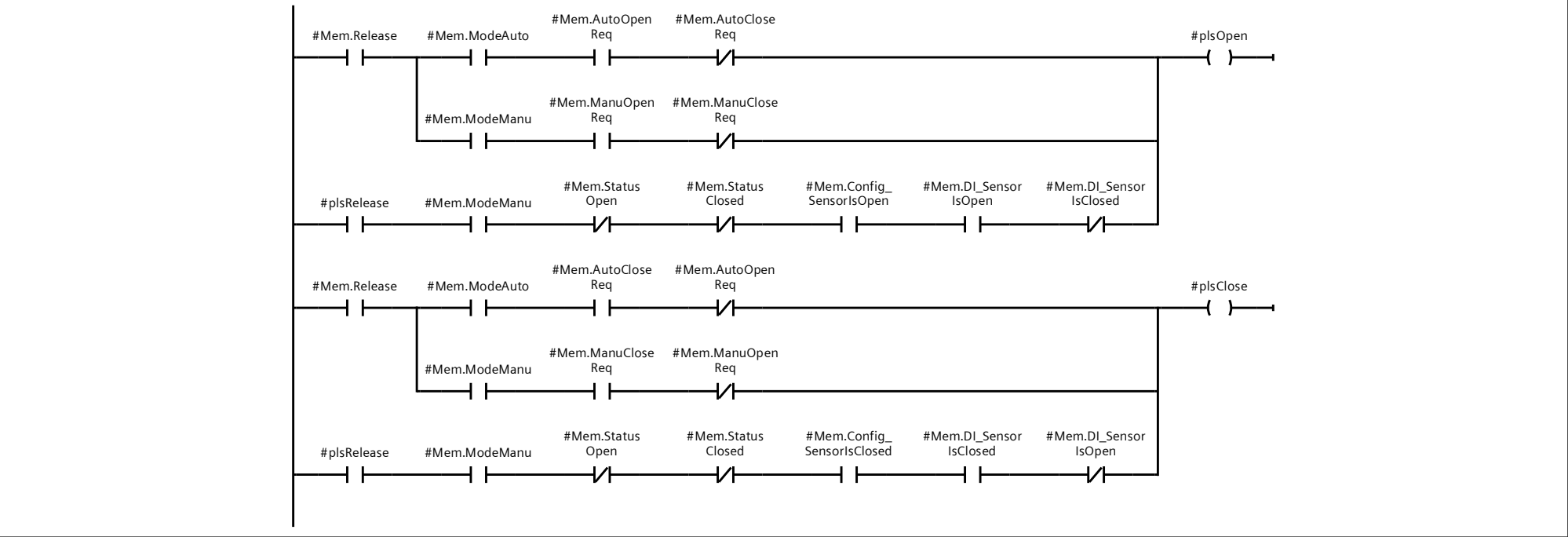
Netzwerk 6: Status Open



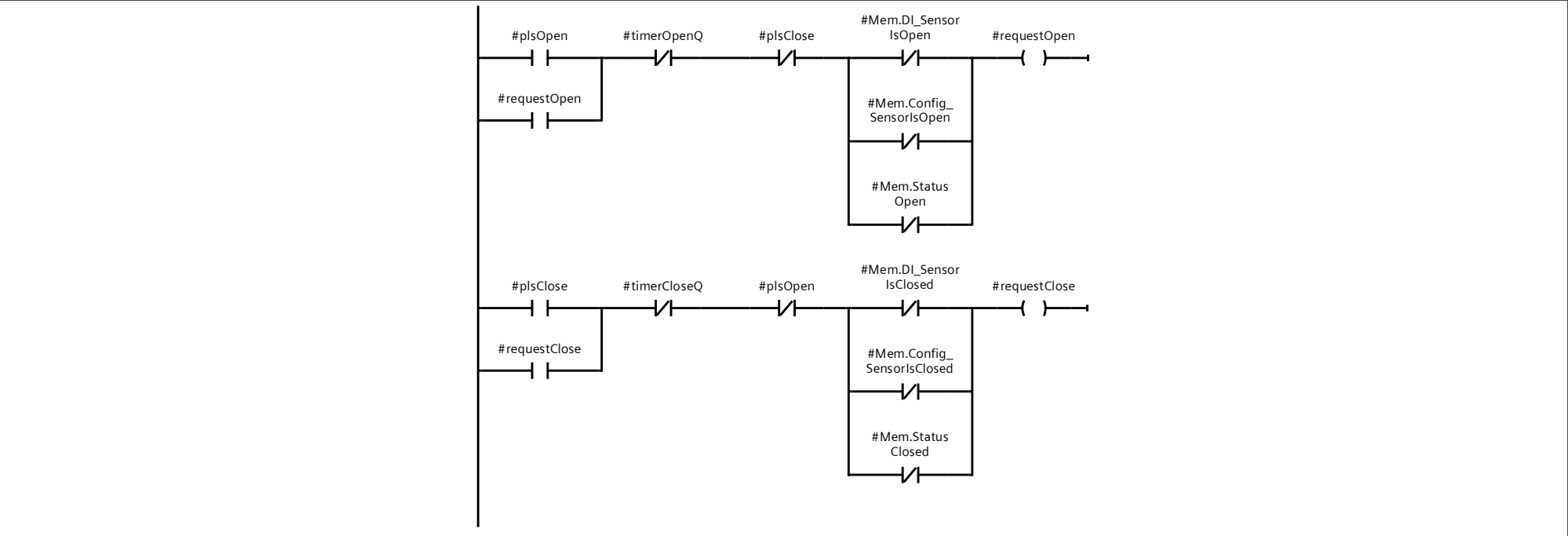
Netzwerk 7: Status Closed



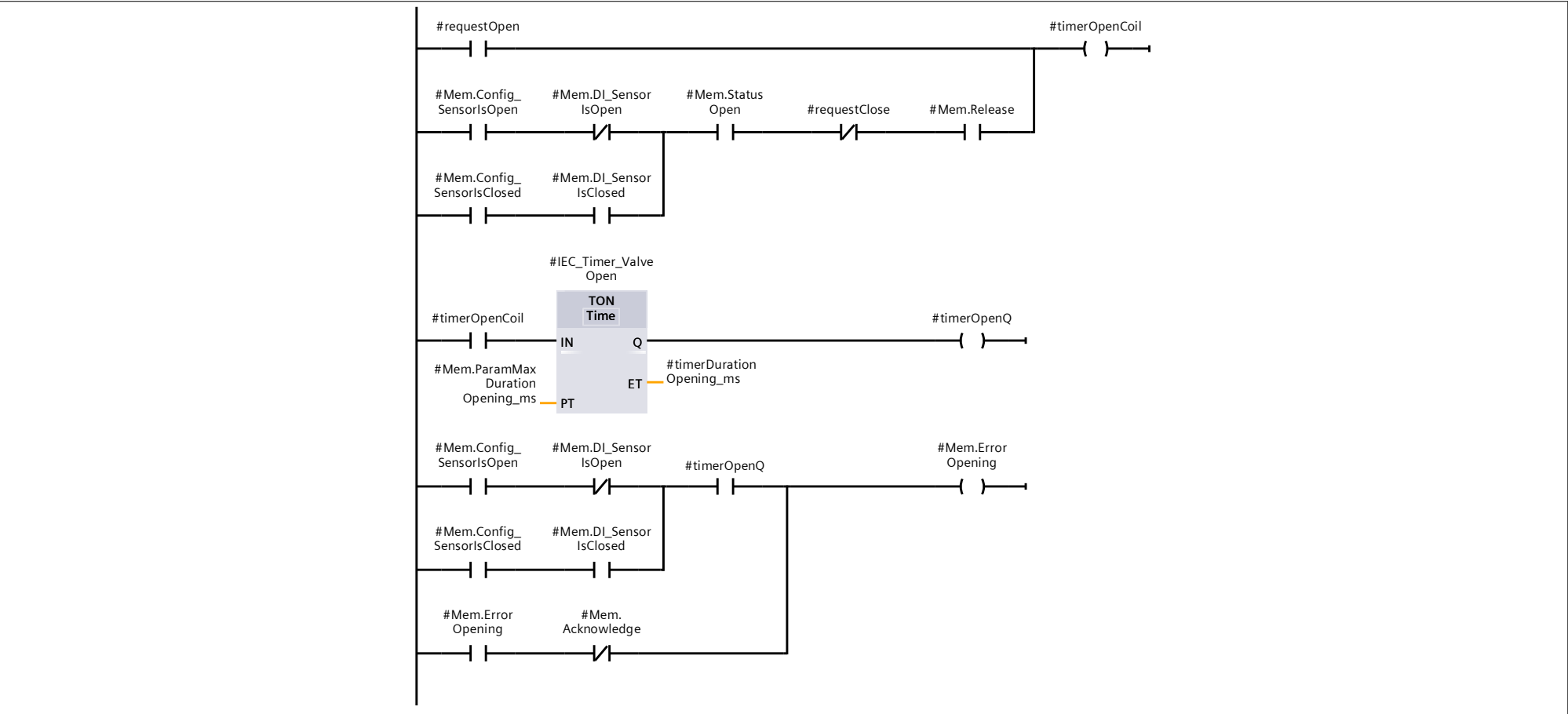
Netzwerk 8: Prepaire Requests



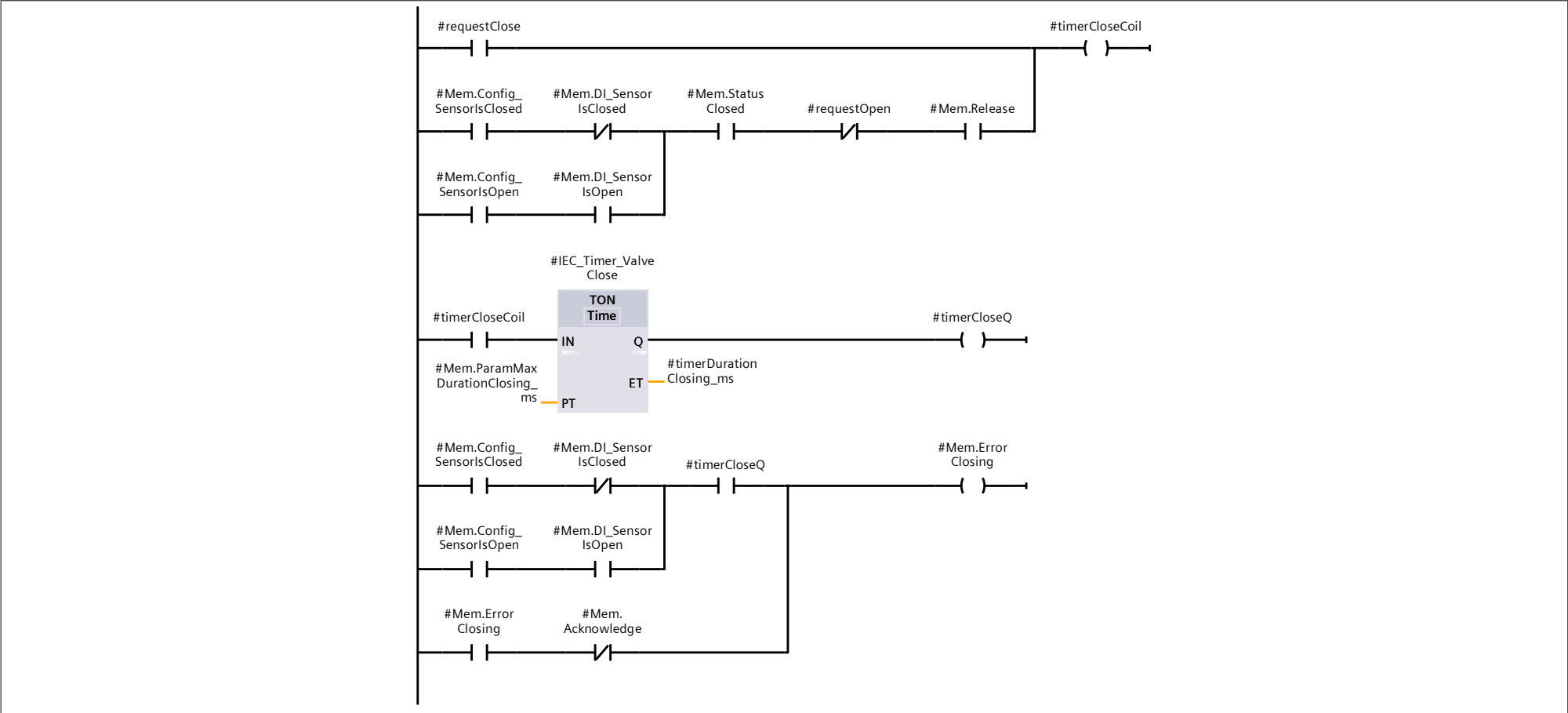
Netzwerk 9: Request for state changes



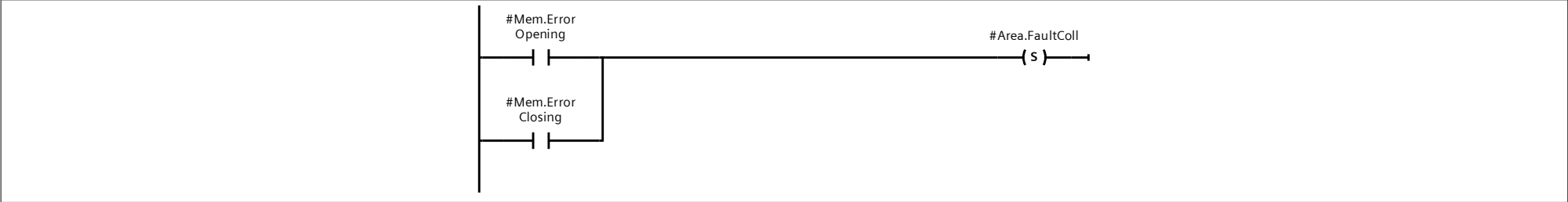
Netzwerk 10: Timer Opening



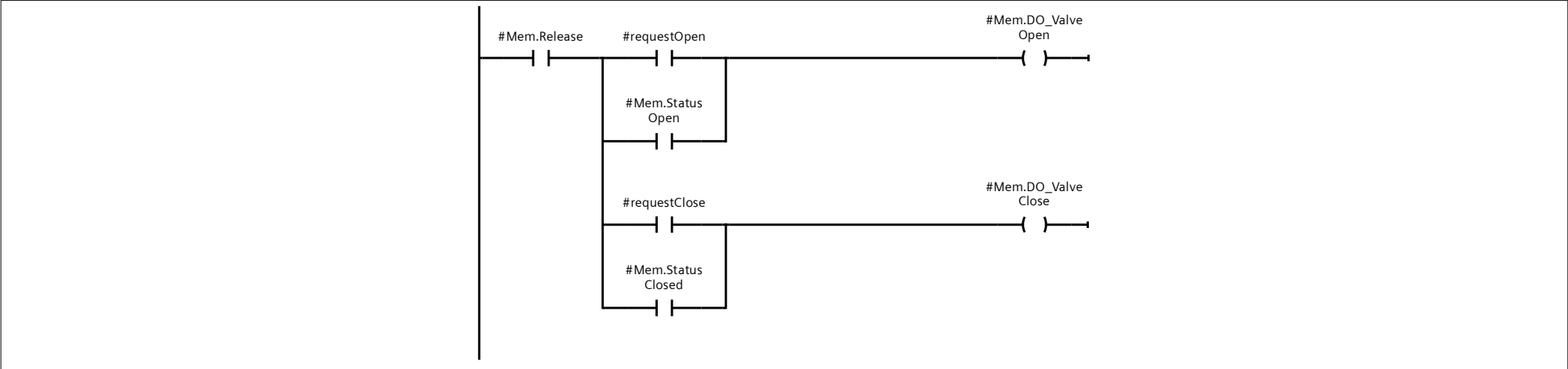
Netzwerk 11: Timer Closing



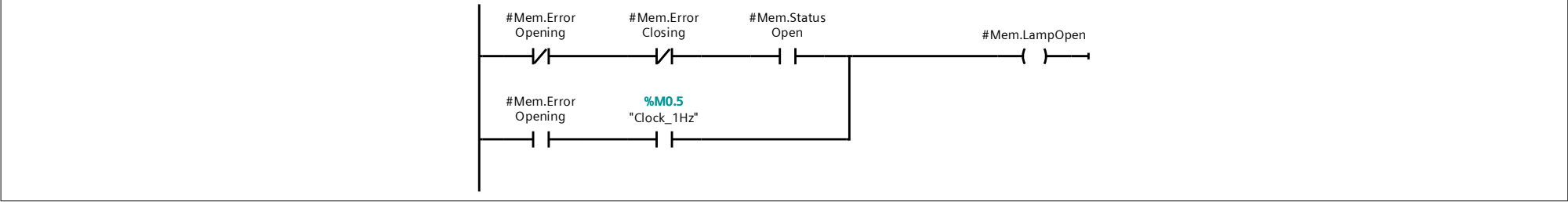
Netzwerk 12: Area Fault and Warning Collector



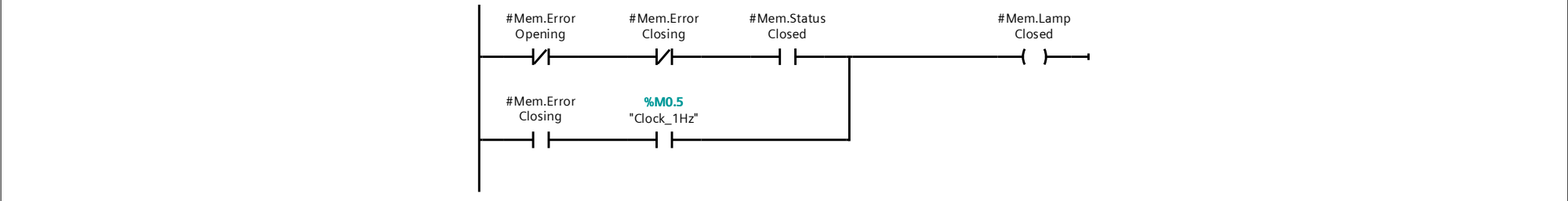
Netzwerk 13: Control Valve



Netzwerk 14: Lamp Open



Netzwerk 15: Lamp Closed



Netzwerk 16: Outputs

Totally Integrated Automation Portal		
	<div><div></div><div><div>#Mem.Release</div><div>#Out_Release</div></div><div><div>#Mem.DO_Valve Open</div><div>#Out_ValveOpen</div></div><div><div>#Mem.DO_Valve Close</div><div>#Out_ValveClose</div></div><div><div>#Mem.LampOpen</div><div>#Out_Debug Open</div></div><div><div>#Mem.Lamp Closed</div><div>#Out_Debug Close</div></div></div>	