

# TECHNICAL DOCUMENTATION

## SP7\_09

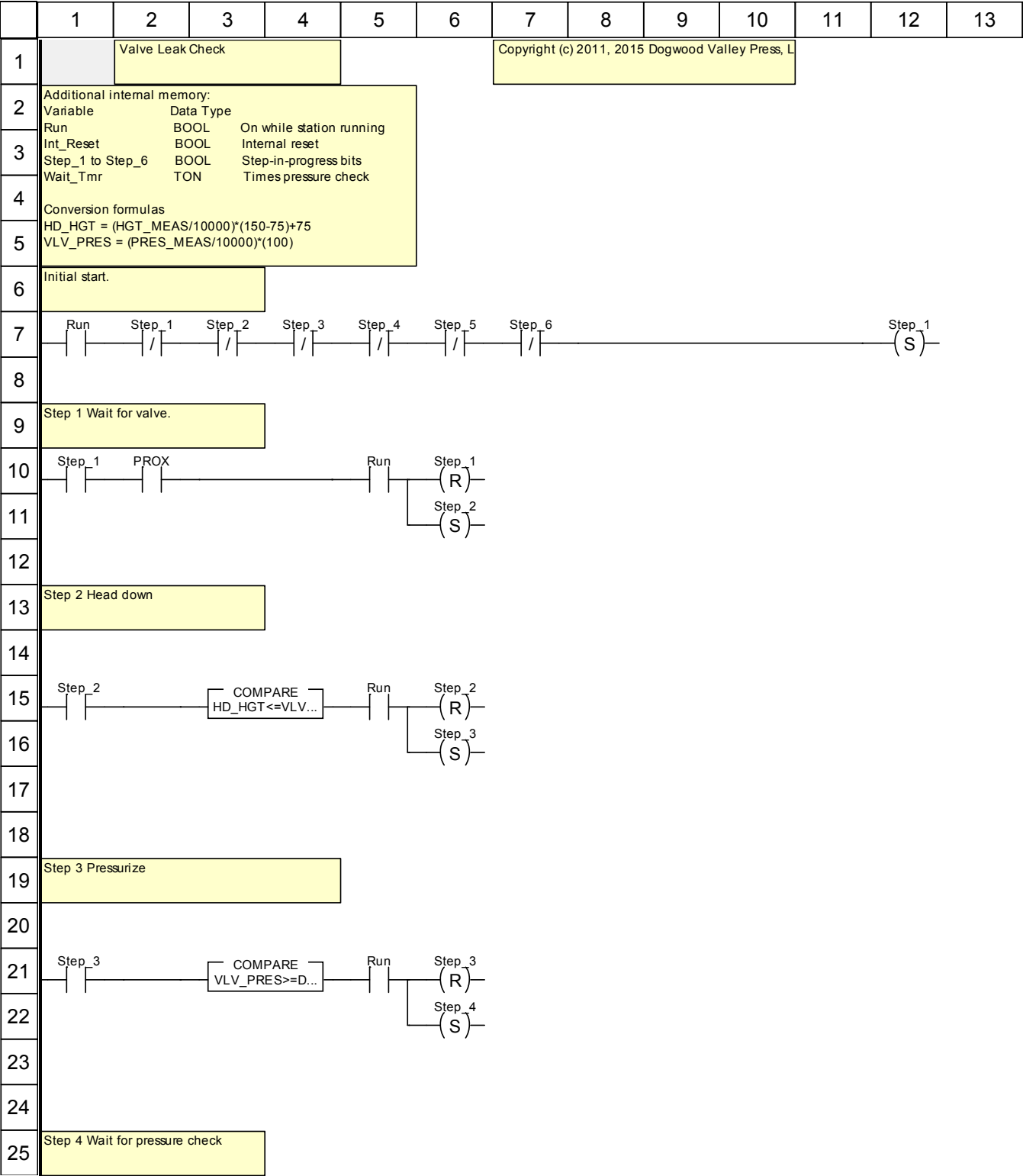
Project	SP7_09
Designer	
Application	sp7_09.stu
Software Version	Unity Pro L V10.0
Creation Date	4/12/2011 8:52:23 PM
Last Modification Date	12/23/2015 7:29:16 AM
Target PLC	BMX P34 1000 02.00CPU 340-10 Modbus

# MAST

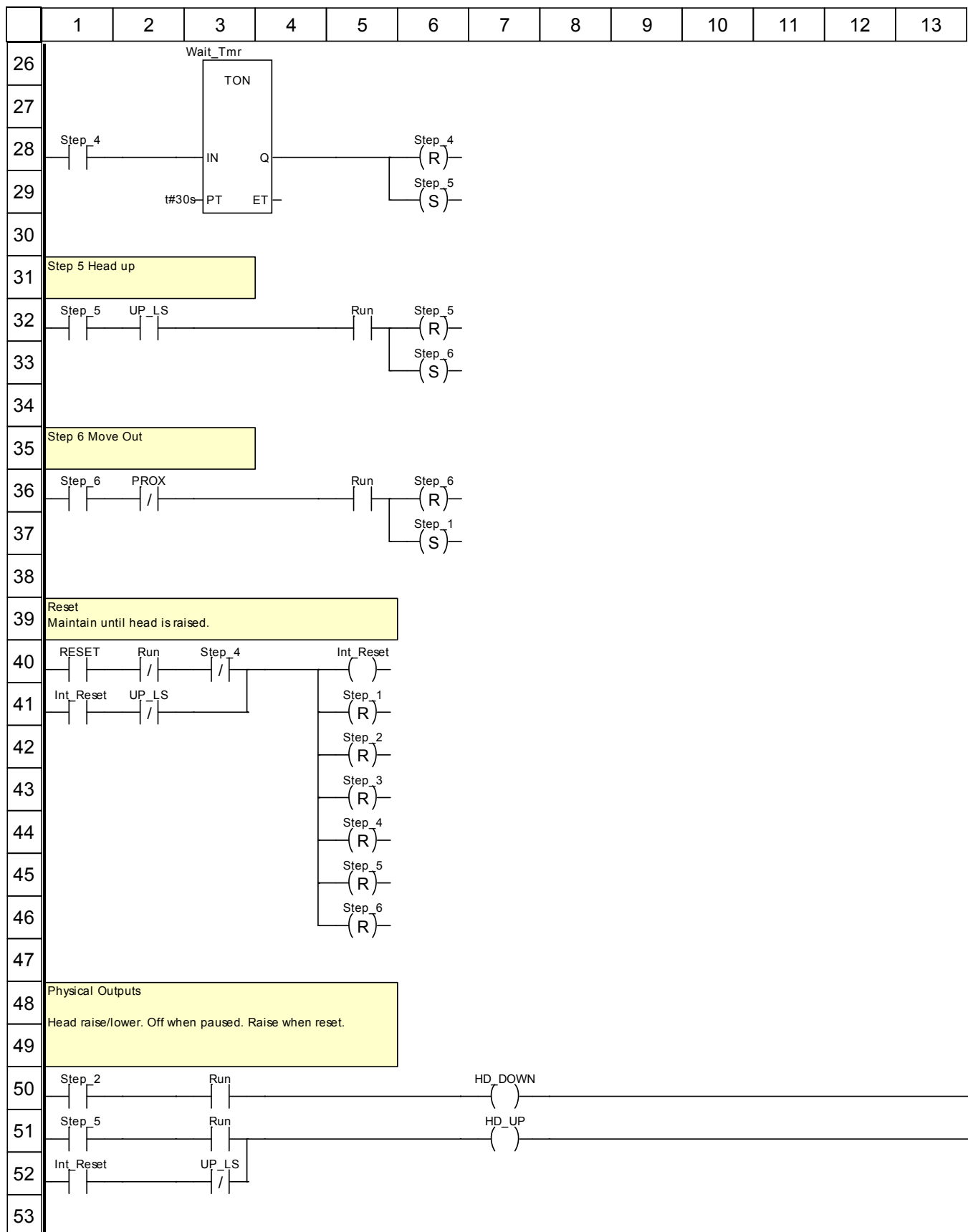
**Specific properties**

Configuration	Cyclic
Task period configuration	0
Watchdog time configuration	250

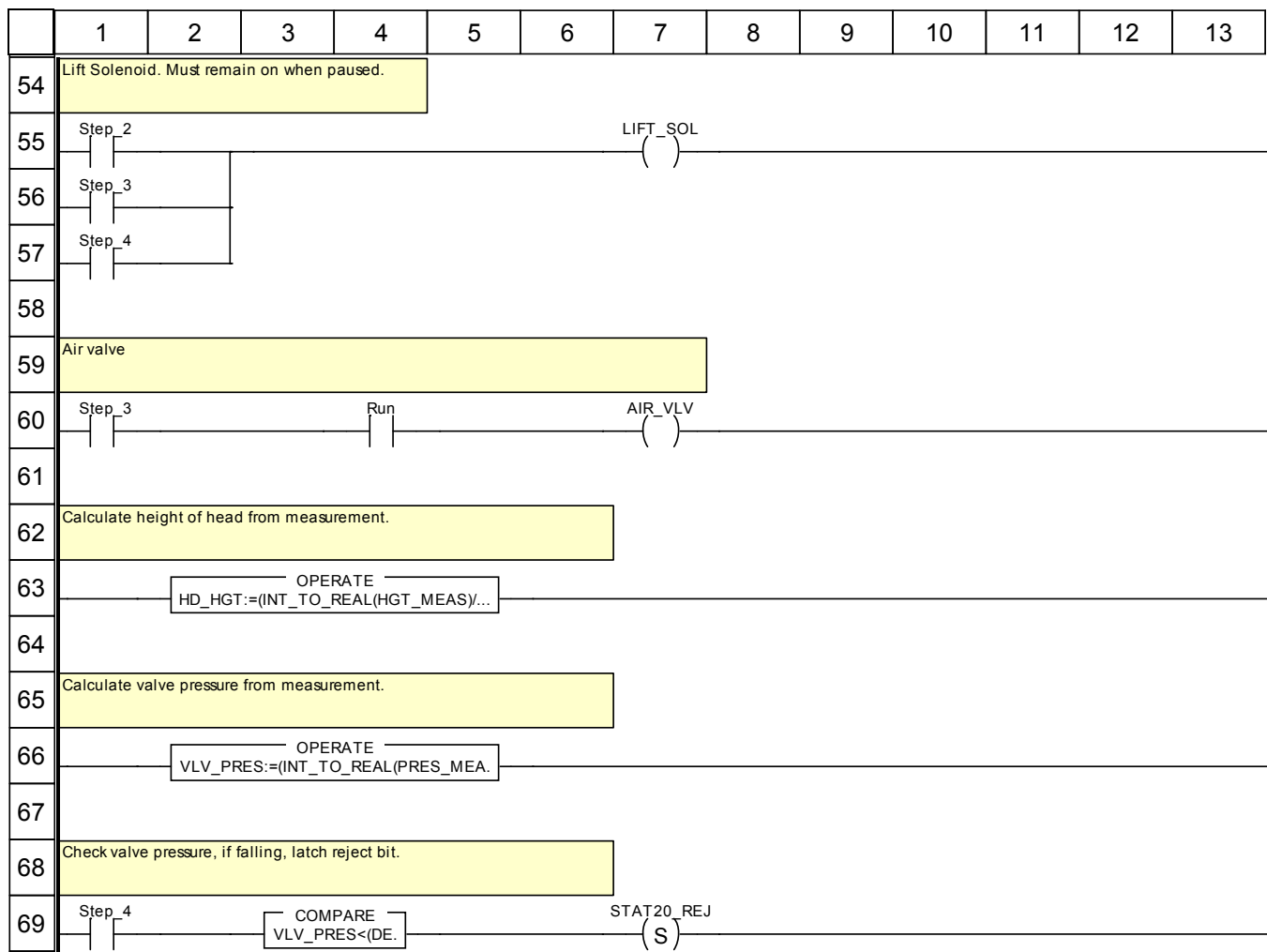
main : [MAST]



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## Truncated labels:

Label	Position(s)
HD_HGT:=(INT_TO_REAL(HGT_MEAS)/10000.0)*(150.0-75.0)+75.0;	(2, 63)
HD_HGT<=VLV_HGT	(3, 15)
VLV_PRES:=(INT_TO_REAL(PRES_MEAS)/10000.0)*(100.0-0.0)+0.0;	(2, 66)
VLV_PRES<(DES_PRES-0.1)	(3, 69)
VLV_PRES>=DES_PRES	(3, 21)

# Cross References

## Application:

### Addresses

Object	Referred into	Location	Usage
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### Variables or FB instances

Object	Referred into	Location	Usage
AIR_VLV	main : [MAST]	(I 60, c: 7)	W
DES_PRES	main : [MAST]	(I 21, c: 3)	R
		(I 69, c: 3)	R
HD_DOWN	main : [MAST]	(I 50, c: 7)	W
HD_HGT	main : [MAST]	(I 15, c: 3)	R
		(I 63, c: 2)	W
HD_UP	main : [MAST]	(I 51, c: 7)	W
HGT_MEAS	main : [MAST]	(I 63, c: 2)	R
Int_Reset	main : [MAST]	(I 40, c: 5)	W
		(I 41, c: 1)	R
		(I 52, c: 1)	R
LIFT_SOL	main : [MAST]	(I 55, c: 7)	W
PRES_MEAS	main : [MAST]	(I 66, c: 2)	R
PROX	main : [MAST]	(I 10, c: 2)	R
		(I 36, c: 2)	R
RESET	main : [MAST]	(I 40, c: 1)	R
Run	main : [MAST]	(I 7, c: 1)	R
		(I 10, c: 5)	R
		(I 15, c: 5)	R
		(I 21, c: 5)	R
		(I 32, c: 5)	R
		(I 36, c: 5)	R
		(I 40, c: 2)	R
		(I 50, c: 3)	R
		(I 51, c: 3)	R
		(I 60, c: 4)	R
STAT20_REJ	main : [MAST]	(I 69, c: 7)	W
Step_1	main : [MAST]	(I 7, c: 2)	R
		(I 7, c: 12)	W
		(I 10, c: 1)	R
		(I 10, c: 6)	W
		(I 37, c: 6)	W
		(I 41, c: 5)	W
Step_2	main : [MAST]	(I 7, c: 3)	R
		(I 11, c: 6)	W
		(I 15, c: 1)	R
		(I 15, c: 6)	W
		(I 42, c: 5)	W
		(I 50, c: 1)	R
		(I 55, c: 1)	R
Step_3	main : [MAST]	(I 7, c: 4)	R
		(I 16, c: 6)	W
		(I 21, c: 1)	R
		(I 21, c: 6)	W
		(I 43, c: 5)	W

## Cross References

Object	Referred into	Location	Usage
		(l 56, c: 1)	R
		(l 60, c: 1)	R
Step_4	main : [MAST]	(l 7, c: 5)	R
		(l 22, c: 6)	W
		(l 28, c: 1)	R
		(l 28, c: 6)	W
		(l 40, c: 3)	R
		(l 44, c: 5)	W
		(l 57, c: 1)	R
		(l 69, c: 1)	R
Step_5	main : [MAST]	(l 7, c: 6)	R
		(l 29, c: 6)	W
		(l 32, c: 1)	R
		(l 32, c: 6)	W
		(l 45, c: 5)	W
		(l 51, c: 1)	R
Step_6	main : [MAST]	(l 7, c: 7)	R
		(l 33, c: 6)	W
		(l 36, c: 1)	R
		(l 36, c: 6)	W
		(l 46, c: 5)	W
UP_LS	main : [MAST]	(l 32, c: 2)	R
		(l 41, c: 2)	R
		(l 52, c: 3)	R
VLV_HGT	main : [MAST]	(l 15, c: 3)	R
VLV_PRES	main : [MAST]	(l 21, c: 3)	R
		(l 66, c: 2)	W
		(l 69, c: 3)	R
Wait_Tmr	main : [MAST]	(l 26, c: 3)	FC
		(l 26, c: 3)	R
		(l 26, c: 3)	R

### EF objects

Object	Referred into	Location	Usage
int_to_real	main : [MAST]	(l 63, c: 2)	FC
		(l 66, c: 2)	FC