

FC1 - <offline>

"Simulation"

Name:
Author:

Time stamp Code:
Interface:
Lengths (block/logic/data):

Family:
Version: 0.1
Block version: 2
12/28/2015 06:18:38 AM
05/28/2010 08:29:49 PM
00972 00832 00006

Name	Data Type	Address	Comment
IN		0.0	
OUT		0.0	
IN_OUT		0.0	
TEMP		0.0	
RETURN		0.0	
RET_VAL		0.0	

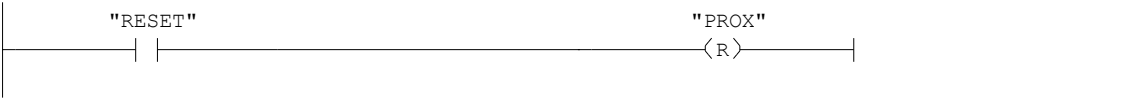
Block: FC1

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SIMULATION LOGIC

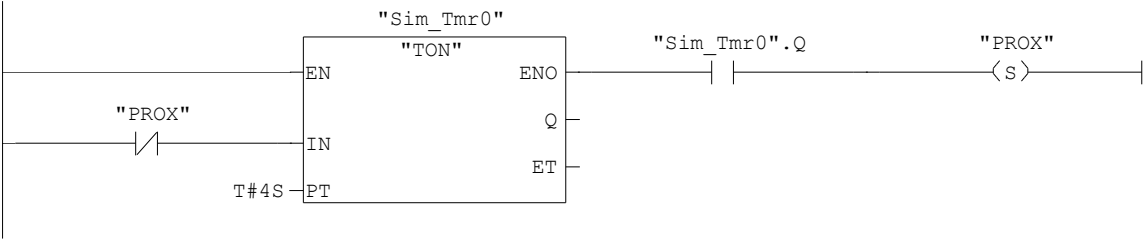
Network: 1

On reset, reset PROX

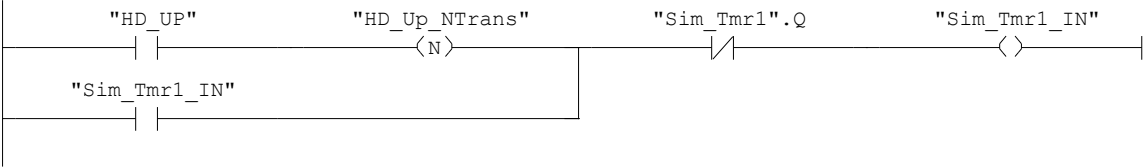


Network: 2

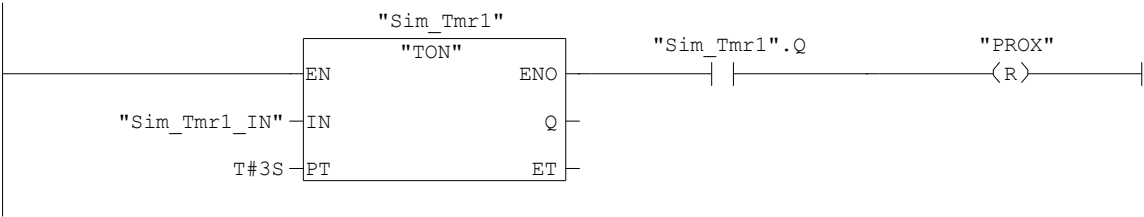
PROX simulation: Set when PROX off for 4 secs.
Reset 3 secs after HD_UP transitions off



Network: 3

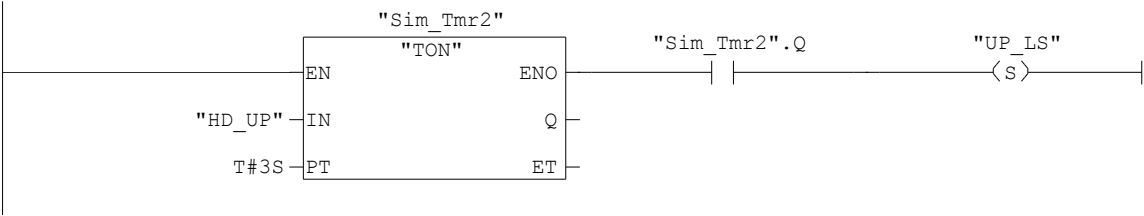


Network: 4

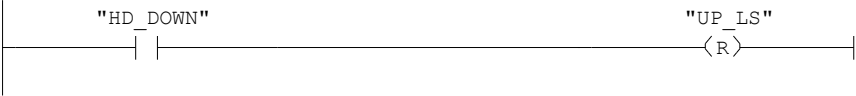


Network: 5 Limit switch that closes (on) when pressurizing head is fully up

UP_LS simulation: Latch when HD_UP on for 3 sec. Unlatch when HD_DOWN

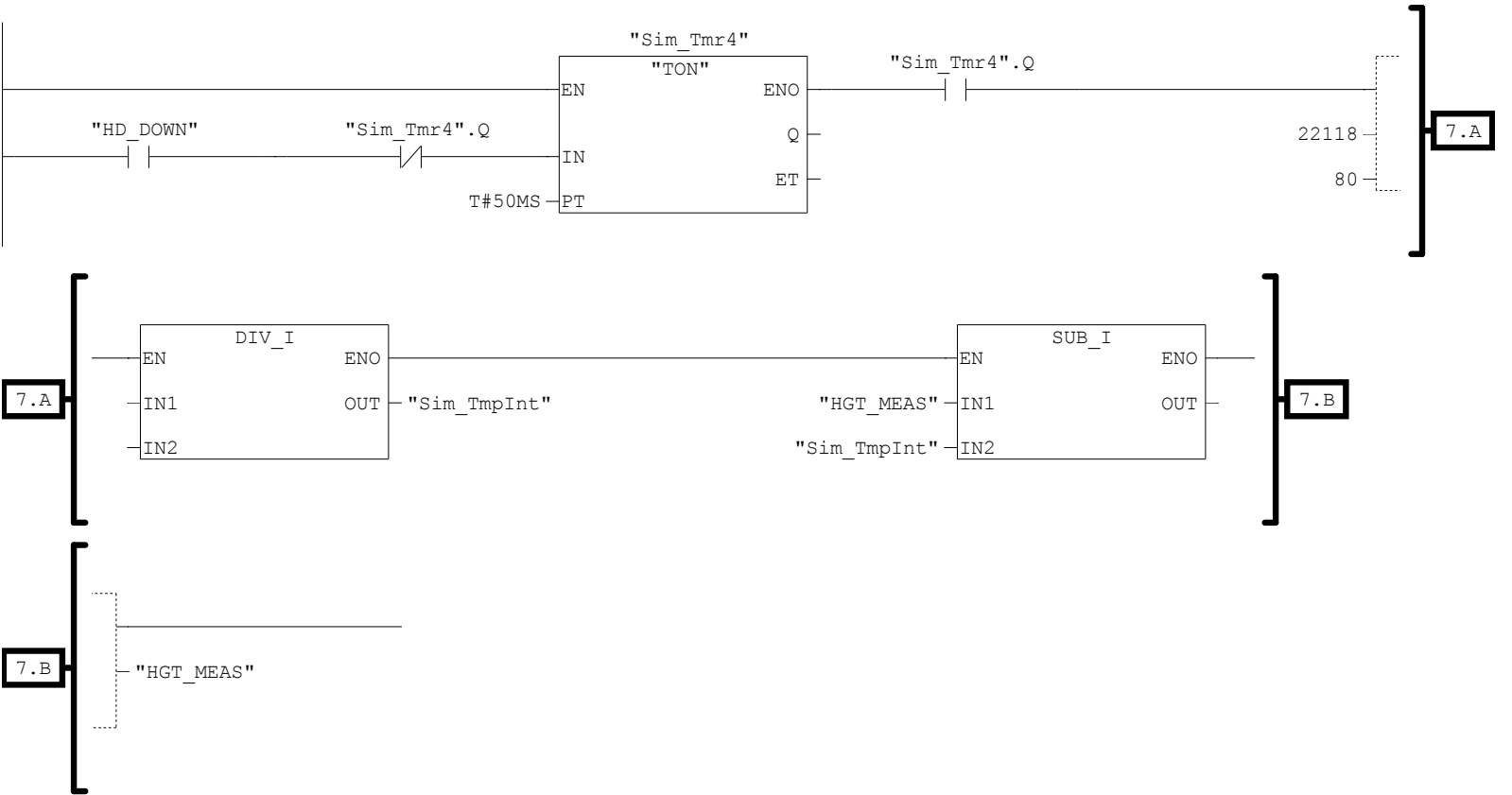


Network: 6 Limit switch that closes (on) when pressurizing head is fully up

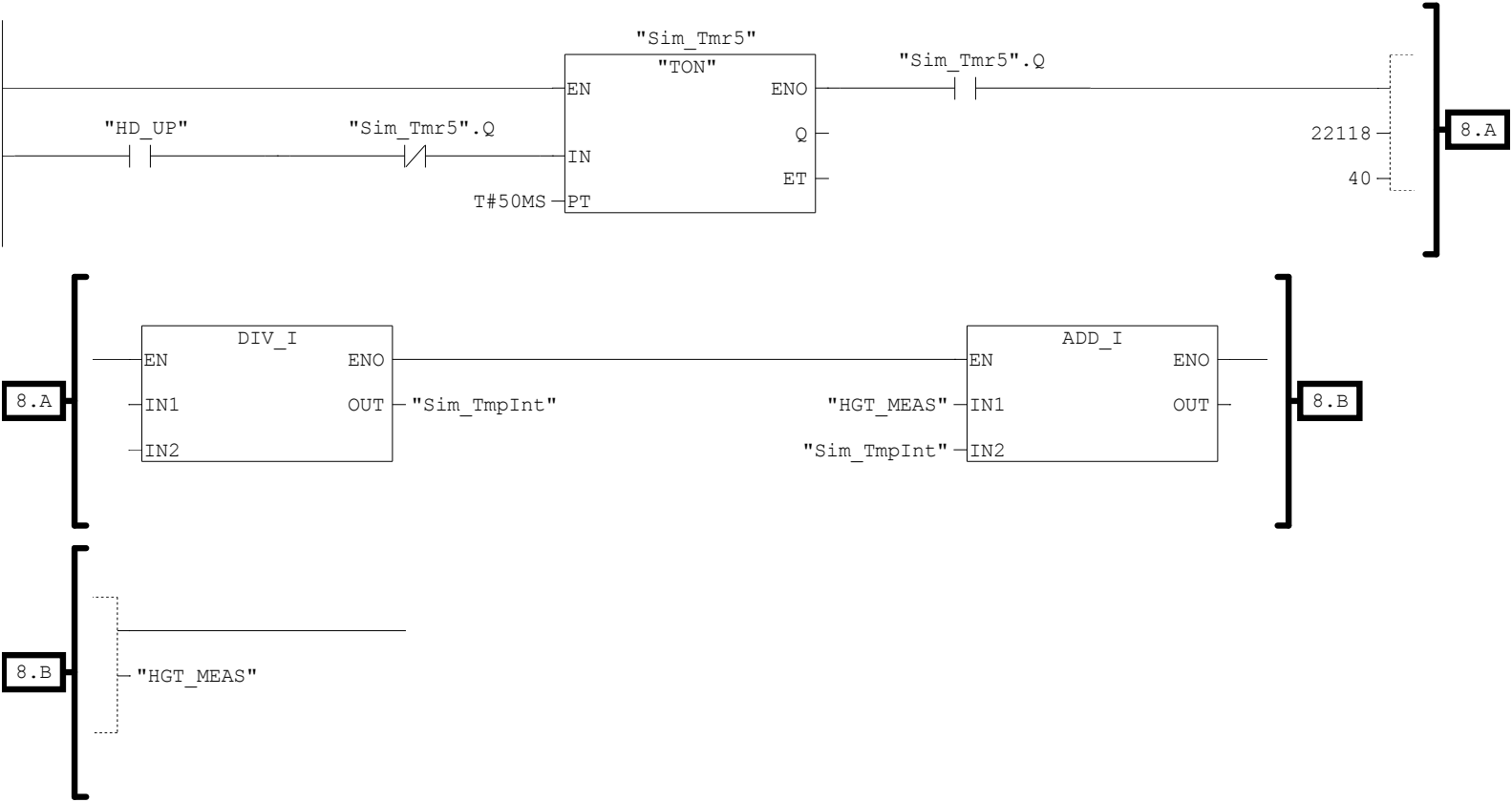


Network: 7

HGT_MEAS Simulation: When HD_DOWN, decrement every 50 ms by 22118/80, meaning it goes from high to low in 4 sec. Also make sure no less than 5530.
When HD_UP increment every 50 ms by 22118/40 meaning it goes to high in at most 2 sec, and then make sure not larger than 27648



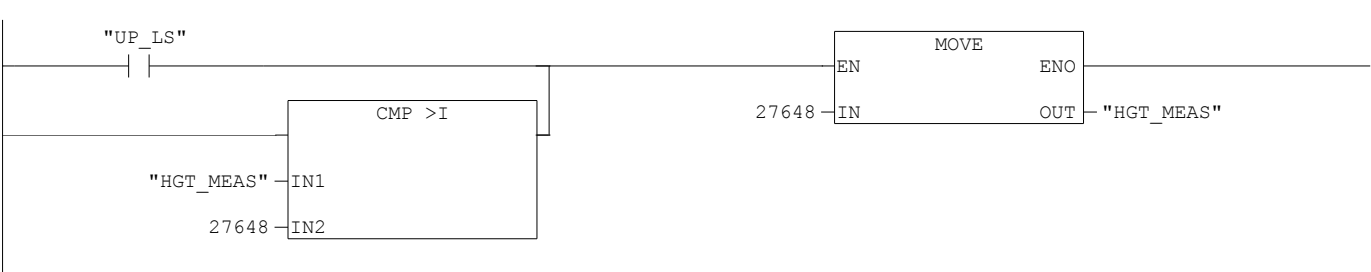
Network: 8



Network: 9

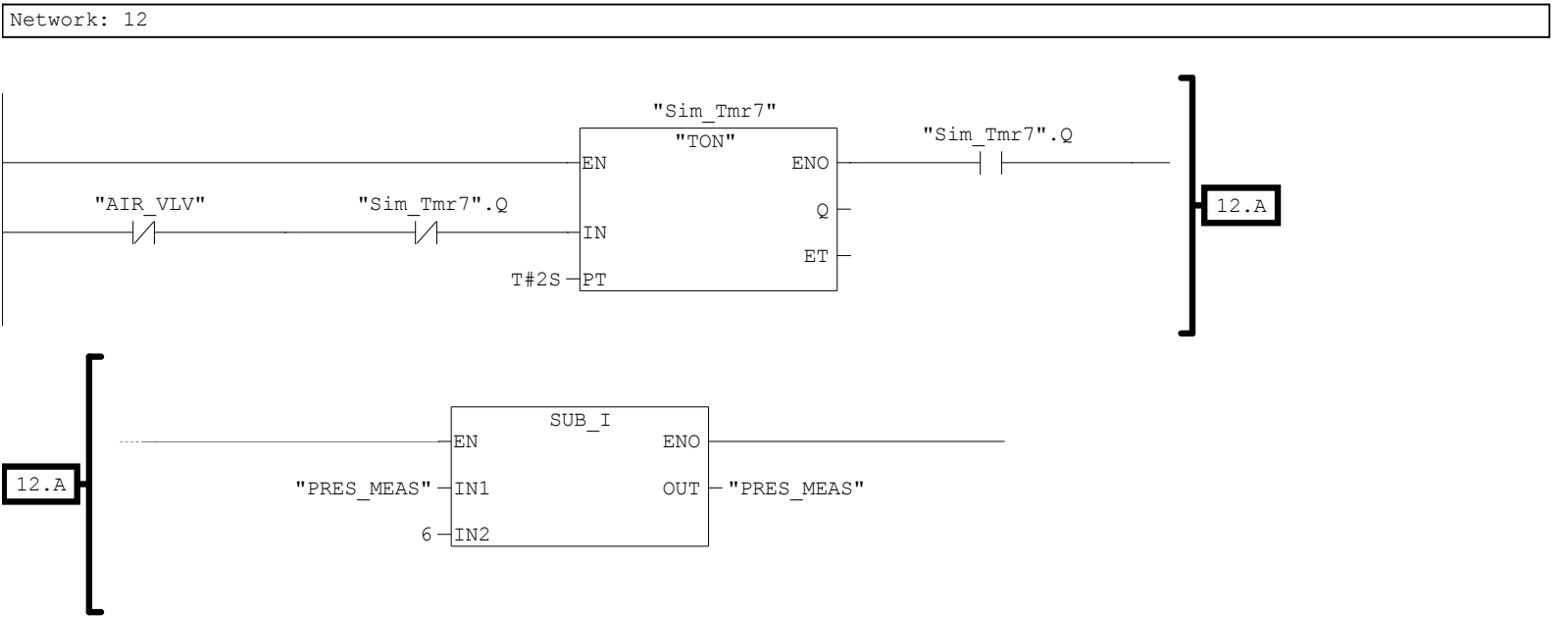
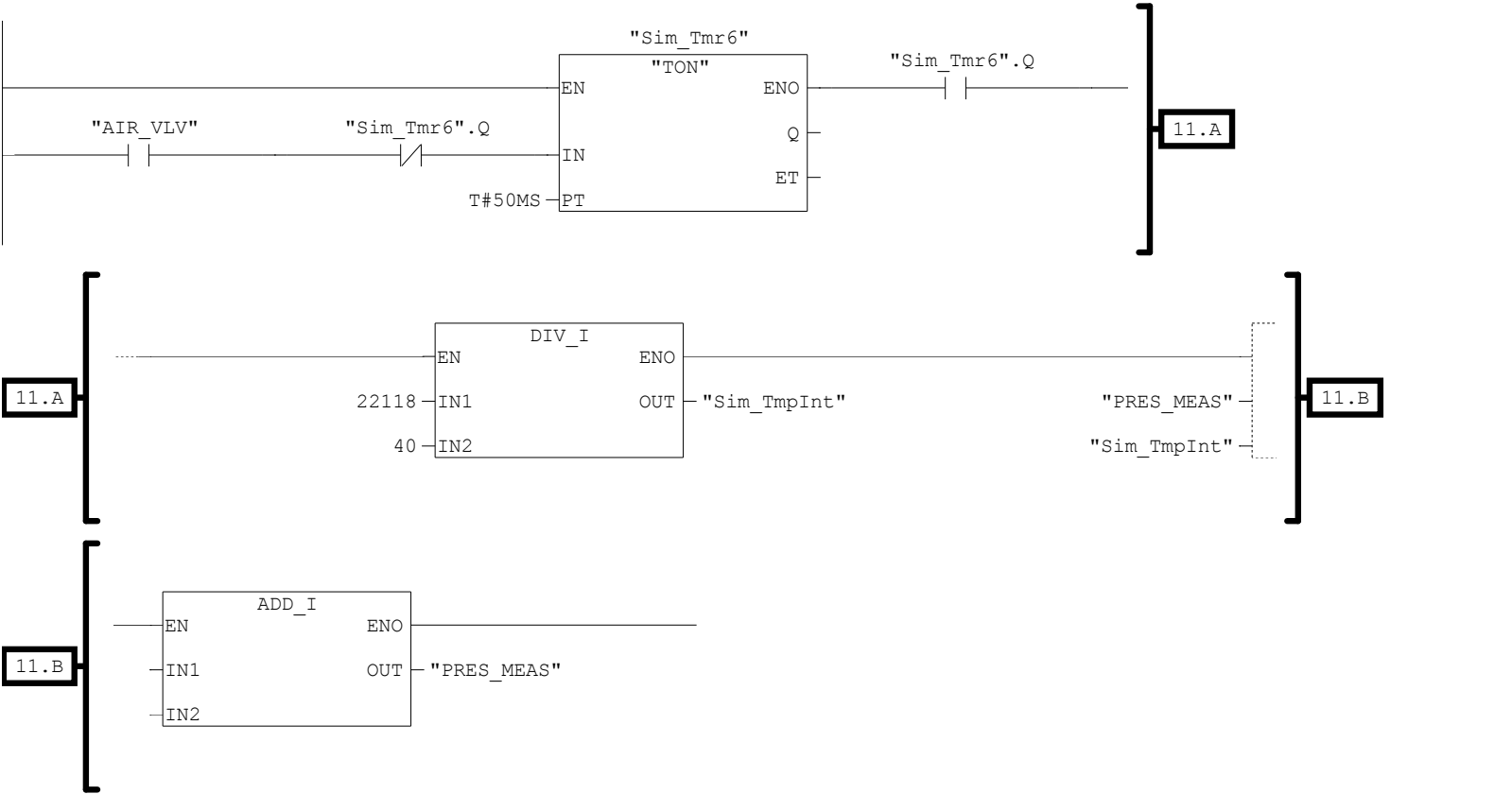


Network: 10

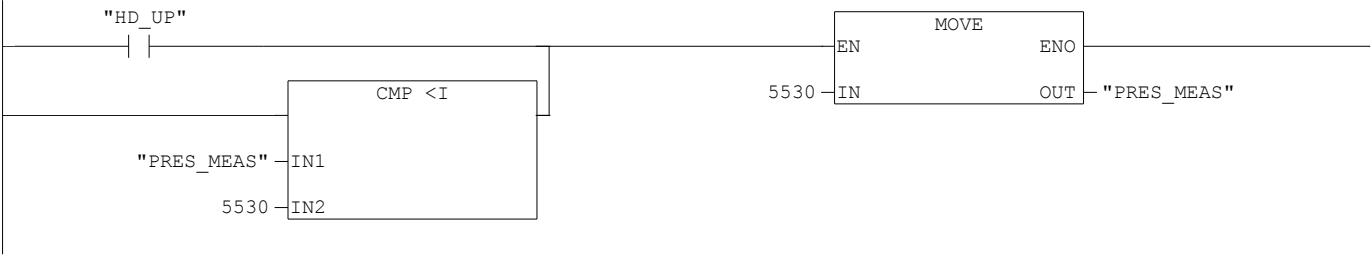


Network: 11

PRESS MEAS Simulation: When AIR_VLV, increment every 50 ms by 22118/40, meaning it goes from low to high in 4 sec.
When AIR_VLV off,decrement every 2 sec by 6 meaning a slow leak, and then make sure not less than zero. HD_UP also resets it.



Network: 13



Network: 14

