

TECHNICAL DOCUMENTATION

Example 9_2

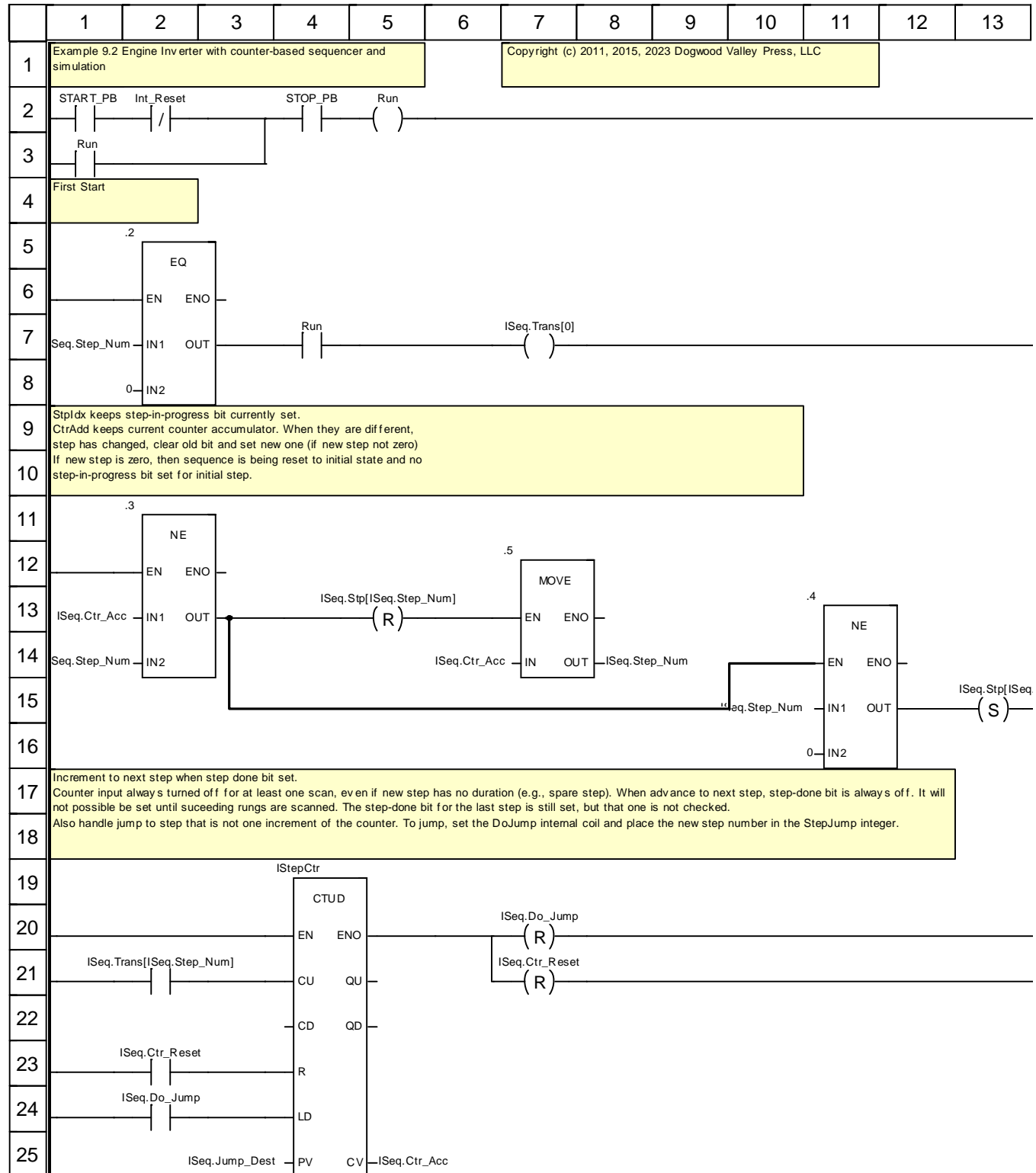
Project	Example 9_2
Designer	
Application	example_9_2.stu
Software Version	ControlExpert V15.0-SP1
Creation Date	6/16/2023 7:54:15 AM
Last Modification Date	6/16/2023 7:57:10 AM
Target PLC	BMX P34 1000 02.00CPU 340-10 Modbus

MAST

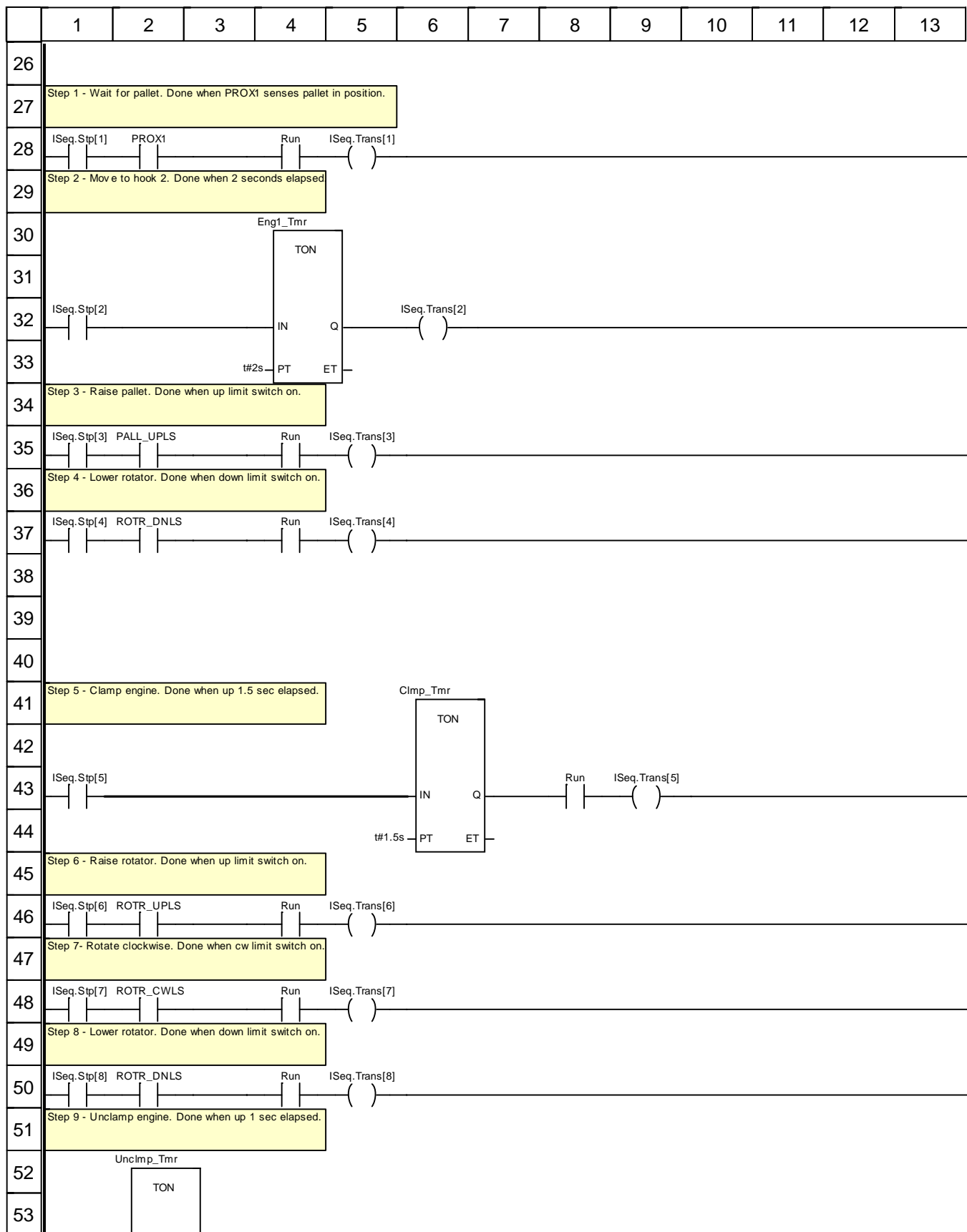
Specific properties

Configuration	Cyclic
Task period configuration	0
Watchdog time configuration	250

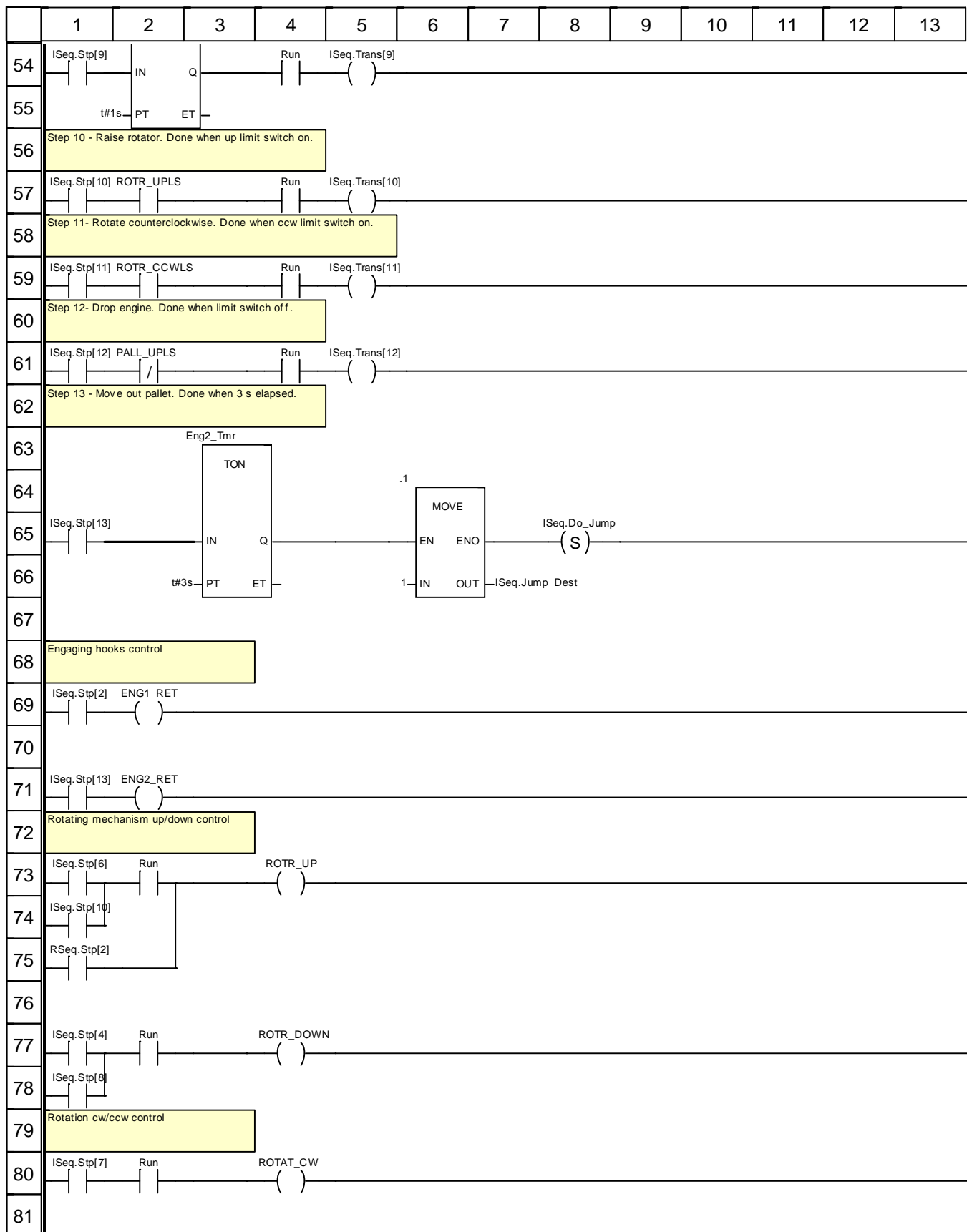
Main : [MAST]



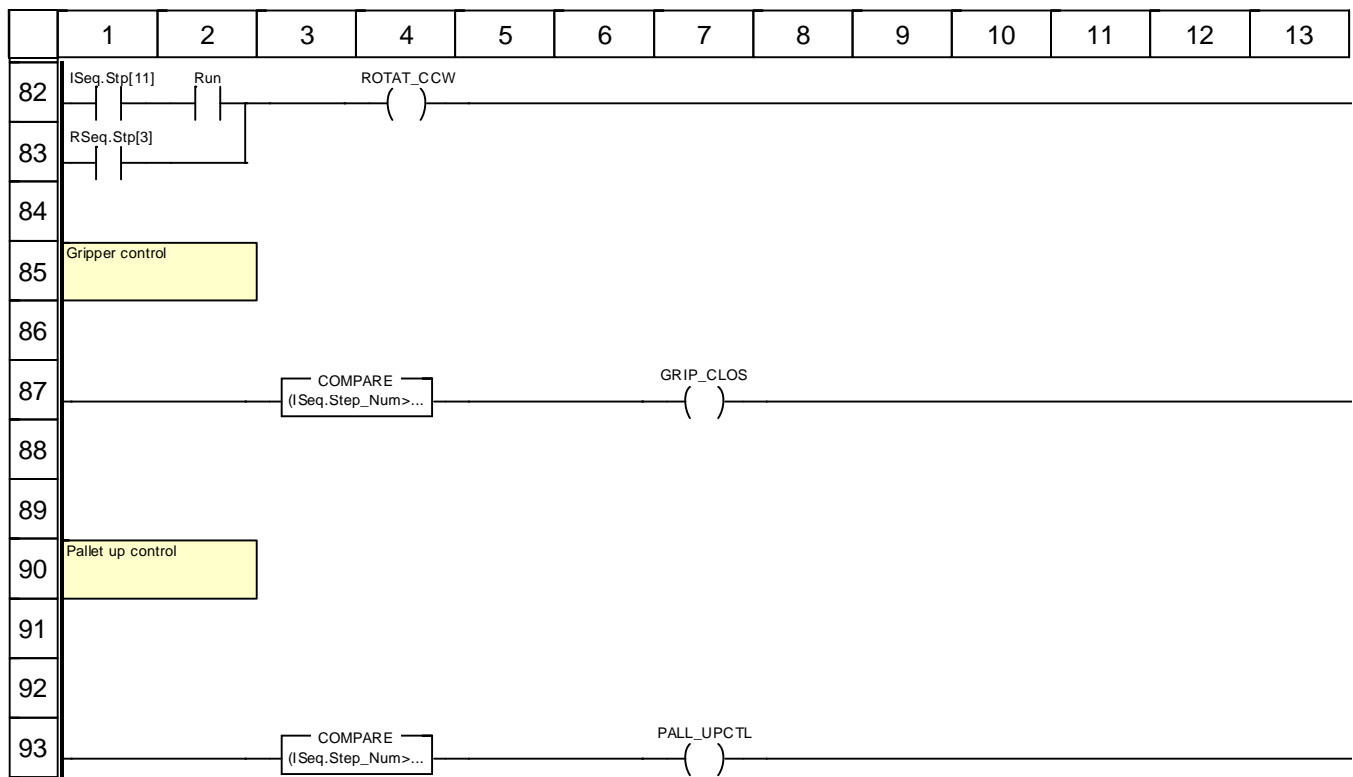
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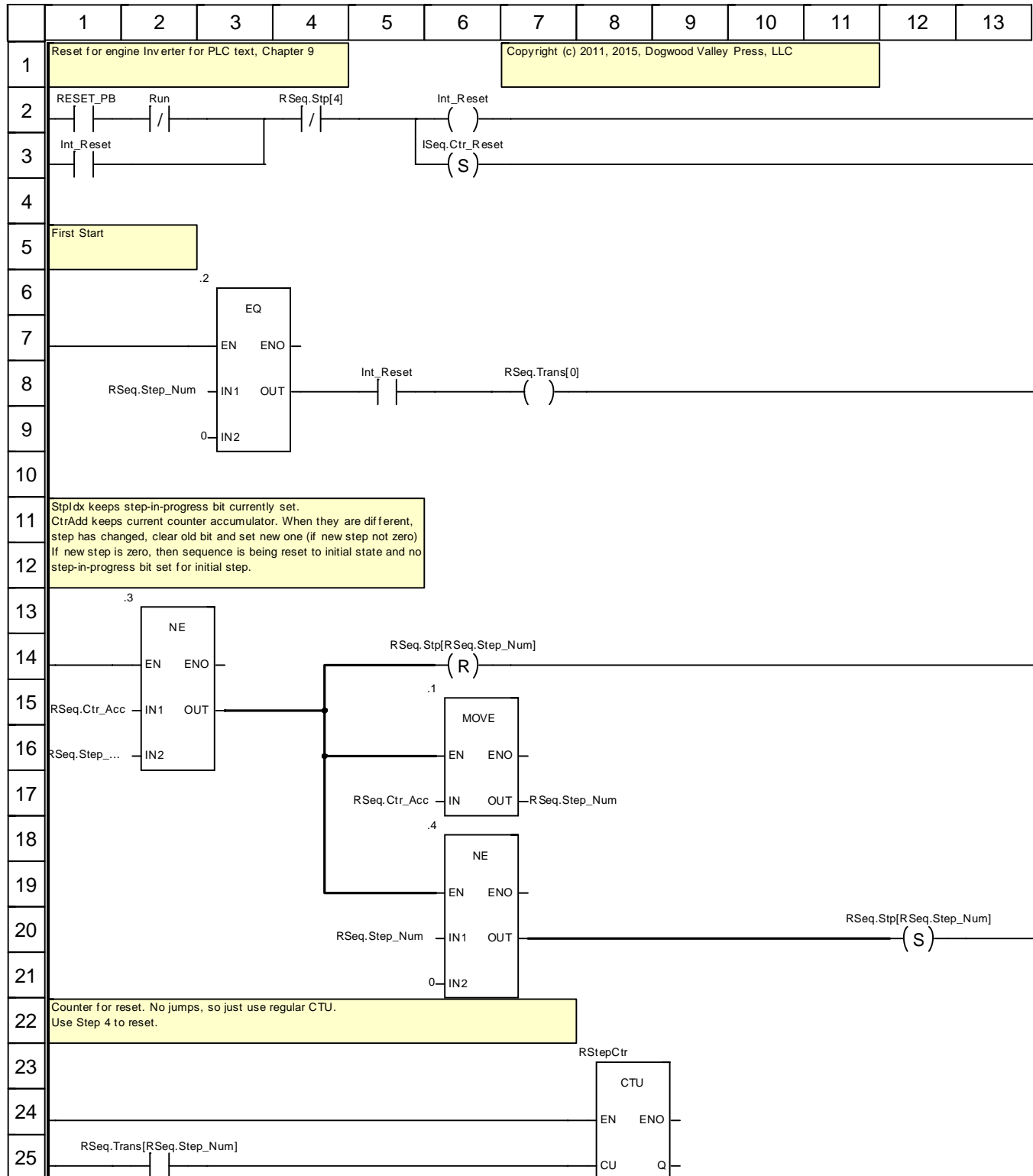


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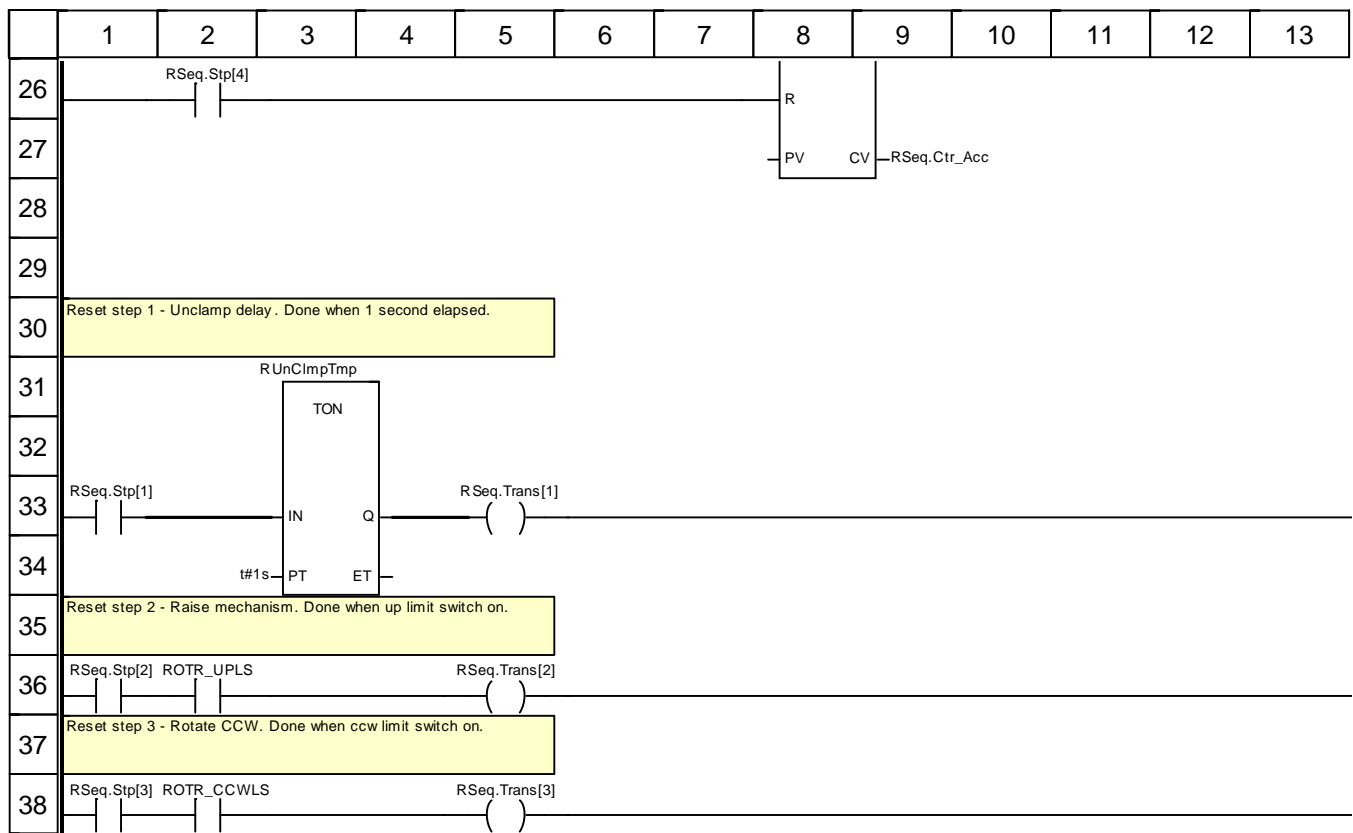
Truncated labels:

Label	Position(s)
(ISeq.Step_Num>=3) AND (ISeq.Step_Num<=11)	(3, 93)
(ISeq.Step_Num>=5) AND (ISeq.Step_Num<=8)	(3, 87)

Reset : [MAST]

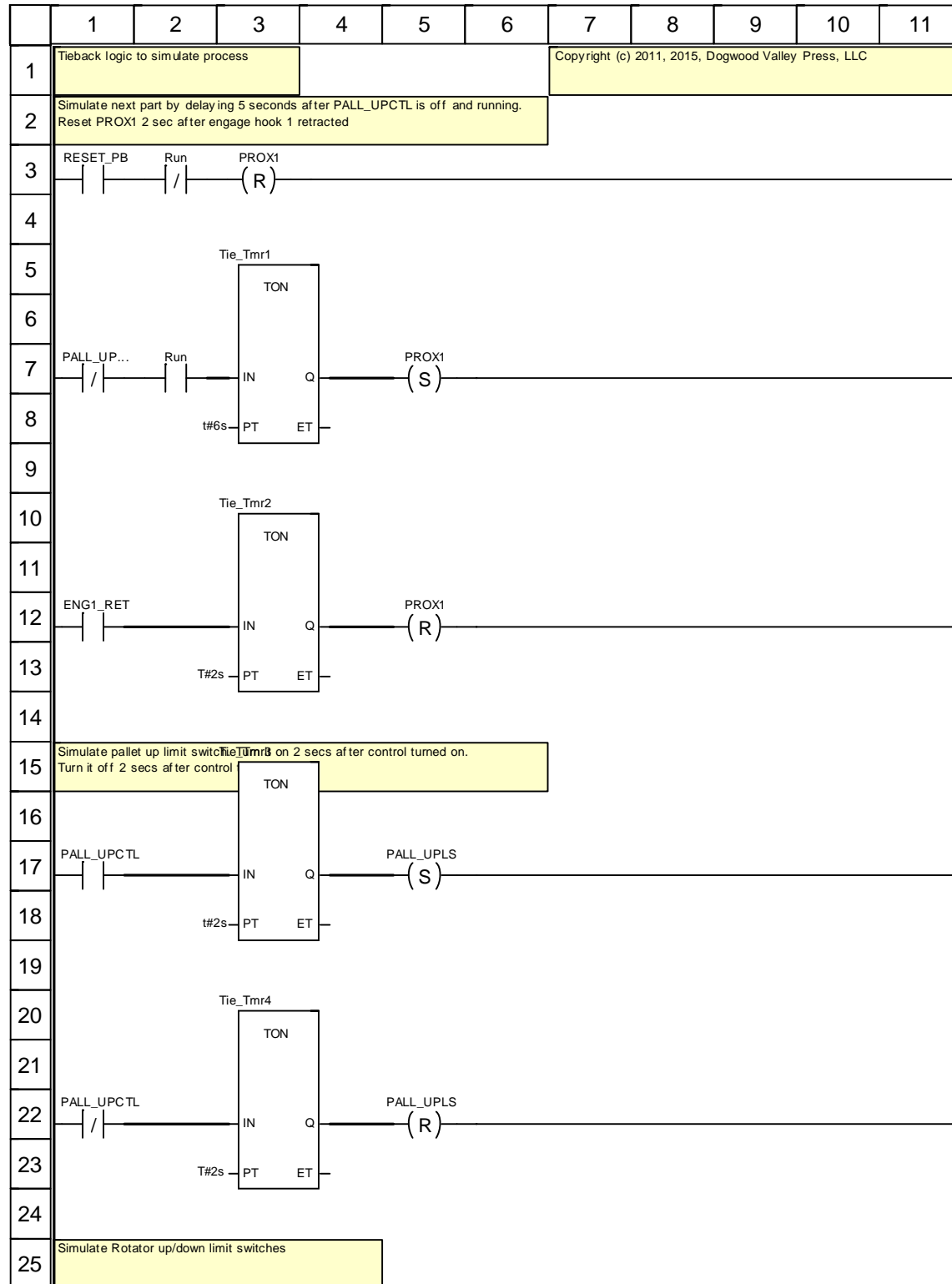


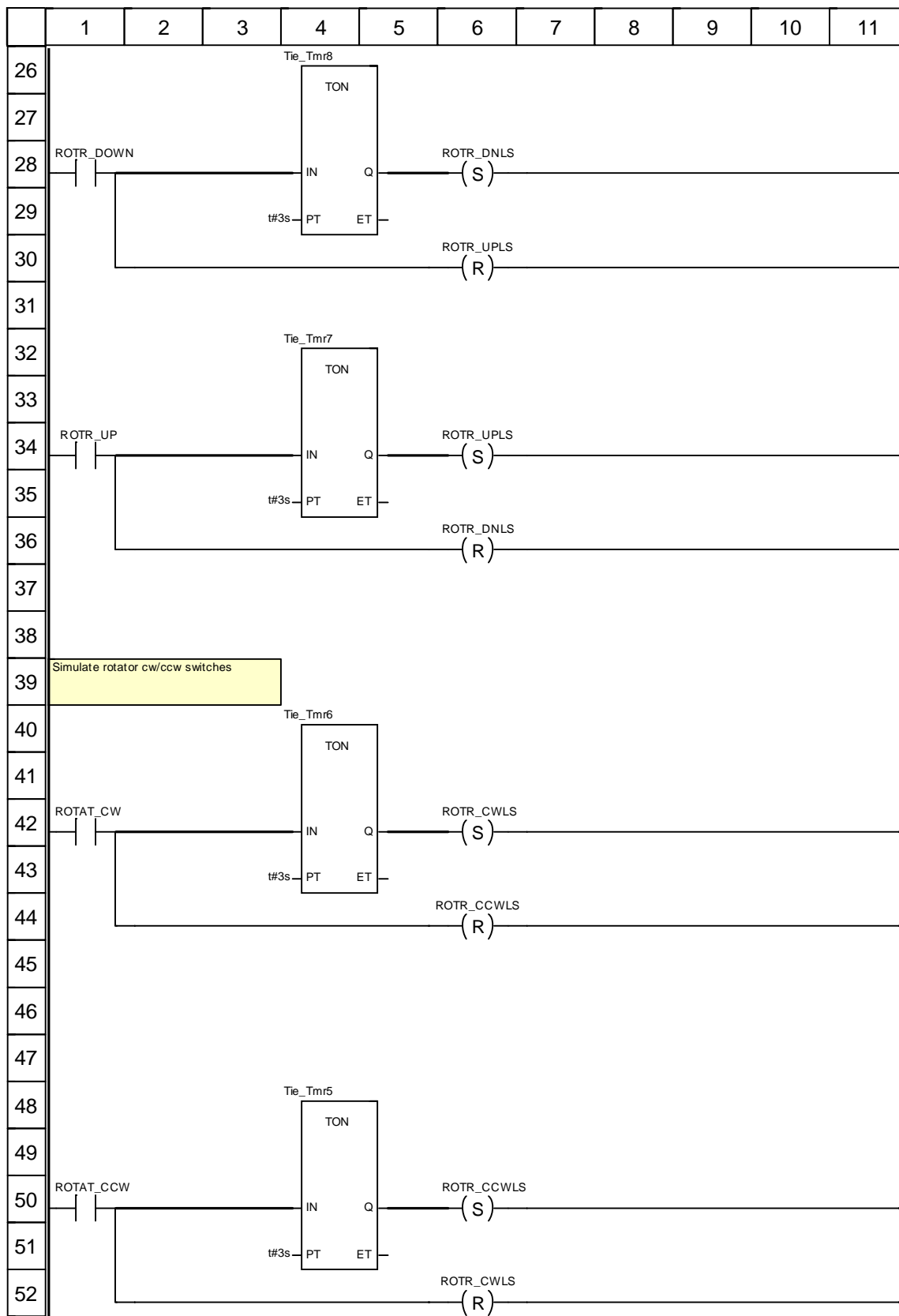
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Simulation : [MAST]





Truncated labels:

Label	Position(s)
PALL_UPCTL	(1, 7)

FAST

Specific properties

Configuration	Periodic
Task period configuration	5
Watchdog time configuration	100

Cross References

Application:

Addresses

Object	Referred into	Location	Usage
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Variables or FB instances

Object	Referred into	Location	Usage
Clmp_Tmr	Main : [MAST]	(L 41, c: 6)	FC
ENG1_RET	<Screen>Screen		R (x1)
	Main : [MAST]	(L 69, c: 2)	W
	Simulation : [MAST]	(L 12, c: 1)	R
Eng1_Tmr	Main : [MAST]	(L 30, c: 4)	FC
ENG2_RET	<Screen>Screen		R (x1)
	Main : [MAST]	(L 71, c: 2)	W
Eng2_Tmr	Main : [MAST]	(L 63, c: 3)	FC
GRIP_CLOS	<Screen>Screen		R (x1)
	Main : [MAST]	(L 87, c: 7)	W
Int_Reset	Main : [MAST]	(L 2, c: 2)	R
	Reset : [MAST]	(L 2, c: 6)	W
		(L 3, c: 1)	R
		(L 8, c: 5)	R
ISeq	<Screen>Screen		R/W (x1)
	Main : [MAST]	(L 5, c: 2)	R
		(L 7, c: 7)	W
		(L 11, c: 2)	R
		(L 11, c: 2)	R
		(L 12, c: 7)	R
		(L 12, c: 7)	W
		(L 13, c: 5)	R
		(L 13, c: 5)	W
		(L 13, c: 11)	R
		(L 15, c: 13)	R
		(L 15, c: 13)	W
		(L 19, c: 4)	R
		(L 19, c: 4)	W
		(L 20, c: 7)	W
		(L 21, c: 2)	R
		(L 21, c: 2)	R
		(L 21, c: 7)	W
		(L 23, c: 2)	R
		(L 24, c: 2)	R
		(L 28, c: 1)	R
		(L 28, c: 5)	W
		(L 32, c: 1)	R
		(L 32, c: 6)	W
		(L 35, c: 1)	R
		(L 35, c: 5)	W
		(L 37, c: 1)	R
		(L 37, c: 5)	W
		(L 43, c: 1)	R
		(L 43, c: 9)	W
		(L 46, c: 1)	R

Cross References

Object	Referred into	Location	Usage
		(L 46, c: 5)	W
		(L 48, c: 1)	R
		(L 48, c: 5)	W
		(L 50, c: 1)	R
		(L 50, c: 5)	W
		(L 54, c: 1)	R
		(L 54, c: 5)	W
		(L 57, c: 1)	R
		(L 57, c: 5)	W
		(L 59, c: 1)	R
		(L 59, c: 5)	W
		(L 61, c: 1)	R
		(L 61, c: 5)	W
		(L 64, c: 6)	W
		(L 65, c: 1)	R
		(L 65, c: 8)	W
		(L 69, c: 1)	R
		(L 71, c: 1)	R
		(L 73, c: 1)	R
		(L 74, c: 1)	R
		(L 77, c: 1)	R
		(L 78, c: 1)	R
		(L 80, c: 1)	R
		(L 82, c: 1)	R
		(L 87, c: 3)	R
		(L 87, c: 3)	R
		(L 93, c: 3)	R
		(L 93, c: 3)	R
	Reset : [MAST]	(L 3, c: 6)	W
IStepCtr	Main : [MAST]	(L 19, c: 4)	FC
PALL_UPCTL	<Screen>Screen		R (x1)
	Main : [MAST]	(L 93, c: 7)	W
	Simulation : [MAST]	(L 7, c: 1)	R
		(L 17, c: 1)	R
		(L 22, c: 1)	R
PALL_UPLS	<Screen>Screen		R (x1)
	Main : [MAST]	(L 35, c: 2)	R
		(L 61, c: 2)	R
	Simulation : [MAST]	(L 17, c: 5)	W
		(L 22, c: 5)	W
PROX1	<Screen>Screen		R (x1)
	Main : [MAST]	(L 28, c: 2)	R
	Simulation : [MAST]	(L 3, c: 3)	W
		(L 7, c: 5)	W
		(L 12, c: 5)	W
RESET_PB	Simulation : [MAST]	(L 3, c: 1)	R
	Reset : [MAST]	(L 2, c: 1)	R
ROTAT_CCW	<Screen>Screen		R (x1)
	Main : [MAST]	(L 82, c: 4)	W
	Simulation : [MAST]	(L 50, c: 1)	R
ROTAT_CW	<Screen>Screen		R (x1)
	Main : [MAST]	(L 80, c: 4)	W
	Simulation : [MAST]	(L 42, c: 1)	R
ROTR_CCWLS	<Screen>Screen		R (x1)
	Main : [MAST]	(L 59, c: 2)	R

Cross References

Object	Referred into	Location	Usage
	Simulation : [MAST]	(l 44, c: 6)	W
		(l 50, c: 6)	W
	Reset : [MAST]	(l 38, c: 2)	R
ROTR_CWLS	<Screen>Screen		R (x1)
	Main : [MAST]	(l 48, c: 2)	R
	Simulation : [MAST]	(l 42, c: 6)	W
		(l 52, c: 6)	W
ROTR_DNLS	<Screen>Screen		R (x1)
	Main : [MAST]	(l 37, c: 2)	R
		(l 50, c: 2)	R
	Simulation : [MAST]	(l 28, c: 6)	W
		(l 36, c: 6)	W
ROTR_DOWN	<Screen>Screen		R (x1)
	Main : [MAST]	(l 77, c: 4)	W
	Simulation : [MAST]	(l 28, c: 1)	R
ROTR_UP	<Screen>Screen		R (x1)
	Main : [MAST]	(l 73, c: 4)	W
	Simulation : [MAST]	(l 34, c: 1)	R
ROTR_UPLS	<Screen>Screen		R (x1)
	Main : [MAST]	(l 46, c: 2)	R
		(l 57, c: 2)	R
	Simulation : [MAST]	(l 30, c: 6)	W
		(l 34, c: 6)	W
	Reset : [MAST]	(l 36, c: 2)	R
RSeq	<Screen>Screen		R/W (x1)
	Main : [MAST]	(l 75, c: 1)	R
		(l 83, c: 1)	R
	Reset : [MAST]	(l 2, c: 4)	R
		(l 6, c: 3)	R
		(l 8, c: 7)	W
		(l 13, c: 2)	R
		(l 13, c: 2)	R
		(l 14, c: 6)	R
		(l 14, c: 6)	W
		(l 15, c: 6)	R
		(l 15, c: 6)	W
		(l 18, c: 6)	R
		(l 20, c: 12)	R
		(l 20, c: 12)	W
		(l 23, c: 8)	W
		(l 25, c: 2)	R
		(l 25, c: 2)	R
		(l 26, c: 2)	R
		(l 33, c: 1)	R
		(l 33, c: 5)	W
		(l 36, c: 1)	R
		(l 36, c: 5)	W
		(l 38, c: 1)	R
		(l 38, c: 5)	W
RStepCtr	Reset : [MAST]	(l 23, c: 8)	FC
Run	<Screen>Screen		R (x1)
	Main : [MAST]	(l 2, c: 5)	W
		(l 3, c: 1)	R
		(l 7, c: 4)	R
		(l 28, c: 4)	R

Cross References

Object	Referred into	Location	Usage
		(l 35, c: 4)	R
		(l 37, c: 4)	R
		(l 43, c: 8)	R
		(l 46, c: 4)	R
		(l 48, c: 4)	R
		(l 50, c: 4)	R
		(l 54, c: 4)	R
		(l 57, c: 4)	R
		(l 59, c: 4)	R
		(l 61, c: 4)	R
		(l 73, c: 2)	R
		(l 77, c: 2)	R
		(l 80, c: 2)	R
		(l 82, c: 2)	R
	Simulation : [MAST]	(l 3, c: 2)	R
		(l 7, c: 2)	R
	Reset : [MAST]	(l 2, c: 2)	R
RUnClmpTmp	Reset : [MAST]	(l 31, c: 3)	FC
START_PB	Main : [MAST]	(l 2, c: 1)	R
STOP_PB	Main : [MAST]	(l 2, c: 4)	R
Tie_Tmr1	Simulation : [MAST]	(l 5, c: 3)	FC
Tie_Tmr2	Simulation : [MAST]	(l 10, c: 3)	FC
Tie_Tmr3	Simulation : [MAST]	(l 15, c: 3)	FC
Tie_Tmr4	Simulation : [MAST]	(l 20, c: 3)	FC
Tie_Tmr5	Simulation : [MAST]	(l 48, c: 4)	FC
Tie_Tmr6	Simulation : [MAST]	(l 40, c: 4)	FC
Tie_Tmr7	Simulation : [MAST]	(l 32, c: 4)	FC
Tie_Tmr8	Simulation : [MAST]	(l 26, c: 4)	FC
Unclmp_Tmr	Main : [MAST]	(l 52, c: 2)	FC

EF objects

Object	Referred into	Location	Usage
eq	Main : [MAST]	(l 5, c: 2)	FC
	Reset : [MAST]	(l 6, c: 3)	FC
eq_int	Main : [MAST]	(l 5, c: 2)	FC
	Reset : [MAST]	(l 6, c: 3)	FC
move	Main : [MAST]	(l 64, c: 6)	FC
		(l 12, c: 7)	FC
	Reset : [MAST]	(l 15, c: 6)	FC
ne	Main : [MAST]	(l 13, c: 11)	FC
		(l 11, c: 2)	FC
	Reset : [MAST]	(l 18, c: 6)	FC
		(l 13, c: 2)	FC
ne_int	Main : [MAST]	(l 13, c: 11)	FC
		(l 11, c: 2)	FC
	Reset : [MAST]	(l 18, c: 6)	FC
		(l 13, c: 2)	FC

Cross References

Seq_Trans:

Variables or FB instances

Object	Referred into	Location	Usage
Sequence	Main <DFB> : [Seq_Trans]	(l 2, c: 4)	R
		(l 2, c: 25)	R
		(l 3, c: 18)	R
		(l 3, c: 5)	W
		(l 4, c: 26)	R
		(l 4, c: 5)	W
		(l 5, c: 8)	R
		(l 6, c: 22)	R
		(l 6, c: 9)	W
		(l 9, c: 30)	R
		(l 9, c: 15)	R
		(l 11, c: 6)	R
		(l 12, c: 8)	R
		(l 13, c: 8)	R
		(l 15, c: 1)	W
		(l 16, c: 1)	W
StepCtr	Main <DFB> : [Seq_Trans]	(l 9, c: 1)	FC