

## Main [OB1]

### Main Properties

#### General

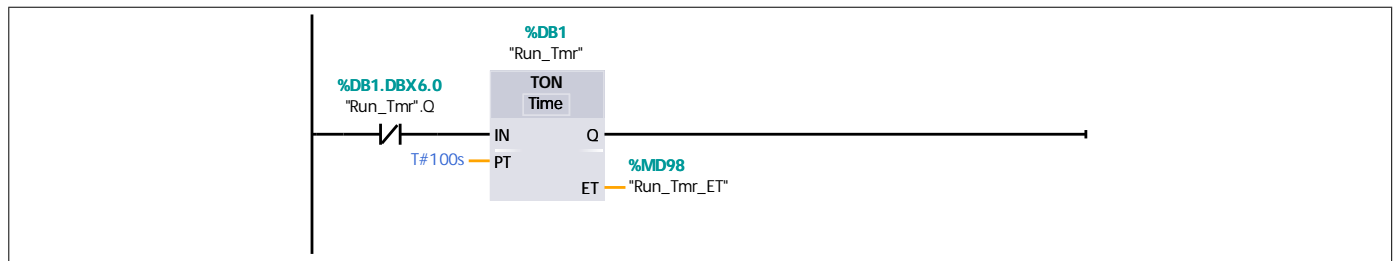
<b>Name</b>	Main	<b>Number</b>	1	<b>Type</b>	OB
<b>Language</b>	LAD	<b>Numbering</b>	Manual		

#### Information

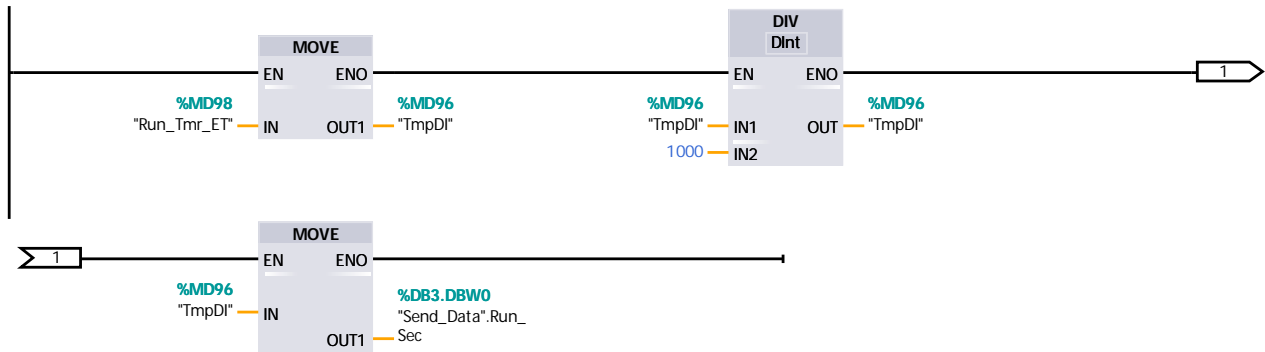
<b>Title</b>	"Main Program Sweep (Cycle)"	<b>Author</b>		<b>Comment</b>	Chapter 17 Ethernet Communications - AG_SEND  Copyright (c) 2011, Dogwood Valley Press, LLC
<b>Family</b>		<b>Version</b>	0.1	<b>User-defined ID</b>	

Name	Data type	Default value
▼ Temp		
OB1_EV_CLASS	Byte	
OB1_SCAN_1	Byte	
OB1_PRIORITY	Byte	
OB1_OB_NUMBR	Byte	
OB1_RESERVED_1	Byte	
OB1_RESERVED_2	Byte	
OB1_PREV_CYCLE	Int	
OB1_MIN_CYCLE	Int	
OB1_MAX_CYCLE	Int	
OB1_DATE_TIME	Date_And_Time	
Constant		

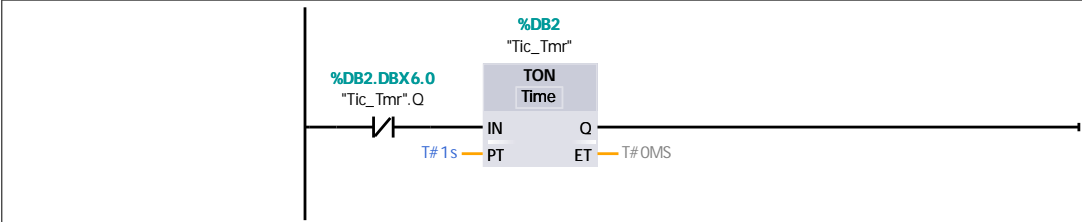
**Network 1: Free running timer that resets every 100 seconds.**



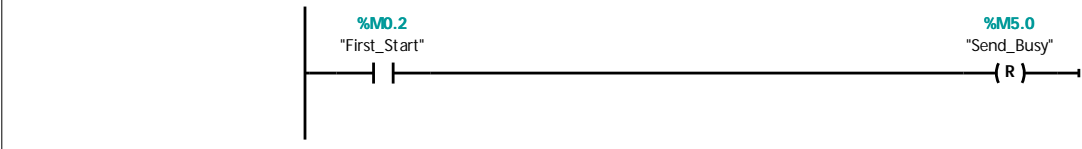
**Network 2: Convert Run\_Tmr ET into seconds**



Network 3: Timer for Messages

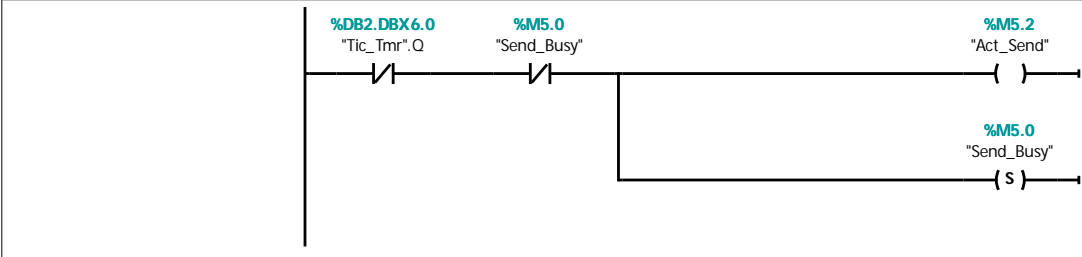


Network 4: Clear SEND BUSY-Bit to start initial communication.

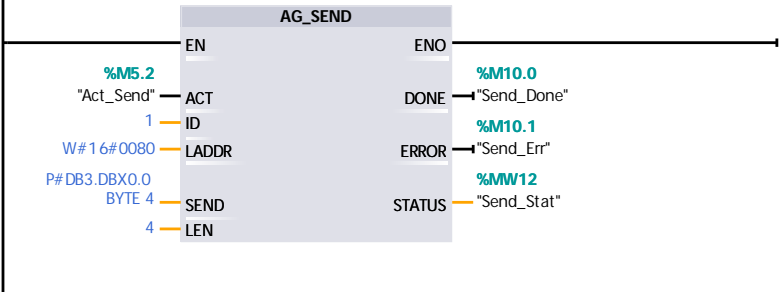


Network 5: Start AG\_SEND function

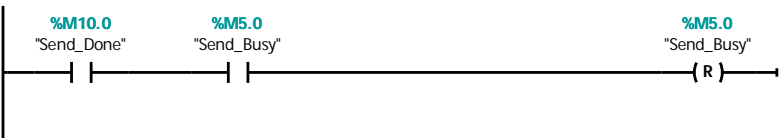
Start AG\_SEND function with the communication tic timer if the AG\_SEND function is not BUSY.  
The ACT input parameter of the AG\_SEND function is triggered with a pulse and BUSY is set as long as the AG\_SEND function is not completed!



Network 6: Invoke AG\_SEND function

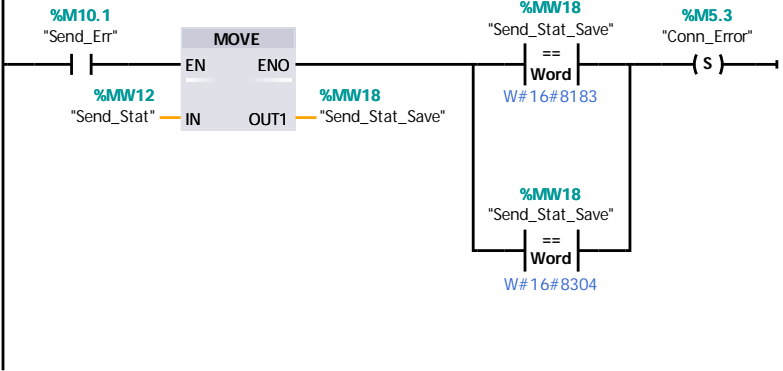


**Network 7: If AG\_SEND has completed reset BUSY**



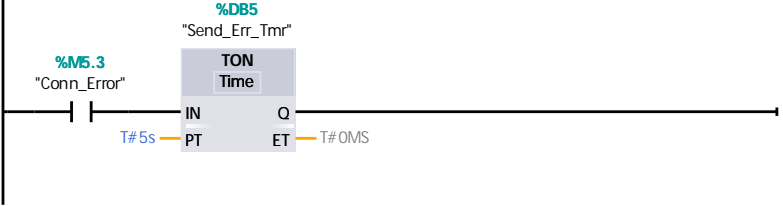
**Network 8: Send completes with error**

Save error status. If connection-related error, set Conn\_Error so maintained for timer



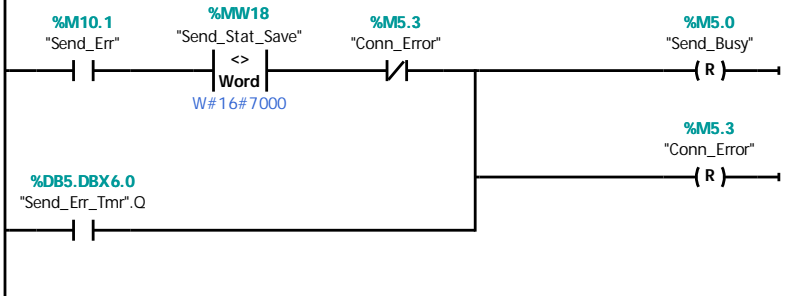
**Network 9: Broken connection**

If the connection is broken, wait 5s before invoking AG\_SEND



**Network 10: Resets due to error**

If error and not connection and condition code error, reset Send\_Busy and Conn\_Error immediately. If connection error, reset them after 5 seconds.



Network 11: Reset First\_Scan bit

