

Gate_Flop Properties	
Gate	AND
Flop	JK
Inputs	2
Outputs	2
Logic	Y1 = A AND B, Y2 = NOT Y1
Equations	Y1 = A AND B, Y2 = NOT Y1
Initial Values	Y1 = 0, Y2 = 1
Simulation Time	10 ns
Simulation Step	1 ns
Simulation Method	Fixed Step
Simulation Mode	Normal
Simulation Type	Transient
Simulation Units	ns
Simulation Results	Y1, Y2
Simulation Status	Completed
Simulation Error	None
Simulation Warnings	None
Simulation Messages	None
Simulation Logs	None
Simulation Data	None
Simulation Settings	None
Simulation Parameters	None
Simulation Variables	None
Simulation Constants	None
Simulation Functions	None
Simulation Procedures	None
Simulation Scripts	None
Simulation Tools	None
Simulation Libraries	None
Simulation Modules	None
Simulation Packages	None
Simulation Components	None
Simulation Elements	None
Simulation Objects	None
Simulation Entities	None
Simulation Types	None
Simulation Categories	None
Simulation Groups	None
Simulation Classes	None
Simulation Interfaces	None
Simulation Implementations	None
Simulation Abstractions	None
Simulation Encapsulations	None
Simulation Aggregations	None
Simulation Generalizations	None
Simulation Specializations	None
Simulation Restrictions	None
Simulation Extensions	None
Simulation Modifications	None
Simulation Transformations	None
Simulation Operations	None
Simulation Actions	None
Simulation Behaviors	None
Simulation States	None
Simulation Transitions	None
Simulation Events	None
Simulation Signals	None
Simulation Messages	None
Simulation Data	None
Simulation Settings	None
Simulation Parameters	None
Simulation Variables	None
Simulation Constants	None
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Simulation Classes	None
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Simulation Abstractions	None
Simulation Encapsulations	None
Simulation Aggregations	None
Simulation Generalizations	None
Simulation Specializations	None
Simulation Restrictions	None
Simulation Extensions	None
Simulation Modifications	None
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Simulation Actions	None
Simulation Behaviors	None
Simulation States	None
Simulation Transitions	None
Simulation Events	None
Simulation Signals	None
Simulation Messages	None
Simulation Data	None
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Simulation Aggregations	None
Simulation Generalizations	None
Simulation Specializations	None
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Simulation Modifications	None
Simulation Transformations	None
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Simulation Actions	None
Simulation Behaviors	None
Simulation States	None
Simulation Transitions	None
Simulation Events	None
Simulation Signals	None
Simulation Messages	None
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Simulation Scripts	None
Simulation Tools	None
Simulation Libraries	None
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Simulation Packages	None
Simulation Components	None
Simulation Elements	None
Simulation Objects	None
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Simulation Types	None
Simulation Categories	None
Simulation Groups	None
Simulation Classes	None
Simulation Interfaces	None
Simulation Implementations	None
Simulation Abstractions	None
Simulation Encapsulations	None
Simulation Aggregations	None
Simulation Generalizations	None
Simulation Specializations	None
Simulation Restrictions	None
Simulation Extensions	None
Simulation Modifications	None
Simulation Transformations	None
Simulation Operations	None
Simulation Actions	None
Simulation Behaviors	None
Simulation States	None
Simulation Transitions	None
Simulation Events	None
Simulation Signals	None
Simulation Messages	None
Simulation Data	None
Simulation Settings	None
Simulation Parameters	None
Simulation Variables	None
Simulation Constants	None
Simulation Functions	None

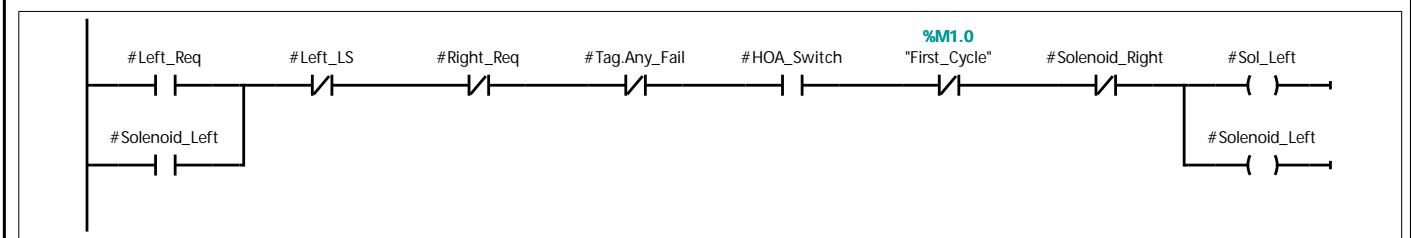
General	
1	General
2	General
3	General
4	General
5	General
6	General
7	General
8	General
9	General
10	General
11	General
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13	General
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83	General
84	General
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88	General
89	General
90	General
91	General
92	General
93	General
94	General
95	General
96	General
97	General
98	General
99	General
100	General

Name	Gate_Flop	Number	1099	Type	FB
Language	LAD	Numbering	Manual		

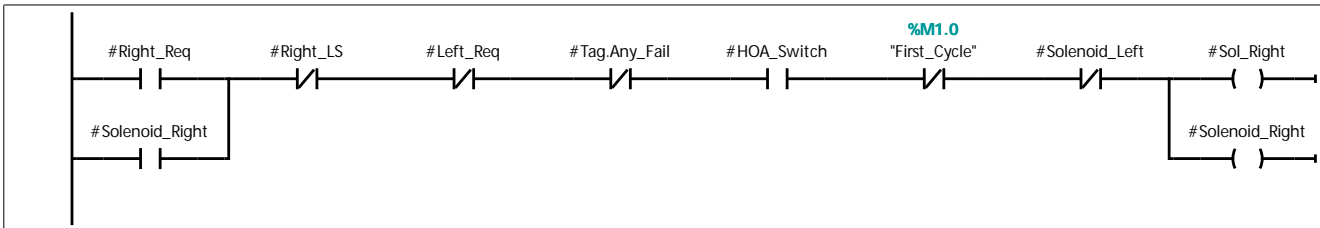
Information

Title	Flop Gate Control	Author		Comment	Copyright (c) 2011, Dogwood Valley Press, LLC
Family		Version	0.1	User-defined ID	

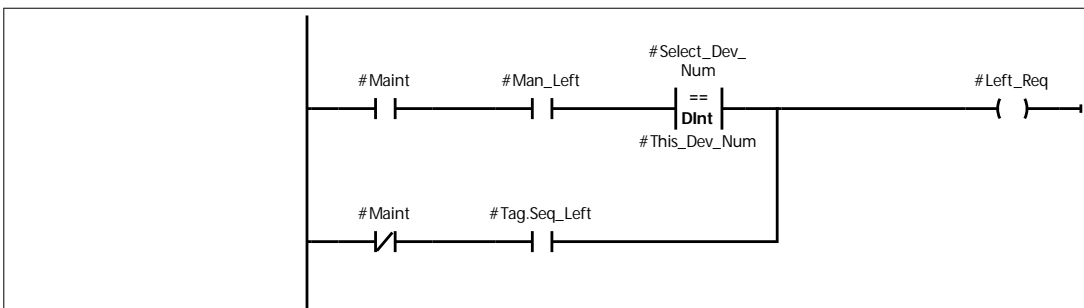
Name	Data type	Default value
▼ Input		
Left_LS	Bool	false
Right_LS	Bool	false
HOA_Switch	Bool	false
Alarm_Reset	Bool	false
Maint	Bool	false
Man_Left	Bool	false
Man_Right	Bool	false
Select_Dev_Num	DInt	0
This_Dev_Num	DInt	0
▼ Output		
Sol_Left	Bool	false
Sol_Right	Bool	false
▼ InOut		
Tag	"Gate_Flop_Type"	
▼ Static		
Left_Req	Bool	false
Right_Req	Bool	false
Alw_On	Bool	true
Solenoid_Left	Bool	false
Solenoid_Right	Bool	false
Fail_Tmr	TON_TIME	
Temp		
Constant		



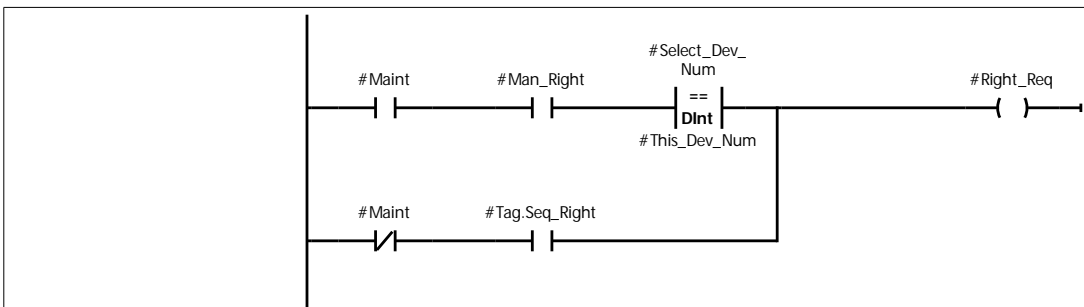
Network 2: Energize the right coil.



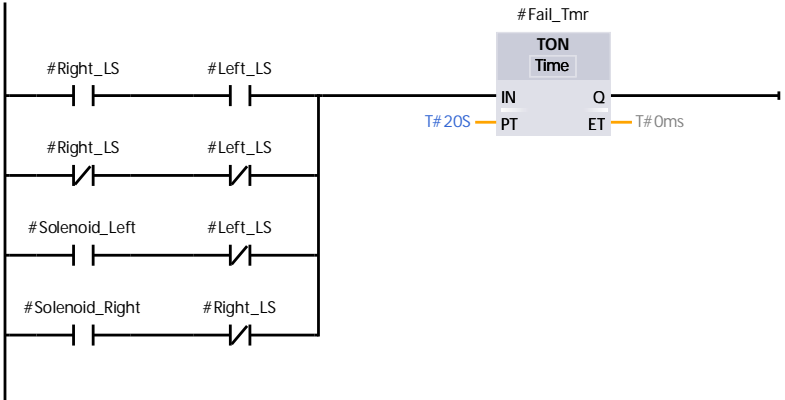
Network 3: Handle manual and sequence left requests.



Network 4: Handle manual and sequence right requests.

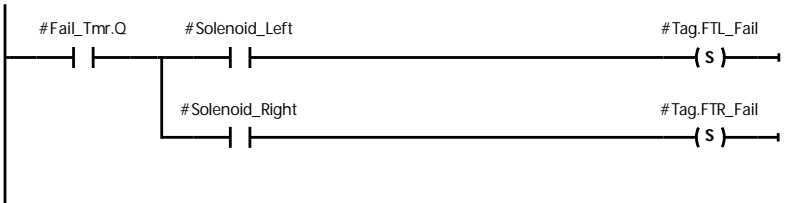


Network 5: Failure timer for any illegal condition.

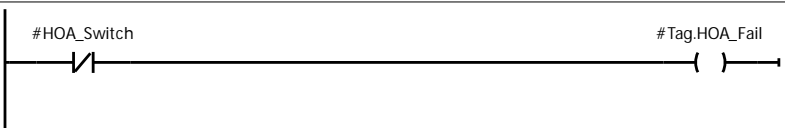


Network 6: Failure Check: If any illegal condition persists for 20 sec., set failure bit

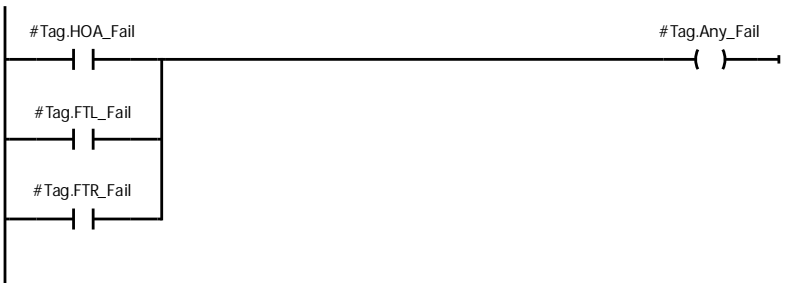
bit.



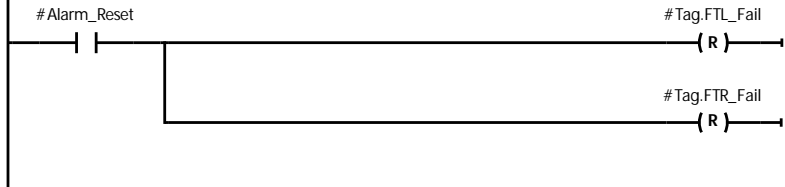
Network 7: Generate HOA failure indication



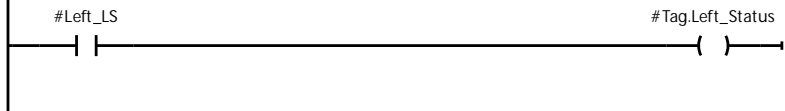
Network 8: Any failure indication



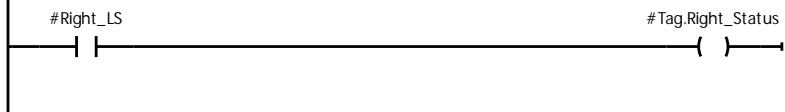
Network 9: Reset alarm indications.



Network 10: Gate status for OI



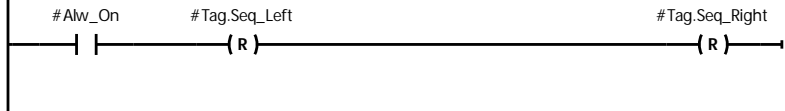
Network 11:



Network 12:



Network 13: Reset sequence commands.



Network 14: Set ENO on.

