Exercise - Create a Basic Application

Learning Outcomes

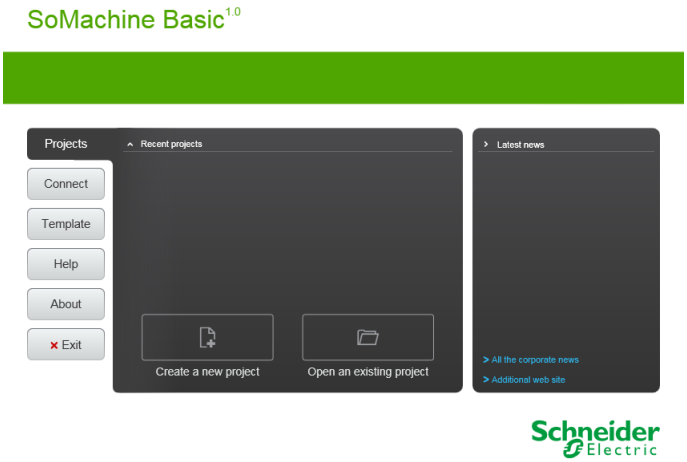
By the completion of this exercise you will:

- Be able to create a new application

Skip this exercise if you have already completed the exercise in the eLearning - this is a repeat of that exercise.

1 Create a new application.

i. Start the SoMachine Basic software using either by double-clicking the icon or the desktop or going to **Start » Programs » Schneider Electric » SoMachine Basic » SoMachine Basic.**

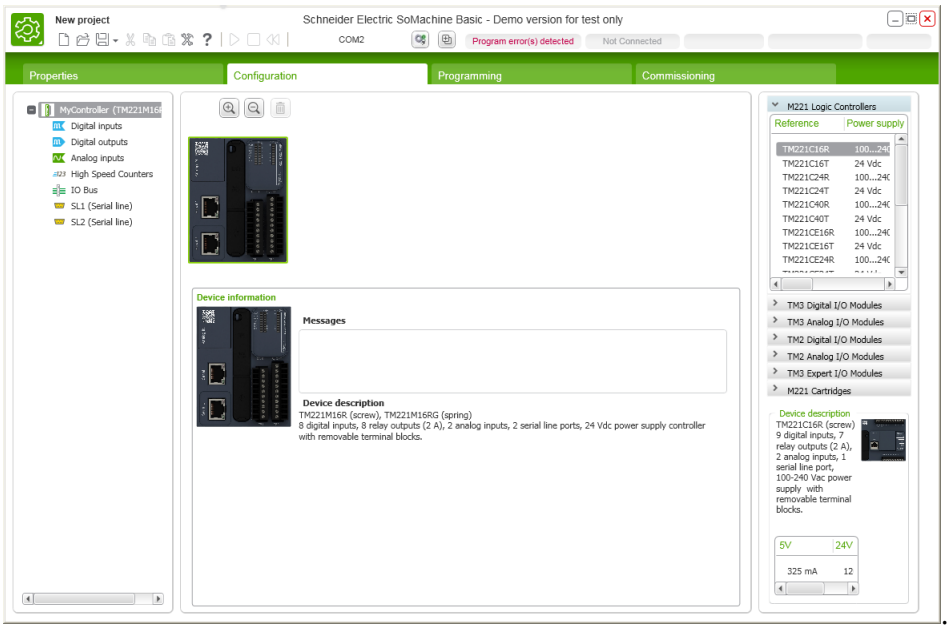


ii. On the start page click the **Create a new project** button.

Exercise - Create a Basic Application (cont.)

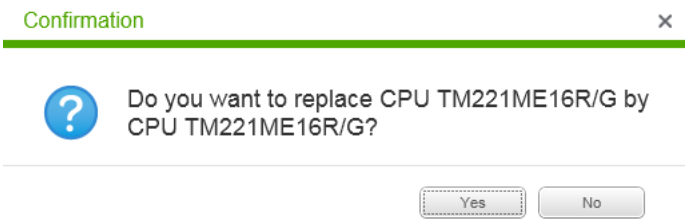
2 Assign a controller.

i. The project will open on the Configuration tab. If the configuration tab is not selected, click to select it.



ii. The right hand side of the screen shows the hardware catalog. In the Logic Controller section, select the logic controller that you have and drag-and-drop it to the centre window. A picture of the logic controller will be shown under the mouse cursor.

iii. If the controller is being changed, a message box will be displayed to confirm the change of controller.

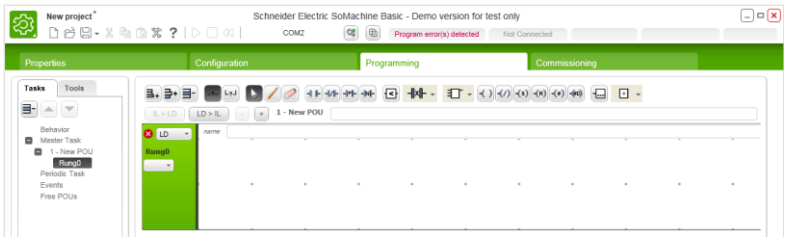


Click the **Yes** button to replace the controller.

Exercise - Create a Basic Application (cont.)

3 Create the first rung.

i. Click the Program tab to enter the programming section of the SoMachine Basic software.

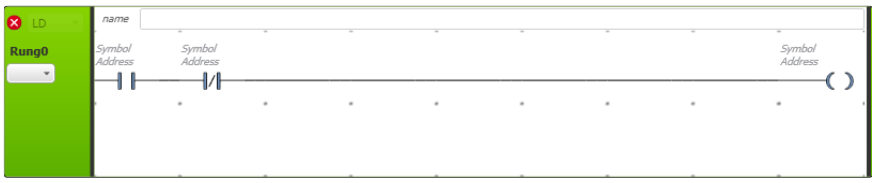


The first ladder rung will have been created ready for programming.

ii. Select the normally open contact from the toolbar and place it in the first row and column of the program.

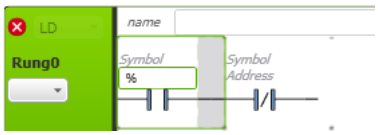
iii. Select the normally closed contact from the toolbar and place it in the first row second column.

iv. Select the coil from the toolbar and place it on the first row, final column. The program should now look like the following:



4 Assign Inputs and Outputs to the rung.

i. Double-click the word "Address" above the first contact.



ii. In the dialog box that opens, enter the address %I0.7. The % will already be in the dialog box.

The % indicates that it is an address in the Logic Controller, the I means that it will be a physical input and the 0.7 means that it will be the eighth input on the Logic Controller.

Exercise - Create a Basic Application (cont.)

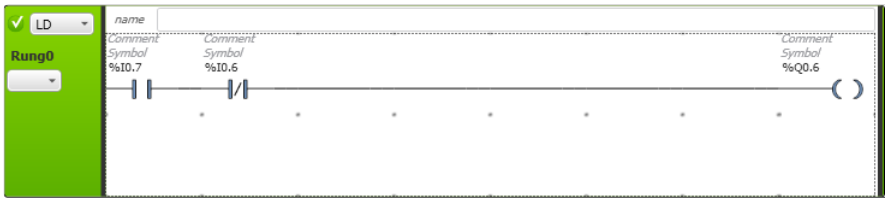
iii. Double-click the word "Address" above the second contact and enter the address %I0.6.

This will assign the contact to the sixth input of the Logic Controller.

iv. For the output coil, enter the address %Q0.6.

The Q signifies that this is an output and the 0.6 that this will be the seventh output on the Logic Controller.

The final rung should look similar to the following:



5 Save the application.

i. Click the save button on the toolbar.

ii. Choose the location and enter "Conveyors" for the filename.

iii. Click the **Save** button to save the application.