Linking the Program Parts

Completing the application

In this final exercise the programs in the separate POUs will be linked together by adding contacts to rungs that were previously created. This linking is typical of the way a program is developed with new functionality and is sometimes called hooking in to the existing application.

The speed errors will be amalgamated into a single contact and that contact will be used to make the fault light flash. The fault relays will also be used to stop the conveyors.

Exercise - Complete the Program

Learning Outcomes

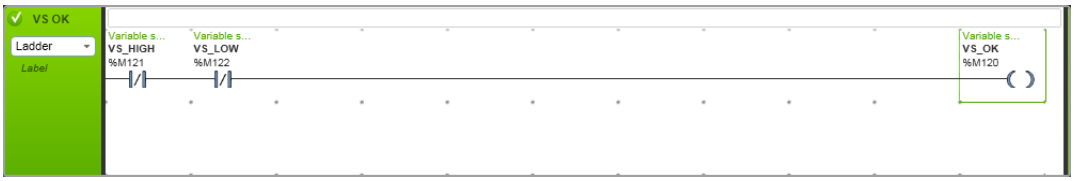
By the completion of this exercise you will:

- Complete the conveyor application

1 Add a rung to indicate that the variable speed is OK.

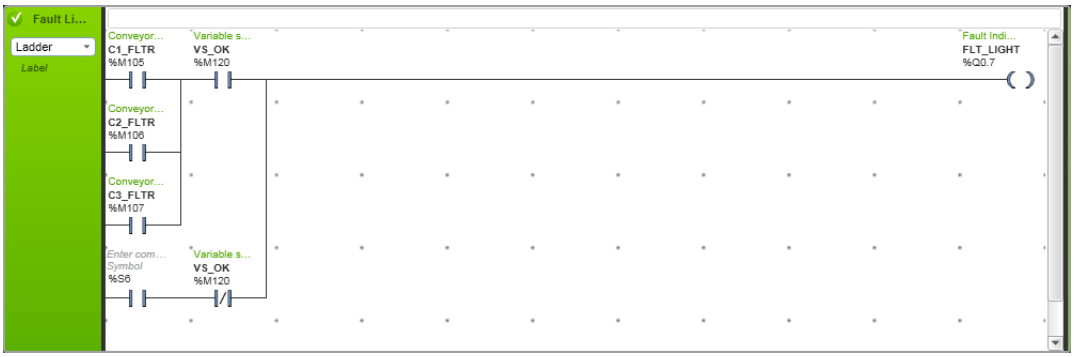
i. Create a new rung in the Speed Monitor POU and rename it VS OK

ii. Add the following objects.



2 Modify the fault light rung to make the light flash when the speed is not within the range of the setpoints.

i. Modify the Fault Light rung to the following



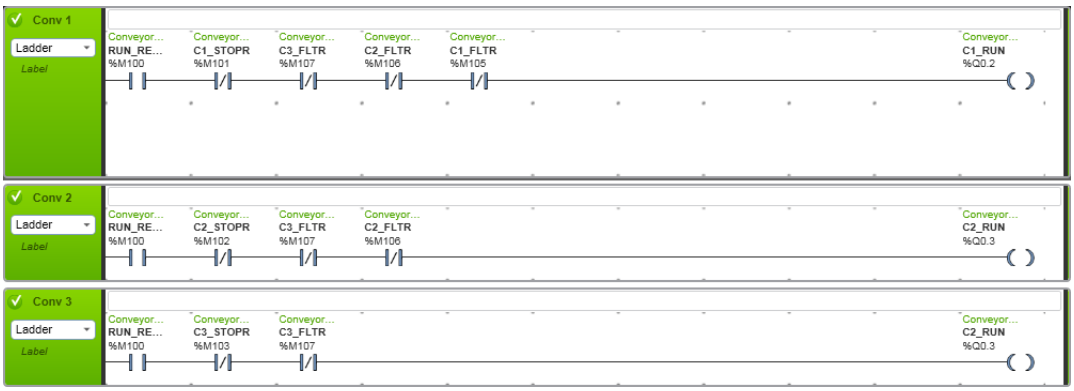
Note:

This contains a contact using the address %S6, This is a system bit which turns on and off with a 1 second interval. It is often used to create cyclic actions such as flashing a light.

Exercise - Complete the Program (cont.)

3 Modify the conveyor run rungs to make the conveyors stop when a fault occurs.

i. Modify the conveyor rungs to the following.



4 Save the application