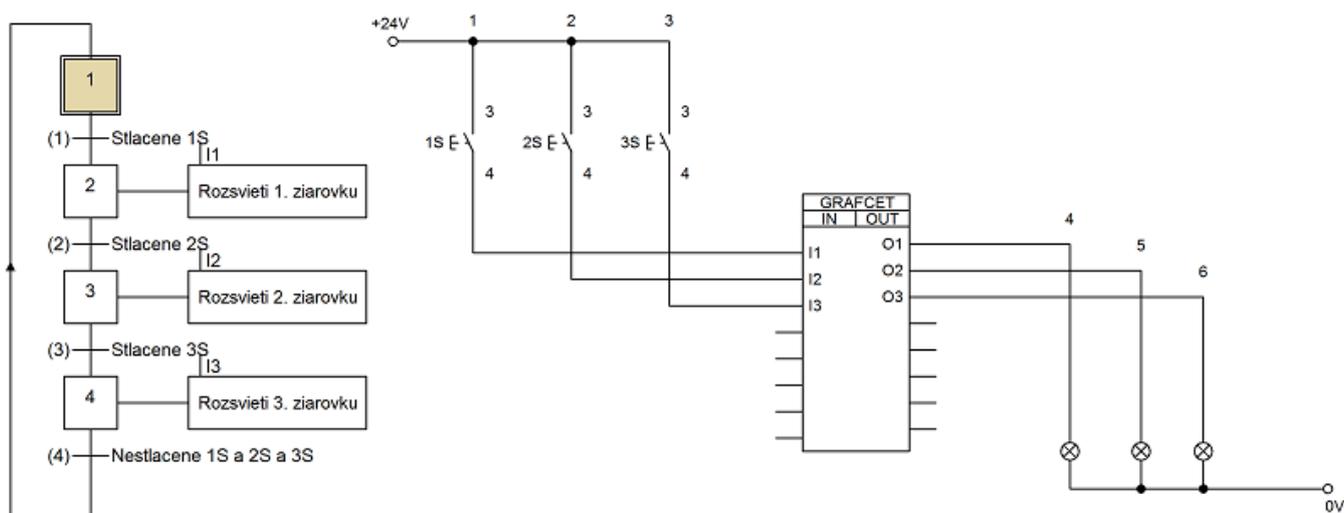


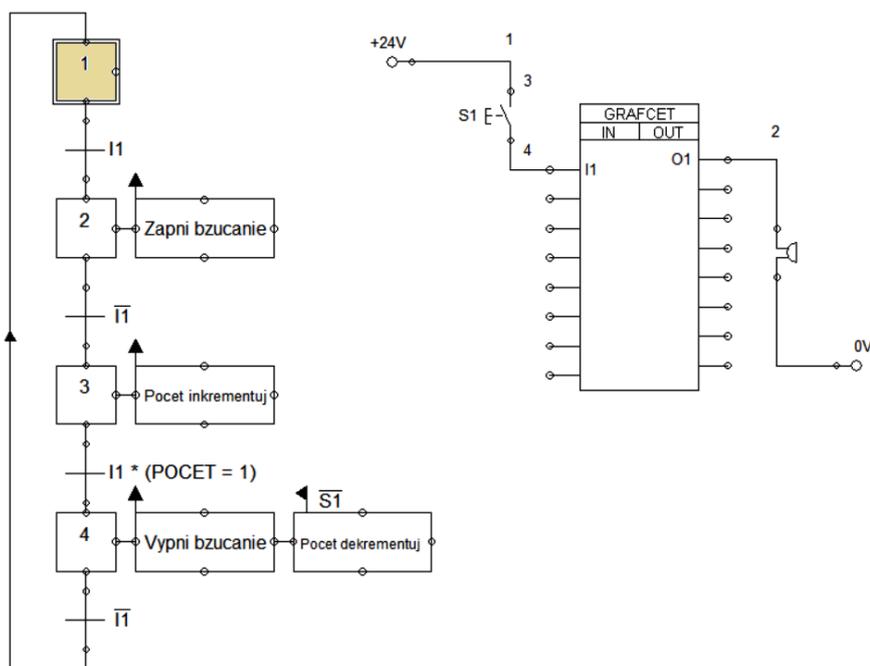
Grafcet 3a - Programy a zapojenia :

1. Jednoduché postupné (sekvenčné) rozsvetovanie 3 žiaroviek podľa poradia



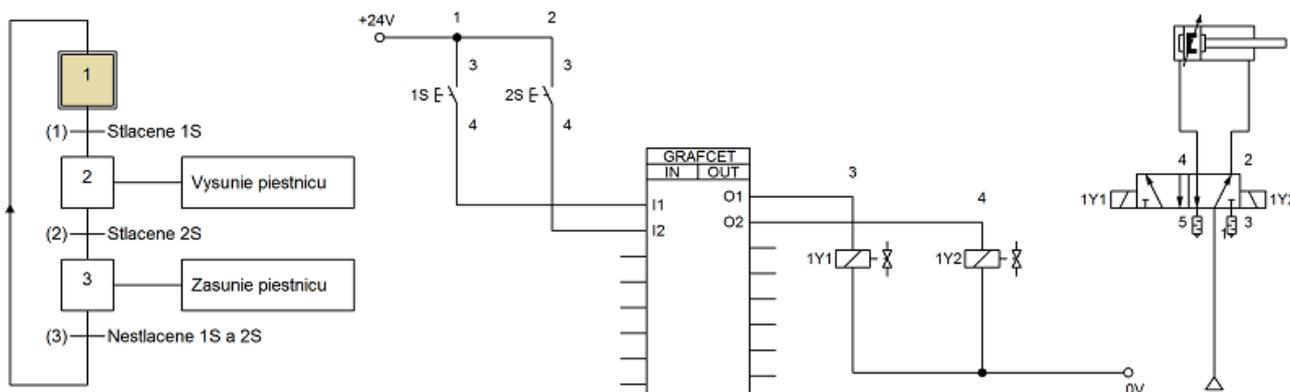
Schémy zapojení a funkčné blokové schémy boli vytvorené v programe [FluidSIM](#)

1b. Ovládanie (vypnutie a zapnutie) bzučiaka jedným tlačidlom

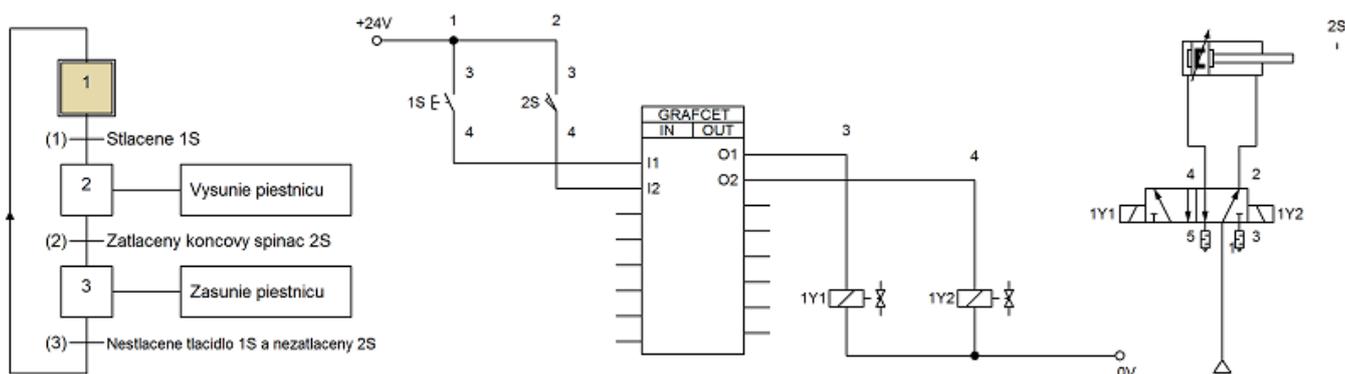


Autorom programu je Duc Anh Trinh Van, študent II. MEOI Duálnej akadémie v Bratislave
[Porovnanie realizácie ovládania bzučiaka Grafcetom a elektro-komponentami](#)

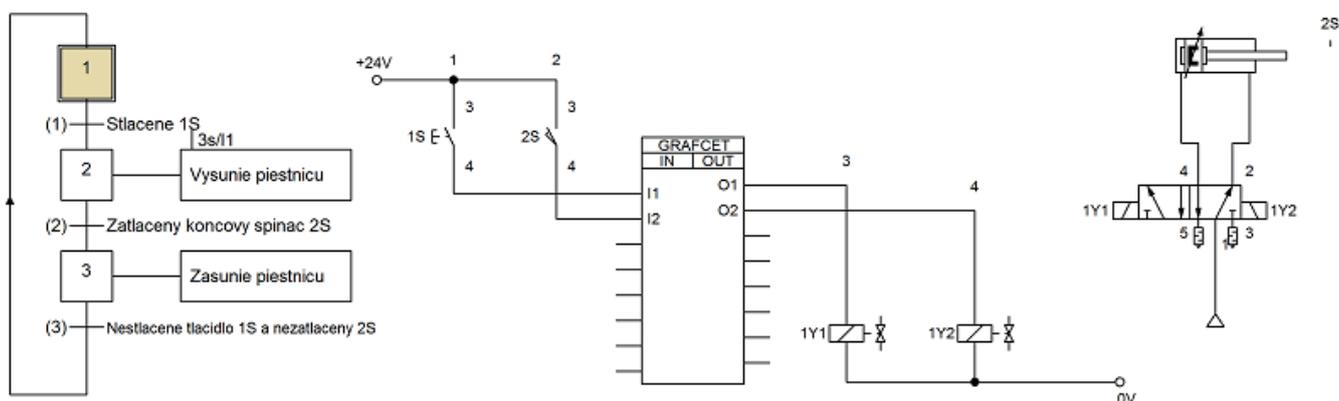
2. Ovládanie vysúvania a zasúvania piestnice valca dvoma tlačidlami



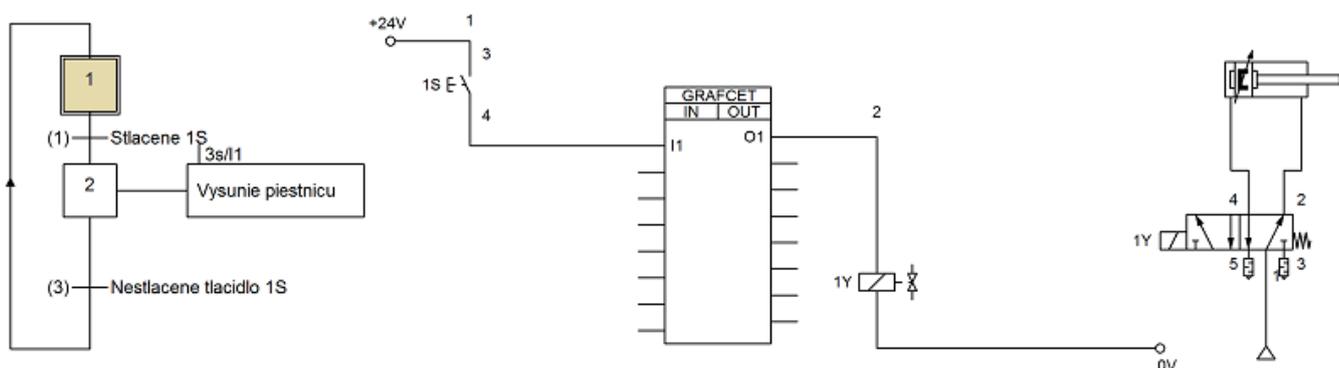
3a. Poloautomatické vysúvania a zasúvania piestnice valca



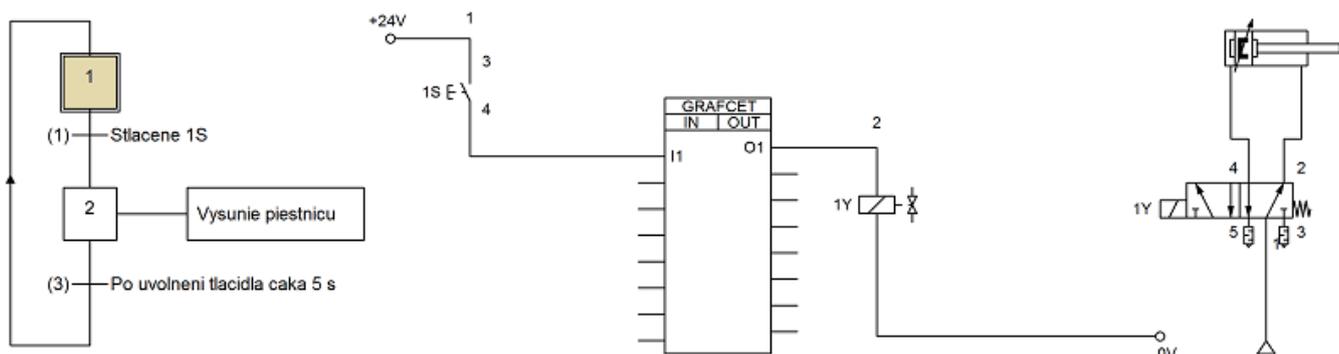
3b. Poloautomatické oneskorené vysúvania a zasúvania piestnice valca



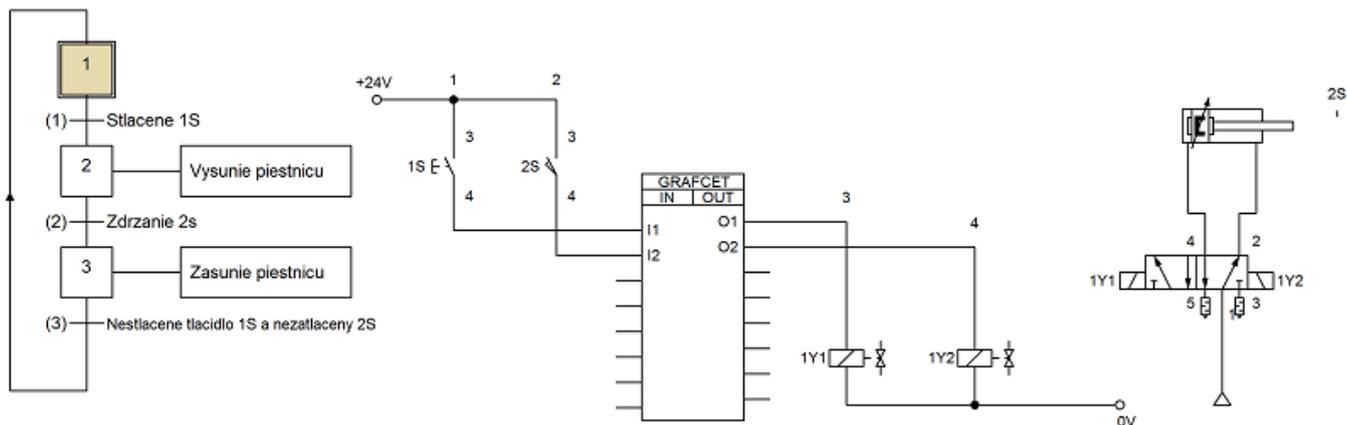
3c. Poloautomatické oneskorené vysúvania a zasúvania piestnice valca bez použitia koncového snímača



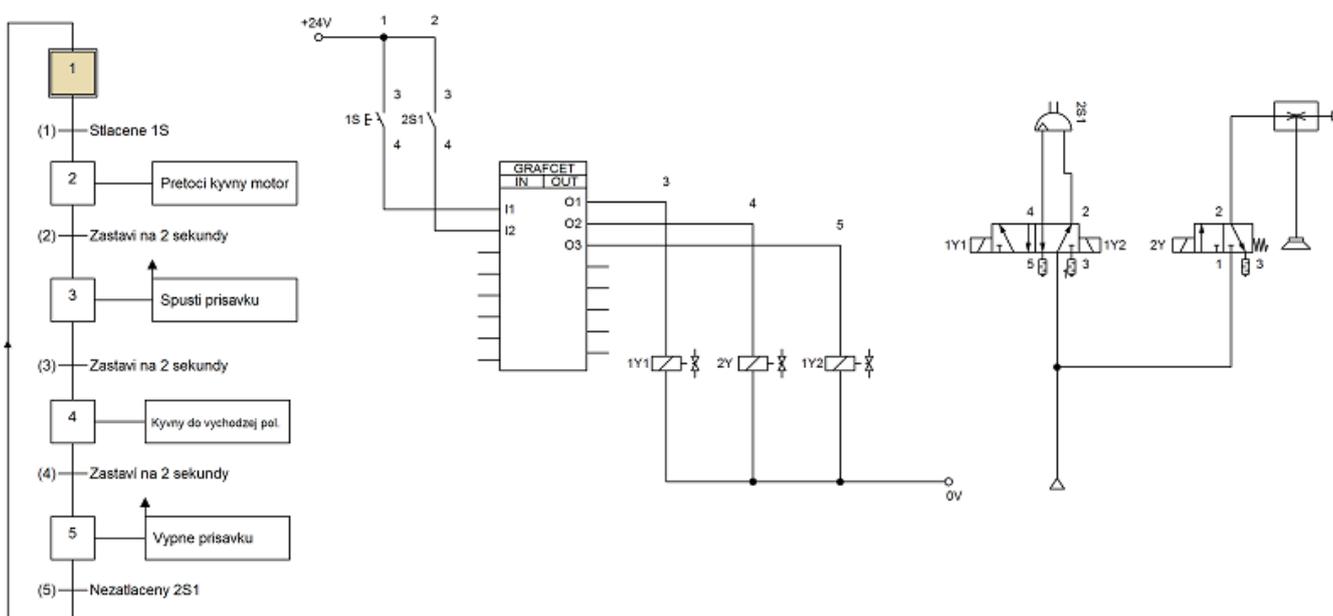
3d. Poloautomatické vysúvania a oneskorené zasúvania piestnice valca bez použitia koncového snímača



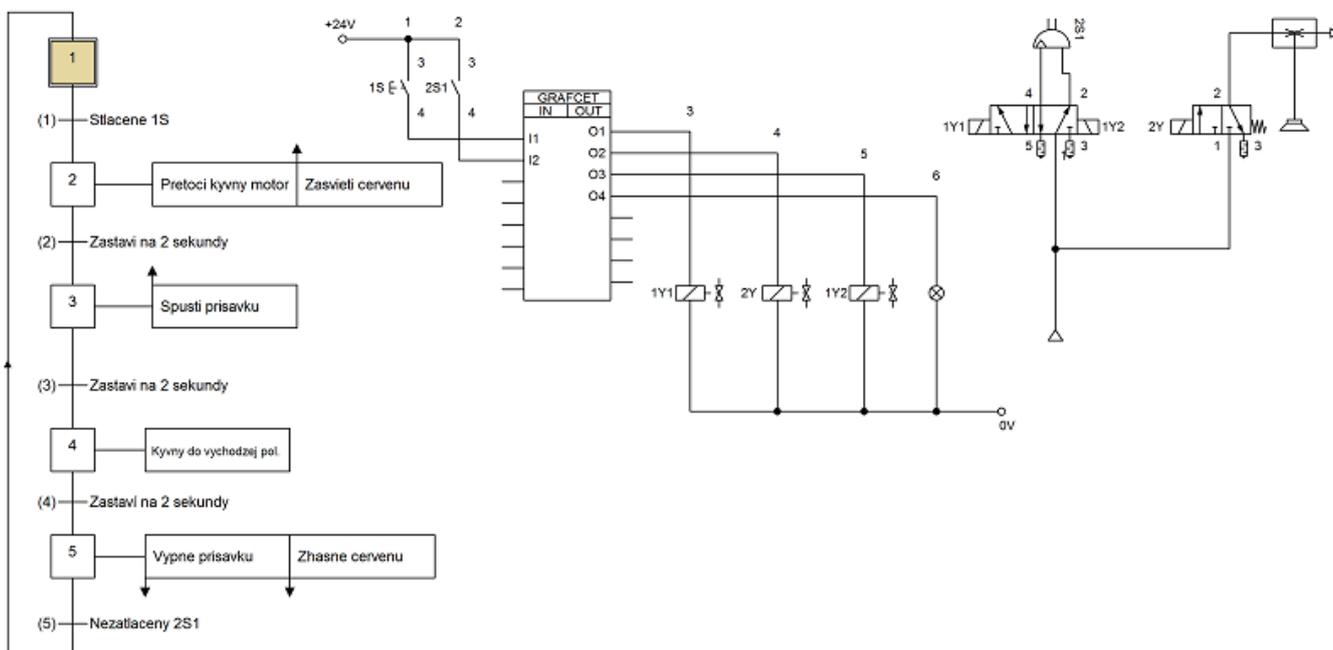
4. Poloautomatické riadenie piestnice valca s oneskorením zasunutia



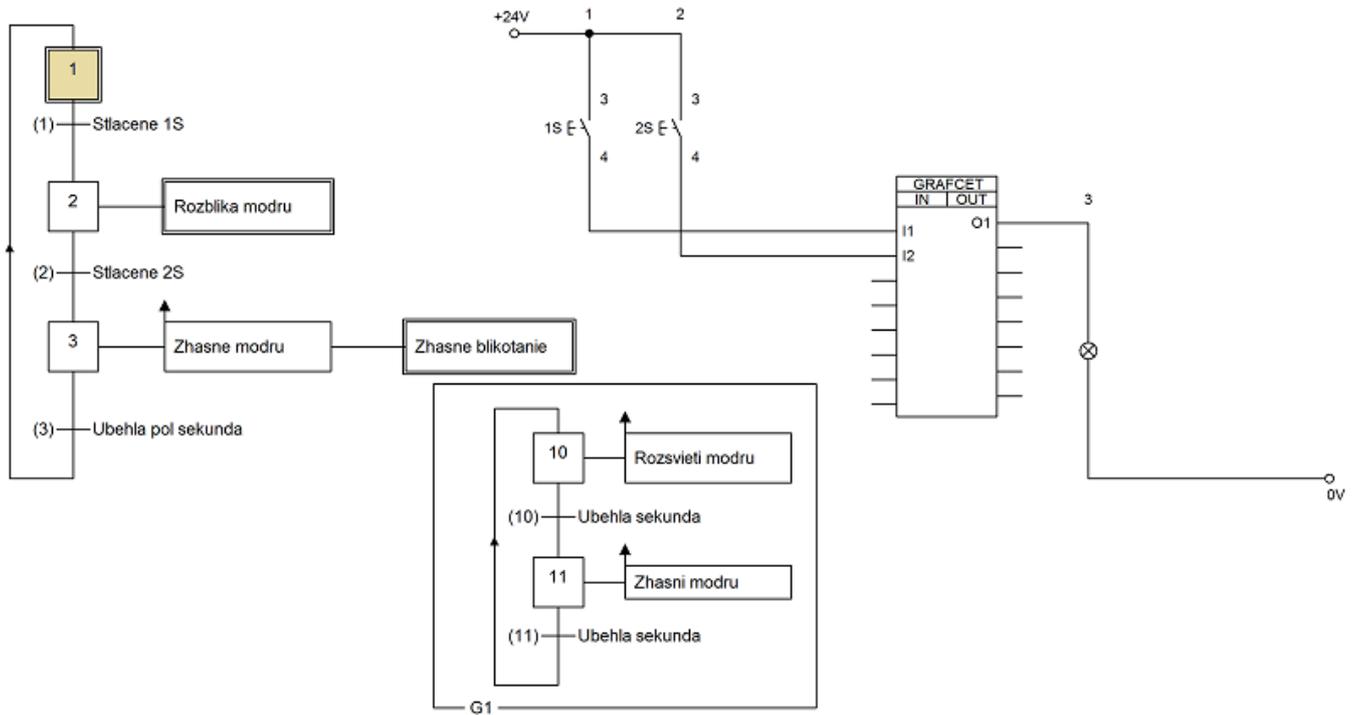
5. Premiestňovanie tesnenia



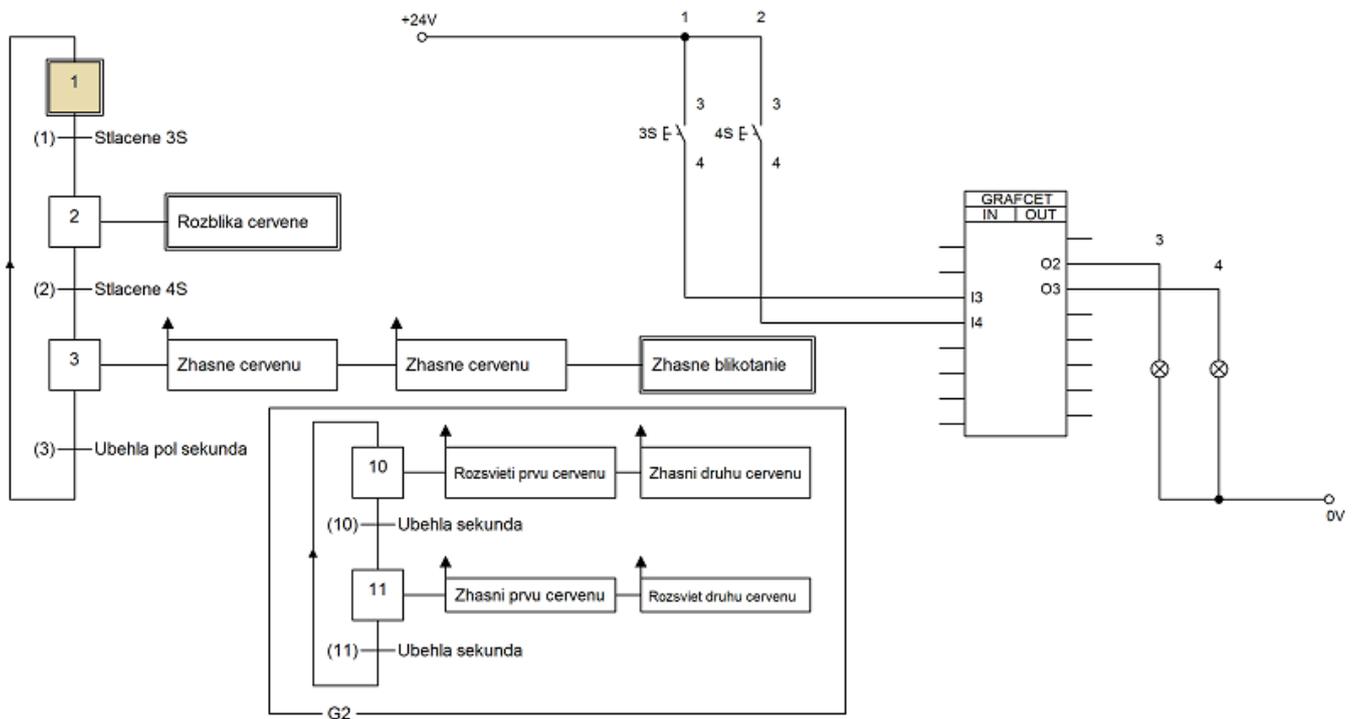
6. Premiestňovanie tesnenia s výstrahou



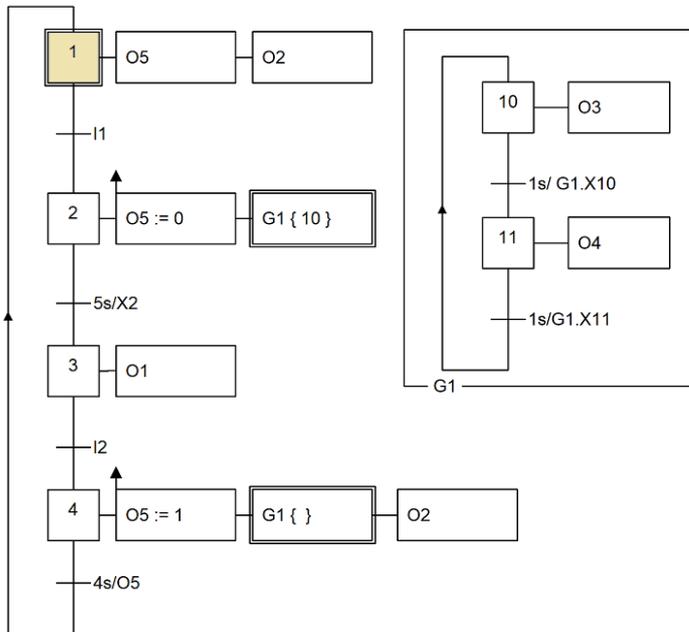
7a. Blikotanie modrej žiarovky ovládané 2 tlačidlami



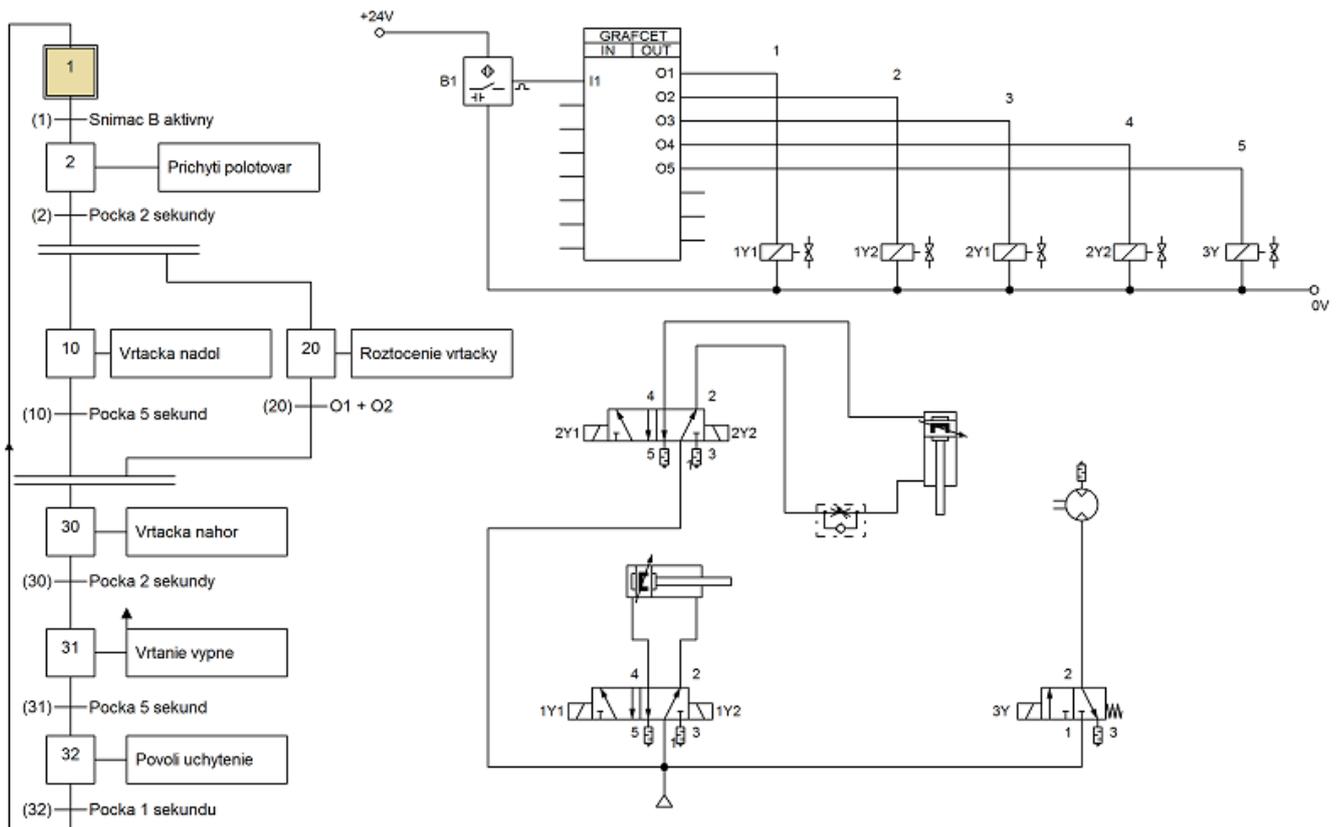
8a. Cyklické preblikávanie 2 červených žiaroviek ovládané 2 tlačidlami



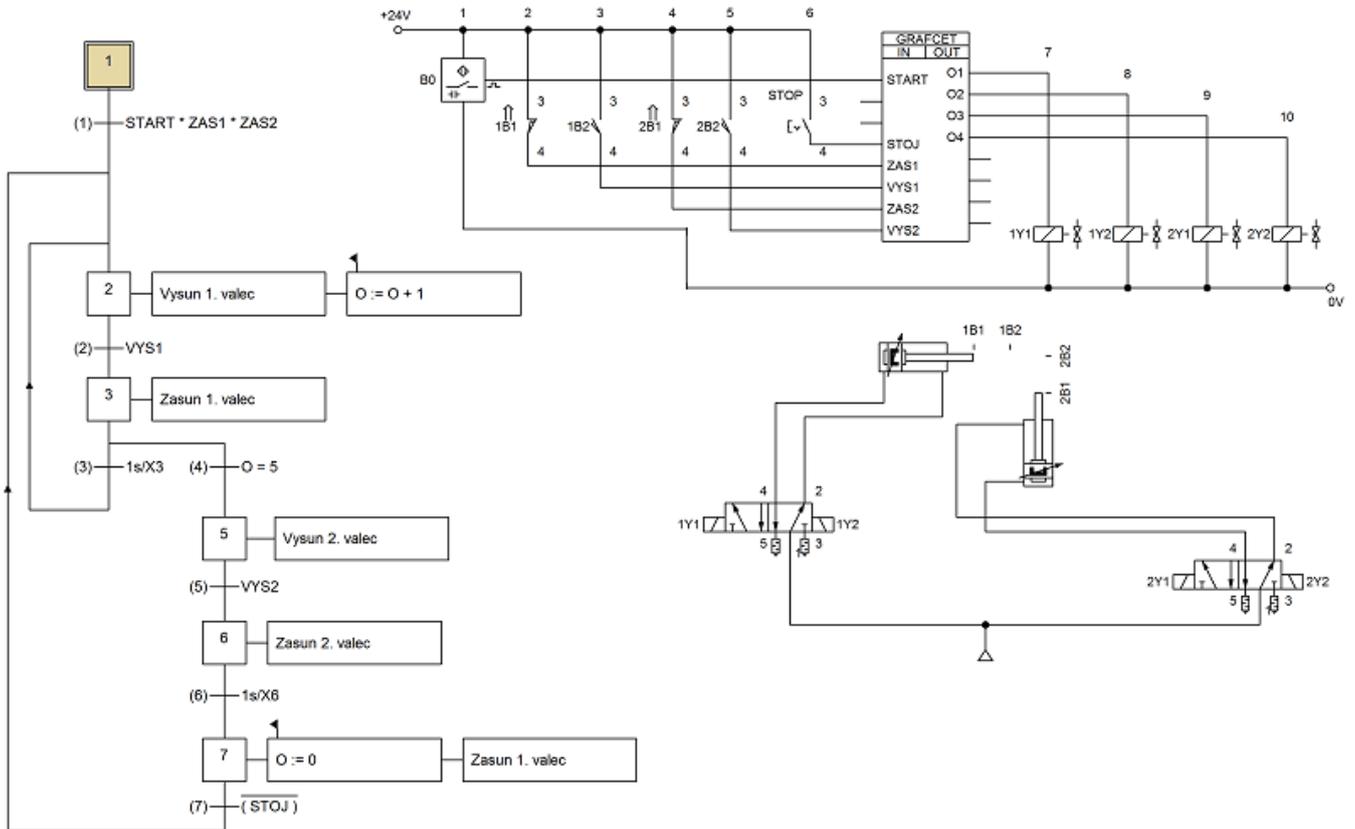
9. Ovládanie závery na železničnom priecestí



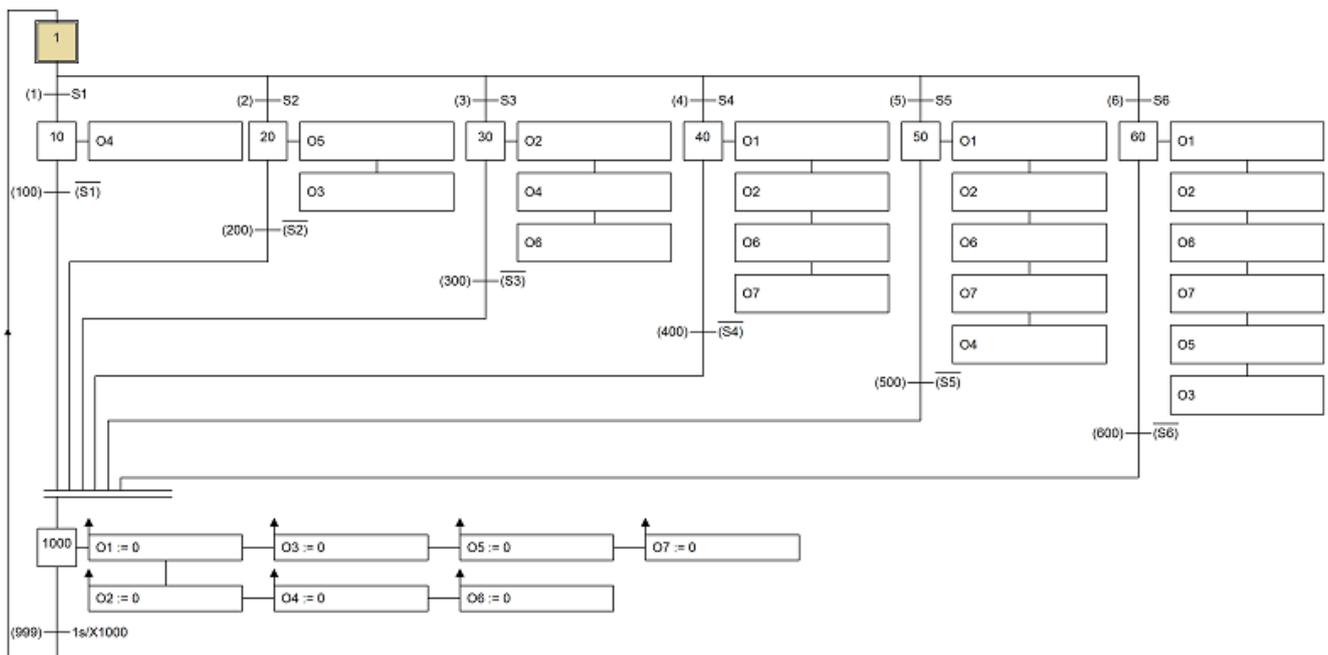
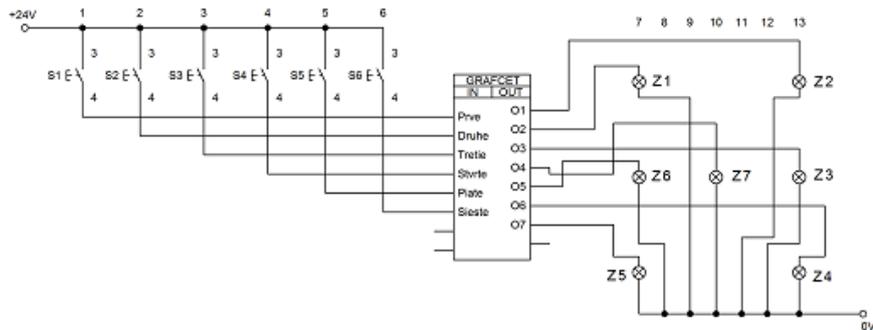
10. Vrtacie pracovisko



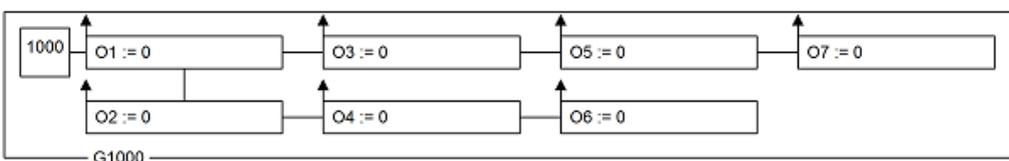
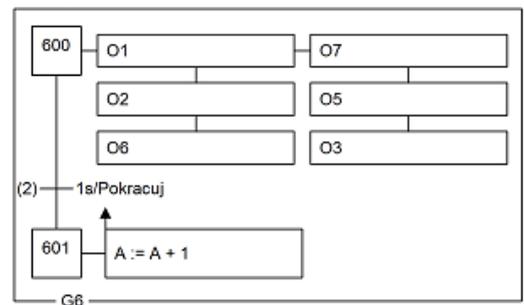
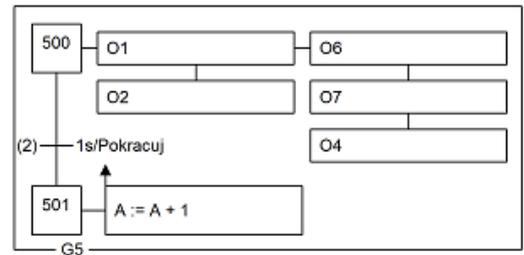
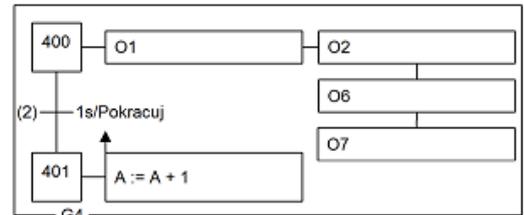
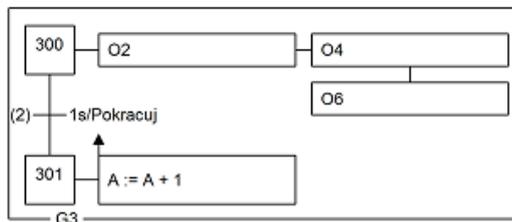
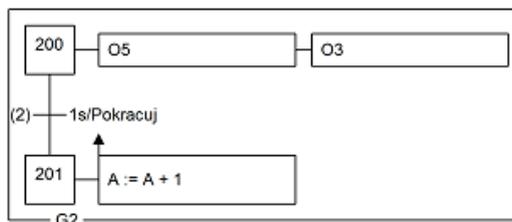
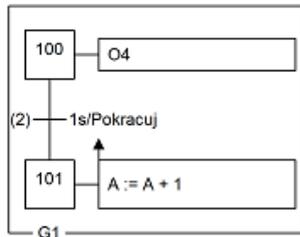
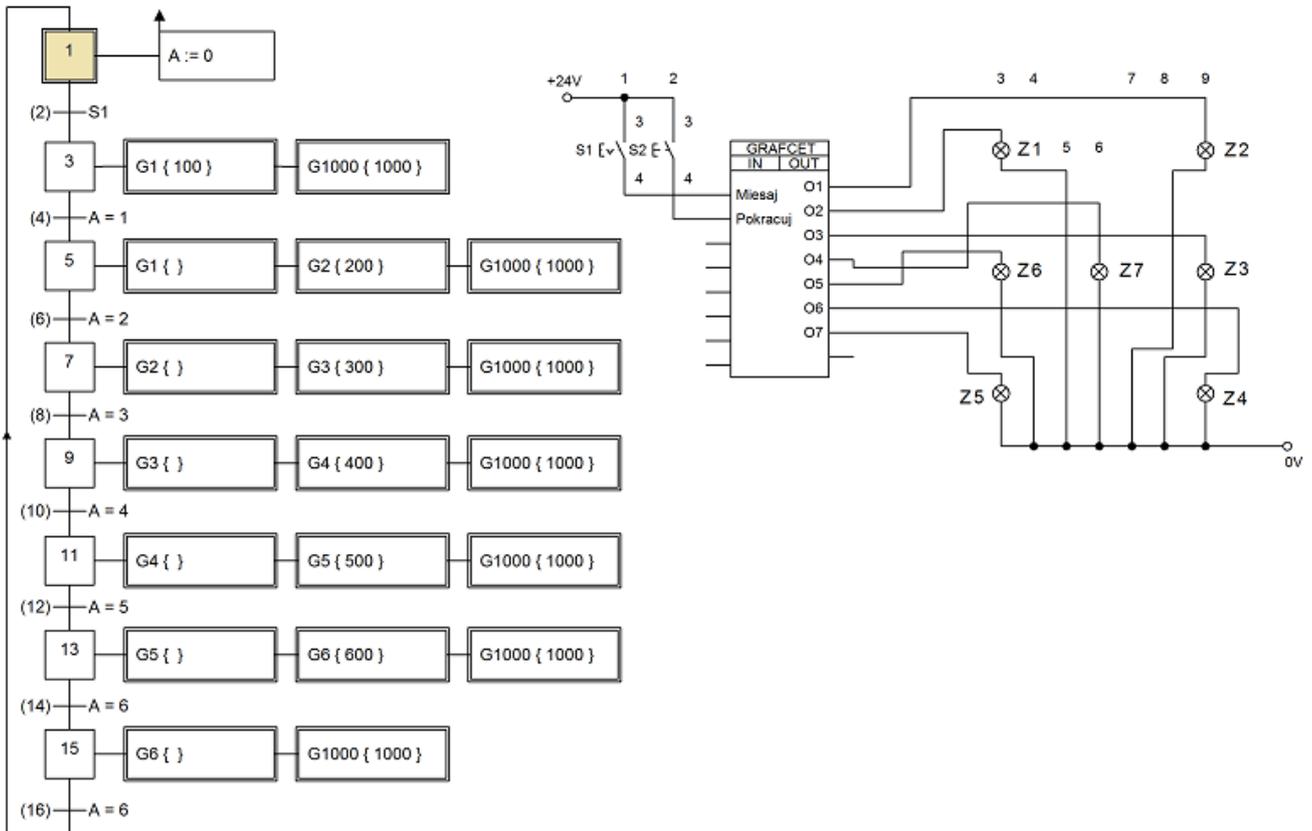
11. Baliaca linka



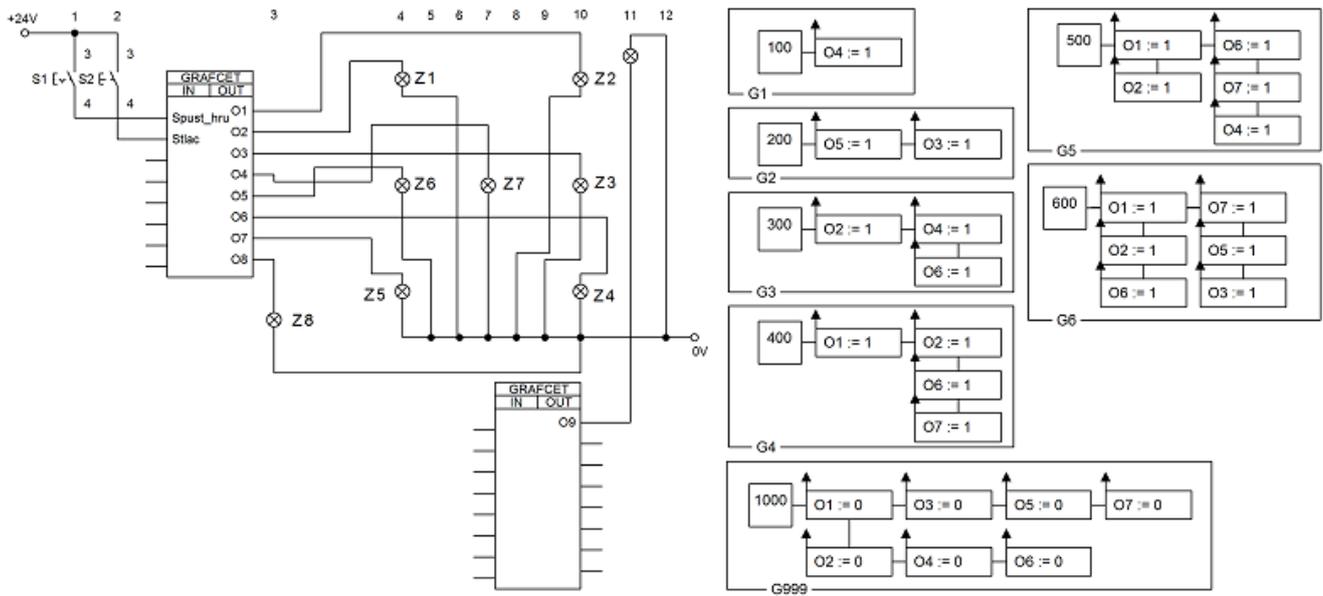
12. Prevodník Poradie/Počet žiaroviek



13. Postupné rozsvecovanie žiaroviek po stlačení tlačidla



14. Hra Hádzanie kockou



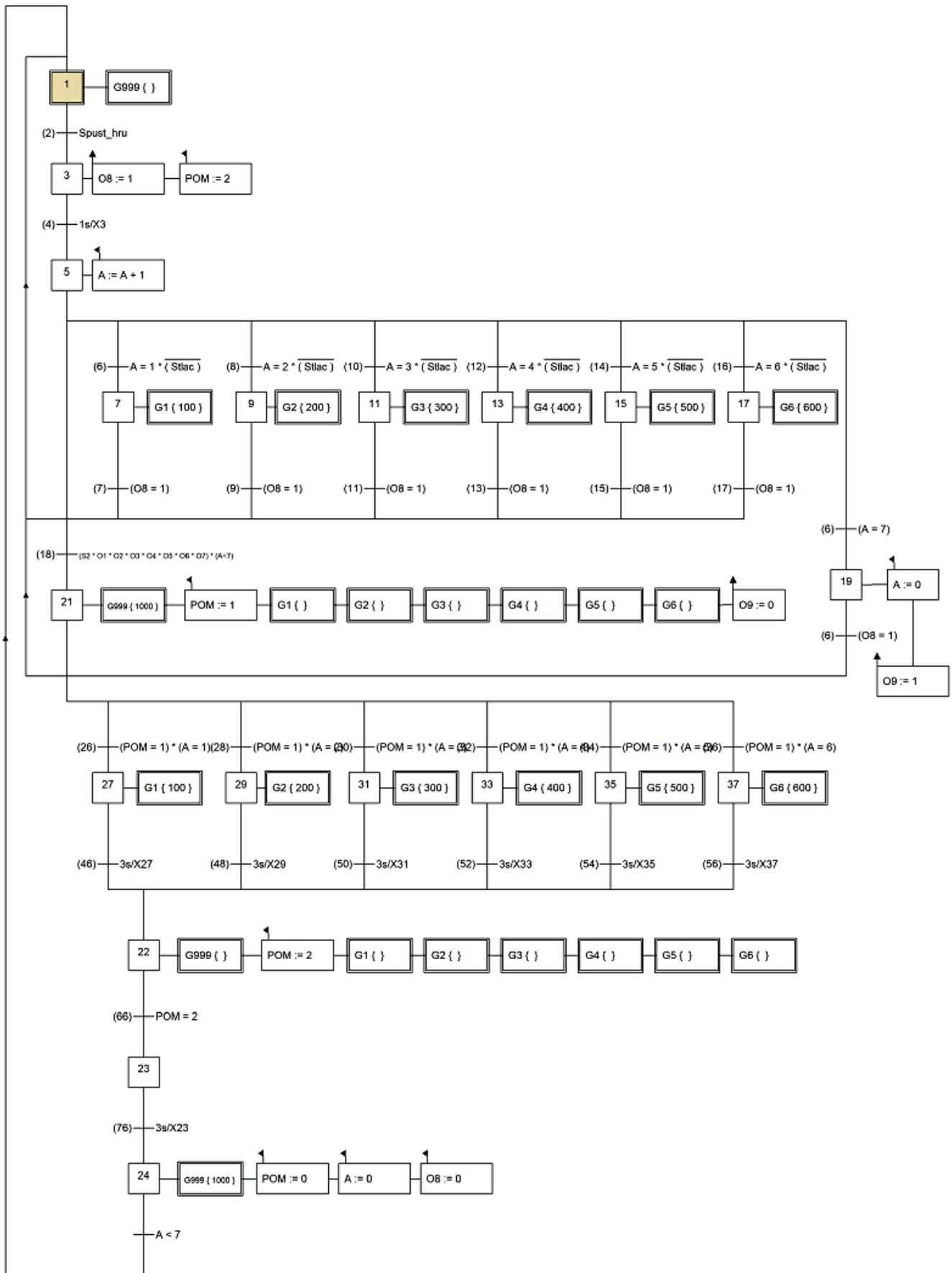
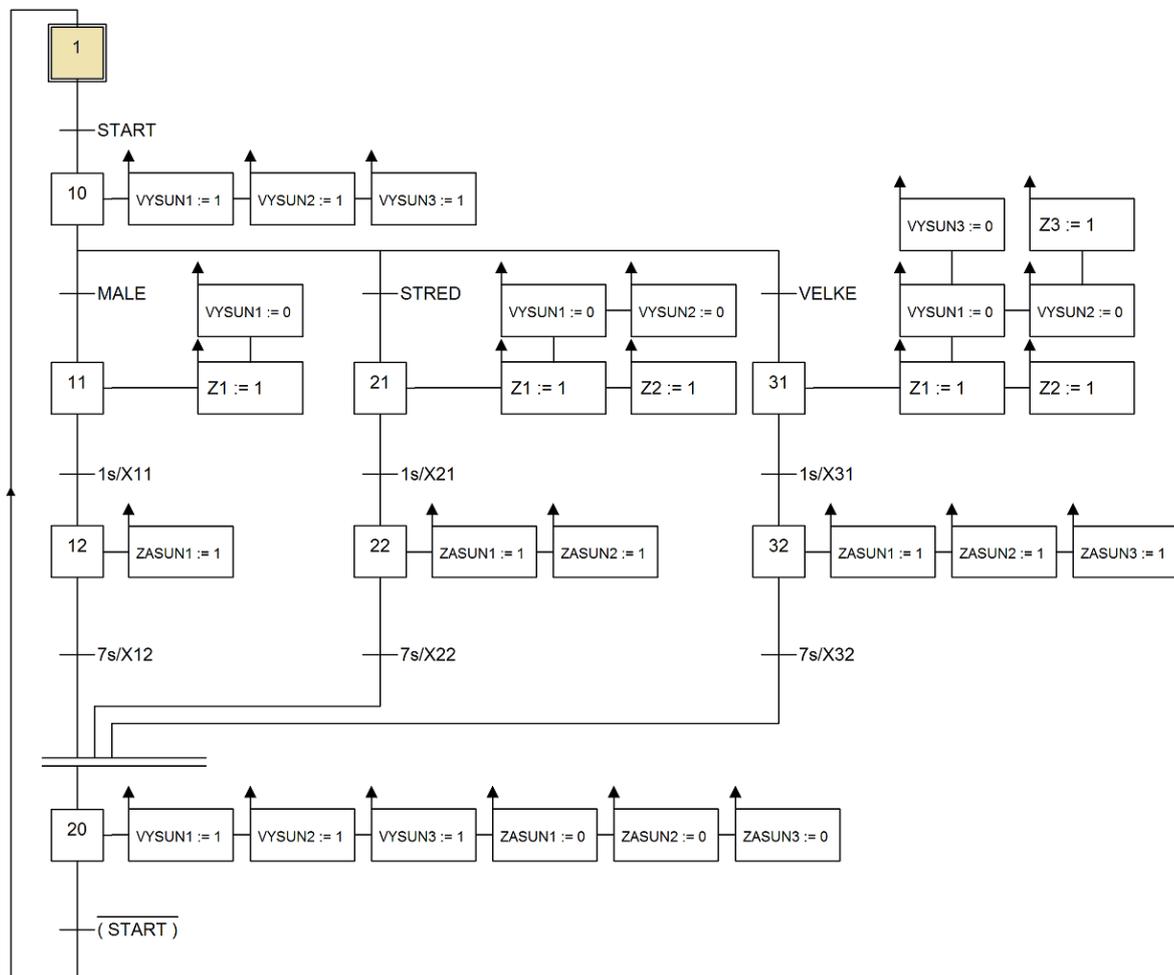
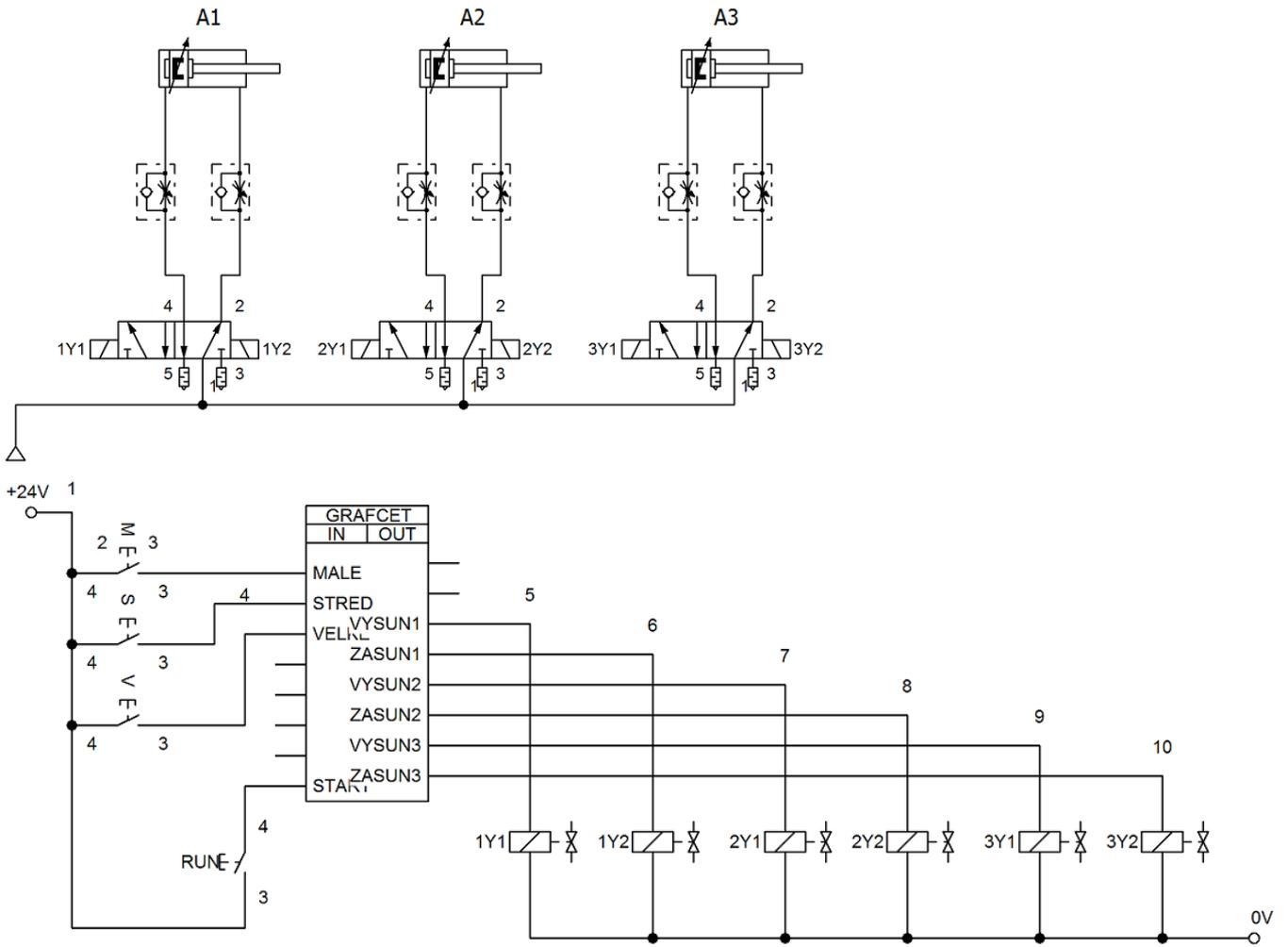
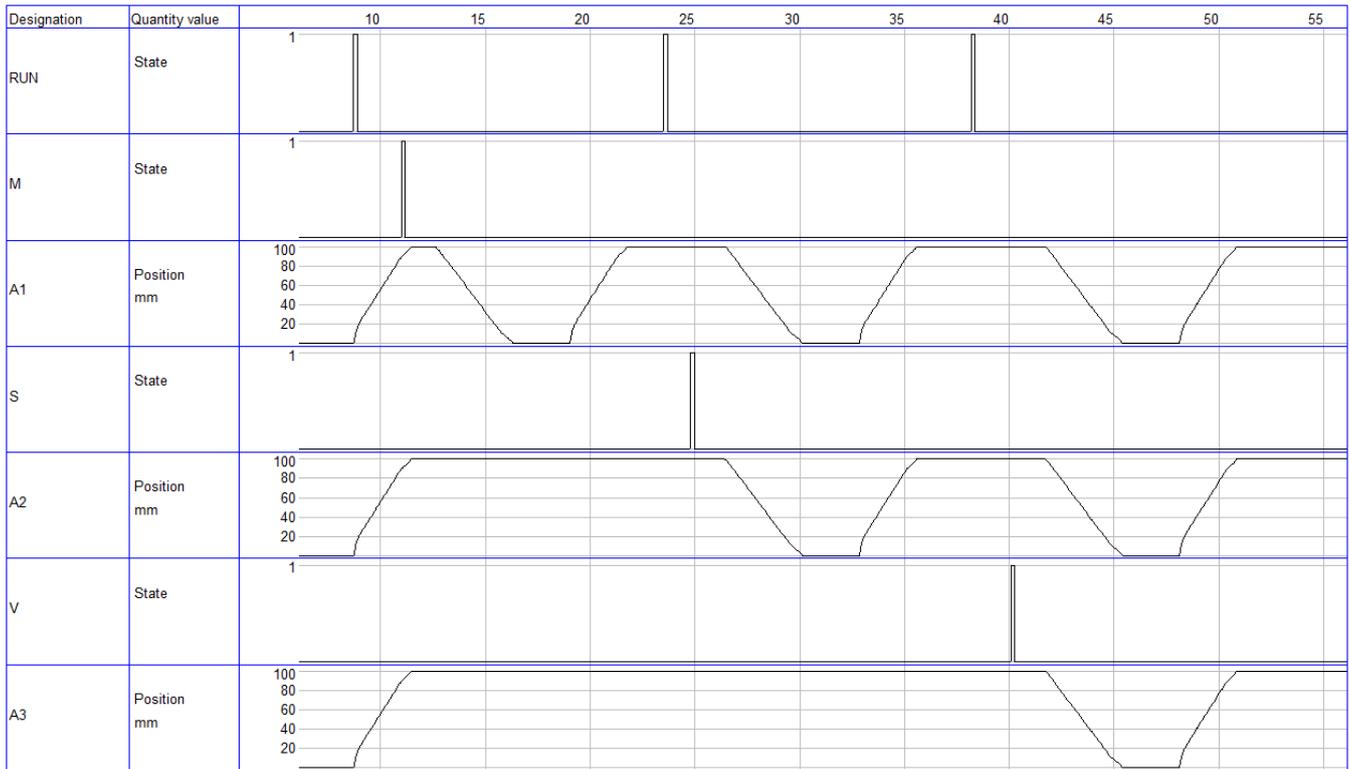


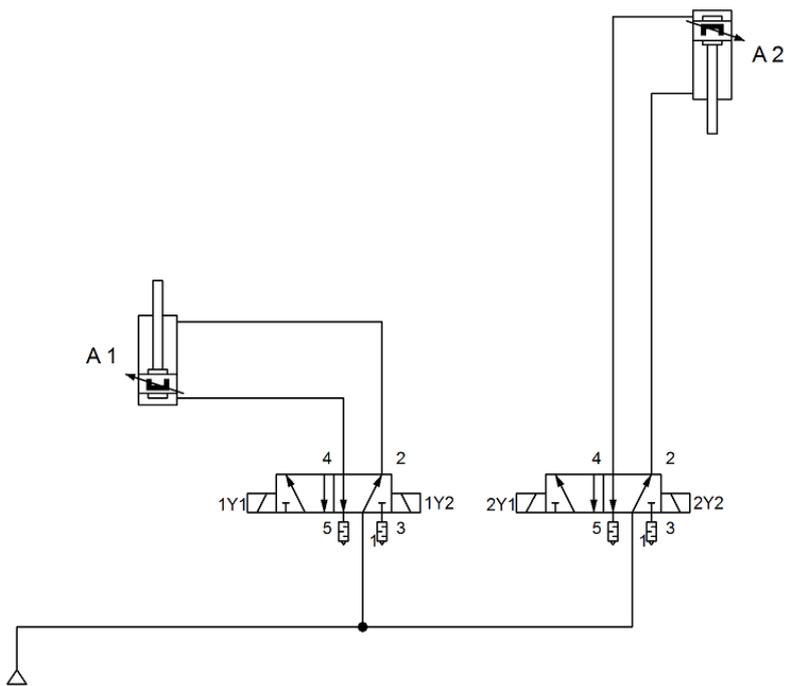
Schéma zapojenia a funkčná bloková schéma boli vytvorené v programe [FluidSIM](#)

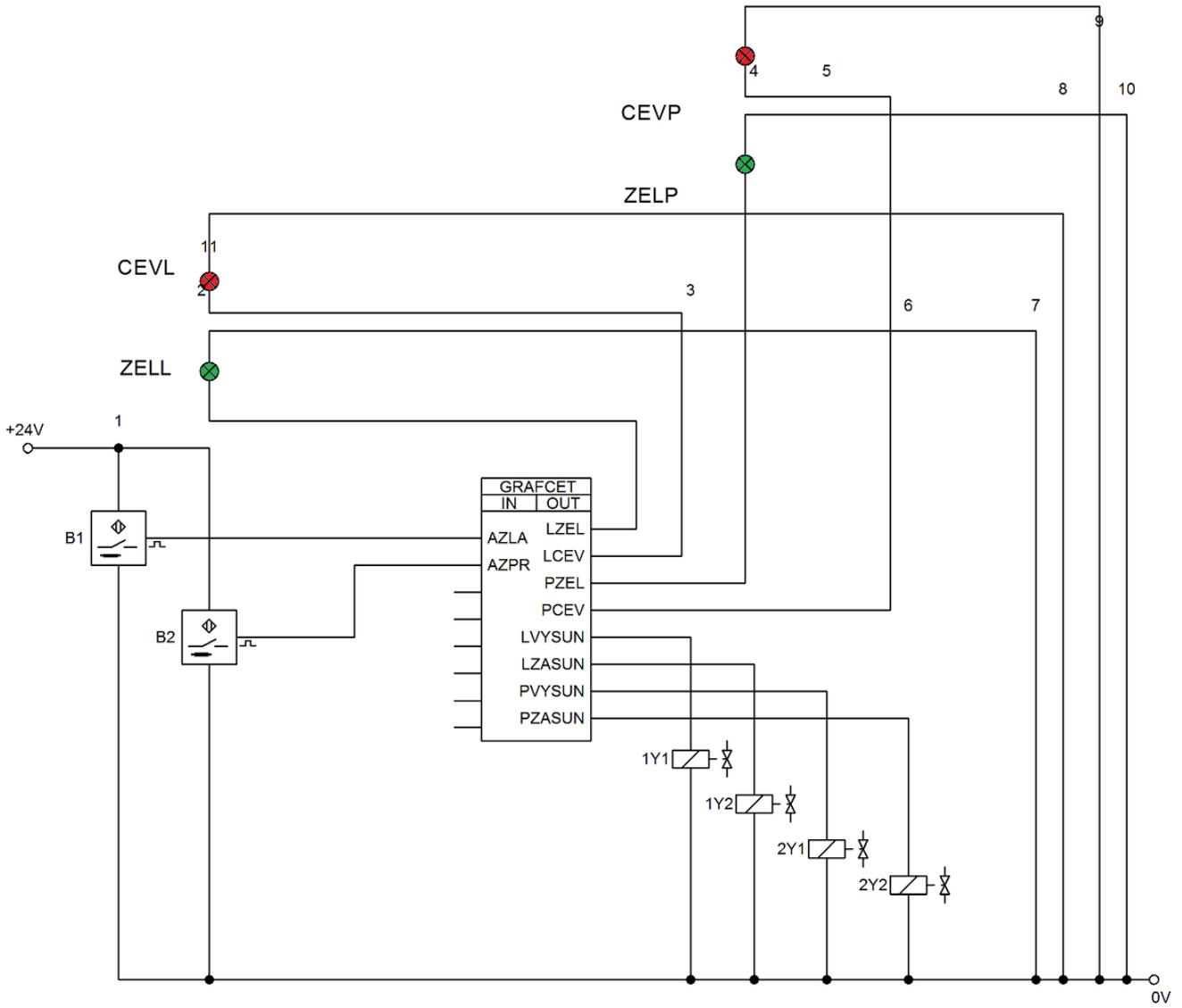
15. Triedička balíkov

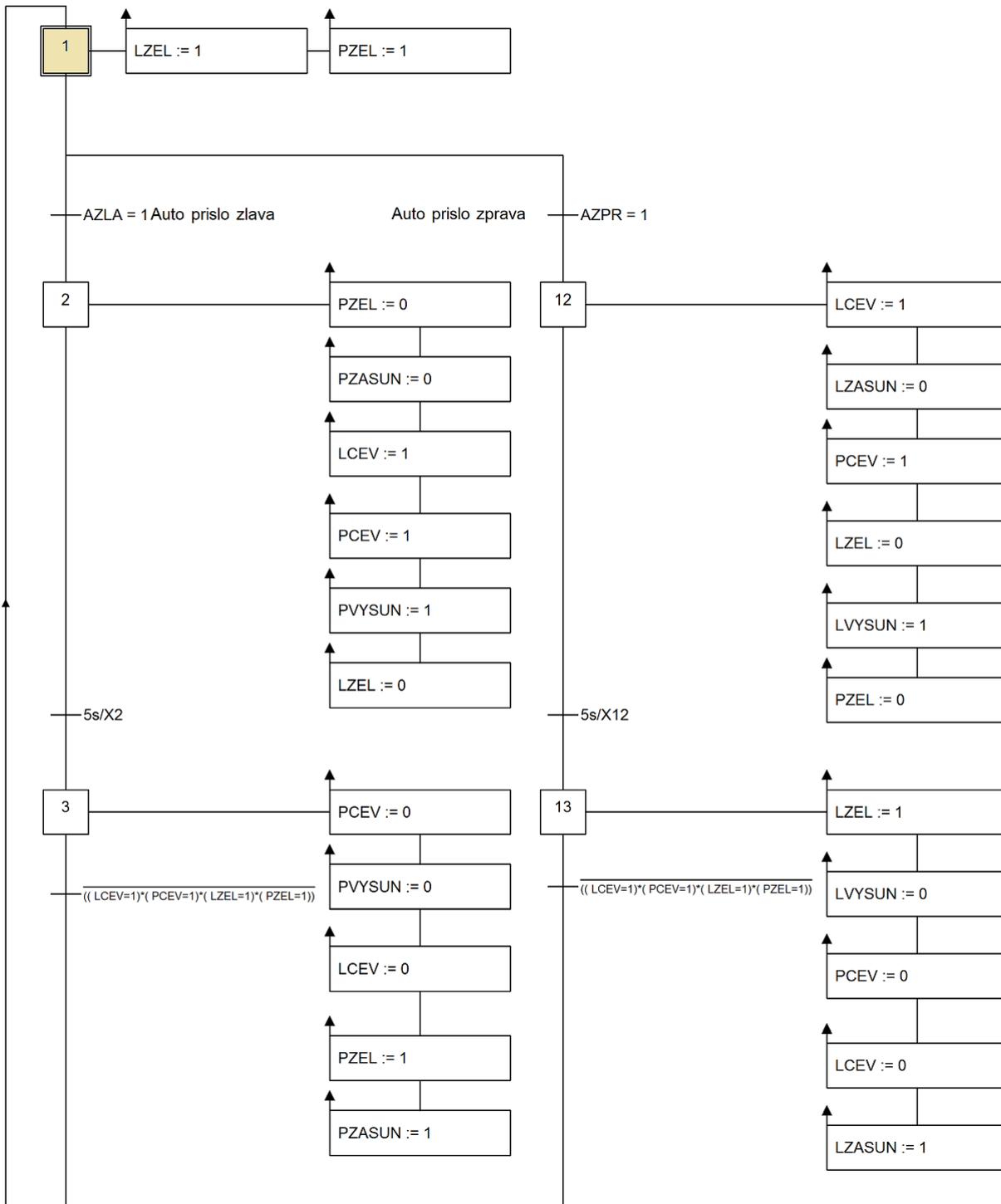




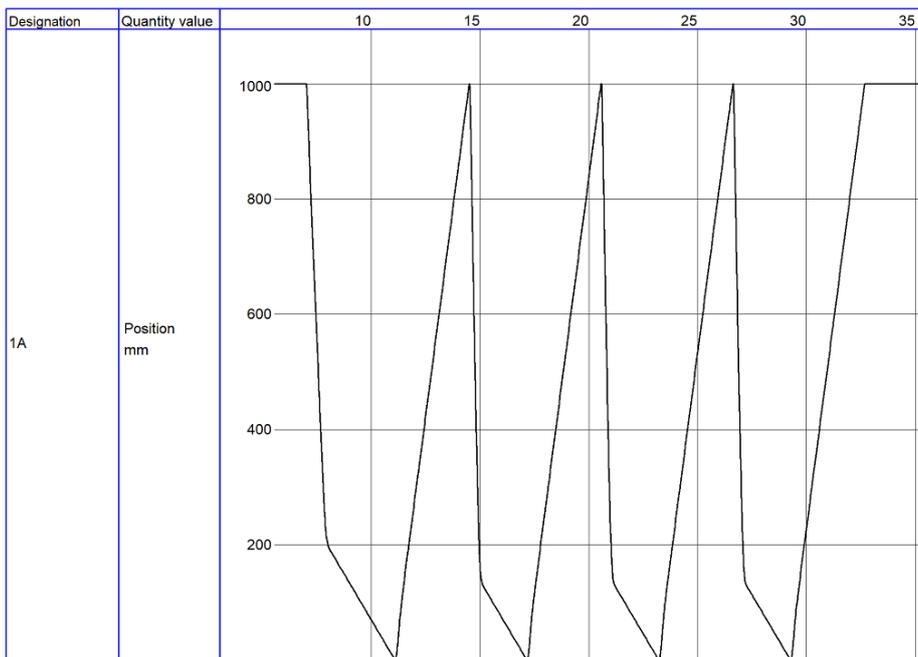
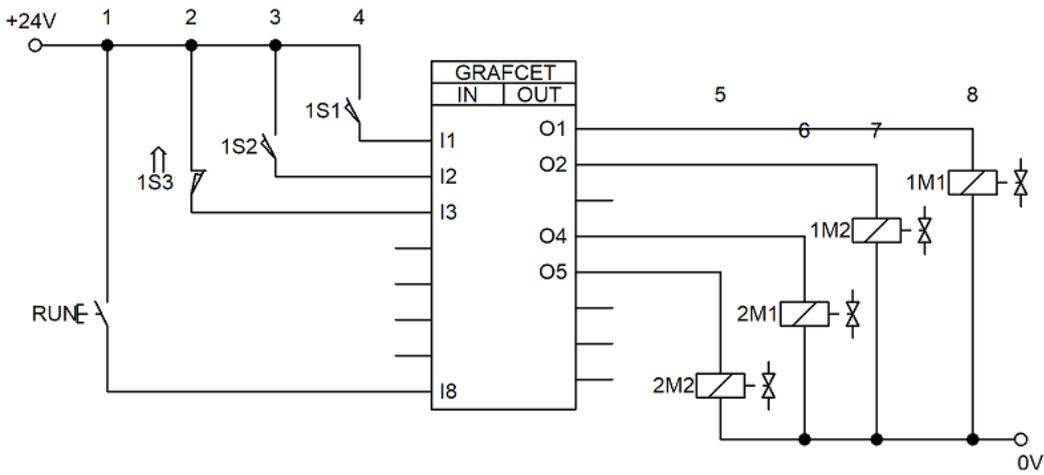
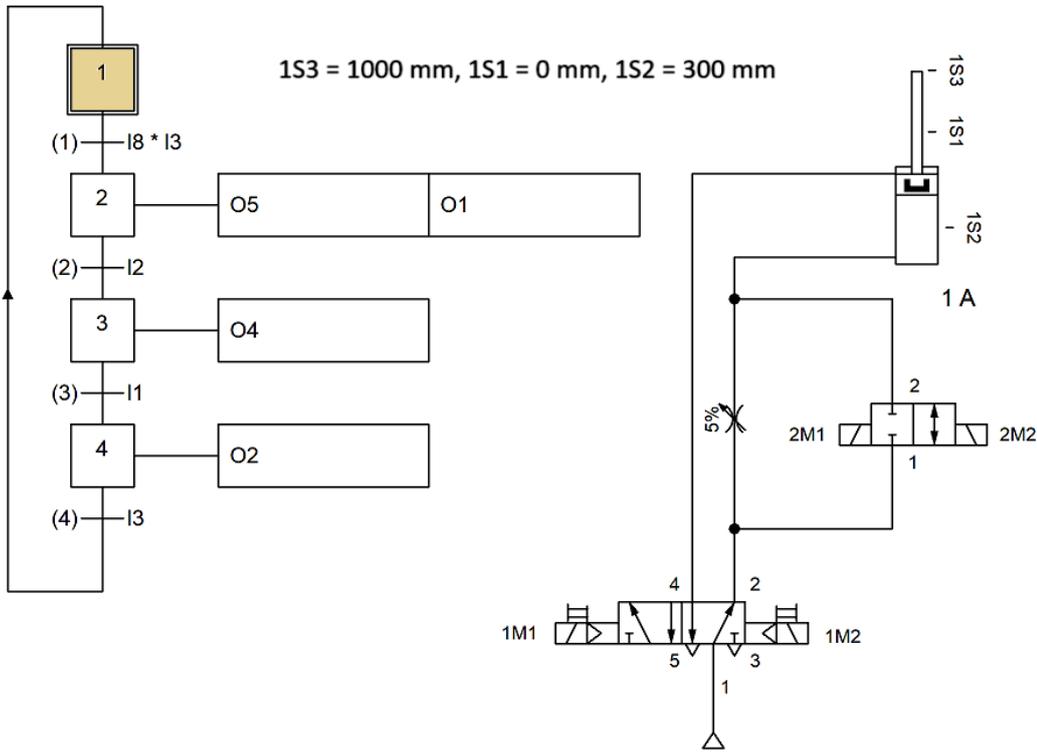
16. Križovatka



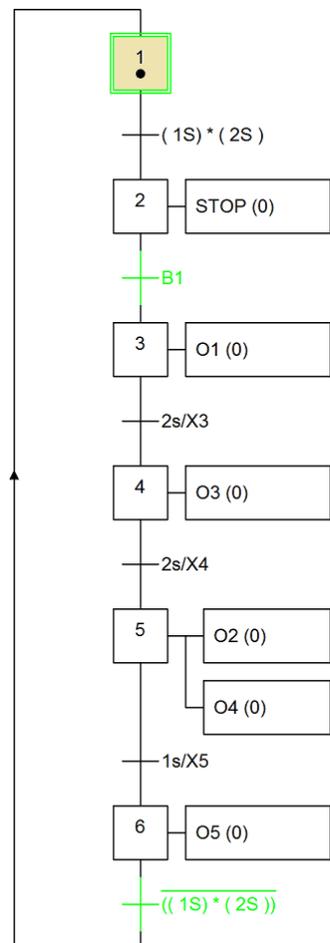
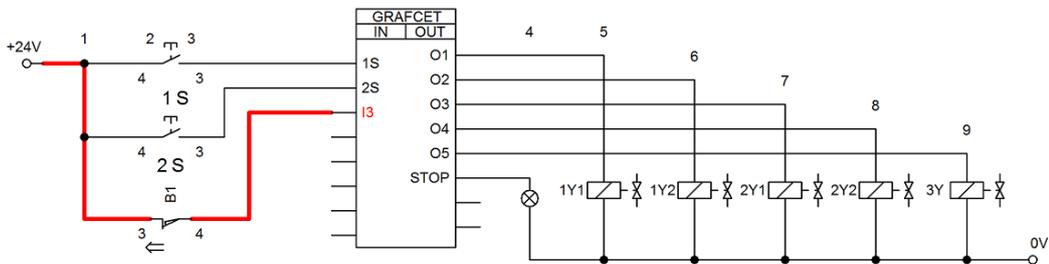
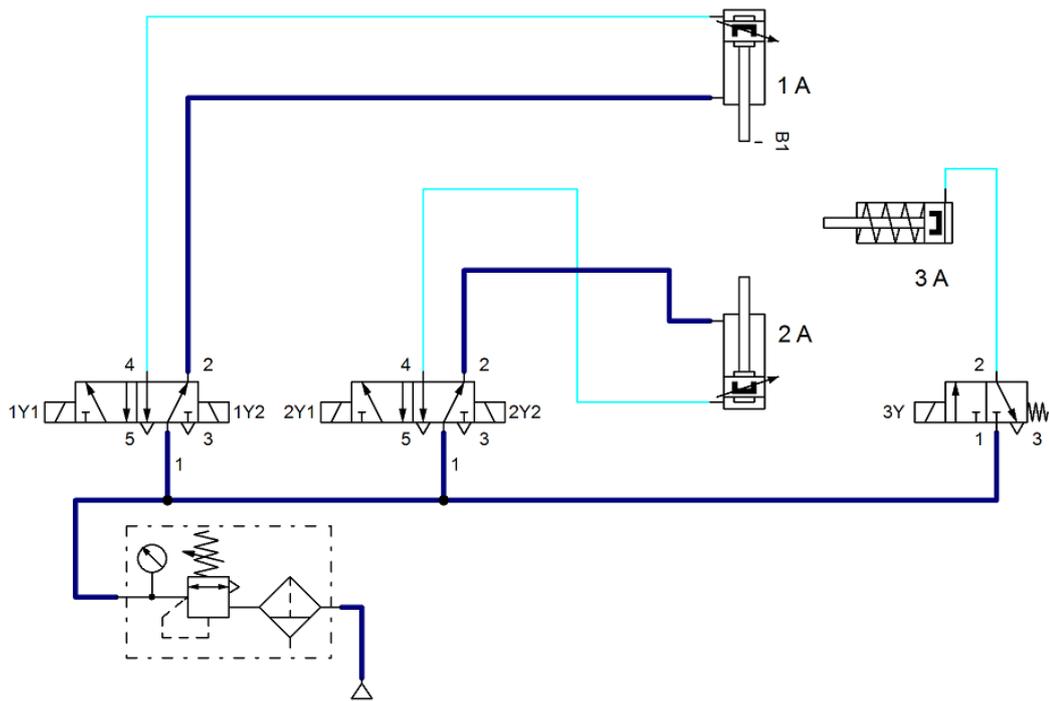




26. Spomalenie rýchlosti zasúvania

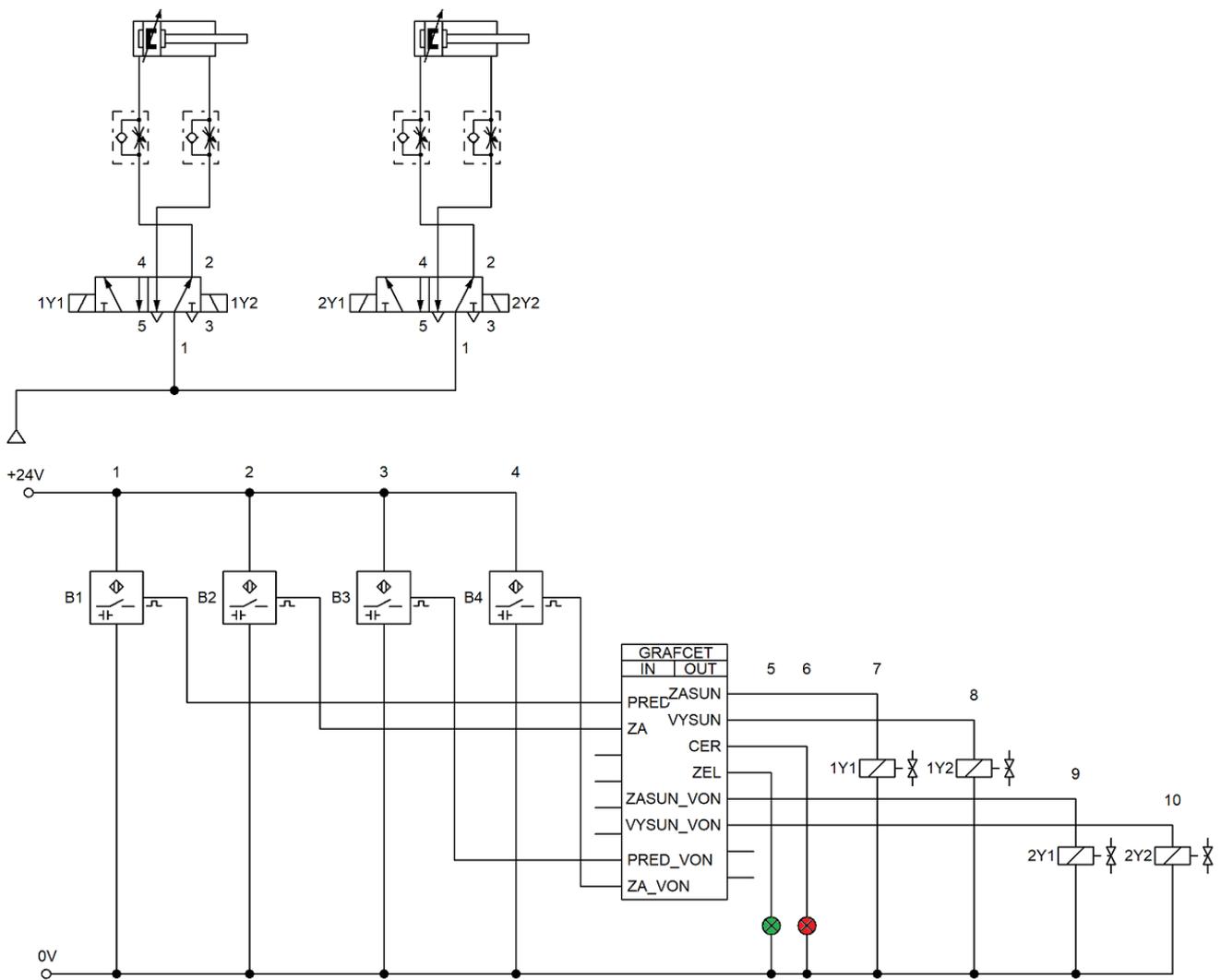


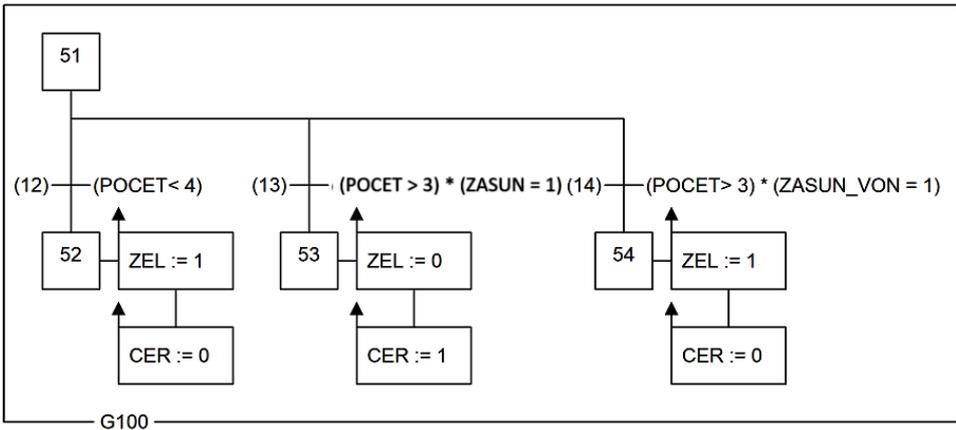
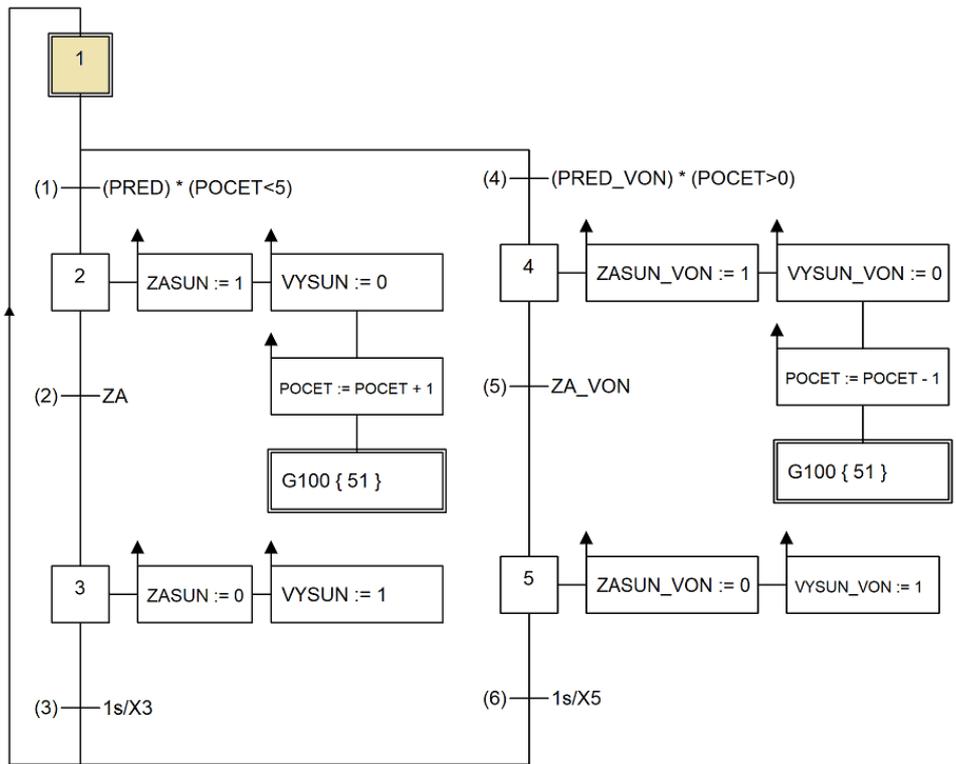
27. Lisovanie osobného auta



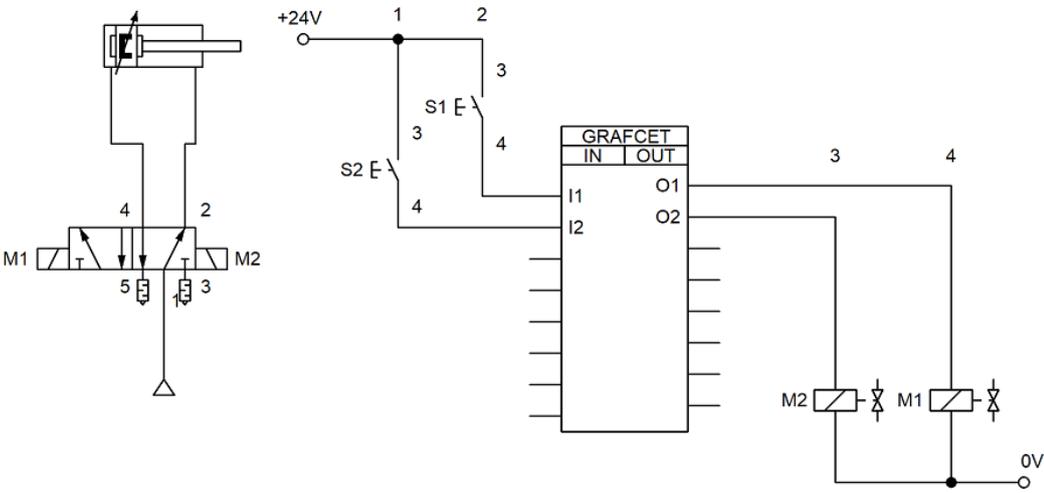
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1A	Position mm										
2A	Position mm										
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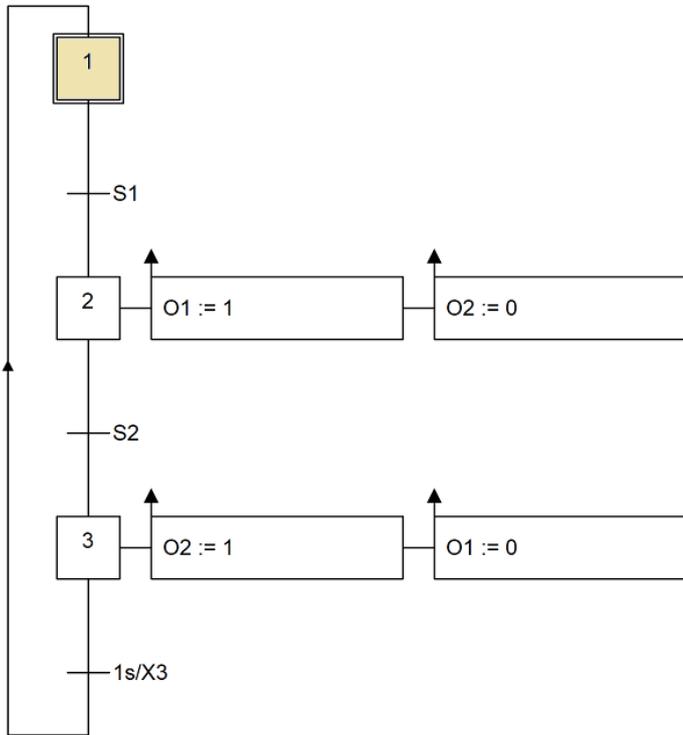
25. Parkovisko pred obchodným centrom



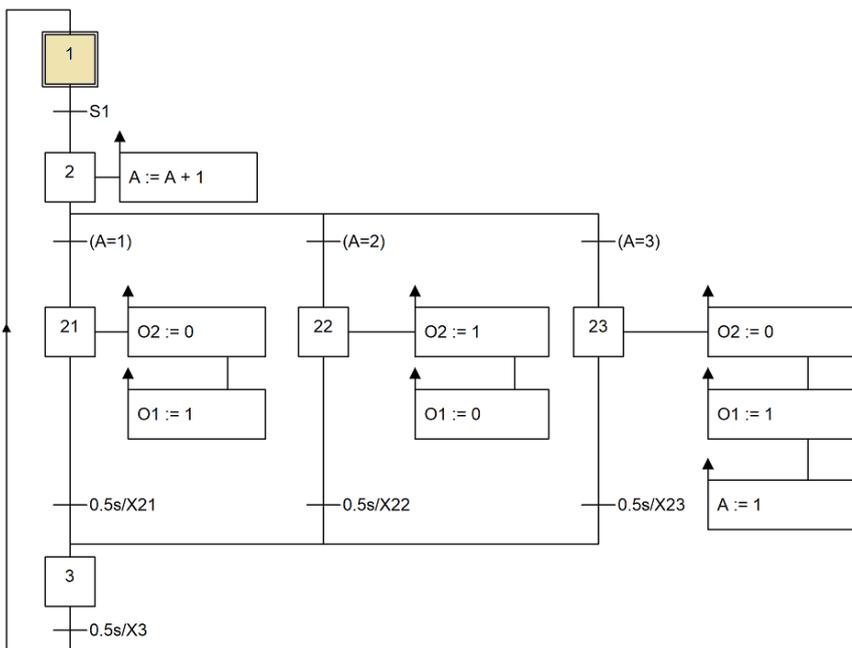
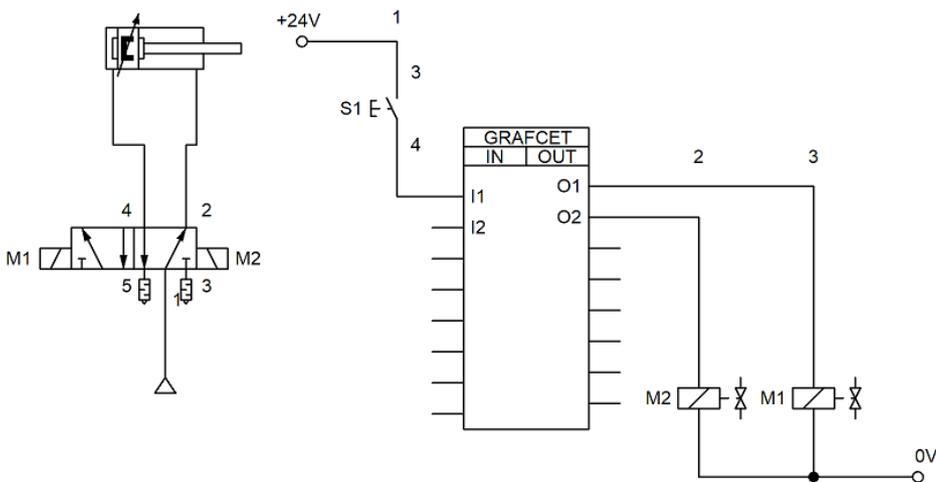


51. Dvojtlačidlové ovládanie pohybov piesnice valca

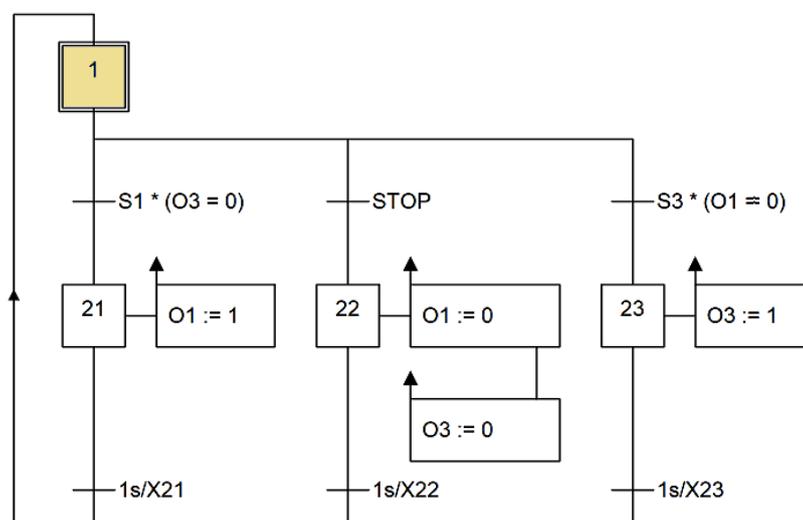
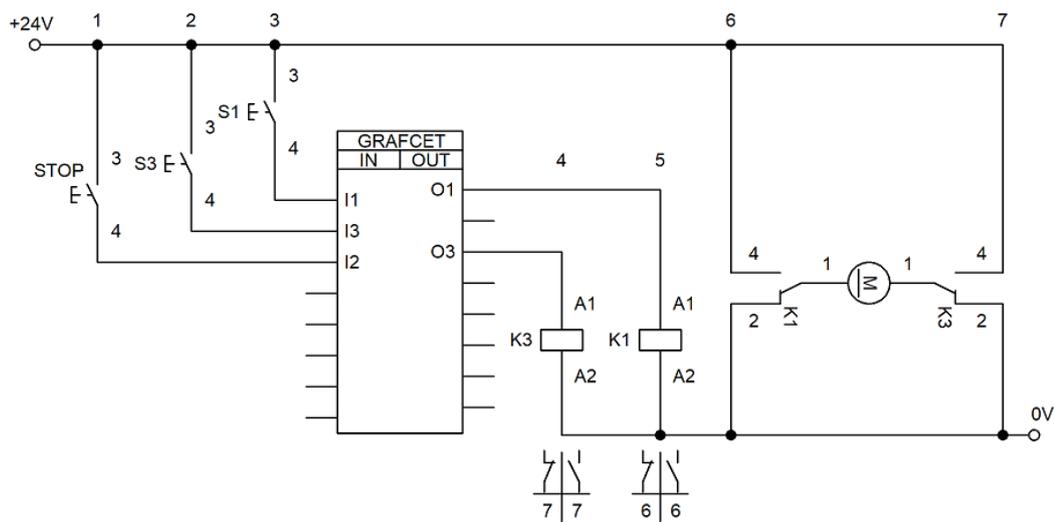




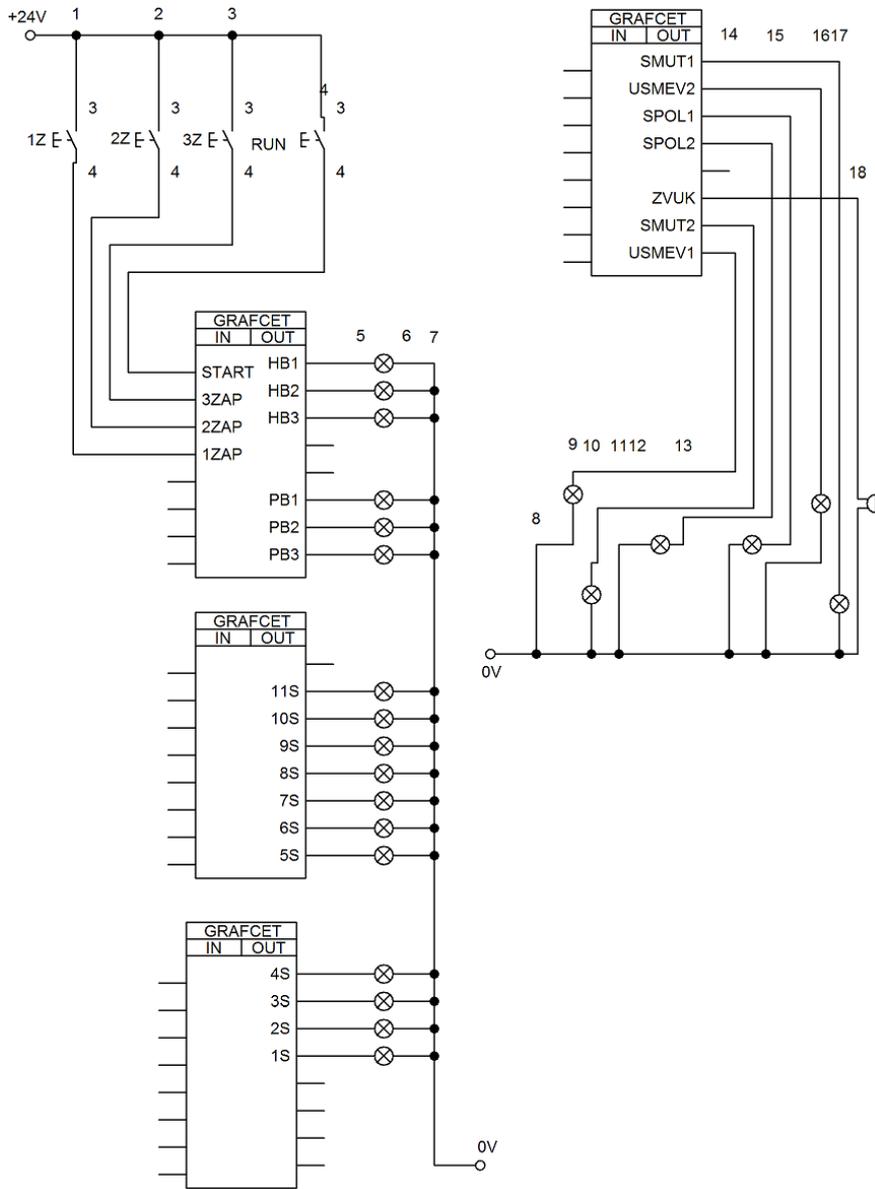
52. Jednotlačidlové ovládanie pohybov piesnice valca

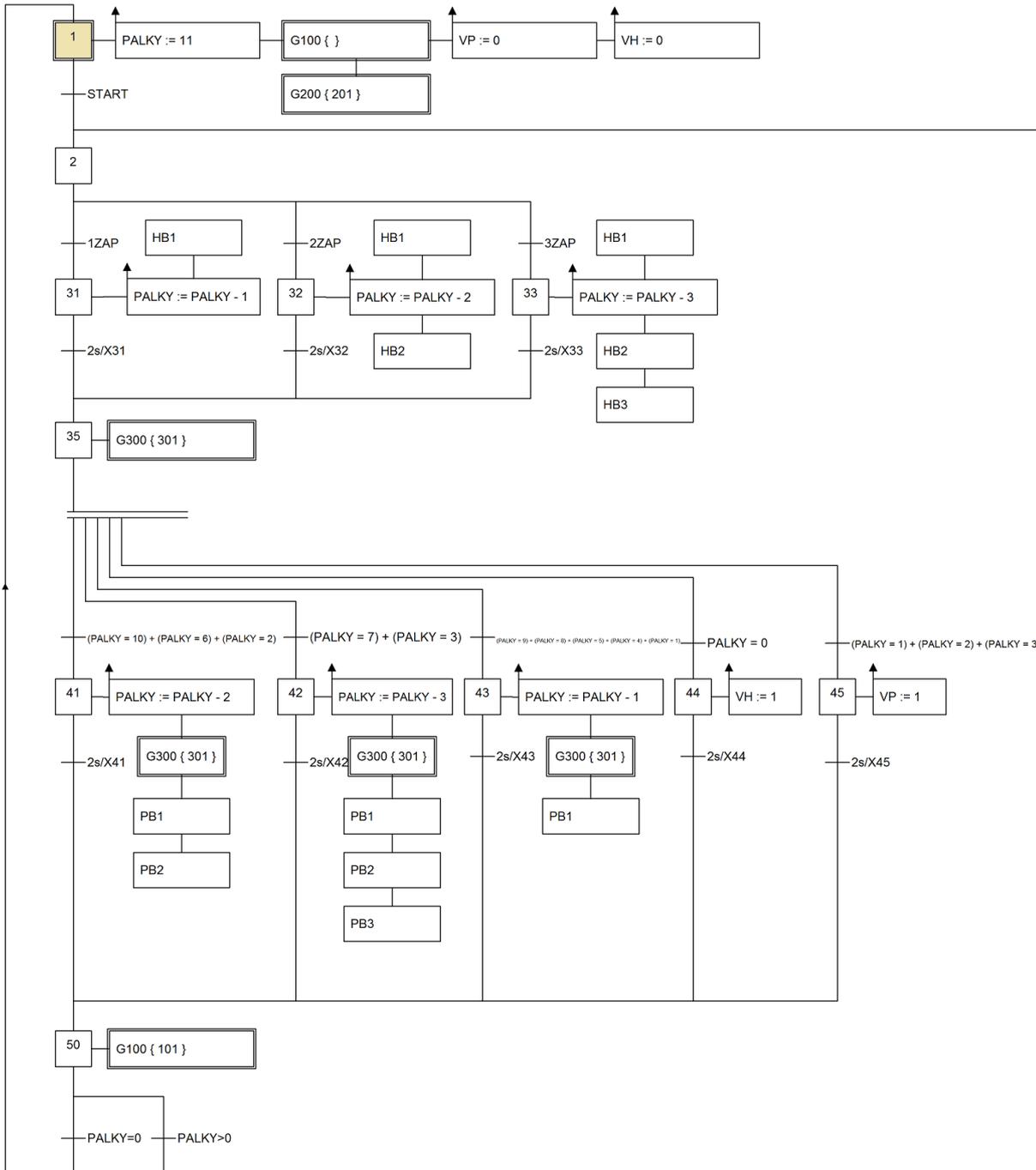


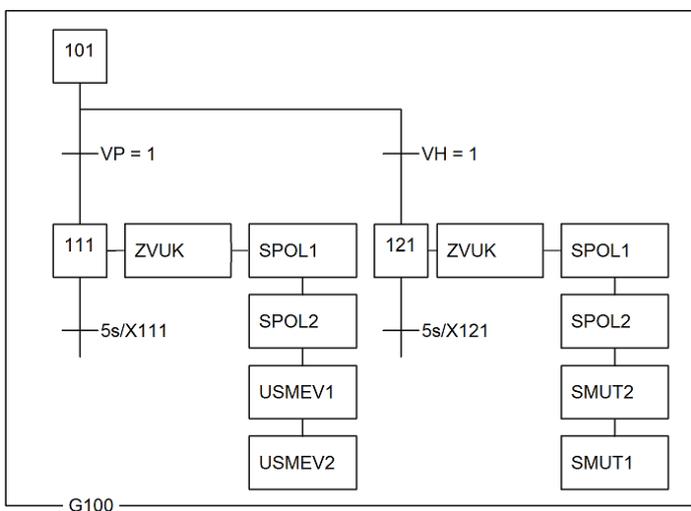
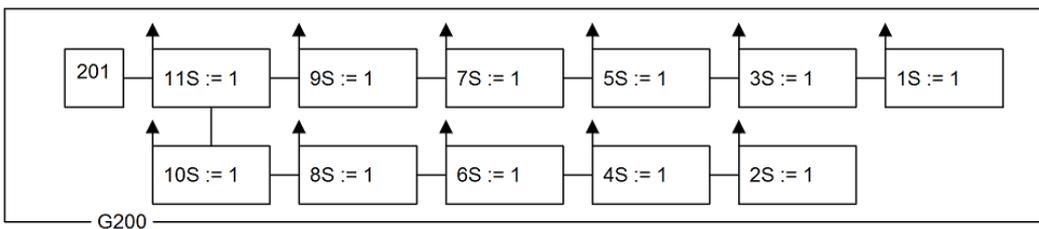
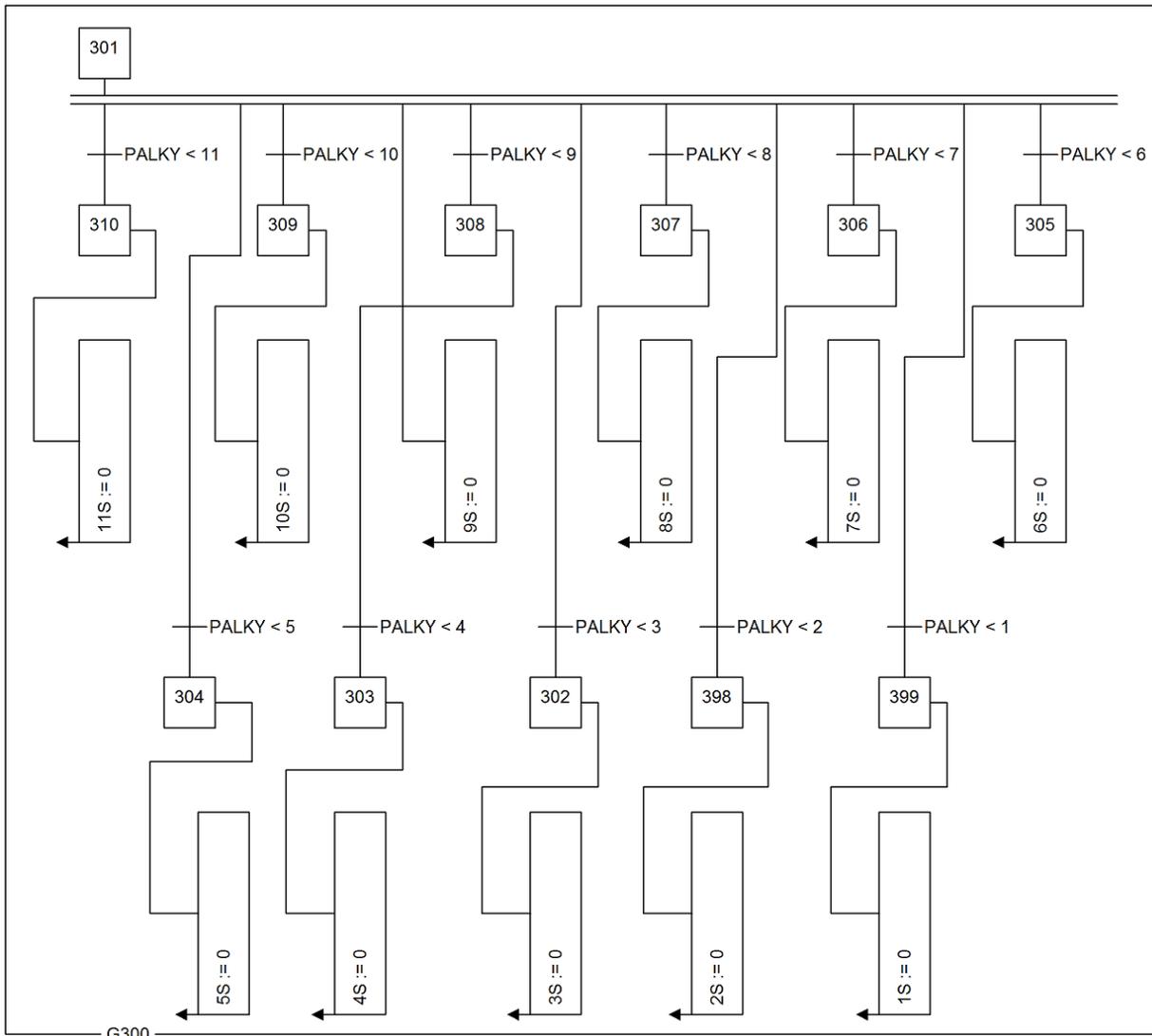
53. Blokovanie, resp. Ovládanie otáčania rotora elektromotora tromi tlačidlami



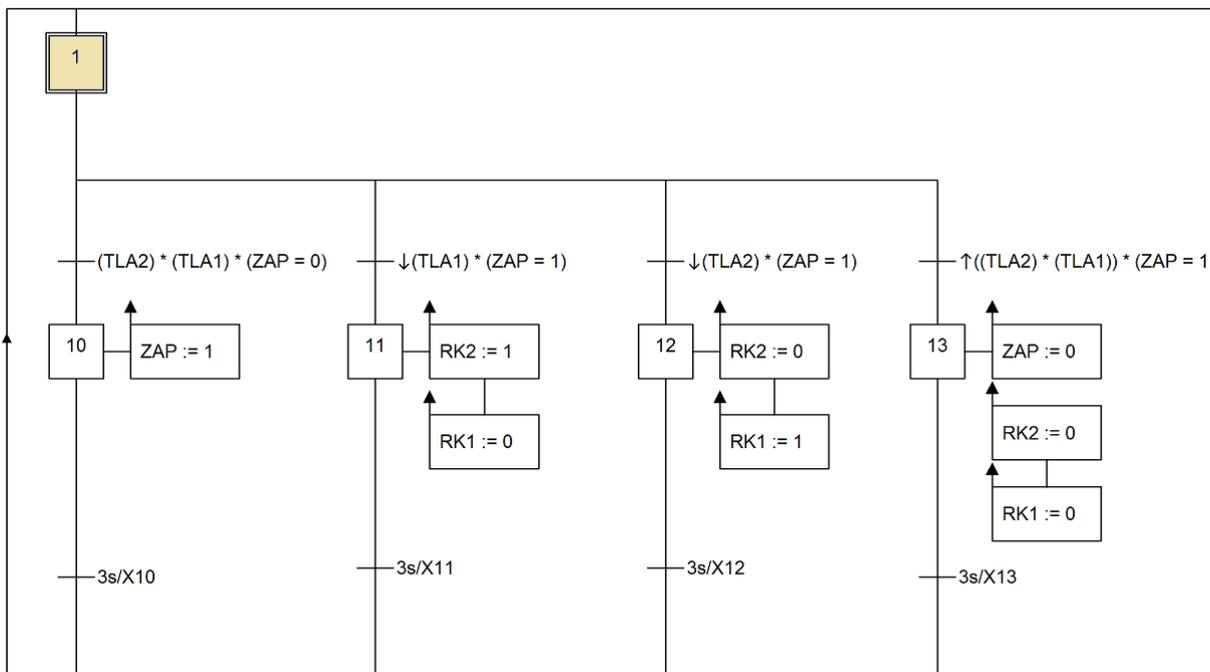
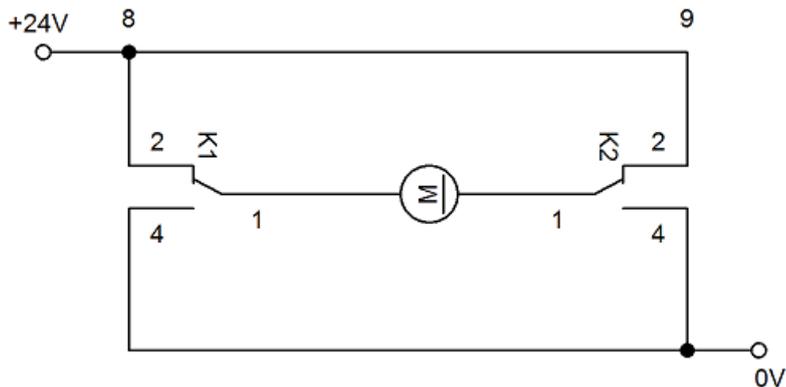
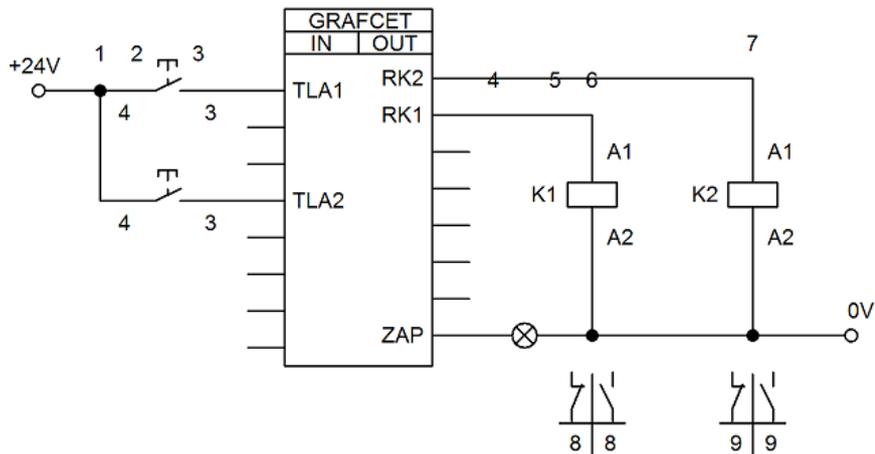
30. Zápalky







55. Blokovanie, resp. Ovládanie otáčania rotora elektromotora dvoma tlačidlami



56. Hydraulický výťah

