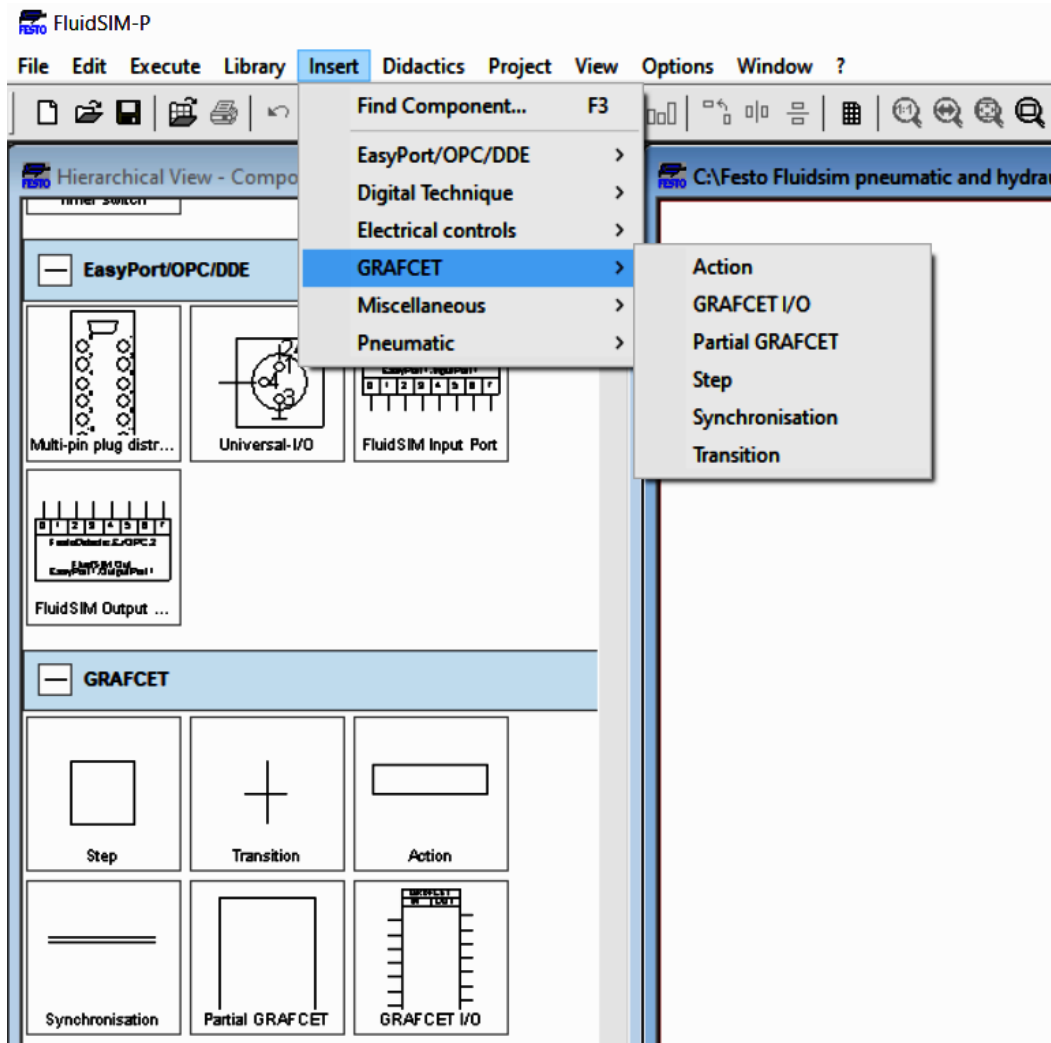


Help pre programovanie v jazyku Grafcet v programe FluidSIM :)

1. Ako vložiť objekty programovacieho jazyka Grafcet na pracovnú plochu v programe FluidSIM?

Objekty programovacieho jazyka Grafcet na pracovnú plochu možno vložiť tak, že:

- využijeme hlavné menu programu FluidSIM,
- použijeme "preťahovanie" objektov z knižnice.

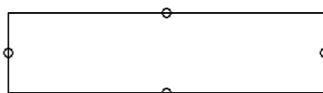


Ukážka vloženia objektov programovacieho jazyka Grafcet

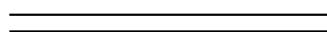
2 Aké objekty programovacieho jazyka Grafcet obsahuje program FluidSIM?

Program FluidSIM obsahuje objekty:

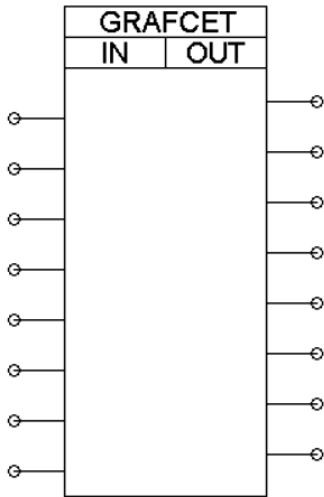
- Action,
- GRAFCET I/O,
- Partial GRAFCET,
- Step,
- Synchronisation,
- Transition.



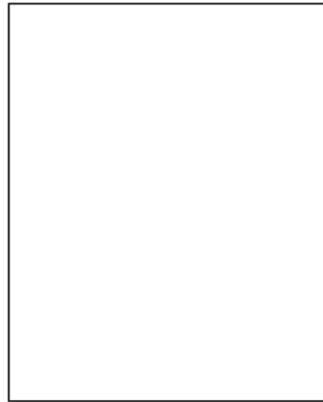
Action



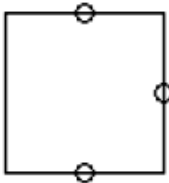
Synchronisation



GRAFCET I/O



Partial GRAFCET

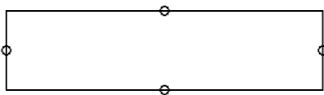


Step



Transition

3. Aké variácie použitia objektov ponúka program FluidSIM?



Action

Type

Assignment

Simple action

Conditional action

Allocation

Action on activation

Action on deactivation

Action on event

Compulsory command

Action

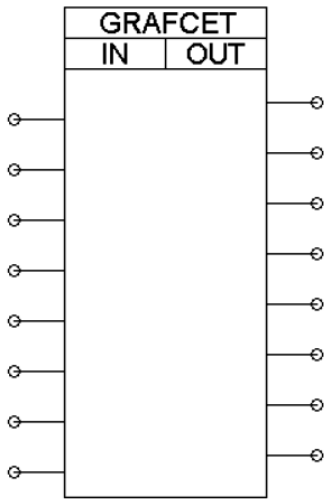
Variable/output

Description

Display description instead of formula

Preview

Action



GRAFCET I/O

GRAFCET variables

Inputs		Outputs	
1	<input type="text"/>	1	<input type="text"/>
2	<input type="text"/>	2	<input type="text"/>
3	<input type="text"/>	3	<input type="text"/>
4	<input type="text"/>	4	<input type="text"/>
5	<input type="text"/>	5	<input type="text"/>
6	<input type="text"/>	6	<input type="text"/>
7	<input type="text"/>	7	<input type="text"/>
8	<input type="text"/>	8	<input type="text"/>

OK Cancel Help

GRAFCET variables

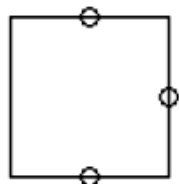


Partial GRAFCET

Name

OK Cancel Help

Partial GRAFCET



Step

Type

- Simple step
- Initial step
- Macro-step
- Macro input
- Macro output
- Enclosing step
- Initial enclosing step

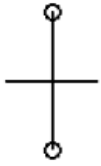
Name

Activation link

Preview

OK Cancel Help

Step



Transition ×

Name

Condition

Description

Display description instead of formula

Connection ID/target information

Preview

Transition