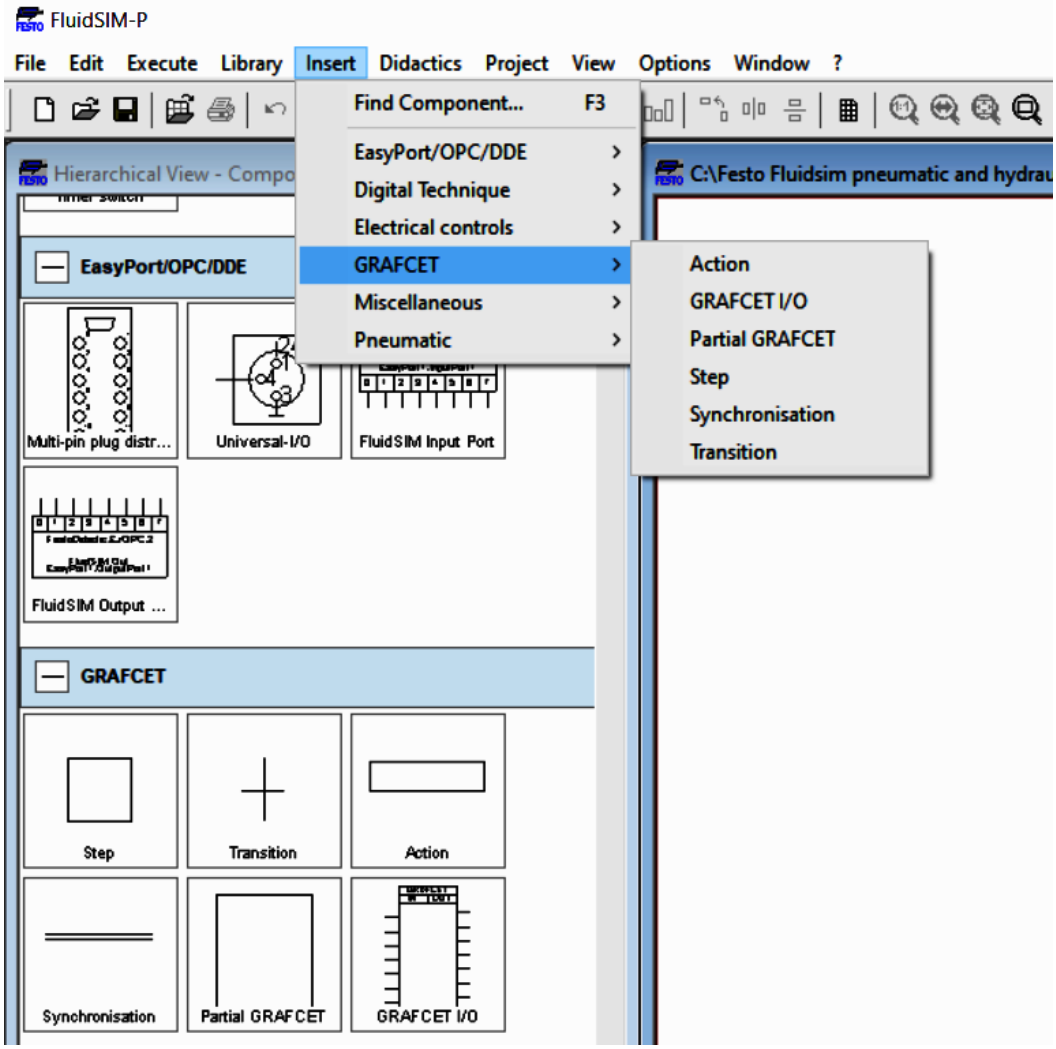
Help pre programovanie v jazyku Grafcet v programe FluidSIM :)

1. Ako vložím objekty programovacieho jazyka Grafcet na pracovnú plochu v programu FluidSIM?

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

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

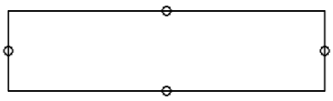


Ukážka vloženia objektov programovacieho jazyka Grafcet

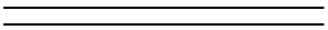
2 Aké objekty programovacieho jazyka Grafcet obsahuje program FluidSIM?

Program FluidSIM obsahuje objekty:

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

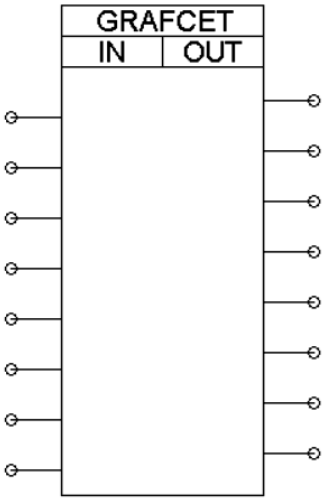


Action

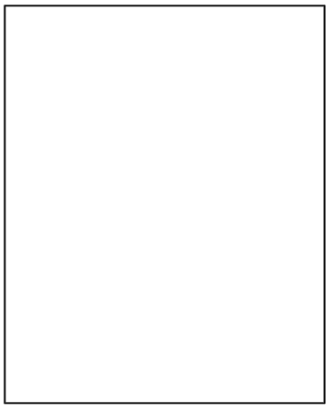


Synchronisation

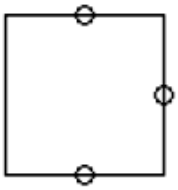
Copyright © 2013 - 2026 Encyklopédia poznania



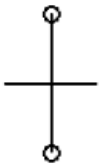
GRAFCET I/O



Partial GRAFCET

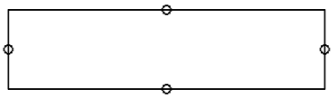


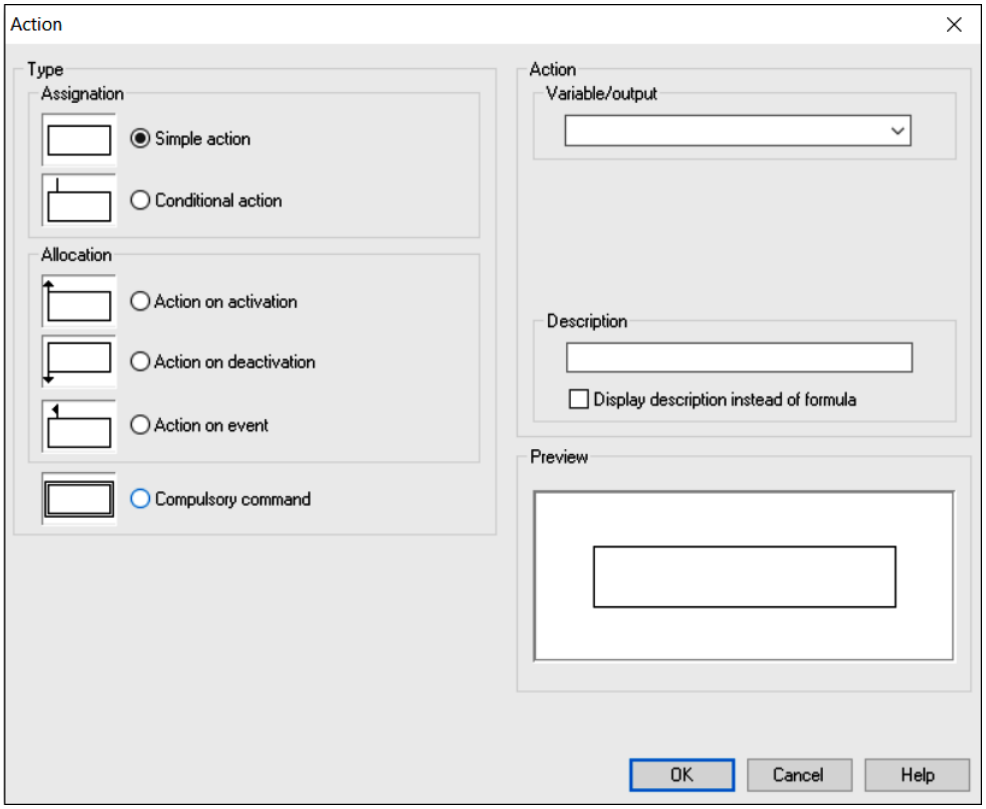
Step



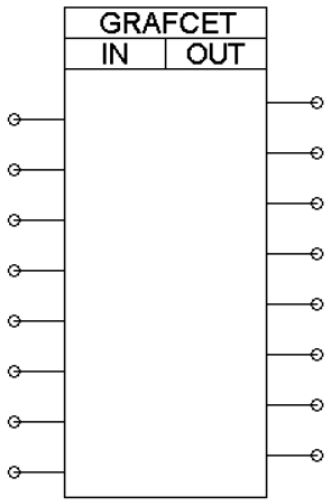
Transition

3. Aké variácie použitia objektov ponúka program FluidSIM?

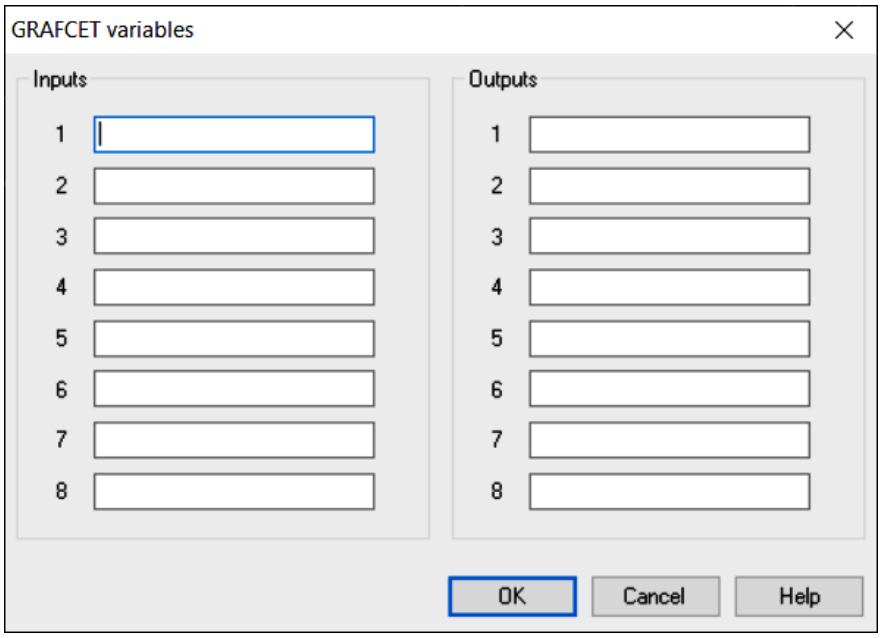




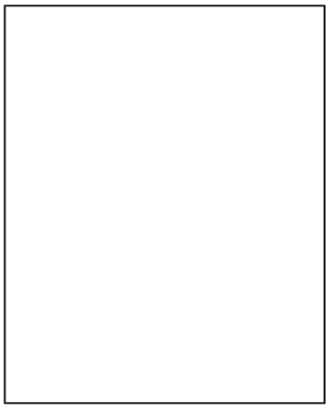
Action

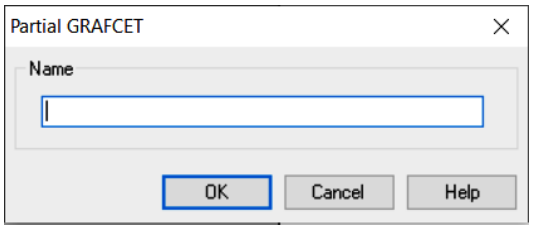


GRAFCET I/O

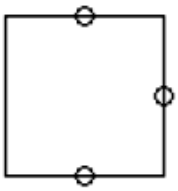


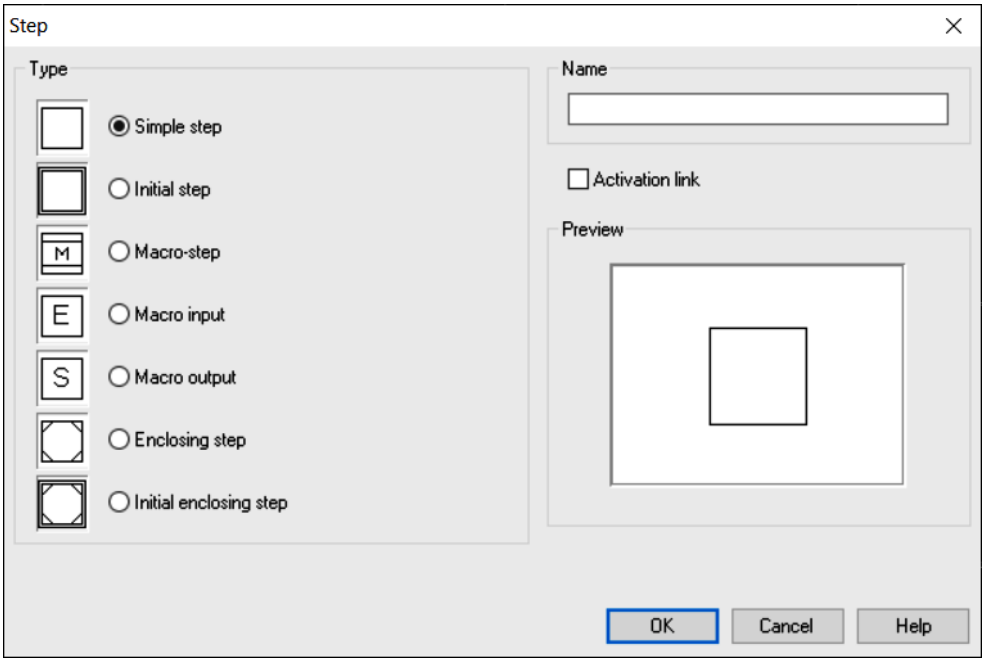
GRAFCET variables





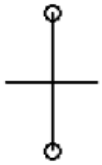
Partial GRAFCET

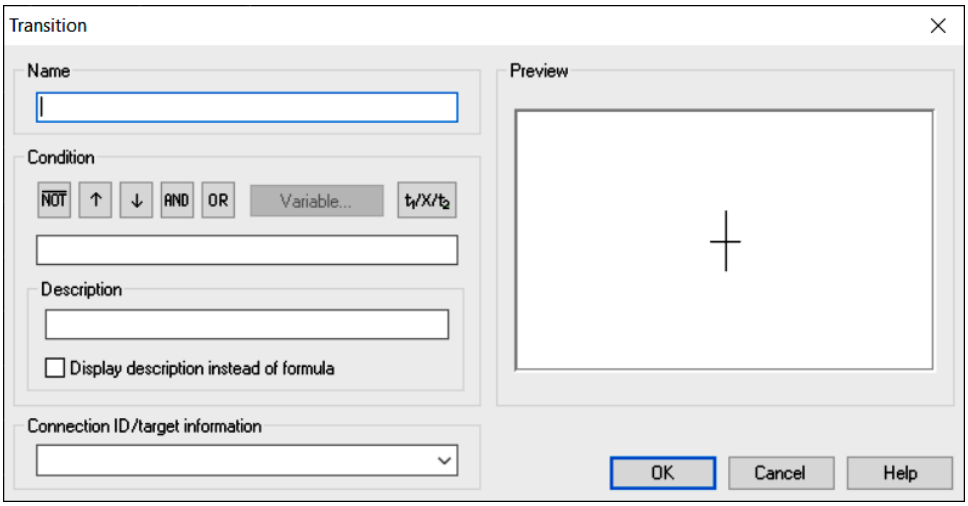




Step

Copyright © 2013 - 2026 Encyklopédia poznania





Transition

Copyright © 2013 - 2026 Encyklopédia poznania