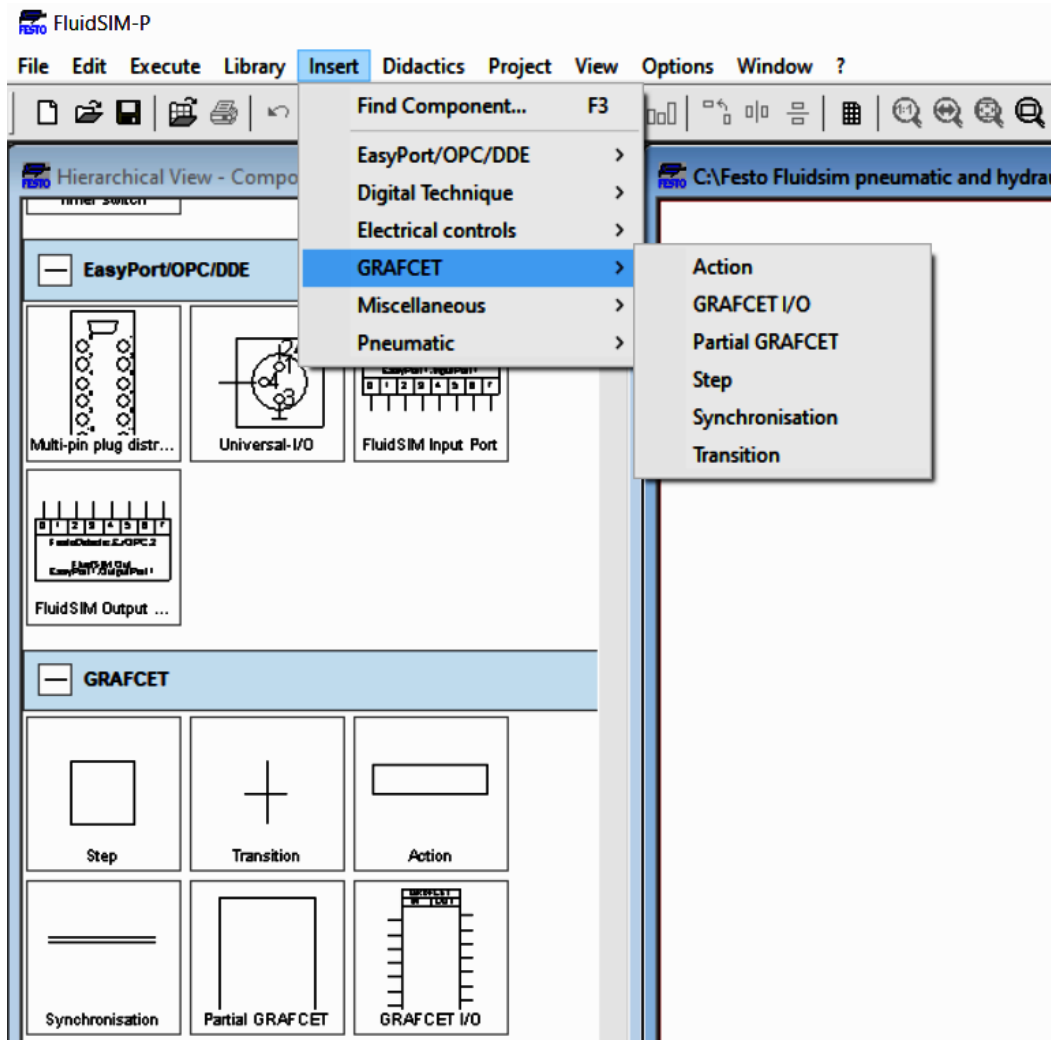


Help pre programovanie v jazyku Grafcet v programe FluidSIM :)

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.

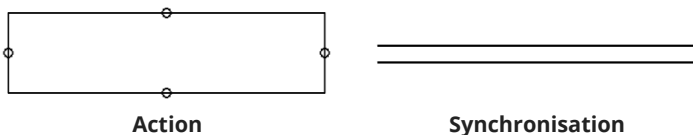


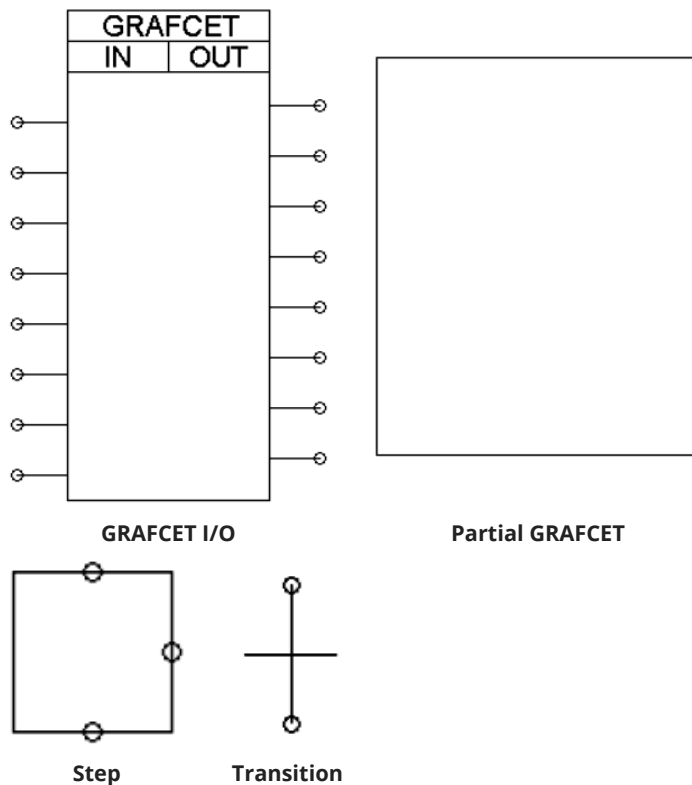
Ukážka vloženia objektov programovacieho jazyka Grafcet

2 Aké objekty programovacieho jazyka Grafcet obsahuje program FluidSIM?

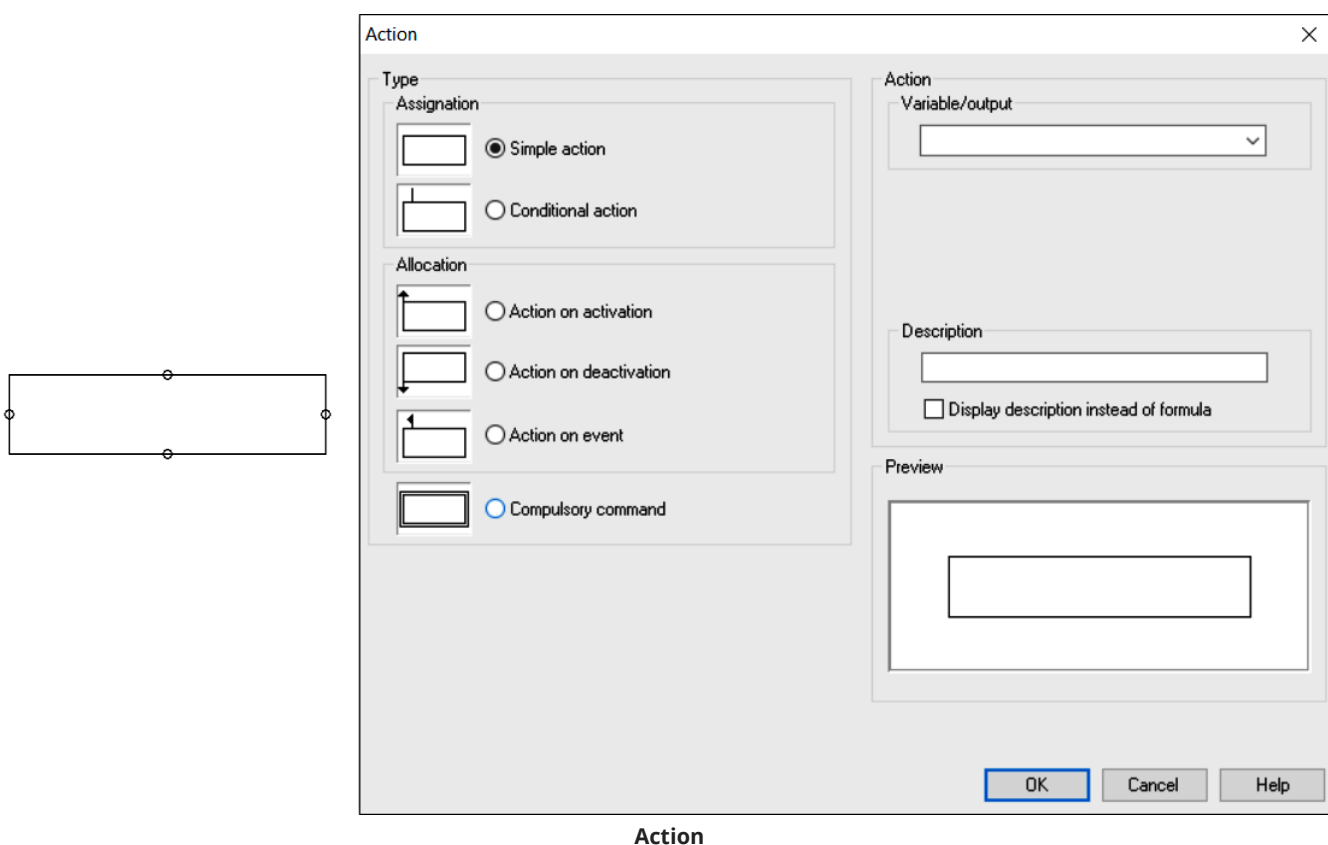
Program FluidSIM obsahuje objekty:

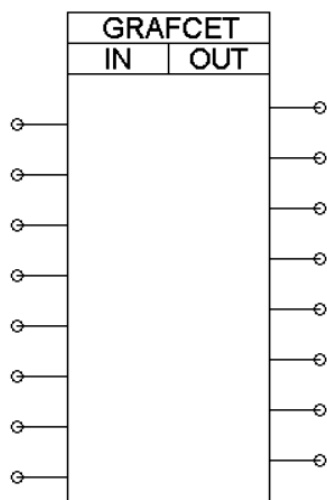
- Action,
- GRAFCET I/O,
- Partial GRAFCET,
- Step,
- Synchronisation,
- Transition.





3. Aké variácie použitia objektov ponúka program FluidSIM?





GRAFCET I/O

GRAFCET variables

Inputs

1

2

3

4

5

6

7

8

Outputs

1

2

3

4

5

6

7

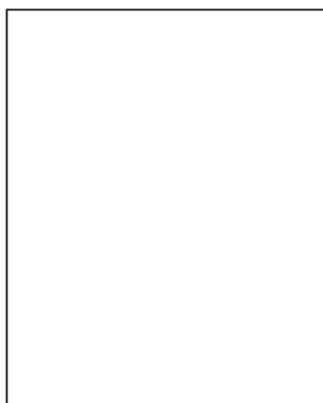
8

OK

Cancel

Help

GRAFCET variables



Partial GRAFCET

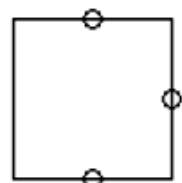
Name

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