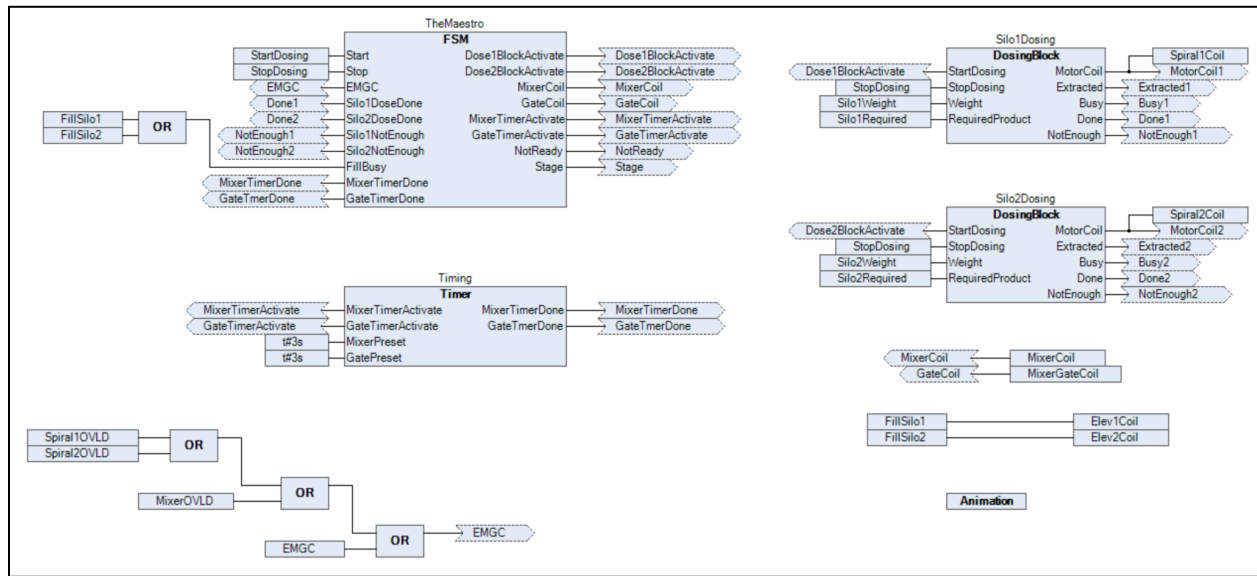
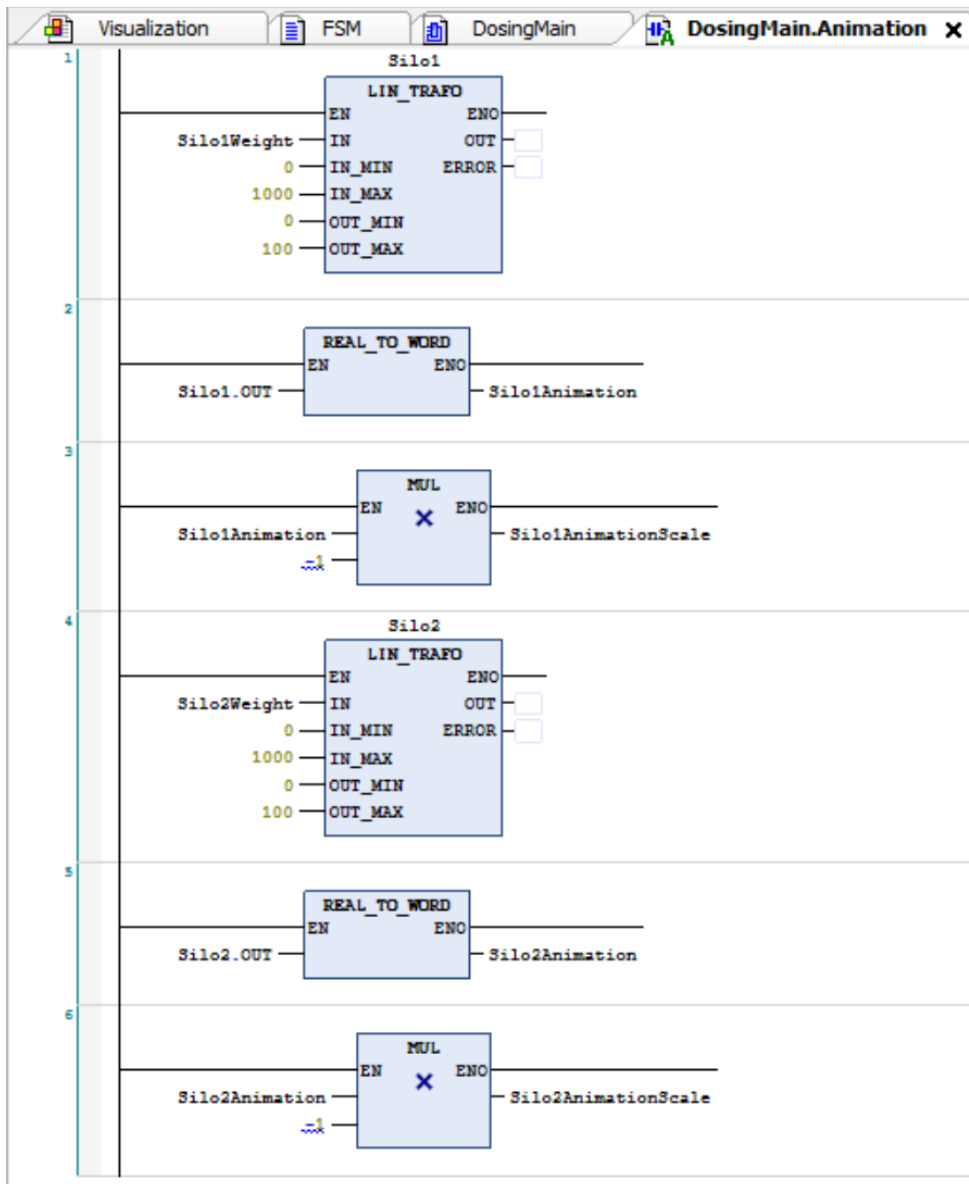


DosingMain



DosingMain.Animation



FSM

Visualization **FSM** x DosingMain DosingMain.Animation

```
1  FUNCTION_BLOCK FSM
2  VAR_INPUT
3      Start: BOOL;
4      Stop: BOOL;
5      EMGC: BOOL;
6      Silo1DoseDone: BOOL;
7      Silo2DoseDone: BOOL;
8      Silo1NotEnough: BOOL;
9      Silo2NotEnough: BOOL;
10     FillBusy: BOOL;
11     MixerTimerDone: BOOL;
12     GateTimerDone: BOOL;
13
14  END_VAR
15  VAR_OUTPUT
16     Dose1BlockActivate: BOOL;
17     Dose2BlockActivate: BOOL;
18     MixerCoil: BOOL;
19     GateCoil: BOOL;
20     MixerTimerActivate: BOOL;
21     GateTimerActivate: BOOL;
22     NotReady: BOOL;
23     Stage: INT;
24  END_VAR
25  VAR
26     StartTrigger: R_TRIG;
27     Silo1DoneTrig: R_TRIG;
28     Silo2DoneTrig: R_TRIG;
29  END_VAR
30
```

```

1  StartTrigger(CLK:= Start, Q=> );
2  Silo1DoneTrig(CLK:= Silo1DoseDone, Q=> );
3  Silo2DoneTrig(CLK:= Silo2DoseDone, Q=> );
4
5
6  CASE Stage OF
7  0:
8      IF StartTrigger.Q = 1 AND NotReady = 0 THEN
9          Stage:=1;
10     END_IF
11
12  1:
13     Dose1BlockActivate:=1;
14     IF Silo1DoneTrig.Q = 1 THEN
15         Dose1BlockActivate:=0;
16         Stage:=2;
17     END_IF
18
19  2:
20     Dose2BlockActivate:=1;
21     IF Silo2DoneTrig.Q = 1 THEN
22         Dose2BlockActivate:=0;
23         Stage:=3;
24     END_IF
25
26  3:
27     MixerCoil:=1;
28     MixerTimerActivate:=1;
29     IF MixerTimerDone = 1 THEN
30         MixerCoil:=0;
31         MixerTimerActivate:=0;
32         Stage:=4;
33     END_IF
34
35  4:
36     GateCoil:=1;
37     GateTimerActivate:=1;
38     IF GateTimerDone = 1 THEN
39         GateCoil:=0;
40         GateTimerActivate:=0;
41         Stage:=0;
42     END_IF
43
44  END_CASE
45
46  IF EMGC=1 OR Silo1NotEnough=1 OR Silo2NotEnough=1 OR FillBusy=1 OR Stop=1 THEN
47      NotReady:=1;
48      MixerCoil:=0;
49      GateCoil:=0;
50      Dose1BlockActivate:=0;
51      Dose2BlockActivate:=0;
52      MixerTimerActivate:=0;
53      GateTimerActivate:=0;
54      Stage:=0;
55  ELSE
56      NotReady:=0;
57  END_IF
58

```