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Reading free preview pages 6 through 11 are not displayed in this preview. Programmable vending machines or PLC are electronic equipment that provides solutions for controlling complex automatic circuitry. It is often called plc (programmable logic controller) programmable logic controller because output controls are performed through a program previously entered in the logo. The program, previously introduced by technique, works on the basis of information obtained from sensors or inputs acting on the outputs. Depending on the signals received from the input, the program will create input output signals > program > outputs Many electrical installations in buildings (e.g. vending machines or PLCs) will be solved by automatons or PLC. lighting of stairs, outdoor light, awnings, blinds, windows, etc.), as well as in the construction of distribution cabinets, machinery and appliances (e.g. wastewater pumps, automation, etc.). The most commonly used in the industry is the SIEMENS logo, which is defined as a smart logic module that allows control of different outputs by programming multiple inputs. - The outputs can be bulbs, contact coils or relays, eventually any electric receiver. - Inputs can be switches, buttons, timers, sensors, eventually any control element of the electrical circuit. The first thing that catches the eye of the logo! this is its size. Each of its models, long or short, allows to be housed in any cabinet or box with a standardized DIN rail. There are other PLC widely used in addition to the logo, such as Schneider's Zelio PLC. You can learn how to deal with it in the link above. What can the logo do? Logo! Offers solutions for home and installation engineering applications such as stair lighting, outdoor lighting, awnings, blinds, store lighting, etc. It can also offer solutions for engineering of distribution cabinets, as well as for mechanical engineering and construction of machines and appliances such as door management systems, air conditioning systems, rainwater pumps, etc. it is also used to implement special control systems in greenhouses, to process control signals and, by connecting a communication module (e.g. AS-I), for locally distributed machine and process management. For mass production of small machines, appliances and electrical cabinets (automatisms). Some more specific examples may be: - You can light a lamp at regular intervals, or raise and lower the blinds during rest. - Central heating: LOGO! the circulation pump only works if water or heat is really needed. - Cooling systems: LOGO! can defrost systems regular intervals to save energy costs. - It is possible to illuminate any cabin depending on the weather, even external lighting according to brightness. - Control any automation saving a lot of wiring. And many other things, but in addition all this is able to do this using the current keys and buttons on the market, which simplifies the installation of a home system. You can also connect the logo! directly to 230V home installation, thanks to the built-in power supply. There are other programmable automatons, such as Schneider Zelio JSC, that you can learn how the connection works. How does the LOGO work? All programming is done in a fairly simple way with 6 keys that are located on the front panel and from which we can enter the program. The program is displayed, the status of the inputs and outputs, parameters, etc., is performed on a small LCD screen graphically. Another way of working is to create the program on an external computer using the special software that is free of SIEMENS and then enter the program into the logo, connecting the computer with a logo, using a cable distributed by SIEMENS. You can even simulate the program on your computer before entering it in the logo. Today there is also a PLPCs logo programmable wirelessly over wireless networks connected to the Internet, so with a mobile phone and app we can program or reprogram our automaton from anywhere in the world. Below you can see the parts of the Siemens logo: How it works is very simple. The first thing is to make on paper the electrical scheme that we want the logo to develop us and then: PLC is fed to 230V (there are modules with 24V continuously). - Inputs (buttons, switches, sensors, etc.) are connected to the corresponding input terminals. We have 8 possible tickets I1, I2, ... to I8. If we need more, you can buy expansion modules. - Various outputs (bulbs, relays, contactors coils, etc.) are connected in 4 available output terminals Q1, Q2, Q3 and Q4. In a connected state (Q x 1), a maximum current of 8A can be distributed for 230 V AC in the case of resistant loads and a maximum of 3 amps for inductive loads. However you see features, as there are several models. - Now is the time to enter in the logo the instructions of the program we want you to follow. This can be done directly on the logo with the direction buttons, OK and Esc, or you can create the program on your computer and transfer it to the logo. This point is the one we will study below to program the logo. Programming of the Siemens logo The programming software on the computer is LogoSoft. But first let's see how we can program very easily directly in PLC. For direct or manual programming, logical doors. Therefore, it is essential to know the most used logical doors. Logical doors are electronic components represented by a symbol with one, two, three or four inputs and one output that performs a function (equation with binary variables, zeros and zeros) and which accept output values based on those you have in the input variables. The decision taken by the logical door is to place its output at zero (0) or a value of one (1) depending on the logical type of inputs and the logical function (equation) with which it is designed and which must correspond. State 0 - Inactive if login is not working if it is output. Close closed button in state 0 is closed and 1 open. Status 1 - enabled if it is an input device running if it is output. Logical doors are also an electrical circuit, and each has its own truth table, in which all possible input values that it may have and those that correspond to their outputs according to their function are presented. To learn more, we recommend the following link: Digital Electronics. All logical doors are within the framework of the so-called General Functions of logo, the abbreviation of which in programming is GF. Let's take a look at the most used: General Logic Gate features And the output will be able 1 until all inputs are in state 1. If any input is in state 0, the output will also be in state 0. Represents sequentially open buttons. To represent the logical doors, coexist with 2 different symbols in the industry: the traditional one, which will be the electronic symbol you see above, and more modern and increasingly accepted by an industry called ANSI, where the logical door is represented by rectangles with a symbol inside. The last one is the one that uses a logo. Note that the Symbol I in the logo has 4 entries. For this logical door, the truth table would be: if any of the four records don't need it, we'll have to put it as an X in programming. This is the same for all logical doors in logo. Logical door or output will take state 1 when one of the inputs takes state 1. With only one entry in state 1 and the output will be in state 1. Represents the open buttons in parallel. The door does not reverse the condition of the entrance. If the input is 0, the output is 1, and if the input is 1, the output is 0. Like a clenched button. NAND port is like and the port inverted with NO that is, if all inputs have a value of 1 of the output is worth 0, for all other cases the output is worth 1. They have buttons closed in parallel. NOR Gate is DENIED OR, i.e. the output is only state 1 if all records have a value of 0. They are serially closed buttons. The XOR Gate Output XOR (O-exclusive) function accepts state 1 if the inputs have different states. It's like a key, or features are the conversation logo General functions and that in logo you will see in the GF tab. Here's a summary: Now let's take a look at the special features named in the LOGO as SF. For example, timers are within such features. SPECIAL FEATURES SF Timer with connection delay The output is activated after some time after activating the input signal. Entering Pair changes the time to start a fire. Trigger sets the input that will trigger the timer. What is recovery (+R)? In special functions, there is the ability to save connection statuses and count values in a remnant way. This means, for example, that if the power is turned off, the current data remains saved so that when the power returns, the function continues at the point where it was disconnected. For example, time is not initialized, but lasts until the remaining time is complete. But to do this, the remainder must be activated in the corresponding functions. Two settings are possible: R: current data remains saved. /: Current data does not remain saved Timer with detachment to disconnect as long as you activate the timer, the output is activated. After a while, it is deactivated. Timer with connection/disconnect delay/disconnect, the output is activated after the parameterized time has expired and is reset after the parameterized connection time has also expired. We also have timers for planning weekly and annual tasks: The Activation pulse relay and the output reset are done through a short push at the input. It's similar to the way teleshume works. Pulse generator The shape of the output pulse can be changed by the ratio of the parametric pulse/pause. The TH (time High) and TL (time low) parameters allow you to adjust the duration of the pulse and pause. The inv input allows inverting the output. The inv input causes only a failure of the output if the block is activated by en. If the remainder is not activated, when a power outage gets input Q and the time has expired, they are reset. The Rele Autoenclavor Relay is activated and slammed (activated) when the signal reaches S. When the signal reaches R, it is reset, or what is the same is not supported by the relay. This relay is very important in automation, as it performs the functions of electrical locking or feedback, a relay coil or contactor activates its own open contact with crñolo, so that the relay is not disabled. For this relay we leave you a video where it is easier to understand it with practice: Text warnings Show the warning text set to run mode. With these elements we can create almost any electrical installation and/or automation. To paste these items using commands the Siemens Automata logo (manual form) should always be drawn on paper, and then put the symbols on the elements we need, according to the drawn-out scheme, always starting with the output (Q). This means that the scheme is introduced at the back of the front vending machine, from the exit to the entrance or entrances. Here is a summary scheme: Rules for manual programming of logo The program was developed in programming mode. After connecting the power supply and No program / Press ESC appears on the display, you need to press esc key to enter programming mode. Changing the time values and parameters in an existing program can be performed in parameterization and scheduling operation modes. During parameterization, logo! run mode, i.e. the program continues to be processed. To program, you must complete the processing of the program with the Stop

command. To enter RUN mode, you must run the Start Menu command from the main menu. In RUN mode, to return to parameterization operation mode, you must press ESC. If you are in parameterization operation mode and want to return to schedule mode, select the Stop command from the settings menu and reply with Yes to Stop Prg by holding on to Yes and pressing OK. To enter the scheme by creating it with your PC, you need Siemens logo software! Mecca, in the link you can download it, and connecting the logo cable with the computer. Here's a video in which you can see how to type commands manually: Here's a video where you can see how it's done with the Siemens software: Here's a pretty cheap PLC logo for sale on Amazon in case you're interested. It has 8 digital inputs and 4 digital outputs. SIEMENS LOGO EXERCISE We offer a series of practice exercises with the Automata logo. 1. Run a logo program that when I1, I2 and I3 switches are activated, Q1 is activated (enabled 1). 2. Run a logo program that when one of the I1, I2 and I3 switches is activated, Q1 is activated (enabled 1). 3. If I1 and I2 are different, then Q1-1 4. If I1 and I2 are the same, then Q1-15. If I1-1 I2-1 and I3-0 or I1-0 I2-1 and I3-0 then Q1-1 will be 0 otherwise If I1-1 I2-0 and I3-0 then Q2-1 will be 0 in another case. 6. When I1 and I2 are activated, the Q1 lamp will turn on, taking 10 seconds to disconnect. 7. Run a program with the logo that serves as a timer for a ladder, that is, if the I1 input is pressed, then Q1 is turned on, say 40 8. If we look at how a mobile phone is turned on, we can see that it is a long press switch, that is, you need to make a long press of the corresponding key and then the mobile is connected. Perform a program with the logo so that with a long press of I1 of 6 seconds, the machine connected in Q1 is activated. 9. In a room with two keys and light, so from each switch you can turn the light on and off, you need a cross-stroke switch, but in the case of more than 2 the solution is very annoying, for example, a large ship. Perform a logo program that solves this problem where there are hundreds of buttons (instead of keys) that each of them can turn on or off the light connected in Q1. 10. Suppose that an electric door, which with a button or photoelectric cell opens the door. Run a program that, with momentum in I1, activates Q1 When will it be disabled? To do this, there must be an end to a stroke, that is, a button that indicates that when the door reaches the end, these buttons are NC (usually closed) as safety. To simplify the problem, we will assume that it is not NC (usually closed), but NA (usually open). 11. Run a program that simulates traffic lights. Q1-Red Q2-yellow Q3-Green in such a way that this 8 sec in red, 2 sec in yellow and 10 sec in green. It will start with an impulse on I1. 12. In serra we have a board milling machine, so if the I1 blade is triggered low (Q1) to the end of the impact I3 NC and then the blade (Q3) rotates and the board moves towards it (Q4) to the end of the I4 NC stroke, then the blade stands and rises (Q2) to the end of the I2 NC race. There is a protective I5 NC switch to stop the entire system. Q4 only works if it is active and a switch to move the bottom from I6. 13. In a cockroach there are fermentation chambers that automatically connect and turn off. With what you know about the program logo, the following suggestion: The problem camera must be connected Monday to Friday from 9:00 to 14:00 and from 16:00 to 20:00, and on weekends it must be from 10:00 to 13:00 and from 20:00 to 22:00. 14. Make a flash when I1 and I2 is pressed, the flashing that is 1 second each period (0.5 seconds and 0.5 seconds off), with I1 and I2 keys are. 15. Flash when I1 is pressed, and that blink turns off when pressed again. The circuit breaker, which is 1 second of the period. If you liked taking, Thanks: Follow @TecnologiaArea © All content or part of the content is enabled as long as this article is recognized and linked as a source of information used. Used.

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