

VARIABLES

VAR_GLOBAL

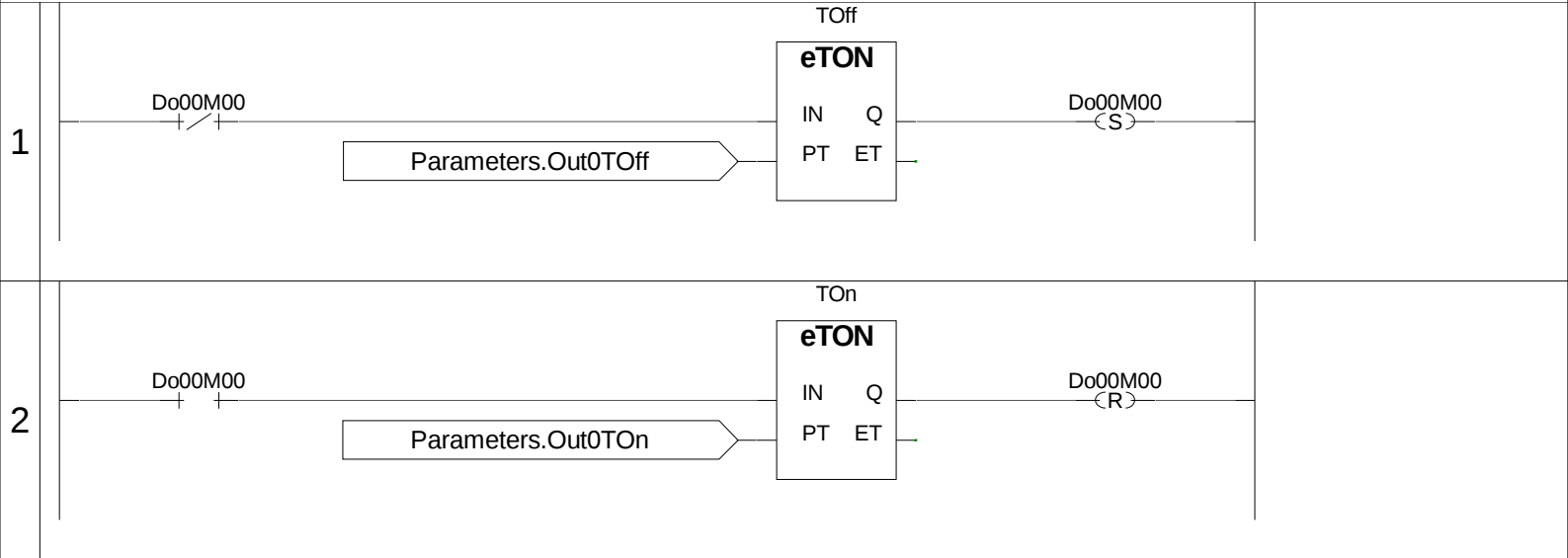
```
Do00M00 AT %QX0.0 : BOOL; (* Digital output 0 module 0 *)
Do01M00 AT %QX0.1 : BOOL; (* Digital output 1 module 0 *)
Di00M00 AT %IX0.0 : BOOL; (* Digital input 0 on module 0 *)
Di01M00 AT %IX0.1 : BOOL; (* Digital input 1 on module 0 *)
Di02M00 AT %IX0.2 : BOOL; (* Digital input 2 on module 0 *)
Di03M00 AT %IX0.3 : BOOL; (* Digital input 3 on module 0 *)
END_VAR
```

VAR_GLOBAL RETAIN

```
Parameters : Recipe; (* Parameters data struct *)
END_VAR
```

	Project : RecipeTest	
	VARIABLES :	
	Release : RecipeTest	Ver :1.00
	Author :	Date:05/03/2012
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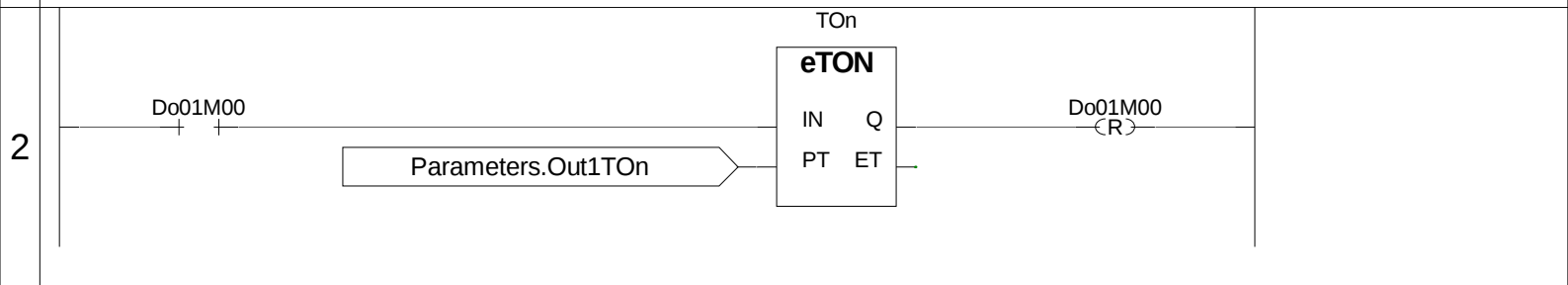
```
VAR
TOff : eTON; (* Timer Off *)
TOn  : eTON; (* Timer On  *)
END_VAR
```



	Project : RecipeTest	
	PROGRAM : Out0Blink	
	Release : RecipeTest	Ver :1.00
	Author :	Date:05/03/2012
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```
PROGRAM Out1Blink
```

```
VAR
TOff : eTON; (* Timer Off *)
TON : eTON; (* Timer On *)
END_VAR
```



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	PROGRAM : Out1Blink	
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```

VAR
RMng : FileMemoryDump; (* FB File memory dump *)
OneShot : ARRAY[ 0..3 ] OF BOOL; (* One shot ingresso digitale *)
END_VAR

```

```

1 (* ***** *)
2 (* GESTIONE RICETTE *)
3 (* ***** *)
4 (* Gestione ricette. *)
5 (* ----- *)
6
7 (* ----- *)
8 (* GESTIONE DUMP MEMORIA *)
9 (* ----- *)
10 (* Eseguo gestione parametri FB dump memoria. *)
11
12 RMng(); (* Gestione dump memoria *)
13 RMng.Enable:=TRUE; (* FB enable *)
14 RMng.Read:=FALSE; (* Comando lettura ricetta *)
15 RMng.Write:=FALSE; (* Comando scrittura ricetta *)
16 RMng.MBufferPtr:=ADR(Parameters); (* Pointer buffer parametri *)
17 RMng.MBufferSize:=SIZEOF(Parameters); (* Pointer buffer parametri *)
18
19 (* ----- *)
20 (* GESTIONE RICETTA 1 *)
21 (* ----- *)
22 (* Su fronte attivazione ingresso eseguo memorizzazione ricetta 1. *)
23
24 IF (Di00M00 <> OneShot[0]) THEN
25     OneShot[0]:=Di00M00; (* One shot ingresso digitale *)
26
27     RMng.FileName:='Storage/Recipe1.txt'; (* Nome file ricetta *)
28     RMng.Write:=Di00M00; (* Comando scrittura ricetta *)
29 END_IF;
30
31 (* Su fronte attivazione ingresso eseguo lettura ricetta 1. *)
32
33 IF (Di01M00 <> OneShot[1]) THEN
34     OneShot[1]:=Di01M00; (* One shot ingresso digitale *)
35
36     RMng.FileName:='Storage/Recipe1.txt'; (* Nome file ricetta *)
37     RMng.Read:=Di01M00; (* Comando lettura ricetta *)
38 END_IF;
39
40 (* ----- *)
41 (* GESTIONE RICETTA 2 *)
42 (* ----- *)
43 (* Su fronte attivazione ingresso eseguo memorizzazione ricetta 1. *)
44
45 IF (Di02M00 <> OneShot[2]) THEN
46     OneShot[2]:=Di02M00; (* One shot ingresso digitale *)
47
48     RMng.FileName:='Storage/Recipe2.txt'; (* Nome file ricetta *)
49     RMng.Write:=Di02M00; (* Comando scrittura ricetta *)
50 END_IF;
51
52 (* Su fronte attivazione ingresso eseguo lettura ricetta 1. *)

```

Project : RecipeTest

PROGRAM : RecipeMng

Release : RecipeTest

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PROGRAM RecipeMng

```

53
54 IF (Di03M00 <> OneShot[3]) THEN
55     OneShot[3]:=Di03M00; (* One shot ingresso digitale *)
56
57     RMng.Filename:='Storage/Recipe2.txt'; (* Nome file ricetta *)
58     RMng.Read:=Di03M00; (* Comando lettura ricetta *)
59 END_IF;
60
61
62 (* [End of file] *)
63
64

```

	Project : RecipeTest	
	PROGRAM : RecipeMng	
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ENCRYPTED CODE

```
VAR_INPUT
IN : BOOL; (* Timer input *)
PT : UDINT; (* Preset time value (mS) *)
END_VAR

VAR_OUTPUT
Q : BOOL; (* Delayed output *)
ET : UDINT; (* Executing time (mS) *)
END_VAR

VAR_EXTERNAL
SysTime : UDINT; (* System time (mS) *)
END_VAR
```

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Project : RecipeTest

FUNCTION BLOCK : eTON

Release : RecipeTest

Ver :1.00

Author :

Date:05/03/2012

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ENCRYPTED CODE

```
VAR_INPUT
Enable : BOOL; (* Enable to execution *)
Read : BOOL := FALSE; (* Write command *)
Write : BOOL := FALSE; (* Write command *)
Filename : STRING[ 32 ]; (* Path and name of file where to log *)
MBufferPtr : @USINT; (* Memory buffer pointer *)
MBufferSize : UDINT; (* Memory buffer size *)
END_VAR

VAR_OUTPUT
Enabled : BOOL; (* Function block enabled *)
Done : BOOL; (* Request executed *)
Fault : BOOL; (* Request not executed *)
END_VAR

VAR_EXTERNAL
SysActTaskID : USINT; (* Current task ID *)
END_VAR
```

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	Project : RecipeTest	
	FUNCTION BLOCK : FileMemoryDump	
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