

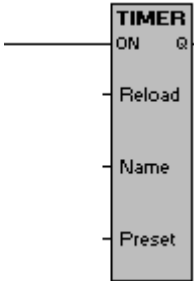
Sommario

TIMER (On Delay) 3

TIMER (On Delay)

Function name	TIMER_010
Function version	1.0
Function state	stable
Compatibility with IEC61131-3	not compatible

Graphic symbol :



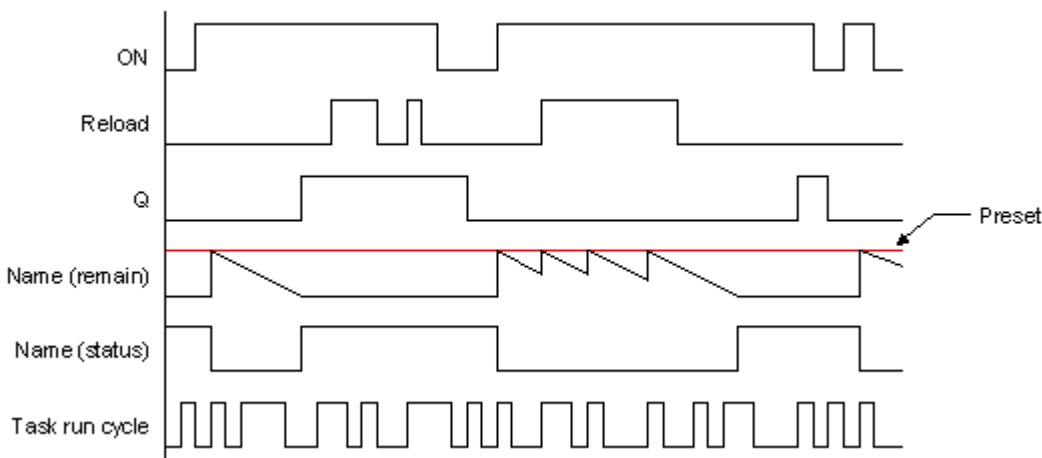
Input / Output :

Name	Belonging Group	Access	Types of data	Description
ON	Left Power Flow			Timer activation at rising edge
Reload	Normal	R , RW	F , B , W , L , S	Reload the timer when still running
Name	Name timer			Name of the timer in use
Preset	Normal	R , RW	B , W , L , S	Preset timer in milliseconds
Q	Right Power Flow			Resulting state of the elaboration function

Description :

The block function TIMER provides a software timer of a specific type “on delay timer”. To work properly it needs the hardware timer of Qmove declared in the input operator Name. The function block gets the event Rising One-Shoot of the input ON to load the support hardware timer with the value defined by the input operator Preset. At this point the support hardware timer starts decreasing its value of its parameter “remain” till it reaching of the 0 (zero). The output of the on-delay timer state at the insertion Q is activated when the value of the parameter “remain” of the support hardware timer Name (Name:remain) becomes equal to 0 (zero). When the input ON is deactivated the current value of the support hardware timer is reset and the eventual output of the on-delay timer at the insertion Q set to 0 (zero). At each evaluation of the function block TIMER in which they are noticed both the input Reload activated and the support hardware timer Name in phase of running in decrement, you will have the loading of the support hardware timer Name with th value defined by the input operator Preset. In this case, if the elapsed time between an evaluation of the function block TIMER and the previous will exceed the time set in the input operator Preset you will have that the parameter “remain” of the support hardware timer will reach the value 0 (zero) without this will modify the output of the on-delay timer state Q.

Time diagram :



Applicative example :

In the following example it's used the function block TIMER to get an incremental pieces-counter on activation of a photocell for at least 1,5 seconds. A second input of reset pieces will reset the counting of the pieces obtained.

Cutting of the configuration file

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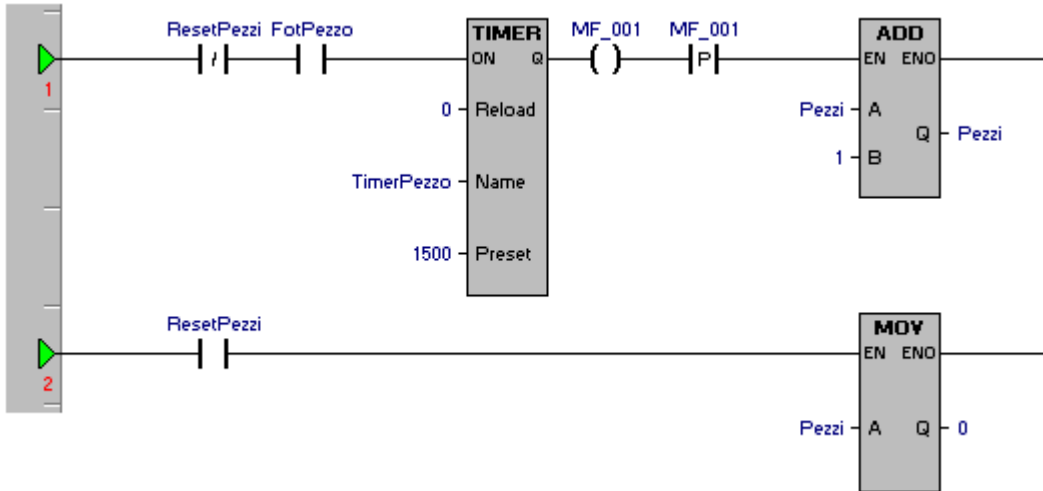
SYSTEM
Pezzi      L      ; Number of pieces made

GLOBAL
MF_001     F      ; Memory FLAG as support

TIMER
TimerPezzo      ; Timer for waiting to notice that a peace is made

INPUT
; Input photocell piece
FotPezzo       F      <numero_card>.<nome_ingresso>
; Input reset pieces made
ResetPezzi     F      <numero_card>.<nome_ingresso>
    
```

Cutting of the configuration file:



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