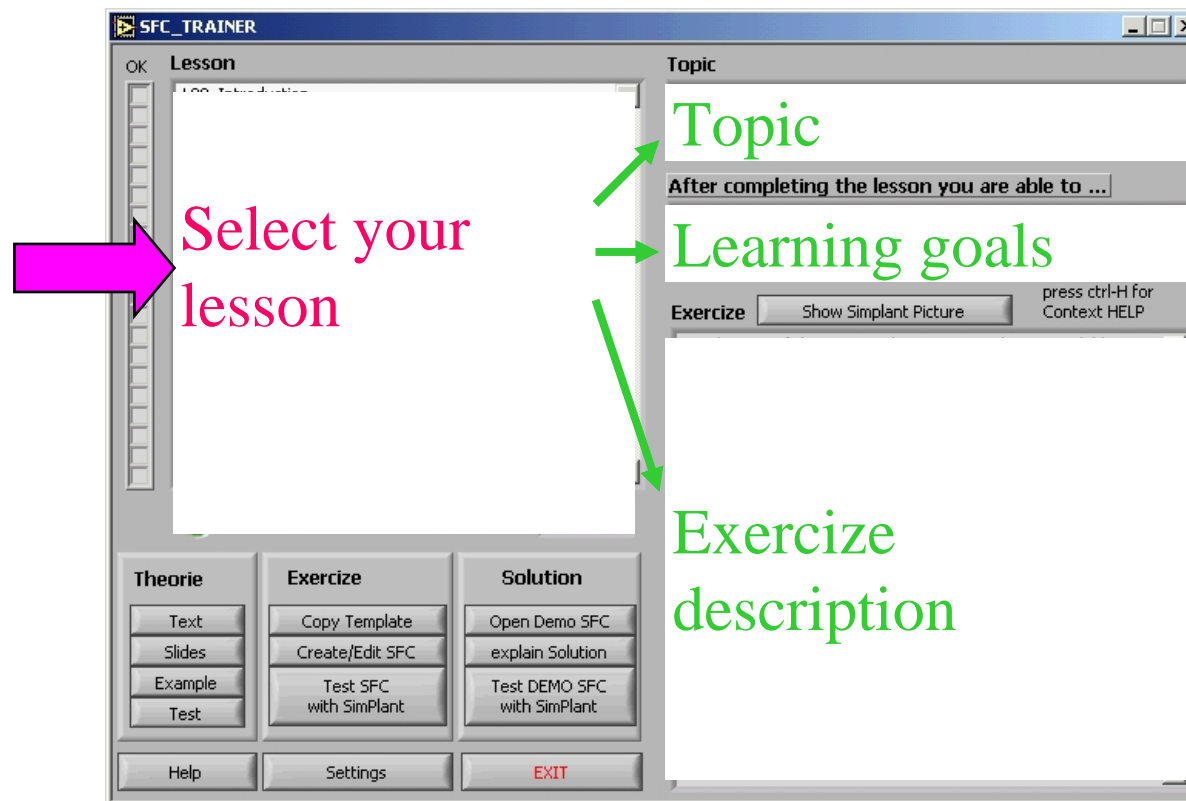
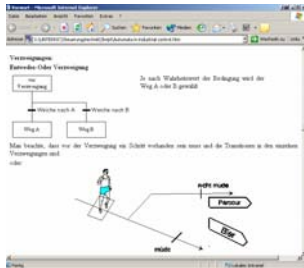


How to use the SFC-Trainer

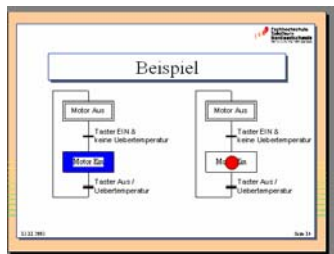


1. Theory

Lecture notes



Animated slides



Example

SFC_TRAINER

Lesson

- L00 Introduction
- L01 Step Actions and Transitions
- L02 Switching Rules**
- L03 Easy Plant
- L04 Either OR Fork and Join
- L05 Modelling User Interaction
- L06 Plant with External Interactions
- L07 Simple Synchronisation
- L08 Parallel Processes
- L09 Large Plant
- L10 Traffic Light Control
- L11 Matrix Representation Easy
- L12 Matrix Representation Adv
- L13 Reachability Easy
- L14 Reachability Adv
- L15 Safe SFC Easy
- L16 recipe
- L17 recipe_control Plant

Topic

Simple SFC-switching rules

After completing the lesson you are able to ...

- explain the major difference between an SFC and a Flowchart
- explain, under which circumstances the actions in a step are active or executed

Exercise press ctrl-H for Context HELP

Use the SFC of the previous lesson. A template is available. Use 'Copy template' to create a copy in your working directory. Add an additional step and a transition at the end of the SFC, just before the final jump. In the additional step increase the counter once when the new step gets marked. Use the 'Go On 3'-Transition to leave the step. The control which sets the 'Go On 3' condition to TRUE has a different switching action: when the button is pressed, it remains in this state, until it is released.

Test the behaviour of the SFC and observe the counter value in the simulation user interface. Does it behave as expected?

Now, let the 'Go On 3' condition be true, i.e. let the corresponding button be pressed and test the SFC once again. Back on the initial step, why doesn't the counter have the same value as before?

Theory **Exercise** **Solution**

<input type="button" value="Text"/>	<input type="button" value="Copy Template"/>	<input type="button" value="Open Demo SFC"/>
<input type="button" value="Slides"/>	<input type="button" value="Create/Edit SFC"/>	<input type="button" value="explain Solution"/>
<input type="button" value="Example"/>	<input type="button" value="Test SFC with SimPlant"/>	<input type="button" value="Test DEMO SFC with SimPlant"/>
<input type="button" value="Test"/>		
<input type="button" value="Help"/>	<input type="button" value="Settings"/>	<input type="button" value="EXIT"/>

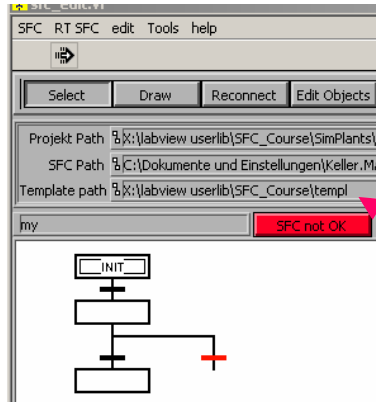
Self check

2. Exercise

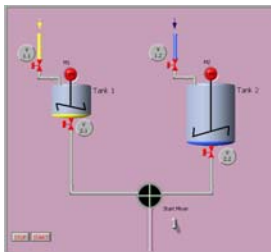
Preview of the simulation plant

Copy template

Draw and configure SFC



Test SFC



Topic

Simple SFC-switching rules

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Exercise

Show Simplant Picture

press ctrl-H for Context HELP

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Theorie

Exercise

Solution

Text

Slides

Example

Test

Copy Template

Create/Edit SFC

Test SFC with SimPlant

Open Demo SFC

explain Solution

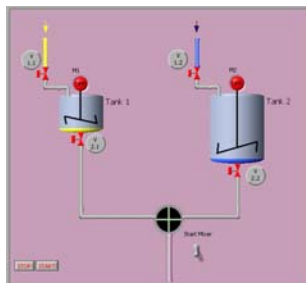
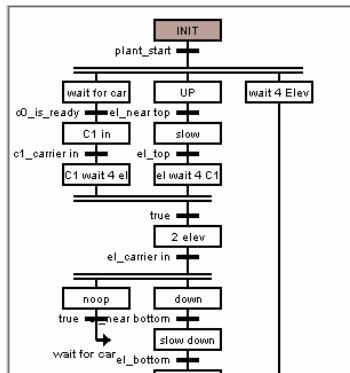
Test DEMO SFC with SimPlant

Help

Settings

EXIT

3. Proposed Solution



OK

Lesson

L00_Introduction

L01_Step_Actions_and_Transitions

L02_Switching_Rules

L03_Easy_Plant

L04_Either_OR_Fork_and_Join

L05_Modelling_User_Interaction

L06_Plant_with_External_Interactions

L07_Simple_Synchronisation

L08_Parallel_Processes

L09_Large_Plant

L10_Traffic_Light_Control

L11_Matrix_Representation_Easy

L12_Matrix_Representation_Adv

L13_Reachability_Easy

L14_Reachability_Adv

L15_Safe_SFC_Easy

L16_recipe

L17_recipe_control_Plant

mandatory

Time required [min] 30

Theorie

Exercise

Solution

Text

Slides

Example

Test

Copy Template

Create/Edit SFC

Test SFC with SimPlant

Open Demo SFC

explain Solution

Test DEMO SFC with SimPlant

Help

Settings

EXIT

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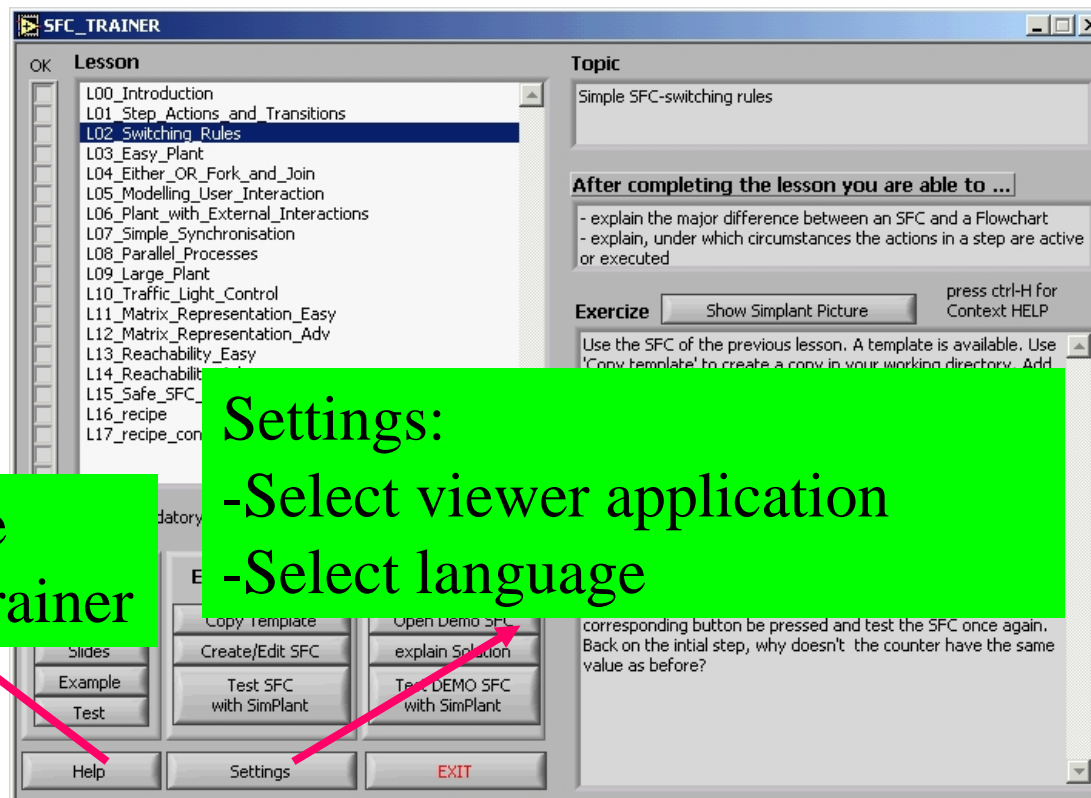
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30.03.2006

Seite 4

How to use the SFC-Trainer



How to use
the SFC-Trainer

Settings:
-Select viewer application
-Select language

Let's start!

