Condition Object

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1. Overview and Operation

Overview

This demo project explains how to use a Condition object to build conditions, and trigger other objects such as Event Log or Action Trigger when the specified conditions are met.

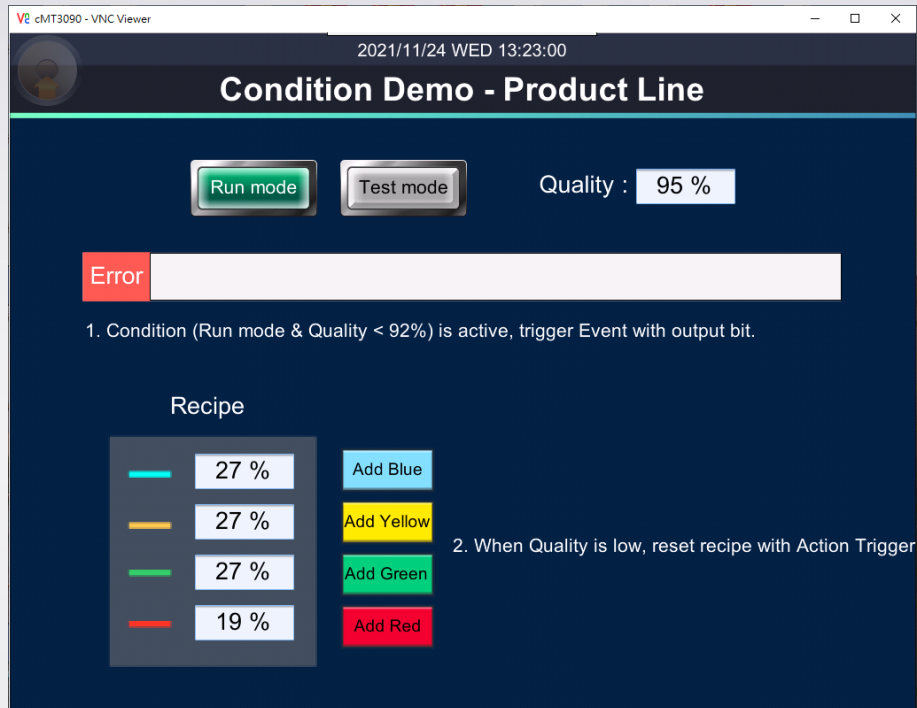In this demonstration, the production line has two modes: Run mode and Test mode, and the percentage of each recipe item can be manually adjusted. When the quality drops under 92% in Run mode, an alarm message is displayed, and the recipe will be reset.
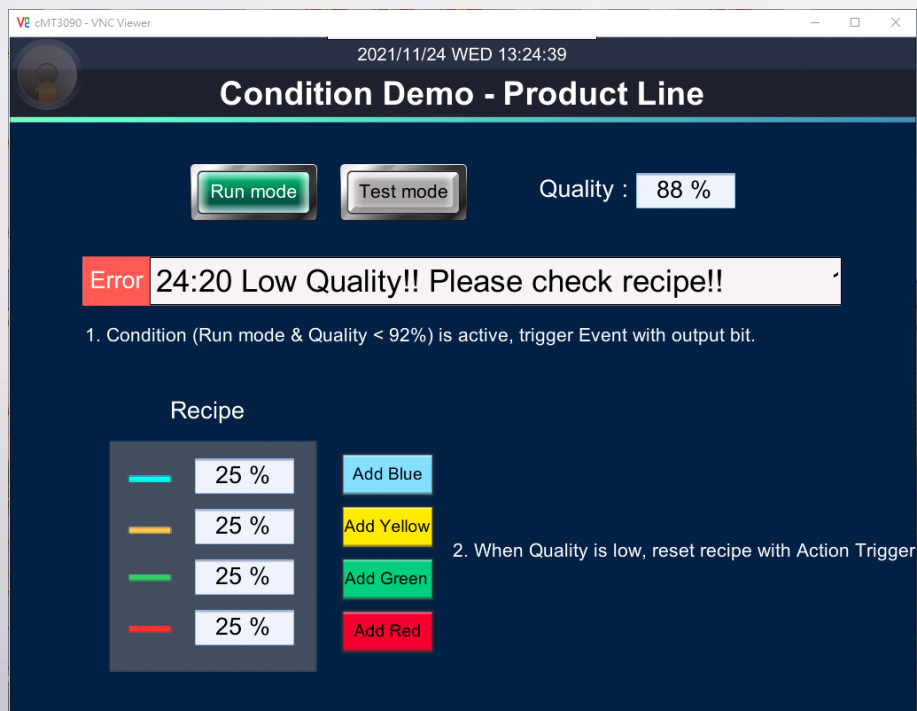
Operation

Step 1.   Download the project to HMI and run the project.
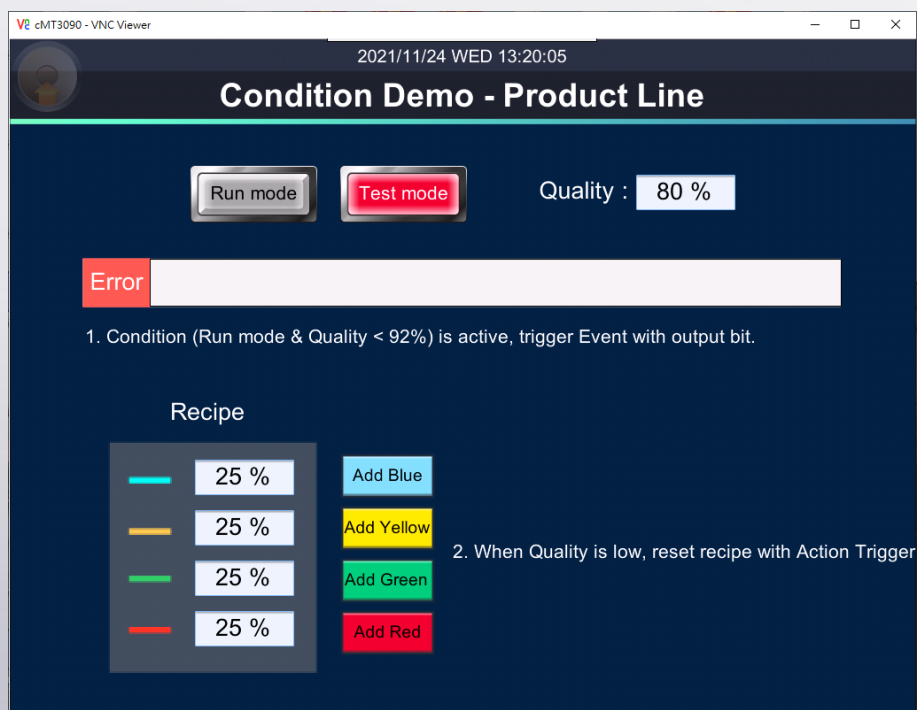
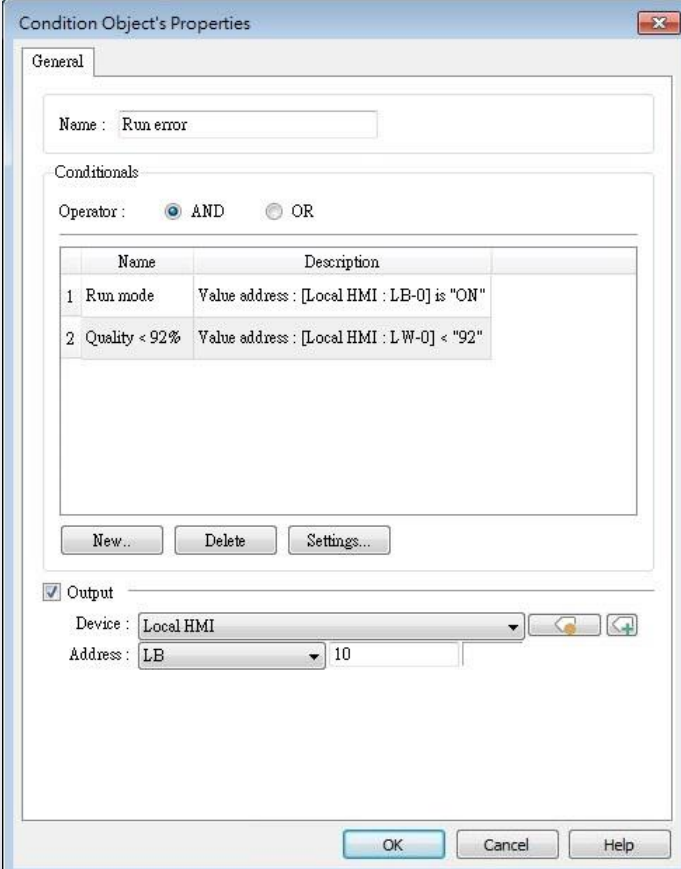Step 2.   Manually change the mode and the recipe.

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Step 3.   In Run mode, when the quality is under 92%, the conditions are met,

and then the Event Log and Action Trigger will be executed.

2. Setting up the Screen

Step 1. Create a Condition object and build two conditions: Run mode = ON and Quality <92%. Select "AND" operator, and set the output address to LB-10.

Step 2.   Create an Event Log, set address to LB-10 and enter the message.
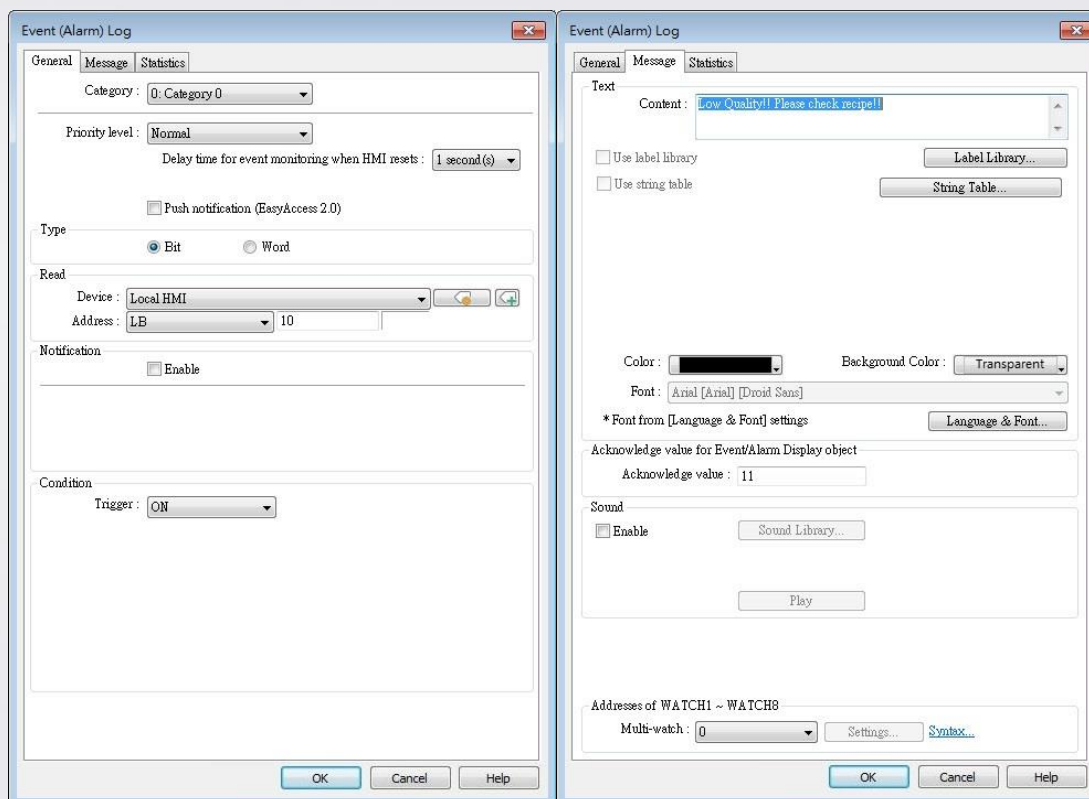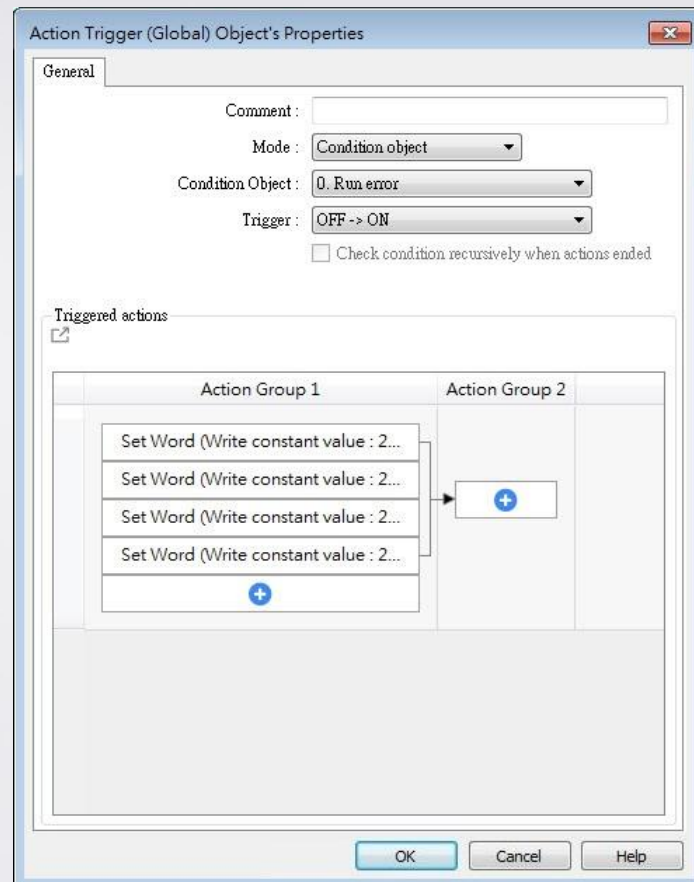

Step 3.   Create Combo Buttons for manually changing the recipe.

Step 4.   Create an Action Trigger (Global) object and select "Condition object"

as mode. The Action Trigger can reset recipe values when the

specified conditions are met.

3. Addresses

The addresses of key objects used in this demonstration are listed below, please adjust as necessary.

Object	Address	Object ID	Description
Window 10			
Condition	LW-10		The output address.
Toggle Switch	LB-0	TS_0	Sets to Test mode.
Toggle Switch	LB-0	TS_1	Sets to Run mode.
Numeric	LW-0	ND_0	Displays the quality.
Set Word	LW-0	SW_0	Sets the quality for demonstration purposes.
Alarm Bar		AB_0	Displays the event.
Numeric	LW-1~4	ND_1~4	Displays the percentages of recipe items.
Set Word	LW-1~4	SW_1~4	Sets the percentages of recipe items for demonstration purposes.
Combo Button	LW-1~4	CB_0~3	Resets the percentages of recipe items.