

TIA og Motion Control

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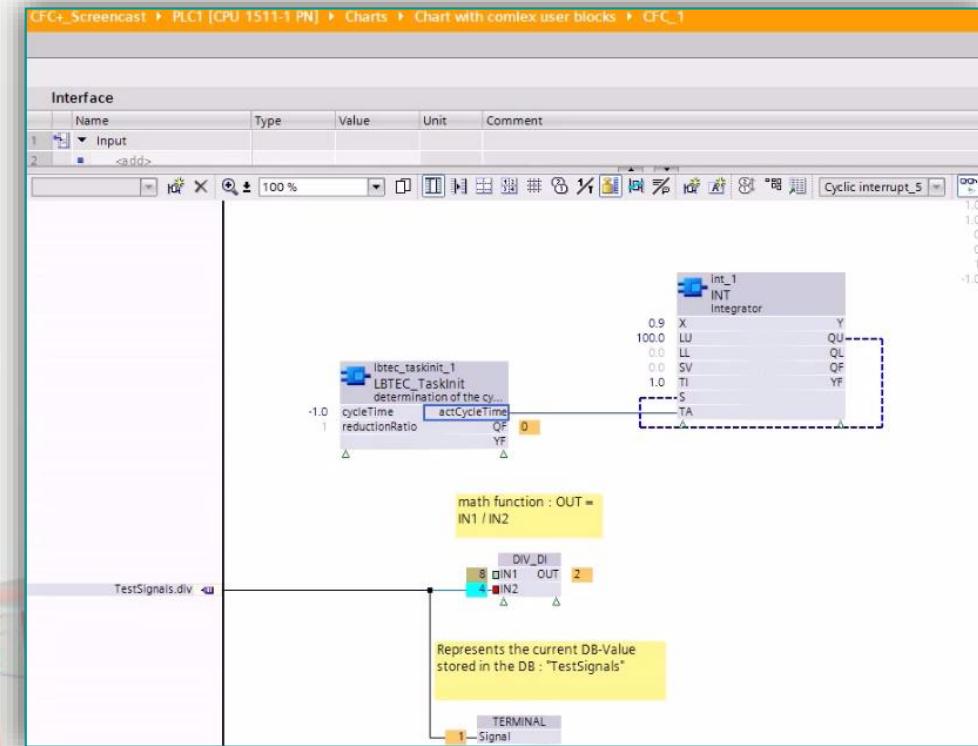
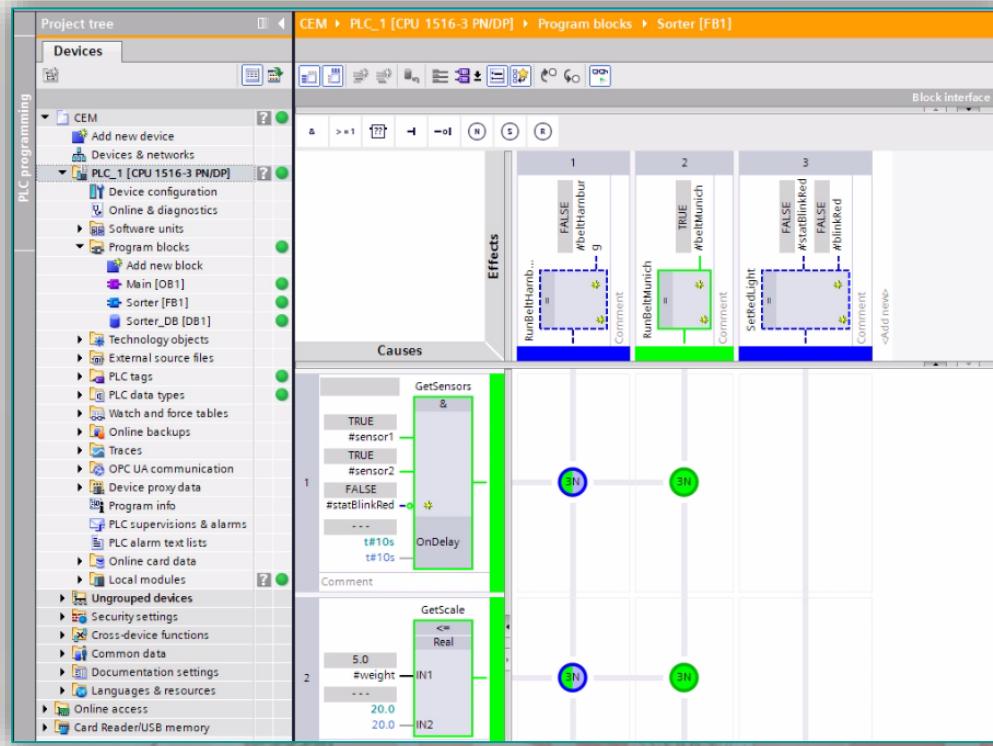
TIA Portal V17
Universal Robot Library
WinCC View of Things (webserver)
TIA Portal Cloud
Virtual Commissioning



Nye editors i TIA-portalen



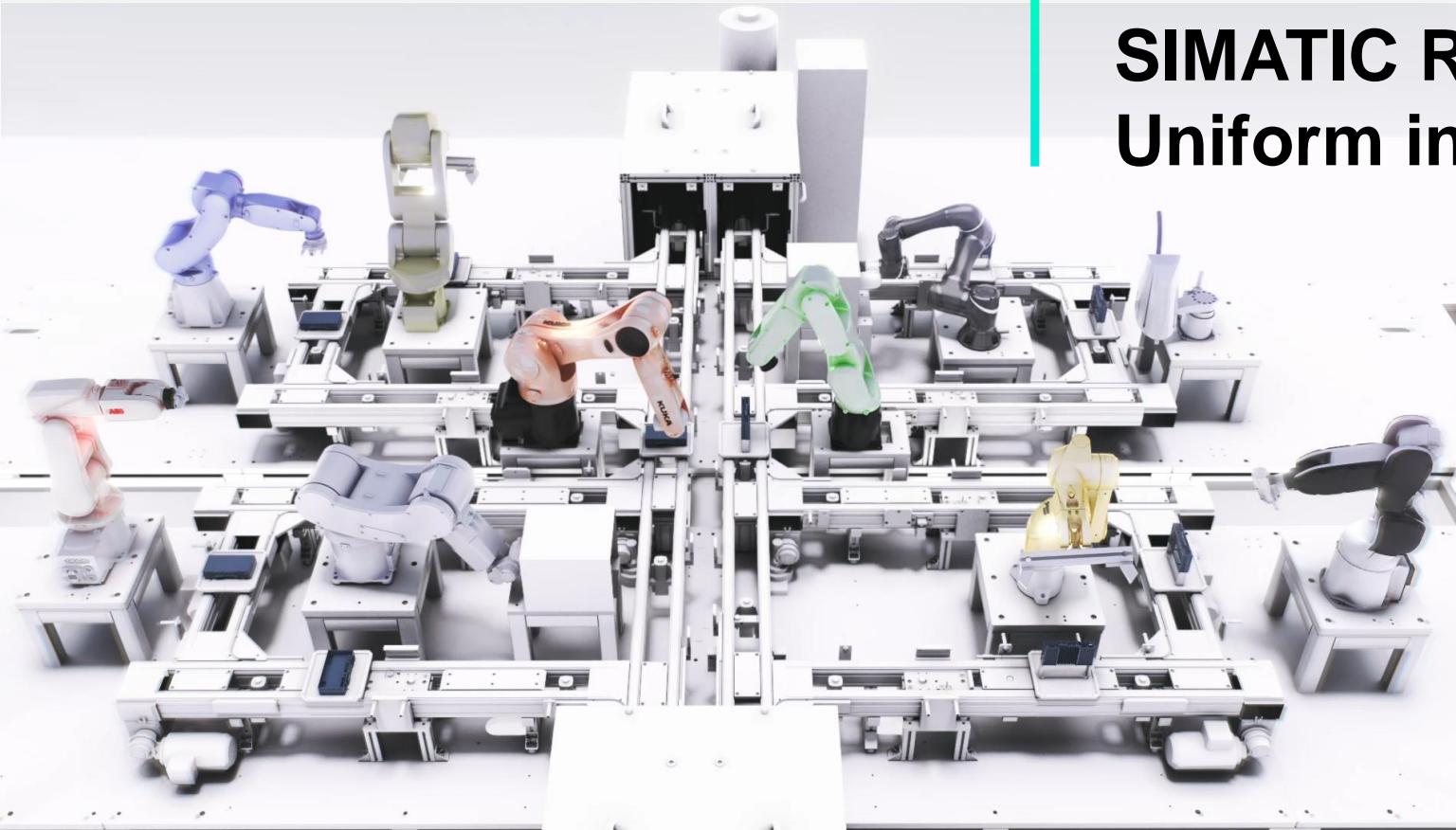
Cause Effect Matrix & CFC



Robot Library



Robot Library



**SIMATIC Robot Integrator with
SIMATIC Robot Library
Uniform interface to connect robots**

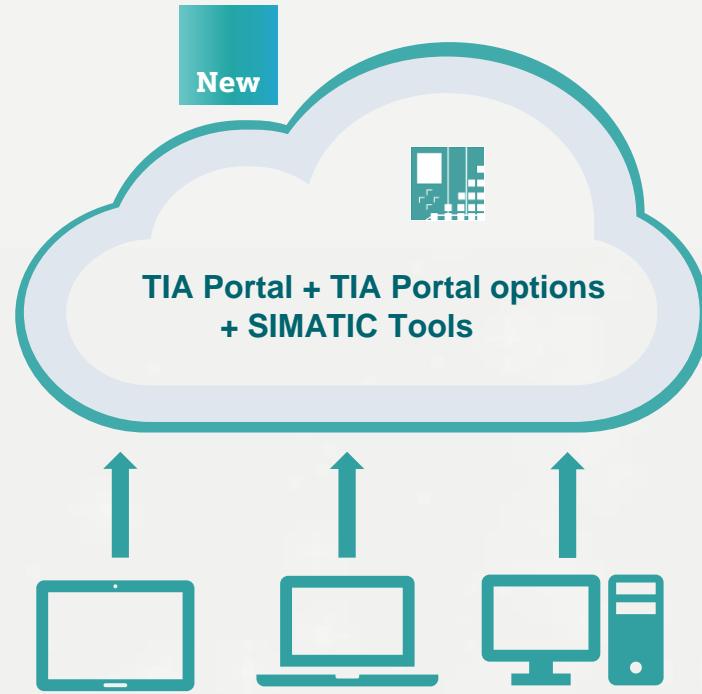


View of Things



| TIA Portal Cloud





Features

- TIA Portalen software til brug via browser
- Udvikling med HMI, safety & drev
- Simulering med PLCSIM Advanced
- Integreret FileShare
- Gratis prøveperiode

www.siemens.com/simulation-cloud



Virtual commissioning



NX NX 12 - Mechatronics Concept Designer - [2016_SPS_MCD_PLCSimAdv.prt (Modified)] SIEMENS

PLC programming

Default tag table

Name	Data type	Address	Retain	Access...	Write...	Visible...	Monitor v...
FM1_MoveUp	Bool	%Q0.0		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM1_MoveDown	Bool	%Q0.1		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM1_Moven	Bool	%Q0.2		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM1_MoveOut	Bool	%Q0.3		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM1_CloseGripper	Bool	%Q0.4		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM1_IsUp	Bool	%I0.0		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM1_IsDown	Bool	%I0.1		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM1_IsIn	Bool	%I0.2		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM1_IsOut	Bool	%I0.3		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM1_IsGripperClose	Bool	%I0.4		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM1_IsGripperOpen	Bool	%I0.5		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM1_NextStep	Bool	%I0.6		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Initialize	Bool	%I0.7		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
START	Bool	%I0.8		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM2_MoveUp	Bool	%Q0.9		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM2_MoveDown	Bool	%Q0.10		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM2_Moven	Bool	%Q0.11		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM2_MoveOut	Bool	%Q0.12		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM2_CloseGripper	Bool	%Q0.13		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM2_IsUp	Bool	%I0.9		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM2_IsDown	Bool	%I0.10		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM2_IsIn	Bool	%I0.11		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM2_IsOut	Bool	%I0.12		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM2_IsGripperClose	Bool	%I0.13		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM2_IsGripperOpen	Bool	%I0.14		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM2_NextStep	Bool	%I0.15		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_MoveUp	Bool	%Q0.16		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_MoveDown	Bool	%Q0.17		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_Moven	Bool	%Q0.18		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_MoveOut	Bool	%Q0.19		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_CloseGripper	Bool	%Q0.20		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_IsUp	Bool	%I0.9		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_IsDown	Bool	%I0.10		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_IsIn	Bool	%I0.11		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_IsOut	Bool	%I0.12		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_IsGripperClose	Bool	%I0.13		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_IsGripperOpen	Bool	%I0.14		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_NextStep	Bool	%I0.15		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_Rotate180	Bool	%I0.16		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_isRotated180	Bool	%I0.17		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_isRotated0	Bool	%I0.18		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FM5_MoveUp	Bool	%I0.19		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

PLC SIM
S7-PLCSIM Advanced V1.0
Control Panel

Online Access: PLC SIM (selected), PLC SIM Virtual Eth. Adapter

TCP/IP communication with: Local

Virtual Time Scaling: 0.01 Off 100

Start Virtual S7-1500 PLC
Instance name: PLC_1
PLC type: Unspecified CPU 1500 Start

1 Active PLC Instance(s): PLC_1 / 192.168.0.1

Runtime Manager Port: 50000
Virtual SIMATIC Memory Card
Show Balloon Messages:
Function Manual
Exit

Portal view Overview Default tag t... Connected to PLC_1, via address IP=19...

