

WinMulti - Disabling Input Channels

How to disable input channels from winMulti

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Comments



...This is a feature added in front end software v6.4.51.0 and back end 6.3048 - TwinCAT3 machine only

This feature allows the engineer to disable inputs through the front end. This has the uses outlined below

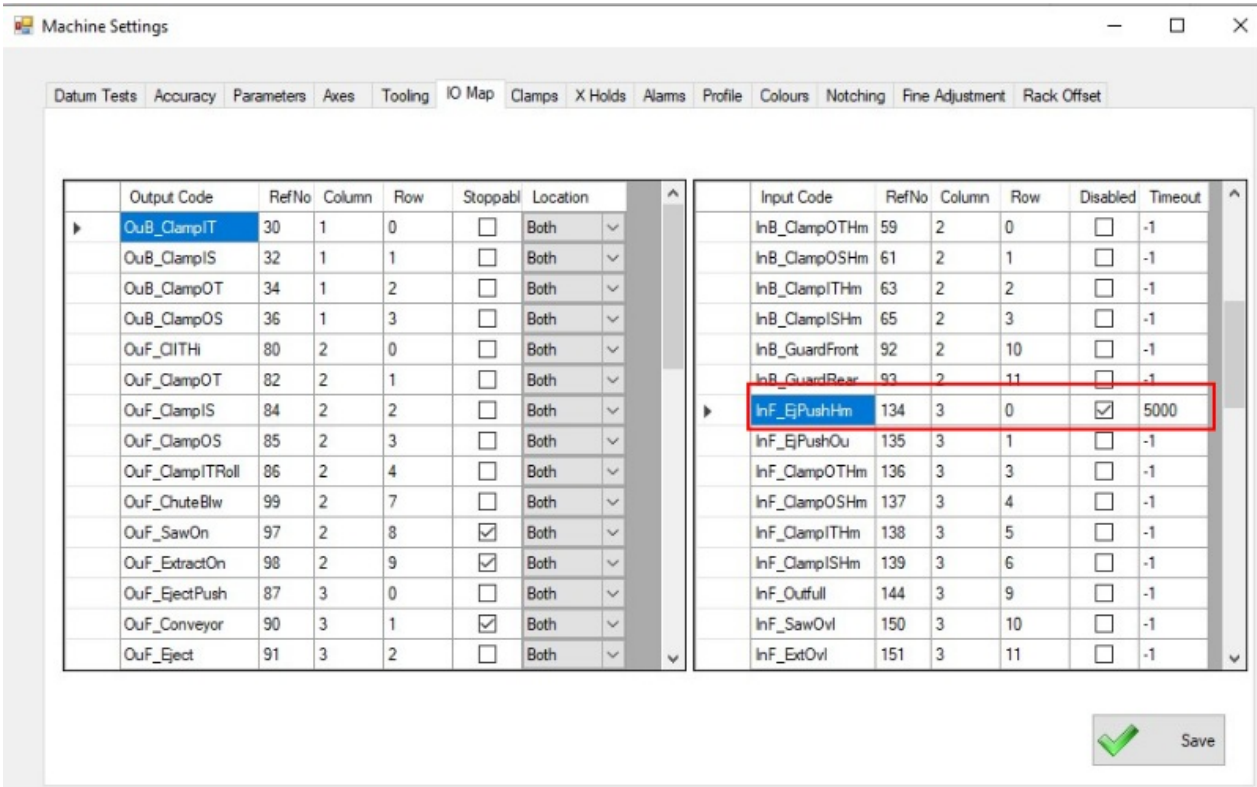


...Note: The feature only exists for the input functions listed below. More will be added as development of this feature progresses

Override Faulty Eject Home or Eject out Sensors

If an eject home or out sensor is faulty, this can stop the machine from functioning. On v5 software, the operator could press escape to keep running. this feature is not available on v6 software. This update allows one or both of these sensors to be disabled and replaced with a timeout.

This is done through the IO Map setting screen:

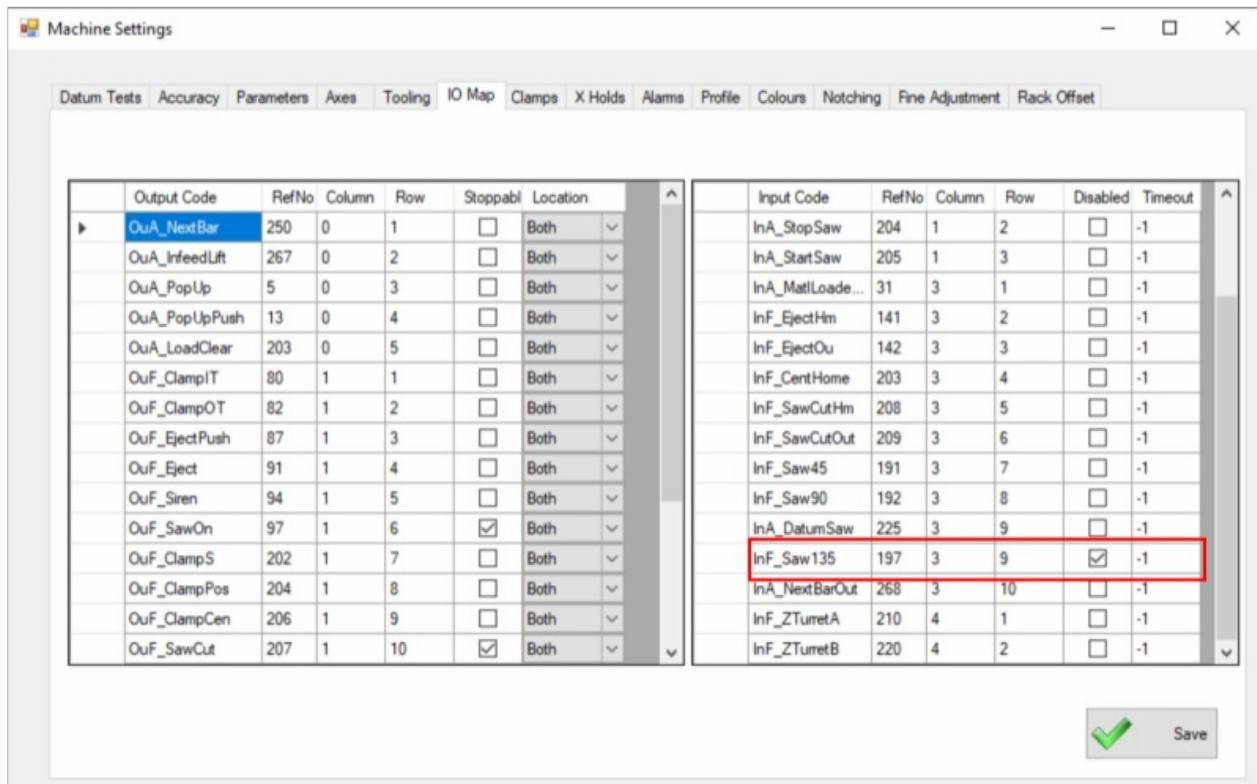


The above screenshot shows the Eject push home input disabled and a timeout of 5000ms (5 seconds) used in place

Disable SawAt135 Input on Beckhoff Upgrades

On original saws before S092, the saw position at 135 and 45 degrees was fed via one input - Saw45. This meant that the saw135 input had to be physically wired into a different IO channel. The update allows this input to be disabled

This is done through the IO Map setting screen - tick the disable box for the Saw135 input:



Saw135 does not exist

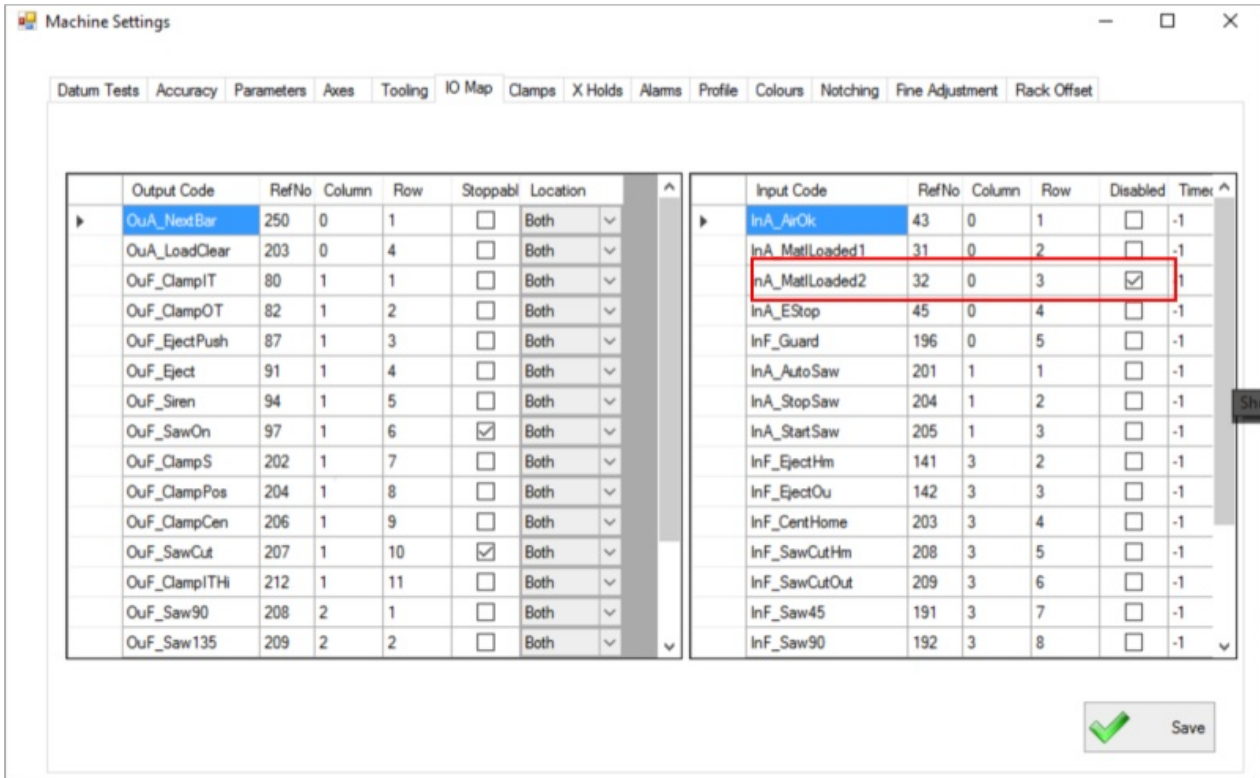
If the input is not there, it needs to be added in the ioDef file:

InF_Saw45,191,1,0,0,False,False,3,7,-,False,0,X14,False,-1
 InF_Saw90,192,1,0,0,False,False,3,8,-,False,0,X24,False,-1
 InF_Saw135,197,1,0,0,False,False,3,9,-,False,0,X197,False,-1
 InF_Guard,196,1,0,0,False,False,0,3,-,False,0,X16,False,-1
 OuF_Saw90,208,2,0,0,False,False,2,1,-,False,0,Y20,False,-1

Standalone Saw Infeed Table with one Material Load Input

Older standalone saw infeed tables have only one material load input to serve two switches that are linked in series. Newer tables have two separate inputs.

This feature can be used to disable the MatlLoaded2 sensor if it does not exist



InA_MatlLoaded1,31,1,0,0,False,False,0,2,-,False,0,X31,False,-1
 InA_MatlLoaded2,32,1,0,0,False,False,0,3,-,False,0,X32,True,-1
 InA_AirOk,43,1,0,0,False,False,0,1,-,False,0,X43,False,-1
 InA_EStop,45,1,0,0,False,False,0,4,-,False,0,X45,False,-1
 InA_ButReset,48,0,0,0,False,False,1,1,-,False,0,X48,False,-1