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Controller Programming - Logic Developer PLC - 7701

Course Description

Learn programming for Emerson Controllers in this PAC Machine Edition class featuring the PACSystems RX3i Controller. This class covers programming techniques and the basic features of the PACSystems Controller using Logic Developer PLC PAC Machine Edition software. Starting with the controller software architecture, students are taught how to effectively develop control applications using building block concepts. This course builds upon Object-Oriented concepts with PACSystems User-Defined Function Blocks (UDFBs), as well as the development of application components using Ladder Diagram (LD) programming language.

This class also covers PROFINET I/O basic concepts and tools used to configure and debug PROFINET I/O networks.

Who Should Attend?

This course is intended for those who are or will be involved in the development, modification, and troubleshooting of control systems using PAC Logic Developer PLC and PACSystems Controllers.

Are There Any Prerequisites?

Participants should be comfortable operating in a Microsoft Windows environment. Participants should have a basic understanding of electrical/control fundamentals.

Training Details

- Duration: 32 Hours
- Delivery: Classroom, Onsite, Virtual
- Part #: 7701/7701V
- Suggested Class Size: 10 Students
- CEUs: 3.2

Topics:

- Describe Control System Architecture & Operational Fundamentals
- Operate PAC Machine Edition
- Establish and Utilize Communications to the Controller
- Configure a Controller and its Associated Hardware Modules
- Effectively Use and Create Controller Variables
- Create Projects in Ladder Diagram (LD)
- Understand and Program Arithmetic, Timer, Counter, and Move Operations
- Use Compute instruction to solve mathematical expressions
- Utilize Programming Guidelines for Developing Robust Control Applications
- Use User Defined Function Blocks (UDFBs) to Build Structured Applications
- Effectively Use the Machine Edition Toolchest as a Repository for Application Building Blocks
- Create, Monitor, and Modify Running Controller Applications
- Use monitoring tools to view application execution
- Configure basic PROFINET I/O network and use PROFINET diagnostic and debugging tools







Course Topics

Control System Fundamentals

- Introduction to Controller application components, Logic Structure, Basic Controller Variables, Data Types, and Numbering Systems
- Understanding the Controller Scan

Operating PAC Machine Edition

- Orientation to the Machine Edition programming environment and its tools
- Machine Edition "Best-Kept Secrets"
- Work with Projects and Targets
- Machine Edition Options

Working with Controllers

- Communications over Serial and Ethernet connections
- Validate a Machine Edition Project
- Download to and Upload from a Controller
- Verify Information between a Project and a Controller
- Work with Fault Tables
- View Controller Status information

Controller Hardware Overview

- Basic controller system hardware components
- Find information using Emerson web sites

Configuring Controller and IO

- Configure the Controller, IO, and Option Modules
- Understand Hardware Configuration Status indicators
- Assign Reference Addresses to I/O Modules
- Use the Hardware Reference View
- Import and Export Hardware Configuration

Ladder Diagram Basics

- Understand basic operation of the Ladder Diagram (LD) programming language
- Become familiar with the LD Editor layout and operation
- Review the basic LD logic elements, such as contacts, coils, counters, timers, and relational operators
- Learn how to monitor LD logic executing in the Controller

PAC Machine Edition Toolchest

- Navigating through the Toolchest
- Create and share Toolchest Drawers
- Save logic to a Toolchest drawer
- Use Toolchest logic in application

Online Monitoring Tools

 Monitor programs using online Logic Monitoring, Data Watches, Reference View Tables, & the Data Monitor

Online Application Modifications

- Make program changes while the Controller is running
- Understand online change methods: Word-for-Word, Run Mode Store, and Test Edit

Contact and Coils

- Understand basic operation of LD Contacts & Coils
- Develop Series and Parallel LD logic
- Utilize System Bits in LD logic
- Find Variable references in a Project. Monitor, modify, and force Boolean Variables

Program Flow Operations

- Understand LD Program Flow operations
- Understand the Controller Block Architecture and the operation of _MAIN and Interrupt Blocks
- Create and call Program Blocks

Timers and Counters

- Understand the basic operation of LD Timers and Counters
- Understand the organization of Timer and Counter Instance Data
- User Timers and Counters in LD Logic

Conversion Operations

- Understand the basic operation of LD Conversion instructions
- Understand how to change data display formats in the LD Editor

Math and Advanced Math Operations

- Understand the basic operation of LD Math and Advanced Math instructions, including COMPUTE
- Understand the concept of Typed Instructions
- Change Variable data values directly in the LD Editor

Relational Operation

 Understand the basic operation of LD Relational instructions

Data Operations

- Understand the basic operation of LD Data instructors
- Understand how to initialize application data using Data







Course Topics

Move Functions

Understand the basic operation of a Shift Register

Control Operations

- Understand the basic operation of LD Control instructions
- Understand the PID Function Block parameters and its data structure
- Understand the Service Request Function parameters, parameter block, and its uses
- Understand how to display Controller ASCII String information

Bit Operations

- Understand the basic operation of LD Bit instructors
- Understand the operation of the Masked Compare Function

Working with Variables

- Understand basic Variable concepts, along with Universal, Local, Global, and Alias scoping of Variables
- Understand Variable Types, Variable access, and the various Variable attributes

Programming Guidelines

 Guidelines such as program organization and naming conventions for Variables and blocks

User Defined Function Blocks (UDFBs)

- Basic UDFB facts
- UDFB Input, Output, and Member Variables
- How UDFBs operate. How to create and monitor UDFBs
- UDFB Toolchest considerations
- Update an existing UDFB with a new UDFB
- Build UDFB Blocks for Re-use

Advanced Programming Exercises

- Demonstrate the power and versatility of creating building block using UDFBs
- Understand the advantages of the various programming languages

PROFINET I/O and Configuration

- PROFINET Introduction
- PROFINET Fundamentals
- PROFINET LAN Definition & Configuration
- PROFINET Tools
- PROFINET Media Redundancy
- Programming PROFINET Solutions
- Debugging PROFINET Solutions







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Please Note: To complete the registration process, attendees must register through <u>MyTraining</u> or call the registration center (800-338-8158). Only receipt of purchase order guarantees a seat.

Cancellations

You may cancel your reservations up to 14 calendar days prior to the start of the course without incurring a cancellation fee. 50 percent of the full tuition will be charged for cancellations received during the 14 days prior to the start of the course, and full tuition will be charged for failure to attend without cancelling. Substitutions are accepted until the first day of class. Scheduled courses may be cancelled due to low enrollment.

Global Headquarters

Emerson Automation Solutions 1100 W. Henna Blvd. Round Rock, TX 7861-7430 USA T +1 800 338 8158 E Education@Emerson.com



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