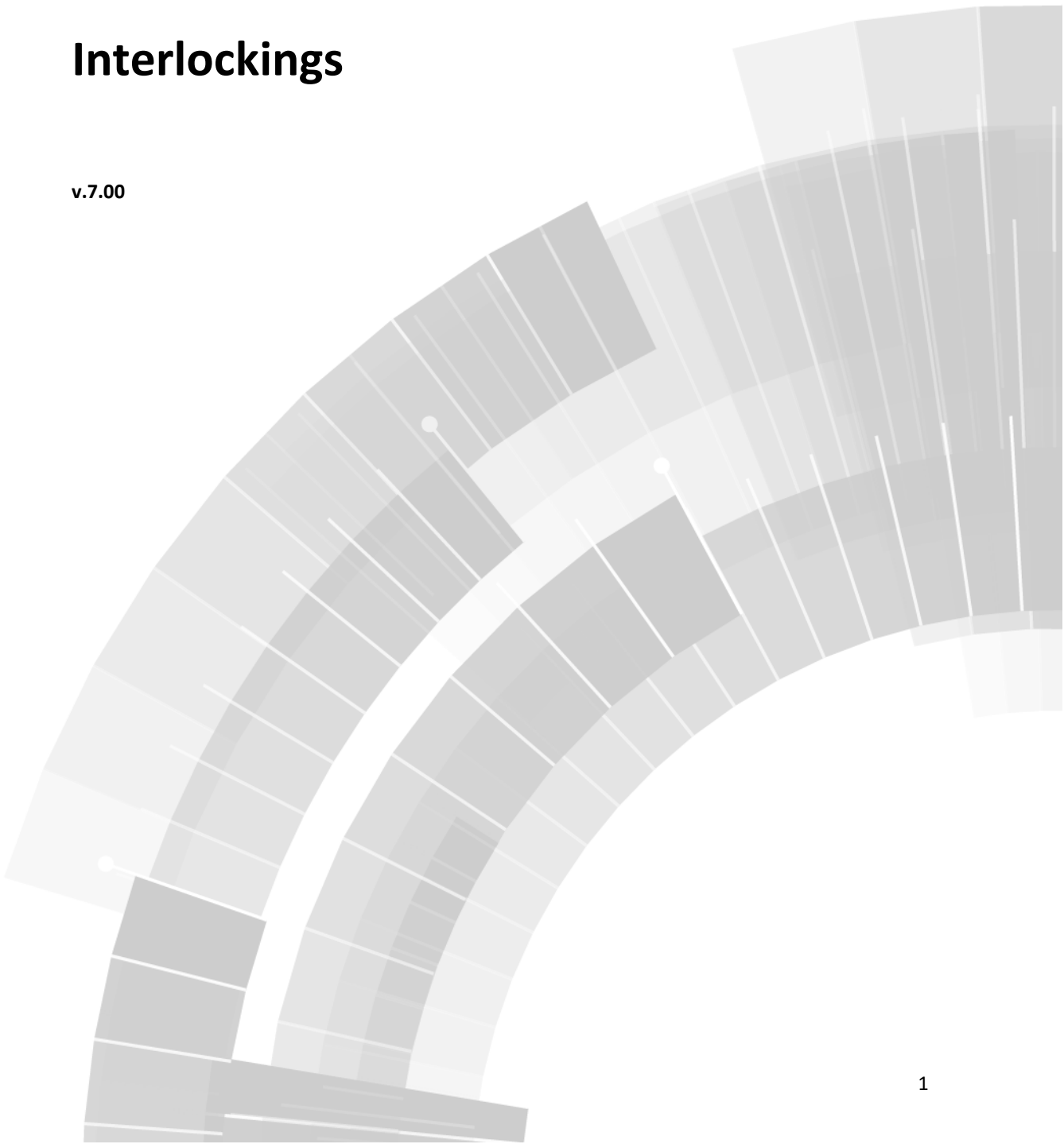


zenon manual

Interlockings

v.7.00





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1. Welcome to COPA-DATA help

GENERAL HELP

If you miss any information in this help chapter or have any suggestions for additions, please feel free to contact us via e-mail: documentation@copadata.com (<mailto:documentation@copadata.com>).

PROJECT SUPPORT

If you have concrete questions relating to your project, please feel free to contact the support team via e-mail: support@copadata.com (<mailto:support@copadata.com>)

LICENSES AND MODULES

If you realize that you need additional licenses or modules, please feel free to contact the sales team via e-mail: sales@copadata.com (<mailto:sales@copadata.com>)

2. Interlockings

Interlockings control the access to certain zenon objects in Runtime using variables. Operation can be blocked or released depending on variables. Depending on process statuses, operations can be activated/deactivated.

It is possible to create and use various interlockings within one project. In each interlocking several parallel interlocking conditions are possible.

License information

Part of the standard license of the Editor and Runtime.

INTERLOCKING OF OBJECTS

All dynamic elements except trend element and message element.

PROJECT MANAGER CONTEXT MENU

Parameters	Description
New interlocking	Creates a new interlocking and opens the dialog for selecting variables.
Export selected XML	Exports selected entries as an XML file.
Import XML	Imports XML files.
Editor profile	Opens the drop-down list that includes pre-defined editor profiles.
Help	Opens online help.

Info

Variables for the interlocking can be replaced. For more details see chapter Substitution of variables and functions in dynamic elements.

Example

A machine is in full automatic operation, so it should not be switched to manual operation. Only if a certain operation status (e.g. STOP) is reached, it is allowed to be switched. With an interlocking the button for switching between manual and automatic operation can be locked in the visualization surface, until this status (e.g. STOP) is true. So it can be avoided, that maloperations occur.

3. Detail view of context menu and toolbar

TOOLBAR



Symbol	Description
New interlocking	Creates a new interlocking and opens the dialog for selecting variables.
New interlocking condition	Creates a new interlocking condition.
Add variable	Opens the dialog for selecting variables.
Copy	Copies the selected condition.
Paste	Pastes the condition from the clipboard.
Delete	Deletes selected condition.
Export selected XML	Exports selected entries as an XML file.
Import XML	Imports from an XML file.
Rename	Enables the element to be renamed. It is also possible by left-clicking the field with the mouse or by pressing F2 .
Properties	Opens the property window for the selected element.
Help	Opens online help.

CONTEXT MENU INTERLOCKINGS

Menu item	Description
New interlocking	Creates a new interlocking and opens the dialog for selecting variables.
Paste	Pastes the interlocking from the clipboard.
Export selected XML	Exports selected entries as an XML file.
Import XML	Imports XML files.
Help	Opens online help.

CONTEXT MENU INDIVIDUAL INTERLOCKING

Menu item	Action
Add variable	Opens the dialog for selecting a variable.
New interlocking condition	Creates a new interlocking condition.
Copy	Copies the selected interlocking.
Paste	Pastes the interlocking from the clipboard.
Delete	Deletes selected interlocking.
Export XML all	Exports all entries as an XML file.
Import XML	Imports from an XML file.
Rename	Enables the element to be renamed. It is also possible by left-clicking the field with the mouse or by pressing F2 .
Properties	Opens the property window for the selected element.
Help	Opens online help.

CONTEXT MENU GROUP VARIABLES

Menu item	Action
Add variable	Opens the dialog for selecting variables.
Paste	Pastes the condition from the clipboard.
Help	Opens online help.

CONTEXT MENU INDIVIDUAL VARIABLE

Menu item	Action
Linked elements	Opens drop-down list with linked elements.
Copy	Copies selected variable
Paste	Pastes the variables from the clipboard.
Delete	Deletes selected variable.
Properties	Opens the property window for the selected element.

Help	Opens online help.
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CONTEXT MENU INTERLOCKING CONDITIONS

Menu item	Action
New interlocking condition	Creates a new interlocking condition.
Paste	Pastes the condition from the clipboard.
Help	Opens online help.

4. Engineering in the Editor

4.1 Creating Interlockings

Select **Interlockings** in the Project Manager to display the defined interlockings in the Detailview of the Project Manager. A right click on **General Interlockings** opens a popup menu, in which a new interlocking can be created.

The new Interlocking can be renamed in the properties window. A right click on **variables** again opens a popup menu. Here, one or more variables can be linked to the according interlocking.

The interlocking can be linked to a condition. To do this, one or more conditions have to be created in the properties window. For each condition a Boolean formula can be entered in the properties window under **Logical link**.



Info

An element in the visualization surface is locked, if the interlocking condition applies, i.e. is logical 1 – TRUE.

Locking: If several conditions are defined in one interlocking, it is sufficient for locking the element, if only one condition is fulfilled.

With the formula editor, which is opened with a click on the property Logical link in the properties window, Boolean and analog formulas can be defined as interlocking conditions. The formula editor

allows the definition of Boolean statements with the help of the linked variables and logical or bitwise and comparison operators. See also chapter Screens / Comparison operators (on page 18).

Info

Unlocking: If several conditions are linked to the interlocking, all fulfilled conditions must be unlocked.

See also

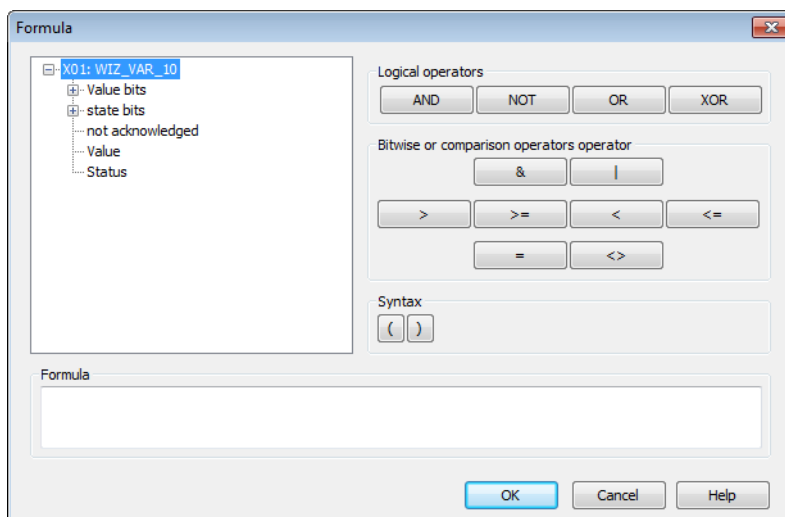
Refer to chapter Formula editor for more information on the formula editor.

4.2 Formula editor

The formula editor provides support when creating formulas with logical or comparative operators with a combined element, for interlockings and commands. If additional variables are required for a formula, create these in the **formula variables** area of the status window by clicking on the **Add** button. existing formulas are displayed in the status list with the letters **F** .

CREATING A FORMULA

Click on the **Formula** button in the status window The formula editor opens



You select the bits for your formula in the left screen.

On the right, you find the operators for logical and comparative operations.

The formula created is displayed in the **Formula** area.



Info

Up to 99 variables can be linked in one formula. X01 to X99. The length of the formula may not exceed 4096 characters.

THE MEANING OF THE BITS:

Parameters

Description

value bits

32 value bits (von 0 -31) are available. They describe the variable value bit by bit. For BOOLEAN variables, only bit 0 is of importance, for SINT and USINT only the bits from 0–7, etc.

Note: The value refers to the raw value (signal range) of the variables and not to the converted measuring range.

status bits

Here you find the most commonly used status bits. You find the exact definition and use of the status bits in the Status Bits List (on page 13).

not
acknowledged

Not acknowledged is treated like a usual status bit. But here it is listed separately, because it does not belong to the classical variable statuses.

value and
status

In the formulas, all values (value bits and status bits) are treated as binary values and can be logically linked with AND, OR, etc.

The total value and overall status are an exception to this. In order to arrive at a Boolean expression, this total value has to be ORed bitwise with a constant (on page 17). For this, we use the operator &.

For the result 0 (false) of this logical ORing we get the binary value 0 (false), otherwise 1 (true).

Example: see chapter on bitwise ORing example (on page 17)



Info

The status bits NORM and N_NORM are only available in the formula editor here. They cannot be engineered using the status.

If other settings outside the formula are set for the current status, they are combined with the formula with a logical AND.

Refer to the examples (on page 19) section for examples.

 **Info**

Formulas with binary X values and bitwise linking can be used with a maximum of 2 binary values. If more values are required, the linking must be carried out without binary X values.

Example:

`X01.Value & X02.Value` -> works

`X01.Value & X02.Value & X03.Value` -> does not work

But:

`X01.00 AND X02.00 AND X03.00 AND X04.00 AND X05.00` -> works

4.2.1 List of status bits

Bit number	Short term	Long name	zenon Logic label
0	M1	User defined status 1	_VSB_ST_M1
1	M2	User defined status 2	_VSB_ST_M2
2	M3	User defined status 3	_VSB_ST_M3
3	M4	User defined status 4	_VSB_ST_M4
4	M5	User defined status 5	_VSB_ST_M5
5	M6	User defined status 6	_VSB_ST_M6
6	M7	User defined status 7	_VSB_ST_M7
7	M8	User defined status 8	_VSB_ST_M8
8	NET_SEL	Select in the network	_VSB_SELEC
9	REVISION	Revision	_VSB_REV
10	PROGRESS	In operation	_VSB_DIREC
11	TIMEOUT	Timeout exceeded	_VSB_RTE
12	MAN_VAL	Hand value	_VSB_MVALUE
13	M14	User defined status 14	_VSB_ST_14
14	M15	User defined status 15	_VSB_ST_15
15	M16	User defined status 16	_VSB_ST_16
16	GI	General interrogation	_VSB_GR
17	SPONT	Spontaneous	_VSB_SPONT
18	INVALID	Invalid	_VSB_I_BIT
19	T_CHG_A	Time change announcement	_VSB_SUWI
20	OFF	Switched off	_VSB_N_UPD
21	T_EXTERN	Real time external	_VSB_RT_E
22	T_INTERN	Real time internal	_VSB_RT_I
23	N_SORTAB	Not sortable	_VSB_NSORT
24	FM_TR	Fault message transformer value	_VSB_DM_TR

25	RM_TR	Run message transformer value	_VSB_RM_TR
26	INFO	Information for the variable	_VSB_INFO
27	ALT_VAL	Alternative value If no value was transferred, the defined alternate value is used otherwise the last valid value is used.	_VSB_AVALUE
28	RES28	Reserved for internal use (alarm flashing)	_VSB_RES28
29	N_UPDATE	Not updated	_VSB_ACTUAL
30	T_STD	Standard time	_VSB_WINTER
31	RES31	Reserved for internal use (alarm flashing)	_VSB_RES31
32	COT0	Cause of transmission bit 1	_VSB_TCB0
33	COT1	Cause of transmission bit 2	_VSB_TCB1
34	COT2	Cause of transmission bit 3	_VSB_TCB2
35	COT3	Cause of transmission bit 4	_VSB_TCB3
36	COT4	Cause of transmission bit 5	_VSB_TCB4
37	COT5	Cause of transmission bit 6	_VSB_TCB5
38	N_CONF	Negative acceptance of Select by device (IEC60870 [P/N])	_VSB_PN_BIT
39	TEST	Test bit (IEC 60870 [T])	_VSB_T_BIT
40	WR_ACK	Writing acknowledged	_VSB_WR_ACK
41	WR_SUC	Writing successful	_VSB_WR_SUC
42	NORM	Normal status	_VSB_NORM
43	N_NORM	Deviation from normal status	_VSB_ABNORM
44	BL_870	IEC 60870 Status: blocked	_VSB_BL_BIT
45	SB_870	IEC 60870 Status: substituted	_VSB_SP_BIT
46	NT_870	IEC 60870 Status: not topical	_VSB_NT_BIT

47	OV_870	IEC 60870 Status: overflow	_VSB_OV_BIT
48	SE_870	IEC 60870 Status: select	_VSB_SE_BIT
49	T_INVALID	Time invalid	not defined
50	CB_TRIP	Breaker tripping detected	not defined
51	CB_TR_I	Breaker tripping detection inactive	not defined
52	RES52	reserved	not defined
53	RES53	reserved	not defined
54	RES54	reserved	not defined
55	RES55	reserved	not defined
56	RES56	reserved	not defined
57	RES57	reserved	not defined
58	RES58	reserved	not defined
59	RES59	reserved	not defined
60	RES60	reserved	not defined
61	RES61	reserved	not defined
62	RES62	reserved	not defined
63	RES63	reserved	not defined

 **Info**

In formulas all status bits are available. For other use the availability can be reduced.

You can read details on status processing in the Status processing chapter.

4.2.2 Logical Operators

Logical links: Variables will only be checked for the logical value '0'; if the value does not equal '0', it will be considered as '1'.

In contrast to bit formulas, the technical range can be modified by a stretch factor -> (not equal '0' or '1').

Operator	Meaning
AND	logical 'AND'
NOT	Negation
OR	logical 'OR'
XOR	logical 'EXCLUSIVE OR'

The operators have the following priority in the formula calculation:

Priority	Operator
1	& (operator for bit formulas (on page 16))
2	NOT
3	AND
4	XOR/OR



Info

Up to 99 variables can be linked in one formula. X01 to X99.



Info

The status bits NORM and N_NORM are only available in the formula editor here. They cannot be engineered using the status.

4.2.3 Bit formulas

Bit formulas only have a logical high or low state. In contrast to logical formulas, the raw value is already predefined (0,1).

Operator	Description
&	AND
	OR

Example oring bit for bit

You want to find out if one of the user status bits 1-8 (M1 ... M8) of the variable X01 is set.

USUAL FORMULA:

`X01.M1 OR X01.M2 OR X01.M3 OR X01.M4 OR X01.M5 OR X01.M6 OR X01.M7 OR X01.M8`

This request can be made much easier by using the logical ORing of the (complete) status.

LOGICAL ORING:

`X01.Status & 0xFF`

The constant can be entered in hexadecimals, as described above:

`0xFF` corresponds to decimal 256; these are the first eight status bits (binary 11111111). If one of these bit is set to 1, the result of this bitwise ORing is 1 (true), otherwise it is 0 (false).

If, for example, all user status bits except the user status bit M7 should be queried, the binary statement for this would be: 10111111. Bit 7 is not of interest and is thus set to 0. This corresponds to `0xBF` in hexadecimal. The expression for the formula is then: `X01.Status & 0xBF`.

Instead of ORing bitwise with a constant, the value can also be directly compared to a decimal number. If the comparison is wrong, the binary value is 0 (false) otherwise it is 1 (true).

Example:

You want to find out if the value is equal to the constant 202: The formula is:

`X01.value = 202`

If the value is equal to the constant 202, the result of the comparison is 1 (true) otherwise it is 0 (false).

Note: The bitwise ORing works with the OR character (|) in a similar manner to this example.

4.2.4 Comparative operators

Comparison operators serve for the direct comparison of two numeric values. The result of this comparison is a binary value. „0“ if the condition is not fulfilled and „1“ if the condition is fulfilled.

Operator	Description
<	smaller
>	greater
<=	Lower or equal
>=	greater or equal
=	Equal
<>	unequal

To the left and to the right of the comparison operator, there has to be a (total) value or a (total) status, single bits cannot be used with these comparison operators.

There can also be a constant to the right of the comparison operator. (the constants can only be integers; a comparison to a floating point number is not possible.)

These constants are entered as hexadecimal values or decimal values in the combined element. Hexadecimal figures are automatically converted to decimal values by clicking on α (for example, 0x64 is in decimal figures 100).

Example

X01.value >= X02.value

The result is 1, if the value of X01 is higher than or equal to the value of X02

X01.value = 0x64

The result is 1, if the value of X01 is exactly equal to the numeric value 100 (= hex 0x64)

(X01.value = 0x64) OR (X01.value = 0x65)

The result is 1, if the value of X01 is exactly equal to the numeric value 100 or 101 (= hex 0x64 and hex 0x65)

4.2.5 Example for formulas

SIMPLE LOGICAL AND LINKING BETWEEN TWO BIT VALUES

Example

Formula: $X01.03 \text{ AND } X02.03$

This formula has the status TRUE, if both **bit 3** of variable 1 and **bit 3** of variable 2 both have the value 1.

COMPARISON OF AN ANALOGUE VALUE OR STATUS OF A VARIABLE

Example

$(X01.Value > X02.Value)$

COMPARE ANALOG VALUES WITH EACH OTHER ON A LOGICAL BASIS

Example

$(X01.Value > X02.Value) \text{ AND } (X01.Value = X02.Value)$

COMPARE WITH VALUE BITS AND STATUS BITS

Example

$(X01.Value > X02.Value) \text{ AND } (X01.Value = X02.Value) \text{ OR } (X01.03 = X02.03)$

COMPARE A VALUE WITH A DECIMAL OR HEXADECIMAL VALUE

Example

Formula: $(X01.Value = 111)$

Formula: $(X01.Value = 0x6F)$

If a hexadecimal value is used, this is later transferred to decimal by clicking on α . If a decimal value is entered and confirmed, the value continues to be displayed as a decimal value after reopening.

 **Info**

It is not possible to use a comma or a period when entering values.

5. Operating during Runtime

5.1 Usage of Interlockings

Whether a Dynamic element which has been linked to an interlocking is locked or unlocked depends on the result of the logical condition. If the condition is fulfilled – the result is logical 1 -, the element is locked.

To lock a desired dynamic element, select it. In the property window **Runtime/Authorization/Interlockings** select one of the defined general Interlockings.

 **Info**

*In order to display whether the element is locked in the Runtime, you can turn on the display of a lock symbol for interlocked elements in the project properties under **User administration/Graphical identification** active.*

*In addition you can fashion the look of an interlocked button via property **Interlocked buttons (graphical design)** or **Locked buttons (User administration)**.*