

# Description of S7 Handling Function FB10 for SERVOSTAR® 400/600

All cross references to the manual refer to the technical description "Communication Profile Profibus DP for SERVOSTAR® 400/600".

The function block package consists of the following components:

| FB10  | Handling function            |  |  |
|-------|------------------------------|--|--|
| DB110 | Instance data block for FB10 |  |  |
| DB101 | User data DB                 |  |  |

All function -/ data - blocks can be renamed if needed.

The FB10 uses the S7 system functions SFC14 (Receive) and SFC15 (Send) to communicate via the Profibus. The data will be stored in the user data block and transmitted consistently from there.

# **Pre-Conditions**

For each drive one user data block is required. FB10 must be called with an individual instance data block for each drive.

#### Structure of the User Data Block

| Address | Name                | Comment  |
|---------|---------------------|--|
| 0       | KSTW                | Beginning of user data   |
| 56      |                     | Send and Receive Data  |
| 58      | Jog_Speed           | Speed for jog mode 1)  |
| 60      | Ref_Speed           | Speed for reference move 1)  |
| 62      | Motion_Task_No      | Number of motion task to be started (0 = direct motion task)         |
| 64      | Direct_MT_type      | Type of direct motion task   |
| 66      | Direct_vtarget      | Speed command of direct motion task                                  |
| 70      | Direct_starget      | Position command of direct motion task                               |
| 74      | DW_74               | Reserved   |
| 76      | Obj_Parameter_read  | Result of successful reading operation                               |
| 80      | Operation_Profile   | Operation Mode set with Init_Drive (according to Profidrive Profile) |
| 82      | User_Mode           | Bitvariable, meaning see below                                       |
| 84      | Obj_No              | Number of parameter to be changed                                    |
| 86      | Obj_Parameter_write | Value of parameter to be changed                                     |

<sup>&</sup>lt;sup>1)</sup> For reference speed and jog speed the resolution set with the PC setup software is taken into account. The speed results from the value in the DB multiplied with a multiplier (PNU 1250, ASCII parameter VMUL). The default value of the multiplier is 1.

The memory up to address 56 is used to send and receive data and must not be changed by the user. Parameters beginnig with address 58 can be changed by the user as described below.

# Inputs and Outputs of the FB10

# Inputs

| Name         | Type    | Comment  |  |  |
|--------------|---------|--|--|--|
| NUDB         | Integer | Number of the user data block                                    |  |  |
| Bus_Address  | Integer | Profibus Slave Address   |  |  |
| PERI_Address | Integer | Periphery Address (Address of 4AX in the hardware configuration) |  |  |
| SW_Enable    | Bool    | Software enable  |  |  |
| Reset_Fault  | Bool    | Fault reset  |  |  |
| Jog_for      | Bool    | Jog forward  |  |  |
| Jog_back     | Bool    | Jog backward   |  |  |
| Ref_Start    | Bool    | Start reference move   |  |  |
| Start_MT     | Bool    | Start motion task (depending on bit 0 in User Mode, s.below)     |  |  |



| Fast_Stop_Disable | Bool | 1 -> 0 Fast stop with disable. To reenable the drive after a fast stop the input |  |
|-------------------|------|--|--|
|                   |      | SW_Enable must be reset and set again.   |  |
| Fast_Stop_Enable  | Bool | 1 -> 0 Fast stop (Drive stays enabled)   |  |
| Pause             | Bool | 0 -> 1 Interrupt motion task, continue with 1 -> 0                               |  |
| Position_Reset    | Bool | Reset Position (actual position = reference offset ROFFS)                        |  |
| Accept_Values     | Bool | Write value from user DB to drive. PNU/ object number specified in user DB;      |  |
|                   |      | ACK_Ready is set when ready  |  |
| Init_Drive        | Bool | Initilize drive, set operation mode (PNU 930) to value specified in              |  |
|                   |      | UserDB.DW80; ACK_Ready is set when ready   |  |

#### Outputs

| Name            | Туре  | Comment   |  |  |
|-----------------|-------|---|--|--|
| Actual_Position | DWord | Actual position in increments 1)                      |  |  |
| Actual_Speed    | Word  | compare manual description of operation mode 2        |  |  |
| Manufac_Stat    | Word  | manufacturer specific status                          |  |  |
| ZSW             | Word  | status word   |  |  |
| Error           | Bool  | error on drive  |  |  |
| Pos_Error       | Bool  | position following error                              |  |  |
| Moving          | Bool  | speed <> 0, adjustable with parameter VEL0            |  |  |
| Reference_ok    | Bool  | reference point set                                   |  |  |
| In_Position     | Bool  | in position window reached                            |  |  |
| Ack_ready_ok    | Bool  | writing or reading of parameter finished successfully |  |  |
| Ack_ready_fault | Bool  | writing or reading of parameter finished with error   |  |  |
| MT_active       | Bool  | motion task active                                    |  |  |

 $<sup>^{1)}</sup>$  In the process data channel the actual position is only transferred in the drive internal units (2 $^{20}$  Incr. per motor rev.). The calculation to get user units can be done in the PLC according to the resolution set with the software DRIVE.EXE.

Example: Resolution = 5000 µm / 3 revs

=> Position in user units = Actual\_Position x 5000 / (3 x 2<sup>20</sup>)

#### Commissioning

#### Initialization

- Write required operation mode (compare manual) into UserDB.DBW 80 "Operation\_Profile", e.g. 2 for "Positioning".
- Set Init\_Drive.
- Wait until Ack\_Ready\_ok = 1 or Ack\_Ready\_fault = 1.
- When Ack Ready fault = 1, look for reason for not successful initilization.
- Set Init Drive back.
- Ack Ready ok/fault will be set back.
- Set Fast\_Stop\_Disable and Fast\_Stop\_Enable = 1. (They must always be 1 and only be reset for Fast Stop.)

#### Start Reference Move

(The type of reference move is to be set with the software DRIVE.EXE.)

- Set SW Enable.
- Write Ref\_Speed in the user DB (s. also description of the DB above).
- Set Ref Start.
- Wait until MT\_active = 1.
- Wait until MT active = 0 and Ref ok = 1.
- Set Ref Start back.

Reference move is finished.

#### Start an EEPROM Motion Task (which has been defined before with DRIVE.EXE)

- Write number of motion task to be started into UserDB.DBW62 "Motion Task No".
- Set Start\_MT.



- Wait until In Position = 0.
- Wait, until In Position = 1 and MT active = 0.
- Set Start MT back.

#### Start a Direct Motion Task

- Write 0 into UserDB.DBW62 "Motion Task No".
- Write speed command into UserDB.DBD 66 "Direct vtarget",.
- Write target position into UserDB.DBD 70 "Direct starget"
- Write motion task type into UserDB.DBW 64 "Direct MT type".
- Set Start MT.
- Wait, until In\_Position = 0.
- Wait, until In\_Position = 1 and MT\_active = 0.
- Set Start MT back.

Note: With the parameter INPT you can set a time delay in ms for the In\_Position signal. After the start of a motion task the signal will be set to 0 at least for the time INPT (s. manual chap. VII.1).

Note for position and speed command: Target position and speed command can be set in user units, when bit 13 of the motion task type is set. (s. manual chap. IV.2.5.3).

## Motion Task Types (common values)

(s. manual chap. IV.2.5.3)

0x2000 (Bit 13 set) Absolute positioning; speed and position setpoint in user units.

0x2003 (Bits 0, 1, 13 set) Positioning "relative command"; position and speed setpoint in user units.

#### Jog Mode

- Write jog speed to UserDB.DBW 58 "Jog Speed"
- Set Jog for or Jog back
- The drive will run forward or backward as long as the input is active

When both inputs are active at the same time, the drive stops.

# Read and Write Parameters

All parameters and commands of the SERVOSTAR® can be accessed via their object number. The ASCII command list can show all parameters listed by the object number. Also in the description of each command/ parameter the field "DPR" shows the object number.

In addition all PNUs described in the manual can be accessed. Bit 2 of the variable User\_Mode, UserDB.DBX 83.2, determines if the number is a PNU (Bit 2 = 1) or an object number (Bit 2 = 0).

#### Write a Parameter

- Set bit 1 of the variable User Mode, UserDB.DBX 83.1, equal to "1"
- Write object number/PNU to UserDB.DBW 84 "Obj. No".
- Write value to the UserDB.DBD 86.
- Set Accept\_Value.
- Wait, until Ack Ready ok = 1, or Ack Ready fault = 1
- If Ack\_Ready\_fault = 1, check object no. and value range
- Reset Accept Value
- Ack\_Ready\_ok resp. Ack\_Ready\_fault will be set back

#### Read a Parameter

- Set bit 1 in the variable User\_Mode, UserDB.DBX 83.1, equal to "0"
- Write object number/ PNU to UserDB.DBW 84 "Obj. No"
- Set Accept\_Value.
- Wait, until Ack Ready ok = 1 or Ack Ready fault = 1.
- If Ack Ready fault = 1, check object number.
- If Ack Ready ok = 1, find the data in UserDB.DBD 76 "OBJ Parameter read".
- Set Accept\_Value back.
- Ack Ready ok resp. Ack\_Ready\_fault is set back.



# Variable User Mode

| DBW82   | Axis.User_Mode | Word |  |
|---------|----------------|------|--|
|         |                |      |  |
| DBX83.0 | Bit 0          | 0    | A motion task is started by setting the input Start_MT.        |
|         |                |      | Resetting Start_MT interrupts the motion task.                 |
|         |                | 1    | Every edge at the input Start_MT starts a motion task. This    |
|         |                |      | allows to start a new motion task while another motion task is |
|         |                |      | running without stopping the drive.                            |
| DBX83.1 | Bit 1          | 0    | With the input Accept_Value a parameter is read.               |
|         |                | 1    | With the input Accept_Value a parameter is written.            |
| DBX83.2 | Bit 2          | 0    | Read and write of parameters is done with object numbers.      |
|         |                | 1    | Read and write of parameters is done with PNUs.                |