

title: 34ID Equipment Protection System PLC Program
 author: Pete R. Jemian
 created: 7 February 2001
 PLC: Koyo DL250

read the CPU ID from the hardwired input ports (4 bits, values 0-15)



Read the software revision number from the hardwired input (4 bits, values 0-15)



STOP if we are not using the correct CPU ID #



STOP if we are not using the correct Program Revision Number

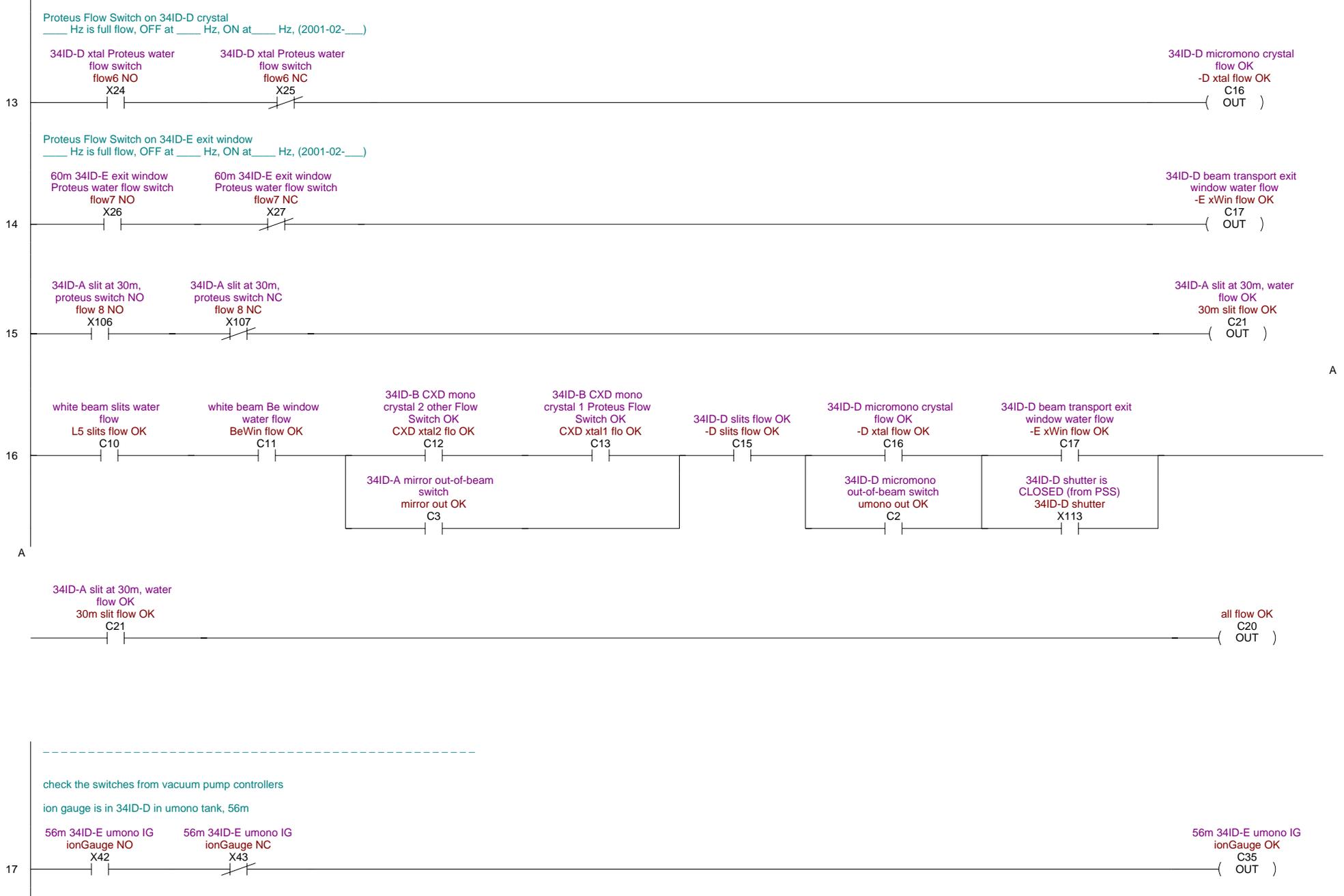


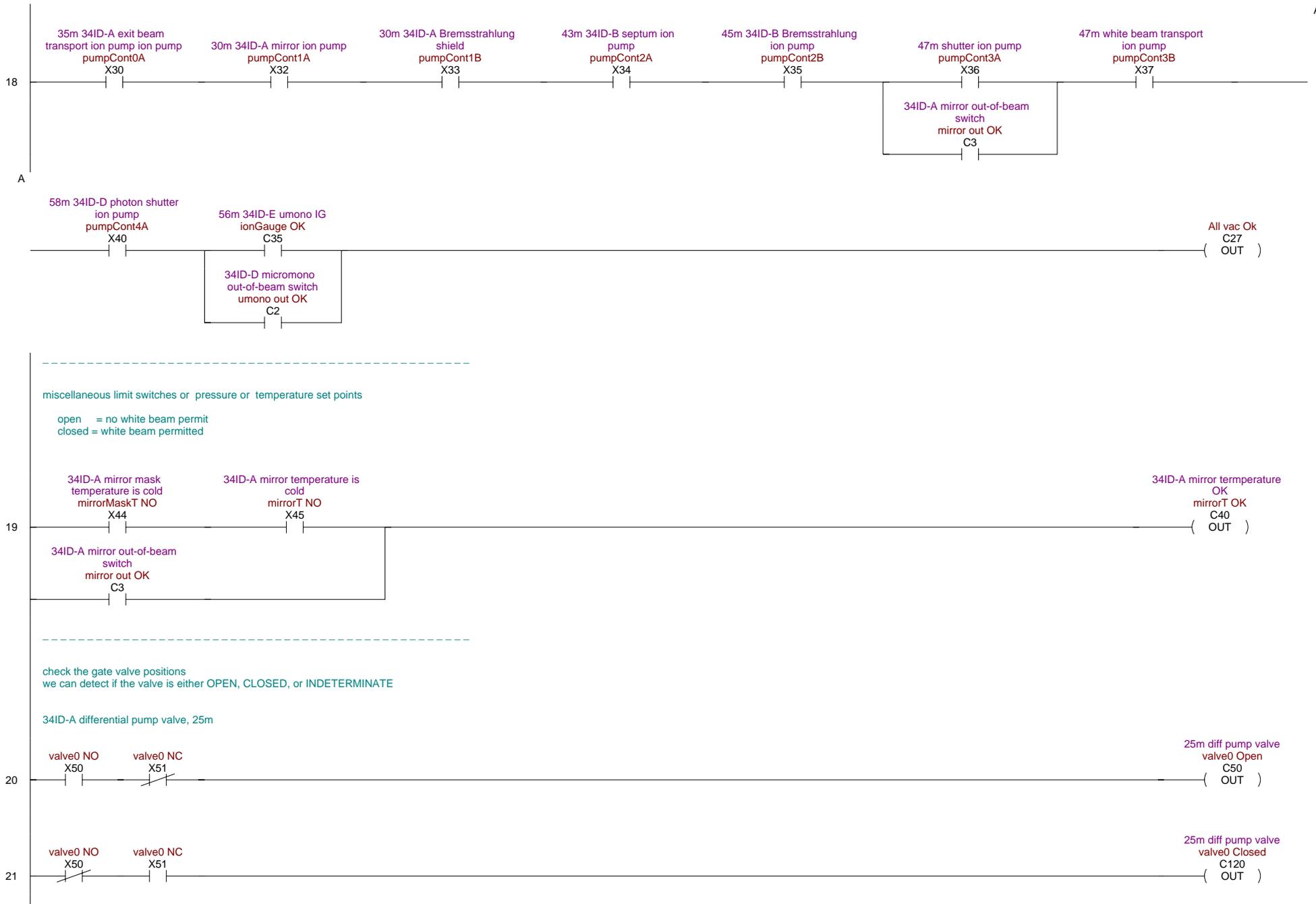
34ID-D microbeam monochromator limit switch defines a region where no white beam is permitted (Note that this is a normally closed operation)



34ID-D micromono limit
 switch - white beam OK
 umono lim OK
 C1
 (OUT)

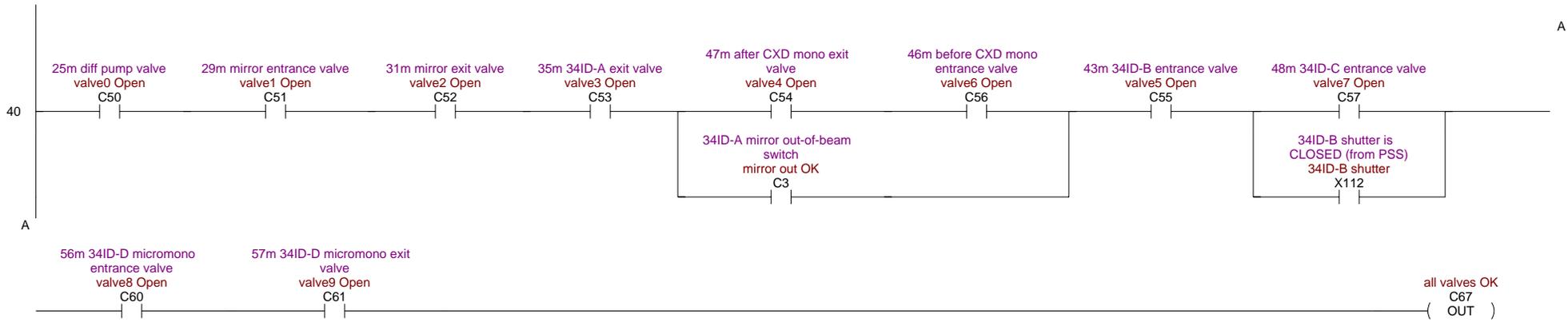












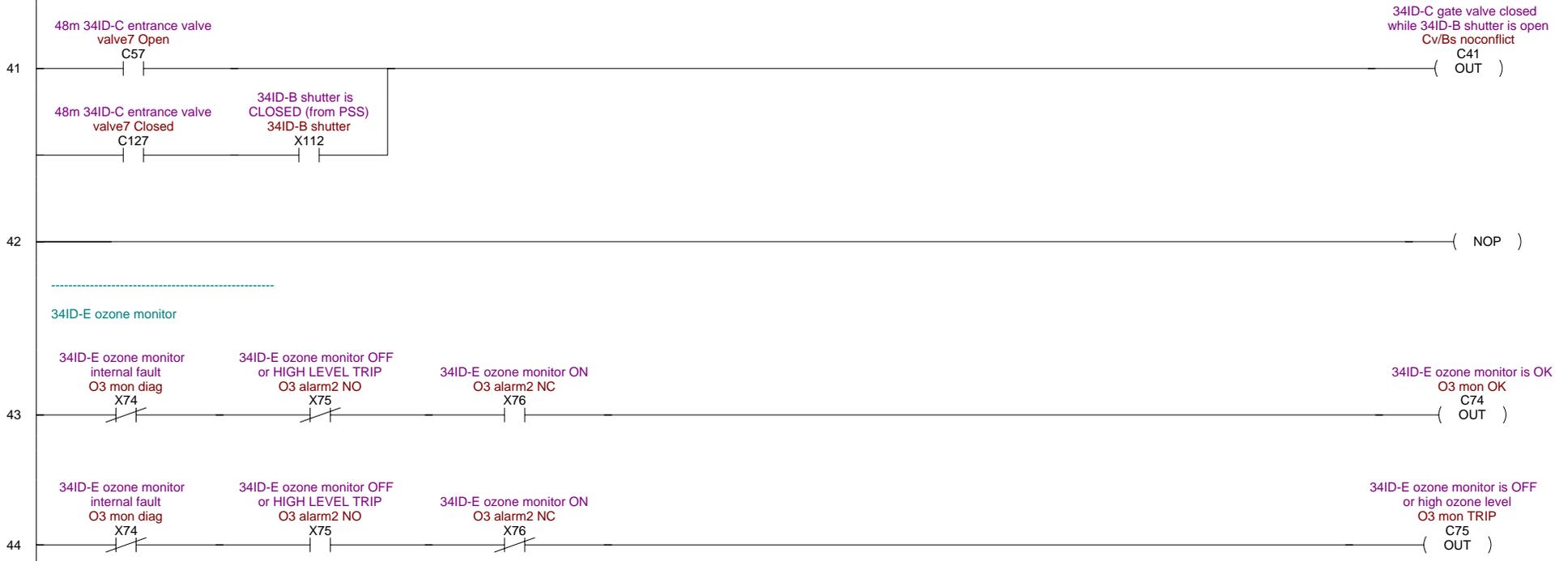
special condition to fail the white beam shutter

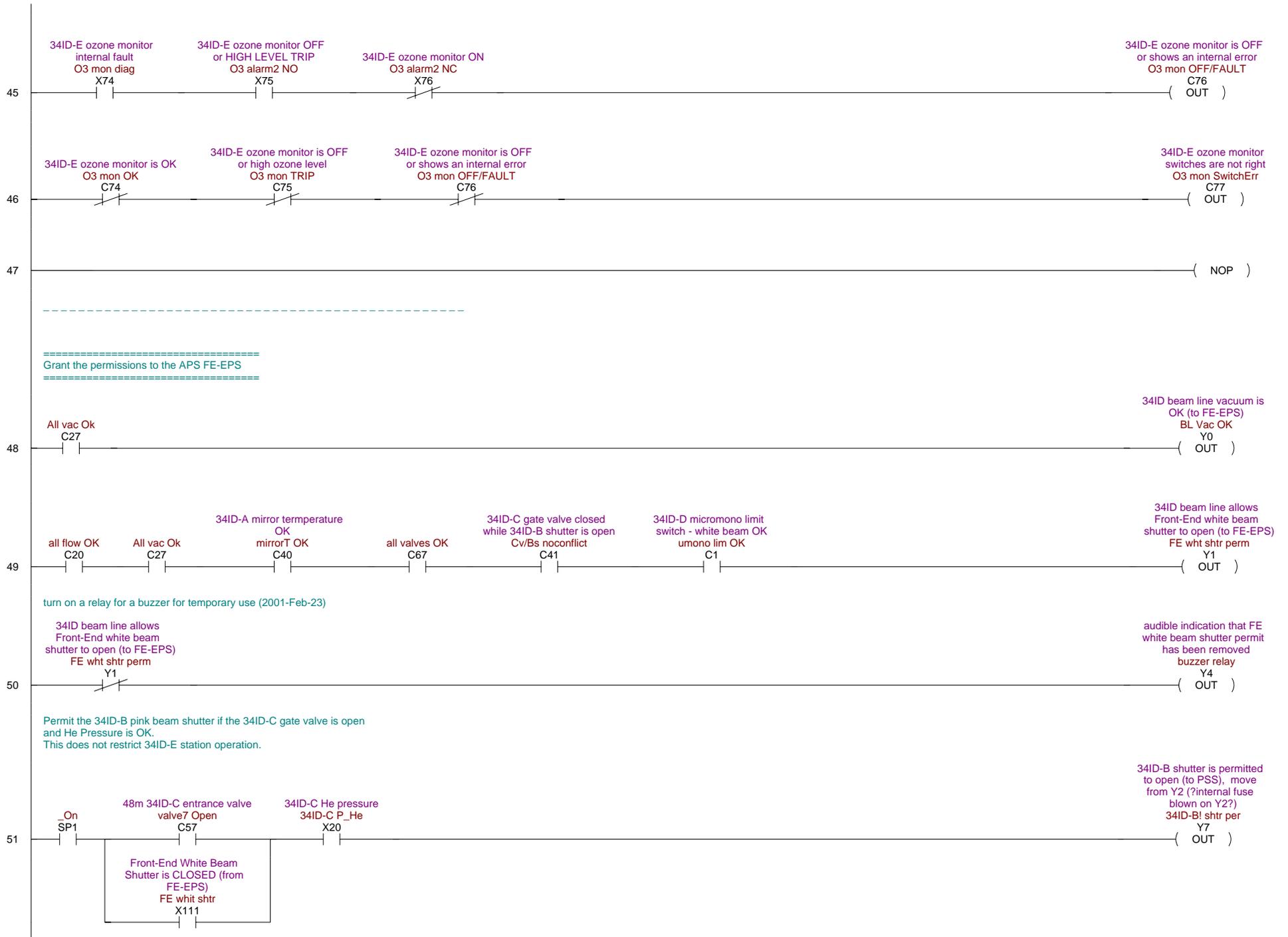
C valve closed and B shutter open should remove white beam shutter permit

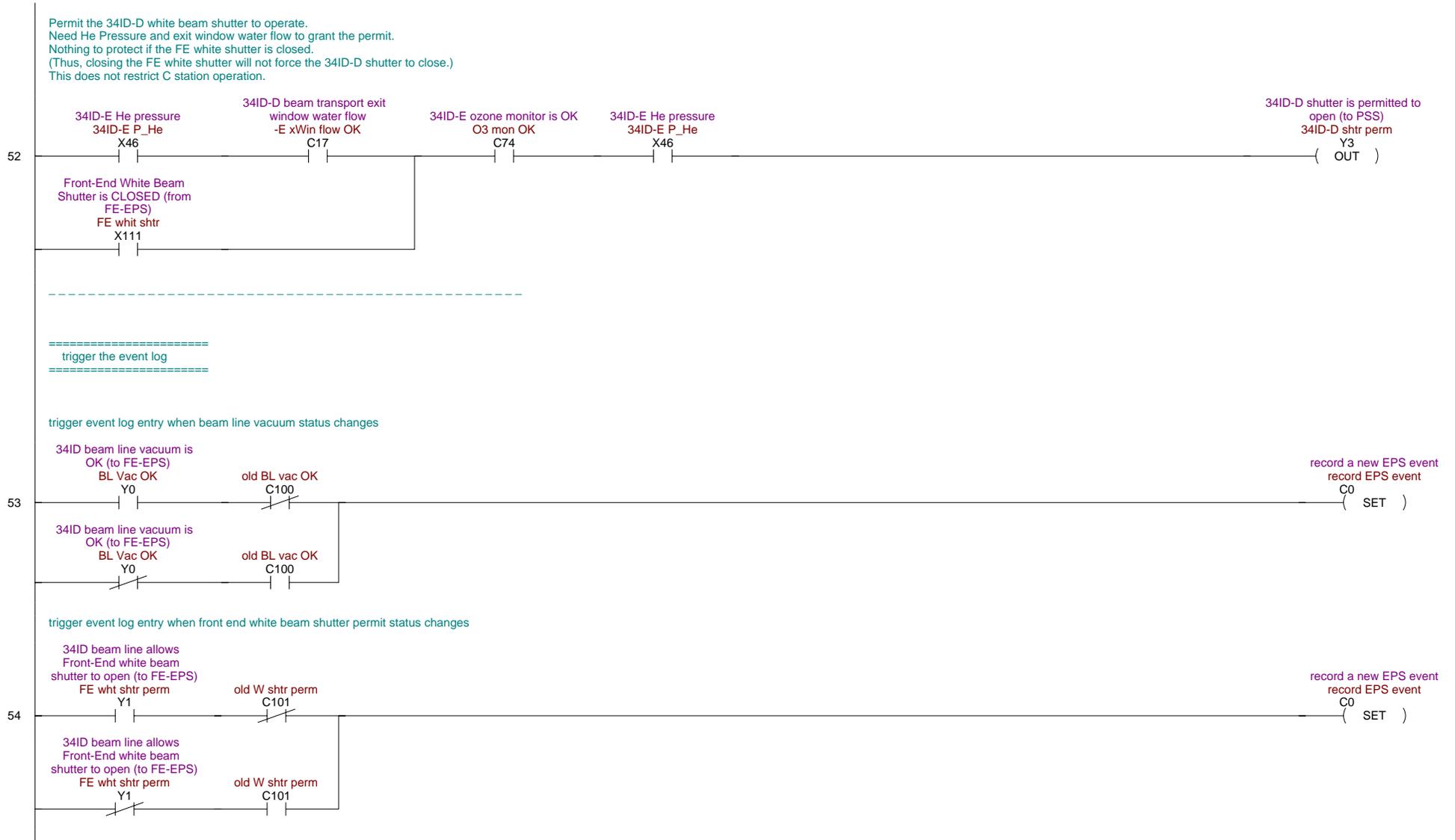
This logic must be failsafe, though.

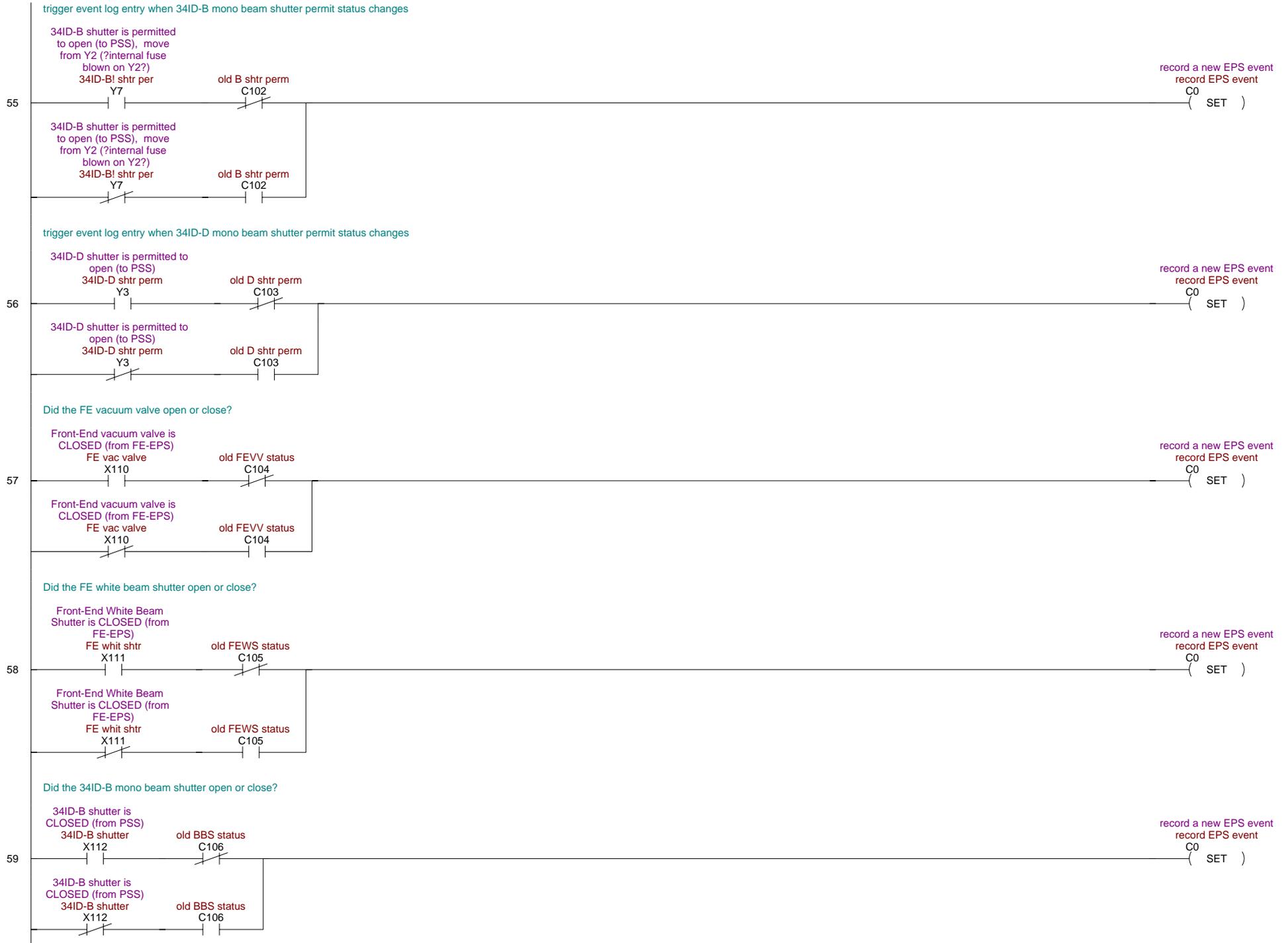
Thus, C valve open permits white beam shutter.

When C valve is closed, B shutter must be closed to permit white beam shutter.

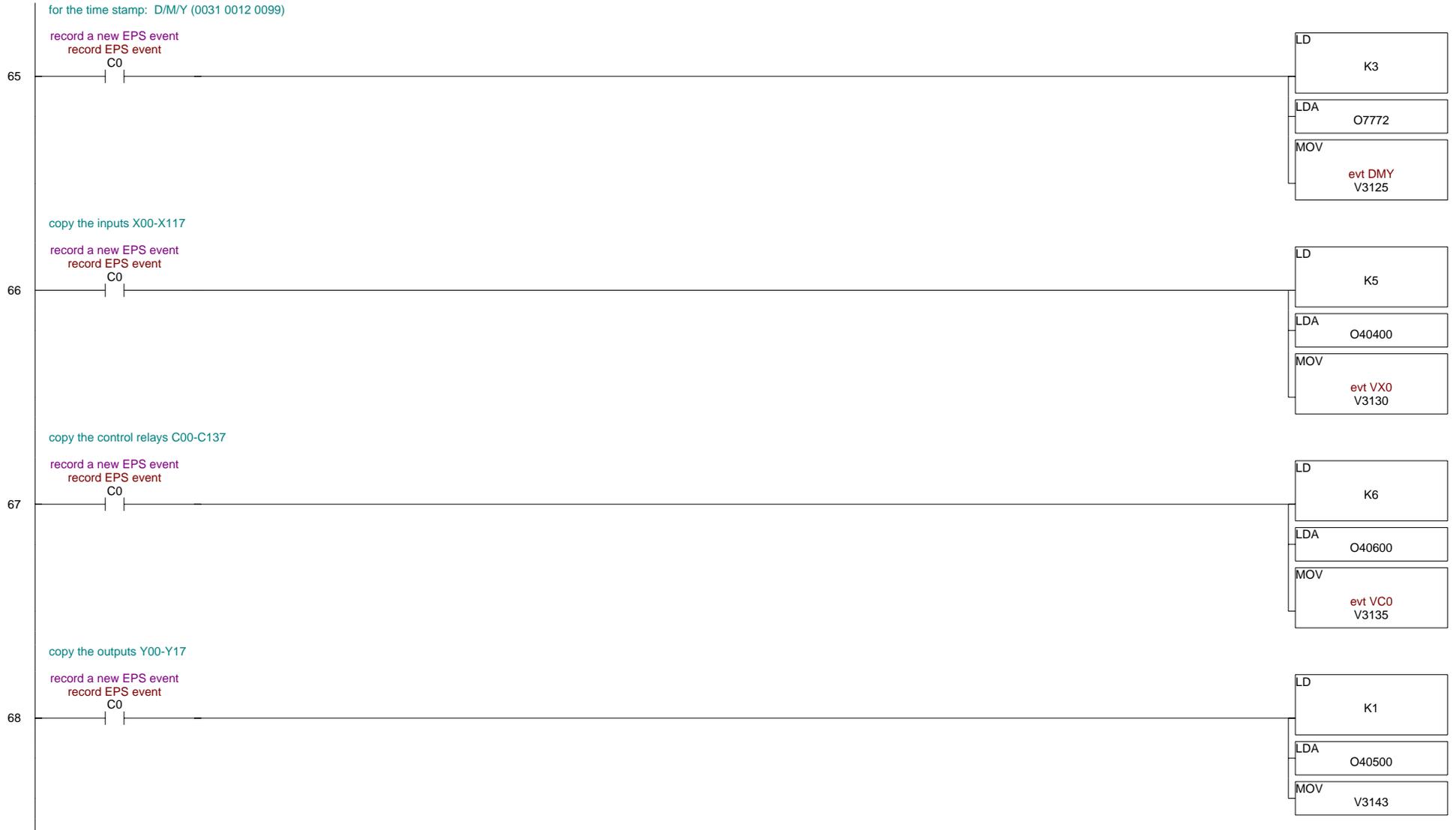


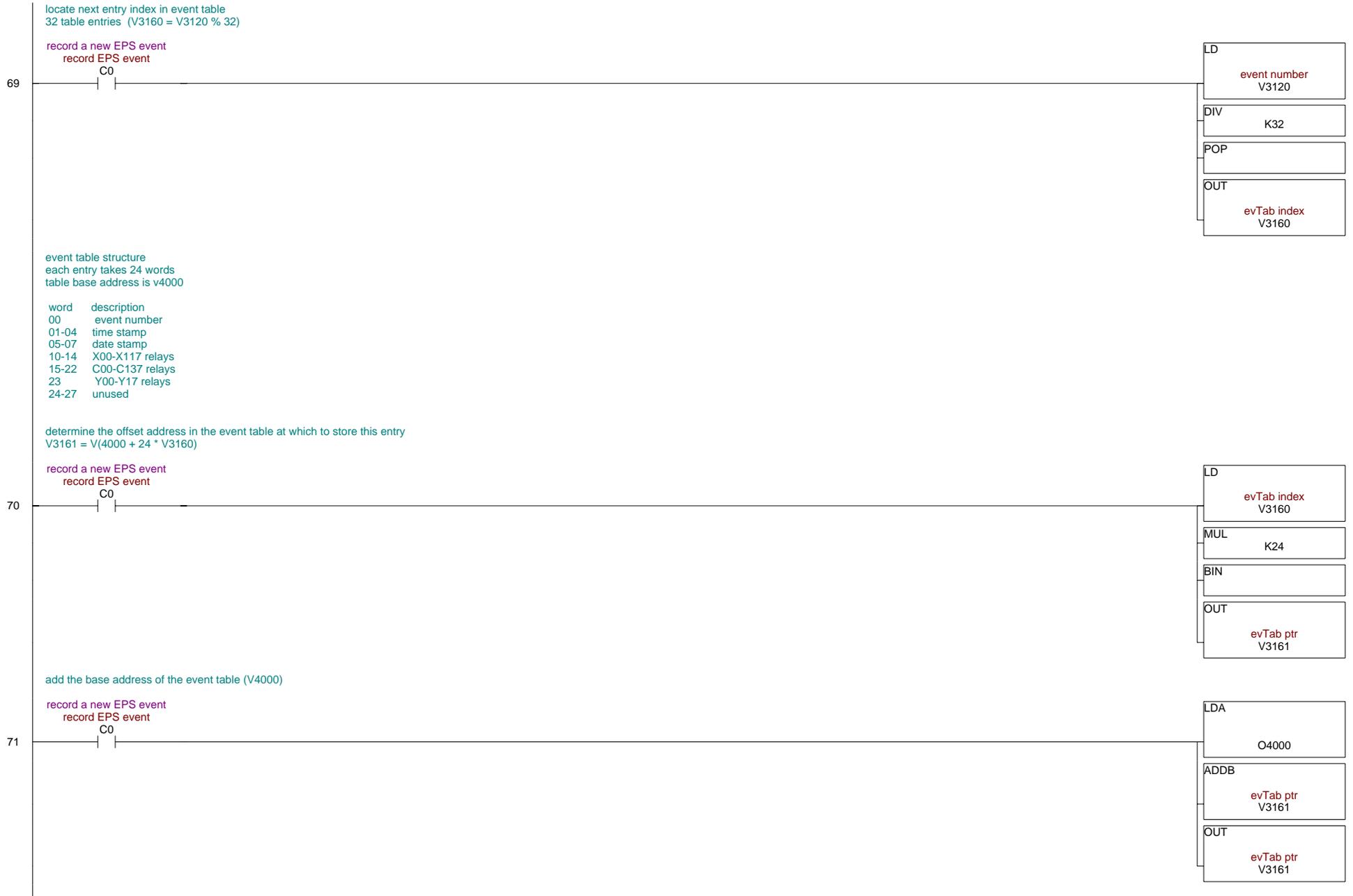










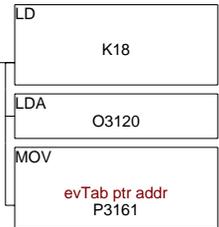


copy the event entry data into the event table
size of 24 words = 0x18, from V3120 to V3147

record a new EPS event
record EPS event

72

C0



save some old values for comparison on the next PLC cycle
These are the items which, when changed from the previous cycle,
will trigger an event log entry.

34ID beam line vacuum is
OK (to FE-EPS)
BL Vac OK

73

Y0

old BL vac OK
C100
(OUT)

34ID beam line allows
Front-End white beam
shutter to open (to FE-EPS)
FE wht shtr perm

74

Y1

old W shtr perm
C101
(OUT)

34ID-B shutter is permitted
to open (to PSS), move
from Y2 (?internal fuse
blown on Y2?)
34ID-B! shtr per

75

Y7

old B shtr perm
C102
(OUT)

34ID-D shutter is permitted to
open (to PSS)
34ID-D shtr perm

76

Y3

old D shtr perm
C103
(OUT)

Front-End vacuum valve is
CLOSED (from FE-EPS)
FE vac valve

77

X110

old FEVV status
C104
(OUT)

Front-End White Beam
Shutter is CLOSED (from
FE-EPS)
FE whit shtr

78

X111

old FEWS status
C105
(OUT)

