

## APPLICATION NOTE

# Allen-Bradley MMI\_sample\_loop Sample Logic

## Purpose

This application note describes the Allen Bradley MMI\_sample\_loop sample logic operating theory, setup and options in general terms. More detailed explanations of each routine are provided as comments in the sample code. This logic is applicable to QuickStick, QuickStick High Thrust and MagneMover LITE systems.

## Introduction

The provided MMI\_sample\_loop logic uses two state machines that work together, station manager and vehicle manager, to implement a station to station based approach to vehicle control. These two state machines also provide the feedback required for the user to implement and trigger their station processes. The logic also contains supporting routines for initializing and communicating with a system.

## Sample Logic Routines

### Main Routine (Main\_Routine)

The Main\_Routine calls all subsequent routines in the program. It also allows the user to restart the program by triggering the restart\_demo bit. When triggered, a value of ten is placed in the step variable used to iterate through the cold\_start\_service routine. The cold\_start\_service, msg\_service, hlc\_link\_monitor, and station\_processing routines are called from the main. The for-loops that run the station manager and vehicle manager are also called from the main. These iterate from one up to the max\_station\_id and max\_vehicle\_id.

### Cold Start Service (cold\_start\_service)

This routine uses the cold\_start\_service.step variable to iterate through all the steps required to start-up a MagneMotion system from an initial power up including the initialization of variables, verifying controller status, reset, startup, and sending the initial

vehicle order. The sequential logic allows for the correct order of events to occur, and makes for simple diagnostics. The routine will call the `init_constants` routine and the `init_stations` helper routines during the first step. This startup sequence is also described in detail in the Application Development Recommendations Application Note (990000610).

### **Initialize Constants (`init_constants`)**

`init_constants` sets PLC variables to a numerical value to make the logic easier to follow. Included in this routine are the `max_path_id`, `max_station_id`, `max_vehicle_id` and `max_nc_id`. These must be set by the user to the maximum number of paths, stations, vehicles, and Node Controllers in the system respectively.

### **Initialize Stations (`init_stations`)**

`init_stations` fills the `stations_array` that is used by the station manager. First the array is zeroed out. After this, there are several example instances of the `MMI_Init_station` Add-On Instruction (AOI). These need to be filled in by the user in order to define the station position and the parameters the vehicle will use when departing the station. The `station_entry` parameter will be the `stations_array[x]` where the array element is the station ID to be associated with the data that follows.

### **Message Service (`msg_service`)**

The `msg_service` routine is a convenient way to handle the explicit messages required to run a MagneMotion system. This mitigates the need for having many instances of message instructions throughout the code, which is often undesirable. This routine can be triggered from other routines, and for each message type it will send the message, wait for confirmation that the message was received, and resend the message if necessary. Each message type has an associated step variable. Setting the associated step variable to 20 triggers the process to send a message. The service will then reset a timeout timer, send the message and look for a response before the timer expires. If there is no response when the timer finishes the process is restarted and the message is resent.

### **Next Command Count (`next_command_count`)**

When called, `next_command_count` returns a unique number. MagneMotion allows for an order number with every command sent. This order number is the host controller's reference to know if the command was received or not. Before a command is sent, this

routine is called to get a new number for the command count. Once the count reaches 1000000 it begins at 1 again.

## Station Manager (`station_mgr`)

`station_mgr` is the state machine controlling the stations that the user defined in the `init_stations` routine. This routine works with the `vehicle_mgr` to control all vehicle movement in the system. The `station_mgr` has four states; idle, dwell, processing, and depart. The routine iterates over a variable “s”. This is the iterator that is defined when the `station_mgr` for-loop is called from the `Main_Routine`, and iterates from one to `max_station_id` set in the `init_constants` routine. The state machine uses the following states:

**STATION\_STATE\_IDLE:** In this state if the station hold flag is set for this station, do nothing. If it is not set, and if there is an active vehicle at the station, check to see if there is a dwell set for the station (as set by the `init_stations` routine). If so, move to the dwell state. If not, go to the processing state.

**STATION\_STATE\_DWELL:** In the dwell state the dwell specified in `init_stations` is carried out. Once the dwell is complete, the station state moves to `STATION_STATE_PROCESSING`.

**STATION\_STATE\_PROCESSING:** This state allows the user to input their own requirements before the vehicle leaves the station. The state change between processing and depart is controlled by the user in `stations_processing`.

**STATION\_STATE\_DEPART:** The depart state will take the active vehicle from the station (`stations_array[x].active_vehicle_id`) and the `next_station_id` for the station (`stations_array[x].next_station_id` set in the `init_stations` routine) and fill in the vehicle manager array entry for this vehicle with the destination station from the current station. This will kick off the `vehicle_mgr` routine for this vehicle. The station then goes back to `station_state_idle` to wait for another vehicle.

The state of each station is tracked separately in the `stations_array` entry for that station.

## Stations Processing (`stations_processing`)

In the station processing routine, the user can create conditions for specific stations to enter the depart state by examining specific values for the station state instead of the variable “s”. For example, to specify what to do at station 1 create a check that `stations_array[1].state` is equal to processing. Fill in the required tasks, then set

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stations\_array[1].state equal to depart. If the vehicle should leave the station immediately, simply set the station to depart as soon as it shows as processing.

### Vehicle Manager (vehicle\_mgr)

The vehicle manager routine works with the station\_mgr routine to control the vehicles in the system. The vehicle\_mgr routine has three states; idle, place order, and wait for arrival. The routine iterates over a variable “v”. This is the iterator that is defined when the for-loop that runs the vehicle\_mgr is called from the Main\_Routine, and iterates from one to the max\_vehicle\_id set in the init\_constants routine. The state machine uses the following states:

**VEHICLE\_MGR\_STATE\_IDLE:** The idle state checks to see if the specified vehicle has a destination station. This is set by the stations\_mgr when it is in the depart state. If there is a vehicle with a destination station, the vehicle moves to the VEHICLE\_MGR\_STATE\_PLACE\_ORDER state.

**VEHICLE\_MGR\_STATE\_PLACE\_ORDER:** In the place order state the program formulates a vehicle order based on the vehicle’s destination station. The order will use the information from the init\_stations routine to determine the velocity, acceleration, path ID, and direction to use. After the order is placed, go to the VEHICLE\_MGR\_STATE\_WAIT\_FOR\_ARRIVAL state.

**VEHICLE\_MGR\_STATE\_WAIT\_FOR\_ARRIVAL:** This state will check that that the vehicle received the order and the order completed. Once it has, the vehicle being examined will be put in the stations\_array[dest\_station\_id].active\_vehicle\_id. The vehicle manager uses the vehicle’s destination station to know which active\_vehicle entry to put this vehicle in. This is how the station manager and vehicle manager interact. Once the order is complete and the data has been copied the state of the vehicle transitions to VEHICLE\_MGR\_STATE\_IDLE.

The state of each vehicle is tracked separately in the vehicle\_mgr\_array entry for that vehicle.

# TECHNICAL SUPPORT NOTICE

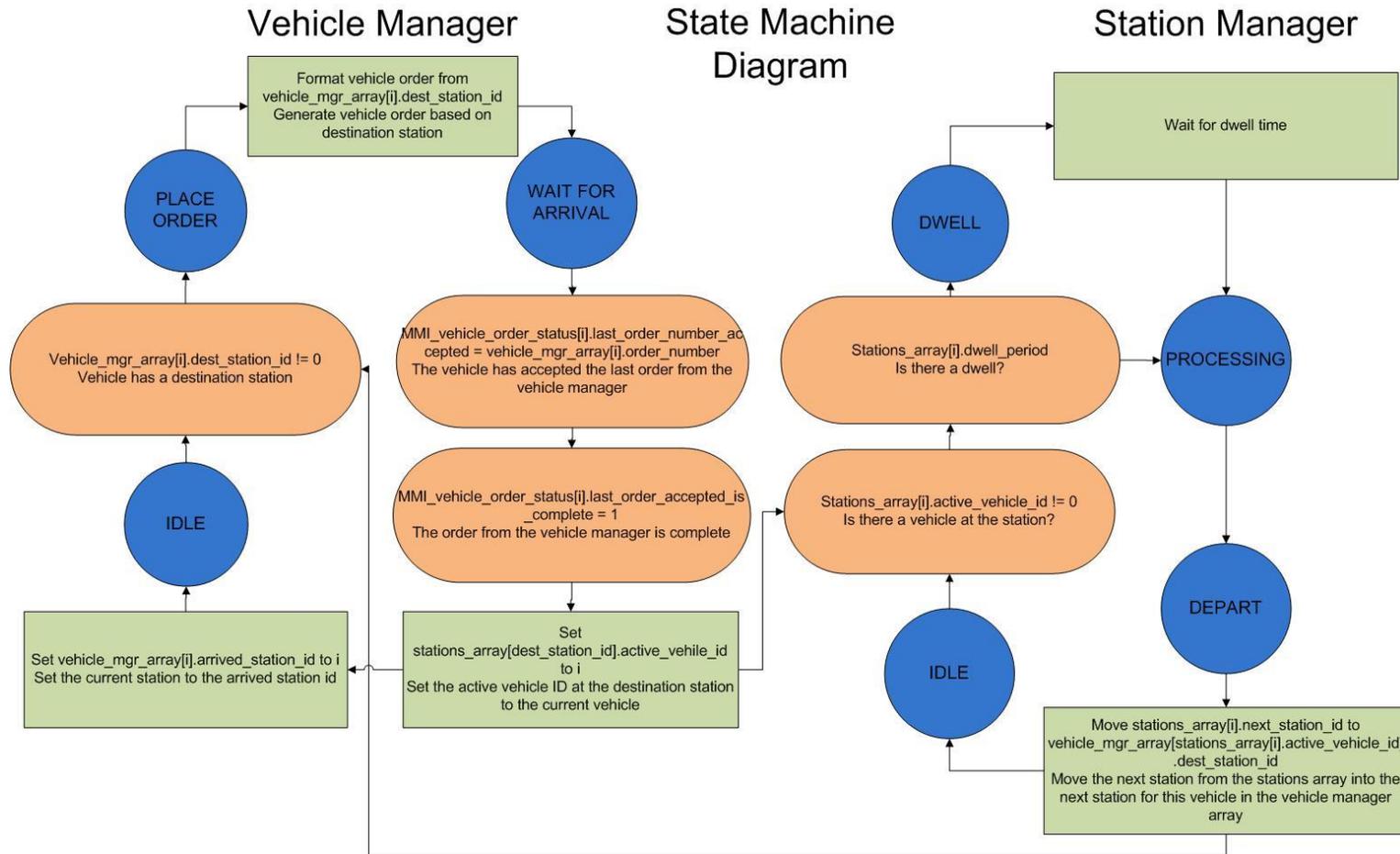
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**Figure 1: Vehicle Manager and Station Manager State Machines**

## Sample Logic Setup Procedure:

1. Set the path for all explicit messages to target the HLC being used. This can be done by sorting all controller level tags, finding the tags of type MESSAGE, and configuring them. The communication path will need to be set as Ethernet Card, Port, HLC IP Address, 1, 0 for Controllogix PLCs and Port, HLC IP Address, 1, 0 for CompactLogix PLCs.

For example, to connect a ControlLogix to an HLC at IP address 192.168.110.91 from port 2 of a card named LocalENB you would need to use communications path:

“LocalENB, 2, 192.168.110.91, 1, 0”

If the PLC was a CompactLogix the path would be:

“2, 192.168.110.91, 1, 0”

2. In the `init_constants` routine, set the `max_nc_id`, `max_path_id`, `max_station_id`, and `max_vehicle_id`. `max_nc_id` and `max_path_id` need to be set to the largest Node Controller ID and Path ID in the system. `max_station_id` needs to be set as equal to or larger than the number of stations in the system, and `max_vehicle_id` needs to be set as equal to or larger than the number of vehicles in the system.
3. In the `init_stations` routine, create the desired stations for the layout. Under `station_entry` insert an array element of the `stations_array`. The array element is the station ID. For example, inserting `stations_array[1]` creates station ID 1. Fill in the remaining parameters for the station as desired.
4. In the `stations_processing` routine; for each station in state `STATION_STATE_PROCESSING` insert a process for any vehicle that arrives at the specified station. If the vehicle should move on immediately, move the station state to `STATION_STATE_DEPART` as soon as it enters the processing state.
5. In the `Main_Routine` trigger the `restart_demo` bit. The system will reset, startup, and begin moving vehicles.

## Logic Features:

Several tags are provided that allow the logic to be expanded for the user’s application.

**stations\_array[x].active\_vehicle\_id:** For station ID x, this field will populate with the active vehicle ID at a station.

**stations\_array[x].station\_hold\_flag:** Setting this bit will hold the next active vehicle at the station until the bit is released.

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**stations\_array[x].next\_station\_id:** Modifying this value allows the user to change which station the station with ID x directs to.

It is best to use the fields provided to write additional logic rather than modifying the vehicle manager and station manager. MagneMotion has tested these routines thoroughly as they are written.

## Summary

The MMI\_sample\_loop logic provides a good base for Allen Bradley PLC controlled station to station based programs. If another approach or platform is chosen by the user, a similar approach may be taken and the included routines may apply to the new solution. This is MagneMotion's preferred approach and the Customer Support team is available to answer questions on this code sample.

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## Related Documents:

990000437 – MANUAL, Host Controller Ethernet-IP Communications Protocol

800-0100-02 – MMI\_Sample\_Loop PLC Sample Logic

990000610 – Application Note, Application Development Recommendations

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## More Information

MagneMotion Website: [www.magnemotion.com](http://www.magnemotion.com)

Questions & Comments: [www.magnemotion.com/about-magnemotion/contact.cfm](http://www.magnemotion.com/about-magnemotion/contact.cfm)

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## Revision History

Rev.	Change Description
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A	Initial release
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