

DOCUMENTATION ISG-kernel

Functional description Export V.E. variables

Short description: FCT-C22

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Preface

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Further information

Links below (DE)

https://www.isg-stuttgart.de/produkte/softwareprodukte/isg-kernel/dokumente-und-downloads

or (EN)

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contains further information on messages generated in the NC kernel, online help, PLC libraries, tools, etc. in addition to the current documentation.

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Icons used and their meanings

This documentation uses the following icons next to the safety instruction and the associated text. Please read the (safety) instructions carefully and comply with them at all times.

Icons in explanatory text

> Indicates an action.

⇒ Indicates an action statement.



DANGER Acute danger to life!

If you fail to comply with the safety instruction next to this icon, there is immediate danger to human life and health.



Personal injury and damage to machines!

If you fail to comply with the safety instruction next to this icon, it may result in personal injury or damage to machines.



Attention

Restriction or error

This icon describes restrictions or warns of errors.



Notice

Tips and other notes

This icon indicates information to assist in general understanding or to provide additional information.



Example

General example

Example that clarifies the text.



Programing Example

NC programming example

Programming example (complete NC program or program sequence) of the described function or NC command.



Release Note

Specific version information

Optional or restricted function. The availability of this function depends on the configuration and the scope of the version.

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1 Overview

Task

The export functionality generates a channel-specific data structure containing all variables from an existing "List of External Variables" (referred to as V.E List or Variable) of a machine configuration.

Characteristics

This generated data structure can be imported to a PLC environment, thus permitting the PLC to access the V.E variables. It also permits the rapid and reliable creation of an interface between the NC controller and the PLC for data transfer.

Parametrisation

The parameter P-EXTV-00022 defines the specified number of characters is used for string variables.

Programming

The data structure is exported to a small NC program by the #EXPORT VE[...] [▶ 6] command Since the configuration of V.E variables no longer changes after start-up, this operation is usually executed only once when the machine is started.

Mandatory note on references to other documents

For the sake of clarity, links to other documents and parameters are abbreviated, e.g. [PROG] for the Programming Manual or P-AXIS-00001 for an axis parameter.

For technical reasons, these links only function in the Online Help (HTML5, CHM) but not in pdf files since pdfs do not support cross-linking.

2 Description

Data transfer between PLC and CNC via V.E variables

V.E variables permit the transfer of data in any direction between an NC program and the PLC.

The PLC can access V.E variables by simulating them as a data structure in the PLC.

Initial situation

A variable list of the configuration is created.

2.1 Generating the output file (#EXPORT VE)

The NC command **#EXPORT VE [..]** generates the required data structure for the V.E. variables for the channel in which the command is used.

With multi-channel systems, the NC command must be used in each channel in order to generate the data structure for the particular channel.



Notice

The identifier <i> in the filename of the output file is a placeholder for the CNC channel number.

Syntax:

#EXPORT V	E [3S KV	V]	
3S		For 3S CODESYS 2.3 PLC environment:	
		Output file: plc_3s_ve_types_ch_ <i></i> .exp	
		For 3S CODESYS 3.5 PLC environment:	
		Output file: plc_3s_ve_types_ch_ <i></i> .xml	
KW		For MULTIPROG PLC environment:	
		Output file: plc_kw_ve_types_ch_ <i>.exp</i>	

The output directory is defined by P-STUP-00020 or as of V3.1.3052.05 by P-CHAN-00403.

Syntax:

#EXPORT VE [3S | TWINCAT | KW]

3S / TWINCAT	For TwinCAT 2 and the original 3S CODESYS 2.3 PLC environment:
	Output file: plc_3s_ve_types_ch_ <i></i> .exp
	For TwinCAT 3 and the original 3S CODESYS 3.5 PLC environment:
	Output file: plc_3s_ve_types_ch_ <i></i> .xml
	Output directory:
	 For TwinCAT, the output path defined in the SystemManager is used to search for NC programs. See: CNC configuration - CNC task GEO - HLI tab HLI - entry box: NC file path
	 For 3S: Directory specified by P-STUP-00020 or as of V3.1.3052.05 by P- CHAN-00403
KW	For MULTIPROG PLC environment:
	Output file: plc_kw_ve_types_ch_ <i>.exp</i>
	Output directory: application-specific (P-STUP-00020 or using P-CHAN-00403) as of V3.1.3052.05 and higher

If no output directory is specified in a TwinCAT configuration, the output file is placed in the following directory depending on the TwinCAT version:

- TwinCAT 2 32-bit: Main directory C:\
- TwinCAT 3 64-bit: C:\Windows\SysWOW64

This is dependent on the corresponding write authorisations in each directory.



Notice

The call of the CNC command #EXPORT VE absolutely requires the specification of the PLC destination system as parameter. The result is named accordingly.

An error message 20509 is output if the parameter is missing.



Programing Example

Generate the output file

#EXPORT VE [TWINCAT] ;Generate V.E. PLC structure for TwinCAT
#EXPORT VE [3S] ;Generate V.E. PLC structure for 3S CODESYS
#EXPORT VE [KW] ; Generate V.E. PLC structure for MULTIPROG from KW

The command can be placed in an NC program or can be executed as a manual block. The command generates a file which is declared in a data structure compliant with IEC 61131-3 for all V.E variables created in the NC channel.

The generated file corresponds to the import/export format for the CODESYS or MULTIPROG development environments and can be imported there directly.



Notice

Additional structure declarations are required in the output file.

2.2 Errors on exporting

The declaration of the V.E variables is checked before the function generates the PLC data structure.

Any error messages occurring are logged in the (EXPORT) output file.

3 Examples

The two examples below show how the exported PLC structure is integrated into a PLC project starting from a V.E. variable list.

The two examples only differ in the parameters defined in P-EXTV-00022. This parameter determines the length of variables of the string type. The length of the type has impacts on the memory layout generated.

3.1 Example 1- Use short text strings

3.1.1 V.E. variable list

Assignment in V.E. variable list:

#	
use_extended_string_var #	0 # P-EXTV-00022
anzahl_belegt #	4
<pre>" var[0].name var[0].type var[0].scope var[0].synchronisation var[0].access_rights var[0].array_elements """"""""""""""""""""""""""""""""""""</pre>	FARBE UNS16 CHANNEL FALSE READ_WRITE 3
<pre># var[1].name var[1].type var[1].scope var[1].synchronisation var[1].access_rights var[1].array_elements "</pre>	TEXT STRING CHANNEL FALSE READ_WRITE 2
<pre># var[2].name var[2].type var[2].scope var[2].synchronisation var[2].access_rights var[2].array_elements #</pre>	INFO_IN OFFSET GLOBAL FALSE READ_WRITE 2
<pre># var[3].name var[3].type var[3].scope var[3].synchronisation var[3].access_rights var[3].array_elements var[3].create_hmi_interface #</pre>	INFO_OUT OFFSET GLOBAL FALSE READ_WRITE 2 0
<pre># struct[0].name struct[0].element[0].name struct[0].element[0].type struct[0].element[1].name struct[0].element[1].type #</pre>	OFFSET X UNS16 Y UNS16

3.1.2 Example of output file for CODESYS

```
Representation in the exported file:
```

```
TYPE STRING 20:
STRUCT
    token:STRING(20);
    f1 st: ARRAY[0..2] OF BYTE;
END STRUCT
END TYPE
TYPE STRING 20 2:
STRUCT
    token:STRING(20);
    f1 st: ARRAY[0..106] OF BYTE;
END_STRUCT
END_TYPE
TYPE OFFSET:
STRUCT
   X: UINT;
   Y: UINT;
END STRUCT
END TYPE
TYPE VE_CHANNEL_DATA_CH_1:
STRUCT
    FARBE: ARRAY[0..2] OF UINT;
    f1: ARRAY[0..17] OF BYTE;
   TEXT: ARRAY[0..1] OF STRING 20;
END STRUCT
END TYPE
TYPE VE GLOBAL DATA FROM CH 1:
STRUCT
    INFO IN: ARRAY[0..1] OF OFFSET;
    INFO OUT: ARRAY[0..1] OF OFFSET;
END STRUCT
END TYPE
```

3.1.3 PLC example

Integrating the structure in a 3S PLC program:

```
VAR
  (* Use generated structure descriptions *)
  p ve chan 1 : POINTER TO VE CHANNEL DATA CH 1;
 p_ve_glob : POINTER TO VE_GLOBAL_DATA_FROM_CH_1;
text : STRING(20);
  init ve ptr : BOOL := TRUE;
END VAR
(* Ensure that the internal management data is initialised *)
Hli(Start := TRUE);
IF Hli.Initialised = TRUE AND Hli.Error = FALSE THEN
  IF init ve ptr = TRUE THEN
    (* Provide pointer to structure(s) *)
    p_ve_chan_1 := ADR( gpVECH[0]^.ext_var32[0]);
p_ve_glob := ADR(gpVEGlobal^.ext_var32[0]);
  END IF;
  (* Work with the variables (read, write) *)
  text := p ve chan 1^.TEXT[0].token;
  p ve chan 1^.FARBE[1] := 2;
END IF
```

3.1.4 Example of output file for MULTIPROG

The following export for MULTIPROG is based on the identical V.E variable list [> 8] as the export for CODESYS [> 9].
TYPE
TYPE_STRING_20 : ARRAY[0..20] OF BYTE;

```
END TYPE
TYPE
  ALIGN STRING 20 1 : ARRAY[0..2] OF BYTE;
END TYPE
TYPE
 ALIGN_STRING_20_2 : ARRAY[0..106] OF BYTE;
END TYPE
TYPE STRING 20 1:
STRUCT
 Token : TYPE STRING 20;
 alignment : ALIGN STRING 20 1;
END STRUCT;
END_TYPE
TYPE STRING_20_2:
STRUCT
 Token
           : TYPE STRING 20;
 alignment : ALIGN STRING 20 2;
END STRUCT;
END TYPE
TYPE OFFSET:
STRUCT
 X: UINT;
 Y: UINT;
END STRUCT;
END TYPE
TYPE
T2 FARBE: ARRAY[0..2] OF UINT;
END_TYPE
TYPE
 F1 2:ARRAY[0..17] OF BYTE;
END TYPE
TYPE
 T2 TEXT : ARRAY[0..1] OF STRING 20 1;
END_TYPE
TYPE VE_CHANNEL_DATA_CH_1:
STRUCT
FARBE: T2 FARBE; (* index = 0 *)
    f1 : F1 2;
    TEXT: T\overline{2} TEXT; (* index = 1 *)
END STRUCT;
END TYPE
TYPE
  T3 OFFSET : ARRAY[0..1] OF OFFSET;
END TYPE
TYPE
```

```
T3_OFFSET : ARRAY[0..1] OF OFFSET;
END_TYPE
TYPE VE_GLOBAL_DATA_FROM_CH_1:
STRUCT
INFO_IN: T3_OFFSET;
INFO_OUT: T3_OFFSET;
END_STRUCT;
END_TYPE
```

3.2 Example 2- Use long text strings

3.2.1 V.E. variable list

Assignment in V.E. variable list:

<pre>use_extended_string_var # anzahl_belegt # var[0].name FARBE var[0].type UNS16 var[0].synchronisation FALSE var[0].access_rights READ_WRITE var[0].array_elements 3 # var[1].name TEXT var[1].type STRING var[1].scope CHANNEL var[1].scope CHANNEL var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].scope GLOBAL var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].scope GLOBAL var[3].array_elements 2 # var[3].array_elements 2 var[3].create hmi interface 0</pre>	#	
<pre># anzahl_belegt 4 # var[0].name FARBE var[0].type UNS16 var[0].scope CHANNEL var[0].scope CHANNEL var[0].access_rights READ_WRITE var[0].array_elements 3 # var[1].name TEXT var[1].type STRING var[1].scope CHANNEL var[1].synchronisation FALSE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].scope GLOBAL var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].scope GLOBAL var[3].scope GLOBAL var[3].scope GLOBAL var[3].scope GLOBAL var[3].scope GLOBAL var[3].synchronisation FALSE var[3].array_elements 2 var[3].create hmi interface 0</pre>	use_extended_string_var	1 # P-EXTV-00022
<pre>anzahl_belegt 4 # var[0].name FARBE var[0].type UNS16 var[0].scope CHANNEL var[0].synchronisation FALSE var[0].access_rights READ_WRITE var[0].array_elements 3 # var[1].name TEXT var[1].type STRING var[1].scope CHANNEL var[1].synchronisation FALSE var[1].access_rights READ_WRITE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].create hmi interface 0</pre>	#	
<pre># var[0].name FARBE var[0].type UNS16 var[0].scope CHANNEL var[0].synchronisation FALSE var[0].access_rights READ_WRITE var[0].array_elements 3 # var[1].name TEXT var[1].type STRING var[1].scope CHANNEL var[1].synchronisation FALSE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].create hmi interface 0 </pre>	anzahl_belegt	4
<pre>var[0].name FARBE var[0].type UNS16 var[0].scope CHANNEL var[0].synchronisation FALSE var[0].access_rights READ_WRITE var[0].array_elements 3 # var[1].name TEXT var[1].type STRING var[1].scope CHANNEL var[1].scope CHANNEL var[1].synchronisation FALSE var[1].access_rights READ_WRITE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].synchronisation FALSE var[2].access_rights READ_WRITE var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].synchronisation FALSE var[3].synchronisation FALSE var[3].synchronisation FALSE var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].create hmi interface 0</pre>	#	
<pre>var[0].type UNS16 var[0].scope CHANNEL var[0].synchronisation FALSE var[0].access_rights READ_WRITE var[0].array_elements 3 # var[1].name TEXT var[1].type STRING var[1].scope CHANNEL var[1].scope CHANNEL var[1].access_rights READ_WRITE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].scope GLOBAL var[2].access_rights READ_WRITE var[2].array_elements 2 # var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].scope GLOBAL var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].create hmi interface 0</pre>	var[0].name	FARBE
<pre>var[0].scope CHANNEL var[0].synchronisation FALSE var[0].access_rights READ_WRITE var[0].array_elements 3 # var[1].name TEXT var[1].name TEXT var[1].scope CHANNEL var[1].scope CHANNEL var[1].synchronisation FALSE var[1].access_rights READ_WRITE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].scope GLOBAL var[2].array_elements 2 # var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].synchronisation FALSE var[3].synchronisation FALSE var[3].synchronisation FALSE var[3].synchronisation FALSE var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].access_rights READ_WRITE var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].array_elements 2 var[3].create hmi interface 0</pre>	var[0].type	UNS16
<pre>var[0].synchronisation FALSE var[0].access_rights READ_WRITE var[0].array_elements 3 # var[1].name TEXT var[1].type STRING var[1].scope CHANNEL var[1].synchronisation FALSE var[1].access_rights READ_WRITE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].access_rights READ_WRITE var[3].acc</pre>	var[0].scope	CHANNEL
<pre>var[0].access_rights READ_WRITE var[0].array_elements 3 # var[1].name TEXT var[1].type STRING var[1].scope CHANNEL var[1].synchronisation FALSE var[1].access_rights READ_WRITE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].scope GLOBAL var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].synchronisation FALSE var[3].synchronisation FALSE var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].access_rights READ_WRITE var[3].access_rights READ_WRITE var[3].access_rights READ_WRITE var[3].access_rights READ_WRITE var[3].access_rights READ_WRITE var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].create hmi interface 0</pre>	var[0].synchronisation	FALSE
<pre>var[0].array_elements 3 # var[1].name TEXT var[1].type STRING var[1].scope CHANNEL var[1].scope CHANNEL var[1].array_elements READ_WRITE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].scope GLOBAL var[3].scope GLOBAL var[3].array_elements PALSE var[3].ar</pre>	var[0].access_rights	READ_WRITE
<pre># var[1].name TEXT var[1].type STRING var[1].scope CHANNEL var[1].synchronisation FALSE var[1].access_rights READ_WRITE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].synchronisation FALSE var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].array_elements 2 war[3].array_elements 2 var[3].array_elements 2 var[3].array_element</pre>	<pre>var[0].array_elements</pre>	3
<pre>var[1].name TEXT var[1].type STRING var[1].scope CHANNEL var[1].synchronisation FALSE var[1].access_rights READ_WRITE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].scope GLOBAL var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].scope GLOBAL var[3].synchronisation FALSE var[3].scope GLOBAL var[3].access_rights READ_WRITE var[3].access_rights READ_WRITE var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].create hmi interface 0</pre>	#	
<pre>var[1].type STRING var[1].scope CHANNEL var[1].synchronisation FALSE var[1].access_rights READ_WRITE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].scope GLOBAL var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].scope GLOBAL var[3].synchronisation FALSE var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].create hmi interface 0</pre>	var[1].name	TEXT
<pre>var[1].scope CHANNEL var[1].synchronisation FALSE var[1].access_rights READ_WRITE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].synchronisation FALSE var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].create hmi interface 0</pre>	var[1].type	STRING
<pre>var[1].synchronisation FALSE var[1].access_rights READ_WRITE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].synchronisation FALSE var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].create hmi_interface 0</pre>	var[1].scope	CHANNEL
<pre>var[1].access_rights READ_WRITE var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].synchronisation FALSE var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].array_elements 2 var[3].create hmi interface 0</pre>	var[1].synchronisation	FALSE
<pre>var[1].array_elements 2 # var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].array_elements 2 var[3].array_elements 2 var[3].create hmi interface 0</pre>	var[1].access_rights	READ_WRITE
<pre># var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].synchronisation FALSE var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].array_elements 2 var[3].create hmi interface 0</pre>	var[1].array_elements	2
<pre>var[2].name INFO_IN var[2].type OFFSET var[2].scope GLOBAL var[2].synchronisation FALSE var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].create hmi interface 0</pre>	#	
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<pre>var[2].synchronisation FALSE var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].create hmi_interface 0</pre>	var[2].scope	GLOBAL
<pre>var[2].access_rights READ_WRITE var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].create hmi_interface 0</pre>	var[2].synchronisation	FALSE
<pre>var[2].array_elements 2 # var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].create hmi_interface 0</pre>	var[2].access_rights	READ_WRITE
<pre># var[3].name INFO_OUT var[3].type OFFSET var[3].scope GLOBAL var[3].synchronisation FALSE var[3].access_rights READ_WRITE var[3].array_elements 2 var[3].create hmi_interface 0</pre>	var[2].array_elements	Z
var[3].hameINFO_001var[3].typeOFFSETvar[3].scopeGLOBALvar[3].synchronisationFALSEvar[3].access_rightsREAD_WRITEvar[3].array_elements2var[3].create hmi_interface0	#	INEO OUE
var[3].typeOffsE1var[3].scopeGLOBALvar[3].synchronisationFALSEvar[3].access_rightsREAD_WRITEvar[3].array_elements2var[3].create hmi interface0	var[3].hame	OFFERE
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var[3].synchronisationFALSEvar[3].access_rightsREAD_WRITEvar[3].array_elements2var[3].create hmi interface0	var[3].scope	GLOBAL
<pre>var[3].access_fights READ_WRITE var[3].array_elements 2 var[3].create hmi interface 0</pre>	Var[3].Synchronisation	FALSE DEAD WRITTE
var[3].create hmi interface 0	Var[3] array olomonts	2
	var[3] arosto bmi interface	2
#	#	0
π struct[0] name OFFSET	π	OFFSET
struct[0] element[0] name X	struct[0] element[0] name	X
struct[0] element[0] type IINS16	struct[0] element[0] type	UNS16
struct[0] element[1] name V	struct[0] element[1] name	Y
struct[0].element[1].type UNS16	struct[0].element[1] type	UNS16
#	#	

3.2.2 Sample output file for CODESYS

```
Representation in the exported file:
```

```
TYPE OFFSET:
STRUCT
    X: UINT;
    Y: UINT;
END STRUCT
END_TYPE
TYPE VE_CHANNEL_DATA_CH_1:
STRUCT
    FARBE: ARRAY[0..2] OF UINT;
    TEXT: ARRAY[0..1] OF STRING(127);
END_STRUCT
END_TYPE
TYPE VE_GLOBAL_DATA_FROM_CH_1:
STRUCT
    INFO IN: ARRAY[0..1] OF OFFSET;
    INFO_OUT: ARRAY[0..1] OF OFFSET;
END STRUCT
END_TYPE
```

3.2.3 PLC example

Integrating the structure in a 3S PLC program:

```
VAR
  (* Use generated structure descriptions *)
 p ve chan 1 : POINTER TO VE CHANNEL DATA CH 1;
 p_ve_glob : POINTER TO VE_GLOBAL_DATA_FROM_CH_1;
text : STRING(128);
 init ve ptr : BOOL := TRUE;
END VAR
(* Ensure that the internal management data is initialised *)
Hli(Start := TRUE);
IF Hli.Initialised = TRUE AND Hli.Error = FALSE THEN
  IF init ve ptr = TRUE THEN
    (* Provide pointer to structure(s) *)
    p_ve_chan_1 := ADR( gpVECH[0]^.ext_var32[0]);
    p ve glob := ADR(gpVEGlobal^.ext var32[0]);
  END IF;
  (* Work with the variables (read, write) *)
  text := p ve chan 1^.TEXT[0].token;
 p ve chan 1^.FARBE[1] := 2;
```

END IF

3.3 Example of distance control

3.3.1 V.E. variable list

```
use_extended_string_var
                              0
#
number used variables
                              2
#
var[0].name
                             sensor
var[0].type
                             SGN32
var[0].scope
                             GLOBAL
var[0].synchronisation
                             FALSE
var[0].access rights
                             READ WRITE
var[0].array size
                             0
#
var[1].name
                             sensor ch1
var[1].type
                             REAL64
var[1].scope
                             CHANNEL
                             TRUE
var[1].synchronisation
var[1].access rights
                             READ ONLY
var[1].array size
                             2
```

3.3.2 Exporting the V.E. variable list

The NC command to export the V.E. variable list for use with CoDeSys is as follows: #EXPORT VE[3S]

The default path setting for NC programs is as follows:

MOTON MOTON MOTON MOTON Moton Tracesabbil Compensations Action Moton Mo	VE (Bytes x 24): Tool Manager ADS Port:	851	TF5225 - Measurement Transformation TF5245 - Kinematic Optimization HSC Funktion TF5240 - Spline Interpolation TF5261 - ReatTime Cycles Outpice 4	
 Active_3 Kanal_1 Eingånge ▲ Acsgånge 	LIS-File Path (Target): NC-File Path (Target):	CITwinCATIPIc		Suchen

Fig. 1: Example - Default program path setting

The name of the exported file is "plc_3s_ve_types_ch_1.xml" and is in the aboe default path.

3.3.3 Importing the code into PLC

The results of the export can be importing by "right-clicking".

🔺 🛄 SPS	
Test_SPS	
Test_SPS P	rojekt
🚞 Externe	Datentypen
Reference	ices
🚞 DUTs	
📜 GVI s	
PC	Hinzufügen •
🚞 VIS	Als ZID expertision
Þ 📑 Pic	Als ZIP exportieren
I Test_S	Aus ZIP importieren
🙆 SAFETY 📓	PLCopenXML importieren
So. C++	

Fig. 2: Importing into development system

After selecting the previously exported XML file, the window below opens:

L r



Fig. 3: Import window

```
TYPE VE_CHANNEL_DATA_CH_1 :
STRUCT
sensor_ch1: ARRAY[0..1] OF LREAL;
END_STRUCT
END_TYPE
TYPE VE_GLOBAL_DATA_FROM_CH_1 :
STRUCT
sensor: DINT;
```

END_STRUCT END_TYPE

3.3.4 Integrating into PLC program

```
VAR_GLOBAL
p_ve_global : POINTER TO VE_GLOBAL_DATA_FROM_CH_1;
p_ve_channel: POINTER TO VE_CHANNEL_DATA_CH_1;
END_VAR
(* Ensure that the internal management data is initialised *)
Hli(Start := TRUE);
IF Hli.Initialised = TRUE AND Hli.Error = FALSE THEN
IF init_ve_ptr = TRUE THEN
  (* Provide pointer to structure(s) *)
  p_ve_chan := ADR(gpVECH[0]^.ext_var32[0]);
  p_ve_glob := ADR(gpVEGlobal^.ext_var32[0]);
END_IF;
(* Transfer variable sensor values *)
p_ve_global^.sensor := LREAL_TO_DINT(vz_sensor * SENSOR_ENCODER_OUT);
END_IF
```

4 Restrictions in the case of a multi-channel controller structure

When the CNC starts up, the "GLOBALLY" declared variables for each NC channel are added incrementally to any existing variables. The memory layout in its entirety is only defined after startup has finished. The start address to the common memory is then made available to the PLC.

- The #EXPORT function can only be started in one channel.
- Therefore, it only uses the "GLOBAL" variables declared in that channel. Variables from other channels that are assigned different index values, for example, are invisible. Therefore, they are not entered in the structure VE_GLOBAL_DATA_FROM_CH_<i>.
- A separate

VE_GLOBAL_DATA_FROM_CH_<i> structure is created for each channel-specific V.E list where

Recommendation

Identical Global Variables in several channels are created in each of the channels.

Short instructions using the export functionality for V.E. variables

Procedure based on TwinCAT

- 1. Exporting V.E variables from the CNC using the export command #EXPORT VE[TWINCAT]
- 2. Open the export file with an editor and check for any warnings or errors. These are displayed by a text in the file.
- 3. Importing the export file to the existing PLC project
- 4. Create pointers to structures

 (* Use the generated structure descriptions *)
 p_ve_chan_1 : POINTER TO VE_CHANNEL_DATA_CH_1;
 p_ve_glob : POINTER TO VE_GLOBAL_DATA_FROM_CH_1;
- 5. Assign the addresses of the V.E-specific HLI ranges only once as shown in the example of the defined pointer variables [▶ 10]
- Integrate read and write access to structures p_ve_glob^.VARIABLE_1 := 22; (*Write access*) gl_ar_var_3 := p_ve_glob^.VARIABLE_1; (*Read access*)

6 Parameter

P-EXTV-00022	Number of characters of a string variable
Description	This parameter can increase the permissible number of characters of string variables from 21 to 128 characters (each including the termination mark).
	If the addresses of the V.E. variable is specified in 24-byte blocks (see Memory layout), make sure that 128-byte variables of the STRING type are assigned several 24-byte blocks in the memory layout and that the index is incremented accordingly (cf. variable arrays).
Parameter	use_extended_string_var
Data type	BOOLEAN
Data range	TRUE, FALSE
Dimension	
Default value	FALSE
Remarks	

7 Appendix

7.1

Suggestions, corrections and the latest documentation

Did you find any errors? Do you have any suggestions or constructive criticism? Then please contact us at documentation@isg-stuttgart.de.

The latest documentation is posted in our Online Help (DE/EN):



QR code link: https://www.isg-stuttgart.de/documentation-kernel/ The link above forwards you to: https://www.isg-stuttgart.de/fileadmin/kernel/kernel-html/index.html



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Keyword index

Ρ



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