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I/O Assignment Between Controllers

Introduction

This document will show you how to assign I/O between controllers. This allows you to provide handshake signals when using separate controllers. This is a great aid for operators and programmers to be able to simulate handshake signals, such as cubes from one to controller to another when they are separate.

Using the I/O connection manager

1. To start, go to the Simulation tab.

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	Home	Co	ntroller	Sim	ulation	Tool	Or
eset) Start	Stop	Back Step	Next Step	Stag	je Master <mark>o Emulatio</mark> e Time	an l
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2. Next, click on the connection manager





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3. The connection manger will look like this. Here is where you will start to address one connection point to another. There are 2 already setup here. To add another, click on the ADD button.

/O Connection	IS		>
Controller : Al	l Controller	•	
Controller	I/O Signal	Connection	
VRC1000-1	#20030	YRC1000-2:#30030	
✓ YRC1000-2	#20041	YRC1000-1:#30041	
Add	Edit	Delete	
Enable All	Disable All		
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4. When you click the ADD or EDIT what is already there, it will open the following screen. Here you assign the signals you need. The following shows controller 1 INPUT 1 is connected to controller 2 OUTPUT 1.

VRC1000-1	#20030	VRC1000-2:#30030		
YKC1000-2	#20041	YKC1000-1:#30041		1
I/O Connection	n Setting		×	
Controller : Y	RC1000-1 N#0001	T = 0.0	00 Sec.	
Oper. (!	Controller YRC1000-2	I/O Signal I/O Nar #30030 OUT#0	me)	se
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5. When complete, you will have a connection window that looks like this. Showing that YRC-1 20030 is connected to YRC-2 30030.

Plus YRC-2 signal 20041 connected to YRC-1 signal 30041.

ntroller : All	Controller	-	
Controller	I/O Signal	Connection	
		VPC1000 2,#20020	
YRC1000-1	#20030	YKC1000-2:#50050	
YRC1000-1	#20030 #20041	YRC1000-2:#300301 YRC1000-1:#30041	
Add	#20030 #20041 Edit	VRC1000-2:#30030 VRC1000-1:#30041	