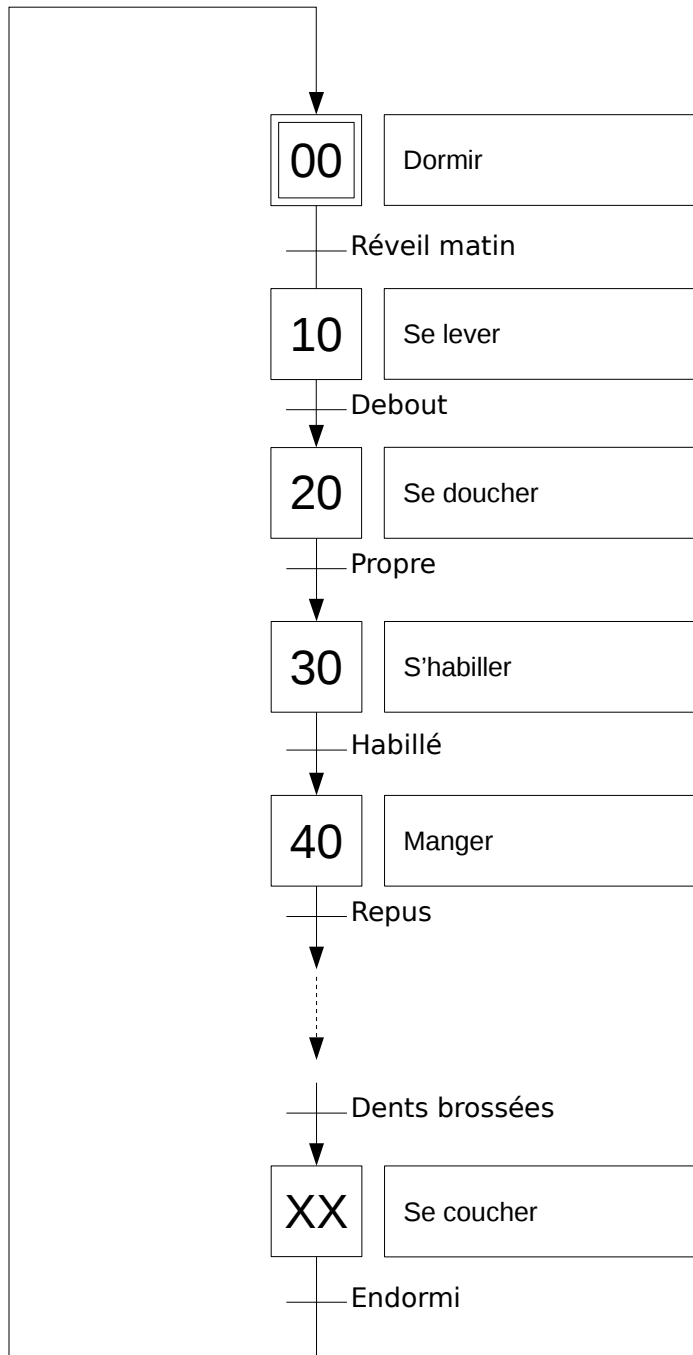


Graficet de la journée



3.1 Étape/Action.

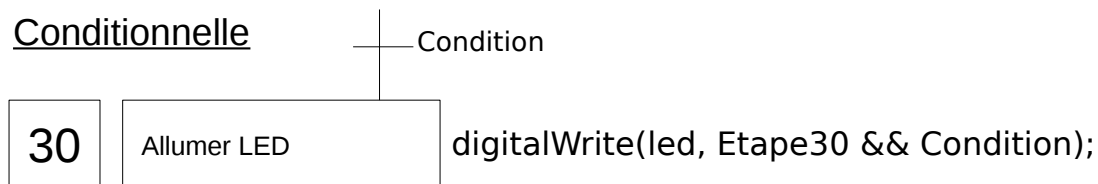


4 Type d'action.

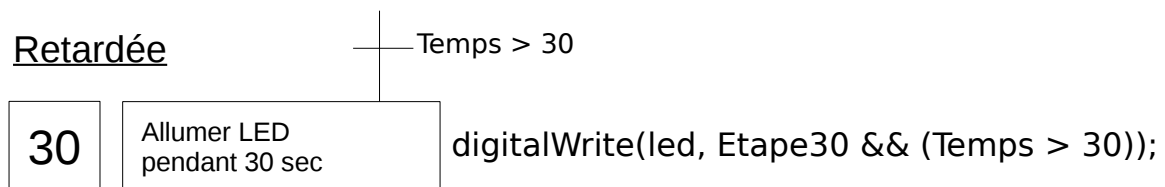
Continue



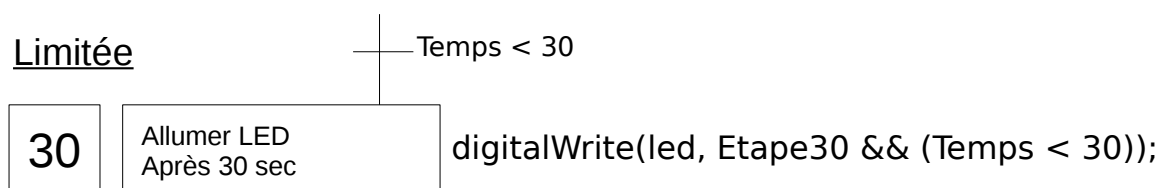
Conditionnelle



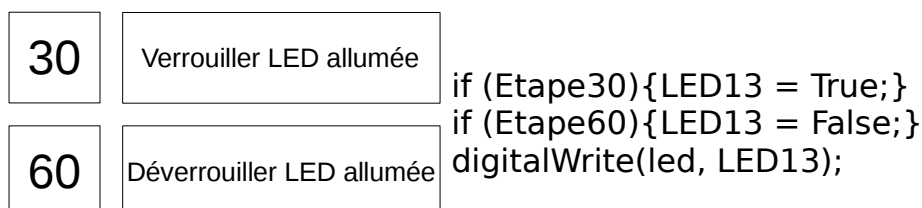
Retardée



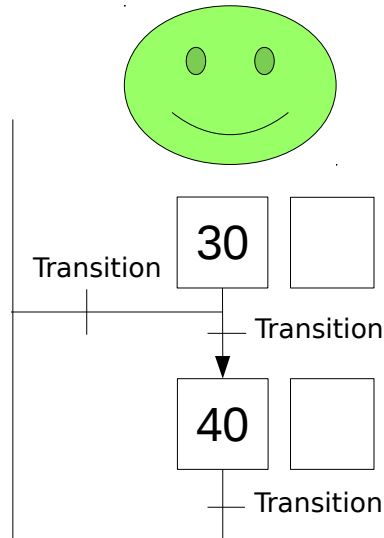
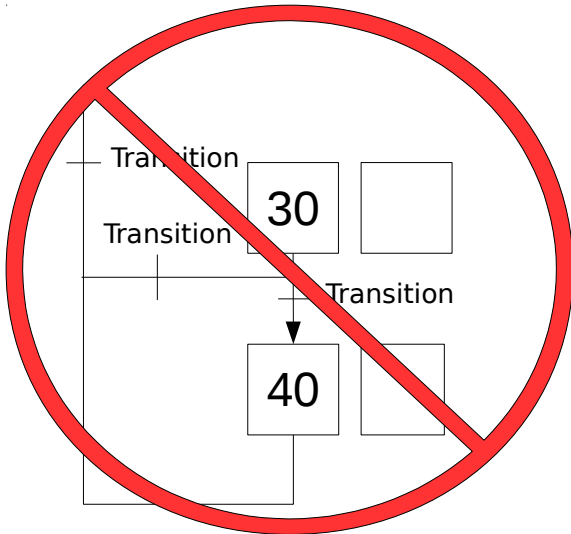
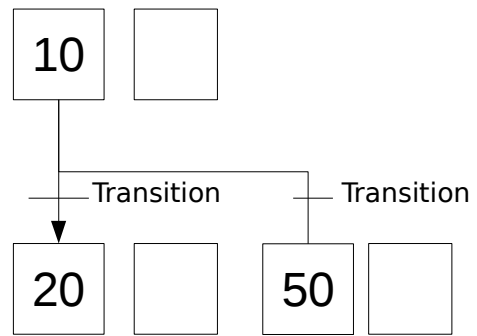
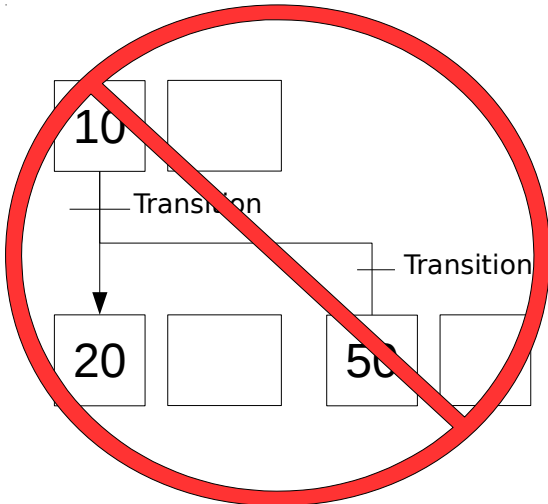
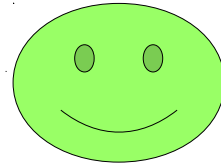
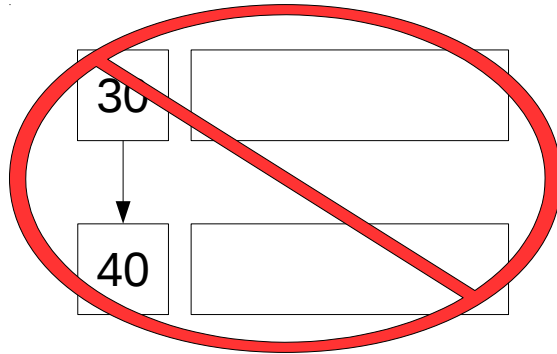
Limitée



Mémorisée



7 Règles de syntaxe.



Niveau 1

30

Allumer LED

Niveau 2

30

Pin 13 Haute

Niveau 3

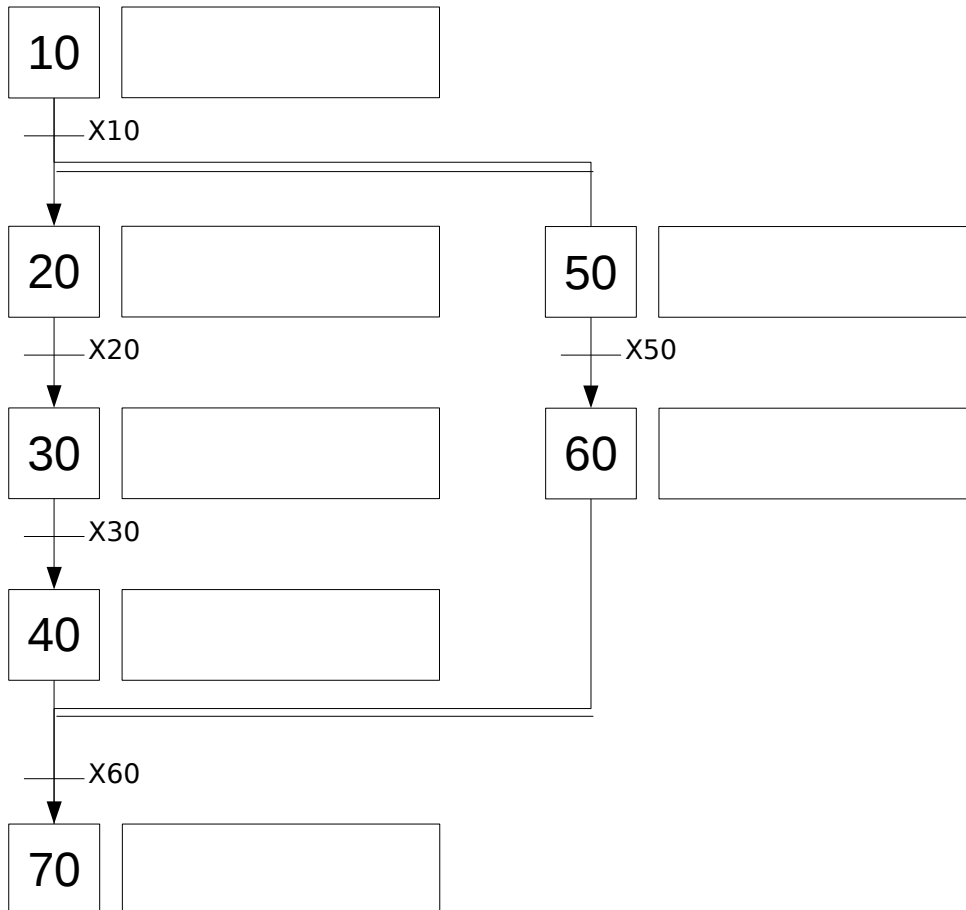
30

digitalWrite(led, HIGH);



8.2 Règle pour séquences simultanées (ET)

$E10 = ((E00 \ \&\& \ X00) \ || \ E10) \ \&\& \ !(E20 \ \&\& \ E50);$

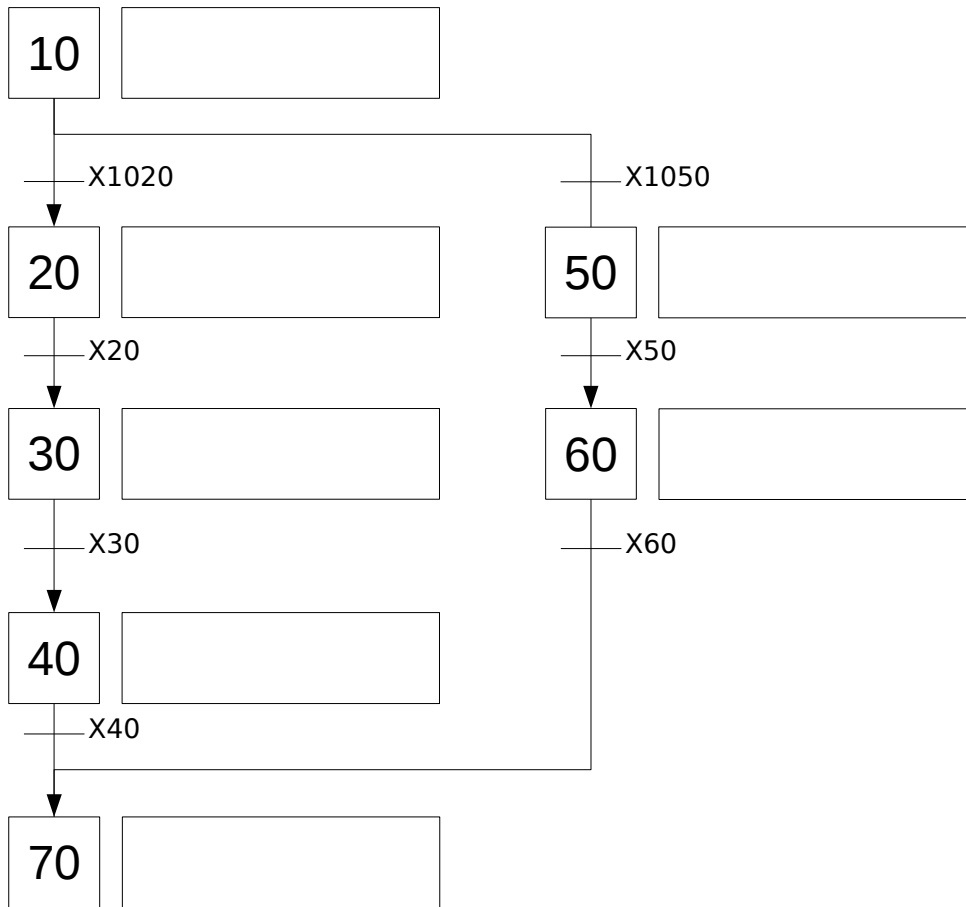


$E70 = ((E40 \ \&\& \ E60 \ \&\& \ X60) \ || \ E70) \ \&\& \ ! E80;$



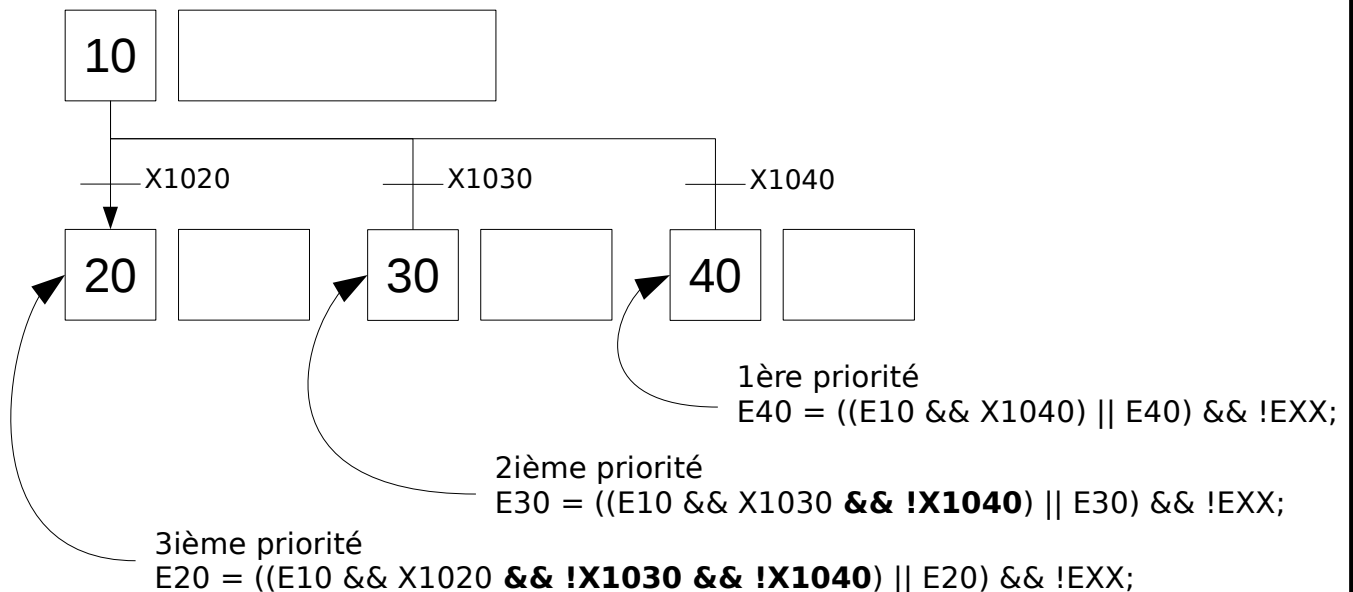
8.3 Règle pour séquences exclusives (OU)

$E10 = ((E00 \ \&\& \ X00) \ || \ E10) \ \&\& \ !(E20 \ || \ E50);$

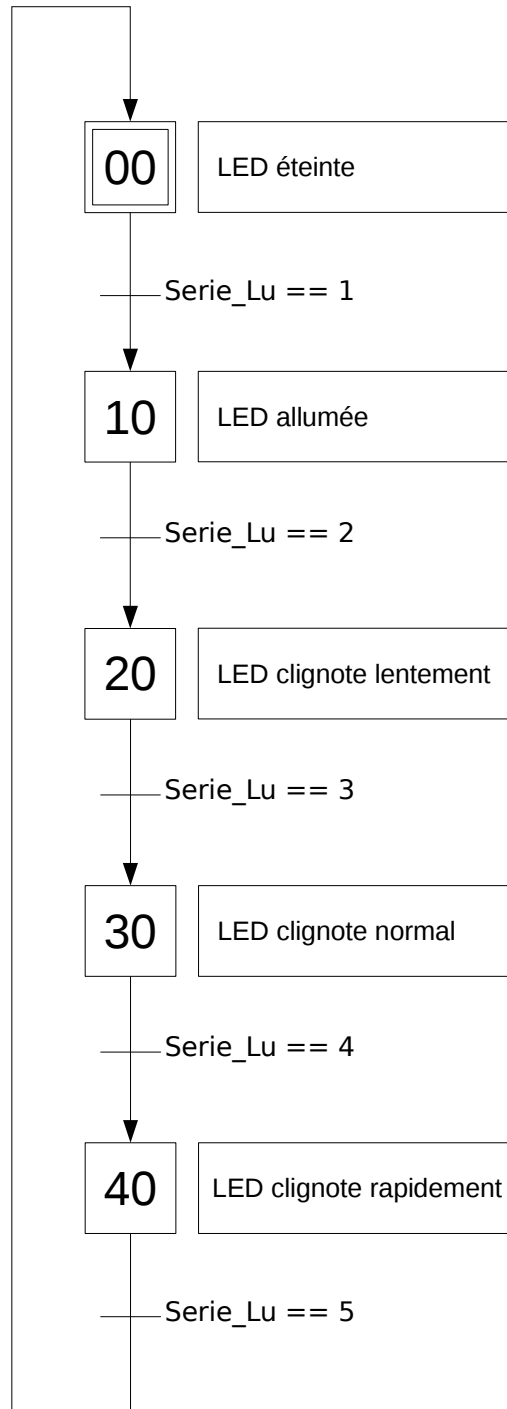


$E70 = ((E40 \ \&\& \ X40) \ || \ (E60 \ \&\& \ X60) \ || \ E70) \ \&\& \ !E80;$

8.3 Priorité des transitions exclusives



Séquence unique
GRAFCET_01_Bool
GRAFCET_01_Int
GRAFCET_01>If

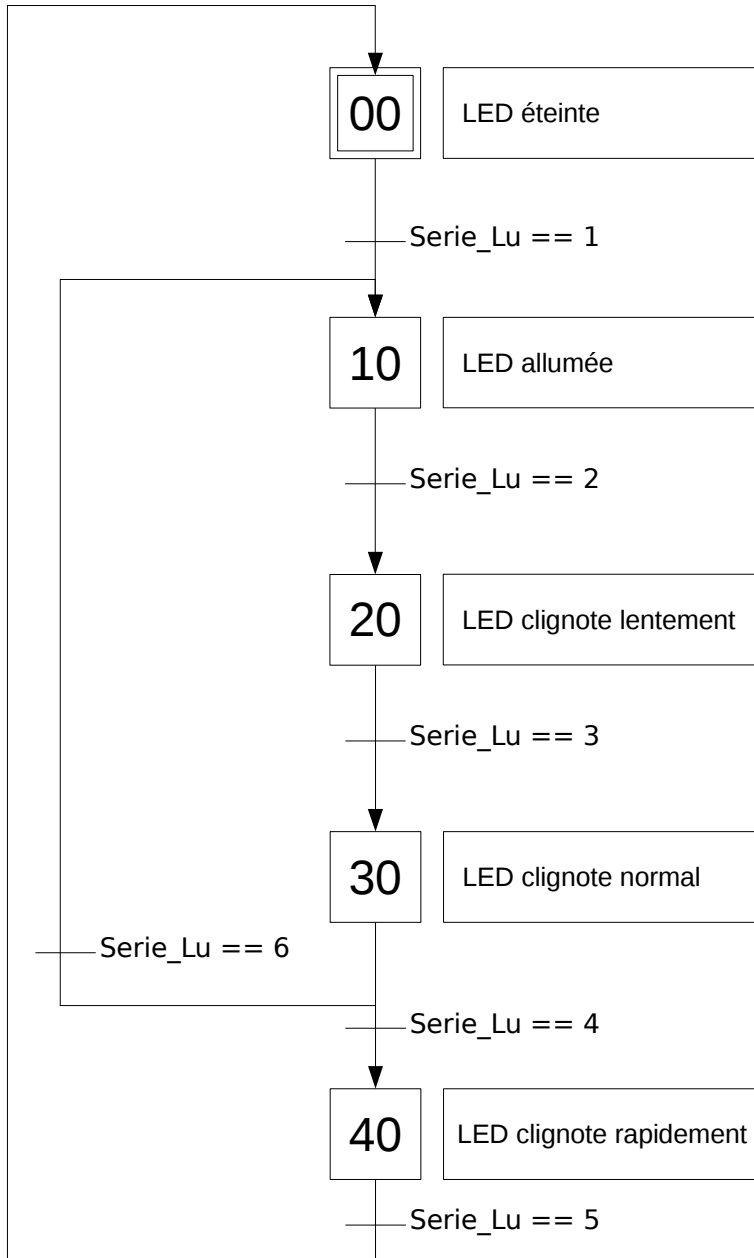


Séquence unique avec rebouclage

GRAFCET_01_Bool

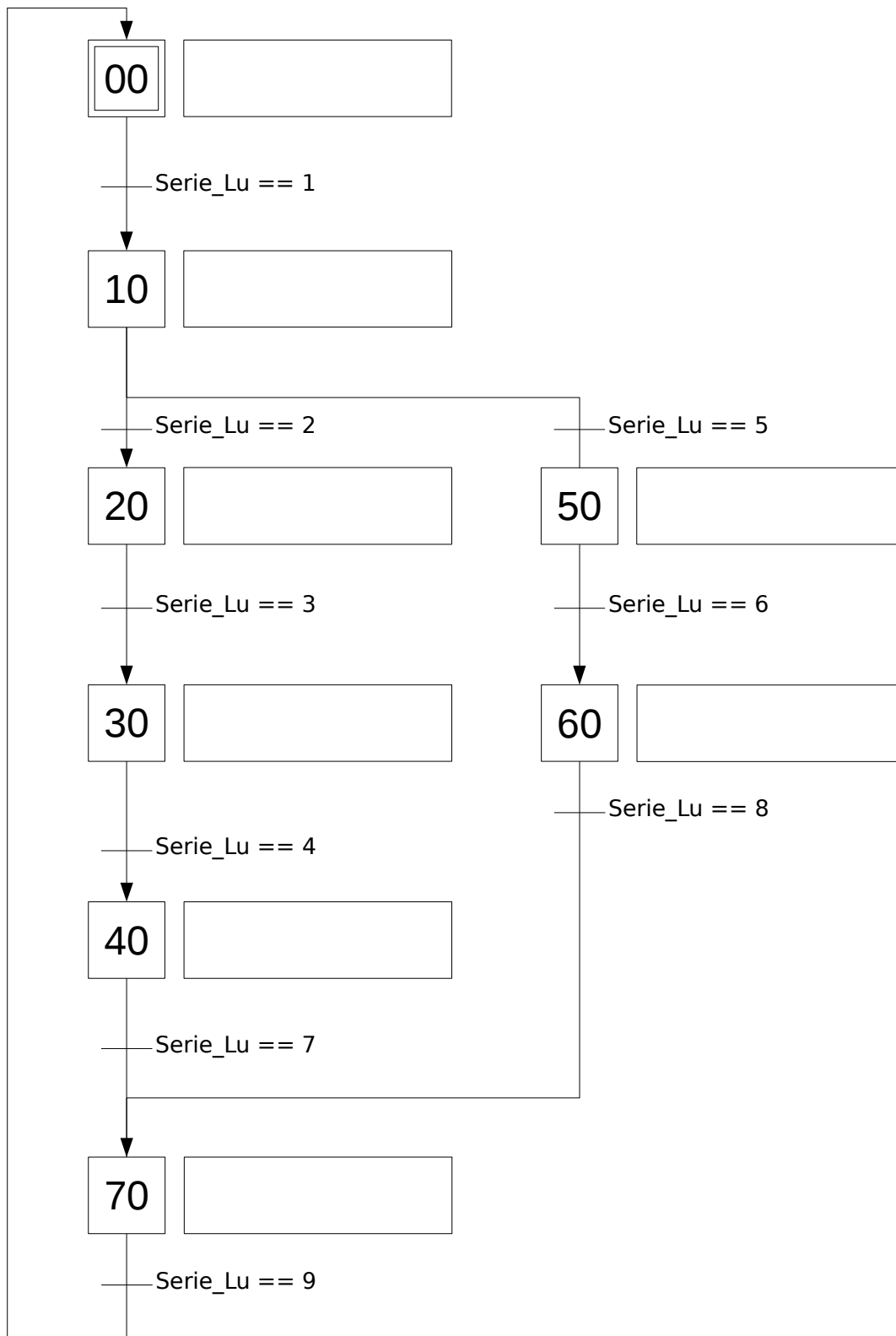
GRAFCET_01_Int

GRAFCET_01>If



GRAFCET avec branchement OU

GRAFCET_OU



GRAFCET avec branchement ET GRAFCET_ET

