

Anhang A

Verweisdatei WO_WAS.REF

Dieser Teil enthält eine Übersicht über die mitgelieferte Verweisdatei WO_WAS.REF. Blöcke, die nicht implementiert sind bzw. vom Anwender bei Bedarf implementiert werden müssen, sind grau unterlegt.

Aktionsblöcke

Blockname	Datei	Funktionscodeabschnitt
<code>/*Industry PID-controller*/</code>	actions.c	<code>/*Industry PID-controller*/</code>
<code>/*Button*/</code>	actions.c	<code>/*Button*/</code>
<code>/*Slider*/</code>	actions.c	<code>/*Slider*/</code>
<code>/*Rotation Knob*/</code>	actions.c	<code>/*Rotation Knob*/</code>
<code>/*SpinEdit*/</code>	actions.c	<code>/*SpinEdit*/</code>
<code>/*Joystick*/</code>	actions.c	<code>/*Joystick*/</code>

Stellglieder

Blockname	Datei	Funktionscodeabschnitt
<code>/*controlling element II*/</code>	actuator.c	<code>/*controlling element II*/</code>
<code>/*controlling element I*/</code>	actuator.c	<code>/*controlling element I*/</code>

Allgemein genutzte Funktionen

Blockname	Datei	Funktionscodeabschnitt
<code>/*All signals that are used*/</code>	common.c	<code>/*All signals that are used*/</code>

/*All signal handlers*/	common.c	/*All signal handlers*/
/*Range check*/	common.c	/*Range Check*/
/*No Range Check*/	common.c	/*No Range Check*/
/*MUL-DIV-32-BIT*/	common.c	/*MUL-DIV-32-BIT*/
/*MUL-DIV-32-BIT- without-shift*/	common.c	/*MUL-DIV-32-BIT-without- shift*/
/*MUL-DIV-16-BIT-SHR*/	common.c	/*MUL-DIV-16-BIT-SHR*/
/*MUL-DIV-16-BIT-SHL*/	common.c	/*MUL-DIV-16-BIT-SHL*/
/*MUL-DIV-16-BIT- without-shift*/	common.c	/*MUL-DIV-16-BIT-without- shift*/
/*MUL-DIV- Floatingpoint*/	common.c	/*MUL-DIV-Floatingpoint*/
/*Definitions for floa- tingpoint*/	common.c	/*Definitions for floating- point*/
/*round*/	common.c	/*round*/

Digitalblöcke

Blockname	Datei	Funktionscodeabschnitt
/*LogChange*/	digitals.c	/*LogChange*/
/*Zero-axis crossing detector*/	digitals.c	/*Zero-axis crossing detector*/
/*Comparator*/	digitals.c	/*Comparator*/
/*Counter*/	digitals.c	/*Counter*/
/*Mono-flop*/	digitals.c	/*Mono-flop*/
/*JK-flip-flop*/	digitals.c	/*JK-flip-flop*/
/*D-flip-flop*/	digitals.c	/*D-flip-flop*/
/*RS-flip-flop*/	digitals.c	/*RS-flip-flop*/
/*Discriminator*/	digitals.c	/*Discriminator*/
/*Logic N*/	digitals.c	/*Logic N*/
/*Logic 2*/	digitals.c	/*Logic 2*/
/*Logic 1*/	digitals.c	/*Logic 1*/
/*PWM*/	digitals.c	/*PWM*/
/*OnDelay*/	digitals.c	/*OnDelay*/
/*OffDelay*/	digitals.c	/*OffDelay*/
/*OnOffDelay*/	digitals.c	/*OnOffDelay*/

Dynamische Blöcke und Integrationsmethoden

Blockname	Datei	Funktionscodeabschnitt
/*PID-controller*/	dynamic.c	/*PID-controller*/
/*Differentiator*/	dynamic.c	/*Differentiator*/
/*Resetable Integrator (Runge-Kutta)*/	dynamic.c	/*Resetable Integrator (Runge-Kutta)*/
/*PID-controller (floating-point)*/	dynamic.c	/*PID-controller (floatingpoint)*/
/*Integrator (Runge-Kutta)*/	dynamic.c	/*Integrator (Runge-Kutta)*/
/*Integrator (Euler)*/	dynamic.c	/*Integrator (Euler)*/
/*P-element*/	dynamic.c	/*P-element*/
/*z-Transfer calculation (balanced)*/	dynamic.c	/*z-Transfer calculation (balanced)*/
/*z-Transfer calculation (RNF)*/	dynamic.c	/*z-Transfer calculation (RNF)*/
/*IntegrationMethod*/	dynamic.c	/*Balanced system integration*/
/*Runge-Kutta*/	dynamic.c	/*Runge-Kutta*/
/*Euler*/	dynamic.c	/*Euler*/
/*Adapt functions*/	dynamic.c	/*Adapt functions*/
/*Adapt functions (floating-point)*/	dynamic.c	/*Adapt functions (floatingpoint)*/
/*Adaptive PID-controller*/	dynamic.c	/*Adaptive PID-controller*/
/*PT1-element*/	dynamic.c	/*PT1-element*/
/*PT2-element*/	dynamic.c	/*PT2-element*/
/*PT1-T2-element*/	dynamic.c	/*PT1-T2-element*/
/*PTn-element*/	dynamic.c	/*PTn-element*/
/*Lead/lag-element*/	dynamic.c	/*Lead/lag-element*/
/*All-pass type 1*/	dynamic.c	/*All-pass type 1*/
/*All-pass type 2*/	dynamic.c	/*All-pass type 2*/
/*DT1-element*/	dynamic.c	/*DT1-element*/
/*Transfer function*/	dynamic.c	/*Transfer function*/
/*z-Transfer function*/	dynamic.c	/*z-Transfer function*/
/*Unit delay*/	dynamic.c	/*Unit delay*/
/*Dead time*/	dynamic.c	/*Dead time*/

/*Variable Delay*/	dynamic.c	/*Variable Delay*/
/*DGL-Integrationmethod (Euler)*/	dynamic.c	/*DGL-Integrationmethod (Euler)*/
/*DGL-Integrationmethod (Runge-Kutta)*/	dynamic.c	/*DGL-Integrationmethod (Euler)*/
/*DGL-Integrationmethod*/	dynamic.c	/*DGL-Integrationmethod (Euler)*/
/*Resetable Integrator (Euler)*/	dynamic.c	/*Resetable Integrator (Euler)*/

Funktionsblöcke und allgemeine mathematische Funktionen

Blockname	Datei	Funktionscodeabschnitt
/*multi switch-function*/	function.c	/*multi switch-function*/
/*switching function 2*/	function.c	/*switching function 2*/
/*switching function 1*/	function.c	/*switching function 1*/
/*conditional hold*/	function.c	/*conditional hold*/
/*sample and hold*/	function.c	/*sample and hold*/
/*free statistic-malloc*/	function.c	/*free statistic-malloc*/
/*Counter (from statistics)*/	function.c	/*Counter (from statistics)*/
/*square sum (window)*/	function.c	/*square sum (window)*/
/*sum (window)*/	function.c	/*sum (window)*/
/*Standarddeviation (window)*/	function.c	/*Standarddeviation (window)*/
/*Mean value (window)*/	function.c	/*Mean value (window)*/
/*Counter (from statistics, floatingpoint)*/	function.c	/*Counter (from statistics, floatingpoint)*/
/*square sum (window, floatingpoint)*/	function.c	/*square sum (window, floatingpoint)*/
/*sum (window, floatingpoint)*/	function.c	/*sum (window, floatingpoint)*/
/*Standarddeviation (window, floatingpoint)*/	function.c	/*Standarddeviation (window, floatingpoint)*/
/*Mean value (window, floatingpoint)*/	function.c	/*Mean value (window, floatingpoint)*/
/*Standarddeviation (floatingpoint)*/	function.c	/*Standarddeviation (floatingpoint)*/
/*Standarddeviation*/	function.c	/*Standarddeviation*/

/*Absolute meanvalue function*/	function.c	/*Absolute meanvalue function*/
/*Meanvalue function (floatingpoint)*/	function.c	/*Meanvalue function (floatingpoint)*/
/*Meanvalue function*/	function.c	/*Meanvalue function*/
/*Absolute maximum function*/	function.c	/*Absolute maximum function*/
/*Absolute minimum function*/	function.c	/*Absolute minimum function*/
/*Maximum function*/	function.c	/*Maximum function*/
/*Minimum function*/	function.c	/*Minimum function*/
/*arctan(x/y)*/	function.c	/*arctan(x/y)*/
/*sqrt(x^2+y^2)*/	function.c	/*sqrt(x^2+y^2)*/
/*X^(1/Y) (floatingpoint)*/	function.c	/*X^(1/Y) (floatingpoint)*/
/*X^(1/Y)*/	function.c	/*X^(1/Y)*/
/*X^Y (floatingpoint)*/	function.c	/*X^Y (floatingpoint)*/
/*X^Y*/	function.c	/*X^Y*/
/*Sqrt function*/	function.c	/*sqrt function*/
/*log function*/	function.c	/*log function*/
/*exp function*/	function.c	/*exp function*/
/*tan function*/	function.c	/*tan function*/
/*cos function*/	function.c	/*cos function*/
/*sin function*/	function.c	/*sin function*/
/*Absolute meanvalue function (floatingpoint)*/	function.c	/*Absolute meanvalue function (floatingpoint)*/

FC-Block

Blockname	Datei	Funktionscodeabschnitt
/*fuzzy controller*/	Fuzzy.c	/*fuzzy controller*/

Eingangsblöcke

Blockname	Datei	Funktionscodeabschnitt
/*Constant*/	inputs.c	/*Constant*/
/*Noise generator*/	inputs.c	/*Noise generator*/
/*Pulse generator (floating-	inputs.c	/*Pulse generator (floating-

point)*/		point)*/
/*Pulse generator*/	inputs.c	/*Pulse generator*/
/*Sinus generator (floating-point)*/	inputs.c	/*Sinus generator (floating-point)*/
/*Sinus generator*/	inputs.c	/*Sinus generator*/
/*Driving curve*/	inputs.c	/*Driving curve*/
/*Controllable Driving curve*/	inputs.c	/*Controllable Driving curve*/
/*VCO*/	inputs.c	/*VCO*/
/*Simulationtime*/	inputs.c	/*Simulationtime*/
/*File input*/	inputs.c	/*File input*/
/*TabFile input*/	inputs.c	/*TabFile input*/
/*Clock*/	inputs.c	/*Clock*/
/*VCO (floatingpoint)*/	inputs.c	/*VCO (floatingpoint)*/
/*Noise generator (floating-point)*/	inputs.c	/*Noise generator (floating-point)*/

Ausgangsblöcke

Blockname	Datei	Funktionscodeabschnitt
/*digital display*/	outputs.c	/*digital display*/
/*bargraph*/	outputs.c	/*bargraph*/
/*trajectory display*/	outputs.c	/*trajectory display*/
/*status display*/	outputs.c	/*status display*/
/*FFT*/	outputs.c	/*FFT*/
/*fileoutput*/	outputs.c	/*fileoutput*/
/*tablefileoutput*/	outputs.c	/*tablefileoutput*/
/*plotter*/	outputs.c	/*plotter*/
/*timeresponse*/	outputs.c	/*timeresponse*/
/*oscilloscope*/	outputs.c	/*oscilloscope*/
/*analog display*/	outputs.c	/*analog display*/
/*multi plot	outputs.c	/*multi plot*/
/*bode plot*/	outputs.c	/*bode plot*/

Statische Blöcke

Blockname	Datei	Funktionscodeabschnitt
/*Limiter*/	statics.c	/*Limiter*/
/*Preload*/	statics.c	/*Preload*/
/*Dead zone*/	statics.c	/*Dead zone*/
/*Linear scale*/	statics.c	/*Linear scale*/
/*Characteristic curve*/	statics.c	/*Characteristic curve*/
/*Characteristic field*/	statics.c	/*Characteristic field*/
/*Three-position-hysteresis-element*/	statics.c	/*Three-position-hysteresis-element*/
/*Hysteresis*/	statics.c	/*Hysteresis*/
/*Three-position-element*/	statics.c	/*Three-position-element*/
/*Two-position-element*/	statics.c	/*Two-position-element*/
/*Quantizer*/	statics.c	/*Quantizer*/

Kommunikationsblöcke

Blockname	Datei	Funktionscodeabschnitt
/*DDE-Out*/	TcpIpDDE.c	/*DDE-Out*/
/*DDE-In*/	TcpIpDDE.c	/*DDE-IN*/
/*TCP-In-Client*/	TcpIpDDE.c	/*TCP-In-Client*/
/*TCP-In-Server*/	TcpIpDDE.c	/*TCP-In-Server*/
/*TCP-Out-Client*/	TcpIpDDE.c	/*TCP-Out-Client*/
/*TCP-Out-Server*/	TcpIpDDE.c	/*TCP-Out-Server*/

Parameter-Modifizierer / Parameter-Wert

Blockname	Datei	Funktionscodeabschnitt
/*Parameter Modifier*/	Parameter.c	/*Parameter Modifier*/
/*Parameter Viewer*/	Parameter.c	/*Parameter Viewer*/

Windows-DLL-Elemente

Blockname	Datei	Funktionscodeabschnitt
/*Windows-DLL Part 1*/	WFc2Dll.c	/*Windows-DLL Part 1*/
/*Windows-DLL Part 2*/	WFc2Dll.c	/*Windows-DLL Part 2*/
/*Windows-DLL Part 3*/	WFc2Dll.c	/*Windows-DLL Part 3*/
/*Windows-DLL Part 4*/	WFc2Dll.c	/*Windows-DLL Part 4*/
/*Windows-DLL Part 5*/	WFc2Dll.c	/*Windows-DLL Part 5*/
/*Windows-DLL Part 6*/	WFc2Dll.c	/*Windows-DLL Part 6*/

User-DLL-Beispiele

Blockname	Datei	Funktionscodeabschnitt
/*DLLDemo 1*/	DLLDemo.c	/*DLLDemo 1*/
/*3D-Kennfeld*/	DRDFeld.c	/*3D-Kennfeld*/