





Lab 1: Getting Started with TIA Portal

- Introduction with TIA Portal
 - This lab will introduce you to the basics of SIMATIC STEP 7 (TIA Portal) V16.
 - The program allows students to design electrical networks with various elements to control certain processes.







Create a New Project

• To create a project in TIA Portal, first launch the program on your desktop, if you do not see it, search TIA Portal in the windows search bar at the bottom left of your screen.

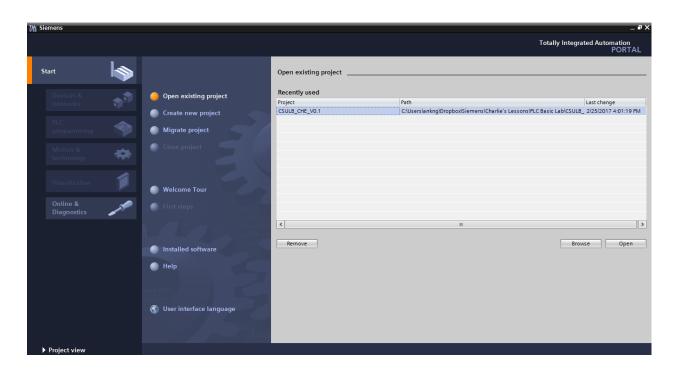








 After the portal successfully loads, you should be able to see a display like below.

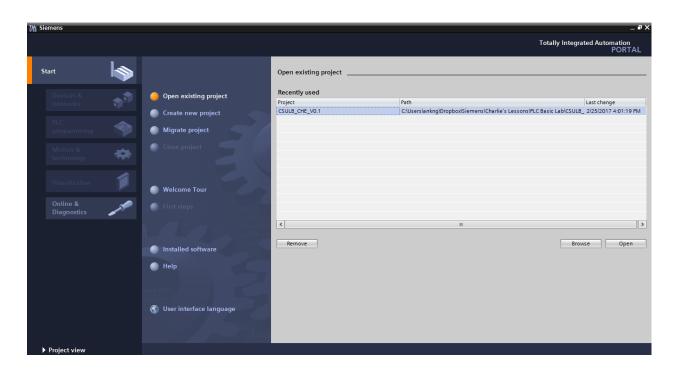








 After the portal successfully loads, you should be able to see a display like below.

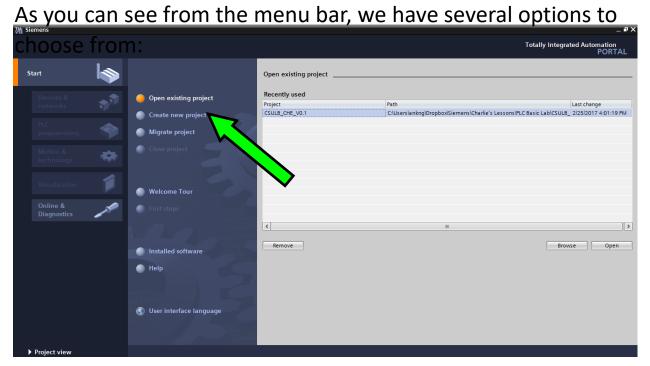








 After the portal successfully loads, you should be able to see a display like below.



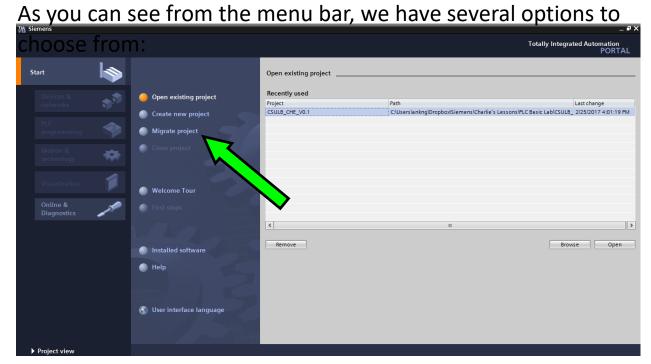
Open existing project and create new project are self-explanatory.







 After the portal successfully loads, you should be able to see a display like below.



Migrate project takes mature PLC programs and migrate it to new PLC programs.





Create a New Project

 After the portal successfully loads, you should be able to see a display like below.

As you can see from the menu bar, we have several options to

y semens

Choose from:

Totally Integrated Automation
PORTAL

Start

Open existing project
Project
Project
Create new project
Project
Migrato project
Close project

Welcome Tour shows you the features of TIA portal, if you are interested and have time to spare, you can proceed with that.

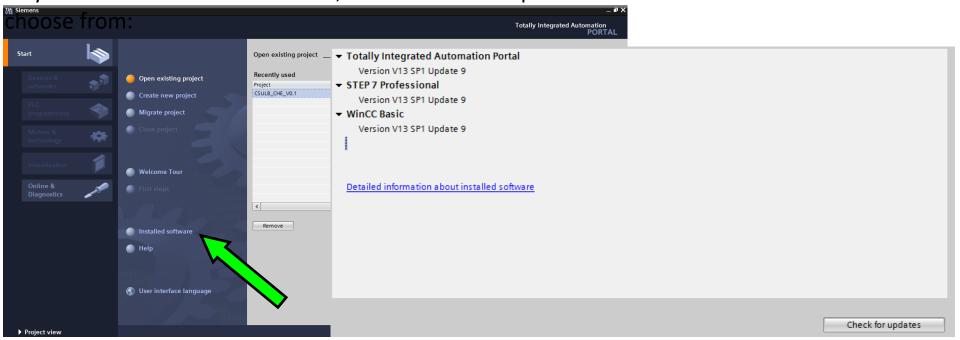






 After the portal successfully loads, you should be able to see a display like below.

As you can see from the menu bar, we have several options to



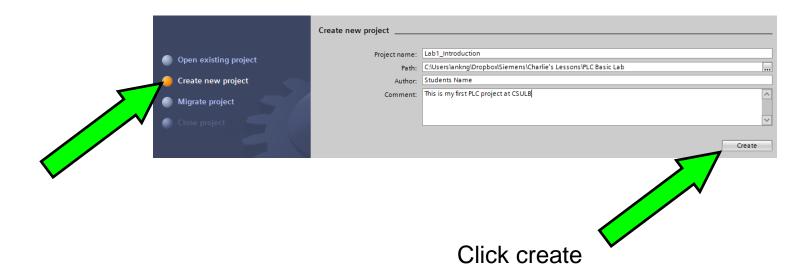
Installed Software shows you the currently software that is installed, which is important to check to see if all your software is up to date. Below is an example of the screen, showing which software is installed and their versions.





Create a New Project

 Let's go ahead and proceed with creating a new project, next enter the required information as shown below, take note of the path where you save the project so opening it next time will be much easier.

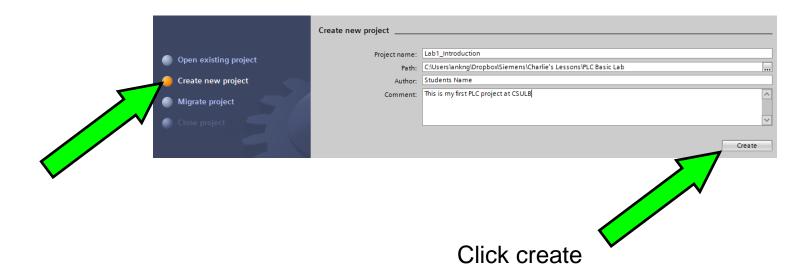






Create a New Project

 Let's go ahead and proceed with creating a new project, next enter the required information as shown below, take note of the path where you save the project so opening it next time will be much easier.



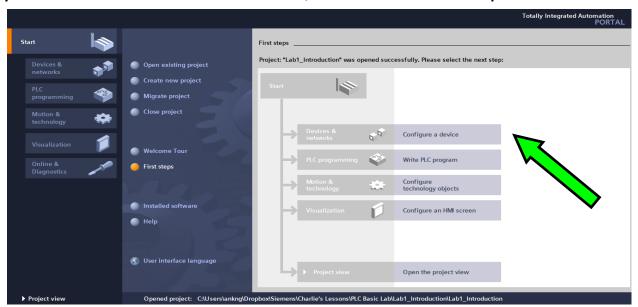






Now you should the new addition option on the menu, First Steps, here you
will see some other options such as:

As you can see from the menu bar, we have several options to choose from:



Configure a device – Allows you to link or set up your PLC (Programmable Logic Controller)







Now you should the new addition option on the menu, First Steps, here you
will see some other options such as:

As you can see from the menu bar, we have several options to choose from:



Write PLC program – Allows you to create just the PLC program without any hardware

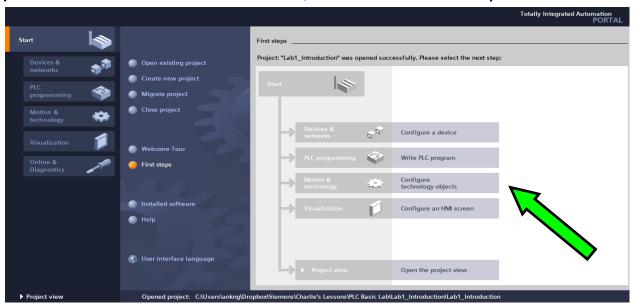






Now you should the new addition option on the menu, First Steps, here you
will see some other options such as:

As you can see from the menu bar, we have several options to choose from:



Configure technology objects – Allow you to work in motion modules and drives





Configure Device & Network

Now you should the new addition option on the menu, First Steps, here you
will see some other options such as:

As you can see from the menu bar, we have several options to choose from:



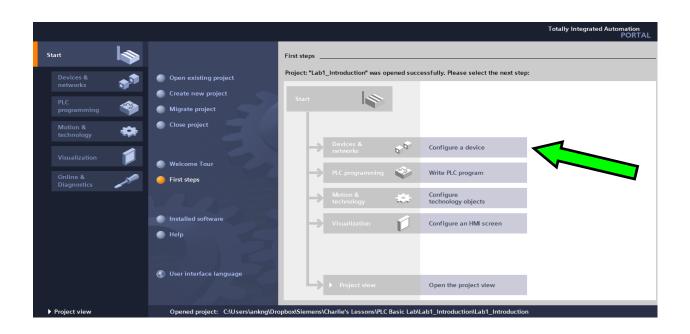
Open the project view – Allows you to access the project view without any of the above options, useful for returning to your older projects.







• Since it is our first program, go ahead and click on configure a device.





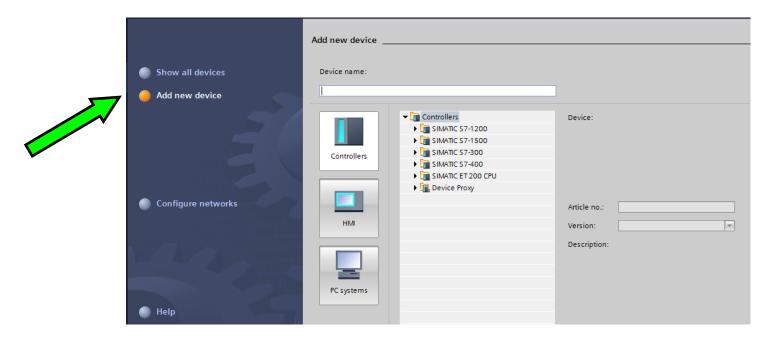




• Since it is our first program, go ahead and click on configure a device.

You can see two options:

Show all devices- Show all the devices you have on your project **Add new device**-Configure a new device

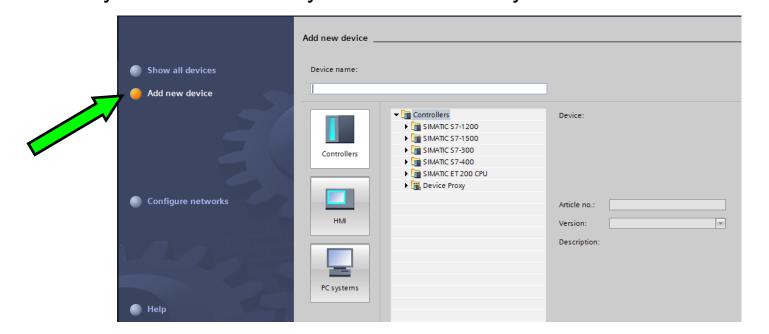








- Since it is our first program, go ahead and click on configure a device.
 - Click on **Add new device**. You can see a similar display as the bottom figure. Here you can configure your Controllers (which are PLCs), HMI screens, and PC systems. Here you can name your PLC however you like. Such as Ryan's PLC 0.1





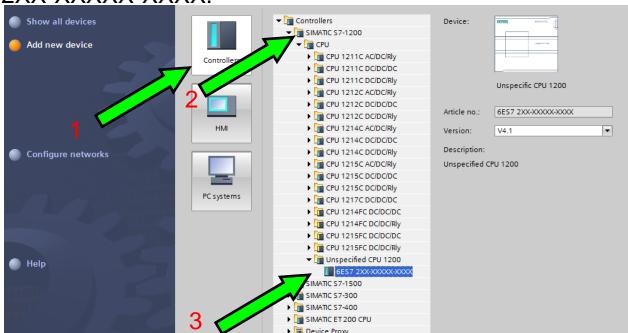


Configure Device & Network

Since it is our first program, go ahead and click on configure a device.

Click on **Controllers**, you will see a drop-down menu that has all sorts of different types of PLC. The one we will be using is one of the SIMATIC S7-1200, so click on the small black arrow next to SIMATIC S7-1200 to get another drop menu one. Continue until you see

Unspecified → 6ES7 2XX-XXXX-XXXX.



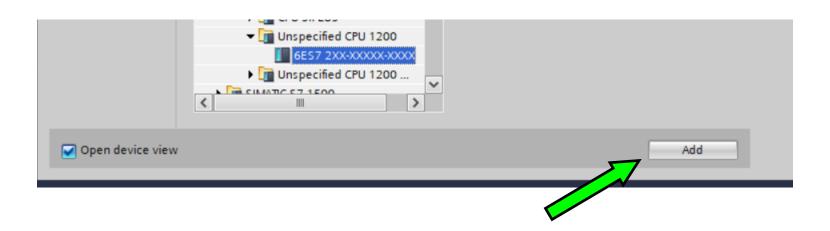






• Since it is our first program, go ahead and click on configure a device.

Scroll down a bit to see the add button and click it.

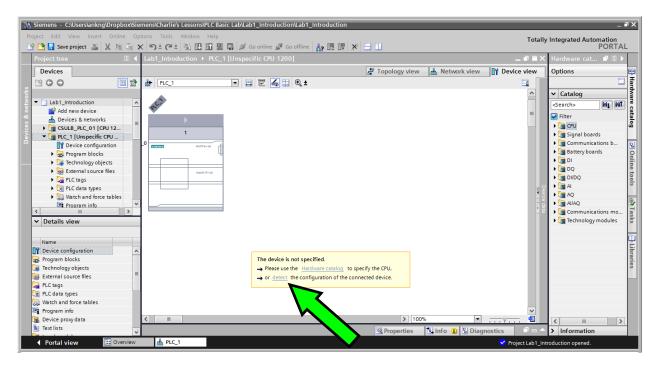






Configure Device & Network

After successfully adding the PLC, the Portal View will be displayed, this is the main screen you will work on. Currently your PLC is not configured yet, click detect to configure your device. Make sure you have connection between your PLC and your Computer via Ethernet.

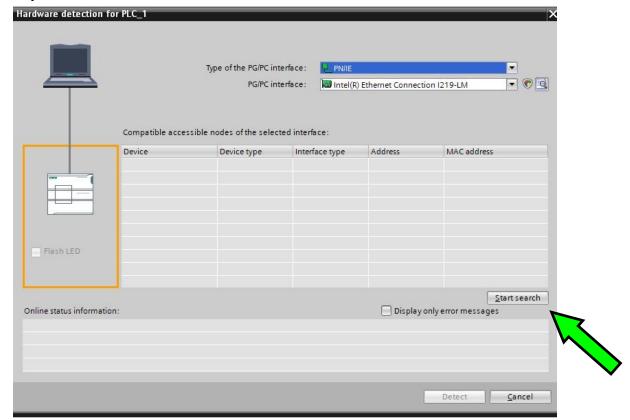








Another window should show up as shown below



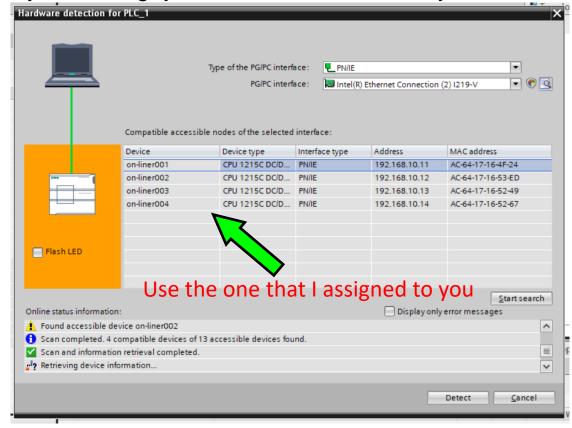
There are several drop down options, but we won't bother with that for now, click **Start Search**.





Configure Device & Network

After successfully searching, you will see this, be care, you need the correct controller.



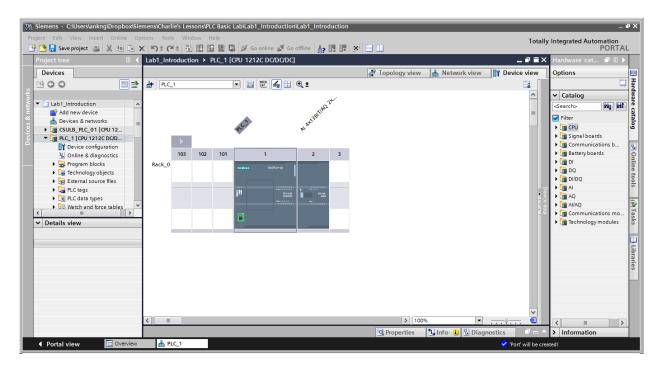
There are several controllers on this network, pick your correct one







When the structure of the PLC is greyed out as below, you have successfully configured the device.

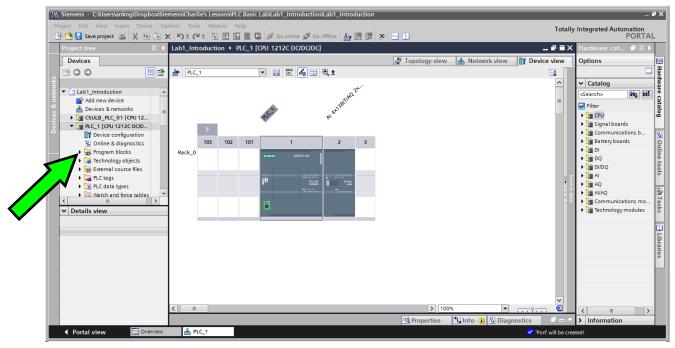






Programming Blocks

This portion of the lab shows you how to create your first program using network. A network is like an electrical wire, where you can place components such as contacts and assignments.



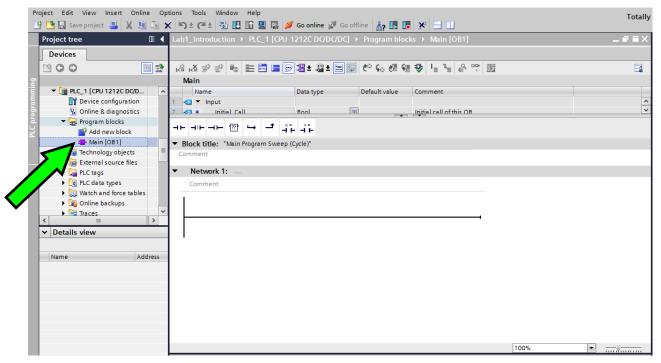
To access the networks, drop down the menus from your PLC in the Project Tree, until you see Program Blocks







This portion of the lab shows you how to create your first program using network. A network is like an electrical wire, where you can place components such as contacts and assignments.



Drop down from that and double click Main[OB1].





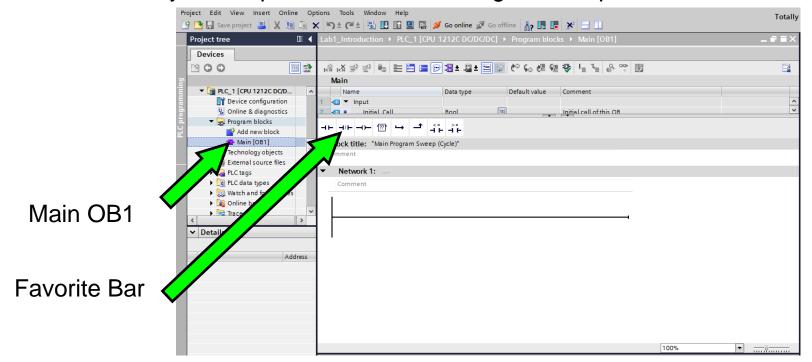
Programming Blocks

Network 1 is already made for you

Also you can see some of the favorite blocks on the top of the workspace.

These are contacts | -- and this is a coil --

The coil is necessary to complete the line and assign the output.

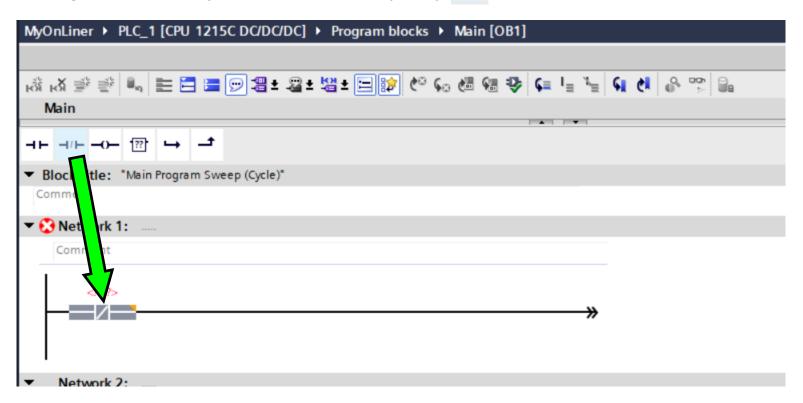








Begin with grabbing the normally closed contact (N/C) — from the favorite's bar at the top.

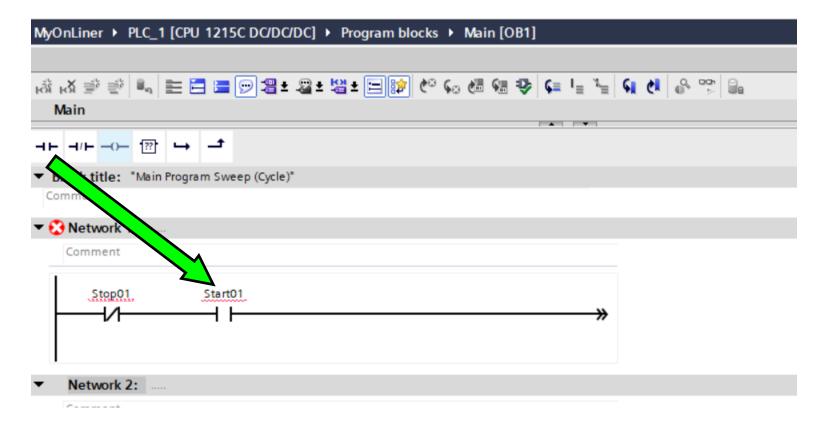






Programming Blocks

Now grab the normally open contact (N/O) | ¬- from the favorite's bar at the top. Drag it on to the network line and name it "Start01".

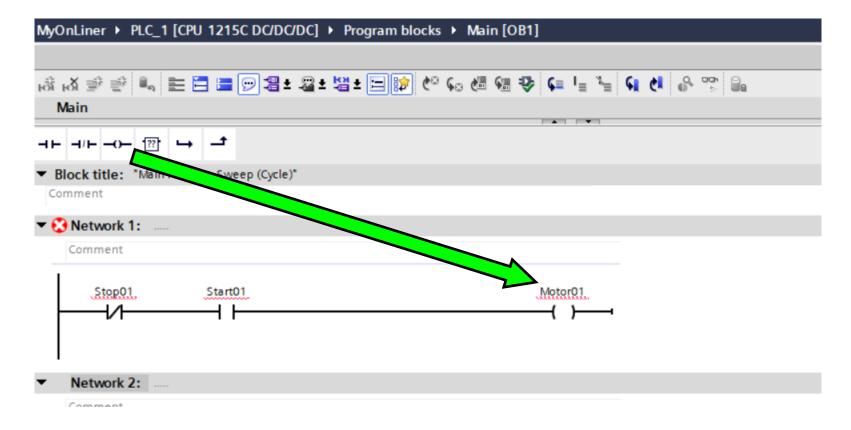








Grab the coil — to complete the circuit Drag it on to the network line and name it "Motor01".

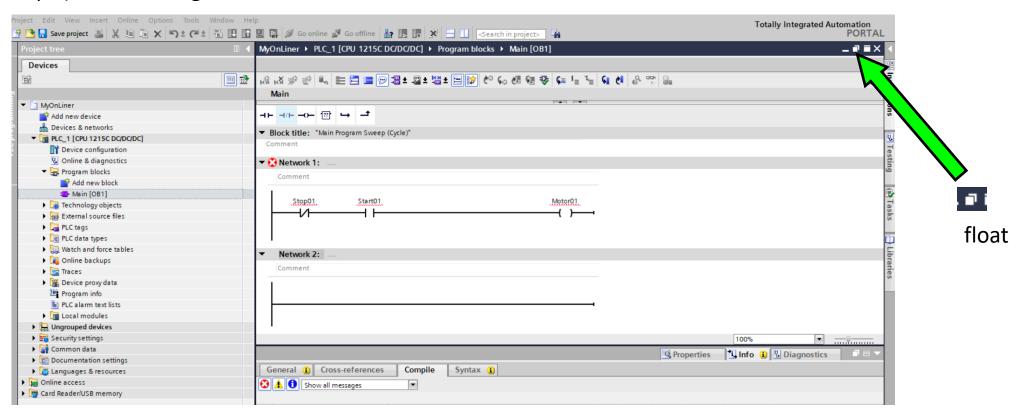








Now everything is set up and we are going to float the screen by selecting the float option on the upper right-hand side. You should now be able to see the Device configuration (PLC) window (your plc) and the Program block window over it.

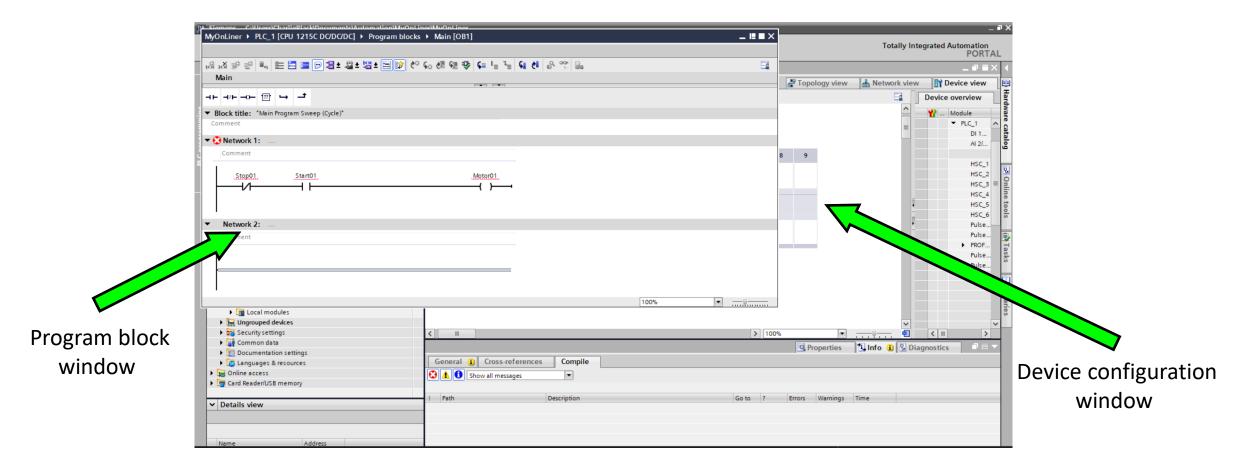








You should now be able to see the Device configuration (PLC) window behind the Program block window

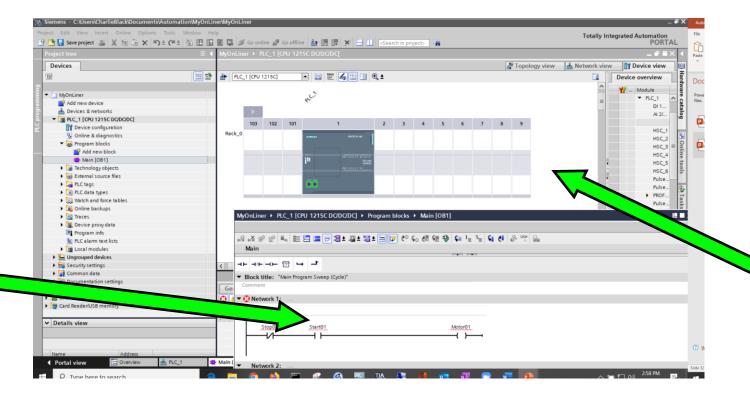






Programming Blocks

Move Program block window so you can see Device configuration window



Program block window

Device configuration window



Zoom in to

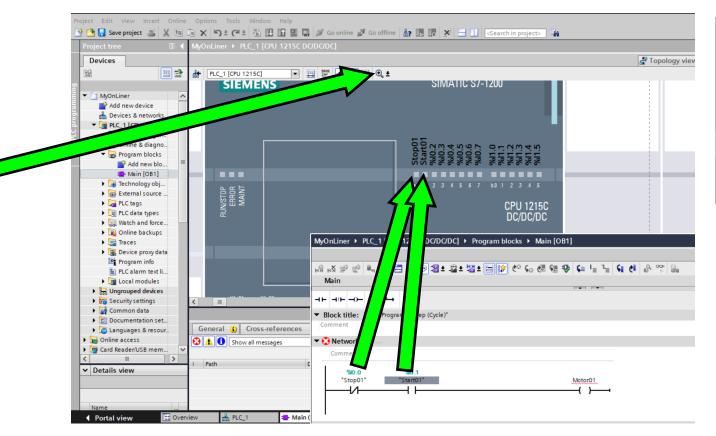
enlarge

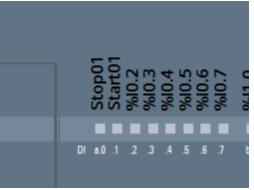




Programming Blocks

Zoom in onto the CPU on the Device configuration screen. From here, select the "Stop01" contact on the program block window and drag "%I0.0" then "Start01" to "%I0.1" on the CPU.





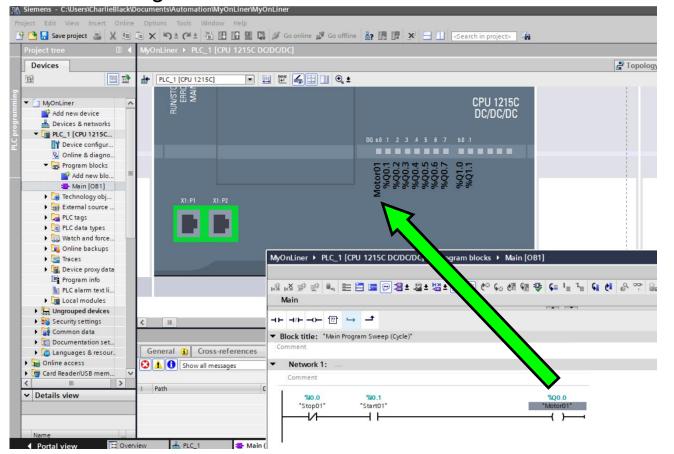
10.0 Stop0110.1 Strat01

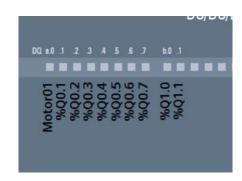






Move Device configuration screen to see outputs. From here, select the "Motor01" coil on the program block window and drag "%Q0.0"





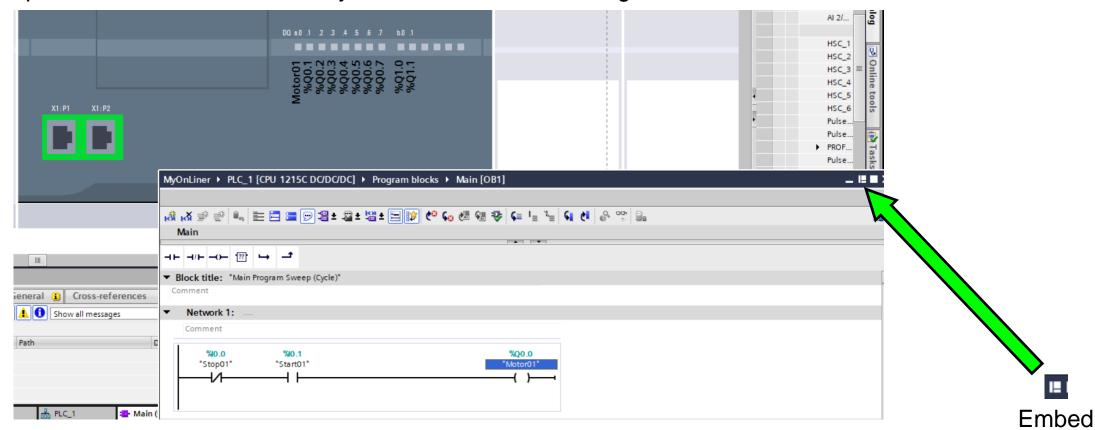
Q0.0 Motor01





Programming Blocks

Now put the screen back to the way we started. Click the Program screen, then Embed

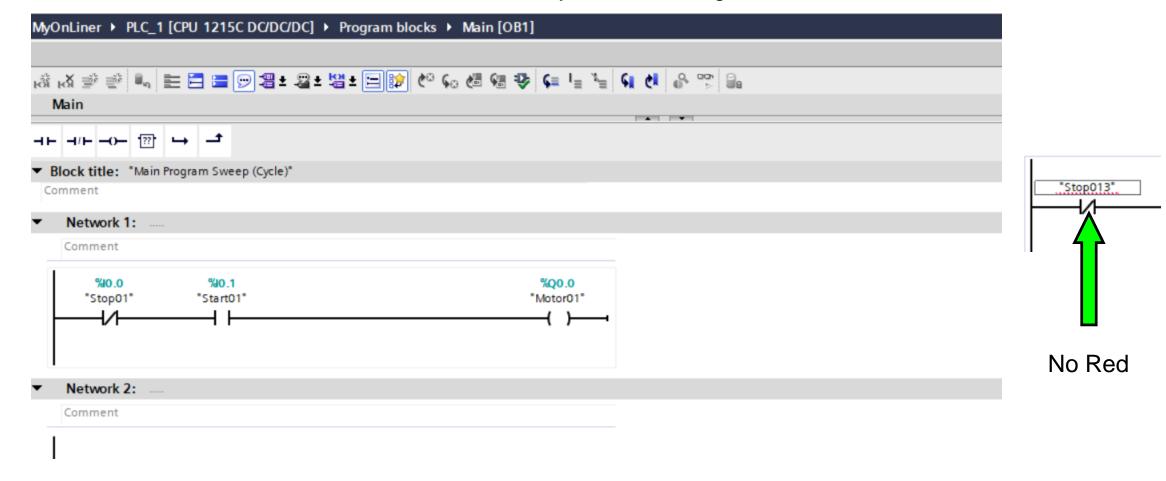








Your screen should look like this, no red lines where you have configured the contacts and coils

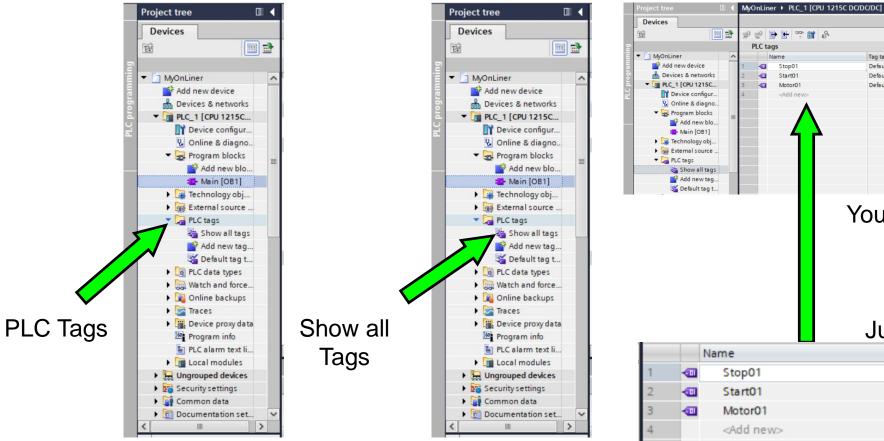


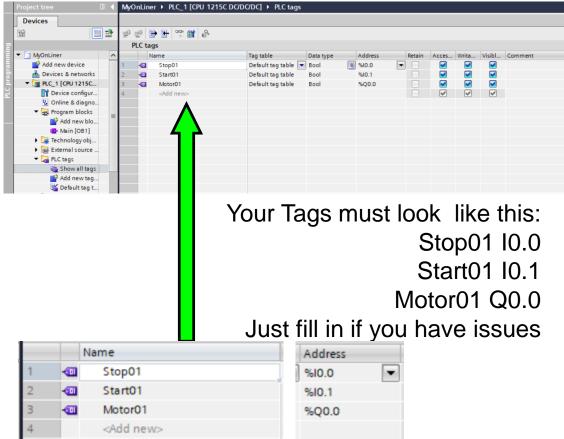




Programming Blocks

If you have Red, we need to go to the PLC Tags area.



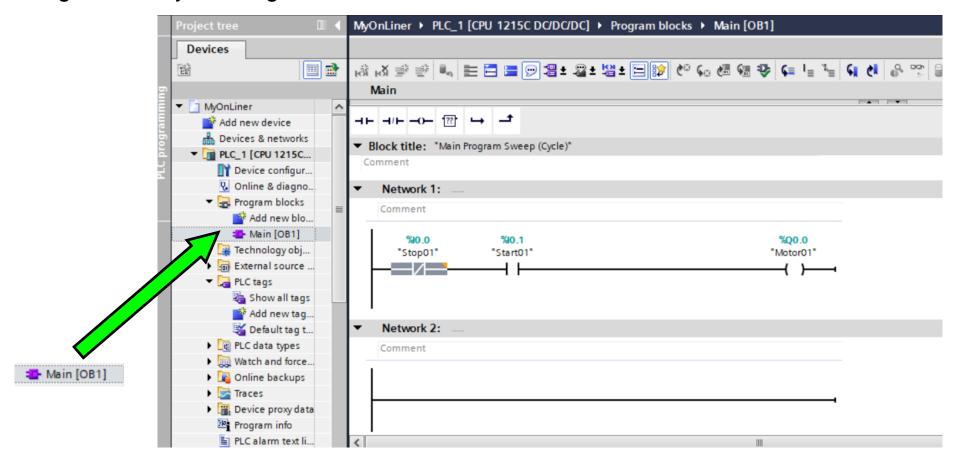






Programming Blocks

Now go back to your Program blocks area, then Main OB1

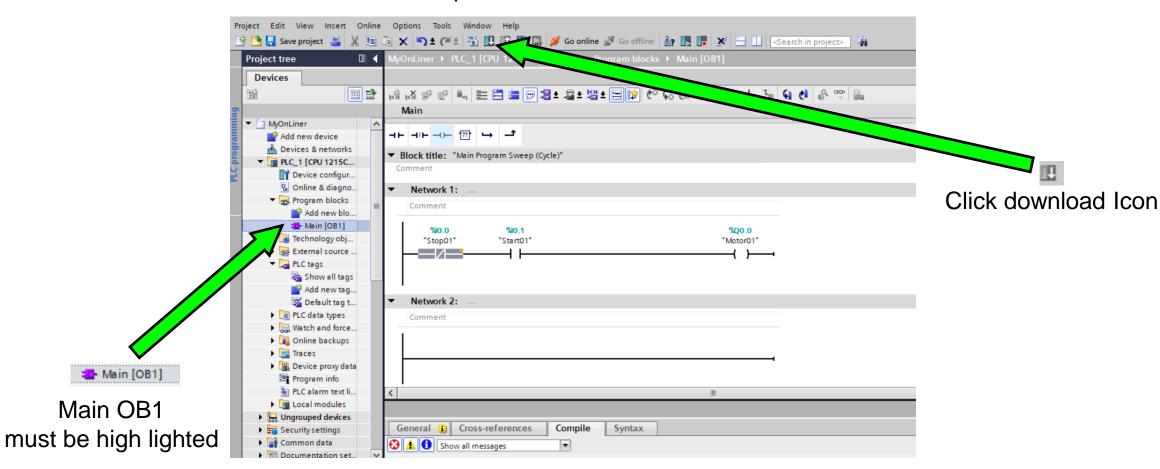






Programming Blocks

Now click the download icon at the top

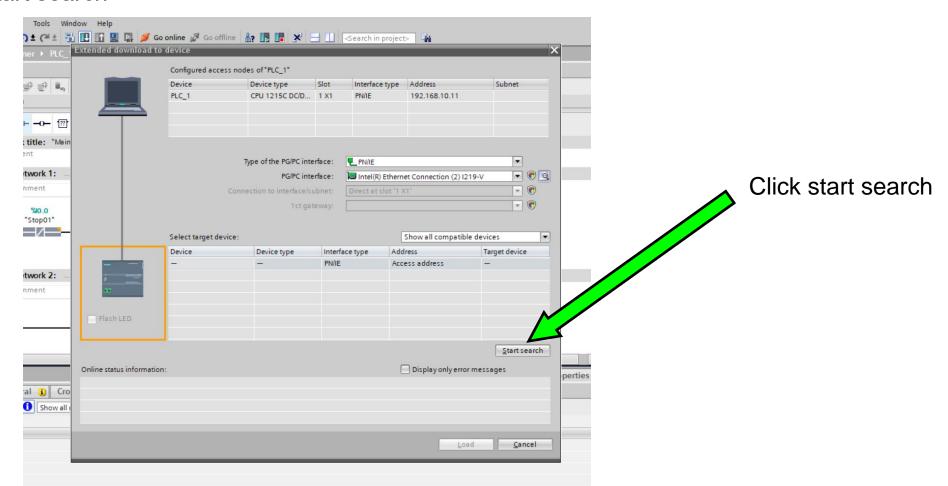






Programming Blocks

Click "Start search"

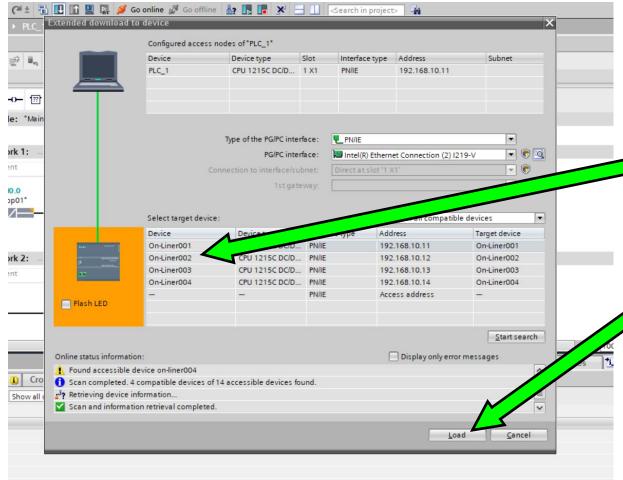






Programming Blocks

Again... find your correct connector, high light, then click "Load"



Make sure you

high light the
correct controller

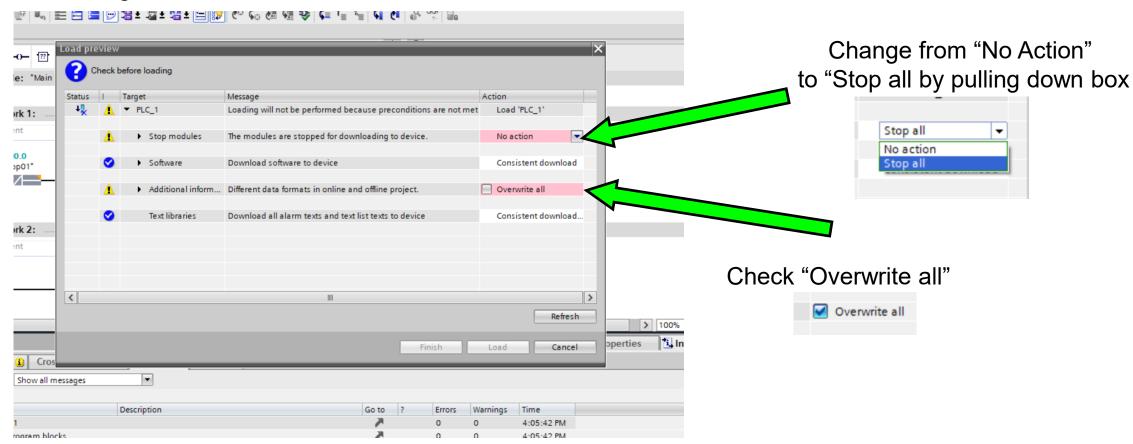
Click Load to download





Programming Blocks

Continue loading...

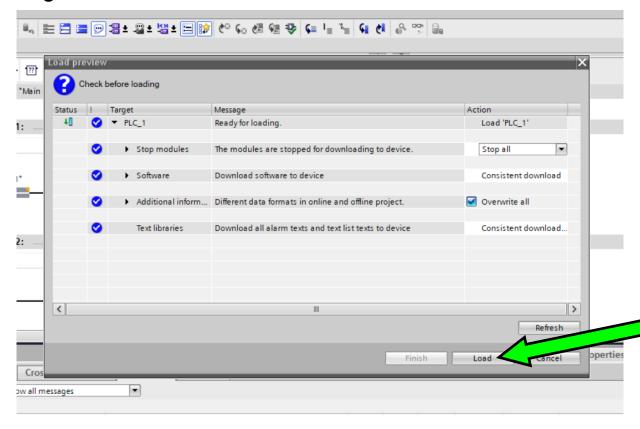






Programming Blocks

Finish loading...

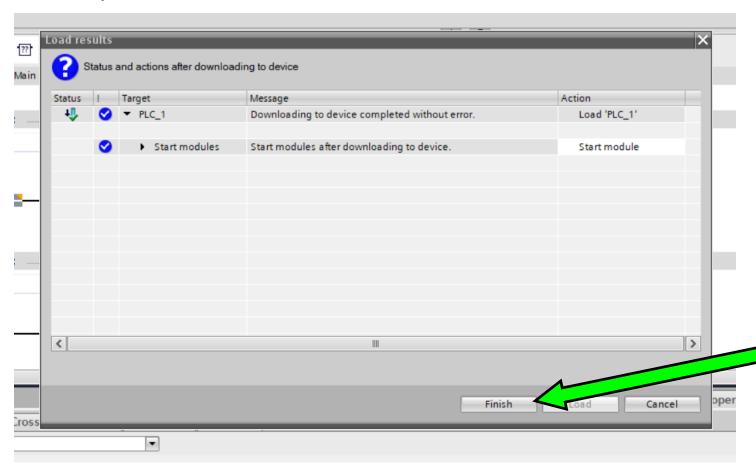






Programming Blocks

Start module, put controller back in run mode.



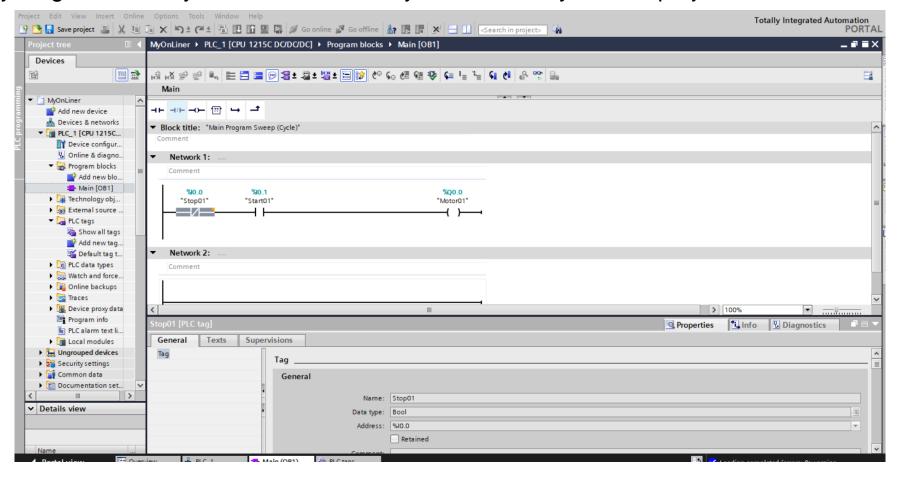






Programming Blocks

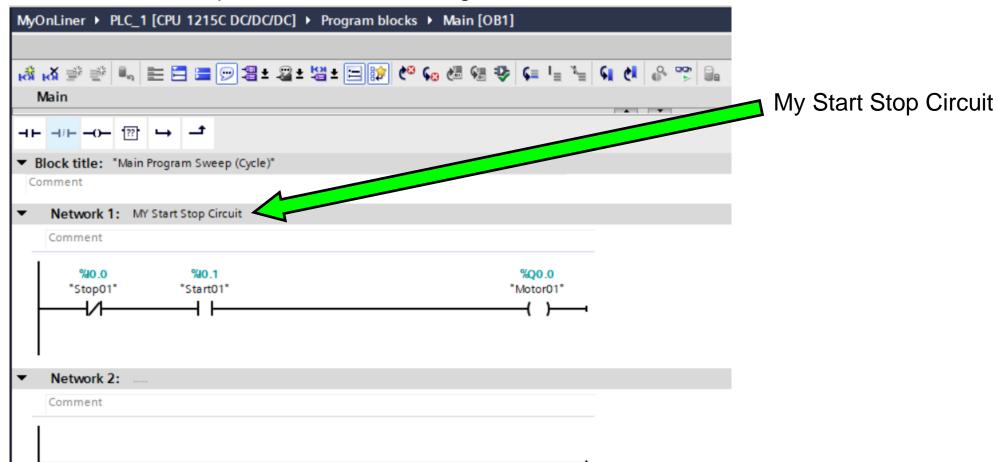
If everything went well, you have successfully downloaded your first project







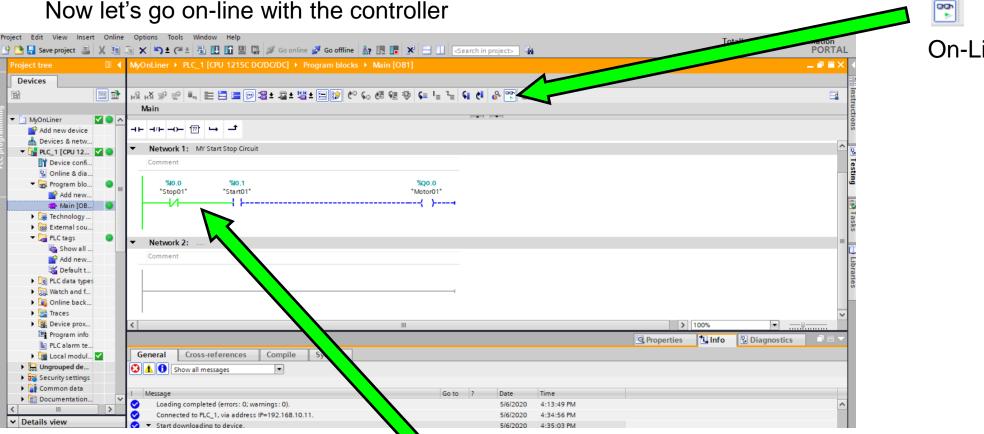
Programming Blocks







Programming Blocks



On-Line Icon

Note ... Green lines indicating power flow though the NC contact and stopping at the NO contact.

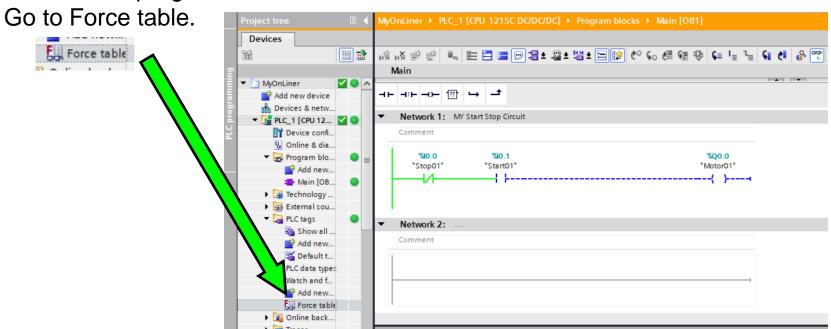




Programming Blocks

Now we must force

Because we are connected to the Real-World Inputs, which are designed to have push buttons connected to them. We can not turn them on because you are far away being remotely connected. We will use a command called force; this lets us override what the Real World Input is reading so we can test our program.



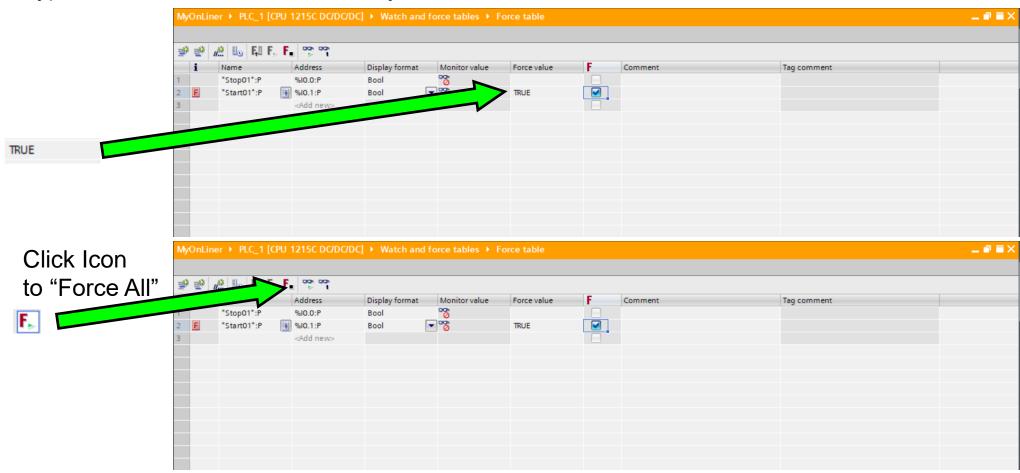






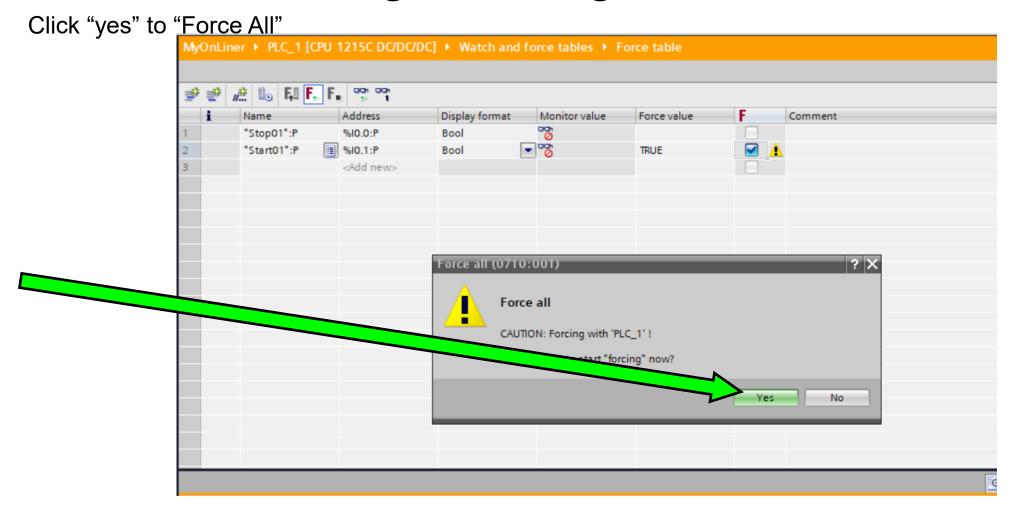
Programming Blocks

Type "True" under "Force value of your "Start01"







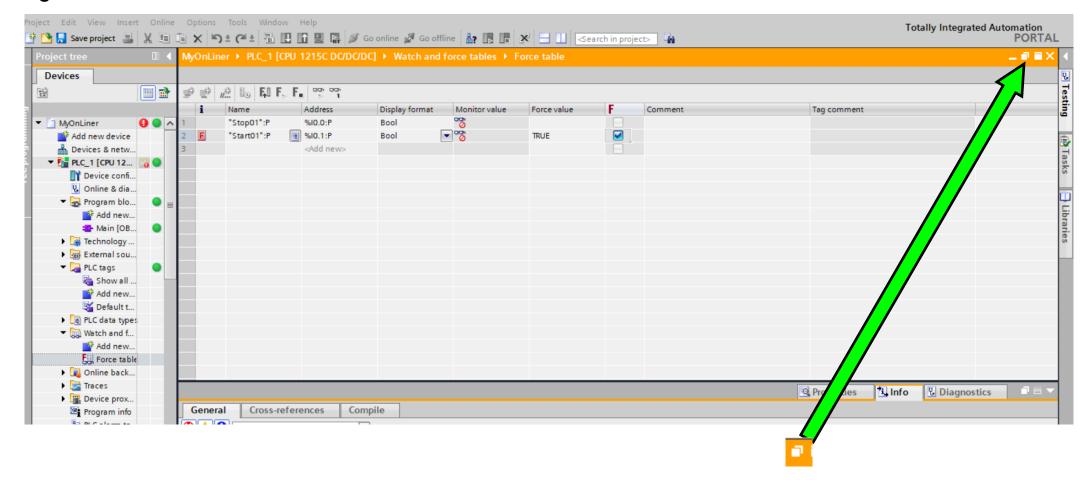






Programming Blocks

Now float again



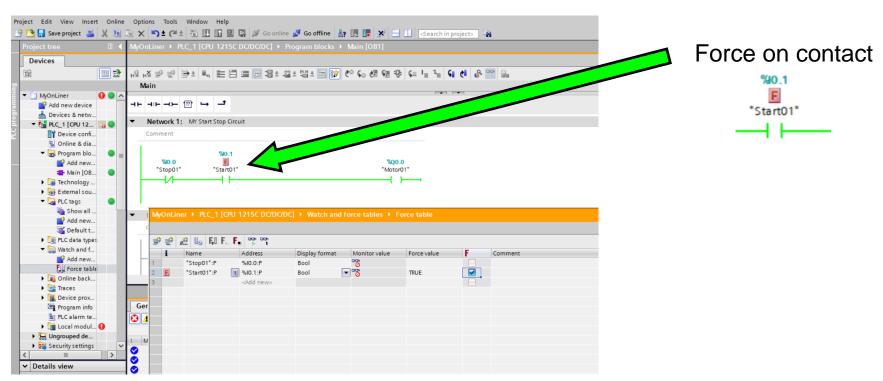






Programming Blocks

Move screen near bottom, now on your network you will see that I0.0 Start01 is Forced on and power flow now goes though and turn the coil on.



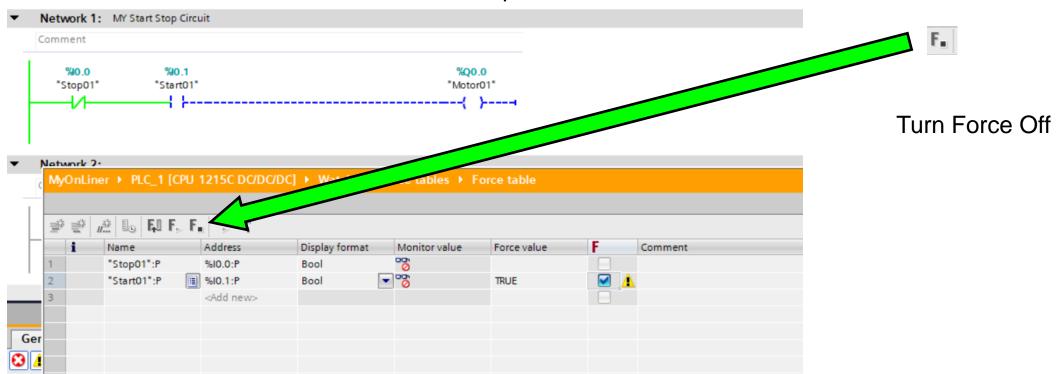
Now change Force value back to "False and see how the coil goes off. This will be used through the rest of the training!





Programming Blocks

Now turn the "Force Off" and see how we lose power to the coil.



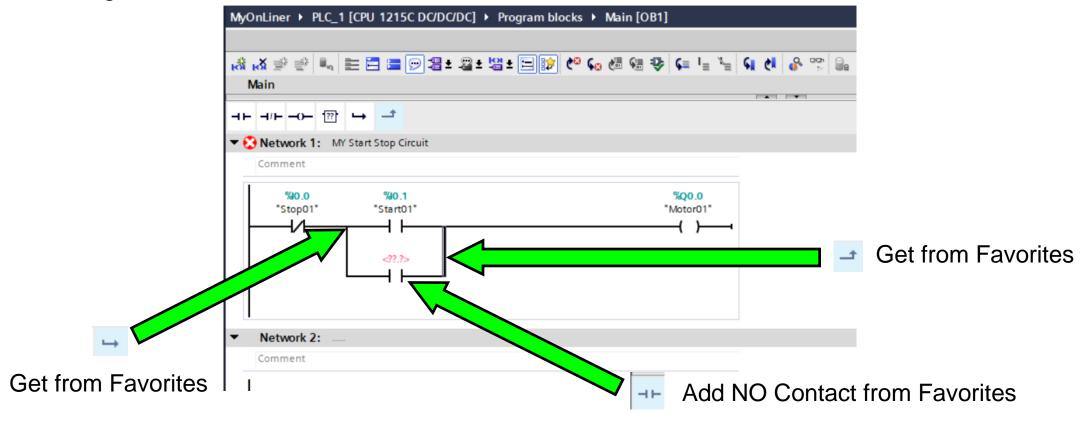
This will be used through the rest of the training!





Programming Blocks

Creating a latch.







Programming Blocks

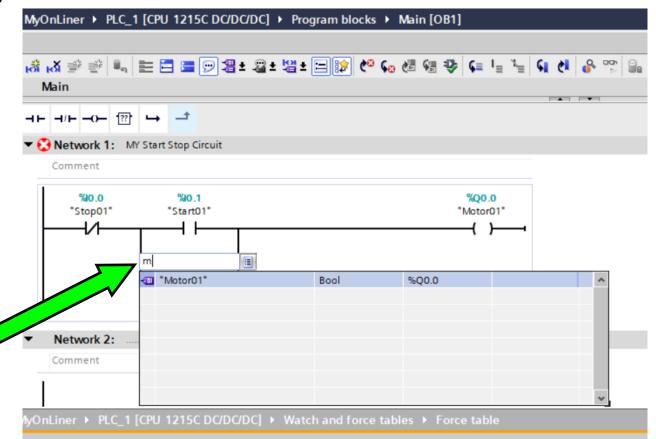
Add Motor01 Tag

Type "m"

Loads "Motor01" Tag

Enter

Enter







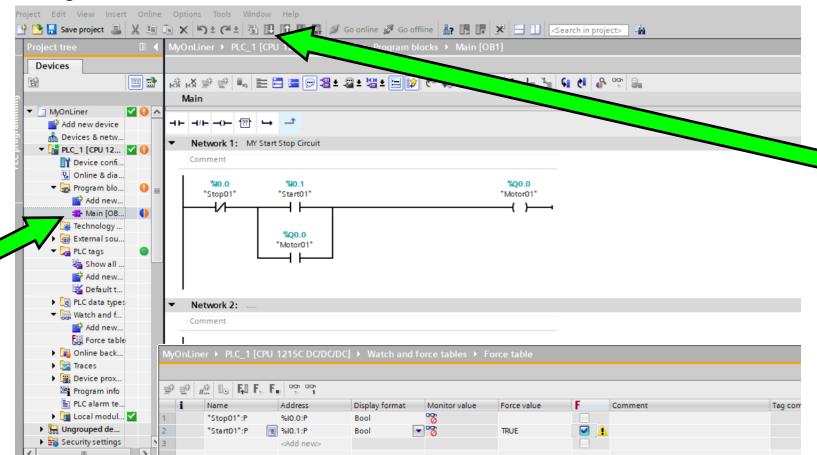
Download

Programming Blocks

Add Motor01 Tag

Main [OB...

Click Main OB1

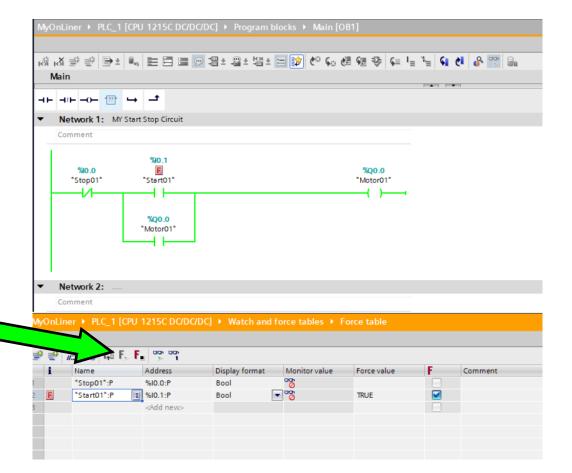




Programming Blocks

Force one more time

Click Force All

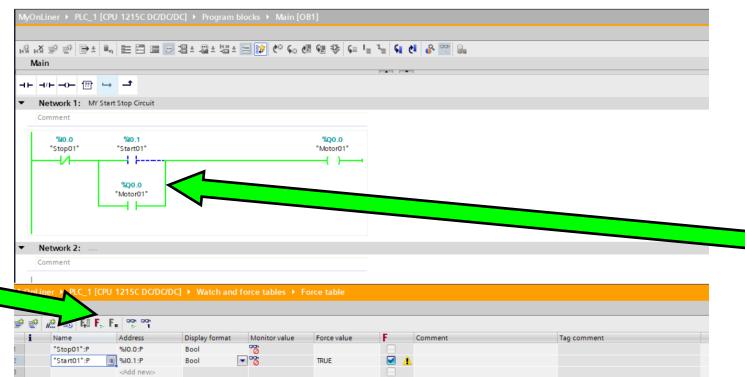






Programming Blocks

Unforce one more time



Click Unforce All

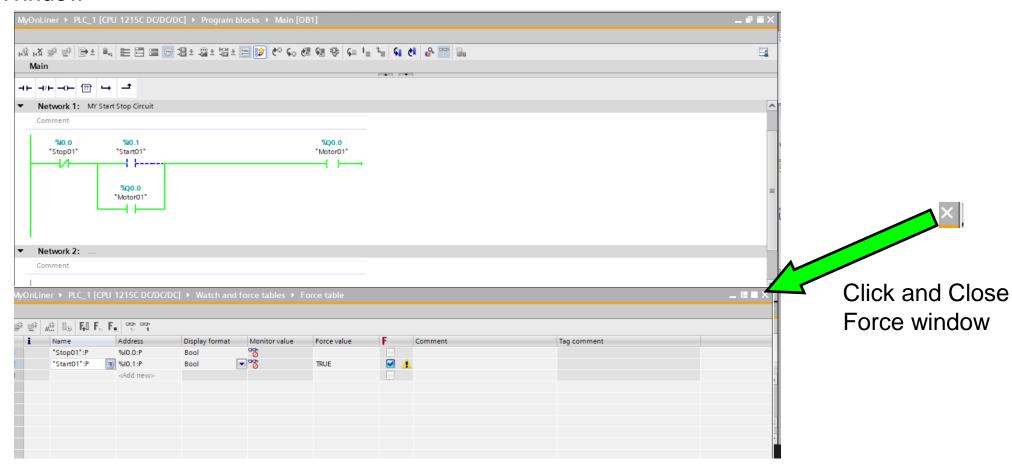
Note now that you have created what is called a Latch.





Programming Blocks

Close Force Window



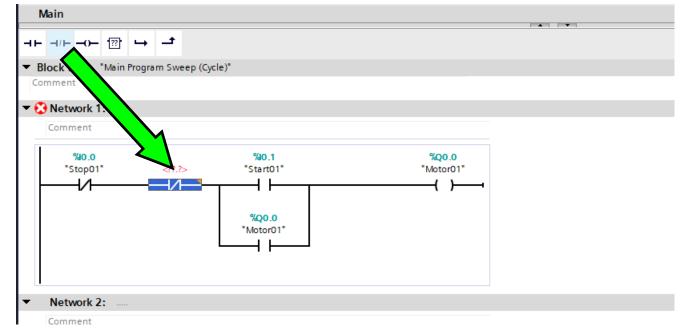




Programming Blocks

Add two internal contacts

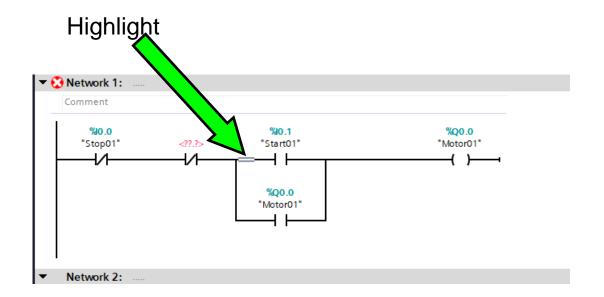
Click







Programming Blocks



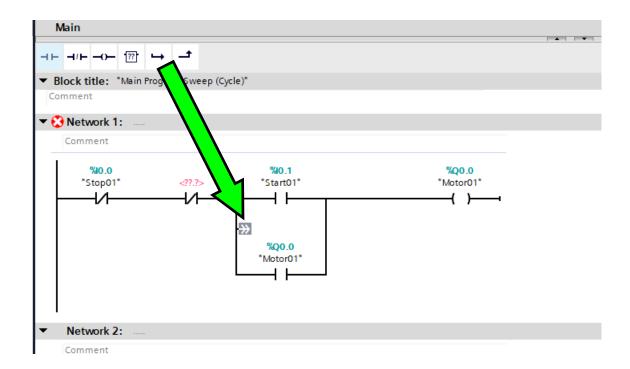




Programming Blocks

Add two internal contacts

Click →



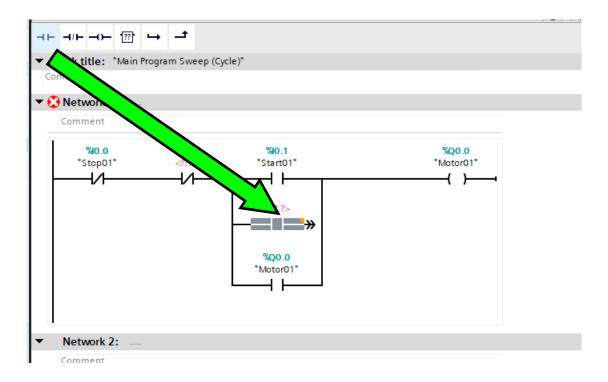




Programming Blocks

Add two internal contacts

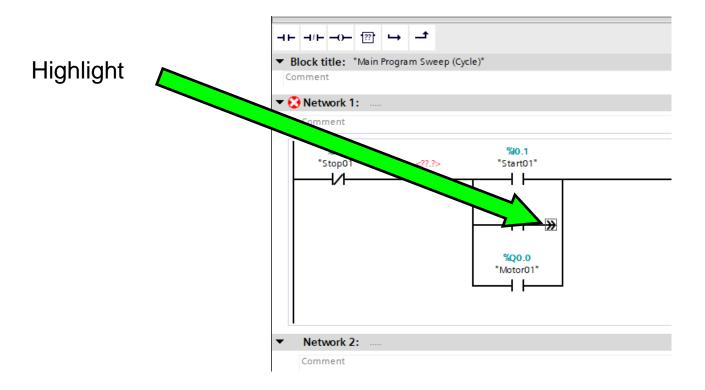
Click







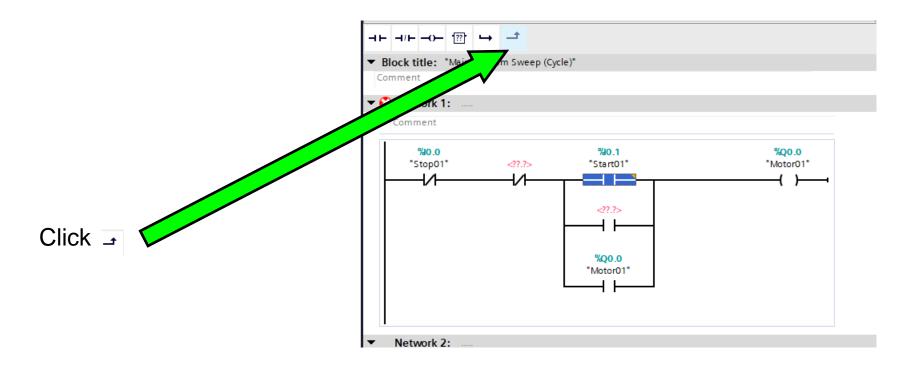
Programming Blocks







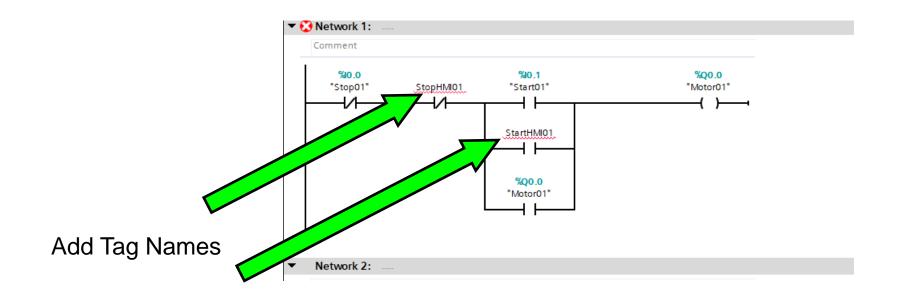
Programming Blocks







Programming Blocks



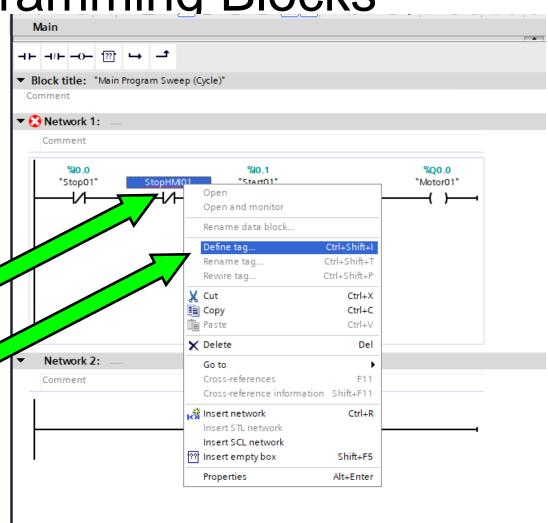




Programming Blocks

Add two internal contacts

Right Click on StopHMI01
Then Click Define tag

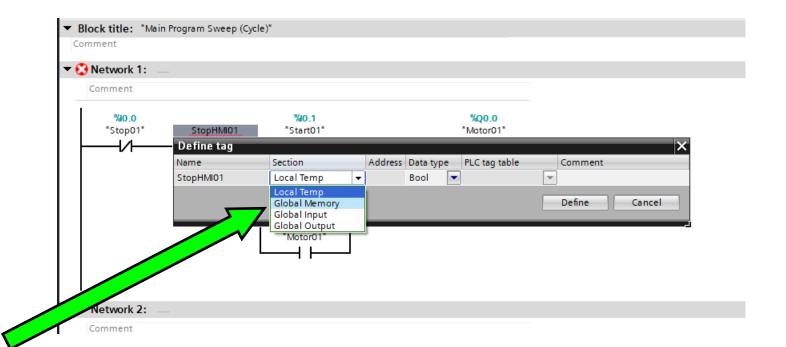






Programming Blocks

Add two internal contacts



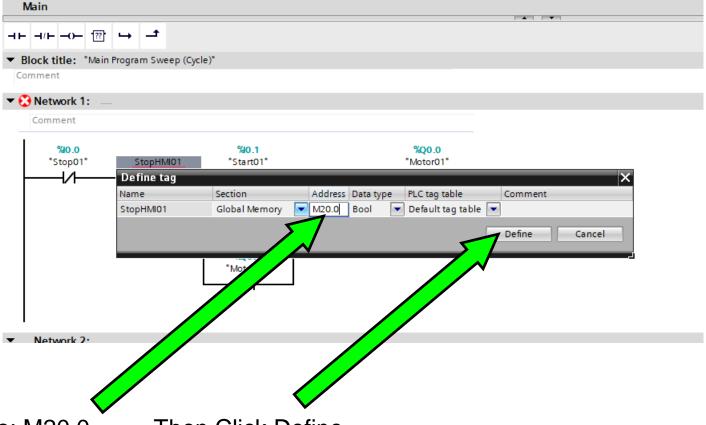
Click Global Memory





Programming Blocks

Add two internal contacts



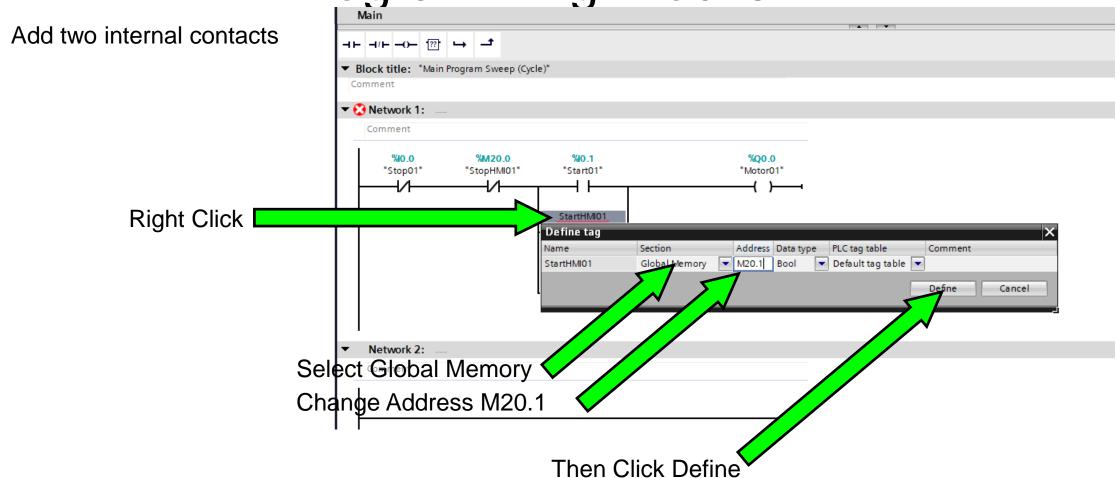
Change Address to: M20.0

Then Click Define



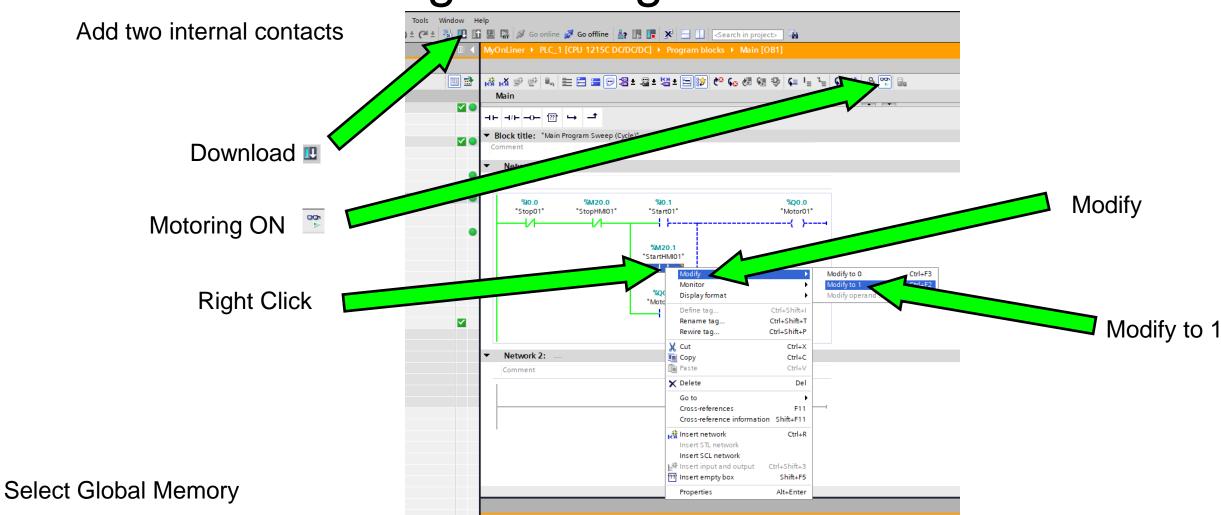






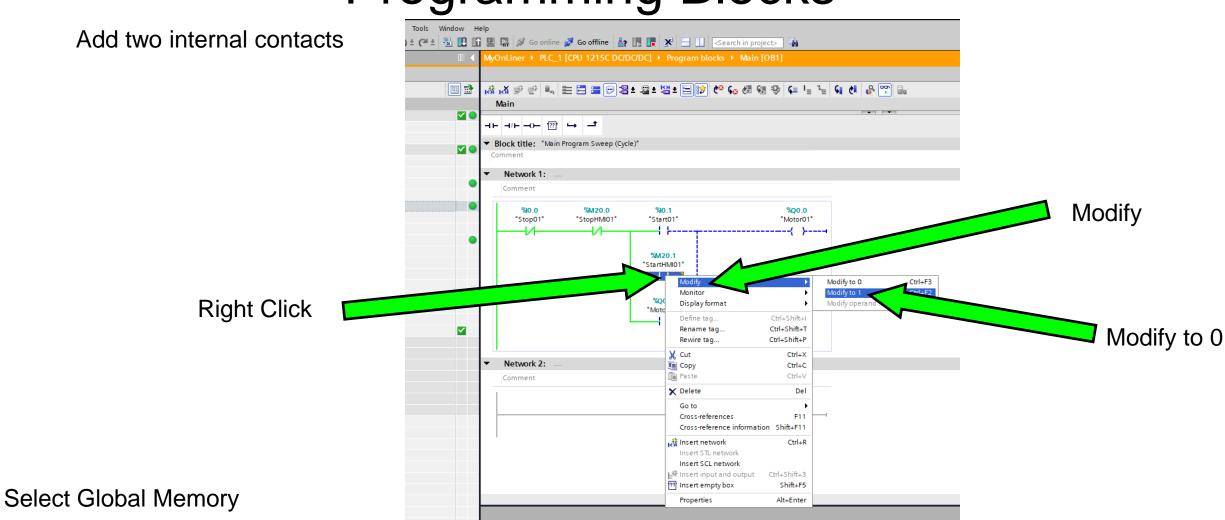










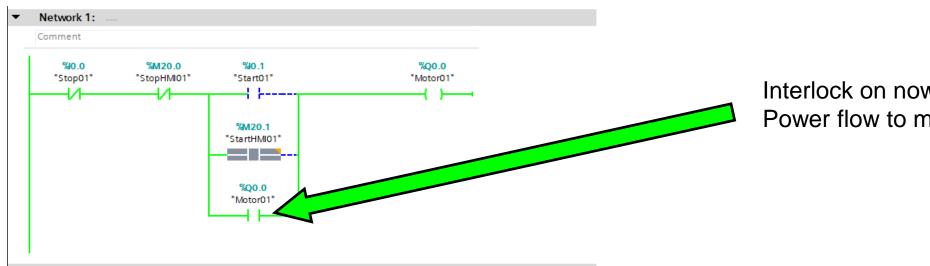






Programming Blocks

Add two internal contacts



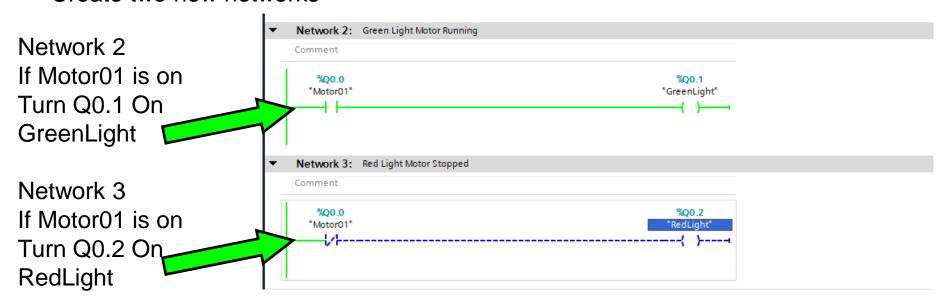
Interlock on now Power flow to motor





Programming Blocks

Create two new networks



- Download
- 2. Monitor
- 3. Test with Modify Value

Refer to Page 71

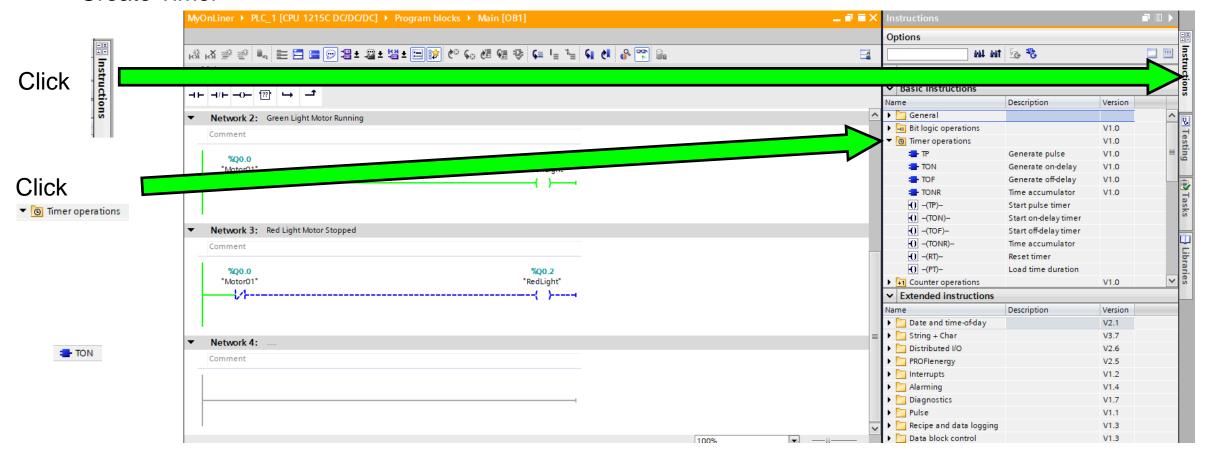
M20.0 turns motor OFF by modifying from a 1 the modify to a 0 M20.1 turns motor On by modifying from a 1 the modify to a 0





Programming Blocks

Create Timer

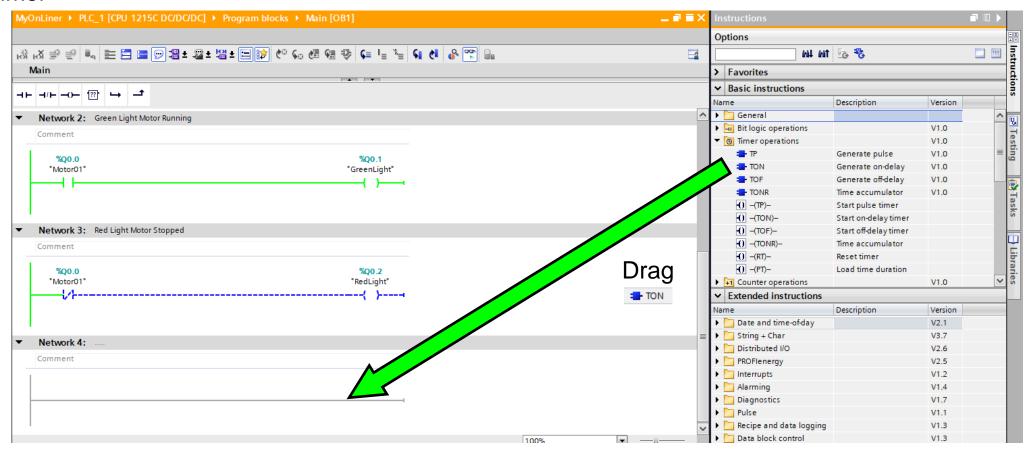






Programming Blocks

Create Timer

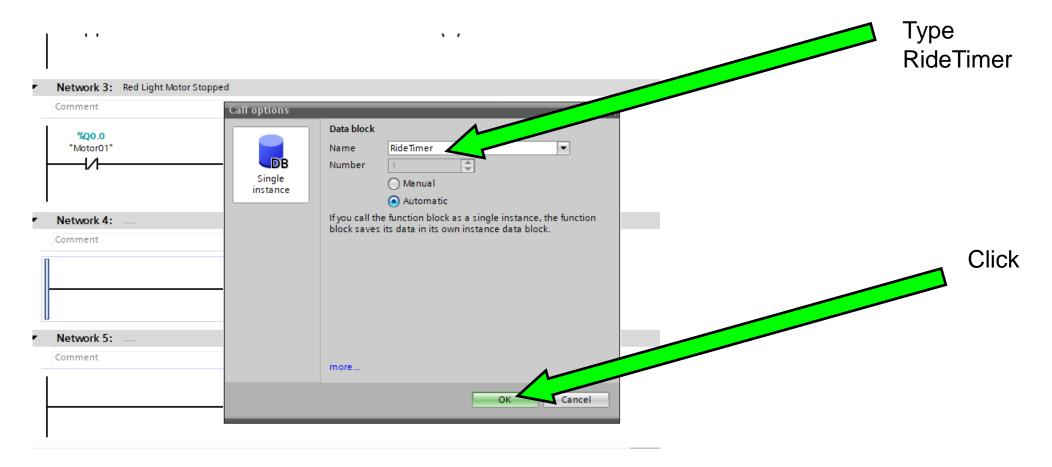






Programming Blocks

Create Timer







Programming Blocks

Create Timer



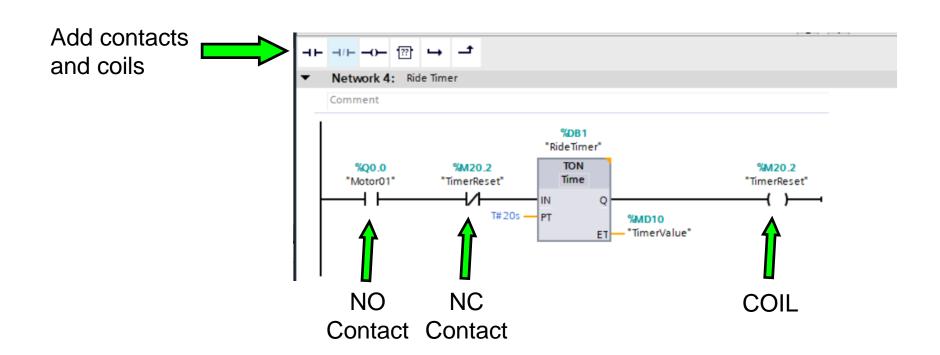
Add MD10 Rename Tag to: TimerValue





Programming Blocks

Create Timer



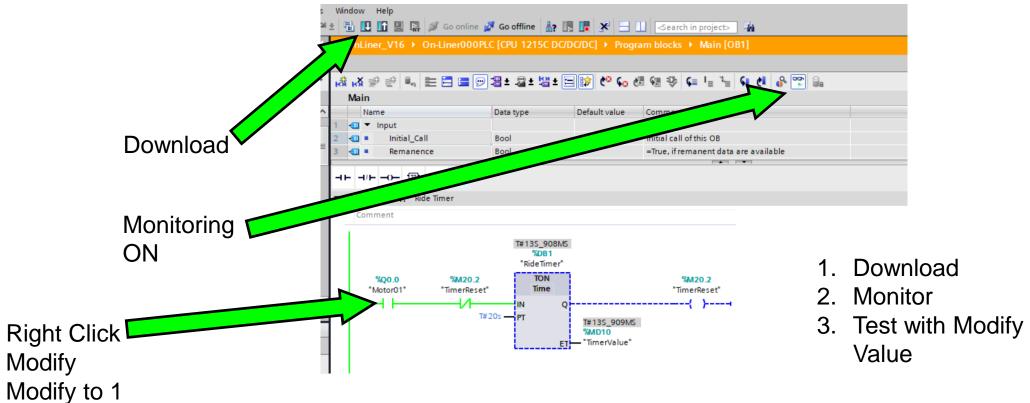
Note: Follow slide 66 to 69 for defining the tag name "TimerReset"





Programming Blocks

Create Timer



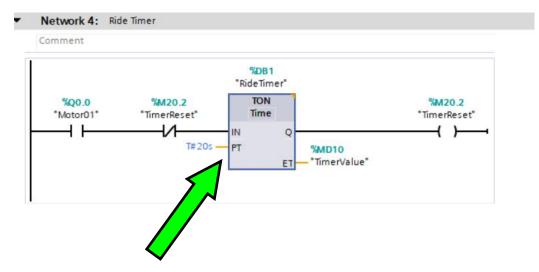
"Motor01 Q0.0" turns RideTimer ON by modifying from 0 to 1



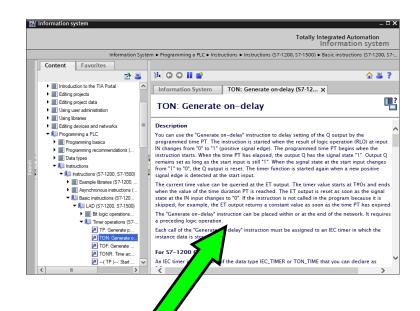


Programming Blocks

Create Timer



To know more about TON (Timer ON Delay) select the TON block and press F1 on the keyboard



Information window pops up

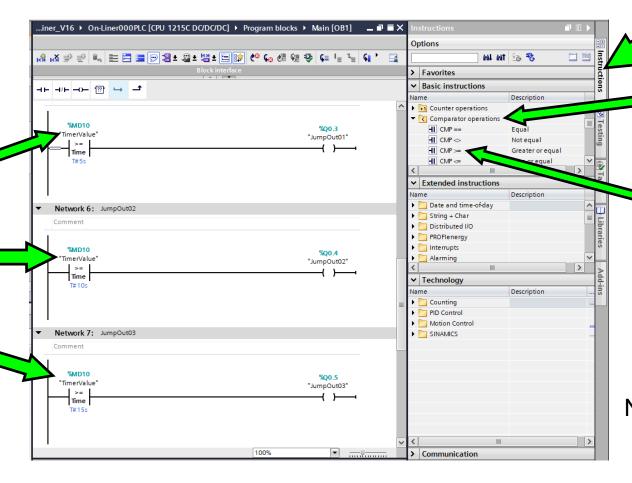




Programming Blocks

Create Comparator

4.Tag Name:
TimerValue
Type: Time
Address: MD10



1.Click

3. Select and Drop Greater or equal in network 5, 6 and 7

2.Click

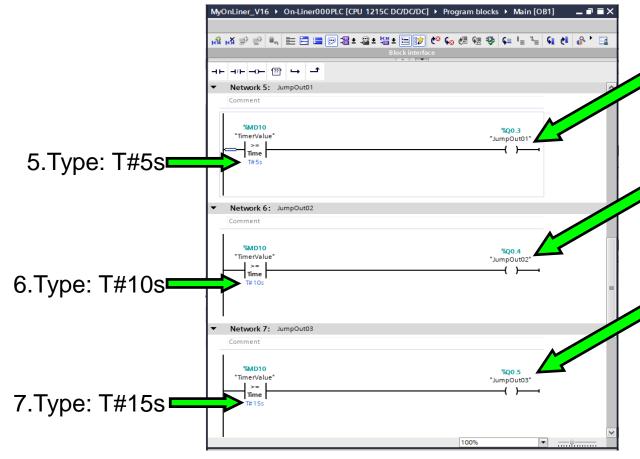
Note: Ignore adding coils →





Programming Blocks

Create Comparator



8.Add Coil and Define global output tag name: "JumpOut01"; Address: Q0.3, Type: BOOL

9.Add Coil and Define global output tag name: "JumpOut02"; Address: Q0.4, Type: BOOL

10.Add Coil and Define global output tag name: "JumpOut03"; Address: Q0.5, Type: BOOL



Create Comparator



SIEMENS

Programming Blocks

Download T#16S_918MS "TimerValue" "JumpOut01" Monitoring Vetwork 6: JumpOut02 ON T#16S_918MS "TimerValue" "JumpOut02" Network 7: JumpOut03 T#16S_918MS "TimerValue" "JumpOut03"

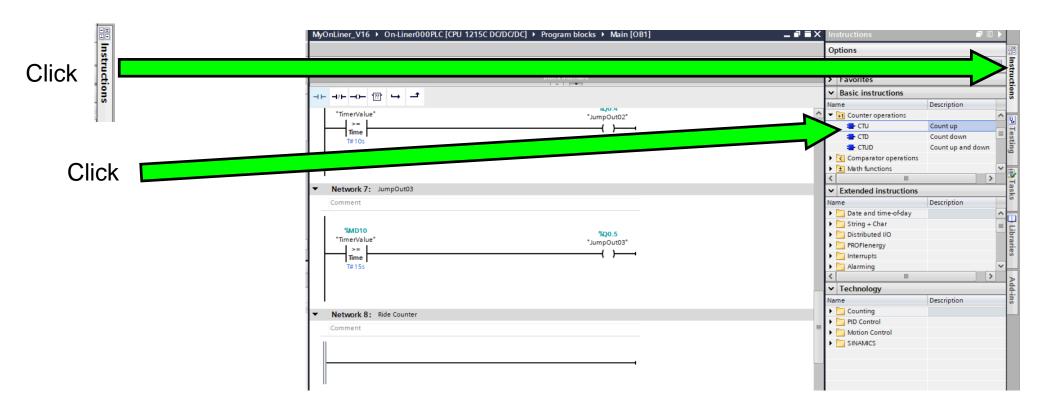
- Download
- 2. Monitor
- 3. Test with Modify Value for "Motor01"





Programming Blocks

Create Counter

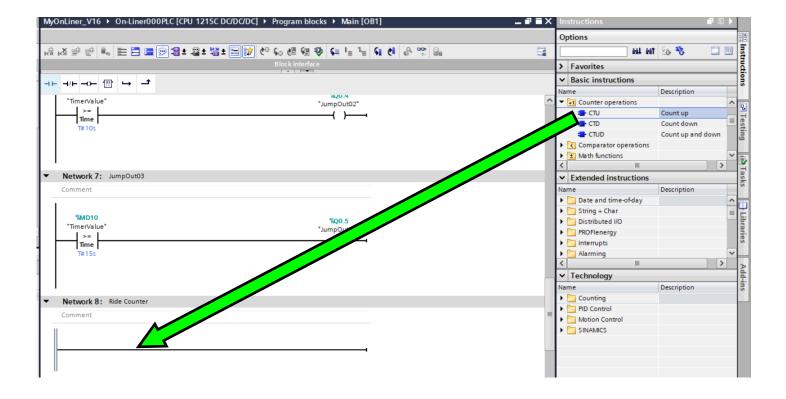






Programming Blocks

Create Counter







more...

SIEMENS

Create Counter

Programming Blocks Type: RideCounter Call options Data block RideCounter Name Number Single Click Manual instance Automatic If you call the function block as a single instance, the function block saves its data in its own instance data block.

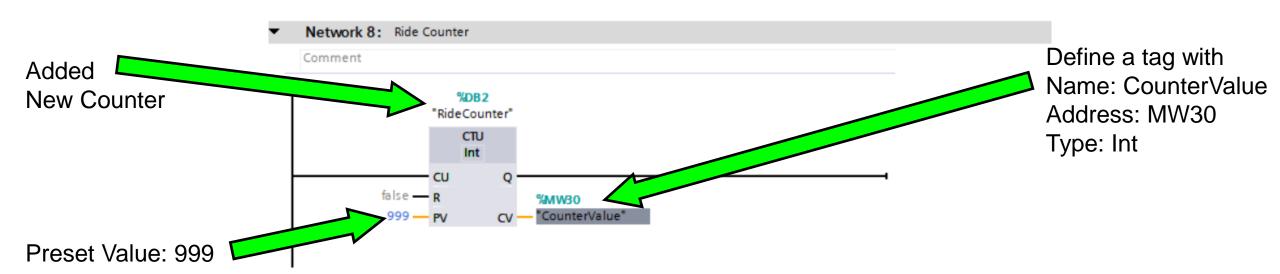
Cancel





Programming Blocks

Create Counter



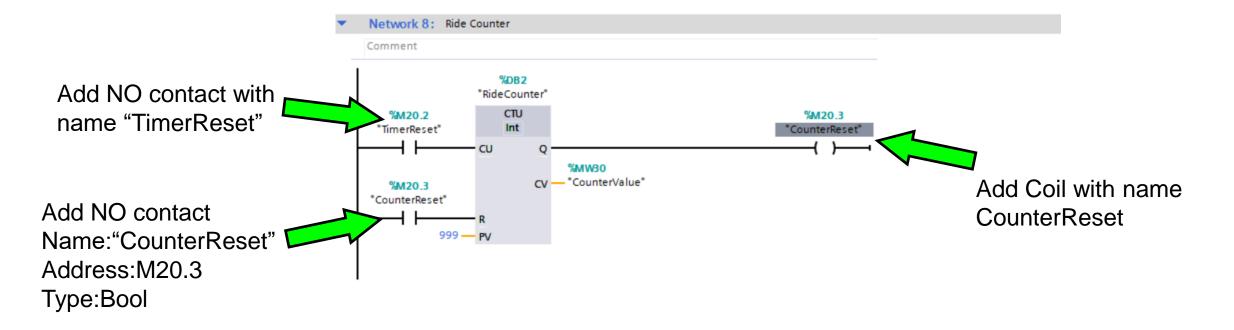






Programming Blocks

Create Counter



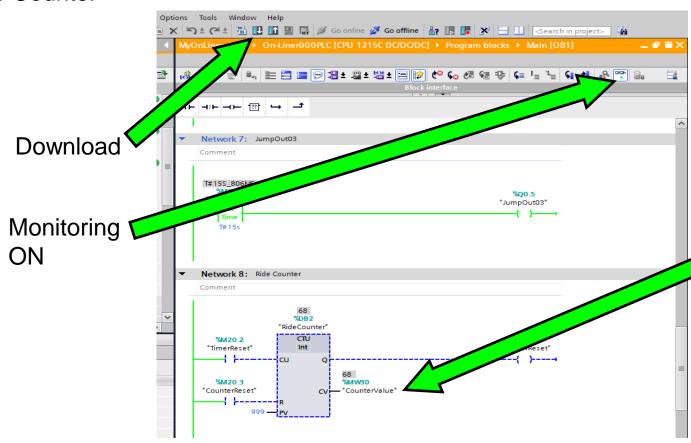
Note: To know more about CTU(Count Up), select the CTU block and press F1 on the keyboard





Programming Blocks

Create Counter

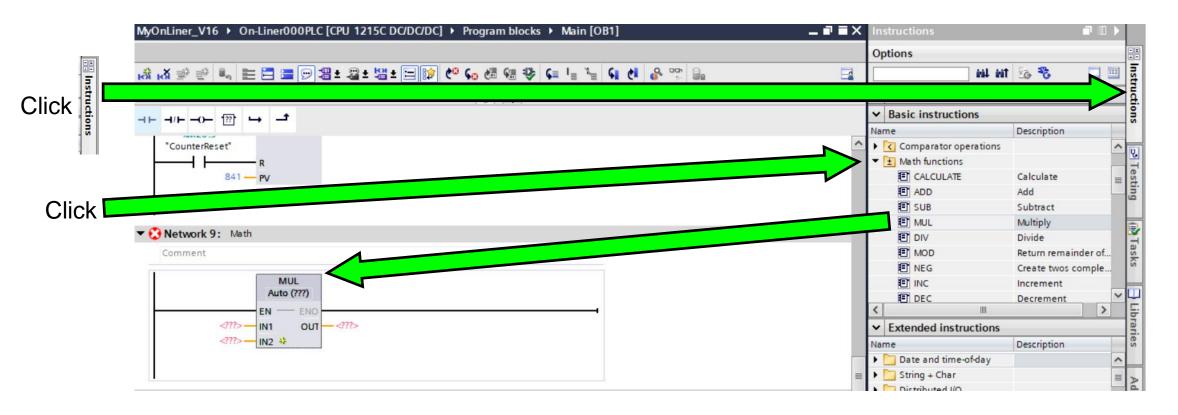


- 1. Download
- 2. Monitor
- 3. See "CounterValue" that gets update after every 20sec





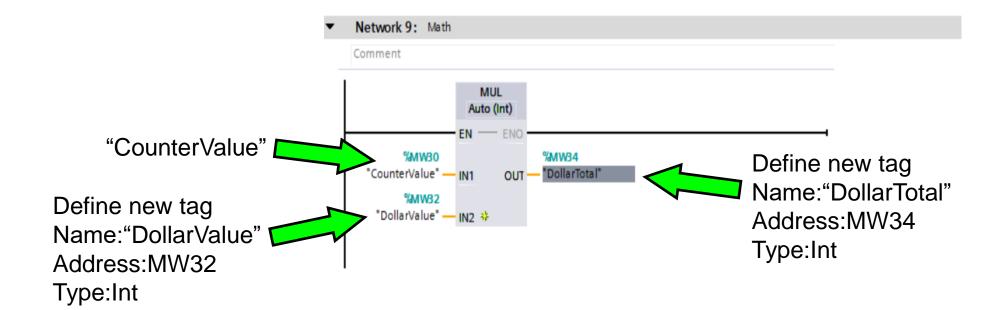
Programming Blocks







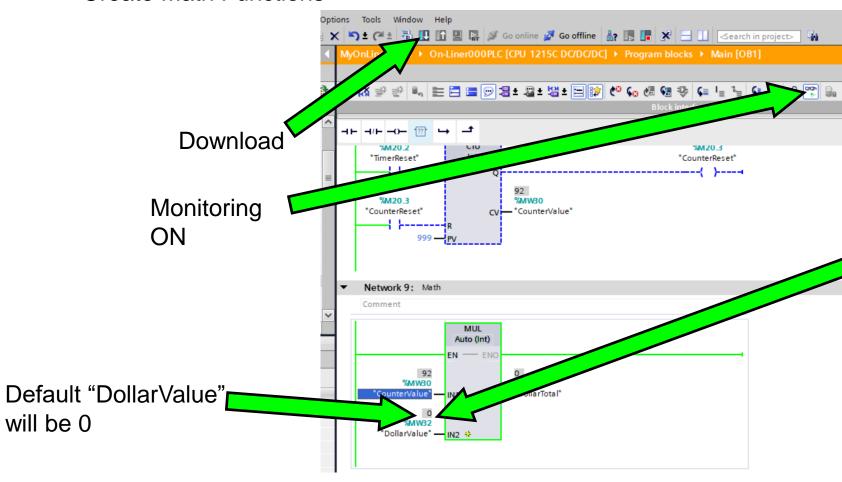
Programming Blocks







Programming Blocks



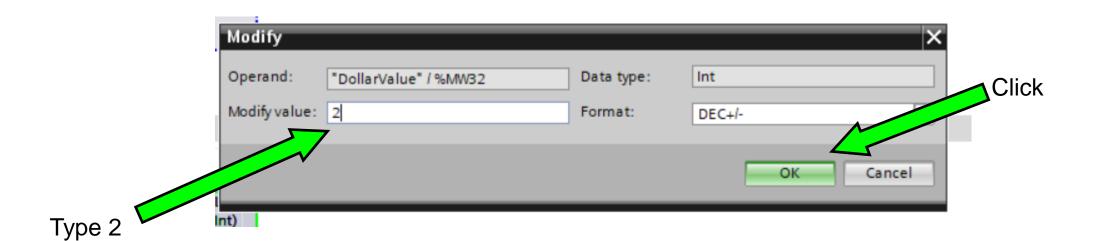
- 1. Download
- 2. Monitor
- 3. See "CounterValue" that gets update after every 20sec
- 4. Modify"DollarValue" to 2by double click







Programming Blocks



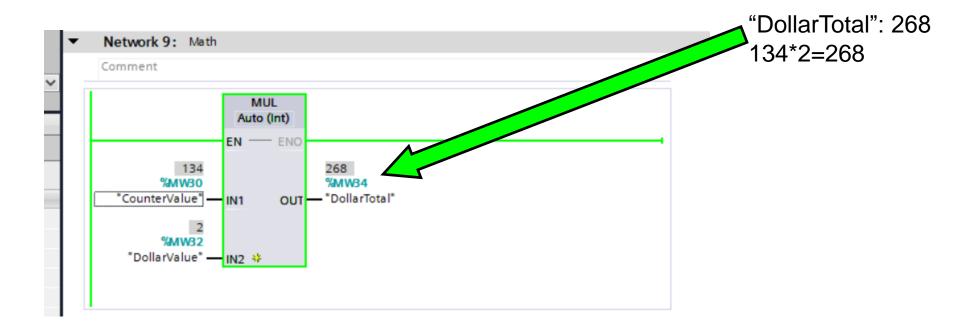






Programming Blocks

Create Math Functions



Note: To know more about different Math Functions, drag and drop different math functions on the network and press F1





Programming Blocks

Thank You