

Unity Pro: Ladder rungs not complete after Concept Unity Pro conversion

Goals and Symptoms

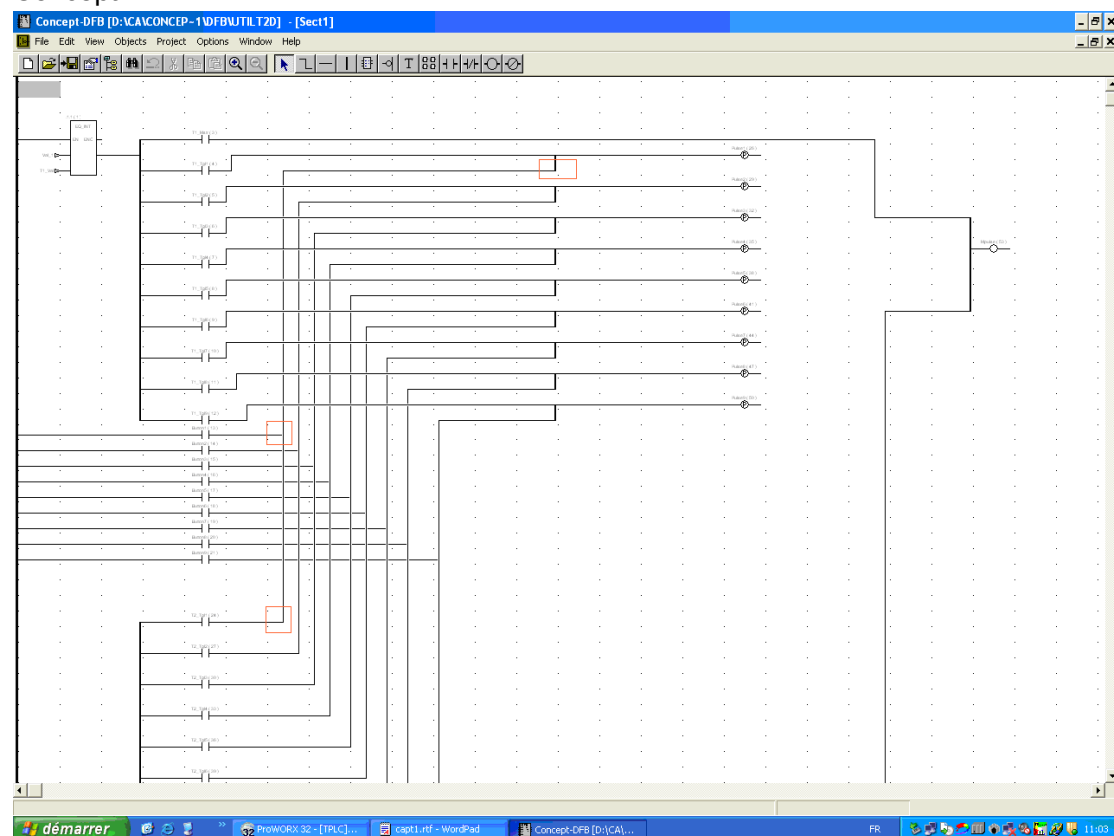
While importing a concept project, some Concept Ladder rungs will not be automatically converted into Unity Pro Ladder rungs. This is due to the fact that certain constructions are not possible in Unity Pro. Such Ladder rungs must be corrected by hand.

Causes and Fixes

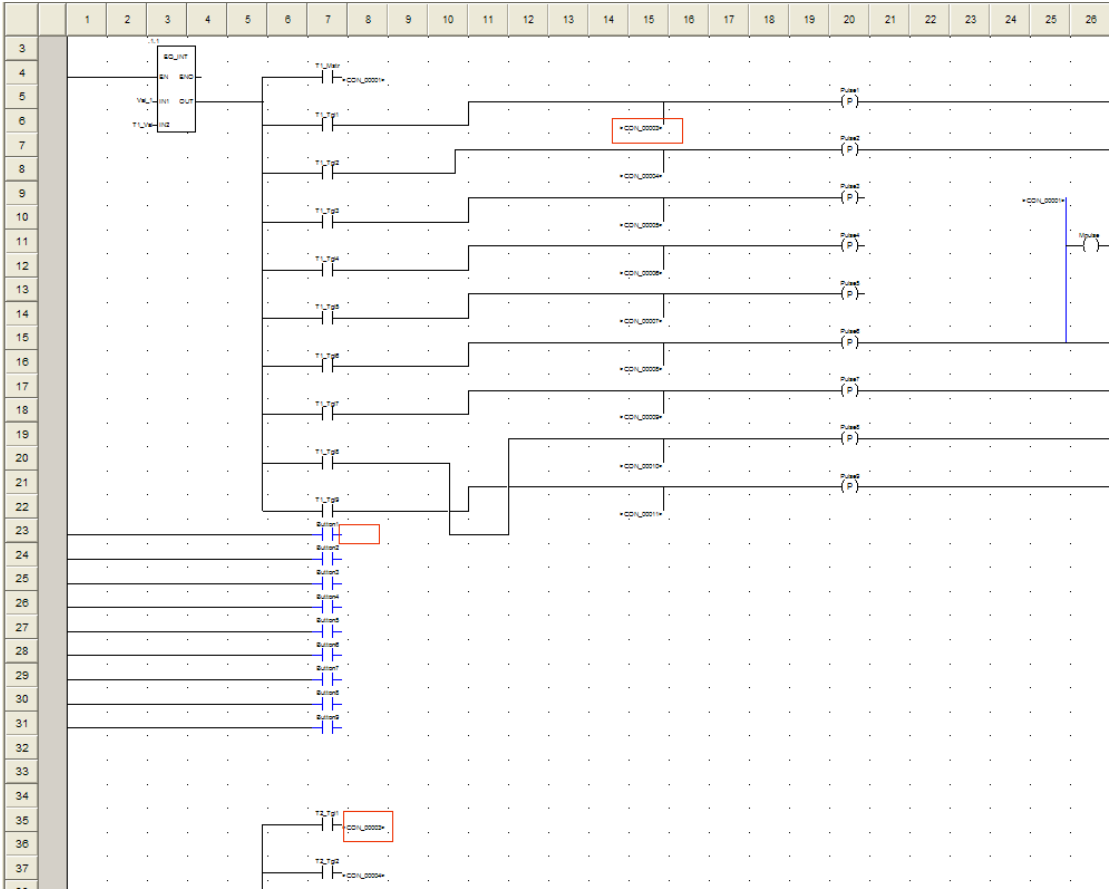
In Unity Pro, it is not possible to have multiple FFB-links linked to a single Vertical Link-input.

For example, below in Sect1 <DFB>: [UTILT2D]: The output of the contact in (I:23, c:7) cannot be linked to the second Vertical Link-input in (I:6, c:15), because this location is already occupied by the connector CON_00003.

Concept :

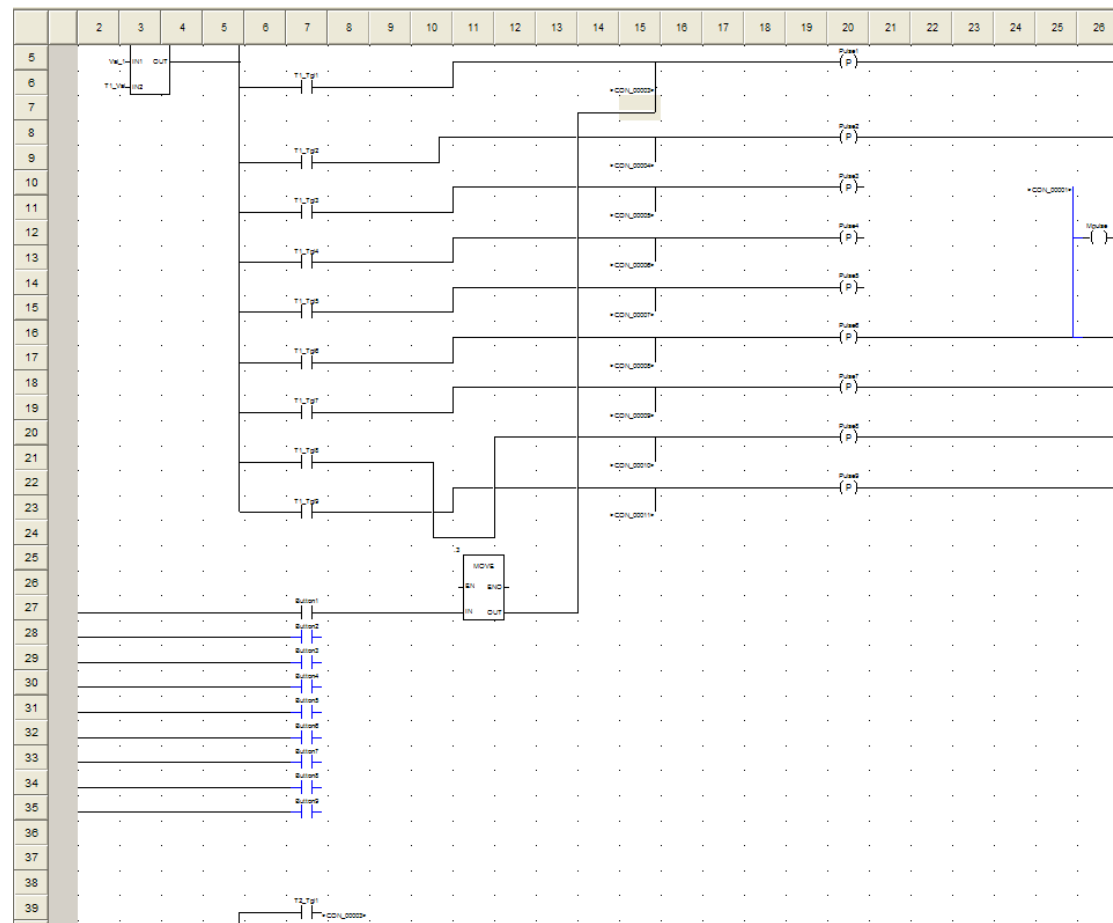


Unity Pro (after conversion)



So, the application must be manually updated to fix all remaining errors after the conversion.

The following shows the above example after correction:



In the example above, we need to draw an FB-Link between 2 pure LD-Objects (Contact and Vertical Link).

In this case, the LD-Editor converts the FB-Link into a combination of Horizontal Links and Vertical Links.

In cases where there are crossing FB-Links, this results in changed logic, and therefore we must force the generation of FB-Links by inserting a MOVE-EF between LD-source- and LD-target-object.

Furthermore, it is necessary to extend the Vertical Link-target-object by a further FB-Link - below the input to where >CON_0xxxx> is connected - to provide the missing target pin.

