

## **FGD - Fragranite Machining Cell**

We can have more than one Fragranite Machining Cell in the facility, so in the follow it will be mandatory to distinguish each one of them.

## Items count interface

The Fragranite Machining Cell subsystems are:

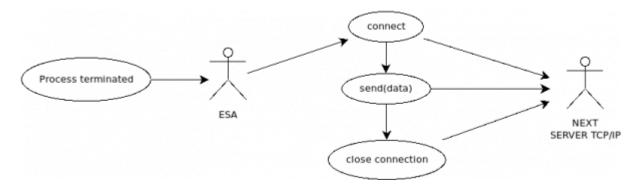
- Robot 1
- Robot 2

Each item that enter into the production process will be taken by the Robot 1 and then by the Robot 2.

So for each item the process is:

- 1. Robot 1 starts the task
- 2. Robot 1 terminates the task
- 3. Robot 2 starts the task
- 4. Robot 2 terminates the task

For each terminated process ESA will send data to Next via TCP/IP channel.



The data sent by ESA will consist in the following structure:

Field	Description	Example
Command	A specific string of 4 characters	ITEM
Product	The code of the product	114.0055.882
Data of starting task in Robot 1	Data in the format YYYYMMDD	20230430
Time of starting task in Robot 1	Time in the format HH:MM:SS	00:03:17
Data of terminating task in Robot 1	Data in the format YYYYMMDD	20230430
Time of terminating task in Robot 1	Time in the format HH:MM:SS	00:06:12
Data of starting task in Robot 2	Data in the format YYYYMMDD	20230430
Time of starting task in Robot 2	Time in the format HH:MM:SS	00:06:24
Data of terminating task in Robot 2	Data in the format YYYYMMDD	20230430
Time of terminating task in Robot 2	Time in the format HH:MM:SS	00:08:40

The string must be prepared considering the following rules:

• Each field is separated by the next one by the character ';'



• At the end of the string it will be placed the exadecimal code 0x04 (4 as a number)

Follows an example of a string that ESA can send at the end of the process:

ITEM; 114.0055.882; 20230430; 00:03:17; 20230430; 00:06:12; 20230430; 00:06:24; 20230430; 00:08:40\04

## **Machine status interface**

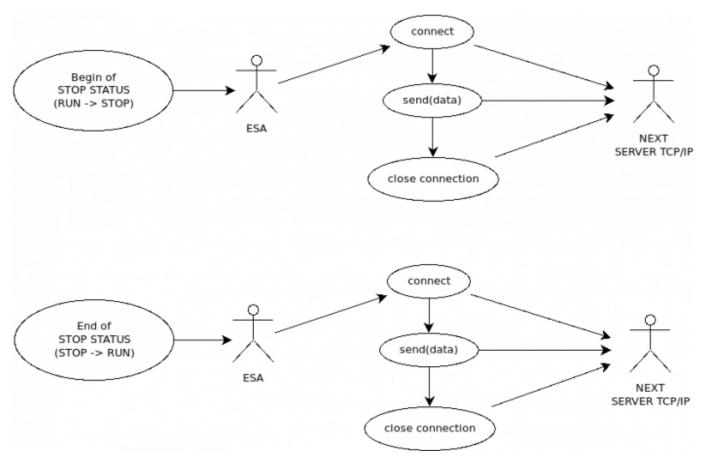
The two robots can be in one of the following status:

- RUN: the robot is available or is producing
- STOP: the robot is not available so it cannot produce

We are interested in the following state transition:

RUN → STOP: from RUN to STOP
STOP → RUN: from STOP to RUN

ESA will send to Next via TCP/IP a specific message for each of the two state transition.



Considering a STOP event for one of the two robots, it is necessary to send the 2 messages in a specific order, in particular:

- 1. RUN → STOP transition
- 2. STOP → RUN transition

Next will not consider any different sequence, for example:



- 1. RUN → STOP transition
- 2. RUN → STOP transition

or

- 1. STOP → RUN transition
- 2. STOP → RUN transition

In the follow the data structure for the 2 transitions.

RUN→STOP data structure			
Field	Description	Example	
Command	A specific string of 4 characters	STOP	
Robot	The robot interested by the event: ROBOT1 or ROBOT2	ROBOT1	
Data of starting the event	Data in the format YYYYMMDD	20230430	
Time of starting the event	Time in the format HH:MM:SS	00:03:17	
	A numeric code that identify the reason of the stop, from a specific list of the available stops	20	

The string must be prepared considering the following rules:

- Each field is separated by the next one by the character ';'
- At the end of the string it will be placed the exadecimal code 0x04 (4 as a number)

Follows an example of a string that ESA can send when a STOP begins:

STOP; ROBOT2; 20230430; 00:03:17; 20\04

STOP→RUN data structure				
Field	Description	Example		
Command	A specific string of 3 characters	RUN		
Robot	The robot interested by the event: ROBOT1 or ROBOT2	ROBOT1		
Data of starting the event	Data in the format YYYYMMDD	20230430		
Time of starting the event	Time in the format HH:MM:SS	00:03:17		
Reason of the stop	A numeric code that identify the reason of the stop, from a specific list of the available stops	20		

The string must be prepared considering the following rules:

- Each field is separated by the next one by the character ';'
- At the end of the string it will be placed the exadecimal code 0x04 (4 as a number)

Follows an example of a string that ESA can send when a STOP terminates:

RUN; ROBOT2; 20230430; 00:08:17; 20\04