

把 OS PERMISSION 里的 BIT 6 置 0

1.0	FactGR
0.0	SP_LoLim
0.0	SP_Off
0	SP_LiOp
0	SP_ExtLi
0	SP_IntLi
100.0	SP_OpSea
0	SP_Unit
0.0	Rbk
0	RbkUnit
100.0	RbkOpSea
1	Monitor
3.0	MonTiSta
3.0	MonTiDyn
3.0	MonTiDyS
0	RstLi
1	Trip
1	Permit
1	Intlock
1	Protect
0	FwdChnST
0	RevChnST
0.0	SP_OutCh
0	FaultExt
0	CSF
1	OS_Perm
1	OS1Perm
0	Feature
0	Feature2
1	EnAcquir



面板上的反转的按钮就变虚了。

MOTSPDCL/SPD_MOT

Motor speed control - Large

模式 手动 ...

命令 停止 ...

设定值 内部 ...

复位

100.00

设定值 0.00

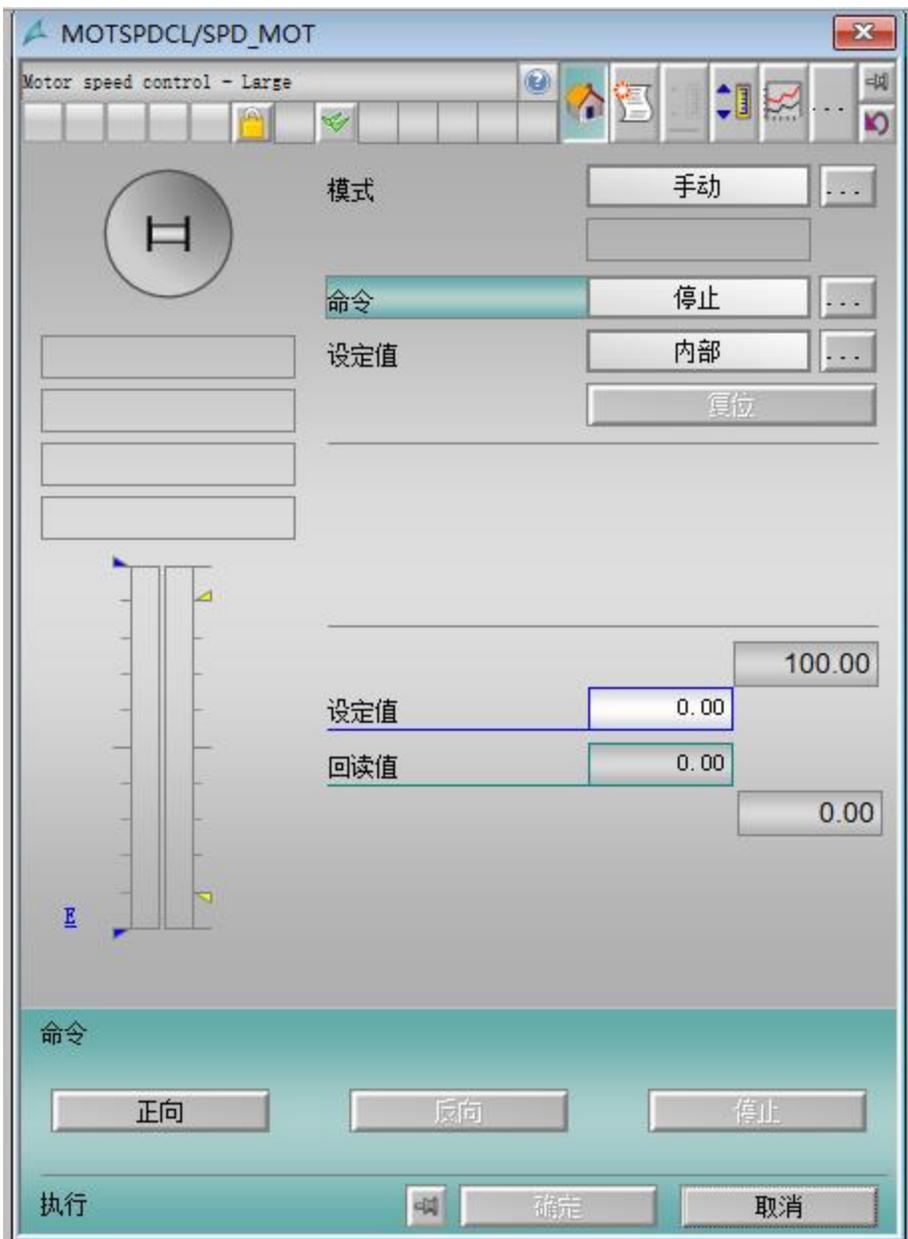
回读值 0.00

0.00

命令

正向 反向 停止

执行 确定 取消



The image shows a software interface for motor speed control. At the top, the window title is 'MOTSPDCL/SPD_MOT'. Below the title bar, there is a toolbar with various icons. The main area is divided into several sections. On the left, there is a large circular button with a 'H' symbol, and below it, four empty rectangular input fields. In the center, there is a vertical scale with a yellow triangle indicating a position. On the right, there are several control buttons: '模式' (Mode) with a '手动' (Manual) button, '命令' (Command) with a '停止' (Stop) button, and '设定值' (Setpoint) with an '内部' (Internal) button and a '复位' (Reset) button. Below these, there are numerical input fields for '设定值' (Setpoint) and '回读值' (Feedback value), both currently set to 0.00. To the right of these fields are larger buttons showing '100.00' and '0.00'. At the bottom, there is a '命令' (Command) section with three buttons: '正向' (Forward), '反向' (Reverse), and '停止' (Stop). Below this is an '执行' (Execute) section with three buttons: a left arrow, '确定' (Confirm), and '取消' (Cancel).

SPD_MOT	
MotSpdCL	OB35
Motor sp	8/1
0 FwdAut	MS_Relea
0 StopAut	GrpErr
0 RevAut	RdyToSta
0 ModLiOp	RdyToRes
	WarnAct
	Fwd
	Rev
0 LocalLi	LocalAct
0 OosLi	AutAct
0 FwdLocal	ManAct
0 StopLoca	OosAct
0 RevLocal	SP_Out
0 FbkFwd	SP_Out2
0 FbkRev	SP_ExtAc
0.0 SP_Ext	ER
100.0 SP_HiLim	
1.0 FactGR	
0.0 SP_LoLim	
0.0 SP_Off	
0 SP_LiOp	
0 SP_ExtLi	
0 SP_IntLi	
100.0 SP_OpSca	
0 SP_Unit	
0.0 Rbk	
0 RbkUnit	
100.0 RbkOpSca	
1 Monitor	
3.0 ManTSta	

找一个常0的变量接上