

FC5 - <offline>

```

" "
Nome: Smmoth           Famiglia: Funct
Autore: SimoneS       Versione: 0.1
                          Versione blocco: 2
Data e ora Codice:   24/07/99 12:37:53
                          Interfaccia: 24/07/99 12:36:29
Lunghezze (blocco / codice / dati): 00206 00090 00010

```

Indirizzo	Dichiarazione	Nome	Tipo	Valore iniziale	Commento
0.0	in	Smooth_factor	REAL		Smoot factor (0-15)
	out				
4.0	in_out	Input_value	REAL		Value to smooth
8.0	in_out	CLK	BOOL		Timing step
10.0	in_out	Out_smoothed	REAL		Smoothed value
14.0	in_out	Prev_value	REAL		Initial value/previous out put
18.0	in_out	Dummy_bit_1	BOOL		Dummy bit
0.0	temp	Dummy_real_1	REAL		Dummy real
4.0	temp	Dummy_real_2	REAL		Dummy real
8.0	temp	Calc_ON	BOOL		Calculation ON

Blocco:FC5 Smoothing

```

This function provide to smooth a analog input.
The function calculate the smooth value by add S/16 of previous value with
(16-S)/16 of actual value

the formula used is

Out = ([Smooth_factor]/16)*[Prev_value]+((16-[Smooth_factor])/16)*[Input_value]

S = smoothing factor
X1 = initial value/previous output
X2 = new input from I/O table

Valid entries for S smooth factor

If you want to.....          then enter.....

Prevent the smoothing process          0
Provide minimal smoothing              1
provide maximum smoothing              15

```

Segmento: 1 Timing

This network manage the timing of function

```

U    #CLK
FP   #Dummy_bit_1
=    #Calc_ON      // One-shot clock
UN   #Calc_ON     //Timng calculation
BEB

```

Segmento: 2 Formula

This network apply the smoothing formula

```

L    #Smooth_factor
L    1.600000e+001
/R   // [Smooth_factor]/16
L    #Prev_value
*R   // ([Smooth_factor]/16)*[Prev_value]
T    #Dummy_real_1
//
L    1.600000e+001
L    #Smooth_factor
-R   // 16-[Smooth_factor]
L    1.600000e+001
/R   // (16-[Smooth_factor])/16
L    #Input_value
*R   // ((16-[Smooth_factor])/16)*[Input_value]
T    #Dummy_real_2
//
L    #Dummy_real_1
L    #Dummy_real_2

```

```
+R          // ([Smooth_factor]/16)*[Prev_value] + ((16-[Smooth_factor])/16)*[Input_val  
           ue]  
T   #Out_smoothed  
T   #Prev_value // Save previous value
```