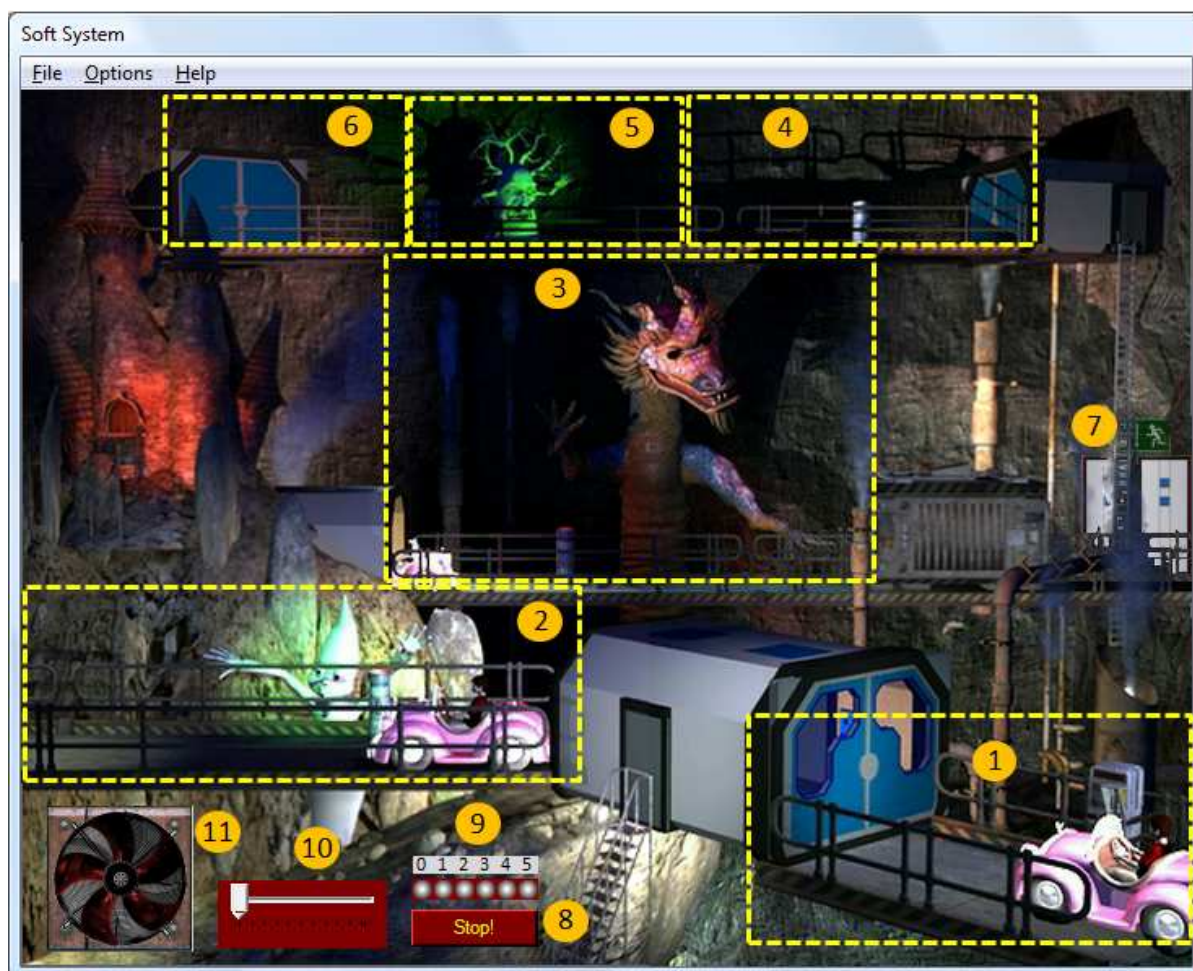


Ghost Train Soft System



no.	video	start video	detect video end
1	Video sequence, car and door	turn output 0 on	input 0 goes on
2	Video sequence, car and ghost	turn output 1 on	input 1 goes on
3	Video sequence, car and dragon	turn output 2 on	input 2 goes on
4	Video sequence, door and car	turn output 3 on	input 3 goes on
5	Video sequence, car and tree	turn output 4 on	input 4 goes on
6	Video sequence, car and final door	turn output 5 on	input 5 goes on

7	Fire Exit	to open Fire Exit, turn output 6 on
8	Emergency Stop	pressing Stop! button turns on input 7
9	Inputs	displays inputs 0 - 6 (end of each video)
10	Analogue temperature slider	slider changes Analogue 0 (0-255)
11	Cooling Fan	turned on by Motor A

Task 1

Use an Outputs command to start video 1. Open the Digital Panel to check outputs and inputs. Use a Decision command to detect the end of the video.

Task 2

Continue the sequence to control each video 1-6 in turn.

Task 3

Use a Compare command to check the value of the slider. Open the Analogue Panel to check. Turn on the Cooling Fan if the temperature goes above 30 degrees.

Task 3

Use a Decision command, or an Interrupt, to test if the Emergency Stop button is pressed. Open the emergency door when the Emergency Stop button is pressed.

Task 4

Use Procedures to make your flowchart more modular.

Use a Variable to count how many times the Ghost Train operates.

Task 5

Use the Play command to add sound effects to your Ghost Train application.