

TITLE 'Signal\_Control'

#ENGINEER 'C.MARBACH'

#DEVICE 'GAL16V8D'

#CUSTOMER 'A.RENNER'

#DATE '11.02.07'

Zustand pin 1;

Sensor\_Ausfahrt pin 2;

Taster\_rot pin 3;

Taster\_gruen pin 4;

Taster\_gelb pin 5;

Taster\_weiss pin 6;

HP0 pin 11 istype 'com';

HP1 pin 12 istype 'com';

HP2 pin 13 istype 'com';

SH1 pin 14 istype 'com';

VR2 pin 15 istype 'com';

set\_HP0 = [Sensor\_Ausfahrt,Taster\_rot];

res\_HP0 = [Sensor\_Ausfahrt,Taster\_gruen,Taster\_gelb,Taster\_weiss];

set\_HP1 = [Taster\_gruen];

res\_HP1 = [Sensor\_Ausfahrt,Taster\_rot,Taster\_gelb,Taster\_weiss];

set\_HP2 = [Taster\_gelb];

res\_HP2 = [Sensor\_Ausfahrt,Taster\_rot,Taster\_gruen,Taster\_weiss];

set\_SH1 = [Taster\_weiss];

res\_SH1 = [Sensor\_Ausfahrt,Taster\_rot,Taster\_gruen,Taster\_gelb];

set\_VR2 = [Taster\_gruen,Taster\_gelb];

res\_VR2 = [Sensor\_Ausfahrt,Taster\_rot,Taster\_weiss];

//Equations

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truth_table    ( [Zustand, Sensor_Ausfahrt, Taster_rot, Taster_gruen, Taster_gelb, Taster_weiss]
                [0, 1, 0, 0, 0, 0]    "set   HP0   "    ->    [HP0, HP1, HP2, SH1, VR2] );
                [0, 0, 1, 0, 0, 0]    "set   HP0   "    ->    [1, 0, 0, 0, 0] ;
                //                    [0, 1, 1, 0, 0, 0]    "set   HP0   "    ->    [1, 0, 0, 0, 0] ;
                [0, 0, 0, 1, 0, 0]    "reset HP0   "    ->    [1, 0, 0, 0, 0] ;
                [0, 0, 0, 0, 1, 0]    "reset HP0   "    ->    [0, 0, 0, 0, 0] ;
                //                    [0, 0, 0, 0, 0, 1]    "reset HP0   "    ->    [0, 0, 0, 0, 0] ;
                [0, 1, 0, 1, 1, 1]    "reset HP0   "    ->    [0, 0, 0, 0, 0] ;

                [0, 0, 0, 1, 0, 0]    "set   HP1   "    ->    [0, 1, 0, 0, 0] ;
                [0, 1, 0, 0, 0, 0]    "reset HP1   "    ->    [0, 0, 0, 0, 0] ;
                [0, 0, 1, 0, 0, 0]    "reset HP1   "    ->    [0, 0, 0, 0, 0] ;
                [0, 0, 0, 0, 1, 0]    "reset HP1   "    ->    [0, 0, 0, 0, 0] ;
                //                    [0, 0, 0, 0, 0, 1]    "reset HP1   "    ->    [0, 0, 0, 0, 0] ;
                [0, 1, 1, 0, 1, 1]    "reset HP1   "    ->    [0, 0, 0, 0, 0] ;

                [0, 0, 0, 0, 1, 0]    "set   HP2   "    ->    [0, 0, 1, 0, 0] ;
                [0, 1, 0, 0, 0, 0]    "reset HP2   "    ->    [0, 0, 0, 0, 0] ;
                [0, 0, 1, 0, 0, 0]    "reset HP2   "    ->    [0, 0, 0, 0, 0] ;
                [0, 0, 0, 1, 0, 0]    "reset HP2   "    ->    [0, 0, 0, 0, 0] ;
                //                    [0, 0, 0, 0, 0, 1]    "reset HP2   "    ->    [0, 0, 0, 0, 0] ;
                [0, 1, 1, 1, 0, 1]    "reset HP2   "    ->    [0, 0, 0, 0, 0] ;

                [0, 0, 0, 0, 0, 1]    "set   SH1   "    ->    [0, 0, 0, 1, 0] ;
                [0, 1, 0, 0, 0, 0]    "reset SH1   "    ->    [0, 0, 0, 0, 0] ;
                [0, 0, 1, 0, 0, 0]    "reset SH1   "    ->    [0, 0, 0, 0, 0] ;
                [0, 0, 0, 1, 0, 0]    "reset SH1   "    ->    [0, 0, 0, 0, 0] ;
                //                    [0, 0, 0, 0, 0, 1]    "reset SH1   "    ->    [0, 0, 0, 0, 0] ;
                [0, 1, 1, 1, 1, 0]    "reset SH1   "    ->    [0, 0, 0, 0, 0] ;

                [0, 0, 0, 1, 0, 0]    "set   VR2   "    ->    [0, 0, 0, 0, 1] ;
                [0, 0, 0, 0, 1, 0]    "set   VR2   "    ->    [0, 0, 0, 0, 1] ;
                //                    [0, 0, 0, 1, 1, 0]    "set   VR2   "    ->    [0, 0, 0, 0, 1] ;
                [0, 1, 0, 0, 0, 0]    "reset VR2   "    ->    [0, 0, 0, 0, 1] ;

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[0, 0, 1, 0, 0, 0] "reset VR2" " -> [0, 0, 0, 0, 1] ;
[0, 0, 0, 0, 0, 1] "reset VR2" " -> [0, 0, 0, 0, 1] ;
[0, 1, 1, 0, 0, 1] "reset VR2" " -> [0, 0, 0, 0, 1] ;
//
END
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