

```

1  FUNCTION_BLOCK Decode
2  VAR
3      TOF_0 : TOF ;
4      HMITotSlow : BOOL ;
5      HMITotFast : BOOL ;
6      Sled_OK : BOOL ;
7      PullHigh : BOOL ;
8      RS_0 : RS ;
9      WORD_AS_BIT_0 : WORD_AS_BIT ;
10 END_VAR
11 VAR_OUTPUT
12     CMD_W : INT ;
13 END_VAR
14

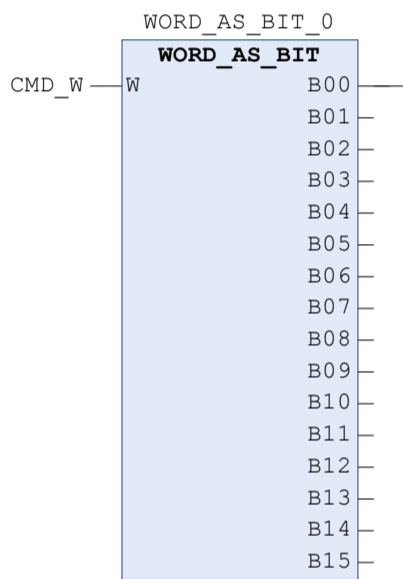
```

```

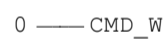
1  CMD_W.0 (1) Enable motors
2  CMD_W.1 (2) Right winch in use
3  CMD_W.2 (4) Set PullForceLow
4  CMD_W.3 (8) Set PullForceHigh
5  CMD_W.4 (16) Wirecut
6  CMD_W.5 (32) TotSlow
7  CMD_W.6 (64) TotFast
8  CMD_W.7 (128)
9  CMD_W.8 (256)
10 CMD_W.9 (512) PullLow
11 CMD_W.10 (1024) PullHigh

```

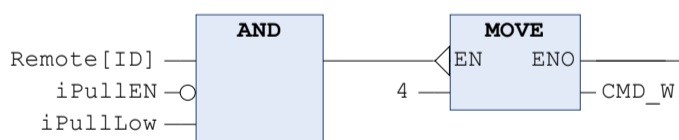
2 Just for used for trouble shooting:



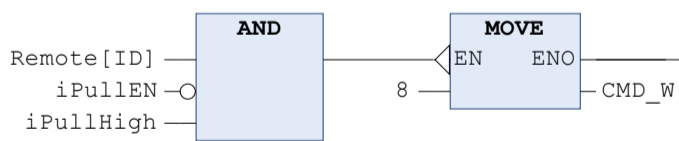
3 Inactive

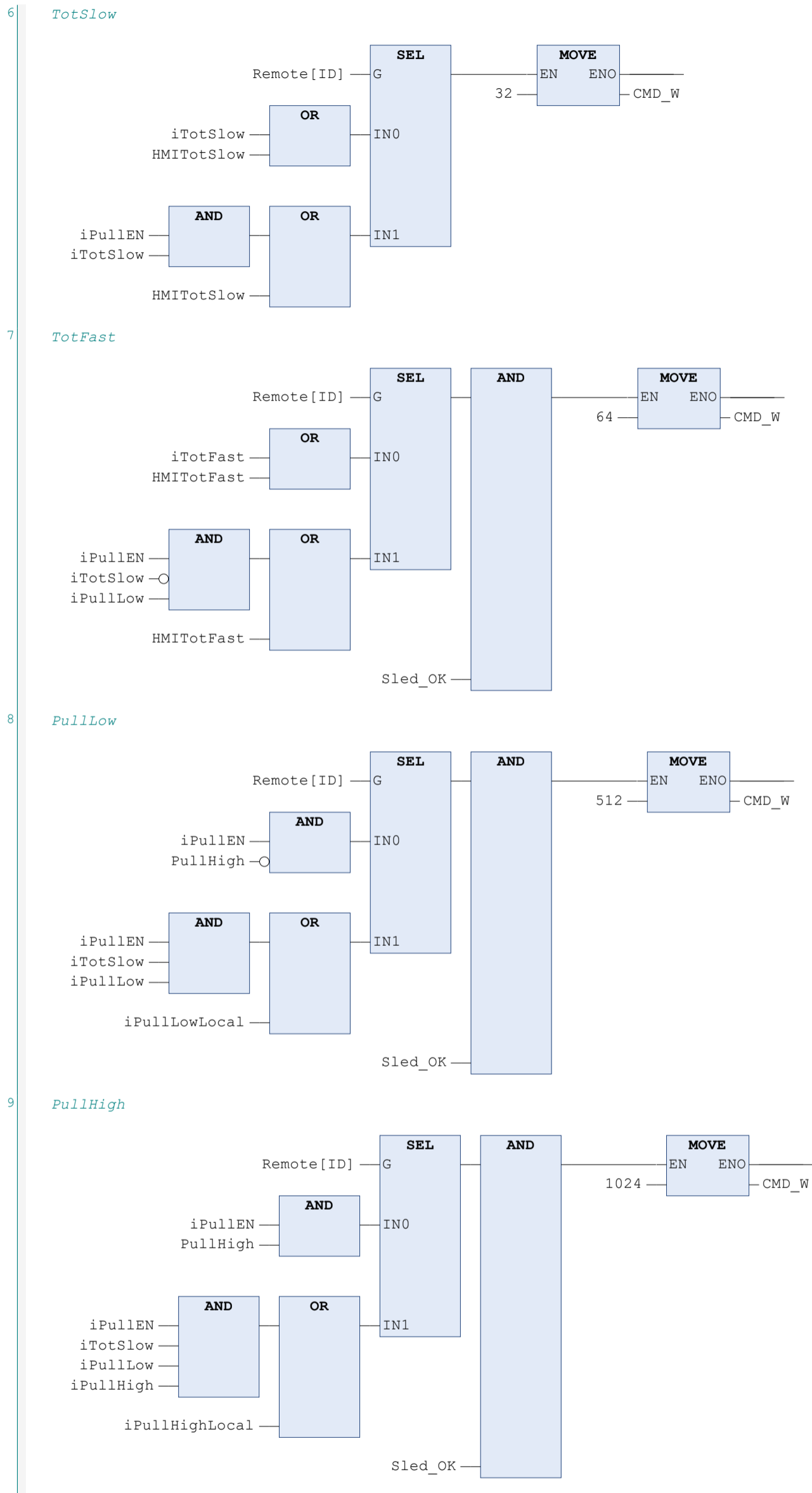


4 Set PullForceLow



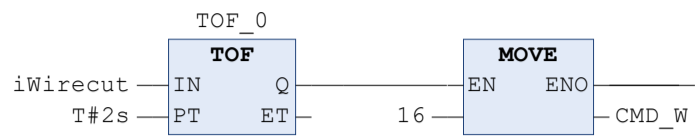
5 Set PullForceHigh





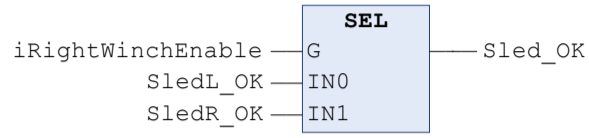
10

WireCut

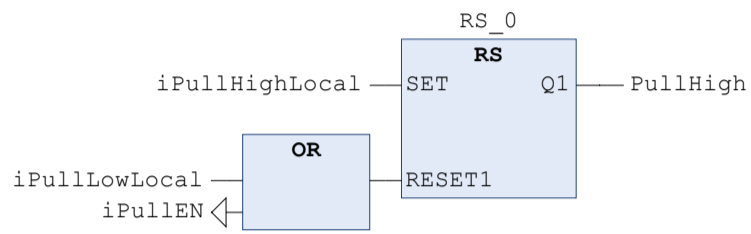


11

Determining whether any sled faults are critical

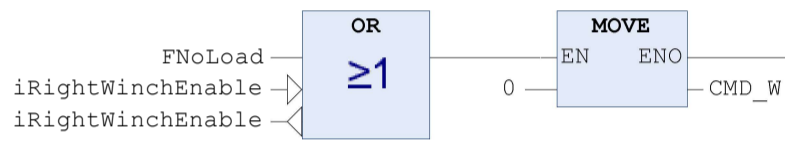


12



13

If someone shifts to the other winch durring towing, it will restart the pullsequence and not make a hazardous movement.



14

Enable Drum Motor

HMI\_RUN — CMD\_W.0

15

This bit in the controlword tell which winch is enabled

iRightWinchEnable — CMD\_W.1