Device: Device

Users and Groups

Users:

Groups

Access Rights

View Modify **Execute**

Add/remove children

Symbol Rights

Information

Name: CODESYS Control Win V3

CODESYS Vendor: Categories: **PLCs** 4096 Type: 0000 0001 ID: Version: 3.5.20.40

Order number: ???

Description: CODESYS V3 Soft-PLC for Windows with non realtime capabilities (CODESYS Control Win V3)

1.1 PLC Logic: Plc Logic

1.1.1 Application: Application

1.1.1.1 Folder: Days

1.1.1.1.1 Interface: IPuzzle

INTERFACE IPuzzle

1.1.1.1.1 Interface method: Solve

```
1 METHOD Solve
```

1.1.1.2 Folder: Utility

1.1.1.2.1 POU: ArrayInsertSorted

```
FUNCTION ArrayInsertSorted : BOOL
2
       VAR INPUT
3
           Element : DINT;
           AreaStart : DINT;
           AreaEnd : DINT;
5
6
       END_VAR
7
       VAR IN OUT
9
          TargetArray : ARRAY [ * ] OF DINT;
10
       END_VAR
11
12
       VAR OUTPUT
        ErrorCode : STRING := 'OK';
13
14
       END_VAR
15
16
       VAR
17
           i : DINT ;
           arrayStart : DINT := LOWER_BOUND ( TargetArray , 1 );
18
           arrayEnd : DINT := UPPER_BOUND (TargetArray, 1);
19
20
       END VAR
21
       IF AreaStart < arrayStart OR AreaEnd > arrayEnd THEN
1
2
           ErrorCode := 'Target area outside of array bounds.';
3
           ArrayInsertSorted := FALSE;
           RETURN ;
4
       END_IF
 6
7
       FOR i := AreaStart TO AreaEnd DO
8
           // Insert before the first larger element
9
           IF TargetArray[i] > Element THEN
10
               ShiftArray (
11
                   Direction := ShiftDirection . RIGHT ,
                   ShiftAmount := 1,
12
                   Start := i,
13
                   End := AreaEnd,
15
                   TargetArray := TargetArray);
16
               TargetArray [ i ] := Element;
18
               ArrayInsertSorted := TRUE;
               RETURN ;
19
20
           END IF
       END_FOR
22
23
       \ensuremath{//} All elements are smaller, append at the end.
24
       TargetArray [ AreaEnd + 1 ] := Element;
25
       ArrayInsertSorted := TRUE;
26
       RETURN;
27
```

1.1.1.2.2 POU: LineReader

```
FUNCTION_BLOCK LineReader
       VAR CONSTANT
3
           MAX LINES :
                          XWORD := 999;
4
           MAX LINE LENGTH : INT := 255;
5
       END VAR
6
       VAR_INPUT
7
           FilePath : STRING;
8
       END_VAR
       VAR_OUTPUT
9
          Done : BOOL := FALSE;
10
11
          Error : BOOL := FALSE;
          ErrorCode : STRING := '';
12
13
          ReadLines: ARRAY [ 0 .. MAX LINES ] OF STRING ( MAX LINE LENGTH );
          LineCount : WORD := 0;
15
       END_VAR
       VAR
16
17
           CurrentLine : STRING (MAX_LINE LENGTH) := '';
           FileHandle: SysFile.RTS_IEC_HANDLE;
           BytesRead : __XWORD := 0
CharBuffer : STRING (1);
19
                         XWORD := 0;
           pResult : POINTER TO SysFile . RTS_IEC_RESULT ;
21
           i : XWORD := 0;
23
           Initialized : BOOL := FALSE;
2.4
       END_VAR
25
       IF Initialized = FALSE THEN
1
           FOR i := 0 TO MAX_LINES DO
2
3
               ReadLines [ i ] := 'NOT WRITTEN TO';
4
           END FOR
5
           Initialized := TRUE;
6
       END IF
8
       FileHandle := SysFileOpen (szFile := FilePath , am := SysFile . AM_READ , pResult := pResult ) ;
9
10
       IF FileHandle = SysFile . RTS INVALID HANDLE THEN //File not found
           ErrorCode := 'File not found, is it on the device?';
11
12
           Error := TRUE;
13
           Done := TRUE;
       ELSE // File open
14
15
           WHILE NOT Done DO
               BytesRead := SysFileRead (hFile := FileHandle , pbyBuffer := ADR (CharBuffer ) , ulSize := 1 ,
16
        pResult := pResult );
17
                IF BytesRead > 0 THEN
19
                    // A little bit of cheating, only read files with unix line endings
                    IF CharBuffer = '$N' THEN
20
21
                        IF LineCount <= MAX LINES THEN</pre>
22
                            ReadLines [LineCount] := CurrentLine;
                           LineCount := LineCount + 1;
                           CurrentLine := '';
24
25
26
                           ErrorCode := 'Input file is larger than max line count.';
27
                           Error := TRUE;
28
                           Done := TRUE;
                       END IF
29
30
31
                   ELSE
32
                       IF LEN (CurrentLine) <= MAX LINE LENGTH THEN</pre>
                           CurrentLine := CONCAT (CurrentLine, CharBuffer);
34
35
                           ErrorCode := 'Line exceedes max line length';
36
                           Error := TRUE;
```

```
37
                              Done := TRUE;
  38
                          END IF
  39
                      END IF
                  ELSE
  41
                      Done := TRUE;
  42
                      EXIT:
  43
                  END IF
  44
              END WHILE ;
  45
          END IF
  46
  47
          SysFileClose (FileHandle);
  48
1.1.1.2.3 POU: LineToNumbers
```

```
1
       FUNCTION LineToNumbers : INT
2
       VAR INPUT
3
           line
                           : STRING ;
4
                           : STRING ;
           separator
5
       END VAR
6
       VAR_IN_OUT
7
           numberBuffer
                           : ARRAY [ * ] OF DINT;
8
       END VAR
9
       VAR_OUTPUT
10
                           : INT
                                           := 0;
           numberCount
11
       END_VAR
12
       VAR
13
           separatorLength : INT
                                           := LEN ( separator ) ;
                       : DINT
14
           bufferStart
                                               := LOWER_BOUND (numberBuffer, 1);
15
           bufferEnd
                           : DINT
                                               := UPPER_BOUND (numberBuffer, 1);
                                           := 0;
16
          bufferIndex
                           : INT
                         : BOOL
                                              := FALSE ;
           endReached
18
           separatorIndex : INT
                                           := 0;
                         : STRING
                                           := ''';
19
20
                           : INT
                                           := 0;
           startRight
21
           emergencyBreak : INT
22
       END VAR
23
```

```
WHILE endReached = FALSE DO
2
           // Just in case something goes wrong,
3
           // endless loops are annoying.
4
           emergencyBreak := emergencyBreak + 1;
5
           IF emergencyBreak > 100 THEN
               LineToNumbers := -1;
 6
7
               RETURN ;
8
           END IF
9
           separatorIndex := FIND (line, separator);
11
           IF separatorIndex > 0 THEN
12
               tmp := LEFT (line, separatorIndex - 1);
13
               startRight := LEN(line) - (separatorIndex + separatorLength - 1);
14
               line := RIGHT (line, startRight);
15
           ELSE
               tmp := line;
17
               endReached := TRUE;
           END IF
18
19
           bufferIndex := DINT TO INT (bufferStart + numberCount);
21
           IF bufferIndex <= bufferEnd THEN</pre>
               numberBuffer [ bufferIndex ] := STRING TO INT ( tmp ) ;
22
23
               numberCount := numberCount + 1;
           ELSE
25
               LineToNumbers := -2;
26
               RETURN;
27
           END_IF
```

```
28 END_WHILE
29
30 LineToNumbers := numberCount;
31
```

1.1.1.2.4 POU: ShiftArray

```
FUNCTION ShiftArray : BOOL
       VAR INPUT
3
           Direction
                     : ShiftDirection ;
4
           ShiftAmount : DINT;
           Start : DINT ;
5
6
           End
                      : DINT ;
7
       END VAR
8
       VAR_IN_OUT
9
           TargetArray : ARRAY [ * ] OF DINT;
10
11
       VAR_OUTPUT
         ErrorCode : STRING := 'OK';
12
13
       END VAR
       VAR
15
           i : DINT ;
           arrayStart : DINT := LOWER_BOUND (TargetArray, 1);
16
                      : DINT := UPPER_BOUND (TargetArray, 1);
17
           arrayEnd
18
                     : DINT ;
           target
19
       END_VAR
20
```

```
IF Start < arrayStart OR End > arrayEnd THEN
           ErrorCode := 'Shift start/end outside of array bounds';
2
           ShiftArray := FALSE;
3
4
           RETURN ;
5
       END IF
6
7
       // Shift logic: Always start at the outer bound to prevent overriding values.
8
       IF Direction = ShiftDirection . RIGHT THEN
           FOR i := End TO Start BY -1 DO
9
10
               target := i + ShiftAmount;
11
               IF target <= arrayEnd AND target >= arrayStart THEN
                   TargetArray [ target ] := TargetArray [ i ];
13
               END IF
           END_FOR
14
15
       END_IF
       IF Direction = ShiftDirection . LEFT THEN
17
           FOR i := Start TO End BY +1 DO
18
19
               target := i - ShiftAmount;
20
               IF target <= arrayEnd AND target >= arrayStart THEN
21
                   TargetArray [ target ] := TargetArray [ i ];
               END_IF
22
23
           END FOR
24
       END IF
25
26
       ShiftArray := TRUE;
27
       RETURN ;
28
```

1.1.1.2.5 POU: SIGN

```
FUNCTION SIGN : INT
   2
         VAR_INPUT
   3
           number : DINT;
   4
         END_VAR
   5
         IF number > 0 THEN
   2
            SIGN := 1;
         ELSIF number < 0 THEN</pre>
   3
   4
           SIGN := -1;
   5
         ELSE
   6
           SIGN := 0;
   7
         END_IF
1.1.1.3
        POU: PLC_PRG
```

```
PROGRAM PLC_PRG
       VAR_OUTPUT
2
3
          Decoration
                           : BOOL := TRUE;
       END_VAR
4
5
       VAR
6
         day1
                          : Day1;
7
           day2
                           : Day2 ;
                           : ARRAY [ 0 .. 1 ] OF IPuzzle := [ day1 , day2 ] ;
8
           puzzles
           puzzleEnabled : ARRAY [ 0 .. 1 ] OF BOOL;
9
10
                          : DINT := 0;
11
       END VAR
12
```

```
// File not found? Put the input on the device with:
1
2
      // Double click Device-> Files-> into the PlcLogic/inputs folder
      FOR i := 0 TO UPPER_BOUND (puzzles, 1) DO
3
4
          IF puzzleEnabled [i] = TRUE THEN
             puzzles [ i ] . Solve ();
          END IF
7
      END_FOR
```