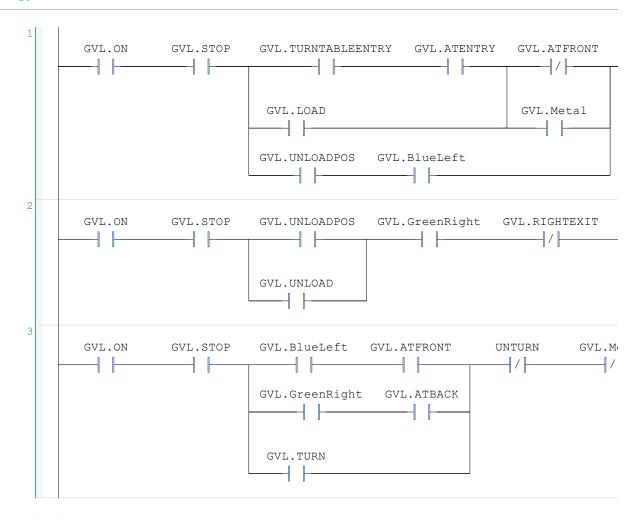
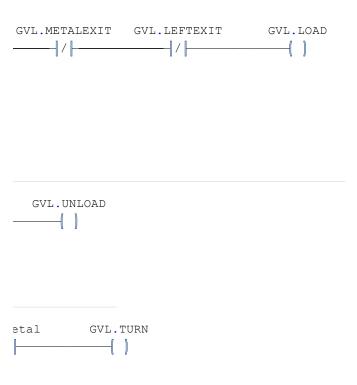
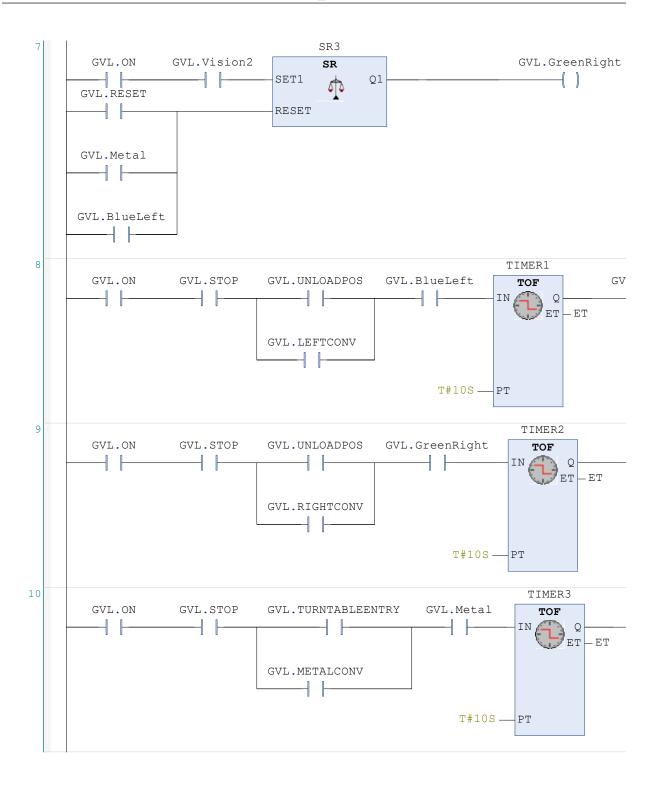
```
PROGRAM SORTING MECHANISM
2
       VAR
3
          SR1: SR;
          MEMORY1LEFT: BOOL;
5
          SR2: SR;
          SR3: SR;
7
          MEMORY1RIGHT : BOOL ;
8
          TIMER1 : TOF ;
9
          TIMER2: TOF;
10
          ET: TIME;
11
          TIMER3 : TOF ;
          UNTURN : BOOL ;
12
13
          Timer4: TOF;
         ET2: TIME;
14
15
     END_VAR
16
```





```
GVL.ON
           GVL.UNLOADPOS GVL.LEFTEXIT
                                                               UNTURN
                            GVL.RIGHTEXIT
                               SR1
 GVL.ON
            GVL.Vision0
                                SR
                                                            GVL.BlueLeft
  SET1
                                      Q1
GVL.Metal
                          RESET
GVL.RESET
GVL.GreenRight
                               SR2
            GVL.Vision1
                                                             GVL.Metal
 GVL.ON
                                SR
GVL.RESET
                          SET1
                                      Q1
                          RESET
GVL.GreenRight
GVL.BlueLeft
```





L.LEFTCONV

GVL.METALCONV