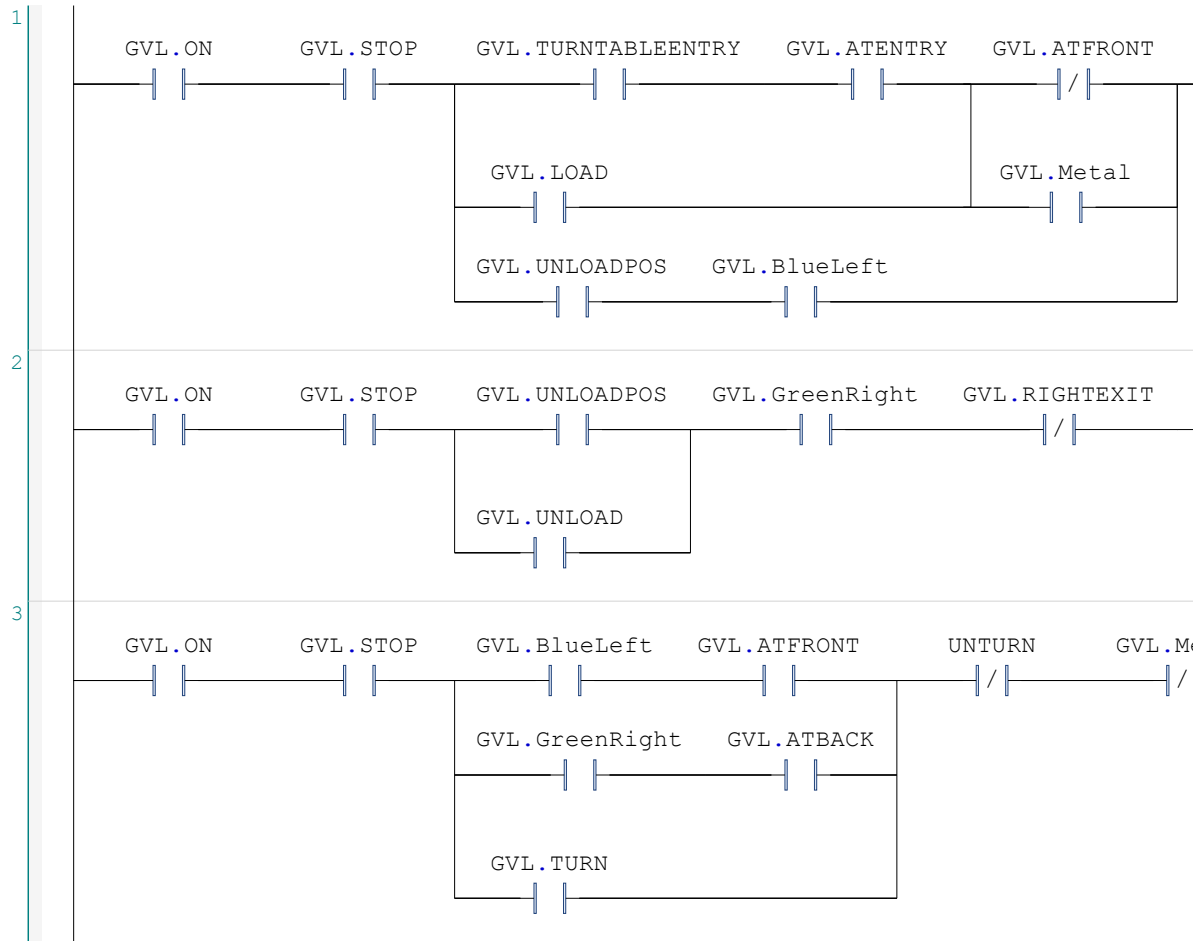


POU: SORTING_MECHANISM

```

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

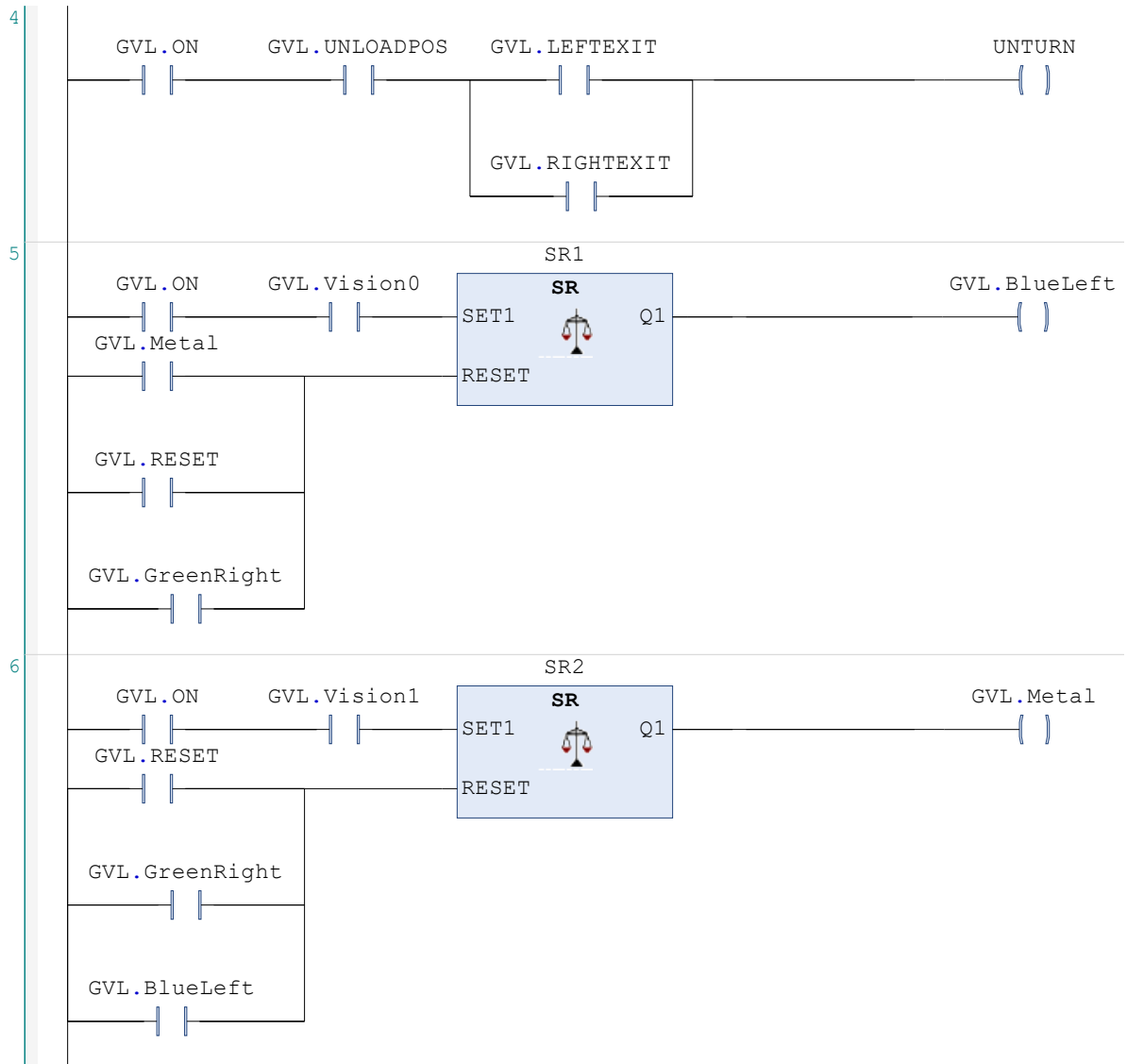
```



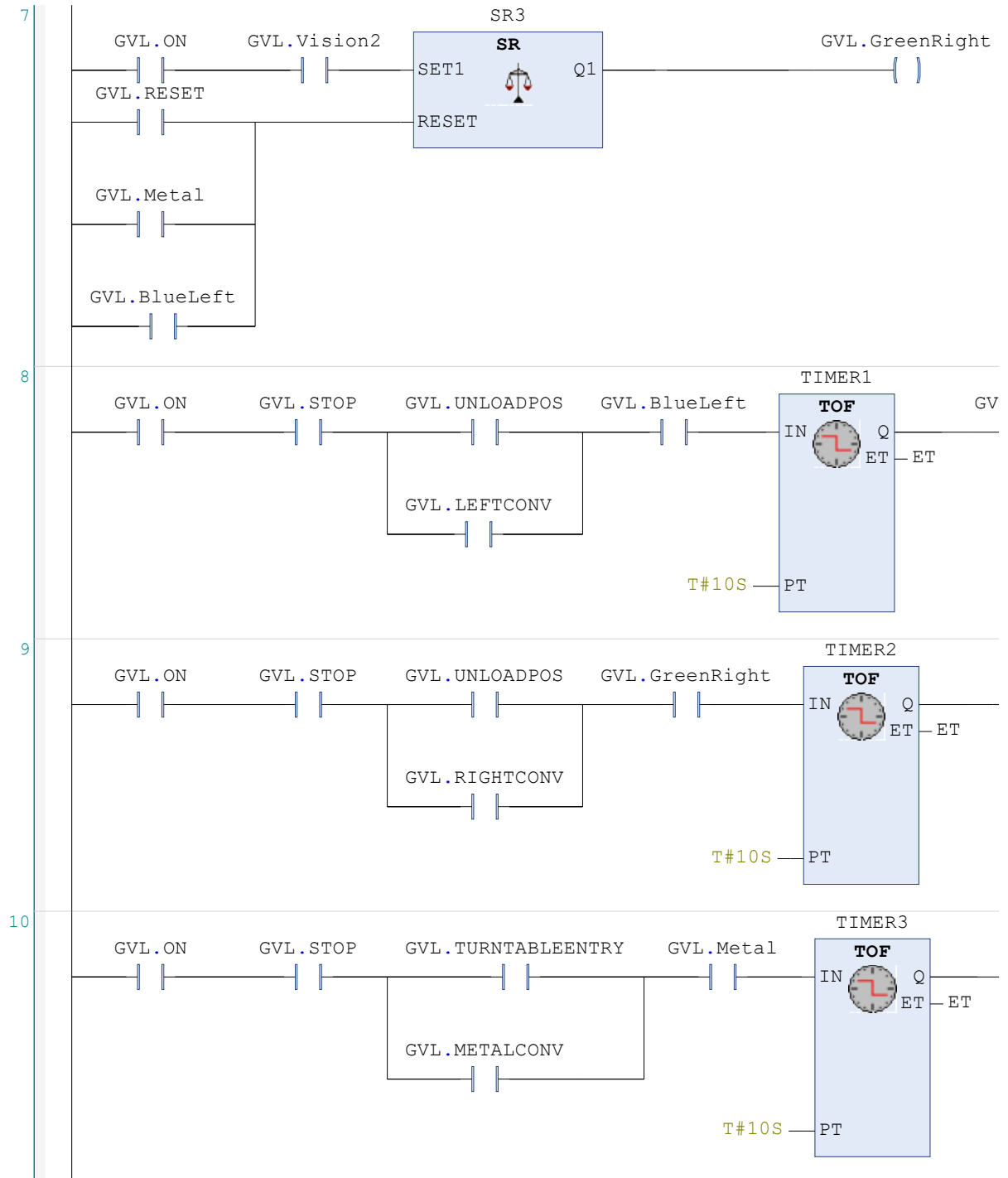
GVL.METALEXIT GVL.LEFTEXIT GVL.LOAD
—|/|—|/|—| ()

GVL.UNLOAD
—| ()

etal GVL.TURN
|—| ()



POU: SORTING_MECHANISM



L.LEFTCONV
— ()

GVL.RIGHTCONV
— ()

GVL.METALCONV
— ()
