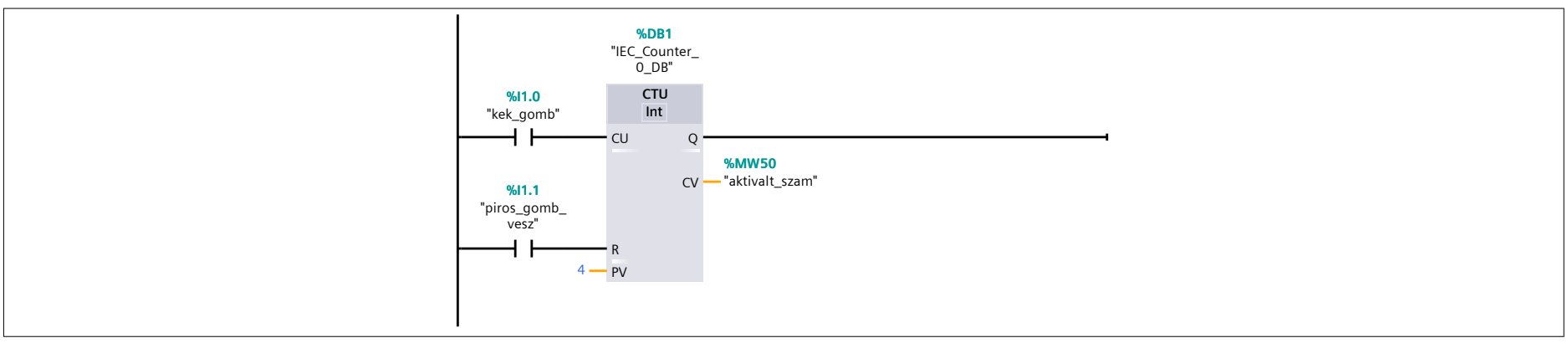
Main [OB1]

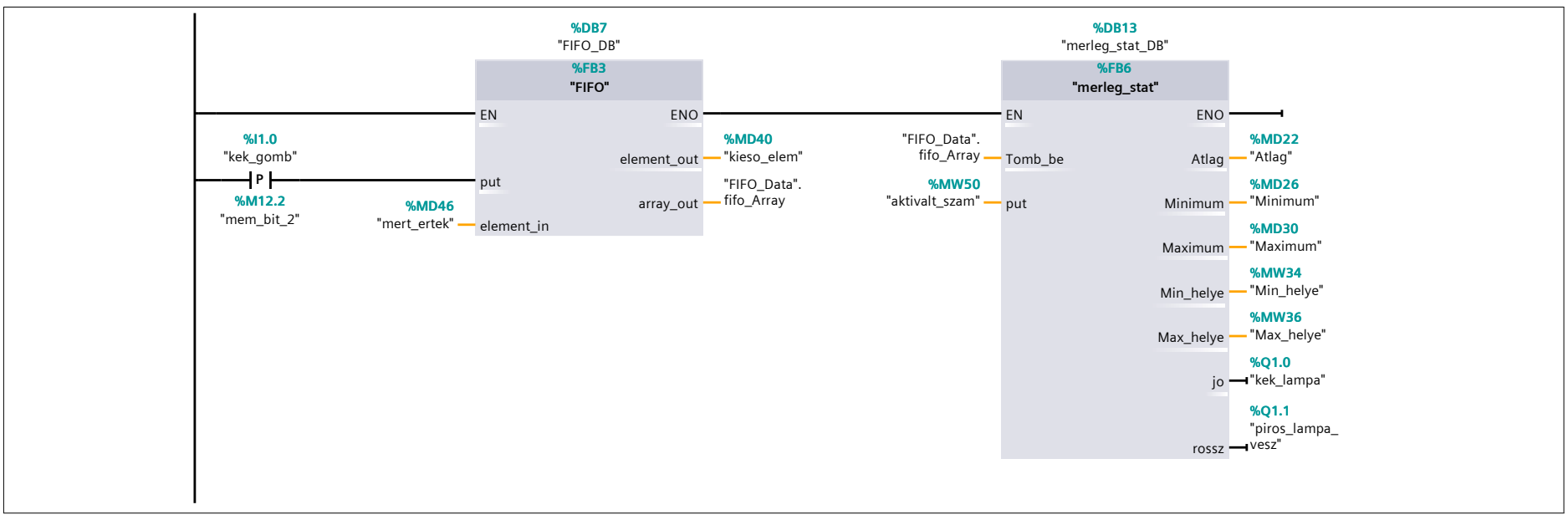
Main Properties							
General							
Name	Main	**Number**	1	**Type**	OB	**Language**	LAD
Numbering	automatic						
Information							
Title	"Main Program Sweep (Cycle)"	**Author**		**Comment**		**Family**	
Version	0.1	**User-defined ID**					

Name	Data type	Default value
Input		
Initial_Call	Bool	
Remanence	Bool	
Temp		
Constant		

Network 1:



Network 2:



FIFO [FB3]

FIFO Properties							
General							
Name	FIFO	**Number**	3	**Type**	FB	**Language**	SCL
Numbering	automatic						
Information							
Title		**Author**		**Comment**		**Family**	
Version	0.1	**User-defined ID**					

Name	Data type	Default value	Retain
▼ Input			
put	Bool	false	Non-retain
element_in	Real	0.0	Non-retain
▼ Output			
element_out	Real	0.0	Non-retain
▼ array_out	Array[0..3] of Real		Non-retain
array_out[0]	Real	0.0	Non-retain
array_out[1]	Real	0.0	Non-retain
array_out[2]	Real	0.0	Non-retain
array_out[3]	Real	0.0	Non-retain
InOut			
▼ Static			
▼ buffer	Array[0..3] of Real		Non-retain
buffer[0]	Real	0.0	Non-retain
buffer[1]	Real	0.0	Non-retain
buffer[2]	Real	0.0	Non-retain
buffer[3]	Real	0.0	Non-retain
▼ Temp			
▼ segment_to_shift	Array[0..2] of Real		
segment_to_shift[0]	Real		
segment_to_shift[1]	Real		
segment_to_shift[2]	Real		
i	Int		
Constant			

```
0001 IF #put=TRUE THEN
0002     FOR #i := 0 TO 2 DO
0003         // Statement section FOR
0004         #segment_to_shift[#i] := #buffer[#i];
0005     END_FOR;
0006
0007     #buffer[0] := #element_in;
0008     #element_out := #buffer[3]; //utolso elem kipotyog
0009
0010     FOR #i := 1 TO 3 DO
0011         // Statement section FOR
0012         #buffer[#i] := #segment_to_shift[#i - 1];
0013     END_FOR;
0014
0015     #array_out := #buffer;
0016
0017 END_IF;
0018
```

merleg_stat [FB6]

merleg_stat Properties							
General							
Name	merleg_stat	**Number**	6	**Type**	FB	**Language**	SCL
Numbering	automatic						
Information							
Title		**Author**		**Comment**		**Family**	
Version	0.1	**User-defined ID**					

Name	Data type	Default value	Retain
Input			
Tomb_be	Array[0..3] of Real		Non-retain
Tomb_be[0]	Real	0.0	Non-retain
Tomb_be[1]	Real	0.0	Non-retain
Tomb_be[2]	Real	0.0	Non-retain
Tomb_be[3]	Real	0.0	Non-retain
put	Int	0	Non-retain
Output			
Atlag	Real	0.0	Non-retain
Minimum	Real	0.0	Non-retain
Maximum	Real	0.0	Non-retain
Min_helye	Int	0	Non-retain
Max_helye	Int	0	Non-retain
jo	Bool	false	Non-retain
rossz	Bool	false	Non-retain
InOut			
Static			
put_temp	Int	0	Non-retain
atlag_megfelelo	Bool	false	Non-retain
Temp			
ideiglenes_min	Real		
ideiglenes_max	Real		
i	Int		
ideiglenes_min_index	Int		
ideiglenes_max_index	Int		
Constant			

```
0001 #Atlag := (#Tomb_be[0] + #Tomb_be[1] + #Tomb_be[2] + #Tomb_be[3]) / 4;
0002
0003 IF #Atlag > 0.8 AND #Atlag < 1.2 THEN
0004     #atlag_megfelelo:=TRUE;
0005 ELSE
0006     #atlag_megfelelo := FALSE;
0007 END_IF;
0008
0009
0010 #ideiglenes_min := #Tomb_be[0];
0011 #ideiglenes_max := #Tomb_be[0];
0012 #ideiglenes_min_index := 0;
0013 #ideiglenes_max_index := 0;
0014
0015
0016 FOR #i := 0 TO 4 DO
0017     // Statement section FOR
0018     IF #Tomb_be[#i] < #ideiglenes_min THEN
0019         // Statement section IF
0020         #ideiglenes_min := #Tomb_be[#i];
0021         #ideiglenes_min_index := #i;
0022     END_IF;
0023
0024     IF #Tomb_be[#i] > #ideiglenes_max THEN
0025         // Statement section IF
0026         #ideiglenes_max := #Tomb_be[#i];
0027         #ideiglenes_max_index := #i;
0028     END_IF;
0029
0030 END_FOR;
0031
0032 #Minimum := #ideiglenes_min;
0033 #Maximum := #ideiglenes_max;
0034 #Min_helye := #ideiglenes_min_index;
0035 #Max_helye := #ideiglenes_max_index;
0036
0037 IF #put < 4 THEN
0038     #put_temp := 0;
0039 END_IF;
0040
0041 IF #put >= 4 THEN
0042     IF #atlag_megfelelo=FALSE THEN
0043         #rossz := TRUE;
0044         #put_temp := #put + 4;
0045     END_IF;
0046
```

```
0047      IF #put_temp >= #put THEN
0048          #rossz := TRUE;
0049          #jo := FALSE;
0050      END_IF;
0051
0052      IF (#put>#put_temp) AND #atlag_megfelelo=TRUE THEN
0053          #jo := TRUE;
0054          #rossz := FALSE;
0055      END_IF;
0056  ELSE
0057      #jo := FALSE;
0058      #rossz := FALSE;
0059  END_IF;
0060
```