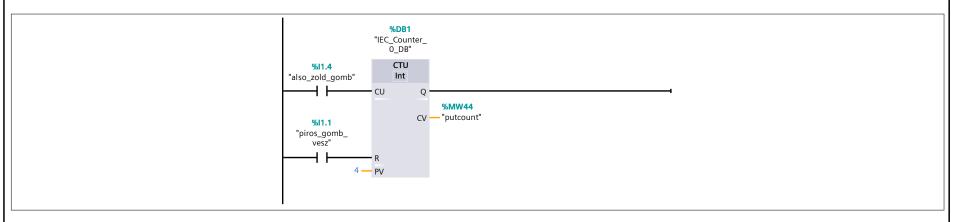
|--|

## Main [OB1]

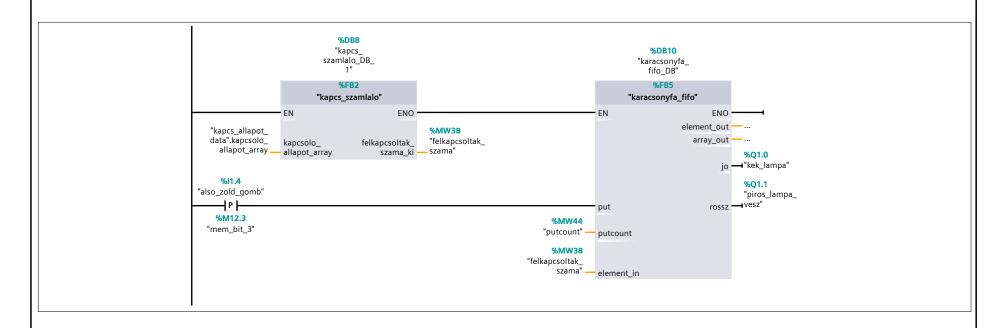
Main Properties							
General							
Name	Main	Number	1	Туре	OB	Language	LAD
Numbering	automatic						
Information							
Title	"Main Program Sweep (Cy-cle)"	Author		Comment		Family	
Version	0.1	User-defined ID					

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

#### Network 1:



#### Network 2:



|--|

# kapcs\_szamlalo [FB2]

kapcs_szamlal	o Properties						
General							
Name	kapcs_szamlalo	Number	2	Туре	FB	Language	SCL
Numbering	automatic						
Information							
Title		Author		Comment		Family	
Version	0.1	User-defined			-		
		ID					

Name	Data type	Default value	Retain
<b>▼</b> Input			
▼ kapcsolo_allapot_array	Array[03] of Bool		Non-retain
kapcsolo_allapot_array[0]	Bool	false	Non-retain
kapcsolo_allapot_array[1]	Bool	false	Non-retain
kapcsolo_allapot_array[2]	Bool	false	Non-retain
kapcsolo_allapot_array[3]	Bool	false	Non-retain
<b>▼</b> Output			
felkapcsoltak_szama_ki	Int	0	Non-retain
InOut			
Static			
<b>▼</b> Temp			
felkapcsoltak_szama_temp	Int		
i	Int		
Constant			

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### karacsonyfa\_fifo [FB5]

karacsonyfa_fifo Properties							
General							
Name	karacsonyfa_fifo	Number	5	Type	FB	Language	SCL
Numbering	automatic						
Information							
Title		Author		Comment		Family	
Version	0.1	User-defined					
		ID					

ne	Data type	Default value	Retain
Input			
put	Bool	false	Non-retain
putcount	Int	0	Non-retain
element_in	Int	0	Non-retain
Output			
element_out	Int	0	Non-retain
<b>▼</b> array_out	Array[03] of Int		Non-retain
array_out[0]	Int	0	Non-retain
array_out[1]	Int	0	Non-retain
array_out[2]	Int	0	Non-retain
array_out[3]	Int	0	Non-retain
jo	Bool	false	Non-retain
rossz	Bool	false	Non-retain
InOut			
Static			
<b>▼</b> buffer	Array[03] of Int		Non-retain
buffer[0]	Int	0	Non-retain
buffer[1]	Int	0	Non-retain
buffer[2]	Int	0	Non-retain
buffer[3]	Int	0	Non-retain
Temp			
▼ segment_to_shift	Array[02] of Int		
segment_to_shift[0]	Int		
segment_to_shift[1]	Int		
segment_to_shift[2]	Int		
i	Int		
j	Int		
k	Int		
Constant			

```
0001 IF #putcount MOD 4 = 0 THEN
0002
      FOR #j := 0 TO 3 DO
0003
            IF #array_out[#j] = 0 OR #array_out[#j] = 4 THEN
0004
                #rossz := TRUE;
0005
                #jo := FALSE;
0006
           ELSE
0007
                #jo := TRUE;
8000
                #rossz := false;
0009
            END_IF;
0010
       END_FOR;
0011
0012 ELSE
0013 #jo := FALSE;
        #rossz := FALSE;
0014
0015 END IF;
0016
0017 IF #put = TRUE THEN
0018
0019
        IF #putcount = 0 THEN
0020
        FOR #k := 0 TO 3 DO
0021
                #array_out[#k] := 0;
0022
            END FOR;
0023
       END IF;
0024
0025
        FOR #i := 0 TO 2 DO
0026
            #segment_to_shift[#i] := #buffer[#i];
0027
        END_FOR;
0028
0029
        #buffer[0] := #element_in;
0030
        #element_out := #buffer[3]; //utolso elem kipotyog
0031
        FOR #i := 1 TO 3 DO
0032
0033
0034
            #buffer[#i] := #segment to shift[#i - 1];
0035
        END_FOR;
0036
0037
        #array_out := #buffer;
0038
0039 END IF;
```