MOVE: Move value

Description

You use the "Move value" instruction to transfer the contents of the operand at the IN input to the operand at the OUT1 output. The transfer is always made in the direction of the ascending address.

The following table shows the possible transfers:

Source (IN)	Destination (OUT1)	
	With IEC check	Without IEC check
BYTE	BYTE, WORD, DWORD	BYTE, WORD, DWORD, INT, DINT, TIME, DATE, TOD, CHAR
WORD	WORD; DWORD	BYTE, WORD, DWORD, INT, DINT, TIME, S5TIME, DATE, TOD, CHAR
DWORD	DWORD	BYTE, WORD, DWORD, INT, DINT, REAL, TIME, DATE, TOD, CHAR
INT	INT	BYTE, WORD, DWORD, INT, DINT, TIME, DATE, TOD
DINT	DINT	BYTE, WORD, DWORD, INT, DINT, TIME, DATE, TOD
REAL	REAL	DWORD, REAL
TIME	TIME	BYTE, WORD, DWORD, INT, DINT, TIME
S5TIME	S5TIME	WORD, S5TIME
DATE	DATE	BYTE, WORD, DWORD, INT, DINT, DATE
TOD	TOD	BYTE, WORD, DWORD, INT, DINT, TOD
CHAR	CHAR	BYTE, WORD, DWORD, CHAR
COUNTER	INT, WORD, COUNTER	WORD, DWORD, INT, UINT, DINT, UDINT
TIMER	INT, WORD, TIMER	WORD, DWORD, INT, UINT, DINT, UDINT

If the bit length of the data type at input IN exceeds the bit length of the data type at output OUT1, the higher-order bits of the source value are lost. If the bit length of the data type at the IN input is less than the bit length of the data type at the OUT1 output, then the more significant bits of the destination value will be filled with zeros.

You can also use the "Move block" (BLKMOV) and "Move block uninterruptible" (UBLKMOV) instructions to move fields and structures.

Parameters

The following table shows the parameters of the "Move value" instruction:

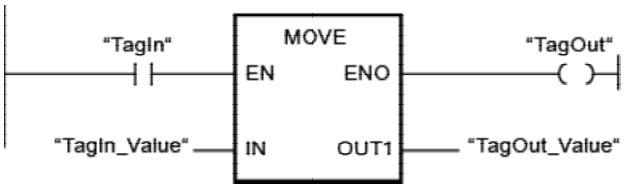
Parameter	Declaration	Data type	Memory area	Description
EN	Input	BOOL	I, Q, M, D, L	Enable input
ENO	Output	BOOL	I, Q, M, D, L	Enable output

IN	Input	Bit strings, integers, floating-point numbers, timers, DATE, TOD, CHAR, TIMER, COUNTER	I, Q, M, D, L or constant	Source value
OUT1	Output	Bit strings, integers, floating-point numbers, timers, DATE, TOD, CHAR, TIMER, COUNTER	I, Q, M, D, L	Destination address

For additional information on valid data types, refer to "See also".

Example

The following example shows how the instruction works:



The following table shows how the instruction works using specific operand values:

Parameter	Operand	Value
IN	TagIn_Value	0011 1111 1010 1111
OUT1	TagOut_Value	0011 1111 1010 1111

If operand "TagIn" has the signal state "1", the "Move value" instruction is executed. The instruction copies the contents of operand "TagIn_Value" to operand "TagOut_Value" and sets output "TagOut" to signal state "1".

See also

Overview of the valid data types
Basics of the EN/ENO mechanism
Basic information on LAD
Memory areas