

# 31.4 Counter Function Block

## COUNTER\_FB\_M

FX5S FX5UJ FX5U FX5UC

When the execution condition is established, this function block starts counting up.

Ladder diagram, FBD/LD	Structured text
	COUNTER_FB_M_1(Coil:=s1,Preset:=s2,ValueIn:=s3,ValueOut:=d1>Status:=d2);

### Setting data

#### ■ Descriptions, types, and data types

Argument	Description	Type	Data type
s1(Coil)	Execution condition (TRUE: Execution, FALSE: Stop)	Input variable	BOOL
s2(Preset)	Counter set value	Input variable	INT
s3(ValueIn)	Counter initial value	Input variable	INT
d1(ValueOut)	Counter current value	Output variable	ANY16
d2(Status)	Output	Output variable	BOOL

### Processing details

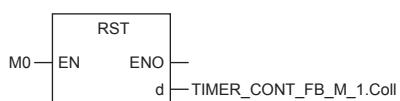
#### ■ Operation processing

- The counter starts counting when detecting the rising edge (from OFF to ON) of (s1). It does not start counting if (s1) remains ON. The counting is started from the value of (s3). When the count value reaches the value of (s2), (d2) turns ON. The current count value is stored in (d1).
- A value in the range of 0 to 32767 can be specified for (s2).
- A value in the range of -32768 to 32767 can be specified for (s3). However, when a negative value is specified, the initial value is set to 0.
- To reset the current value of the counter (d1), reset (s1) of FB directly.

**Ex.**

When the label name is TIMER\_CONT\_FB\_M\_1

[Ladder]



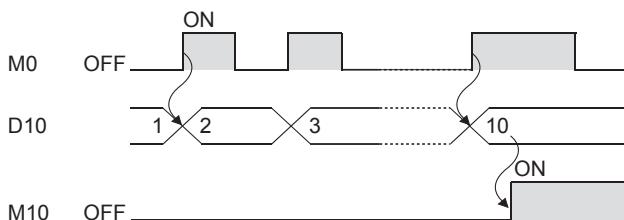
[ST]

RST(M0,TIMER\_CONT\_FB\_M\_1.Coil)

[Ladder example]



[Timing chart]



### Operation error

There is no error.