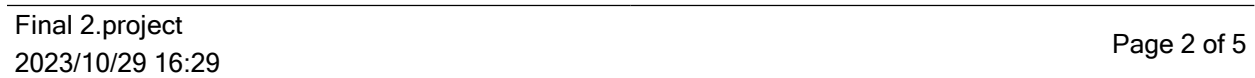


```
1  FUNCTION_BLOCK SevSeg
2  VAR_INPUT
3      SevenSegmentDisplay : INT := 0; // Value of the digit to be shown, from 0
    to 9
4      Enable7Seg : BOOL; // Enable input to the 7seg
5  END_VAR
6  VAR_OUTPUT
7  END_VAR
8  VAR
9      SegA : BOOL;
10     SegB : BOOL;
11     SegC : BOOL;
12     SegD : BOOL;
13     SegE : BOOL;
14     SegF : BOOL;
15     SegG : BOOL;
16     BinaryVal : BYTE; //Value of the digit in binary
17 END_VAR
18
```

---



— SegB

— SegC

