

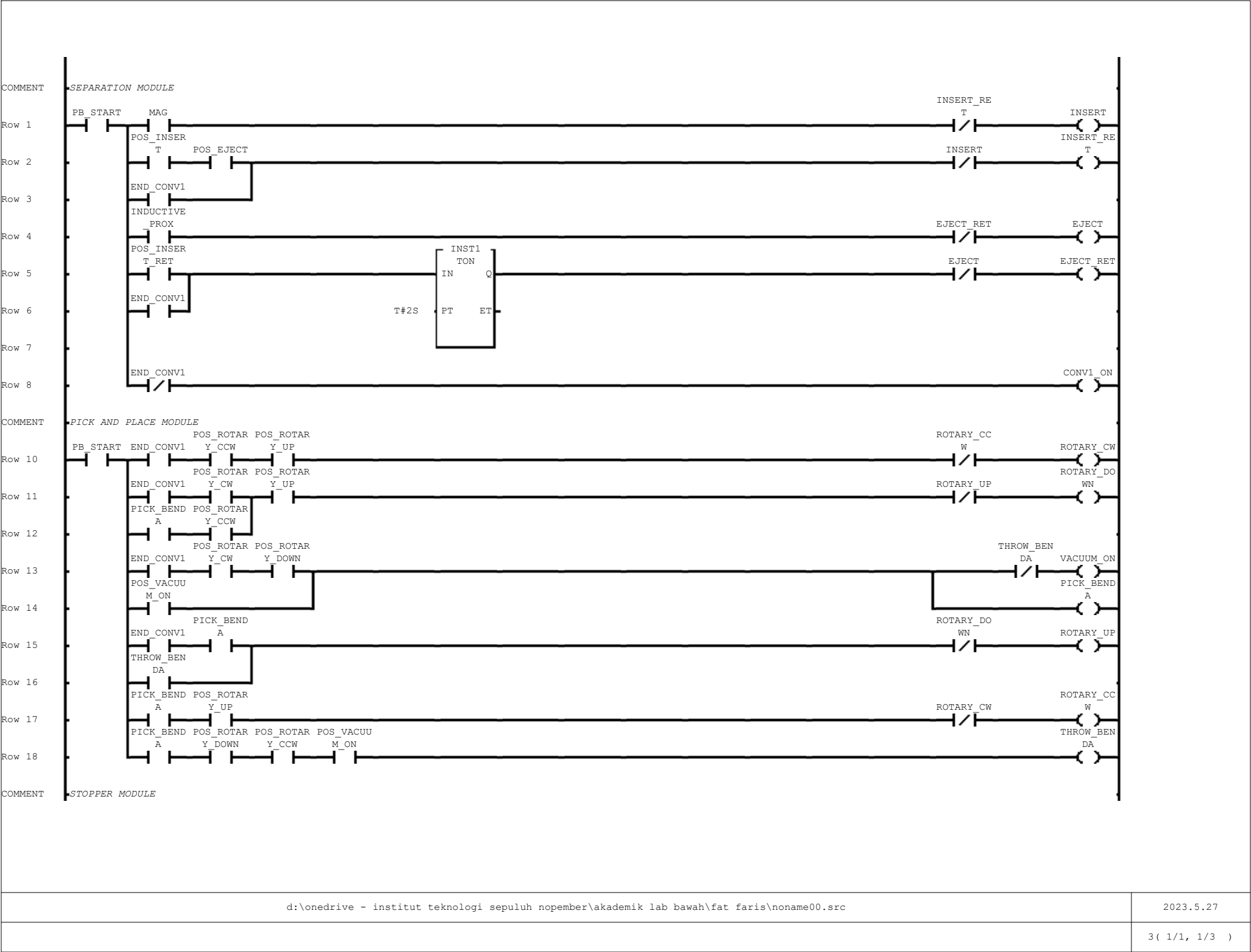
**Program**

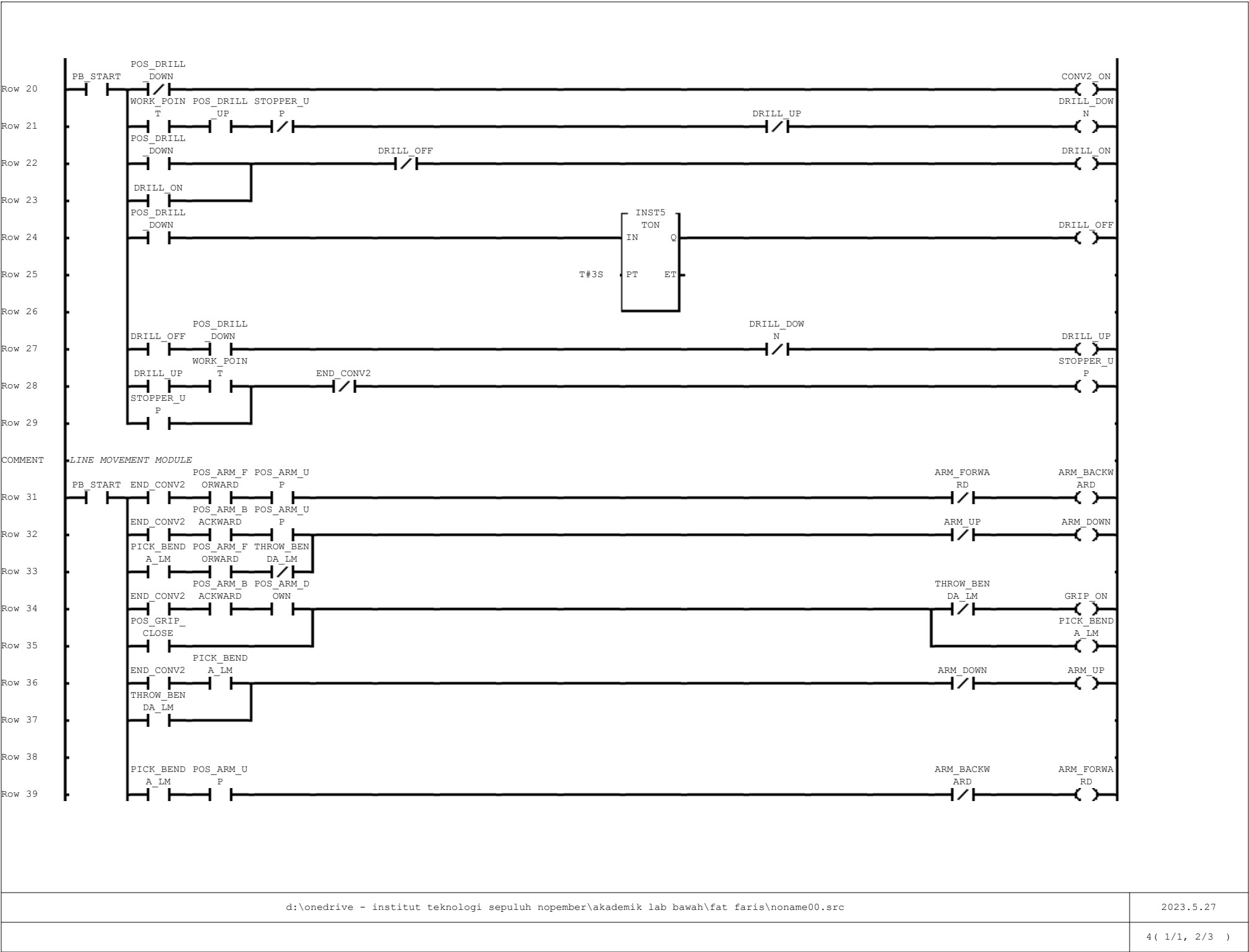
**noname00.src**

Variable name	Variable kind	Data type	(Memory allocation) (Initial value)
ARM_BACKWARD	VAR	BOOL	AT %QX0.2.1
ARM_DOWN	VAR	BOOL	AT %QX0.2.3
ARM_FORWARD	VAR	BOOL	AT %QX0.2.0
ARM_UP	VAR	BOOL	AT %QX0.2.2
CONV1_ON	VAR	BOOL	AT %QX0.2.10
CONV2_ON	VAR	BOOL	AT %QX0.3.4
DRILL_DOWN	VAR	BOOL	AT %QX0.3.2
DRILL_OFF	VAR	BOOL	
DRILL_ON	VAR	BOOL	AT %QX0.3.3
DRILL_UP	VAR	BOOL	AT %QX0.3.1
EJECT	VAR	BOOL	AT %QX0.2.8
EJECT_RET	VAR	BOOL	AT %QX0.2.9
END_CONV1	VAR	BOOL	AT %IX0.0.14
END_CONV2	VAR	BOOL	AT %IX0.1.5
GRIP_ON	VAR	BOOL	AT %QX0.2.4
INDUCTIVE_PROX	VAR	BOOL	AT %IX0.0.8
INSERT	VAR	BOOL	AT %QX0.2.6
INSERT_RET	VAR	BOOL	AT %QX0.2.7
INST0	VAR	FB Instance	
INST1	VAR	FB Instance	
INST2	VAR	FB Instance	
INST3	VAR	FB Instance	
INST4	VAR	FB Instance	
INST5	VAR	FB Instance	
MAG	VAR	BOOL	AT %IX0.0.6
PB_START	VAR	BOOL	AT %IX0.1.11
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Variable name	Variable kind	Data type	(Memory allocation) (Initial value)
PICK_BENDA	VAR	BOOL	
PICK_BENDA_LM	VAR	BOOL	
POS_ARM_BACKWARD	VAR	BOOL	AT %IX0.0.1
POS_ARM_DOWN	VAR	BOOL	AT %IX0.0.3
POS_ARM_FORWARD	VAR	BOOL	AT %IX0.0.0
POS_ARM_UP	VAR	BOOL	AT %IX0.0.2
POS_DRILL_DOWN	VAR	BOOL	AT %IX0.1.4
POS_DRILL_UP	VAR	BOOL	AT %IX0.1.3
POS_EJECT	VAR	BOOL	AT %IX0.0.12
POS_EJECT_RET	VAR	BOOL	AT %IX0.0.13
POS_GRIP_CLOSE	VAR	BOOL	AT %IX0.0.5
POS_GRIP_OPEN	VAR	BOOL	AT %IX0.0.4
POS_INSERT	VAR	BOOL	AT %IX0.0.10
POS_INSERT_RET	VAR	BOOL	AT %IX0.0.11
POS_ROTARY_CCW	VAR	BOOL	AT %IX0.1.6
POS_ROTARY_CW	VAR	BOOL	AT %IX0.1.7
POS_ROTARY_DOWN	VAR	BOOL	AT %IX0.1.9
POS_ROTARY_UP	VAR	BOOL	AT %IX0.1.8
POS_STOPPER_DOWN	VAR	BOOL	AT %IX0.1.1
POS_STOPPER_UP	VAR	BOOL	AT %IX0.1.0
POS_VACUUM_ON	VAR	BOOL	AT %IX0.1.10
ROTARY_CCW	VAR	BOOL	AT %QX0.3.6
ROTARY_CW	VAR	BOOL	AT %QX0.3.7
ROTARY_DOWN	VAR	BOOL	AT %QX0.3.9
ROTARY_UP	VAR	BOOL	AT %QX0.3.8
STOPPER_UP	VAR	BOOL	AT %QX0.3.0
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Row 40

PICK_BEND	POS_ARM_D	POS_ARM_F	POS_GRIP_	THROW_BEN
A_LM	OWN	ORWARD	CLOSE	DA LM