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Instruction Set

INSTRUCTIONS

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1.1 Instruction Specifications

In this section, each instruction mentioned in section 1.1 is described in detailed. For each instruction, the following items are explained:

Expression: Shows the operands required for the instruction as marked.

Function: Explains the function of the instruction with referring the operands shown on the expression box.

Execution Condition:
Shows the execution condition of the instruction and the instruction output status.

Operand: Shows available register, device or constant value for each operand. For constant operand, available value range is described. If the constant column is just marked (√), it means normal value range (-32768 to 32767 in 16-bit integer or -2147483648 to 2147483647 in 32-bit integer) is available. Whether index modification for a register operand is usable or not is also shown for each operand.

Example: Explains the operation of the instruction by using a typical example.

Note: Explains supplementary information, limitations, etc. for the instruction.

For a quick reference, table given in next section will describe you the purpose of each instruction, instruction timings and number of steps for each instruction.

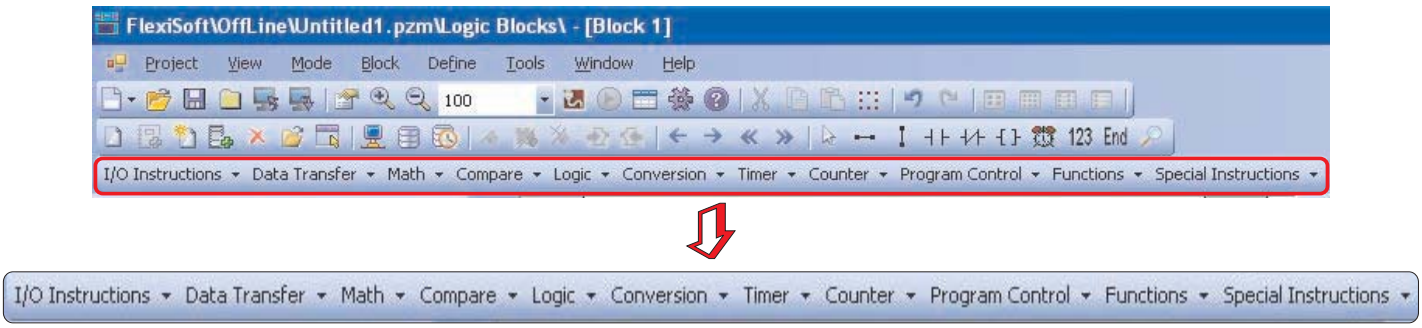
About RAM registers, EEPROM registers and Instruction Timings:
Register ‘D’, ‘BW’, ‘MW’, ‘SW’, ‘T’, ‘C’ are allocated memory in RAM for all models. ‘R’ are the retentive registers which retains their values after power cycle. ’R’ registers are allocated memory in EEPROM for FlexiLogics®, FP4035,FP4057 series models. For FP4020 and FP4030 series models a battery back up RAM is used as ‘R’ memory.

When retentive registers are used in the ladder, a call to EEPROM is invoked. As the EEPROM access is slow, the execution time is higher if retentive registers are used in the instructions. So separate execution timings are mentioned for instructions where ‘R’ registers are used. Retentive register ‘R’ in FP4020, FP4030 are stored in Battery backup RAM. So execution time for retentive register operation is same as RAM registers (‘D’, ‘BW’ etc.) User should be careful while using ‘R’ registers in destination as the number of write operations to EEPROM is limited to 10,000,000 operations only. After that the EEPROM may become unusable.

Data retention validity for EEPROM is more than 200 years. Data retention validity for battery backup RAM is dependent on Battery life which is published in user manual.

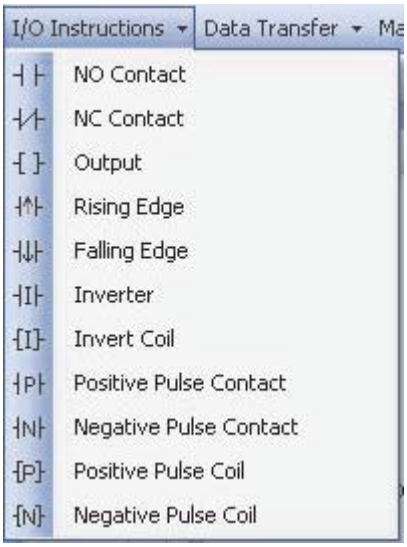
1.2 List of instructions

The Flexi Panel series units has 113 types of ladder instructions as listed below.



The specifications of each instruction will be described in detail later.

1.2.1 I/O Instructions



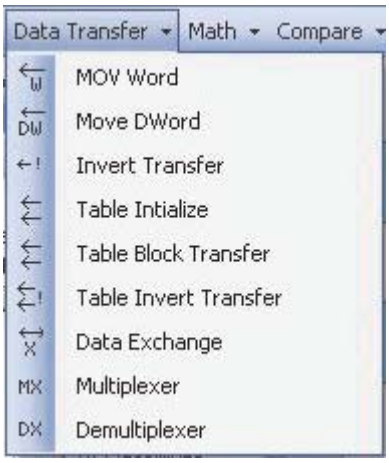
For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FL010/FL050		FP4035/FP4057	
			RAM and FP4020/30MR R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	NO Contact	NO (Normally open) contact	1.0333	NA	371.988	NA
2.	NC Contact	NC (Normally Closed) contact	1.0472	NA	376.992	NA
3.	Output	Relay Coil	1.0889	NA	392.004	NA
4.	Transitional Contact (rising edge)	Turns ON output for 1 scan when input changes from OFF to ON	1.0055	NA	361.98	NA
5.	Transitional Contact (falling edge)	Turns ON output for 1 scan when input changes from ON to OFF	1.0194	NA	366.984	NA

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP5043/5057/5070/5121/FL100		FP4030MT/FL005	
			RAM and FP5 Series R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	NO Contact	NO (Normally open) contact	1.0333	NA	371.988	NA
2.	NC Contact	NC (Normally Closed) contact	1.0472	NA	376.992	NA
3.	Output	Relay Coil	1.0889	NA	392.004	NA
4.	Transitional Contact (rising edge)	Turns ON output for 1 scan when input changes from OFF to ON	1.0055	NA	361.98	NA
5.	Transitional Contact (falling edge)	Turns ON output for 1 scan when input changes from ON to OFF	1.0194	NA	366.984	NA

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
7.	Inverter	Inverts the input state	0.8250	NA	297	NA
8.	Inverter Coil	Stores the invers state of input input into device A	1.1167	NA	402.012	NA
9.	Positive Pulse Contact	Turns ON output for 1 scan when input is ON and device A changes from OFF to ON.	1.2833	NA	461.988	NA
10.	Negative Pulse Contact	Turns ON output for 1 scan when input is ON and device A changes from ON to OFF	1.3389	NA	482.004	NA
11.	Positive Pulse Coil	Turns ON device A for 1 scan when input changes from OFF to ON	1.3250	NA	477	NA
12.	Negative Pulse Coil	Turns ON device A for 1 scan when input changes from ON to OFF	1.2972	NA	466.992	NA

1.2.2 Data Transfer

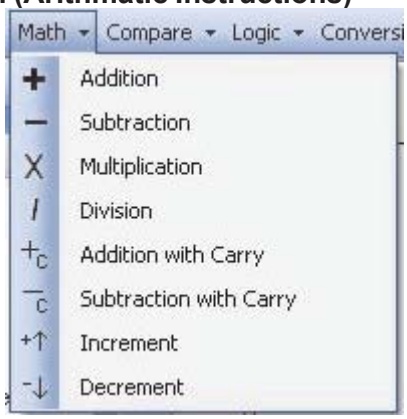


For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	MOV Word	Transfers data of A to B	1.85278	1.10300	667.0008	0.6
2.	MOV Dword	Transfers double-word data of (A+1)-A to (B+1)-B	2.22700	2.15709	801.7200	1.2
3.	Invert Transfer	Transfers bit-inverted data of A to B	1.85278	1.12806	667.0008	0.6

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
4.	Table Initialize	Transfers data of A to n registers starting with B	1.81110	1.10309	651.996	0.6
			205.25600	547.06731	73892.16	0.3
5.	Table Block Transfer	Transfers data n registers starting with A to n registers starting with B	1.65833	1.09168	596.9988	0.6
			271.39440	1093.62762	97701.98401	600
6.	Table Invert Transfer	Transfers bit-inverted data of n registers starting with A to n registers starting with B	1.64444	1.10842	591.9984	0.6
			316.25000	1095.56357	113850	600
7.	Data Exchange	Exchanges data of A with B	2.08890	10.27224	752.004	6
8.	Multiplexer	Transfers data from the register specified by B in table, size n starting with A, to C	2.68611	1.62344	966.9996001	0.9
9.	Demultiplexer	Transfers data from A to the register specified by B in the table, size n starting with C	2.54722	1.64176	916.9992001	0.9

1.2.3 Math (Arithmatic Instructions)

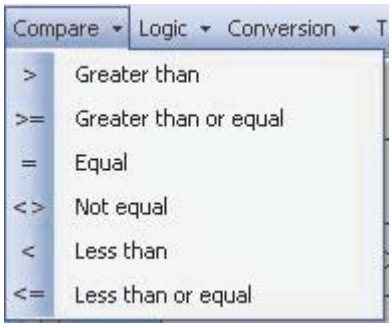


For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	Addition	Adds data of *A* & *B* and stores the result in *C*				
	(i) Signed Word		3.2833	1.6473	1181.988	0.9
	(ii) Signed D-Word		2.9083	3.2323	1046.9988	1.8
	(iii) Float					
2.	Subtraction	Subtracts data *B* from *A*, and stores result in *C*				
	(i) Signed Word		3.5056	1.6437	1262.0016	0.9
	(ii) Signed D-Word		2.9222	3.2183	1051.992	1.8
	(iii) Float					
3.	Multiplication	Multiplies data of *A* & *B*, and stores the result in double-length register *C+1.C*				
	(i) Signed		1.9917	2.1840	717.0012	1.2
	(ii) Unsigned		2.8389	2.1716	1022.004	1.2
	(iii) Float					

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
4.	Division (i) Signed	Divides data of *A* by *B*, & stores the quotient in *C* and reminder in *C+1*	9.5056	2.1488	3422.0016	1.2
	(ii) Unsigned		8.8250	2.1524	3177	1.2
	(iii) Unsigned D-Word		9.0300	2.7109	3250.8	1.4
	(iv) float					
5.	Addition with carry	Adds data of *A, B* & the carry, and stores result in *C*. The carry flag changes accordingly to the result.	3.5055	1.6483	1261.98	0.9
6.	Subtraction with carry	Subtracts data of *B* & the carry from *A*, and stores the result in *C*. The carry flag changes accordingly to the result.	3.4916	1.6475	1256.976	0.9
7.	Increment	Increaments data of *A* by 1	1.6444	5.0850	591.984	2.6
8.	Decrement	Decrements data of *A* by 1	1.6167	5.0850	582.0012	2.6

1.2.4 Compare Instructions

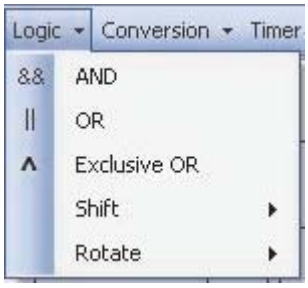


For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	Greater than (i) Signed Word	Turns ON output if *A* > *B*	2.4222	1.0975	871.9920	0.6
	(ii) Unsigned Word		2.1583	1.1175	776.9880	0.6
	(iii) Signed D-Word		2.6444	2.1814	951.9840	1.2
2.	Greater than or equal (i) Signed	Turns ON output if *A* > *B*	2.4222	1.1028	871.9920	0.6
	(ii) Unsigned Word		2.1861	1.1074	786.9960	0.6
	(iii) Signed D-Word		2.5472	2.1763	916.9992	1.2
3.	Equal (i) Signed Word	Turns ON output if *A* = *B*	2.3111	1.1027	831.9960	0.6
	(ii) Unsigned Word		2.4306	1.1076	875.0001	0.6
	(iii) Signed D-Word		2.5472	2.1624	916.9992	1.2

4.	Not Equal (i) Signed Word	Turns ON output if *A* = *B*	2.3389	1.1022	842.0004	0.6
	(ii) Unsigned Word		2.1583	1.1062	776.9880	0.6
	(iii) Signed D-Word		2.5889	2.1766	932.0040	1.2
5.	Less Than (i) Signed Word	Turns ON output if *A* < *B*	2.3667	1.1081	852.0120	0.6
	(ii) Unsigned Word		2.1306	1.1098	766.9980	0.6
	(iii) Signed D-Word		2.5472	2.1757	916.9920	1.2
6.	Less than or equal (i) Signed Word	Turns ON output if *A* < *B*	2.3520	1.1027	846.7200	0.6
	(ii) Unsigned Word		2.1306	1.1065	767.0001	0.6
	(iii) Signed D-Word		2.6444	2.1717	951.9840	1.2

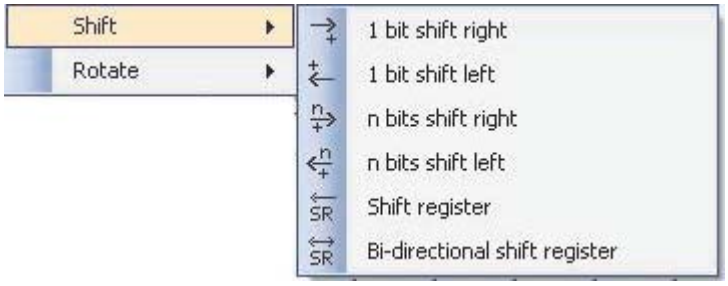
1.2.5 Logic Instructions



For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	AND	Finds logical AND of *A* & *B*, and stores it in *C*.	2.7000	1.6382	972.0000	0.9
2.	OR	Finds logical OR of *A* & *B*, and stores it in *C*.	2.6722	1.6373	961.9920	0.9
3.	Exclusive OR	Finds logical exclusive OR of *A* & *B*, and stores it in *C*.	2.7417	1.6485	987.0001	0.9

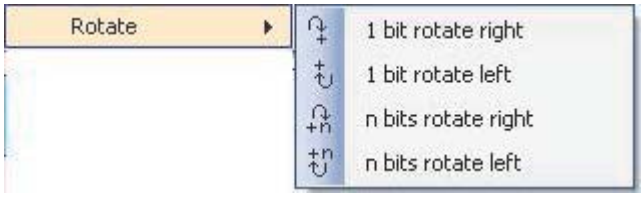
1.2.5.1 Shift Instructions:



For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	1 bit shift right	Shifts data of *A* 1 bit to the right (LSB). The carry flag changes accordingly to the result.	1.9778	1.1017	712.008	0.6
2.	1 bit shift left	Shifts data of *A* 1 bit to the left (MSB). The carry flag changes accordingly to the result.	2.0333	1.1026	731.988	0.6
3.	n bits shift right	Shifts data of *A* n bits to the right (LSB) and stores result in *B*. The carry flag changes accordingly to the result.	2.4361	1.1082	876.9996	0.6
4.	n bits shift left	Shifts data of *A* n bits to the left (MSB) and stores result in *B*. The carry flag changes accordingly to the result.	2.4639	1.0989	887.0004	0.6
5.	Shift register	When shift input (S) comes ON, shifts the data of specified shift register 1 bit to the left, and stores data input (D) state into *A*. This operation is enabled while enable input (E) is ON. The carry flag changes according to the result. Shift register: *n* devices starting with device *A*.	15.4500	NA	5562	NA
			36.6444	NA	13191.984	NA
6.	Bi-directional shift register	When shift input (S) comes ON, shifts the data of specified shift register 1 bit to the left or to the right depending on direction input (L). This operation is enabled while enable input (E) is ON. The carry flag changes according to the result. Shift register: *n* devices starting with device *A*. Direction: Left when L is ON, right when L is OFF	21.6861	NA	7806.9996	NA
			42.2972	NA	15226.992	NA

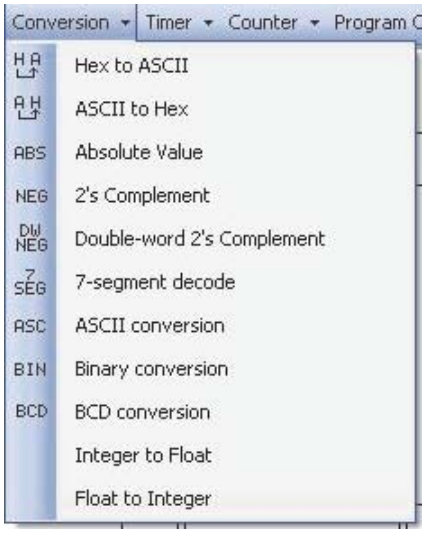
1.2.5.2 Rotate Instructions:



For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	1 bit rotate right	Rotates data of *A* 1 bit to the right (LSB direction).The carry flag changes according to the result.	2.0750	5.1967	747	2.6
2.	1 bit rotate left	Rotates data of *A* 1 bit to the left (MSB direction). The carry flag changes according to the result.	2.0611	5.1758	741.996	2.6
3.	n bit rotate right	Rotates data of *A n* bits to the right (LSB direction) and stores the result in *B*. The carry flag changes according to the result	2.4222	1.1168	871.9920	0.6
4.	n bits rotate left	Rotates data of *A n* bits to the left (MSB direction) and stores the result in *B*. The carry flag changes according to the result	2.5750	1.1065	927.0000	0.6

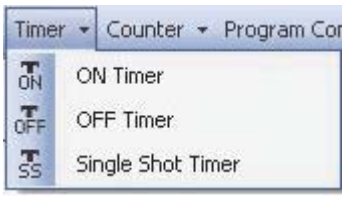
1.2.6 Conversion Instructions



For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	Hex to ASCII	Converts the hexadecimal data of *n* words stating with *A* into ASCII characters, and stores them in nx2 registers starting with *B*	5.8389	NA	2102.0004	NA
			87.1167	NA	31362.012	NA
2.	ASCII to Hex	Converts the ASCII characters stored in *n* registers stating with *A* into hexadecimal data, & stores them in *n*/2 registers starting with *B*.	6.5333	NA	2351.988	NA
			64.8667	NA	23352.012	NA
3.	Absolute Value	Stores absolute value of A in B.	1.3389	NA	482.0004	NA
4.	2's Complement	Stores the 2's complement value of A in B	1.1306	NA	407.00016	NA
5.	Double-word 2's Complement	Stores the 2's complement value of *A+1.A* in *B+1.B*	1.5889	NA	572.004	NA
6.	7-segment decode	Converts lower 4 bits of A into7 segment code and stores in B	1.2556	NA	452.016	NA
7.	ASCII Conversion	Converts the alphanumerics (max. 16 characters) of *A* into ASCII codes, and stores them in registers starting with *B*.	1.6583	NA	596.9988	NA
			5.7694	NA	2076.9984	NA
8.	Binary conversion	Converts the BCD data in *A* into binary data, and stores it in *B*	1.7417	NA	627.00012	NA
9.	BCD Conversion	Converts the binary data in *A* into BCD data, & stores in *B*	11.3667	NA	4092.012	NA
10.	Integer to Float	Converts the integer data from A into float format, and stores it in B.				
11.	Float to Integer	Converts the float data from A into interger format, and stores it in B.				

1.2.7 Timer Instructions



For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	ON Timer	Turns ON output when the time specified by *A* has elapsed after the input came ON. *B* is a timer register	6.7278	NA	2422.008	NA
2.	OFF Timer	Turns OFF output when the time specified by *A* has elapsed after the input came OFF. *B* is a timer register	6.7833	NA	2441.988	NA
3.	Single Shot Timer	Turns ON output for the time specified by *A* when the input comes ON. *B* is a timer register	7.0889	NA	2552.004	NA

1.2.8 Counter Instructions

For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	Counter	Counts the number of cycles the count input (C) comes ON while the enable input (E) is ON, and turns ON output (Q) when the count reaches to the value specified by *A*. *B* is a counter register	4.3944	NA	1581.984	
2.	Up / down Counter	While enable input (E) is ON, counts up or down the number of cycles the count input (C) comes ON, depending on the up/down select input (U). Up when U is ON, down when U is OFF	1.3528	NA	486.9972	

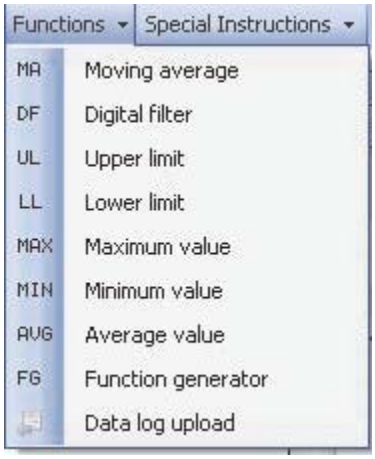
1.2.9 Program Control Instructions

For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	Subroutine call	Calls the subroutine number *n*	2.7000	NA	2.7000	NA
2.	Subroutine return	Indicates the end of a subroutine				
3.	FOR	When the input of FOR is ON, executes the segment from FOR to NEXT the number of times specified by *n*.	3.2694	NA	3.2694	NA
4.	NEXT					
5.	Master Control Set	Turns OFF power rail between MCS and MCR when MCS input is OFF	2.3111	NA	2.3111	NA
6.	Master Control Reset					
7.	Jump Control Set	Jumps from JCS to JCR when JCS input is ON	1.8111	NA	1.8111	NA
8.	Jump Control Reset					
9.	Enable interrupt	Enables execution of interrupt program.	5.1861	NA	5.1861	NA
10.	Disable interrupt	Disables execution of interrupt program.				
11.	Watchdog timer reset	Extends the scan time over detection time.	0.9917	NA	0.9917	NA
12.	*Step sequence Initialize	Resets OFF the *n* devices stating with *A*, and sets	3.4500 86.8389 ON *A*.	NA NA	3.4500 86.8389	NA NA
13.	*Step sequence input	Turns ON output if input is ON and *A* is ON.	1.2139	NA	1.2139	NA
14.	*Step sequence output	When input is ON, resets OFF the devices of STIN on the same rung, and sets ON *A*	1.852778	NA	1.852778	NA

**: These Configure a series of step sequence.*

1.2.10 Functions



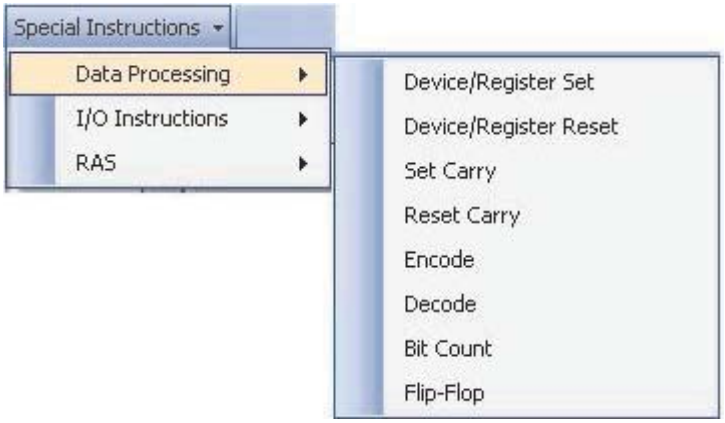
For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	Moving average	Calculates the average value of latest *n* scan values of *A*, and stores the result in *C*	5.6583	NA	5.6583	NA
			45.5333	NA	45.5333	NA
2.	Digital Filter	Filters the value of *A* by filter constant specified by *B*, and stores the result in *C*	28.3528	NA	28.3528	NA
3.	PID (1,4)	Performs PID control.(pre-derivative real PID algorithm) Process value (PV): *A* Set value (SV): *A+1* PID parameters: *B* & after Manipulation value (MV): *C*	35.8805	NA	35.8805	NA
			44.7000	NA	44.7000	NA
4.	Upper limit	Upper limits the value of *A* by B, and stores the result in *C*.	2.3389	NA	2.3389	NA
5.	Lower limit	lower limits the value of *A* by B, and stores the result in C.	2.0889	NA	2.0889	NA
6.	Maximum Value	Finds the maximum value of *n* registers data starting with *A*, and stores the value in *C* and the pointer in *C+1*	3.9917	NA	3.9917	NA
			64.5611	NA	64.5611	NA
7.	Minimum Value	Finds the minimum value of *n* registers data starting with *A*, and stores the value in *C* and the pointer in *C+1*	3.9361	NA	3.9361	NA
			61.0611	NA	61.0611	NA

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
8.	Average Value	Calculates the average value of *n* registers data starting with *A*, and stores the result in *C*	12.5472 39.7556	NA NA	12.5472 39.7556	NA NA
9.	Function generator	Finds f(x) for given x=*A*, & stores it in *C*. The function f(x) is defined by parameters stored in a table 2×*n* registers starting with *B*	5.2417 68.7694	NA NA	5.2417 68.7694	NA NA

1.2.11 Special Instructions

1.2.11.1 Data Processing Instructions



For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	Device Set Register Set	If *A* is a device: Sets device *A* to ON If *A* is a register: Stores HFFFF in register *A*	1.0889 1.0472	NA NA	1.0889 1.0472	NA NA
2.	Device Reset Register Reset	If *A* is a device: Resets device *A* to OFF If *A* is a register: Stores 0 in register *A*	1.0750 0.9778	NA NA	1.0750 0.9778	NA NA
3.	Set Carry	Sets the carry flag to ON.	1.0194	NA	1.0194	NA
4.	Reset Carry	Resets the carry flag to OFF	1.0056	NA	1.0056	NA
5.	Encode	Finds the uppermost ON bit position in the bit file of size 2n bits starting with register *A*, and stores it in *B*.	4.6861 99.7000	NA NA	4.6861 99.7000	NA

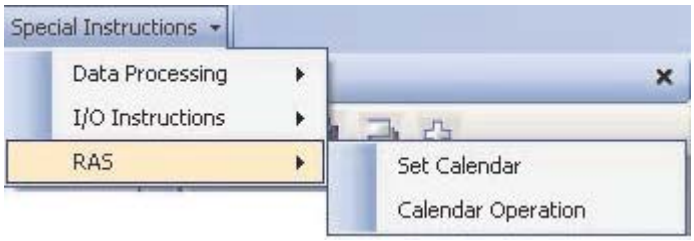
Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
6.	Decode	In the bit file of size 2n bits starting with register *B*, sets ON the bit position indicated by lower *n* bits of *A,* and resets OFF all other bits	4.2833 46.8389	NA NA	4.2833 46.8389	NA NA
7.	Bit Count	Counts the number of ON bits of *A* and stores it in *B*	4.2273	NA	4.2278	NA
8.	Flip-Flop	Sets ON device *A* when set input (S) is ON, and resets OFF device *A* when reset input (R) is ON. (Reset takes priority)	1.5890	NA	1.5890	NA

1.2.11.2 I/O Instructions

For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			FlexiLogics® (uSec)	FP4020/ FP4030 (uSec)	FP4035 / FP4057 (uSec)	On Retentive Register (mSec)
1.	Direct I/O	i) Immediate update of inputs and outputs of base registers (Local I/O)	1.5889	1.5889	0.57	NA
		ii) Immediate update of inputs and outputs of expansion registers (Expansion I/O)	176.8667	2000	2000	NA

1.2.11.3 RAS Instructions



For a quick reference, below given table will describe you the purpose of each instruction.

Sr. No.	Name of Instruction	Description	Execution Speed			
			FP4020/FP4030/FlexiLogics®		FP4035/FP4057	
			RAM and FP4020 / FP4030 R Registers (uSec)	FlexiLogics® Retentive Registers (mSec)	On RAM (nS)	On Retentive Register (mSec)
1.	Set Calender	Sets 6 registers data starting with A into clock/calendar.	785.2694	NA	785.2694	NA
2.	Calendar Operation	Calculates difference between present date & time and past date & time stored in 6 registers starting with *A*, and stores the result in 6 registers starting with *B*.	748.9222	NA	748.9222	NA

***Instruction-1*: NO Contact**

Expression:

Input —| A |— Output

Function:

NO (normally open) contact of device *A*.
When the input is ON and the device *A* is ON, the output is turned ON.

Execution condition:

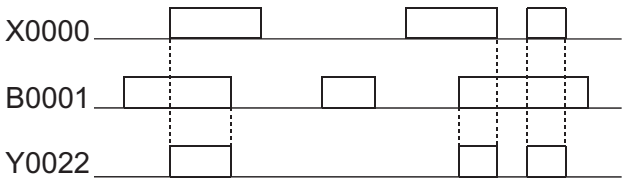
Input	Operation	Output
OFF	Regardless of the state of device *A*	OFF
ON	When device *A* is OFF	OFF
	When device *A* is ON	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Device	√	√	√	√	√	√	√														

Example:

Coil Y0022 comes ON when the devices X0000 and B0001 are both ON.



***Instruction-2*: NC Contact**

Expression:

Input —|/|— A Output

Function:

NC (normally closed) contact of device *A*.
When the input is ON and the device *A* is OFF, the output is turned ON.

Execution condition:

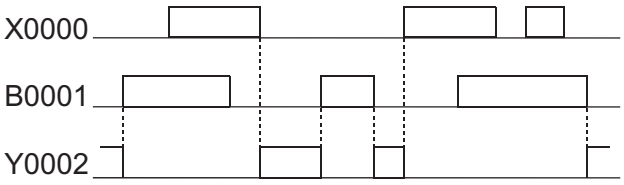
Input	Operation	Output
OFF	Regardless of the state of device *A*	OFF
ON	When device *A* is OFF	ON
	When device *A* is ON	OFF

Operand:

	Name	Device							Register												Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Device	√	√	√	√	√	√	√														

Example:

Coil Y0002 comes ON when the devices X0000 and B0001 are both OFF.



***Instruction-3*: Output**

Expression:

Input —(A)—

Function:

Output coil of device *A*.
When the input is ON, the device *A* is ON.

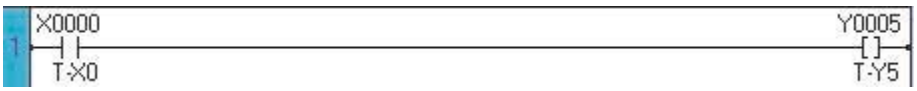
Execution condition:

Input	Operation	Output
OFF	Sets device *A* to OFF	---
ON	Sets device *A* to ON	---

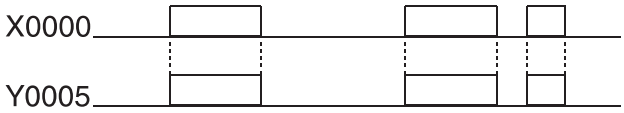
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Device		√	√	√			√													

Example:



Coil Y0005 comes ON when the device X0000 is ON.



***Instruction-4*: Rising Edge (Transitional Contact)**

Expression:

Input —|↑|— A Output

Function:

When the input at last scan is OFF and the input at this scan is ON, the output is turned ON.
This instruction is used to detect the input changing from OFF to ON

Execution condition:

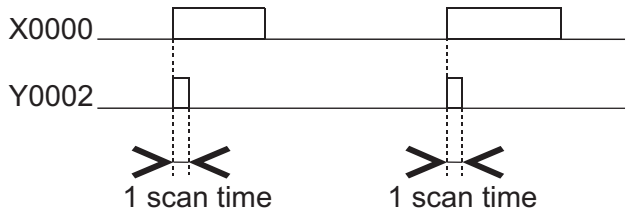
Input	Operation	Output
OFF	Regardless of the input state at last scan	OFF
ON	When the input state at last scan is OFF	ON
	When the input state at last scan is ON	OFF

Operand:

No operand is required.

Example:

Coil Y0002 comes ON for only 1 scan when the device X0000 comes ON.



***Instruction-5*: Falling Edge (Transitional Contact)**

Expression:

Input	A ⊣↓⊢	Output

Function:

When the input at last scan is ON and the input at this scan is OFF, the output is turned ON.
This instruction is used to detect the input changing from ON to OFF.

Execution condition:

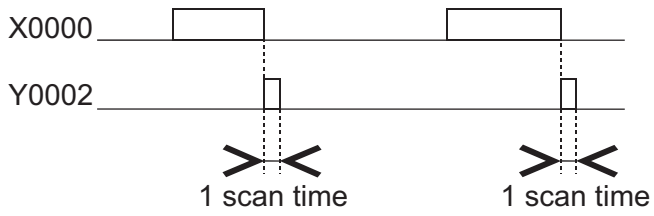
Input	Operation	Output
OFF	When the input state at last scan is OFF	OFF
	When the input state at last scan is ON	ON
ON	Regardless of the input state at last scan	OFF

Operand:

No operand is required.

Example:

Coil Y0002 comes ON for only 1 scan when the device X0000 comes OFF.



***Instruction-6*: Inverter**

Expression:

Input —|/|— Output (A)

Function:

When the input is OFF, the output is turned ON, and when the input is ON, the output is turned OFF. This instruction inverts the link state.

Execution condition:

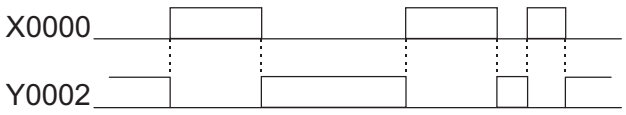
Input	Operation	Output
OFF	Inverts the input state	ON
ON	Inverts the input state	OFF

Operand:

No operand is required

Example:

Device Y0002 comes ON when X0000 is OFF, and Y0002 comes OFF when X0000 is ON.



***Instruction-7*: Inverter Coil**

Expression:

	A
Input	–(I)–

Function:

When the input is OFF, the device *A* is set to ON, and when the input is ON, the device *A* is set to OFF. This instruction inverts the input state and store it in the device *A*.

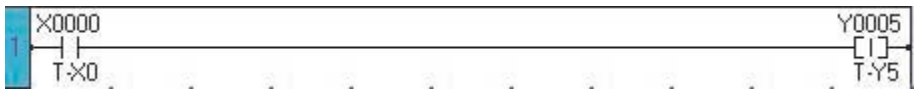
Execution condition:

Input	Operation	Output
OFF	Sets device A to ON	---
ON	Sets device A to OFF	---

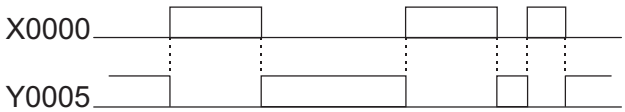
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Device		√	√	√			√													

Example:



Device Y0005 comes ON when X0000 is OFF, and Y0005 comes OFF when X0000 is ON.



***Instruction-8*: Positive Pulse Contact**

Expression:

Input	A ⊣P⊢	Output

Function:

When the input is ON and the device *A* is changed from OFF to ON (OFF at last scan and ON at this scan), the output is turned ON.
This instruction is used to detect the device changing from OFF to ON.

Execution condition:

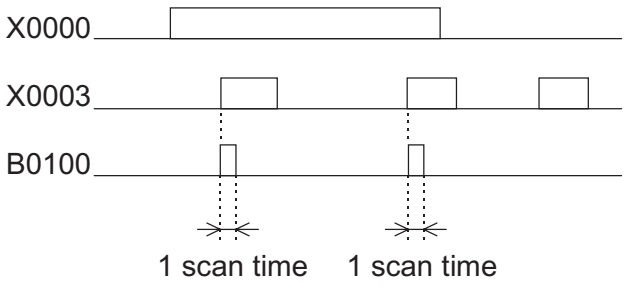
Input	Operation		Output
OFF	Regardless of the state of device A		OFF
ON	State of device A is OFF		OFF
	State of device A is ON	A is OFF at last scan	ON
		A is ON at last scan	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Device	√	√	√	√	√	√	√														

Example:

B0100 comes ON for only 1 scan when X0000 is ON and X0003 changes to ON.



Instruction-9: Negative Pulse Contact

Expression:

Input —|N|— Output (A)

Function:

When the input is ON and the device *A* is changed from ON to OFF (ON at last scan and OFF at this scan), the output is turned ON.
This instruction is used to detect the device changing from ON to OFF.

Execution condition:

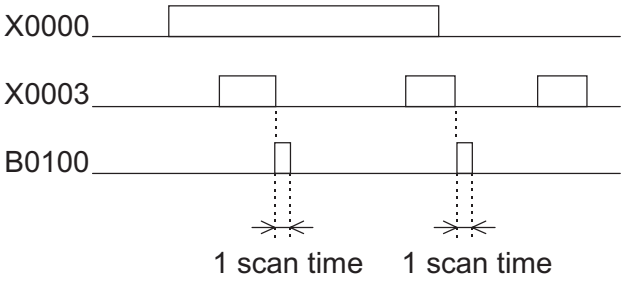
Input	Operation		Output
OFF	Regardless of the state of device A		OFF
ON	State of device A is OFF	A is OFF at last scan	OFF
		A is ON at last scan	ON
	State of device A is ON		OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Device	√	√	√	√	√	√	√														

Example:

B0100 comes ON for only 1 scan when X0000 is ON and X0003 changes to OFF.



***Instruction-10*: Positive Pulse Coil**

Expression:

A Input —(P)—

Function:

When the input is changed form OFF to ON, the device *A* is set to ON for 1 scan time. This instruction is used to detect the input changing from OFF to ON.

Execution condition:

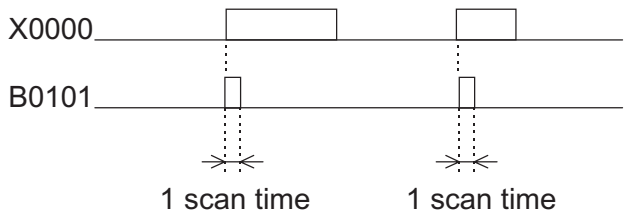
Input	Operation	Output
OFF	Sets device A to OFF	—
ON	When the input at last scan is OFF, sets A to ON	—
	When the input at last scan is OFF, sets A to OFF	—

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Device		√	√	√			√													

Example:

B0101 comes ON for only 1 scan when X0000 is changed from OFF to ON.



***Instruction-11*: Negative Pulse Coil**

Expression:

Input —(N)— A

Function:

When the input is changed form ON to OFF, the device *A* is set to ON for 1 scan time.
This instruction is used to detect the input changing from ON to OFF.

Execution condition:

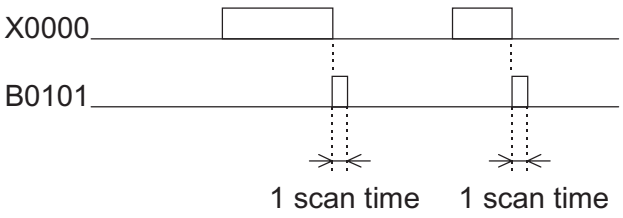
Input	Operation	Output
OFF	When the input at last scan is OFF, sets *A* to OFF	—
	When the input at last scan is ON, sets *A* to ON	—
ON	Sets device *A* to OFF	—

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Device		√	√	√			√														

Example:

B0101 comes ON for only 1 scan when X0000 is changed from ON to OFF.



***Instruction-12*: MOV WORD**

Expression:

Input —[A MOV B]—

Function:

When the input is ON, the data of A is stored in B.

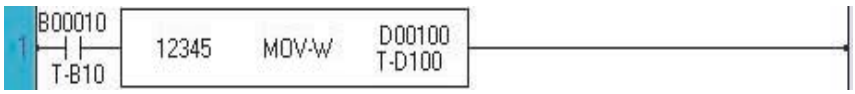
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

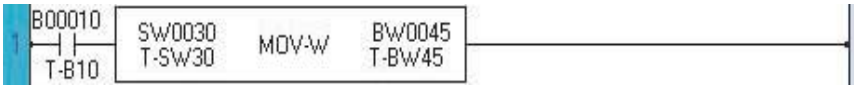
	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Source								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Destination									√	√	√	√	√	√	√	√	√	√	√	√	

Example-1: (constant to register)



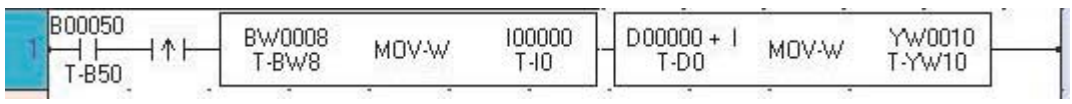
B0010 is ON, a constant data (12345) is stored in D0100 and the output is turned ON.

Example-2: (register to register)



When B00010 is ON, the data of SW030 is stored in BW045 and the output is turned ON. If SW030 is 500, the data 500 is stored in BW045.

Example-3: (index modification)



When B050 is changed from OFF to ON, the data of BW008 is stored in the index register I and the data of D(0000+I) is stored in YW010. If BW008 is 300, the data of D0300 is stored in YW010.

***Instruction-13*: Mov DWord**

Expression:

Input —[A+1.A MOV B+1.B]—

Function:

When the input is ON, the double-word (32-bit) data of A+1× A is stored in double-word register B+1× B. The data range is -2147483648 to 2147483647.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Destination									√	√	√	√	√	√	√	√	√	√	√		√

Example:

When B011 is ON, a double-word data of D0101×D0100 is stored in BW17×BW16 and the output is turned ON. If D0101×D0100 is 1234567, the data 1234567 is stored in BW17×BW16.

Instruction-14: Invert Transfer

Expression:

Input —[A NOT B]—

Function:

When the input is ON, the bit-inverted data of A is stored in B.

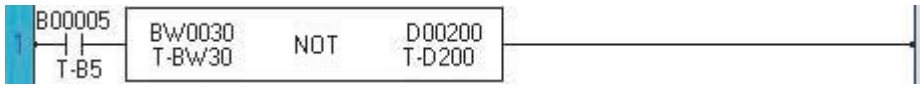
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

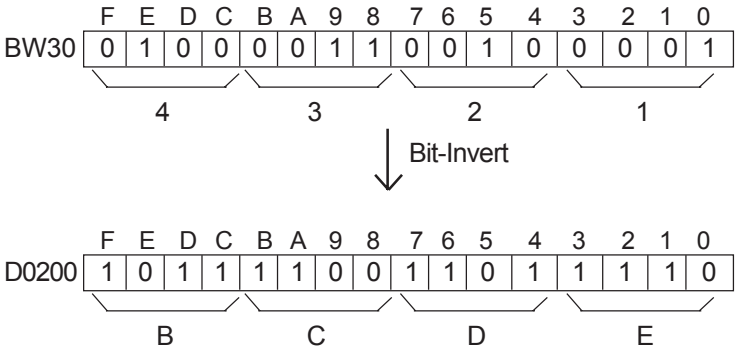
Operand:

	Name	Device							Register												Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Destination									√	√	√	√	√	√	√	√	√	√	√		√

Example:



When B005 is ON, the bit-inverted data of BW30 is stored in D0200 and the output is turned ON.
If BW30 is H4321, the bit-inverted data (HBCDE) is stored in D0200.



***Instruction-15*: Table Initialize**

Expression:

Input —[A TINZ (n) B]— Output

Function:

When the input is ON, the data of A is stored in n registers starting with B.
The allowable range of the table size n is 1 to 1024 words.

Execution condition:

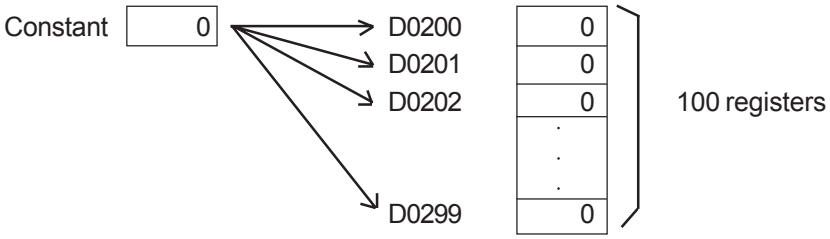
Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source								√	√	√	√	√	√	√	√	√	√	√	√		
n	Table Size																				1 - 1024	
B	Start of Destination									√	√	√	√	√	√				√	√		

Example:

When B010 is ON, a constant data (0) is stored in 100 registers starting with D0200 (D0200 to D0299) and the output is turned ON.



Instruction-16: Table Block Transfer

Expression:

Input —[A TMOV (n) B]— Output

Function:

When the input is ON, the data of n registers starting with A are transferred to n registers starting with B in a block. The allowable range of the table size n is 1 to 1024 words.

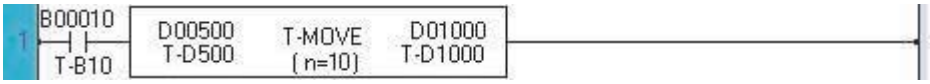
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

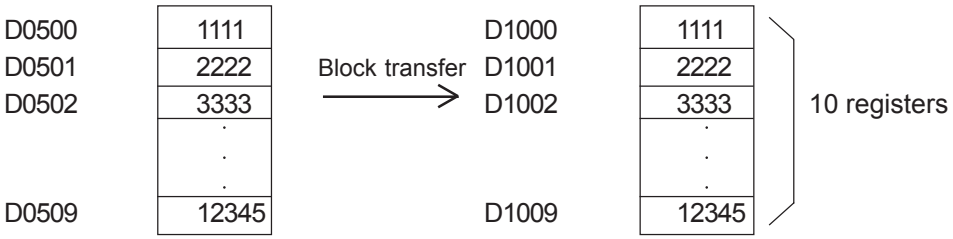
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Start of Source								√	√	√	√	√	√	√				√	√		
n	Table Size																				1 - 1024	
B	Start of Destination									√	√	√	√	√	√				√	√		

Example:



When B010 is ON, the data of D0500 to D0509 (10 registers) are block transferred to D1000 to D1009, and the output is turned ON.



Note:
The source and destination tables can be overlapped.

Instruction-17: Table Invert Transfer

Expression:

Input —[A TNOT (n) B]— Output

Function:

When the input is ON, the data of n registers starting with A are bit-inverted and transferred to n registers starting with B in a block. The allowable range of the table size n is 1 to 1024 words.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Start of Source								√	√	√	√	√	√	√				√	√		
n	Table Size																				1 - 1024	
B	Start of Destination									√	√	√	√	√	√				√	√		

Example:

When B010 is ON, the data of D0600 to D0604 (5 registers) are bit-inverted and transferred to D0865 to D0869, and the output is turned ON.

D0600	H00FF	Bit Invert & Transfer →	D0865	HFF00	5 registers
D0601	H0000		D0866	HFFFF	
D0602	H1234		D0867	HEDCB	
D0603	H5555		D0868	HAAAA	
D0604	H89AB		D0869	H7654	

Note:
The source and destination tables acn be overlapped.

***Instruction-18*: Data Exchange**

Expression:

Input —[A XCHG B]— Output

Function:

When the input is ON, the data of A and the data of B is exchanged.

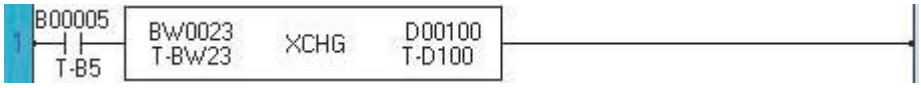
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Operation Data									√	√	√	√	√	√	√	√	√	√	√		√
B	Operation Data									√	√	√	√	√	√	√	√	√	√	√		√

Example:



When B005 is ON, the data of BW23 and D0100 is exchanged. If the original data of BW23 is 23456 and that of D0100 is 291, the operation result is as follows.

BW023	23456	→	BW023	291
D0100	291	→	D0100	23456
	Before Operation		After Operation	

***Instruction-19*: Multiplexer**

Expression:

Input —[A MPX (n) B ⟶ C]— Output

Function:

When the input is ON, the data of the register which is designated by B in the table, size n starting with A, is transferred to C.

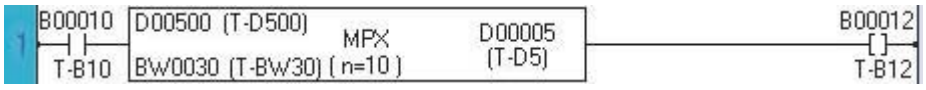
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Normal Execution	OFF
	Pointer over (no execution)	ON

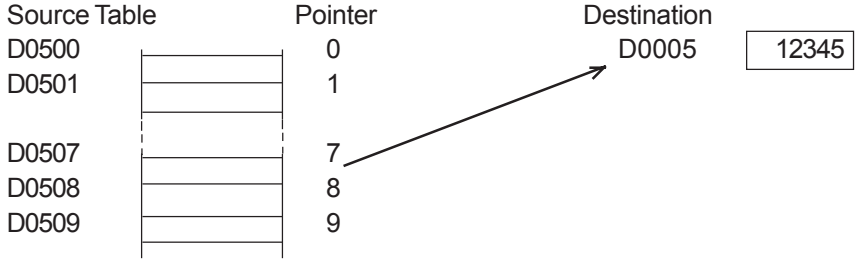
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Start of table								√	√	√	√	√	√	√				√	√	
n	Table Size																				1 - 64	
B	Pointer								√	√	√	√	√	√	√	√	√	√	√	√	0 - 63	
C	Destination									√	√	√	√	√	√	√	√	√	√	√		

Example:



When B010 is ON, the register data which is designated by BW30 is read from the table D0500 to D0509 (10 registers size), and stored in D0005.
If the data of BW30 is 7, D0507 data is transferred to D0005.



Note:
If the pointer data designates outside the table (10 or more in the above example), the transfer is not executed and the output comes ON.
The table must be within the effective range of the register address.

***Instruction-20*: Demultiplexer**

Expression:

Input —[A DMPX (n) B⟶C]— Output

Function:

When the input is ON, the data of A is transferred to the register which is designated by B in the table, size n starting with C.

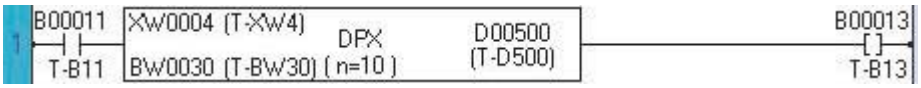
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Normal Execution	OFF
	Pointer over (no execution)	ON

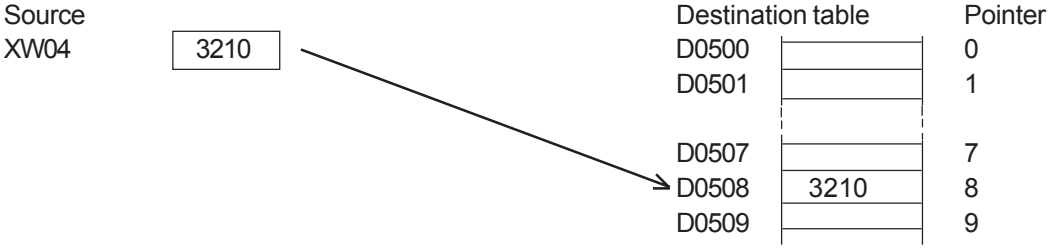
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Source								√	√	√	√	√	√	√	√	√	√	√	√	√	
n	Table Size																				1 - 64	
B	Pointer								√	√	√	√	√	√	√	√	√	√	√	√	0 - 63	
C	Start of table									√	√	√	√	√	√				√	√		

Example:



When B011 is ON, the data of XW04 is transferred to the register which is designated by BW30 in the table D0500 to D0509 (10 registers size).
If the data of BW30 is 8, XW04 data is transferred to D0508.



Note:
If the pointer data designates outside the table (10 or more in the above example), the transfer is not executed and the output comes ON.
The table must be within the effective range of the register address.

***Instruction-21*: Addition**

Expression:

Input —[A + B ⟶ C] Output

Function:

When the input is ON, the data of A and the data of B are added, and the result is stored in C.
If the result is greater than 32767, the upper limit value 32767 is stored in C, and the output is turned ON. If the result is smaller than -32768, the lower limit value -32768 is stored in C, and the output is turned ON.

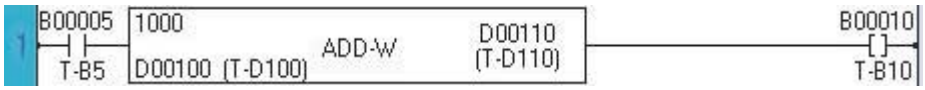
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution (Normal)	OFF
	Execution (overflow or underflow occured)	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Augend								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Addent								√	√	√	√	√	√	√	√	√	√	√	√	√	√
C	Sum									√	√	√	√	√	√	√	√	√	√	√		√

Example:



When B005 is ON, the data of D0100 and the constant data 1000 is added, and the result is stored in D0110.
If the data of D0100 is 12345, the result 13345 is stored in D0110, and B010 is turned OFF.

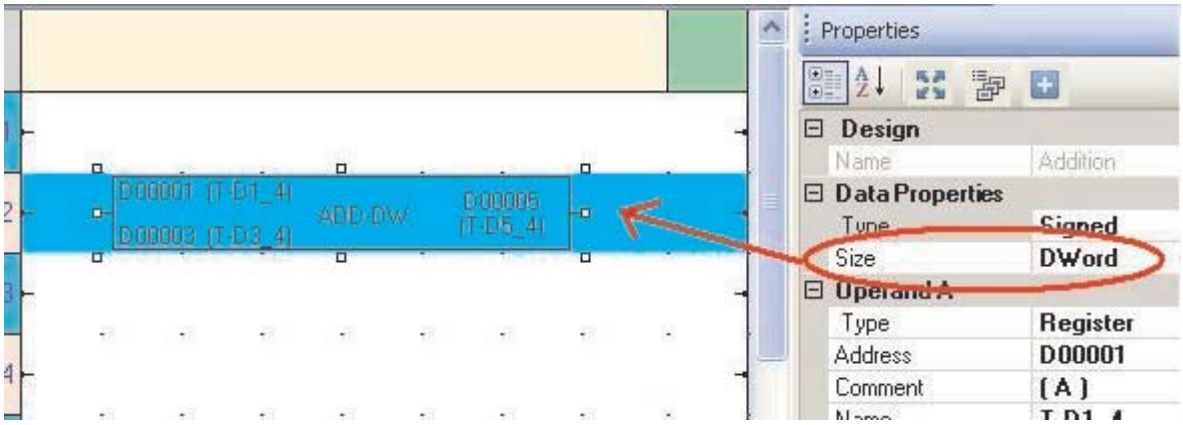
D0100 12345
\+
Constant 1000
→ D0110 13345 B0010 is OFF

If the data of D0100 is 32700, the result exceeds the limit value, therefore 32767 is stored in D0110, and B010 is turned ON.

D0100 32700
\+ Overflow
Constant 1000
→ D0110 32767 B0010 is ON

When user select “Addition” function and place it in logic block, “Property” docker window occurs to the right side of the application window.
Where user can select “Addition” to “Double-word” addition from the Data Proprty selection tab as shown below:

Thus by selcting “Size” type,”Addition” entry can be changed to “Double-word Addition” entry as shown below:



***Instruction-22*: Double-word Addition**

Expression:

Input —[A+1.A D + B+1.B ⟶ C+1.C]— Output

Function:

When the input is ON, the double-word data of A+1× A and B+1× B are added, and the result is stored in C+1× C. The data range is -2147483648 to 2147483647.
If the result is greater than 2147483647, the upper limit value 2147483647 is stored in C+1× C, and the output is turned ON. If the result is smaller than -2147483648, the lower limit value -2147483648 is stored in C+1× C, and the output is turned ON.

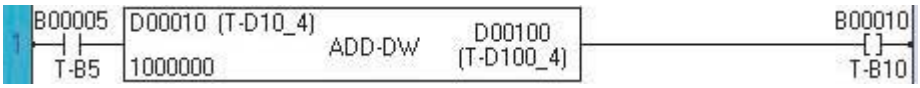
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution (Normal)	OFF
	Execution (overflow or underflow occured)	ON

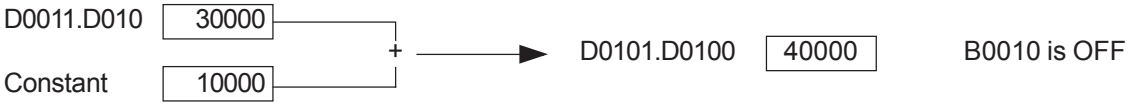
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Augend								√	√	√	√	√	√	√				√	√	√	
B	Addent								√	√	√	√	√	√	√				√	√	√	
C	Sum									√	√	√	√	√	√				√	√		

Example:



When B005 is ON, the data of D0011×D0010 and the constant data 100000 is added, and the result is stored in D0101×D0100.
If the data of D0011×D0010 is 300000, the result 400000 is stored in D0101×D0100, and B010 is turned OFF. (No overflow/underflow).



***Instruction-23*: Float Addition**

Expression:

Input —[A+1.A ADD-F B+1.B → C+1.C]— Output

Function:

When the input is ON, the float data of A+1× A and B+1× B are added, and the result is stored in C+1× C. The data range is -3.4e+38 to +3.4e+38.
If the result is greater than 3.4e+38, the upper limit value is stored in C+1× C, and the output is turned ON. If the result is smaller than -3.4e+38, the lower limit value is stored in C+1× C, and the output is turned ON.

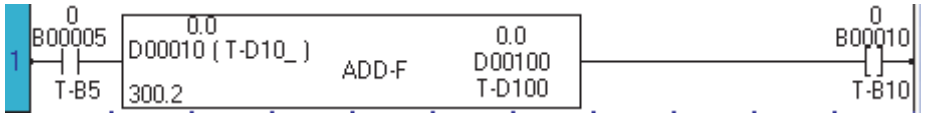
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution (Normal)	OFF
	Execution (overflow or underflow occured)	ON

Operand:

	Name	Device							Register										Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW R	
A	Augend										√								√	√
B	Addent										√				√				√	√
C	Sum										√				√				√	

Example:



When B005 is ON, the float data of D0011×D0010 and the float data 300.2 is added, and the result is stored in D0101×D0100.
If the data of D0011×D0010 is 400.1, the result is stored in D0101×D0100, and B010 is turned OFF. (No overflow/underflow).

D0011.D010 | 400.1 |
Constant | 300.2 |
+ → D0101.D0100 | 700.3 | B0010 is OFF

Instruction-24: Subtraction

Expression:

Input —[A - B ⟶C] Output

Function:

When the input is ON, the data of B is subtracted from the data of A, and the result is stored in C.
If the result is greater than 32767, the upper limit value 32767 is stored in C, and the output is turned ON. If the result is smaller than -32768, the lower limit value -32768 is stored in C, and the output is turned ON.

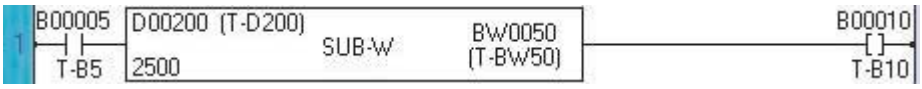
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution (Normal)	OFF
	Execution (overflow or underflow occured)	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Minuend								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Subtrahend								√	√	√	√	√	√	√	√	√	√	√	√	√	√
C	Difference									√	√	√	√	√	√	√	√	√	√	√		√

Example:



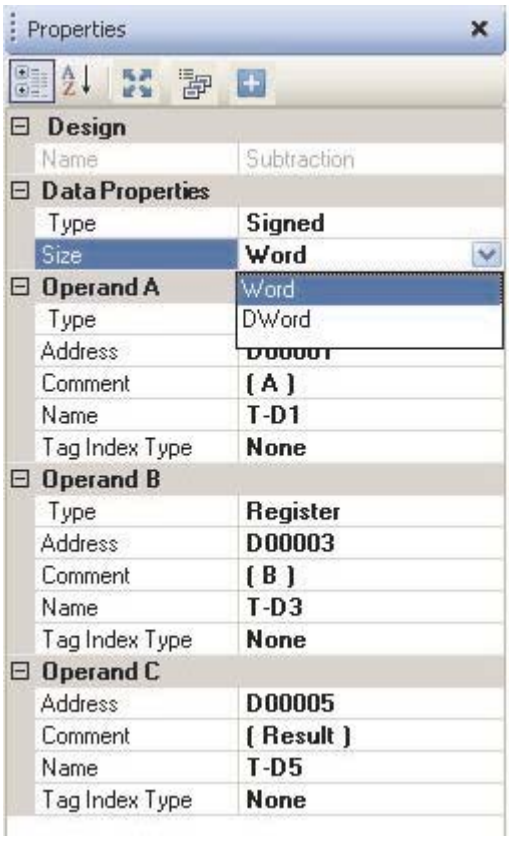
When B005 is ON, the constant data 2500 is subtracted from the data of D0200, and the result is stored in BW50.
If the data of D0200 is 15000, the result 12500 is stored in BW50, and B010 is turned OFF.

D0200 15000
\- → BW50 12500 B0010 is OFF
Constant 2500

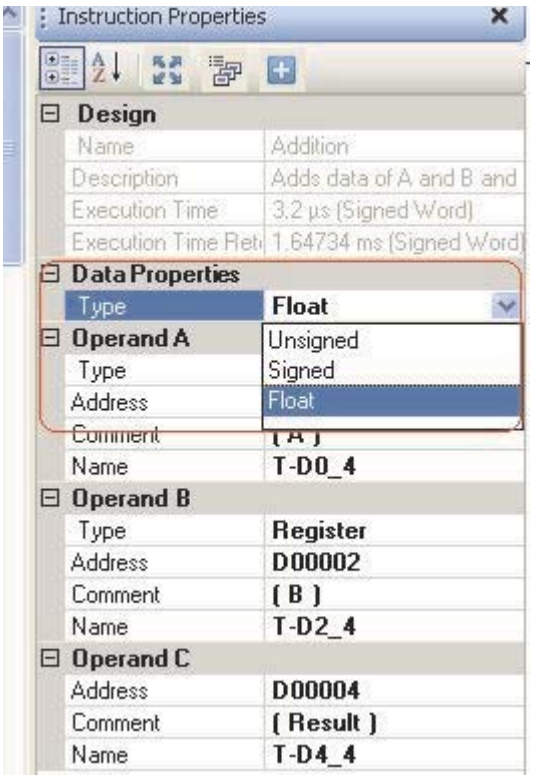
If the data of D0200 is -31000, the result is smaller than the limit value, therefore -32768 is stored in BW50, and B010 is turned ON.

D0200 -31000
Underflow
\- → BW50 -32768 B0010 is ON
Constant 2500

When user select “Subtraction” function and place it in logic block, “Property” docker window occurs to the right side of the application window.
Where user can select Size type to “Double-word” addition from the Data Proprty selection tab as shown below:



Also user can change “Type” of the data entry to “Signed”, “Unsigned” or “Float” type.



Instruction-25: Double-word Subtraction

Expression:

Input —[A+1.A D- B+1.B ⟶ C+1.C]— Output

Function:

When the input is ON, the double-word data of B+1× B is subtracted from A+1× A, and the result is stored in C+1× C. The data range is -2147483648 to 2147483647.
If the result is greater than 2147483647, the upper limit value 2147483647 is stored in C+1× C, and the output is turned ON. If the result is smaller than -2147483648, the lower limit value -2147483648 is stored in C+1× C, and the output is turned ON.

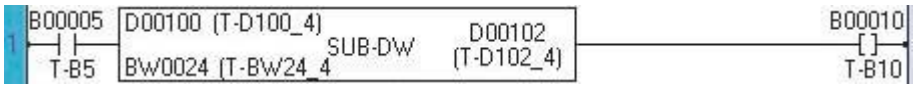
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution (Normal)	OFF
	Execution (overflow or underflow occured)	ON

Operand:

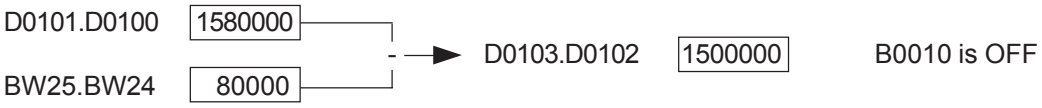
	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Minuend								√	√	√	√	√	√	√				√	√	√	
B	Subtrahend								√	√	√	√	√	√	√				√	√	√	
C	Difference									√	√	√	√	√	√				√	√		

Example:



When B005 is ON, the double-word data of BW25×BW24 is subtracted from the double-word data of D0101×D0100, and the result is stored in D0103×D0102.

If the data of D0101×D0100 is 1580000 and the data of BW25×BW24 is 80000, the result 1500000 is stored in D0103×D0102, and B010 is turned OFF. (No overflow/underflow)



Instruction-26: Float Subtraction

Expression:

Input —[A+1.A SUB-F B+1.B ⟶ C+1.C]— Output

Function:

When the input is ON, the double-word data of B+1× B is subtracted from A+1× A, and the result is stored in C+1× C. The data range is +/- 3.4e + 38.
If the result is greater than +3.4e+38, the upper limit value is stored in C+1× C, and the output is turned ON. If the result is smaller than -3.4e+38, the lower limit value is stored in C+1× C, and the output is turned ON.

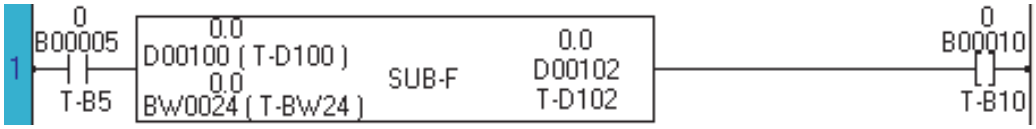
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution (Normal)	OFF
	Execution (overflow or underflow occured)	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Minuend										√				√					√	√	
B	Subtrahend										√				√					√	√	
C	Difference										√				√					√		

Example:



When B005 is ON, the float data of BW25×BW24 is subtracted from the float data of D0101×D0100, and the result is stored in D0103×D0102.

If the data of D0101×D0100 is 700.12 and the data of BW25×BW24 is 300.02, the result 400.1 is stored in D0103×D0102, and B010 is turned OFF. (No overflow/underflow)

D0101.D0100 700.12
BW25.BW24 300.02
- → D0103.D0102 400.1 B0010 is OFF

***Instruction-27*: Multiplication**

Expression:

Input —[A * B ⟶C+1.C]— Output

Function:

When the input is ON, the data of A is multiplied by the data of B, and the result is stored in doublelength register C+1×C.

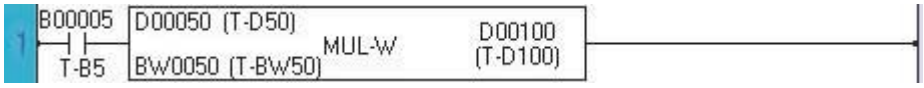
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Multiplicand								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Multiplier								√	√	√	√	√	√	√	√	√	√	√	√	√	√
C	Product									√	√	√	√	√	√	√	√	√	√	√		√

Example:



When B005 is ON, the data of D0050 is multiplied by the data of BW050, and the result is stored in double-length register D0101×D0100 (upper 16-bit in D0101 and lower 16-bit in D0100).
If the data of D0050 is 1500 and the data of BW05 is 20, the result 30000 is stored in D0101×D0100.

When user select “Multiplication” function and place it in logic block, “Property” docker window occurs to the right side of the application window.
Where user can select data type to “Signed”, “Unsigned” or “Float” multiplication from the Data Proprty selection tab as shown below:

Instruction-28: Unsigned Multiplication

Expression:

Input —[A U* B⟶C+1.C]— Output

Function:

When the input is ON, the unsigned data of A and B are multiplied, and the result is stored in double-length register C+1×C. The data range of A and B is 0 to 65535 (unsigned 16-bit data).

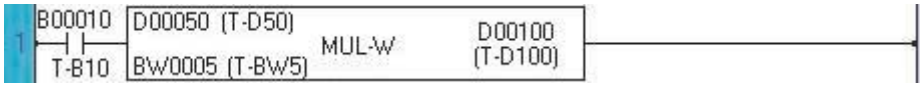
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Multiplicand								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Multiplier								√	√	√	√	√	√	√	√	√	√	√	√	√	√
C	Product									√	√	√	√	√	√	√	√	√	√	√		√

Example:



When B010 is ON, the data of D0050 is multiplied by the data of BW05, and the result is stored in double-length register D0101×D0100 (upper 16-bit in D0101 and lower 16-bit in D0100).
If the data of D0050 is 52500 and the data of BW05 is 30, the result 1575000 is stored in D0101×D0100.

Note: This instruction handles the register data as unsigned integer.

***Instruction-29*: Float Multiplication**

Expression:

Input —[A+1.A MUL-F B+1.B→C+1.C]— Output

Function:

When the input is ON, the data of A is multiplied by the data of B, and the result is stored in doublelength register C+1×C.

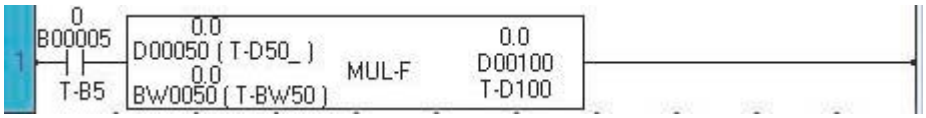
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

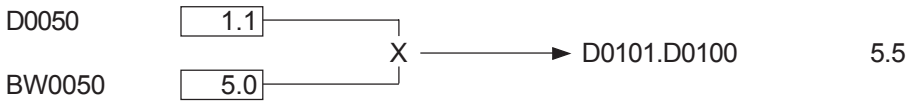
	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Multiplicand										√				√					√	√	
B	Multiplier										√				√					√	√	
C	Product										√				√					√		

Example:



When B005 is ON, the data of D0050 x D0051 is multiplied by the data of BW050 X BW0051, and the result is stored in double-length register D0101×D0100 (upper 16-bit in D0101 and lower 16-bit in D0100).

If the data of D0050 x D0051 is 1.1 and the data of BW05 is 5.0, the result 5.5 is stored in D0101×D0100.



***Instruction-31*: Division**

Expression:

Input —[A / B ⟶C]— Output

Function:

When the input is ON, the data of A is divided by the data of B, and the quotient is stored in C and the remainder in C+1.

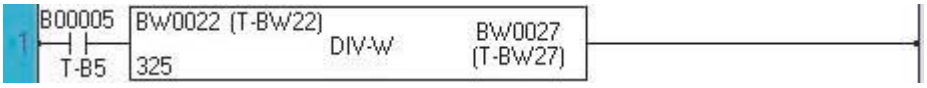
Execution condition:

Input	Operation	Output	ERF
OFF	No execution	OFF	-
ON	Normal execution (B ≠ 0)	ON	-
	No execution (B = 0)	OFF	-

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Dividend								√	√	√	√	√	√	√	√	√	√	√	√	√
B	Divisor								√	√	√	√	√	√	√	√	√	√	√	√	√
C	Quotient									√	√	√	√	√	√	√	√	√	√	√	√

Example:



When B005 is ON, the data of BW22 is divided by the constant data 325, and the quotient is stored in BW27 and the remainder is stored in BW28.
If the data of BW22 is 2894, the quotient 8 is stored in BW27 and the remainder 294 is stored in BW28.

BW022	2894		BW027	8	(quotient)
		÷ →			
Constant	325		BW028	294	(remainder)

Note

- If divisor (operand B) is 0, ERF (instruction error flag = S0034) is set to ON.
  The ERF (S0034) can be reset to OFF by user program, e.g. Ä[RST S0034]Ä.
- If the index register K is used as operand C, the remainder is ignored.
- If operand A is -32768 and operand B is -1, the data -32768 is stored in C and 0 is stored in C+1.

When user select “Division” function and place it in logic block, “Property” docker window occurs to the right side of the application window.
Where user can select Data type as “Signed”, “Unsigned” division or “Float” division from the Data Proprty selection tab as shown below:

Instruction-32: Unsigned Division

Expression:

Input —[A U/ B ⟶C]— Output

Function:

When the input is ON, the unsigned data of A is divided by the unsigned data of B, and the quotient is stored in C and the remainder in C+1. The data range of A and B is 0 to 65535 (unsigned 16-bit data).

Execution condition:

Input	Operation	Output	ERF
OFF	No execution	OFF	-
ON	Normal execution (B ≠ 0)	ON	-
	No execution (B = 0)	OFF	Set

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Dividend								√	√	√	√	√	√	√	√	√	√	√	√	√
B	Divisor								√	√	√	√	√	√	√	√	√	√	√	√	√
C	Quotient									√	√	√	√	√	√	√	√	√	√	√	√

Example:

When B010 is ON, the data of D0030 is divided by the constant data 300, and the quotient is stored in D0050 and the remainder is stored in D0051.
If the data of D0030 is 54321, the quotient 181 is stored in D0050 and the remainder 21 is stored in D0051.

Note
- If divisor (operand B) is 0, ERF (instruction error flag = S0034) is set to ON. The ERF (S0034) can be reset to OFF by user program, e.g. -[RST S0034]-.
- If the index register K is used as operand C, the remainder is ignored.
- This instruction handles the register data as unsigned integer.

Instruction-33: Unsigned Double / Single Division

Expression:

Input —[A+1.A / B ⟶ C]— Output

Function:

When the input is ON, the double-word data of A+1× A is divided by the data of B, and the quotient is stored in C and the remainder in C+1. The data range of A+1× A is 0 to 4294967295, and the data range of B and C is 0 to 65535.
If the quotient is greater than 65535 (overflow), the limit value 65535 is stored in C, 0 is stored in C+1, and the instruction error flag (ERF = S051) is set to ON.

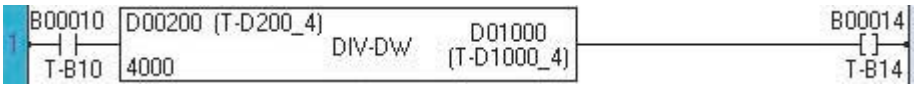
Execution condition:

Input	Operation	Output	ERF
OFF	No execution	OFF	-
ON	Normal execution (B ≠ 0)	ON	-
	Overflow (B ≠ 0)	ON	Set
	No execution (B = 0)	OFF	Set

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Dividend								√	√	√	√	√	√	√				√	√	√	
B	Divisor								√	√	√	√	√	√	√				√	√	√	
C	Quotient									√	√	√	√	√	√				√	√		

Example:



When B010 is ON, the double-word data of D0201×D0200 is divided by the constant data 4000, and the quotient is stored in D1000 and the remainder is stored in D1001.
If the data of D0201×D0200 is 332257, the quotient 83 is stored in D1000 and the remainder 257 is stored in D1001.

Note
- If divisor (operand B) is 0, ERF (instruction error flag = S051) is set to ON.
  The ERF (S051) can be reset to OFF by user program, e.g. -[RST S051]-.
- If the index register K is used as operand C, the remainder is ignored.
- This instruction handles the register data as unsigned integer.

Instruction-34: Float Division

Expression:

Input —[A+1.A DIV-F B+1.B⟶C+1.C]— Output

Function:

When the input is ON, the double-word data of A+1× A is divided by the data of B+1xB, and the result is stored in C.1+C. The data range of A, B and C is 3.4e+38 to 3.4e-38.
If the result is greater than 3.4e+38 (overflow), the limit value 3.4e+38 is stored in C.1+C, and the instruction error flag (ERF = S034) is set to ON.

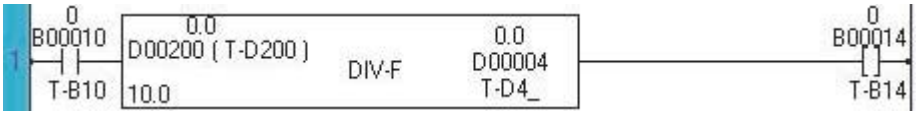
Execution condition:

Input	Operation	Output	ERF
OFF	No execution	OFF	-
ON	Normal execution (B ≠ 0)	ON	-
	Overflow (B ≠ 0)	ON	Set
	No execution (B = 0)	OFF	Set

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Dividend										√				√					√	√	
B	Divisor										√				√					√	√	
C	Quotient										√				√					√		

Example:



When B010 is ON, the float data of D0201×D0200 is divided by the constant data 10.0, and the result is stored in D1000xD1001.
If the data of D0201×D0200 is 55.5, the result is stored in D1000xD1001.

Note

◆ If divisor (operand B) is 0, ERF (instruction error flag = S034) is set to ON.
The ERF (S034) can be reset to OFF by user program, e.g. -[RST S034]-.

***Instruction-35*: Addition with carry**

Expression:

Input —[A +C B→C]— Output

Function:

When the input is ON, the data of A, B and the carry flag (CF = S0) are added, and the result is stored in C. If carry is occurred in the operation, the carry flag is set to ON. If the result is greater than 32767 or smaller than -32768, the output is turned ON.
This instruction is used to perform unsigned addition or double-length addition.

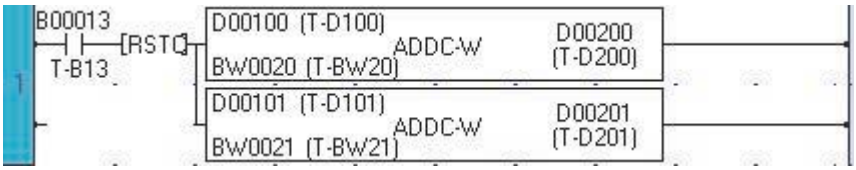
Execution condition:

Input	Operation			Output	CF
OFF	No execution			OFF	-
ON	Execution	Normal	No Carry	OFF	Reset
			Carry Occured	OFF	Set
		Overflow / Underflow	No carry	ON	Reset
			Carry Occured	ON	Set

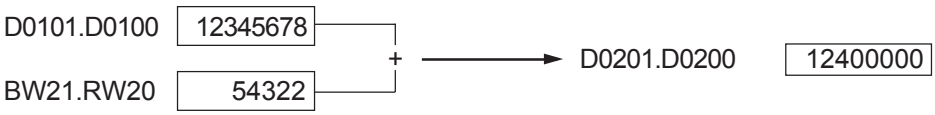
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Augend								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Addend								√	√	√	√	√	√	√	√	√	√	√	√	√	√
C	Sum								√	√	√	√	√	√	√				√	√		√

Example:



When B013 is ON, the data of double-length registers D0100×D0101 and BW20×BW21 are added, and the result is stored in D0201×D0200. The RSTC is a instruction to reset the carry flag before starting the calculation.
If the data of D0100×D0101 is 12345678 and BW20×BW21 is 54322, the result 12400000 is stored in D0201×D0200.



***Instruction-36*: Subtraction with carry**

Expression:

Input —[A -C B → C]— Output

Function:

When the input is ON, the data of B and the carry flag (CF = S0) are subtracted from A, and the result is stored in C. If borrow is occurred in the operation, the carry flag is set to ON. If the result is greater than 32767 or smaller than -32768, the output is turned ON.
This instruction is used to perform unsigned subtraction or double-length subtraction.

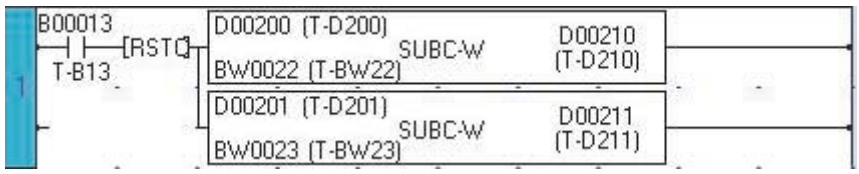
Execution condition:

Input	Operation			Output	CF
OFF	No execution			OFF	-
ON	Execution	Normal	No Borrow	OFF	Reset
			Borrow Occured	OFF	Set
		Overflow / Underflow	No Borrow	ON	Reset
			Borrow Occured	ON	Set

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Minuend								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Subtrahend								√	√	√	√	√	√	√	√	√	√	√	√	√	√
C	Difference									√	√	√	√	√	√				√	√		√

Example:



When B013 is ON, the data of double-length register BW23×BW22 is subtracted from the data of D0201×D0200, and the result is stored in D0211×D0210. The RSTC is a instruction to reset the carry flag before starting the calculation.
If the data of D0200×D0201 is 12345678 and BW22×BW23 is 12340000, the result 5678 is stored in D0210×D0211.

***Instruction-37*: Increment**

Expression:

Input —[+1 A]— Output

Function:

When the input is ON, the data of A is increased by 1 and stored in A.

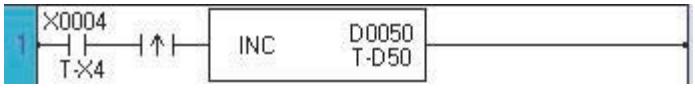
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Operation Data									√	√	√	√	√	√	√	√	√	√	√		√

Example:



At the rising edge of X004 changes from OFF to ON, the data of D0050 is increased by 1 and stored in D0050.
If the data of D0050 is 750 before the execution, it will be 751 after the execution.

D0050 D0050

750 +1 → 751

Note
There is no limit value for this instruction. When the data of operand A is 32767 before the execution, it will be -32768 after the execution.

***Instruction-38*: Decrement**

Expression:

Input —[-1 A]— Output

Function:

When the input is ON, the data of A is decreased by 1 and stored in A.

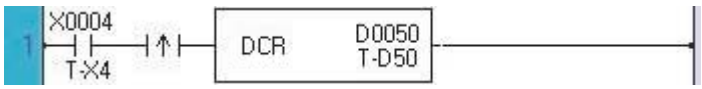
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Operation Data									√	√	√	√	√	√	√	√	√	√	√		√

Example:



At the rising edge of X005 changes from OFF to ON, the data of D0050 is decreased by 1 and stored in D0050.
If the data of D0050 is 1022 before the execution, it will be 1021 after the execution.

D0050 D0050

1022 -1 → 1021

Note
There is no limit value for this instruction. When the data of operand A is -32768 before the execution, it will be 32767 after the execution.

***Instruction-39*: Log (10)**

Symbol

Expression:

Function:

This instruction calculates the Log to the base 10 value of the Operand A.1+A and stores the result in Operand in B.1+B. Both the operands are float.

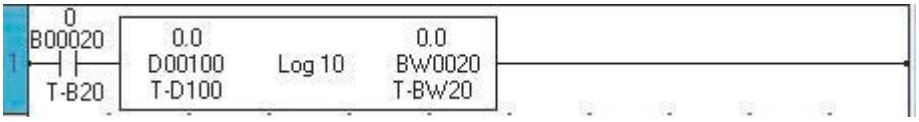
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Normal Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source										√				√					√	√	√
B	Destination										√				√					√		√

Example :



When B020 is ON, the data of D0100.D0101 is calculated as Log to the base 10, and the result is stored in BW020.BW021

For example, if D0100.D0101 is having value 100, then its Log to the base 10, value 2 will be stored in BW020.BW021.

D0100.D0101 Log 10 BW020.BW021

100 → 2

***Instruction-40*: Log (e)**

Symbol

Expression:

Function:

This instruction calculates the Log to the base e value of the Operand A.1+A and stores the result in Operand in B.1+B. Both the operands are float.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Normal Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source										√				√					√	√	√
B	Destination										√				√					√		√

Example :

When B020 is ON, the data of D0100.D0101 is calculated as Log to the base "e", and the result is stored in BW020.BW021.

For example, if D0100.D0101 is having value 10, then its Log to the base "e", value 2.3026 will be stored in BW020.BW021.

D0100.D0101	Log e	BW020.BW021
10	⟶	2.3026

***Instruction-41*: Antilog (10)**

Symbol

Expression: 

Function:

This instruction calculates the Antilog to the base 10 value of the Operand A.1+A and stores the result in Operand in B.1+B. Both the operands are float.

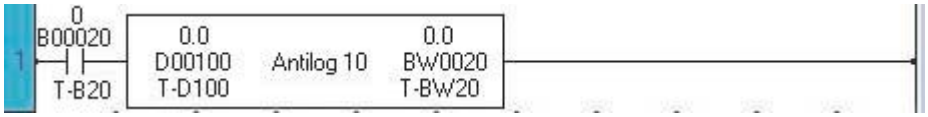
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Normal Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source										√				√					√	√	√
B	Destination										√				√					√		√

Example :



When B020 is ON, the data of D0100.D0101 is calculated as Antilog to the base "10", and the result is stored in BW020.BW021.

For example, if D0100.D0101 is having value 2, then its Antilog to the base "10", value 100 will be stored in BW020.BW021.

D0100.D0101 Antilog 10 BW020.BW021

2 → 100

***Instruction-42*: Antilog (e)**

Symbol

Expression:

Function:

This instruction calculates the Antilog to the base "e" value of the Operand A.1+A and stores the result in Operand in B.1+B. Both the operands are float.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Normal Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source										√				√					√	√	√
B	Destination										√				√					√		√

Example :

When B020 is ON, the data of D0100.D0101 is calculated as Antilog to the base "e", and the result is stored in BW020.BW021.

For example, if D0100.D0101 is having value 1, then its Antilog to the base "e", value 2.7183 will be stored in BW020.BW021.

D0100.D0101 Antilog e BW020.BW021

1 → 2.7183

***Instruction-43*: Square Root**

Symbol

Expression: —[A Square root B]—

Function:

This instruction calculates the Square root value of the Operand A.1+A and stores the result in Operand in B.1+B. Both the operands are float. If source value is negative, the result will be “0” and output will be turned OFF.

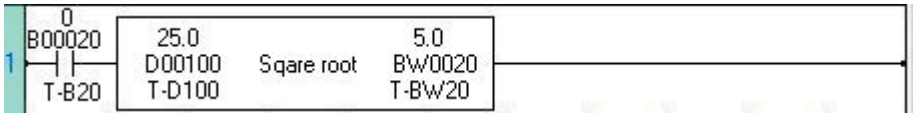
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Normal Execution	ON
	Source value is negative (No execution)	OFF

Operand:

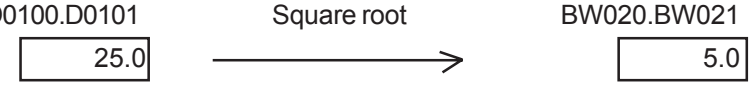
	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source										√				√					√	√	√
B	Destination										√				√					√		√

Example :



When B020 is ON, the square root of the flaoting point value in D100.D101 is aclculated, and the result is stored in BW020.BW021.

For example, if D0100.D0101 is having value 25, then its square root value 5.0 will be stored in BW020.BW021.



Instruction-44: Greater Than

Expression:

Input —[A > B]— Output

Function:

When the input is ON, the data of A and the data of B are compared, and if A is greater than B, the output is turned ON.

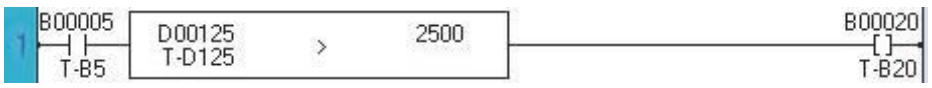
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A > B	ON
		A < B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Compared Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Reference Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√

Example:



When B0005 is ON, the data of D0125 is compared with the constant data 2500, and if the data of D0125 is greater than 2500, R0020 is turned ON.
If the data of D0125 is 3000, the comparison result is true. Consequently, B0020 is turned ON.

D0125 [3000] > Constant [2500] ⟶ B0020 is ON

If the data of D0125 is -100, the comparison result is false. Consequently, B0005 is turned OFF.

D0125 [-100] < Constant [2500] ⟶ B0020 is OFF

Note
This instruction deals with the data as signed integer (-32768 to 32767).

Instruction-45: Double Word Greater Than

Expression:

Input —[A D> B]— Output

Function:

When the input is ON, the double-word data of A+1× A and B+1× B are compared, and if A+1× A is greater than B+1× B, the output is turned ON.

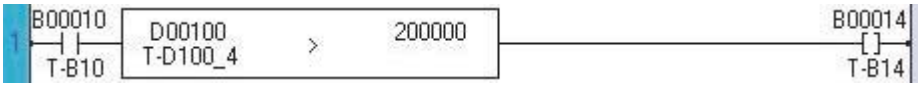
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A+1.A > B+1.B	ON
		A+1.A < B+1.B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Compared Data								√	√	√	√	√	√	√				√	√	√
B	Reference Data								√	√	√	√	√	√	√				√	√	√

Example:



When B010 is ON, the data of D0101×D0100 is compared with the constant data 200000, and if the data of D0101×D0100 is greater than 200000, B014 is turned ON.
If the data of D0101×D0100 is 250000, the comparison result is true. Consequently, B014 is turned ON.

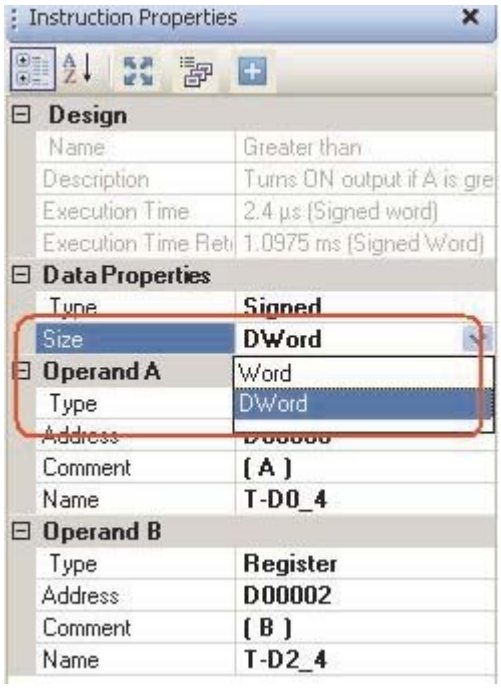
D0101.D0100 [250000] > Constant [200000] ⟶ B0014 is ON

If the data of D0101×D0100 is -100, the comparison result is false. Consequently, B014 is turned OFF.

D0101.D0100 [-100] < Constant [200000] ⟶ B0014 is OFF

Note
This instruction deals with the data as double word integer (-2147483648 to 2147483648).

When user select “Double Word greater Than” function and place it in logic block, “Property” docker window occurs to the right side of the application window; where user can select “Size” Proprty and change “Word” to “DWord” as shown below:



Then by selecting “Size” property entry can be changed to “Signed”, “Unsigned” or “Float” as shown below:

Instruction-46: Unsigned Greater Than

Expression:

Input —[A > B]— Output

Function:

When the input is ON, the data of A and the data of B are compared, and if A is greater than B, the output is turned ON.

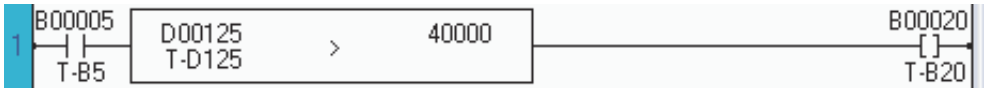
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A > B	ON
		A < B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Compared Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Reference Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√

Example:



When B0005 is ON, the data of D0125 is compared with the constant data 40000, and if the data of D0125 is greater than 40000, B0020 is turned ON.
If the data of D0125 is 52000, the comparison result is true. Consequently, B0020 is turned ON.

D0125 [52000] > Constant [40000] ⟶ B0020 is ON

If the data of D0125 is 21000, the comparison result is false. Consequently, B0005 is turned OFF.

D0125 [21000] < Constant [40000] ⟶ B0020 is OFF

Note
This instruction deals with the data as unsigned integer (0 to 65535).

Instruction-47: Float Greater Than

Expression:

Input —[A > B]— Output

Function:

When the input is ON, the float data of A+1× A and B+1× B are compared, and if A+1× A is greater than B+1× B, the output is turned ON.

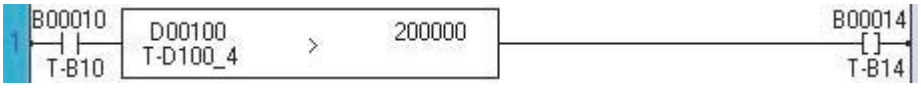
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A+1.A > B+1.B	ON
		A+1.A < B+1.B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Compared Data										√				√					√	√	
B	Reference Data										√				√					√	√	

Example:



When B010 is ON, the data of D0101×D0100 is compared with the constant data 200000.467, and if the data of D0101×D0100 is greater than 200000.467, B014 is turned ON.
If the data of D0101×D0100 is 250000.123, the comparison result is true. Consequently, B014 is turned ON.

D0101.D0100 [250000.123] > Constant [200000.467] ⟶ B0014 is ON

If the data of D0101×D0100 is -100, the comparison result is false. Consequently, B014 is turned OFF.

D0101.D0100 [-100.012] < Constant [200000.467] ⟶ B0014 is OFF

Note
This instruction deals with the data as float (-3.4e + 38 to 3.4e + 38).

Instruction-48: Greater than or equal to

Expression:

Input —[A >= B]— Output

Function:

When the input is ON, the data of A and the data of B are compared, and if A is greater than or equal to B, the output is turned ON.

Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A > B	ON
		A < B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Compared Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Reference Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√

Example:

When B0005 is ON, the data of D0125 is compared with the data of D0020, and if the data of D0125 is greater than or equal to the data of D0020, B020 is turned ON.
If the data of D0125 is 3000 and that of D0020 is 3000, the comparison result is true.
Consequently, B020 is turned ON.

D0125 3000 > D0020 3000 ⟶ B020 is ON

If the data of D0125 is -1500 and that of D0020 is 0, the comparison result is false. Consequently, B020 is turned OFF.

D0125 -1500 < D0020 0 ⟶ B020 is OFF

Note
This instruction deals with the data as signed integer (-32768 to 32767).

Instruction-49: Double Word Greater than or equal to

Expression:

Input —[A D>= B]— Output

Function:

When the input is ON, the data of A+1 X A and the data of B+1 X B are compared, and if A+1.A is greater than or equal to B+1.B, the output is turned ON.

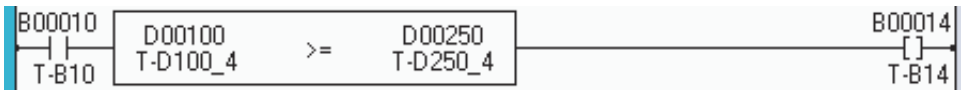
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A+1.A > B+1.B	ON
		A+1.A < B+1.B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Compared Data								√	√	√	√	√	√	√				√	√	√
B	Reference Data								√	√	√	√	√	√	√				√	√	√

Example:



When B010 is ON, the double-word data of D0101×D0100 is compared with the double-word data of D0251×D0250, and if the data of D0101×D0100 is greater than or equal to the data of D0251×D0250, B014 is turned ON.
If the data of D0101×D0100 is 250000 and D0251×D0250 is 200000, B014 is turned ON.

D0101.D100 [250000] > D0251.D0250 [200000] → B014 is ON

If the data of D0101xD100 is -100 and that of D0251xD0250 is 0, the comparison result is false. Consequently, B014 is turned OFF.

D0101.D0100 [-100] < D0251.D0250 [0] → B014 is OFF

Note
This instruction deals with the data as double word integer (-2147483648 to 2147483648).

Instruction-50: Unsigned Greater than or equal to

Expression:

Input —[A >= B]— Output

Function:

When the input is ON, the data of A and the data of B are compared, and if A is greater than or equal to B, the output is turned ON.

Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A > B	ON
		A < B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Compared Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Reference Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√

Example:

When B0005 is ON, the data of D0125 is compared with the data of D0020, and if the data of D0125 is greater than or equal to the data of D0020, B020 is turned ON.
If the data of D0125 is 40000 and that of D0020 is 40000, the comparison result is true.
Consequently, B020 is turned ON.

D0125 40000 > D0020 40000 ⟶ B020 is ON

If the data of D0125 is 15000 and that of D0020 is 20000, the comparison result is false. Consequently, B020 is turned OFF.

D0125 15000 < D0020 20000 ⟶ B020 is OFF

Note
This instruction deals with the data as unsigned integer (0 to 65535).

Instruction-51: Float Greater than or equal to

Expression:

Input —[A >= B]— Output

Function:

When the input is ON, the float data of A and the float data of B are compared, and if A is greater than or equal to B, the output is turned ON.

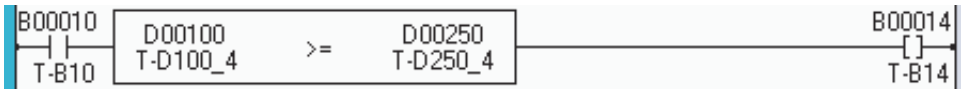
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A > B	ON
		A < B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Compared Data										√				√					√	√	
B	Reference Data										√				√					√	√	

Example:



When B010 is ON, the double-word data of D0101×D0100 is compared with the double-word data of D0251×D0250, and if the data of D0101×D0100 is greater than or equal to the data of D0251×D0250, B014 is turned ON.
If the data of D0101×D0100 is 250000.123 and D0251×D0250 is 200000.123, B014 is turned ON.

D0101.D100 [250000.123] > D0251.D0250 [200000.123] → B014 is ON

If the data of D0101xD100 is -100.467 and that of D0251xD0250 is 0.123, the comparison result is false.
Consequently, B014 is turned OFF.

D0101.D0100 [-100.467] < D0251.D0250 [0.123] → B014 is OFF

***Instruction-52*: Equal**

Expression:

Input —[A = B]— Output

Function:

When the input is ON, the data of A and the data of B are compared, and if A is equal to B, the output is turned ON.

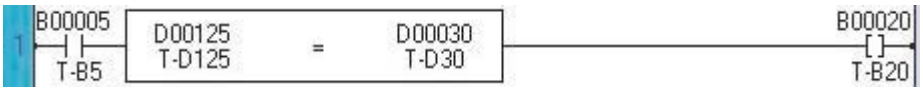
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A = B	ON
		A ≠ B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Compared Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Reference Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√

Example:



When B0005 is ON, the data of D0125 is compared with the data of D0030, and if the data of D0125 is equal to the data of D0030, B020 is turned ON.

If the data of D0125 is 3000 and that of D0020 is 3000, the comparison result is true. Consequently, B020 is turned ON.

D0125 [3000] = D0030 [3000] ⟶ B020 is ON

If the data of D0125 is -1500 and that of D0020 is 0, the comparison result is false. Consequently, B020 is turned OFF.

D0125 [-1500] ≠ D0030 [0] ⟶ B020 is OFF

Note
This instruction deals with the data as signed integer (-32768 to 32767).

Instruction-53: Double Word Equal

Expression:

Input —[A D= B]— Output

Function:

When the input is ON, the data of A+1.A and the data of B+1.B are compared, and if A+1.A is equal to B+1.B, the output is turned ON.

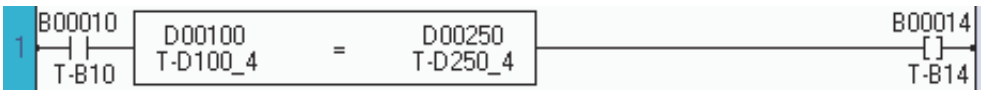
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A+1.A = B+1.B	ON
		A+1.A ≠ B+1.B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Compared Data								√	√	√	√	√	√	√				√	√	√
B	Reference Data								√	√	√	√	√	√	√				√	√	√

Example:



When B010 is ON, the double-word data of D0101×D0100 is compared with the double-word data of D0251×D0250, and if the data of D0101×D0100 is equal to the data of D0251×D0250, B014 is turned ON.

If the data of D0101XD0100 is 250000 and that of D0251XD0250 is 250000, the comparison result is true. Consequently, B014 is turned ON.

D0101.D0100 [250000] = D0251.D0250 [250000] ⟶ B014 is ON

If the data of D0101x D0100 is -100 and that of D0251xD0250 is 0, the comparison result is false. Consequently, B014 is turned OFF.

D0101.D0100 [-100] ≠ D0251.D0250 [0] ⟶ B014 is OFF

Note
This instruction deals with the data as double word integer (-2147483648 to 2147483648).

Instruction-54: Float Equal

Expression:

Input —[A D= B]— Output

Function:

When the input is ON, the float data of A+1.A and the float data of B+1.B are compared, and if A+1.A is equal to B+1.B, the output is turned ON.

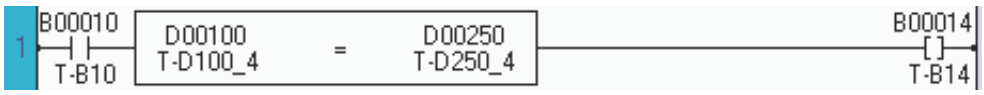
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A+1.A = B+1.B	ON
		A+1.A ≠ B+1.B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Compared Data										√				√					√	√	
B	Reference Data										√				√					√	√	

Example:



When B010 is ON, the float data of D0101×D0100 is compared with the float data of D0251×D0250, and if the data of D0101×D0100 is equal to the data of D0251×D0250, B014 is turned ON.

If the data of D0101XD0100 is 250000.123 and that of D0251XD0250 is 250000.123, the comparison result is true. Consequently, B014 is turned ON.

D0101.D0100 [250000.123] = D0251.D0250 [250000.123] ⟶ B014 is ON

If the data of D0101x D0100 is -100 and that of D0251xD0250 is 0, the comparison result is false. Consequently, B014 is turned OFF.

D0101.D0100 [-100.123] ≠ D0251.D0250 [0.467] ⟶ B014 is OFF

Instruction-55: Unsigned Equal

Expression:

Input —[A = B]— Output

Function:

When the input is ON, the data of A and the data of B are compared, and if A is equal to B, the output is turned ON.

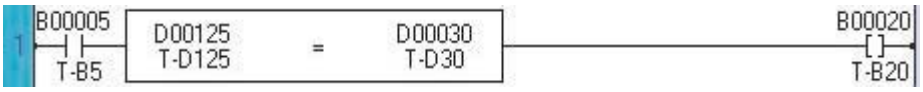
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A = B	ON
		A ≠ B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Compared Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Reference Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√

Example:



When B0005 is ON, the data of D0125 is compared with the data of D0030, and if the data of D0125 is equal to the data of D0030, B020 is turned ON.

If the data of D0125 is 35000 and that of D0020 is 35000, the comparison result is true.
Consequently, B020 is turned ON.

D0125 [35000] = D0030 [35000] ⟶ B020 is ON

If the data of D0125 is 1500 and that of D0020 is 4000, the comparison result is false.
Consequently, B020 is turned OFF.

D0125 [1500] ≠ D0030 [4000] ⟶ B020 is OFF

Note
This instruction deals with the data as unsigned integer (0 to 65535).

***Instruction-56*: Not equal**

Expression:

Input —[A <> B]— Output

Function:

When the input is ON, the data of A and the data of B are compared, and if A is not equal to B, the output is turned ON.

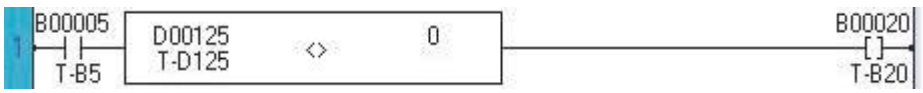
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A ≠ B	ON
		A = B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Compared Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Reference Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√

Example:



When B0005 is ON, the data of D0125 is compared with the constant data 0, and if the data of D0125 is not 0, B0020 is turned ON.

If the data of D0125 is 10, the comparison result is true. Consequently, B0020 is turned ON.

D0125 [10] ≠ Constant [0] ⟶ B0020 is ON

If the data of D0125 is 0, the comparison result is false. Consequently, B0020 is turned OFF.

D0125 [0] = Constant [0] ⟶ B0020 is OFF

Note
This instruction deals with the data as signed integer (-32768 to 32767).

Instruction-57: Double Word Not equal

Expression:

Input —[A D<> B]— Output

Function:

When the input is ON, the data of A+1.A and the data of B+1.B are compared, and if A+1.A is not equal to B+1.B, the output is turned ON.

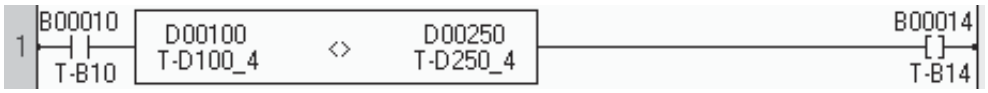
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A+1.A ≠ B+1.B	ON
		A+1.A = B+1.B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Compared Data								√	√	√	√	√	√	√				√	√	√	
B	Reference Data								√	√	√	√	√	√	√				√	√	√	

Example:



When B010 is ON, the double-word data of D0101×D0100 is compared with the double-word data of D0251×D0250, and if the data of D0101×D0100 is not equal to the data of D0251×D0250, B014 is turned ON.

If the data of D0101.D0100 is 250000 and D0251xD0250 is 200000, B014 is turned ON.

D0101.D0100 [250000] ≠ D0251.D0250 [250000] → B014 is ON

If the data of D0101.D0100 is -100 and D0251.D0250 is -100, B014 is turned OFF.

D0101.D0100 [-100] = D0251.D0250 [-100] → B014 is OFF

Note
This instruction deals with the data as double word integer (-2147483648 to 2147483648).

Instruction-58: Unsigned Not equal

Expression:

Input —[A <> B]— Output

Function:

When the input is ON, the data of A and the data of B are compared, and if A is not equal to B, the output is turned ON.

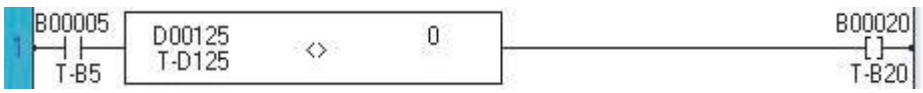
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A ≠ B	ON
		A = B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Compared Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Reference Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√

Example:



When B0005 is ON, the data of D0125 is compared with the constant data 0, and if the data of D0125 is not 0, B0020 is turned ON.

If the data of D0125 is 41000, the comparison result is true. Consequently, B0020 is turned ON.

D0125 [41000] ≠ Constant [0] ⟶ B0020 is ON

If the data of D0125 is 0, the comparison result is false. Consequently, B0020 is turned OFF.

D0125 [0] = Constant [0] ⟶ B0020 is OFF

Note
This instruction deals with the data as unsigned integer (0 to 65535).

***Instruction-59*: float Not equal**

Expression:

Input —[A D<> B]— Output

Function:

When the input is ON, the float data of A+1.A and the float data of B+1.B are compared, and if A+1.A is not equal to B+1.B, the output is turned ON.

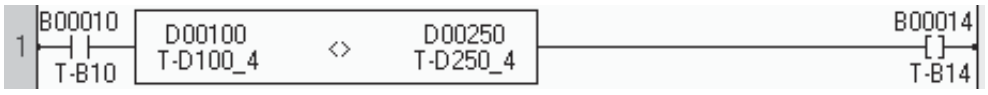
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A+1.A ≠ B+1.B	ON
		A+1.A = B+1.B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Compared Data										√				√					√	√	
B	Reference Data										√				√					√	√	

Example:



When B010 is ON, the float data of D0101×D0100 is compared with the float data of D0251×D0250, and if the data of D0101×D0100 is not equal to the data of D0251×D0250, B014 is turned ON.

If the data of D0101.D0100 is 250000 and D0251xD0250 is 200000, B014 is turned ON.

D0101.D0100 [250000.123] ≠ D0251.D0250 [200000.467] ⟶ B014 is ON

If the data of D0101.D0100 is -100 and D0251.D0250 is -100, B014 is turned OFF.

D0101.D0100 [-100.123] = D0251.D0250 [-100.123] ⟶ B014 is OFF

***Instruction-60*: Less than**

Expression:

Input —[A < B]— Output

Function:

When the input is ON, the data of A and the data of B are compared, and if A is less than B, the output is turned ON.

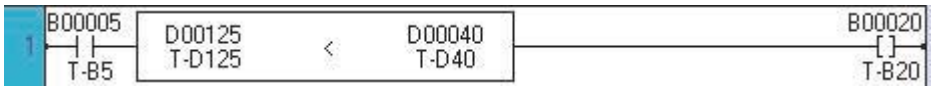
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A < B	ON
		A > B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Compared Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Reference Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√

Example:



When B005 is ON, the data of D0125 is compared with the data of D0040, and if the data of D0125 is less than the data of D0040, B020 is turned ON.

If the data of D0125 is 10 and that of D0040 is 15, the comparison result is true. Consequently, B020 is turned ON.

D0125 [10] < D0040 [15] ⟶ B020 is ON

If the data of D0125 is 0 and that of D0040 is -50, the comparison result is false. Consequently, B020 is turned OFF.

D0125 [0] < D0040 [0] ⟶ B020 is OFF

Note
This instruction deals with the data as signed integer (-32768 to 32767).

Instruction-61: Double Word Less than

Expression:

Input —[A D< B]— Output

Function:

When the input is ON, the data of A+1.A and the data of B+1.B are compared, and if A+1.A is less than B+1.B, the output is turned ON.

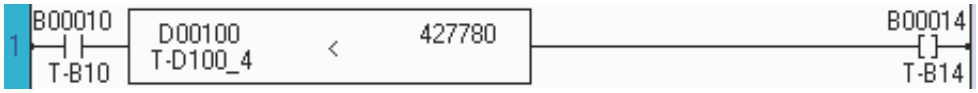
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A+1.A < B+1.B	ON
		A+1.A > B+1.B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Compared Data								√	√	√	√	√	√	√				√	√	√
B	Reference Data								√	√	√	√	√	√	√				√	√	√

Example:



When B010 is ON, the data of D0101.D0100 is compared with the constant data 427780, and if the data of D0101.D0100 is less than the data 427780, B014 is turned ON.

If the data of D0101.D0100 is 250000 B014 is turned ON.

D0101.D100 | 250000 | < | Constant | 427780 ⟶ B014 is ON

If the data of D0101Xd100 is 430000, B014 is turned OFF.

D0101.d0100 | 430000 | < | Constant | 427780 ⟶ B014 is OFF

Note
This instruction deals with the data as double word integer (-2147483648 to 2147483648).

Instruction-62: Unsigned Less than

Expression:

Input —[A < B]— Output

Function:

When the input is ON, the data of A and the data of B are compared, and if A is less than B, the output is turned ON.

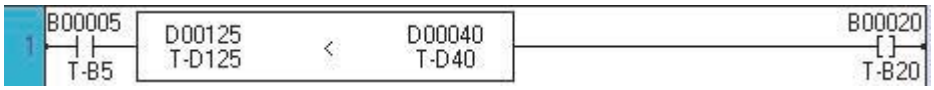
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A < B	ON
		A > B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Compared Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Reference Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√

Example:



When B005 is ON, the data of D0125 is compared with the data of D0040, and if the data of D0125 is less than the data of D0040, B020 is turned ON.

If the data of D0125 is 43000 and that of D0040 is 45000, the comparison result is true. Consequently, B020 is turned ON.

D0125 43000 < D0040 45000 → B020 is ON

If the data of D0125 is 50000 and that of D0040 is 50000, the comparison result is false. Consequently, B020 is turned OFF.

D0125 50000 > D0040 50000 → B020 is OFF

Note
This instruction deals with the data as unsigned integer (0 to 65535).

Instruction-63: Float Less than

Expression:

Input —[A D< B]— Output

Function:

When the input is ON, the float data of A+1.A and the float data of B+1.B are compared, and if A+1.A is less than B+1.B, the output is turned ON.

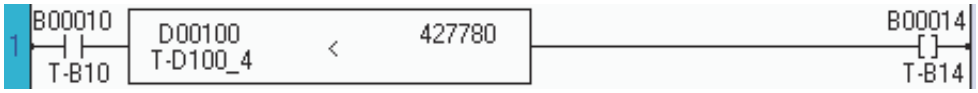
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A+1.A < B+1.B	ON
		A+1.A > B+1.B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Compared Data										√				√					√	√	
B	Reference Data										√				√					√	√	

Example:



When B010 is ON, the data of D0101.D0100 is compared with the constant data 427780, and if the data of D0101.D0100 is less than the data 427780, B014 is turned ON.

If the data of D0101.D0100 is 250000 B014 is turned ON.

D0101.D100 | 250000.123 | < | Constant | 427780.467 → B014 is ON

If the data of D0101Xd100 is 430000, B014 is turned OFF.

D0101.d0100 | 430000.123 | < | Constant | 427780.467 → B014 is OFF

Instruction-64: Less than or equal

Expression:

Input —[A <= B]— Output

Function:

When the input is ON, the data of A and the data of B are compared, and if A is less than or equal to B, the output is turned ON.

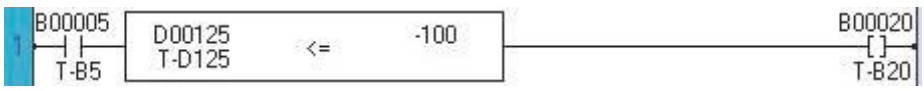
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A < B	ON
		A > B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Compared Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Reference Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√

Example:



When B0005 is ON, the data of D0125 is compared with the constant data -100, and if the data of D0125 is less than or equal to -100, B020 is turned ON.

If the data of D0125 is -150, the comparison result is true. Consequently, B020 is turned ON..

D0125 [-150] < Constant [-100] ⟶ B0020 is ON

If the data of D0125 is 0, the comparison result is false. Consequently, B0020 is turned OFF.

D0125 [0] > Constant [-100] ⟶ B0020 is OFF

Note
This instruction deals with the data as signed integer (-32768 to 32767).

Instruction-65: Double Word Less than or equal

Expression:

Input —[A D<= B]— Output

Function:

When the input is ON, the data of A+1.A and the data of B+1.B are compared, and if A+1.A is less than or equal to B+1.B, the output is turned ON.

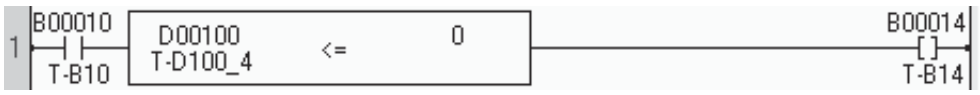
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A+1.A < B+1.B	ON
		A+1.A > B+1.B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Compared Data								√	√	√	√	√	√	√				√	√	√
B	Reference Data								√	√	√	√	√	√	√				√	√	√

Example:



When B010 is ON, the data of D0101xD100 is compared with the constant data 0, and if the data of D0101xD0100 is less than or equal to 0, B014 is turned ON.

If the data of D0101xD0100 is -1, the comparison result is true. Consequently, B014 is turned ON.

D0101.D0100 [-1] < Constant [0] → B014 is ON

If the data of D0101.D0100 is 10000, B014 is turned OFF.

D0101.D0100 [10000] < Constant [0] → B014 is OFF

Note
This instruction deals with the data as double word integer (-2147483648 to 2147483648).

Instruction-66: Unsigned Less than or equal

Expression:

Input —[A <= B]— Output

Function:

When the input is ON, the data of A and the data of B are compared, and if A is less than or equal to B, the output is turned ON.

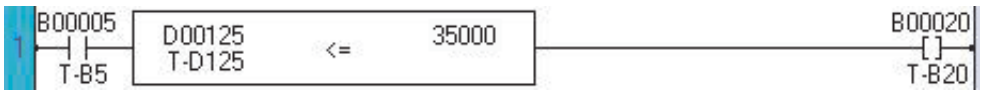
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A < B	ON
		A > B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Compared Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Reference Data								√	√	√	√	√	√	√	√	√	√	√	√	√	√

Example:



When B0005 is ON, the data of D0125 is compared with the constant data 35000, and if the data of D0125 is less than or equal to 35000, B020 is turned ON.

If the data of D0125 is 35000, the comparison result is true. Consequently, B020 is turned ON..

D0125 [35000] < Constant [35000] → B0020 is ON

If the data of D0125 is 0, the comparison result is false. Consequently, B0020 is turned OFF.

D0125 [38000] > Constant [35000] → B0020 is OFF

Note
This instruction deals with the data as unsigned integer (0 to 65535).

Instruction-67: Float Less than or equal

Expression:

Input —[A D<= B]— Output

Function:

When the input is ON, the float data of A+1.A and the float data of B+1.B are compared, and if A+1.A is less than or equal to B+1.B, the output is turned ON.

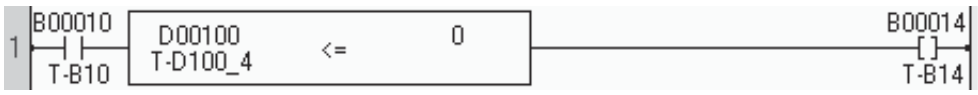
Execution condition:

Input	Operation		Output
OFF	No execution		OFF
ON	Execution	A+1.A < B+1.B	ON
		A+1.A > B+1.B	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Compared Data										√				√					√	√	
B	Reference Data										√				√					√	√	

Example:



When B010 is ON, the data of D0101xD100 is compared with the constant data 0, and if the data of D0101xD0100 is less than or equal to 0, B014 is turned ON.

If the data of D0101xD0100 is -1, the comparison result is true. Consequently, B014 is turned ON.

D0101.D0100 [-1.123] < Constant [0] → B014 is ON

If the data of D0101.D0100 is 10000, B014 is turned OFF.

D0101.D0100 [10000.123] < Constant [0] → B014 is OFF

Instruction-68: Logic AND

Expression:

Input —[A AND B ⟶ C] Output

Function:

When the input is ON, this instruction finds logical AND of A and B, and stores the result in C.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

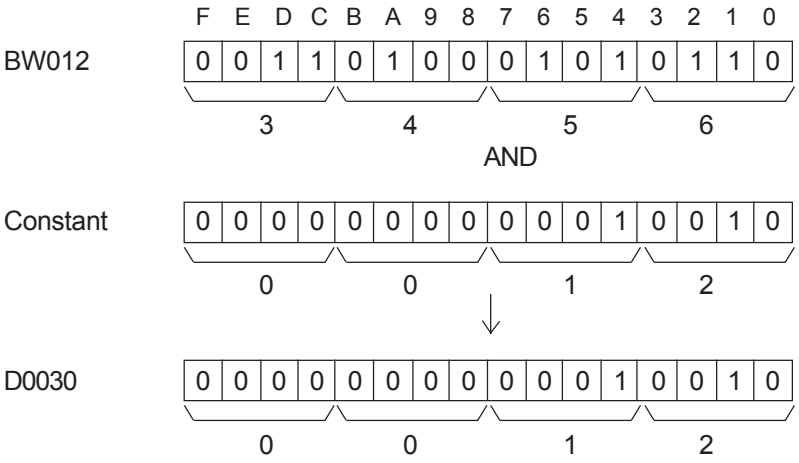
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Source								√	√	√	√	√	√	√	√	√	√	√	√	√	√
C	AND									√	√	√	√	√	√	√	√	√	√	√		√

Example:

When B0012 is ON, logical AND operation is executed for the data of BW012 and the constant data 12, and the result is stored in D0030.

If the data of BW012 is 3456, the result 12 is stored in D0030.



***Instruction-69*: Logic OR**

Expression:

Input —[A OR B ⟶ C] Output

Function:

When the input is ON, this instruction finds logical OR of A and B, and stores the result in C.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

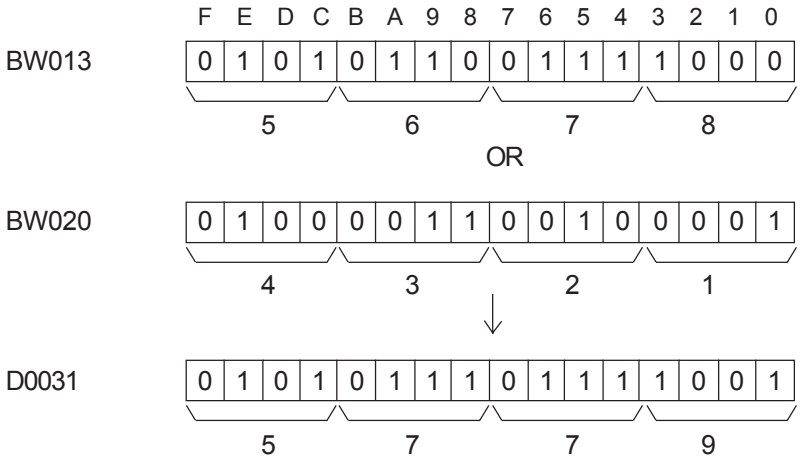
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Source								√	√	√	√	√	√	√	√	√	√	√	√	√	√
C	OR									√	√	√	√	√	√	√	√	√	√	√		√

Example:

When B012 is ON, logical OR operation is executed for the data of BW13 and BW20, and the result is stored in D0031.

If the data of BW13 is H5678 and BW20 is H4321, the result H5779 is stored in D0031.



Instruction-70: Logic Exclusive OR

Expression:

Input —[A EOR B ⟶ C] Output

Function:

When the input is ON, this instruction finds logical exclusive OR of A and B, and stores the result in C.

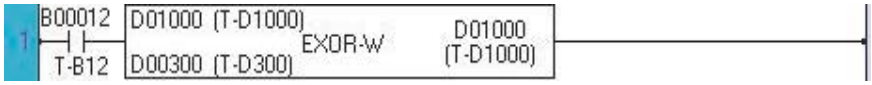
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

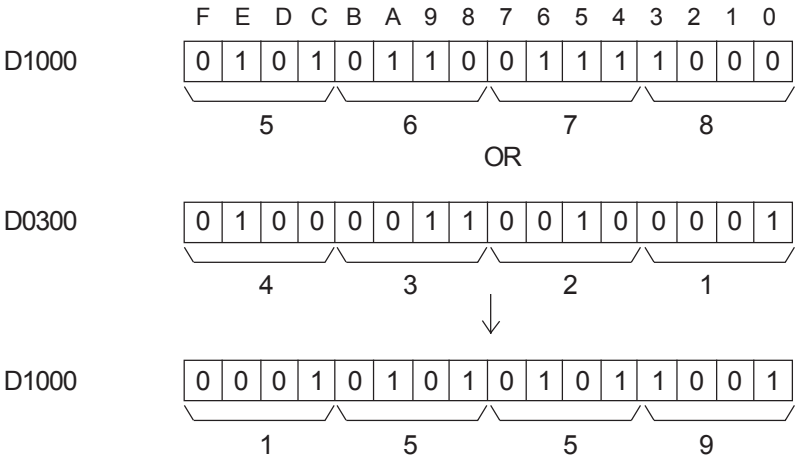
	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source								√	√	√	√	√	√	√	√	√	√	√	√	√	√
B	Source								√	√	√	√	√	√	√	√	√	√	√	√	√	√
C	OR									√	√	√	√	√	√	√	√	√	√	√		√

Example:



When B012 is ON, exclusive OR operation is executed for the data of D1000 and D0300, and the result is stored in D1000.

If the data of D1000 is H5678 and D0300 is H4321, the result H1559 is stored in D1000.



Instruction-71: Logic Shift - 1 bit shift right

Expression:

Input —[SHR-1 A]— Output

Function:

When the input is ON, the data of register A is shifted 1 bit to the right (LSB direction). 0 is stored in the left most bit (MSB). The pushed out bit state is stored in the carry flag (CF = S0). After the operation, if the right most bit (LSB) is ON, the output is turned ON.

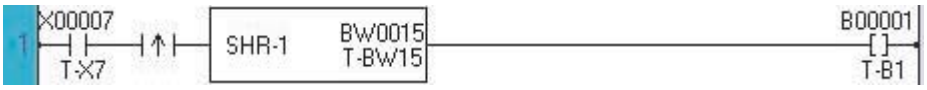
Execution condition:

Input	Operation		Output	CF
OFF	No execution		OFF	---
ON	Execution	When LSB = 1	ON	Set or reset
		When LSB = 0	OFF	Set or reset

Operand:

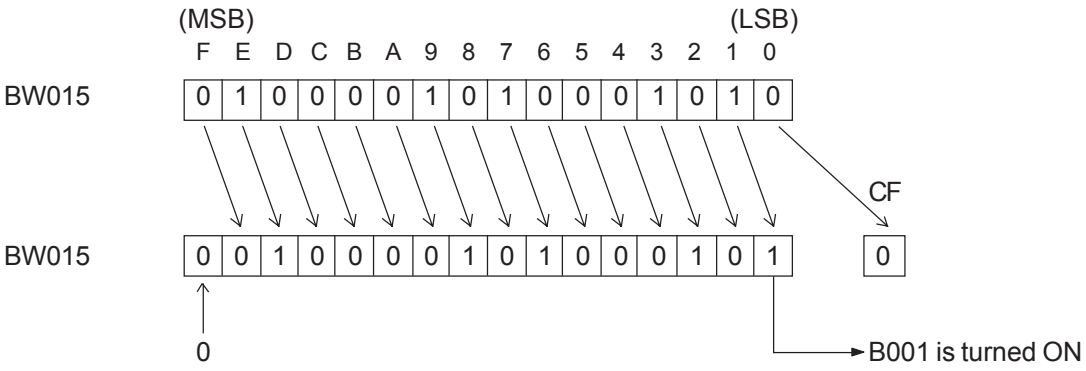
	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Operation Data								√	√	√	√	√	√	√	√	√	√	√	√	√	

Example:



When X007 is changed from OFF to ON, the data of BW15 is shifted 1 bit to the right.

The figure below shows an operation example.



***Instruction-72*: Logic Shift - 1 bit shift left**

Expression:

Input —[SHL-1 A]— Output

Function:

When the input is ON, the data of register A is shifted 1 bit to the left (MSB direction). 0 is stored in the right most bit (LSB). The pushed out bit state is stored in the carry flag (CF = S0). After the operation, if the left most bit (MSB) is ON, the output is turned ON.

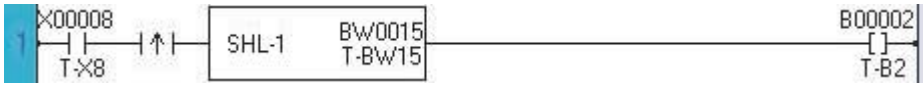
Execution condition:

Input	Operation		Output	CF
OFF	No execution		OFF	---
ON	Execution	When MSB = 1	ON	Set or reset
		When MSB = 0	OFF	Set or reset

Operand:

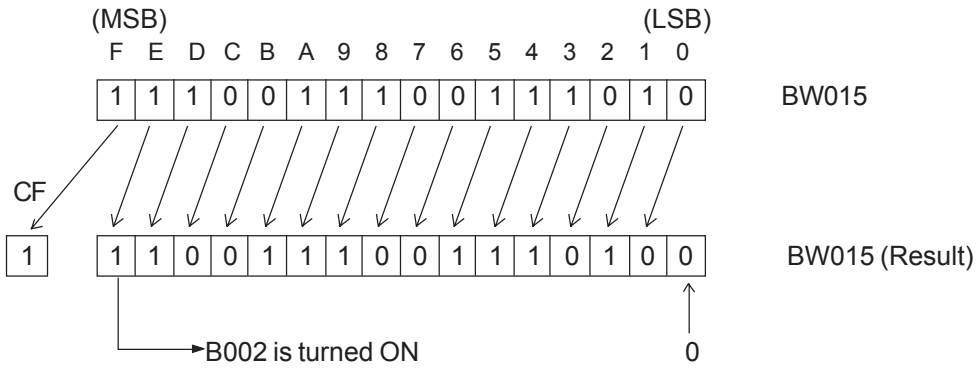
	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Operation Data									√	√	√	√	√	√	√	√	√	√	√	√

Example:



When X008 is changed from OFF to ON, the data of BW15 is shifted 1 bit to the left.

The figure below shows an operation example.



Instruction-73: Logic Shift - n bits shift right

Expression:

Input —[A SHR n ⟶ B]— Output

Function:

When the input is ON, the data of register A is shifted n bits to the right (LSB direction) including the carry flag (CF = S0), and stored in B. 0 is stored in upper n bits. After the operation, if the right most bit (LSB) is ON, the output is turned ON.

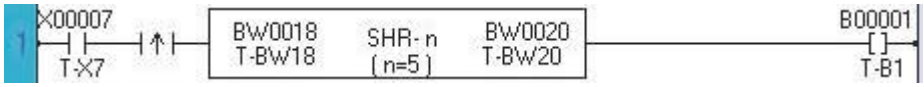
Execution condition:

Input	Operation		Output	CF
OFF	No execution		OFF	---
ON	Execution	When LSB = 1	ON	Set or reset
		When LSB = 0	OFF	Set or reset

Operand:

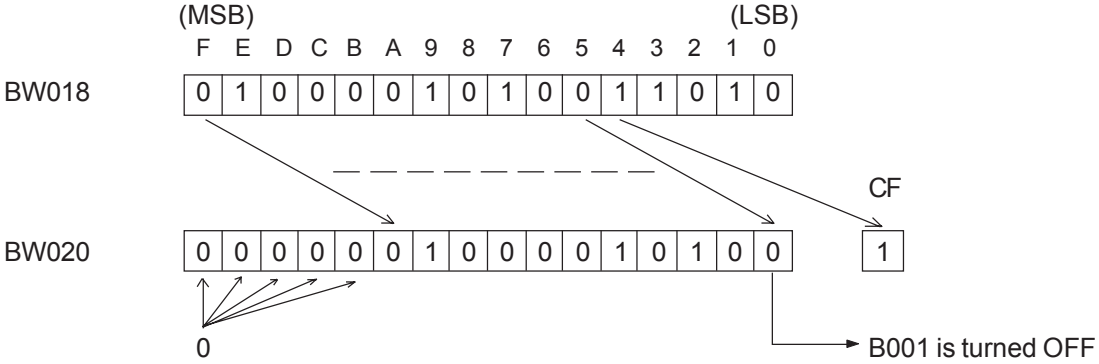
	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Source								√	√	√	√	√	√	√	√	√	√	√	√	√
n	Shift bits																				1 - 16
B	Destination									√	√	√	√	√	√	√	√	√	√	√	√

Example:



When X007 is changed from OFF to ON, the data of BW18 is shifted 5 bits to the right and the result is stored in BW20.

The figure below shows an operation example.



Instruction-74: Logic Shift - n bits shift left

Expression:

Input —[A SHL n ⟶B]— Output

Function:

When the input is ON, the data of register A is shifted n bits to the left (MSB direction) including the carry flag (CF = S0), and stored in B. 0 is stored in lower n bits. After the operation, if the left most bit (MSB) is ON, the output is turned ON.

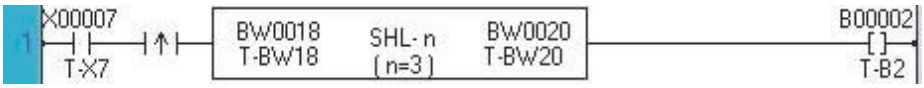
Execution condition:

Input	Operation		Output	CF
OFF	No execution		OFF	---
ON	Execution	When MSB = 1	ON	Set or reset
		When MSB = 0	OFF	Set or reset

Operand:

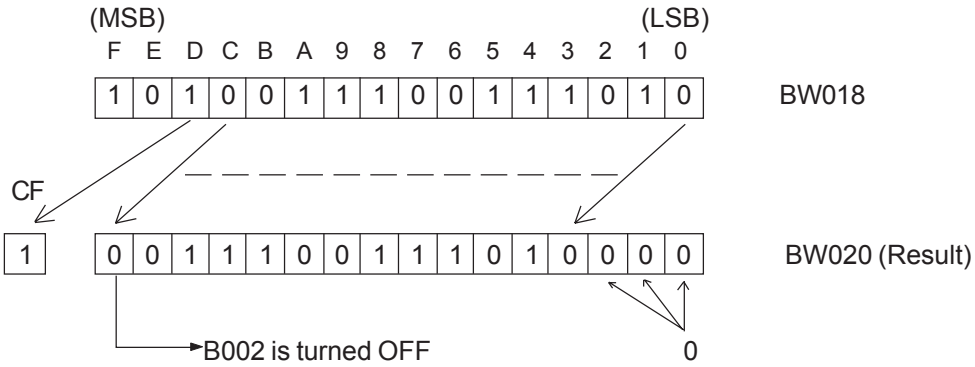
	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Source								√	√	√	√	√	√	√	√	√	√	√	√	√	√
n	Shift bits																				1 - 16	
B	Destination									√	√	√	√	√	√	√	√	√	√	√		√

Example:



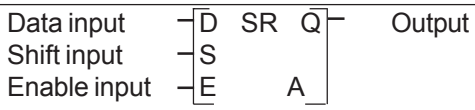
When X007 is changed from OFF to ON, the data of BW18 is shifted 3 bits to the left and the result is stored in BW20.

The figure below shows an operation example.



***Instruction-75*: Shift Register**

Expression:



Function:

While the enable input is ON, this instruction shifts the data of the bit table, size n starting with A, 1 bit to the left (upper address direction) when the shift input is ON. The state of the data input is stored in A. The pushed out bit state is stored in the carry flag (CF = S0).
When the enable input is OFF, all bits in the table and the carry flag are reset to OFF.

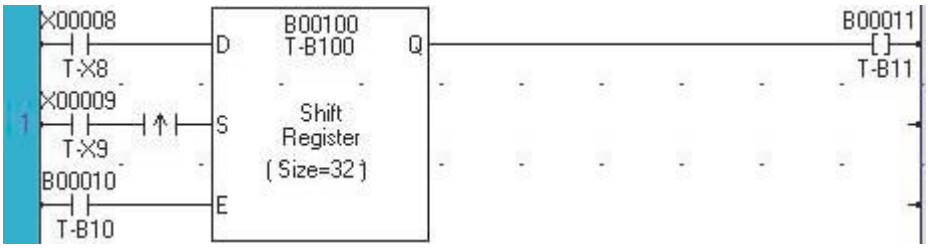
Execution condition:

Input	Operation		Output	CF
OFF	Resets all bits in the bit table		OFF	Reset
ON	When the shift input is ON	Shift execution	ON	Set or reset
	When the shift input is OFF	No execution	OFF	---

Operand:

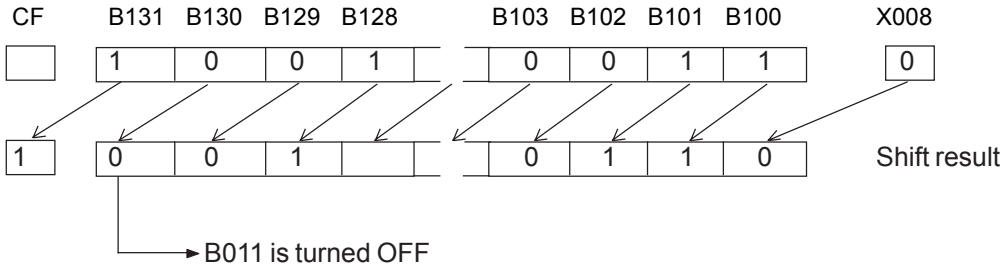
	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Leading Device		√	√	√			√													
n	Device Size																			1 - 64	

Example:

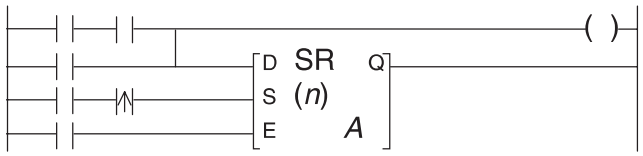


32 devices starting with B100 (B100 to B131) is specified as a shift register.
When B010 is OFF, the data of the shift register is reset to 0. (B100 to B131 are reset to OFF). The carry flag (CF = S0) is also reset to OFF.
While B010 is ON, the data of the shift register is shifted 1 bit to the upper address direction when X009 is changed from OFF to ON. At the same time, the state of X008 is stored in the leading bit (B100).
The output (B011) indicates the state of the last bit (B131).

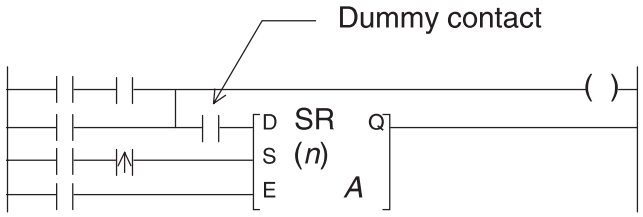
The figure below shows an operation example. (When X009 is changed from OFF to ON).



Note
When the shift input is ON, the shift operation is performed every scan. Use a transitional contact for the shift input to detect the state changing.
For the data input and the shift input, direct linking to a connecting point is not allowed. In this case, insert a dummy contact (always ON special device = S04F, etc.) just before the input.



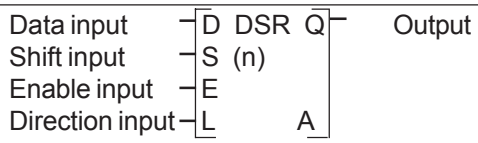
Not allowed



Allowed

***Instruction-76*: Bi-directional Shift Register**

Expression:



Function:

While the enable input (E) is ON, this instruction shifts the data of the bit table, size n starting with A, 1 bit when the shift input (S) is ON. The shift direction is determined by the state of the direction input (L).
When L is OFF, the direction is right (lower address direction).
When L is ON, the direction is left (upper address direction).
The state of the data input (D) is stored in the highest bit if right shift, and stored in the lowest bit A if left shift. The pushed out bit state is stored in the carry flag (CF = S0).
When the enable input (E) is OFF, all bits in the table and the carry flag are reset to OFF.

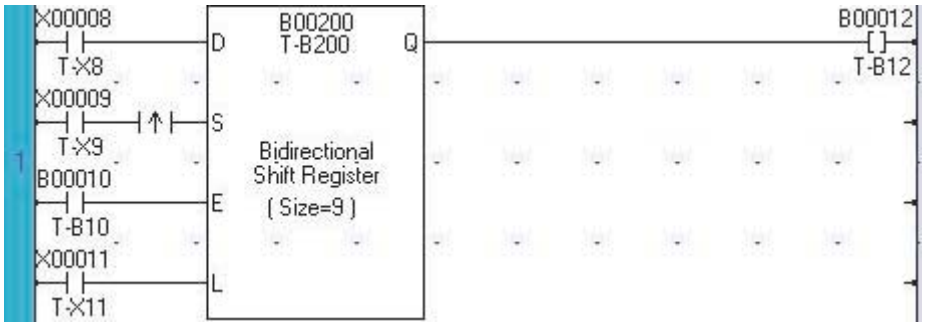
Execution condition:

Input	Operation			Output	CF
OFF	Resets all bits in the bit table			OFF	Reset
ON	S = ON	L = ON	Shift left execution	Highest bit state	Set or reset
		L = OFF	Shift right execution	Lowest bit state	Set or reset
	S = OFF	No execution		Highest bit state	---

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Leading Device		√	√	√			√													
n	Device Size																			1 - 64	

Example:

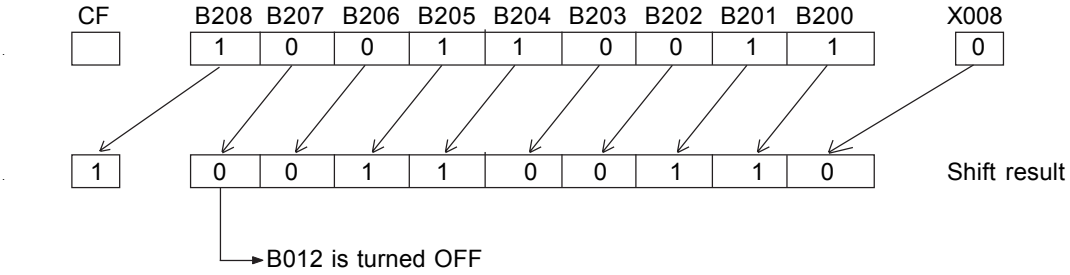


9 devices starting with B200 (B200 to B208) is specified as a shift register.
When B010 is OFF, the data of the shift register is reset to 0. (B200 to B208 are reset to OFF)
The carry flag (CF = S0) is also reset to OFF.

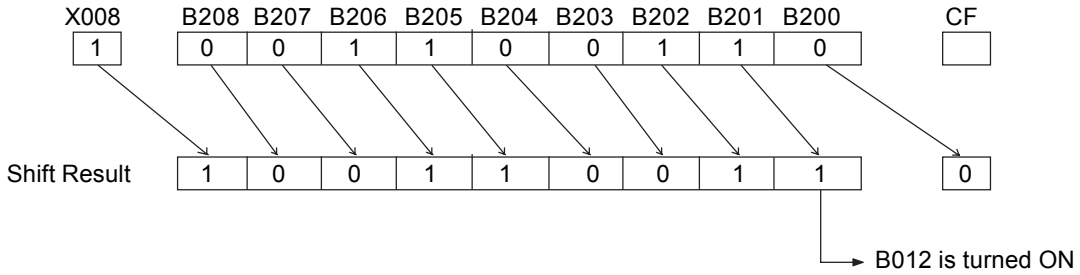
While B010 is ON the following operation is enabled.
- When X0011 is ON (shift left), the data of the shift register is shifted 1 bit to the upper address direction when X009 is changed from OFF to ON. At the same time, the state of X008 is stored in the leading bit (B200). The output (B012) indicates the state of the highest bit (B208).
- When X0011 is OFF (shift right), the data of the shift register is shifted 1 bit to the lower address direction when X009 is changed from OFF to ON. At the same time, the state of X008 is stored in the highest bit (B208). The output (B012) indicates the state of the lowest bit (B200).

The figure below shows an operation example.

(When X0011 is ON and X009 is changed from OFF to ON).



(When X0011 is OFF and X009 is changed from OFF to ON)



Note:

When the shift input is ON, the shift operation is performed every scan. Use a transitional contact for the shift input to detect the state changing.

For the data input, the shift input and the enable input, direct linking to a connecting point is not allowed. In this case, insert a dummy contact (always ON special device = S04F, etc.) just before the input.

***Instruction-77*: 1 bit rotate right**

Expression:

Input ⊣[RTR1 A]⊢ Output

Function:

When the input is ON, the data of register A is rotated 1 bit to the right (LSB direction). The pushed out bit state is stored in the left most bit (MSB) and in the carry flag (CF = S0). After the operation, if the right most bit (LSB) is ON, the output is turned ON.

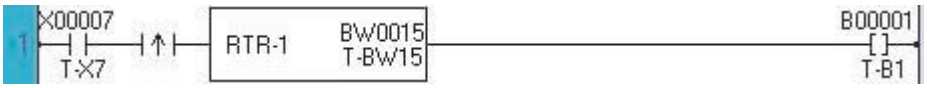
Execution condition:

Input	Operation		Output	CF
OFF	No Execution		OFF	---
ON	Execution	When LSB = 1	ON	Set or reset
		When LSB = 0	OFF	Set or reset

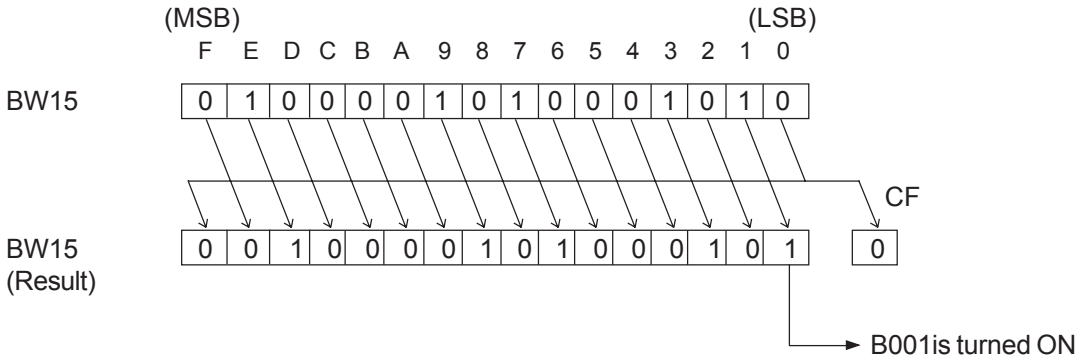
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Operation Data									√	√	√	√	√	√	√	√	√	√	√		√

Example:



When X007 is changed from OFF to ON, the data of BW15 is rotated 1 bit to the right.
The figure below shows an operation example.



***Instruction-78*: 1 bit rotate left**

Expression:

Input —[RTL1 A]— Output

Function:

When the input is ON, the data of register A is rotated 1 bit to the left (MSB direction). The pushed out bit state is stored in the right most bit (LSB) and in the carry flag (CF = S0). After the operation, if the left most bit (MSB) is ON, the output is turned ON.

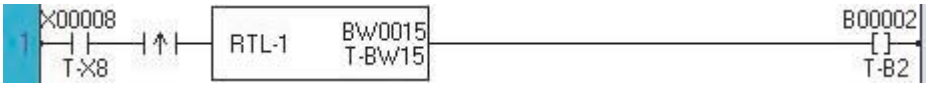
Execution condition:

Input	Operation		Output	CF
OFF	No Execution		OFF	---
ON	Execution	When MSB = 1	ON	Set or reset
		When MSB = 0	OFF	Set or reset

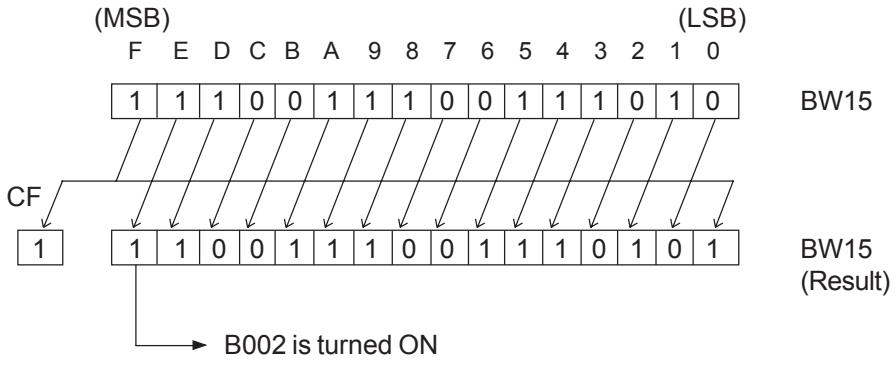
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Operation Data									√	√	√	√	√	√	√	√	√	√	√	√

Example:



When X008 is changed from OFF to ON, the data of BW15 is rotated 1 bit to the left.
The figure below shows an operation example.



***Instruction-79*: n bit rotate right**

Expression:

Input —[A RTR n ⟶ B]— Output

Function:

When the input is ON, the data of register A is rotated n bits to the right (LSB direction), and stored in B. After the operation, if the right most bit (LSB) is ON, the output is turned ON.

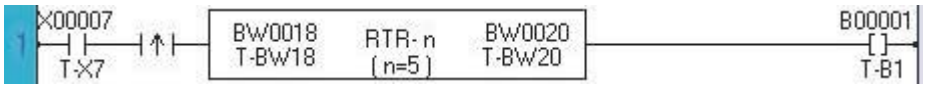
Execution condition:

Input	Operation		Output	CF
OFF	No Execution		OFF	---
ON	Execution	When LSB = 1	ON	Set or reset
		When LSB = 0	OFF	Set or reset

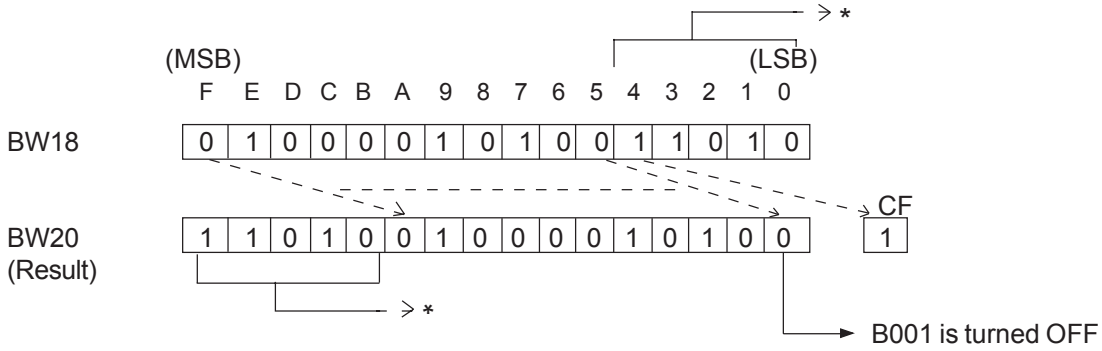
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Source								√	√	√	√	√	√	√	√	√	√	√	√	√	√
n	Shift bits																				1 - 16	
B	Destination									√	√	√	√	√	√	√	√	√	√	√		√

Example:



When X007 is changed from OFF to ON, the data of BW18 is rotated 5 bits to the right and the result is stored in BW20.
The figure below shows an operation example.



***Instruction-80*: n bit rotate left**

Expression:

Input ⊣[A RTL n ⟶B]⊢ Output

Function:

When the input is ON, the data of register A is rotated n bits to the left (MSB direction), and stored in B. After the operation, if the left most bit (MSB) is ON, the output is turned ON.

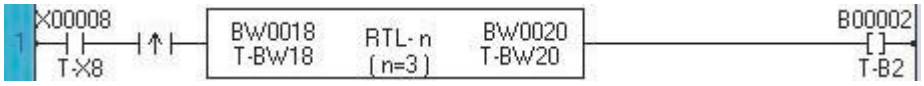
Execution condition:

Input	Operation		Output	CF
OFF	No Execution		OFF	---
ON	Execution	When MSB = 1	ON	Set or reset
		When MSB = 0	OFF	Set or reset

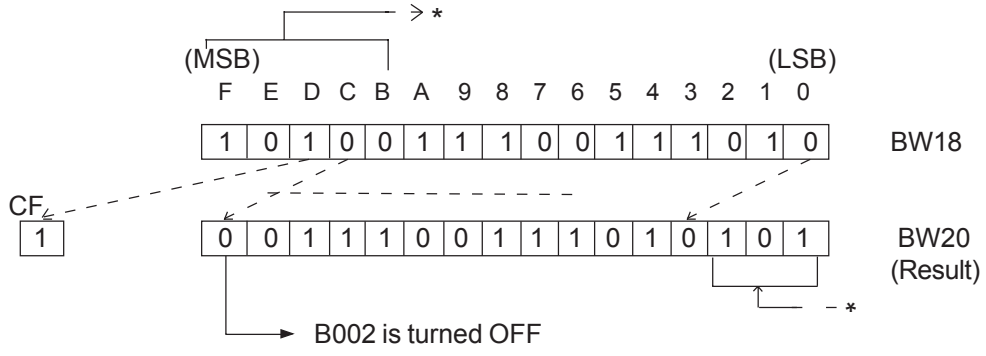
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Source								√	√	√	√	√	√	√	√	√	√	√	√	√	√
n	Shift bits																				1 - 16	
B	Destination									√	√	√	√	√	√	√	√	√	√	√		√

Example:



When X008 is changed from OFF to ON, the data of BW18 is rotated 3 bits to the left and the result is stored in BW20.
The figure below shows an operation example.



Instruction-81: Hex to ASCII Conversion

Expression:

Input ⊣[A HTOA (n) B]⊢ Output

Function:

When the input is ON, the hexadecimal data of n registers starting with A is converted into ASCII characters and stored in B and after. The uppermost digit of source A is stored in lower byte of destination B, and followed in this order. The allowable range of n is 1 to 32.

Execution condition:

Input	Operation	Output
OFF	No Execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source								√	√	√	√	√	√	√	√	√	√	√		√	
n	Data Size																				1 - 32	
B	Destination									√	√	√	√	√	√				√			

Example:

When B010 is ON, 4 words data of D0100 to D0103 are converted into ASCII characters, and stored in 8 words registers starting with D0220.

	F ... 0
D0100	H0125
D0101	H4567
D0102	H89AB
D0103	HCDEF

Converted →

	F ... 8	7 ... 0
D0220	“1” (H31)	“0” (H30)
D0221	“3” (H33)	“2” (H32)
D0222	“5” (H35)	“4” (H34)
D0223	“7” (H37)	“6” (H36)
D0224	“9” (H39)	“8” (H38)
D0225	“B” (H42)	“A” (H41)
D0226	“D” (H44)	“C” (H43)
D0227	“F” (H46)	“E” (H45)

Note:
If index register (I, J or K) is used for the operand A, only n = 1 is allowed.

Instruction-82: ASCII to Hex Conversion

Expression:

Input —[A ATOH (n) B]— Output

Function:

When the input is ON, the ASCII characters stored in n registers starting with A is converted into hexadecimal data and stored in B and after. The lower byte of source A is stored as uppermost digit of destination B, and followed in this order. The allowable ASCII character in the source table is “0” (H30) to “9” (H39) and “A” (H41) to “F” (H46). The allowable range of n is 1 to 64.

Execution condition:

Input	Operation	Output	ERF
OFF	No Execution	OFF	---
ON	Normal Execution	ON	---
	Conversion Data Error (no execution)	OFF	Set

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Source								√	√	√	√	√	√	√	√	√	√	√		√	
n	Data Size																				1 - 64	
B	Destination									√	√	√	√	√	√				√			

Example:

When B011 is ON, the ASCII characters stored in 8 words of D0300 to D0307 are converted into hexadecimal data, and stored in 4 words registers starting with BW040.

	F — — — 8	7 — — — 0
D0300	“1” (H31)	“0” (H30)
D0301	“3” (H33)	“2” (H32)
D0302	“5” (H35)	“4” (H34)
D0303	“7” (H37)	“6” (36)
D0304	“9” (H39)	“8” (H38)
D0305	“B” (H42)	“A” (H41)
D0306	“D” (H44)	“C” (H43)
D0307	“F” (H46)	“E” (H45)

	F — — — 0
BW040	H0123
BW041	H4567
BW042	H89AB
BW043	HCDEF

Note:
- If index register (I, J or K) is used for the operand A, only n = 1 is allowed.
- If n is odd number, lower 2 digits of the last converted data will not be fixed, Use even for n.

***Instruction-83*: Absolute Value**

Expression:

Input ⊣[A ABS B]⊢ Output

Function:

When the input is ON, this instruction finds the absolute value of operand A, and stores it in B.

Execution condition:

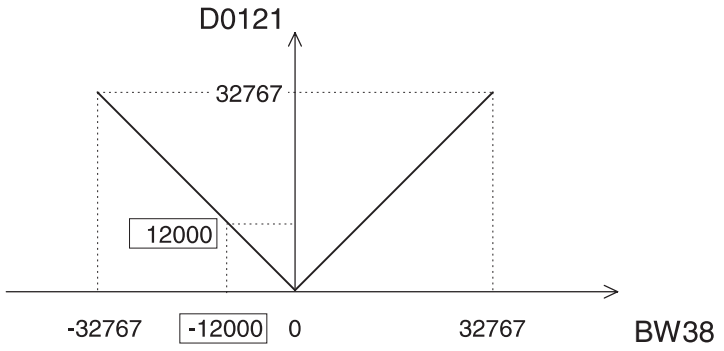
Input	Operation	Output
OFF	No Execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Source								√	√	√	√	√	√	√	√	√	√	√		√	
B	Destination									√	√	√	√	√	√	√	√	√	√			

Example:

When X006 is ON, the absolute value of BW38 is stored in D0121.
For example, if BW38 is -12000, the absolute value 12000 is stored in D0121.



Note:
- The data range of A is -32768 to 32767. If the data of A is -32768, 32767 is stored in B.

Instruction-84: 2's Compliment

Expression:

Input ⊣[A NEG B]⊢ Output

Function:

When the input is ON, this instruction finds the 2's compliment value of A, and stores it in B.

Execution condition:

Input	Operation	Output
OFF	No Execution	OFF
ON	Execution	ON

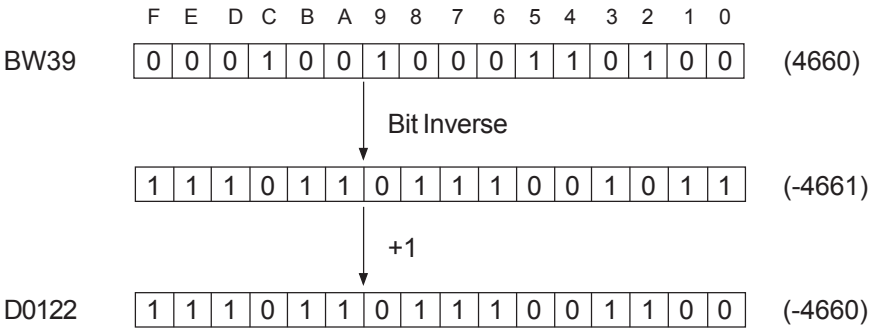
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source								√	√	√	√	√	√	√	√	√	√	√		√	
B	Destination									√	√	√	√	√	√	√	√	√	√			

Example:

When X007 is ON, the 2's complement value (sign inverted data) of BW39 is stored in D0122.
For example, if BW38 is 4660, the 2's complement value -4660 is stored in D0122.

2's complement data is calculated as follows.



Note:
- The data range of A is -32768 to 32767. If the data of A is -32768, the same data -32768 is stored in B.

***Instruction-85*: Double-word 2's Compliment**

Expression:

Input ⊣[A+1.A DNEG B+1.B]⊢ Output

Function:

When the input is ON, this instruction finds the 2's complement value of double-word data A+1×A, and stores it in B+1×B.

Execution condition:

Input	Operation	Output
OFF	No Execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source								√	√	√	√	√	√	√				√		√	
B	Destination									√	√	√	√	√	√				√			

Example:

When X007 is ON, the 2's complement value (sign inverted data) of double-word register BW41×BW40 is stored in double-word register BW0051×BW0050.

For example, if BW41×BW40 is -1234567890, the 2's complement value 1234567890 is stored in BW0051×BW0050.

Note:
- The data range of A+1× A is -2147483648 to 2147483647. If the data of A+1× A is -2147483648, the same data -2147483648 is stored in B+1× B.

Instruction-86: 7 Segment Decode

Expression:

Input ⊣[A 7SEG B]⊢ Output

Function:

When the input is ON, this instruction converts the lower 4 bits data of A into the 7 segment code, and stores it in B. The 7 segment code is normally used for a numeric display LED.

Execution condition:

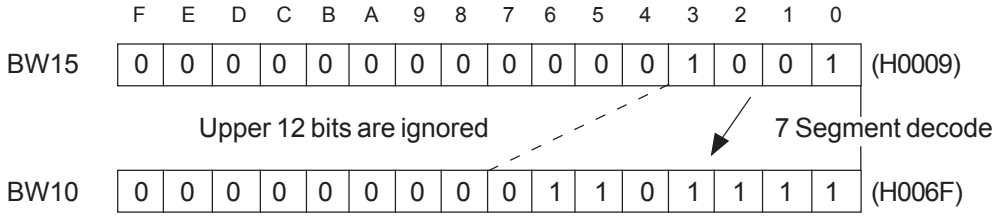
Input	Operation	Output
OFF	No Execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Source								√	√	√	√	√	√	√	√	√	√	√		√	
B	Destination									√	√	√	√	√	√	√	√	√	√			

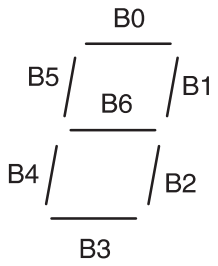
Example:

When X000 is ON, the lower 4 bits data of BW15 is converted into the 7 segment code, and the result is stored in lower 8 bits of BW10. 0 is stored in upper 8 bits of BW10.
For example, if BW15 is H0009, the corresponding 7 segment code H006F is stored in BW10.



0 is stored in upper 8 bits.

The 7 segment code conversion table is shown on the next page.

Operand *A* (lower 4 bits)		7 segment LED composition	Operand *B* (lower 8 bits)								Display
Hex	Binary		B7	B6	B5	B4	B3	B2	B1	B0	
0	0000		0	0	1	1	1	1	1	1	0
1	0001		0	0	0	0	0	1	1	0	1
2	0010		0	1	0	1	1	0	1	1	2
3	0011		0	1	0	0	1	1	1	1	3
4	0100		0	1	1	0	0	1	1	0	4
5	0101		0	1	1	0	1	1	0	1	5
6	0110		0	1	1	1	1	1	0	1	6
7	0111		0	0	1	0	0	1	1	1	7
8	1000		0	1	1	1	1	1	1	1	8
9	1001		0	1	1	0	1	1	1	1	9
A	1010		0	1	1	1	0	1	1	1	A
B	1011		0	1	1	1	1	1	0	0	b
C	1100		0	0	1	1	1	0	0	1	C
D	1101		0	1	0	1	1	1	1	0	d
E	1110		0	1	1	1	1	0	0	1	E
F	1111		0	1	1	1	0	0	0	1	F

Instruction-87: ASCII Conversion

Expression:

Input —[A ASC B]— Output

Function:

When the input is ON, this instruction converts the alphanumeric characters into the ASCII codes, and stores them in the register table starting with B. (16 characters maximum).

Execution condition:

Input	Operation	Output
OFF	No Execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Characters																				√	
B	Start of Destination									√	√	√	√	√	√				√			

Example:

When B030 is ON, the characters 'ABCDEFGHIJKLMN' is converted into the ASCII codes, and the result is stored in 8 registers starting with lower 8 bits (byte) of D0200 (D0200 to D0207).

	High F — 8	Low 7 — 0	
D0200	H42 (B)	H41 (A)	
D0201	H44 (D)	H43 (C)	
D0202	H46 (F)	H45 (E)	
D0203	H48 (H)	H47 (G)	
D0204	H4A (J)	H49 (I)	
D0205	H4C (L)	H4B (K)	
D0206	H4E (N)	H4D (M)	
D0207			← Previous data is remained

Note:
Only the number of bytes converted are stored. The rest are not changed. In the above example, 14 characters are converted into 14 bytes of ASCII code, and these ASCII codes are stored in 7 registers (D0200 to D0206). The data of D0207 remains unchanged.

Instruction-88: Binary Conversion

Expression:

Input ⊣[A BIN B]⊢ Output

Function:

When the input is ON, this instruction converts the 4 digits of BCD data of A into binary, and stores in B. If any digit of A contains non-BCD code (other than H0 through H9), the conversion is not executed and the instruction error flag (ERF = S0034) is set to ON.

Execution condition:

Input	Operation	Output	ERF
OFF	No Execution	OFF	---
ON	Normal Execution	ON	---
	BCD data error	OFF	Set

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Source (BCD)								√	√	√	√	√	√	√	√	√	√	√		H000-H9999	
B	Destination (Binary)									√	√	√	√	√	√	√	√	√	√			

Example:

When B017 is ON, the BCD data of BW28 is converted into binary data, and the result is stored in D0127.

For example, if BW28 is H1234, the binary data 1234 is stored in D0127.

BW28	BCD to Binary	D0127
H1234	⟶	1234

Note:
If any digit of operand A contains non-BCD data, e.g. H13A6, the conversion is not executed and the instruction error flag (ERF = S0034) is set to ON.

Instruction-89: BCD Conversion

Expression:

Input ⊣[A BCD B]⊢ Output

Function:

When the input is ON, this instruction converts the binary data of A into BCD, and stores in B. If the data of A is not in the range of 0 to 9999, the conversion is not executed and the instruction error flag (ERF = S0034) is set to ON.

Execution condition:

Input	Operation	Output	ERF
OFF	No Execution	OFF	---
ON	Normal Execution	ON	---
	Binary data error	OFF	Set

Operand:

	Name	Device							Register												Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source (Binary)								√	√	√	√	√	√	√	√	√	√	√		0 - 9999	
B	Destination (BCD)									√	√	√	√	√	√	√	√	√	√			

Example:

When B019 is ON, the data of D0211 is converted into 4-digit BCD, and the result is stored in BW22.

For example, if D0211 is 5432, the BCD data H5432 is stored in BW22.

D0211	Binary to BCD	BW22
5432	⟶	H5432

Note:
If the data of A is smaller than 0 or greater than 9999, the conversion is not executed and the instruction error flag (ERF = S0034) is set to ON.

***Instruction-90*: Integer to Float**

Expression:

Input ⊣[A INT -> FLOAT B]⊢ Output

Function:

This instruction converts integer of double word type data into floating point data.

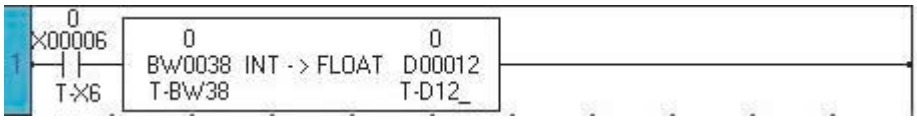
Execution condition:

Input	Operation	Output
OFF	No Execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source										√				√					√		
B	Destination										√				√					√		

Example:



When X006 is ON, the integer value of BW38, BW39 will be converted into float fomat and will be stored in D0012.
For example, if BW38, BW39 is 12 then it will become 12.0.

***Instruction-91*: Float to Integer**

Expression:

Input ⊣[A FLOAT -> INT B]⊢ Output

Function:

This instruction vonverts floating point data into double word integer.
The data range is -2147483648 to 2147483647.
If the result is greater than 2147483647, the upper limit value 2147483647 is stored in B+1×B, and the output is turned OFF. If the result is smaller than -2147483648, the lower limit value -2147483648 is stored in B+1×B, and the output is turned OFF.

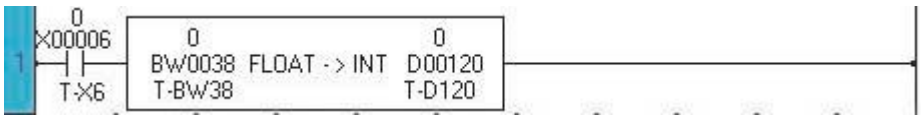
Execution condition:

Input	Operation	Output
OFF	No Execution	OFF
ON	Execution	ON
	Overflow condition	OFF

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Source										√				√					√	
B	Destination										√				√					√	

Example:



When X006 is ON, the floating point value of BW38 will be converted into integer fomat and will be stored in D00120, D00121.
For example, if BW38 is 12.7 then it will become 13.
If the value is 12.3, then it becomes 12.

***Instruction-92*: ON Timer**

Expression:

Input –[A TON B]– Output

Function:

When the input is changed from OFF to ON, timer updating for the timer register B is started. The elapsed time is stored in B. When the specified time by A has elapsed after the input came ON, the output and the timer device corresponding to B are turned ON. (Timer updating is stopped)
When the input is changed from ON to OFF, B is cleared to 0, and the output and the timer device are turned OFF.
The available data range for operand A is 0 to 32767.

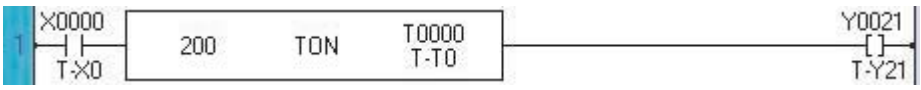
Execution condition:

Input	Operation	Output
OFF	No operation (timer is not updating)	OFF
ON	Elapsed time < preset time (timer is updating)	ON
	Elapsed time > preset time (timer is not updating)	OFF

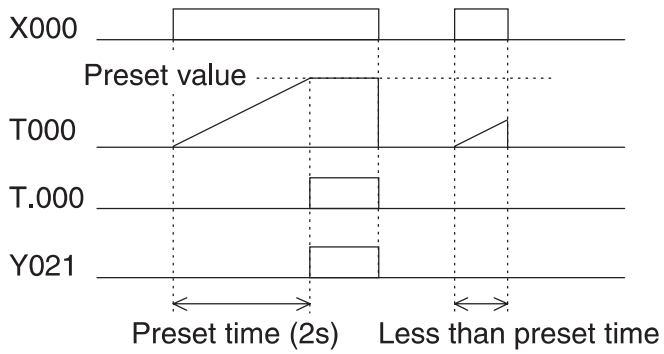
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Preset Time								√	√	√	√	√	√	√	√	√	√	√		0 - 32767	
B	Elapsed time												√									

Example:



Y021 (and the timer device T.000) is turned ON 2 seconds after X000 came ON.



Note
Time is set in 10 ms units for;
RMP10: T000 to T060 (0 to 327.67 s)

Time is set in 100 ms units for;
RMP10: T061 to T190 (0 to 3276.7 s)

Time is set in 1 s units for;
RMP10: T191 to T255 (0 to 32767 s)

Multiple timer instructions (TON, TOF or TSS) with the same timer register are not allowed.

Note:
Multiple timer instructions (TON, TOF or SS) with the same timer register are not allowed.

***Instruction-93*: OFF Timer**

Expression:

Input ⊣[A TOFF B]⊢ Output

Function:

When the input is changed from OFF to ON, the output and the timer device corresponding to the timer register B are set to ON. When the input is changed from ON to OFF, timer updating for B is started. The elapsed time is stored in B. When the specified time by A has elapsed after the input came OFF, the output and the timer device are turned OFF. (Timer updating is stopped)
The available data range for operand A is 0 to 32767.

Execution condition:

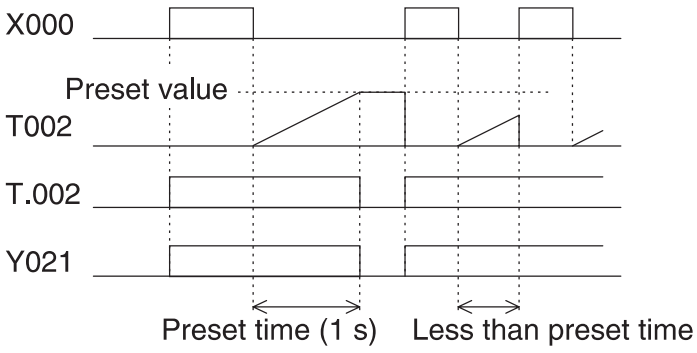
Input	Operation	Output
OFF	Elapsed time < preset time (timer is updating)	ON
	Elapsed time > preset time (timer is not updating)	OFF
ON	No operation (timer is not updating)	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Preset Time								√	√	√	√	√	√	√	√	√	√	√		0 - 32767	
B	Elapsed time												√									

Example:

Y021 (and the timer device T.002) is turned OFF 1 second after X000 came ON.



Note
Time is set in 10 ms units for;
RMP10: T000 to T060 (0 to 327.67 s)

Time is set in 100 ms units for;
RMP10: T061 to T190 (0 to 3276.7 s)

Time is set in 1 s units for;
RMP10: T191 to T255 (0 to 32767 s)

Multiple timer instructions (TON, TOF or TSS) with the same timer register are not allowed.

Note:
Multiple timer instructions (TON, TOF or SS) with the same timer register are not allowed.

Instruction-94: Single Shot Timer

Expression:

Input ⊣[A TSS B]⊢ Output

Function:

When the input is changed from OFF to ON, the output and the timer device corresponding to the timer register B are set to ON, and timer updating for B is started. The elapsed time is stored in B.
When the specified time by A has elapsed after the input came ON, the output and the timer device are turned OFF. (Timer updating is stopped)
The available data range for operand A is 0 to 32767.

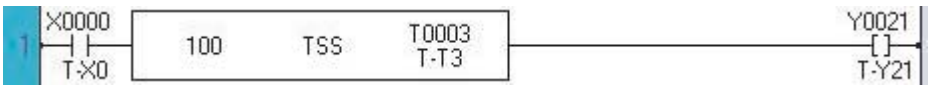
Execution condition:

Input	Operation	Output
OFF	Elapsed time < preset time (timer is updating)	ON
	Elapsed time > preset time (timer is not updating)	OFF
ON	Elapsed time < preset time (timer is updating)	ON
	Elapsed time > preset time (timer is not updating)	OFF

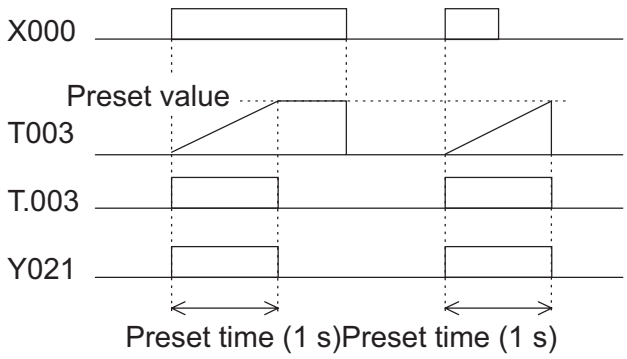
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Preset Time								√	√	√	√	√	√	√	√	√	√	√		0 - 32767	
B	Elapsed time												√									

Example:



Y021 (and the timer device T.003) is turned OFF 1 second after X000 came ON.



Note
Time is set in 10 ms units for;
RMP10: T000 to T060 (0 to 327.67 s)

Time is set in 100 ms units for;
RMP10: T061 to T190 (0 to 3276.7 s)

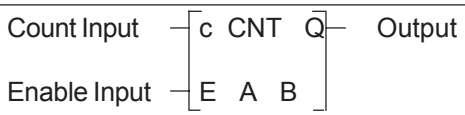
Time is set in 1 s units for;
RMP10: T191 to T255 (0 to 32767 s)

Multiple timer instructions (TON, TOF or TSS) with the same timer register are not allowed.

Note:
Multiple timer instructions (TON, TOF or SS) with the same timer register are not allowed.

***Instruction-95*: Counter**

Expression:



Function:

While the enable input is ON, this instruction counts the number of the count input changes from OFF to ON. The count value is stored in the counter register B. When the count value reaches the set value A, the output and the counter device corresponding to B are turned ON. When the enable input comes OFF, B is cleared to 0 and the output and the counter device are turned OFF.
The available data range for operand A is 0 to 65535.

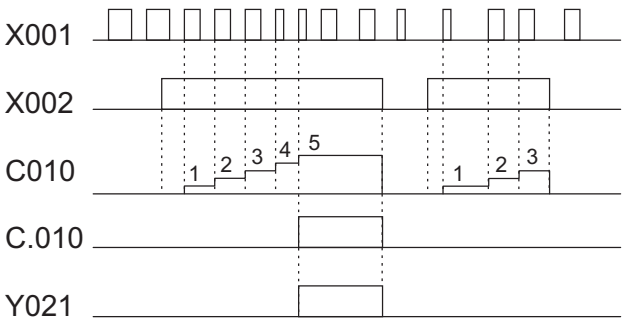
Execution condition:

Input	Operation	Output
OFF	No operation (B is cleared to 0)	OFF
ON	Count value (B) < set value (A)	OFF
	Count value (B) > set value (A)	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Set Value								√	√	√	√	√	√	√	√	√	√	√		0 - 65535	
B	Count Value													√								

Example:



Note:
No transitional contact is required for the count input. The count input rising edge is detected by this instruction.

For the count input, direct linking to a connecting point is not allowed. In this case, insert a dummy contact (always ON = S04F, etc.) just before the input.
Refer to Note of Shift register FUN 074.

Multiple counter instructions (CNT) with the same counter register are not allowed.

***Instruction-96*: Up / Down Counter**

Expression:

Direction Input	U	A	Q	Output
Count Input	C			
Enable Input	E			

Function:

While the enable input is ON, this instruction counts the number of the count input changes from OFF to ON. The count direction (up count or down count) is selected by the state of the direction input. The count value is stored in the counter register A. The count value range is 0 to 65535.

Up count when the direction input is ON

Down count when the direction input is OFF

When the enable input is OFF, the counter register A is cleared to 0.

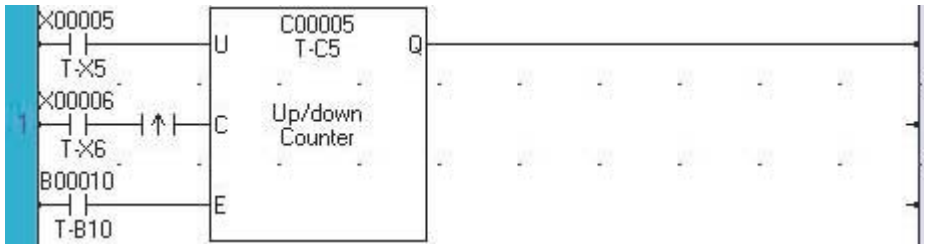
Execution condition:

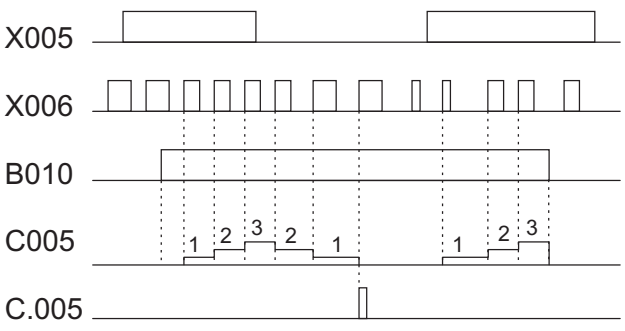
Input	Operation	Output
OFF	No operation (A is cleared to 0)	OFF
ON	Count value is not limit value (0 or 65535)	OFF
	Count value is limit value and count input is ON	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Count Value													√							

Example:





Note:
The transitional contact is required for the count input. Otherwise, counting is executed every scan during X005 is ON in this example.

For the direction input and the count input, direct linking to a connecting point is not allowed. Refer to Note of Shift register Function.

Instruction-97: Subroutine Call

Expression:

Input —[CALL N. n]— Output

Function:

When the input is ON, this instruction calls the subroutine number n..

Execution condition:

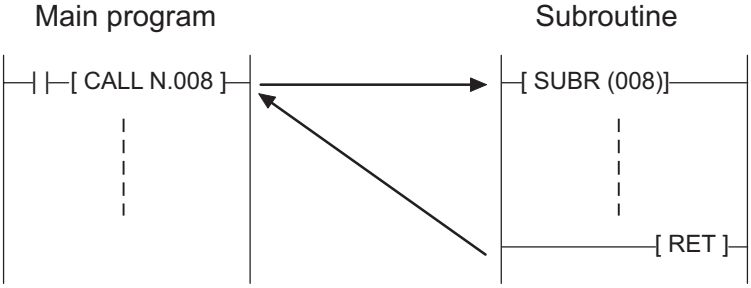
Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
n	Subroutine Number																				√ (Note)	

Example:

When X007 is ON, the subroutine number 8 is called. When the program execution is returned from the subroutine, the output is turned ON.



Note:
The possible subroutine number is 0 to 255.
Refer to the SUBR instruction.
The CALL instruction can be used in an interrupt program. However, it is not allowed that the same subroutine is called from an interrupt program and from main program.

***Instruction-98*: Subroutine Return**

Expression:

Function:

This instruction indicates the end of a subroutine. When program execution is reached this instruction, it is returned to the original CALL instruction.

Execution condition:

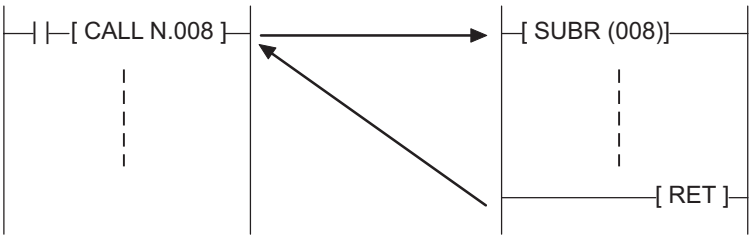
Input	Operation	Output
–	Execution	–

Operand:

No operand is required.

Example:

Main program Subroutine



Note:
Refer to the SUBR instruction.
The RET instruction can be programmed only in the program type ‘Subroutine’.
The RET instruction must be connected directly to the left power rail.

***Instruction-99*: FOR (For next loop)**

Expression:

Input —[FOR n]— Output

Function:

When the input is ON, the program segment between FOR and NEXT is executed n times repeatedly in a scan.
When the input is OFF, the repetition is not performed. (the segment is executed once).

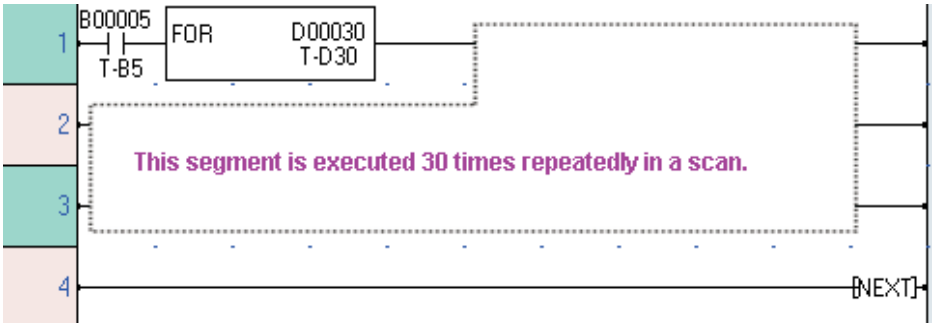
Execution condition:

Input	Operation	Output
OFF	No Repetition	OFF
ON	Repetition	ON

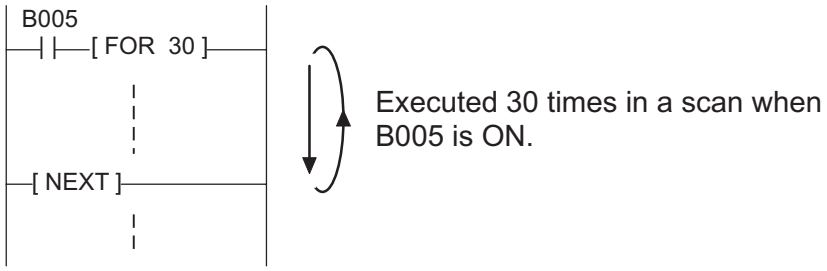
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
n	Repetation Times								√	√	√	√	√	√	√	√	√	√	√		1-32767	

Example:



When B005 is ON, the program segment between FOR and NEXT is executed 30 times in a scan.



***Instruction-100*: NEXT (FOR-NEXT loop)**

Expression:

Input —[NEXT]— Output

Function:

This instruction configures a FOR-NEXT loop.
If the input is OFF, The repetition is forcibly broken. and the program execution is moved to the next instruction.

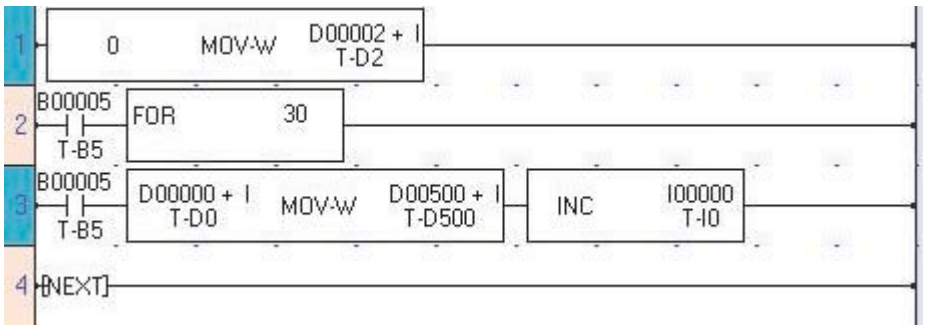
Execution condition:

Input	Operation	Output
OFF	Forcibly breaks the repetition	OFF
ON	Repetition	ON

Operand:

No operand is required.

Example:

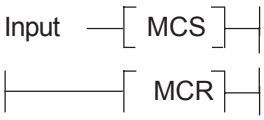


When B005 is ON, the program segment between FOR and NEXT is executed 30 times in a scan.
In the above example, the rung 3 is executed 30 times. As a result, the data of D0000 to D0029 are transferred to D0500 to D0529. (Block transfer)

Note
The FOR instruction must be used with a corresponding NEXT instruction one by one.
Nesting of the FOR-NEXT loop is not allowed. That is, the FOR instruction cannot be used in a FOR-NEXT loop.
The FOR and NEXT instructions cannot be programmed on the same rung.
The following connection is not allowed.

***Instruction-101*: Master Control Set / Reset**

Expression:



Function:

When the MCS input is ON, ordinary operation is performed. When the MCS input is OFF, the state of left power rail between MCS and MCR is turned OFF.

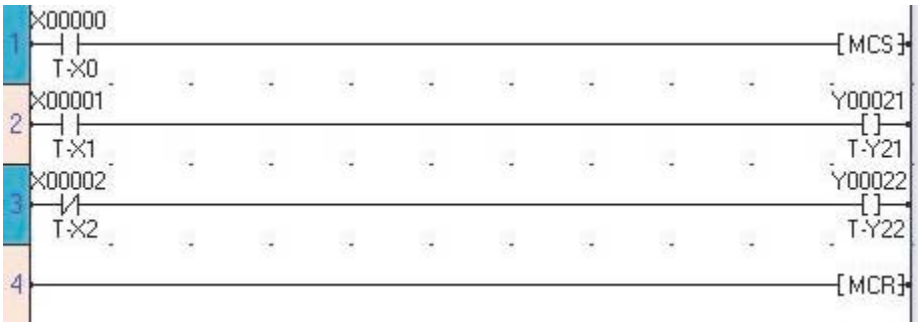
Execution condition:

MCS Input	Operation	Output
OFF	Sets OFF the left power rail until MCR	---
ON	Ordinary operation	---

Operand:

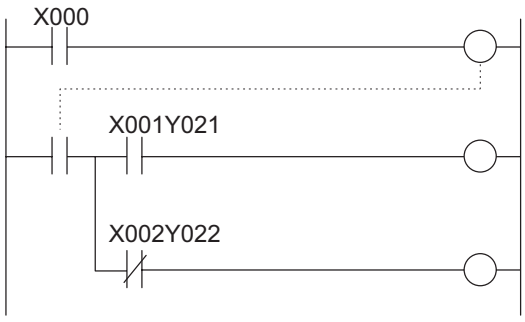
No operand is required.

Example:



When X000 is OFF, Y021 and Y022 are turned OFF regardless of the states of X001 and X002.

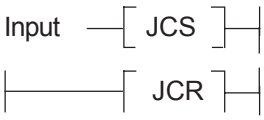
Equivalent circuit



Note
MCS and MCR must be used as a pair.
Nesting is not allowed.

Instruction-102: Jump Control Set / Reset

Expression:



Function:

When the JCS input is ON, instructions between JCS and JCR are skipped (not executed). When the JCS input is OFF, ordinary operation is performed.

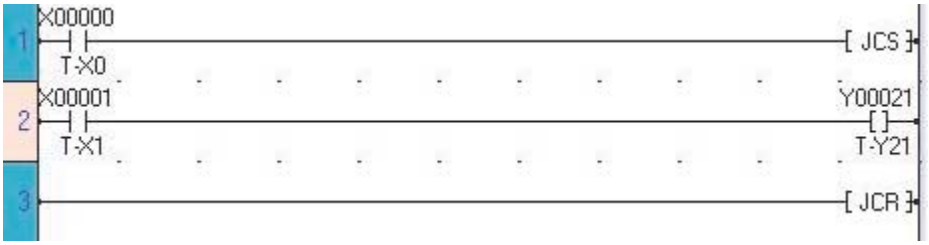
Execution condition:

JCS Input	Operation	Output
OFF	Ordinary operation	---
ON	Skip until JCR	---

Operand:

No operand is required.

Example:



When X000 is ON, the rung 2 circuit is skipped, therefore Y021 is not changed its state regardless of the X001 state. When X000 is OFF, Y021 is controlled by the X001 state.

Note
JCS and JCR must be used as a pair.
Nesting is not allowed.

***Instruction-103*: Enable Interrupt -[EI]-**

Expression:

Input ─[EI]─ Output

Function:

When the input is ON, this instruction enables the execution of user designated interrupt operation, i.e. timer interrupt program and I/O interrupt programs.

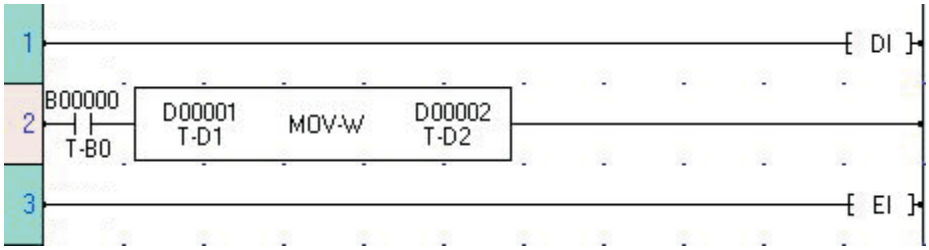
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

No operand is required.

Example:



In the above example, the DI instruction disables the interrupt. Then the EI instruction enables the interrupt again. As a result, the rung 2 instructions can be executed without interruption between each instructions.

Note
· Refer to the DI instruction.
· If an interrupt factor is occurred during the interrupt disabled state, the interrupt is kept waiting and it will be executed just after the EI instruction is executed.
· The EI instruction can be used only in the main program.

***Instruction-104*: Disable Interrupt** -[DI]-

Expression:

Input —[DI]— Output

Function:

When the input is ON, this instruction disables the execution of user designated interrupt operation, i.e. timer interrupt program and I/O interrupt programs.

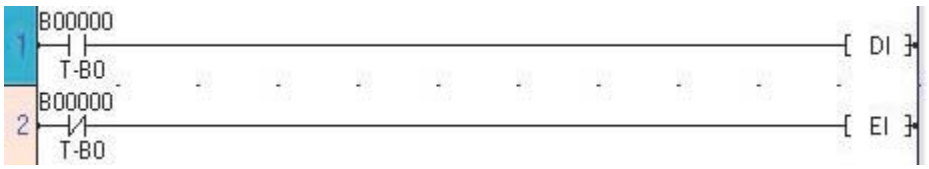
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

No operand is required.

Example:



In the above example, the interrupt is disabled when B000 is ON, and it is enabled when B000 is OFF.

Note
· Refer to the EI instruction.
· If an interrupt factor is occurred during the interrupt disabled state, the interrupt is kept waiting and it will be executed just after the EI instruction is executed.
· The DI instruction can be used only in the main program.

***Instruction-105*: Watchdog timer reset**

Expression:

Input ─[WDT n]─ Output

Function:

When the input is ON, this instruction extend the scan time over detection time by 200 ms. This instruction can be used to extend the detection time by multiple of 1ms.
if n = 1 => 201ms; if n = 100 => 300ms

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
n	Extend time																				1-100	

Example:

When B020 is ON, the scan time detection time is extended by 10x1 ms.

Note
· The operand n specifies the extended time.
· The normal scan time detection is 200 ms
· If the ladder scan time (SW0046) exceeds the detection time, the following error bits are set:
M00018 (MW01_2): Program error
M00033 (MW02_1): Ladder scan time error
· The unit does not restart

Instruction-106: Step Sequence Initialize

Expression:

Input ┤[STIZ (n) A]├ Output

Function:

When the input is ON, n devices starting with A are reset to OFF, and A is set to ON.
This instruction is used to initialize a series of step sequence. The step sequence is useful to describe a sequential operation.

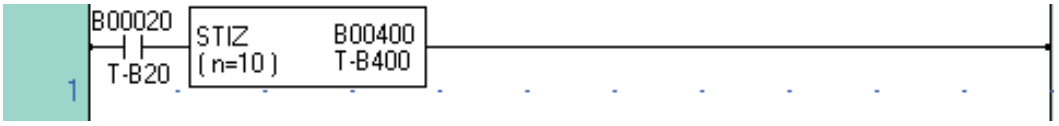
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution at the rising edge of the input	ON

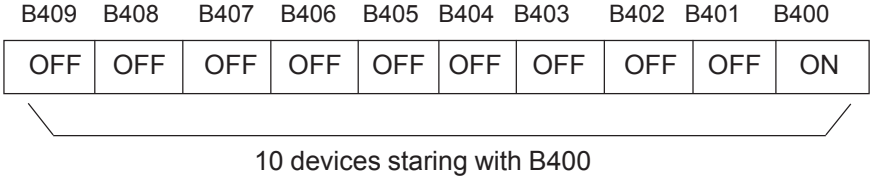
Operand:

	Name	Device							Register												Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
n	Size of step Sequence																				1-64	
A	Start Device			√																		

Example:



When B020 is changed from OFF to ON, B400 is set to ON and subsequent 9 devices (B401 to B409) are reset to OFF.
This instruction initializes a series of step sequence, 10 devices starting with B400.



Note
· The STIZ instruction is used together with STIN and STOT instructions to configure the step sequence.
· The STIZ instruction is executed only when the input is changed from OFF to ON.

***Instruction-107*: Step Sequence input**

Expression:

Input ─[STIN A]─ Output

Function:

When the input is ON and the device A is ON, the output is set to ON.

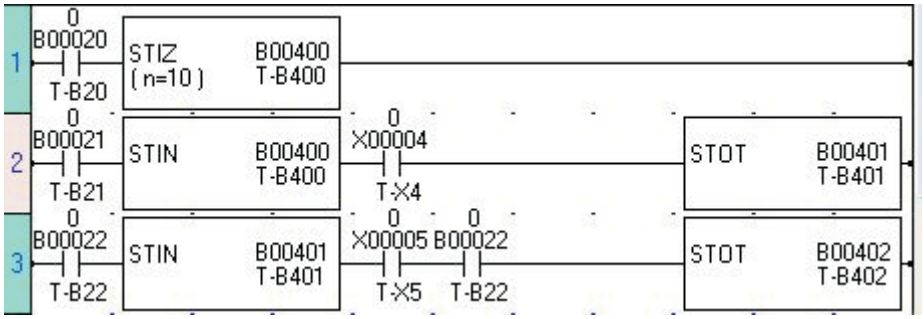
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	When A is ON	ON
	When A is OFF	OFF

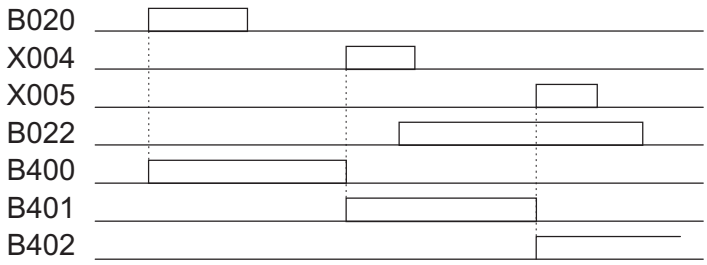
Operand:

	Name	Device							Register												Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Step Device			√																		

Example:



The following sequential operation is performed.
When B020 is changed from OFF to ON, B400 is set to ON and subsequent 9 devices (B401 to B409) are reset to OFF.
When X004 comes ON, B400 is reset to OFF and B401 is set to ON.
When both X005 and B022 are ON, B401 is reset to OFF and B402 is set to ON.



***Instruction-108*: Step Sequence output**

Expression:

Input ─[STOT A]─ Output

Function:

When the input is ON, the device A is set to ON and the devices of STIN instructions on the same rung are reset to OFF.

Execution condition:

Input	Operation	Output
OFF	No execution	---
ON	Execution	---

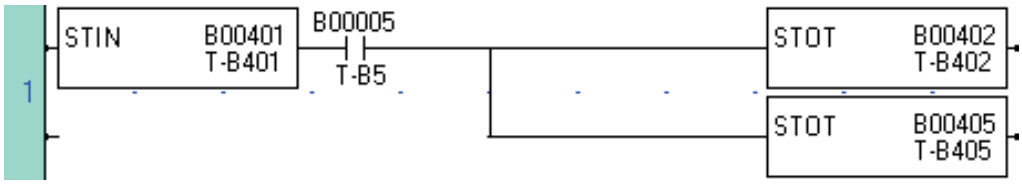
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Step Device			√																		

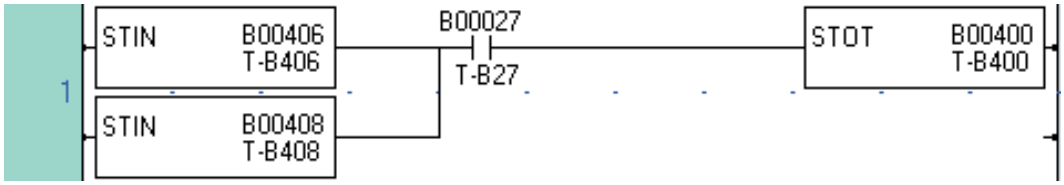
Example:

See example on STIN instruction.

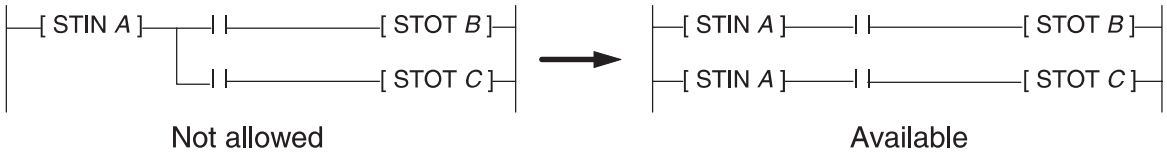
Note:
· The STIZ, STIN and STOT instructions are used together to configure the step sequence.
· Two or more STOT instructions can be placed on one rung to perform simultaneous sequences.



· Two or more STIN instructions can be placed on one rung in parallel or in series to perform loop or convergence of sequences. (Max. 11 STIN instructions on one rung)



· To perform the conditional branch (sequence selection), separate the rungs as follows.



Not allowed　　Available

***Instruction-109*: Moving Average**

Expression:

Input —[A MAVE (n) B ⟶ C]— Output

Function:

When the input is ON, this instruction calculates the average value of the latest n scan's register A data, and stores it in C. The allowable range of n is 1 to 64.
This instruction is useful for filtering the analog input signal.
The latest n scan's data of A are stored in n registers starting with B, and C+1 are used as pointer.

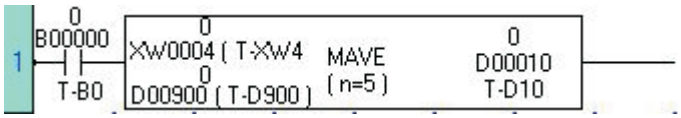
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Input Data								√	√	√	√	√	√	√	√	√	√	√		√	
n	Data Size																				1 - 64	
B	Start of table									√	√	√	√	√	√				√			
C	Output data									√	√	√	√	√	√	√	√		√			

Example:



The latest 5 scan's data of XW04 is stored in D0900 to D0904 (5 registers), and the average value of them is calculated and stored in D0010.
D0011 is used as internal work data.

	XW04	D0010	
1st scan	1000	200	= (1000) / 5
2nd scan	1005	401	= (1000 + 1005) / 5
3rd scan	1009	603	= (1000 + 1005 + 1009) / 5
4th scan	1012	805	= (1000 + 1005 + 1009 + 1012) / 5
5th scan	1007	1006	= (1000 + 1005 + 1009 + 1012 + 1007) / 5
6th scan	1004	1007	= (1005 + 1009 + 1012 + 1007 + 1004) / 5
7th scan	998	1006	= (1009 + 1012 + 1007 + 1004 + 998) / 5
8th scan	994	1003	= (1012 + 1007 + 1004 + 998 + 994) / 5

***Instruction-110*: Digital Filter**

Expression:

Input —[A DFL B →C]— Output

Function:

When the input is ON, this instruction calculates the following formula to perform digital filtering for input data A by filter constant by B, and stores the result in C.
Yn = (1 - FL) * Xn + FL * Yn-1
Here; Xn is input data specified by A
FL is filter constant, 1/10000 of data specified by B (data range: 0 to 9999)
Yn is output data to be stored in C
Yn-1 is output data at last scan
This instruction is useful for filtering the analog input signal. C+1, C+2 are used for internal work data.

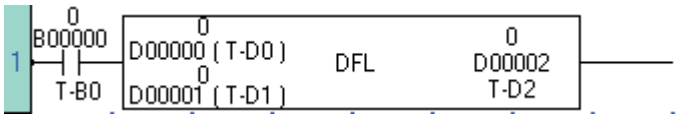
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution (FL is limited within the range of 0 to 9999)	ON

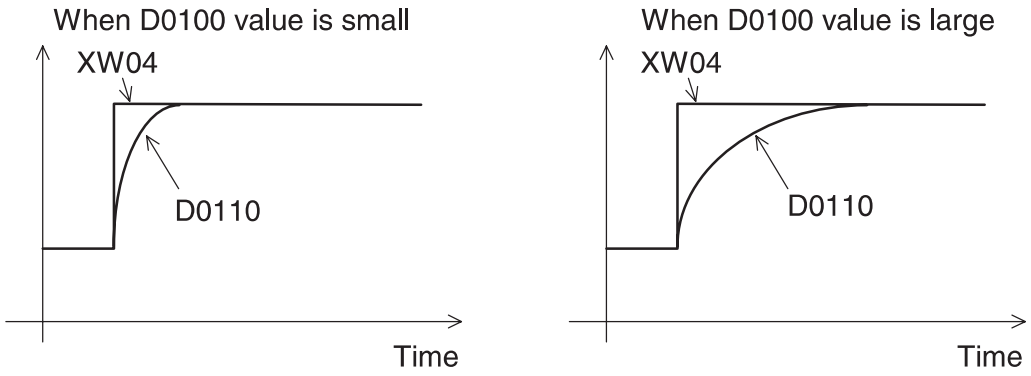
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Input Data								√	√	√	√	√	√	√	√	√	√	√		√	
B	Filter Constant								√	√	√	√	√	√	√				√			
C	Output data									√	√	√	√	√	√				√			

Example:



The filtered data of XW04 is stored in D0110. (D0111 is used for internal work data).



***Instruction-111*: Pre-derivative real PID1**

Expression:

Input —[A PID1 B →C]— Output

Function:

Using the parameters stored in the 7 registers starting with the register specified by the operand B and previous values stored in the 4 registers following the register specified by the operand C, the PID calculation is executed as described below on the present value P and the set value S stored in the 2 registers starting with the register specified by the operand A. The increments of manipulation value M is calculated and stored in the register specified by the operand C.

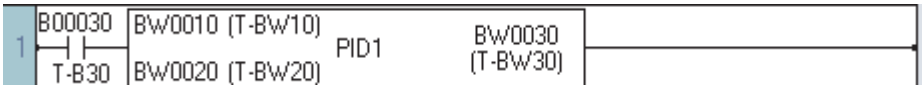
Execution condition:

Input	Operation	Output
OFF	No Execution	OFF
ON	Execution KIH and KIL ! = 0	ON
ON	Execution KIH and KIL = 0 (only proportional controller ON)	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Top of Input Data								√	√	√	√	√	√	√	√	√	√	√		
B	Top of Parameter								√	√	√	√	√	√	√	√	√	√	√		
C	Top of output data									√	√	√	√	√	√	√	√	√	√		

Example:



If the NO-contact B0030 in ON, then, using the contents of the 7 registers starting with the register specified by the operand B [i.e. the contents of BW20 (Kp = 1), of RW21 (Kih = 4), of BW22 (KIL = 10), of BW23 (KDH = 20), of BW24 (KDL = 5), of BW25 (G = 0) and BW26 (L = 100)] - plus the contents of the 4 registers (BW31 to BW34) following the register specified by the operand C (BW30) [i.e. the previous deviation e-1 (78), the previous input value P-1 (22), the input before the previous input P-2 (20), and the remainder data Ir (0)] - the PID calculation is executed on the input data consisting of the contents (P = 25) of the register BW10 and the contents (S = 100) of the register BW11 specified by the operand A. The result (M = 180, e-1 = 75, P-1 = 25, P-2 = 22, Ir = 2) are stored in the 5 registers (BW30 - BW34) starting with the register specified by the operand C.
After the calculation, the execution output is switched ON.

If the NO-contact B0030 is OFF, the calculation is not executed and the output is switched OFF. However, M and Ir are set to0, e-1 is set to the value of e (=S-P), ans P-1 and P-2 are set to the value of P.

A	Present value P	B	Proportional coefficent Kp	C	Increments of manipulation value M
A+1	Set value S	B+1	Integral coefficent KIH	C+1	Last deviation e-1
		B+2	Integral coefficent KIL	C+2	Last present value P-1
		B+3	Derivative coffiecient KDH	C+3	present value before p-2
		B+4	Derivative coefficient KDL	C+4	Remainder daaa Ir
		B+5	Gap constant G		
		B+6	Limit constant L		

PID Calculation:

$$M = Kp \cdot \left[(e - e\text{-}1) + INT\left(\frac{I\,KIL\,I \cdot e + Ir}{I\,KIH\,I} \right) + INT\left[\frac{I\,KDH\,I}{I\,KDL\,I} \cdot (2P\text{-}1\text{-}P\text{-}P\text{-}2) \right] \right]$$

Here, e is the deviation, and is calculated by applying limit and gap for the value of (S-P).
(See diagram below:)

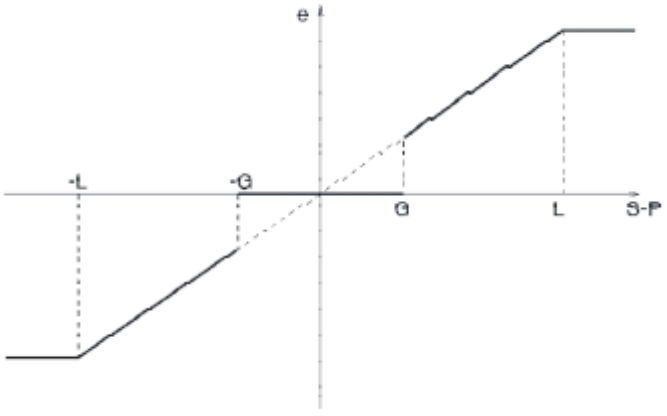
Ir shows the remainder of the following:

$$INT\left(\frac{I\,KIL\,I \cdot e + Ir}{I\,KIH\,I} \right)$$ (Initial value of Ir is 0)

INT 9a) is the function which produces the quotient from the devision a.

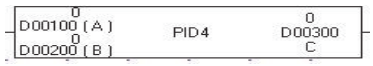
Example: $INT\left(\frac{50}{3}\right) = 16$, $INT\left(\frac{18}{5}\right) = 3$

* The range of data which can be stored in the register specified by the operand A is from -32768 to 32767.
* When the calculated M>32767, or when M<-32768, the limit value is stored in the register of the operand C, and the execution output is switched ON.
* If KIH = 0, or if KDL = 0, the Integral and derivative calculation is not executed.



***Instruction-112*: Pre-derivative real PID4**

Expression:



Function:

Performs PID (Proportional, Integral, Derivative) control which is a fundamental method of feed-back control. The basic idea behind the a PID controller is to read a sensor, then compute the desired actuator output by calculating proportional, integral, and derivative responses and summing those three components to compute the output.

Using the parameters stored in the 6 registers starting with the register specified by the operand B and previous values stored in the 5 registers following the register specified by the operand C, the PID calculation is executed as described below on the present value P and the set value S stored in the 2 registers starting with the register specified by the operand A. The increments of manipulation value M is calculated and stored in the register specified by the operand C.

Algorithm used:

$$MVn = K_P\,[e(t) + \frac{1}{T_I}\int e(t)d(t) + K_D\,\frac{d}{dt}\,e(t)]$$

Here

$e = SVn - PVn$ if reverse action

$e = PVn - SVn$ if forward action

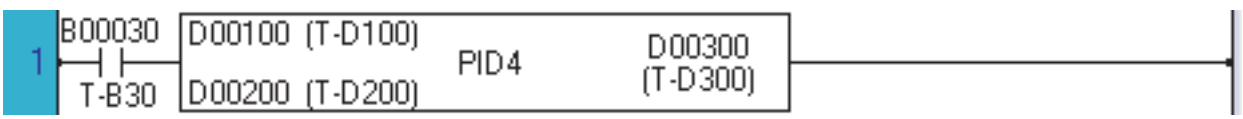
Execution condition:

Input	Operation	Output
OFF	Initialization	OFF
ON	Execute PID every setting interval	ON when execution

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Top of Input Data								√	√	√	√	√	√	√	√	√	√	√		
B	Top of Parameter								√	√	√	√	√	√	√	√	√	√	√		
C	Top of output data									√	√	√	√	√	√	√	√	√	√		

Example:



For the above shown sample ladder, data register are assigned as given below.

Input data			Control Parameters			Output data		
A	D100	Process Input value	B	D200	Proportional gain (KP)	C	D300	Manipulation Value (MV)
A+1	D101	Set Value	B+1	D201	Integral time (TI)	C+1	D301	Previous error (en-1)
			B+2	D202	Derivative gain (KD)	C+2	D302	Previous error (en-2)
			B+3	D203	Gap (dead-band) GP	C+3	D303	Previous MV (MVn-1)
			B+4	D204	Not used			
			B+5	D205	Action Type			

Parameters Details:

A	Process Input Value	Data Range:	-32768 to +32767
A+1	Set Value	Data Range:	-32768 to +32767
B	Proportional gain	Data Range:	-32768 to +32767
B+1	Integral time (sec)	Data Range:	0 to 32767
B+2	Derivative gain	Data Range:	-32768 to +32767
B+3	Dead band (percentage)	Data Range:	0 to 100

Dead band value = DB * SV / 100

Dead band value is expressed as *Dead band (DB)* percentage of *set value (SV)* in execution of PID instruction. PID instruction is executed only if error (en) is less than Dead band value.

When PID instruction is not executed MV is set automatically to 0 or 4095 (MVMAX) depending on comparison between SV and PV.

MV = 4095 .... if SV > PV

MV = 0 ..... if PV >= SV

B+4 Not Used

B+5	Action	Data Range:	0 to 1

0: Direct Action, MV increases when PV is increased.

1: Reverse Action, MV decreases when PV is increased.

C	Manipulation Value	Data Range:	0 to 4095
C+1	Previous error Value (en-1)	Data Range:	-32768 to +32767
C+2	Previous error Value (en-2)	Data Range:	-32768 to +32767
C+3	Previous Manipulation Value	Data Range:	0 to 4095

Note -

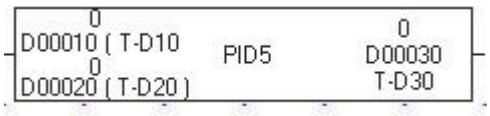
Users need to ensure that PID instruction is executed once every scan interval through Ladder Logic.

Precaution -

If both normal program and interrupt program contain this instruction, make sure both not executed simultaneously.

***Instruction-113*: Pre-derivative real PID5**

Expression:



Function:

Performs PID (Proportional, Integral, Derivative) control which is a fundamental method of feed-back control. The basic idea behind the a PID controller is to read a sensor, then compute the desired actuator output by calculating proportional, integral, and derivative responses and summing those three components to compute the output.

Using the parameters stored in the 6 registers starting with the register specified by the operand B and previous values stored in the 5 registers following the register specified by the operand C, the PID calculation is executed as described below on the present value P and the set value S stored in the 2 registers starting with the register specified by the operand A. The increments of manipulation value M is calculated and stored in the register specified by the operand C.

Algorithm used:

$$MVn = K_P\,[e(t) + \frac{1}{T_I}\int e(t)d(t) + K_D\,\frac{d}{dt}\,e(t)]$$

Here

$e = SVn - PVn$ if reverse action

$e = PVn - SVn$ if forward action

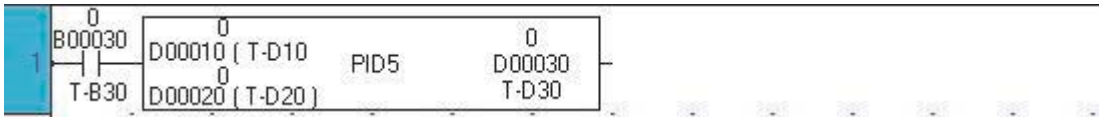
Execution condition:

Input	Operation	Output
OFF	Initialization	OFF
ON	Execute PID every setting interval	ON when execution

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Top of Input Data								√	√	√	√	√	√	√	√	√	√	√		
B	Top of Parameter								√	√	√	√	√	√	√	√	√	√	√		
C	Top of output data									√	√	√	√	√	√	√	√	√	√		

Example:



For the above shown sample ladder.
Format

//A Present value P
//A+1 Set value S
//A+2 Future Use(User is not supposed to write anything in this)
//A+3 Future Use(User is not supposed to write anything in this)

//B Proportional coefficent Kp
//B+1 Reset Time RT
//B+2 Derivative coefficent Kd
//B+3 Dead Band DB
//B+4 Future Use (User is not supposed to write anything in this)
//B+5 Future Use (User is not supposed to write anything in this)
//B+6 Future Use (User is not supposed to write anything in this)
//B+7 Future Use (User is not supposed to write anything in this)
//B+8 Action ACT

//C Increments of manipulation value MV (0 to 4095)
//C+1 Last deviation e-1
//C+2 Last deviation e-2
Following registers are used for internal work data. User is not supposed to write anything in this. This is not for user
//C+3 MV in float
//C+4 MV in float
//C+5 Future Use
//C+6 Future Use
//C+7 Future Use
//C+8 Future Use
//C+9 Iterm in Float
//C+10 Iterm in Float

Note -
Users need to ensure that PID instruction is executed once every scan interval through Ladder Logic.

PID equation is same as PID4 instruction. User can take any number of PID5 instructions

Precaution -
If both normal program and interrupt program contain this instruction, make sure both not executed simultaneously.

Note:
PID5 instruction is supported in FP5070, FP5043, FP5121, FL010 and FL100 models Only.

Instruction-114: Upper Limit

Expression:

Input —[A UL B ⟶ C]— Output

Function:

When the input is ON, the following operation is executed. (Upper limit for A by B)
If A < B, then C = A.
If A > B, then C = B.

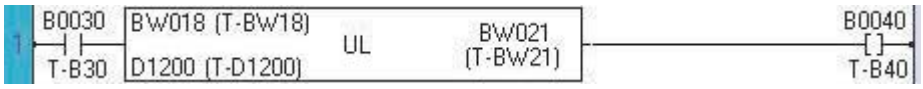
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution: not limited (A < B)	OFF
	Execution: limited (A > B)	ON

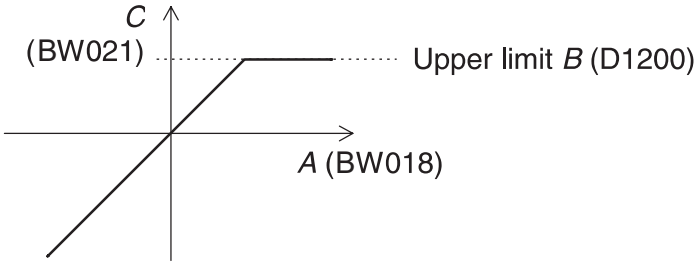
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Operation Data								√	√	√	√	√	√	√	√	√	√	√		√	√
B	Upper Limit								√	√	√	√	√	√	√	√	√	√	√		√	√
C	Destination									√	√	√	√	√	√	√	√	√	√			√

Example:



When B030 is ON, the upper limit operation is executed for the data of BW018 by the data of D1200, and the result is stored in BW021.



When BW018 is 3000 and D1200 is 4000, 3000 is stored in BW021 and B0040 is OFF.
When BW018 is 4500 and D1200 is 4000, the limit value 4000 is stored in BW021 and B0040 is ON.

Note
· This instruction deals with the data as signed integer (-32768 to 32767).

Instruction-115: Lower Limit

Expression:

Input —[A LL B ⟶ C]— Output

Function:

When the input is ON, the following operation is executed. (Lower limit for A by B)
If A > B, then C = A.
If A < B, then C = B.

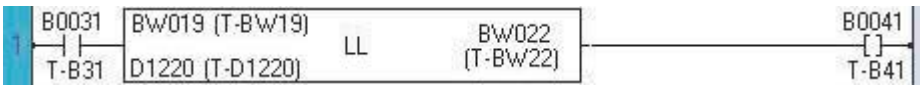
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution: not limited (A > B)	OFF
	Execution: limited (A < B)	ON

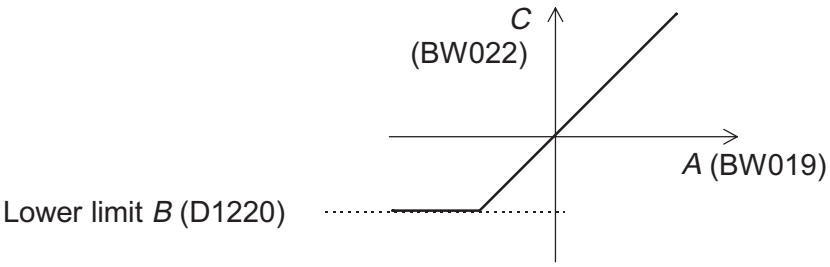
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Operation Data								√	√	√	√	√	√	√	√	√	√	√		√	√
B	Lower Limit								√	√	√	√	√	√	√	√	√	√	√		√	√
C	Destination									√	√	√	√	√	√	√	√	√	√			√

Example:



When B031 is ON, the lower limit operation is executed for the data of BW019 by the data of D1220, and the result is stored in BW022.



When BW019 is -1000 and D1220 is -1800, -1000 is stored in BW022 and B0041 is OFF.
When BW019 is 800 and D1220 is 1200, the limit value 1200 is stored in BW022 and B0041 is ON.

Note
· This instruction deals with the data as signed integer (-32768 to 32767)

Instruction-116: Maximum Value

Expression:

Input —[A MAX (n) B]— Output

Function:

When the input is ON, this instruction searches for the maximum value from the table of size n words starting with A, and stores the maximum value in B and the pointer indicating the position of the maximum value in B+1. The allowable range of the table size n is 1 to 64.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Start of table								√	√	√	√	√	√	√				√			
n	Table Size																				1 - 64	
B	Result									√	√	√	√	√	√	√	√	√	√			

Example:

When B010 is ON, the maximum value is found from the register table D0200 to D0209 (10 words), and the maximum value is stored in D0500 and the pointer is stored in D0501.

		Pointer
D0200	100	0
D0201	10000	1
D0202	-1000	2
D0203	10	3
D0204	0	4
D0205	200	5
D0206	-300	6
D0207	20000	7
D0208	-30	8
D0209	20	9

D0500 | 20000 (Maximum value)
D0501 | 7 (Pointer)

Note
· This instruction deals with the data as signed integer (-32768 to 32767).
· If there are two or more maximum value in the table, the lowest pointer is stored.
· If Index register K is used as operand B, the pointer data is discarded.

***Instruction-117*: Minimum Value**

Expression:

Input —[A MIN (n) B]—Output

Function:

When the input is ON, this instruction searches for the minimum value from the table of size n words starting with A, and stores the minimum value in B and the pointer indicating the position of the minimum value in B+1. The allowable range of the table size n is 1 to 64.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Start of table								√	√	√	√	√	√	√				√			
n	Table Size																				1 - 64	
B	Result									√	√	√	√	√	√	√	√	√	√			

Example:

When B011 is ON, the minimum value is found from the register table D0200 to D0209 (10 words), and the minimum value is stored in D0510 and the pointer is stored in D0511.

		Pointer
D0200	100	0
D0201	10000	1
D0202	-1000	2
D0203	10	3
D0204	0	4
D0205	200	5
D0206	-300	6
D0207	20000	7
D0208	-30	8
D0209	20	9

D0510 | -1000 | (Maximum value)
D0511 | 2 | (Pointer)

Note
· This instruction deals with the data as signed integer (-32768 to 32767).
· If there are two or more minimum value in the table, the lowest pointer is stored.
· If Index register K is used as operand B, the pointer data is discarded.

***Instruction-118*: Average Value**

Expression:

Input —[A AVE (n) B]—Output

Function:

When the input is ON, this instruction calculates the average value of the data stored in the n registers starting with A, and stores the average value in B. The allowable range of the table size n is 1 to 64.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Start of table								√	√	√	√	√	√	√				√			
n	Table Size																				1 - 64	
B	Result									√	√	√	√	√	√	√	√	√	√			

Example:

When B012 is ON, the average value of the data stored in the register table D0200 to D0209 (10 words), and the average value is stored in D0520.

D0200	100	0
D0201	10000	1
D0202	-1000	2
D0203	10	3
D0204	0	4
D0205	200	5
D0206	-300	6
D0207	20000	7
D0208	-30	8
D0209	20	9

→ D0520 | 2900 | (Average value)

***Instruction-119*: Function Generator**

Expression:

Input —[A FG (n) B]—Output

Function:

When the input is ON, this instruction finds the function value *f(x)* for A as *x*, and stores it in C. The function *f(x)* is defined by the parameters stored in 2 * n registers starting with B.

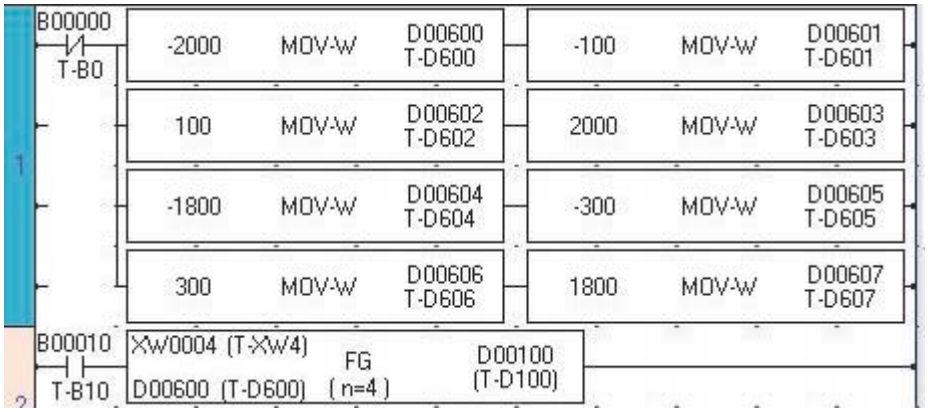
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Input Value x								√	√	√	√	√	√	√	√	√	√	√		√	
n	Parameter Size																				1 - 32	
B	Starts of Parameters								√	√	√	√	√	√	√				√			
C	Function Value *f(x)*									√	√	√	√	√	√	√	√	√	√			

Example:

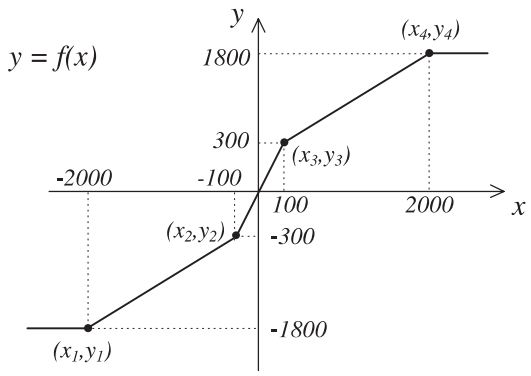


When B010 is ON, the FG instruction finds the function value *f(x)* for *x* = XW004, and stores the result in D0100.
The function *f(x)* is defined by 2 ´ 4 = 8 parameters stored in D0600 to D0607. In this example, these parameters are set at the first scan.

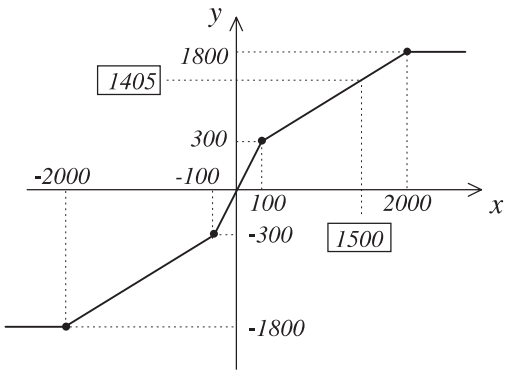
Parameter table

4 registers for *x* parameters and subsequent 4 registers for corresponding *f(x)* parameters

D0600	-2000	*x1*
D0601	-100	*x2*
D0602	100	*x3*
D0603	2000	*x4*
D0604	-1800	*y1*
D0605	-300	*y2*
D0606	300	*y3*
D0607	1800	*y4*



The FG instruction interpolators *f(x)* value for *x* based on the n parameters of (*xi,yi*).
For example, if XW04 is 1500 (*x = 1500*), the result 1405 (*f(x) = 1405*) is stored in D0100.



Note

· The order of the *x* parameters should be *x1* < *x2* < ... < *xi* < ... < *xn*. In the above example, the data of D0600 to D0603 should be D0600 < D0601 < D0602 < D0603.

· If *x* is smaller than *x1*, *y1* is given as *f(x)*. In this example, D0604 data (-1800) is stored in D0100 if XW04 is smaller than D0600 (-2000).

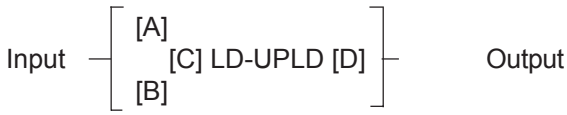
· If *x* is greater than *xn*, *yn* is given as *f(x)*. In this example, D0607 data (1800) is stored in D0100 if XW04 is greater than D0603 (2000).

· The valid data range is -32768 to 32767.

***Instruction-120*: USB Data log upload**

This ladder instruction is applicable on in FP-HMI with USB port support.

Expression:



Function:

The output of this instruction is a "*.csv" type file which will be uploaded in USB stick. This ladder supported only those units having, USB functionality.

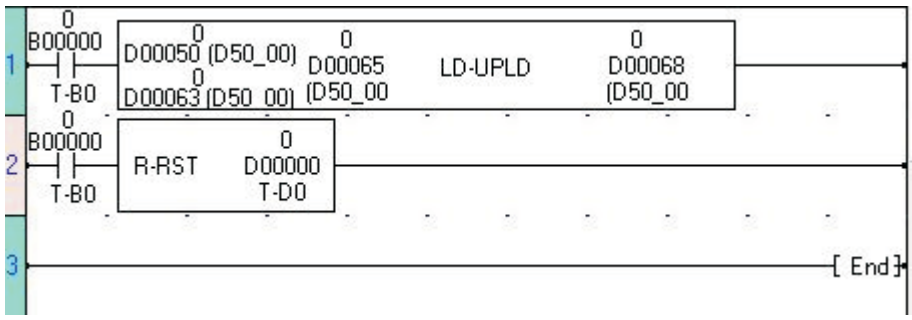
Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Date time tag								√	√	√	√	√	√	√	√	√	√	√		
B	Group (1-4)								√	√	√	√	√	√	√	√	√	√	√		
C	Filename								√	√	√	√	√	√	√	√	√	√	√		
D	Status Register									√	√	√	√	√	√	√	√	√	√		

Example:



Here user needs at least 16 tag registers to execute this task.
In the above shown image, once user defined tag address for "Date Time", the application automatically considers consecutive 12 registers for date and time.
i.e. If tag address D000 is for Date time, then:
D0001 will be for Start Date
D0002 will be for Start Month
D0003 will be for Start Year
D0004 will be for Start Hour
D0005 will be for Start Minute

D0006 will be for Start Second
D0007 will be for End Date
D0008 will be for End Month
D0009 will be for End Year
D0010 will be for End Hour
D0011 will be for End Minute
D0012 will be for End Second.

Once user defines tag address for “StatusRegister”, the application automatically considers next tag for file type. e.g. if StatusRegsiter is considered as D0013, then D0014 will be the tag address for File Type.
Note: For file Type: “0” is CSV file and “1” is binary file.

Apart from this, user needs tag address for group Number (1 - 4).
User also has to defined another tag address for file name. This file name is for “*.csv” output file which can be in ASCII data entry format.
User can also defined file name using a string which should be no longer than 8 characters.
The Status byte will show the respective status code depending on the current status of the Task , like task complete, task is in execution, invalid date, invalid group number, USB stick is absent, invalid entry of File output device etc. etc.
Every time a new file will be created on USB stick. If old file with same name is present it will be overwritten.
The data can be sorted according to group number and the Start-End Date- Time only. e.g. the csv file can open in Windows Exel sheet or in Microsoft Word or in notepad.

This function can be carried out as a application task also.

***Instruction-121*: Device Set**

Expression:

Input —[DSET A]— Output

Function:

When the input is ON, the device A is set to ON if A is a device.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Device		√	√	√			√														

Example:

When B010 is ON, B025 is set to ON. The state of B025 is remained even if B010 comes OFF.

***Instruction-122*: Device Reset**

Expression:

Input —[D-RST A]— Output

Function:

When the input is ON, the device A is reset to OFF if A is a device.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Device		√	√	√			√														

Example:

When B011 is ON, B005 is reset to OFF. The state of B025 is remained even if B011 comes OFF.

***Instruction-123*: Register Set**

Expression:

Input —[R-SET A]— Output

Function:

When the input is ON, the data HFFFF is stored in the register A if A is a register.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Register									√	√	√	√	√	√	√	√	√				

Example:

When B010 is ON, the data HFFFF is stored in BW20. (R320 to R335 are set to ON). The state of BW20 is remained even if B010 comes OFF.

Instruction-124: Register Reset

Expression:

Input —[R-RST A]— Output

Function:

When the input is ON, the data 0 is stored in the register A if A is a register.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Register									√	√	√	√	√	√	√	√	√				

Example:

When B011 is ON, the data 0 is stored in BW20. (R320 to R335 are reset to OFF). The state of BW20 is remained even if B011 comes OFF.

***Instruction-125*: Set Carry -[SETC]-**

Expression:

Input —[SETC]— Output

Function:

When the input is ON, the carry flag (CF = S0) is set to ON.

Execution condition:

Input	Operation	Output	CF
OFF	No execution	OFF	---
ON	Execution	ON	Set

Operand:

No operand is required.

Example:

When B011 is changed from OFF to ON, the carry flag S0 is set to ON.

***Instruction-126*: Reset Carry**

Expression:

Input —[RSTC]— Output

Function:

When the input is ON, the carry flag (CF = S0) is reset to OFF.

Execution condition:

Input	Operation	Output	CF
OFF	No execution	OFF	---
ON	Execution	ON	Reset

Operand:

No operand is required.

Example:

When B011 is changed from OFF to ON, the carry flag S0 is reset to OFF.

***Instruction-127*: Encode**

Expression:

Input —[A ENC (n) B]— Output

Function:

When the input is ON, this instruction finds the bit position of the most significant ON bit in the bit table, size 2 n bits starting with 0 bit (LSB) of A, and stores it in B.

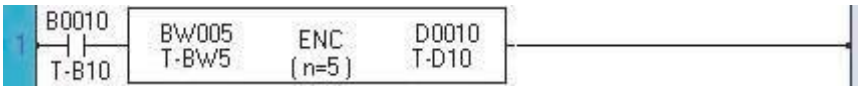
Execution condition:

Input	Operation	Output	CF
OFF	No execution	OFF	---
ON	Normal Execution	ON	---
	There is no ON bit (no execution)	OFF	Set

Operand:

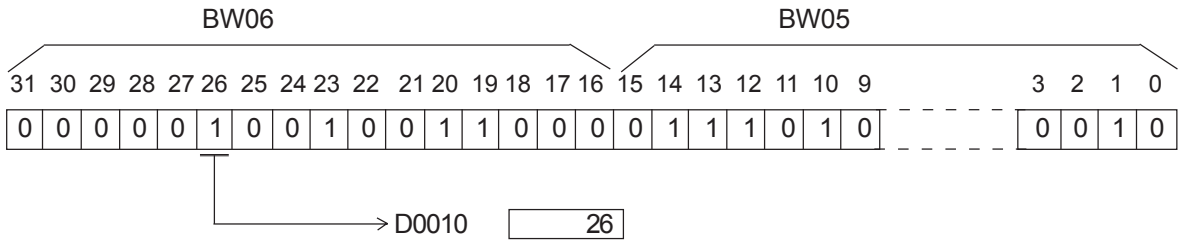
	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Start of Table								√	√	√	√	√	√	√				√		
n	Table Size																				1 - 8	
B	Encode Result									√	√	√	√	√	√	√	√	√	√			

Example:



2^5 (=32) bits starting with 0 bit of BW05 (B050 to B06F) are defined as the bit table.
When B010 is ON, the most significant ON (1) bit position in the bit table is searched, and the position is stored in D0010.

The following figure shows an operation example.



Note:
· If there is no ON bit in the bit table, the instruction error flag (ERF = S0034) is set to ON.

***Instruction-128*: Decode**

Expression:

Input —[A DEC (n) B]—Output

Function:

When the input is ON, this instruction sets the bit position which is designated by lower n bits of A to ON in the bit table, size 2^n bits starting with 0 bit (LSB) of B, and resets all other bits to OFF.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

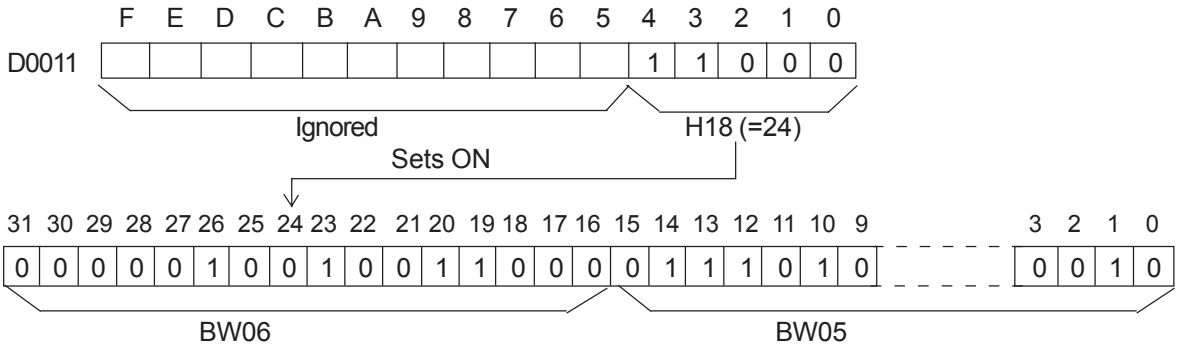
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Decode Source								√	√	√	√	√	√	√	√	√	√	√		
n	Table Size																			1 - 8	
B	Start of Table									√	√	√	√	√	√				√		

Example:

2^5 (=32) bits starting with 0 bit of BW05 (B050 to B06F) are defined as the bit table.
When B011 is ON, the bit position designated by lower 5 bits of D0011 in the bit table is set to ON, and all other bits in the table are reset to OFF.

The following figure shows an operation example.



Instruction-129: Bit Count

Expression:

Input — [A BC B] — Output

Function:

When the input is ON, this instruction counts the number of ON (1) bits of A, and stores the result in B.

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

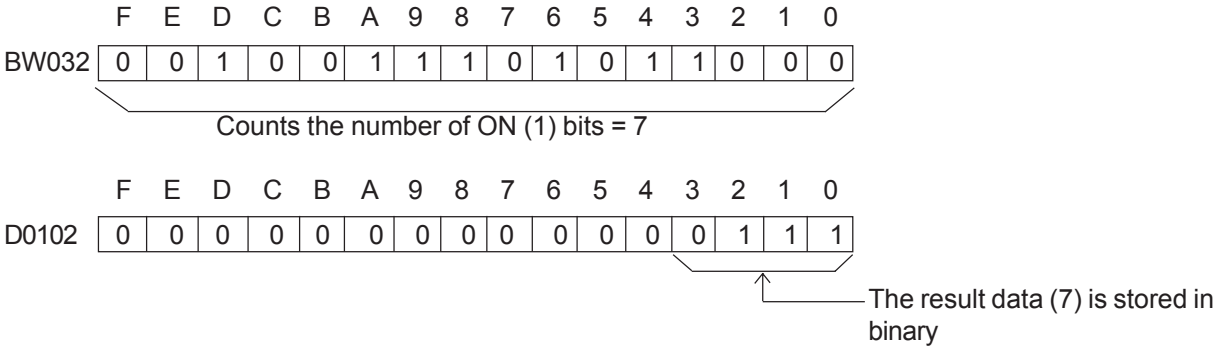
Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Source								√	√	√	√	√	√	√	√	√	√	√		√	
B	Count Data									√	√	√	√	√	√				√			

Example:

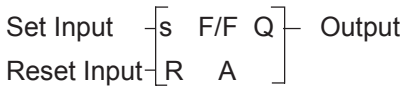
When B020 is ON, the number of ON (1) bits of the register BW032 is counted, and the result is stored in D0102.

The following figure shows an operation example.



***Instruction-130*: Flip-Flop**

Expression:



Function:

When the set input is ON, the device A is set to ON. When the reset input is ON, the device A is reset to OFF. When both the set and reset inputs are OFF, the device A remains the state. If both the set and reset inputs are ON, the device A is reset to OFF.
The state of the output is the same as the device A.

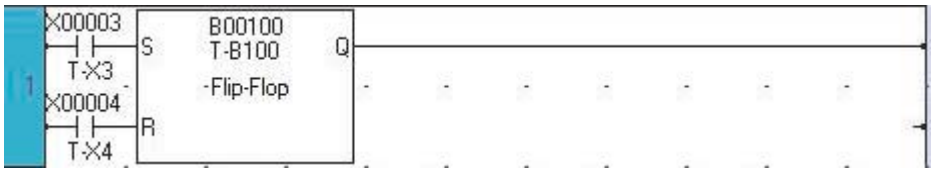
Execution condition:

Set input	Reset input	Operation	Output
OFF	OFF	No execution (A remains previous state)	Same as A
	ON	Resets A to OFF	
ON	OFF	Sets A to ON	
	ON	Resets A to OFF	

Operand:

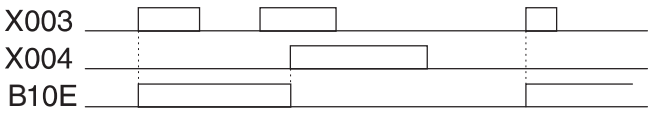
	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Device		√	√	√			√													

Example:



When X003 is ON, B10E is set to ON. When X004 is ON, B0100 is reset to OFF. If both are ON, B0100 is reset to OFF.

An example timing diagram is shown below.



Note:
· For the set input, direct linking to a connecting point is not allowed. In this case, insert a dummy contact (always ON = S04F, etc.) just before the input. Refer to Note of Shift register Function.

***Instruction-131*: Direct I/O**

Expression:

Input ─[I/O (n) A]─ Output

Function:

When the input is ON, this instruction immediately updates all external input (XW) and all output (YW) registers of the slot specified by register.
· For XW register ... reads the data from corresponding slot (Base and expansion)
· For YW register ... writes the data into corresponding slot (Base and expansion).

Execution condition:

Input	Operation	Output
OFF	No execution	OFF
ON	Execution	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
n	Register size																					
A	Start of registers								√	√												

Example:

When B010 is ON, all registers of slot1 are updated immediately.

Note1:
· In normal execution XW or YW registers (Input and output registers of base and expansion) are updated / written only once in the main scan. (Refer flow chart). But when direct IO instruction is used reading of physical input and writing to physical outputs is carried out at the time of execution of ladder instruction..

Note2:
· The Direct I/O instruction can be programmed in the main program and in the interrupt program.
If this instruction is programmed in both, the instruction in the main program should be executed in interrupt disable state. Refer to EI (Enable interrupt) and DI (Disable Interrupt) instructions.

***Instruction-132*: Set Calendar**

Expression:

Input —[A CLND]— Output

Function:

When the input is ON, the built-in clock/calendar is set to the date and time specified by 6 registers starting with A. If an invalid data is contained in the registers, the operation is not executed and the output is turned ON.

Execution condition:

Input	Operation	Output
OFF	No Operation	OFF
ON	Execution (data is valid)	OFF
	No execution (data is not valid)	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R		
A	Start of table								√	√	√	√	√	√	√				√			

Example:

When B020 is ON, the clock/calendar is set according to the data of D0050 to D0055, and the output is OFF (B0031 is OFF).
If D0050 to D0055 contains invalid data, the setting operation is not executed and the output is turned ON (B0031 comes ON).

D050 (first) to D055 (last) contains

F 8	7 0
00	Year 00 to 99
00	Month 01 to 12
00	Day 01 to 31
00	Hour 00 to 23
00	Minute 00 to 59
00	Second 00 to 59

Year 00 to 99 ⟺ 2000 to 2099

Note
The day of the week is automatically.
Sunday = 0 , Monday = 1 ,Tuesday = 2 .....Saturday = 6.

Currently following system registers (SW) are updated after 2 sec

Modbus address	***SW***	
420011	SW10	Year (00 To 99 <=> 2000 To 2099)
420012	SW11	Month (01 To 12)
420013	SW12	Date (01 To 31)
420014	SW13	Hour (00 To 23)
420015	SW14	Min (00 To 59)
420016	SW15	Sec (00 To 59)
420017	SW16	Day (00 To 07)

If there is any error RTC_Fail Flag is set to ON (SW 03 BIT 02)

Instruction-133: Calendar Operation

Expression:

Input —[A CLDS B]— Output

Function:

When the input is ON, this instruction subtracts the date and time stored in 6 registers starting with A from the current date and time, and stores the result in 6 registers starting with B.
If an invalid data is contained in the registers, the operation is not executed and the output is turned ON.

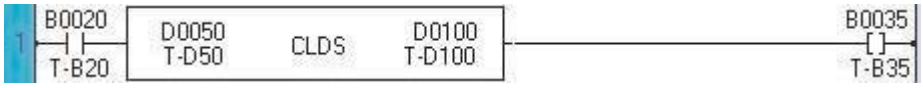
Execution condition:

Input	Operation	Output
OFF	No operation	OFF
ON	Execution (data is valid)	OFF
	No execution (data is not valid)	ON

Operand:

	Name	Device							Register											Constant	Index
		X	Y	B	S	T.	C.	M	XW	YW	BW	SW	T	C	D	I	J	K	MW	R	
A	Subtrahend								√	√	√	√	√	√	√				√		
B	Result									√	√	√	√	√	√				√		

Example:



When B020 is ON, the date and time data recorded in D0050 to D0055 are subtracted from the current date and time of clock/calendar, and the result is stored in D0100 to D0105.
In normal operation, the output is OFF (B0035 is OFF). If D0050 to D0055 contains invalid data, the operation is not executed and the output is turned ON (B0035 comes ON).

Current date & time

H0098		D0050	H0097		D0100	H0000	(Year)
H0001		D0051	H0010		D0101	H0003	(Month)
H0015	minus	D0052	H0010	→	D0102	H0007	(Day)
H0017		D0053	H0015		D0103	H0001	(Hour)
H0000		D0054	H0030		D0104	H0030	(Minute)
H0000		D0055	H0000		D0105	H0000	(Second)

Note
· Future date and time cannot be used as subtrahend A.
· In the calculation result, it means that 1 year is 365 days and 1 month is 30 days.