

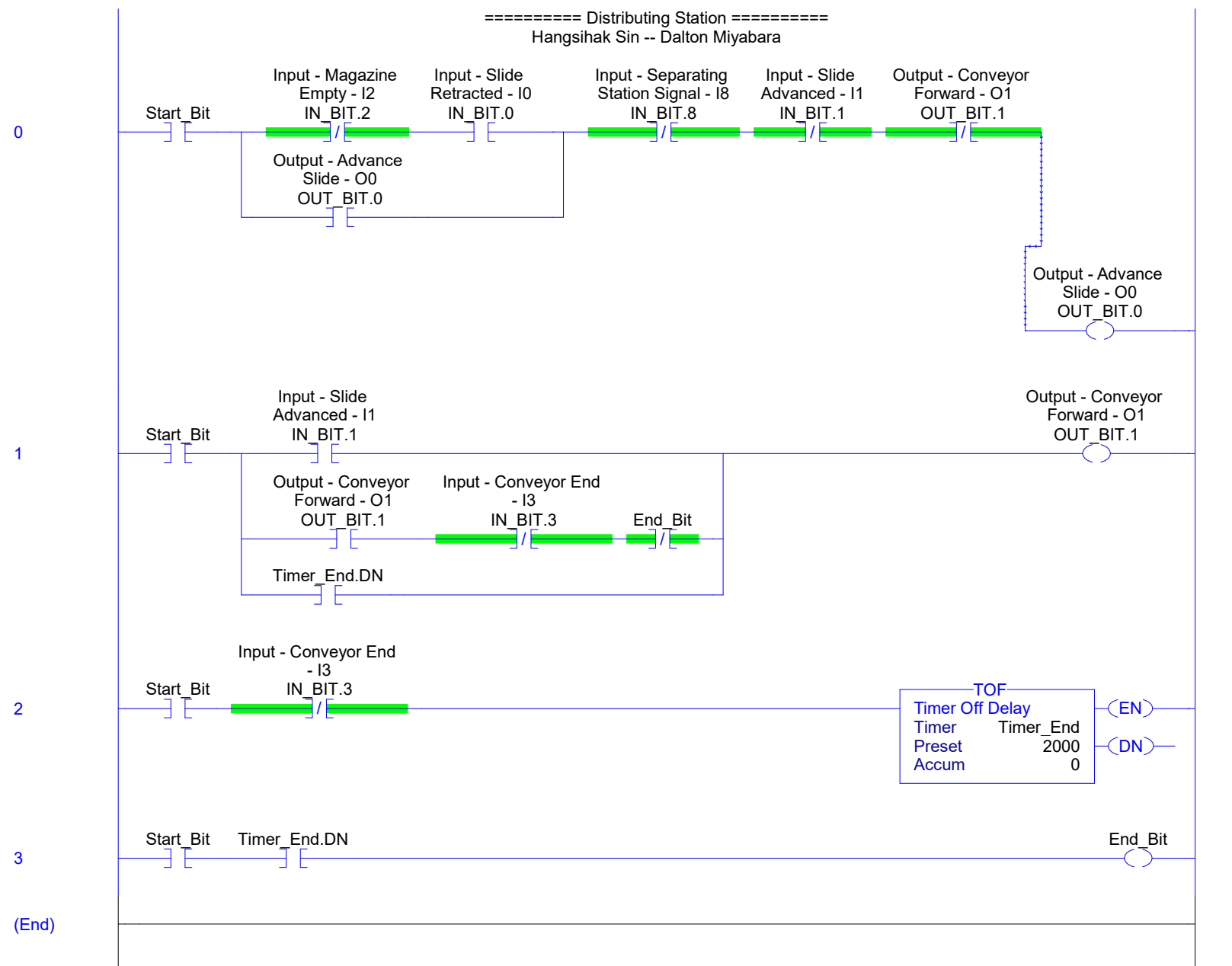
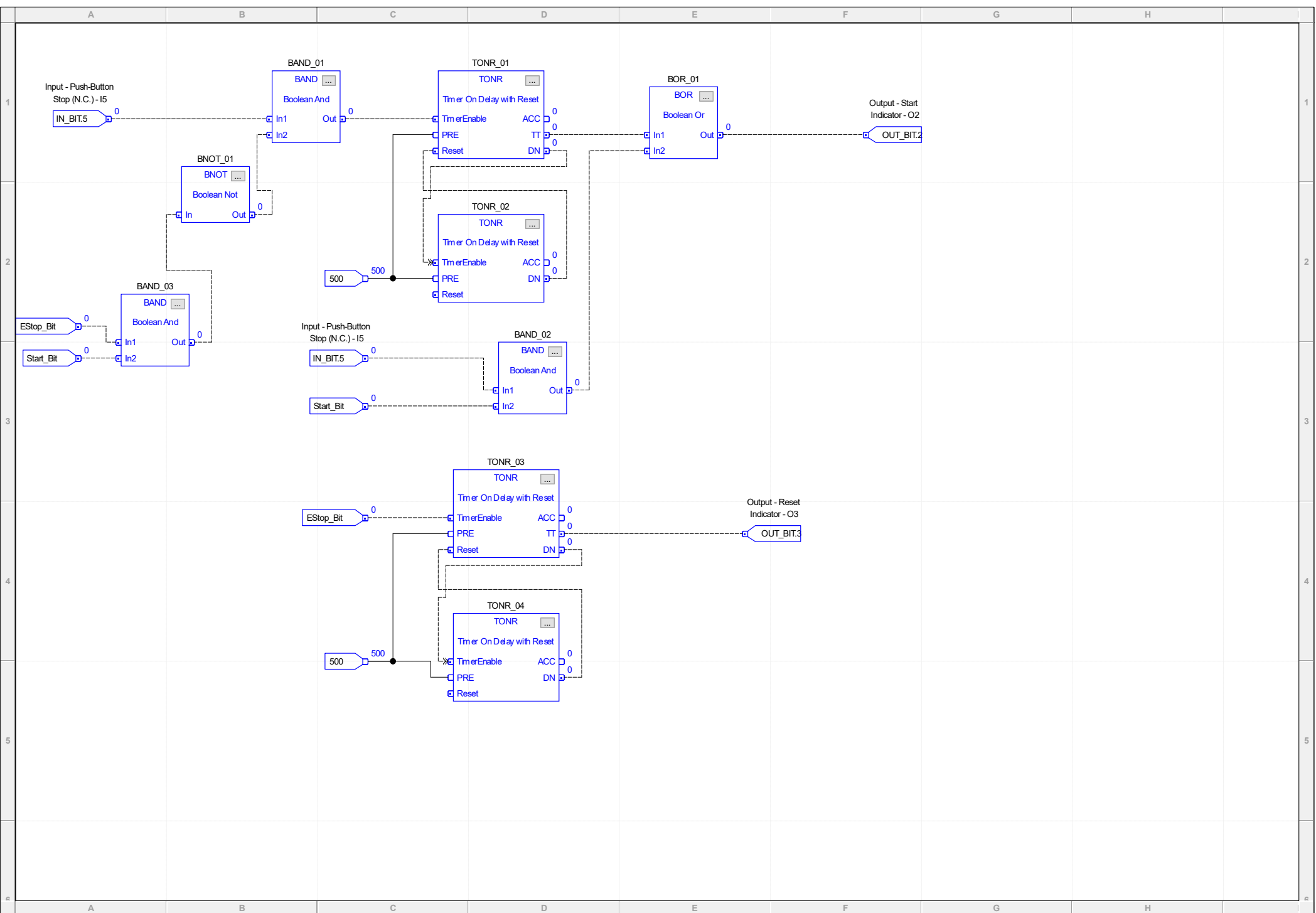
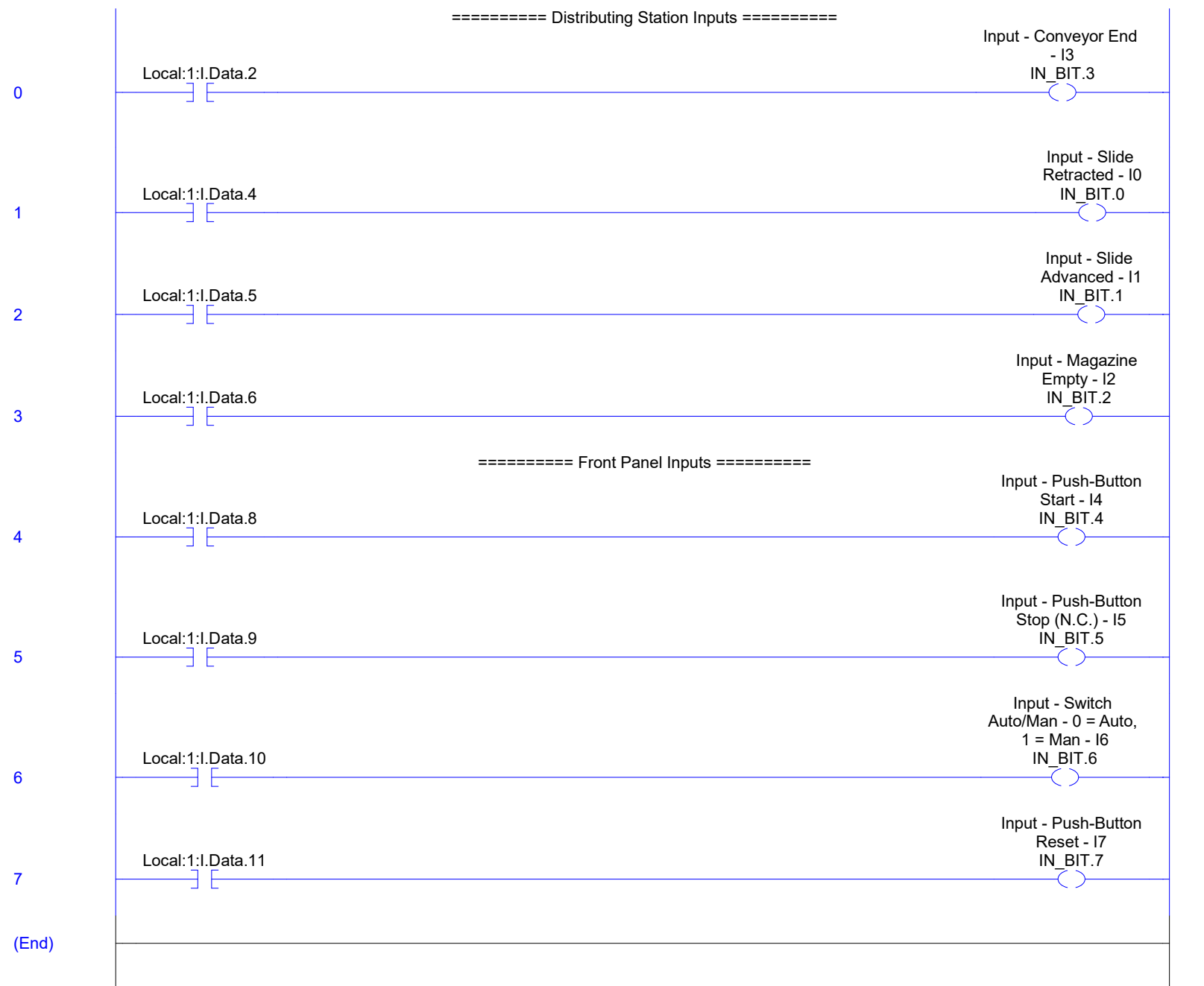
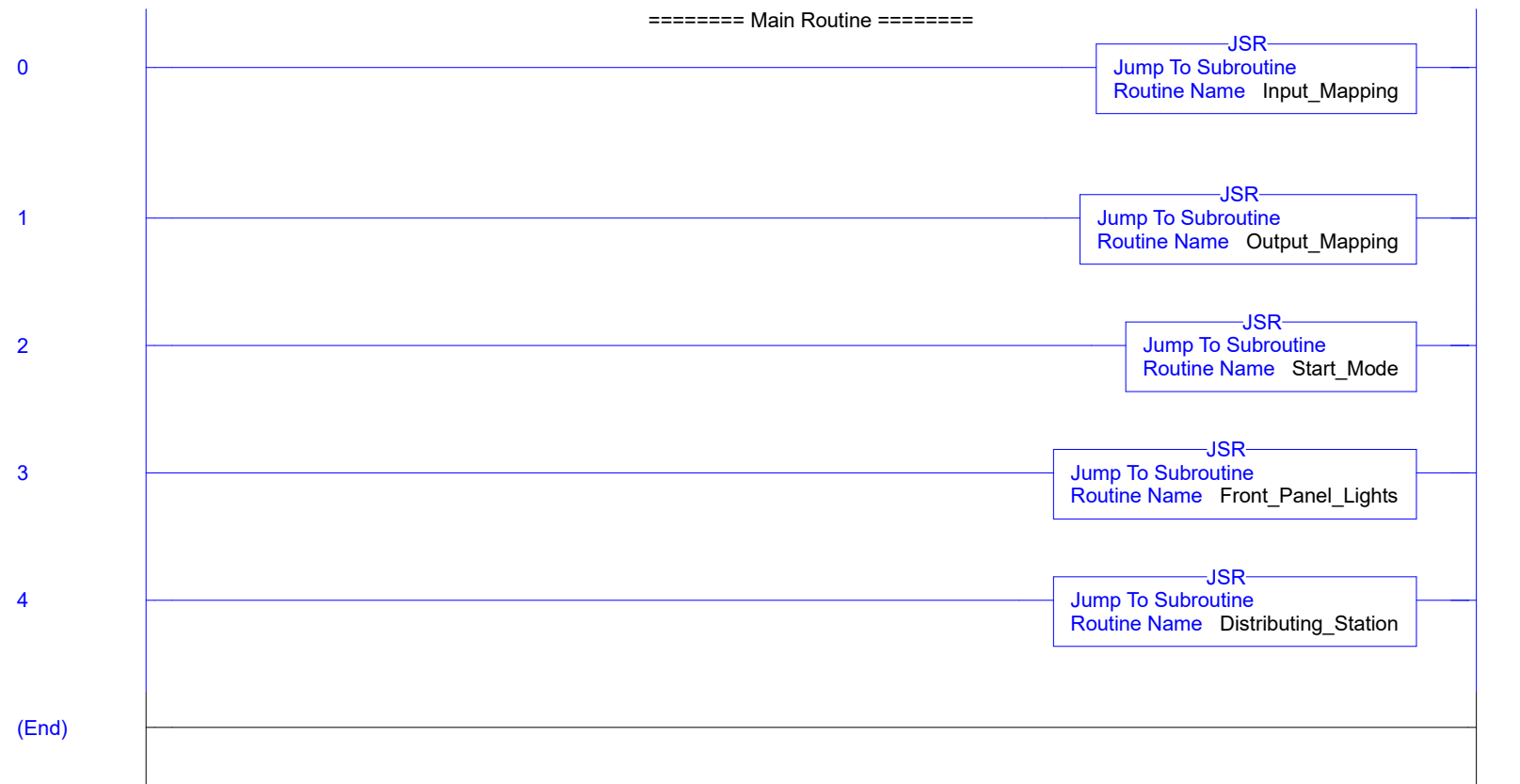


Name	Value	Data Type	Scope
 Local:1:I		AB:Embedded_DiscreteIO1:I:0	Distributing_Station
Constant	No		
External Access:	Read/Write		
Local:1:I.Data.2	0	BOOL	
<i>Local:1:I.Data.2 - MainProgram/Input_Mapping - 0(XIC)</i>			
Local:1:I.Data.4	0	BOOL	
<i>Local:1:I.Data.4 - MainProgram/Input_Mapping - 1(XIC)</i>			
Local:1:I.Data.5	0	BOOL	
<i>Local:1:I.Data.5 - MainProgram/Input_Mapping - 2(XIC)</i>			
Local:1:I.Data.6	0	BOOL	
<i>Local:1:I.Data.6 - MainProgram/Input_Mapping - 3(XIC)</i>			
Local:1:I.Data.8	0	BOOL	
<i>Local:1:I.Data.8 - MainProgram/Input_Mapping - 4(XIC)</i>			
Local:1:I.Data.9	0	BOOL	
<i>Local:1:I.Data.9 - MainProgram/Input_Mapping - 5(XIC)</i>			
Local:1:I.Data.10	0	BOOL	
<i>Local:1:I.Data.10 - MainProgram/Input_Mapping - 6(XIC)</i>			
Local:1:I.Data.11	0	BOOL	
<i>Local:1:I.Data.11 - MainProgram/Input_Mapping - 7(XIC)</i>			
 Local:1:O		AB:Embedded_DiscreteIO1:O:0	Distributing_Station
Constant	No		
External Access:	Read/Write		
Local:1:O.Data.0	0	BOOL	
<i>Local:1:O.Data.0 - MainProgram/Output_Mapping - *0(OTE)</i>			
Local:1:O.Data.4	0	BOOL	
<i>Local:1:O.Data.4 - MainProgram/Output_Mapping - *1(OTE)</i>			
Local:1:O.Data.8	0	BOOL	
<i>Local:1:O.Data.8 - MainProgram/Output_Mapping - *2(OTE)</i>			
Local:1:O.Data.9	0	BOOL	
<i>Local:1:O.Data.9 - MainProgram/Output_Mapping - *3(OTE)</i>			











Name	Value	Data Type	Scope
BAND_01		FBD_BOOLEAN_AND	MainProgram
Constant	No		
External Access:	Read/Write		
<i>BAND_01 - MainProgram/Front_Panel_Lights - *I-A1(IREF,IN_BIT.5), *I-B1(BAND,BAND_01), *I-B1(BNOT,BNOT_01.Out), *I-C1(TONR,TONR_01.TimerEnable)</i>			
BAND_02		FBD_BOOLEAN_AND	MainProgram
Constant	No		
External Access:	Read/Write		
<i>BAND_02 - MainProgram/Front_Panel_Lights - *I-C3(IREF,IN_BIT.5), *I-C3(IREF,Start_Bit), *I-D3(BAND,BAND_02), *I-E1(BOR,BOR_01.In2)</i>			
BAND_03		FBD_BOOLEAN_AND	MainProgram
Constant	No		
External Access:	Read/Write		
<i>BAND_03 - MainProgram/Front_Panel_Lights - *I-A2(BAND,BAND_03), *I-A2(IREF,EStop_Bit), *I-A3(IREF,Start_Bit), *I-B1(BNOT,BNOT_01.In)</i>			
BNOT_01		FBD_BOOLEAN_NOT	MainProgram
Constant	No		
External Access:	Read/Write		
<i>BNOT_01 - MainProgram/Front_Panel_Lights - *I-A2(BAND,BAND_03.Out), *I-B1(BAND,BAND_01.In2), *I-B1(BNOT,BNOT_01)</i>			
BOR_01		FBD_BOOLEAN_OR	MainProgram
Constant	No		
External Access:	Read/Write		
<i>BOR_01 - MainProgram/Front_Panel_Lights - *I-C1(TONR,TONR_01.TT), *I-D3(BAND,BAND_02.Out), *I-E1(BOR,BOR_01), *I-F1(OREF,OUT_BIT.2)</i>			
End_Bit	0	BOOL	MainProgram
Constant	No		
External Access:	Read/Write		
<i>End_Bit - MainProgram/Distributing_Station - *3(OTE), 1(XIO)</i>			
EStop_Bit	0	BOOL	MainProgram
Constant	No		
External Access:	Read/Write		
<i>EStop_Bit - MainProgram/Front_Panel_Lights - I-A2(BAND,BAND_03.In1), I-A2(IREF,EStop_Bit), I-C3(TONR,TONR_03.TimerEnable), I-C4(IREF,EStop_Bit)</i>			
<i>EStop_Bit - MainProgram/Start_Mode - *1(OTL), *2(OTU), 0(XIO)</i>			
IN_BIT	0	DINT	MainProgram
Constant	No		
External Access:	Read/Write		
IN_BIT.0	0	BOOL	
Input - Slide Retracted - I0			
<i>IN_BIT.0 - MainProgram/Distributing_Station - 0(XIC)</i>			
<i>IN_BIT.0 - MainProgram/Input_Mapping - *1(OTE)</i>			
IN_BIT.1	0	BOOL	
Input - Slide Advanced - I1			
<i>IN_BIT.1 - MainProgram/Distributing_Station - 0(XIO), 1(XIC)</i>			
<i>IN_BIT.1 - MainProgram/Input_Mapping - *2(OTE)</i>			
IN_BIT.2	0	BOOL	
Input - Magazine Empty - I2			
<i>IN_BIT.2 - MainProgram/Distributing_Station - 0(XIO)</i>			
<i>IN_BIT.2 - MainProgram/Input_Mapping - *3(OTE)</i>			
IN_BIT.3	0	BOOL	
Input - Conveyor End - I3			
<i>IN_BIT.3 - MainProgram/Distributing_Station - 1(XIO), 2(XIO)</i>			
<i>IN_BIT.3 - MainProgram/Input_Mapping - *0(OTE)</i>			
IN_BIT.4	0	BOOL	
Input - Push-Button Start - I4			
<i>IN_BIT.4 - MainProgram/Input_Mapping - *4(OTE)</i>			

IN_BIT (Continued)			
<i>IN_BIT.4 - MainProgram/Start_Mode - 0(XIC)</i>			
IN_BIT.5	0	BOOL	
Input - Push-Button Stop (N.C.) - I5			
<i>IN_BIT.5 - MainProgram/Front_Panel_Lights - 1-A1(IREF,IN_BIT.5), 1-B1(BAND,BAND_01.In1), 1-C3(IREF,IN_BIT.5), 1-D3(BAND,BAND_02.In1)</i>			
<i>IN_BIT.5 - MainProgram/Input_Mapping - *5(OTE)</i>			
<i>IN_BIT.5 - MainProgram/Start_Mode - 0(XIC), 1(XIO), 2(XIC)</i>			
IN_BIT.6	0	BOOL	
Input - Switch Auto/Man - 0 = Auto, 1 = Man - I6			
<i>IN_BIT.6 - MainProgram/Input_Mapping - *6(OTE)</i>			
<i>IN_BIT.6 - MainProgram/Start_Mode - 2(XIC)</i>			
IN_BIT.7	0	BOOL	
Input - Push-Button Reset - I7			
<i>IN_BIT.7 - MainProgram/Input_Mapping - *7(OTE)</i>			
<i>IN_BIT.7 - MainProgram/Start_Mode - 2(XIC)</i>			
IN_BIT.8	0	BOOL	
Input - Separating Station Signal - I8			
<i>IN_BIT.8 - MainProgram/Distributing_Station - 0(XIO)</i>			
OUT_BIT	0	DINT	MainProgram
Constant No			
External Access: Read/Write			
OUT_BIT.0	0	BOOL	
Output - Advance Slide - O0			
<i>OUT_BIT.0 - MainProgram/Distributing_Station - *0(OTE), 0(XIC)</i>			
<i>OUT_BIT.0 - MainProgram/Output_Mapping - 1(XIC)</i>			
OUT_BIT.1	0	BOOL	
Output - Conveyor Forward - O1			
<i>OUT_BIT.1 - MainProgram/Distributing_Station - *1(OTE), 0(XIO), 1(XIC)</i>			
<i>OUT_BIT.1 - MainProgram/Output_Mapping - 0(XIC)</i>			
OUT_BIT.2	0	BOOL	
Output - Start Indicator - O2			
<i>OUT_BIT.2 - MainProgram/Front_Panel_Lights - *1-F1(OREF,OUT_BIT.2), 1-E1(BOR,BOR_01.Out)</i>			
<i>OUT_BIT.2 - MainProgram/Output_Mapping - 2(XIC)</i>			
OUT_BIT.3	0	BOOL	
Output - Reset Indicator - O3			
<i>OUT_BIT.3 - MainProgram/Front_Panel_Lights - *1-E4(OREF,OUT_BIT.3), 1-C3(TONR,TONR_03.TT)</i>			
<i>OUT_BIT.3 - MainProgram/Output_Mapping - 3(XIC)</i>			
OUT_BIT.4	0	BOOL	
Output - Station Out Signal - O4			
Start_Bit	0	BOOL	MainProgram
Constant No			
External Access: Read/Write			
<i>Start_Bit - MainProgram/Distributing_Station - 0(XIC), 1(XIC), 2(XIC), 3(XIC)</i>			
<i>Start_Bit - MainProgram/Front_Panel_Lights - 1-A2(BAND,BAND_03.In2), 1-A3(IREF,Start_Bit), 1-C3(IREF,Start_Bit), 1-D3(BAND,BAND_02.In2)</i>			
<i>Start_Bit - MainProgram/Start_Mode - *0(OTE), 0(XIC)</i>			
Timer_End		TIMER	MainProgram
Constant No			
External Access: Read/Write			
<i>Timer_End - MainProgram/Distributing_Station - *2(TOF)</i>			
Timer_End.DN	0	BOOL	
<i>Timer_End.DN - MainProgram/Distributing_Station - 1(XIC), 3(XIC)</i>			
TONR_01		FBD_TIMER	MainProgram
Constant No			
External Access: Read/Write			
<i>TONR_01 - MainProgram/Front_Panel_Lights - *1-B1(BAND,BAND_01.Out), *1-C1(TONR,TONR_01), *1-C2(IREF,500), *1-C2(TONR,TONR_02.DN), *1-C2(TONR,TONR_02.TimerEnable), *1-E1(BOR,BOR_01.In1)</i>			
TONR_02		FBD_TIMER	MainProgram

TONR_02 (Continued)

Constant No
External Access: Read/Write
*TONR_02 - MainProgram/Front_Panel_Lights - *I-C1(TONR,TONR_01.DN), *I-C1(TONR,TONR_01.Reset), *I-C2(IREF,500), *I-C2(TONR,TONR_02)*

TONR_03

FBD_TIMER

MainProgram

Constant No
External Access: Read/Write
*TONR_03 - MainProgram/Front_Panel_Lights - *I-C3(TONR,TONR_03), *I-C4(IREF,EStop_Bit), *I-C4(TONR,TONR_04.DN), *I-C4(TONR,TONR_04.TimerEnable), *I-C5(IREF,500), *I-E4(OREF,OUT_BIT.3)*

TONR_04

FBD_TIMER

MainProgram

Constant No
External Access: Read/Write
*TONR_04 - MainProgram/Front_Panel_Lights - *I-C3(TONR,TONR_03.DN), *I-C3(TONR,TONR_03.Reset), *I-C4(TONR,TONR_04), *I-C5(IREF,500)*

