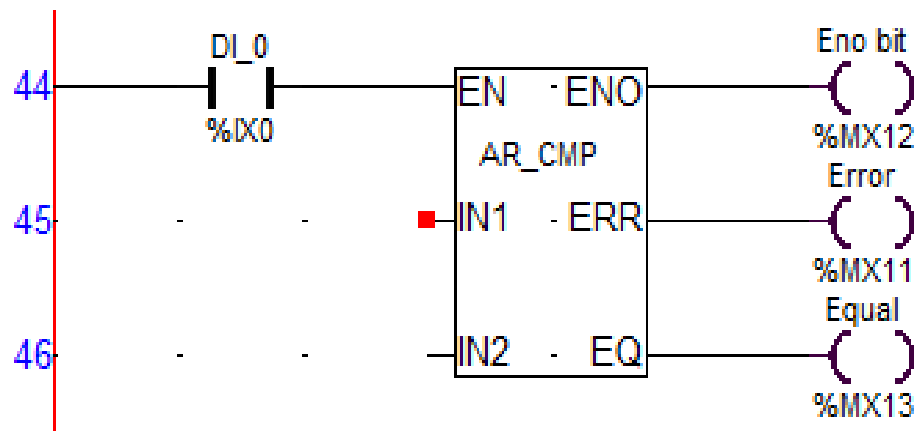


1. Double click on Array register to which assign the values.



2. Click on add variable

Scope:	Array	OK	Cancel
Select Variable:	NONE	Add Variable	Help

### 3. Enter Array Size

Scope:	<input type="text" value="Array"/>	<input type="button" value="OK"/>	<input type="button" value="Cancel"/>
Select Variable:	<input type="text" value="NONE"/>	<input type="button" value="Add Variable"/>	<input type="button" value="Help"/>

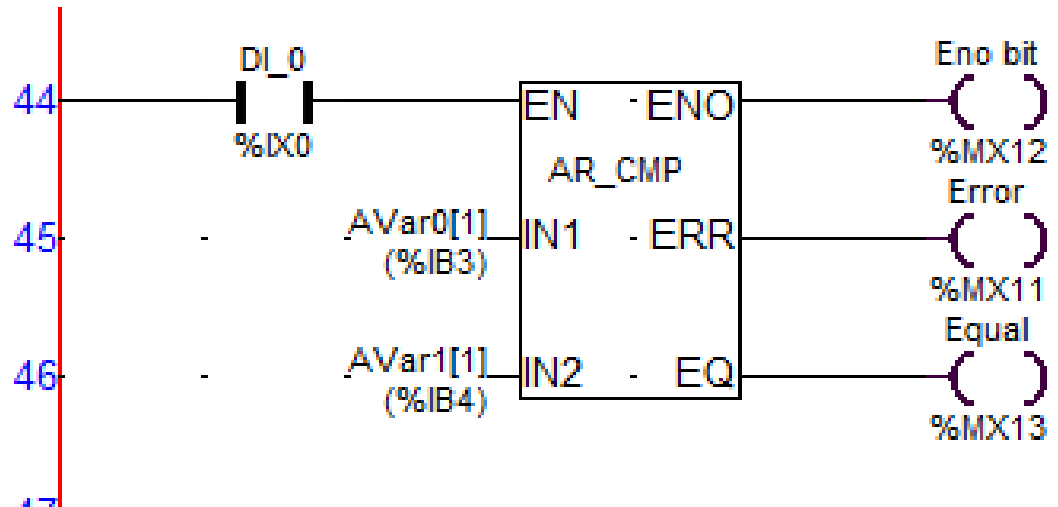
  

Variable Name:	<input type="text" value="AVar0"/>	Address:	<input type="text" value="%IB3"/>
Variable Type:	<input type="text" value="VAR_INPUT"/>	Initial Value:	<input type="text"/> <input type="button" value="Set"/>
Data Type:	<input type="text" value="SINT"/>	Size:	<input type="text" value="1"/>
Retention:	<input type="text" value="NO"/>		
Description:	<input type="text"/>		

4. After Entered Array Size click on Set and enter the initial value

	Variable Name	Array Index	Address	Initial Value
0	AVar0	0	%IB3	12

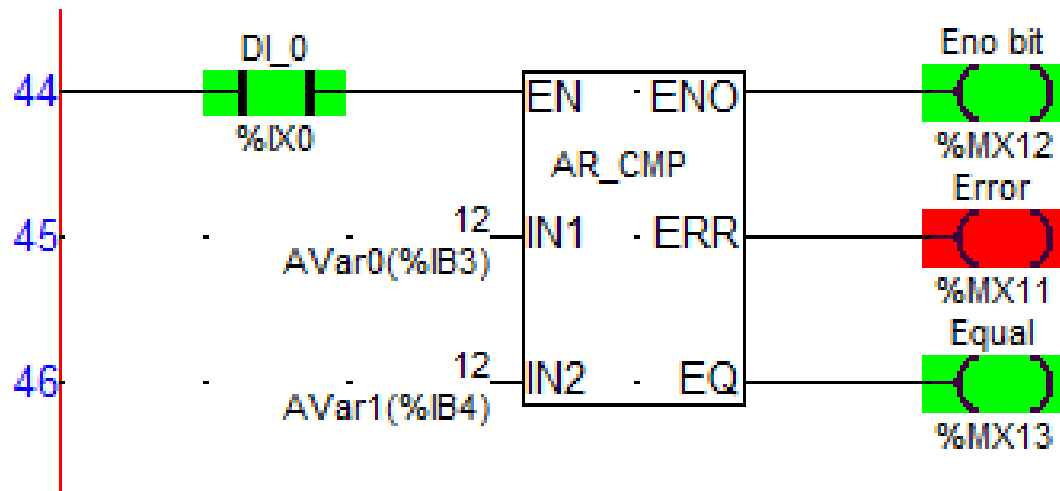
## 5.After adding register.



## Input :

Signal	Data type	Description
EN	BOOL	Enables block operation
VAR1	SINT, INT, DINT, USINT, UINT, UDINT, REAL, LREAL, TIME, DATE, TOD, WORD, DWORD	First Array Variable to be compared
VAR2	SINT, INT, DINT, USINT, UINT, UDINT, REAL, LREAL, TIME, DATE, TOD, WORD, DWORD	Second Array Variable to be compared

6. If DI\_0 gets high then below result will be appear.



**Outputs :**

Signal	Data type	Description
ENO	BOOL	Indicates completion of operation
ERR	BOOL	High if there is a mismatch of size of two arrays being compared
EQ	BOOL	High if equal and low if not equal