Write to Non-Volatile Memory

Volatile and Non-Volatile Memory

The LCC has two types of memory; the volatile memory and the non- volatile memory. The volatile memory is used during the program is running to write and read from. It holds all objects that are available in the controller. The volatile memory content is empty after a power down. At power up the objects that are available in the Non-Volatile memory are loaded into the volatile memory. During the execution of the program sequence it is not intended to write values to the Non-Volatile memory. The objects that are available in Non Volatile are generally config file parameters and some special registers. Loading a config file contains a write registers to Non-Volatile action.

Note that the Non-Volatile memory has no infinite life. In general you can write them several thousands of times. Volatile memory can be written almost infinite amount of times. So it is wise to use the function of writing into Non-Volatile memory only incidentally. This is why you don't see it often in a program.

However if you do want to write to Non-Volatile, you can use the save all parameters command to do this:

0x00 W 0x11010 1702257011
This means save all parameters with password SAVE in hex code of Ascii (S being the least significant bit)