This program is totally useless...

as far as controlling any process. Now on the other hand if you would like to see how different instructions are converted read on.

This section of rungs show how bits are converted.

0
This is the comment for Input 0 — Input_00 <I0[1].0>
This is the comment for Input 1 — Input_01 <I0[1].1>
This is the comment for Input 2 — Input_02 <I0[1].2>
This is the comment for Input 3 — Input_03 <I0[1].3>
This is the comment for Output 0 — Output_00 <Q0[2].0>

1
This is the comment for Input 4 — Input_04 <I0[1].4>
This is the comment for Input 5 — Input_05 <I0[1].5> /
This is the comment for Input 6 — Input_06 <I0[1].6>
This is the comment for Input 7 — Input_07 <I0[1].7> /
This is the comment for Input 8 — Input_08 <I0[1].8> /
This is the comment for Input 9 — Input_09 <I0[1].9>
This is the comment for Input 10 — Input_10 <I0[1].10> /
This is the comment for Input 11 — Input_11 <I0[1].11>
BitArray[0]

2
BitArray[0] /
This is the comment for Output 1 — Output_01 <Q0[2].1>

3
This is the comment for Input 12 — Input_12 <I0[1].12>
BitArray[1] ONS
BitSet L

4
This is the comment for Input 13 — Input_13 <I0[1].13> /
BitArray[2] ONS
BitReset U

5
This is the comment for Input 14 — Input_14 <I0[1].14>
OSR
One Shot Rising
Storage Bit BitArray[3] SB
Output Bit PositiveOutput OB

6
This is the comment for Input 15 — Input_15 <I0[1].15>
OSF
One Shot Falling
Storage Bit BitArray[4] SB
Output Bit NegativeOutput OB

This section is timers and counters.

7
BitTestA
Down
CTD
Count Down
Counter CTD_0 CD
Preset 500 DN
Accum 0

8 CTD_0.DN — CounterDownDone

9 CounterDownDone — MOV
Move
Source CTD_0.PRE 500
Dest CTD_0.ACC 0

10 BitTestB, Up — CTU
Count Up
Counter CTU_0
Preset 32767
Accum 0
CU, DN

11 CTU_0.DN — CounterUpDone

12 CounterUpDone — CTU_0 RES

13 TimerEnable, TimerOnDone — TON
Timer On Delay
Timer TON_0
Preset 10000
Accum 0
EN, DN

14 TON_0.DN — TimerOnDone

15 TimerOffTrigger — TOF
Timer Off Delay
Timer TOF_0
Preset 150
Accum 0
EN, DN

16 LessOut — TON
Timer On Delay
Timer TP_0
Preset 3600000
Accum 0
EN, DN

17 TP_0.TT — TPOut

This section is math.

18 — ADD
Add
Source A AddIn1 0
Source B AddIn2 0
Dest AddOut 0

19

SUB
Subtract
Source A AddOut 0
Source B SubIn2 0
Dest SubOut 0

MUL
Multiply
Source A SubOut 0
Source B 10
Dest MulOut 0

This section is comparisons.

20

GEQ
Grtr Than or Eql (A>=B)
Source A MulOut 0
Source B 0

DIV
Divide
Source A 2
Source B MulOut 0
Dest DivOut 0

21

GRT
Greater Than (A>B)
Source A GTIn1 0
Source B GTIn2 0

GTOut

22

LEQ
Less Than or Eql (A<=B)
Source A LEIn1 0
Source B LEIn2 0

LES
Less Than (A<B)
Source A LTIn1 0
Source B LTIn2 0

LessOut

23

NEQ
Not Equal
Source A NEIn1 0
Source B NEIn2 0

EQU
Equal
Source A EQIn1 0
Source B EQIn2 0

LABEL1
JMP

This is the logic section.

24

LABEL1
LBL

NOP

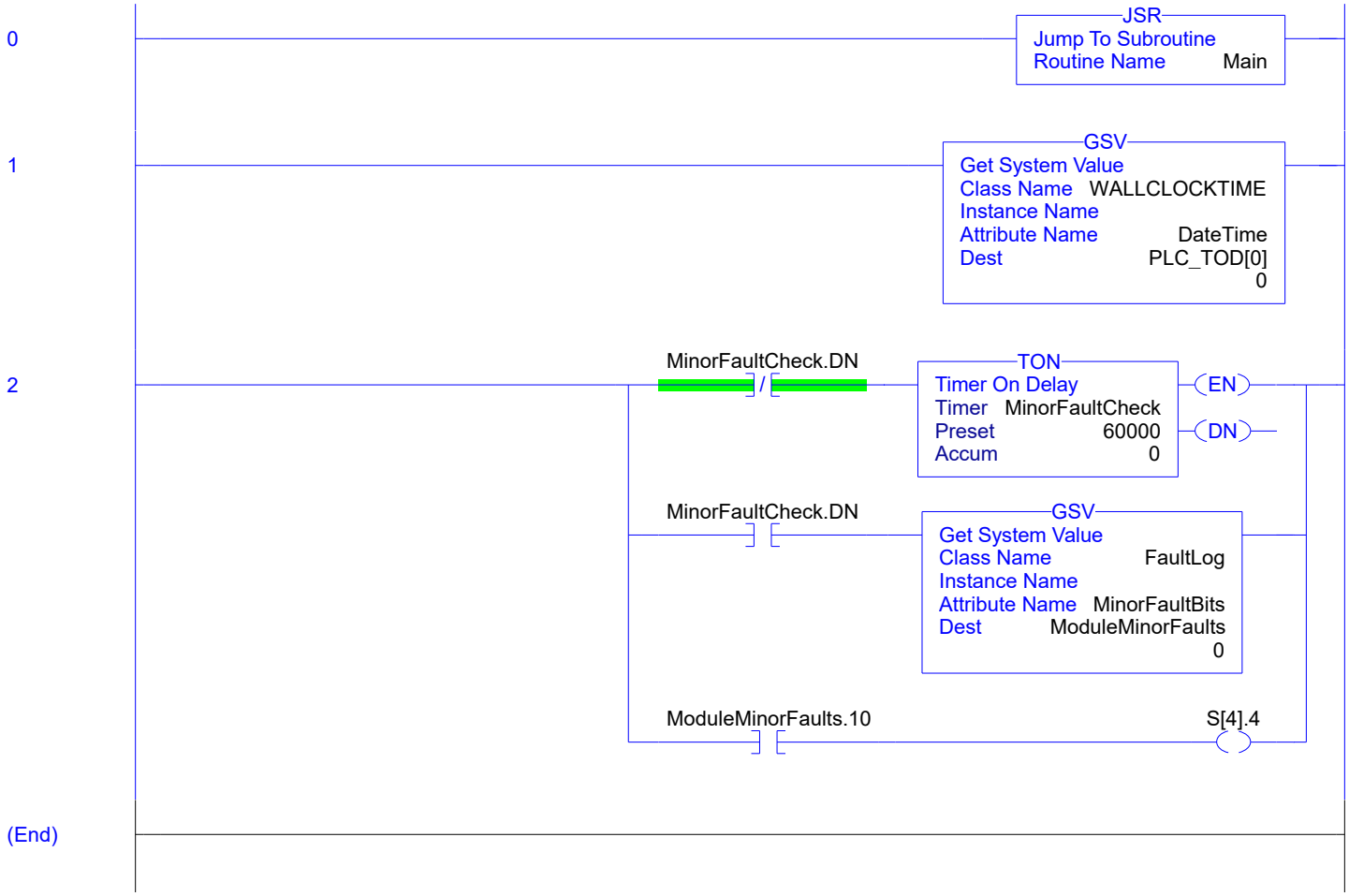
25

AND
Bitwise AND
Source A AndIn1 0
Source B AndIn2 0
Dest _11_OUT 0

OR
Bitwise Inclusive OR
Source A _11_OUT 0
Source B OrIn2 0
Dest _12_OUT 0

XOR
Bitwise Exclusive OR
Source A _12_OUT 0
Source B XorIn2 0
Dest XorOut 0

(End)


0
JSR
Jump To Subroutine
Routine Name Main
1
GSV
Get System Value
Class Name WALLCLOCKTIME
Instance Name
Attribute Name DateTime
Dest PLC_TOD[0]
0
2
MinorFaultCheck.DN
TON
Timer On Delay
Timer MinorFaultCheck
Preset 60000
Accum 0
EN
DN
MinorFaultCheck.DN
GSV
Get System Value
Class Name FaultLog
Instance Name
Attribute Name MinorFaultBits
Dest ModuleMinorFaults
0
ModuleMinorFaults.10
S[4].4
(End)