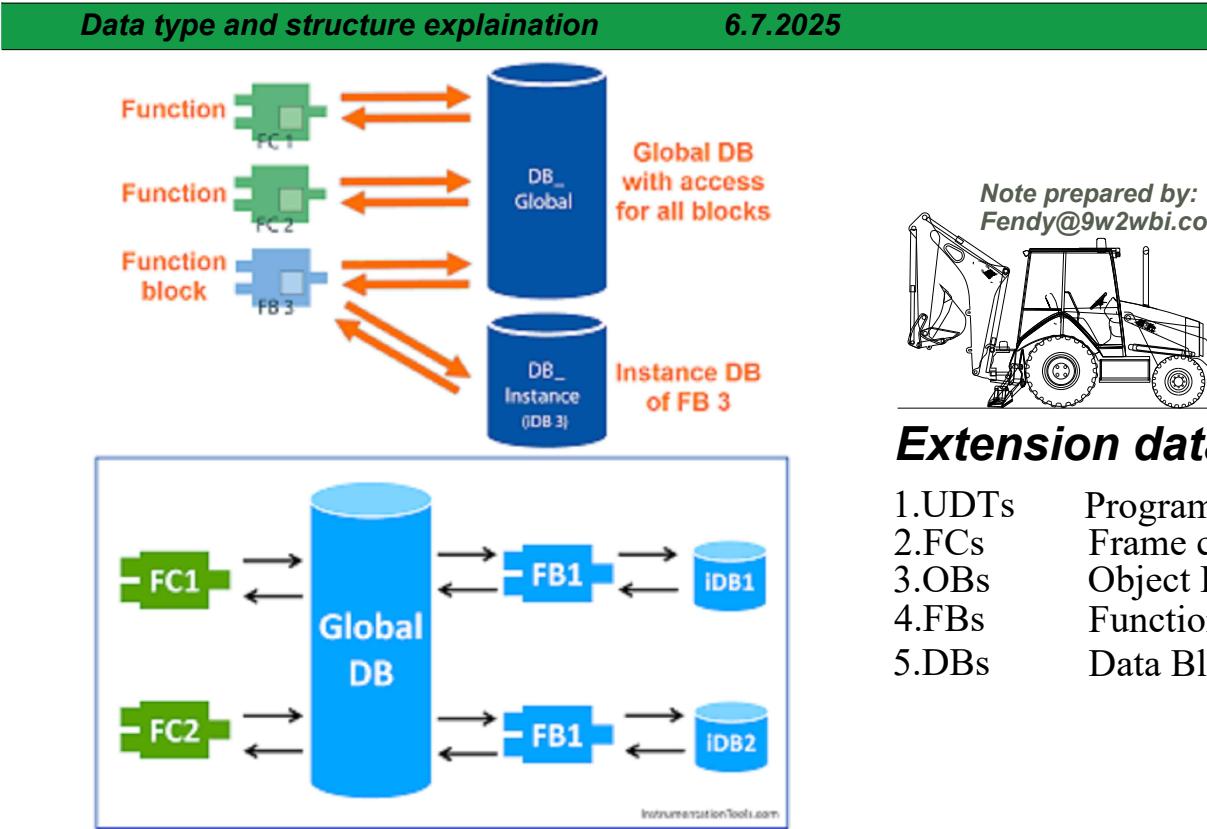


GLOBAL DATA BLOCK



Di dalam kaedah lain untuk memahami setiap jenis dan fungsi saya menggunakan contoh kenderaan

- | | | |
|---------|-----------------------|---|
| 1. UDTs | -Pemandu kereta | = Program yang diatur untuk memandu kenderaan sesuai objektif |
| 2. FCs | -Gear kereta | =bahagian yang telah ditetapkan mengikut ratio |
| 3. OBs | -kereta | =Komponen yang dipasang menjadi sebuah kereta |
| 4. FBs | -komponen lengkap | =satu komponen lengkap yang digabungkan dari alat ganti |
| 5. DBs | -Alat ganti kenderaan | =bahan yang akan dipasang menjadi komponen lengkap |

1. SAMPLE UDTs (Program Logic)

# UDT1 - UDT/NS/Program(4)				
Address	Name	Type	Start value	Comment
0..0		STRUCT		
+0..0	TEMP	REAL	0.000000e+000	
+4..0	PRESS	REAL	2.230000e+002	
+8..0	FLAG1	BOOL	FALSE	
+8..1	FLAG2	BOOL	FALSE	
+9..0	MODE	BYTE	B#15#0	
+10..0	COUNT	INT	0	
+12..0		END_STRUCT		

SAMPLE TABLE

2. SAMPLE FCs Frame check sequence

NAME	ADRESS	TYPE	COMMENT
STEP 1	M 1.0	BOOL	Sequence Step 1
STEP 2	M 1.1	BOOL	Sequence Step 2
STEP 3	M 1.2	BOOL	Sequence Step 3
SEQ END	M 1.3	BOOL	Sequence End
TRANS COND S1	M 1.4	BOOL	Sequence Transition Condition Step 1
TRANS COND S2	M 1.5	BOOL	Sequence Transition Condition Step 2
TRANS COND S3	M 1.6	BOOL	Sequence Transition Condition Step 3

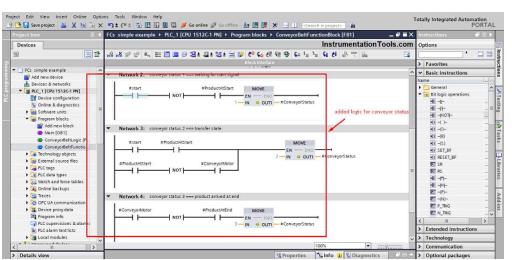
SAMPLE TABLE

3. SAMPLE OBs Object Block

Address	Name	Type	Initial value	Comment
0..0	UDT_Hole	STRUCT	0	
+0..0	hole_on	BOOL	FALSE	
+0..1	hole_of	BOOL	TRUE	
+0..2	o_out	BOOL	TRUE	
+0..3	o_in	BOOL	TRUE	
+0..4	o_out2	BOOL	TRUE	
+0..5	o_in2	BOOL	TRUE	
+0..6	o_out3	BOOL	TRUE	
+0..7	o_in3	BOOL	TRUE	
+0..8	o_out4	BOOL	TRUE	
+0..9	o_in4	BOOL	TRUE	
+0..10	o_out5	BOOL	TRUE	
+0..11	o_in5	BOOL	TRUE	
+0..12	o_out6	BOOL	TRUE	
+0..13	o_in6	BOOL	TRUE	
+0..14	o_out7	BOOL	TRUE	
+0..15	o_in7	BOOL	TRUE	
+0..16	o_out8	BOOL	TRUE	
+0..17	o_in8	BOOL	TRUE	
+0..18	o_out9	BOOL	TRUE	
+0..19	o_in9	BOOL	TRUE	
+0..20	o_out10	BOOL	TRUE	
+0..21	o_in10	BOOL	TRUE	
+0..22	o_out11	BOOL	TRUE	
+0..23	o_in11	BOOL	TRUE	
+0..24	o_out12	BOOL	TRUE	
+0..25	o_in12	BOOL	TRUE	
+0..26	o_out13	BOOL	TRUE	
+0..27	o_in13	BOOL	TRUE	
+0..28	o_out14	BOOL	TRUE	
+0..29	o_in14	BOOL	TRUE	
+0..30	o_out15	BOOL	TRUE	
+0..31	o_in15	BOOL	TRUE	
+0..32	UDT_Hole	STRUCT	0	
+0..33	UDT_RectangleWindowFlexible	STRUCT	0	
+0..34	UDT_RectangleWindowStatic	STRUCT	0	
+0..35		STRUCT	0	
+0..36	FC_SwapOrderList	STRUCT	0	
+0..37	DB_OrderList	STRUCT	0	
+0..38		STRUCT	0	
+0..39	FC_PrepOrder	STRUCT	0	
+0..40	MOVE_BLK_VARIANT	STRUCT	0	
+0..41	OrderRepository	STRUCT	0	
+0..42	OrderRepository	STRUCT	0	
+0..43	DB_OrderHole (Data block derived from UDT_Hole)	STRUCT	0	

SAMPLE TABLE

4. SAMPLE FBs Function Block



SAMPLE TABLE

5. SAMPLE DBs Data Block

Address	Name	Type	Initial value	Comment
0..0		STRUCT		
+0..0	Value1	WORD	0x1234	Value assigned to Switch 00
+0..1	Value2	WORD	0x1234	Value assigned to Switch 01
+0..2	Value3	WORD	0x1234	Value assigned to Switch 02
+0..3	Value4	WORD	0x1234	Value assigned to Switch 03
+0..4	Value5	INT	16	Value assigned to Switch 04
+0..5	Value6	INT	32	Value assigned to Switch 05
+0..6	Value7	INT	64	Value assigned to Switch 06
+0..7	Value8	INT	0x55	Value assigned to Switch 07
+12..0		END_STRUCT		

SAMPLE TABLE

Call structure	Address	Details
1. Main	O81	
2. FB_PrepOrder	FB1, DB4	@Main ▶ NW1
3. DB_OrderList	DB2	@FB_PrepOrder ▶ Program code
4. FC_PrepOrder	FC3	@FB_PrepOrder ▶ Program code
5. FC_PrepHole	FC1	@FC_PrepOrder ▶ Program code
6. DB_PunchList	DB3	@FC_PrepHole ▶ Program code
7. DB_PunchList	DB3	@FC_PrepHole ▶ Program code
8. DB_PunchList	DB3	@FC_PrepHole ▶ Program code
9. DB_PunchList	DB3	@FC_PrepHole ▶ Program code
10. FC_PrepWindowFlexible	FC5	@FC_PrepOrder ▶ Program code
11. DB_PunchList	DB3	@FC_PrepWindowFlexible ▶ Program code
12. DB_PunchList	DB3	@FC_PrepWindowFlexible ▶ Program code
13. DB_PunchList	DB3	@FC_PrepWindowFlexible ▶ Program code
14. DB_PunchList	DB3	@FC_PrepWindowFlexible ▶ Program code
15. FC_PrepWindowStatic	FC2	@FC_PrepOrder ▶ Program code
16. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
17. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
18. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
19. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
20. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
21. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
22. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
23. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
24. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
25. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
26. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
27. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
28. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
29. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
30. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
31. DB_PunchList	DB3	@FC_PrepWindowStatic ▶ Program code
32. UDT_Hole	UDT1	@FC_PrepOrder ▶ Program code
33. UDT_RectangleWindowFlexible	UDT3	@FC_PrepOrder ▶ Program code
34. UDT_RectangleWindowStatic	UDT2	@FC_PrepOrder ▶ Program code
35. FC_SwapOrderList	FC4	@Main ▶ NW2
36. DB_OrderList	DB2	@FC_SwapOrderList ▶ Program code
37. FB_PrepOrder	F81	Block interface
38. DB_OrderList	DB2	@FB_PrepOrder ▶ Program code
39. FC_PrepOrder	FC3	@FB_PrepOrder ▶ Program code
40. MOVE_BLK_VARIANT	FC900	@FC_SwapOrderList ▶ Program code
41. OrderRepository	DB6	@Main ▶ NW2
42. OrderRepository	DB6	@Main ▶ NW2
43. DB_OrderHole (Data block derived from UDT_Hole)	DB1	