

TECHNICAL DOCUMENTATION

Example 9_3

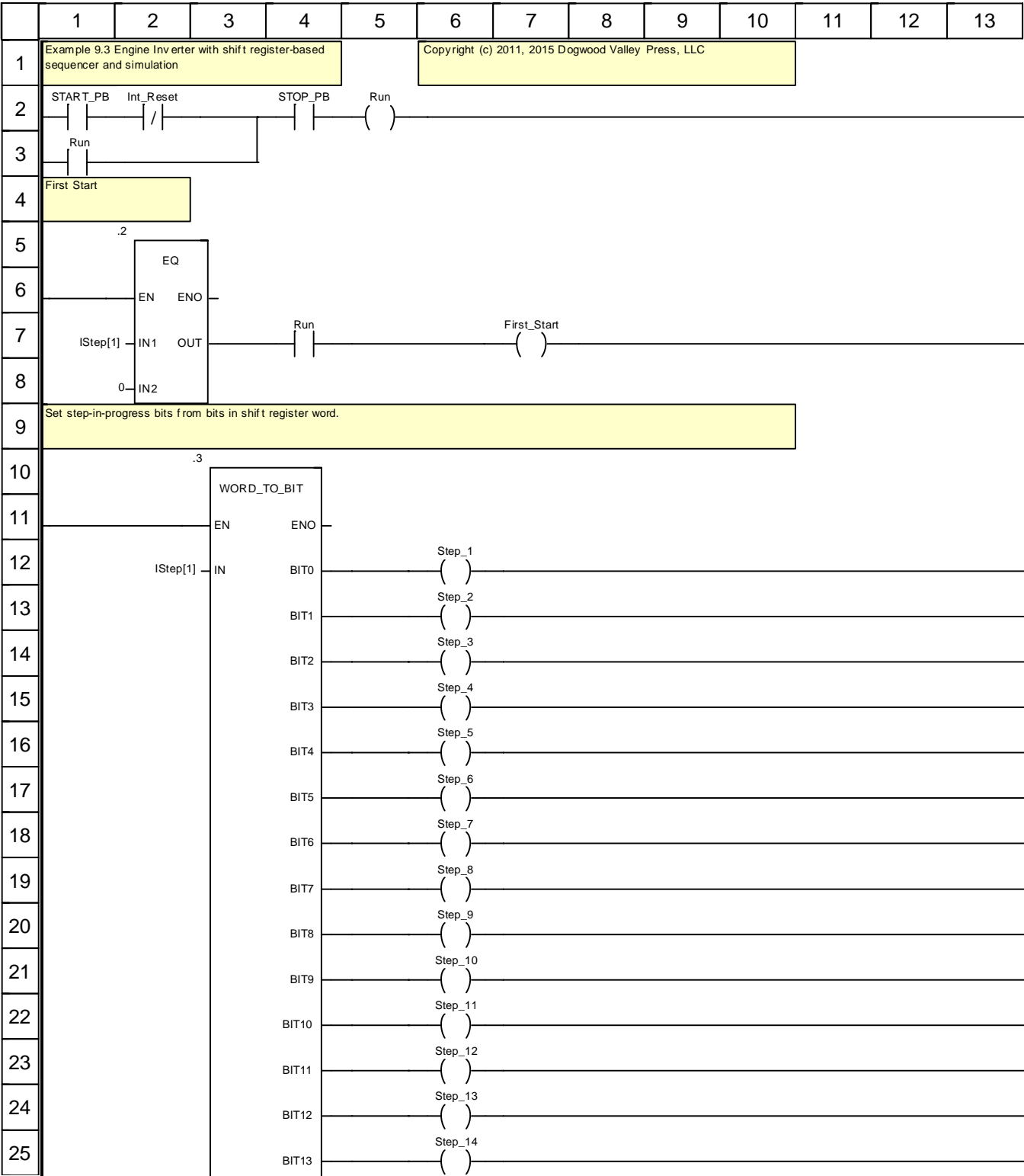
Project	Example 9_3
Designer	
Application	example_9_3.stu
Software Version	ControlExpert V15.0-SP1
Creation Date	6/16/2023 8:02:21 AM
Last Modification Date	6/16/2023 8:04:35 AM
Target PLC	BMX P34 1000 02.00CPU 340-10 Modbus

MAST

Specific properties

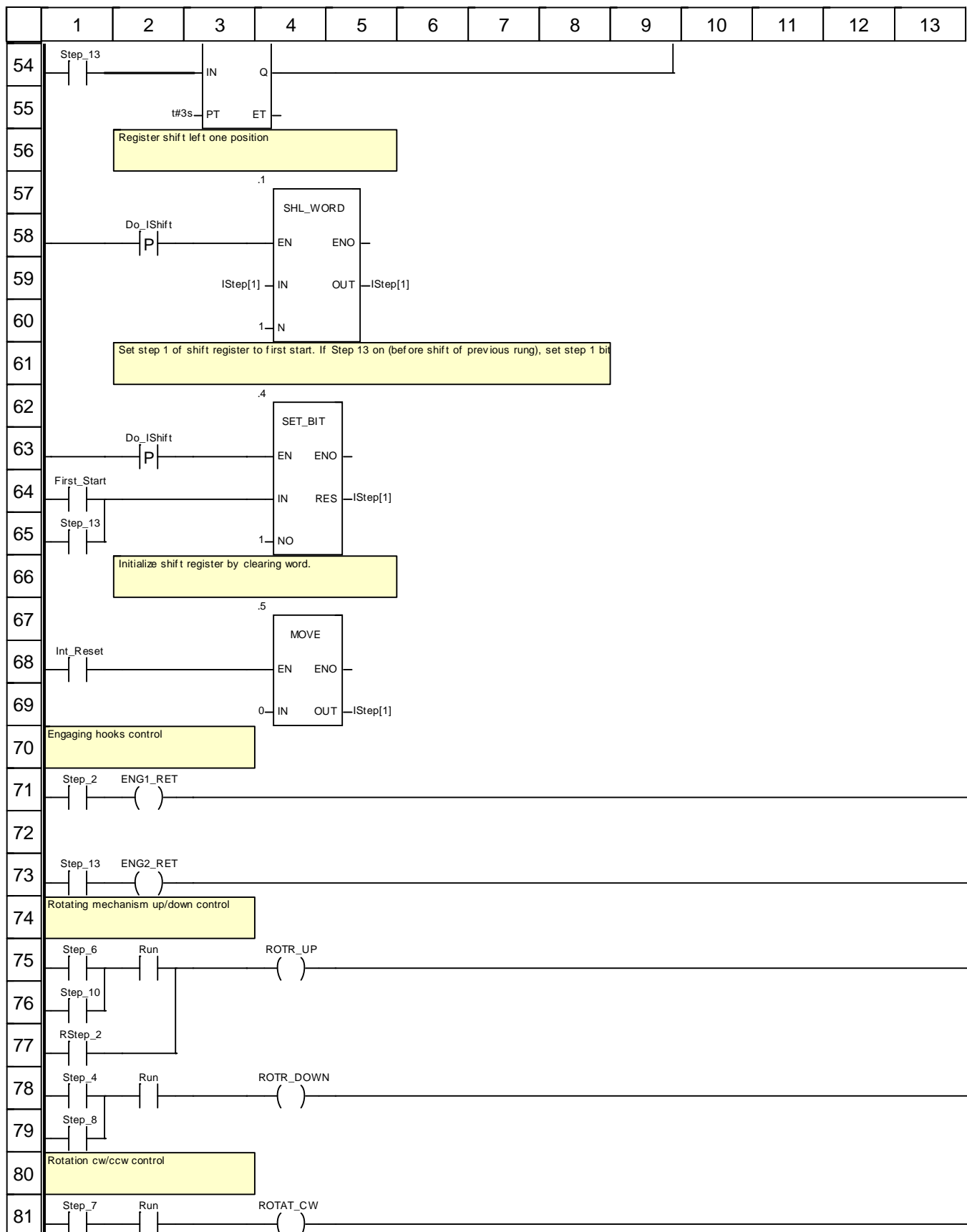
Configuration	Cyclic
Task period configuration	0
Watchdog time configuration	250

Main : [MAST]

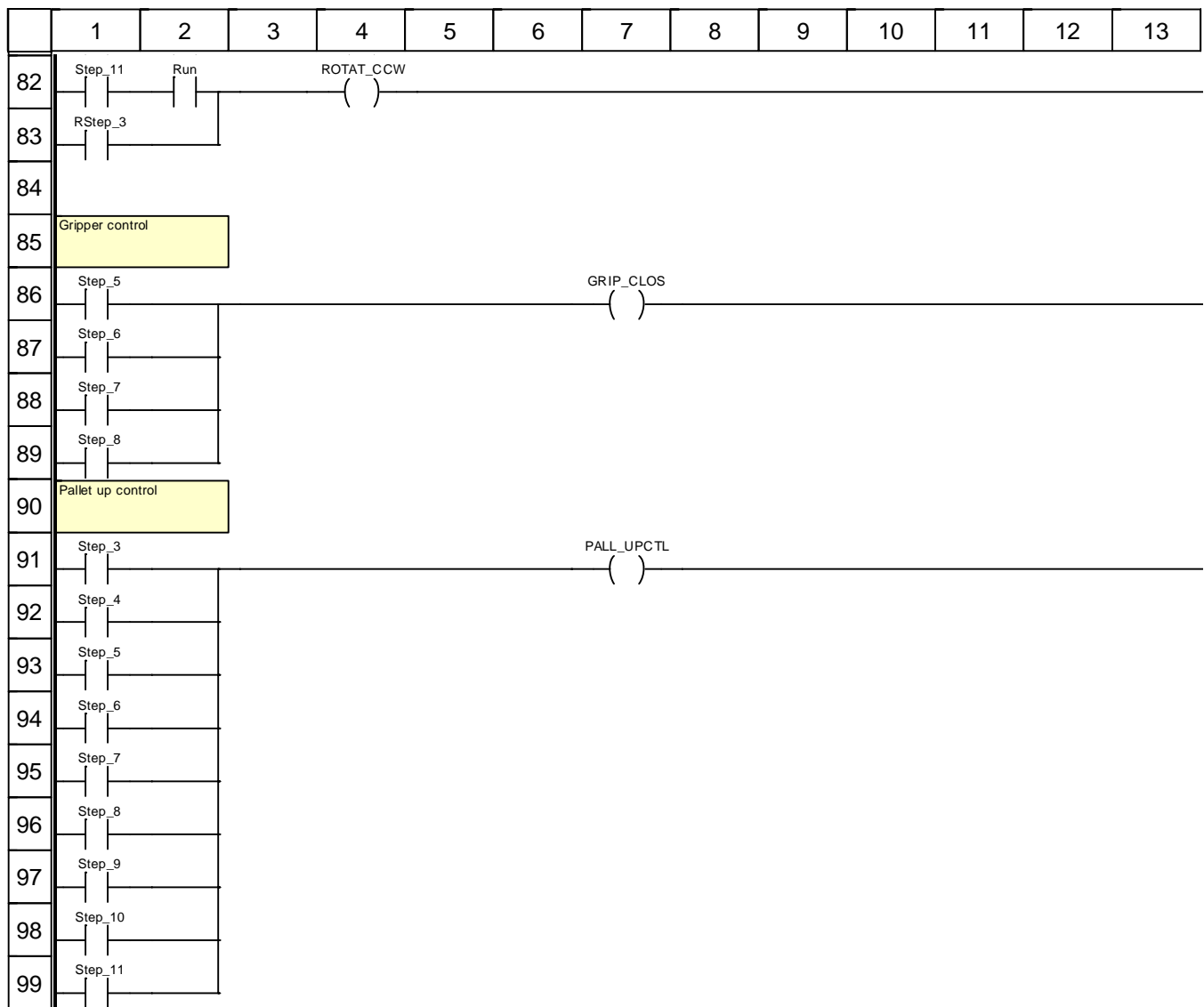


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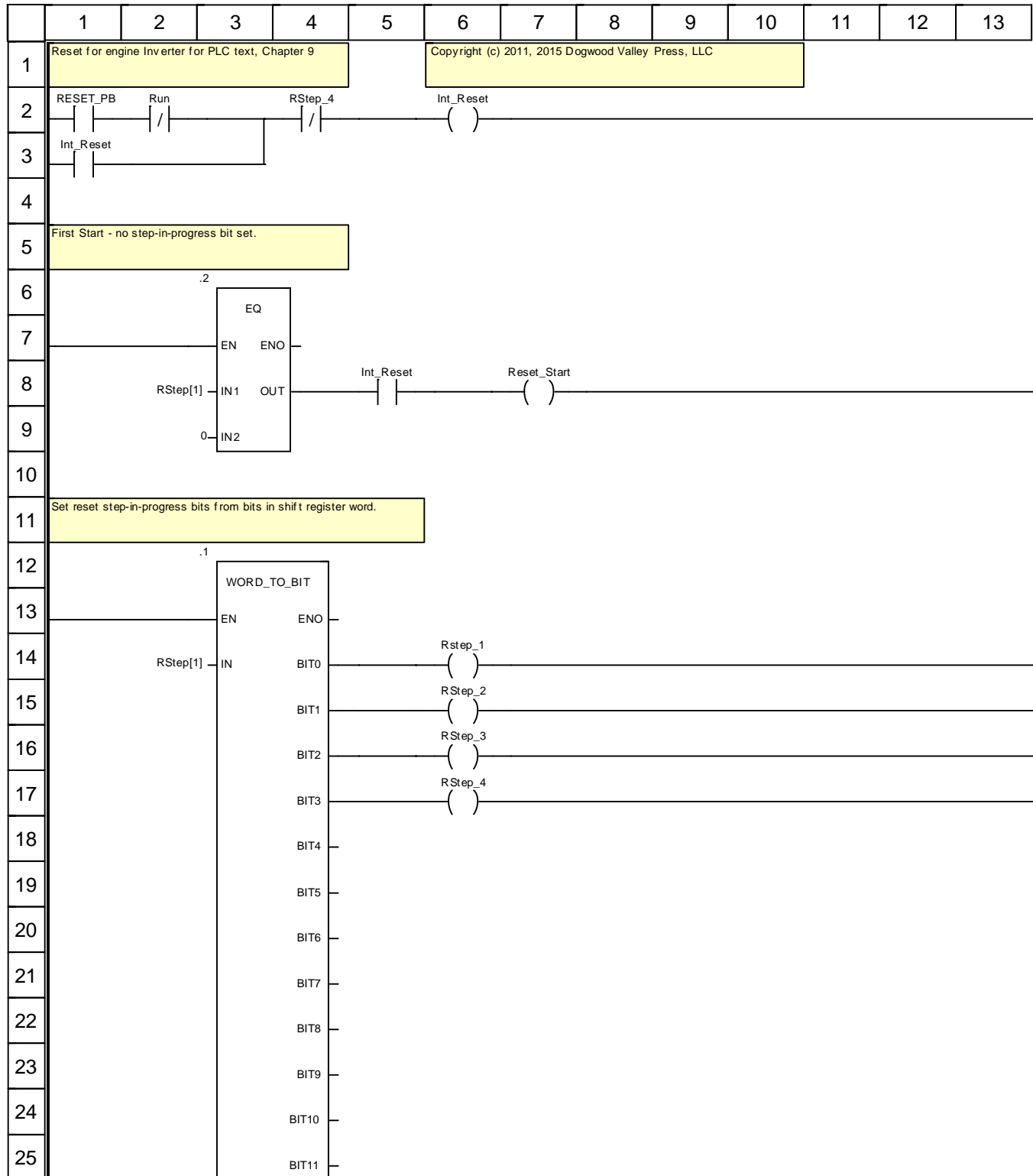


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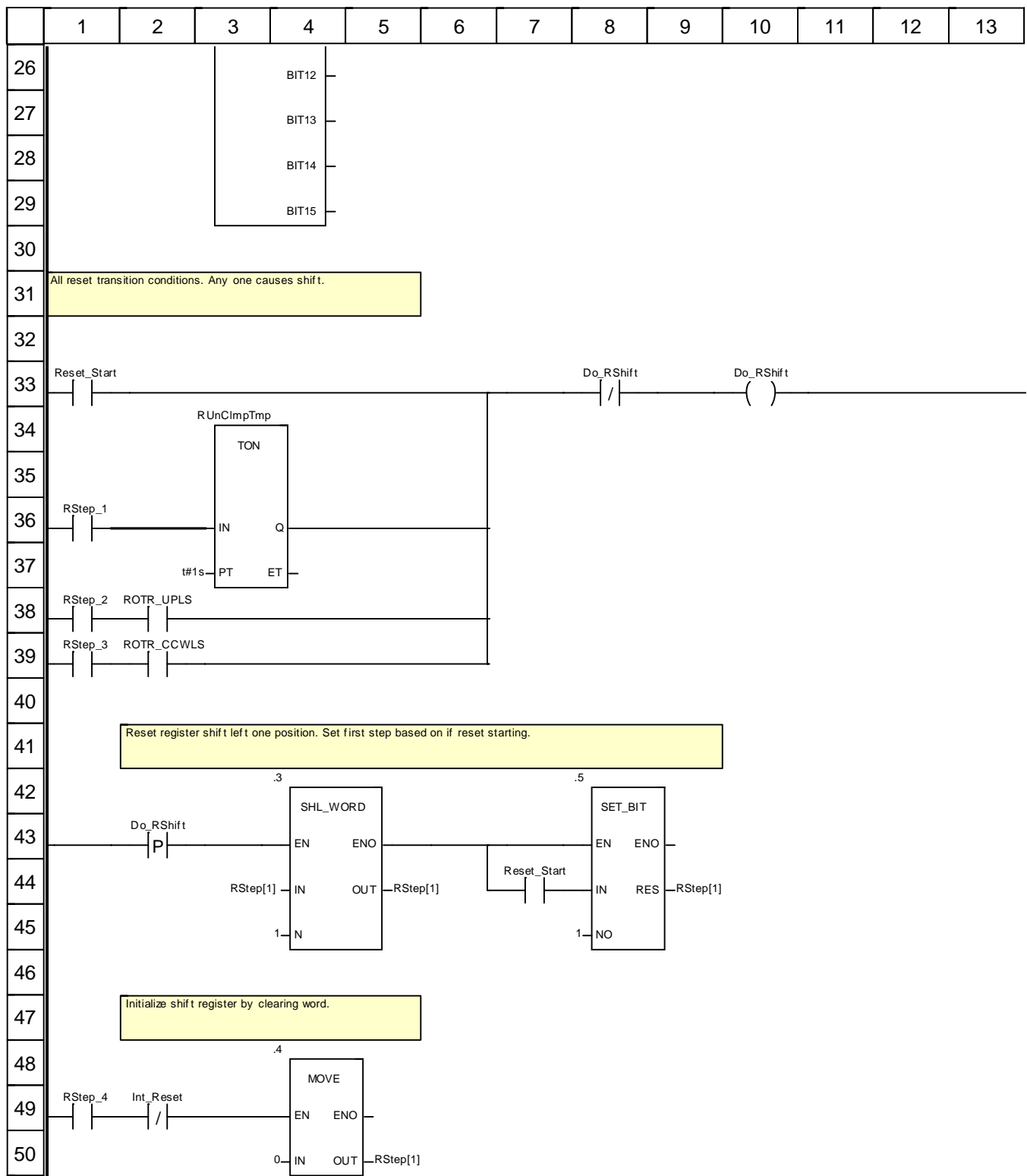


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Reset : [MAST]

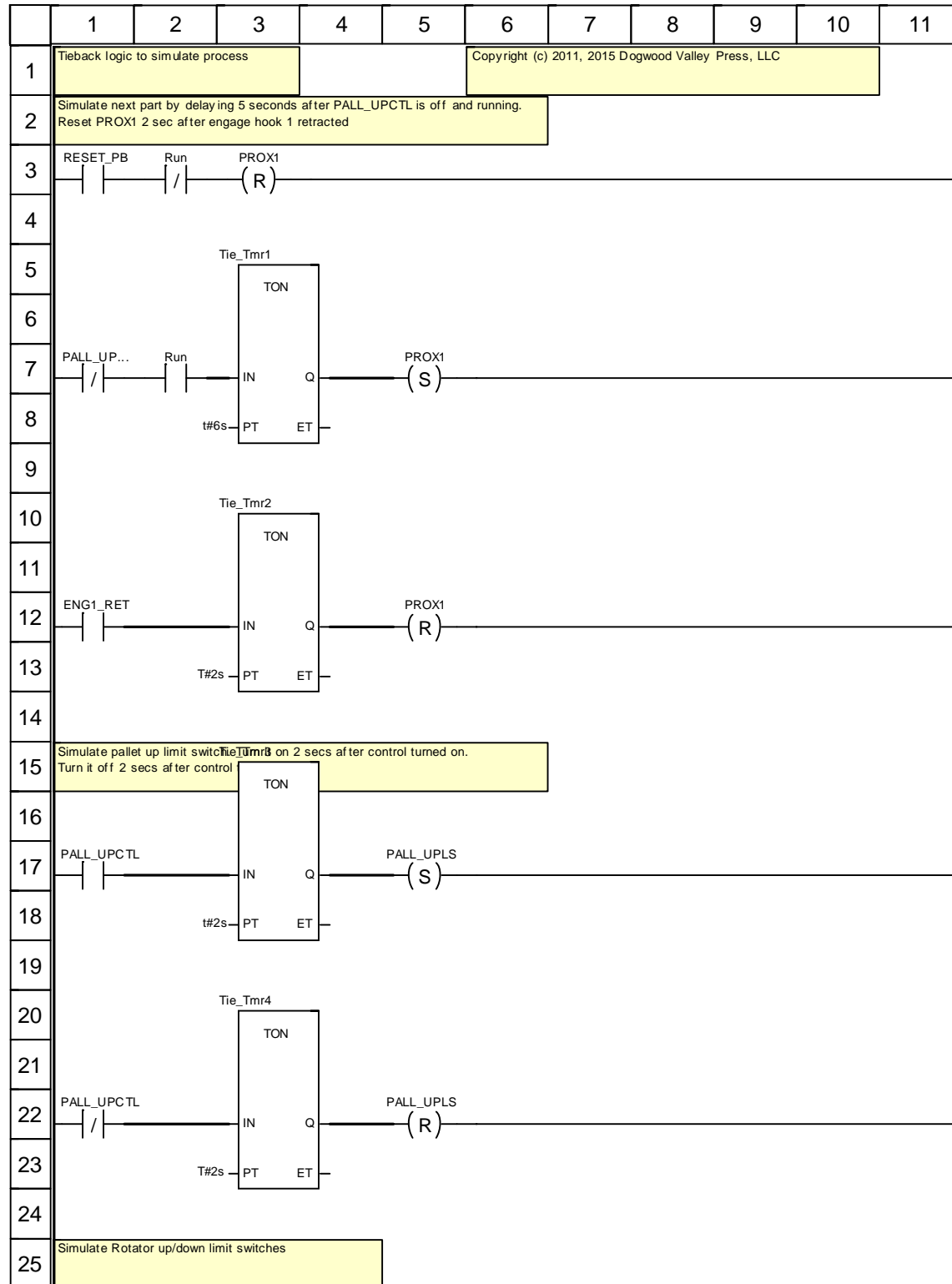


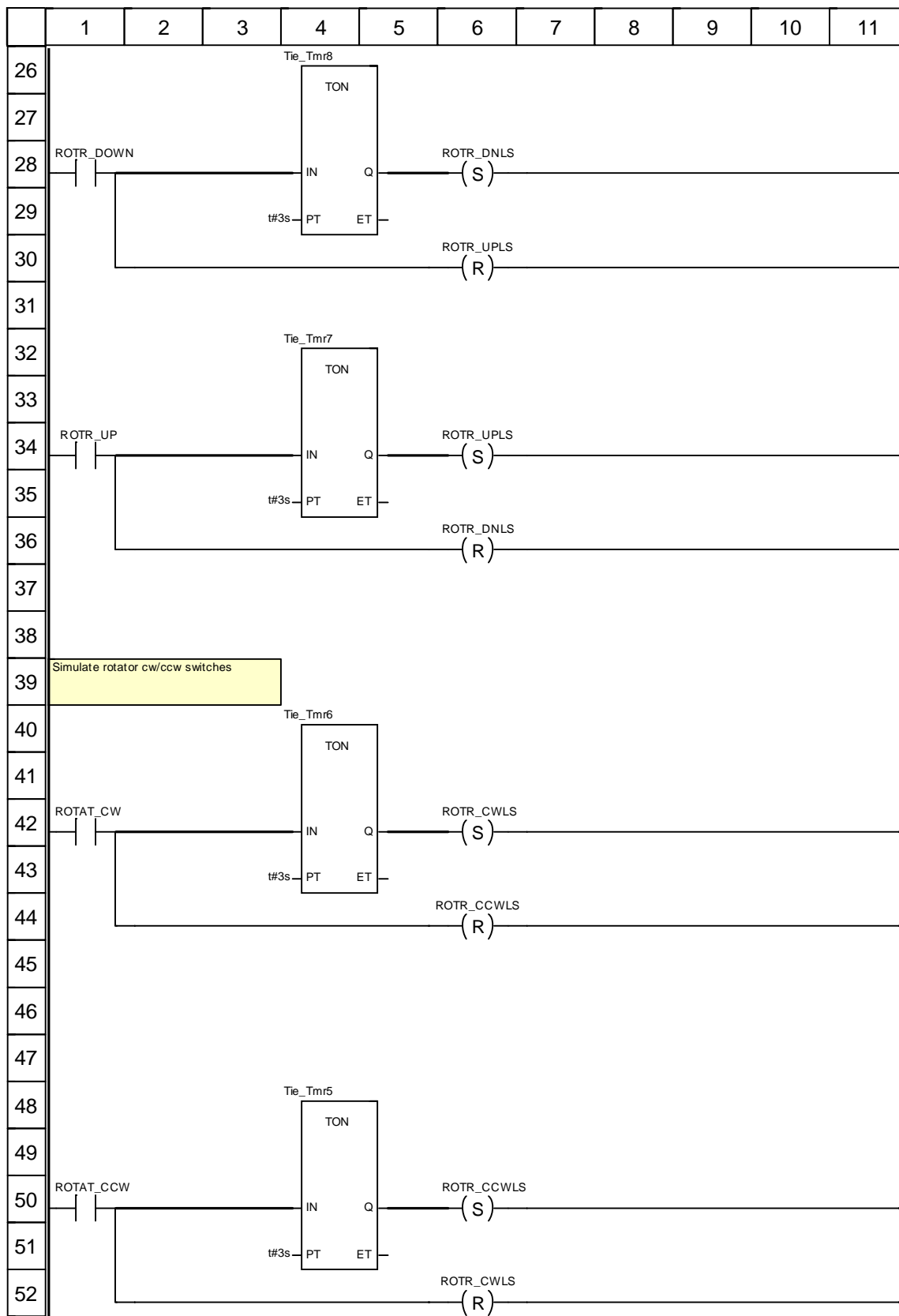
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Simulation : [MAST]





Truncated labels:

Label	Position(s)
PALL_UPCTL	(1, 7)

FAST

Specific properties

Configuration	Periodic
Task period configuration	5
Watchdog time configuration	100

Cross References

Application:

Addresses

Object	Referred into	Location	Usage
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Variables or FB instances

Object	Referred into	Location	Usage
Clmp_Tmr	Main : [MAST]	(L 38, c: 6)	FC
Do_IShift	Main : [MAST]	(L 30, c: 11)	R
		(L 30, c: 12)	W
		(L 58, c: 2)	R
		(L 63, c: 2)	R
Do_RShift	Reset : [MAST]	(L 33, c: 8)	R
		(L 33, c: 10)	W
		(L 43, c: 2)	R
ENG1_RET	<Screen>Screen		R (x1)
	Simulation : [MAST]	(L 12, c: 1)	R
	Main : [MAST]	(L 71, c: 2)	W
Eng1_Tmr	Main : [MAST]	(L 32, c: 4)	FC
ENG2_RET	<Screen>Screen		R (x1)
	Main : [MAST]	(L 73, c: 2)	W
Eng2_Tmr	Main : [MAST]	(L 52, c: 3)	FC
First_Start	Main : [MAST]	(L 7, c: 7)	W
		(L 30, c: 1)	R
		(L 64, c: 1)	R
GRIP_CLOS	<Screen>Screen		R (x1)
	Main : [MAST]	(L 86, c: 7)	W
Int_Reset	Reset : [MAST]	(L 2, c: 6)	W
		(L 3, c: 1)	R
		(L 8, c: 5)	R
		(L 49, c: 2)	R
	Main : [MAST]	(L 2, c: 2)	R
		(L 68, c: 1)	R
IStep	Main : [MAST]	(L 5, c: 2)	R
		(L 10, c: 3)	R
		(L 57, c: 4)	R
		(L 57, c: 4)	W
		(L 62, c: 4)	W
		(L 67, c: 4)	W
PALL_UPCTL	<Screen>Screen		R (x1)
	Simulation : [MAST]	(L 7, c: 1)	R
		(L 17, c: 1)	R
		(L 22, c: 1)	R
	Main : [MAST]	(L 91, c: 7)	W
PALL_UPLS	<Screen>Screen		R (x1)
	Simulation : [MAST]	(L 17, c: 5)	W
		(L 22, c: 5)	W
	Main : [MAST]	(L 36, c: 2)	R
		(L 51, c: 2)	R
PROX1	<Screen>Screen		R (x1)
	Simulation : [MAST]	(L 3, c: 3)	W
		(L 7, c: 5)	W

Cross References

Object	Referred into	Location	Usage
		(l 12, c: 5)	W
	Main : [MAST]	(l 31, c: 2)	R
RESET_PB	Reset : [MAST]	(l 2, c: 1)	R
	Simulation : [MAST]	(l 3, c: 1)	R
Reset_Start	Reset : [MAST]	(l 8, c: 7)	W
		(l 33, c: 1)	R
		(l 44, c: 7)	R
ROTAT_CCW	<Screen>Screen		R (x1)
	Simulation : [MAST]	(l 50, c: 1)	R
	Main : [MAST]	(l 82, c: 4)	W
ROTAT_CW	<Screen>Screen		R (x1)
	Simulation : [MAST]	(l 42, c: 1)	R
	Main : [MAST]	(l 81, c: 4)	W
ROTR_CCWLS	Reset : [MAST]	(l 39, c: 2)	R
	<Screen>Screen		R (x1)
	Simulation : [MAST]	(l 44, c: 6)	W
		(l 50, c: 6)	W
	Main : [MAST]	(l 50, c: 2)	R
ROTR_CWLS	<Screen>Screen		R (x1)
	Simulation : [MAST]	(l 42, c: 6)	W
		(l 52, c: 6)	W
	Main : [MAST]	(l 43, c: 2)	R
ROTR_DNLS	<Screen>Screen		R (x1)
	Simulation : [MAST]	(l 28, c: 6)	W
		(l 36, c: 6)	W
	Main : [MAST]	(l 37, c: 2)	R
		(l 44, c: 2)	R
ROTR_DOWN	<Screen>Screen		R (x1)
	Simulation : [MAST]	(l 28, c: 1)	R
	Main : [MAST]	(l 78, c: 4)	W
ROTR_UP	<Screen>Screen		R (x1)
	Simulation : [MAST]	(l 34, c: 1)	R
	Main : [MAST]	(l 75, c: 4)	W
ROTR_UPLS	Reset : [MAST]	(l 38, c: 2)	R
	<Screen>Screen		R (x1)
	Simulation : [MAST]	(l 30, c: 6)	W
		(l 34, c: 6)	W
	Main : [MAST]	(l 42, c: 2)	R
		(l 49, c: 2)	R
RStep	Reset : [MAST]	(l 6, c: 3)	R
		(l 12, c: 3)	R
		(l 42, c: 4)	R
		(l 42, c: 4)	W
		(l 42, c: 8)	W
		(l 48, c: 4)	W
RStep_1	Reset : [MAST]	(l 14, c: 6)	W
		(l 36, c: 1)	R
RStep_2	Reset : [MAST]	(l 15, c: 6)	W
		(l 38, c: 1)	R
	Main : [MAST]	(l 77, c: 1)	R
RStep_3	Reset : [MAST]	(l 16, c: 6)	W
		(l 39, c: 1)	R
	Main : [MAST]	(l 83, c: 1)	R
RStep_4	Reset : [MAST]	(l 2, c: 4)	R
		(l 17, c: 6)	W

Cross References

Object	Referred into	Location	Usage
		(l 49, c: 1)	R
Run	Reset : [MAST]	(l 2, c: 2)	R
	<Screen>Screen		R (x1)
	Simulation : [MAST]	(l 3, c: 2)	R
		(l 7, c: 2)	R
	Main : [MAST]	(l 2, c: 5)	W
		(l 3, c: 1)	R
		(l 7, c: 4)	R
		(l 31, c: 4)	R
		(l 36, c: 4)	R
		(l 37, c: 4)	R
		(l 40, c: 8)	R
		(l 42, c: 4)	R
		(l 43, c: 4)	R
		(l 44, c: 4)	R
		(l 47, c: 4)	R
		(l 49, c: 4)	R
		(l 50, c: 4)	R
		(l 51, c: 4)	R
		(l 75, c: 2)	R
		(l 78, c: 2)	R
		(l 81, c: 2)	R
		(l 82, c: 2)	R
RUnClmpTmp	Reset : [MAST]	(l 34, c: 3)	FC
START_PB	Main : [MAST]	(l 2, c: 1)	R
Step_1	Main : [MAST]	(l 12, c: 6)	W
		(l 31, c: 1)	R
Step_2	Main : [MAST]	(l 13, c: 6)	W
		(l 34, c: 1)	R
		(l 71, c: 1)	R
Step_3	Main : [MAST]	(l 14, c: 6)	W
		(l 36, c: 1)	R
		(l 91, c: 1)	R
Step_4	Main : [MAST]	(l 15, c: 6)	W
		(l 37, c: 1)	R
		(l 78, c: 1)	R
		(l 92, c: 1)	R
Step_5	Main : [MAST]	(l 16, c: 6)	W
		(l 40, c: 1)	R
		(l 86, c: 1)	R
		(l 93, c: 1)	R
Step_6	Main : [MAST]	(l 17, c: 6)	W
		(l 42, c: 1)	R
		(l 75, c: 1)	R
		(l 87, c: 1)	R
		(l 94, c: 1)	R
Step_7	Main : [MAST]	(l 18, c: 6)	W
		(l 43, c: 1)	R
		(l 81, c: 1)	R
		(l 88, c: 1)	R
		(l 95, c: 1)	R
Step_8	Main : [MAST]	(l 19, c: 6)	W
		(l 44, c: 1)	R
		(l 79, c: 1)	R
		(l 89, c: 1)	R

Cross References

Object	Referred into	Location	Usage
		(l 96, c: 1)	R
Step_9	Main : [MAST]	(l 20, c: 6)	W
		(l 47, c: 1)	R
		(l 97, c: 1)	R
Step_10	Main : [MAST]	(l 21, c: 6)	W
		(l 49, c: 1)	R
		(l 76, c: 1)	R
		(l 98, c: 1)	R
Step_11	Main : [MAST]	(l 22, c: 6)	W
		(l 50, c: 1)	R
		(l 82, c: 1)	R
		(l 99, c: 1)	R
Step_12	Main : [MAST]	(l 23, c: 6)	W
		(l 51, c: 1)	R
Step_13	Main : [MAST]	(l 24, c: 6)	W
		(l 54, c: 1)	R
		(l 65, c: 1)	R
		(l 73, c: 1)	R
Step_14	Main : [MAST]	(l 25, c: 6)	W
STOP_PB	Main : [MAST]	(l 2, c: 4)	R
Tie_Tmr1	Simulation : [MAST]	(l 5, c: 3)	FC
Tie_Tmr2	Simulation : [MAST]	(l 10, c: 3)	FC
Tie_Tmr3	Simulation : [MAST]	(l 15, c: 3)	FC
Tie_Tmr4	Simulation : [MAST]	(l 20, c: 3)	FC
Tie_Tmr5	Simulation : [MAST]	(l 48, c: 4)	FC
Tie_Tmr6	Simulation : [MAST]	(l 40, c: 4)	FC
Tie_Tmr7	Simulation : [MAST]	(l 32, c: 4)	FC
Tie_Tmr8	Simulation : [MAST]	(l 26, c: 4)	FC
Unclmp_Tmr	Main : [MAST]	(l 45, c: 2)	FC

EF objects

Object	Referred into	Location	Usage
eq	Reset : [MAST]	(l 6, c: 3)	FC
	Main : [MAST]	(l 5, c: 2)	FC
eq_word	Reset : [MAST]	(l 6, c: 3)	FC
	Main : [MAST]	(l 5, c: 2)	FC
move	Reset : [MAST]	(l 48, c: 4)	FC
	Main : [MAST]	(l 67, c: 4)	FC
set_bit	Reset : [MAST]	(l 42, c: 8)	FC
	Main : [MAST]	(l 62, c: 4)	FC
shl_word	Reset : [MAST]	(l 42, c: 4)	FC
	Main : [MAST]	(l 57, c: 4)	FC
word_to_bit	Reset : [MAST]	(l 12, c: 3)	FC
	Main : [MAST]	(l 10, c: 3)	FC

Cross References

Seq_Trans:

Variables or FB instances

Object	Referred into	Location	Usage
Sequence	Main <DFB> : [Seq_Trans]	(l 2, c: 4)	R
		(l 2, c: 25)	R
		(l 3, c: 18)	R
		(l 3, c: 5)	W
		(l 4, c: 26)	R
		(l 4, c: 5)	W
		(l 5, c: 8)	R
		(l 6, c: 22)	R
		(l 6, c: 9)	W
		(l 9, c: 30)	R
		(l 9, c: 15)	R
		(l 11, c: 6)	R
		(l 12, c: 8)	R
		(l 13, c: 8)	R
		(l 15, c: 1)	W
		(l 16, c: 1)	W
StepCtr	Main <DFB> : [Seq_Trans]	(l 9, c: 1)	FC