

CLICK Instruction Set

Instructions

Normally Open Contact

The Normally Open Contact mimics the behavior of a physical contact and changes in response to the status of a Bit Memory Address. The Normally Open Contact is ON when the related bit is ON.

Normally Closed Contact

The Normally Closed Contact mimics the behavior of a physical contact and changes in response to the status of a Bit Memory Address. The Normally Closed Contact is ON when the related bit is OFF.

Edge Contact

The Edge Contact turns ON when the related bit transitions from OFF to ON (Rising Edge) or ON to OFF (Falling Edge).

Compare Contact

The Compare A with B instruction uses a Mathematical Operator as a basis of comparison of two data values. A mathematical statement is developed using the instruction dialog. When the Data A value satisfies the selected mathematical relationship with Data B, the associated Bit Memory Address is turned ON.

Out Coil

An Out instruction turns ON its associated Bit Memory when the status of the rung is true. The Out instruction turns OFF its associated Bit Memory when the status of the rung is false. An Out instruction is capable of turning on and off more than one Bit Memory Address at the same time.

Set Coil

The Set instruction turns ON the associated Bit Memory when the status of the rung is true. The Set instruction can turn ON more than one Bit Memory at the same time. When a user selects the Set instruction from the Instruction List pane and drops it on a rung of the Ladder Editor, the Set dialog appears.

Reset Coil

The Reset instruction shall turn off the associated bit memory when the status of the rung is true. A Reset instruction can turn off more than one bit memory at the same time. When a user selects Reset instruction from instruction list pane and drops on the specific rung of ladder editor, the Reset dialog shall be invoked.

Timer

An ON Delay Timer measures a user-specified time duration that begins with a transition of the enable rung from OFF to ON. Beyond this transition point, the Timer increases the Current Value until it reaches the Set Point, when the Timer Bit is turned ON.

An OFF Delay Timer measures a user-specified time duration that begins with a transition of the enable rung from ON to OFF. Beyond this transition point, the Timer increases the Current Value reaches the Set Point, when the Timer Bit is turned OFF.

Counter

When enabled, a Counter instruction counts up or down (depending on user settings) until it reaches the Set Point. The Counter counts in response to the transition from OFF to ON of the enabling rung. If the user selects Count Up & Down, the Counter will have two enabling rungs, one for up counts and one for down counts.

The current count is held in the register shown in the Current Value field. When the Current Value reaches the Set Point, the Completion Bit is turned ON. The Completion Bit is turned OFF when the Reset rung is enabled.

When a user selects a Counter instruction from the Instruction List pane and drags and drops it to the selected rung of the Ladder Editor, the Counter dialog appears.

Decimal Math Instruction

The Math instruction serves as a powerful calculator to perform mathematical operations during the execution of the Ladder Program. Two sets of mathematical operators are available within the Math instruction. One set is appropriate for use with decimal values, and the other is for use with hexadecimal values.

The formula pad of the Math instruction dialog is used to develop the mathematical expression that will be solved during the CPU scan.

The mathematical expression can be developed using the onscreen keypad, the keyboard, and Address Picker, combining constants and stored variable values, as necessary for the application. The Sum and Modulo operators are available for either decimal or hexadecimal data values.

When the user selects the radio button for Decimal data values, the available operators include: standard arithmetic, and algebraic operators, parentheses for grouping terms, and transcendental functions and operators.

Selecting the radio button for Hexadecimal data values makes a different set of operators available. The logical operators AND, OR, and XOR are available only for Hex math. The bit operations Shift Left and Shift Right (LSH and RSH) and Roll Left and Roll Right (LRO and RRO) are also available only for Hex math.

Parenthetical expressions can be nested up to eight levels deep.

If the Floating Point Data Type is employed in any operation, then all operations will be based on Floating Point math. The Result will be stored in the data format selected for the Result.

Instructions

Hex Math Instruction

The Math instruction serves as a powerful calculator to perform mathematical operations during the execution of the Ladder Program. Two sets of mathematical operators are available within the Math instruction. One set is appropriate for use with decimal values, and the other is for use with hexadecimal values.

The formula pad of the Math instruction dialog is used to develop the mathematical expression that will be solved during the CPU scan.

The mathematical expression can be developed using the onscreen keypad, the keyboard, and Address Picker, combining constants and stored variable values, as necessary for the application. The Sum and Modulo operators are available for either decimal or hexadecimal data values.

When the user selects the radio button for Decimal data values, the available operators include: standard arithmetic and algebraic operators, parentheses for grouping terms, and transcendental functions and operators.

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If the Floating Point Data Type is employed in any operation, then all operations will be based on Floating Point math. The Result will be stored in the data format selected for the Result.

Drum Instruction

The Drum instruction shall be used to simulate an electro-mechanical drums sequencer. It shall work on time base or event base.

Shift Register

The Shift Register instruction shifts a range of control bits with each OFF-to-ON transition of the Clock pulse. If the starting address is lower than ending address the shift register will shift from left to right. If the ending address is lower than starting address then shift register will shift from right to left.

Single Copy

The Single Copy instruction is used to copy a data or text value from its Source location to a specified Destination register. The Source location of the data or text can be another register, identified by its Memory Address, or it can be a constant value typed directly into the Source field on the dialog.

Block Copy

The Block Copy instruction is used to copy a data or text value from its Source location to a specified sequence of Destination registers. The Source location of the data or text is identified by its Memory Address, and the Destination registers are identified by the first register in the sequence.

A powerful feature is included in the Block Copy instruction allowing you to copy numerical text values to one or more data registers as integer values.

Fill

The Fill instruction is used to copy a data or text value from its Source location to a specified range of Destination registers. The Source location of the data or text can be another register, identified by its Memory Address, or it can be a constant value typed directly into the Source field on the dialog. Constant data or text values must follow the typing conventions for that Data Type.

Search Instruction

The Search instruction is used to search for a data value that meets specified conditions and that is located within a specified range of data registers. A successful search returns the Memory Address of the value that satisfies the conditions.

Call and Return Instructions

The Call instruction is required to call a Subroutine program from the Main Program. The Call instruction resides in the Coil Area of the Ladder Program. A Subroutine program must have a Return instruction to return to the Main Program.

For and Next Instructions

The For instruction indicates the starting point of a For - Next loop, and based on its user setting, determines how many times the For - Next loop will be executed. Between the For instruction rung and the Next instruction rung, place the rungs of logic that should be repeated multiple times. Placing one For-Next loop inside another For-Next loop is not permitted.

The Next instruction indicates the end of a For loop.

The Next instruction must be the only instruction on its rung. No enabling contacts are allowed on the same rung with the Next instruction.

End Statement

The End instruction marks the termination point of the normal program scan.

Every program must have an End statement to tell the CPU that there are no more rungs to be processed. The End statement must reside in the Main Program. It cannot reside in a Subroutine or Interrupt program.

RD ASCII

The Port ID defaults to Port 2.