

VC600 drive and control integrated driver instructions

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Chapter 1 Use and Description of software components

1.1 Description of devices

| element | description | Internal start addresses of the drive | Drive internal end address | Common start address | common end address | Power-down save starting address | Power-down save end address |
|---------|--------------------|---------------------------------------|----------------------------|----------------------|--------------------|----------------------------------|-----------------------------|
| M | Auxiliary relay | 0 | 511 | 512 | 3071 | 512 | 1535 |
| C16 bit | Counter | | | 0 | 199 | 100 | 199 |
| C32 bit | High-speed counter | | | 200 | 255 | 200 | 255 |
| T | Timer | | | 0 | 255 | 246 | 255 |
| D | Data Register | 0 | 2047 | 2048 | 7999 | 2048 | 3071 |
| X | Input Relay | | | 0 | 10 | | |
| Y | Output Relay | | | 0 | 6 | | |

Note: The following address is the PLC power-off saving parameter, which has been fixed internally and cannot be configured on the host computer

1.2 Address correspondence between devices and built-in PLC

X0-X9 correspond to DI1~DI9 of the drive

For example:

the function code of driver enable is InFn.01, and the bit address of the driver is:

40 (DI fixed offset address) + 01 (function code) = 41. Corresponding PLC M41. The driver is enabled as shown in the figure below.



Y1~Y9 correspond to DO1~DO6 of the drive

For example:

the function code in driver enable is OutFn.01, and the driver bit address is:

140 (DO fixed offset address) + 01 (function code) = 141. Corresponding PLC M141.

Note: DO bit addresses are read only.



M0~M512 correspond to the bit address 0~511 of the driver.

1.3 Parameter manipulation

D0~D2047 correspond to the parameters P00.00~P20.47 of the drive.

1.3.1 16-bit parameter read and write.

For example: set the drive parameter P04.03=888. As follows:



1.3.2 32-bit parameter read and write.

For example: set the drive parameter P13.10=500000. As follows:



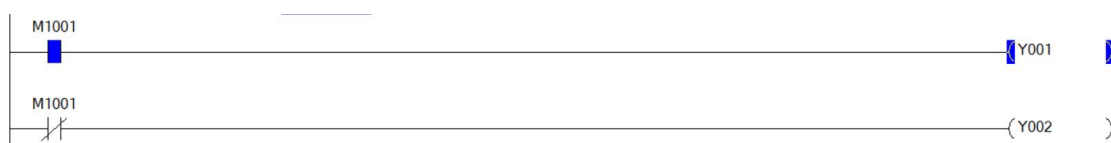
Chapter 2 Basic Commands

2.1 LD instruction

command parameter

| Name | Input parameters | Output parameters | contact type |
|------|------------------|-------------------|-------------------------------------|
| LD | - | - | A contact (normally open contact) |
| LDI | - | - | B contact (normally closed contact) |

Graphical example:



Instruction Description:

| Description |
|--|
| <p>The logic operation of the normally open contact starts: the LD instruction is used to connect the contacts of the bus.</p> <p>The logic operation of the normally closed contact starts: the LDI instruction is used to connect the contacts of the bus.</p> |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---------|-----|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | S M1001 | Bit | * | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - |

2.2 OUT instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|--------|------------------|-------------------|---|
| OUT[1] | - | - | The device programmed with the OUT instruction performs ON/OFF according to the status of the drive contact |

Graphical example:



Instruction Description:

| Description |
|---|
| <p>Start coil: The OUT command is the coil drive command for output relays, auxiliary relays, status, timers, and counters, and is not used for input relays.</p> |

Available soft component:

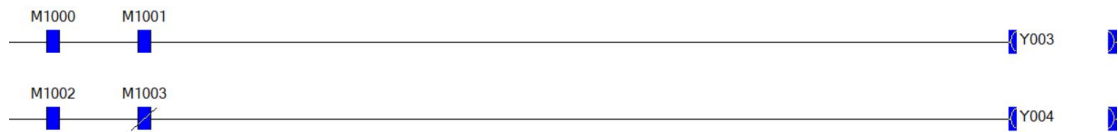
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|--------|-----|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| | | D Y003 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - |

2.3 AND/ANI instruction

Instruction parameters

| Name | Input parameters | Output parameters | type of data |
|------|------------------|-------------------|-------------------------------------|
| AND | - | - | A contact (normally open contact) |
| ANI | - | - | B contact (normally closed contact) |

Graphical example:



Instruction Description:

| Description |
|---|
| Series connection of normally open contacts: The AND instruction performs a series connection of one contact. |
| Series connection of normally closed contacts: The ANI instruction performs the series connection of 1 contact. |

Available soft component:

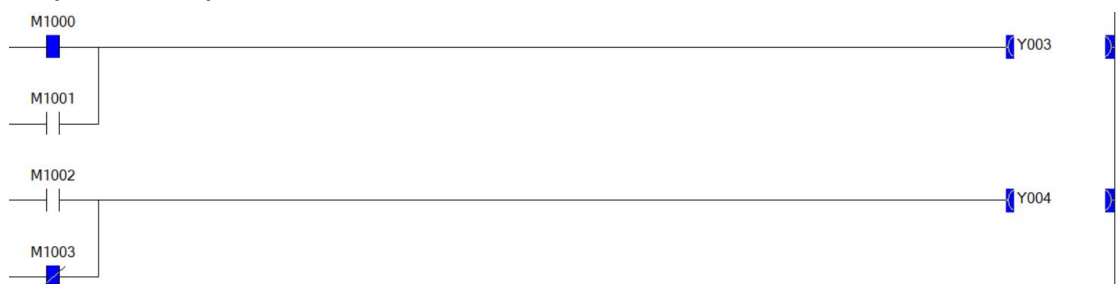
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---------|-----|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | S M1001 | Bit | * | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - |

2.4 OR/ORI instruction

Instruction parameters

| Name | Input parameters | Output parameters | Contact type |
|------|------------------|-------------------|-------------------------------------|
| OR | - | - | A contact (normally open contact) |
| ORI | - | - | B contact (normally closed contact) |

Graphical example:



Instruction Description:

| Description |
|---|
| Parallel connection of normally open contacts: OR is used as a parallel connection of 1 contact. |
| Parallel connection of normally closed contacts: ORI is used as a parallel connection of 1 contact. |

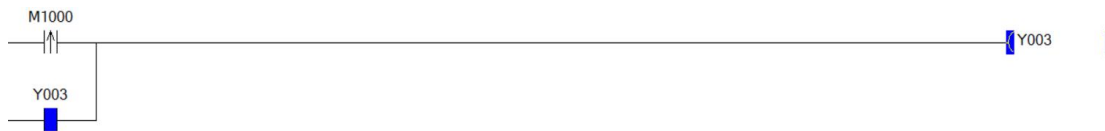
Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---------|-----|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | S M1000 | Bit | * | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - |

2.5 LDP instruction

Instruction parameters

| Name | Input parameters | Output parameters | Contact type |
|--------|------------------|-------------------|---|
| LDP[1] | - | - | A contact (pulse rising edge detection) |

Graphical example:**Instruction Description:**

| Description |
|---|
| Rising edge detection operation start: The LDP instruction is a contact instruction that performs rising edge detection, and is turned on for one operation cycle only at the rising edge of the specified bit device (when it changes from OFF to ON). |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---------|-----|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| | | S M1000 | Bit | * | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - |

2.6 ORP instruction**Instruction parameters**

| Name | Input parameters | Output parameters | Contact type |
|--------|------------------|-------------------|---|
| ORP[1] | - | - | A contact (pulse rising edge detection) |

Graphical example:**Instruction Description:**

| Description |
|---|
| Rising edge detection parallel connection: The ORP instruction is a contact instruction that performs rising edge detection, and it is turned on for one operation cycle only when the specified bit device is on the rising edge (when it changes from OFF to ON). |

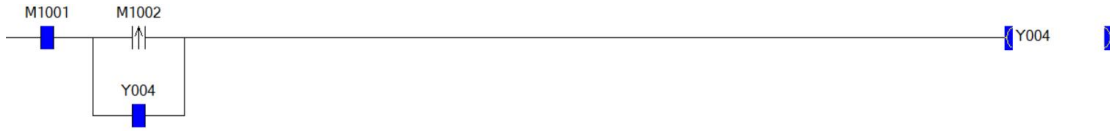
Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---------|-----|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| | | S M1003 | Bit | * | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - |

2.7 ANDP instruction**Instruction parameters**

| Name | Input parameters | Output parameters | Contact type |
|------|------------------|-------------------|---|
| ANDF | - | - | A contact (pulse rising edge detection) |

Graphical example:



Instruction Description:

| Description |
|---|
| Rising edge detection series connection: The ANDP instruction is a contact instruction that performs rising edge detection, and it is turned on for one operation cycle only when the specified bit device is on the rising edge (when OFF→ON changes). |

Available soft component:

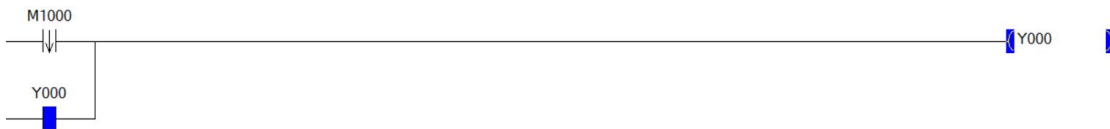
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---------|-----|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | S M1002 | Bit | * | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - |

2.8 LDF instruction

Instruction parameters

| Name | Input parameters | Output parameters | Contact type |
|------|------------------|-------------------|--|
| LDF | - | - | A contact (pulse falling edge detection) |

Graphical example:



Instruction Description:

| Description |
|---|
| Falling edge detection operation start: The LDF instruction is a contact instruction that performs falling edge detection, and is turned on for one operation cycle only when the designated bit device falls on the falling edge (when it changes from ON to OFF). |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---------|-----|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | S M1000 | Bit | * | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - |

2.9 ORF instruction

Instruction parameters

| Name | Input parameters | Output parameters | Contact type |
|--------|------------------|-------------------|--|
| ORF[1] | - | - | A contact (pulse falling edge detection) |

Graphical example:



Instruction Description:

| Description |
|---|
| Falling edge detection parallel connection: The ORF instruction is a contact instruction that performs falling edge detection, and is turned on for one operation cycle only when the designated bit device falls on the falling edge (when it changes from ON to OFF). |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---------|-----|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | S M1001 | Bit | * | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - |

2.10 ANDF instruction

Instruction parameters

| Name | Input parameters | Output parameters | Contact type |
|---------|------------------|-------------------|--|
| ANDF[1] | - | - | A contact (pulse falling edge detection) |

Graphical example:



Instruction Description:

| Description |
|---|
| Falling edge detection series connection: The ANDF instruction is a contact instruction that performs falling edge detection, and it is turned on for one |

operation cycle only when the falling edge of the specified bit device (when ON → OFF changes).

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S M1001 | Bit | * | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | * | * |

2.11 ORB linstruction

Instruction parameters

| Name | Input parameters | Output parameters | Contact type |
|------|------------------|-------------------|--------------|
| ORB | - | - | - |

Graphical example:



Instruction Description:

| Description |
|--|
| When connecting series circuit blocks in parallel, use the LD and LDI instructions at the start of the branch, and use the ORB instruction at the end of the branch. |

2.12 INV linstruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| INV | - | - | The instruction to reverse the operation result |

Graphical example:



Instruction Description:

| Description |
|---|
| Inversion of the operation result: The INV instruction is an instruction to invert the operation result before the INV instruction, and it is not necessary to specify the element number |

Available soft component:

| | | | | | | | | | | | | | | | | | | | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|

2.13 MEP instruction

Instruction parameters

| Name | Input parameters | Output parameters | Instruction description |
|------|------------------|-------------------|--|
| MEP | - | - | Turns ON (on state) at the rising edge (OFF → ON) of the operation result before the MEP instruction. When the operation result before the MEP instruction is not a rising edge, it is OFF (non-conduction state). |

Graphical example:



Instruction Description:

| Description |
|--|
| Operation Hold: Once the input condition is ON, the input condition will continue to operate even if it is turned OFF. Once the input condition is ON, the output will remain inactive even if it is turned OFF. |

Available soft component:

| | | | | | | | | | | | | | | | | | | | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|

2.14 PLF instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|--------------------------------------|
| PLF | - | - | Differential output for falling edge |

Graphical example:



Instruction Description:

| Description |
|---|
| Differential output of falling edge: After using the PLF instruction, the object elements Y, M only run within one operation cycle after the drive input is turned OFF. |

Available soft component:

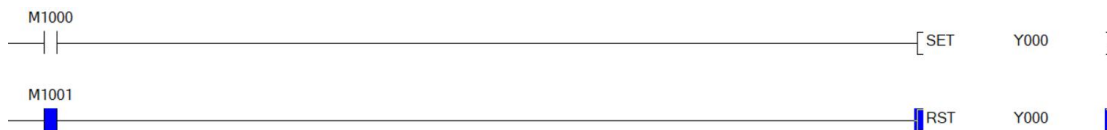
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---------|-----|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | D M1001 | Bit | - | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - |

2.15 SET/RST instruction

Instruction parameters

| Name | Input parameters | Output parameters | Instruction description |
|------|------------------|-------------------|---|
| SET | - | - | Action Hold: Once an input condition is ON, the input condition will continue to operate even if it is turned OFF. Once the input condition is turned on, the output will remain inactive even if it is turned off. |
| RST | - | - | Release action hold, clear current value and register: Once the input condition is ON, even if it is OFF, the input condition will continue to operate. Once the input condition is ON, the output will remain inactive even if it is turned OFF. |

Graphical example:



Instruction Description:

| Description |
|---|
| Action Hold: Once an input condition is ON, the input condition will continue to operate even if it is turned OFF. Once the input condition is turned on, the output will remain inactive even if it is turned off. |
| Release action hold, clear current value and register: Once the input |

condition is ON, the input condition will continue to operate even if it is OFF.
Once the input condition is ON, the output will remain inactive even if it is turned OFF.

Available soft component:

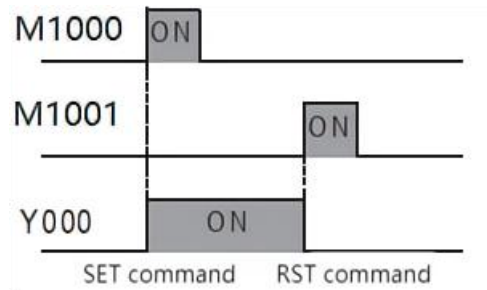
SET

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| D Y000 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |

RST

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|------------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| D Y000 | bit /BIN16 | - | * | * | * | * | - | * | * | * | - | - | - | - | - | - | - | - | * | * |

Timing diagram:



Chapter 3 Program Flow

3.1 FNC 00 -CJ/CJP jump instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| CJ | - | - | Continuous jump when user program instruction is ON |
| CJP | - | - | When the user program instruction is ON, it jumps only once |

Graphical example:



Instruction Description:

| Description |
|---|
| Conditional jump: CJ, CJP instructions are instructions that make the part of the sequence program not executed. If there is this instruction, the operation cycle can be shortened and double coils can be used. |

Available soft component:

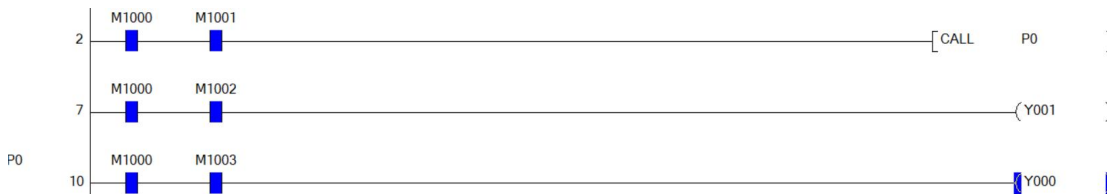
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| P P0 | name | - | - | - | - | - | - | - | - | - | * | - | - | - | - | - | - | - | - |

3.2 CALL/CALLP Subroutine call instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|---|
| CALL | - | - | Jumps are executed continuously when the user program instruction is ON |
| CALLP | - | - | Pulse execution jumps when user program command is ON |

Graphical example:



Instruction Description:

| Description |
|---|
| Subprogram call: When the input condition is ON, execute the CALL instruction and jump to the specified label step. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| P P0 | name | - | - | - | - | - | - | - | - | - | * | - | - | - | - | - | - | - | |

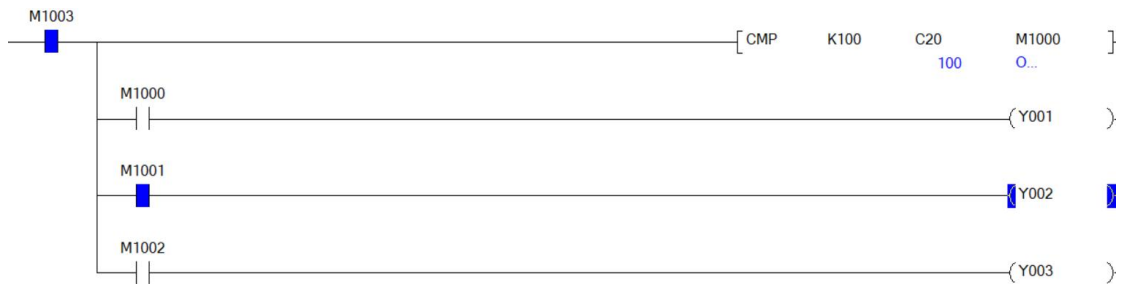
Chapter 4 Transmission and Comparison

4.1 CMP/CMPP - 16-bit compare instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| CMP | 100 | ON | Consecutively execute the comparison of the contents of code 1 and code 2 |
| CMPP | 100 | ON | Pulse execution compares the content of code 1 and code 2 |

Graphical example:



Instruction Description:

| Description |
|--|
| Compare: Compare the contents of source code 1 and source code 2, and perform corresponding actions according to the same size target. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K100 | BIN16 | * | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * |
| S C20 | BIN16 | * | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * |
| D M1000 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |

4.2 DCMP/DCMPP - 32-bit compare instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|--|
| DCMP | 65540 | ON | Consecutively execute the comparison of the contents of code |

| | | | |
|-------|-------|----|---|
| | | | 1 and code 2 |
| DCMPP | 65540 | ON | Pulse execution compares the content of code 1 and code 2 |

Graphical example:



Instruction Description:

| Description |
|---|
| Compare: Compare the contents of source code 1 and source code 2, and perform corresponding actions according to their size and target. |

Available soft component:

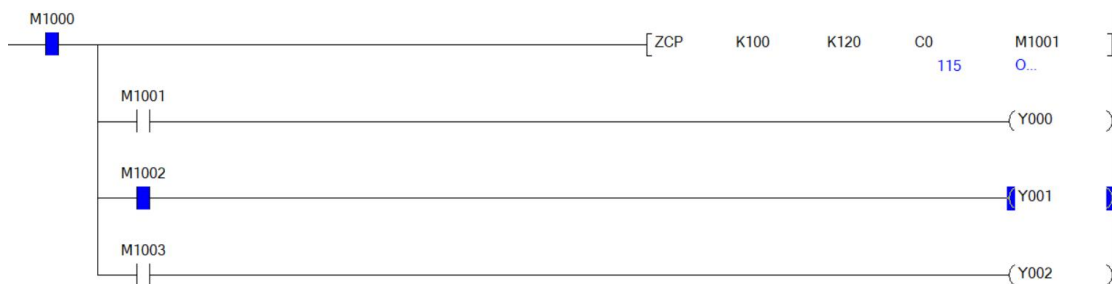
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S K65540 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * |
| S C0 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * |
| D M1000 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - |

4.3 ZCP/ZCPP - 16-bit interval comparison instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| ZCP | 115 | ON | The set value is continuously compared with the interval. |
| ZCPP | 115 | ON | Set value and interval pulse execution comparison size |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Area comparison: Comparison of the size of the set values of 2 points. | |

Available soft component:

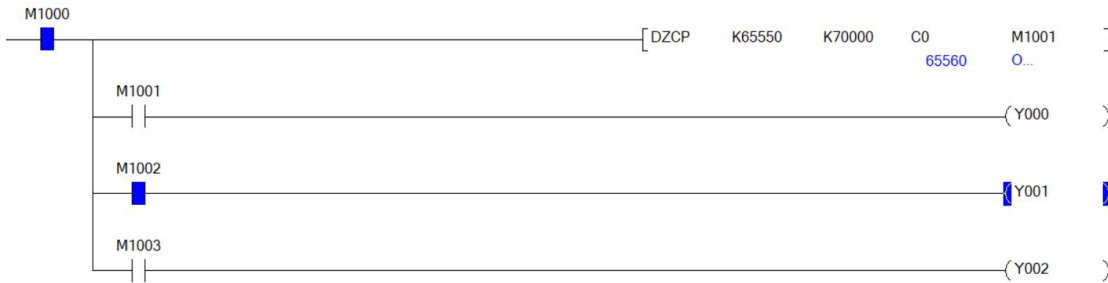
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K100 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |
| S K120 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |
| S CO | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |
| D M1001 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |

4.4 DZCP/DZCPP linstruction -32-bit range comparison instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|---|
| DZCP | 115 | ON | The set value is continuously compared with the interval. |
| DZCPP | 115 | ON | Set value and interval pulse execution comparison size |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Area comparison: The size comparison of the set value of 2 points. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K65550 | BIN32 | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * |
| S K70000 | BIN32 | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * |
| S CO | BIN32 | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * |
| D M1001 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |

4.5 MOV/MOVP - 16-bit transfer instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| MOV | 100 | 100 | Consecutive execution transfers the content to the target address |
| MOVP | 100 | 100 | Pulse execution transfers the content to the target address |

Graphical example:



Instruction Description:

| Description |
|---|
| Transfer: Transfer the contents of the source code to the target. |

Available soft component:

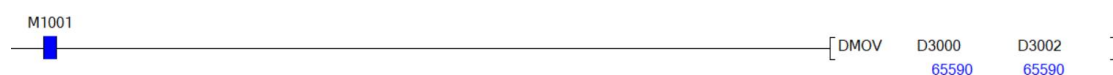
| Soft component input | data type | X Y M S D U R V Z P I N K H E \$ T C | | | | | | | | | | | | | | | | | |
|----------------------|-----------|--------------------------------------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
| S K100 | BIN16 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| D D0 | BIN16 | - | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |

4.6 DMOV/DMOVP - 32-bit transfer instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|---|
| DMOV | 65590 | 65590 | Consecutive execution transfers the content to the target address |
| DMOVP | 65590 | 65590 | Pulse execution transfers the content to the target address |

Graphical example:



Instruction Description:

| Description |
|---|
| Transfer: Transfer the contents of the source code to the target. |

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S | D3000 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | * | * | - | - | * | * | |
| D | D3002 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | * | * |

4.7 CML/CMLP -16-bit reverse transfer instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| CML | 5000 | -5001 | Continuous execution inverts each bit of the data and transfers it to the destination address |
| CMLP | 5000 | -5001 | Pulse execution inverts the data bits and transfers them to the target address |

Graphical example:



Instruction Description:

| Description |
|--|
| Reverse transmission: invert each bit of source code data (0 → 1, 1 → 0) and then transmit it to the target. |

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S | D3000 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | | |
| D | D3001 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | * | * |

4.8 DCML/DCMLP - 32-bit reverse transfer instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| DCML | 66633 | -66634 | Continuous execution inverts each bit of data and transfers it to the target address |
| DCMLP | 66633 | -66634 | Pulse execution inverts each bit of data and transfers it to the target address |

Graphical example:



Instruction Description:

| Description | |
|---|--|
| Reverse transfer: Invert each bit of the source code data (0→1, 1→0) and transfer it to the target. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|---|
| S D3000 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * | |
| D D3002 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | - | * | * |

4.9 BMOV/BMOVP batch transfer instructions

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| BMOV | 5000 | 5000 | Continuous execution to transfer data in batches to the target address |
| BMOVP | 5000 | 5000 | Pulse execution transfers data in batches to the target address |

Graphical example:



Instruction Description:

| Description | |
|---|--|
| Bulk transfer: batch transfer of n-point data starting with the element specified by the source code to n-point elements starting with the element specified by the target. (Transfer within possible range when the element number is out of range.) | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|---|
| S D3000 | BIN16 | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * | |
| D D5000 | BIN16 | - | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | - | * | * |
| n K10 | BIN16 | - | - | - | - | * | - | - | - | - | - | - | - | - | * | * | - | - | - | - | - |

4.10 FMOV/FMOVP – 16-bit multipoint transmit command

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|---|
| FMOV | 2000 | 2000 | Continuously executes the transfer of contents to the target address and n devices after the target address |
| FMOVP | 2000 | 2000 | Pulse execution transfers the content to the target address and n devices after the target address |

Graphical example:



Instruction Description:

| Description |
|---|
| Multipoint transfer: The content of the element specified by the source code is transferred to the element at n points starting from the element specified by the target. The contents of elements at n points are all the same. The target's element number is sent within the possible range when the element number is out of range. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S D3000 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * | |
| D D5000 | BIN16 | - | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | - | * | * |
| n K10 | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | - | * | * | - | - | - | - |

4.11 DFMOV/DFMOVP – 32-bit multipoint transmit command

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|--------|------------------|-------------------|---|
| DFMOV | 65590 | 65590 | Continuously executes the transfer of contents to the target address and n devices after the target address |
| DFMOVP | 65590 | 65590 | Pulse execution transfers the content to the target address and n device addresses after the target address |

Graphical example:

M1001

[DFMOV P D3000 D5000 K10
65590 65590]

Instruction Description:

| Description | |
|---|--|
| Multipoint transfer: The content of the element specified by the source code is transferred to the element at n points starting from the element specified by the target. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|---|
| S D3000 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * | |
| D D5000 | BIN32 | - | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | - | * | * |
| n K10 | BIN32 | - | - | - | - | - | - | - | - | - | - | - | - | - | * | * | - | - | - | - | - |

4.12 XCH/XCHP – 16-bit swap instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | Output parameters | instruction |
|------|------------------|------------------|-------------------|-------------------|---|
| XCH | 3555 | 6000 | 6000 | 3555 | Consecutive executions swap data in the two addresses |
| XCHP | 3555 | 6000 | 6000 | 3555 | Pulse execution will exchange data in two addresses |

Graphical example:

M1001

[XCHP D3000 D4000
6000 3555]

Instruction Description:

| Description | |
|--|--|
| Replace: Perform data replacement between targets. When using continuous effective instructions, it is necessary to pay attention to data replacement in each operation cycle. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| D D3000 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | * | * |
| D D4000 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | * | * |

4.13 DXCH/DXCHP – 16-bit swap instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | Output parameters | instruction |
|------|------------------|------------------|-------------------|-------------------|--|
| XCH | 70000 | 90000 | 90000 | 70000 | Sequential execution swaps data in two addresses |
| XCHP | 70000 | 90000 | 90000 | 70000 | Pulse execution swaps data in two addresses |

Graphical example:



Instruction Description:

| Description |
|--|
| Replace: Perform data replacement between targets. When using continuous effective instructions, it is necessary to pay attention to data replacement in each operation cycle. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| D D3000 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | * | * |
| D D4000 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | * | * |

4.14 BCD/BCDP transform - 16 bit

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|--|
| BCD | 256 | 598 | Convert decimal number to BCD code in continuous execution |
| BCDP | 256 | 598 | Pulse execution converts decimal number to BCD code |

Graphical example:



Instruction Description:

| Description |
|---|
| BCD conversion: source code (BIN) → target (BCD) conversion transfer instruction. |

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S | D3000 | BIN16 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| D | D4000 | BCD4 | - | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |

4.15 BCD/DBC DP transform - 32bit

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|--------|------------------|-------------------|--|
| DBC D | 65579 | 598 | Convert decimal number to BCD code in continuous execution |
| DBC DP | 65579 | 598 | Pulse execution converts decimal number to BCD code |

Graphical example:



Instruction Description:

| Description |
|---|
| BCD conversion: source code (BIN) → target (BCD) conversion transfer instruction. |

Available soft component:

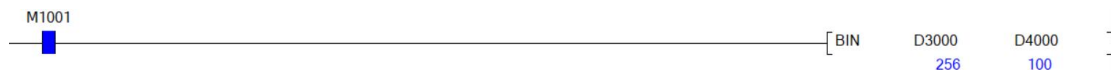
| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S | D3000 | BIN32 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| D | D4000 | BCD8 | - | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |

4.16 BIN/BIN P transform – 32bit

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| BIN | 256 | 100 | Convert decimal number to binary in continuous execution |
| BIN P | 256 | 100 | Pulse execution to convert decimal number to binary |

Graphical example:



Instruction Description:

| Description | |
|---|--|
| BIN conversion: source code (BCD) → target (BIN) conversion transfer instruction. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | BCD4 | * | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | * | * |
| D D4000 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | * | * |

4.17 DBIN/DBINP transform – 32bit**Instruction parameters**

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| DBIN | 68943 | 100 | Convert decimal number to binary in continuous execution |
| DBINP | 68943 | 100 | Pulse execution to convert decimal number to binary |

Graphical example:**Instruction Description:**

| Description | |
|---|--|
| BIN conversion: source code (BCD) → target (BIN) conversion transfer instruction. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | BCD8 | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | * | * |
| D D4000 | BIN32 | - | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | * | * |

Chapter 5 Four Logical Operations

5.1 ADD/ADDP – 16-bit Add Instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|------|------------------|------------------|-------------------|--|
| ADD | 30 | 50 | 80 | Consecutively perform the addition of two numbers and transfer them to the destination address |
| ADDP | 30 | 50 | 80 | The pulse executes the addition of two numbers and transfers to the target address |

Graphical example:



Instruction Description:

| Description |
|--|
| BIN addition operation: perform binary addition operation on two source code data, and then transmit to the destination. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S K30 | BIN16 | * | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | |
| S K50 | BIN16 | * | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | |
| D D5 | BIN16 | - | * | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | * | * |

5.2 DADD/DADDP - 32-bit Add Instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|--|
| DADD | 65590 | 50 | 65640 | Consecutively perform the addition of two numbers and transfer them to the destination address |
| DADDP | 65590 | 50 | 65640 | The pulse executes the addition of two numbers and transfers to the target address |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| BIN addition operation: perform binary addition operation on two source code data, and then transmit to the destination. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|---|
| S K65590 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * | |
| S K50 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * | |
| D D5 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | - | * | * |

5.3 SUB/SUBP - 16-bit subtract instructions

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|------|------------------|------------------|-------------------|--|
| SUB | 50 | 5 | 45 | Continuously perform subtraction of two numbers and transfer them to the target address |
| SUBP | 50 | 5 | 45 | The pulse performs the subtraction of two numbers and transfers to the destination address |

Graphical example:



Instruction Description:

| Description | |
|---|--|
| BIN subtraction operation: perform an algebraic subtraction operation from the content specified by source code 1 to the element content specified by source code 2, and store the result into the element specified by the target. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|---|
| S K50 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * | | |
| S K5 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * | | |
| D D1 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * |

5.4 DSUB/DSUBP - 32-bit subtract instructions

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|--|
| DSUB | 65590 | 50 | 65540 | Continuously perform subtraction of two numbers and transfer to the destination address |
| DSUBP | 65590 | 50 | 65540 | The pulse performs the subtraction of two numbers and transfers to the destination address |

Graphical example:



Instruction Description:

| Description |
|---|
| BIN subtraction operation: perform an algebraic subtraction operation from the content specified by source code 1 to the element content specified by source code 2, and store the result into the element specified by the target. |

Available soft component:

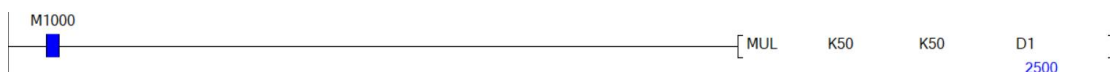
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|----------|-------|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| | | S K65590 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - |
| S K50 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * |
| D D1 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | * | * |

5.5 MUL/MULP – 16-bit multiply instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|------|------------------|------------------|-------------------|--|
| MUL | 50 | 50 | 2500 | Continuously perform the multiplication of two numbers and transfer them to the target address |
| MULP | 50 | 50 | 2500 | The pulse performs the multiplication of two numbers and transmits it to the destination address |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| BIN multiplication operation: The product of the contents of the elements specified by each source code is stored as 32-bit data to the element (lower order side) and its (upper order side) specified by the target. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S K50 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * | |
| S K50 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * | |
| D D1 | BIN32 | - | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | - | * | * |

5.6 DMUL/DMULP – 32-bit multiply instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|--|
| DMUL | 10000 | 50 | 500000 | Consecutively perform the multiplication of two numbers and transfer them to the destination address |
| DMULP | 10000 | 50 | 500000 | The pulse performs the multiplication of two numbers and transmits it to the destination address |

Graphical example:



Instruction Description:

| Description | |
|---|--|
| BIN multiplication operation: The product of the contents of the elements specified by each source code is stored as 32-bit data in the element (lower order side) and its (upper order side) specified by the destination. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S K10000 | BIN32 | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * | |
| S K50 | BIN32 | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * | |
| D D1 | BIN64 | - | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | - | * | * |

5.7 DIV/DIVP -16-bit divide instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|------|------------------|------------------|-------------------|---|
| DIV | 9999 | 50 | 199 | Continuously perform division of two numbers and transfer to the destination address |
| DIVP | 9999 | 50 | 199 | The pulse performs the division of two numbers and transfers to the destination address |

Graphical example:



Instruction Description:

| Description |
|--|
| BIN division operation: The content of the element specified by source code 1 is used as the dividend, the content of the element specified by source code 2 is used as the divisor, and the quotient and remainder are stored in the element specified by the target and its next numbered element. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K9999 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | * |
| S K50 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | * |
| D D1 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | * |

5.8 DDIV/DDIVP -32-bit divide instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|--|
| DDIV | 999999 | 50 | 19999 | After successively performing the division of two numbers, transfer to the destination address |
| DDIVP | 999999 | 50 | 19999 | The pulse performs the division of two numbers and transfers to the destination address |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| BIN division operation: The content of the element specified by source code 1 is used as the dividend, the content of the element specified by source code 2 is used as the divisor, and the quotient and remainder are stored in the element specified by the target and its next numbered element. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S K999999 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | * | * | - | - | * | * | |
| S K50 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | * | * | - | - | * | * | |
| D D1 | BIN64 | - | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * |

5.9 WAND/WANDP – 16-bit logical AND instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|---|
| WAND | 3 | 50 | 2 | Continuously perform the bitwise AND of two numbers and send them to the target address |
| WANDP | 4 | 50 | 2 | Pulse performs a bitwise AND of two numbers to the destination address |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Logical AND: The corresponding logical AND operation can be performed on each bit. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S K3 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * | |
| S K50 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * | |
| D D1 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | * | * |

5.10 DAND/DANDP – 32-bit logical AND instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|--|
| DAND | 65540 | 4564 | 2 | Continuously perform bitwise AND of two numbers and send them to the destination address |
| DANDP | 65540 | 4564 | 2 | Pulse performs a bitwise AND of two numbers and sends them to the target address |

Graphical example:



Instruction Description:

| Description |
|--|
| Logical AND: The corresponding logical AND operation can be performed on each bit. |

Available soft component:

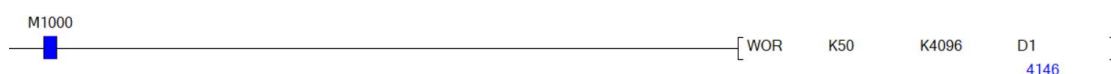
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K65540 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | * | * | - | - | * | * |
| S K4564 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | * | * | - | - | * | * |
| D D1 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | * |

5.11 WOR/WORP - 16-bit logical OR instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|------|------------------|------------------|-------------------|--|
| WOR | 50 | 4096 | 4146 | Execute bitwise OR of two numbers consecutively and send them to the target address |
| WORP | 50 | 4096 | 4146 | Pulse performs a bitwise OR of two numbers and sends them to the destination address |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Logical OR: The corresponding logical OR operation can be performed on each bit. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K50 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | |
| S K4096 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | |
| D D1 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | * | * |

5.12 DOR/DORP - 32-bit logical OR instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|------|------------------|------------------|-------------------|--|
| DOR | 65590 | 4096 | 196612146 | Execute the bitwise OR of two numbers consecutively and send them to the destination address |
| DORP | 65590 | 4096 | 196612146 | Pulse performs a bitwise OR of two numbers and sends them to the destination address |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Logical OR: The corresponding logical OR operation can be performed on each bit. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S K65590 | BIN32 | * | * | * | * | * | * | * | * | * | - | * | - | - | * | * | - | - | * | * |
| S K4096 | BIN32 | * | * | * | * | * | * | * | * | * | - | * | - | - | * | * | - | - | * | * |
| D D1 | BIN32 | - | * | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | * | * |

5.13 WXOR/WXORP – 16-bit logical XOR instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|---|
| WXOR | 1655 | 1376 | 791 | Continuously execute the bitwise XOR of two numbers and send them to the target address |
| WXORP | 1655 | 1376 | 791 | The pulse performs the bitwise XOR of two numbers and sends them to the destination address |

Graphical example:



Instruction Description:

| Description |
|---|
| XOR : The corresponding XOR operation can be performed on each bit. |

Available soft component:

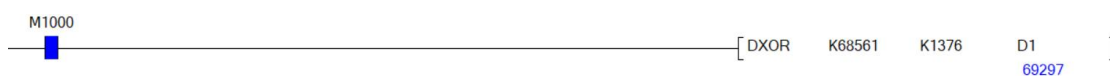
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S K1655 | BIN16 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| S K1376 | BIN16 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| D D1 | BIN16 | - | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |

5.14 DXOR/DXORP – 32-bit logical XOR instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|---|
| DXOR | 68561 | 1376 | 791 | Continuously perform bitwise XOR of two numbers and send them to the target address |
| DXORP | 68561 | 1376 | 791 | The pulse performs the bitwise XOR of two numbers and sends them to the destination address |

Graphical example:



Instruction Description:

| Description |
|--|
| XOR: The corresponding XOR operation can be performed on each bit. |

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | | |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|---|
| S | K68561 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * | |
| S | K1376 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * | |
| D | D1 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | - | * | * |

5.15 INC/INCP – 16-bit increment instruction**Instruction parameters**

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|--|
| INC | 0 | 9074 | Continuously execute data increment by 1 |
| INCP | 0 | 9074 | Pulse execution data auto increment by 1 |

Graphical example:**Instruction Description:**

| Description |
|---|
| BIN increment: Each time the input condition is ON, the content of the element specified by the target is incremented by 1. |

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | | |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|---|
| D | D3000 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * |

5.16 DINC/DINCP – 32-bit increment instruction**Instruction parameters**

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| DINC | 68972 | 68973 | Continuously execute data increment by 1 |
| DINCP | 68972 | 68973 | Pulse execution data auto increment by 1 |

Graphical example:

M1001

[DINCP D3000 68973]

Instruction Description:

| Description |
|---|
| BIN increment: Each time the input condition is ON, the content of the element specified by the target is incremented by 1. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| D D3000 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | * | * |

5.17 DEC/DECP – 16-bit decrement instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|--|
| DEC | 0 | -1005 | Continuously execute data decrement by 1 |
| DECP | 0 | -1005 | Pulse execution data is decremented by 1 |

Graphical example:

M1001

[DEC D3000 -1005]

Instruction Description:

| Description |
|--|
| BIN decrement: The content of the element specified by the target is decremented by 1 each time the input condition is ON. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| D D3000 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | * | * |

5.18 DDEC/DDECP – 32-bit decrement instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| DDEC | 65535 | 65534 | Continuously execute data decrement by 1 |
| DDECP | 65535 | 65534 | Pulse execution data is decremented by 1 |

Graphical example:



Instruction Description:

| Description |
|--|
| BIN decrement: The content of the element specified by the target is decremented by 1 each time the input condition is ON. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---------|-------|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| | | D D3000 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - |

5.19 NEG/NEGP – 16-bit complement instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| NEG | 1165 | -1165 | Two's complement of data is executed continuously |
| NEGP | 1165 | -1165 | Two's complement of pulse execution data |

Graphical example:



Instruction Description:

| Description |
|---|
| Complement number: After inverting each bit of the content of the element specified by the target (0→1, 1→0), the result obtained by adding 1 to the value is stored in the original element. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| D D3000 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | * | * |

5.20 NEG/NEGP – 16-bit complement instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| DNEG | 65536 | -65536 | Two's complement of consecutive execution data |
| DNEGP | 65536 | -65536 | Two's complement of pulse execution data |

Graphical example:



Instruction Description:

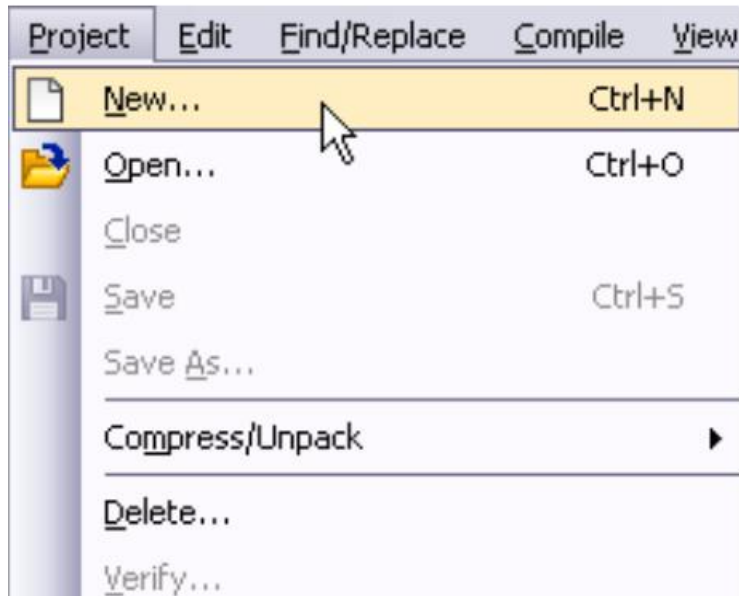
| Description |
|---|
| Complement number: After inverting each bit of the content of the element specified by the target (0→1, 1→0), the result obtained by adding 1 to the value is stored in the original element. |

Available soft component:

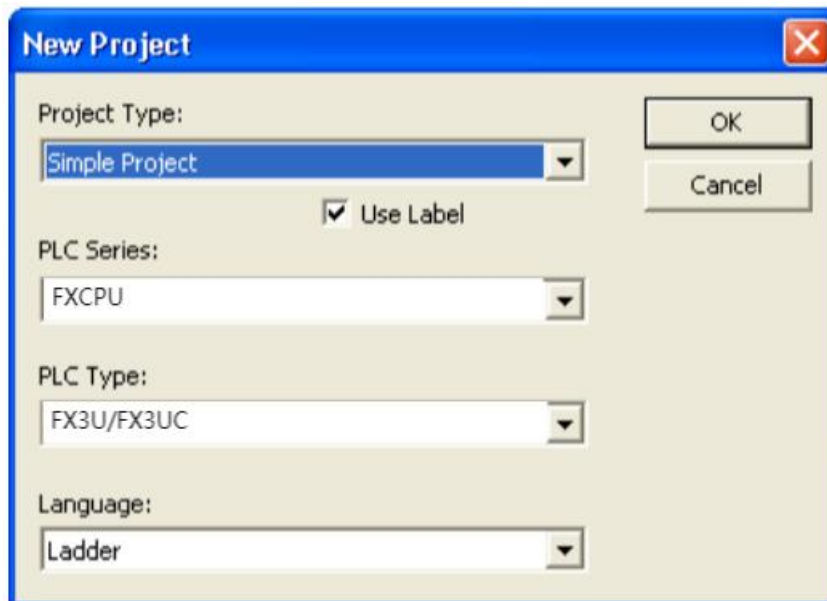
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| D D3000 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | * | * |

Chapter 6 Project Creation and Configuration

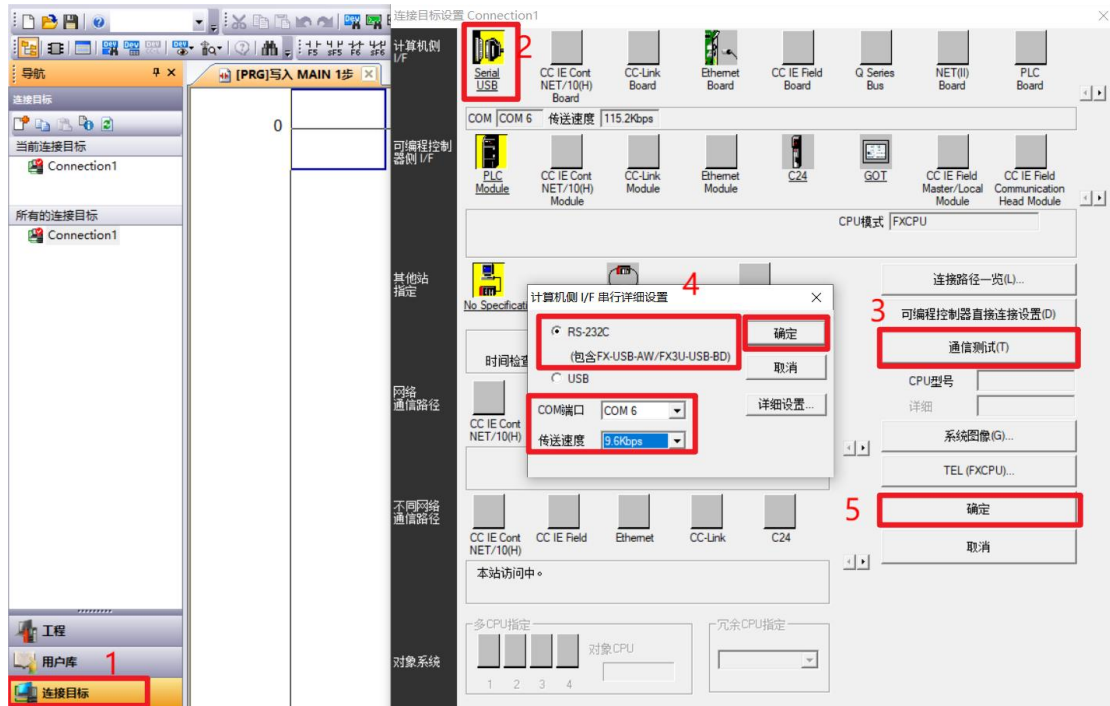
1. Click Project and select New Project



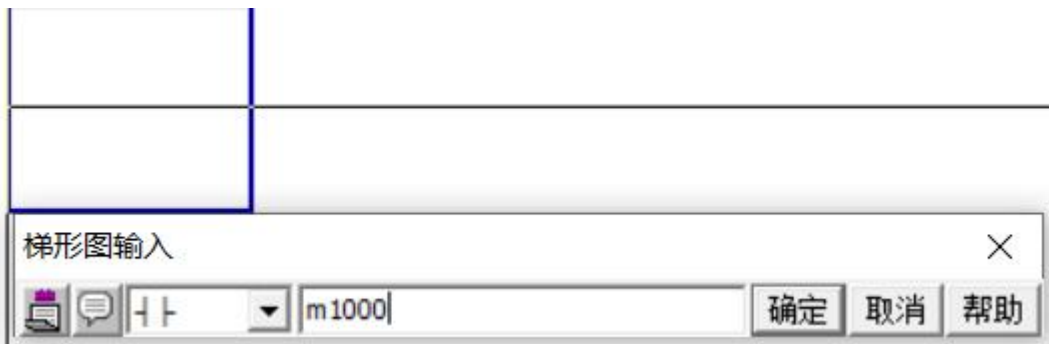
2. Select simple project as project type, select FXCPU as PLC series, select ladder diagram as program language, click OK and press



3. Click the connection target, double-click "Serial USB", select the RS-232C mode, configure the COM port number and the baud rate to 9.6Kbps, press the OK button, and click the communication test. After the communication test is successful, click the OK button, and the project is created.



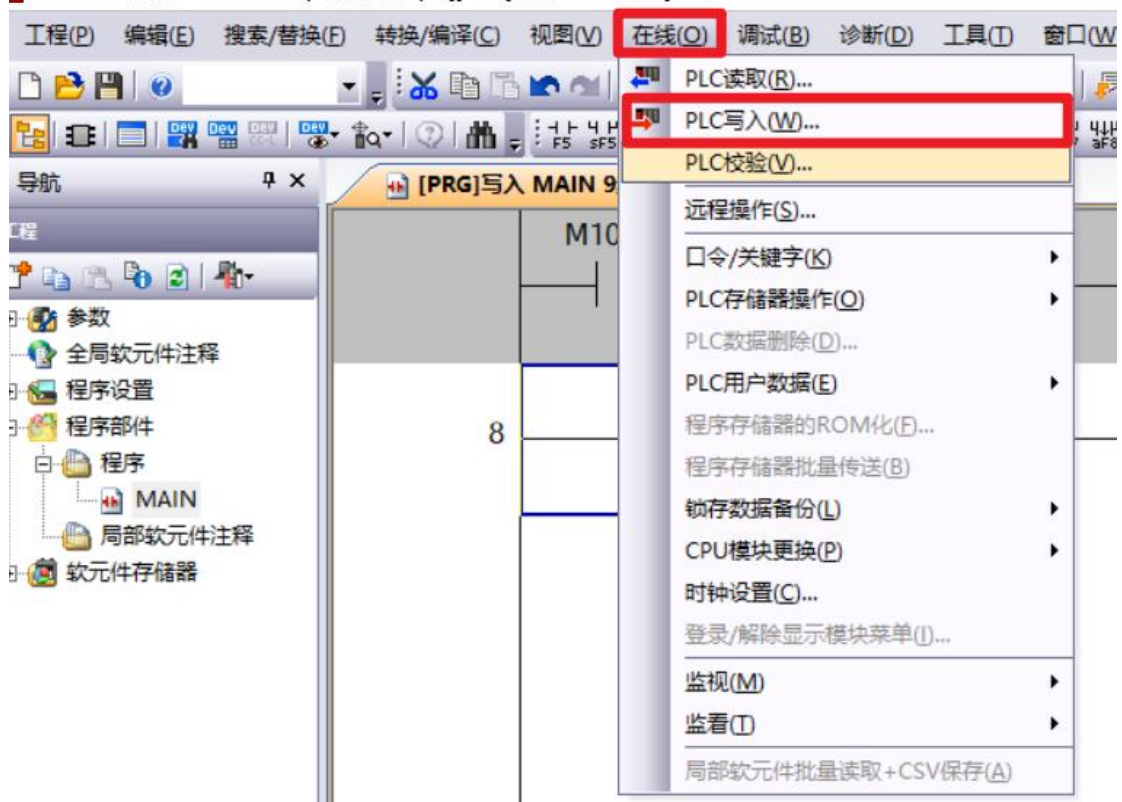
4. Enter the number of the software component and click OK.

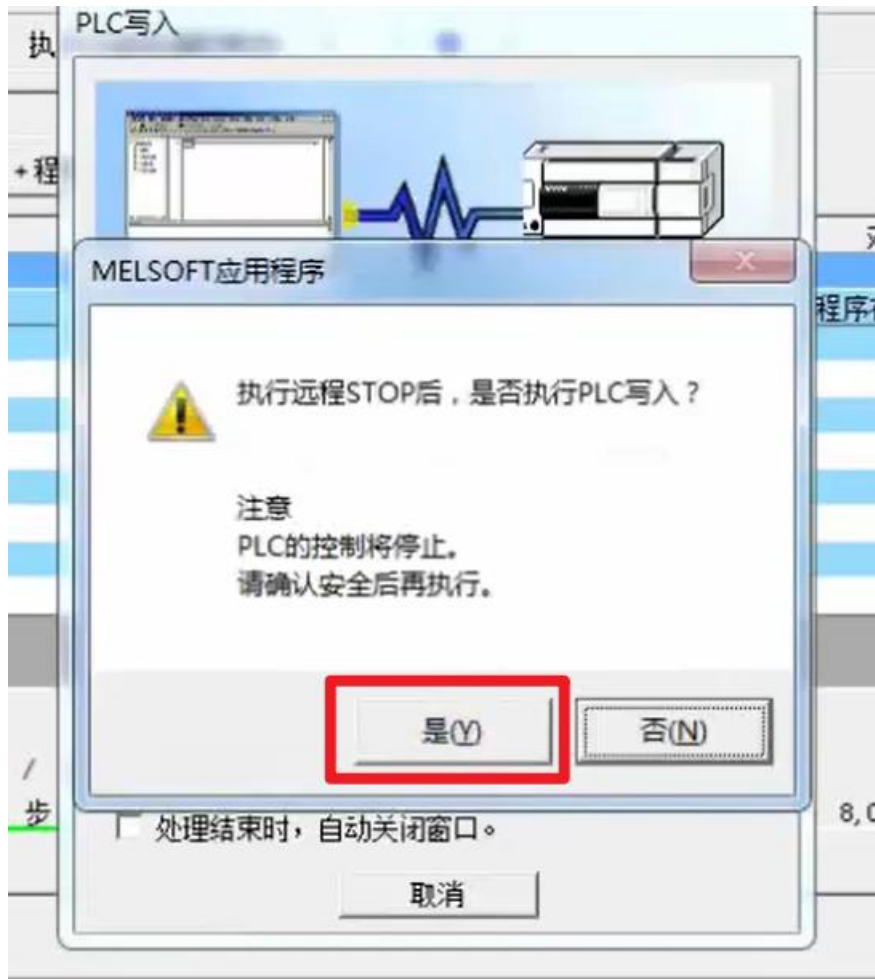


5. transformation



6. Download to PLC





Then wait until the PLC program is downloaded.

Chapter 7 Circular and Shift

7.1 ROR/RORP -16-bit rotate right instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| ROR | 100 | 25 | Continuously execute data right shift n bits |
| RORP | 100 | 25 | Pulse execution data is shifted right by n bits |

Graphical example:



Instruction Description:

| Description |
|---|
| Rotate Right: An instruction to rotate each bit of 16- or 32-bit data to the right. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| D D3000 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | * | * |
| n K2 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - |

7.2 DROR/DRORP - 32-bit rotate right instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| DROR | 68976 | 17244 | Continuously execute data right shift n bits |
| DRORP | 68976 | 17244 | Pulse execution data right shifted n bits |

Graphical example:



Instruction Description:

| Description |
|---|
| Rotate Right: An instruction to rotate each bit of 16- or 32-bit data to the right. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| D D3000 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | * | * |
| n K2 | BIN32 | - | - | - | - | * | - | * | - | - | - | - | - | - | * | * | - | - | - | - |

7.3 ROL/ROLP – 16-bit Rotate Left Instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| ROL | 1234 | 4936 | Continuously perform data left shift n bits |
| ROLP | 1234 | 4936 | Pulse execution data left shifted by n bits |

Graphical example:



Instruction Description:

| Description |
|---|
| Rotate Left: An instruction to rotate each bit of 16- or 32-bit data to the left. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| D D3000 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | * | * |
| n K2 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | - | * | * | - | - | - | - |

7.4 DROL/DROLP – 32-bit Rotate Left Instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| ROL | 65535 | 262140 | Continuously perform data left shift n bits |
| ROLP | 65535 | 262140 | Pulse execution data left shifted by n bits |

Graphical example:



Instruction Description:

| Description |
|---|
| Rotate Left: An instruction to rotate each bit of 16- or 32-bit data to the left. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| D D3000 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | * | * |
| n K2 | BIN32 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - | - |

7.5 RCR/RCRP – 16-bit Rotate Right with Carry**Instruction parameters**

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| RCR | 2646 | 661 | Continuously execute data right shift n bits |
| RCRP | 2646 | 661 | Pulse execution data is shifted right by n bits |

Graphical example:**Instruction Description:**

| Description |
|---|
| Rotate Right with Carry: An instruction that rotates each bit of 16- or 32-bit data to the right. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| D D3000 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | * | * |
| n K2 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - | - |

7.6 DRCR/DRCRP – 32-bit Rotation Right with Carry**Instruction parameters**

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| DRCR | 65560 | 16390 | Continuously perform data right shift by n bits |

| | | | |
|-------|-------|-------|---|
| DRCRP | 65560 | 16390 | Pulse execution data is shifted right by n bits |
|-------|-------|-------|---|

Graphical example:**Instruction Description:**

| Description |
|---|
| Rotate Right with Carry: An instruction that rotates each bit of 16- or 32-bit data to the right. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| D D3000 | BIN32 | - | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | * | * |
| n K2 | BIN32 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - |

7.7 RCL/RCLP – 16-bit Rotate Left with Carry**Instruction parameters**

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| RCL | 1654 | 6616 | Continuously execute data left shift n bits |
| RCLP | 1654 | 6616 | Pulse execution data left shifted by n bits |

Graphical example:**Instruction Description:**

| Description |
|--|
| Rotate Left with Carry: An instruction to rotate each bit of 16- or 32-bit data to the left. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| D D3000 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | * | * |
| n K2 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - |

7.8 DRCL/DRCLP – 32-bit circular left shift with carry

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| RCL | 65536 | 262144 | Continuously perform data left shift n bits |
| RCLP | 65536 | 262144 | Pulse execution data left shifted by n bits |

Graphical example:



Instruction Description:

| Description |
|--|
| Rotate Left with Carry: An instruction to rotate each bit of 16- or 32-bit data to the left. |

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|---|----------------------|-----------|---|-------|-------|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | | D | D3000 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - |
| n | K2 | BIN32 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - |

7.9 SFTR/SFTRP – Bit right shift instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| SFTR | 1 | - | Continuous execution transfers n bits of the first data to the second data |
| SFTRP | 1 | - | Pulse execution transfers n bits of the first data to the second data |

Graphical example:



Instruction Description:

| Description |
|--|
| Bit right shift: executes the bit software components of n1 bits (length of shift register), and shifts left by n2 bits (executes the shift of n2 bits each time the instruction is executed). |

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S | M1001 | Bit | * | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| D | M1002 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| n | K1 | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | * | * | - | - | - | - |
| n | K1 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - |

7.10 SFTL/SFTLP – bit shift left instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| SFTL | 1 | - | Continuous execution transfers n bits of the first data to the second data |
| SFTLP | 1 | - | Pulse execution transfers n bits of the first data to the second data |

Graphical example:



Instruction Description:

| Description |
|---|
| Bit left shift: executes the bit software components of n1 bits (the length of the shift register), and shifts it to the left by n2 bits (the shift of n2 bits is performed each time the instruction is executed). |

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S | M1001 | Bit | * | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| D | M1002 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| n | K1 | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | * | * | - | - | - | - |
| n | K1 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - |

7.11 WSFR/WSFRP -word right shift instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|------|------------------|------------------|-------------------|---|
| SFTL | 2000 | 100 | 1565 | Continuously execute the software of n1 word length to right shift n2 |

| | | | | |
|-------|------|-----|------|--|
| | | | | words |
| SFTLP | 2000 | 100 | 1565 | Pulse execution shifts a word of n1 word length to the right by n2 words |

Graphical example:



Instruction Description:

| Description |
|---|
| Word right shift: Execute the command of right shift n2 words for word devices of n1 words in word units. (n2<=n1<=512) |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | BIN16 | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| D D4000 | BIN16 | - | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| n K16 | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | * | * | - | - | - | - |
| n K4 | BIN16 | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - | - |

7.12 WSFL/WSFLP -word right shift instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|---|
| WSFL | 2000 | 100 | 2000 | Continuously execute the software to shift the word of n1 word length to the left by n2 words |
| WSFLP | 2000 | 100 | 2000 | Pulse execution software shifts n1 words to the left by n2 words |

Graphical example:



Instruction Description:

| Description |
|---|
| Word left shift: Execute the command of left shift n2 words for word devices of n1 words in word units. (n2<=n1<=512) |

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | | |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|---|
| S | D3000 | BIN16 | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * | |
| D | D4000 | BIN16 | - | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | - | * | * |
| n | K16 | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | * | * | - | - | - | - | - | - |
| n | K4 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - | - | - |

7.13 SFWR/SFWRP -shift write instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|--|
| SFWR | 2356 | 8 | 7 | Continuous execution writes data to the target address + 1 |
| SFWRP | 2356 | 8 | 7 | Pulse execution writes data to target address + 1 |

Graphical example:



Instruction Description:

| Description |
|--|
| Shift Write: A data write instruction used to control first-in, first-out. |

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | | |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|---|
| S | D3000 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * | | |
| D | D4000 | BIN16 | - | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | - | * | * |
| n | K8 | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | * | * | - | - | - | - | - | - |

7.14 SFRD/SFRDP -shift readout

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|---|
| SFWR | 2356 | 8 | 4464 | Continuous execution reads data into the target address |
| SFWRP | 2356 | 8 | 4464 | Pulse execution reads data into the target address |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Shift Read: A data read instruction used to control first-in, first-out. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S D3000 | BIN16 | - | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| D D4000 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | * | * |
| n K8 | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | * | * | - | - | - | - | - |

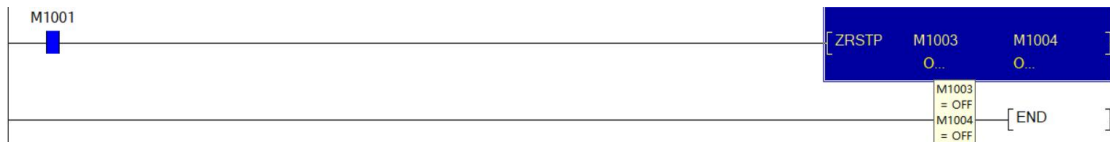
Chapter 8 Data Processing

8.1 ZRST/ZRSTP – Batch reset instructions

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| ZRST | - | - | Continuously perform reset software components |
| ZRSTP | - | - | Pulse execution reset software components |

Graphical example:



Instruction Description:

| Description | |
|---|--|
| Batch reset: target 1 and target 2 of the software components, to perform a batch reset. (D1 number <= D2 number) | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|------------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| D M1003 | bit /BIN16 | - | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | - | * | * |
| D M1004 | bit /BIN16 | - | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | - | * | * |

8.2 DECO/DECOP -decode instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| DECO | 100 | - | Continuous execution decodes data and embodies it in software components |
| DECOP | 100 | - | Pulse execution decodes data and embodies it in software components |

Graphical example:



Instruction Description:

| Description |
|--|
| Decoding: The lower n bits ($n \leq 4$) of the source code are decoded by the target. When $n \leq 3$, the high bits of the target are all 0. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|------------|---------|------------|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| | | S D3000 | bit /BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * |
| D M1002 | bit /BIN16 | - | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | - | * | * |
| n K2 | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | * | * | - | - | - | - | |

8.3 ENCO/ENCOP -Coded instructions

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| ENCO | 132 | - | Continuous execution encodes data and embodies it in software components |
| ENCOP | 132 | - | Pulse execution encodes data and embodies it in software components |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Encoding: Encode the 2 n times the bearing data in the source code and store it in the target file. The last bit is ignored when the complex bit in the source code is 1. Or an operation error occurs when the source code is all 0s. | |

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|---|----------------------|------------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| | | | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| S | M1002 | bit /BIN16 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| D | D3000 | BIN16 | - | - | - | - | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| n | K2 | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | * | * | - | - | - | - | - |

8.4 SUM/SUMP -16-bit ON number of digits

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| SUM | 21847 | 9 | Continuously execute the ON command in the calculation data |
| SUMP | 21847 | 9 | ON instruction in the pulse execution calculation data |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| ON number of digits: store the number of 1s in the source code into the target | |

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|-----------------------------------|-------------------------|---------------|
| | | | * <th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>* </th></th></th></th></th></th></th></th></th></th></th></th></th></th></th></th></th></th></th> | * <th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>* </th></th></th></th></th></th></th></th></th></th></th></th></th></th></th></th></th></th> | * <th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>* </th></th></th></th></th></th></th></th></th></th></th></th></th></th></th></th></th> | * <th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>* </th></th></th></th></th></th></th></th></th></th></th></th></th></th></th></th> | * <th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>* </th></th></th></th></th></th></th></th></th></th></th></th></th></th></th> | * <th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>* </th></th></th></th></th></th></th></th></th></th></th></th></th></th> | * <th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>* </th></th></th></th></th></th></th></th></th></th></th></th></th> | * <th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>* </th></th></th></th></th></th></th></th></th></th></th></th> | * <th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>* </th></th></th></th></th></th></th></th></th></th></th> | * <th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>* </th></th></th></th></th></th></th></th></th></th> | * <th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>* </th></th></th></th></th></th></th></th></th> | * <th>*<th>*<th>*<th>*<th>*<th>*<th>*<th>* </th></th></th></th></th></th></th></th> | * <th>*<th>*<th>*<th>*<th>*<th>*<th>* </th></th></th></th></th></th></th> | * <th>*<th>*<th>*<th>*<th>*<th>* </th></th></th></th></th></th> | * <th>*<th>*<th>*<th>*<th>* </th></th></th></th></th> | * <th>*<th>*<th>*<th>* </th></th></th></th> | * <th>*<th>*<th>* </th></th></th> | * <th>*<th>* </th></th> | * <th>* </th> |
| S | K21847 | BIN16 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| D | C0 | BIN16 | - | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |

8.5 DSUM/DSUMP -32-bit ON number of digits

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|-------------|
|------|------------------|-------------------|-------------|

| | | | |
|-------|-------|---|---|
| DSUM | 65597 | 6 | Continuously execute the ON command in the calculation data |
| DSUMP | 65597 | 6 | ON instruction in the pulse execution calculation data |

Graphical example:**Instruction Description:**

| Description |
|--|
| ON number of digits: store the number of 1s in the source code into the target |

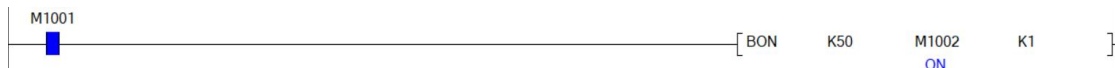
Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|---|
| S K21847 | BIN32 | * | * | * | * | * | * | * | * | * | - | * | - | - | * | * | - | - | * | * | |
| D C0 | BIN32 | - | * | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | * | * |

8.6 BON/BONP – 16-bit NO bit judgment

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| BON | 50 | - | Continuously execute n-position commands of judgment data |
| BONP | 50 | - | n-position command of pulse execution judgment data |

Graphical example:**Instruction Description:**

| Description |
|--|
| ON bit judgment: When the nth bit in the source code is 1 (ON), the target is running. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K50 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |
| D M1002 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| n K1 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - |

8.7 DBON/DBONP – 32-bit NO bit judgment

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|---|
| DBON | 279314482 | - | Continuously execute n-position commands of judgment data |
| DBONP | 279314482 | - | n-position command of pulse execution judgment data |

Graphical example:



Instruction Description:

| Description |
|--|
| ON bit judgment: When the nth bit in the source code is 1 (ON), the target is running. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K279314482 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | * | * | - | - | * | * |
| D M1002 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| n K1 | BIN32 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - |

8.8 MEAN/MEANP – 16-bit average Instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|---|
| MEAN | 500 | 250 | Continuously execute the average value instruction of data |
| MEANP | 500 | 250 | Pulse execution to take the average value of data instruction |

Graphical example:



Instruction Description:

| Description |
|--|
| average value: Save the mean of the source code of n points (divide the algebraic sum by n) in the destination. Round off the remainder. When the element number overflows, treat n as a small value as much as possible within the allowable range. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S T1 | BIN16 | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| D C5 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | * | * |
| n K2 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - | - |

8.9 DMEAN/DMEANP – 32-bit average value instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|---|
| MEAN | 65597 | 32798 | Continuously execute the average value instruction of data |
| MEANP | 65597 | 32798 | Pulse execution to take the average value of data instruction |

Graphical example:



Instruction Description:

| Description |
|--|
| average value: Save the mean of the source code of n points (divide the algebraic sum by n) in the destination. Round off the remainder. When the element number overflows, treat n as a small value as much as possible within the allowable range. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S D3000 | BIN32 | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| D D3002 | BIN32 | - | * | * | * | * | * | * | * | - | * | - | - | - | - | - | - | - | * | * |
| n K2 | BIN32 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - | - |

8.10 SQR/SQRP – 16-bit square root operation

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|--|
| SQR | 120 | 10 | Continuously execute the square root instruction to fetch data |

| | | | |
|------|-----|-------|--|
| SQRP | 120 | 32798 | Pulse execution to fetch the square root instruction of data |
|------|-----|-------|--|

Graphical example:



Instruction Description:

| Description |
|--|
| BIN Square Root: An instruction that performs square root (root) operations. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | BIN16 | - | - | - | - | * | * | * | - | - | - | - | - | * | * | - | - | - | - |
| D D4000 | BIN16 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

8.11 DSQR/DSQRP – 32-bit square root operation

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|--|
| SQR | 65656 | 256 | Continuously execute the square root instruction to fetch data |
| SQRP | 65656 | 256 | Pulse execution to fetch the square root instruction of data |

Graphical example:



Instruction Description:

| Description |
|--|
| BIN Square Root: An instruction that performs square root (root) operations. |

Available soft component:

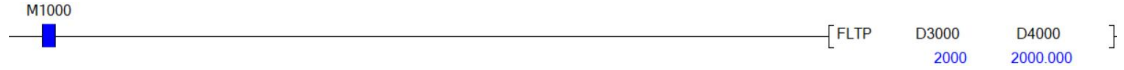
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | BIN32 | - | - | - | - | * | * | * | - | - | - | - | - | * | * | - | - | - | - |
| D D4000 | BIN32 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

8.12 FLT/FLTP – 16-bit binary floating point number conversion

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|--|
| FLT | 2000 | 2000.000 | Converting data to floating point is executed continuously |
| FLTP | 2000 | 2000.000 | Pulse execution converts data to float |

Graphical example:



Instruction Description:

| Description |
|---|
| BIN integer → binary floating point conversion: conversion instruction between BIN integer value and binary floating point value. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | BIN16 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |
| D D4000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

8.13 DFLT/DFLTP – 32-bit binary floating point number conversion

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|---|
| DFLT | 70000 | 70000.000 | Converting data to floating point numbers is executed consecutively |
| DFLTP | 70000 | 70000.000 | Pulse execution converts data to floating point numbers |

Graphical example:



Instruction Description:

| Description |
|---|
| BIN integer → binary floating point conversion: conversion instruction between BIN integer value and binary floating point value. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | BIN32 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |
| D D4000 | BIN32 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

Chapter 9 High Speed Processing

9.1 REF/REFP -input and output refresh

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|---|
| REF | - | - | Continuous execution refreshes data immediately |
| REF P | - | - | Pulse execution refreshes data immediately |

Graphical example:



Instruction Description:

| Description |
|--|
| Input and output refresh: The programmable controller adopts the input and output batch refresh mode, and the input terminal information is put into the input information memory before the 0-step operation. |

Available soft component:

| Soft component input | data type | X Y M S D U R V Z P I N K H E \$ T C | | | | | | | | | | | | | | | | | |
|----------------------|-----------|--------------------------------------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
| D X200 | Bit | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| n K8 | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | * | * | - | - | - | - |

9.2 REFF -Input refresh (with filter)

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| REF | - | - | Continuous execution refreshes data immediately |
| REFF | - | - | Pulse execution refreshes data immediately |

Graphical example:



Instruction Description:

| Description |
|---|
| Filter adjustment: When the input condition is ON, it will be used as the |

input filter nms, and the image memory of the input X000~X017 will be refreshed.

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| n D3000 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - |

9.3 MTR matrix input

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| MTR | 2 | 2 | Continuously execute input signal reading of 8*n points |

Graphical example:



Instruction Description:

| Description |
|--|
| Matrix input: A command to sequentially read input signals of 8 points and n columns using 8 points of input and n points of output. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S X200 | Bit | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| D Y200 | Bit | - | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| D M1002 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| n K2 | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | * | * | - | - | - | - |

Chapter 10 Convenience Instructions

10.1 SER/SERP – 16-bit data retrieval

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|------|------------------|------------------|-------------------|--|
| SER | 200 | 200 | 1 | Continuous execution to retrieve the same data, maximum value, minimum value |
| SERP | 200 | 200 | 1 | Pulse execution to retrieve the same data, maximum value, minimum value |

Graphical example:



Instruction Description:

| Description |
|---|
| Data search: Commands to search for the same data, search for the maximum value, and the minimum value. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S D3000 | BIN16 | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| S D3002 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | - | * | * |
| D D3004 | BIN16 | - | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| n K1 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - | - |

10.2 DSER/DSERP – 32-bit data retrieval

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|--|
| DSER | 65590 | 65590 | 1 | Continuous execution to retrieve the same data, maximum value, minimum value |
| DSERP | 65590 | 65590 | 1 | Pulse execution to retrieve the same data, maximum value, minimum value |

Graphical example:



Instruction Description:

| Description | |
|---|--|
| Data search: Commands to search for the same data, search for the maximum value, and the minimum value. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S D3000 | BIN32 | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| S D3002 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * |
| D D3004 | BIN32 | - | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| n K1 | BIN32 | - | - | - | - | * | - | - | - | - | - | - | - | * | * | - | - | - | - | - |

10.3 ABSD – 16-bit cam control absolute mode instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| ABSD | 100 | ON | The value of the retrieval counter is continuously compared with the standard value, and the output level |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Barrel Sequence Absolute Mode: Instructions that create multiple output modes based on the current value of the counter. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S D3000 | BIN16 | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| S C0 | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | * |
| D M1001 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| n K1 | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | * | * | - | - | - | - | - |

10.4 INCD -16-bit Cam Control Relative Instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| INCD | 250 | OFF | The value of the retrieval counter is continuously compared with the standard value, and the output level |

Graphical example:



Instruction Description:

| Description |
|---|
| Bucket Sequence Relative Mode: An instruction that uses a pair of counters to create multiple output modes. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S D3000 | BIN16 | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| S CO | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - | * |
| D M1002 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| n K1 | BIN16 | - | - | - | - | - | - | - | - | - | - | - | - | * | * | - | - | - | - | - |

8.5 TTMR -teach timer

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|---|
| TTMR | 0 | 13 | The time that the search button is pressed continuously |

Graphical example:



Instruction Description:

| n | Magnification | (D•) |
|----|---------------|------------|
| K0 | $\tau 0$ | (D•) × 1 |
| K1 | $10 \tau 0$ | (D•) × 10 |
| K2 | $100 \tau 0$ | (D•) × 100 |

| Description |
|--|
| Teaching time: Measure the pressing time of the button (input condition) by the target + 1, multiply it by the magnification specified by n, and store it in |

the target. This makes it possible to adjust the set time of the timer by pressing the button.

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| D3000 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | - | - | - | - | - | - |
| n KO | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - |

10.5 ALT/ALTP -Alternate output instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|------|------------------|-------------------|--|
| ALT | - | - | Invert the software components when the continuous execution input is ON |
| ALTP | - | - | Invert the software components when the pulse execution input is ON |

Graphical example:



Instruction Description:

| Description |
|--|
| Alternate output: Each time the drive input changes from OFF→ON, the target is inverted. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| D M1000 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |

10.6 RAMP -Ramp signal instruction

Instruction parameters

| Name | Input parameters | Input parameters | Input parameters | Output parameters | instruction |
|------|------------------|------------------|------------------|-------------------|--|
| RAMP | 1000 | 20000 | 50 | 4483 | Continuous execution is passed between the initial value and the target value according to the specified n times to get the changed data into the target address |

Graphical example:



Instruction Description:

| Description |
|--|
| Ramp signal: Write the specified initial value and target value into source code 1 and source code 2 in advance, and set the input condition to ON, the target content will gradually change from the value of source code 1 to the value of source code 2. This transition time is n scans. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | - | - | - | - | - | - |
| S D4000 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | - | - | - | - | - | - |
| D D5000 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | - | - | - | - | - | - |
| n K50 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | * | * | - | - | - | - |

Chapter 11 External Device I/O

11.1 SEGD/SEGDP -7-segment decoder

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|---|
| SEGD | 2 | 91 | Continuously execute the command to convert the data to light up the 7-digit digital tube |
| SEGDP | 2 | 91 | Pulse execution converts data into instructions to light up a 7-digit |

| | | | |
|--|--|--|--------------|
| | | | digital tube |
|--|--|--|--------------|

Graphical example:**Instruction Description:**

| Description |
|---|
| SEG decoder: The data from 0 to F (hexadecimal) specified by the lower 4 bits of the source code is decoded into 7-segment display data and stored in the target. The upper 8 bits of the target are unchanged. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D4000 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | |
| D D3000 | BIN16 | - | * | * | * | * | * | * | * | - | - | - | - | - | - | - | - | * | * |

Chapter 12 Floating Point Operations

12.1 DEBCD/DEBCDP Binary floating-point number -> decimal floating-point number conversion instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|--------|------------------|-------------------|--|
| DEBCD | 70000.00 | 72536 | Continuously execute the instructions to convert binary floating-point numbers to decimal floating-point numbers |
| DEBCDP | 70000.00 | 72536 | Pulse execution converts binary floating-point numbers to decimal floating-point numbers |

Graphical example:

Instruction Description:

| Description | |
|---|--|
| Binary floating point → decimal floating point conversion: Convert the binary floating point value in the element specified by the source code to a decimal floating point value, and store it in the target. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |
| D D4000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

12.2 DEBIN/DEBINP Binary floating-point number -> decimal floating-point number conversion instruction

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|--------|------------------|-------------------|--|
| DEBIN | 7000.00 | 1200142336 | Continuously execute the instructions to convert decimal floating-point numbers to binary floating-point numbers |
| DEBINP | 7000.00 | 1200142336 | Pulse execution converts decimal floating-point numbers to binary floating-point numbers |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Decimal floating point → Binary floating point: Convert the decimal floating point value in the element specified in the source code to a binary floating point value and store it in the destination. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |
| D D4000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

12.3 DEADD/DEADDP Binary floating point number addition operation

instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|--------|------------------|------------------|-------------------|---|
| DEADD | 65535.000 | 7000.001 | 72535.000 | Executes the instruction to add two binary floating-point numbers consecutively |
| DEADDP | 65535.000 | 7000.001 | 72535.000 | Pulse execution adds two binary floating point numbers |

Graphical example:



Instruction Description:

| Description |
|--|
| Binary floating-point addition: Performs the addition of two binary floating-point values in the source code and stores them as binary floating-point values to the destination. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | real | - | - | - | - | * | * | * | - | - | - | - | - | * | * | * | - | - | - |
| S D3050 | real | - | - | - | - | * | * | * | - | - | - | - | - | * | * | * | - | - | - |
| D D4000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

12.4 DESUB/DESUBP Binary floating point number subtraction

instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|--------|------------------|------------------|-------------------|--|
| DESUB | 65535.000 | 7000.001 | 58535.000 | Execute the instruction that subtracts two binary floating-point numbers in succession |
| DESUBP | 65535.000 | 7000.001 | 58535.000 | Pulse executes the instruction to subtract two binary floating point numbers |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Binary floating-point subtraction operation: Calculate the binary floating-point value in the element specified by source code 2 from the binary floating-point value in the element specified by source code 1, and use the result as a binary floating-point value stored in the target. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | real | - | - | - | - | * | * | * | - | - | - | - | - | * | * | * | - | - | - |
| S D3050 | real | - | - | - | - | * | * | * | - | - | - | - | - | * | * | * | - | - | - |
| D D4000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

12.5 DEMUL/DEMULP Binary floating point multiplication instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|--------|------------------|------------------|-------------------|--|
| DEMUL | 18914.000 | 5.000 | 94570.000 | Continuously execute the instruction to multiply two binary floating point numbers |
| DEMULP | 18914.000 | 5.000 | 94570.000 | Pulse execution to multiply two binary floating point numbers |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Binary floating-point multiplication: Performs the addition of two binary floating-point values in the source code and stores them as binary floating-point values to the destination. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | real | - | - | - | - | * | * | * | - | - | - | - | - | * | * | * | - | - | - |
| S D3050 | real | - | - | - | - | * | * | * | - | - | - | - | - | * | * | * | - | - | - |
| D D4000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

12.6 DEDIV/DEDIVP Binary floating point number division operation instructions

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|--------|------------------|------------------|-------------------|--|
| DEDIV | 65599.000 | 5.000 | 13119.800 | Continuously execute the instruction to divide two binary floating point numbers |
| DEDIVP | 65599.000 | 5.000 | 13119.800 | Pulse executes the instruction to divide two binary floating point numbers |

Graphical example:



Instruction Description:

| Description |
|--|
| Binary floating-point division operation: Divide the binary floating-point value in the element specified by source code 1 with the binary floating-point value in the element specified by source code 2, and use the result as a binary floating-point value stored into the target. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | real | - | - | - | - | * | * | * | - | - | - | - | - | * | * | * | - | - | - |
| S D3050 | real | - | - | - | - | * | * | * | - | - | - | - | - | * | * | * | - | - | - |
| D D4000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

12.7 DESQR/DESQRP Binary floating point number extraction of square root operation instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|--------|------------------|------------------|--|
| DESQL | 65590.000 | 256.105 | Continuously execute the extraction of square root operation instruction of floating-point numbers |
| DESQLP | 65590.000 | 256.105 | Pulse execution to find the extraction of square root of floating-point numbers |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Binary floating-point extraction of square root: Perform the extraction of square root operation of the binary floating-point value in the element specified by the source code, and store it in the destination as a binary floating-point value. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | real | - | - | - | - | * | * | * | - | - | - | - | - | * | * | * | - | - | - |
| D D3050 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

12.8 DENEG Binary floating point number sign flip instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|-------|------------------|------------------|---|
| DENEG | 65590.000 | -65590.000 | Continuously execute the instruction to reverse the sign of floating-point number |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Floating point sign inversion: Invert the sign of the floating-point real number data of the software components specified by the target, and store it in the software components specified by the target. | |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| D D3000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

12.9 INT/INTP – 16-bit binary floating point number -> BIN integer conversion instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|------|------------------|------------------|--|
| INT | 2000.000 | 2000 | Continuously execute the instructions to convert a floating-point number to an integer |
| INTP | 2000.000 | 2000 | Pulse execution converts floating point numbers to integer instructions |

Graphical example:



Instruction Description:

| Description |
|---|
| Binary floating point → BIN integer conversion: Convert the binary floating point value in the element specified in the source code to a BIN integer, and store it in the target. In this case, the decimal point is rounded off. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |
| D D3050 | BIN16 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

12.10 DINT/DINTP – 32-bit binary floating point number -> BIN integer conversion instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|-------|------------------|------------------|--|
| DINT | 65590.000 | 65590 | Continuously execute the instructions to convert a floating-point number to an integer |
| DINTP | 65590.000 | 65590 | Pulse execution converts floating point numbers to integer instructions |

Graphical example:



Instruction Description:

| Description |
|---|
| Binary floating point → BIN integer conversion: Convert the binary floating point value in the element specified in the source code to a BIN integer and store it in the destination. In this case, the decimal point is rounded off. |

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | | | | | | | \ | | | | | | | | | | | | |
| S | D3000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |
| D | D3050 | BIN32 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

12.11 DSIN/DSINP Binary floating point number SIN operation instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|-------|------------------|------------------|--|
| DSIN | 45.000 | 0.851 | Continuously execute the SIN instruction to find the angle |
| DSINP | 45.000 | 0.851 | Pulse executes the SIN instruction to find the angle |

Graphical example:



Instruction Description:

| Description |
|--|
| Floating-point SIN operation: Find the SIN value of the angle (RAD) specified in the source code, and send it to the target instruction. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---------|------|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | S D3000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | * | - |
| D D3050 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

12.12 DCOS/DCOSP Binary floating point number COS operation instructions

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|-------|------------------|------------------|--|
| DCOS | 45.000 | 0.525 | Continuously execute the COS instruction to find the angle |
| DCOSP | 45.000 | 0.525 | Pulse executes the COS instruction for finding the angle |

Graphical example:



Instruction Description:

| Description |
|--|
| Floating-point COS operation: finds the COS value of the angle (RAD) |

specified in the source code, and transmits it to the target instruction.

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | | | | | | | | | | | | | | | | | | | |
| S | D3000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | * | - | - | - |
| D | D3050 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

12.13 DTAN/DTANP Binary floating point number TAN operation instruction

Instruction parameters

| name | Input parameters | Input parameters | instruction |
|------|------------------|------------------|--|
| DTAN | 45.000 | 1.620 | Continuously execute the TAN instruction to find the angle |
| DTAN | 45.000 | 1.620 | The pulse executes the TAN instruction for finding the angle |

Graphical example:



Instruction Description:

| Description |
|--|
| Floating-point TAN operation: finds the TAN value of the angle (RAD) specified in the source code, and transmits it to the target instruction. |

Available soft component:

| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | | | | | | | | | | | | | | | | | | | |
| S | D3000 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | * | - | - | - |
| D | D3050 | real | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - |

Chapter 13 Data Processing 2

13.1 SWAP/SWAPP – 16-bit high and low byte swap operation instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|-------|------------------|------------------|---|
| SWAP | 1234 | -11772 | Continuously execute high and low byte swap instructions |
| SWAPP | 1234 | -11772 | The pulse executes the high and low byte swap instruction |

Graphical example:



Instruction Description:

| Description |
|--|
| High and low byte conversion: When a 16-bit instruction is used, the low 8 bits and the high 8 bits are exchanged. In 32-bit instructions, the lower 8 bits and the upper 8 bits are exchanged respectively. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|-------|-------|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | S | D3000 | BIN16 | - | * | * | * | * | * | * | * | * | * | * | * | * | * | * |

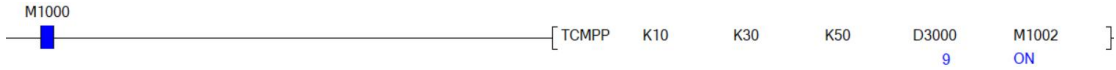
Chapter 14 Clock Operations

14.1 TCMP/TCMPP Clock Data Compare Instructions

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| TCMP | 9 | ON | Continuous execution is compared to baseline time data |
| TCMPP | 9 | ON | Pulse execution is compared with base time data |

Graphical example:



Instruction Description:

| Description |
|--|
| Clock data comparison: The time of the source code [source code 1, source code 2, S3] is compared with the clock data of 3 points with the source code as the starting point, and the 3-point ON/OFF operation is performed from the target according to the size of the same. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K10 | BIN16 | * | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * |
| S K30 | BIN16 | * | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * |
| S K50 | BIN16 | * | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * |
| S D3000 | BIN16 | - | - | - | * | * | * | * | - | - | - | - | - | - | - | - | - | - | * |
| D M1002 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |

14.2 TZCP/TZCPP Clock Data Compare Instructions

Instruction parameters

| Name | Input parameters | Output parameters | instruction |
|-------|------------------|-------------------|--|
| TZCP | 7 | ON | Comparing continuous execution with benchmark time interval data |
| TZCPP | 7 | ON | Pulse execution is compared with reference time interval data |

Graphical example:



Instruction Description:

| Description |
|---|
| Clock data area comparison: Compare the comparison range of the upper and lower 2 o'clock with the 3 o'clock time data starting from the source code, and set 3 o'clock from the destination to ON/OFF according to its size range. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | BIN16 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| S D3050 | BIN16 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| S D4000 | BIN16 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| D M1001 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |

14.3 TADD/TADDP Clock data addition operation instruction

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|---|
| TADD | 9 | 12 | 21 | Continuously execute the addition of two time data and store it in the target address |
| TADDP | 9 | 12 | 21 | Pulse execution adds two time data and stores it in the target address |

Graphical example:



Instruction Description:

| Description |
|---|
| Clock data addition operation: Add the time data stored in 3 points starting with the source code and the time data at 3 points starting with source code 2, and store the result in 3 points starting with the destination code. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | BIN16 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| S D3050 | BIN16 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| D D4000 | BIN16 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | * | * |

14.4 TSUB/TSUBP Clock Data Subtraction Instructions

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|--|
| TSUB | 16 | 12 | 4 | Continuously execute the subtraction of two time data and store them in the target address |
| TSUBP | 16 | 12 | 4 | The pulse execution subtracts the two time data and stores it in the target address |

Graphical example:



Instruction Description:

| Description |
|---|
| Subtraction of clock data: From the time data stored at 3 points starting from source code 1, subtract the time data starting from source code 2 at 3 points, and store the result to 3 points starting with destination code. Click. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | BIN16 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| S D3050 | BIN16 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | * | * |
| D D4000 | BIN16 | - | - | - | - | * | * | * | - | - | - | - | - | - | - | - | - | * | * |

14.5 HOUR Chronometer

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|------|------------------|------------------|-------------------|---|
| HOUR | 3 | 3 | ON | Continuous execution of cumulative monitoring of electric shock ON duration |

Graphical example:



Instruction Description:

| Description |
|---|
| Chronograph command: The command to add the time after the input contact is activated in units of one hour. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K3 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |
| D D3000 | BIN16 | - | - | - | - | * | - | * | - | - | - | - | - | - | - | - | - | - | - |
| D M1002 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - |

14.6 D HOUR Chronometer

Instruction parameters

| Name | Input parameters | Input parameters | Output parameters | instruction |
|-------|------------------|------------------|-------------------|---|
| DHOUR | 3000 | 4000 | ON | Continuous execution of cumulative monitoring of electric shock ON duration |

Graphical example:



Instruction Description:

| Description |
|---|
| Chronograph command: The command to add the time after the input contact is activated in units of one hour. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C | |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|---|
| S K3000 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * |
| D D3000 | BIN32 | - | - | - | - | * | - | * | - | - | - | - | - | - | - | - | - | - | - | - |
| D M1002 | Bit | - | * | * | * | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - |

Chapter 15 External Devices

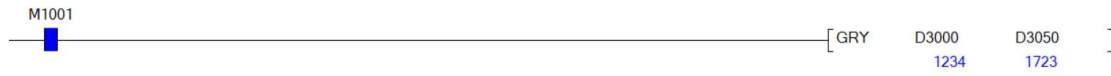
15.1 GRY/GRYP – 16-bit Gray code conversion

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|------|------------------|------------------|--|
| GRY | 1234 | 1723 | Continuously execute the output instruction that converts the BIN value to gray code |

| | | | |
|------|------|------|--|
| GRYP | 1234 | 1723 | Pulse execution converts BIN value to gray code output instruction |
|------|------|------|--|

Graphical example:



Instruction Description:

| Description |
|--|
| Gray code conversion: Convert the BIN value to Gray code and transmit it. The data conversion speed depends on the scan time of the programmable controller. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | |
| D D3050 | Gray code | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | * | * |

15.2 GBIN/GBINP – Inverse conversion of 16-bit Gray code

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|-------|------------------|------------------|---|
| GBIN | 1723 | 1234 | Continuously execute the instruction to convert Gray code value to BIN output |
| GBINP | 1723 | 1234 | Pulse execution converts Gray code value to BIN output command |

Graphical example:



Instruction Description:

| Description |
|--|
| Gray code inverse conversion: Convert gray code to BIN value and transmit the command. Can be used for absolute position detection with a Gray code encoder. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | Gray code | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | |
| D D3050 | BIN16 | - | * | * | * | * | * | * | * | * | - | - | - | - | - | - | - | * | * |

Chapter 16 Contact Instruction Comparison

16.1 LD=/LDD= instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|------|------------------|------------------|---|
| LD= | 200 | - | Continuous execution turns ON the output that meets the condition |
| LDD= | 65590 | 65590 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description |
|--|
| Contact type comparison instruction AND<=: BIN comparison is performed on the content of the source code, and the subsequent sequence program operation is performed according to the result. AND<= is a contact type comparison instruction that connects other contacts in series. |

Available soft component:

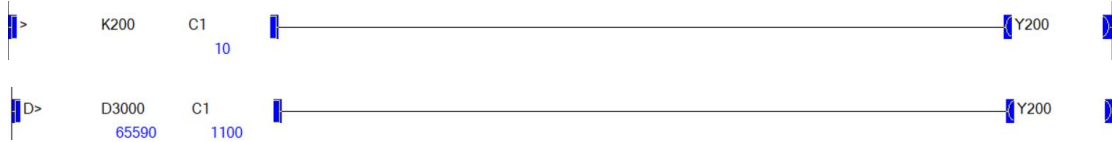
| Soft component input | data type | X Y M S D U R V Z P I N K H E \$ T C | | | | | | | | | | | | | | | | | |
|----------------------|-----------|--------------------------------------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
| S C1 | BIN16 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| S K200 | BIN16 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |

16.2 LD>/LDD> instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|------|------------------|------------------|---|
| LD> | - | 10 | Continuous execution turns ON the output that meets the condition |
| LDD> | 65590 | 1100 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description |
|--|
| Contact type comparison instruction LD>: BIN comparison is performed on the content of the source code, and the subsequent sequence program operation is performed according to the result. LD> is a contact type comparison instruction connected to the bus. |

Available soft component:

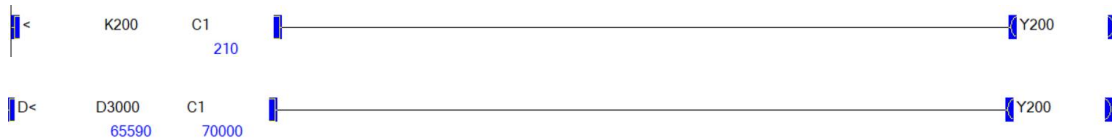
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|--------|-------|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| | | S K200 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - |
| S C1 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |

16.3 LD</LDD< instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|------|------------------|------------------|---|
| LD< | - | 210 | Continuous execution turns ON the output that meets the condition |
| LDD< | 65590 | 70000 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description |
|---|
| Contact type comparison instruction LD<: BIN comparison is performed on the content of the source code, and the subsequent sequence program operation is executed according to the result. LD< is a contact type comparison instruction connected to the bus. |

Available soft component:

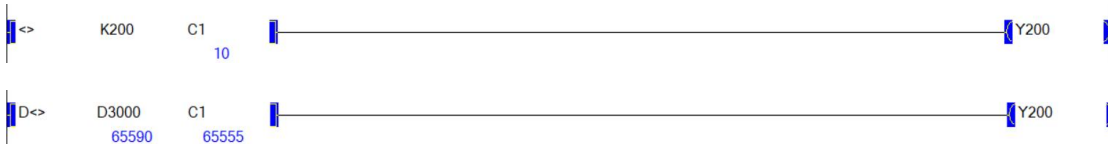
| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S | K200 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |
| S | C1 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |

16.4 LD<>/LDD<> instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|-------|------------------|------------------|---|
| LD<> | - | 10 | Continuous execution turns ON the output that meets the condition |
| LDD<> | 65590 | 65555 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description |
|--|
| Contact type comparison instruction LD<>: BIN comparison is performed on the content of the source code, and the subsequent sequence program operation is performed according to the result. LD<> is a contact type comparison instruction connected to the bus. |

Available soft component:

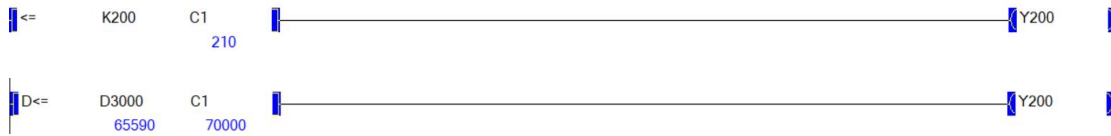
| | Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|---|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S | K200 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |
| S | C1 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |

16.5 LD<= /LDD<= instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|------|------------------|------------------|---|
| LD<= | - | 210 | Continuous execution turns ON the output that meets the condition |

| | | | |
|-------|-------|-------|---|
| LDD<= | 65590 | 70000 | Continuous execution turns ON the output that meets the condition |
|-------|-------|-------|---|

Graphical example:**Instruction Description:**

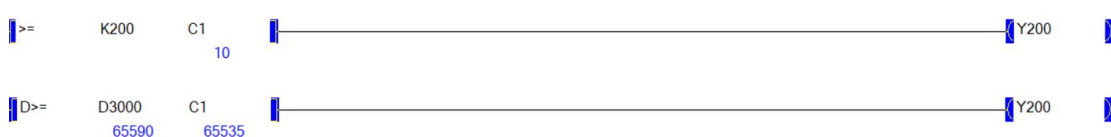
| Description |
|--|
| Contact type comparison instruction LD<=: BIN comparison is performed on the content of the source code, and the subsequent sequence program operation is performed according to the result. LD<= is a contact type comparison instruction connected to the bus. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S k200 | BIN16 | * | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * |
| S c1 | BIN16 | * | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * |

16.6 LD>=/LDD>= instruction**Instruction parameters**

| Name | Input parameters | Input parameters | instruction |
|-------|------------------|------------------|---|
| LD>= | - | 10 | Continuous execution turns ON the output that meets the condition |
| LDD>= | 65590 | 655335 | Continuous execution turns ON the output that meets the condition |

Graphical example:**Instruction Description:**

| Description |
|--|
| Contact type comparison instruction LD>=: BIN comparison is performed on the content of the source code, and the subsequent sequence program operation is performed according to the result. LD>= is a contact type comparison instruction connected to the bus. |

Available soft component:

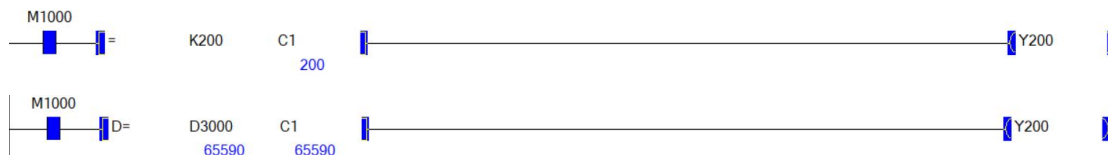
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S k200 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |
| S c1 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |

16.7 AND=/ANDD= instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|--------|------------------|------------------|---|
| AND = | - | 200 | Continuous execution turns ON the output that meets the condition |
| ANDD = | 65590 | 655390 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description |
|---|
| <p>Contact type comparison instruction AND=:</p> <p>The contents of the source code are compared with BIN, and the sequence program operation in the latter stage is executed according to the result.</p> <p>AND= is a contact-type comparison instruction that connects other contacts in series.</p> |

Available soft component:

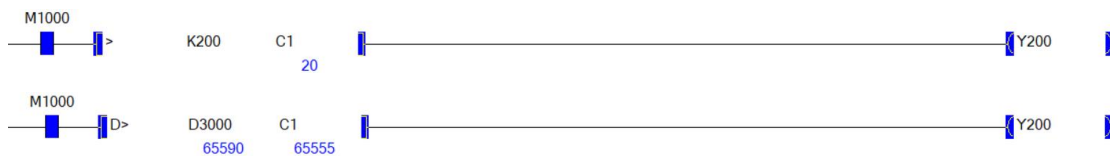
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K200 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |
| S C1 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |

16.8 AND>/ANDD> instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|--------|------------------|------------------|---|
| AND > | - | 20 | Continuous execution turns ON the output that meets the condition |
| ANDD > | 65590 | 655355 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description |
|--|
| Contact type comparison instruction AND>: BIN comparison is performed on the content of the source code, and the subsequent sequence program operation is performed according to the result. AND> is a contact-type comparison instruction that connects other contacts in series. |

Available soft component:

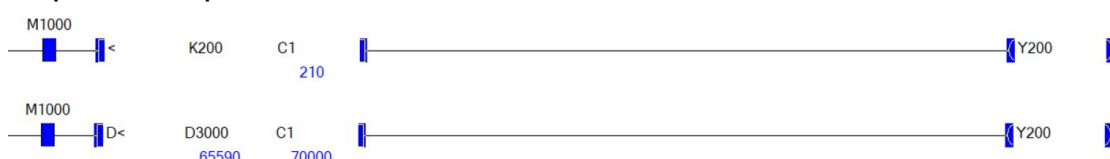
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S k200 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |
| S c1 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |

16.9 AND</ANDD< instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|--------|------------------|------------------|---|
| AND < | - | 210 | Continuous execution turns ON the output that meets the condition |
| ANDD < | 65590 | 70000 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Contact type comparison instruction AND<: BIN comparison is performed on the contents of the source code, and the subsequent sequence program operation is executed according to the result. AND< is a contact-type comparison instruction that connects other contacts in series. | |

Available soft component:

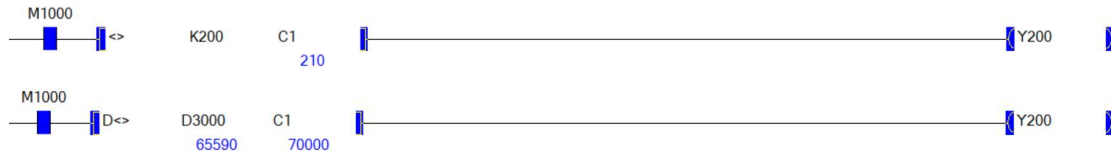
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K200 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |
| S C1 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |

16.10 AND<>/ANDD<> instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|---------|------------------|------------------|---|
| AND <> | - | 210 | Continuous execution turns ON the output that meets the condition |
| ANDD <> | 65590 | 70000 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Contact type comparison instruction AND<>: BIN comparison is performed on the contents of the source code, and the subsequent sequence program operation is executed according to the result. AND<> is a contact-type comparison command that connects other contacts in series. | |

Available soft component:

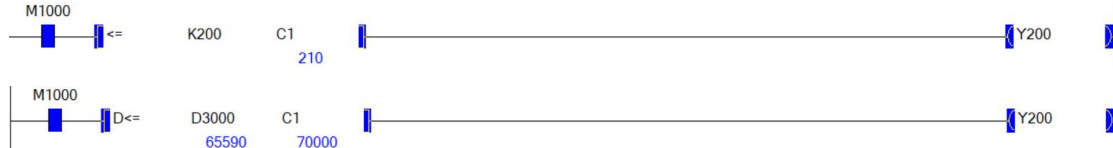
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K200 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |
| S C1 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |

16.11 AND<=/ANDD<= instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|---------|------------------|------------------|---|
| AND <= | - | 210 | Continuous execution turns ON the output that meets the condition |
| ANDD <= | 65590 | 70000 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description |
|--|
| Contact type comparison instruction AND<=: BIN comparison is performed on the content of the source code, and the subsequent sequence program operation is performed according to the result. AND<= is a contact-type comparison command that connects other contacts in series. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S k200 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |
| S c1 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |

16.12 AND>=/ANDD>= instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|---------|------------------|------------------|---|
| AND >= | - | 10 | Continuous execution turns ON the output that meets the condition |
| ANDD >= | 65590 | 65555 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description |
|---|
| Contact type comparison instruction AND>=: BIN comparison is performed on the content of the source code, and the sequence control program operation in the latter stage is executed according to the result. |

AND>= is a contact-type comparison command that connects other contacts in series.

Available soft component:

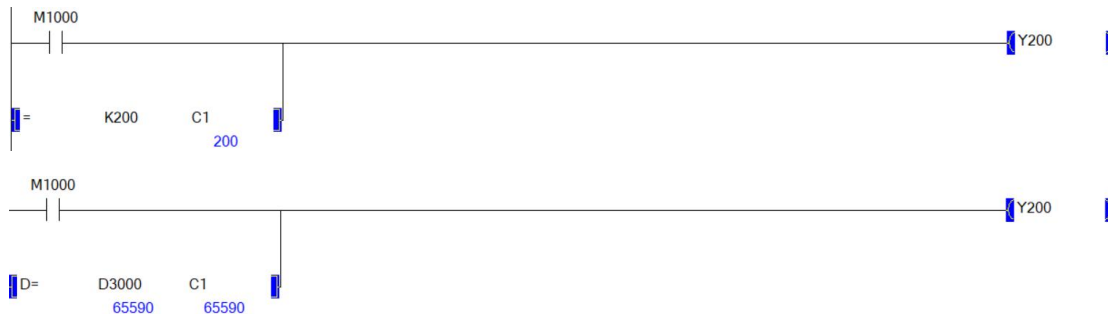
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K200 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | |
| S c1 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | |

16.13 OR=/ORD= instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|-------|------------------|------------------|---|
| OR = | - | 200 | Continuous execution turns ON the output that meets the condition |
| ORD = | 65590 | 65590 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description |
|---|
| Contact type comparison instruction OR=: Compare the contents of the source code, and execute the sequence program operation in the latter stage according to the result. OR= is a contact-type comparison instruction for connecting other contacts in parallel. |

Available soft component:

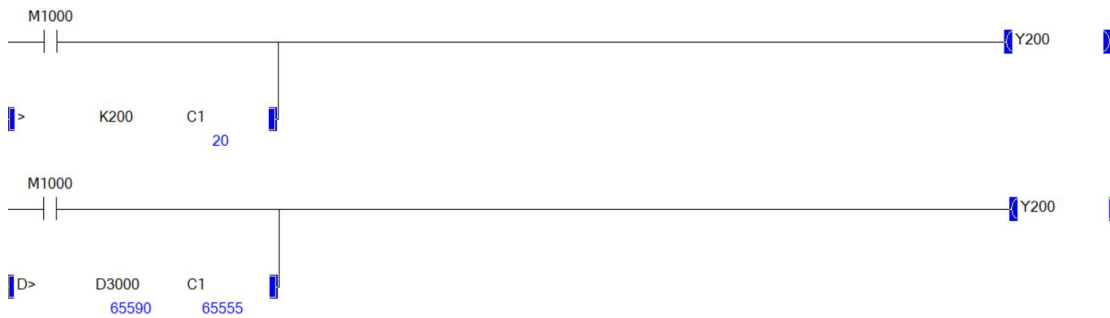
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S D3000 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | * | * | - | - | * | * |
| S C1 | BIN32 | * | * | * | * | * | * | * | * | - | * | - | - | * | * | - | - | * | * |

16.14 OR>/ORD> instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|-------|------------------|------------------|---|
| OR > | - | 20 | Continuous execution turns ON the output that meets the condition |
| ORD > | 65590 | 65555 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description |
|---|
| Contact type comparison instruction OR>: Compare the content of the source code, and execute the sequence program operation in the latter stage according to the result. OR> is a contact-type comparison command that connects other contacts in parallel. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S K200 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | |
| S C1 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | |

16.15 OR</ORD< instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|------|------------------|------------------|---|
| OR< | - | 210 | Continuous execution turns ON the output that meets the condition |
| ORD< | 65590 | 70000 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description | |
|--|--|
| Contact type comparison instruction AND<: BIN comparison is performed on the contents of the source code, and the subsequent sequence program operation is executed according to the result. AND< is a contact-type comparison command that connects other contacts in series. | |

Available soft component:

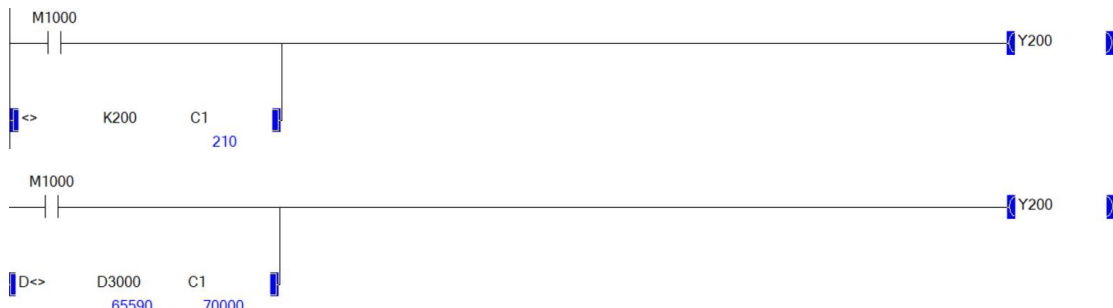
| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S k200 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |
| S c1 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | - | * | * | - | - | * | * |

16.16 OR<>/ORD<> instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|-------|------------------|------------------|---|
| OR<> | - | 210 | Continuous execution turns ON the output that meets the condition |
| ORD<> | 65590 | 70000 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description | |
|---|--|
| Contact type comparison instruction AND<>: BIN comparison is performed on the content of the source code, and the subsequent sequence | |

program operation is performed according to the result. AND<> is a contact-type comparison command that connects other contacts in series.

Available soft component:

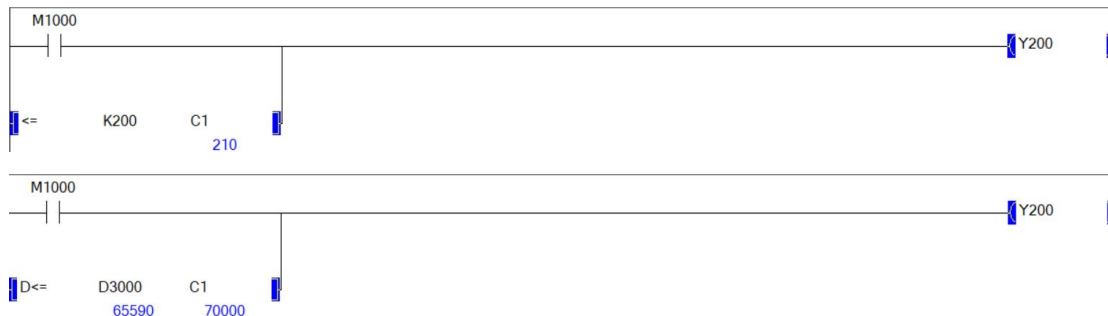
| Soft component input | data type | X | Y | M | S | D | U \ | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|-----|---|---|---|---|---|---|---|---|---|----|---|---|
| S d3000 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | * |
| S c1 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | * |

16.17 OR<=/ORD<= instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|-------|------------------|------------------|---|
| OR<= | - | 210 | Continuous execution turns ON the output that meets the condition |
| ORD<= | 65590 | 70000 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

| Description |
|---|
| Contact type comparison instruction OR<=: Compare the contents of the source code, and execute the sequence program operation in the latter stage according to the result. OR<= is a contact-type comparison command for connecting other contacts in parallel. |

Available soft component:

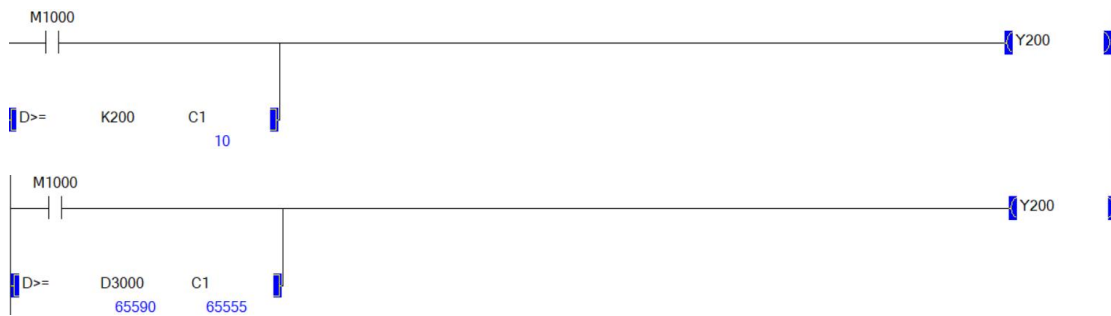
| Soft component input | data type | X | Y | M | S | D | U \ | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|-----|---|---|---|---|---|---|---|---|---|----|---|---|
| S k200 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | * |
| S c1 | BIN16 | * | * | * | * | * | * | * | * | * | - | - | * | * | - | - | * | * | * |

16.18 OR>=/ORD>= instruction

Instruction parameters

| Name | Input parameters | Input parameters | instruction |
|-------|------------------|------------------|---|
| OR>= | - | 10 | Continuous execution turns ON the output that meets the condition |
| ORD>= | 65590 | 65555 | Continuous execution turns ON the output that meets the condition |

Graphical example:



Instruction Description:

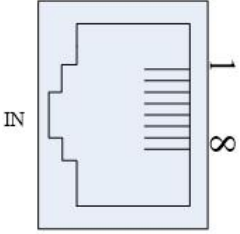
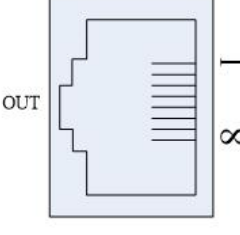
| Description |
|--|
| Contact type comparison instruction OR>=: Compare the contents of the source code, and execute the sequence program operation in the latter stage according to the result. OR>= is a contact-type comparison command that connects other contacts in parallel. |

Available soft component:

| Soft component input | data type | X | Y | M | S | D | U | R | V | Z | P | I | N | K | H | E | \$ | T | C |
|----------------------|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|---|---|
| S d3000 | BIN32 | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * |
| S c1 | BIN32 | * | * | * | * | * | * | * | - | * | - | - | - | * | * | - | - | * | * |

Chapter 17 CN1 Network Port Definition

Compared with VC210, VC600 servo adds a 232 serial port, and the definition of CN1 is as follows:

| Position and Function | Terminal shape | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------------|---|---|--------|--------------------------|-------------|---|----|----|---|----|----|---|-----|--------------|---|-----|--------------------------|---|-----|--------------------------|---|----|-----------|---|----|--------------|---|-----|--------------|--|--|--|
| CN1 IN Port |  | <table border="1"> <thead> <tr> <th>No.</th> <th>Define</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>NC</td> <td>NC</td> </tr> <tr> <td>2</td> <td>NC</td> <td>NC</td> </tr> <tr> <td>3</td> <td>GND</td> <td>power ground</td> </tr> <tr> <td>4</td> <td>SG+</td> <td>RS485 signal is positive</td> </tr> <tr> <td>5</td> <td>SG-</td> <td>RS485 signal is negative</td> </tr> <tr> <td>6</td> <td>TX</td> <td>Send data</td> </tr> <tr> <td>7</td> <td>RX</td> <td>Receive data</td> </tr> <tr> <td>8</td> <td>GND</td> <td>Power ground</td> </tr> </tbody> </table> | No. | Define | Description | 1 | NC | NC | 2 | NC | NC | 3 | GND | power ground | 4 | SG+ | RS485 signal is positive | 5 | SG- | RS485 signal is negative | 6 | TX | Send data | 7 | RX | Receive data | 8 | GND | Power ground | | | |
| | | No. | Define | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | NC | NC | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 2 | NC | NC | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 3 | GND | power ground | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 4 | SG+ | RS485 signal is positive | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 5 | SG- | RS485 signal is negative | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 6 | TX | Send data | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 7 | RX | Receive data | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8 | GND | Power ground | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CN1 OUT Port |  | <table border="1"> <thead> <tr> <th>No.</th> <th>Define</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>NC</td> <td>NC</td> </tr> <tr> <td>2</td> <td>NC</td> <td>NC</td> </tr> <tr> <td>3</td> <td>GND</td> <td>power ground</td> </tr> <tr> <td>4</td> <td>SG+</td> <td>RS485 signal is positive</td> </tr> <tr> <td>5</td> <td>SG-</td> <td>RS485 signal is negative</td> </tr> <tr> <td>6</td> <td>NC</td> <td>NC</td> </tr> <tr> <td>7</td> <td>NC</td> <td>NC</td> </tr> <tr> <td>8</td> <td>GND</td> <td>Power ground</td> </tr> </tbody> </table> | No. | Define | Description | 1 | NC | NC | 2 | NC | NC | 3 | GND | power ground | 4 | SG+ | RS485 signal is positive | 5 | SG- | RS485 signal is negative | 6 | NC | NC | 7 | NC | NC | 8 | GND | Power ground | | | |
| | | No. | Define | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | NC | NC | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 2 | NC | NC | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 3 | GND | power ground | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 4 | SG+ | RS485 signal is positive | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 5 | SG- | RS485 signal is negative | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 6 | NC | NC | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 7 | NC | NC | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8 | GND | Power ground | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

(1) It is necessary to connect the power ground of the controller (PLC) and the power ground of the servo drive

(2) When multiple drives are used in parallel with RS485 bus, please add a 120 Ω terminal resistance between the SG+ and SG- terminals of the farthest drive

Note: When wiring, please connect the GND terminal of the host device and the GND terminal of the servo drive together.

Release Notes

| release date | Description | version |
|--------------|---|---------|
| 2022-04-28 | The first edition of the instruction manual | 1.01 |