

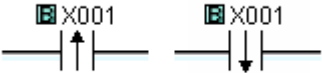
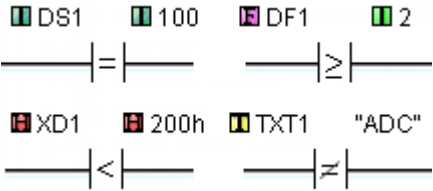
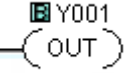
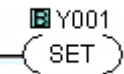

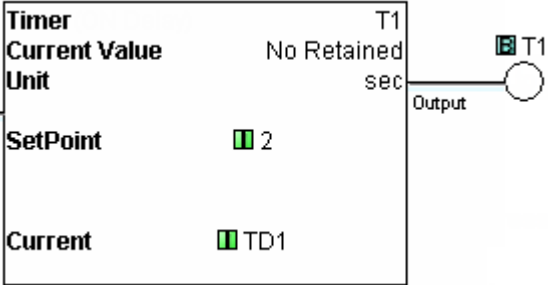
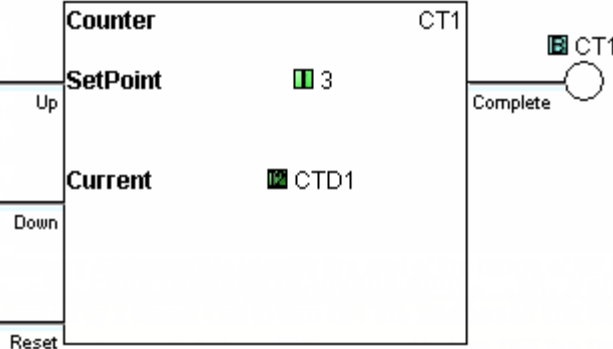

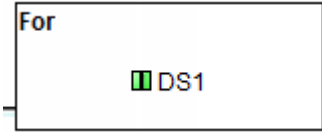
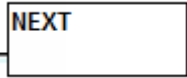
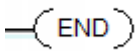
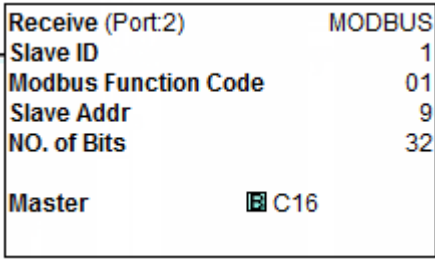
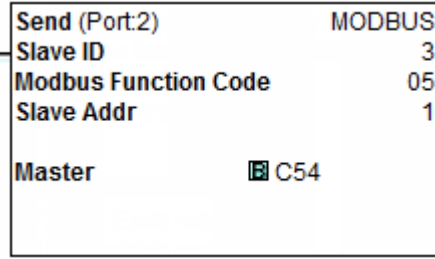


CLICK PLC Instruction Set

Ladder Symbol	Title	Type	Description
	Normally Open Contact	Bit Instruction	The Normally Open Contact mimics the behavior of a physical contact and changes in response to the status of a Bit Memory Address. The Normally Open Contact is ON when the related bit is ON.
	Normally Closed Contact	Bit Instruction	The Normally Closed Contact mimics the behavior of a physical contact and changes in response to the status of a Bit Memory Address. The Normally Closed Contact is ON when the related bit is OFF.
	Edge Contact	Bit Instruction	The Edge Contact turns ON when the related bit transitions from OFF to ON (Rising Edge) or ON to OFF (Falling Edge).
	Compare Contact	Word Instruction	The Compare instruction uses a Mathematical Operator as a basis for comparison of two data values. When the data values satisfy the selected mathematical relationship (>, <, =, etc.) the Compare Contact turns ON.
	Out Coil	Bit Instruction	An Out instruction turns ON its associated Bit Memory when the status of the rung is true. The Out instruction turns OFF its associated Bit Memory when the status of the rung is false.
	Set Coil	Bit Instruction	The Set instruction turns ON the associated Bit Memory when the status of the rung is true. The Bit Memory stays on after the rung becomes false.

	Reset Coil	Bit Instruction	The Reset instruction turns OFF the associated bit memory when the status of the rung is true. The Bit Memory stays OFF after the rung becomes false.
	Timer	Word Instruction	<p>An ON Delay Timer measures the time duration that begins with a transition of the enable rung from OFF to ON. Beyond this transition point, the Timer increases the Current Value; when it reaches the SetPoint, the Timer Bit is turned ON.</p> <p>An OFF Delay Timer measures the time duration that begins with a transition of the enable rung from ON to OFF. Beyond this transition point, the Timer increases the Current Value; when it reaches the SetPoint, the Timer Bit is turned OFF.</p>
	Counter	Word Instruction	When enabled, a Counter instruction counts up or down (depending on user settings) until it reaches the SetPoint. The Counter counts in response to the transition from OFF to ON of the enabling rung (up or down rung).
	Math	Word Instruction	The Math instruction solves a user-defined formula during the execution of the Ladder Program. Once the enable rung transitions from OFF to ON the formula will be solved and the result will be stored in the data format and location selected for the Result.

	Drum Instruction	Special Instruction	<p>The Drum instruction simulates an electromechanical drum sequencer, using either a Time Based or an Event Base sequencing strategy. Each Drum instruction is capable of sequencing through 1 to 16 steps and turning ON as many as 16 outputs in a user defined pattern. Outputs can be either physical outputs or internal control relays.</p>
	Shift Register	Bit Instruction	<p>The Shift Register instruction shifts a range of control bits one memory location with each OFF-to-ON transition of the Clock pulse. If the Starting Address is lower than the Ending Address, the Shift register will Shift from the Starting Address to the Ending Address. If the Ending Address is lower than Starting Address then Shift Register will Shift from Ending Address to the Starting Address.</p>
	Copy Instruction	File Instruction	<p>The Copy instruction is used to copy a data or text value from its Source location to a specified Destination register.</p>
	Search Instruction	File Instruction	<p>The Search instruction is used to search for a data value that meets the specified condition and that is located within a specified range of data registers.</p>
	Call Instruction	Program Control	<p>The Call instruction is required to call or execute a Subroutine Program from the Main Program.</p>

	For Instruction	Program Control	The For instruction indicates the starting point of a For-Next loop, and based on its user setting, determines how many times the For-Next loop will be executed in one program scan. Between the For instruction rung and the Next instruction rung, place the rungs of logic that should be repeated multiple times.
	Next Instruction	Program Control	The Next instruction indicates the end of a For-Next loop.
	End Instruction	Program Control	The End instruction marks the termination point of the normal program scan. The End instruction tells the CPU that there are no more rungs to be processed.
	Receive Instruction	Communication	The Receive instruction allows you to use the available communication ports on the CLICK CPU modules as a network master and read data from external devices.
	Send Instruction	Communication	The Send instruction allows you to use the available communication ports on the CLICK CPU modules as a network master and write data to external devices.