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1 (NOP)

This example program prints a message to a Viewmarq via ASCII using the DL05 PRINT instruction. The message exceeds the 128 character limit of the PRINT instruction, so multiple PRINT instructions must be used. The message also includes an embedded numeric variable. The message is printed every minute, as well as on the FIRST SCAN. The rest of the time the variable value is PRINTed to the Viewmarq every second, except when the whole message is printed.

This rung creates a 1 minute and FIRST SCAN one shot bit, C0.

2 (C0 PD)

_1Minute
SP3

_FirstScan
SP0

This rung sets the send message trigger, so the message gets sent/resent at startup and in 1 minute intervals.

3 (C1 SET)

_FirstScan
SP0

SEND MSG TRIGGER

This rung sends the first 128 characters of the full message to the Viewmarq when the port isn't busy. It uses interlock C50 to sequence the two PRINT instructions one at a time.

4

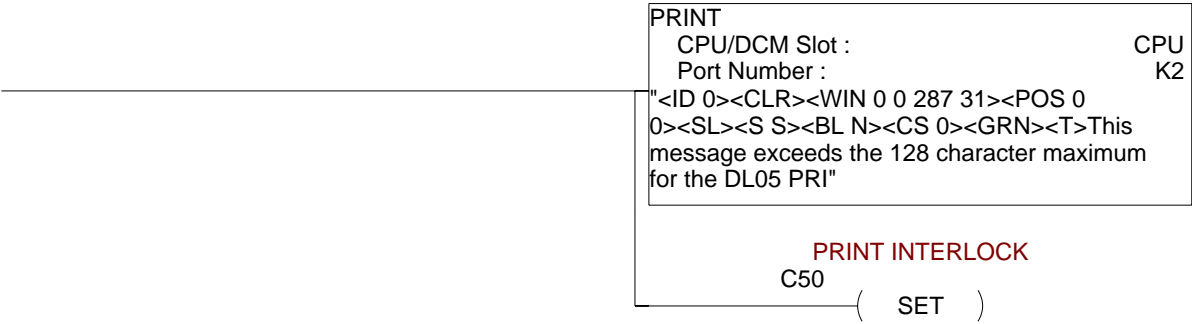
SEND MSG TRIGGER
C1

Port 2 Busy
SP116

PRINT INTERLOCK
C50

A

A



This rung sends the remaining characters of the full message to the Viewmarq when the port isn't busy. It uses interlock C50. This PRINT string ends with a \$0D to add a carriage return so the Viewmarq knows this is the end of the message. It then resets the send message trigger and the interlock bit.

A



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