

FB108 - <offline>

"Toggle" Bit Toggle

Name: TGL_SR

Family:

Author: HSLE

Version: 1.0

Block version: 2

Time stamp Code: 2010-08-17 09:40:49

Interface: 2010-08-17 08:59:57

Lengths (block/logic/data): 00186 00070 00002

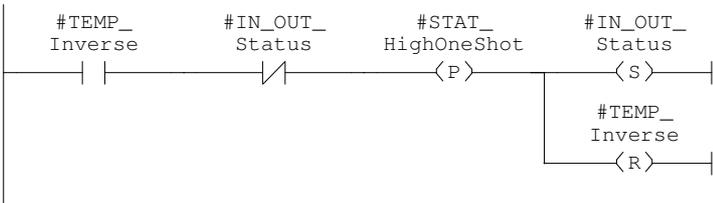
Name	Data Type	Address	Initial Value	Comment
IN		0.0		
IN_Set	Bool	0.0	FALSE	
IN_Reset	Bool	0.1	FALSE	
OUT		0.0		
IN_OUT		0.0		
IN_OUT_Toggle	Bool	2.0	FALSE	
IN_OUT_Status	Bool	2.1	FALSE	
STAT		0.0		
STAT_InputOneShot	Bool	4.0	FALSE	
STAT_HighOneShot	Bool	4.1	FALSE	
STAT_LowOneShot	Bool	4.2	FALSE	
TEMP		0.0		
TEMP_Inverse	Bool	0.0		

Block: FB108 Toggle function with Set and Reset override

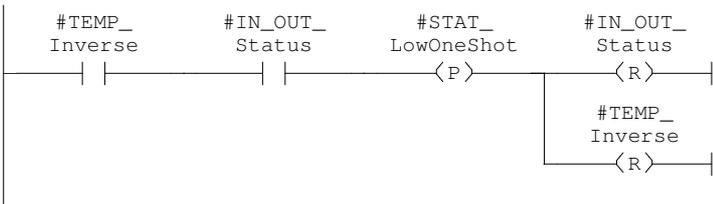
Network: 1 Toggle input



Network: 2 Set Status if not set



Network: 3 Reset Status output if set



Network: 4 Set override input



Network: 5 Reset override input (dominant)



```
FUNCTION_BLOCK FB 108
TITLE =Toggle function with Set and Reset override
AUTHOR : HSLE
NAME : TGL_SR
VERSION : 1.0
```

```
VAR_INPUT
```

```
    IN_Set : BOOL ;
    IN_Reset : BOOL ;
```

```
END_VAR
```

```
VAR_IN_OUT
```

```
    IN_OUT_Toggle : BOOL ;
    IN_OUT_Status : BOOL ;
```

```
END_VAR
```

```
VAR
```

```
    STAT_InputOneShot : BOOL ;
    STAT_HighOneShot : BOOL ;
    STAT_LowOneShot : BOOL ;
```

```
END_VAR
```

```
VAR_TEMP
```

```
    TEMP_Inverse : BOOL ;
```

```
END_VAR
```

```
BEGIN
```

```
NETWORK
```

```
TITLE =Toggle input
```

```
    A    #IN_OUT_Toggle;
    FP   #STAT_InputOneShot;
    =    #TEMP_Inverse;
```

```
NETWORK
```

```
TITLE =Set Status if not set
```

```
    A    #TEMP_Inverse;
    AN   #IN_OUT_Status;
    FP   #STAT_HighOneShot;
    S    #IN_OUT_Status;
    R    #TEMP_Inverse;
```

```
NETWORK
```

```
TITLE =Reset Status output if set
```

```
    A    #TEMP_Inverse;
    A    #IN_OUT_Status;
    FP   #STAT_LowOneShot;
    R    #IN_OUT_Status;
    R    #TEMP_Inverse;
```

```
NETWORK
```

```
TITLE =Set override input
```

```
    A    #IN_Set;
    S    #IN_OUT_Status;
```

```
NETWORK
```

```
TITLE =Reset override input (dominant)
```

```
    A    #IN_Reset;
    R    #IN_OUT_Status;
```

```
END_FUNCTION_BLOCK
```