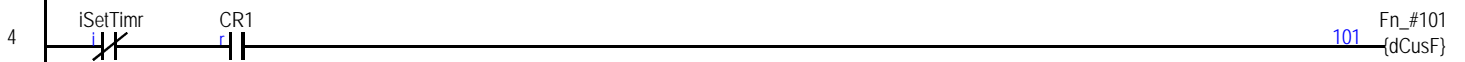
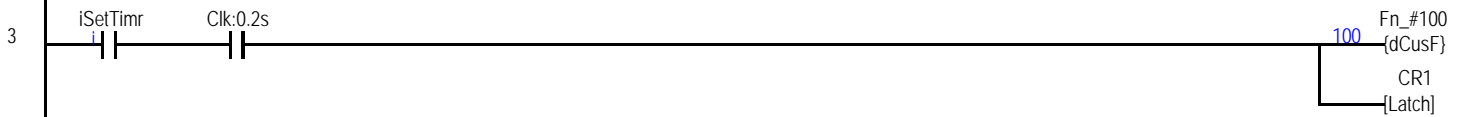
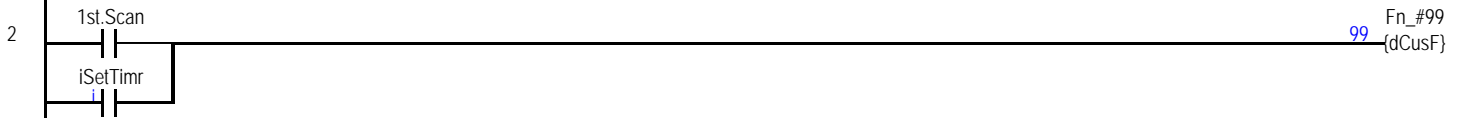


4 ANALOG TIMERS

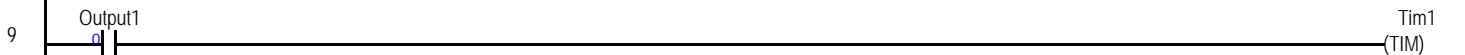
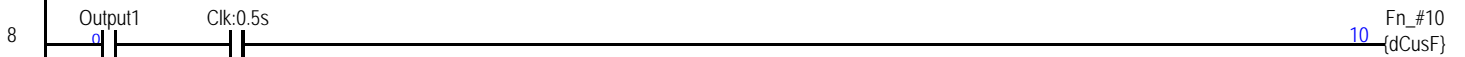
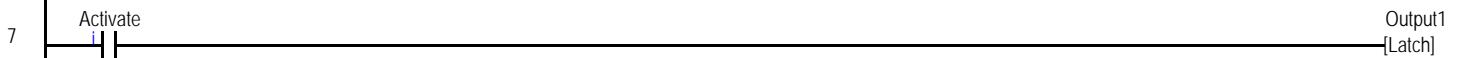
Press the "SetTimer" button to enter the setting mode. The desired values of timer 1 to 4 read from ADC(1) to (4) will be displayed on the 2 lines by 16 character display every 0.2s

Release the "iSetTimr" button to record the desired SV for each timer.



5

You should verify for yourself that the SV in the Timer/Counter tables will also be changed when these functions are executed. After simulating it, go back to Ladder Editor and press <F4> and <F5> to check out the S.V.



10

```
SETLCD 2,3, "Timer #1 PV=" + str$(timerPV[1],4)
```

99

```
Z=0  
SETLCD 0,0, CHR$(1)      ' Clear screen  
SETLCD 0,0, CHR$(12)    ' Set no cursor
```

100

```
' The ADC 0 to 4096 correspond to 0.1 to 10.0 seconds.
```

```
FOR I=1 to 4: DM[100+I]=ADC(I)/40 : NEXT
```

```
setLCD 1,1,"1:"+ STR$(DM[101]/10)+"." + STR$(DM[101] MOD 10)  
setLCD 1,9,"2:"+ STR$(DM[102]/10)+"." + STR$(DM[102] MOD 10)  
setLCD 2,1,"3:"+ STR$(DM[103]/10)+"." + STR$(DM[103] MOD 10)  
setLCD 2,9,"4:"+ STR$(DM[104]/10)+"." + STR$(DM[104] MOD 10)
```

101

```
SETLCD 0,0,CHR$(1)  
FOR I = 1 to 4  
  IF getTimerSV(I) <> DM[100+I]  
    setTimerSV I, DM[100+I]  
  ENDIF  
NEXT  
SETLCD 1,4, "Timers Updated!"
```