1

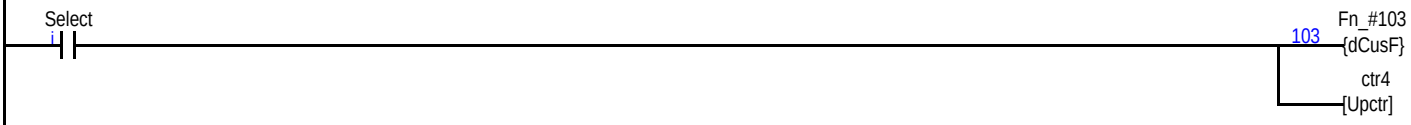
I. setTimerSV ch, value
II. setCtrSV ch, value
==========

These two functions allow you to change the Set value (S.V.) of the Timer or Counter #ch. "value" should be between 0 and 9999
These two functions can be used to change the preset value of internal timers and counters. In this example, the "Select" input selects one of the 3 timers or 3 Counters. The "Increase" button, when pressed will increment the selected tim/Ctr SV by one. Likewise, the "Decrease" button when pressed will decrement the Tim/Ctr by 1. Using the LCD display the user can monitor the outcome his action. This is the low cost method of altering PLC's internal timers and counters.

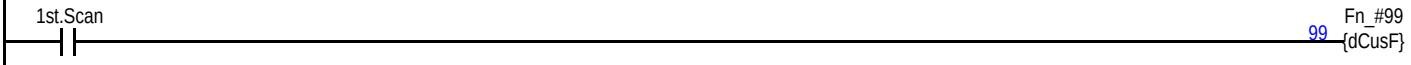
ANALOG TIMERS
==========

The "Increase" and "Decrease" inputs can also be replaced by a potentiometer connected to one of the unused A/D input.
The A/D value can be scaled to desired range and then used to set timer/counter Set Values, giving rise to many precise Analog Timers!

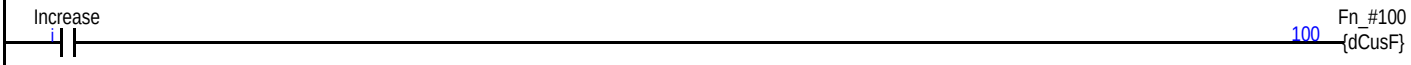
2



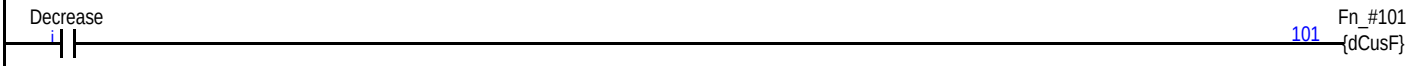
3



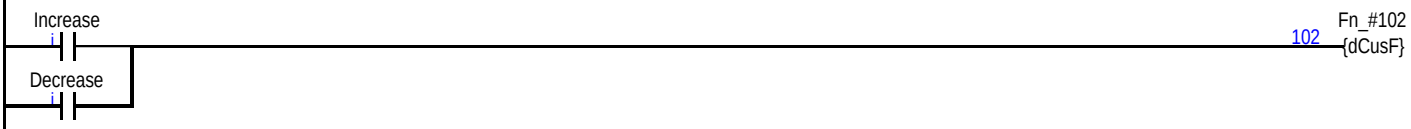
4



5



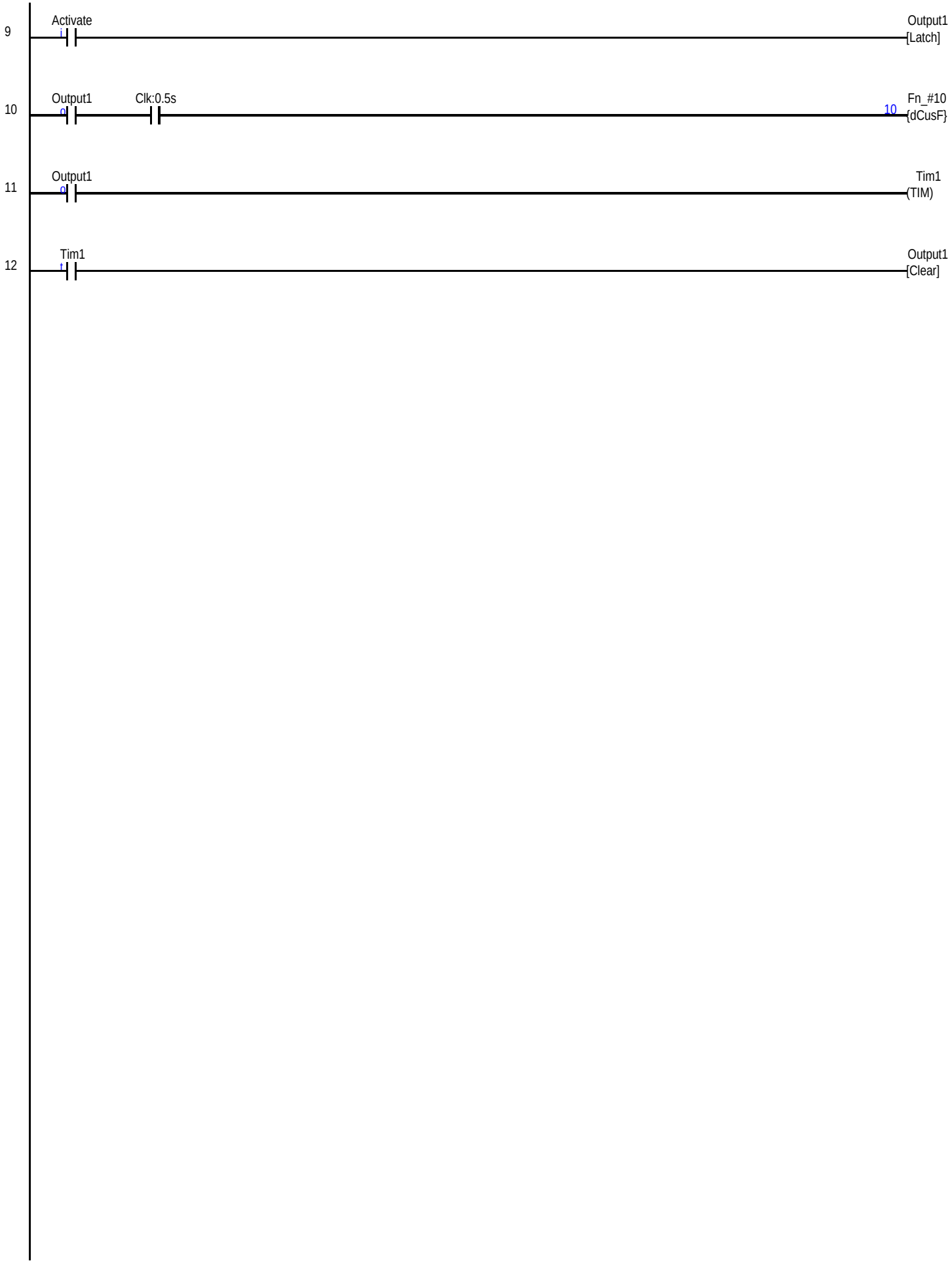
6



7

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.

8


9
Activate
1
Output1
[Latch]
10
Output1
0
Clk:0.5s
Fn_#10
10
{dCusF}
11
Output1
0
Tim1
(TIM)
12
Tim1
1
Output1
[Clear]

I/O #	Inputs	Outputs	Relays	Relay+256	Timers	S.V.	Counters	S.V.
1	Select	Output1	CR1		Tim1	90	ctr1	40
2	Increase				Tim2	110	ctr2	70
3	Decrease				Tim3	60	ctr3	10
4	Activate						ctr4	10
5								
6								
7								
8								
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10

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

99

```
Z=0
SETLCD 0,0, CHR$(1)
SETLCD 0,0, CHR$(12)
```

100

```
IF z < 4
setTimerSV z, getTimerSV(z)+10
ELSE
setCtrSV z-3, getCtrSV(z-3)+10   ' Adjust Counter #1-3 S.V.
ENDIF
```

101

```
IF z < 4
setTimerSV z,getTimerSV(z)-10
ELSE
setCtrSV z-3,getCtrSV(z-3)-10
ENDIF
```

102

```
IF Z<4
SETLCD 3,3, "Timer #"+str$(z)+" SV="+str$(getTimerSV(z),4)
ELSE
SETLCD 3,3, "Cntr  #"+str$(z-3)+" SV="+str$(getCtrSV(z-3),4)
ENDIF
```

103

```
Z = Z+1              ' Z=1 to 3 for Timers #1 to #3
IF Z > 6 THEN Z = 1: ENDIF   ' Z=4 to 6 for Counters #1 to #3

IF Z < 4
   SETLCD 1,1,"Timer #"+str$(Z)+" Selected   "
ELSE
   SETLCD 1,1, "Counter #"+str$(Z-3)+" Selected"
ENDIF

CALL 102
```