

# **Visu Ladder Logic Editor**

The 'Visu Ladder Logic Editor' allows direct programming on a PLC via the visualization.

This library contains a function block and a ladder logic editor which can be instanced by a PLC program. The function block has 8 inputs and 8 outputs and can be programed via ladder logic. An example shows the usage of the library.

### **Product description**

The product Visu Ladder Logic Editor is a simple ladder logic editor (LD) for a PLC with 8 inputs and 8 outputs. You can use the ladder logic function block in various projects. The visualization of the editor runs on the standard visualization of the control. An additional test mode allows you to test the program online.

### **More information**

The package Visu Ladder Logic Editor contains the library VisuLadder and the example project VisuLadderExample. The library contains the function block CallLadder and the corresponding visualization element VisuLadderMain. Each function block can be instanced several times. The example VisuLadderExample shows the usage of the function block CallLadder with two instances.

#### **Technical description:**

- 8 inputs
- 8 outputs
- 4 markers
- Integrated functions: Contact, Negate, TON, F\_TRIG, R\_TRIG, OR, AND
- 8 networks per instance, 4 contacts per network + 1 output
- Test mode

#### **Programming:**

You can place an element in the editor (see figure 1) by selecting a function and then the target position. It is also possible to select the target position first and then the function. A second click on the selected element deletes the selection.

Available Functions:

Input 1 - 8: Set an input Marker 1 - 4: Set a marker Output 1- 8: Set an output Delete: Delete a selected element Negate: Negate a contact OR: Create or delete an OR connection with the last network output. TON: Set function block TON (Timer) F\_TRIG: Set function block F\_TRIG R\_TRIG: Set function block R\_TRIG Reset Markers and FBs: Sets all markers to FALSE and initializes all functions blocks. This function is available

Information: Markers and function blocks are used in programming and in test mode. The function "Reset Markers and FBs" will affect both modes!

#### Test mode:

in test mode und and programming mode.

The test mode can be activated by clicking the button "Switch to Test" (see figure 2). All input and outputs will be decoupled, the values will be preserved.

In test mode the program can be tested online by 8 input buttons and 8 output lamps.

#### **Screenshots**

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	Editor 1	
		e e de la companya d El companya de la comp
	Delete Negate OR TON F_TRIG R_TRIG Clear	
Input		Output
11	H M1 Q1	01
		<u> </u>
12		Q2
10	Q1 M1	
13		<u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u><u></u></u>
14	12 92	Q4
15		
CI		C10
16	13	Q6
17		Q7
18	15 16	Q8
Marker		
M	Q6	
MI		
M2		
M3	Q7	
M4		
	5000	
	Switch to Test Reset Markers and FBs	

Figure 1: Programming mode



Figure 2: Testing mode

### **General information**

#### Manufacturer:

3S-Smart Software Solutions GmbH Memminger Strasse 151 87439 Kempten Germany

## Support:

### https://support.codesys.com

ltem:

Visu Ladder Logic Editor Item number: 602013 Sales:

CODESYS Store https://store.codesys.com

# Included in delivery:

- · CODESYS software and / or license key with billing information
- For training courses and events: Booking confirmation

# System requirements and restrictions

CODESYS Development System Version 3.5.14.0 or higher
CODESYS Control Version 3.5.14.0
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Note: Not all CODESYS features are available in all territories. For more information on geographic restrictions, please contact sales@codesys.com.

Note: Technical specifications are subject to change. Errors and omissions excepted. The content of the current online version of this document applies.