Here is the sequence of steps you will be doing to enter and test each lab exercise.

Begin with a blank project as shown below:



Turn on Edit Mode by clicking on this icon

EDIT Mode

Notice how the icons to the right are now clickable



To enter a N.O. contact: click on the NO Contact icon above or press F2.



Then type in X0 and click on the checkmark or hit enter.

Then click on the Coil icon or hit F5.



This brings up a dialog box as show below

	Contact			
Coil	Coil Class		Coils	_
001	All Coils Immediate 1/0 Interrupt Program Control RLL Plus Standard Coll	*	OROUT OUT PD RST SET	1
Description:		Ŧ		
OUT - Out Coil The Out instructio (on/off) state to th	n reflects the status of the e specified image register noing the same discrete loo	rung (on/of point or mer cation shou	f) and outputs the discrete nory location. Multiple Out Id not be used since only the al output point. See Or Out	4
Instructions referent last Out instruction (OROUT).	n in the program will control	i me priysica		

Make sure that Standard Coil is selected as well as "OUT" and click okay.

This will create a rung that looks like this:



Type in Y0 for the address and hit enter.

The last rung in the program has to be the END statement.

So we move our cursor (big black box) to the next rung and hit F5 again. This brings up the Instruction Browser window.

C. 1	0.10		C .1	
	Coll Class All Coils Immediate 1/0 Interrupt Program Control RLL Plus Standard Coil	^	END FOR GTS MLR MLS NEXT NOP PAUSE RSTWT RT RT RTC STOP	
Description: END - End Coil The End instruction instruction is requi omitted an error w subroutines and in instruction is not o	on marks the termination po ired at the end of the main vill occur and the CPU will r nterrupt routines are placed conditional; therefore, no in	pint of the no program boo not enter the after the En put contact	ormal program scan. An E dy. If the End instruction i Run Mode. Data labels, nd instruction. The End is allowed.	nd s

Make sure Program Control is selected in the Coil Class and END is highlighted.

Then hit enter to put this instruction in the rung. Your program should now look like this:

EDIT ····································	Bes Box to The .
1	Y0 (TUO)
2	(END)
3	(NOP)

Notice the yellow bar on the left. That means there have been edits to the program. We now need to "Accept" the edits/changes by hitting the Accept Icon.



Doing so changes the bar from Yellow to Green.

We now need to download this program into the PLC. But first we must establish a connection to the PLC.

Make sure PLC is powered up and that the RS232 cable is connected from the PC to the PLC.

We do so by clicking on PLC from the menu tree and then clicking on Connect.



A window showing possible connections appears.

inks 05 KSeq : K Sequence, Address 1, COM1	Select
	Cancel
	Add
	Edit
	Delete
Link Enabled	Help

Select the on in the list (should only be 1) and hit select. If the PLC has a program in it – you are given the option to use it (PLC) or the one on the PC (Disk). Click on "Use Disk" as that is the program you just created and what you want to download.



To verify that you have a proper connect – it should say "Online" in the status bar on the bottom of the window (similar to below)



Next we will "Write" (download) to the PLC. Click on the "WriteP" icon. This is not a disk type of icon.



This lower right icon.

To test our program we will put the PLC into the "Run" mode by clicking on the traffic light type of icon.



Click on Run and then click OK.

We can use the programming software to show us the logic flow. Click on the Status icon.



As you press on and off the push button, it's status will be shown by the contacting highlighted in Blue.

Ladder	r View	4 Þ 🗙
1	X0	

Once your program has been entered and you are testing it out. You can answer the questions for each lab.

To get ready for the next lab:

- 1) Put the PLC in the "Program" Mode
- 2) Disconnect from the PLC
- 3) Delete each rung by
 - a. Going into the edit mode
 - b. Click on the first location of a rung and hit the delete key twice
 - c. Hit okay to the confirmation box
 - d. Repeat for all rungs