





## Variable Tables Input Variables

Name	Variable name	Data type	Default	Range	Description
EN	EN	BOOL			1 (ON): FB started.
					0 (OFF): FB not started.
Master Unit No.	MasterUnitNo	INT	&0	&0 to &99	Specify the unit number of the CompoNet
				#0 to #63	Master Unit.
Slave node address	NodeNo	INT	&0	&0 to &127	Specify the node address of the slave.
Terminal No.	PinNo	INT	&0	&0 to &31	Specify the terminal (pin) number for which the present value is to be read.
Slave Type	NodeType	INT	&1	&1 to &7	Slave Type 1: Word Slave IN 2: Word Slave OUT 3: Word Slave MIX 4: Bit Slave IN 5: Bit Slave OUT 6: Bit Slave MIX 7: Repeater

**Output Variables** 

Name	Variable name	Data type	Range	Description	
ENO	ENO	BOOL		1 (ON): FB processed normally.	
(May be omitted.)				0 (OFF): FB not processed or ended in an error.	
Busy Flag	BUSY	BOOL		Automatically turns OFF when processing is completed.	
Normal end	OK	BOOL		Turns ON for one cycle when processing ends normally.	
Error end	NG	BOOL		Turns ON for one cycle when processing ends in an error.	
Present value of maintenance counter	PV	UDINT		The present value of the maintenance counter is output. The present value is either the total ON time or the number of operations.  (Unit: seconds for total ON time, operations for the number of operations)	
FINS error code (May be omitted.)	FINSError	WORD		The FINS error code is output. A code of #0000 is output for a normal end. Refer to the Related Manuals for details on the error codes.	
Explicit message error code (May be omitted.)	ExplicitError	WORD	Outputs the explicit message error code. A code of #0000 is output for a normal end. Refer to the Related Manuals for details on the error codes.		

Version History

version instory					
Version	Date	Contents			
1.00	2006.9.	Original production			

## Note

This manual is a reference that explains the function block functions. It does not explain the operational limitations of Units, components, or combinations of Units and components. Always read and understand the Operation Manuals for the system's Units and other components before using them.