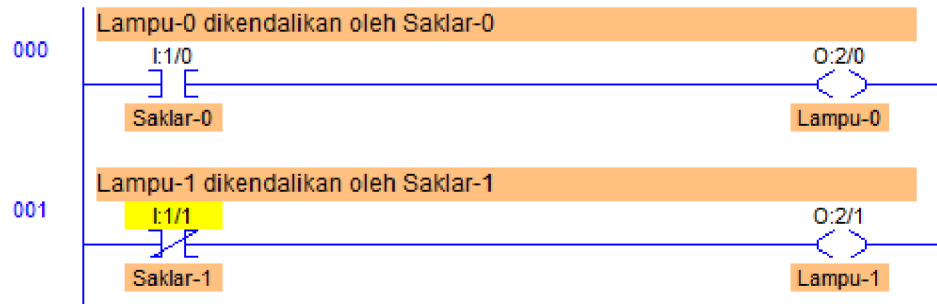
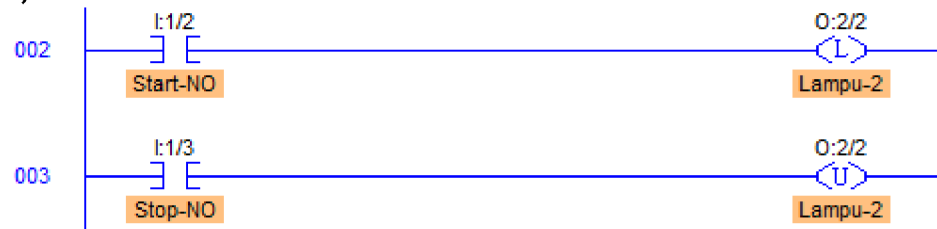


## 2 Basic Instruction

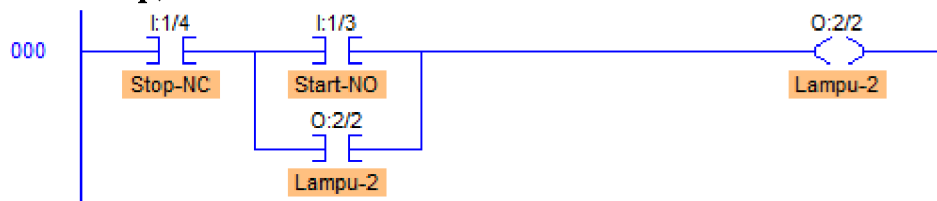
### 2.1 XIC, XIO



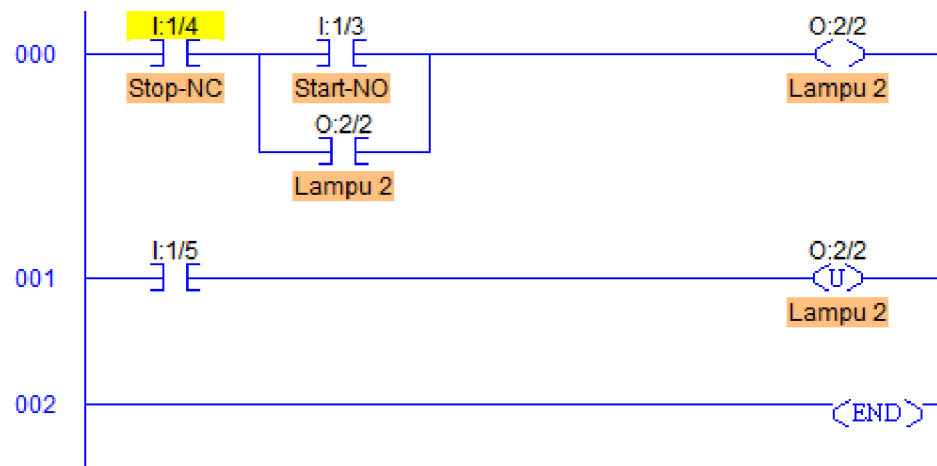
### 2.2 OTL, OTU



#### Kontrol Stop, Start Standar

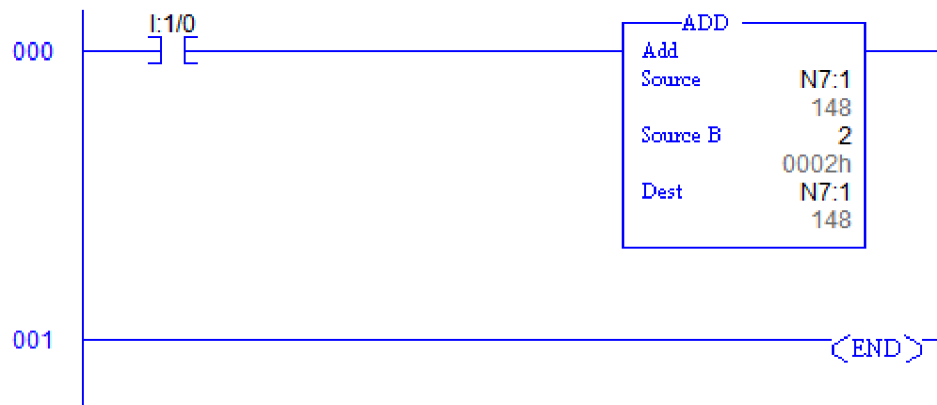


Perhatikan kasus berikut :

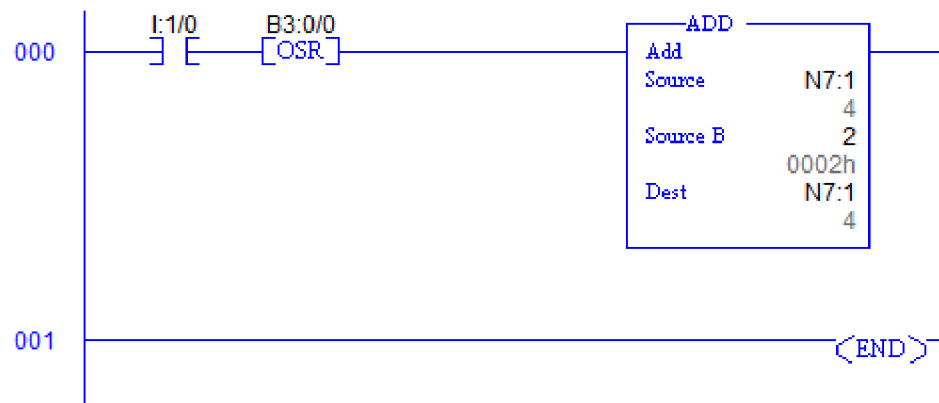


### 2.3 OSR

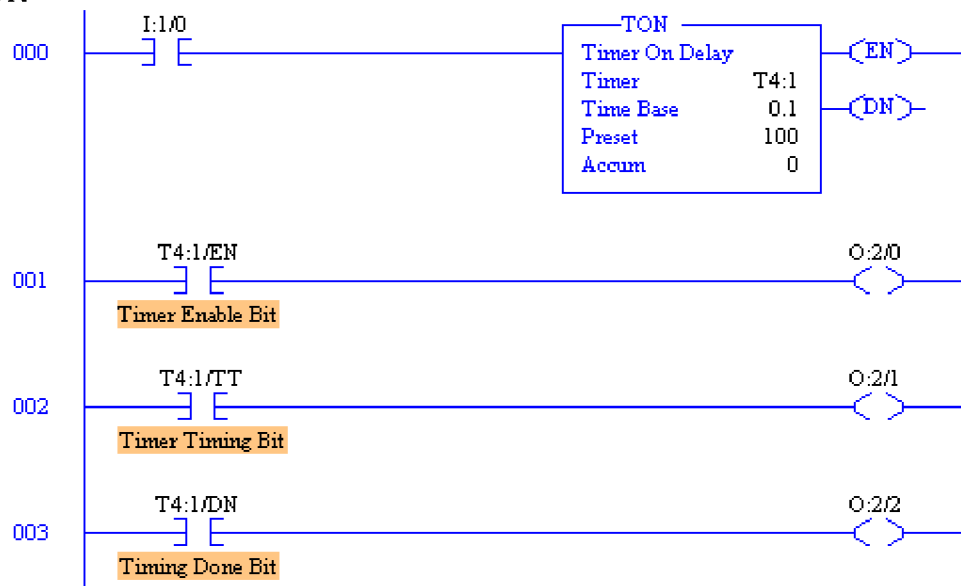
Perhatikan perbedaan ladder berikut :



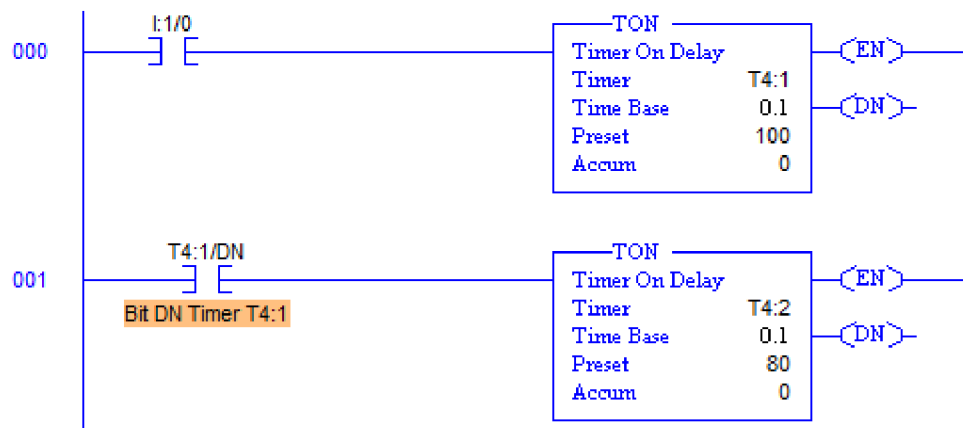
Ladder berikut menggunakan OSR :



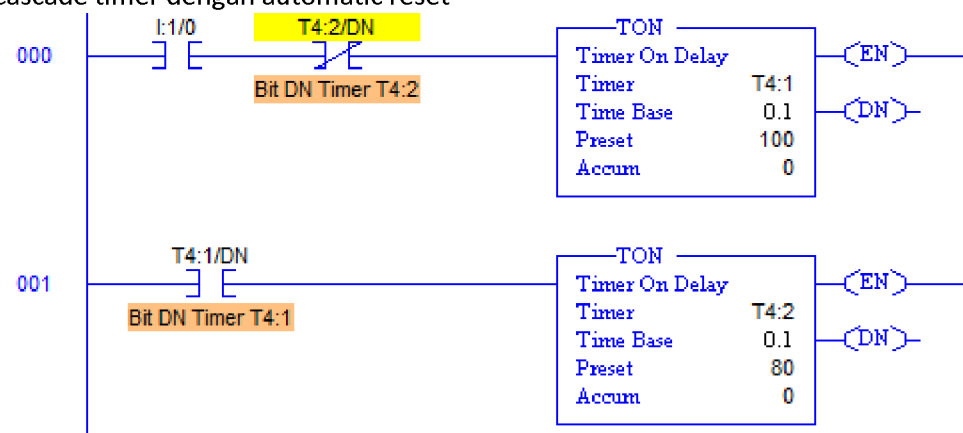
## 2.4 TON



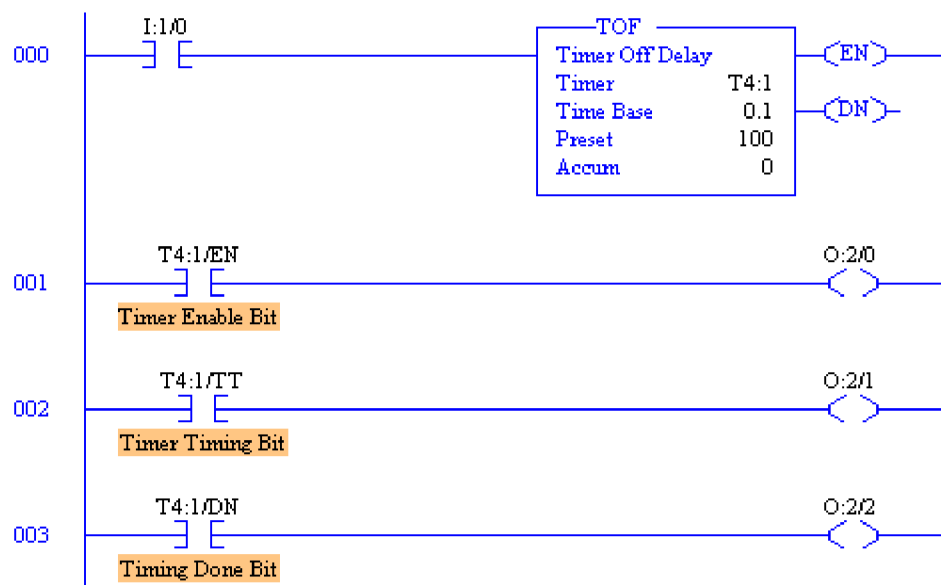
Cascade TON



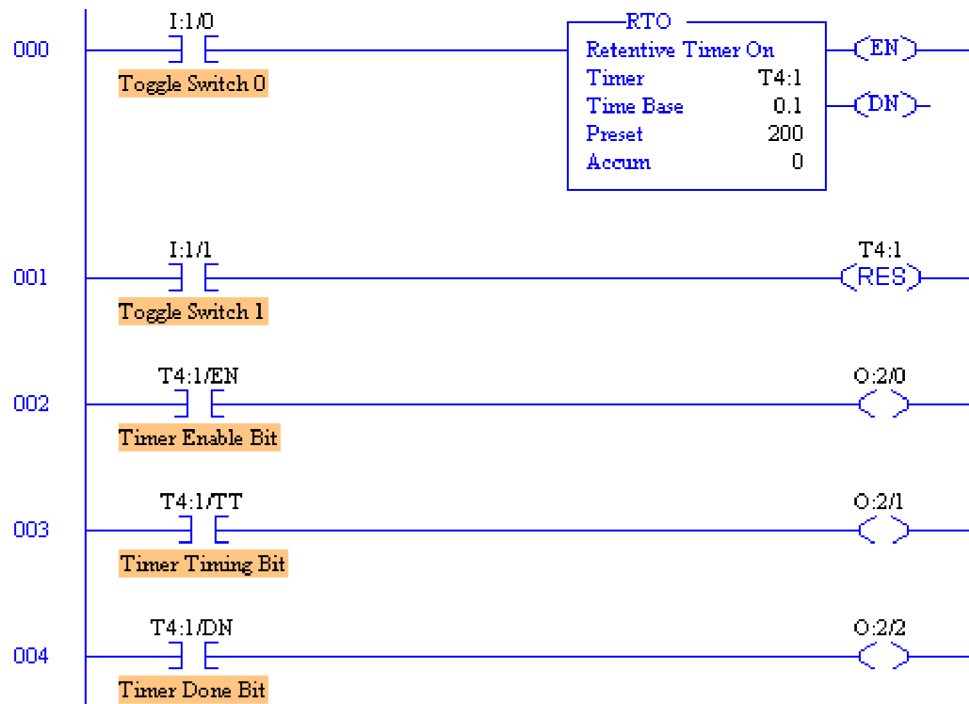
Cascade timer dengan automatic reset



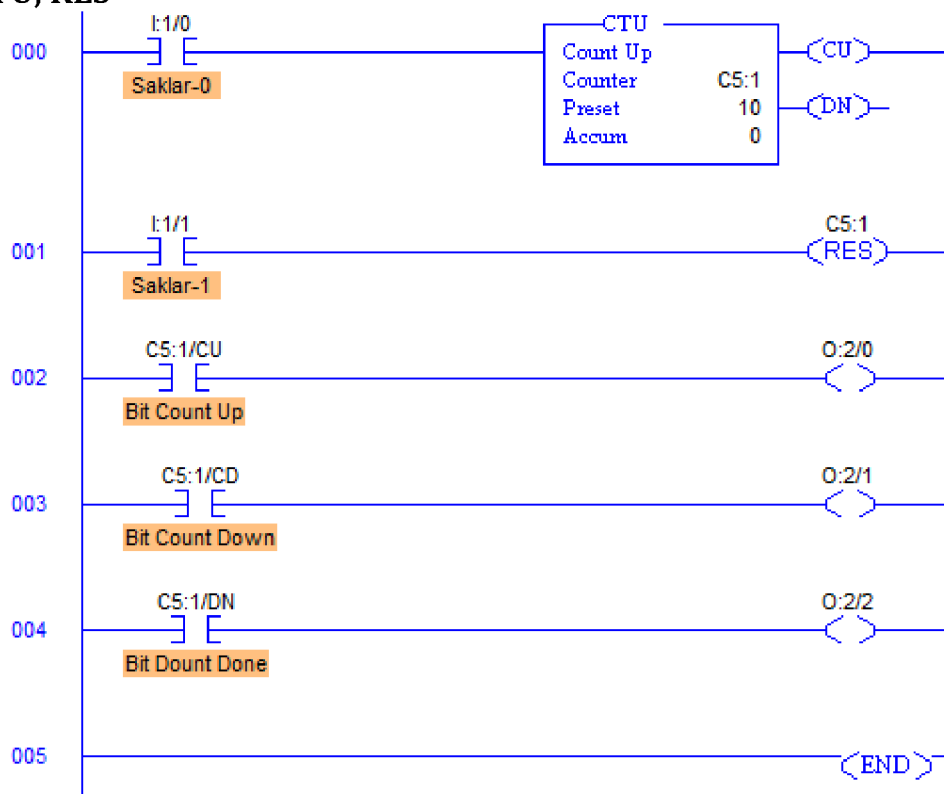
## 2.5 TOF



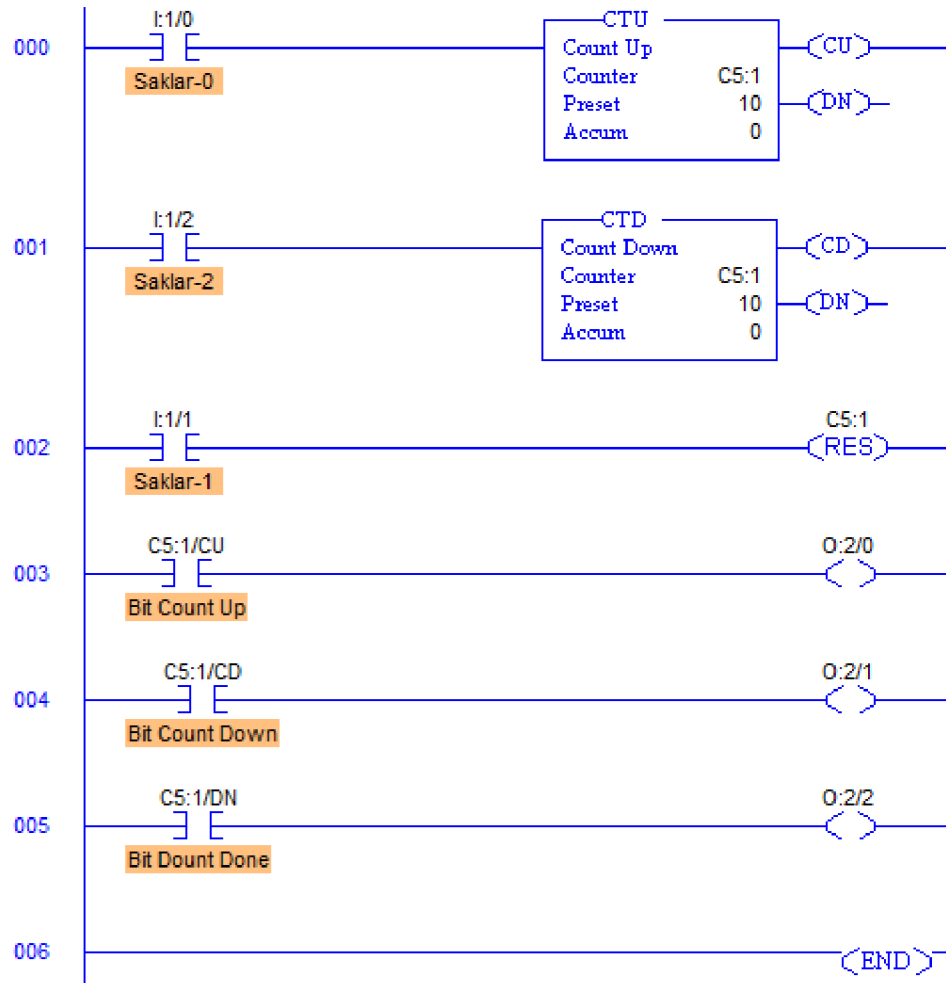
## 2.6 RTO



## 2.7 CTU, RES

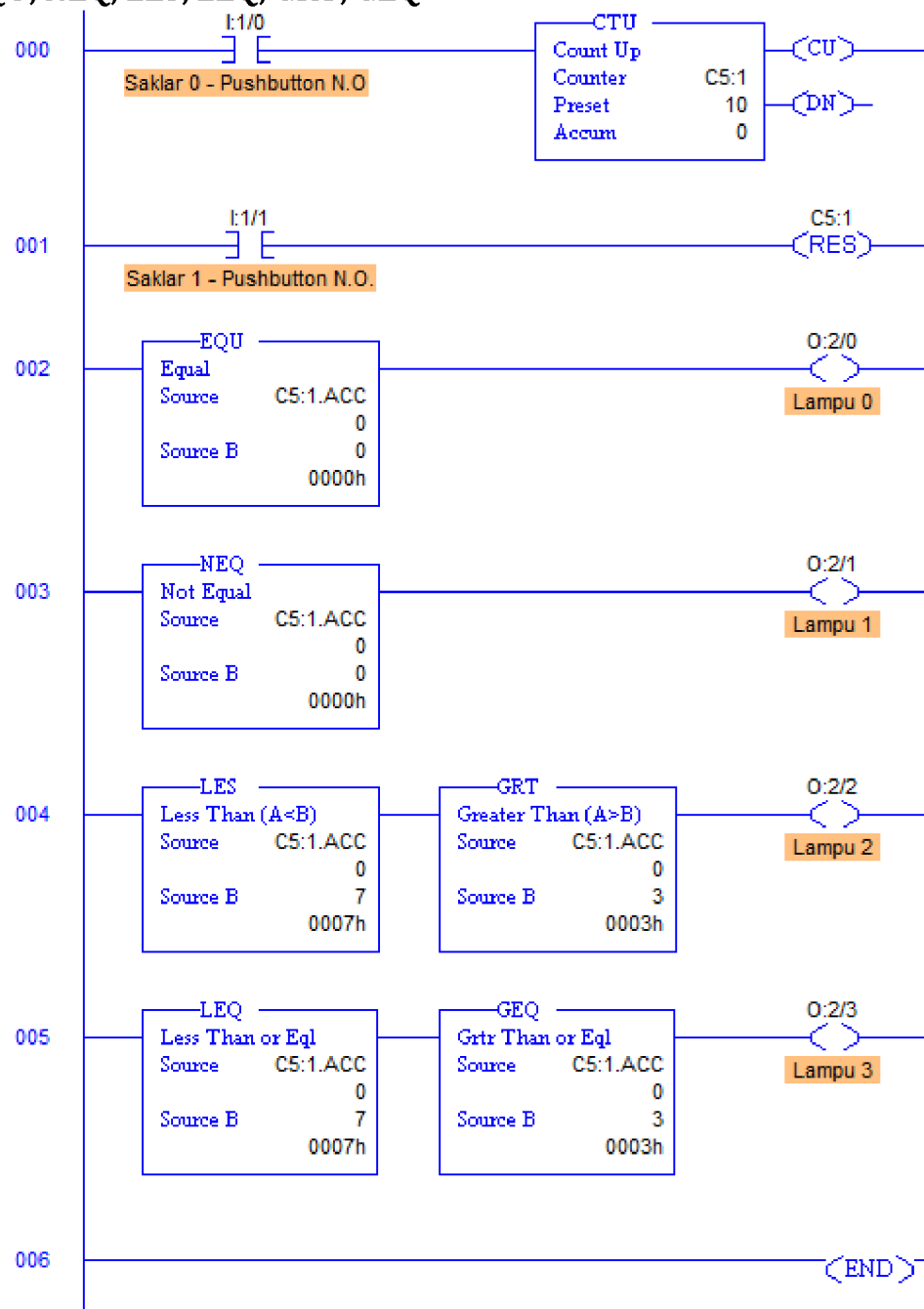


## 2.8 CTD

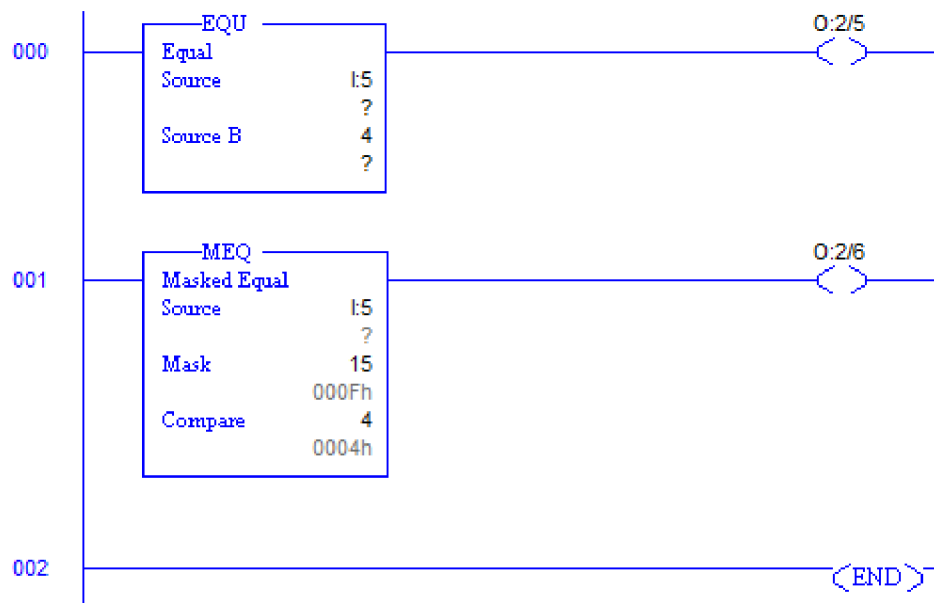


### 3 Comparison Instruction

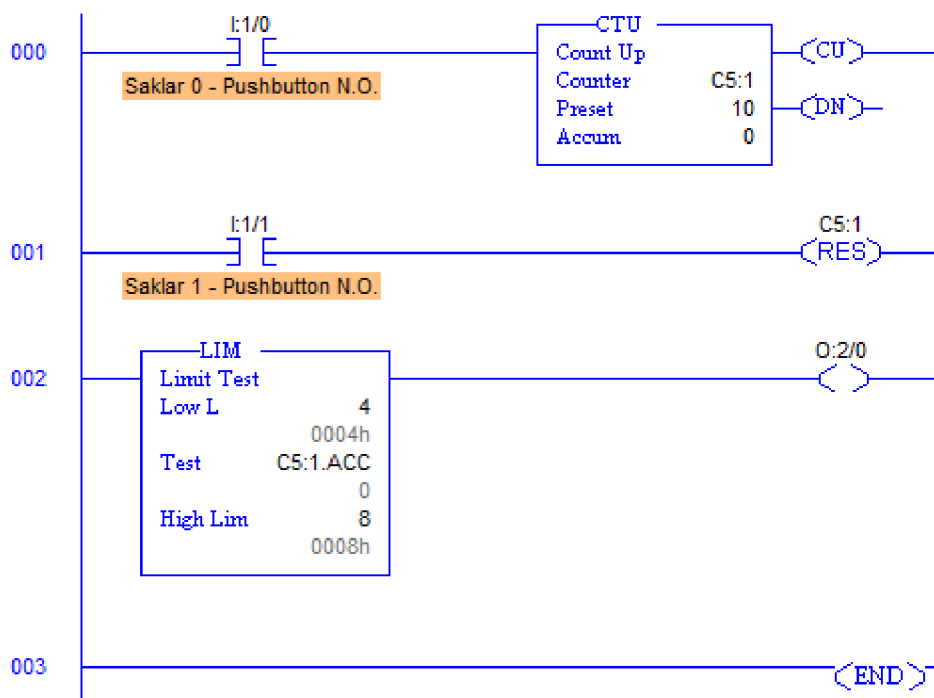
#### 3.1 EQU, NEQ, LES, LEQ, GRT, GEQ



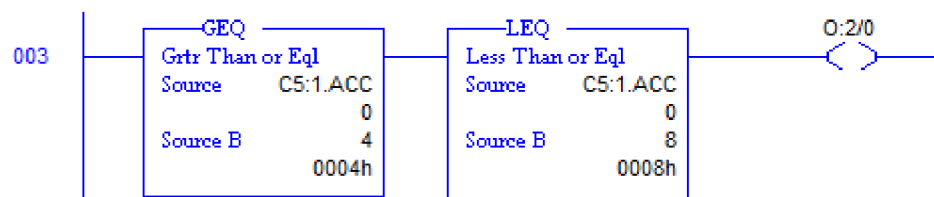
#### 3.2 MEQ



### 3.3 LIM



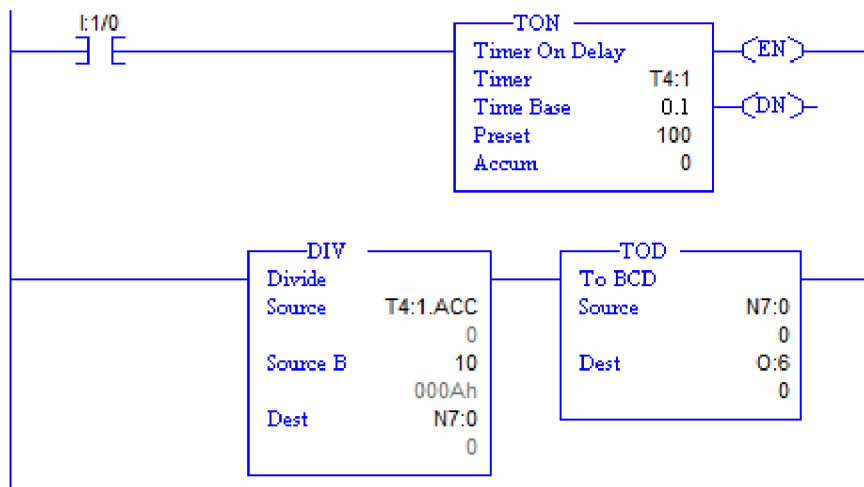
Akan equal dengan :



## 4 Math Instruction

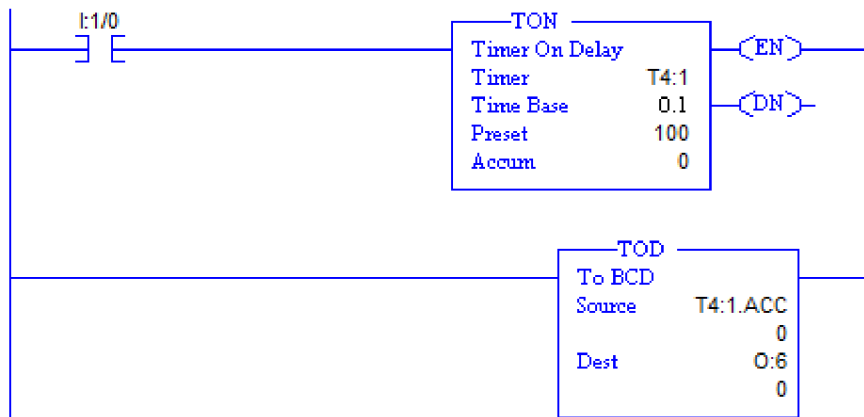
### 4.1 ADD, CLR

### 4.2 DIV



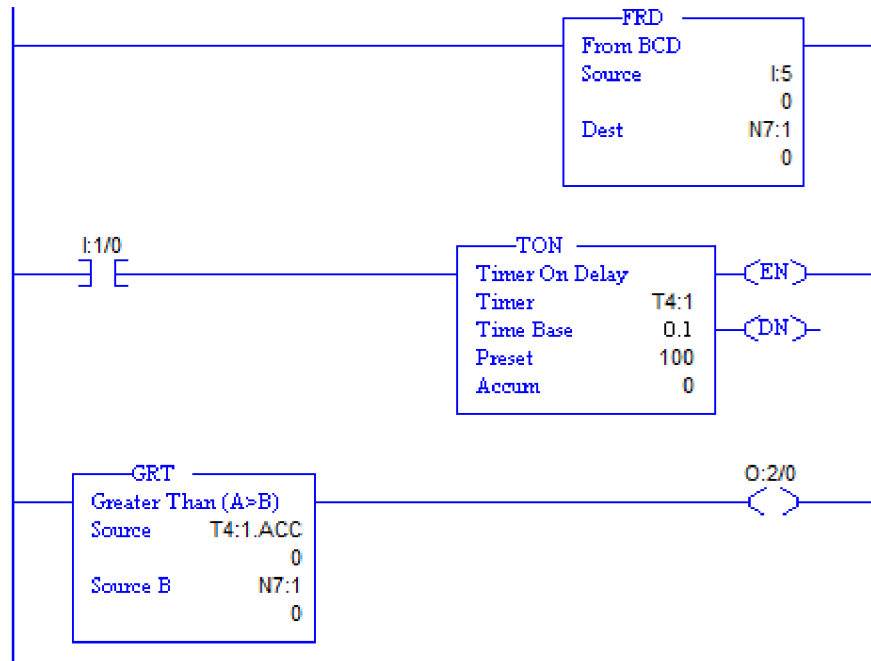
## 5 Data Handling

### 5.1 TOD





## 5.2 FRD



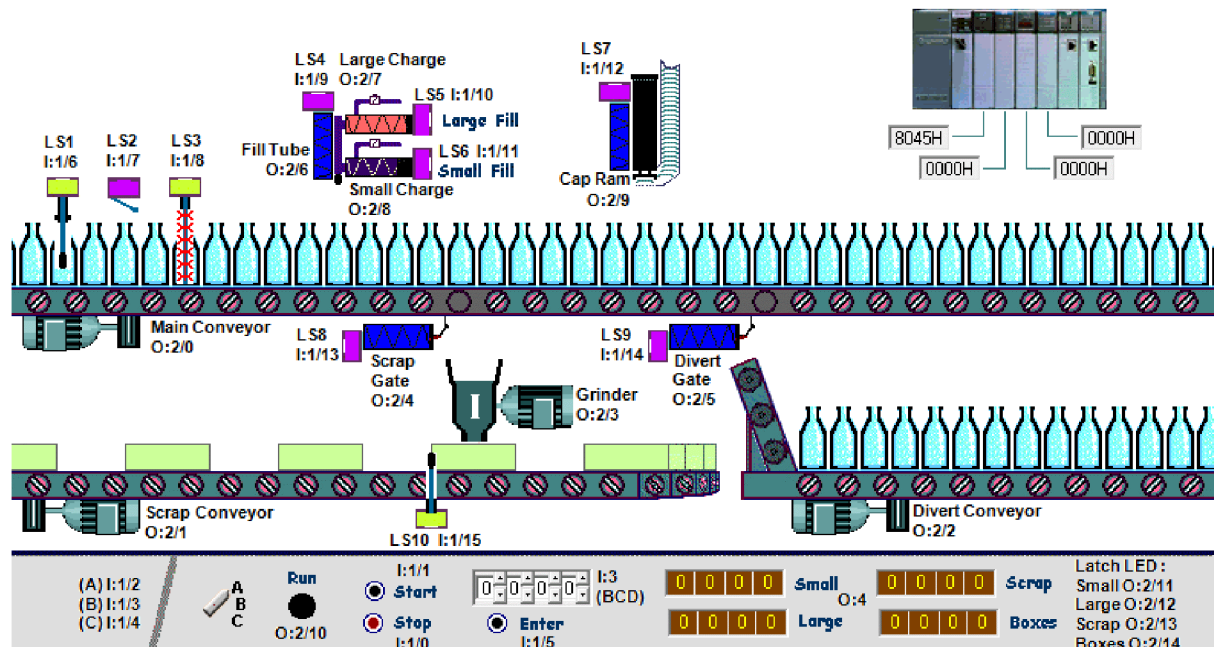
## 6 Program Flow

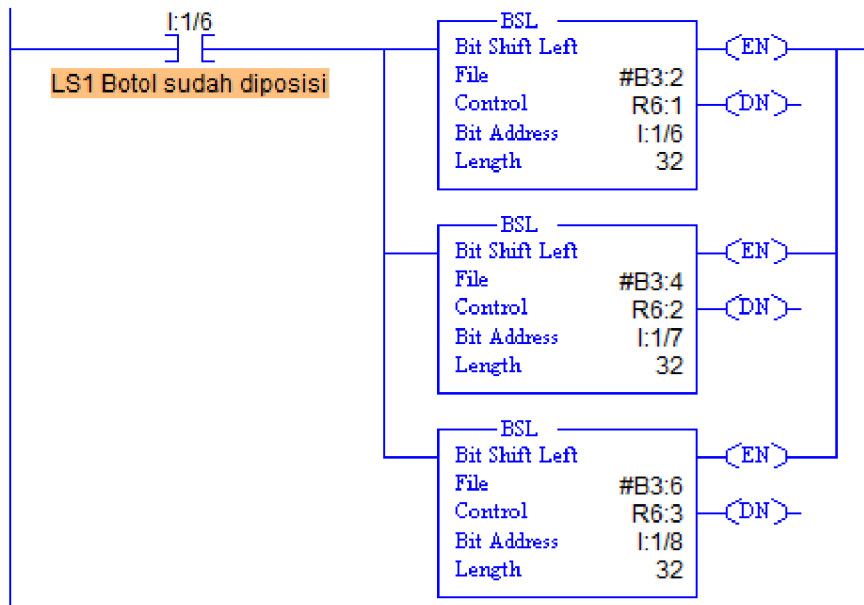
### 6.1 JMP

## 7 Application Specific Instruction

### 7.1 BSL

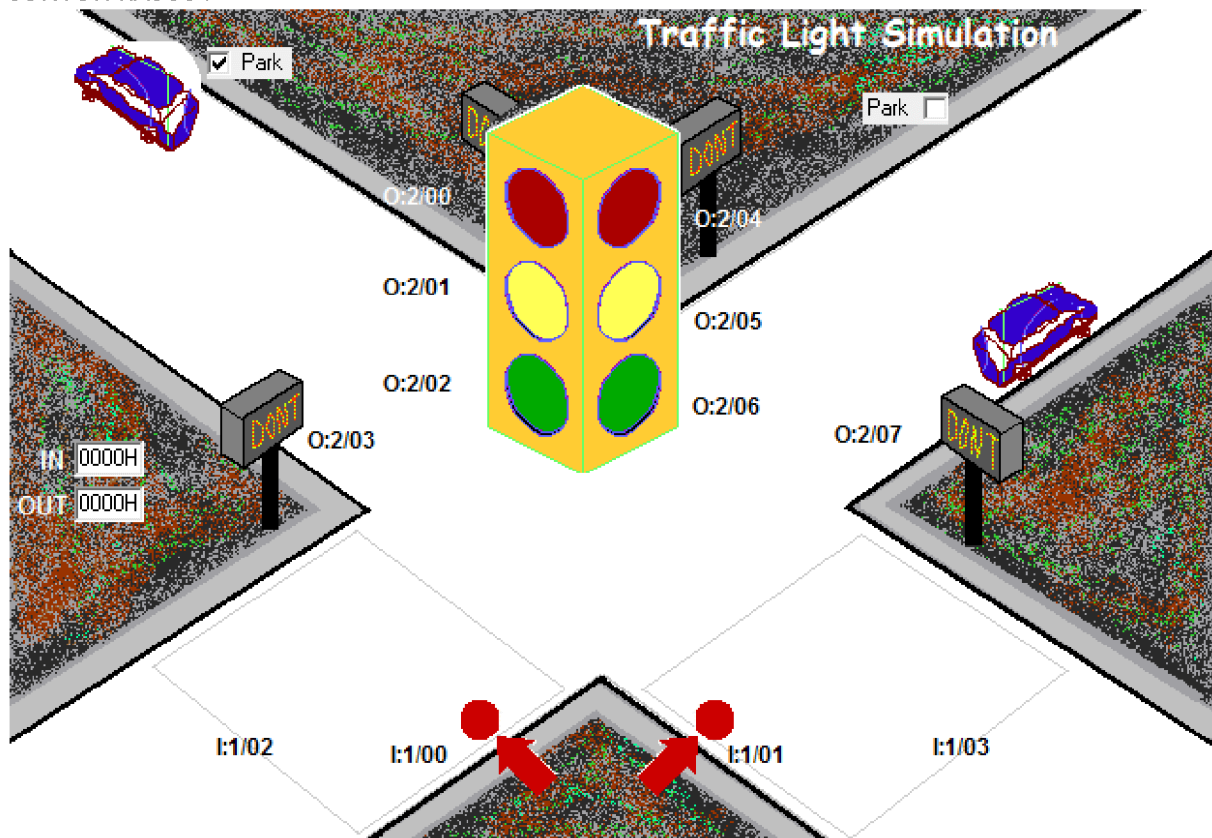
CONTOH KASUS :





## 7.2 SQO

CONTOH KASUS :

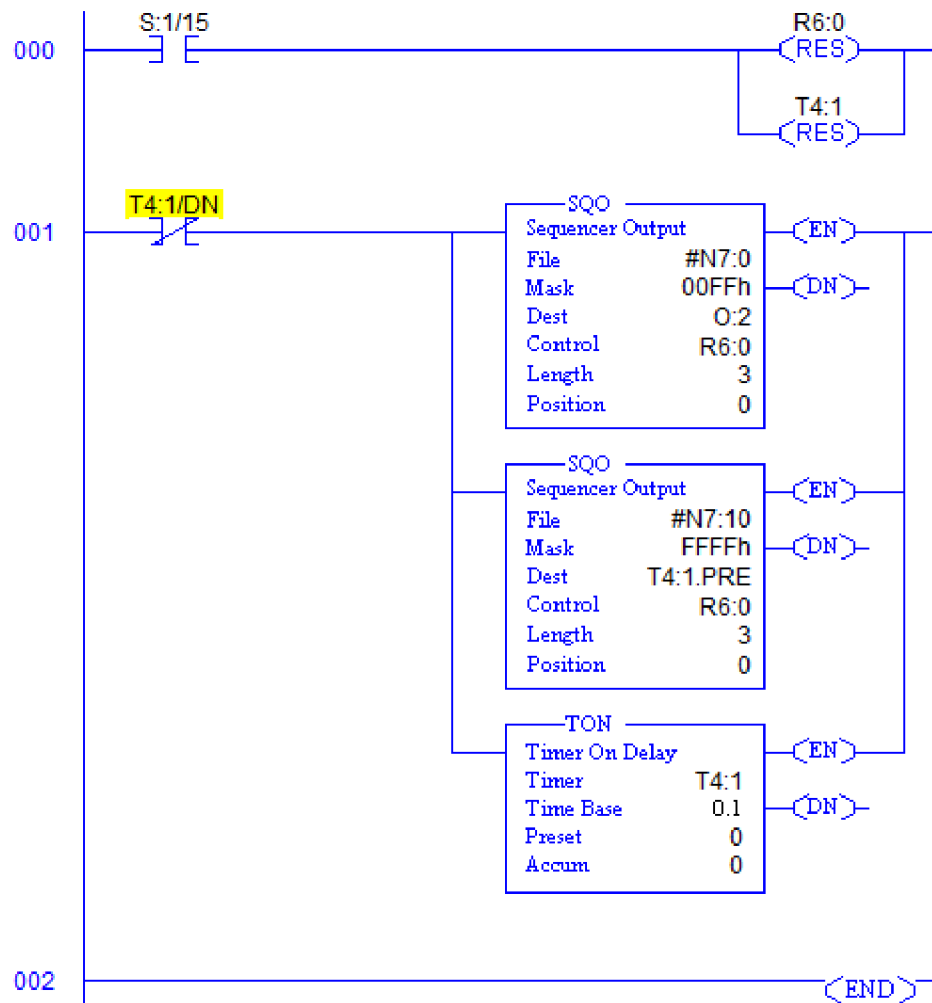


Diinginkan :

Waktu dalam detik :

Merah (O:2/00)	Hijau (O:2/02)	Kuning (O:2/01)
12 detik	8 detik	4 detik

Ladder :




Integer Table

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
N7:0/	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
N7:1/	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
N7:2/	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0
N7:3/	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
N7:4/	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
N7:5/	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Radix: Binary Table: N7: Integer Forces

Address Symbol

Integer Table	
	Value
N7:10	0
N7:11	120
N7:12	80
N7:13	40
N7:14	0
N7:15	0
N7:16	0
Radix: <span>Decimal</span> Table: <span>N7: Integer</span> <span>Forces</span> 	
Address	Symbol

## 8 Contoh-contoh :

### 8.1 Contoh 1

