

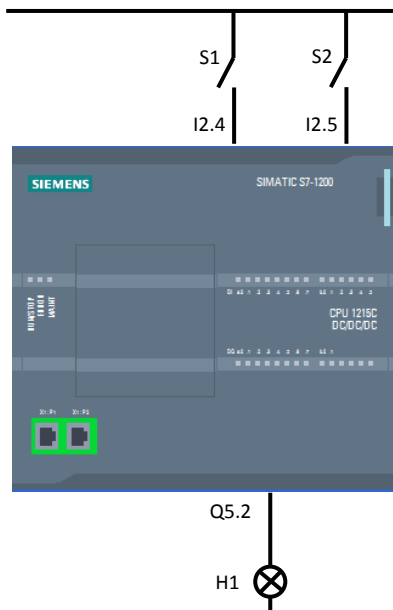
SIGNALSTATUS I LOGISKA OPERATIONER

Hårdvara (tryckknappar, lampor etc.)

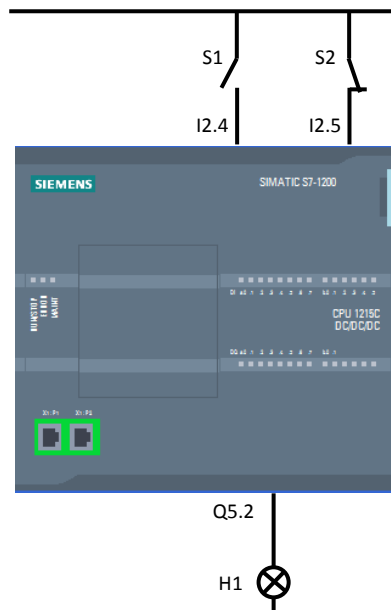
3 exempel

Villkor: Lampen H1 ska lysa då S1 är aktiverad och S2 inte är aktiverad.

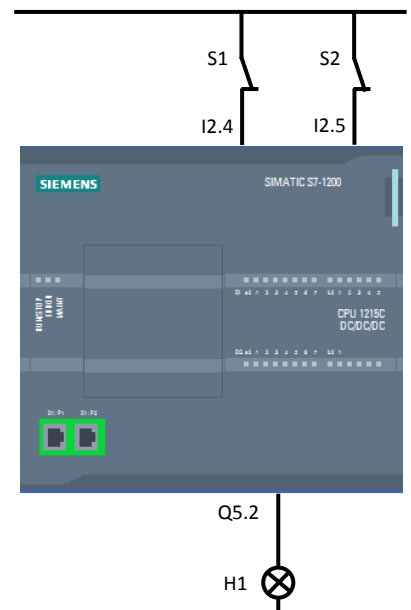
Ex 1



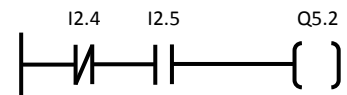
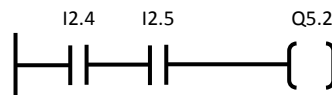
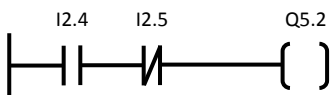
Ex 2



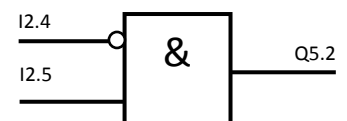
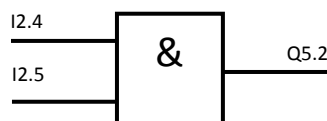
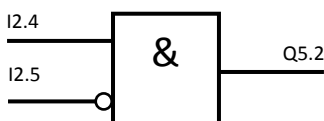
Ex 3



Program (LAD)



Program (FBD)



Signaltabell

S1	S2	H1
0	0	0
0	1	0
1	0	1
1	1	0

S1	S2	H1
0	0	0
0	1	0
1	0	0
1	1	1

S1	S2	H1
0	0	0
0	1	1
1	0	0
1	1	0