

: - Jump

General

Jumps can be used for structuring a circuit diagram or as a selector switch. For example, jumps can be used to implement the selection of manual or automatic mode, or other machine programs. Jumps consist of a jump location and a jump destination (label). Only forward jumps are possible.

Circuit Diagram Elements

Up to 32 contacts (jump destinations) can be used. These can only be used in column A. The contact can only be used as a make contact. For this there are up to 32 coils (jump labels) available.

Function

If the jump coil is triggered, the rungs after the jump coil are no longer processed. Unless they were overwritten in other rungs that were not skipped, the states of the coils are retained at their last state prior to the jump. The forward jump ends on the first contact that has the same number as the jump coil.

- I Coil = Jump on 1
- I Contact only at the first left-hand contact position = Jump destination

The Jump contact location is always set to 1.

If the jump label is not present or not positioned in a forward direction, the jump is made to the end of the circuit diagram. The last rung is also skipped.

Multiple usage of the same jump coil and the same contact is possible as long as this is done in pairs.

Example:

Coil : 1/jumped area/contact : 1,

Coil: 1/jumped area/contact: 1 etc. is used.

Caution: If rungs are jumped, the states of the coils are retained. The time of timing relays continues running.