

Logic Bank Commands

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Version: 1.0.0

L#	Logic Bank Start
This command marks the beginning of the logic bank. # represents the logic bank number.	
L1 I2,V1.1=1,T0 END	Logic bank one scans input 2 repeatedly.
;	Echo Off
This command will prevent the result of a mathematical operation from being echoed to the serial port. NOTE: This command is different if used within a program bank. See Program Bank Commands .	
L1 V1=V2+V3 END	In this example, the result of V2 + V3 will be echoed to the serial port when the operation is run.
L1 V1=V2+V3; END	In this example, nothing is sent to the serial port when this operation is run.
CL#	Call Logic Bank
Call another logic bank. Once the called bank is complete, the first program bank will continue. # represents the logic bank number to be called.	
L1 I2,CL2,T0 END	If input two is activated, logic bank one will call logic bank two to set V1.1 and then continue to scan input two.
L2 V1.1=1 END	
JL#	Jump to Logic Bank
Jump to another logic bank. We will not return to the first bank once we have jumped away. # represents the logic bank number to be jumped to.	
L1 I1,J2,T0 END	In this example, if input one is true we jump to bank two. If input one is not true, we do nothing.
L2 I3,V1=1,T0 END	

?L#	Query Logic Bank
Query a logic bank. # represents the program bank to query. The motor will then respond with the program currently stored in that logic bank.	
?L3	Query the contents of logic bank 3.
L100	Clear All Logic Banks
This command will clear all data in all logic banks. Registers and program banks are not affected. It is good practice to begin most programs with this command to ensure you are starting with a clean slate.	
L100 L1 I2,V1=1,T0 END	This example will clear all logic banks and then create logic bank one.

For applications and examples, see [Application Notes](#).