

# G5 for Windows®

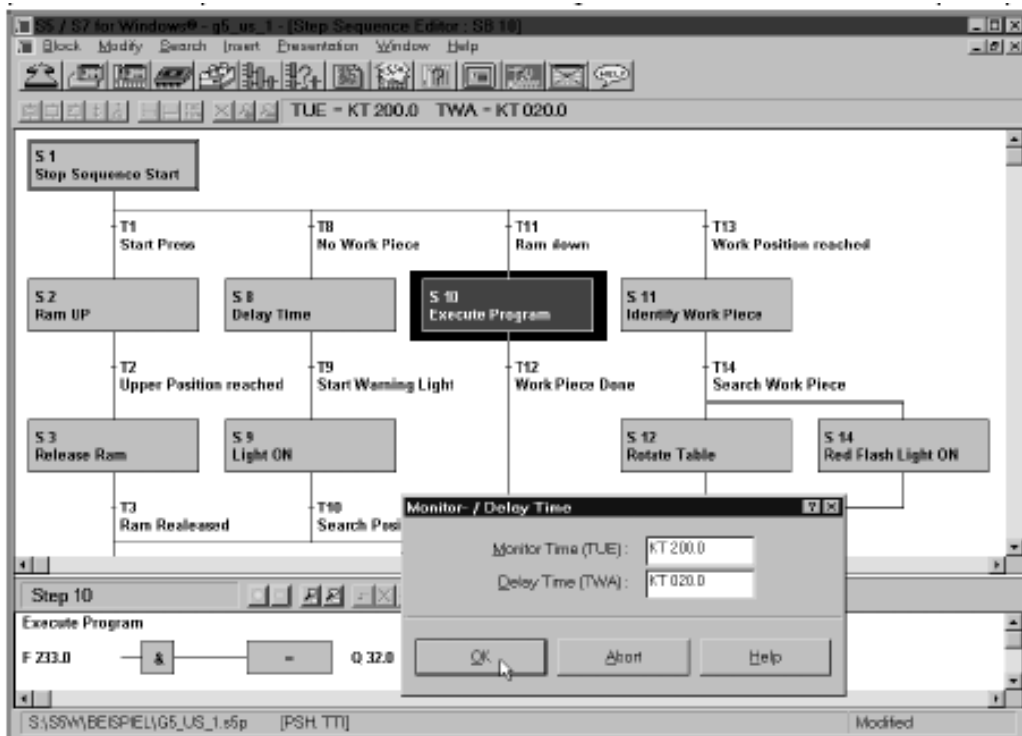
## Step Sequence Programming

The G5 for Windows® Step Sequence Programming is a tool for easy programming sequential steps (sequencer control) within a STEP®5 PLC program. A Step Sequence programmed in a Step Sequence Block (SB) is made out of steps and transitions. The transitions logic is used to enable the following step.

The graphical G5 for Windows® Step Sequence Programming supports linear sequences, alter-

The G5 for Windows® Graphical Step Sequence programming is compatible to the SIEMENS GRAPH®5 and GRAPH®5/II PLC programming package and therefore it also needs the standard SIEMENS Function and Step Blocks (FB70/71 - SB0, FB72 - SB2, FB73 - SB3).

Simultaneously to the actual Step Sequence the logic of the selected Step or Transition is displayed in a separate window. This logic may be displayed



and edited in Ladder logic (LAD), Control System Flowchart (CSF), or Statement List (STL). The size of the logic window may be adjusted. The corresponding Symbolic Library may also be displayed and edited at the same time. The size of the step boxes is adjustable to the size (number of characters per line, number of lines) of the used com-

ments. The status display has the same layout as the editor window. Active and corrupted steps are specially indicated.

native branching, simultaneous branching and jumps. Steps are displayed with boxes. There is a differentiation between an initial step, a permanent step, and a selective step.

The initial step is used for an unconditional start of the Step Sequence.

The instructions of a permanent step will always be executed even if the step flag is not active.

The instructions of a selective step will be jumped over if the step flag is not active.

Transitions are displayed as lines. The following step will only be executed if the logic of a transition is true. With a simultaneous branch it is possible to branch up to eight (8) further steps. The graphical display of steps and transitions may include comments. With the exception of the initial step, each step may be assigned to a time. This could be a waiting time (delay timer) or a monitoring time (watch dog).

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The status display has the same layout as the editor window. Active and corrupted steps are specially indicated.

Limits:	
Maximum number of steps incl. SUL's*)	127
Maximum number of transitions	127
Maximum number of SUL's	26 (A..Z)
Maximum depth of simultaneous branching	8
Maximum number of initial steps	8

\*) SUL Step Overlay Functions. These are conditions to apply to all or selected steps.