

## Programming Peripheral Support for FX<sub>2N</sub>, FX<sub>2NC</sub>, FX<sub>1N</sub>, FX<sub>1S</sub> Supplementary Manual

This manual explains the new features added to peripheral units to enable programming to be compatible with the FX<sub>2N</sub>, FX<sub>2NC</sub>, FX<sub>1N</sub>, FX<sub>1S</sub> Series Programmable Controller.



Relevant Products: FX-10P-E(-SET0) Ver. 4.10 or more

FX-20P-E(-SET0) Ver. 4.10 or more

FX-20P-MFXD-E Ver. 4.10 or more

(-SET0 includes an FX-20P-CAB0 cable for use with FX<sub>0</sub>, FX<sub>0N</sub>, FX<sub>2N</sub>, FX<sub>2NC</sub>, FX<sub>1S</sub> or FX<sub>1N</sub>)

### 1. New Features

**Table 1.1 :**

	New Feature	Supported by Peripheral
1	Addition of FX <sub>2N</sub> , FX <sub>1N</sub> , FX <sub>1S</sub> as selectable model	○
2	Addition of basic and applied instructions	○ described in section 2 below
3	Expansion of device range	○ described in section 2 below
4	Addition of 16K-step program memory	○ parameter setting
	Setting of external RUN input	○ parameter setting
5	Writing of EPROM cassette	○ Up to 16K steps with FX-20P-RWM
6	Remote RUN/STOP function	×
7	Specification of batteryless operation mode	×
8	Setting communication Parameters	×
9	Specification of modem initialization	×

○: Already compatible      ×: Not yet compatible

### 2. List of Additional Devices and Instructions



- For details of each instruction and devices, refer to the FX programming manual.

**Table 2.1 :**

Devices		
Auxiliary relays	M0 to M3071	3072 points
Data registers	D0 to D7999	8000 points
Index registers	V0 to V7, Z0 to Z7	16 points

Basic Instructions	
LDP	ORP
LDF	ORF
ANDP	INV
ANDF	



Applied Instructions	
FNC No.	Instruction
59	PLSR
110	ECMP
111	EZCP
118	EBCD
119	EBIN
120	EADD
121	ESUB
122	EMUL
123	EDIV

Applied Instructions	
FNC No.	Instruction
127	ESQR
129	INT
130	SIN
131	COS
132	TAN
147	SWAP
155	DABS
156	ZRN
157	PLSV

Applied Instructions	
FNC No.	Instruction
158	DRVI
159	DRVA
160	TCMP
161	TZCP
162	TADD
163	TSUB
166	TRD
167	TWR
169	HOUR

Applied Instructions	
FNC No.	Instruction
170	GRY
171	GBIN
176	RD3A
177	WR3A
180	EXTR
224 to 246	In line Compare

### 3. New Operations for FX2N, FX2NC, FX1N, FX1S Support

#### 3.1 “FX2N, FX1N, FX1S” added as a selectable model

In OFFLINE mode for the FX-20P-E a model selection menu has been added.

This prompts the user to select either “FX, FX0” or “FX2N, FX1N, FX1S” series programmable controller.

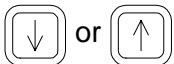
“FX, FX0” is applicable for all FX type units except FX2N, FX2NC, FX1N, FX1S when “FX2N, FX1N, FX1S” should be selected.

SELECT PC TYPE  
 FX,FX0  
 FX2N,FX1N,FX1S



PC TYPE CHANGED  
 UPDATE PARAMS?  
 OK → [GO]  
 NO → [CLEAR]

Change selection with



then press

If the PC type is different from the previous use then select  to reset the parameters or  to return to the start



### 3.2 Basic and Applied instructions are added

Symbol and input operation of additional basic instructions

**Table 3.1 :**

Instruction	Description	Mnemonic	Key Operations
LDP	Initial leading edge pulse contact	LDP	
LDF	Initial trailing edge pulse contact	LDF	
ANDP	Serial connection leading edge pulse contact	ANP	
ANDF	Serial connection trailing edge pulse contact	ANF	
ORP	Parallel connection leading edge pulse contact	ORP	
ORF	Parallel connection trailing edge pulse contact	ORF	
INV	Invert current logical status	INV	

#### Applied instruction input operation

.....

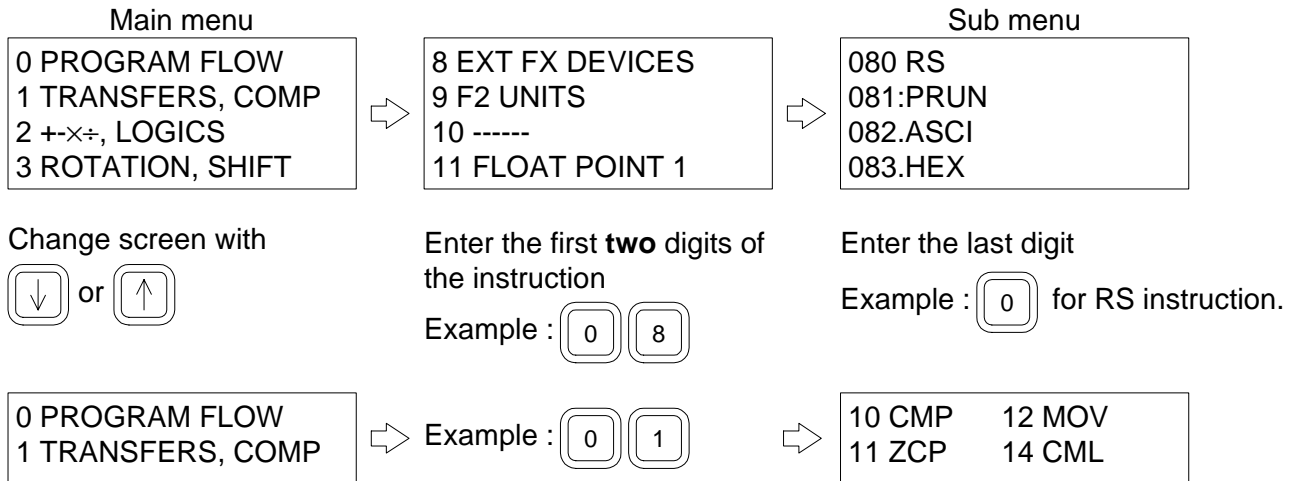
The number of operands vary depending on the instruction.



- It is the responsibility of the operator to ensure that the instruction entered is valid for the current unit.

**Application instruction input operation (by using the HELP function)**

**[ FX-20P-E ]**



**[ FX-10P-E ]**



- When using the HELP function with a model other than FX2N be careful not to select an invalid instruction.

**3.3 Expansion of Device Range**





- For a list of the new device ranges see section 2.

**Handling index registers**

“V0” and “Z0” index registers are equivalent to registers “V” and “Z” respectively, so either one can be used for programming.

When entering “V1” to “V7” or “Z1” to “Z7” add a numeral 1 to 7 to the “V” or “Z” before press-

ing  or  .

### 3.4 Parameter setting



- **NOTE:** The screen layout of the FX-10P-E is a little different because the display is only 2 lines.

#### Addition of 16K steps

MEMORY SETTING  
2K STEP  
4K STEP  
8K STEP

16K STEP

#### Setting of external RUN input

RUN INPUT  
 USE X002  
DON'T USE

When a RUN terminal is needed on the PC, select "USE", and specify an input number from X000 to X017 (X000 to X007 only for FX<sub>2N</sub>-16M☆ and FX<sub>2NC</sub>-16M☆).

#### Number of blocks of file register

0 to 14 blocks can be specified for file registers. These occupy program space, 1 block = 500 steps, and are stored with the program. File registers start at D1000.

### 3.5 Writing of the EPROM cassette

A 16K-step program can be written to memory cassettes FX-EPROM-8 and FX-EEPROM-16 using the FX-20P-RWM.

### 3.6 Others

#### Device conversion

Device number conversion is not possible between the following devices because the number of program steps required is different.

- M0 to M1535 → M1536 to M3071 (FX<sub>2N</sub> and FX<sub>2NC</sub> only)
- 16-bit counter → 32-bit counter (all FX models)

#### Writing of the program to the FX-EEPROM-16



- It takes 3 to 4 minutes to transfer a 16K-step program to the FX-EEPROM-16 with the FX-20P-E in offline mode.



- When an instruction is inserted to a 16K-step program saved in the FX-EEPROM-16 in online mode, it may take 5 to 50 seconds depending on the total program size and the instruction insertion position.

#### Compatibility between the FX-20P-E main unit and the system cassette (FX-20P-MFXD-E)

Depending upon the version of the FX-20P-E main unit the use of the new FX-20P-MFXD-E system cassettes (version 4.00 or over) is limited.

**Table 3.1 :**

FX-20P-E Serial No.	Limitation with FX-20P-MFXD-E V4.00
7263001 or later	○ None.
4Y9501 or later	○ Only 8K program in offline mode.
4Y9499 or earlier	× Can not be used.

#### Serial No. Indication

Serial No. 4Y□□□□

