



Errata Sheet

This Errata Sheet contains corrections or changes made after the publication of this manual.

Product Family: DL105
Manual Number: D1-USER-M
Revision and Date: 3rd Edition, April 2010

Date: December 17, 2013

Changes to Chapter 2. Installation, Wiring, and Specifications

Pages 2-30, 2-32, 2-34, 2-36, 2-38, 2-40, 2-42, and 2-44

Each of these pages has a specifications table with a "Wire Gauge" row reading "One AWG14 or two AWG16, AWG24 minimum". Add to this line a recommended torque value of 6 lb-in (0.677 Nm).

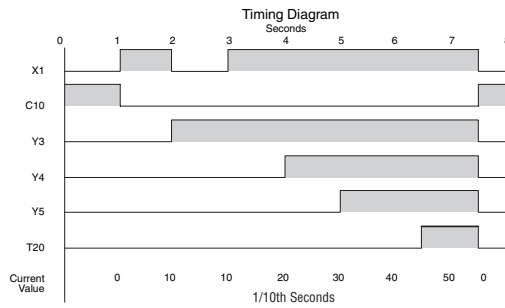
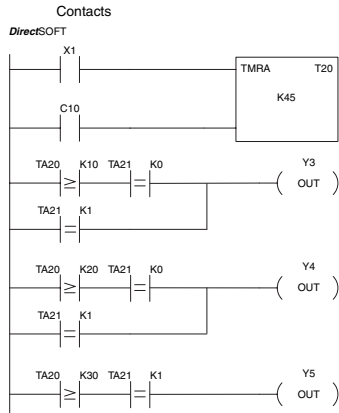
Changes to Chapter 5. Standard RLL Instructions

Page 5-31. Accumulating Timer (TMRA) and Accumulating Fast Timer (TMRAF); Accumulating Timer Example Using Comparative Contacts

Replace this entire subsection with the following:

Accumulator Timer Example Using Comparative Contacts

In the following example, a two-input timer is used with a preset of 4.5 seconds. Comparative contacts are used to energized Y3, Y4, and Y5 at one second intervals respectively. The comparative contacts will turn off when the timer is reset.



Handheld Programmer Keystrokes

\$ STR	→	B 1	ENT
\$ STR	→	SHFT C 2	B 1 A 0 ENT
N TMR	SHFT A 0	→	C 2 A 0 → E 4 F 5 ENT
\$ STR	→	SHFT T MLR C 2	A 0 → B 1 A 0 ENT
V AND	SHFT E 4	→	SHFT T MLR C 2 B 1 → A 0 ENT
Q OR	SHFT E 4	→	SHFT T MLR C 2 B 1 → B 1 ENT
GX OUT	→	D 3	ENT

Handheld Programmer Keystrokes (cont'd)

\$ STR	→	SHFT T MLR C 2	A 0 →	C 2 A 0 ENT
V AND	SHFT E 4	→	SHFT T MLR C 2 B 1	→ A 0 ENT
Q OR	SHFT E 4	→	SHFT T MLR C 2 B 1	→ B 1 ENT
GX OUT	→	E 4	ENT	
\$ STR	→	SHFT T MLR C 2	A 0 →	D 3 A 0 ENT
V AND	SHFT E 4	→	SHFT T MLR C 2 B 1	→ B 1 ENT
GX OUT	→	F 5	ENT	



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Changes to Chapter 6. Drum Instruction Programming

Page 6-13. Drum Instruction; Event Drum (EDRUM)

Replace the second paragraph and the ladder example shown with this following:

The following ladder program shows the EDRUM instruction in a typical ladder program, as shown by DirectSOFT 5. Steps 1 through 11 are used, and all sixteen output points are used. The preset step is step 1. The timebase runs at $(K10 \times 0.01) = 0.1$ second per count. Therefore, the duration of step 1 is $(1 \times 0.1) = 0.1$ second. Note that step 1 is time-based only (event is left blank). And, the output pattern for step 1 programs all outputs off, which is a typically desirable powerup condition. In the last rung, the Drum Complete bit (CT4) turns on output Y0 upon completion of the last step (step 11). A drum reset also resets CT4.

