

Table of Contents



Chapter 1: Getting Started

Introduction	1-2
DL305 Handheld Programmer	1-2
Purpose of this manual	1-2
Who should read this manual	1-2
How this manual is organized	1-3
Supplemental Manuals	1-3
How can I use the Handheld?	1-4
As a Programming Tool	1-4
To Monitor Machine Operations	1-5
Physical Characteristics and Specifications	1-6
Handheld Layout	1-6
Connection Options	1-6
Specifications	1-7
Handheld Basics	1-8
Status LEDs and Key Groups	1-8
RLL <i>PLUS</i> vs. RLL Units	1-8
Instruction Identifier and Numeric Keys	1-10
Editing Keys	1-10
Address / Data Display Area	1-11
Instruction LEDs	1-11
CPU Status LEDs	1-12
Clearing the Display Area	1-13
CPU Setup	1-14
Changing the CPU Modes	1-14
Clearing an Existing Program	1-15
You've got the Basics!	1-15

Chapter 2: Entering RLL Programs

Entering Simple Ladder Programs	2-2
Purpose of the Examples	2-2
Handheld Key Sequences	2-2
The Basics	2-2
Starting at Address 0	2-3
Entering an END Statement	2-3
Entering Simple Rungs	2-4
Entering Normally Closed Elements	2-5
a constant value	2-6
Entering Series Elements	2-7
Entering Parallel Elements	2-8
Joining Series Branches in Parallel	2-10
Joining Parallel Branches in Series	2-12
Entering Timers and Counters	2-16
Entering Master Control Relays	2-18
Entering Shift Registers	2-20
Entering Data Instructions	2-22
Checking for Program Errors	2-26
Automatic Error Checking	2-26
Syntax Check	2-26

Chapter 3: Entering RLL^{PLUS} Programs

RLL^{PLUS} Programming Basics	3-2
Entering an Initial Stage	3-4
Entering Jump Instructions	3-5
Entering Stage Instructions	3-6
Entering Timers	3-8
Entering Counters	3-10
Entering Shift Registers	3-12

Chapter 4: Changing Programs

Displaying a Program	4-2
Finding a Specific Instruction	4-4
Finding a Specific Address	4-5
Changing an Instruction	4-6
Inserting an Instruction	4-7
Inserting an END Statement	4-8
Deleting an Instruction	4-9

Chapter 5: Protecting and Storing Programs

Password Protection	5-2
Storing Programs on Cassette Tapes	5-3
Cassette Characteristics	5-3
Connecting the Cassette Recorder	5-3
Program Names on Cassettes	5-3
Writing a Program to the Cassette	5-4
Verifying the Tape Contents	5-6
Reading a Program from a Cassette	5-9

Chapter 6: System Monitoring and Troubleshooting

Troubleshooting Suggestions	6-2
Monitoring Discrete Points	6-3
Forcing Discrete Points	6-4
Monitoring Register Locations	6-6
Changing Register Values	6-6
Monitoring Timer/Counter Current Values	6-7
Changing Timer/Counter Current Values	6-7
Monitoring Program Stages	6-8
Forcing Program Stages	6-10
Error Codes	6-12

Appendix A: DL305 Memory Map

DL330 Memory Map	A-2
DL330P Memory Map	A-3
DL340 Memory Map	A-4
I/O Point Bit Map	A-5
Control Relay Bit Map	A-6
Special Relays	A-8
Timer / Counter Registers and Contacts	A-9
External Timer/Counter Setpoint Unit	A-9
Data Registers	A-10
Stage Control / Status Bit Map	A-12
Shift Register Bit Map	A-13
Special Registers	A-14