

1 DrumSequencer.pc6 12/28/18 Gary Dickinson

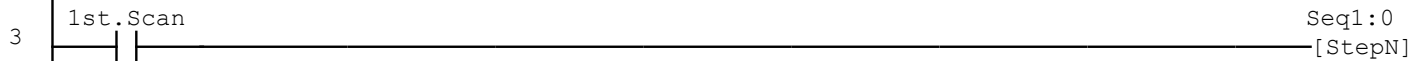
Example of use of the SEQn mechanism to build code that changes state on each press of the INPUT, PushButton.

Seq1 (COUNTER 1) is used and this sequencer will cycle through the following count values:

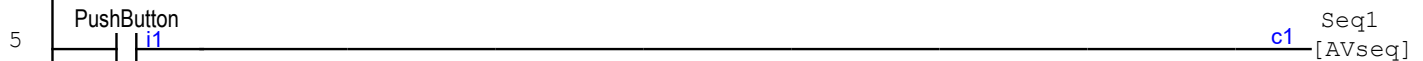
0,1,2,3,0,1,2,3 ... 0,1,3

Please note that "Seq1" is actually COUNTER 1 in the I/O table. You must name COUNTER #1 as Seq1 and you must program the set value for Seq1 to be 3.

2 The first scan is used to initialize the count value of Seq1 to 0. If this is not done then the initial count would be -1 and COUNTER would sequence like this: -1,1,2,3,0,1,2,3 ... 0,1,2,3.



4 The next advances the COUNTER, Seq1, on the rising edge of the INPUT, PushButton.



6 The following rungs decodes the value of Seq1 and sets discrete RELAYS for each of the actions that the button presses will represent.

