

2.1 Summary of DVP-PLC Device Number

ES, EX, SS Models:

Type	Device	Item			Usage Range			Function
Relay bit mode	X	External input relay			X0~X177, 128 points, octal number system		Total is 256 points	Correspond to external input point
	Y	External output relay			Y0~Y177, 128 points, octal number system			Correspond to external output point
	M	Auxiliary	For general		M0~M511, M768~M999, 744 points		Total is 1280 points	Contacts can switch to On/Off in program
			For latched *		M512~M767, 256 points			
			For special		M1000~M1279, 280 points (some are latched)			
	T	Timer	100ms timer		T0~T63, 64 points		Total is 128 points	When the timer indicated by TMR command attains the setting, the T contact with the same number will be On.
			10ms timer		T64~T126, 63 points (when M1028=On, it is 10ms, M1028=Off, it is 100ms)			
			1ms timer		T127, 1 points			
	C	Counter	16-bit count up for general		C0~C111, 112 points		Total is 128 points	When the counter indicated by CNT (DCNT) command attains the setting, the C contact with the same number will be On.
			16-bit count up for latched *		C112~C127, 16 points			
			32-bit count up/down high-speed counter for latched*	1-phase input	C235~C238, C241, C242, C244, 7 points		Total is 13 points	
				1-phase 2 inputs	C246, C247, C249, 3 points			
				2-phase 2 inputs	C251, C252, C254, 3 points			
	S	Step point	Initial step point latched *		S0~S9, 10 points		Total is 128 points	Usage device of step ladder diagram (SFC)
			Zero point return latched *		S10~S19, 10 points (use with IST command)			
			latched *		S20~S127, 108 points			
Register WORD data	T	Present value of timer			T0~T127, 128 points		When timer attains, the contact of timer will be On.	
	C	Present value of counter			C0~C127, 16-bit counter, 128 C235~C254, 32-bit counter, 13 points		When timer attains, the contact of timer will be On.	
	D	Data register	For general		D0~D407, 408 points		Total is 600 points	It can be memory area for storing data. E and F can be used as the special purpose of index indication
			For latched *		D408~D599, 192 points			
			For special		D1000~D1311, 312 points		Total is 312 points	
For index indication			E(=D1028), F(=D1029), 2 points					
Pointer	N	For master control nested loop			N0~N7, 8 points		Control point of master control nested loop	
	P	For CJ, CALL commands			P0~P63, 64 points		Location pointer of CJ, CALL	
	I	Interrupt	Time interrupt		I6□□, 1 point (□□=10~99ms) (for Version 5.7)		Location pointer of interrupt subroutine	
			External interrupt		I001, I101, I201, I301, 4 points			
			Insert time interrupt		I6□□, 1 point (□□=10~99, basic time=1ms) (for Version 5.7)			
Communication interrupt			I150, 1 point					
Constant	K	Decimal			K-32,768 ~ K32,767 (16-bit operation) K-2,147,483,648 ~ K2,147,483,647 (32-bit operation)			
	H	Hexadecimal			H0000 ~ HFFFF (16-bit operation) H00000000 ~ HFFFFFFFF (32-bit operation)			

* latched area is fixed, it can't be changed.

SA, SX, SC models:

Type	Device	Item		Range		Function		
Relay bit mode	X	External input relay		X0~X177, 128 points, octal number system		Total is 256 points Correspond to external input point		
	Y	External output relay		Y0~Y177, 128 points, octal number system		Correspond to external output point		
	M	Auxiliary Relay	For general	M0~M511, 512 points (*1)		Total is 4096 points Contacts can be switched during On/Off in the program (some is latched)		
			For latched *	M512~M999, 488 points (*3) M2000~M4095, 2096 points (*3)				
			For special	M1000~M1999, 1000 points (some are latched)				
	T	Timer	100ms	T0~T199, 200 points (*1) T192~T199 for subroutine 【T250~T255】 , 6 points (accumulative type) (*4)		Total is 256 points When the timer that TMR command indicates attains the setting, the T contact with the same number will be On.		
			10ms	T200~T239, 40 points (*1) 【T240~T245】 , 6 points (accumulative type) (*4)				
			1ms	【T246~T249】 , 4 points (accumulative type) (*4)				
	C	Counter	16-bit count up	C0~C95, 96 points (*1) C96~C199, 104 points (*3)		Total is 250 points When the timer that CNT (DCNT) command indicates attains, the contact C with the same number will be On.		
			32-bit count up/down	C200~C215, 16 points (*1) C216~C234, 19 points (*3)				
			32-bit high-speed counter	C235~C244, 1-phase 1 input, 9 points (*3) C246, C247, C249, 1-phase 2 inputs, 3 points (*3)				
				C251, C252, C254, 2-phase 2 inputs, 3 points (*3)				
			32-bit high-speed counter (for SC series only)	C243, C245, 1-phase 1 input, 2 point (*3), C250, 1-phase 2 input, 1 point (*3)		Total is 3 points		
			S	Step point	Initial step point	S0~S9, 10 points (*1)		Total is 1024 points Usage device of step ladder diagram
					Zero point return	S10~S19, 10 points (use with IST command) (*1)		
	For general	S20~S512, 492 points (*1)						
	For latched *	S512~S895, 384 points (*3)						
	For alarm	S896~S1023, 128 points (*3)						
Register WORD data	T	Present value of timer		T0~T255, 256 points		When timer attains, the contact will be On.		
	C	Present value of counter		C0~C199, 16-bit counter, 200 points C200~C254, 32-bit counter, 50 points (For SC series models, 53 points)		When timer attains, the contact will be On.		
	D	Data register	For general	D0~D199, 200 points (*1)		Total is 5000 points It is the memory area for storing data. E and F can be used as special purpose of index indication		
			For latched*	D200~D999, 800 points (*3) D2000~D4999, 3000 points (*3)				
			For special	D1000~D1999, 1000 points				
			For index indication	E0~E3, F0~F3, 8 points (*1)				
None	File register *		K0~K1599 (1600 points) (*4)		It is expansion register for storing data			
Pointer	N	Master control nested		N0~N7, 8 points		The control point of master control nested		

Type	Device	Item		Range	Function
	P	For CJ, CALL commands		P0~P255, 256 points	The location point of CJ, CALL
	I	For interrupt	External interrupt	I001, I101, I201, I301, I401, I501, total is 6 points	The location point of interrupt subroutine.
			Time interrupt	I6□□, I7□□, 2 points (□□=1~99ms, time base=1ms)	
			High-speed counter reaches interrupt	I010, I020, I030, I040, I050, I060, 6 points	
			Communication interrupt	I150, 1 point	
Constant	K	Decimal number system		K-32,768 ~ K32,767 (16-bit operation) K-2,147,483,648 ~ K2,147,483,647 (32-bit operation)	
	H	Hexadecimal number system		H0000 ~ HFFFF (16-bit operation) H00000000 ~ HFFFFFFFF (32-bit operation)	

*1: non-latched area is fixed, it can't be changed.

*2: non-latched area can be changed to latched area by parameter setting.

*3: latched area can be changed to non-latched area by parameter setting.

*4: latched area is fixed, it can't be modified. (the area marked with **【 】** can't be changed)