


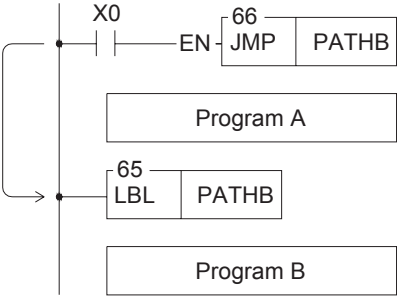


FUN 66  JMP	JUMP	FUN 66  JMP
<p style="text-align: center;"><u>Ladder symbol</u></p> <div style="display: flex; align-items: center; justify-content: space-around;"> <div style="text-align: center;"> <p>Jump control — EN</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <div style="border-bottom: 1px solid black; padding-bottom: 2px;">66P.</div> <div style="display: flex; justify-content: space-between; padding: 2px;"> JMP LBL </div> </div> </div> <div style="text-align: center;"> <p>LBL : The program label to be jumped</p> </div> </div>		
<ul style="list-style-type: none"> When jump control “EN”=1 or changes from 0→1 ( instruction), PLC will jump to the location behind the marked label and continuous to execute the program. This instruction is especially suit for the applications where some part of the program will be executed only under certain condition. This can shorter the scan time while not executes the whole program. This instruction allows jump backward (i.e. the address of LBL is comes before the address of JMP instruction). However, care should be taken if the jump action cause the scan time exceed the limit set by the watchdog timer, the WDT interrupt will be occurred and stop executing. The jump instruction allows only for jumping among main program or jumping among subroutine area, it can't jump across main/subroutine area. <div style="display: flex; align-items: flex-start; margin-top: 20px;"> <div style="flex: 1;">  </div> <div style="flex: 1; padding-left: 20px;"> <ul style="list-style-type: none"> In the left diagram, when X0=1, the program will jump directly to the LBL position named PATHB and continuing to execute program B. Therefore it will skip the program A and none of the instructions of program A will be executed. The status of registers and the coils associated with program A will keep unchanged (as if there is no program section A). </div> </div>		