

## LECTURE - 2

# MEMORY MAPPING

*Basically there are two parts of memory:-*

1. DATA FILES
2. PROGRAM FILES

### DATA FILES:

#### Addressing and range

File 0 ---- Output image table

File 1 ---- Input image table

File 2 ---- Status (S2:0 .....S2:82)

File 3 ----Bit Memory (B3:0.....B3:255)

File 4 ----Timer (T4:0.....T4:255)

File 5 ---- Counter (C5:0.....C5:255)

File 6 ---- Control (R6:0.....R6:255)

File 7 ---- Integer (N7:0.....N7:255)

File 8 ---- Float (F8:0.....F8:255)

Files 9 to 255 can be configured to be bit(B), timer(T), counter(C), control(R), integer(N), floating point(F), ASCII(A), or String(ST) files.

BIT Addressing :: - B3:0/0

Word Addressing ::- N7:0

Double Word :: - F8:0

### PROGRAM FILE:

File 0 ---- System File 0

File 1 ---- System File 1

File 2 ---- Ladder 2 (Main Program)

File 3 to file 255 can be configured as subroutines.