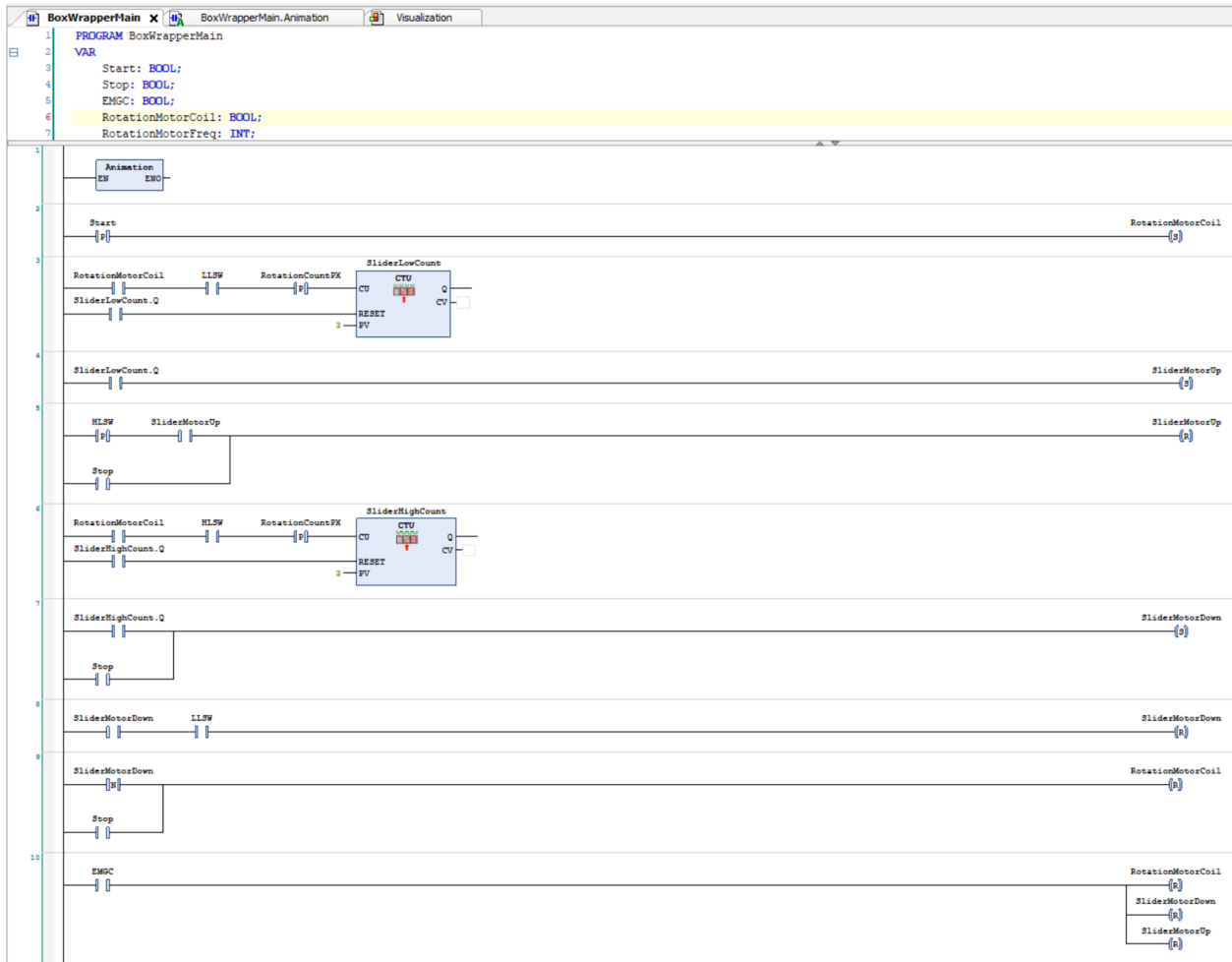


BoxWrapperMain

```

1  PROGRAM BoxWrapperMain
2  VAR
3      Start: BOOL;
4      Stop: BOOL;
5      EMSC: BOOL;
6      RotationMotorCoil: BOOL;
7      RotationMotorFreq: INT;
8      RotationMotorOVLd: BOOL;
9
10     SliderMotorUp: BOOL;
11     SliderMotorDown: BOOL;
12     SliderFreq: INT;
13     SliderOVLd: BOOL;
14
15     RotationCountFX: BOOL;
16     StretchFX: BOOL;
17
18     HLSW: BOOL;
19     LLSW: BOOL;
20
21     SliderLowCount: CTU;
22     SliderHighCount: CTU;
23
24     UpBlinker: TON;
25     DownBlinker: TON;
26     RotationBlinker: TON;
27     UpDownCounterBlock: ctud;
28     SliderCountValue: WORD;
29     SliderCountAnimation: UINT;
30     RotationCounterBlock: CTU;
31     RotationCount: WORD;
32
33
34     RotationFactor: INT;
35     SliderFactor: INT;
36 END_VAR
37

```



BoxWrapperMain.Animation

