

```
1  (* ENTRY CODE - This section only executes one time
2  when the step is first executed. *)
3
4  R_TRIG_1 (CLK:=S_Perform_Move.X);
5
6  IF R_TRIG_1.Q THEN
7      Variable1:=0;
8      Variable2:=1;
9      Running:=TRUE;
10 END_IF;
11
12
13
14 (* MAIN CODE - This section runs every time the code
15 is executed while the step is active. *)
16
17 IF S_PerformMove.X THEN
18     (*Code goes here*)
19 END_IF;
20
21
22
23 (* EXIT CODE - This section only executes one time
24 after the subsequent transition evaluates TRUE. *)
25
26 F_TRIG_1 (CLK:=S_Perform_Move.X);
27
28 IF F_TRIG_1.Q THEN
29     Running:=FALSE;
30 END IF;
```