

API	Mnemonic			Operands			Function																			
15		BMOV	P	(S)	(D)	(n)	Block Move																			
OP	Type	Bit Devices				Word Devices										Program Steps										
	X	Y	M	S	K	H	KnX	KnY	KnM	KnS	T	C	D	E	F											
	S							*	*	*	*	*	*	*												
	D								*	*	*	*	*	*												
	n					*	*					*	*	*												
PULSE										16-bit							32-bit									
ES	EX	SS	SA	SX	SC	EH	SV	EH3 SV2	ES	EX	SS	SA	SX	SC	EH	SV	EH3 SV2	ES	EX	SS	SA	SX	SC	EH	SV	EH3 SV2

Operands:

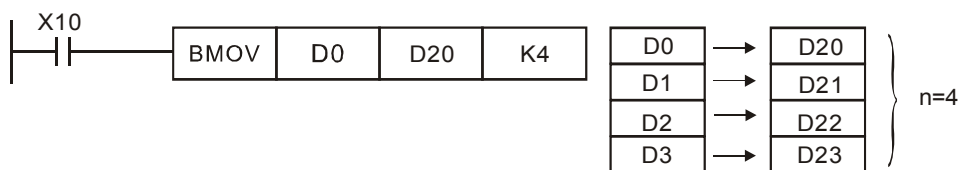
S: Start of source devices **D:** Start of destination devices **n:** Number of data to be moved

Explanations:

1. Range of **n**: 1 ~ 512
2. See the specifications of each model for their range of use.
3. The contents in **n** registers starting from the device designated by **S** will be moved to **n** registers starting from the device designated by **D**. If **n** exceeds the actual number of available source devices, only the devices that fall within the valid range will be used.

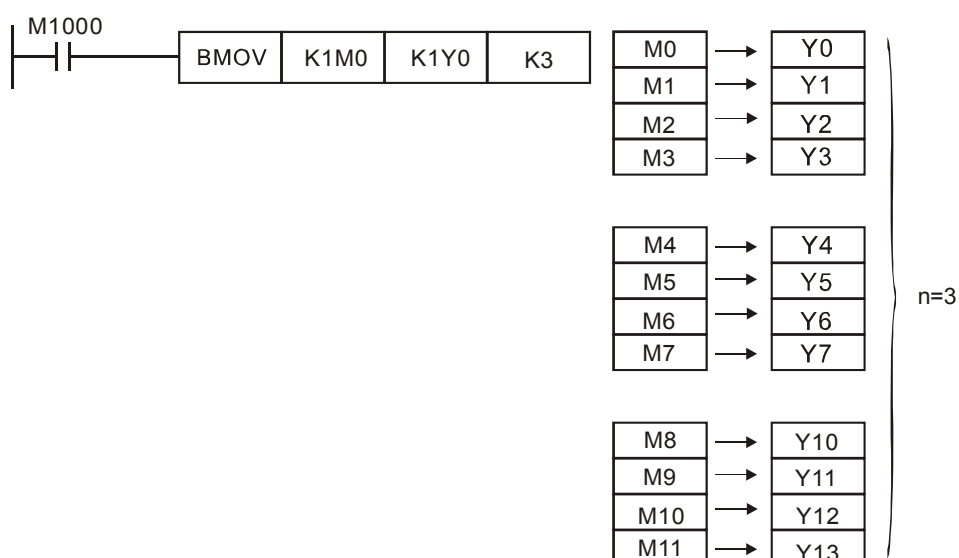
Program Example 1:

When X10 = On, the contents in registers D0 ~ D3 will be moved to the 4 registers D20 ~ D23.



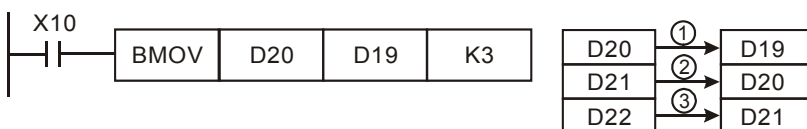
Program Example 2:

1. Assume the bit devices KnX, KnY, KnM and KnS are designated for moving, the number of digits of **S** and **D** has to be the same, i.e. their **n** has to be the same.
2. ES/EX/SS do not support the use of KnX, KnY, KnM, KnS and E, F index register modification.

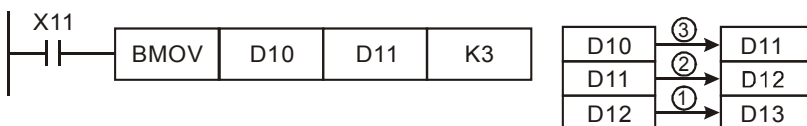
**Program Example 3:**

To avoid coincidence of the device numbers to be moved designated by the two operands and cause confusion, please be aware of the arrangement on the designated device numbers.

1. When **S** > **D**, the instruction is processed following the order ①→②→③



2. In EH/EH2/SV/EH3/SV2, when **S** < **D**, the instruction is processed following the order ①→②→③



3. In ESEX/SS/SA/SX/SC, when **S** < **D**, avoid the number difference of "1" and the instruction is processed following the order ③→②→①. If the devices have the number difference of "1", the contents in D11 ~ D13 will all be the content in D10.

