

Appendix 1.1. Supplier Statement

| | |
|------------------|-------------------------------------------------------------------|
| Supplier name | OMRON Corporation |
| Supplier address | 2-1, 2 CHOME, NISHIKUSATSU |
| City | KUSATSU-CITY |
| Country | JAPAN |
| Phone | +81-77-565-5752 |
| Fax | +81-77-565-5564 |
| Website | https://www.ia.omron.com/ |
| Product name | Sysmac Studio |
| Product version | 1.63 |
| Release date | 14 July 2025 |
| Certified by | TÜV Rheinland |

I hereby state that the following tables as filled out and submitted correspond to our product and the accompanying user manual, as stated above.

Name of representative:
Takehiro Sato

Date of signature (dd/mm/yyyy):

25/08/2025

Signature:

Takehiro Sato

| Supported Functions and FBs | Supported Basic Level | Supported Ext.Level | Comments (< 48 Words) |
|------------------------------------------------------|-----------------------|---------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| AND | - | X | |
| OR | - | X | |
| XOR, NOT | - | X | |
| ADD, MUL, SUB, DIV, MOD, EXPT +, *, -, /, MOD, ** | - | X | ADD, MUL, SUB, DIV |
| NEG, - | - | - | |
| EQ, NE, =, <> | - | X | |
| GT, GE, LE, LT >, >=, <=, < | - | X | |
| SEL, MAX, MIN, LIMIT, MUX | - | - | |
| Type Conversion functions | - | X | BOOL_TO_DINT, BOOL_TO_INT, BOOL_TO_TIME, BOOL_TO_WORD, BYTE_TO_DINT, BYTE_TO_INT, BYTE_TO_TIME, BYTE_TO_WORD, DINT_TO_BOOL, DINT_TO_BYTE, DINT_TO_DWORD, DINT_TO_INT, DINT_TO_TIME, DINT_TO_WORD, DWORD_TO_DINT, DWORD_TO_TIME, INT_TO_BOOL, INT_TO_BYTE, INT_TO_DINT, INT_TO_DWORD, INT_TO_TIME, INT_TO_WORD, TIME_TO_BOOL, TIME_TO_BYTE, TIME_TO_DINT, TIME_TO_DWORD, TIME_TO_INT, TIME_TO_WORD, WORD_TO_BOOL, WORD_TO_BYTE, WORD_TO_DINT, WORD_TO_DWORD, WORD_TO_INT, WORD_TO_TIME |
| Time functions | - | X | ADD, MUL, SUB, DIV |
| Unary REAL functions | - | - | Specify which |
| TON | - | X | |
| TOF | - | X | |
| TP | - | X | |
| CTU | - | X | |
| CTD | - | X | |
| CTUD | - | X | |
| Bistable FB (SR, RS) | - | X | |
| Edge detection | - | X | |
| Others? | - | X | SEL, MUX |

Table 4: Supported Functions and Function Blocks at Basic Level

| Description | Supported at Extended Level | Comments |
|---------------------------------|-----------------------------|----------|
| (expression) | - | |
| Identifier (argument list) | - | |
| A := B; CV := CV+1; C:= ABS(X); | - | |
| Function Block Instance (...) | - | |
| RETURN; | - | |

| | | |
|-------------------------------------------------------------------|---|--|
| IF ... THEN ... ELSIF ... THEN ... ELSE ... END IF | - | |
| CASE ... OF ... ELSE ... END CASE | - | |
| FOR ... TO ... BY ... DO ... END FOR | - | |
| EXIT | - | |
| CONTINUE | - | |
| Others? | - | |

Table 5: Supported functionality of ST at Extended Level

Appendix 1.3. Overview of the supported Function Blocks

| Function Blocks | Supported | Comments (<= 48 Characters) |
|--------------------------|-----------|-----------------------------|
| SF ResetButton | - | |
| SF Equivalent | X | |
| SF Antivalent | X | |
| SF ModeSelector | X | |
| SF EmergencyStop | X | |
| SF ESPE | X | |
| SF PSE | - | |
| SF TwoHandControlTypeII | X | |
| SF TwoHandControlTypeIII | X | |
| SF TestableSafetySensor | X | |
| SF MutingSeq | X | |
| SF MutingPar | X | |
| SF MutingPar 2Sensors | X | |
| SF EnableSwitch | X | |
| SF EnableSwitch 2 | - | |
| SF Guard | X | SF GuardMonitoring |
| SF GuardLocking 2 | X | SF GuardLocking Version 1.0 |
| SF GuardLockingSerial | - | |
| SF Override | - | |
| SF SafetyRequest | X | |
| SF OutControl | X | |
| SF EDM | X | |

Table 6: Overview of the function blocks