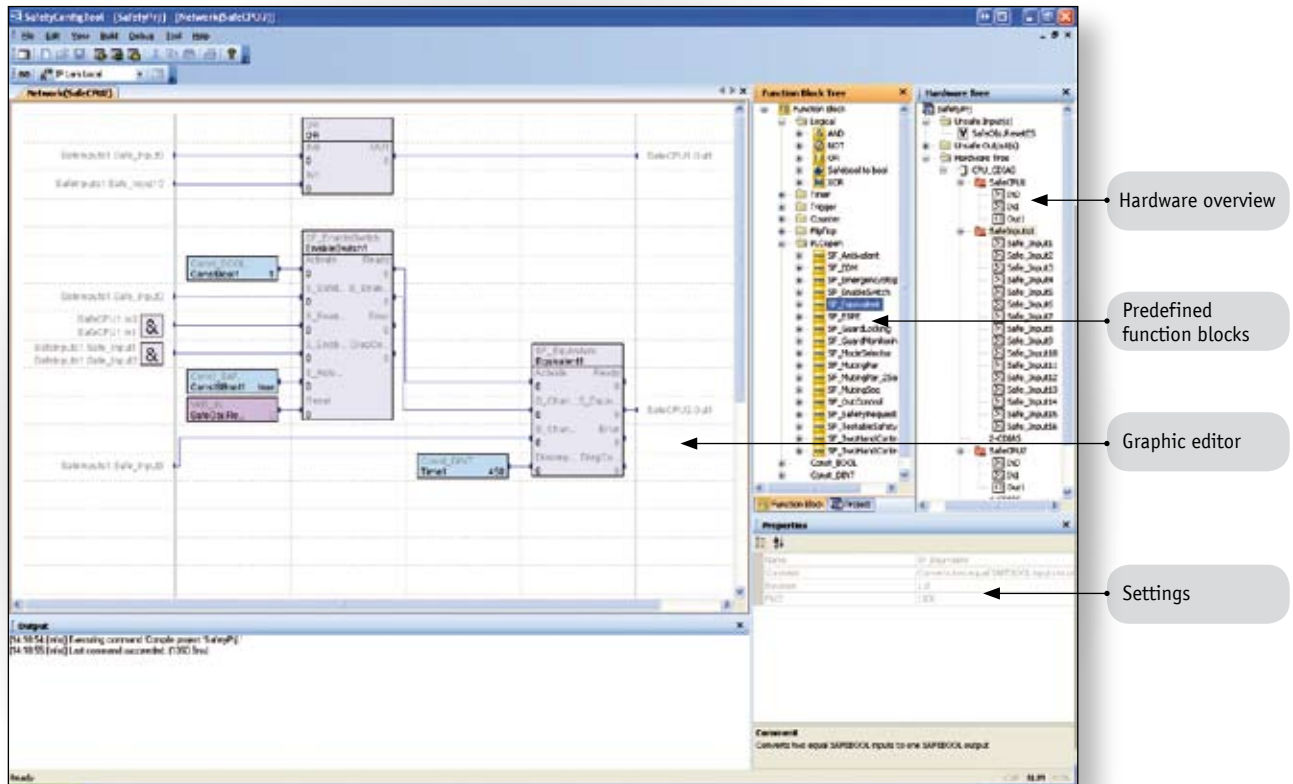
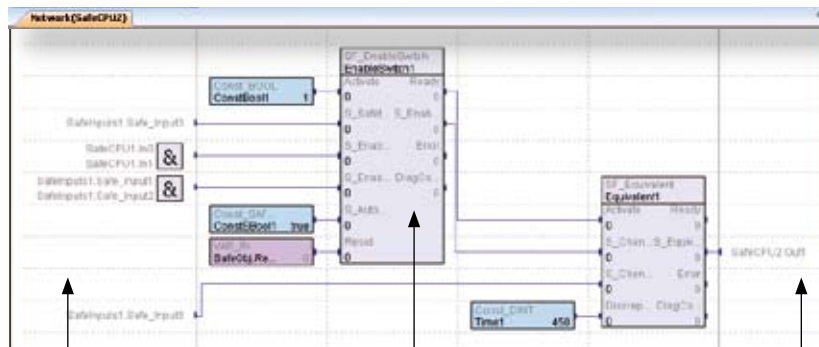


The LASAL SAFETY Designer User Interface



Graphic Editor



Inputs

- Allocation using drag & drop from the Hardware Tree
- AND Gate directly in the input module is possible

Function blocks

- Allocation using drag & drop from the Function Block Tree

Outputs

- Allocation using drag & drop from the Hardware Tree