Local devices are independent devices in a block. Unlike normal devices, local devices are used only within a program block. Using local devices, you can program highly independent ladder programs without being concerned with the allocations of the local devices within the program.

In order to use local devices in an FA-M3 project, memory must be allocated. This is done in the “Project Settings/Configuration” section of the project window.

1. Double click on “Project Settings/Configuration”…

2. After the “Project Settings/Configuration window opens, select “Device Setup”…

3. Select “Device Areas Setup”…
4. The “CPU Device Area Setup” is now displayed. In the example below, no global memory has been allocated for use with Local Devices. The steps below outline how to allocate Local Device addresses.

5. In this example, 128 Internal Relays (I) and 128 Data Registers (D) will be allocated for use as Local Devices. Note that the smallest block of bit devices that can be allocated as Local Devices is 32. For registers, the smallest block is 2. Check the “Set” box under “Local Device” for both Internal Relays (I) and Data Registers (D)...

6. It is recommended to allocate Local Devices from the end of available Global Devices. Usage is easier to track and prevents “cross-usage” issues later. In this example, we will allocate Local Internal Relays starting with 16257 and Local Data Registers with 16257. Note that any Global Device addresses for the two data types are no longer available for use.
When creating new program blocks, local device usage must be declared when creating the block or usage can automatically be calculated. To enable automatic local device program block allocation, go to “Tools/Setup Environment” under the main menu bar. Select the “Circuit Display/Input” tab. At the bottom left of the window under “Set Number of Local Devices (offline only),” check the “Set Automatically” box. Now when Local Devices are declared in program blocks, the memory will automatically be allocated from Global Memory.

![Set up Environment dialog box](image)

### Using Local Devices in Program Blocks

To use Local Device addresses in program blocks, simply place a “/” in front of the address. When a Local Device address is used in a program block, the color of the address will be different than that of the global addresses. The color can be changed in the Widefield 3 software’s environment settings (same window as show above).

In the example below, addresses /I100 and /D10 are local devices. The I/O comments are only utilized in that program block. If /I100 and /D10 are used in a different program block, different I/O comments would be used as the addresses are independent of each other in different program blocks.
For further information, contact Yokogawa Technical Support at 770-254-0400 Ext. 4250