

QCPU(Q Mode)

Programming Manual

(Structured Text)

**mitsubishi**

A large graphic featuring the text 'Q series series'. The first 'Q' is a large, stylized, 3D-rendered letter. The word 'series' is written in a serif font, appearing twice: once in a lighter, semi-transparent font behind the first 'Q', and once in a darker, solid font in front of it. The background consists of overlapping gray rectangles, one of which has a textured pattern.

Mitsubishi  
Programmable Controller

**MELSEC-Q**



## ● SAFETY PRECAUTIONS ●

(Always read these precautions before use)

Before using the MELSEC-Q series or MELSEC-QnA series PLC, thoroughly read the manuals attached to the products and the relevant manuals introduced in the attached manuals. Also pay careful attention to safety and handle the products properly.

Please save the manuals attached to the products carefully to make them accessible when required, and always forward them to the end user.

REVISIONS

\* The manual number is given on the bottom left of the back cover.

Print Date	* Manual Number	Revision
Feb., 2003	SH (NA) 080366E-A	First printing
Jul., 2003	SH (NA) 080366E-B	<p>Correction</p> <p>Section 6.7.1, Section 6.7.2, Section 6.7.3, Section 6.9.1, Section 6.9.2, Section 6.9.3, Section 6.9.4, Section 6.9.5, Section 6.9.6, Chapter 7</p>
Jun., 2004	SH (NA) 080366E-C	<p>Additional models</p> <p>Q12PRHCPU, Q25PRHCPU</p> <p>Correction</p> <p>Abbreviations and Generic Terms in This Manual Section 2.1.1, Section 2.1.3, Chapter 5, Chapter 6, Section 6.1.8, Section 6.1.14, Section 6.8.3, Chapter 7, WARRANTY</p>
Feb., 2006	SH (NA) 080366E-D	<p>Correction</p> <p>Section 6.1.14</p>
May, 2008	SH (NA) 080366E-E	<p>Correction</p> <p>Abbreviations and Generic Terms in This Manual, Section 2.1.1</p>
Oct., 2008	SH (NA) 080366E-F	<p>Additional models</p> <p>Q00UJCPU, Q00UCPU, Q01UCPU, Q10UDHCPU, Q10UDEHCPU, Q20UDHCPU, Q20UDEHCPU</p> <p>Correction</p> <p>Abbreviations and Generic Terms in This Manual, Section 2.1.1, Section 3.2.1, Section 4.2.2</p>

Japanese Manual Version SH-080363-G

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## INTRODUCTION

Thank you for choosing the Mitsubishi MELSOFT series Integrated FA software.  
Read this manual and make sure you understand the functions and performance of MELSEC series sequencer thoroughly in advance to ensure correct use.  
Please make this manual available to the end user.

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## About Manuals

The following lists the manuals relevant to this product.  
Refer to the following table and request these manuals as necessary.

### Relevant manuals

Manual Name	Manual Number (Model Code)
GX Developer Version 8 Operating Manual (Startup) Explains the system configuration, installation method and startup method of GX Developer. (Option)	SH-080372E (13JU40)
GX Developer Version 8 Operating Manual Explains the program creation method, printout method, monitoring method, debugging method, etc. using GX Developer.. (Option)	SH-080373E (13JU41)
GX Developer Version 8 Operating Manual (Function Block) Explains the function block creation method, printout method, etc. using GX Developer. (Option)	SH-080376E (13JU44)
GX Developer Version 8 Operating Manual (Structured Text) Explains the structured text (ST) program creation method, printout method, etc. using GX Developer. (Option)	SH-080367E (13JU37)
Structured Text (ST) Programming Guidebook Written for those who will create structured text (ST) programs for the first time. Explains the basic operation methods and functions through sample programs. (Option)	SH-080368E (13JF69)
QCPU (Q mode)/QnACPU Programming Manual (Common Instructions) Explains the methods of using the sequence instructions, basic instructions and application instructions. (Option)	SH-080039 (13JF58)

### REMARK

Each Operating Manual is contained in the CD-ROM together with the software package as a set.

The Operating Manual is available separately in printed form as an option. Please place an order with the manual number (model code) in the above table.

## How to Use This Manual

### *This Manual ...*

Use this manual to perform structured text (hereafter abbreviated to ST) programming with GX Developer. It is suitable for the users who have the knowledge and programming experience of PLC ladder programs and for the users who have the knowledge and programming experience of high-level languages such as the C language.

"CHAPTER 1 OVERVIEW" describes the overview of the ST language, the features of ST programming, and the ST program creation procedure.

"CHAPTER 2 SYSTEM CONFIGURATION" describes the applicable CPUs, ST program specifications, etc.

"CHAPTER 3 HANDLING OF CHARACTERS AND NUMERIC VALUES IN ST PROGRAMS" describes the types and representation methods of data used in ST programs.

"CHAPTER 4 ST PROGRAM EXPRESSIONS" describes the expressions of the operators, control syntaxes, etc. used in ST programs.

"CHAPTER 5 MELSEC FUNCTIONS" and "CHAPTER 6 IEC FUNCTIONS" describe the arguments, return values and description examples of the functions used in ST programs.

### *Operating Manual ...*

The "GX Developer Operating Manual (ST)" consists of in-depth explanations of all menus and menu options used to perform ST programming. Refer to the manual when information on operation details is necessary.

When information on other than ST programming is necessary, refer to the "GX Developer Operating Manual" or "GX Developer Operating Manual (Startup)".



### *When using the structured text language for the first time ...*

Refer to the "First ST", which describes the outline of the ST language, the procedures for creating an ST program using GX Developer and writing it to the PLC CPU, the information necessary for that purpose, and others.

### *When you already have the knowledge of the ST language and want to start programming immediately ...*

Proceed to "CHAPTER 5 MELSEC FUNCTIONS". It describes the necessary items for use of the functions in ST programs. When it is desired to know the data to be used in ST programs, refer to "CHAPTER 3 HANDLING OF CHARACTERS AND NUMERIC VALUES IN ST PROGRAMS". It describes the types and representation methods of the data used in ST programs. When it is desired to use control syntaxes in ST programs, refer to "CHAPTER 4 ST PROGRAM EXPRESSIONS". It describes the formats and description examples of the control syntaxes used in ST programs.

The following explains the symbols and information used in this manual.

Symbol	Description	Example
Point	Gives the section-related knowledge and necessary information.	
Remark	Gives the section-related knowledge and useful information.	
[     ]	Menu name of menu bar	[Project]

## Abbreviations and Generic Terms in This Manual

In this manual, the following generic terms and abbreviations are used to represent the GX Developer software package and PLC CPU modules. The module mode name is given when the applicable model name must be pointed out explicitly.

Generic Terms /Abbreviation	Description/Applicable Module
GX Developer	Generic product name for model names SWnD5C-GPPW, SWnD5C-GPPW-A, SWnD5C-GPPW-V and SWnD5C-GPPW-VA. (n means Version 8 or later.)
ST	Stands for structured text.
FB	Stands for function block.
Basic model QCPU	Generic term for Q00JCPU, Q00CPU and Q01CPU of function version B or later.
High Performance model QCPU	Generic term for Q02 (H) CPU, Q06CPU, Q12HCPU and Q25HCPU.
Universal model QCPU	Generic term for Q00UJCPU, Q00UCPU, Q01UCPU, Q02UCPU, Q03UDCPU, Q03UDECPU, Q04UDHCPU, Q04UDEHCPU, Q06UDHCPU, Q06UDEHCPU, Q10UDHCPU, Q10UDEHCPU, Q13UDHCPU, Q13UDEHCPU, Q20UDHCPU, Q20UDEHCPU, Q26UDHCPU and Q26UDEHCPU.
Process CPU	Generic term for Q02PHCPU, Q06PHCPU, Q12PHCPU and Q25PHCPU.
Redundant CPU	Generic term for Q12PRHCPU and Q25PRHCPU.
QCPU (Q mode)	Generic term for Q00J, Q00UJ, Q00, Q00U, Q01, Q01U, Q02(H), Q02PH, Q02U, Q03UD, Q03UDE, Q04UDH, Q04UDEH, Q06H, Q06PH, Q06UDH, Q06UDEH, Q10UDH, Q10UDEH, Q12H, Q12PH, Q12PRH, Q13UDH, Q13UDEH, Q20UDH, Q20UDEH, Q25H, Q25PH, Q25PRH, Q26UDH and Q26UDEHCPU.

## 1 OVERVIEW

## 1

## 1.1 What Is the ST Language?

The ST language is defined in the International Standard IEC61131-3 that stipulates the logic description system in open controllers.

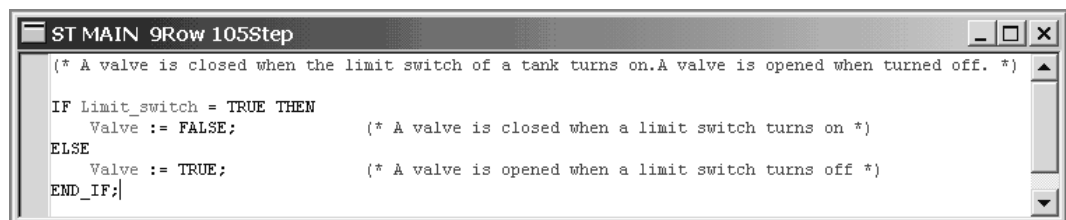
The ST language supports operators, control syntaxes and functions to permit the following descriptions.

- Control syntaxes such as conditional statement-dependent selective branch and repeated statement-based repetition
- Expressions using operators (\*, /, +, -, <, >, =, etc.)
- Call of user-defined function blocks (FB)
- Call of functions (MELSEC functions, IEC functions)
- Description of comments

The main features of the ST language are as described below.

## (1) Free description in text format

The ST language is described in text format of alphanumeric characters, comments and labels.



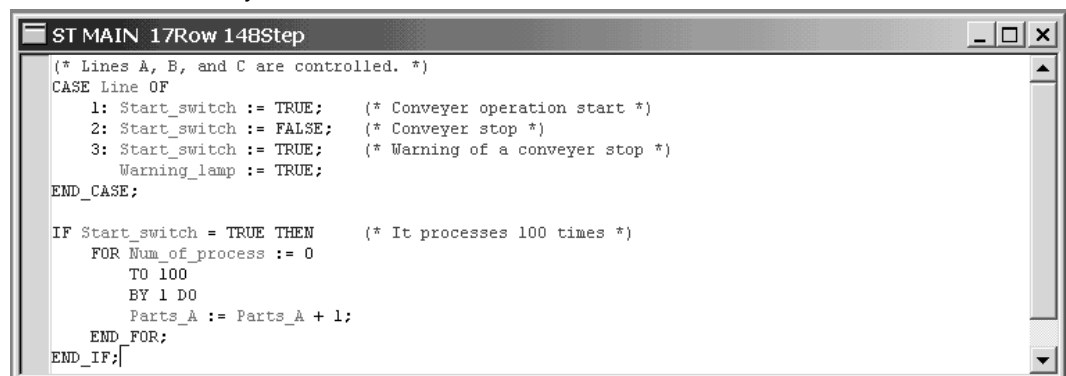
```

(* A valve is closed when the limit switch of a tank turns on.A valve is opened when turned off. *)
IF Limit_switch = TRUE THEN
  Valve := FALSE;      (* A valve is closed when a limit switch turns on *)
ELSE
  Valve := TRUE;       (* A valve is opened when a limit switch turns off *)
END_IF;

```

## (2) Programming on the same level as those of the C and other high-level languages

Like the high-level languages such as C, the ST language can describe control with control syntaxes such as conditional statement-dependent selective branches and repeated statement-based repetitions. Hence, easy-to-read programs can be written briefly.



```

(* Lines A, B, and C are controlled. *)
CASE Line OF
  1: Start_switch := TRUE;      (* Conveyor operation start *)
  2: Start_switch := FALSE;     (* Conveyor stop *)
  3: Start_switch := TRUE;     (* Warning of a conveyor stop *)
    Warning_lamp := TRUE;
END_CASE;

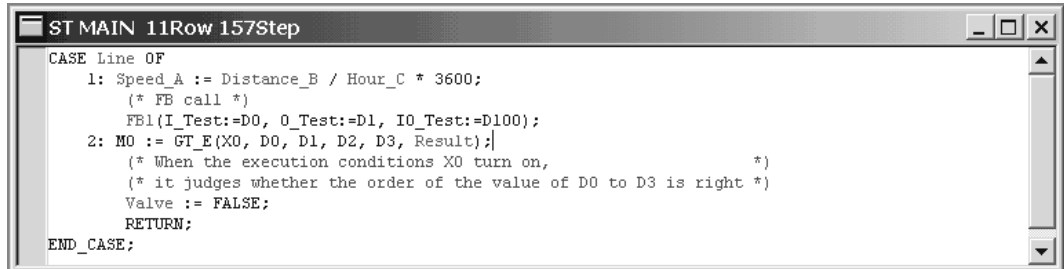
IF Start_switch = TRUE THEN    (* It processes 100 times *)
  FOR Num_of_process := 0
  TO 100
  BY 1 DO
    Parts_A := Parts_A + 1;
  END FOR;
END_IF;

```



## (3) Ease of describing operation processings

Capable of briefly describing easy-to-read operation processings that are difficult to describe in lists or ladders, the ST language has a high level of program readability and is suitable for the fields where complex arithmetic operations, comparison operations, etc. are performed.



```
ST MAIN 11Row 157Step
CASE Line OF
1: Speed_A := Distance_B / Hour_C * 3600;
   (* FB call *)
   FB1(I_Test:=D0, O_Test:=D1, IO_Test:=D100);
2: MO := GT_E(X0, D0, D1, D2, D3, Result);
   (* When the execution conditions X0 turn on, *)
   (* it judges whether the order of the value of D0 to D3 is right *)
   Valve := FALSE;
   RETURN;
END_CASE;
```

## 1.2 Features of ST Program in MELSEC-Q Series

ST programs are described in ST language.

Using GX Developer to perform ST programming enables efficient programming to be performed in excellent operation environment. The following provides the main features of ST programs in the MELSEC-Q series.

(1) Design efficiency improved by defining processings as parts

With often used processings defined as parts in the form of function blocks (FB) in ST language, they can be used in necessary areas of each program. This not only enhances the efficiency of program development but also reduces program mistakes, improving program quality.

For more information, refer to the "GX Developer Operating Manual (Function Block)" given in Relevant Manuals.

(2) Restoration of ST program read from PLC

In the MELSEC-Q series, the created ST program is written to the PLC and executed, and can be read from the PLC and then restored to enable editing in the ST language format.

(3) Program change during system operation (online change)

Part of a running program can be changed without the PLC CPU being stopped.

(4) Connection with other language programs

Since the MELSEC-Q series also supports languages other than the ST, the language adequate for processing can be used to create efficient programs.

Execution conditions can be set on a file basis in each program, and multiple program files can be written to a single PLC CPU.

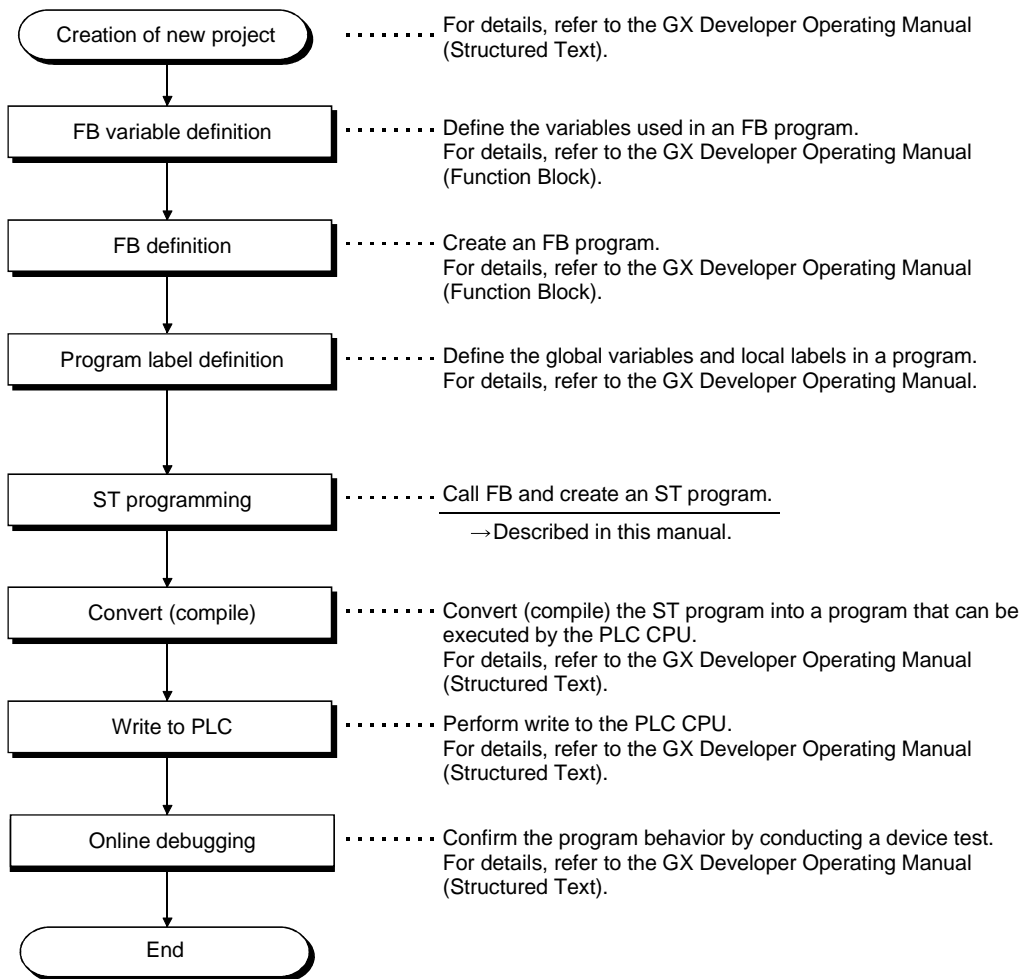
Multiple languages support widespread application under optimum control.

(5) A wealth of functions group

The MELSEC functions compatible with various common instructions for the MELSEC-Q series and the IEC functions defined in IEC61131-3 are available for ST programs in the MELSEC-Q series.

### 1.3 ST Program Creating Procedure

The following flowchart indicates the general procedure of ST programming. In the following example, parts were created with the function block function and a main program was then created in ST language.



## 2 SYSTEM CONFIGURATION

### 2.1 System Configuration

This section explains the system configuration for use of ST programs.

#### 2.1.1 Applicable CPUs

ST programs are applicable to the following CPU modules.

Basic Model QCPU	High Performance Model QCPU	Universal model QCPU	Process CPU	Redundant CPU
Q00CPU Q00JCPU Q01CPU	Q02CPU Q02HCPU Q06HCPU Q12HCPU Q25HCPU	Q00UJCPU Q00UCPU Q01UCPU Q02UCPU Q03UDCPU Q03UDECPU Q04UDHCPU Q04UDEHCPU Q06UDHCPU Q06UDEHCPU Q10UDHCPU Q10UDEHCPU Q13UDHCPU Q13UDEHCPU Q20UDHCPU Q20UDEHCPU Q26UDHCPU Q26UDEHCPU	Q02PHCPU Q06PHCPU Q12PHCPU Q25PHCPU	Q12PRHCPU Q25PRHCPU

#### 2.1.2 Programming tool for ST program

Use the following programming tool to create, edit and/or monitor ST programs.

Software Package Name	Operating Environment
GX Developer Version 8.00A or later	Refer to the "GX Developer Version 8 Operating Manual (Startup)".

#### 2.1.3 ST program specifications

This section explains the ST specifications and applicable devices.

##### (1) Program size

The file size per program is 839680.



- Note the following when counting the number of characters in a file.
  - CR and LF are handled as two characters.
  - A space is handled as one character.
  - A TAB code is handled as one character.

## (2) Applicable devices

The device names that can be used in ST programs are as indicated below. The number of device points can be changed in parameter setting.

Classification	Type	Device	Representation	Remarks
Internal user device	Bit	Input relay	X	
		Output relay	Y	
		Internal relay	M	
		Latch relay	L	
		Annunciator	F	
		Link relay	B	
		Special link relay	SB	
	Word	Data register	D	
		Link register	W	
Special link register		SW		
Internal system device	Bit	Special relay	SM	
	Word	Special register	SD	
File register	Word	File register	R	
			ZR	
MELSECNET/10(H) link direct	Bit	Input relay	Jn\X	
		Output relay	Jn\Y	
		Link relay	Jn\B	
		Special link relay	Jn\SB	
	Word	Link register	Jn\W	
Special link register		Jn\SW		
Intelligent function module	Word	Buffer register	Un\G	
Index register	Word	Index register	Z	Z0 and Z1 cannot be used.
Constant	Bit/word/double word	Decimal constant	K	
		Hexadecimal constant	H	
	Real number	Real number constant	E	
	Character string	Character string constant	"ABC", etc.	
Others	Bit	SFC block	BL	
	Bit	SFC transition device	BLTR	
	Bit	SFC step relay	BL\S	
	Bit	Direct input	DX	
	Bit	Direct output	DY	

\* Refer to Section "3.3.3 Devices" for details of the device representation methods.

(3) Devices applicable to ST programs only

In ST programs, the contacts, coils and present values of the timers and counters are represented and used as individual devices.

The device representations and types of the contacts, coils and present values of the timers and counters are as indicated below.

Classification	Type	Device	Representation	Remarks
Internal user device	Bit	Timer contact	TS	
		Timer coil	TC	
		Retentive timer contact	STS	
		Retentive timer coil	STC	
		Counter contact	CS	
		Counter coil	CC	
	Word	Timer present value	TN/T	
		Retentive timer present value	STN/ST	
		Counter present value	CN/C	

Examples of use	
(1) [ST program] M0: = TS0;	[Equivalent list program] LD T0 OUT M0
(2) [ST program] COUNTER_M(X0, CC20, 10);	[Equivalent list program] LD X0 OUT C20 K10



For details of compatible instructions, refer to the following manual:  
 • QCPU (Q Mode)/QnACPU Programming Manual (Common Instructions)

### 3 HANDLING OF CHARACTERS AND NUMERIC VALUES IN ST PROGRAMS

#### 3.1 Usable Characters

The ST language is a programming language described in text format. It can be described as in document editing using a general text editor, but the grammar and usable characters and symbols have been defined.

##### (1) Usable characters

The following characters can be used in ST programs.

Character Type	Locations of Application				Character Examples
	Program statement	Comment	Character string	Label*1	
Alphanumeric characters	○	○	○	○	ABC, IF, D0
Symbols + - * / = < > [ ] ( ) . , _ ; : \$ # " ' { }	○	○	△*2	×	(D0 * D1)
Space	○	○	○	×	
Line feed code	○	○	×	×	
TAB code	○	○	×	×	

\*1 For the characters that cannot be used in labels, refer to "Appendix 1 Character Strings That Cannot Be Used in Labels and FB Names".

\*2 A double quotation (") cannot be used in a character string. Doing so will result in a conversion error.

(2) Character types

The characters used in ST programs can be classified as indicated below.

Classification		Description	Example
Label name		Character string defined as desired by the user. It includes a function block name, array name, structure name, etc.	Switch_A
Constant		Value written directly to a program. (Integer, real number, character string, etc.)	123, "abc"
Comment		Commentary statement that is not the processing target of control in a program.	(* Turns ON *)
Reserved word	Data type name	Word that represents a data type.	BOOL, DWORD
	Control syntax	Word whose meaning has been defined grammatically for use as a control syntax.	IF, CASE, WHILE, RETURN
	Device name	Data name for MELSEC PLC	X, Y, M, ZR
	Function name	MELSEC function/IEC function name already defined.	OUT_M REAL_TO_STR_E
Operator		Character code whose meaning has been defined for an expression or assignment statement.	+ - < > =
Delimiter		Character code whose meaning has been defined to clarify a program structure.	; ( )
Other symbols		Code for putting a layout in order.	Space Line feed code, TAB



### 3.2 Data Handling

In ST programs, the types of used data have been defined. Sections 3.2 and 3.3 indicate the data types and their representation methods in ST programs.

#### 3.2.1 Data types

The following data types can be used in ST programs.

Data Type	Definition	Range	Type in Ladder	Type in C Language
BOOL	Boolean type	TRUE•FALSE, 1•0 *1	Bit	bool
INT	Integer type	-32768□32767	Word	signed short
DINT	Double precision integer type	-2147483648 to 2147483647	Double word	signed long
REAL	Real number type	-3.402823 <sup>+38</sup> to -1.175495 <sup>-38</sup> , 0.0, +1.175495 <sup>-38</sup> to +3.402823 <sup>+38</sup>	Real number	float
STRING	Character string type	Up to 50 characters can be defined.	Character string	char
ARRAY	Array data type	Depends on the data type of the specified element.	Array	char[ ], etc.
STRUCT	Structured data type	Depends on the data type of the specified element.	Structure	struct

\*1 K0, K1, H0 and H1 for specification of K and H cannot be used as the BOOL type.



- Point**
- Precautions when an operation result exceeds the data type range  
When an operation result exceeds the data type range, correct result cannot be obtained.

### 3.2.2 About ANY type

Use the ANY type when multiple data types are permitted for the argument, return value, etc. of a function. The ANY type is a data type that handles any data type and is available in different types indicated in the following table.

For example, when the argument of a function has been defined as ANY\_NUM, any data type can be specified as an argument from the word type, double word type and real number type.

[Description example]

REAL EXPT(REAL In1, ANY\_NUM In2); (\* Function definition of function EXPT \*)

└─ Word type, double word type or real number type can be specified.

- When a word type device is specified  
RealLabel := EXPT(E1. 0, D0);
- When a double word type label is specified  
RealLabel := EXPT(E1. 0, DWLabel);
- When a real number is specified  
RealLabel := EXPT(E1. 0, E1. 0);

The data types and device types corresponding to the ANY types are as indicated below.

ANY Type	Data Type	BOOL	INT	DINT	REAL	STRING
	Type in ladder	Bit	Word	Double word	Real number	Character string
ANY		○	○	○	○	○
ANY_SIMPLE		○	○	○	○	○
ANY_BIT		○	△	□	—	—
ANY_NUM		—	○	○	○	—
ANY_REAL		—	—	—	○	—
ANY_INT		—	○	○	—	—
ANY16		—	○	—	—	—
ANY32		—	—	○	—	—

- : Can be specified as corresponding type.
- : Cannot be specified.
- △ : Can be used for device, constant and digit specification, but cannot be used for label.
- : Can be used for constant and digit specification.

### 3.2.3 Array and structure

In ST programs, arrays and structures can be used as data. Arrays and structures are data having a structure that can be handled as one block in a program when their elements are defined with local or global labels before use.

#### (1) Array

An array is a data type that has been defined by combining multiple data of the same type.

For an array in an ST program, each element can be referred to individually by specifying its element number within [ ] after the variable (label) name defined for the array type.

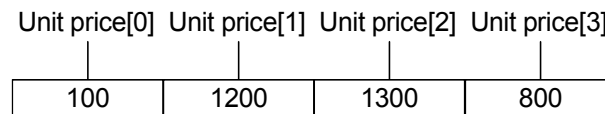
The specification numbers of the array elements are counted from 0.

[Format]

Array name[specification number of array element]

[Image diagram]

When a word type array having four elements is set to have the array name of Unit price, the specification numbers of the array elements are 0, 1, 2, 3.



For a word type array, word data enters each array element.

[Description example]

Unit price [0] := 100; (\* 10 is assigned to the first element of the array \*)

(\* 1200 is assigned to the second element of the array using device D1 \*)

D1 := 1;

Unit price[D1] := 1200;

Data type INT can be used as the specification number of the array element.

(\*Unit price [0] + Unit price [1] is assigned to the third element of the array \*)

Unit price [2] := Unit price [0] + Unit price [1];

pen1 := 3;

Unit price[pen1] := 800;

A label can be used as the specification number of the array element.

 **Point**

- **Precaution for use of the specification numbers of the array elements**  
When an array has n elements, the specification numbers of the array elements are 0 to n-1. Hence, if n or more is specified, an error will occur at the time of conversion.  
Example: When an array has four elements  
Unit price [4]: = 100; ← Error occurs.
  
- **Precaution for use of arrays in the specification number of the array element**  
Arrays can be used in the specification number of the array element. Up to five arrays can be nested. Using 17 or more arrays will result in a conversion error.  
Example: When five arrays are nested  
Unit price [Unit price [Unit price [Unit price [Unit price [D1]]]]] = 100;
  
- **Precaution for setting the specification number of the array element**  
Since there is a possibility that the data of the other devices may be corrupted, be careful so that the value specified as the array element number does not exceed the number of array elements.
  
- **Precaution for setting the number of array elements**  
Enter the number of elements on the global (local) variable setting screen. The number of elements that can be entered is 256.

(2) Structure

A structure is a data type defined by combining the data of any types. Each element can be referred to individually by describing the element name after the variable (label) name defined for the structure type, with a period (.) placed between them. The element name is also called a member variable.

[Format]

Structure name.structure element name

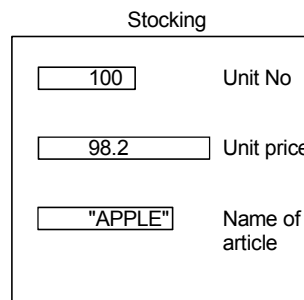
[Image diagram]

When the setting is as follows

Structure name stocking,

Structure element:

- One word type Structure element name Unit No
- One real number type Structure element name unit price
- One character string type Structure element name name of article



[Description example]

(\* 100 is assigned to structure element Unit No \*)

Stocking.Unit No := 100;

(\* 98.2 is assigned to structure element Unit price \*)

Stocking.Unit price := E98.2;

(\* "APPLE" is assigned to structure element Name of article \*)

Stocking.Name of article := "APPLE";



● Precaution for use of the member variables of a structure  
 The number of members that can be entered on the structure variable setting screen is 128.

### 3.3 Data Representation Methods

Constants, labels and devices can be used as data in ST programs.

Item	Description	Representation Example
Constant	Numeric value or character string data written directly to a program. It does not change during program execution.	123, "ABC"
Label	Data whose type and name are defined by the user.	Switch_A
Device	Device used by the MELSEC PLC. It is identified by the device name and device number.	X0, Y0, D100, J1\X0

#### 3.3.1 Constants

Each constant is represented as described below in ST programs.

Data Type	Numeric Notation	Representation Method	Example
BOOL		TRUE • FALSE 1•0	M0 := TRUE;
	Binary	The used binary number is preceded by "2#".	2#0, 2#1
	Octal	The used octal number is preceded by "8#".	8#0, 8#1
	Hexadecimal	The used hexadecimal number is preceded by "16#".	16#0, 16#1
INT DINT	Binary	The used binary number is preceded by "2#".	D0 := 2#110;
	Octal	The used octal number is preceded by "8#".	D0 := 8#377;
	Decimal	The used decimal number is preceded by "10#". (The numeric value may be preceded by "K".)	D0 := 123; D0 := K123;
	Hexadecimal	The used hexadecimal number is preceded by "16#". (The numeric value may be preceded by "H".)	D0 := 16#FF; D0 := HFF;
REAL		The used real number is directly input. (The numeric value may be preceded by "E".)	ABC := 2.34; Rtest := E2.34;
STRING		A character string is enclosed by ' ' (or " ").	Stest := 'ABC'; Stest := "ABC";

For the range that can be specified for each constant, refer to Section 3.2.1 Data types.  
The following ranges apply to the areas that are not described in Section 3.2.1 Data types.

[K, H representation]

Value Range	IEC Data Type
K-32768 to K32767	INT, ANY16
K-2147483648 to K2147483647	DINT, ANY32
K0 to K32767	ANY_BIT (word) *1
K0 to K2147483647	ANY_BIT (double word) *2
H0 to HFFFF	INT, ANY16, ANY_BIT (word)
H0 to HFFFFFFFF	SINT, ANY32, ANY_BIT (double word)

[K, H-less representation]

Value Range	IEC Data Type
0 to 1	BOOL
-32768 to 32767	INT
-2147483648 to 2147483647	DINT
0 to 4294967295	ANY_BIT (double word)
0 to 65535	ANY_BIT (word) *3
-32768 to 65535	ANY16
-2147483648 to 4294967295	ANY32
2#0 to 2#1 8#0 to 8#1 16#0 to 16#1	BOOL
2#0 to 2#1111_1111_1111_1111 8#0 to 8#177777 16#0 to 16#FFFF	INT ANY16 ANY_BIT (word)
2#0 to 2#1111_1111_1111_1111_1111_1111_1111_1111 8#0 to 8#3777777777 16#0 to 16#FFFFFFFF	DINT ANY_BIT (double word) ANY32

\*1 ANY\_BIT (word) ... Indicates the ANY\_BIT type when it is handled as a word device.

\*2 ANY\_BIT (double word) ... Indicates the ANY\_BIT type when it is handled as a double word device.

\*3 ANY\_BIT (word) ... Indicates the ANY\_BIT type when it is handled as a word device.

<Examples of use>

- D0 := NOT(K32767); \*1
- D0 := NOT(65535); \*3
- K8X0 := NOT(K8MO); \*2
- K8M0 := NOT(K2147483647); \*2



- Precaution for use of the H, 2#, 8# and 16#-specified numeric values in word label and word device operation expressions  
 When the value handled in operation is in the range H8000 to HFFFF, the operation result available by ST program conversion differs from the operation result available by the assignment of a value to a device in the PLC CPU.  
 Since whether the handled value is a word type or double word type cannot be judged in the operation result available by ST program conversion, it is operated as unsigned, but it is operated as signed in the PLC CPU.

<Example of use>

Data1 = -32768;

Data2 = 16#8000;

- ST Result := Data1 / Data2; → -32768 / 32768 = -1
- CPU Result := Data1 / Data2; → -32768 / -32768 = 1

- Precaution for use of "\$" and "' ' in character string type data  
 "\$" is used as an escape sequence.

Two hexadecimal numbers following "\$" are recognized as the ASCII code, and the characters corresponding to the ASCII code are inserted into the character string.

A conversion error will occur when the two hexadecimal numbers following "\$" do not correspond to the ASCII code.

However, an error will not occur when the characters following "\$" are any of the following.

Representation	Symbol/Printer Code Used in Character String
\$\$	\$
\$'	'
\$L or \$1	Line feed
\$N or \$n	Change line
\$P or \$p	Page scrolling
\$R or \$r	Carriage return
\$T or \$t	Tab

Example: Value := "\$'APPLE'\$ \$100";

- Precaution for binary, octal, decimal, hexadecimal and real number representations  
 In binary, octal, decimal, hexadecimal or real number representation, "\_" (underscore)" can be used for ease of identification. "\_" is ignored as a numeric value.

Example: 2#1101\_1111 8#377\_1 16#01FF\_ABCD 22\_323 1.0\_1

(When K, H or E is specified, "\_" cannot be used.)



### 3.3.2 Labels

In ST programs, labels can be used with data.

When labels are used in an ST program, label declaration must be made on the local variable setting screen or global variable setting screen before use.

(For the label and structure label declaration methods, refer to the "GX Developer Operating Manual".)

Label representation examples in ST programs are as follows.

Example: Switch\_A:= FALSE; (\* FALSE is assigned to Switch\_A. \*)

Example: IF INT\_TO\_BOOL(Unit\_No) = FALSE THEN  
    Line\_No := 2147483647;  
END\_IF;  
(\* IF INT\_TO\_BOOL (Unit\_No) is FALSE \*)  
(\* 2147483647 is assigned to Unit\_Number. \*)

Example: Limit\_A := E1.0; (\* 1.0 is assigned to Limit\_A \*)

Example: Conveyor[4] := Unit\_No; (\* The value of Unit\_No is assigned to \*)  
(\* the fifth element of Conveyor. \*)

Example: stPressure.Status := TRUE; (\* TRUE is assigned to \*)  
(\* element name Status of stPressure. \*)

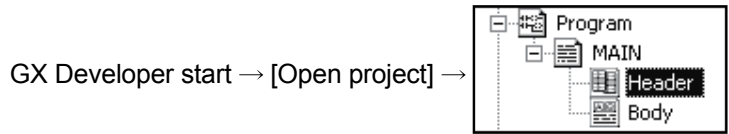
Example: stPressure.eLimit := E1.0; (\* 1.0 is assigned to \*)  
(\* element name eLimit of stPressure. \*)

**REFERENCE**

● Label declaration procedure

Make label declaration on the local variable setting screen or global variable setting screen.

The local variable setting screen can be opened by performing the following operation.



→ Double-click Header icon → Local variable setting screen

The following example shows the label setting made on the local variable setting screen.

	Au	Label	Constant	Device type
1		Switch_A		BOOL
2		Unit_No		INT
3		Line_No		DINT
4		Limit_A		REAL
5		Conveyer		INT(20)

When structure label is to be declared

1) Declare the structure element.

GX Developer start → [Open project] → Double-click the structure tab



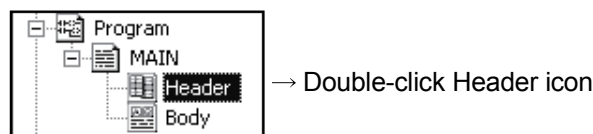
The following example shows the structure element label setting made on the structure variable setting screen.

	Label	Device type
1	Unit_No	INT
2	Unit Price	REAL

2) Declare the structure label.

Make structure label declaration on the local variable setting screen or global variable setting screen.

The local variable setting screen can be opened by performing the following operation.



→ Local variable setting screen

The following example shows the structure label setting made on the local variable setting screen.

	Au	Label	Constant	Device type
1		StockingData	Setting detail	STRUCTURE(STOCKI

 **Point**

- Precaution for use of the pointer type, timer type, counter type and retentive timer type labels  
The pointer type, timer type, counter type or retentive timer type label can be declared, but if it is used in an ST program as a label, a conversion error will occur and the label cannot be used.
- Precaution for use of the timer type, counter type and retentive timer type labels  
If the timer type, counter type or retentive timer type label is defined in the member variable of a structure, that member variable cannot be used on the ST edit screen. However, the other member variables of a structure that include the timer type, counter type and retentive timer type labels can be used.

### 3.3.3 Devices

#### (1) How to use devices

In an ST program, MELSEC devices can be used by directly describing them without labels being used. Devices can be used in the left and right members of an expression and the argument, return value, etc. of a function.

[Description example]

M0 := TRUE; (\* M0 is turned ON. \*)

IF INT\_TO\_BOOL(D0) = FALSE THEN (\* If INT\_TO\_BOOL(D0) is FALSE \*)

W0 := 1000; (\* 1000 is assigned to W0. \*)

END\_IF;

#### REMARK

- When devices are to be specified ...  
Devices can be specified in both upper case and lower case.
- What devices are available?  
For available devices, refer to "2.1.4 Applicable device list" in this manual.

#### (2) Other using methods

The following three methods can be used as the device modification and specifying methods.

These can be used in the same usage as when devices are used in ladder programs. The following gives the description examples and explanations for use of devices in ST programs. (For details of each using method, refer to the "QCPU (Q mode)/QnACPU Programming Manual (Common Instructions)".

- (a) Index modification
- (b) Bit No. specification
- (c) Digit specification

(a) Index modification

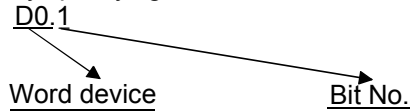
Index modification is indirect address specification using the index register.  
 When the index register is used, the device number is (directly specified device number) + (index register contents).

[Description example]

(\* The target D device number is changed for the numeric value in Z2 \*)  
 (\* When 1 is in Z2, the target device number changes from D(0+1) to D1. \*)  
 Z2 := 1; (\* 1 is assigned to index register Z2 \*)  
 D0Z2 := K0; (\* K0 is assigned to D0Z2 \*)  
 ↘  
 D1

(b) Bit No. specification

By specifying the bit No. of a word device, it can be used as a bit device.



[Description example]

D0.0 = TRUE; (\* Bit 0 of D0 device is turned ON. \*)  
 W0.F = FALSE; (\* Bit 15 of W0 device is turned OFF. \*)

(c) Digit specification

By specifying the 4 bits, 8 bits, 12 bits, etc. of a bit device as a single digit, word data or double word data can be handled by the bit device.



[Description example]

K4X0 := D0; (\* 16 bits are used from X0 device as integer type (INT) and D0 is assigned. \*)  
 Wtest := K1X0; (\* 4 bits are assigned to word type label Wtest from X0 device. \*)  
 Dwtest := K5X0; (\* 20 bits are assigned to double word type label Dwtest from X0 device. \*)

**REMARK**

- Data type when digit specification is used ...  
When digit specification is used, the data types are as follows.  
Example: When X0 is used  
Integer type (INT): K1X0, K2X0, K3X0, K4X0  
Double precision integer type (DINT): K5X0, K6X0, K7X0, K8X0

 **Point**

- Precaution 1 for use of digit specification  
A conversion error will occur if the data type differs between the right member and left member.  
Example: D0 := K5X0;  
Since K5X0 is a double word type and D0 is a word type, the above program will result in an error.
- Precaution 2 for use of digit specification  
If the right member is greater than the left member, data will be transferred to the left member within the range of the applicable number of points.  
(For the applicable number of points for digit specification, refer to the QCPU (Q mode)/QnACPU Programming Manual (Common Instructions).)  
Example: K5X0 := 2#1011\_1101\_1111\_0111\_0011\_0001;  
K5X0 : Applicable number of points = 20 points  
1101\_1111\_0111\_0011\_0001 (20 digits) is assigned to K5X0.

## 4 ST PROGRAM EXPRESSIONS

### 4.1 Assignment Statement

An assignment statement has a function to assign the result of an expression in the right member to a label or device in the left member.

In the assignment statement, the result of the expression in the right member must be equal to the data type in the left member. If they are different, a conversion error will occur.

[Description example]

- When actual device is used

D0 := 0;

When this expression is executed, a decimal number of 0 is assigned to D0.

- When label is used

When the character string type label of Stest is used

Stest := "APPLE";

When this expression is executed, character string "APPLE" is assigned to Stest.




- Precaution for assigning a character string  
A character string of up to 32 characters can be assigned. A conversion error will occur if a character string of more than 32 characters is assigned.
- Precaution for use of a device in the left member of an assignment statement  
The TS, TC, STS, STC, CS, CC, BL, DX, BL□/S□, or BL□/TR□ device cannot be used in the left member of an assignment statement. A conversion error will occur if any of the above devices is used in the left member.

4.2 Operators

This section gives a list of operators usable in ST programs and their examples of use.

4.2.1 Operator list

The following table lists the operators used in ST programs and indicates the priorities at the time of operation execution.

Operator	Description	Priority
( )	Parenthesis expression	Highest
Function ( )	Function parameter list	
**	Exponent (exponentiation) tei**shisuu	
NOT	Boolean complement (Bit inverted value)	
*	Multiplication	
/	Division	
MOD	Modulus operation	
+	Addition	
-	Subtraction	
<, >, <=, >=	Comparison	
=	Equality	
<>	Inequality	
AND, &	Logical product	
XOR	Exclusive logical add	
OR	Logical sum	

When the priorities are the same, evaluation is made from the left-hand side to the right-hand side operators.

The following table lists the operators, applicable data types and operation result data types.

Operator	Applicable Data Type	Operation Result Data Type
*, /, +, -	ANY_NUM	ANY_NUM
<, >, <=, >=, =, <>	ANY_SIMPLE	BOOL
MOD	ANY_INT	ANY_INT
AND, &, XOR, OR, NOT	ANY_BIT (*1)	ANY_BIT (*1)
**	ANY_REAL (base) ANY_NUM (exponent)	ANY_REAL

(\*1) Except the label and constant (negative range).



 **Point**

- Precaution 1 for use of operator  
A conversion error will occur if the applicable data in the right member of an operator is not the same in data type as the applicable data in the left member.
  
- Precaution 2 for use of operator  
The number of used operators that can be described in a single expression is up to 1024. A conversion error will occur if 1025 or more operators are used.

**REMARK**

- Explanation of ANY type ...  
For the explanation of the ANY type, refer to "3.2.2 About ANY type".

## 4.2.2 Examples of using the operators

The following gives the examples of using the operators in ST programs.

## (1) Operation of integer type (INT)

[Example of use]

- When actual devices are used

$D0 := D1 * (D2 + K3) / K100;$

<<Operation order>>

- 1)  $D2 + K3$
- 2)  $(D2 + K3) * D1$
- 3)  $(D2 + K3) * D1 / K100$
- 4) The result of 3) is assigned to D0.

- When labels are used

When word type labels Dtest1, Dtest2 are used

$Dtest2 := Dtest1 \text{ MOD } (D2 + K3) * K100;$

<<Operation order>>

- 1)  $D2 + K3$
- 2)  $Dtest1 \text{ MOD } (D2 + K3)$
- 3)  $Dtest1 \text{ MOD } (D2 + K3) * K100$
- 4) The result of 3) is assigned to Dtest2.

When double word type labels Dwtest1, Dwtest2 are used

$Dwtest2 := Dwtest1 - Dwtest1 / K100;$

<<Operation order>>

- 1)  $Dwtest1 / K100$
- 2)  $Dwtest1 - Dwtest1 / K100$
- 3) The result of 2) is assigned to Dwtest2.

 **Point**

- Precautions when an operation result exceeds the data type range  
When an operation result exceeds the data type range, correct result cannot be obtained.  
For data type range, refer to Section 3.2.1.

## (2) Operation of Boolean type (BOOL)

[Example of use]

- When actual devices are used

M0 := X0 AND X1 AND (D1 = 100);

<<Operation order>>

1) Only when the result of X0 AND X1 is ON and D is 100, M0 turns ON.

- When labels are used

When bit type labels Btest1, Btest2 are used

Btest2 := Btest2 OR Btest1;

<<Operation order>>

1) When Btest2 or Btest1 is ON, Btest2 turns ON.

### 4.3 Control Syntaxes

Conditional statements and repeat statements are available for ST programs to perform comparison and repetition.

Conditional statement: When a certain condition is satisfied, the selected statement is executed.

Repeat statement: One or more statements are executed repeatedly according to the state of a certain variable or condition.

#### 4.3.1 Control syntax list

The following table lists the control syntaxes.

Conditional statement	IF conditional statement
	CASE conditional statement
Repeat statement	FOR ... DO syntax
	WHILE ... DO syntax
	REPEAT ... UNTIL syntax
Other control syntaxes	RETURN syntax
	EXIT syntax



● **Point** Precaution for use of a hierarchy for a control syntax

A hierarchy of up to 16 levels is enabled for a control syntax. A conversion error will not occur if 17 or more levels are used. However, since a deep hierarchy may make a program difficult to understand, it is recommended to program a hierarchy up to 4 or 5 levels at the deepest.

## 4.3.2 Conditional statements

## (1) IF THEN conditional statement

[Format]

```

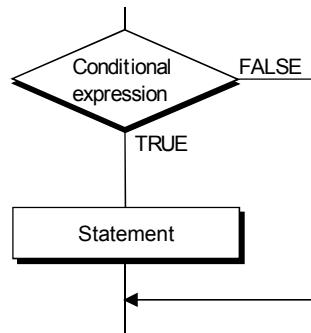
IF <Boolean expression> THEN
  <Statement ... >
END_IF;

```

[Explanation]

The statement is executed when the Boolean expression (conditional expression) is TRUE. If the Boolean expression is FALSE, the statement is not executed.

Any Boolean expression can be used if it returns TRUE or FALSE as the result of Boolean operation of the condition of a single bit type variable or a complicated expression including many variables.



[Description example]

(a) When actual device is used in Boolean expression

```

IF X0 THEN          (* If X0 is ON, 0 is assigned to D0. *)
  D0 := 0;          (* If the X0 area is X0= TRUE, the meaning is *)
                    (* the same. *)
END_IF;

```

(b) When operator is used in Boolean expression

```

IF (D0*D1) <= 200 THEN (* If D0*D1 is less than or equal to 200 *)
  D0 := 0;          (* 0 is assigned to D0. *)
END_IF;

```

(c) When label is used in Boolean expression

```

IF w_Real > 2.0 THEN (* If w_Real is greater than 2.0 *)
  D0 := 0;          (* 0 is assigned to D0. *)
END_IF;

```

2) When label w\_Str is specified as character string type

```
IF w_Str = "ABC" THEN      (* If w_Str is "ABC"      *)
    D0 := 0;                (* 0 is assigned to D0.    *)
END_IF;
```

3) When label w\_Str is specified as character string type

```
IF w_Str = 'ABC' THEN     (* If w_Str is 'ABC'      *)
    D0 := 0;                (* 0 is assigned to D0.    *)
END_IF;
```

(d) When function block is used in Boolean expression

When function block name w\_FB is set to the local variable setting and word type label w\_Out is set as the output variable of the function block

After the function block is executed

(For the method of using the function block, refer to the "GX Developer Version 8 Operating Manual".)

```
IF w_FB.w_Out = 100 THEN  (* If w_Out is 100      *)
    D0 := 0;                (* 0 is assigned to D0.  *)
END_IF;
```

(e) When function is used in Boolean expression

```
IF INT_TO_BOOL (D0) = FALSE THEN
    D0 := 0;                (* If INT_TO_BOOL (D0) is FALSE *)
                                (* 0 is assigned to D0.          *)
END_IF;
```

## (2) IF ... ELSE conditional statement

[Format]

```

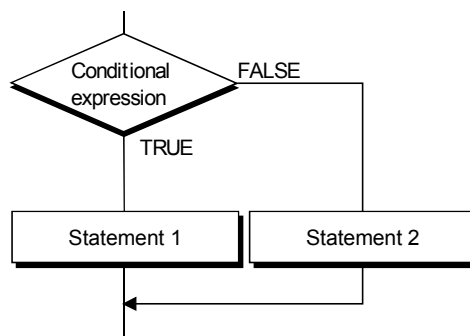
IF <Boolean expression> THEN
    <Statement1 ... >
ELSE
    <Statement2 ... >
END_IF;

```

[Explanation]

Statement 1 is executed when the Boolean expression (conditional expression) is TRUE.

Statement 2 is executed if the value of the Boolean expression is FALSE.



[Description example]

(a) When actual device is used in Boolean expression

```

IF X0 THEN          (* If the X0 area is X0= TRUE, the meaning is *)
                    (* the same. *)
    D0 := 0;        (* If X0 is ON, 0 is assigned to D0. *)
ELSE                (* If X0 is not ON, 1 is assigned to D0. *)
    D0 := 1;
END_IF;

```

(b) When operator is used in Boolean expression

```

IF (D0*D1) <= 200 THEN (* If D0*D1 is less than or equal to 200 *)
    D0 := 0;          (* 0 is assigned to D0. *)
ELSE                 (* If D0*D1 is not less than or equal to 200 *)
    D0 := 1;          (* 1 is assigned to D0. *)
END_IF;

```

(c) When function is used in Boolean expression

```

IF INT_TO_BOOL (D0) = FALSE THEN
                    (* If INT_TO_BOOL(D0) is FALSE *)
    D0 := 0;        (* 0 is assigned to D0. *)
ELSE                (* If INT_TO_BOOL(D0) is not FALSE *)
    D0 := 1;        (* 1 is assigned to D0. *)
END_IF;

```

## (3) IF ... ELSIF conditional statement

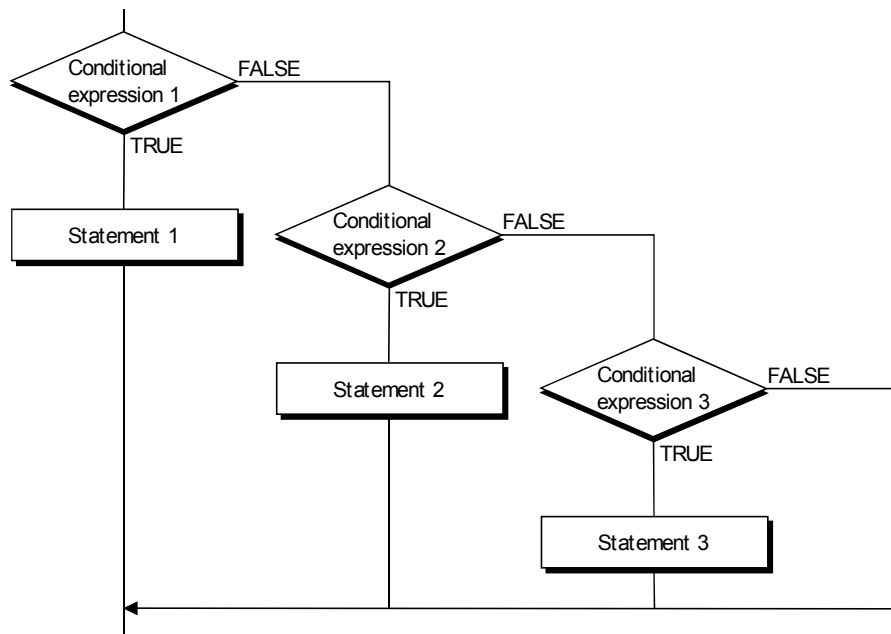
[Format]

```
IF <Boolean expression 1> THEN
  <Statement 1 ... >
ELSIF <Boolean expression 2> THEN
  <Statement 2 ... >
ELSIF <Boolean expression 3> THEN
  <Statement 3 ... >
END_IF;
```

[Explanation]

Statement 1 is executed when Boolean expression (conditional expression) 1 is TRUE. Statement 2 is executed if the value of Boolean expression 1 is FALSE and the value of Boolean expression 2 is TRUE.

Statement 3 is executed if the value of Boolean expression 2 is FALSE and the value of Boolean expression 3 is TRUE.





[Description example]

(a) When actual devices are used in Boolean expressions

```

IF D0 < 100 THEN          (* If D0 is less than 100          *)
    D1 := 0;              (* 0 is assigned to D1.          *)
ELSIF D0 <= 200 THEN     (* If D0 is less than or equal to 200 *)
    D1 := 1;              (* 1 is assigned to D1.          *)
ELSIF D0 <= 300 THEN     (* If D0 is less than or equal to 300 *)
    D1 := 2;              (* 2 is assigned to D1.          *)
END_IF;

```

(b) When operators are used in Boolean expressions

```

IF (D0*D1) < 100 THEN   (* If D0*D1 is less than 100      *)
    D1 := 0;              (* 0 is assigned to D1.          *)
ELSIF (D0*D1) <= 200 THEN (* If D0*D1 is less than or equal to 200 *)
    D1 := 1;              (* 1 is assigned to D1.          *)
ELSIF (D0*D1) <= 300 THEN (* If D0*D1 is less than or equal to 300 *)
    D1 := 2;              (* 2 is assigned to D1.          *)
END_IF;

```

(c) When functions are used in Boolean expressions

```

IF INT_TO_BOOL (D0) = TRUE THEN (* If INT_TO_BOOL (D0) is TRUE *)
    D1 := 0;                  (* 0 is assigned to D1.          *)
ELSIF INT_TO_BOOL (D0) = TRUE THEN (* If INT_TO_BOOL(D2) is TRUE *)
    D1 := 1;                  (* 1 is assigned to D1.          *)
END_IF;

```

## (4) CASE conditional statement

[Format]

```

CASE <Integer expression> OF
    <Integer selection 1> : <Statement 1>
    <Integer selection 2> : <Statement 2>
    .
    .
    <Integer selection n> : <Statement n>
ELSE
    <Statement n+1 ...>
END_CASE;

```

- Specifying method that can be used for <Integer selection \*> in CASE conditional statement

One value, multiple values, or a value range can be specified for <Integer selection \*> in the CASE conditional statement as indicated below.

Example:

```

1: (* When the value of the integer expression is 1 *)
2, 3, 4: (* When the value of the integer expression is any of 2, 3 and 4 *)
5..10: (* When the value of the integer expression is any of 5 to 10 *)

```

When ".." is used to specify the range, make the value following ".." greater than the value preceding "..".

Also, multiple values and range specification can be combined to specify values.

```

1, 2..5, 9: (* When the value of the integer expression is any of 1, 2..5, and 9 *)

```

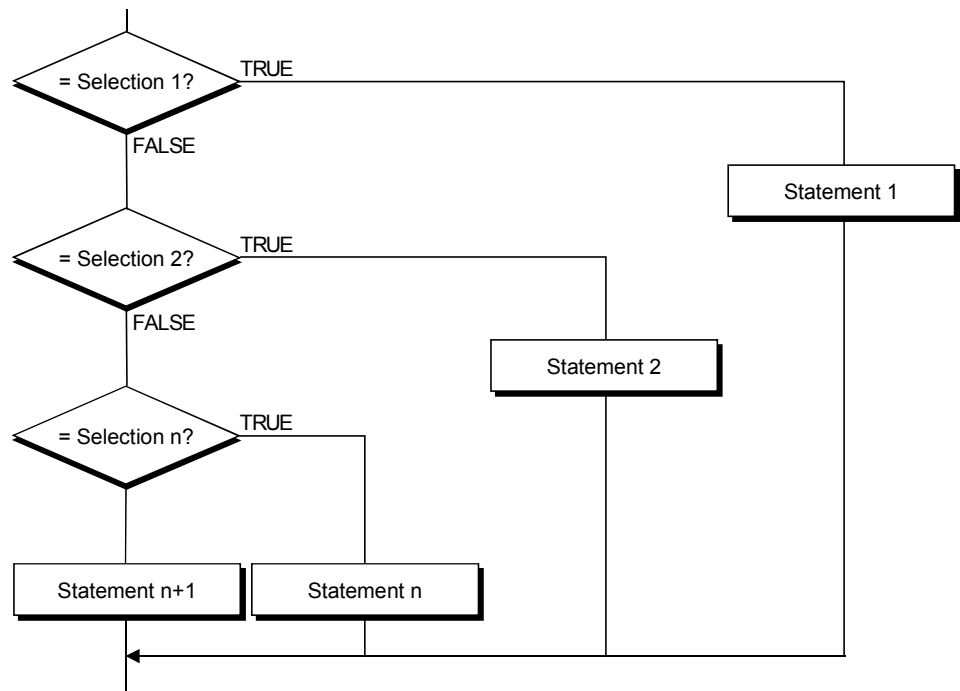
- Data types that can be used in <integer expression> of CASE conditional statement

The data types that can be specified as the <integer expression> in the CASE conditional statement are the integer type (INT) and double precision integer type (DINT). The word devices and word type or double word type labels can be specified.

[Explanation]

The result of the expression in the CASE conditional statement is returned as an integer value. This conditional statement can be used when a selection statement is executed with a single integer value or the integer value of the result of a complicated expression, for example.

The statement having the integer selection that matches the value of the integer expression is executed first, and if there are no matches, the statement that follows ELSE is executed.



[Description example]

(a) When actual device is used in integer expression

CASE D0 OF

1:

D1 := 0; (\* If D0 is 1, 0 is assigned to D1. \*)

2, 3:

D1 := 1; (\* If D0 is 2 or 3, 1 is assigned to D1. \*)

4..6:

D1 := 2; (\* If D0 is any of 4 to 6, 2 is assigned to D1. \*)

ELSE

D1 := 3; (\* If D0 is other than the above, 3 is assigned to D1. \*)

END\_CASE;

(b) When operation result is used in integer expression

CASE D0\*D1 OF

1:

D1 := 0; (\* If D0\*D1 is 1, 0 is assigned to D1. \*)

2, 3:

D1 := 1; (\* If D0\*D1 is 2 or 3, 1 is assigned to D1. \*)

4..6:

D1 := 2; (\* If D0\*D1 is any of 4 to 6, 2 is assigned to D1. \*)

ELSE

D1 := 3; (\* If D0\*D1 is other than the above, 3 is assigned to D1. \*)

END\_CASE;

(c) When function is used in integer expression

```

CASE DINT_TO_INT (dData) OF
  1:          (* If DINT_TO_INT (dData) is 1          *)
    D1 := 0; (* 0 is assigned to D1.                *)
  2, 3:      (* If DINT_TO_INT (dData) is 2 or 3    *)
    D1 := 1; (* 1 is assigned to D1.                *)
  4..6:      (* If DINT_TO_INT(dData) is any of 4 to 6 *)
    D1 := 2; (* 2 is assigned to D1.                *)
  ELSE      (* If DINT_TO_INT (dData) is other than the above *)
    D1 := 3; (* 3 is assigned to D1.                *)
END_CASE;

```

### Point

- Precaution for use of integer selection

When a CASE conditional statement has multiple values of the same integer selection, the statement on the upper line is executed with priority and the latter statement having the same integer selection is not executed. For example, when the D100 value is 3 in the following CASE conditional statement, statement 3 having integer selection 3 is executed and statement 4 having the same integer selection is not executed.

```

CASE D100 OF
  1:    < Statement 1 ...>
  2:    < Statement 2 ...>
  3:    < Statement 3 ...>
  3, 4: < Statement 4 ...>
ELSE
    < Statement 5 ...>
END_CASE;

```

To specify the <integer selection \*>, only a decimal number without K specification can be used.

## 4.3.3 Repeat statement

## (1) FOR...DO syntax

[Format]

```

FOR <Repeat variable initialization>
  TO <Last value expression>
  BY <Incremental expression> DO
  < Statement ...>
END_FOR;

```

Repeat variable initialization: The data used as a repeat variable is initialized.

Last value expression, incremental expression:

The initialized repeat variable is incremented or decremented according to the incremental expression, and repetitive processing is performed until the last value is reached.

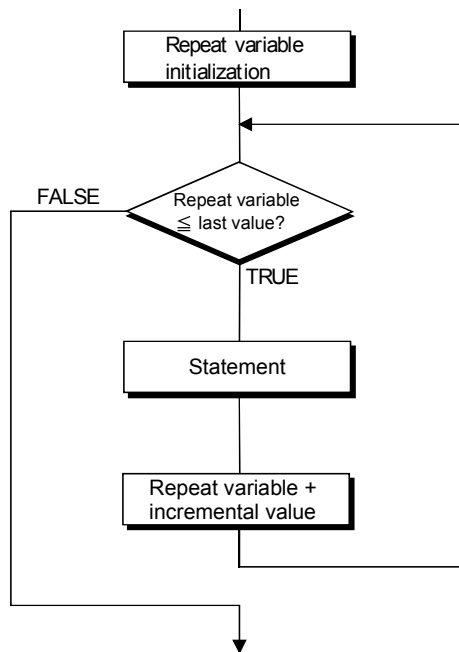
- Data types that can be used in <Last value expression, incremental expression> of FOR syntax  
Integer values and the integer values of operation expression results can be specified.

[Explanation]

The FOR ... DO syntax repeatedly executes several statements according to the value of the repeat variable.



- **Precaution for use of repeat variable**  
The double precision integer type (DINT) and integer type (INT) can be used for a repeat variable, but structure elements and array elements cannot be used.  
Also, match the type used for the repeat variable with the types of the <last value expression> and <incremental expression>.
- **Precaution for use of incremental expression**  
The <incremental expression> can be omitted. When omitted, the <incremental expression> is executed as 1.  
When "0" is assigned to the <incremental expression>, the FOR syntax and later may not be executed or an endless loop may occur.
- **Precaution for use of FOR ... DO syntax**  
In the FOR ... DO syntax, the count processing of the repeat variable is performed after execution of <Statement ...> in the FOR syntax. An endless loop will occur if the count processing higher than the maximum value or lower than the minimum value of the data type of the repeat variable is executed.



[Description example]

(a) When actual device is used in repeat variable

```
FOR W1 := 0      (* W1 is initialized with 0. *)
  TO 100        (* Processing is repeated until W1 reaches 100. *)
  BY 1 D0      (* W1 is incremented by 1. *)
  W3 := W3 + 1; (* During repeat processing, W3 is incremented by 1. *)
END_FOR;
```

## (2) WHILE...DO syntax

[Format]

```

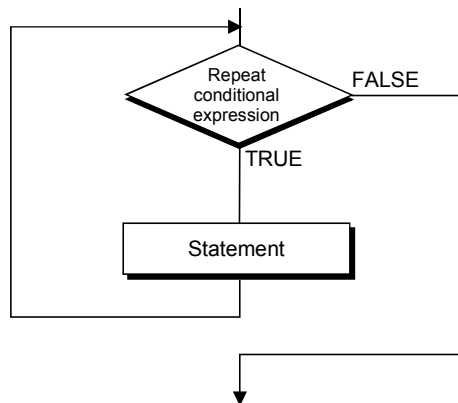
WHILE <Boolean expression> DO
    <Statement ...>
END_WHILE;

```

[Explanation]

The WHILE ... DO syntax executes one or more statements while the Boolean expression (conditional expression) is TRUE.

The Boolean expression is judged before execution of the statement. If the Boolean expression is FALSE, the statement in WHILE ... DO is not executed. Since the <Boolean expression> in the WHILE syntax is only required to return whether the result is true or false, all expressions that can be specified in the <Boolean expression> in the IF conditional statement can be used.



[Description example]

(a) When actual device and operator are used in Boolean expression

```

WHILE W100 < (W2-100) DO (* While W100<(W2-100) is true *)
    W100 := W100 + 1; (* During repeat processing, W100 is *)
END_WHILE; (* incremented by 1 *)

```

(b) When function is used in Boolean expression

```

WHILE BOOL_TO_DINT(M0) < BOOL_TO_DINT(M1) DO
    D4 := D4 + 1; (* While BOOL_TO_DINT(M0) < *)
END_WHILE; (* BOOL_TO_DINT(M1) is true *)
            (* processing is repeated. *)
            (* During repeat processing, D4 is *)
            (* incremented by 1 *)

```

## (3) REPEAT...UNTIL syntax

[Format]

```

REPEAT
  <Statement ...>
  UNTIL <Boolean expression>
END_REPEAT;

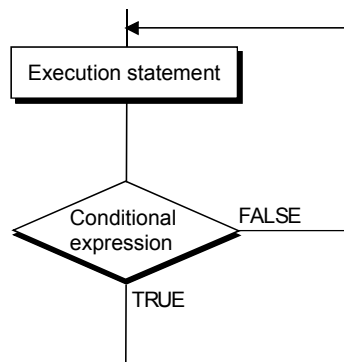
```

[Explanation]

The REPEAT ... UNTIL syntax executes one or more statements while the Boolean expression (conditional expression) is FALSE.

The Boolean expression is judged after execution of the statement. If the value is TRUE, the statement in REPEAT ... UNTIL is not executed.

Since the <Boolean expression> in the REPEAT syntax is only required to return whether the result is true or false, all expressions that can be specified in the <Boolean expression> in the IF conditional statement can be used.



[Description example]

(a) When actual device is used in Boolean expression

```

REPEAT
  D1 := D1 + 1;          (* Until D1 becomes less than 100 *)
  UNTIL D1 < 100        (* D1 is incremented by 1 *)
END_REPEAT;

```

(b) When operator is used in Boolean expression

```

REPEAT
  W1 := W0*W1 - D0;     (* Until W0*W1 becomes less than 100 *)
                        (* W0*W1 - D0 is *)
  UNTIL W0*W1 < 100    (* assigned to W1. *)
END_REPEAT;

```



(c) When function is used in Boolean expression

REPEAT

D1 := D1 + 1;

(\* Until BOOL\_TO\_DINT(M0)\*)

(\* than 100 \*)

UNTIL BOOL\_TO\_DINT(M0) < 100

(\* becomes less \*)

(\* D1 is incremented by 1 \*)

END\_REPEAT;

### Point

- Precaution 1 for use of repeat statements  
When using a repeat statement, be careful not to result in endless loop processing.
- Precaution 2 for use of repeat statements  
If many repeat statements are used, it should be noted that the PLC scan time will increase remarkably.

## 4.3.4 Other control syntaxes

## (1) RETURN syntax

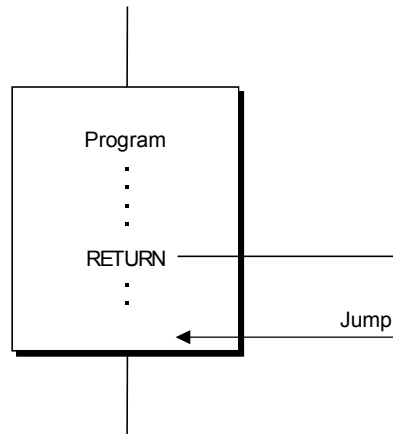
[Format]

RETURN;
---------

[Explanation]

The RETURN syntax is used to terminate a program in a function block or an ST program.

When the RETURN syntax is used in a program, the processings after the RETURN syntax are all ignored, and a jump occurs from the place where RETURN is executed to the last line of the ST program or the program in the function block.



[Description example]

(a) When actual device is used in IF conditional statement Boolean expression

```

IF X0 THEN      (If X0 is ON, the statement in IF is executed. *)
    RETURN;    (* The program after the RETURN line is ignored. *)
END_IF;

```

(2) EXIT syntax

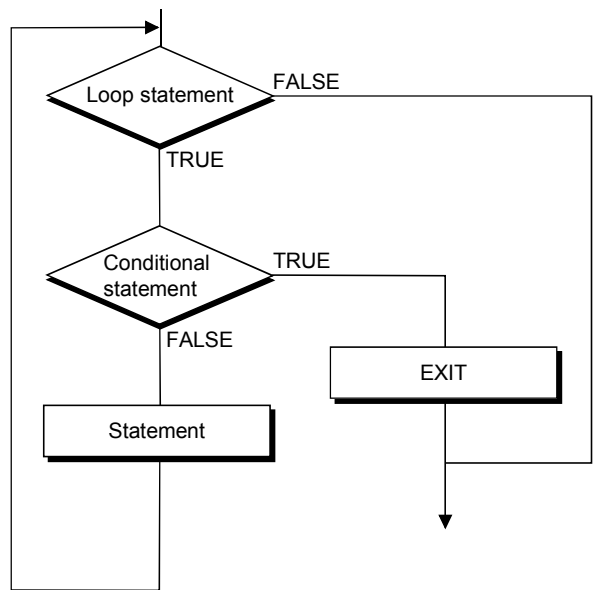
[Format]

```
EXIT;
```

[Explanation]

The EXIT syntax can be used in the repeat statement of an ST program and terminates a repeat loop midway.

When the EXIT syntax is reached during execution of a repeat loop, the repeat loop processing after the EXIT syntax is not executed. The program is continued on the line that follows the one where the repeat loop processing has been terminated.



[Description example]

(a) When actual device is used in IF conditional Boolean expression

```

FOR D0 := 0 TO 10 D0 (* If the D0 value is less than or equal to 10, *)
                    (* repeat is executed. *)
    IF D1 > 10 THEN (* Whether the D1 value is greater than 10 *)
                    (* or not is checked. *)
        EXIT;       (* If the D1 value is greater than 10, *)
                    (* repeat processing *)
                    (* ends. *)

    END_IF;
END_FOR;
```

## 4.3.5 Precautions for use of control syntaxes

This section explains the number of used steps, operation processing time and instructions for use of the control syntaxes in an ST program.

## (1) Number of used steps and operation processing time for use of control syntaxes

The number of used steps and operation processing time for use of the control syntaxes will be explained.

The operation processing time is calculated by addition of the processing times of the instructions. Use it as reference for program creation.

## (a) IF conditional statements

IF conditional statement 1

Unit ( $\mu$ s)

		Number of Steps	Operation Processing Time (Q25H)	Operation Processing Time (Q00J)
ST program	IF X0 THEN D0 := 100; END_IF;	7	1.534	10.9
List program	LD X0 MOV K100 D0	3	0.134	0.90
[Remarks] In only the conditional statement area, the processing time is shorter than when ST is not used. However, since the comparison target of the IF conditional statement in ST is the Boolean expression, complicated comparison can be made easily.				

IF conditional statement 2

Unit ( $\mu$ s)

		Number of Steps	Operation Processing Time (Q25H)	Operation Processing Time (Q00J)
ST program	IF D0 := 0 THEN D0 := 100; END_IF;	9	1.6	11.5
List program	LD X0 MOV K100 D0	5	0.20	1.50
[Remarks] In only the conditional statement area, the processing time is shorter than when ST is not used. However, since the comparison target of the IF conditional statement in ST is the Boolean expression, complicated comparison can be made easily.				

(b) CASE conditional statement

Unit (μs)

		Number of Steps	Operation Processing Time (Q25H)	Operation Processing Time (Q00J)
ST program	CASE D0 OF 1, 2: D0 := 100; 3..10: D1 := D1 + 1; END_CASE;	29	5.004	36.1
List program	LD= D0 K1 AND= D0 K2 MOV K100 D0 LD>= D0 K3 AND<= D0 K10 INC D1	16	0.64	4.6
[Remarks] Since CJ, JMP, etc. need not be executed in a list unlike ST, only the times for the compared areas are measured. The time has been calculated on the assumption that the compared areas are conducting.				

(c) FOR...DO statement

Unit (μs)

		Number of Steps	Operation Processing Time (Q25H)	Operation Processing Time (Q00J)
ST program	FOR D0 := 0 TO 10 BY 1 DO D1 := D1 + 1; END_FOR;	16	Initialization: 0.134 Repeat: 3.308 In this case, the repeated area operates 10 times.	Initialization: 0.9 Repeat: 24.0
List program	FOR K10 LD SM400 INC D1 NEXT	6	2.574	21.6
[Remarks] The above operation processing time is taken by the number of repeat times. In a list, only the number of repeat times can be specified. In ST, repeat and other operation processings can be performed by condition comparison.				

## (d) WHILE...DO statements

WHILE...DO statement 1

Unit (μs)

		Number of Steps	Operation Processing Time (Q25H)	Operation Processing Time (Q00J)
ST program	WHILE X0 DO DO := 100; END_ WHILE;	10	3.034 Repeat is executed until X0 becomes TRUE.	21.9
List program	As above	As above	As above	As above
[Remarks] If the statement is described in a list, the program is the same as the ST program conversion result. Therefore, the processing time is also the same as that of ST.				

WHILE...DO statement 2

Unit (μs)

		Number of Steps	Operation Processing Time (Q25H)	Operation Processing Time (Q00J)
ST program	WHILE D0= 100 DO DO := 100; END_ WHILE;	15	3.1	22.5
List program	As above	As above	As above	As above
[Remarks] If the statement is described in a list, the program is the same as the ST program conversion result. Therefore, the processing time is also the same as that of ST.				

(e) REPEAT...UNTIL statements

REPEAT...UNTIL statement 1

Unit (μs)

		Number of Steps	Operation Processing Time (Q25H)	Operation Processing Time (Q00J)
ST program	REPEAT D0 := 100; UNTIL X0 END_REPEAT;	6	1.534 Repeat is executed until X0 becomes TRUE.	10.9
List program	As above	As above	As above	As above
[Remarks] If the statement is described in a list, the program is the same as the ST program conversion result. Therefore, the processing time is also the same as that of ST.				

REPEAT...UNTIL statement 2

Unit (μs)

		Number of Steps	Operation Processing Time (Q25H)	Operation Processing Time (Q00J)
ST program	REPEAT D0 := 100; UNTIL X0 END_REPEAT;	9	1.6 Repeat is executed until X0 becomes TRUE.	11.5
List program	As above	As above	As above	As above
[Remarks] If the statement is described in a list, the program is the same as the ST program conversion result. Therefore, the processing time is also the same as that of ST.				

## (f) EXIT statement

Unit ( $\mu$ s)

		Number of Steps	Operation Processing Time (Q25H)	Operation Processing Time (Q00J)
ST program	—	3	1.4	11
List program	As above	As above	As above	As above
[Remarks]				
Using the JMP instruction, execution moves to the pointer immediately after repeat processing termination.				
If the statement is described in a list, the operation is the same as in the ST program. Therefore, the processing time is also the same as that of ST.				

## (g) RETURN statement

Unit ( $\mu$ s)

		Number of Steps	Operation Processing Time (Q25H)	Operation Processing Time (Q00J)
ST program	—	3	1.4	11
List program	As above	As above	As above	As above
[Remarks]				
Using the JMP instruction, execution moves to the pointer immediately after repeat processing termination.				
If the statement is described in a list, the operation is the same as in the ST program. Therefore, the processing time is also the same as that of ST.				



## (2) Precautions for use of bit devices

The following explains the precautions to be taken when a program is created using an IF/CASE conditional statement in an ST program.

Once the Boolean expression (conditional expression) is satisfied in the IF condition statement, when a bit device is turned ON in the IF condition statement, that bit device becomes always ON.

```
[ST program example 1]
IF M0 THEN
    Y0 := TRUE;
END_IF;
```

The above program is equivalent to the following.

```
LD M0;
SET Y0;
```

To avoid the bit device being always ON, change the program as shown below.

```
[ST program example 2]
IF M0 THEN
    Y0 := TRUE;
ELSE
    Y0 := FALSE;
END_IF;
```

The above program is equivalent to the following.

- (a) LD M0;  
OUT Y0;
- (b) Y0 := M0;
- (c) OUT\_M (M0, Y0);

However, when OUT\_M() is used in the IF conditional statement, the condition is as in [ST program example 1].

The above precautions also apply to when the CASE conditional statement is used.

Once the integer expression (conditional expression) is satisfied in the CASE condition statement, when a bit device is turned ON in the CASE condition statement, that bit device becomes always ON.

## (3) Precautions for use of timers and counters

The following explains the precautions to be taken when a program is created using an IF/CASE conditional statement in an ST program.

In the IF condition statement, the Boolean expression (conditional expression) differs from the execution condition of the timer/counter instruction.

Example: In the case of timer

[ST program example 1]

IF M0 THEN

TIMER\_M (M1, TC0, K10);

END\_IF;

(\* When M0 = ON and M1 = ON, counting starts. \*)

(\* When M0 = ON and M1 = OFF, counting is cleared. \*)

(\* When M0 = OFF and M1 = ON, counting is stopped. The counting value is not cleared. \*)

(\* When M0 = OFF and M1 = OFF, counting is stopped. The counting value is not cleared. \*)

Example: In the case of counter

[ST program example 2]

IF M0 THEN

COUNTER\_M (M1, CC0, K10);

END\_IF;

(\* When M0 = ON and M1 = ON/OFF, counting is incremented by 1. \*)

(\* When M0 = OFF and M1 = ON/OFF, counting is not executed. \*)

(\* M0 = ON/OFF and counting incrementing by 1 are not synchronized. \*)

The above occurs since the timer/counter-related statement is not executed if the IF condition statement is not satisfied.

When the AND condition of M0 and M1 is used to operate the timer/counter, do not use the control syntax but use only the MELSEC function.

[Changed ST program example]

- When timer is used           TIMER\_M (M0 & M1, TC0, K10);
- When counter is used        COUNTER\_M (M0 & M1, CC0, K10);

Using the new program, the timer/counter can be operated under the AND condition of M0 and M1.

The above precautions also apply to when the CASE conditional statement is used.

In the CASE condition statement, the integer expression (conditional expression) differs from the execution condition of the timer/counter instruction.

## 4.4 Call of Function Block

In an ST program, a function blocks (FB) can be used.

This section explains the method of using a user-created FB in an ST program. (For the FB creating method, refer to the "GX Developer Version 8 Operating Manual (Function Block)".

### (1) Call of function block

When a created FB is to be used in an ST program, an FB name must be defined first on the local variable setting screen. (Refer to [REFERENCE](#).)

The FB can be used by describing the defined FB name (FB call) in the ST program.

When calling the FB, describe all input variables and I/O variables. Also, always specify values for the input variables and I/O variables.

For an output variable, its description can be omitted if the result of the output variable is not needed.

[Description example]

When the following FB is created

FB data name : LINE1\_FB  
Input variable : I\_Test  
Output variable : O\_Test  
I/O variable : IO\_Test  
FB label name : FB1

The description example of a FB call is as given below.

```
FB1( I_Test := D0, O_Test := D1, IO_Test := D100);
```

↓

The description of the output variable can be omitted.

### (2) How to acquire the output result

By providing "." after the FB name to specify the output variable name, the output of the FB can be acquired.

[Description example]

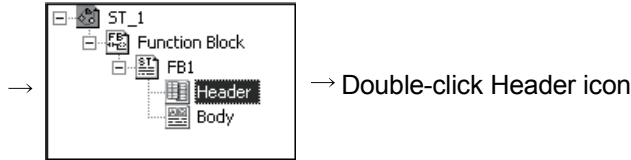
Describe as given below when assigning the result of the output variable to D1.

```
D1 := FB1.O_Test;
```

**REFERENCE**

- To make label declaration for the input, I/O and output variables of FB ...

GX Developer start → [Open project] → Click the FB tab → Add new FB



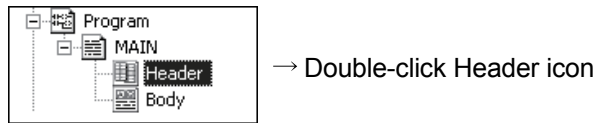
→ FB label setting screen

The following example shows the FB input/output variable label setting made on the FB label setting screen.

	Input/Output	Label	Constant	Device type
1	VAR_INPUT	I_TEST		INT
2	VAR_OUTPUT	O_TEST		INT
3	VAR_IN_OUT	IO_TEST		INT

- To make label declaration for the FB data name ...

Before an FB is called, the label declaration of the used FB must be made.



→ Local (or global) variable setting screen

	AU	Label	Constant	Device type
1		BLabel		BOOL
2		DwLabel		DINT
3		label2	Setting detail	FB(FB1)
4				COUNTER STOREDTIMER POINTER STRUCTURE FB FB(FB1)

Select FB in Device type.

The following example shows the FB label definition made on the local variable setting screen.

3		label2	Setting detail	FB(FB1)
---	--	--------	----------------	---------



- **Precaution for acquiring the FB output**  
Execute FB output acquirement after an FB call. If it is executed before an FB call, an error will occur.

Example: FB name: FB1

Input variable : I\_Test  
Output variable: O\_Test

```
D1 := FB1.O_Test; (* FB output acquirement *)
FB1(I_Test := D0, O_Test := D1); (* FB call *)
```

An error occurs since this program is written in order of FB output acquirement and FB call.

- **Precaution for use of I/O variables**  
If the result of an I/O variable is used like an output variable, an error will occur. Like an input variable, the value of an I/O variable must be specified at the time of an FB call.

Example: FB name: FB1

I/O variable : IO\_TEST  
Output variable: O\_Test

[Description example]

```
FB1( IO_Test := D1);
D1 : FB1.IO_Test; → An error occurs.
```

- **Precaution for making an FB call**  
In an ST program, the FB set on the local variable setting screen can be used only once. (If it is used more than once, an error will occur.) To use the same FB more than once, declare the FB by the number of times it will be used beforehand on the local variable setting screen.

Example: The following example shows that the FB label has been defined more than once on the local variable setting screen.

	Au	Label	Constant	Device type
1		label	Setting detail	FB(FB1) ▼
2		label1	Setting detail	FB(FB1) ▼
3		label2	Setting detail	FB(FB1) ▼

In the program, the FB is used as indicated below.

```
label (I_Test := D0, IO_Test := D100);
label1 (I_Test := D1, IO_Test := D150);
label2 (I_Test := D3, IO_Test := D200);
```

## 4.5 Comment

In an ST program, comments can be input. An area enclosed by "(" and ")" is handled as a comment. If a comment is placed within a comment, an error will occur.

### [Description example]

Example 1: (\* The pump is activated. \*)

Example 2: (\*\*\*\*\*)

Example 3: (\* After the switch is input, the motor is operated. \*)

Example 4: (\* Flag\_A = TRUE control start (\* Flag\_B = TRUE control stop \*)

### [Error example]

Example 5: (\* Flag\_A = TRUE control start \*) Flag\_A = FALSE control stop \*)

Example 6: (\* START (\* Processing stop \*) Restart End \*)



5 MELSEC FUNCTIONS

How the functions are described

This manual describes the function definitions, arguments, return values and using examples of the MELSEC functions.

The MELSEC functions are created on the basis of the MELSEC common commands. For the basic operations, detailed functions and applicable devices of the functions and the errors that may occur during execution of the functions, refer to the section "Corresponding MELSEC commands" in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

5.1.1 Output to device OUT\_M

The execution condition is output to the specified device. → 1)

■ Function definition BOOL OUT\_M (BOOL EN, BOOL D);  
 2) 3) 4) 5)

Argument Name	IN/OUT	Description
EN	IN	Execution condition
D	OUT	Target to be turned ON/OFF

→ 6)

Return Value	Description
BOOL	Execution condition

→ 7)

● Example of use → 8)  
 (\* Execution condition X0 is output to the assigned device of bData. \*)  
 OUT\_M (X0, bData);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • OUT (Output) → 9)

5

- 1) Indicates the function of the function.
- 2) Indicates the data type of the function.
- 3) Indicates the function name.
- 4) Indicates the data type of the argument. (The STRING type is represented STRING (number of characters). It is represented STRING(6) when the number of characters is 6. The ARRAY type is represented data type(number of elements). It is represented ANY16(3) when the array is of ANY16 type and has three elements.)
- 5) Indicates the argument name.
- 6) Indicates the list (argument name, IN/OUT, description) of arguments used with the function. (The STRING type is represented ARRAY [0..Number of elements-1] OF Data type. It is represented ARRAY [0..2] OF ANY16 when the array is of ANY16 type and has three elements.)
- 7) Indicates the list (return value name, description) of return values used with the function.
- 8) Indicates the example of using the function. (Indicates the example that uses the actual device/label.)
- 9) Indicates the QCPU (Q mode)/QnA MELSEC command corresponding to the function.



The following indicates the correspondences between the MELSEC command in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)" and the MELSEC function in this manual.

QCPU (Q mode)/QnACPU Programming Manual (Common Instructions) [MELSEC instruction]

Applicable CPU	ALL CPU modules → 1)
----------------	----------------------

6.1.5 BIN block data comparisons (BKCMP, BKCMP□P)

Set Data	Usable Devices → 2)								
	Internal Devices (System, User)		File Register	MELSECNET/10(H) Direct I/O		Special Function Module I/O	Index Register Zn	Constant K, H	Other
	Bit	Word		Bit	Word				
Ⓢ1	—	○					○	—	
Ⓢ2	—	○					—	—	
ⓓ	○	○					—	—	
n	○	○			○		○	—	

5

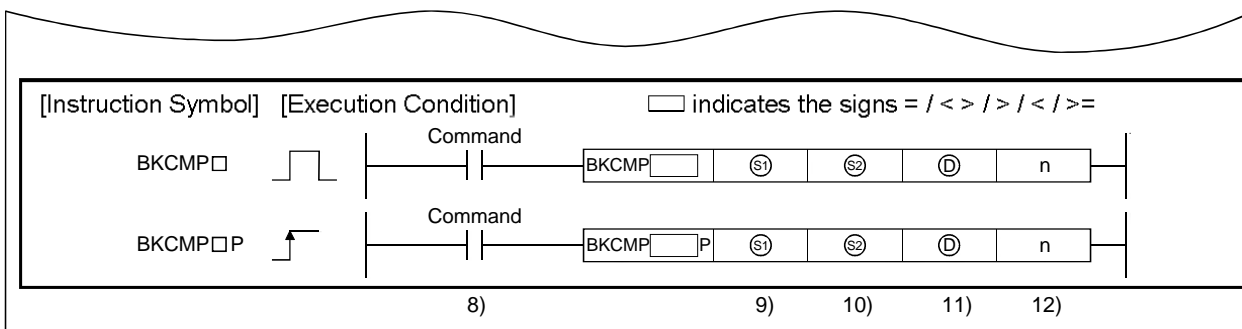
[MELSEC function] in this manual

5.4.1 Block data comparison (=) BKCMP\_EQ\_M

n points of BIN 16-bit data (word unit), starting at the specified devices, are compared in terms of "=".

■ Function definition `BOOL BKCMP_EQ_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, BOOL D);`  
3) 4) 5) 6) 7)

QCPU (Q mode)/QnACPU Programming Manual (Common Instructions) [MELSEC instruction]



- 1) Applicable CPU types
- 2) However, QnACPU and Q4ARCPU do not support ST program.
- 3) Applicable devices
  - The correspondences between the arguments of the MELSEC function and MELSEC command are as follows. (The arguments of the same argument names correspond to each other.)

3) ↔ 8)	4) ↔ 9)	5) ↔ 10)	7) ↔ 11)	6) ↔ 12)
---------	---------	----------	----------	----------



- Precaution for use of the arguments of the MELSEC and IEC functions  
When the argument is of ANY32 type, the data type that can be specified is the DIN type, and therefore, an actual device cannot be specified. Only the double word type label can be specified. However, digit specification is allowed.

Example: BSQR\_MD(BOOL EN, ANY16 s, ANY32 d);

(\* Function definition of BSQR\_MD \*)  
BSQR\_MD (X0, D0, dData); (\* Program example \*)

In the MELSEC common command, an actual device can be described as indicated below.

BSQR(D0, W0);

However, it cannot be described in the MELSEC/IEC function.

BSQR\_MD(X0, D0, W0); ← An error will occur.

When the argument is of REAL type, the data type that can be specified is the real number type label, or a real number value can be described directly.

An actual device cannot be specified.

Example: ESTR\_M(BOOL EN, REAL s1, ANY16(3) s2, STRING d);

(\* Function definition of ESTR\_M \*)  
ESTR\_M(X0, rData, ArrayData, sData);

(\* Program example \*)  
In the MELSEC common command, the actual device can be described as indicated below.

ESTR(R0, R10, D10);

However, it cannot be described in the MELSEC/IEC function.

ESTR\_M(X0, R0, ArrayData, sData); ← An error will occur.

5.1 Output

5.1.1 Output to device OUT\_M

The execution condition is output to the specified device.

■ Function definition `BOOL OUT_M (BOOL EN, BOOL D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition
D	OUT	Target to be turned ON/OFF

Return Value	Description
BOOL	Execution condition

● Example of use

(\* Execution condition X0 is output to the assigned device of bData. \*)  
`OUT_M (X0, bData);`



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • OUT (Output)

5.1.2 Low-speed timer TIMER\_M

When the coil of the timer (low-speed timer, low-speed retentive timer) turns ON, the timer measures up to the set value, and when the timer times out (calculation value ( set value), the contact is put in the following status.  
 N/O contact: Conduction N/C contact: Non-conduction

■ Function definition `BOOL TIMER_M (BOOL EN, BOOL TCoil, ANY16 TValue);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
TCoil	IN	TS, TC device or STS, STC device (bit data)
TValue	IN	Timer set value (BIN 16-bit data)

Remarks: When a constant is specified for the timer set value, only a decimal number can be specified.

The timer set value can be specified within the range 0 to 32767.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, TC0 turns ON and the timer calculates \*)  
 (\* up to TValue, and when the timer times out (calculation value ( set value), \*)  
 (\* the contact is put in the following status. \*)  
 (\* N/O contact: Conduction N/C contact: Non-conduction \*)  
`TIMER_M (X0, TC0, TValue);`



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • OUT (Low-speed timer)

For the usable data type, refer to "3.2.2 About ANY type".

5.1.3 High-speed timer **TIMER\_H\_M**

When the coil of the timer (high-speed timer, high-speed retentive timer) turns ON, the timer calculates up to the set value, and when the timer times out (calculation value ( set value), the contact is put in the following status.

N/O contact: Conduction N/C contact: Non-conduction

■ Function definition **BOOL TIMER\_H\_M (BOOL EN, BOOL TCoil, ANY16 TValue);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
TCoil	IN	TS, TC device or STS, STC device (bit data)
TValue	IN	Timer set value (BIN 16-bit data)

Remarks: When a constant is specified for the timer set value, only a decimal number can be specified. The timer set value can be specified within the range 0 to 32767.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, TC0 turns ON and the timer calculates \*)  
 (\* up to TValue, and when the timer times out (calculation value( TValue), the \*)  
 (\* contact is put in the following status. \*)  
 (\* N/O contact: Conduction N/C contact: Non-conduction \*)  
**TIMER\_H\_M (X0, TC0, TValue);**



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • OUTH (High-speed timer)

5.1.4 Counter **COUNTER\_M**

The present value (count value) of the counter is incremented by 1, and when the counter counts up (present value = set value), the contact is put in the following status.

N/O contact: Conduction N/C contact: Non-conduction

■ Function definition **BOOL COUNTER\_M (BOOL EN, BOOL CCoil, ANY16 CValue);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
CCoil	IN	CS, CC device number (bit data)
CValue	IN	Counter set value (BIN 16-bit data)

Remarks: When a constant is specified for the counter set value, only a decimal number can be specified. The timer set value can be specified within the range 0 to 32767.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* After execution condition X0 has turned ON, the present value (count value) is \*)  
 (\* incremented by 1 when CC0 changes from OFF to ON, and when the counter \*)  
 (\* counts up (present value = CValue), the contact is put in the following status. \*)  
 (\* N/O contact: Conduction N/C contact: Non-conduction \*)  
**COUNTER\_M (X0, CC0, CValue);**



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • OUT (Counter)

For the usable data type, refer to "3.2.2 About ANY type".

5.1.5 Set of device SET\_M

When the execution condition is satisfied, the specified device is operated as described below.

- Bit device: The coil/contact is turned ON.
- When bit of word device is specified: The specified bit is turned to 1.

■ Function definition    BOOL SET\_M (BOOL EN, BOOL D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
D	OUT	Data to be set

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the assigned device of bData is \*)  
 (\* turned ON. \*)  
 SET\_M (X0, bData);



● Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • SET (Set of device)

5.1.6 Reset of device RST\_M

When the execution condition is satisfied, the specified device is operated as described below.

- Bit device: The coil/contact is turned OFF.
- Timer, counter: 0 is assigned to the present value and the coil/contact is turned OFF.
- When bit of word device is specified: The specified bit is turned to 0.
- Word device other than timer and counter: 0 is assigned to the device data.

■ Function definition    BOOL RST\_M (BOOL EN, BOOL ANY\_SIMPLE D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
D	OUT	Data to be reset

Remarks: The DINT/REAL/STRING type cannot be used in argument "D".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the assigned device of bData is \*)  
 (\* turned OFF. \*)  
 RST\_M (X0, bData);



● Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • RST (Reset of device)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.1.7 Conversion of direct output into pulse DELTA\_M

When the execution condition is satisfied, the specified direct access output (DY) is output as a pulse.

■ Function definition    `BOOL DELTA_M (BOOL EN, BOOL D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
D	OUT	Data to be output as pulse (DY device)

Return Value	Description
BOOL	Execution condition

● Example of use

(\*When execution condition X0 turns ON, device DY0 is converted into pulse. \*)  
`DELTA_M (X0, DY0);`



● Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • DELTA (Conversion of direct output into pulse)

5.2 1-Bit Shift

5.2.1 1-bit shift of device SFT\_M

When the execution condition is satisfied, the specified device is operated as described below.

- In the case of bit device:  
The ON/OFF status of the device number preceding the specified device number is shifted to the specified device number, and the preceding device number is turned OFF.
- In the case of word device bit specification:  
The 1/0 status of the bit preceding the bit of the specified device is shifted to the specified bit, and the preceding device number is turned to 0.

■ Function definition    `BOOL SFT_M (BOOL EN, BOOL D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
D	OUT	Data to be shifted

Return Value	Description
BOOL	Execution condition

- Example of use
  - (\* When execution condition X0 turns ON, ON/OFF of M10 is shifted to M11 \*)
  - (\* and M10 is turned OFF. \*)
  - `SFT_M (X0, M11);`
  - (\* When execution condition X0 turns ON, ON/OFF of W100.1 is shifted to \*)
  - (\* W100.2 and W100.1 is turned OFF. \*)
  - `SFT_M (X0, W100.2);`



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - SFT (Bit device shift)

5.3 Termination

5.3.1 Stop STOP\_M

When the execution condition is satisfied, output Y is reset and the CPU operation is stopped.  
 (This operation is the same as performed when the RUN/STOP DIP switch is moved to the STOP position.)

■ Function definition `BOOL STOP_M (BOOL EN);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the CPU operation is stopped. \*)  
`STOP_M (X0);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - STOP (Sequence program stop)



5.4 Comparison Operation

5.4.1 Block data comparison (=) BKCMP\_EQ\_M

n points of BIN 16-bit data (word unit), starting at the specified devices, are compared in terms of "=".

■ Function definition BOOL BKCMP\_EQ\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, BOOL D);

Argument Name	IN/OUT	Description			
EN	IN	Execution condition (Function is executed only when the result is TRUE)			
S1	IN	Comparand data (BIN 16-bit data)			
S2	IN	Comparison data (BIN 16-bit data)			
n	IN	Number of data to be compared (BIN 16-bit data)			
D	OUT	Comparison result (bit)	Comparison result	When comparison condition is satisfied	ON
				When comparison condition is not satisfied	OFF

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data of the number of points stored in D0, starting at D100, is compared with the data of the number of points stored in D0, starting at D200, in terms of "=", and the result stored into M0 and later. \*)  
 BKCMP\_EQ\_M (X0, D100, D200, D0, M0);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • BKCMP= (BIN block data comparison (=))

5.4.2 Block data comparison (<>) BKCMP\_NE\_M

n points of BIN 16-bit data (word unit), starting at the specified devices, are compared in terms of "<>".

■ Function definition BOOL BKCMP\_NE\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, BOOL D);

Argument Name	IN/OUT	Description			
EN	IN	Execution condition (Function is executed only when the result is TRUE)			
S1	IN	Comparand data (BIN 16-bit data)			
S2	IN	Comparison data (BIN 16-bit data)			
n	IN	Number of data to be compared (BIN 16-bit data)			
D	OUT	Comparison result (bit)	Comparison result	When comparison condition is satisfied	ON
				When comparison condition is not satisfied	OFF

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data of the number of points stored in D0, starting at D100, is compared with the data of the number of points stored in D0, starting at D200, in terms of "<>", and the result is stored into M0 and later. \*)  
 BKCMP\_NE\_M (X0, D100, D200, D0, M0);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • BKCMP<> (BIN block data comparison (<>))

For the usable data type, refer to "3.2.2 About ANY type".

5.4.3 Block data comparison (>) BKCMP\_GT\_M

n points of BIN 16-bit data (word unit), starting at the specified devices, are compared in terms of ">".  
 ■ Function definition BOOL BKCMP\_GT\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, BOOL D);

Argument Name	IN/OUT	Description			
EN	IN	Execution condition (Function is executed only when the result is TRUE)			
S1	IN	Comparand data (BIN 16-bit data)			
S2	IN	Comparison data (BIN 16-bit data)			
n	IN	Number of data to be compared (BIN 16-bit data)			
D	OUT	Comparison result (bit)	Comparison result	When comparison condition is satisfied	ON
				When comparison condition is not satisfied	OFF

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data of the number of points stored \*)  
 (\* in D0, starting at D100, is compared with the data of the number of points stored \*)  
 (\* in D0, starting at D200, in terms of ">", and the result is stored into M0 and later. \*)  
 BKCMP\_GT\_M (X0, D100, D200, D0, M0);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • BKCMP> (BIN block data comparison (>))

5.4.4 Block data comparison (<=) BKCMP\_LE\_M

n points of BIN 16-bit data (word unit), starting at the specified devices, are compared in terms of "<=".  
 ■ Function definition BOOL BKCMP\_LE\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, BOOL D);

Argument Name	IN/OUT	Description			
EN	IN	Execution condition (Function is executed only when the result is TRUE)			
S1	IN	Comparand data (BIN 16-bit data)			
S2	IN	Comparison data (BIN 16-bit data)			
n	IN	Number of data to be compared (BIN 16-bit data)			
D	OUT	Comparison result (bit)	Comparison result	When comparison condition is satisfied	ON
				When comparison condition is not satisfied	OFF

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data of the number of points stored \*)  
 (\* in D0, starting at D100, is compared with the data of the number of points stored \*)  
 (\* in D0, starting at D200, in terms of "<=", and the result is stored into M0 and later. \*)  
 BKCMP\_LE\_M (X0, D100, D200, D0, M0);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • BKCMP<= (BIN block data comparison (<=))

For the usable data type, refer to "3.2.2 About ANY type".

5.4.5 Block data comparison (<) BKCMP\_LT\_M

n points of BIN 16-bit data (word unit), starting at the specified devices, are compared in terms of "<".

■ Function definition BOOL BKCMP\_LT\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, BOOL D);

Argument Name	IN/OUT	Description			
EN	IN	Execution condition (Function is executed only when the result is TRUE)			
S1	IN	Comparand data (BIN 16-bit data)			
S2	IN	Comparison data (BIN 16-bit data)			
n	IN	Number of data to be compared (BIN 16-bit data)			
D	OUT	Comparison result (bit)	Comparison result	When comparison condition is satisfied	ON
				When comparison condition is not satisfied	OFF

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data of the number of points stored \*)  
 (\* in D0, starting at D100, is compared with the data of the number of points stored \*)  
 (\* in D0, starting at D200, in terms of "<", and the result is stored into M0 and later. \*)  
 BKCMP\_LT\_M (X0, D100, D200, D0, M0);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- BKCMP< (BIN block data comparison (<))

5.4.6 Block data comparison (>=) BKCMP\_GE\_M

n points of BIN 16-bit data (word unit), starting at the specified devices, are compared in terms of ">=".

■ Function definition BOOL BKCMP\_GE\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, BOOL D);

Argument Name	IN/OUT	Description			
EN	IN	Execution condition (Function is executed only when the result is TRUE)			
S1	IN	Comparand data (BIN 16-bit data)			
S2	IN	Comparison data (BIN 16-bit data)			
n	IN	Number of data to be compared (BIN 16-bit data)			
D	OUT	Comparison result (bit)	Comparison result	When comparison condition is satisfied	ON
				When comparison condition is not satisfied	OFF

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data of the number of points stored \*)  
 (\* in D0, starting at D100, is compared with the data of the number of points stored \*)  
 (\* in D0, starting at D200, in terms of ">=", and the result is stored into M0 and later. \*)  
 BKCMP\_GE\_M (X0, D100, D200, D0, M0);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- BKCMP>= (BIN block data comparison (>=))

For the usable data type, refer to "3.2.2 About ANY type".

## 5.5 Arithmetic Operation

## 5.5.1 Addition of BCD 4-digit data (2 devices) BPLUS\_M

The specified two BCD 4-digit data are added.

■ Function definition    **BOOL BPLUS\_M (BOOL EN, ANY16 S1, ANY16 D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Addend data (BCD 4-digit data)
D	IN/OUT	Augend data, addition result (BCD 4-digit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the BCD 4-digit data stored in D0    \*)  
 (\* and D100 are added, and the addition result is stored into D100.    \*)  
**BPLUS\_M (X0, D0, D100);**



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • B+ (BCD 4-digit data addition)

## 5.5.2 Addition of BCD 4-digit data (3 devices) BPLUS\_3\_M

The specified two BCD 4-digit data are added.

■ Function definition    **BOOL BPLUS\_3\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Augend data (BCD 4-digit data)
S2	IN	Addend data (BCD 4-digit data)
D	OUT	Addition result (BCD 4-digit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the BCD 4-digit data stored in D1    \*)  
 (\* and D2 are added, and the addition result is stored into D100.    \*)  
**BPLUS\_3\_M (X0, D1, D2, D100);**



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • B+ (BCD 4-digit data addition)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.5.3 Subtraction of BCD 4-digit data (2 devices) BMINUS\_M

Subtraction is performed between the specified two BCD 4-digit data.

■ Function definition    BOOL BMINUS\_M (BOOL EN, ANY16 S1, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Subtrahend data (BCD 4-digit data)
D	IN/OUT	Minuend data, subtraction result (BCD 4-digit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, subtraction is performed between the \*)  
 (\* BCD 4-digit data stored in D0 and D100, and the subtraction result is stored \*)  
 (\* into D100. \*)  
 BMINUS\_M (X0, D0, D100);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - B- (BCD 4-digit data subtraction)

## 5.5.4 Subtraction of BCD 4-digit data (3 devices) BMINUS\_3\_M

Subtraction is performed between the specified two BCD 4-digit data.

■ Function definition    BMINUS\_3\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Minuend data (BCD 4-digit data)
S2	IN	Subtrahend data (BCD 4-digit data)
D	OUT	Subtraction result (BCD 4-digit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, subtraction is performed between the \*)  
 (\* BCD 4-digit data stored in D1 and D2, and the subtraction result is stored \*)  
 (\* into D100. \*)  
 BMINUS\_3\_M (X0, D1, D2, D100);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - B- (BCD 4-digit data subtraction)

For the usable data type, refer to "3.2.2 About ANY type".
--



## 5.5.7 Subtraction of BCD 8-digit data (2 devices) DBMINUS\_M

Subtraction is performed between the specified two BCD 8-digit data.

■ Function definition    BOOL DBMINUS\_M (BOOL EN, ANY32 S1, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Subtrahend data (BCD 8-digit data)
D	IN/OUT	Minuend data, subtraction result (BCD 8-digit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, subtraction is performed between the \*)  
 (\* BCD 8-digit data stored in dwData1 and Result, and the subtraction result is \*)  
 (\* stored into Result. \*)  
 DBMINUS\_M (X0, dwData1, Result);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DB- (BCD 8-digit data subtraction)

## 5.5.8 Subtraction of BCD 8-digit data (3 devices) DBMINUS\_3\_M

Subtraction is performed between the specified two BCD 8-digit data.

■ Function definition    BOOL DBMINUS\_3\_M (BOOL EN, ANY32 S1, ANY32 S2, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Minuend data (BCD 8-digit data)
S2	IN	Subtrahend data (BCD 8-digit data)
D	OUT	Subtraction result (BCD 8-digit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, subtraction is performed between the \*)  
 (\* BCD 8-digit data stored in dwData1 and dwData2, and the subtraction result \*)  
 (\* is stored into Result. \*)  
 DBMINUS\_3\_M (X0, dwData1, dwData2, Result);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DB- (BCD 8-digit data subtraction)

For the usable data type, refer to "3.2.2 About ANY type".

5.5.9 Multiplication of BCD 4-digit data **BMULTI\_M**

The specified two BCD 4-digit data are multiplied.

■ Function definition **BOOL BMULTI\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY32 D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Multiplicand data (BCD 4-digit data)
S2	IN	Multiplier data (BCD 4-digit data)
D	OUT	Multiplication result (BCD 4-digit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the BCD 4-digit data stored in D1 \*)  
 (\* and D2 are multiplied, and the multiplication result is stored into Result. \*)  
**BMULTI\_M (X0, D1, D2, Result);**



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • B\* (BCD 4-digit data multiplication)

5.5.10 Division of BCD 4-digit data **BDIVID\_M**

Division is performed between the specified two BCD 4-digit data.

■ Function definition **BOOL BDIVID\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16(2) D);**

Argument Name	IN/OUT	Description	
EN	IN	Execution condition (Function is executed only when the result is TRUE)	
S1	IN	Dividend data (BCD 4-digit data)	
S2	IN	Divisor data (BCD 4-digit data)	
D	OUT	Division result (ARRAY [0..1] OF ANY16)	D[0] Quotient
			D[1] Remainder

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, division is performed between the \*)  
 (\* BCD 4-digit data stored in D1 and D2, and the division result is stored into \*)  
 (\* array ArrayResult. \*)  
**BDIVID\_M (X0, D1, D2, ArrayResult);**



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • B/ (BCD 4-digit data division)

For the usable data type, refer to "3.2.2 About ANY type".



5.5.11 Multiplication of BCD 8-digit data DBMULTI\_M

The specified two BCD 8-digit data are multiplied.

■ Function definition BOOL DBMULTI\_M (BOOL EN, ANY32 S1, ANY32 S2, ANY16(4) D);

Argument Name	IN/OUT	Description		
EN	IN	Execution condition (Function is executed only when the result is TRUE)		
S1	IN	Multiplicand data (BCD 8-digit data)		
S2	IN	Multiplier data (BCD 8-digit data)		
D	OUT	Multiplication result (ARRAY [0..3] OF ANY16)	D[0]	Lower 4 digits
			D[1]	
			D[2]	Upper 4 digits
			D[3]	

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the BCD 8-digit data stored in \*)
  - (\* dwData1 and dwData2 are multiplied, and the multiplication result is stored \*)
  - (\* into array ArrayResult. \*)
- DBMULTI\_M (X0, dwData1, dwData2, ArrayResult);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- DB\* (BCD 8-digit data multiplication)

5.5.12 Division of BCD 8-digit data DBDIVID\_M

Division is performed between the specified two BCD 8-digit data.

■ Function definition BOOL DBDIVID\_M (BOOL EN, ANY32 S1, ANY32 S2, ANY32(2) D);

Argument Name	IN/OUT	Description		
EN	IN	Execution condition (Function is executed only when the result is TRUE)		
S1	IN	Dividend data (BCD 8-digit data)		
S2	IN	Divisor data (BCD 8-digit data)		
D	OUT	Division result (ARRAY [0..1] OF ANY32)	D[0]	Quotient
			D[1]	Remainder

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, division is performed between the \*)
  - (\* BCD 8-digit data stored in dwData1 and dwData2, and the division result is \*)
  - (\* stored into array ArrayResult. \*)
- DBDIVID\_M (X0, dwData1, dwData2, ArrayResult);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- DB/ (BCD 8-digit data division)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.5.13 Character string data connection (2 devices) STRING\_PLUS\_M

The specified character string data are connected.

■ Function definition `BOOL STRING_PLUS_M (BOOL EN, STRING S1, STRING D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to connect (character string data)
D	IN/OUT	Data to be connected, connection result (character string data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, character string "ABC" is connected \*)  
 (\* to the end of the character string stored in StrResult and the connected \*)  
 (\* character strings are stored into StrResult. \*)  
`STRING_PLUS_M (X0, "ABC" StrResult);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- \$+ (Character string connection)

## 5.5.14 Character string data connection (3 devices) STRING\_PLUS\_3\_M

The specified character string data are connected.

■ Function definition `BOOL STRING_PLUS_3_M (BOOL EN, STRING S1, STRING S2, STRING D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be connected (character string data)
S2	IN	Data to connect (character string data)
D	OUT	Connection result (character string data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the character string stored in \*)  
 (\* StrData2 is connected to the end of the character string stored in StrData1 \*)  
 (\* and the connected character strings are stored into StrResult. \*)  
`STRING_PLUS_3_M (X0, StrData1, StrData2, StrResult);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- \$+ (Character string connection)

For the usable data type, refer to "3.2.2 About ANY type".

5.5.15 BIN block addition BKPLUS\_M

n points of BIN 16-bit data, starting at the specified devices, are added.

■ Function definition BOOL BKPLUS\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Addend data (BIN 16-bit data)
S2	IN	Addend data (BIN 16-bit data)
n	IN	Number of addition data (BIN 16-bit data)
D	OUT	Addition result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data of the number of points \*)  
 (\* stored in D0, starting at D100, and the data of the number of points stored in \*)  
 (\* D0, starting at D200, are added, and the result is stored into D1000 and later. \*)  
 BKPLUS\_M (X0, D100, D200, D0, D1000);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • BK+ (Block data addition)

5.5.16 BIN block subtraction BKMINUS\_M

Subtraction is performed between n points of BIN 16-bit data, starting at the specified devices.

■ Function definition BOOL BKMINUS\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Minuend data (BIN 16-bit data)
S2	IN	Subtrahend data (BIN 16-bit data)
n	IN	Number of subtraction data (BIN 16-bit data)
D	OUT	Subtraction result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, subtraction is performed between \*)  
 (\* the data of the number of points stored in D0, starting at D100, and the data \*)  
 (\* of the number of points stored in D0, starting at D200, and the result is \*)  
 (\* stored into D1000 and later. \*)  
 BKMINUS\_M (X0, D100, D200, D0, D1000);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • BK- (Block data subtraction)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.5.17 Increment INC\_M

The specified BIN 16-bit data is incremented (by 1).

■ Function definition    **BOOL INC\_M (BOOL EN, ANY16 D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
D	IN/OUT	Increment data, incrementing result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data stored in D0 is incremented by 1. \*)

INC\_M (X0, D0);



● Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

• INC (BIN 16-bit increment)

## 5.5.18 Decrement DEC\_M

The specified BIN 16-bit data is decremented (by 1).

■ Function definition    **BOOL DEC\_M (BOOL EN, ANY16 D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
D	IN/OUT	Decrement data, decrementing result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data stored in D0 is decremented by 1. \*)

DEC\_M (X0, D0);



● Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

• DEC (BIN 16-bit decrement)

For the usable data type, refer to "3.2.2 About ANY type".
--

5.5.19 32-bit BIN increment DINC\_M

The specified BIN 32-bit data is incremented (by 1).

■ Function definition `BOOL DINC_M (BOOL EN, ANY32 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
D	IN/OUT	Increment data, incrementing result (BIN 32-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data stored in dwData1 is \*)  
 (\* incremented by 1. \*)  
`DINC_M (X0, dwData1);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 ▪ DINC (BIN 32-bit increment)

5.5.20 32-bit BIN decrement DDEC\_M

The specified BIN 32-bit data is decremented (by 1).

■ Function definition `BOOL DDEC_M (BOOL EN, ANY32 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
D	IN/OUT	Decrement data, decrementing result (BIN 32-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data stored in dwData1 is \*)  
 (\* decremented by 1. \*)  
`DDEC_M (X0, dwData1);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 ▪ DDEC (BIN 32-bit decrement)

For the usable data type, refer to "3.2.2 About ANY type".

5.6 Data Conversion

5.6.1 BIN→BCD conversion BCD\_M

The specified BIN 16-bit data (0 to 9999) is converted into BCD 4-digit data.

■ Function definition BOOL BCD\_M (BOOL EN, ANY16 S1, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 16-bit data)
D	OUT	Conversion result (BCD 4-digit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the BIN data stored in D0 is \*)  
 (\* converted into BCD, and the result is stored into D100. \*)  
 BCD\_M (X0, D0, D100);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- BCD (Conversion into BCD)

5.6.2 32-bit BIN→BCD conversion DBCD\_M

The specified BIN 32-bit data (0 to 99999999) is converted into BCD 8-digit data.

■ Function definition BOOL DBCD\_M (BOOL EN, ANY32 S1, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 32-bit data)
D	OUT	Conversion result (BCD 8-digit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the BIN data stored in dwData1 is \*)  
 (\* converted into BCD, and the result is stored into Result. \*)  
 DBCD\_M (X0, dwData1, Result);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- DBCD (Conversion into BCD)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.6.3 BCD→BIN conversion BIN\_M

The specified BCD 4-digit data (0 to 9999) is converted into BIN 16-bit data.

■ Function definition BOOL BIN\_M (BOOL EN, ANY16 S1, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BCD 4-digit data)
D	OUT	Conversion result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the BCD data stored in D0 is \*)

(\* converted into BIN, and the result is stored into D100. \*)

BIN\_M (X0, D0, D100);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- BIN (Conversion into BIN)

## 5.6.4 32-bit BCD→BIN conversion DBIN\_M

The specified BCD 8-digit data (0 to 99999999) is converted into BIN 32-bit data.

■ Function definition DBIN\_M (BOOL EN, ANY32 S1, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BCD 8-digit data)
D	OUT	Conversion result (BIN 32-bit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the BCD data stored in dwData1 is \*)

(\* converted into BIN, and the result is stored into Result. \*)

DBIN\_M (X0, dwData1, Result);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- DBIN (Conversion into BIN)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.6.5 Floating-point → BIN conversion INT\_E\_MD

The specified real number data is converted into BIN 16-bit data.

■ Function definition `BOOL INT_E_MD (BOOL EN, REAL S1, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (real number data)
D	OUT	Conversion result (BIN 16-bit data)

Remarks: The real number data specified in argument "S1" can be specified within the range -32768 to 32767.  
The data after conversion is the value obtained by rounding off the real number in the first decimal place.

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the real number data in RealData1 is \*)  
 (\* converted into BIN 16-bit data, and the result is stored into D0. \*)  
`INT_E_MD (X0, RealData1, D0);`



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- INT (Floating-point data → BIN 16-bit)

## 5.6.6 32-bit floating-point → BIN conversion DINT\_E\_MD

The specified real number data is converted into BIN 32-bit data.

■ Function definition `BOOL DINT_E_MD (BOOL EN, REAL S1, ANY32 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (real number data)
D	OUT	Conversion result (BIN 32-bit data)

Remarks: The real number data specified in argument "S1" can be specified within the range -2147483648 to 2147483647.  
The data after conversion is the value obtained by rounding off the real number in the first decimal place.

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, real number data E2.6 is converted \*)  
 (\* into BIN 32-bit data, and the result is stored into Result. \*)  
`DINT_E_MD (X0, E2.6, Result);`



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- DINT (Floating-point data → BIN 32-bit)

For the usable data type, refer to "3.2.2 About ANY type".



5.6.7 BIN→floating-point conversion FLT\_M

The specified BIN 16-bit data is converted into real number data.

■ Function definition BOOL FLT\_M (BOOL EN, ANY16 S1, REAL D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 16-bit data)
D	OUT	Conversion result (real number data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\*When execution condition X0 turns ON, the BIN 16-bit data in D100 is \*)  
 (\* converted into real number data, and the result is stored into Result. \*)  
 FLT\_M (X0, D100, Result);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • FLT (BIN 16-bit → floating-point conversion)

5.6.8 32-bit BIN→floating-point conversion DFLT\_M

The specified BIN 32-bit data is converted into real number data.

■ Function definition BOOL DFLT\_M (BOOL EN, ANY32 S1, REAL D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 32-bit data)
D	OUT	Conversion result (real number data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the BIN 32-bit data in dwData1 is \*)  
 (\* converted into real number data, and the result is stored into Result. \*)  
 DFLT\_M (X0, dwData1, RealResult);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • DFLT (BIN 32-bit → floating-point conversion)

For the usable data type, refer to "3.2.2 About ANY type".

5.6.9 16-bit BIN → 32-bit BIN conversion DBL\_M

The specified BIN 16-bit data is converted into signed BIN 32-bit data.

■ Function definition BOOL DBL\_M (BOOL EN, ANY16 S1, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 16-bit data)
D	OUT	Conversion result (BIN 32-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the BIN 16-bit data in D0 is \*)
  - (\* converted into signed BIN 32-bit data, and the result is stored into Result. \*)
- DBL\_M (X0, D0, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- DBL (BIN 16-bit → BIN 32-bit)

5.6.10 32-bit BIN → 16-bit BIN conversion WORD\_M

The specified BIN 32-bit data is converted into signed BIN 16-bit data.

■ Function definition BOOL WORD\_M (BOOL EN, ANY32 S1, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 32-bit data)
D	OUT	Conversion result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the BIN 32-bit data stored in dwData1 \*)
  - (\* is converted into signed BIN 16-bit data, and the result is stored into D0. \*)
- WORD\_M (X0, dwData1, D0);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- WORD (BIN 32-bit → BIN 16-bit)

For the usable data type, refer to "3.2.2 About ANY type".

5.6.11 BIN→gray code conversion GRY\_M

The specified BIN 16-bit data is converted into gray code 16-bit data.

■ Function definition `BOOL GRY_M (BOOL EN, ANY16 S1, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 16-bit data)
D	OUT	Conversion result (gray code 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the BIN 16-bit data in D0 is \*)
  - (\* converted into gray code 16-bit data, and the result is stored into D100. \*)
- `GRY_M (X0, D0, D100);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- GRY (BIN 16-bit → gray code)

5.6.12 32-bit BIN→gray code conversion DGRY\_M

The specified BIN 32-bit data is converted into gray code 32-bit data.

■ Function definition `BOOL DGRY_M (BOOL EN, ANY32 S1, ANY32 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 32-bit data)
D	OUT	Conversion result (gray code 32-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the BIN 32-bit data in dwData1 is \*)
  - (\* converted into gray code 32-bit data, and the result is stored into Result. \*)
- `DGRY_M (X0, dwData1 Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- DGRY (BIN 32-bit → gray code)

For the usable data type, refer to "3.2.2 About ANY type".

5.6.13 Gray code → BIN conversion GBIN\_M

The specified gray code 16-bit data is converted into BIN 16-bit data.

■ Function definition BOOL GBIN\_M (BOOL EN, ANY16 S1, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (gray code 16-bit data)
D	OUT	Conversion result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the gray code 16-bit data in D100 is \*)  
 (\* converted into BIN 16-bit data, and the result is stored into D200. \*)  
 GBIN\_M (X0, D100, D200);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - GBIN (Gray code → BIN 16-bit)

5.6.14 32-bit gray code → BIN conversion DGBIN\_M

The specified gray code 32-bit data is converted into BIN 32-bit data.

■ Function definition BOOL DGBIN\_M (BOOL EN, ANY32 S1, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (gray code 32-bit data)
D	OUT	Conversion result (BIN 32-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the gray code 32-bit data in dwData1 \*)  
 (\* is converted into BIN 32-bit data, and the result is stored into Result. \*)  
 DGBIN\_M (X0, dwData1, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DGBIN (Gray code → BIN 32-bit)

For the usable data type, refer to "3.2.2 About ANY type".

5.6.15 2' complement of 16-bit BIN NEG\_M

The sign of the specified BIN 16-bit data is inverted. (2's complement)

■ Function definition `BOOL NEG_M (BOOL EN, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
D	IN/OUT	Data whose sign will be inverted, sign inversion result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the sign of the BIN 16-bit data in D0 \*)  
 (\* is inverted, and the result is stored into D0. \*)  
`NEG_M (X0, D0);`



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • NEG (2's complement of BIN 16-bit data)

5.6.16 2' complement of 32-bit BIN DNEG\_M

The sign of the specified BIN 32-bit data is inverted. (2's complement)

■ Function definition `BOOL DNEG_M (BOOL EN, ANY32 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
D	IN/OUT	Data whose sign will be inverted, sign inversion result (BIN 32-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the sign of the BIN 32-bit data in \*)  
 (\* Result is inverted, and the result is stored into Result. \*)  
`DNEG_M (X0, Result);`



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • DNEG (2's complement of BIN 32-bit data)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.6.17 2' complement of floating-point ENEG\_M

The sign of the specified real number data is inverted. (2's complement)

■ Function definition    BOOL ENEG\_M (BOOL EN, REAL D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
D	IN/OUT	Data whose sign will be inverted, sign inversion result (real number data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the sign of the real number data in \*)

(\* Result is inverted, and the result is stored into Result. \*)

ENEG\_M (X0, Result);



● Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- ENEG (Floating-point data sign inversion)

## 5.6.18 Block BIN → BCD conversion BKBCD\_M

n points of BIN 16-bit data (0 to 9999), starting at the specified device, is converted into BCD 4-digit data.

■ Function definition    BOOL BKBCD\_M (BOOL EN, ANY16 S1, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 16-bit data)
n	IN	Number of converted data
D	OUT	Conversion result (BCD 4-digit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the BIN 16-bit data of the number \*)

(\* of points stored in W0, starting at D0, is converted into BCD, and the result is \*)

(\* stored into D100 and later. \*)

BKBCD\_M (X0, D0, W0, D100);



● Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- BKBCD (Block BIN 16-bit data → BCD 4-digit conversion)

For the usable data type, refer to "3.2.2 About ANY type".

5.6.19 Block BCD → BIN conversion BKBIN\_M

n points of BCD 4-digit data (0 to 9999), starting at the specified device, is converted into BIN 16-bit data.

■ Function definition BOOL BKBIN\_M (BOOL EN, ANY16 S1, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BCD 4-digit data)
n	IN	Number of converted data
D	OUT	Conversion result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the BCD data of the number of points \*)  
 (\* stored in W0, starting at D0, is converted into BIN, and the result is stored into \*)  
 (\* D100 and later. \*)  
 BKBIN\_M (X0, D0, W0, D100);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- BKBIN (Block BCD 4-digit data → BIN 16-bit conversion)

For the usable data type, refer to "3.2.2 About ANY type".

5.7 Data Transfer

5.7.1 16-bit data NOT transfer CML\_M

The specified BIN 16-bit data are inverted bit by bit.

■ Function definition BOOL CML\_M (BOOL EN, ANY16 S1, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data whose bits will be inverted (BIN 16-bit data)
D	OUT	Inversion result transfer destination (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data of M0 to M7 are inverted, \*)  
 (\* and the result is transferred to D0. \*)  
 CML\_M (X0, K2M0, D0);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 · CML (16-bit NOT transfer)

5.7.2 32-bit data NOT transfer DCML\_M

The specified BIN 32-bit data are inverted bit by bit.

■ Function definition BOOL DCML\_M (BOOL EN, ANY32 S1, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data whose bits will be inverted (BIN 32-bit data)
D	OUT	Inversion result transfer destination (BIN 32-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data in dwData1 are inverted \*)  
 (\* bit by bit, and the result is transferred to Result. \*)  
 DCML\_M (X0, dwData1, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 · DCML (32-bit NOT transfer)

For the usable data type, refer to "3.2.2 About ANY type".



## 5.7.3 Block transfer BMOV\_M

n points of BIN 16-bit data, starting at the specified device, are batch-transferred.

■ Function definition BOOL BMOV\_M (BOOL EN, ANY16 S1, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be transferred (BIN 16-bit data)
n	IN	Number of data to be transferred (BIN 16-bit data)
D	OUT	Transfer destination (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the 16-bit data of the number of \*)  
 (\* points stored in W0, starting at the device specified in D0, are transferred to \*)  
 (\* the number of points stored in W0, starting at D100. \*)  
 BMOV\_M (X0, D0, W0, D100);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - BMOV (Block 16-bit transfer)

## 5.7.4 Same data block transfer FMOV\_M

The 16-bit data of the specified device are transferred to the number of points, starting at the specified device.

■ Function definition BOOL FMOV\_M (BOOL EN, ANY16 S1, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be transferred (BIN 16-bit data)
n	IN	Number of data to be transferred (BIN 16-bit data)
D	OUT	Transfer destination (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the 16-bit data of D0 are transferred \*)  
 (\* to the number of points stored in W0, starting at D100. \*)  
 FMOV\_M (X0, D0, W0, D100);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - FMOV (Block 16-bit data transfer)

For the usable data type, refer to "3.2.2 About ANY type".

5.7.5 16-bit data exchange XCH\_M

The specified two BIN 16-bit data are exchanged.

■ Function definition BOOL XCH\_M (BOOL EN, ANY16 D1, ANY16 D2);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN/OUT	Data to be exchanged, exchange result (BIN 16-bit data)
D2	IN/OUT	Data to be exchanged, exchange result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 16-bit data in D100 and D200 \*)  
 (\* are exchanged. \*)  
 XCH\_M (X0, D100, D200);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - XCH (16-bit data exchange)

5.7.6 32-bit data exchange DXCH\_M

The specified two BIN 32-bit data are exchanged.

■ Function definition BOOL DXCH\_M (BOOL EN, ANY32 D1, ANY32 D2);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
D1	IN/OUT	Data to be exchanged, exchange result (BIN 32-bit data)
D2	IN/OUT	Data to be exchanged, exchange result (BIN 32-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 32-bit data in dwData1 and \*)  
 (\* dwData2 are exchanged. \*)  
 DXCH\_M (X0, dwData1, dwData2);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DXCH (32-bit data exchange)

For the usable data type, refer to "3.2.2 About ANY type".

5.7.7 Block data exchange BXCH\_M

n points of BIN 16-bit data, starting at the specified devices, are exchanged.

■ Function definition `BOOL BXCH_M (BOOL EN, ANY16 n, ANY16 D1, ANY16 D2);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of data to be exchanged (BIN 16-bit data)
D1	IN/ OUT	Data to be exchanged, exchange result (BIN 16-bit data)
D2	IN/ OUT	Data to be exchanged, exchange result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, 3 points of 16-bit data, starting at \*)  
 (\* D100, and 3 points of 16-bit data, starting at D200, are exchanged. \*)  
`BXCH_M (X0, K3, D100, D200);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • BXCH (Block 16-bit data exchange)

5.7.8 First/last byte exchange SWAP\_MD

The first 8 bits and last 8 bits of the specified device are exchanged.

■ Function definition `BOOL SWAP_MD (BOOL EN, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
D	IN/OUT	Data to be exchanged, exchange result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the first 8 bits and last 8 bits of D0 \*)  
 (\* are exchanged. \*)  
`SWAP_MD (X0, D0);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • SWAP (First/last byte exchange)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.8 Program Execution Control

### 5.8.1 Interrupt disable DI\_M

If the interrupt factor of an interrupt program occurs, the execution of the interrupt program is disabled until EI\_M is executed.

■ Function definition `BOOL DI_M (BOOL EN);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Only value TRUE indicating that the result is always valid or normally ON device SM400 can be specified.)

Return Value	Description
BOOL	Execution condition (always TRUE)

● Example of use

(\* The execution of the interrupt program is disabled until EI\_M is executed. \*)  
`DI_M (TRUE);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DI (Interrupt disable)

### 5.8.2 Interrupt enable EI\_M

The interrupt disable status during DI\_M execution is reset, and the execution of the interrupt program of the interrupt pointer number enabled by IMASK is enabled.

■ Function definition `BOOL EI_M (BOOL EN);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Only value TRUE indicating that the result is always valid or normally ON device SM400 can be specified.)

Return Value	Description
BOOL	Execution condition (always TRUE)

● Example of use

(\* The interrupt disable status during DI\_M execution is reset. \*)  
`EI_M (TRUE);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - EI (Interrupt enable)

5.9 I/O Refresh

5.9.1 I/O refresh RFS\_M

n points of I/O devices, starting at the specified device, are refreshed.

■ Function definition `BOOL RFS_M (BOOL EN, BOOL S1, ANY16 n);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Devices to be refreshed (bit data)
n	IN	Number of data to be refreshed (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, 32 points of devices, starting at \*)  
 (\* X100, are refreshed. \*)  
`RFS_M (M0, X100, H20);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - RFS (I/O refresh)

For the usable data type, refer to "3.2.2 About ANY type".

5.10 Logical Operation Commands

5.10.1 Logical product (2 devices) WAND\_M

The specified two BIN 16-bit data are ANDed bit by bit.

■ Function definition BOOL WAND\_M (BOOL EN, ANY16 S1, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to AND (BIN 16-bit data)
D	IN/OUT	Data to be ANDed, operation result (BIN 16-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the 16-bit data in D0 and D10 are \*)
  - (\* ANDed bit by bit, and the result is stored into D10. \*)
- WAND\_M (X0, D0, D10);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - WAND (16-bit data logical product)

5.10.2 Logical product (3 devices) WAND\_3\_M

The specified two BIN 16-bit data are ANDed bit by bit.

■ Function definition BOOL WAND\_3\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 D1);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be ANDed (BIN 16-bit data)
S2	IN	Data to AND (BIN 16-bit data)
D1	OUT	Operation result (BIN 16-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the 16-bit data in D0 and D10 are \*)
  - (\* ANDed bit by bit, and the result is stored into D100. \*)
- WAND\_3\_M (X0, D0, D10, D100);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - WAND (16-bit data logical product)

For the usable data type, refer to "3.2.2 About ANY type".

5.10.3 32-bit data logical product (2 devices) DAND\_M

The specified two BIN 32-bit data are ANDed bit by bit.

■ Function definition `BOOL DAND_M (BOOL EN, ANY32 S1, ANY32 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to AND (BIN 32-bit data)
D	IN/OUT	Data to be ANDed, operation result (BIN 32-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 24-bit data in dwData1 and \*)  
 (\* X30 to X47 are ANDed, and the result is stored into dwData1. \*)  
`DAND_M (X0, K6X30, dwData1);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DAND (32-bit data logical product)

5.10.4 32-bit data logical product (3 devices) DAND\_3\_M

The specified two BIN 32-bit data are ANDed bit by bit.

■ Function definition `BOOL DAND_3_M (BOOL EN, ANY32 S1, ANY32 S2, ANY32 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be ANDed (BIN 32-bit data)
S2	IN	Data to AND (BIN 32-bit data)
D	OUT	Operation result (BIN 32-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 32-bit data in dwData1 and \*)  
 (\* dwData2 are ANDed, and the result is stored into Result. \*)  
`DAND_3_M (X0, dwData1, dwData2, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DAND (32-bit data logical product)

For the usable data type, refer to "3.2.2 About ANY type".

5.10.5 Block data logical product BKAND\_M

n points of 16-bit data, starting at the specified two devices, are ANDed bit by bit.

■ Function definition BOOL BKAND\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be ANDed, operation result (BIN 16-bit data)
S2	IN	Data to AND (BIN 16-bit data)
n	IN	Number of data to be processed (BIN 16-bit data)
D	OUT	Operation result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data of the number of points \*)  
 (\* stored in D0, starting at D100, and the data of the number of points stored \*)  
 (\* in D0, starting at D200, are ANDed, and the result is stored into D1000 \*)  
 (\* and later. \*)  
 BKAND\_M (X0, D100, D200, D0, D1000);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - BKAND (Block logical product)

5.10.6 Logical sum (2 devices) WOR\_M

The specified two BIN 16-bit data are ORed bit by bit.

■ Function definition BOOL WOR\_M (BOOL EN, ANY16 S1, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE))
S1	IN	Data to OR (BIN 16-bit data)
D	IN/OUT	Data to be ORed, operation result (BIN 16-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data in D10 and D20 are ORed, \*)  
 (\* and the result is stored into D10. \*)  
 WOR\_M (X0, D10, D20);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - WOR (16-bit data logical sum)

For the usable data type, refer to "3.2.2 About ANY type".



5.10.7 Logical sum (3 devices) WOR\_3\_M

The specified two BIN 16-bit data are ORed bit by bit.

■ Function definition BOOL WOR\_3\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 D1);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be ORed (BIN 16-bit data)
S2	IN	Data to OR (BIN 16-bit data)
D1	OUT	Operation result (BIN 16-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data in X10 to X1B and the data \*)  
 (\* in D0 are ORed, and the result is output to Y10 - Y1B. \*)  
 WOR\_3\_M (M0, K3X10, D0, K3Y10);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - WOR (16-bit data logical sum)

5.10.8 32-bit data logical sum (2 devices) DOR\_M

The specified two BIN 32-bit data are ORed bit by bit.

■ Function definition BOOL DOR\_M (BOOL EN, ANY32 S1, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to OR (BIN 32-bit data)
D	IN/OUT	Data to be ORed, operation result (BIN 32-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data in dwData1 and Result are \*)  
 (\* ORed, and the result is output to Result. \*)  
 DOR\_M (X0, dwData1, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DOR (32-bit data logical sum)

For the usable data type, refer to "3.2.2 About ANY type".

5.10.9 32-bit data logical sum (3 devices) DOR\_3\_M

The specified two BIN 32-bit data are ORed bit by bit.

■ Function definition BOOL DOR\_3\_M (BOOL EN, ANY32 S1, ANY32 S2, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be ORed (BIN 32-bit data)
S2	IN	Data to OR (BIN 32-bit data)
D	OUT	Operation result (BIN 32-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 32-bit data in dwData1 and the \*)  
 (\* 32-bit data in X20 to X3F are ORed, and the result is output to Result. \*)  
 DOR\_3\_M (X0, dwData1, K8X20, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DOR (32-bit data logical sum)

5.10.10 Block data logical sum BKOR\_M

n points of 16-bit data, starting at the specified two devices, are ORed bit by bit.

■ Function definition BOOL BKOR\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be ORed (BIN 16-bit data)
S2	IN	Data to OR (BIN 16-bit data)
n	IN	Number of data to be processed (BIN 16-bit data)
D	OUT	Operation result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data of the number of points \*)  
 (\* stored in D0, starting at D10, and the data of the number of points stored in \*)  
 (\* D0, starting at D20, are ORed, and the result is stored into D100 and later. \*)  
 BKOR\_M (X0, D10, D20, D0, D100);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - BKOR (Block logical sum)

For the usable data type, refer to "3.2.2 About ANY type".

5.10.11 Exclusive OR (2 devices) WXOR\_M

The specified two BIN 16-bit data are EXCLUSIVE ORed bit by bit.

■ Function definition `BOOL WXOR_M (BOOL EN, ANY16 S1, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to EXCLUSIVE OR (BIN 16-bit data)
D	IN/OUT	Data to be EXCLUSIVE ORed, operation result (BIN 16-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 16-bit data in D10 and D20 are \*)  
 (\* EXCLUSIVE ORed, and the result is stored into D20. \*)  
`WXOR_M (X0, D10, D20);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • WXOR (16-bit data exclusive OR)

5.10.12 Exclusive OR (3 devices) WXOR\_3\_M

The specified two BIN 16-bit data are EXCLUSIVE ORed bit by bit.

■ Function definition `BOOL WXOR_3_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 D1);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be EXCLUSIVE ORed (BIN 16-bit data)
S2	IN	Data to EXCLUSIVE OR (BIN 16-bit data)
D	OUT	Operation result (BIN 16-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 16-bit data in D10 and D20 are \*)  
 (\* EXCLUSIVE ORed, and the result is stored into D100. \*)  
`WXOR_3_M (X0, D10, D20, D100);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • WXOR (16-bit data exclusive OR)

For the usable data type, refer to "3.2.2 About ANY type".

5.10.13 32-bit data exclusive OR (2 devices) DXOR\_M

The specified two BIN 32-bit data are EXCLUSIVE ORed bit by bit.

■ Function definition BOOL DXOR\_M (BOOL EN, ANY32 S1, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to EXCLUSIVE OR (BIN 32-bit data)
D	IN/OUT	Data to be EXCLUSIVE ORed, operation result (BIN 32-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the 32-bit data in dwData1 and \*)
  - (\* Result are EXCLUSIVE ORed, and the result is stored into Result. \*)
- DXOR\_M (X0, dwData1, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DXOR (32-bit data exclusive OR)

5.10.14 32-bit data exclusive OR (3 devices) DXOR\_3\_M

The specified two BIN 32-bit data are EXCLUSIVE ORed bit by bit.

■ Function definition BOOL DXOR\_3\_M (BOOL EN, ANY32 S1, ANY32 S2, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be EXCLUSIVE ORed (BIN 32-bit data)
S2	IN	Data to EXCLUSIVE OR (BIN 32-bit data)
D	OUT	Operation result (BIN 32-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the 32-bit data in dwData1 and \*)
  - (\* dwData2 are EXCLUSIVE ORed, and the result is stored into Result. \*)
- DXOR\_3\_M (X0, dwData1, dwData2, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DXOR (32-bit data exclusive OR)

For the usable data type, refer to "3.2.2 About ANY type".

5.10.15 Block data exclusive OR BKXOR\_M

n points of 16-bit data, starting at the specified two devices, are EXCLUSIVE ORed bit by bit.

■ Function definition BOOL BKXOR\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be EXCLUSIVE ORed, operation result (BIN 16-bit data)
S2	IN	Data to EXCLUSIVE OR (BIN 16-bit data)
n	IN	Number of data to be processed (BIN 16-bit data)
D	OUT	Operation result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data of the number of points \*)  
 (\* stored in D0, starting at D10, and the data of the number of points stored \*)  
 (\* in D0, starting at D20, are EXCLUSIVE ORed, and the result is stored into \*)  
 (\* D100 and later. \*)  
 BKXOR\_M (X0, D10, D20, D0, D100);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • BKXOR (Block exclusive OR)

5.10.16 NOT exclusive OR (2 devices) WXNR\_M

The specified two BIN 16-bit data are NOT EXCLUSIVE ORed bit by bit.

■ Function definition BOOL WXNR\_M (BOOL EN, ANY32 S1, ANY32 S2, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to NOT EXCLUSIVE OR (BIN 16-bit data)
D	IN/OUT	Data to be NOT EXCLUSIVE ORed, operation result (BIN 16-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 16-bit data in X20 to X2F and \*)  
 (\* the 16-bit data in D10 are NOT EXCLUSIVE ORed, and the result is stored \*)  
 (\* into D10. \*)  
 WXNR\_M (X0, K4X20, D10);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • WXNR (16-bit data NOT exclusive OR)

For the usable data type, refer to "3.2.2 About ANY type".

5.10.17 NOT exclusive OR (3 devices) WXNR\_3\_M

The specified two BIN 16-bit data are NOT EXCLUSIVE ORed bit by bit.

■ Function definition BOOL WXNR\_3\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be NOT EXCLUSIVE ORed (BIN 16-bit data)
S2	IN	Data to NOT EXCLUSIVE OR (BIN 16-bit data)
D	OUT	Operation result (BIN 16-bit data)

Remarks: The same device can be specified in arguments "S1" and "D", and in "S2" and "D".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 16-bit data in X20 to X2F and \*)  
 (\* the 16-bit data in D0 are NOT EXCLUSIVE ORed, and the result is stored \*)  
 (\* into D100. \*)  
 WXNR\_3\_M (X0, K4X20, D0, D100);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- WXNR (16-bit data NOT exclusive OR)

5.10.18 32-bit data NOT exclusive OR (2 devices) DXNR\_M

The specified two BIN 32-bit data are NOT EXCLUSIVE ORed bit by bit.

■ Function definition BOOL DXNR\_M (BOOL EN, ANY32 S1, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to NOT EXCLUSIVE OR (BIN 32-bit data)
D	IN/OUT	Data to be NOT EXCLUSIVE ORed, operation result (BIN 32-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 32-bit data in dwData1 and the \*)  
 (\* 32-bit data in Result are NOT EXCLUSIVE ORed, and the result is stored \*)  
 (\* into Result. \*)  
 DXNR\_M (X0, dwData1, Result);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- DXNR (32-bit data NOT exclusive OR)

For the usable data type, refer to "3.2.2 About ANY type".

5.10.19 32-bit data NOT exclusive OR (3 devices) DXNR\_3\_M

The specified two BIN 32-bit data are NOT EXCLUSIVE ORed bit by bit.

■ Function definition    BOOL DXNR\_3\_M (BOOL EN, ANY32 S1, ANY32 S2, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be NOT EXCLUSIVE ORed (BIN 32-bit data)
S2	IN	Data to NOT EXCLUSIVE OR (BIN 32-bit data)
D	OUT	Operation result (BIN 32-bit data)

Remarks: For bit devices, the bits greater than in the digit specification are processed as "0 (zero)".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 32-bit data in dwData1 and the \*)  
 (\* 32-bit data in dwData2 are NOT EXCLUSIVE ORed, and the result is stored \*)  
 (\* into Result. \*)  
 DXNR\_3\_M (X0, dwData1, dwData2, Result);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 · DXNR (32-bit data NOT exclusive OR)

5.10.20 Block data NOT exclusive OR    BKXNR\_M

n points of 16-bit data, starting at the specified two devices, are NOT EXCLUSIVE ORed bit by bit.

■ Function definition    BOOL BKXNR\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be NOT EXCLUSIVE ORed (BIN 16-bit data)
S2	IN	Data to NOT EXCLUSIVE OR (BIN 16-bit data)
n	IN	Number of data to be processed (BIN 16-bit data)
D	OUT	Operation result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data of the number of points \*)  
 (\* stored in D0, starting at D100, and the data of the number of points stored \*)  
 (\* in D0, starting at W100, are NOT EXCLUSIVE ORed, and the result is \*)  
 (\* stored into D200 and later. \*)  
 BKXNR\_M (X0, D100, W100, D0, D200);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 · BKXNR (Block NOT exclusive OR)

For the usable data type, refer to "3.2.2 About ANY type".

5.11 Rotation

5.11.1 Right rotation (carry flag not included) ROR\_M

The specified BIN 16-bit data are rotated n bits to the right, without the carry flag being included.

■ Function definition BOOL ROR\_M (BOOL EN, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of rotations (0 to 15) (BIN 16-bit data)
D	IN/OUT	Data to be rotated, rotation result (BIN 16-bit data)

Remarks: When a bit device is specified in "D", the data in the specified number of digits are rotated.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data in D0 are rotated 3 bits to the right, without the carry flag being included. \*)  
 ROR\_M (X0, K3, D0);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • ROR (Right rotation of 16-bit data)

5.11.2 Right rotation (carry flag included) RCR\_M

The specified BIN 16-bit data are rotated n bits to the right, with the carry flag being included.

■ Function definition BOOL RCR\_M (BOOL EN, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of rotations (0 to 15) (BIN 16-bit data)
D	IN/OUT	Data to be rotated, rotation result (BIN 16-bit data)

Remarks: When a bit device is specified in "D", the data in the specified number of digits are rotated.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data in D0 are rotated 3 bits to the right, with the carry flag being included. \*)  
 RCR\_M (X0, K3, D0);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • RCR (Right rotation of 16-bit data)

For the usable data type, refer to "3.2.2 About ANY type".



5.11.3 Left rotation (carry flag not included) ROL\_M

The specified BIN 16-bit data are rotated n bits to the left, without the carry flag being included.

■ Function definition BOOL ROL\_M (BOOL EN, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of rotations (0 to 15) (BIN 16-bit data)
D	IN/OUT	Data to be rotated, rotation result (BIN 16-bit data)

Remarks: When a bit device is specified in "D", the data in the specified number of digits are rotated.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data in D0 are rotated 3 bits to \*)  
 (\* the left, without the carry flag being included. \*)  
 ROL\_M (X0, K3, D0);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • ROL (Left rotation of 16-bit data)

5.11.4 Left rotation (carry flag included) RCL\_M

The specified BIN 16-bit data are rotated n bits to the left, with the carry flag being included.

■ Function definition BOOL RCL\_M (BOOL EN, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of rotations (0 to 15) (BIN 16-bit data)
D	IN/OUT	Data to be rotated, rotation result (BIN 16-bit data)

Remarks: When a bit device is specified in "D", the data in the specified number of digits are rotated.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data in D0 are rotated 3 bits to \*)  
 (\* the left, with the carry flag being included. \*)  
 RCL\_M (X0, K3, D0);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • RCL (Left rotation of 16-bit data)

For the usable data type, refer to "3.2.2 About ANY type".

5.11.5 32-bit data right rotation (carry flag not included) DROR\_M

The specified BIN 32-bit data are rotated n bits to the right, without the carry flag being included.

■ Function definition `BOOL DROR_M (BOOL EN, ANY16 n, ANY32 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of rotations (0 to 31) (BIN 16-bit data)
D	IN/OUT	Data to be rotated, rotation result (BIN 32-bit data)

Remarks: When a bit device is specified in "D", the data in the specified number of digits are rotated.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 32-bit data in dwData1 are \*)  
 (\* rotated to the right by the number of bits stored in D0, without the carry flag \*)  
 (\* being included. \*)  
`DROR_M (X0, D0, dwData1);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 - DROR (Right rotation of 32-bit data)

5.11.6 32-bit data right rotation (carry flag included) DRCR\_M

The specified BIN 32-bit data are rotated n bits to the right, with the carry flag being included.

■ Function definition `BOOL DRCR_M (BOOL EN, ANY16 n, ANY32 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of rotations (0 to 31) (BIN 16-bit data)
D	IN/OUT	Data to be rotated, rotation result (BIN 32-bit data)

Remarks: When a bit device is specified in "D", the data in the specified number of digits are rotated.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 32-bit data in dwData1 are \*)  
 (\* rotated to the right by the number of bits stored in D0, with the carry flag \*)  
 (\* being included. \*)  
`DRCR_M (X0, D0, dwData1);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 - DRCR (Right rotation of 32-bit data)

For the usable data type, refer to "3.2.2 About ANY type".

5.11.7 32-bit data left rotation (carry flag not included) DROL\_M

The specified BIN 32-bit data are rotated n bits to the left, without the carry flag being included.

■ Function definition `BOOL DROL_M (BOOL EN, ANY16 n, ANY32 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of rotations (0 to 31) (BIN 16-bit data)
D	IN/OUT	Data to be rotated, rotation result (BIN 32-bit data)

Remarks: When a bit device is specified in "D", the data in the specified number of digits are rotated.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 32-bit data in dwData1 are \*)  
 (\* rotated 4 bits to the left, without the carry flag being included. \*)  
`DROL_M (X0, K4, dwData1);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • DROL (Left rotation of 32-bit data)

5.11.8 32-bit data left rotation (carry flag included) DRCL\_M

The specified BIN 32-bit data are rotated n bits to the left, with the carry flag being included.

■ Function definition `BOOL DRCL_M (BOOL EN, ANY16 n, ANY32 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of rotations (0 to 31) (BIN 16-bit data)
D	IN/OUT	Data to be rotated, rotation result (BIN 32-bit data)

Remarks: When a bit device is specified in "D", the data in the specified number of digits are rotated.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 32-bit data in dwData1 are \*)  
 (\* rotated 4 bits to the left, with the carry flag being included. \*)  
`DRCL_M (X0, K4, dwData1);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • DRCL (Left rotation of 32-bit data)

For the usable data type, refer to "3.2.2 About ANY type".

5.12 Shift

5.12.1 n-bit right shift SFR\_M

The specified BIN 16-bit data are shifted n bits to the right.

■ Function definition    BOOL SFR\_M (BOOL EN, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of shifts (0 to 15) (BIN 16-bit data)
D	IN/OUT	Data to be shifted, shift result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data in D100 are shifted 4 bits \*)  
 (\* to the right. \*)  
 SFR\_M (X0, K4, D100);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • SFR (n-bit right shift of 16-bit data)

5.12.2 n-bit left shift SFL\_M

The specified BIN 16-bit data are shifted n bits to the left.

■ Function definition    BOOL SFL\_M (BOOL EN, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of shifts (0 to 15) (BIN 16-bit data)
D	IN/OUT	Data to be shifted, shift result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data in D100 are shifted 4 bits \*)  
 (\* to the left. \*)  
 SFL\_M (X0, K4, D100);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • SFL (n-bit left shift of 16-bit data)

For the usable data type, refer to "3.2.2 About ANY type".

5.12.3 n-bit data 1-bit right shift BSFR\_M

n points of bit data, starting at the specified device, are shifted one bit to the right.

■ Function definition `BOOL BSFR_M (BOOL EN, ANY16 n, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of devices to be shifted (BIN 16-bit data)
D	IN/OUT	Data to be shifted, shift result (bit data)
Return Value	Description	
BOOL	Execution condition	

● Example of use

(\* When execution condition X0 turns ON, the data in M100 to M104 are \*)  
 (\* shifted 1 bit to the right. \*)  
`BSFR_M (X0, K5, M100);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 - BSFR (1-bit right shift of n-bit data)

5.12.4 n-bit data 1-bit left shift BSFL\_M

n points of bit data, starting at the specified device, are shifted one bit to the left.

■ Function definition `BOOL BSFL_M (BOOL EN, ANY16 n, BOOL D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of devices to be shifted (BIN 16-bit data)
D	IN/OUT	Data to be shifted, shift result (bit data)
Return Value	Description	
BOOL	Execution condition	

● Example of use

(\* When execution condition X0 turns ON, the data in M100 to M104 are \*)  
 (\* shifted 1 bit to the left. \*)  
`BSFL_M (X0, K5, M100);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 - BSFL (1-bit left shift of n-bit data)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.12.5 1-word right shift DSFR\_M

n points of 16-bit data, starting at the specified device, are shifted one word to the right.

■ Function definition `BOOL DSFR_M (BOOL EN, ANY16 n, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of devices to be shifted (BIN 16-bit data)
D	IN/OUT	Data to be shifted, shift result (BIN 16-bit data)
Return Value	Description	
BOOL	Execution condition	

## ● Example of use

(\* When execution condition X0 turns ON, the data in D100 to D106 are \*)  
 (\* shifted 1 word to the right. \*)

`DSFR_M (X0, K7, D100);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DSFR (1-word right shift of n-word data)

## 5.12.6 1-word left shift DSFL\_M

n points of 16-bit data, starting at the specified device, are shifted one word to the left.

■ Function definition `BOOL DSFL_M (BOOL EN, ANY16 n, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Number of devices to be shifted (BIN 16-bit data)
D	OUT	Data to be shifted, shift result (BIN 16-bit data)
Return Value	Description	
BOOL	Execution condition	

## ● Example of use

(\* When execution condition X0 turns ON, the data in D100 to D106 are \*)  
 (\* shifted 1 word to the left. \*)

`DSFL_M (X0, K7, D100);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DSFL (1-word left shift of n-word data)

For the usable data type, refer to "3.2.2 About ANY type".

5.13 Bit Processing

5.13.1 Bit set of word device BSET\_M

Bit n of the specified word device is set.

■ Function definition BOOL\_BSET\_M (BOOL EN, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Bit number to be set (BIN 16-bit data)
D	IN/OUT	Data to be set, bit set result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, bit 8 of D100 is set. \*)

BSET\_M (X0, K8, D100);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - BSET (Bit set of word device)

5.13.2 Bit reset of word device BRST\_M

Bit n of the specified word device is reset.

■ Function definition BOOL\_BRST\_M (BOOL EN, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Bit number to be reset (BIN 16-bit data)
D	IN/OUT	Data to be reset, bit reset result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, bit 8 of D100 is reset. \*)

BRST\_M (X0, K8, D100);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - BRST (Bit reset of word device)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.13.3 Bit test of word device TEST\_MD

The bit status in the specified position of the specified word device is written to the specified bit device.

■ Function definition BOOL TEST\_MD (BOOL EN, ANY16 S1, ANY 16 S2, BOOL D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be extracted (BIN 16-bit data)
S2	IN	Position of bit to be extracted (BIN 16-bit data)
D	OUT	Extracted data (bit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, M0 is turned ON/OFF \*)

(\* according to the status of bit 10 of D100. \*)

TEST\_MD (X0, D100, K10, M0);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

• TEST (Bit set)

## 5.13.4 Bit test of 32-bit data DTEST\_MD

The bit in the specified position of the specified BIN 32-bit data is written to the specified bit device.

■ Function definition BOOL DTEST\_MD (BOOL EN, ANY32 S1, ANY16 S2, BOOL D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be extracted (BIN 32-bit data)
S2	IN	Position of bit to be extracted (BIN 16-bit data)
D	OUT	Extracted data (bit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, bit 10 in dData is fetched and \*)

(\* written to M0. \*)

DTEST\_MD (X0, dData, K10, M0);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

• DTEST (Bit set)

For the usable data type, refer to "3.2.2 About ANY type".



5.13.5 Bit device batch reset BKRST\_M

n points, starting at the specified bit device, are reset.

■ Function definition `BOOL BKRST_M (BOOL EN, BOOL S1, ANY16 n);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Head of data to be reset (bit data)
n	IN	Number of bits to be reset (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the number of points stored in D100, \*)  
 (\* starting at M10, are reset. \*)

```
BKRST_M (X0, M10, D100);
```



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- BKRST (Batch reset of bit devices)

For the usable data type, refer to "3.2.2 About ANY type".

5.14 Data Processing

5.14.1 Data search SER\_M

n points of data, starting at the specified BIN 16-bit data, are searched for the specified BIN 16-bit data.

■ Function definition **BOOL SER\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, ANY16(2) D);**

Argument Name	IN/OUT	Description	
EN	IN	Execution condition (Function is executed only when the result is TRUE)	
S1	IN	Data to be searched for (BIN 16-bit data)	
S2	IN	Data to be searched (BIN 16-bit data)	
n	IN	Number of data to be searched (BIN 16-bit data)	
D	OUT	Search result (ARRAY [0..1] OF ANY16)	D[0] Match position
			D[1] Number of matches

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, D300 points of data, starting at D200, \*)
  - (\* are searched for D100. \*)
  - (\* The number of data that matched the search target is stored into D[1], and the \*)
  - (\* relative value indicating the number of points from D200 is stored into D[0]. \*)
- SER\_M (X0, D100, D200, D300, D);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- SER (16-bit data search)

5.14.2 32-bit data search DSER\_M

2n points of data, starting at the specified BIN 32-bit data, are searched for the specified BIN 32-bit data.

■ Function definition **BOOL SER\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 n, ANY16(2) D);**

Argument Name	IN/OUT	Description	
EN	IN	Execution condition (Function is executed only when the result is TRUE)	
S1	IN	Data to be searched for (BIN 32-bit data)	
S2	IN	Data to be searched (BIN 32-bit data)	
n	IN	Number of data to be searched (BIN 16-bit data)	
D	OUT	Search result (ARRAY [0..1] OF ANY16)	D[0] Match position
			D[1] Number of matches

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the number of points stored in D100, \*)
  - (\* starting at dData2, are searched on a 32-bit basis for dData1 and dData1+1. \*)
  - (\* The number of data that matched the search target is stored into \*)
  - (\* ArrayResult[1], and the relative value indicating the number of points from \*)
  - (\* dData2 is stored into ArrayResult[0]. \*)
- DSER\_M (X0, dData1, dData2, D100, ArrayResult);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- DSER (32-bit data search)

For the usable data type, refer to "3.2.2 About ANY type".

5.14.3 Bit check SUM\_M

The number of bits having 1 in the specified BIN 16-bit data is counted.

■ Function definition `BOOL SUM_M (BOOL EN, ANY16 S1, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be counted (BIN 16-bit data)
D	OUT	Count result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the number of bits having 1 in dData \*)  
 (\* is stored into Result. \*)

`SUM_M (X0, iData, Result);`



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- SUM (16-bit data bit check)

5.14.4 32-bit data bit check DSUM\_M

The number of bits having 1 in the specified BIN 32-bit data is counted.

■ Function definition `BOOL DSUM_M (BOOL EN);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be counted (BIN 32-bit data)
D	OUT	Count result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the number of bits having 1 \*)  
 (\* in iData is stored into Result. \*)

`DSUM_M (X0, dData, Result);`



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- DSUM (32-bit data bit check)

For the usable data type, refer to "3.2.2 About ANY type".

5.14.5 Decode DECO\_M

The lower n bits of the specified data are decoded.

■ Function definition **BOOL DECO\_M (BOOL EN, ANY\_SIMPLE S1, ANY16 n, ANY\_SIMPLE D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be decoded
n	IN	Valid bit length (1 to 8) *0: No processing (BIN 16-bit data)
D	OUT	Decode result

Remarks: The DINT, REAL and STRING types cannot be used in arguments S1" and "D".

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the lower Bit Size bits of D100 are \*)
  - (\* decoded, and the decode result is stored into 2<sup>BitSize</sup> bits, starting at Result. \*)
- DECO\_M (X0, D100, BitSize, Result)



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DECO (8 → 256 bits decode)

For the usable data type, refer to "3.2.2 About ANY type".

5.14.6 Encode ENCO\_M

2<sup>n</sup> bits of data, starting at the specified data, are encoded.

■ Function definition **BOOL ENCO\_M (BOOL EN, ANY\_SIMPLE S1, ANY16 n, ANY16 D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be encoded
n	IN	Valid bit length (1 to 8) *0: No processing (BIN 16-bit data)
D	OUT	Encode result

Remarks: The DINT, REAL and STRING types cannot be used in argument S1".

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, 2<sup>BitSize</sup> bits, starting at D100, are \*)
  - (\* encoded, and the result is stored into Result. \*)
- ENCO (X0, D100, BitSize, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - ENCO (256 → 8 bits decode)

For the usable data type, refer to "3.2.2 About ANY type".

5.14.7 7-segment decode SEG\_M

The lower 4 bits (0 to F) of the specified data are decoded into 7-segment display data.

■ Function definition BOOL SEG\_M (BOOL EN, ANY16 S1, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be decoded
D	OUT	Decode result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the lower 4 bits of D100 are decoded \*)  
 (\* into 7-segment display data, and the result is stored into Result. \*)  
 SEG\_M (X0, D100, Result);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 - SEG (7-segment decode)

5.14.8 4-bit disconnection of 16-bit data DIS\_M

The data in the lower n digits of the specified BIN 16-bit data are disconnected and stored into the lower 4 bits of n points, starting at the specified device.

■ Function definition BOOL DIS\_M (BOOL EN, ANY16 S1, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be disconnected (BIN 16-bit data)
n	IN	Number of disconnected data (1 to 4) *0: No processing (BIN 16-bit data)
D	OUT	Disconnection result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data in the lower D200 digits \*)  
 (\* (1 digit = 4 bits) of D100 are stored into the lower 4 bits of D200 points, \*)  
 (\* starting at Result. \*)  
 DIS\_M (X0, D100, D200, Result);

● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 - DIS (4-bit disconnection of 16-bit data)

For the usable data type, refer to "3.2.2 About ANY type".

5.14.9 4-bit connection of 16-bit data UNI\_M

The lower 4 bits of n points of BIN 16-bit data, starting at the specified device, are connected to the specified device.

■ Function definition **BOOL UNI\_M (BOOL EN, ANY16 S1, ANY16 n, ANY16 D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be connected (BIN 16-bit data)
n	IN	Number of connected data (1 to 4) *0: No processing (BIN 16-bit data)
D	OUT	Connection result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the lower 4 bits of 3 points of 16-bit \*)  
 (\* data, starting at D100 are connected to Result. \*)  
 UNI\_M (X0, D100, K3, Result);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • UNI (4-bit connection of 16-bit data)

5.14.10 Bit disconnection of any data NDIS\_M

The bits of the data stored in and after the specified device are disconnected in units of the specified bits.

■ Function definition **BOOL NDIS\_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be disconnected (BIN 16-bit data)
S2	IN	Disconnection unit (number of bits to be disconnected) (BIN 16-bit data)
D	OUT	Disconnection result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the bits of the data stored in and \*)  
 (\* after iData1 are disconnected in units of iData2 bits, and the result is stored \*)  
 (\* into Result and later. \*)  
 NDIS\_M (X0, iData1, iData2, Result);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • NDIS (Disconnection of any bit data)

For the usable data type, refer to "3.2.2 About ANY type".

5.14.11 Bit connection of any data NUNI\_M

The bits of the data stored in and after the specified device are connected in units of the specified bits.

■ Function definition `BOOL NUNI_M (BOOL EN, ANY16 S1, ANY16 S2, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be connected (BIN 16-bit data)
S2	IN	Connection unit (number of bits to be connected) (BIN 16-bit data)
D	OUT	Connection result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the bits of the data stored in and after \*)  
 (\* iData1 are connected in units of iData2 bits, and the result is stored into \*)  
 (\* Result and later. \*)  
`NUNI_M (X0, iData1, iData2, Result);`



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • NUNI (Connection of any bit data)

5.14.12 Byte unit data disconnection WTOB\_MD

The BIN 16-bit data stored in and after the specified device are disconnected into n bytes.

■ Function definition `BOOL WTOB_MD (BOOL EN, ANY16 S1, ANY16 n, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be disconnected in byte units (BIN 16-bit data)
n	IN	Number of resultant byte data (BIN 16-bit data)
D	OUT	Disconnection result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the 16-bit data stored in and after \*)  
 (\* iData1 is disconnected in iData2 bytes, and the result is stored into Result \*)  
 (\* and later. \*)  
`WTOB_MD (X0, iData1, iData2, Result);`



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • WTOB (Disconnection into byte unit data)

For the usable data type, refer to "3.2.2 About ANY type".

5.14.13 Byte unit data connection BTOW\_MD

The lower 8 bits of n points of BIN 16-bit data in and after the specified device are connected in word units.

■ Function definition BOOL BTOW\_MD (BOOL EN, ANY16 S1, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be connected in byte units (BIN 16-bit data)
n	IN	Number of byte data to be connected (BIN 16-bit data)
D	OUT	Connection result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the lower 8 bits of iData2 words of  
 (\* 16-bit data in and after iData1 are connected in word units, and the result is  
 (\* stored into Result and later. \*)  
 BTOW\_MD (X0, iData1, iData2, Result);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • BTOW (Connection of byte unit data)

5.14.14 Data maximum value retrieval MAX\_M

The maximum value is retrieved from n points of BIN 16-bit data, starting at the specified device.

■ Function definition BOOL MAX\_M (BOOL EN, ANY16 S1, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Head of data to be retrieved (BIN 16-bit data)
n	IN	Number of data to be retrieved (BIN 16-bit data)
D	OUT	Maximum value retrieval result (BIN 16-bit data)

Remarks: When a constant is specified for the timer set value, only a decimal number can be specified.

The timer set value can be specified within the range 0 to 32767.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the maximum value is retrieved  
 (\* from iData2 points of 16-bit BIN data in and after iData1, and the result is  
 (\* stored into Result. \*)  
 MAX\_M (X0, iData1, iData2, Result)



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • MAX (16-bit data maximum value retrieval)

For the usable data type, refer to "3.2.2 About ANY type".



5.14.15 32-bit data maximum value retrieval DMAX\_M

The maximum value is retrieved from n points of BIN 32-bit data, starting at the specified device.

■ Function definition BOOL DMAX\_M (BOOL EN, ANY32 S1, ANY16 n, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Head of data to be retrieved (BIN 32-bit data)
n	IN	Number of data to be retrieved (BIN 16-bit data)
D	OUT	Maximum value retrieval result (BIN 32-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the maximum value is retrieved \*)
  - (\* from iData points of 32-bit BIN data in and after dData, and the result \*)
  - (\* is stored into Result. \*)
- DMAX\_M (X0, dData, iData, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DMAX (32-bit data maximum value retrieval)

5.14.16 Data minimum value retrieval MIN\_M

The minimum value is retrieved from n points of BIN 16-bit data, starting at the specified device.

■ Function definition BOOL MIN\_M (BOOL EN, ANY16 S1, ANY16 n, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Head of data to be retrieved (BIN 16-bit data)
n	IN	Number of data to be retrieved (BIN 16-bit data)
D	OUT	Minimum value retrieval result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the minimum value is retrieved from \*)
  - (\* iData2 points of 16-bit BIN data in and after iData1, and the result is stored \*)
  - (\* into Result. Execution condition X0 is output to the assigned device of bData. \*)
- MIN\_M (X0, iData1, iData2, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - MIN (16-bit data minimum value retrieval)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.14.17 32-bit data minimum value retrieval DMIN\_M

The minimum value is retrieved from n points of BIN 32-bit data, starting at the specified device.

■ Function definition    BOOL DMIN\_M (BOOL EN, ANY32 S1, ANY16 n, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Head of data to be retrieved (BIN 32-bit data)
n	IN	Number of data to be retrieved (BIN 16-bit data)
D	OUT	Minimum value retrieval result (BIN 32-bit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

- (\* When execution condition X0 turns ON, the minimum value is retrieved from    \*)
  - (\* iData points of 32-bit BIN data in and after dData, and the result is stored    \*)
  - (\* into Result and Result+1.    \*)
- DMIN\_M (X0, dData, iData, Result);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DMIN (32-bit data minimum value retrieval)

## 5.14.18 Data sort SORT\_M

n points of BIN 16-bit data, starting at the specified device, are sorted in ascending or descending order.

■ Function definition    BOOL SORT\_M (BOOL EN, ANY16 S1, ANY16 n, ANY16 S2, BOOL D1, ANY16 D2);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Head of data to be sorted (BIN 16-bit data)
n	IN	Number of data to be sorted (BIN 16-bit data)
S2	IN	Number of data to be compared at one execution (BIN 16-bit data)
D1	OUT	Bit device to be turned ON at sort completion (bit data)
D2	OUT	System used device (BIN 16-bit data)

Remarks: Specify the sort order by turning ON/OFF SM703. When SM703 is OFF:

Ascending order, when SM703 is ON: Descending order

Return Value	Description
BOOL	Execution condition

## ● Example of use

- (\* When execution condition X0 turns ON, iData2 points of BIN 16-bit data,    \*)
  - (\* starting at iData1, are sorted in ascending or descending order.    \*)
- SORT\_M (X0, iData1, iData2, iData3, bData, iData4);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - SORT (16-bit data sort)

For the usable data type, refer to "3.2.2 About ANY type".

5.14.19 32-bit data sort DSORT\_M

n points of BIN 32-bit data, starting at the specified device, are sorted in ascending or descending order.

■ Function definition **BOOL DSORT\_M (BOOL EN, ANY32 S1, ANY16 n, ANY16 S2, BOOL D1, ANY16 D2);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Head of data to be sorted (BIN 32-bit data)
n	IN	Number of data to be sorted (BIN 16-bit data)
S2	IN	Number of data to be compared at one execution (BIN 16-bit data)
D1	OUT	Bit device to be turned ON at sort completion (bit data)
D2	OUT	System used device (BIN 16-bit data)

Remarks: Specify the sort order by turning ON/OFF SM703. When SM703 is OFF: Ascending order, when SM703 is ON: Descending order

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, iData1 points of BIN 32-bit data, \*)
  - (\* starting at dData, are sorted in ascending or descending order. \*)
- DSORT\_M (X0, dData, iData1, iData2, bData, iData3);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DSORT (32-bit data sort)

5.14.20 Total value calculation WSUM\_M

n points of BIN 16-bit data, starting at the specified device, are all added.

■ Function definition **BOOL WSUM\_M (BOOL EN, ANY16 S1, ANY16 n, ANY32 D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data from which total value will be calculated (BIN 16-bit data)
n	IN	Number of data (BIN 16-bit data)
D	OUT	Total value storage destination (BIN 32-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, iData2 points of 16-bit BIN data, \*)
  - (\* starting at iData1, are all added, and the result is stored into Result. \*)
- WSUM\_M (X0, iData1, iData2, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - WSUM (16-bit total value calculation)

For the usable data type, refer to "3.2.2 About ANY type".

5.14.21 32-bit total value calculation DWSUM\_M

n points of BIN 32-bit data, starting at the specified device, are all added.

■ Function definition BOOL DWSUM\_M (BOOL EN, ANY32 S1, ANY16 n, ANY16(4) D);

Argument Name	IN/OUT	Description		
EN	IN	Execution condition (Function is executed only when the result is TRUE)		
S1	IN	Data from which total value will be calculated (BIN 32-bit data)		
n	IN	Number of data (BIN 16-bit data)		
D	OUT	Total value storage destination (ARRAY [0..3] OF ANY16)	D[0]	Upper 4 digits to Lower 4 digits
			D[1]	
			D[2]	
			D[3]	

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, iData points of 32-bit BIN data, \*)
  - (\* starting at dData, are all added, and the result is stored into Result. \*)
- DWSUM\_M (X0, dData, iData, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DWSUM (32-bit total value calculation)

For the usable data type, refer to "3.2.2 About ANY type".

5.15 Structuring

5.15.1 Refresh COM\_M

The I/O refresh and general data processing of the intelligent function module are performed.

■ Function definition    BOOL COM\_M (BOOL EN);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Only value TRUE indicating that the result is always valid or normally ON device SM400 can be specified.)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When SM755 is OFF: I/O refresh and general data processing of intelligent function module, when SM755 is ON: Only general data processing is performed. \*)  
 COM\_M (TRUE);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - COM (Refresh command)

5.16 Buffer Memory Access

5.16.1 Special function module 1-word data read FROM\_M

The specified points of data are read from the specified address and later of the buffer memory in the specified intelligent function module or special function module.

■ Function definition BOOL FROM\_M (BOOL EN, ANY16 n1, ANY16 n2, ANY16 n3, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n1	IN	Head input number of specified intelligent function module/special function module (BIN 16-bit data)
n2	IN	Head address of data to be read (BIN 16-bit data)
n3	IN	Number of data to be read (BIN 16-bit data)
D	OUT	Read data (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, 1 word of data are read to D0 from \*)  
 (\* address 10 and later of the buffer memory in the intelligent function module \*)  
 (\* mounted at I/O numbers 040 to 05F. \*)  
 FROM\_M (X0, H4, K10, K1, D0);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • FROM (1-word read from special function module)

5.16.2 Special function module 2-word data read DFRO\_M

The specified points ×2 of data are read from the specified address and later of the buffer memory in the specified intelligent function module or special function module.

■ Function definition BOOL DFRO\_M (BOOL EN, ANY16 n1, ANY16 n2, ANY16 n3, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n1	IN	Head input number of specified intelligent function module/special function module (BIN 16-bit data)
n2	IN	Head address of data to be read (BIN 16-bit data)
n3	IN	Number of data to be read (BIN 16-bit data)
D	OUT	Read data (BIN 32-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, 2 words of data are read to DwResult \*)  
 (\* from addresses 602, 603 and later of the buffer memory in the intelligent \*)  
 (\* function module mounted at I/O numbers 040 to 05F. \*)  
 DFRO\_M (X0, H4, K602, K1, DwResult);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • DFRO (2-word read from special function module)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.16.3 Special function module 1-word data write TO\_M

n3 points of data, starting at the specified device, are written to the specified address and later of the buffer memory in the specified intelligent function module or special function module.

■ Function definition BOOL TO\_M (BOOL EN, ANY16 S1, ANY16 n1, ANY16 n2, ANY16 n3);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be written (BIN 16-bit data)
n1	IN	Head input number of specified intelligent function module/special function module (BIN 16-bit data)
n2	IN	Head address where data will be written (BIN 16-bit data)
n3	IN	Number of data to be written (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, 3 is written to address 0 of the buffer \*)  
 (\* memory in the intelligent function module mounted at I/O numbers 040 to 05F. \*)  
 TO\_M (X0, K3, H4, K0, K1);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - TO (1-word write to special function module)

## 5.16.4 Special function module 2-word data write DTO\_M

n3×2 points of data, starting at the specified device, are written to the specified address and later of the buffer memory in the specified intelligent function module or special function module.

■ Function definition BOOL DTO\_M (BOOL EN, ANY32 S1, ANY16 n1, ANY16 n2, ANY16 n3);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be written (BIN 32-bit data)
n1	IN	Head input number of specified intelligent function module/special function module (BIN 16-bit data)
n2	IN	Head address where (3×2) points of data will be written (BIN 16-bit data)
n3	IN	Number of data to be written (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, 0 is written to addresses 41, 42 \*)  
 (\* of the buffer memory in the intelligent function module mounted at I/O \*)  
 (\* numbers 040 to 05F. \*)  
 DTO\_M (X0, K0, H4, K41, K1);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DTO (2-word write to special function module)

For the usable data type, refer to "3.2.2 About ANY type".

5.17 Character string processing

5.17.1 BIN→decimal ASCII conversion BINDA\_S\_MD

The numeric value in each digit of the specified BIN 16-bit data represented in decimal is converted into ASCII code data.

■ Function definition **BOOL BINDA\_S\_MD (BOOL EN, ANY16 S1, STRING(8) D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 16-bit data)
D	OUT	Conversion result (decimal ASCII code data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the numeric value in each digit of the \*)  
 (\* BIN data stored in iData and represented in decimal is converted into ASCII \*)  
 (\* code, and the result is stored into sData. \*)  
**BINDA\_S\_MD (X0, iData, sData);**



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - BINDA (BIN 16-bit to decimal ASCII conversion)

5.17.2 32-bit BIN→decimal ASCII conversion DBINDA\_S\_MD

The numeric value in each digit of the specified BIN 32-bit data represented in decimal is converted into ASCII code data.

■ Function definition **BOOL DBINDA\_S\_MD (BOOL EN, ANY32 S1, STRING(12) D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 32-bit data)
D	OUT	Conversion result (decimal ASCII code data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the numeric value in each digit of \*)  
 (\* the BIN data stored in dData and represented in decimal is converted into \*)  
 (\* ASCII code, and the result is stored into sData. \*)  
**DBINDA\_S\_MD (X0, dData, sData);**



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DBINDA (BIN 32-bit → decimal ASCII conversion)

For the usable data type, refer to "3.2.2 About ANY type".



5.17.3 BIN→hexadecimal ASCII conversion BINHA\_S\_MD

The numeric value in each digit of the specified BIN 16-bit data represented in hexadecimal is converted into ASCII code data.

■ Function definition BOOL BINHA\_S\_MD (BOOL EN, ANY 16S1, STRING(6) D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 16-bit data)
D	OUT	Conversion result (hexadecimal ASCII code data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the numeric value in each digit of \*)  
 (\* the BIN data stored in iData and represented in hexadecimal is converted \*)  
 (\* into ASCII code, and the result is stored into sData. \*)  
 BINHA\_S\_MD (X0, iData, sData);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - BINHA (BIN 16-bit → hexadecimal ASCII conversion);

5.17.4 32-bit BIN→hexadecimal ASCII conversion DBINHA\_S\_MD

The numeric value in each digit of the specified BIN 32-bit data represented in hexadecimal is converted into ASCII code data.

■ Function definition BOOL DBINHA\_S\_MD (BOOL EN, ANY32 S1, STRINGS (10) D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 32-bit data)
D	OUT	Conversion result (hexadecimal ASCII code data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the numeric value in each digit of \*)  
 (\* the BIN data stored in dData and represented in hexadecimal is converted \*)  
 (\* into ASCII code, and the result is stored into sData. \*)  
 DBINHA\_S\_MD (X0, dData, sData);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DBINHA (BIN 32-bit → hexadecimal ASCII conversion)

For the usable data type, refer to "3.2.2 About ANY type".

5.17.5 BCD 4-digit→decimal ASCII conversion BCDDA\_S\_MD

The numeric value in each digit of the specified BCD 4-digit data is converted into ASCII code.

■ Function definition BOOL BCDDA\_S\_MD (BOOL EN, ANY16 S1, STRING(6) D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BCD 4-digit data)
D	OUT	Conversion result (decimal ASCII code data)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the numeric value in each digit of \*)
  - (\* the BCD data stored in iData and represented in decimal is converted into \*)
  - (\* ASCII code, and the result is stored into sData. \*)
- BCDDA\_S\_MD (X0, iData, sData);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- BCDDA (BCD 4-digit → decimal ASCII conversion)

5.17.6 BCD 8-digit→decimal ASCII conversion DBCDDA\_S\_MD

The numeric value in each digit of the specified BCD 8-digit data is converted into ASCII code.

■ Function definition BOOL DBCDDA\_S\_MD (BOOL EN, ANY32 S1, STRING (10) D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BCD 8-digit data)
D	OUT	Conversion result (decimal ASCII code data)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the numeric value in each digit of \*)
  - (\* the BCD data stored in dData and represented in decimal is converted into \*)
  - (\* ASCII code, and the result is stored into sData. \*)
- DBCDDA\_S\_MD (X0, dData, sData);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- DBCDDA (BCD 8-digit → decimal ASCII conversion)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.17.7 Decimal ASCII→BIN conversion DABIN\_S\_MD

The specified decimal ASCII code data is converted into BIN 16-bit data.

■ Function definition    **BOOL DABIN\_S\_MD (BOOL EN, STRING (6) S1, ANY16 D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (decimal ASCII code data)
D	OUT	Conversion result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the decimal ASCII data stored    \*)  
 (\* in sData is converted into BIN 16-bit data, and the result is stored into iData.    \*)  
 DABIN\_S\_MD (X0, sData, iData);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DABIN (Decimal ASCII → BIN 16-bit conversion)

## 5.17.8 Decimal ASCII→32-bit BIN conversion DDABIN\_S\_MD

The specified decimal ASCII code data is converted into BIN 32-bit data.

■ Function definition    **BOOL DDABIN\_S\_MD (BOOL EN, STRING (11) S1, ANY32 D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (decimal ASCII code data)
D	OUT	Conversion result (BIN 32-bit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the decimal ASCII data stored in    \*)  
 (\* sData is converted into BIN 32-bit data, and the result is stored into dData.    \*)  
 DDABIN\_S\_MD (X0, sData, dData);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DDABIN (Decimal ASCII → BIN 32-bit conversion)

For the usable data type, refer to "3.2.2 About ANY type".
--

5.17.9 Hexadecimal ASCII → BIN conversion HABIN\_S\_MD

The specified hexadecimal ASCII code data is converted into BIN 16-bit data.

■ Function definition `BOOL HABIN_S_MD (BOOL EN, STRING(4) S1, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (hexadecimal ASCII code data)
D	OUT	Conversion result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the hexadecimal ASCII data stored in sData is converted into BIN 16-bit data, and the result is stored into iData. \*)  
`HABIN_S_MD (X0, sData, iData);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - HABIN (Hexadecimal ASCII → BIN 16-bit conversion)

5.17.10 Hexadecimal ASCII → 32-bit BIN conversion DHABIN\_S\_MD

The specified hexadecimal ASCII code data is converted into BIN 32-bit data.

■ Function definition `BOOL DHABIN_S_MD (BOOL EN, STRING (8) S1, ANY32 D) ;`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (hexadecimal ASCII code data)
D	OUT	Conversion result (BIN 32-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the hexadecimal ASCII data stored in sData is converted into BIN 32-bit data, and the result is stored into dData. \*)  
`DHABIN_S_MD (X0, sData, dData);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DHABIN (Hexadecimal ASCII → BIN 32-bit conversion)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.17.11 Decimal ASCII→BCD 4-digit conversion DABCD\_S\_MD

The specified decimal ASCII code data is converted into BCD 4-digit data.

■ Function definition    **BOOL DABCD\_S\_MD (BOOL EN, STRING(4) S1, ANY16 D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (decimal ASCII code data)
D	OUT	Conversion result (BCD 4-digit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the decimal ASCII data stored in    \*)  
 (\* sData is converted into BCD 4-digit data, and the result is stored into iData.    \*)  
 DABCD\_S\_MD (X0, sData, iData);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DABCD (Decimal ASCII → BCD 4-digit conversion)

## 5.17.12 Decimal ASCII→BCD 8-digit conversion DDABCD\_S\_MD

The specified decimal ASCII code data is converted into BCD 8-digit data.

■ Function definition    **BOOL DDABCD\_S\_MD (BOOL EN, STRING(8) S1, ANY32 D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (decimal ASCII code data)
D	OUT	Conversion result (BCD 8-digit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the decimal ASCII data stored in    \*)  
 (\* sData is converted into BCD 8-digit data, and the result is stored into dData.    \*)  
 DDABCD\_S\_MD (X0, sData, dData);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DDABCD (Decimal ASCII → BCD 8-digit conversion)

For the usable data type, refer to "3.2.2 About ANY type".

5.17.13 Device comment data read COMRD\_S\_MD

The comment of the specified device is read as ASCII code data.

■ Function definition `BOOL COMRD_S_MD (BOOL EN, ANY_SIMPLE S1, STRING (32) D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data from which comment will be read
D	OUT	Comment read result (ASCII code data)

Remarks: The DINT, REAL and STRING types cannot be used in argument "S1".

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the comment set in D100 is read, \*)
  - (\* and stored into sData in ASCII code. \*)
- `COMRD_S_MD (X0, D100, sData);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - COMRD (Device comment data read)

5.17.14 Character string length detection LEN\_S\_MD

The length of the specified character string is obtained.

■ Function definition `BOOL LEN_S_MD (BOOL EN, STRING S1, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data whose character string length will be detected (character string data)
D	OUT	Detection result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the length of the character string \*)
  - (\* specified in sData is detected, and stored into iData. \*)
- `LEN_S_MD (X0, sData, iData);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - LEN (Character string length detection)

For the usable data type, refer to "3.2.2 About ANY type".

5.17.15 BIN→character string conversion STR\_S\_MD

The specified BIN 16-bit data is converted into a character string with a decimal point added in the specified position.

■ Function definition **BOOL STR\_S\_MD (BOOL EN, ANY32 S1, ANY16 S2, STRING(9) D);**

Argument Name	IN/OUT	Description		
EN	IN	Execution condition (Function is executed only when the result is TRUE)		
S1	IN	Number of digits of numeric value to be converted (BIN 32-bit data)	S1	Total number of digits (2 to 8 digits)
			S1+1	Number of fraction part digits (0 to 5 digits)
S2	IN	Data to be converted (BIN 16-bit data)		
D	OUT	Conversion result (character string data)		

Remarks: The digits of a bit device cannot be specified in "S1".

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the BIN 16-bit data specified in \*)
  - (\* iData is converted into a character string with a decimal point added in the \*)
  - (\* position specified in dData, and the result is stored into sData. \*)
- STR\_S\_MD (X0, dData, iData, sData);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- STR (BIN 16-bit → character string conversion)

5.17.16 32-bit BIN→character string conversion DSTR\_S\_MD

The specified BIN 32-bit data is converted into a character string with a decimal point added in the specified position.

■ Function definition **BOOL DSTR\_S\_MD (BOOL EN, ANY32 S1, ANY32 S2 STRING(14) D);**

Argument Name	IN/OUT	Description		
EN	IN	Execution condition (Function is executed only when the result is TRUE)		
S1	IN	Number of digits of numeric value to be converted (BIN 32-bit data)	S1	Total number of digits (2 to 8 digits)
			S1+1	Number of fraction part digits (0 to 5 digits)
S2	IN	Data to be converted (BIN 32-bit data)		
D	OUT	Conversion result (character string data)		

Remarks: The digits of a bit device cannot be specified in "S1".

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the BIN 32-bit data specified in \*)
  - (\* dData1 is converted into a character string with a decimal point added in \*)
  - (\* the position specified in dData2, and the result is stored into sData. \*)
- DSTR\_S\_MD (X0, dData1, dData2, sData);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- DSTR (BIN 32-bit → character string conversion)

For the usable data type, refer to "3.2.2 About ANY type".

5.17.17 Character string→BIN conversion VAL\_S\_MD

The specified character string is converted into BIN 16-bit data, and its number of digits and BIN 16-bit data are obtained.

■ Function definition **BOOL VAL\_S\_MD (BOOL EN, STRING (8) S1, ANY32 D1, ANY16 D2);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (character string data) Remarks: The number of characters in the fraction part of the character string specified in S1 is 0 to 5 characters. Note that the character string should be specified within the (total number of digits - 3) or less.
D1	OUT	Conversion result (number of digits) (BIN 32-bit data)
D2	OUT	Conversion result (BIN 16-bit data)

Remarks: The digits of a bit device cannot be specified in "D1".

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the character string specified in VAL\_S\_MD (X0, sData, dData, iData); \*)
- (\* sData is converted into BIN 16-bit data, the number of digits is stored into dData, and the BIN data is stored into iData. \*)



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - VAL (Character string → BIN 16-bit conversion)

5.17.18 Character string→32-bit BIN conversion DVAL\_S\_MD

The specified character string is converted into BIN 32-bit data, and its number of digits and BIN 32-bit data are obtained.

■ Function definition **BOOL DVAL\_S\_MD (BOOL EN, STRING(13) S1, ANY32 D1, ANY32 D2);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (character string data) Remarks: The number of characters in the fraction part of the character string specified in S1 is 0 to 5 characters. Note that the character string should be specified within the (total number of digits - 3) or less.
D1	OUT	Conversion result (number of digits) (BIN 32-bit data)
D2	OUT	Conversion result (BIN 32-bit data)

Remarks: The digits of a bit device cannot be specified in "D1".

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the character string specified in DVAL\_S\_MD (X0, sData, dData1, dData2); \*)
- (\* in sData is converted into BIN 32-bit data, the number of digits is stored into dData1, and the BIN data is stored into dData2. \*)



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DVAL (Character string → BIN 32-bit conversion)

For the usable data type, refer to "3.2.2 About ANY type".



5.17.19 Floating-point → character string conversion **ESTR\_M**

The specified real number data is converted into a character string according to the specified display instruction.

■ Function definition **BOOL ESTR\_M (BOOL EN, REAL S1, ANY16 (3) S2, STRING (24) D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (real number data)
S2	IN	S2 [0] Display specification of numeric value to be converted Display format (0: decimal point format, 1: exponent format)
		S2 [1] Total number of digits (2 to 24 digits) When the number of fraction part digits is "0" ..... Number of digits (max.: 24) ≥ 2 When the number of fraction part digits is other than "0" ..... Number of digits (max.: 24) ≥ (number of fraction part digits + 3)
		S2 [2] Number of fraction part digits (0 to 7 digits)
D	OUT	Conversion result (character string data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the real number data specified in \*)  
 (\* rData is converted into a character string according to the display instruction \*)  
 (\* specified in ArrayData, and the result is stored into sData. \*)  
**ESTR\_M (X0, rData, ArrayData, sData,);**



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • ESTR (Floating-point data → character string conversion)

5.17.20 Character string → floating-point conversion **EVAL\_M**

The specified character string is converted into real number data.

■ Function definition **BOOL EVAL\_M (BOOL EN, STRING (24) S1, REAL D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (character string data)
D	OUT	Conversion result (real number data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the character string specified in \*)  
 (\* sData is converted into real number data, and the result is stored into rData. \*)  
**EVAL\_M (X0, sData, rData);**



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • EVAL (Character string data \_ floating-point conversion)

For the usable data type, refer to "3.2.2 About ANY type".

5.17.21 BIN→ASCII conversion ASC\_S\_MD

The specified BIN 16-bit data is converted into the hexadecimal ASCII data of the specified number of characters.

■ Function definition `BOOL ASC_S_MD (BOOL EN, ANY16 S1, ANY16 n, STRING D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 16-bit data)
n	IN	Number of characters to be stored (BIN 16-bit data)
D	OUT	Conversion result (ASCII data)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the BIN 16-bit data specified in `iData1` is converted into hexadecimal ASCII, and the result is stored into the `sData`, starting at the device number specified in `iData2`, `n` number specified in `sData`.)
- `ASC_S_MD (X0, iData1, iData2, sData);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - ASC (BIN 16-bit data → ASCII conversion)

5.17.22 ASCII→BIN conversion HEX\_S\_MD

The hexadecimal ASCII data stored in the specified number of characters is converted into BIN 16-bit data.

■ Function definition `BOOL HEX_S_MD (BOOL EN, STRING S1, ANY16n, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (hexadecimal ASCII data)
n	IN	Number of characters to be converted (BIN 16-bit data)
D	OUT	Conversion result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the hexadecimal ASCII data stored in the number of characters specified in `iData1`, starting at the device number specified in `sData`, is converted into a BIN value, and the result is stored into `iData2`.)
- `HEX_S_MD (X0, sData, iData1, iData2);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - HEX (ASCII → BIN 16-bit conversion)

For the usable data type, refer to "3.2.2 About ANY type".

5.17.23 Fetch from character string right side RIGHT\_M

n characters of data, starting at the right of the specified character string data (end of the character string), are acquired.

■ Function definition `BOOL RIGHT_M (BOOL EN, STRING S1, ANY16 n, STRING D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be acquired (character string data)
n	IN	Number of characters to be acquired (BIN 16-bit data)
D	OUT	Acquisition result (n characters of character string data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, iData characters of data, starting at \*)  
 (\* the right of the character string specified in sData (end of the character string), \*)  
 (\* are stored into Result. \*)  
`RIGHT_M (X0, sData, iData, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - RIGHT (Fetch from right side of character string)

5.17.24 Fetch from character string left side LEFT\_M

n characters of data, starting at the left of the specified character string data (head of the character string), are acquired.

■ Function definition `BOOL LEFT_M (BOOL EN, STRING S1, ANY16 n, STRING D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be acquired (character string data)
n	IN	Number of characters to be acquired (BIN 16-bit data)
D	OUT	Acquisition result (n characters of character string data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, iData characters of data, starting at \*)  
 (\* the left of the character string specified in sData (head of the character string), \*)  
 (\* are stored into Result. \*)  
`LEFT_M (X0, sData, iData, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - LEFT (Fetch from left side of character string)

For the usable data type, refer to "3.2.2 About ANY type".

5.17.25 Any data fetch in character string MIDR\_M

S2[1] characters of data, starting at S2[0] of the specified character data, are acquired.

■ Function definition **BOOL MIDR\_M (BOOL EN, STRING S1, ANY16(2) S2 , STRING D);**

Argument Name	IN/OUT	Description		
EN	IN	Execution condition (Function is executed only when the result is TRUE)		
S1	IN	Data to be acquired (character string data)		
S2	IN	Position of first character and storage destination of characters to be acquired (ARRAY [0..1] OF ANY16)	S2 [0]	Position of first character
			S2 [1]	Number of acquired characters
D	OUT	Acquisition result (character string data)		

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the data of the number of
  - (\* characters specified in StrArray [1] from the position specified in StrArray [0],
  - (\* starting at the left of the character specified in sData (head of the character
  - (\* string), are stored into Result.
- MIDR\_M (X0, sData, StrArray, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- MIDR (Any data fetch in character string)

5.17.26 Any data replacement in character string MIDW\_M

The data of the number of characters specified in S2[1] are stored into the position, starting at S2[0], of the specified character string data.

■ Function definition **BOOL MIDW\_M (BOOL EN, STRING S1, ANY16(S) S2, STRING D);**

Argument Name	IN/OUT	Description		
EN	IN	Execution condition (Function is executed only when the result is TRUE)		
S1	IN	Data to be acquired (character string data)		
S2	IN	Position of first character and storage destination of characters to be acquired (ARRAY [0..1] OF ANY16)	S2 [0]	Position of first character of replacement destination
			S2 [1]	Number of acquired characters
D	IN/OUT	Data to be replaced, replacement result (character string data)		

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the data of the number of characters
  - (\* specified in StrArray [1], starting at the left of the character specified in sData
  - (\* (head of the character string), are stored into the position specified in StrArray
  - (\* [0], starting at the left of the character string data stored in sData2.
- MIDW\_M (X0, sData1, StrArray, sData2);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- MIDW (Any data replacement in character string)

For the usable data type, refer to "3.2.2 About ANY type".

5.17.27 Character string search INSTR\_M

A search for the specified character string data is performed, starting at the "n"th character from the left of the specified character string data.

■ Function definition **BOOL INSTR\_M (BOOL EN, STRING S1, STRING S2, ANY16 n, ANY16 D);**

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be searched for (character string data)
S2	IN	Data to be searched (character string data)
n	IN	Search start position (at the "n"th character from left) (BIN 16-bit data)
D	OUT	Search result (character position from head of character string data specified in S2) (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, a search for the character string \*)  
 (\* specified in sData1 is performed, starting at the iData character from the left of \*)  
 (\* the character string specified in sData2 (head of the character string), and the \*)  
 (\* search result is stored into Result. \*)  
**INSTR\_M (X0, sData1, sData2, iData, Result) ;**



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • INSTR (Character string search)

5.17.28 Floating-point → BCD decomposition EMOD\_M

The specified real number data is decomposed into the BCD type floating-point format based on the specified fraction part digits.

■ Function definition **BOOL EMOD\_M (BOOL EN, REAL S1, ANY16 S2, ANY16(5) D);**

Argument Name	IN/OUT	Description		
EN	IN	Execution condition (Function is executed only when the result is TRUE)		
S1	IN	Data to be decomposed (real number data)		
S2	IN	Fraction part digit data (BIN 16-bit data)		
D	OUT	BCD-decomposed data storage destination (ARRAY[0..4] OF ANY16)	D[0]	Sign (positive: 0, negative: 1)
			D[1]	BCD 7 digits
			D[2]	
		D[3]	Exponent part sign (positive: 0, negative: 1)	
		D[4]	BCD exponent	

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the real number data specified in \*)  
 (\* rData is decomposed into the BCD type floating-point format based on the \*)  
 (\* fraction part digits specified in iData, and the result is stored into Result. \*)  
**EMOD\_M (X0, rData, iData, Result);**



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • EMOD (Floating-point data → BCD decomposition);

For the usable data type, refer to "3.2.2 About ANY type".

5.17.29 BCD format data → floating-point EREXP\_M

The specified BCD type floating-point format data is converted into real number data based on the specified fraction part digits.

■ Function definition    BOOL EREXP\_M (BOOL EN, ANY16 S1, ANY16 S2, REAL D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BCD type floating-point format data)
S2	IN	Fraction part digit data (BIN 16-bit data)
D	OUT	Conversion result (real number data)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the BCD type floating-point format \*)
  - (\* data specified in iData1 is converted into real number data based on the \*)
  - (\* fraction part digits specified in iData2, and the result is stored into Result. \*)
  - (\* real number data based on the fraction part digits specified in iData2, and \*)
  - (\* the result is stored into Result. \*)
- EREXP\_M (X0, iData1, iData2, Result);



● Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- EREXP (BCD format data → floating-point)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.18 Special Functions

## 5.18.1 Floating-point SIN operation SIN\_E\_MD

The SIN (sine) value of the specified angle is operated.

■ Function definition `BOOL SIN_E_MD (BOOL EN, REAL S1, REAL D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Angle data to be SIN (sine) operated (real number data) Remarks: Set the specified angle in radian unit ( $\text{angle} \times \pi/180$ ).
D	OUT	Operation result (SIN value) (real number data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the SIN value of the angle specified \*)  
 (\* in rData is calculated, and the result is stored into Result. \*)  
`SIN_E_MD (X0, rData, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - SIN (Floating-point SIN operation)

## 5.18.2 Floating-point COS operation COS\_E\_MD

The COS (cosine) value of the specified angle is operated.

■ Function definition `BOOL COS_E_MD (BOOL EN, REAL S1, REAL D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Angle data to be COS (cosine) operated (real number data) Remarks: Set the specified angle in radian unit ( $\text{angle} \times \pi/180$ ).
D	OUT	Operation result (COS value) (real number data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the COS value of the angle \*)  
 (\* specified in rData is calculated, and the result is stored into Result. \*)  
`COS_E_MD (X0, rData, Result)`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - COS (Floating-point COS operation)

## 5.18.3 Floating-point TAN operation TAN\_E\_MD

The TAN (tangent) value of the specified angle is operated.

■ Function definition `BOOL TAN_E_MD (BOOL EN, REAL S1, REAL D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Angle data to be TAN (tangent) operated (real number data) Remarks: Set the specified angle in radian unit ( $\text{angle} \times \pi / 180$ ).
D	OUT	Operation result (TAN value) (real number data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the TAN value of the angle specified \*)  
 (\* in rData is calculated, and the result is stored into Result. \*)  
`TAN_E_MD (X0, rData, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - TAN (Floating-point TAN operation)

5.18.4 Floating-point SIN<sup>-1</sup> operation ASIN\_E\_MD

The SIN<sup>-1</sup> (arcsine) operation of the specified SIN value is performed.

■ Function definition `BOOL ASIN_E_MD (BOOL EN, REAL S1, REAL D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be operated, SIN value (-1.0 to 1.0) (real number data)
D	OUT	Operation result (angle data in radian unit) (real number data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the angle is operated from the SIN \*)  
 (\* value specified in rData, and the result is stored into Result. \*)  
`ASIN_E_MD (X0, rData, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - ASIN (Floating-point SIN<sup>-1</sup> operation)



### 5.18.5 Floating-point COS<sup>-1</sup> operation ACOS\_E\_MD

The COS<sup>-1</sup> (arccosine) operation of the specified COS value is performed.

■ Function definition    BOOL ACOS\_E\_MD (BOOL EN, REAL S1, REAL D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be operated, COS value (-1.0 to 1.0) (real number data)
D	OUT	Operation result (angle data in radian unit) (real number data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the angle is operated from the COS    \*)  
 (\* value specified in rData, and the result is stored into Result.                    \*)  
 ACOS\_E\_MD (X0, rData, Result);



● Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 · ACOS (Floating-point COS<sup>-1</sup> operation)

### 5.18.6 Floating-point TAN<sup>-1</sup> operation ATAN\_E\_MD

The TAN<sup>-1</sup> (arctangent) operation of the specified TAN value is performed.

■ Function definition    BOOL ATAN\_E\_MD (BOOL EN, REAL S1, REAL D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be operated, TAN value (real number data)
D	OUT	Operation result (angle data in radian unit) (real number data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the angle is operated from the TAN    \*)  
 (\* value specified in rData, and the result is stored into Result.                    \*)  
 ATAN\_E\_MD (X0, rData, Result);



● Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 · ATAN (Floating-point TAN<sup>-1</sup> operation)

## 5.18.7 Floating-point angle → radian RAD\_E\_MD

The unit of magnitude of the specified angle is converted from the degree unit to the radian unit.

■ Function definition    `BOOL RAD_E_MD (BOOL EN, REAL S1, REAL D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted, angle data in degree unit (real number data)
D	OUT	Conversion result (radian unit) (real number data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the angle data of degree unit specified \*)

(\* in rData is converted into the radian unit, and the result is stored into Result. \*)

`RAD_E_MD (X0, rData, Result);`



● Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

• RAD (Floating-point angle → radian)

## 5.18.8 Floating-point radian → angle conversion DEG\_E\_MD

The unit of magnitude of the specified angle is converted from the radian unit to the degree unit.

■ Function definition    `BOOL DEG_E_MD (BOOL EN, REAL S1, REAL D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted, radian value data (real number data)
D	OUT	Conversion result (degree unit) (real number data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the unit of magnitude of the angle is \*)

(\* converted from the radian unit to the degree unit, and the result is stored into Result. \*)

`DEG_E_MD (X0, rData, Result);`



● Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

• DEG (Floating-point radian → angle)

5.18.9 Floating-point square root SQR\_E\_MD

The square root of the specified value is operated.

■ Function definition `BOOL SQR_E_MD (BOOL EN, REAL S1, REAL D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be operated (only positive value can be specified) (real number data)
D	OUT	Operation result (real number data)

Remarks: The value to be specified in "S1" is a positive number only.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the square root of the value specified \*)  
 (\* in rData is operated, and the result is stored into Result. \*)  
`SQR_E_MD (X0, rData, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 ▪ SQR (Floating-point square root)

5.18.10 Floating-point natural exponential operation EXP\_E\_MD

The base e natural exponent of the specified value is operated.

■ Function definition `BOOL EXP_E_MD (BOOL EN, REAL S1, REAL D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Exponent part data to be operated (real number data)
D	OUT	Operation result ( $e^{S1}$ ) (real number data)

Remarks: Operation is performed on the assumption that the base (e) is "2.71828".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, natural exponential operation \*)  
 (\* performed using rData as an exponent is, and the result is stored into Result. \*)  
`EXP_E_MD (X0, rData, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 ▪ EXP (Floating-point natural exponential operation)

5.18.11 Floating-point natural logarithm operation LOG\_E\_MD

The base e logarithm (natural logarithm) of the specified value is operated.

■ Function definition `BOOL LOG_E_MD (BOOL EN, REAL S1, REAL D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be operated (only positive value can be specified) (real number data)
D	OUT	Operation result ( $\log_e S1$ ) (real number data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the base e logarithm (natural logarithm) \*)  
 (\* of the value specified in rData is operated, and the result is stored into Result. \*)  
`LOG_E_MD (X0, rData, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - LOG (Floating-point natural logarithm operation)

5.18.12 Random number generation RND\_M

Random numbers of 0 to 32767 are generated.

■ Function definition `BOOL RND_M (BOOL EN, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
D	OUT	Random number generation result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, random numbers of 0 to 32767 are \*)  
 (\* generated and stored into Result. \*)  
`RND_M (X0, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - RND (Floating-point random number generation)

For the usable data type, refer to "3.2.2 About ANY type".

5.18.13 Sequence change SRND\_M

The random number sequence is changed according to the specified 16-bit BIN data.

■ Function definition `BOOL SRND_M (BOOL EN, ANY16 S1);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Random number sequence change result (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the random number sequence is changed \*)  
 (\* according to the 16-bit BIN data stored in the device specified in iData. \*)  
`SRND_M (X0, iData);`



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • SRND (Floating-point random number generation)

5.18.14 BCD 4-digit square root BSQR\_MD

The square root of the specified BCD 4-digit data is operated.

■ Function definition `BOOL BSQR_MD (BOOL EN, ANY16 S1, ANY32 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	BCD 4-digit data to be operated (BIN 16-bit data)
D	OUT	Operation result (BIN 32-bit data)

Remarks: The digits of a bit device cannot be specified in "D".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the square root of the value specified \*)  
 (\* in iData is operated, and the result is stored into Result. \*)  
`BSQR_MD (X0, iData, dData);`



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • BSQR (BCD 4-digit square root)

For the usable data type, refer to "3.2.2 About ANY type".

5.18.15 BCD 8-digit square root BDSQR\_MD

The square root of the specified BCD 8-digit data is operated.

■ Function definition    BOOL BDSQR\_MD (BOOL EN, ANY32 S1, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	BCD 8-digit data to be operated (BIN 32-bit data)
D	OUT	Operation result (BIN 32-bit data)

Remarks: The digits of a bit device cannot be specified in "D".

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the square root of the value specified in dData is operated, and the result is stored into Result. \*)  
 BDSQR\_MD (X0, dData, Result);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - BDSQR (BCD 8-digit square root)

5.18.16 BCD type SIN operation BSIN\_MD

The BCD 4-digit data of the specified angle is SIN (sine) operated.

■ Function definition    BOOL BSIN\_MD (BOOL EN, ANY16 S1, ANY16(3) D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be operated (BCD 4-digit data)
D	OUT	Operation result (ARRAY [0..2] OF ANY16)
		D [0] Sign (positive: 0, negative: 1)
		D [1] Integer part (BCD 4-digit data)
		D [2] Fraction part (BCD 4-digit data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the SIN value of the angle specified in iData is operated, the sign of the operation result is stored into ArrayData [0], the integer part of the operation result into ArrayData [1], and the fraction part into ArrayData [2]. \*)  
 BSIN\_MD (X0, iData, ArrayData);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - BSIN (BCD type SIN operation)

For the usable data type, refer to "3.2.2 About ANY type".

5.18.17 BCD type COS operation BCOS\_MD

The BCD 4-digit data of the specified angle is COS (cosine) operated.

■ Function definition BOOL BCOS\_MD (BOOL EN, ANY16 S1, ANY16(3) D);

Argument Name	IN/OUT	Description		
EN	IN	Execution condition (Function is executed only when the result is TRUE)		
S1	IN	Data to be operated (BCD 4-digit data)		
D	OUT	Operation result (ARRAY [0..2] OF ANY16)	D [0]	Sign (positive: 0, negative: 1)
			D [1]	Integer part (BCD 4-digit data)
			D [2]	Fraction part (BCD 4-digit data)
Return Value		Description		
BOOL		Execution condition		

● Example of use

(\* When execution condition X0 turns ON, the COS value of the angle specified in iData is \*)  
 (\* operated, the sign of the operation result is stored into ArrayData [0], the integer part of \*)  
 (\* the operation result into ArrayData [1], and the fraction part into ArrayData [2]. \*)  
 BCOS\_MD (X0, iData, ArrayData);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - BCOS (BCD type COS operation)

5.18.18 BCD type TAN operation BTAN\_MD

The BCD 4-digit data of the specified angle is TAN (tangent) operated.

■ Function definition BOOL BTAN\_MD (BOOL EN, ANY16 S1, ANY16(3) D);

Argument Name	IN/OUT	Description		
EN	IN	Execution condition (Function is executed only when the result is TRUE)		
S1	IN	Data to be operated (BCD 4-digit data)		
D	OUT	Operation result (ARRAY [0..2] OF ANY16)	D [0]	Sign (positive: 0, negative: 1)
			D [1]	Integer part (BCD 4-digit data)
			D [2]	Fraction part (BCD 4-digit data)
Return Value		Description		
BOOL		Execution condition		

● Example of use

(\* When execution condition X0 turns ON, the TAN value of the angle specified in iData is \*)  
 (\* operated, the sign of the operation result is stored into ArrayData [0], the integer part of \*)  
 (\* the operation result into ArrayData [1], and the fraction part into ArrayData [2]. \*)  
 BTAN\_MD (X0, iData, ArrayData);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - BTAN (BCD type TAN operation)

For the usable data type, refer to "3.2.2 About ANY type".

5.18.19 BCD type SIN<sup>-1</sup> operation BASIN\_MD

The SIN<sup>-1</sup> (arcsine) value of the specified BCD value is operated.

■ Function definition BOOL BASIN\_MD (BOOL EN, ANY16(3) S1, ANY16 D);

Argument Name	IN/OUT	Description	
EN	IN	Execution condition (Function is executed only when the result is TRUE)	
S1	IN	Operation result (ARRAY [0..2] OF ANY16)	S [0] Sign (positive: 0, negative: 1)
			S [1] Integer part (BCD 4-digit data)
			S [2] Fraction part (BCD 4-digit data)
D	OUT	Operation result (head number of device) (BCD 4-digit data)	

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the SIN<sup>-1</sup> value of the value specified in \*)  
 (\* BasinArrayData is operated, and the result is stored into Result. \*)  
 BASIN\_MD (X0, BasinArrayData, Result);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • BASIN (BCD type SIN<sup>-1</sup> operation)

5.18.20 BCD type COS<sup>-1</sup> operation BACOS\_MD

The COS<sup>-1</sup> (arccosine) value of the specified BCD value is operated.

■ Function definition BOOL BACOS\_MD (BOOL EN, ANY16(3) S1, ANY16 D);

Argument Name	IN/OUT	Description	
EN	IN	Execution condition (Function is executed only when the result is TRUE)	
S1	IN	Data to be COS <sup>-1</sup> (arccosine) operated (ARRAY [0..2] OF ANY16)	S [0] Sign (positive: 0, negative: 1)
			S [1] Integer part (BCD 4-digit data)
			S [2] Fraction part (BCD 4-digit data)
D	OUT	Operation result (head number of device) (BCD 4-digit data)	

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the COS<sup>-1</sup> value of the value specified \*)  
 (\* in BacosArrayData is operated, and the result is stored into Result. \*)  
 BACOS\_MD (X0, BacosArrayData, Result);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • BACOS (BCD type COS<sup>-1</sup> operation)

For the usable data type, refer to "3.2.2 About ANY type".



5.18.21 BCD type TAN<sup>-1</sup> operation BATAN\_MD

The TAN<sup>-1</sup> (arctangent) value of the specified BCD value is operated.

■ Function definition BOOL BATAN\_MD (BOOL EN, ANY16(3) S1, ANY16 D);

Argument Name	IN/OUT	Description	
EN	IN	Execution condition (Function is executed only when the result is TRUE)	
S1	IN	Head number of device that stores data to be operated (ARRAY [0..2] OF ANY16)	S [0] Sign (positive: 0, negative: 1)
			S [1] Integer part (BCD 4-digit data)
			S [2] Fraction part (BCD 4-digit data)
D	OUT	Operation result (BCD 4-digit data)	

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the TAN<sup>-1</sup> value of the value specified in \*)

(\* BatanArrayData is operated, and the result is stored into Result. \*)

BATAN\_MD (X0, BatanArrayData, Result);



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- BATAN (BCD type TAN<sup>-1</sup> operation)

For the usable data type, refer to "3.2.2 About ANY type".

5.19 Data Control

5.19.1 Upper/lower limit control LIMIT\_MD

The output value is controlled depending on whether the specified BIN 16-bit data is within the upper/lower limit value range or not.

■ Function definition

BOOL LIMIT\_MD (BOOL EN, ANY16 S1, ANY16 S2, ANY16 S3, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Lower limit value (BIN 16-bit data)
S2	IN	Upper limit value (BIN 16-bit data)
S3	IN	Input value (BIN 16-bit data)
D	OUT	Output value (BIN 16-bit data)

Remarks: The output value is controlled as described below.

- When S1 (lower limit value) > S3 (input value)  
 ..... S1 (lower limit value) → D (output value)
- When S2 (upper limit value) < S3 (input value)  
 ..... S2 (upper limit value) → D (output value)
- When S1 (lower limit value) ≤ S3 (input value) ≤ S2 (upper limit value)  
 ..... S3 (input value) → D (output value)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the output value is stored into Result \*)
  - (\* depending on whether or not the input value specified in iData3 is within the \*)
  - (\* per/lower limit value range specified in iData1 and iData 2. \*)
- LIMIT\_MD (X0, iData1, iData2, iData3, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - LIMIT (16-bit upper/lower limit control)

For the usable data type, refer to "3.2.2 About ANY type".

5.19.2 32-bit data upper/lower limit control DLIMIT\_MD

The output value is controlled depending on whether the specified BIN 32-bit data is within the upper/lower limit value range or not.

■ Function definition    BOOL DLIMIT\_MD (BOOL EN, ANY32 S1, ANY32 S2, ANY32 S3, ANY32 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Lower limit value (BIN 32-bit data)
S2	IN	Upper limit value (BIN 32-bit data)
S3	IN	Input value (BIN 32-bit data)
D	OUT	Output value (BIN 32-bit data)

Remarks: The output value is controlled as described below.

When S1 (lower limit value) > S3 (input value)

..... S1 (lower limit value) → D (output value)

When S2 (upper limit value) < S3 (input value)

..... S2 (upper limit value) → D (output value)

When S1 (lower limit value) ≤ S3 (input value) ≤ S2 (upper limit value)

..... S3 (input value) → D (output value)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the output value is stored into Result \*)

(\* depending on whether or not the input value specified in dData3 is within the \*)

(\* upper/lower limit value range specified in dData1 and dData 2. \*)

DLIMIT\_MD (X0, dData1, dData2, dData3, Result);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DLIMIT (32-bit upper/lower limit control)

For the usable data type, refer to "3.2.2 About ANY type".

5.19.3 Dead band control BAND\_MD

The output value is controlled depending on whether the specified BIN 16-bit data is within the upper/lower limit range of the specified dead band or not.

■ Function definition `BOOL BAND_MD (BOOL EN, ANY16 S1, ANY16 S2, ANY16 S3, ANY16 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Lower limit value data of dead band (BIN 16-bit data)
S2	IN	Upper limit value data of dead band (BIN 16-bit data)
S3	IN	Input value (BIN 16-bit data)
D	OUT	Output value (BIN 16-bit data)

Remarks: The output value is controlled as described below.

When  $S1$  (lower limit value)  $>$   $S3$  (input value)

.....  $S3$  (input value) -  $S1$  (lower limit value)  $\rightarrow$   $D$  (output value)

When  $S2$  (upper limit value)  $<$   $S3$  (input value)

.....  $S3$  (input value) -  $S2$  (upper limit value)  $\rightarrow$   $D$  (output value)

When  $S1$  (lower limit value)  $\leq$   $S3$  (input value)  $\leq$   $S2$  (upper limit value)

.....  $0 \rightarrow D$  (output value)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition  $X0$  turns ON, the output value is stored into Result \*)

(\* depending on whether or not the input value specified in  $iData3$  is within the \*)

(\* upper/lower limit range of the dead band specified in  $iData1$  and  $iData2$ . \*)

`BAND_MD (X0, iData1, iData2, iData3, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - BAND (16-bit dead band control)

For the usable data type, refer to "3.2.2 About ANY type".

5.19.4 32-bit data dead band control DBAND\_MD

The output value is controlled depending on whether the specified BIN 32-bit data is within the upper/lower limit range of the specified dead band or not.

■ Function definition `BOOL DBAND_MD (BOOL EN, ANY32 S1, ANY32 S2, ANY32 S3, ANY32 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Lower limit value data of dead band (BIN 32-bit data)
S2	IN	Upper limit value data of dead band (BIN 32-bit data)
S3	IN	Input value (BIN 32-bit data)
D	OUT	Output value (BIN 32-bit data)

Remarks: The output value is controlled as described below.

When  $S1$  (lower limit value)  $>$   $S3$  (input value)

.....  $S3$  (input value) -  $S1$  (lower limit value)  $\rightarrow$   $D$  (output value)

When  $S2$  (upper limit value)  $<$   $S3$  (input value)

.....  $S3$  (input value) -  $S2$  (upper limit value)  $\rightarrow$   $D$  (output value)

When  $S1$  (lower limit value)  $\leq$   $S3$  (input value)  $\leq$   $S2$  (upper limit value)

.....  $0 \rightarrow D$  (output value)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the output value is stored into Result \*)

(\* depending on whether or not the input value specified in iData3 is within the \*)

(\* upper/lower limit range of the dead band specified in iData1 and iData2. \*)

`DBAND_MD (X0, dData1, dData2, dData3, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DBAND (32-bit dead band control)

For the usable data type, refer to "3.2.2 About ANY type".

5.19.5 Bit zone control ZONE\_MD

The output value is zone-controlled with a bias value added to the specified BIN 16-bit data.

■ Function definition BOOL ZONE\_MD (BOOL EN, ANY16 S1, ANY16 S2, ANY16 S3, ANY16 D);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Negative bias value added to input value (BIN 16-bit data)
S2	IN	Positive bias value added to input value (BIN 16-bit data)
S3	IN	Input value (BIN 16-bit data)
D	OUT	Output value (BIN 16-bit data)

Remarks: The output value is controlled as described below.

When S3 (input value) < 0

..... S3 (input value) + S1 (negative bias value) → D (output value)

When S3 (input value) = 0 ..... 0 → D (output value)

When S3 (input value) > 0

..... S3 (input value) + S1 (positive bias value) → D (output value)

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the bias value specified in iData1 or \*)
- (\* iData2 is added to the input value specified in iData3, and the result is stored \*)
- (\* into Result. \*)

ZONE\_MD (X0, iData1, iData2, iData3, Result);



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - ZONE (16-bit zone control)

For the usable data type, refer to "3.2.2 About ANY type".

5.19.6 32-bit data bit zone control DZONE\_MD

The output value is zone-controlled with a bias value added to the specified BIN 32-bit data.

■ Function definition `BOOL DZONE_MD (BOOL EN, ANY32 S1, ANY32 S2, ANY32 S3, ANY32 D);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Negative bias value added to input value (BIN 32-bit data)
S2	IN	Positive bias value added to input value (BIN 32-bit data)
S3	IN	Input value (BIN 32-bit data)
D	OUT	Output value (BIN 32-bit data)

Remarks: The output value is controlled as described below.

When S3 (input value) < 0

..... S3 (input value) + S1 (negative bias value) → D (output value)

When S3 (input value) = 0 ..... 0 → D (output value)

When S3 (input value) > 0

..... S3 (input value) + S1 (positive bias value) → D (output value)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the bias value specified in iData1 or \*)  
 (\* iData2 is added to the input value specified in iData3, and the result is stored \*)  
 (\* into Result. \*)  
`DZONE_MD (X0, dData1, dData2, dData3, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DZONE (32-bit zone control)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.19.7 File register block No. switching RSET\_MD

The block No. of the file registers used in a program is changed into the specified block No.

■ Function definition `BOOL RSET_MD (BOOL EN, ANY16 S1);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	New block No. data (BIN 16-bit data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the block No. of the file registers used \*)  
 (\* in the program is changed into the block No. stored in the device specified in iData. \*)  
`RSET_MD (X0, iData);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • RSET (File register block No. switching)

## 5.19.8 Set of file register file QDRSET\_M

The file name of the file registers used in a program is changed into the specified file name.

■ Function definition `BOOL QDRSET_M (BOOL EN, STRING S1);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	"Drive No.: File name" of target file registers (character string data)

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the file name of the file registers of \*)  
 (\* drive No. 1 is changed into "ABS.QDR". \*)  
`QDRSET_M (X0, "1: ABC");`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • QDRSET (Set of file register file)

For the usable data type, refer to "3.2.2 About ANY type".



5.19.9 Set of comment file QCDSET\_M

The file name of the comment file used in a program is changed into the specified file name.

■ Function definition    BOOL QDRSET\_M (BOOL EN, STRING S1);

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	"Drive No.: File name" of target comment file (character string data)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the file name of the comment file of \*)

(\* drive No. 3 is changed into "DEF.QCD". \*)

QCDSET\_M (X0, "3: DEF");



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - QCDSET (Set of comment file)

## 5.20 Clock

## 5.20.1 Read of clock data DATERD\_MD

The "year, month, day, hour, minute, second, day of week" are read from the clock element of the QCPU. They are stored into the specified destination as BIN values.

■ Function definition    `BOOL DATERD_MD (BOOL EN, ANY16(7) S);`

Argument Name	IN/OUT	Description	
EN	IN	Execution condition (Function is executed only when the result is TRUE)	
D	OUT	Read clock data (ARRAY [0..6] OF ANY16)	D [0] Year (1980 to 2079)
			D [1] Month (1 to 12)
			D [2] Day (1 to 31)
			D [3] Hour (0 to 23)
			D [4] Minute (0 to 59)
			D [5] Second (0 to 59)
			D [6] Day of week (0 to 6)
Return Value	Description		
BOOL	Execution condition		

## ● Example of use

(\* When execution condition X0 turns ON, the "year, month, day, hour, minute, \*)  
 (\* second, day of week" are read from the clock element of the QCPU, and \*)  
 (\* stored into the device specified in TimeData as BIN values. \*)  
`DATERD_MD (X0, TimeData);`



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - DATERD (Read of clock data)

For the usable data type, refer to "3.2.2 About ANY type".

5.20.2 Write of clock data DATEWR\_MD

The clock data "year, month, day, hour, minute, second, day of week" are written to the clock element of the QCPU.

■ Function definition `BOOL DATEWR_MD (BOOL EN, ANY16(7) S);`

Argument Name	IN/OUT	Description	
EN	IN	Execution condition (Function is executed only when the result is TRUE)	
S	IN	Clock data to be written (ARRAY [0..6] OF ANY16)	S [0] Year (1980 to 2079)
			S [1] Month (1 to 12)
			S [2] Day (1 to 31)
			S [3] Hour (0 to 23)
			S [4] Minute (0 to 59)
			S [5] Second (0 to 59)
			S [6] Day of week (0 to 6)
Return Value	Description		
BOOL	Execution condition		

● Example of use

(\* When execution condition X0 turns ON, the clock data stored in TimeData are \*)  
 (\* written to the clock element of the QCPU. \*)

`DATEWR_MD (X0, TimeData);`



● Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".

- DATEWR (Write of clock data)

For the usable data type, refer to "3.2.2 About ANY type".

5.20.3 Addition of clock data DATEPLUS\_M

The specified time data is added to the specified time-of-day data.

■ Function definition    BOOL DATEPLUS\_M (BOOL EN, ANY16(3) S1, ANY16(3) S2, ANY16(3) D);

Argument Name	IN/OUT	Description		
EN	IN	Execution condition (Function is executed only when the result is TRUE)		
S1	IN	Time-of-day data to which data will be added (ARRAY [0..2] OF ANY16)	S1 [0]	Hour (0 to 23)
			S1 [1]	Minute (0 to 59)
			S1 [2]	Second (0 to 59)
S2	IN	Time data that will be added to data (ARRAY [0..2] OF ANY16)	S2 [0]	Hour (0 to 23)
			S2 [1]	Minute (0 to 59)
			S2 [2]	Second (0 to 59)
D	OUT	Addition result time-of-day data (ARRAY [0..2] OF ANY16)	D [0]	Hour (0 to 23)
			D [1]	Minute (0 to 59)
			D [2]	Second (0 to 59)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the time data specified in TimeData2 \*)  
 (\* is added to the time-of-day data specified in TimeData1, and the addition \*)  
 (\* result is stored into Result. \*)  
 DATEPLUS\_M (X0, TimeData1, TimeData2, Result);



- Corresponding MELSEC command    Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • DATE+ (Addition of clock data)

For the usable data type, refer to "3.2.2 About ANY type".

5.20.4 Subtraction of clock data DATEMINUS\_M

The specified time data is subtracted from the specified time-of-day data.

■ Function definition `BOOL DATEMINUS_M (BOOL EN, ANY16(3) S1, ANY16(3) S2, ANY16(3) D);`

Argument Name	IN/OUT	Description		
EN	IN	Execution condition (Function is executed only when the result is TRUE)		
S1	IN	Time-of-day data from which data will be subtracted (ARRAY [0..2] OF ANY16)	S1 [0]	Hour (0 to 23)
			S1 [1]	Minute (0 to 59)
			S1 [2]	Second (0 to 59)
S2	IN	Time data that will be subtracted from data (ARRAY [0..2] OF ANY16)	S2 [0]	Hour (0 to 23)
			S2 [1]	Minute (0 to 59)
			S2 [2]	Second (0 to 59)
D	OUT	Subtraction result time-of-day data (ARRAY [0..2] OF ANY16)	D [0]	Hour (0 to 23)
			D [1]	Minute (0 to 59)
			D [2]	Second (0 to 59)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the time data specified in TimeData2 \*)  
 (\* is subtracted from the time-of-day data specified in TimeData1, and the \*)  
 (\* subtraction result is stored into Result. \*)  
`DATEMINUS_M (X0, TimeData1, TimeData2, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • DATE- (Subtraction of clock data)

For the usable data type, refer to "3.2.2 About ANY type".

5.20.5 Clock data format conversion (hour, minute, second → second) SECOND\_M

The specified time data is converted into second.

■ Function definition `BOOL SECOND_M (BOOL EN, ANY16(3) S, ANY32 D);`

Argument Name	IN/OUT	Description		
EN	IN	Execution condition (Function is executed only when the result is TRUE)		
S	IN	Clock data to be converted (ARRAY [0..2] OF ANY16)	S [0]	Hour (0 to 23)
			S [1]	Minute (0 to 59)
			S [2]	Second (0 to 59)
D	OUT	Conversion result clock data (second) (BIN 32-bit data)		

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the time data specified in TimeData \*)  
 (\* is converted into second, and the result is stored into Result. \*)  
`SECOND_M (X0, TimeData, Result);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • SECOND (Clock data format conversion)

5.20.6 Clock data format conversion (second → hour, minute, second) HOUR\_M

The specified data in second is converted into hour, minute, second.

■ Function definition `BOOL HOUR_M (BOOL EN, ANY32 S1, ANY16(3) D);`

Argument Name	IN/OUT	Description		
EN	IN	Execution condition (Function is executed only when the result is TRUE)		
S1	IN	Clock data to be converted (second) (BIN 32-bit data)		
D	OUT	Conversion result clock data (ARRAY [0..2] OF ANY16)	D [0]	Hour (0 to 23)
			D [1]	Minute (0 to 59)
			D [2]	Second (0 to 59)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data in second specified in dData \*)  
 (\* is converted into hour, day, second, and the result is stored into Result. \*)  
`HOUR_M (X0, dData, TimeData);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".  
 • HOUR (Clock data format conversion)

For the usable data type, refer to "3.2.2 About ANY type".

## 5.21 Program Control

## 5.21.1 Program standby PSTOP\_M

The program of the specified file name is put in a standby status.

■ Function definition `BOOL PSTOP_M (BOOL EN, STRING S1);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	File name of program to be put in standby status (character string data)

Remarks: Only the program stored in the program memory (drive No.: 0) can be placed in a standby status.

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the program whose file name is \*)  
 (\* "ABC" is placed in a standby status. \*)  
`PSTOP_M (X0, "ABC");`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - PSTOP (Program standby command)

## 5.21.2 Program output OFF standby POFF\_M

The program of the specified file name is brought into non-execution and put in a standby status.

■ Function definition `BOOL POFF_M (BOOL EN, STRING S1);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	File name of program to be brought into non-execution and put in a standby status (character string data)

Remarks: Only the program stored in the program memory (drive No.: 0) can be brought into non-execution and placed in a standby status.

Return Value	Description
BOOL	Execution condition

## ● Example of use

(\* When execution condition X0 turns ON, the program whose file name is \*)  
 (\* "ABC" is brought into non-execution and placed in a standby status. \*)  
`POFF_M (X0, sData);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - POFF (Program output OFF standby command)

5.21.3 Program scan execution registration PSCAN\_M

The program of the specified file name is put in a scan execution status.

■ Function definition `BOOL PSCAN_M (BOOL EN, STRING S1);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	File name of program to be put in scan execution status (character string data)

Remarks: Only the program stored in the program memory (drive No.: 0) can be placed in a scan execution status.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the program whose file name is \*)  
 (\* "ABC" is placed in a scan execution status. \*)  
`PSCAN_M (X0, sData);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - PSCAN (Program scan execution registration command)

5.21.4 Program low-speed execution registration PLOW\_M

The program of the specified file name is put in a low-speed execution status.

■ Function definition `BOOL PLOW_M (BOOL EN, STRING S1);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	File name of program to be put in low-speed execution status (character string data)

Remarks: Only the program stored in the program memory (drive No.: 0) can be placed in a low-speed execution status.

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the program whose file name is \*)  
 (\* "ABC" is placed in a low-speed execution status. \*)  
`PLOW_M (X0, "ABC");`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
  - PLOW (Program low-speed execution registration)



## 5.22 Others

## 5.22.1 WDT reset WDT\_M

The watchdog timer is reset in a sequence program.

■ Function definition `BOOL WDT_M (BOOL EN);`

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the watchdog timer is reset in the \*)

(\* sequence program. \*)

`WDT_M (X0);`



- Corresponding MELSEC command Refer to the following section in the "QCPU (Q mode)/QnA Programming Manual (Common Commands)".
- WDT (Watchdog timer reset)

6 IEC FUNCTIONS

How the functions are described

This manual describes the function definitions, arguments, return values and using examples of the IEC functions.

The IEC functions are created by combining the MELSEC common instructions. For the applicable devices of the IEC functions, the errors that may occur during execution of the functions, and the applicable CPU types, refer to the "QCPU (Q mode)/QnA Programming Manual (Common Instructions)". The reference section is the section described in "Used Instructions" in the "● Example of use" table field.

6.1.6 Double precision integer type (DINT)→real number type (REAL) conversion DINT\_TO\_REAL  
DINT\_TO\_REAL\_E

Double precision integer type (DINT) data is converted into real number type (REAL) data. → 1)

■ Function definition  $\frac{\text{REAL}}{2)} \frac{\text{DINT\_TO\_REAL}}{3)} (\frac{\text{DINT}}{4)} \frac{\text{S1}}{5)};$   
 ● Argument → 6)

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (BIN 32-bit data)

● Return value → 7)

Return Value	Description
REAL	Conversion result (real number data)

● Example of use → 8)

Argument Type	ST Program	Conversion Result	Used Instruction
DINT	$\frac{\text{r\_data1 :=}}{9)} \frac{\text{DINT\_TO\_REAL(di\_data1);}}{10)}$	LD SM400 DFLT di\_data1 r\_data1	$\frac{\text{LD,DFLT}}{11)}$

- 1) Indicates the function of the function.
- 2) Indicates the data type of the function.
- 3) Indicates the function name.
- 4) Indicates the data type of the argument. (The STRING type is represented STRING (number of characters). It is represented STRING(6) when the number of characters is 6.)
- 5) Indicates the argument name.
- 6) Indicates the list (argument name, IN/OUT, description) of arguments used with the function.
- 7) Indicates the list (return value name, description) of return values used with the function.
- 8) Indicates the example of using the function. (Indicates the example that uses the actual device/label.)
- 9) This example is the one that uses a REAL type (real number type) label.
- 10) This example is the one that uses a DINT type (double word type) label.
- 11) Indicates the QCPU (Q mode)/QnA MELSEC common instruction corresponding to the function.

The following indicates the correspondences between the MELSEC instruction in the "QCPU (Q mode)/QnA Programming Manual (Common Instructions)" and the IEC function in this manual.

QCPU (Q mode)/QnACPU Programming Manual (Common Instructions) [MELSEC instruction]

Applicable CPU	QCPU				QnA	Q4AR → 1)
	PLC CPU		Process CPU	Redundant CPU		
	Basic	High Performance				
	△*	○	○	○	○	○

\*: First five digits of serial No. are 04122 or later.

6.3.3 Conversion from BIN 16 and 32-bit data to floating decimal point (FLT, FLTP, DFLT, DFLTP) → 2)

Set Data	Usable Devices → 3)								
	Internal Devices (System, User)		File Register	MELSECNET/10(H) Direct [X.Y.Z]		Special Function Module [U.V.W.G]	Index Register Zn	Constant K, H	Other
	Bit	Word		Bit	Word				
Ⓢ	○	○	○	○	○	○	○	—	
Ⓣ	—	○	—	○	—	—	—	—	

[IEC function] in this manual

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
DINT	r_data1 := DINT_TO_REAL(di_data1);	LD SM400 DFLT di_data1 r_data1	LD,DFLT ↓ 4)

- 1) Applicable CPU types  
However, QnACPU and Q4ARCPU do not support ST program.
- 2) MELSEC instruction reference destination
- 3) Applicable devices
- 4) MELSEC common instructions to be referred to

6.1 Type Conversion Functions

6.1.1 Boolean type (BOOL)→double precision integer type (DINT) conversion BOOL\_TO\_DINT  
BOOL\_TO\_DINT\_E

The specified Boolean type (BOOL) data is converted into double precision integer type (DINT) data.

■ Function definition `DINT BOOL_TO_DINT( BOOL S1 );`

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (bit data)

● Return value

Return Value	Description
DINT	Conversion result (BIN 32-bit data)

Remarks: The data to be converted (bit data) is stored into the least significant bit of the return value.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
BOOL	<pre>di_data1 := BOOL_TO_DINT(b_data1);</pre>	<pre>LD    b_data1 DMOV  K1       di_data1 LDI   b_data1 DMOV  K0       di_data1</pre>	LD, DMOV, LDI

■ Function definition `BOOL BOOL_TO_DINT_E( BOOL EN, BOOL S1, DINT D1 );`

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (bit data)
D1	OUT	Conversion result (BIN 32-bit data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the Boolean type data in bData is \*)  
 (\* converted into double precision integer type (DINT) data, and the result is \*)  
 (\* stored into Result. \*)  
`M0 := BOOL_TO_DINT_E ( X0, bData, Result ); 1`

6.1.2 Boolean type (BOOL)→integer type (INT) conversion BOOL\_TO\_INT  
BOOL\_TO\_INT\_E

Boolean type (BOOL) data is converted into integer type (INT) data.

■ Function definition INT BOOL\_TO\_INT ( BOOL S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (bit data)

● Return value

Return Value	Description
INT	Conversion result (BIN 16-bit data)

Remarks: The data to be converted (bit data) is stored into the least significant bit of the return value.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
INT	D50 := BOOL_TO_INT( M100 );	LD M100 MOV K1 D50 LDI M100 MOV K0 D50	LD, MOV, LDI

■ Function definition BOOL BOOL\_TO\_INT\_E( BOOL EN, BOOL S1, INT D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (bit data)
D1	OUT	Conversion result (BIN 16-bit data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the Boolean type (BOOL) in bData is \*)  
 (\* converted into the integer type (INT), and the result is stored into Result. \*)  
 M0 := BOOL\_TO\_INT\_E ( X0, bData, Result );

6.1.3 Boolean type (BOOL)→character string type (STRING) conversion **BOOL\_TO\_STR**  
**BOOL\_TO\_STR\_E**

Boolean type (BOOL) data is converted into character string type (STRING) data.

■ Function definition **STRING(2) BOOL\_TO\_STR ( BOOL S1 );**

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (bit data)

● Return value

Return Value	Description
STRING (2)	Conversion result (character string data)

Remarks: When the data to be converted (bit data) is 0, the return value is "0".  
When the data to be converted (bit data) is 1, the return value is "1".

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
BOOL	s_ary1 := BOOL_TO_STR(b_data1);	LD b_data1 MOV K49 s_ary1 LDI b_data1 MOV K48 s_ary1	LD, MOV, LDI

■ Function definition **BOOL BOOL\_TO\_STR\_E( BOOL EN, BOOL S1, STRING(2) D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (bit data)
D1	OUT	Conversion result (character string data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the Boolean type (BOOL) data in \*)  
 (\* bData is converted into the character string type, and the result is stored into \*)  
 (\* Result. \*)  
**M0 := BOOL\_TO\_STR\_E ( X0, bData, Result );**

6.1.4 Double precision integer type (DINT)→Boolean type (BOOL) conversion DINT\_TO\_BOOL  
DINT\_TO\_BOOL\_E

Double precision integer type (DINT) data is converted into Boolean type (BOOL) data.

■ Function definition **BOOL DINT\_TO\_BOOL ( DINT S1 );**

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (BIN 32-bit data)

● Return value

Return Value	Description
BOOL	Conversion result (bit data)

Remarks: When the data to be converted (BIN 32-bit data) is 0, the return value is "0".  
When the data to be converted (BIN 32-bit data) is other than 0, the return value is "1".

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
DINT	M100 := DINT_TO_BOOL(di_data1);	LDD<> di_data1 K0 OUT M100	LDD<>, OUT

■ Function definition **BOOL DINT\_TO\_BOOL\_E( BOOL EN, DINT S1, BOOL D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 32-bit data)
D1	OUT	Conversion result (bit data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the double precision integer type \*)  
 (\* (DINT) data in dData is converted into the Boolean type (BOOL), and the \*)  
 (\* result is stored into Result. \*)  
 M0 := DINT\_TO\_BOOL\_E ( X0, dData, Result );

6.1.5 Double precision integer type (DINT)→integer type (INT) conversion DINT\_TO\_INT  
DINT\_TO\_INT\_E

Double precision integer type (DINT) data is converted into integer type (INT) data.

■ Function definition INT DINT\_TO\_INT ( DINT S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (BIN 32-bit data)

● Return value

Return Value	Description
INT	Conversion result (BIN 16-bit data)

Remarks: The lower 16 bits of the data to be converted (BIN 32-bit data) is stored in the return value.

The upper 16 bits are discarded.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
DINT	i_data1 := DINT_TO_INT(di_data1);	LD SM400 MOV di_data1 i_data1	LD,MOV

■ Function definition BOOL DINT\_TO\_INT\_E( BOOL EN, DINT S1, INT D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 32-bit data)
D1	OUT	Conversion result (BIN 16-bit data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the double precision integer type \*)
- (\* (DINT) data in dData is converted into integer type (INT) data, and the result \*)
- (\* is stored into Result. \*)

M0 := DINT\_TO\_INT\_E ( X0, dData, Result );



6.1.6 Double precision integer type (DINT)→real number type (REAL) conversion DINT\_TO\_REAL  
DINT\_TO\_REAL\_E

Double precision integer type (DINT) data is converted into real number type (REAL) data.

■ Function definition REAL DINT\_TO\_REAL ( DINT S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (BIN 32-bit data)

● Return value

Return Value	Description
REAL	Conversion result (real number data)

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
DINT	r_data1 := DINT_TO_REAL(di_data1);	LD SM400 DFLT di_data1 r_data1	LD,DFLT

■ Function definition BOOL DINT\_TO\_REAL\_E( BOOL EN, DINT S1, REAL D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 32-bit data)
D1	OUT	Conversion result (real number data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the double precision integer type \*)
- (\* (DINT) data in dData is converted into real number type (REAL) data, and the \*)
- (\* result is stored into Result. \*)

```
M0 := DINT_TO_REAL_E ( X0, dData, Result );
```

6.1.7 Double precision integer type (DINT)→character string type (STRING) conversion DINT\_TO\_STR  
DINT\_TO\_STR\_E

Double precision integer type (DINT) data is converted into character string type (STRING) data.

■ Function definition STRING(12) DINT\_TO\_STR ( DINT S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (BIN 32-bit data)

● Return value

Return Value	Description
STRING (12)	Conversion result (character string data)

Remarks: This function cannot be used with the Basic model QCPU.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
DINT	s_ary1 := DINT_TO_STR(K65535);	LD SM400 DBINDA K65535 s_ary1	LD,DBINDA

■ Function definition BOOL DINT\_TO\_STR\_E( BOOL EN, DINT S1, STRING(12) D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 32-bit data)
D1	OUT	Conversion result (character string data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

- (\* When execution condition X0 turns ON, the double precision integer type \*)
- (\* (DINT) data in dData is converted into character string type data, and the \*)
- (\* result is stored into Result. \*)

M0 := DINT\_TO\_STR\_E( X0, dData, Result );

6.1.8 Integer type (INT)→Boolean type (BOOL) conversion INT\_TO\_BOOL  
INT\_TO\_BOOL\_E

Integer type (INT) data is converted into Boolean type (BOOL) data.

■ Function definition **BOOL INT\_TO\_BOOL ( INT S1 );**

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (BIN 16-bit data)

● Return value

Return Value	Description
BOOL	Conversion result (bit data)

Remarks: When the data to be converted (BIN 16-bit data) is 0, the return value is "0".  
When the data to be converted (BIN 16-bit data) is other than 0, the return value is "1".

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
INT	b_data1 := INT_TO_BOOL( i_data1 );	LD<> i_data K0 OUT b_data1	LD<>, OUT

■ Function definition **BOOL INT\_TO\_BOOL\_E( BOOL EN, INT S1, BOOL D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 16-bit data)
D1	OUT	Conversion result (bit data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the integer type (INT) data in iData is \*)  
 (\* converted into Boolean type (BOOL) data, and the result is stored into Result. \*)  
 M0 := INT\_TO\_BOOL\_E( X0, iData, Result );

6.1.9 Integer type (INT)→double precision integer type (DINT) conversion

INT\_TO\_DINT  
INT\_TO\_DINT\_E

Integer type (INT) data is converted into double precision integer type (DINT) data.

■ Function definition DINT INT\_TO\_DINT ( INT S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (BIN 16-bit data)

● Return value

Return Value	Description
DINT	Conversion result (BIN 32-bit data)

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
INT	di_data1 := INT_TO_DINT(D500);	LD SM400 DBL D500 di_data1	LD,DBL

■ Function definition BOOL INT\_TO\_DINT\_E( BOOL EN, INT S1, DINT D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 16-bit data)
D1	OUT	Conversion result (BIN 32-bit data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the integer type (INT) data in iData is \*)  
 (\* converted into double precision integer type (DINT) data, and the result is \*)  
 (\* stored into Result. \*)  
 M0 := INT\_TO\_DINT\_E( X0, iData, Result );

6.1.10 Integer type (INT)→real number type (REAL) conversion INT\_TO\_REAL  
INT\_TO\_REAL\_E

Integer type (INT) data is converted into real number type (REAL) data.

■ Function definition REAL INT\_TO\_REAL ( INT S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (BIN 16-bit data)

● Return value

Return Value	Description
REAL	Conversion result (real number data)

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
INT	w_Real1:= INT_TO_REAL( D0 );	LD SM400 FLT D0 w_Real1	LD,FLT

■ Function definition BOOL INT\_TO\_REAL\_E( BOOL EN, INT S1, REAL D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 16-bit data)
D1	OUT	Conversion result (real number data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the integer type (INT) data in iData is \*)  
 (\* converted into real number type (REAL) data, and the result is stored into \*)  
 (\* Result. \*)  
 M0 := INT\_TO\_REAL\_E( X0, iData, Result );

6.1.11 Integer type (INT)→character string type (STRING) conversion INT\_TO\_STR  
INT\_TO\_STR\_E

Integer type (INT) data is converted into character string type (STRING) data.

■ Function definition **STRING(8) INT\_TO\_STR ( INT S1 );**

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (BIN 16-bit data)

● Return value

Return Value	Description
STRING (8)	Conversion result (character string data)

Remarks: This function cannot be used with the Basic model QCPU.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
INT	w_Str1 := INT_TO_STR( D0 );	LD SM400 BINDA D0 w_Str1	LD,BINDA

■ Function definition **BOOL INT\_TO\_STR\_E( BOOL EN, INT S1, STRING(8) D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (BIN 16-bit data)
D1	OUT	Conversion result (character string data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the integer type (INT) data in iData is \*)  
 (\* converted into character string type data, and the result is stored into Result. \*)  
 M0 := INT\_TO\_STR\_E( X0, iData, Result );

6.1.12 Real number type (REAL)→double precision integer type (DINT) conversion REAL\_TO\_DINT  
REAL\_TO\_DINT\_E

The specified real number type (REAL) data is converted into double precision integer type (DINT) data.

■ Function definition DINT REAL\_TO\_DINT( REAL S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (real number data)

● Return value

Return Value	Description
DINT	Conversion result (BIN 32-bit data)

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	w_DWord1:= REAL_TO_DINT(w_Real1);	LD SM400 DINT w_Real1 w_DWord1	LD,DINT

■ Function definition BOOL REAL\_TO\_DINT\_E( BOOL EN, REAL S1, DINT D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (real number data)
D1	OUT	Conversion result (BIN 32-bit data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the real number type (REAL) data in \*)  
 (\* rData is converted into double precision integer type (DINT) data, and the \*)  
 (\* result is stored into Result. \*)

```
M0 := REAL_TO_DINT_E( X0, rData, Result );
```

6.1.13 Real number type (REAL)→integer type (INT) conversion REAL\_TO\_INT  
REAL\_TO\_INT\_E

Real number type (REAL) data is converted into integer type (INT) data.

■ Function definition INT REAL\_TO\_INT ( REAL S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (real number data)

● Return value

Return Value	Description
INT	Conversion result (BIN 16-bit data)

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	w_Word1:= REAL_TO_INT(w_Real1);	LD SM400 INT w_Real1 w_Word1	LD,INT

■ Function definition BOOL REAL\_TO\_INT\_E( BOOL EN, REAL S1, INT D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (real number data)
D1	OUT	Conversion result (BIN 16-bit data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the real number type (REAL) data in \*)  
 (\* rData is converted into integer type (INT) data, and the result is stored into \*)  
 (\* Result. \*)  
 M0 := REAL\_TO\_INT\_E( X0, rData, Result );



6.1.14 Real number type (REAL)→character string type (STRING) conversion

REAL\_TO\_STR  
REAL\_TO\_STR\_E

Real number type (REAL) data is converted into character string type data.

■ Function definition STRING(14) REAL\_TO\_STR ( REAL S1);

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (real number data)

● Return value

Return Value	Description
STRING (14)	Conversion result (character string data)

Note: The display format of the ESTR instruction is the Exponent format, the total number of digits is 13, and the number of fraction part digits is 5.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	w_Str1:= REAL_TO_STR(w_Real1 );	LD SM400 MOV K1 D10237 MOV K13 D10238 MOV K5 D10239 ESTR w_Real1 D10237 w_Str1	LD,MOV,ESTR

■ Function definition BOOL REAL\_TO\_STR\_E( BOOL EN, REAL S1, STRING(14) D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (real number data)
D1	OUT	Conversion result (character string data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the real number type (REAL) data in \*)  
 (\* rData is converted into character string type data, and the result is stored into \*)  
 (\* Result. \*)  
 M0 := REAL\_TO\_STR\_E( X0, rData, Result );

6.1.15 Character string type (STRING)→Boolean type (BOOL) conversion STR\_TO\_BOOL  
STR\_TO\_BOOL\_E

Character string type (STRING) data is converted into Boolean type (BOOL) data.

■ Function definition **BOOL STR\_TO\_BOOL ( STRING(2) S1 );**

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (character string data)

● Return value

Return Value	Description
BOOL	Conversion result (bit data)

Remarks: When the data to be converted (character string data) is 0, the return value is "0". When the data to be converted (character string data) is other than 0, the return value is "1".

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
STRING	w_Bit1:= STR_TO_BOOL(w_Str1);	LD<> w_Str1 K48 OUT w_Bit1	LD<>,OUT

■ Function definition **BOOL STR\_TO\_BOOL\_E( BOOL EN, STRING(2) S1, BOOL D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (character string data)
D1	OUT	Conversion result (bit data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the character string type data in \*)

(\* sData is converted into Boolean type data, and the result is stored into Result. \*)

M0 := STR\_TO\_BOOL\_E( X0, sData, Result );

6.1.16 Character string type (STRING)→double precision integer type (DINT) conversion STR\_TO\_DINT  
STR\_TO\_DINT\_E

Character string type (STRING) data is converted into double precision integer type (DINT) data.

■ Function definition DINT STR\_TO\_DINT ( STRING(12) S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (character string data)

● Return value

Return Value	Description
DINT	Conversion result (BIN 32-bit data)

Remarks: This function cannot be used with the Basic model QCPU.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
STRING	w_DWord1:= STR_TO_DINT("123");	LD SM400 DDABIN "123" w_DWord1	LD,DDABIN

■ Function definition BOOL STR\_TO\_DINT\_E( BOOL EN, STRING(12) S1, DINT D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (character string data)
D1	OUT	Conversion result (BIN 32-bit data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the character string type data in \*)  
 (\* sData is converted into double precision integer type (DINT) data, and the \*)  
 (\* result is stored into Result. \*)  
 M0 := STR\_TO\_DINT\_E( X0, sData, Result );

### 6.1.17 Character string type (STRING)→integer type (INT) conversion STR\_TO\_INT STR\_TO\_INT\_E

Character string type (STRING) data is converted into integer type (INT) data.

■ Function definition `INT STR_TO_INT ( STRING(6) S1 );`

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (character string data)

● Return value

Return Value	Description
INT	Conversion result (BIN 16-bit data)

Remarks: This function cannot be used with the Basic model QCPU.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
STRING	w_Word1:= STR_TO_INT(w_Str1);	LD SM400 DABIN w_Str1 w_Word1	LD,DABIN

■ Function definition `BOOL STR_TO_INT_E( BOOL EN, STRING(6) S1, INT D1 );`

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (character string data)
D1	OUT	Conversion result (BIN 16-bit data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the character string type data in \*)  
 (\* sData is converted into integer type (INT) data, and the result is stored into \*)  
 (\* Result. \*)  
`M0 := STR_TO_INT_E( X0, sData, Result );`

6.1.18 Character string type (STRING)→real number type (REAL) conversion STR\_TO\_REAL  
STR\_TO\_REAL\_E

Character string type (STRING) data is converted into real number type (REAL) data.

■ Function definition REAL STR\_TO\_REAL ( STRING(24) S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be converted (character string data)

● Return value

Return Value	Description
REAL	Conversion result (real number data)

Remarks:

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
STRING	w_Real1:= STR_TO_REAL(w_Str1);	LD SM400 EVAL w_Str1 w_Real1	LD,EVAL

■ Function definition BOOL STR\_TO\_REAL\_E( BOOL EN, STRING(24) S1, REAL D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be converted (character string data)
D1	OUT	Conversion result (real number data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the character string type data in \*)  
 (\* sData is converted into real number type (REAL) data, and the result is stored \*)  
 (\* into Result. \*)  
 M0 := STR\_TO\_REAL\_E( X0, sData, Result );

6.2 Numerical Functions (General Functions)

6.2.1 Absolute value ABS  
ABS\_E

The absolute value of the specified data is operated.

■ Function definition ANY\_NUM ABS ( ANY\_NUM S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data whose absolute value will be found

● Return value

Return Value	Description
ANY_NUM	Absolute value operation result

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	r_data1 := ABS( r_data2 );	LD SM400 EMOV r_data2 r_data1 LDE< r_data2 E0 E* E-1 r_data2 r_data1	LD,EMOV, LDE<, E*
INT	D0 := ABS( D1 );	LD SM400 MOV D1 D0 LD< D1 K0 NEG D0	LD,MOV, LD<, NEG
DINT	di_data1 := ABS( di_data2 );	LD SM400 DMOV di_data2 di_data1 LDD< di_data2 K0 DCML di_data2 di_data1 D+ K1 di_data1	LD,DMOV, LDD<, DCML D+

■ Function definition BOOL ABS\_E( BOOL EN, ANY\_NUM S1, ANY\_NUM D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data whose absolute value will be found
D1	OUT	Absolute value operation result

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the absolute value of the data stored \*)  
 (\* in iData is found, and the result is stored into Result. \*)  
 M0 := ABS\_E( X0, iData, Result );

For the usable data type, refer to "3.2.2 About ANY type".

6.2.2 Square root    SQR  
                              SQR\_E

The square root of the specified data is operated.

■ Function definition    REAL SQR ( REAL S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data whose square root will be found

● Return value

Return Value	Description
REAL	Square root operation result (real number data)

Remarks:

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	r_data1 := SQR( r_data2 );	LD    SM400 SQR    r_data2 r_data1	LD,SQR

■ Function definition    BOOL SQR\_E( BOOL EN, REAL S1, REAL D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data whose square root will be found (real number data)
D1	OUT	Square root operation result (real number data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the square root of the data stored in \*)  
 (\* rData is found, and the result is stored into Result. \*)  
 M0 := SQR\_E( X0, rData, Result );

6.3 Numeric Functions (Logarithm Functions)

6.3.1 Natural logarithm LN  
LN\_E

The natural logarithm of the specified data is operated.

■ Function definition REAL LN( REAL S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data whose natural logarithm will be found (real number data)

● Return value

Return Value	Description
REAL	Natural logarithm operation result (real number data)

Remarks:

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	r_data1 := LN( 1.23456 );	LD SM400 LOG E1.23456 r_data1	LD,LOG

■ Function definition BOOL LN\_E( BOOL EN, REAL S1, REAL D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data whose natural logarithm will be found (real number data)
D1	OUT	Natural logarithm operation result (real number data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the natural logarithm of the data \*)  
 (\* stored in rData is found, and the result is stored into Result. \*)  
 M0 := LN\_E( X0, rData, Result );



6.3.2 Natural exponent EXP  
EXP\_E

The natural exponent of the specified data is operated.

■ Function definition REAL EXP( REAL S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data whose natural exponent will be found (real number data)

● Return value

Return Value	Description
REAL	Natural exponent operation result (real number data)

Remarks:

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	r_data1 := EXP( r_data2 );	LD SM400 EXP r_data2 r_data1	LD,EXP

■ Function definition BOOL EXP\_E( BOOL EN, REAL S1, REAL D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data whose natural exponent will be found (real number data)
D1	OUT	Natural exponent operation result (real number data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the natural exponent of the data \*)  
 (\* stored in rData is found, and the result is stored into Result. \*)  
 M0 := EXP\_E( X0, rData, Result );

6.4 Numerical Functions (Trigonometric Functions)

6.4.1 Floating-point SIN operation    SIN  
  SIN\_E

The SIN (sine) value of the specified angle is operated.

■ Function definition    REAL SIN( REAL S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Angle data to be SIN (sine) operated (real number data)

Remarks: Set the specified angle in radian unit ( $\text{angle} \times \pi / 180$ ).

● Return value

Return Value	Description
REAL	SIN operation result (real number data)

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	r_data1 := SIN( 1.23456 );	LD    SM400 SIN    E1.23456 r_data1	LD,SIN

■ Function definition    BOOL SIN\_E( BOOL EN, REAL S1, REAL D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Angle data to be SIN (sine) operated (real number data) Remarks: Set the specified angle in radian (unit $\text{angle} \times \pi / 180$ ).
D1	OUT	SIN operation result (real number data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the SIN value of the angle data    \*)  
 (\* stored in rData is calculated, and the result is stored into Result.    \*)  
 M0 := SIN\_E( X0, rData, Result );

6.4.2 Floating-point COS operation    COS  
  COS\_E

The COS (cosine) value of the specified angle is operated.

■ Function definition    REAL COS( REAL S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Angle data to be COS (cosine) operated (real number data)

Remarks: Set the specified angle in radian unit (angle  $\times \pi / 180$ ).

● Return value

Return Value	Description
REAL	COS operation result (real number data)

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	w_Real1 := COS( w_Real2 );	LD    SM400 COS    w_Real2 w_Real1	LD,COS

■ Function definition    BOOL COS\_E( BOOL EN, REAL S1, REAL D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Angle data to be COS (cosine) operated (real number data) Remarks: Set the specified angle in radian unit (angle $\times \pi / 180$ ).
D1	OUT	COS operation result (real number data)

Remarks: Set the specified angle in radian unit (angle  $\times \pi / 180$ ).

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the COS value of the angle data    \*)  
 (\* stored in rData is calculated, and the result is stored into Result.       \*)  
 M0 := COS\_E( X0, rData, Result );

### 6.4.3 Floating-point TAN operation

#### TAN TAN\_E

The TAN (tangent) value of the specified angle is operated.

#### ■ Function definition REAL TAN( REAL S1 );

##### ● Argument

Argument Name	IN/OUT	Description
S1	IN	Angle data to be TAN (tangent) operated (real number data)

Remarks: Set the specified angle in radian unit ( $\text{angle} \times \pi / 180$ ).

##### ● Return value

Return Value	Description
REAL	TAN operation result (real number data)

##### ● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	w_Real1 := TAN( w_Real2 );	LD SM400 TAN w_Real2 w_Real1	LD,TAN

#### ■ Function definition BOOL TAN\_E( BOOL EN, REAL S1, REAL D1 );

##### ● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Angle data to be TAN (tangent) operated (real number data) Remarks: Set the specified angle in radian unit ( $\text{angle} \times \pi / 180$ ).
D1	OUT	TAN operation result (real number data)

##### ● Return value

Return Value	Description
BOOL	Execution condition

##### ● Example of use

(\* When execution condition X0 turns ON, the TAN value of the angle data \*)

(\* stored in rData is calculated, and the result is stored into Result. \*)

M0 := TAN\_E( X0, rData, Result );

6.4.4 Floating-point SIN<sup>-1</sup> operation ASIN  
ASIN\_E

The SIN<sup>-1</sup> (arcsine) of the specified SIN value is operated.

■ Function definition REAL ASIN( REAL S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	SIN value to be SIN <sup>-1</sup> (arcsine) operated (-1.0 to 1.0) (real number data)

● Return value

Return Value	Description
REAL	SIN <sup>-1</sup> operation result (real number data)

Remarks: This function cannot be used with the Basic model QCPU.  
The operation result is the angle data in radian unit.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	w_Real1 := ASIN( w_Real2 );	LD SM400 ASIN w_Real2 w_Real1	LD,ASIN

■ Function definition BOOL ASIN\_E( BOOL EN, REAL S1, REAL D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	SIN value to be SIN <sup>-1</sup> (arcsine) operated (-1.0 to 1.0) (real number data)
D1	OUT	SIN <sup>-1</sup> operation result (real number data)

Remarks: The operation result is the angle data in radian unit.

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the angle is operated from the SIN \*)  
 (\* value stored in rData, and the result is stored into Result. \*)  
 M0 := ASIN\_E( X0, rData, Result );

6.4.5 Floating-point COS<sup>-1</sup> operation ACOS  
ACOS\_E

The COS<sup>-1</sup> (arccosine) of the specified COS value is operated.

■ Function definition REAL ACOS( REAL S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	COS value to be COS <sup>-1</sup> (arccosine) operated (-1.0 to 1.0) (real number data)

● Return value

Return Value	Description
REAL	COS <sup>-1</sup> operation result (real number data)

Remarks: This function cannot be used with the Basic model QCPU.  
The operation result is the angle data in radian unit.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	w_Real1 := ACOS( w_Real2 );	LD SM400 ACOS w_Real2 w_Real1	LD,ACOS

■ Function definition BOOL ACOS\_E( BOOL EN, REAL S1, REAL D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	COS value to be COS <sup>-1</sup> (arccosine) operated (-1.0 to 1.0) (real number data)
D1	OUT	COS <sup>-1</sup> operation result (real number data)

Remarks: The operation result is the angle data in radian unit.

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the angle is operated from the COS \*)  
 (\* value stored in rData, and the result is stored into Result. \*)  
 M0 := ACOS\_E( X0, rData, Result );



6.5 Arithmetic Operation Functions

6.5.1 Addition ADD\_E

The specified multiple data are added.

■ Function definition    BOOL ADD\_E( BOOL EN, ANY\_NUM S1, ANY\_NUM S2,.....,ANY\_NUM Sn, ANY\_NUM D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1 to Sn	IN	Data to be added
D1	OUT	Addition operation result

● Return value

Return Value	Description
BOOL	Execution condition (bit data)

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	b_result := ADD_E( b_select, r_data1, r_data2, r_data3 );	LD    b_select E+    r_data1 r_data2 r_data3 LD    b_select OUT   b_result	LD, E+, OUT
INT	b_result := ADD_E( b_select, D10, D20, D30, D40 );	LD    b_select +     D10    D20 D40 +     D30    D40 LD    b_select OUT   b_result	LD, +, OUT
DINT	b_result := ADD_E( b_select, di_data1, di_data2, di_data3 );	LD    b_select D+    di_data1 di_data2 di_data3 LD    b_select OUT   b_result	LD,D+,OUT

For the usable data type, refer to "3.2.2 About ANY type".



6.5.2 Multiplication MUL\_E

The specified multiple data are multiplied.

■ Function definition `BOOL MUL_E( BOOL EN, ANY_NUM S1, ANY_NUM S2,.....,ANY_NUM Sn, ANY_NUM D1 );`

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1 to Sn	IN	Data to be multiplied
D1	OUT	Multiplication operation result

● Return value

Return Value	Description
BOOL	Execution condition (bit data)

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	<code>b_result := MUL_E( b_select, r_data1, r_data2, r_data3 );</code>	LD b_select E* r_data1 r_data2 r_data3 LD b_select OUT b_result	LD, E*, OUT
INT	<code>b_result := MUL_E( b_select, D10, D20, D30, D40 );</code>	LD b_select * D10 D20 D10238 * D10238 D30 D10236 MOV D10236 D40 LD b_select OUT b_result	LD, *, MOV, OUT
DINT	<code>b_result := MUL_E( b_select, di_data1, di_data2, di_data3 );</code>	LD b_select D* di_data1 di_data2 D10236 DMOV D10236 di_data3 LD b_select OUT b_result	LD, D*, DMOV, OUT

For the usable data type, refer to "3.2.2 About ANY type".

6.5.3 Subtraction SUB\_E

Subtraction is performed between the specified data.

■ Function definition `BOOL SUB_E( BOOL EN, ANY_NUM S1, ANY_NUM S2, ANY_NUM D1 );`

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Minuend data
S2	IN	Subtrahend data
D1	OUT	Subtraction operation result

● Return value

Return Value	Description
BOOL	Execution condition (bit data)

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	<code>b_result := SUB_E( b_select, r_data1, r_data2, r_data3 );</code>	LD b_select E- r_data1 r_data2 r_data3 LD b_select OUT b_result	LD, E-, OUT
INT	<code>b_result := SUB_E( b_select, 32767, D100, i_data1 );</code>	LD b_select - K32767 D100 i_data1 LD b_select OUT b_result	LD, -, OUT
DINT	<code>b_result := SUB_E( b_select, di_data1, di_data2, di_data3 );</code>	LD b_select D- di_data1 di_data2 di_data3 LD b_select OUT b_result	LD, D-, OUT

For the usable data type, refer to "3.2.2 About ANY type".

6.5.4 Division DIV\_E

Division is performed between the specified data.

■ Function definition **BOOL DIV\_E( BOOL EN, ANY\_NUM S1, ANY\_NUM S2, ANY\_NUM D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Dividend data
S2	IN	Divisor data
D1	OUT	Division operation result

● Return value

Return Value	Description
BOOL	Execution condition (bit data)

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	b_result := DIV_E( b_select, r_data1, r_data2, r_data3 );	LD b_select E/ r_data1 r_data2 r_data3 LD b_select OUT b_result	LD, E/, OUT
INT	b_result := DIV_E( b_select, D10, D20, D30 );	LD b_select / D10 D20 D10238 MOV D10238 D30 LD b_select OUT b_result	LD, /, MOV, OUT
DINT	b_result := DIV_E( b_select, di_data1, di_data2, di_data3 );	LD b_select D/ di_data1 di_data2 D10236 DMOV D10236 di_data3 LD b_select OUT b_result	LD, D/, DMOV, OUT

For the usable data type, refer to "3.2.2 About ANY type".

6.5.5 Modulus operation    MOD  
                                  MOD\_E

Division is performed between the specified data, and its remainder is operated.

■ Function definition    BOOL MOD\_E( BOOL EN, ANY\_INT S1, ANY\_INT S2, ANY\_INT D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Dividend data
S2	IN	Divisor data
D1	OUT	Modulus operation result

● Return value

Return Value	Description
BOOL	Execution condition (bit data)

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
INT	B100 := MOD_E( M1, D10, D20, D30 );	LD    M1 /     D10    D20 D10238 MOV   D10239 D30 LD    M1 OUT   B100	LD, /, MOV, OUT
DINT	b_result := MOD_E( b_select, di_data1, di_data2, di_data3 );	LD    b_select D/    di_data1 di_data2 D10236 DMOV D10238 di_data3 LD    b_select OUT   b_result	LD, D/, DMOV, OUT

\* MOD can be used as an operator only.

For the usable data type, refer to "3.2.2 About ANY type".

6.5.6 Natural exponential    EXPT  
EXPT\_E

Natural exponential is operated from the specified data used as a base and data used as an exponent.

■ Function definition    REAL EXPT ( REAL S1, ANY\_NUM S2 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data used as base
S2	IN	Data used as exponent

● Return value

Return Value	Description
REAL	Operation result (real number data)

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	r_data1 := EXPT( r_data2, r_data3 );	LD SM400 LOG r_data2 r_data1 E* r_data1 r_data3 r_data1 EXP r_data1 r_data1	LD, LOG, E*, EXP
INT	r_data1 := EXPT( 1.123, k32767 );	LD SM400 LOG E1.123 r_data1 FLT K32767 D10238 E* r_data1 D10238 r_data1 EXP r_data1 r_data1	LD, LOG, FLT, E*, EXP
DINT	r_data1 := EXPT( r_data2, di_data1 );	LD SM400 LOG r_data2 r_data1 DFLT di_data1 D10238 E* r_data1 D10238 r_data1 EXP r_data1 r_data1	LD, LOG, DFLT, E*, EXP

■ Function definition    `BOOL EXPT_E( BOOL EN, REAL S1, ANY_NUM S2, REAL D1 );`

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data used as base
S2	IN	Data used as exponent
D1	OUT	Operation result

Remarks: The operation result is the angle data in radian unit.

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data stored in rData is natural \*)

(\* exponential-operated with the data stored in iData, and the result is stored \*)

(\* into Result. \*)

`M0 := EXPT_E( X0, rData, iData, Result );`

For the usable data type, refer to "3.2.2 About ANY type".

6.5.7 Assignment MOVE  
MOVE\_E

The specified data is assigned to the specified storage destination.

■ Function definition ANY MOVE ( ANY S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be assigned

● Return value

Return Value	Description
ANY	Assignment result data

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	W_Real1:= MOVE( W_Real2 );	LD SM400 EMOV w_Real2 w_Real1	LD,EMOV
INT	D1 :=MOVE( D0 );	LD SM400 MOV D0 D1	LD,MOV
DINT	w_DWord1:= MOVE( 2147483647 );	LD SM400 DMOV K2147483647 w_DWord1	LD,DMOV
BOOL	w_Bit1:= MOVE( w_Bit2 );	LD SM400 MPS AND w_Bit2 SET w_Bit1 MRD ANI w_Bit2 RST w_Bit1 MPP OUT M8191	LD,MPS,AND,SET,MRD, ANI,RST,MPP,OUT
STRING	w_Str1 := MOVE( "ABCDEFG" );	LD SM400 \$MOV "ABCDEFG" w_Str1	LD,\$MOV

■ Function definition BOOL MOVE\_E( BOOL EN, ANY S1, ANY D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be assigned
D1	OUT	Assignment result data

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data stored in iData is stored into \*)  
 (\* Result. \*)  
 M0 := MOVE\_E( X0, iData, Result );

For the usable data type, refer to "3.2.2 About ANY type".

6.6 Bit Shift Functions

6.6.1 Bit left shift SHL  
SHL\_E

The specified data is shifted n bits to the left.

■ Function definition ANY\_BIT SHL ( ANY\_BIT S1, ANY\_BIT n );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be shifted
n	IN	Number of bits to be shifted Remarks: Only a constant can be specified as the number of bits to be shifted.

● Return value

Return Value	Description
ANY_BIT	Shifted data Remarks: n bits of data from the least significant bit are 0.

Remarks:

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
INT	D0 := SHL( D1,1 );	LD SM400 MOV D1 D0 SFL D0 K1	LD,MOV,SFL

■ Function definition BOOL SHL\_E( BOOL EN, ANY\_BIT S1, ANY\_BIT n, ANY\_BIT D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be shifted
n	IN	Number of bits to be shifted Remarks: Only a constant can be specified as the number of bits to be shifted.
D1	OUT	Shifted data Remarks: n bits of data from the least significant bit are 0.

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data stored in D0 is shifted 2 bits \*)  
 (\* to the left, and the result is stored into Result. \*)  
 M0:=SHL\_E( X0, D0, 2, D100 );

For the usable data type, refer to "3.2.2 About ANY type".



6.6.2 Bit right shift    SHR  
                                  SHR\_E

The specified data is shifted n bits to the right.

■ Function definition    ANY\_BIT SHR ( ANY\_BIT S1, ANY\_BIT n );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be shifted
n	IN	Number of bits to be shifted Remarks: Only a constant can be specified as the number of bits to be shifted.

● Return value

Return Value	Description
ANY_BIT	Shifted data Remarks: n bits of data from the most significant bit are 0.

Remarks:

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
INT	D0 := SHR( D1,1 );	LD    SM400 MOV   D1 D0 SFR   D0 K1	LD,MOV,SFR

■ Function definition    BOOL SHR\_E( BOOL EN, ANY\_BIT S1, ANY\_BIT n, ANY\_BIT D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be shifted
n	IN	Number of bits to be shifted Remarks: Only a constant can be specified as the number of bits to be shifted.
D1	OUT	Shifted data Remarks: n bits of data from the most significant bit are 0.

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data stored in D0 is shifted 2 bits \*)  
 (\* to the right, and the result is stored into Result. \*)  
 M0:=SHR\_E(X0, D0, 2, D100);

For the usable data type, refer to "3.2.2 About ANY type".

6.6.3 Right rotation ROR  
ROR\_E

Data is rotated n bits to the right in a circle.

■ Function definition ANY\_BIT ROR ( ANY\_BIT S1, ANY\_BIT n );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be rotated
n	IN	Number of bits to be rotated Remarks: Only a constant can be specified as the number of bits to be rotated.

● Return value

Return Value	Description
ANY_BIT	Rotation result data

Remarks:

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
INT	D0 := ROR( D1,1 );	LD SM400 MOV D1 D0 ROR D0 K1	LD,MOV,ROR

■ Function definition BOOL ROR\_E( BOOL EN, ANY\_BIT S1, ANY\_BIT n, ANY\_BIT D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be rotated
n	IN	Number of bits to be rotated Remarks: Only a constant can be specified as the number of bits to be rotated.
D1	OUT	Rotation result data

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data stored in D0 is rotated 1 bit \*)  
 (\* to the right, and the result is stored into D100. \*)  
 M0:=ROR\_E( X0, D0, 1, D100 );

For the usable data type, refer to "3.2.2 About ANY type".

6.6.4 Left rotation ROL  
ROL\_E

Data is rotated n bits to the left in a circle.

■ Function definition ANY\_BIT ROL ( ANY\_BIT S1, ANY\_BIT n );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be rotated
n	IN	Number of bits to be rotated Remarks: Only a constant can be specified as the number of bits to be rotated.

● Return value

Return Value	Description
ANY_BIT	Rotation result data

Remarks:

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
INT	D0 := ROL( D1,1 );	LD SM400 MOV D1 D0 ROL D0 K1	LD,MOV,ROL

■ Function definition BOOL ROL\_E( BOOL EN, ANY\_BIT S1, ANY\_BIT n, ANY\_BIT D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be rotated
n	IN	Number of bits to be rotated Remarks: Only a constant can be specified as the number of bits to be rotated.
D1	OUT	Rotation result data

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data stored in D0 is rotated 1 bit \*)  
 (\* to the left, and the result is stored into D100. \*)  
 M0:=ROL\_E( X0, D0, 1, D100 );

For the usable data type, refer to "3.2.2 About ANY type".

6.7 Bit Type Boolean Functions

6.7.1 Logical product AND\_E

The logical product of the specified multiple data is operated.

■ Function definition `BOOL AND_E( BOOL EN, ANY_BIT S1, ANY_BIT S2, ..., ANY_BIT Sn, ANY_BIT D1 );`

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1 to Sn	IN	Data to be ANDed
D1	OUT	AND operation result

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
BOOL	<code>b_result := AND_E( b_select, b_data1, b_data2, b_data3, b_data4 );</code>	LD b_data1 AND b_data2 AND b_data3 OUT M8191 LD b_select AND M8191 SET b_data4 LD b_select ANI M8191 RST b_data4 LD b_select OUT b_result	LD,AND,OUT,SET, ANI,RST
Word device	<code>b_result := AND_E( b_select, d0, d1, d2, d3 );</code>	LD b_select WAND D0 D1 D10239 WAND D10239 D2 D3 LD b_select OUT b_result	LD, WAND, OUT

For the usable data type, refer to "3.2.2 About ANY type".

6.7.2 Logical sum OR\_E

The logical sum of the specified multiple data is operated.

■ Function definition `BOOL OR_E( BOOL EN, ANY_BIT S1, ANY_BIT S2, ..., ANY_BIT Sn, ANY_BIT D1 );`

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1 to Sn	IN	Data to be ORed
D1	OUT	OR operation result

● Return value

Return Value	Description
BOOL	Execution condition

Remarks:

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
BOOL	<code>b_result := OR_E( TRUE, b_data1, b_data2, b_data3 );</code>	LD b_data1 OR b_data2 OUT M8191 LD SM400 AND M8191 SET b_data3 LD SM400 ANI M8191 RST b_data3 LD SM400 OUT b_result	LD,OR,OUT,AND,SET, ANI,RST
Word device	<code>B1 := OR_E( TRUE, D0, D1, D2 );</code>	LD SM400 WOR D0 D1 D2 LD SM400 OUT B1	LD, WOR, OUT

For the usable data type, refer to "3.2.2 About ANY type".

6.7.3 Exclusive logical sum XOR\_E

The exclusive logical sum of the specified multiple data is operated.

■ Function definition `BOOL XOR_E( BOOL EN, ANY_BIT S1, ANY_BIT S2, ..., ANY_BIT Sn, ANY_BIT D1 );`

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1 to Sn	IN	Data to be EXCLUSIVE ORed
D1	OUT	EXCLUSIVE OR operation result

● Return value

Return Value	Description
BOOL	Execution condition

Remarks:

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
BOOL	<code>b_result := XOR_E( b_select, b_data1, b_data2, b_data3 );</code>	LD b_data1 ANI b_data2 LDI b_data1 AND b_data2 ORB OUT M8191 LD b_select AND M8191 SET b_data3 LD b_select ANI M8191 RST b_data3 LD b_select OUT b_result	LD,ANI,LDI,AND,ORB, OUT,SET,RST
Word device	<code>b_result := XOR_E( TRUE, d0z2, d1z3, d2z4 );</code>	LD SM400 WXOR D0Z2 D1Z3 D2Z4 LD SM400 OUT b_result	LD,WXOR, OUT

For the usable data type, refer to "3.2.2 About ANY type".

6.7.4 Logical NOT NOT  
NOT\_E

The logical NOT of the specified data is operated.

■ Function definition ANY\_BIT NOT( ANY\_BIT S1 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be logical NOT operated

● Return value

Return Value	Description
ANY_BIT	Logical NOT operation result

Remarks:

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
BOOL	b_result := NOT( b_data1 );	LDI b_data1 OUT b_result	LDI, OUT
Word device	d0z2 := NOT( d1z3 );	LD SM400 CML D1Z3 D0Z2	LD, CML

■ Function definition BOOL NOT\_E( BOOL EN, ANY\_BIT S1, ANY\_BIT D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be logical NOT operated
D1	OUT	Logical NOT operation result

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the logical NOT of the data stored in \*)  
 (\* D0 is found, and the result is stored into D100. \*)  
 M0:=NOT\_E( X0, D0, D100 );

For the usable data type, refer to "3.2.2 About ANY type".

6.8 Selection Functions

6.8.1 Binary selection SEL  
SEL\_E

One data is selected from among the specified two data according to the selection condition.

■ Function definition ANY SEL( BOOL S1, ANY S2, ANY S3 );

● Argument

Argument Name	IN/OUT	Description
S1	IN	Selection condition
S2	IN	Data to be selected when S1 is FALSE
S3	IN	Data to be selected when S1 is TRUE

● Return value

Return Value	Description
ANY	Selection result When S1 is FALSE ..... Return value = S2 When S1 is TRUE ..... Return value = S3

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	r_data1 := SEL( b_select, r_data2, r_data3 );	LDI b_select EMOV r_data2 r_data1 LD b_select EMOV r_data3 r_data1	LDI, EMOV, LD,
INT	D1 := SEL( X1, D2, D3 );	LDI X1 MOV D2 D1 LD X1 MOV D3 D1	LDI, MOV, LD
DINT	K8X100 := SEL( X1, K8X10, K2147483647 );	LDI X1 DMOV K8X10 K8X100 LD X1 DMOV K2147483647 K8X100	LDI, DMOV, LD
BOOL	b_result := SEL( b_select, b_data1, b_data2 );	LDI b_select MPS AND b_data1 SET b_result MPP ANI b_data1 RST b_result LD b_select MPS AND b_data2 SET b_result MPP ANI b_data2 RST b_result	LDI, MPS,AND, SET, MPP, ANI, RST,LD
STRING	s_result := SEL( b_select, s_ary1, s_ary2 );	LDI b_select \$MOV s_ary1 s_result LD b_select \$MOV s_ary2 s_result	LDI, \$MOV,LD



■ Function definition    **BOOL SEL\_E( BOOL EN, BOOL S1, ANY S2, ANY S3, ANY D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Selection condition
S2	IN	Data to be selected when S1 is FALSE
S3	IN	Data to be selected when S1 is TRUE
D1	OUT	Selection result When S1 is FALSE ..... Return value = S2 When S1 is TRUE ..... Return value = S3

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data stored in iData1 is stored \*)  
 (\* into Result if the bit data in bData is FALSE, or the data stored in iData2 is \*)  
 (\* stored into Result if the bit data in bData is TRUE. \*)  
 M0 := SEL\_E( X0, bData, iData1, iData2, Result );

For the usable data type, refer to "3.2.2 About ANY type".

6.8.2 Maximum value    MAX  
                                  MAX\_E

The specified data are searched for the maximum value.

■ Function definition    ANY\_SIMPLE MAX( ANY\_SIMPLE S1, ANY\_SIMPLE S2, ..., ANY\_SIMPLE Sn );

● Argument

Argument Name	IN/OUT	Description
S1 to Sn	IN	Search target data

● Return value

Return Value	Description
ANY_SIMPLE	Search result

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	w_Real4 := MAX( w_Real1, w_Real2, w_Real3 );	LD SM400 EMOV w_Real1 w_Real4 LDE< w_Real4 w_Real2 EMOV w_Real2 w_Real4 LDE< w_Real4 w_Real3 EMOV w_Real3 w_Real4	LD,EMOV,LDE<
INT	D0 := MAX( D1, D2, D3 );	LD SM400 MOV D1 D0 LD< D0 D2 MOV D2 D0 LD< D0 D3 MOV D3 D0	LD,MOV,LD<
DINT	w_DWord4 := MAX( -2147483648, 0, 2147483647 );	LD SM400 DMOV K2147483647 w_DWord4	LD,DMOV
BOOL	w_Bit4 := MAX( w_Bit1, w_Bit2, w_Bit3 );	LD w_Bit1 OR w_Bit2 OR w_Bit3 OUT w_Bit4	LD,OR,OUT
STRING	w_Str4 := MAX( "ABC", "DEF", "GHI" );	LD SM400 \$MOV "ABC" w_Str4 LD\$< w_Str4 "DEF" \$MOV "DEF" w_Str4 LD\$< w_Str4 "GHI" \$MOV "GHI" w_Str4	LD,\$MOV,LD\$<

■ Function definition    **BOOL MAX\_E( BOOL EN, ANY\_SIMPLE S1, ANY\_SIMPLE S2, ..., ANY\_SIMPLE Sn, ANY\_SIMPLE D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1 to Sn	IN	Search target data
D1	OUT	Search result

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the data stored in iData1, iData2 and \*)  
 (\* iData3 are searched for the maximum value, and the result is stored into \*)  
 (\* Result. \*)  
 M0 := MAX\_E( X0, iData1, iData2, iData3, Result );

For the usable data type, refer to "3.2.2 About ANY type".

6.8.3 Minimum value MIN  
MIN\_E

The specified data are searched for the minimum value.

■ Function definition ANY\_SIMPLE MIN( ANY\_SIMPLE S1, ANY\_SIMPLE S2, ..., ANY\_SIMPLE Sn );

● Argument

Argument Name	IN/OUT	Description
S1 to Sn	IN	Search target data

● Return value

Return Value	Description
ANY_SIMPLE	Search result

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	Real4:= MIN(Real1,Real2,Real3);	LD SM400 EMOV Real1 Real4 LDE> Real4 Real2 EMOV Real2 Real4 LDE> Real4 Real3 EMOV Real3 Real4	LD,EMOV,LDE>
INT	Int4:= MIN(Int1,Int2,Int3);	LD SM400 MOV Int1 Int4 LD> Int4 Int2 MOV Int2 Int4 LD> Int4 Int3 MOV Int3 Int4	LD,MOV,LD>
DINT	Dint4:= MIN(Dint1,Dint2,Dint3);	LD SM400 DMOV Dint1 Dint4 LDD> Dint4 Dint2 DMOV Dint2 Dint4 LDD> Dint4 Dint3 DMOV Dint3 Dint4	LD,DMOV,LDD>
BOOL	bBit4:= MIN(bBit1,bBit2,bBit3);	LD bBit1 AND bBit2 AND bBit3 OUT bBit4	LD,AND,OUT
STRING	Str4:= MIN(Str1,Str2,Str3);	LD SM400 \$MOV Str1 Str4 LD\$> Str4 Str2 \$MOV Str2 Str4 LD\$> Str4 Str3 \$MOV Str3 Str4	LD,\$MOV,LD\$>

■ Function definition    **BOOL MIN\_E (BOOL EN, ANY\_SIMPLE S1, ANY\_SIMPLE S2, ANY\_SIMPLE S2,....., ANY\_SIMPLE Sn, ANY\_SIMPLE D1);**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1 to Sn	IN	Search target data
D1	OUT	Search result

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

```
(* BOOL MIN_E(BOOL EN, ANY_SIMPLE S1, ANY_SIMPLE S2,....., *)
(* ANY_SIMPLE Sn, ANY_SIMPLE D1 ); *)
M0 := MIN_E( X0, iData1, iData2, iData3, Result ) ;
```

For the usable data type, refer to "3.2.2 About ANY type".

6.8.4 Limiter    LIMIT  
                    LIMIT\_E

The output value is controlled depending on whether the specified data is within the upper/lower limit value (minimum/maximum output limit value) range or not.

- Function definition    ANY\_SIMPLE LIMIT( ANY\_SIMPLE MIN, ANY\_SIMPLE S1, ANY\_SIMPLE MAX );
- Argument

Argument Name	IN/OUT	Description
MIN	IN	Minimum output limit value
S1	IN	Input value
MAX	IN	Maximum output limit value

- Return value

Return Value	Description
ANY_SIMPLE	Output value When MIN (lower limit value) > S1 (input value) ..... Return value = MIN (lower limit value) When MAX (upper limit value) < S1 (input value) ..... Return value = MAX (upper limit value) When MIN (lower limit value) ≤ S1 (input value) ≤ MAX (upper limit value) ..... Return value = S1 (input value)

- Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	Real4:= LIMIT( Real1,Real2,Real3 );	LDE>= Real2 Real1 ANDE<= Real2 Real3 EMOV Real2 Real4 LDE< Real2 Real1 EMOV Real1 Real4 LDE> Real2 Real3 EMOV Real3 Real4	LDE>=,ANDE<=,EMOV, LDE<,LDE>
INT	Int4:= LIMIT( Int1,Int2,Int3);	LD SM400 LIMIT Int1 Int3 Int2 Int4	LD,LIMIT
DINT	Dint4:= LIMIT( Dint1,Dint2,Dint3);	LD SM400 DLIMIT Dint1 Dint3 Dint2 Dint4	LD,DLIMIT
BOOL	bBit4:= LIMIT(bBit1,bBit2,bBit3);	LD bBit2 OR bBit1 AND bBit3 OUT bBit4	LD,OR,AND,OUT
STRING	Str4:= LIMIT(Str1,Str2,Str3);	LD\$>= Str2 Str1 AND\$<= Str2 Str3 \$MOV Str2 Str4 LD\$< Str2 Str1 \$MOV Str1 Str4 LD\$> Str2 Str3 \$MOV Str3 Str4	LD\$>=,AND\$<=,\$MOV, LD\$<,LD\$>

■ Function definition    **BOOL LIMIT\_E( BOOL EN, ANY\_SIMPLE MIN, ANY\_SIMPLE S1, ANY\_SIMPLE MAX, ANY\_SIMPLE D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
MIN	IN	Minimum output limit value
S1	IN	Input value
MAX	IN	Maximum output limit value
D1	OUT	Output value When MIN (lower limit value) > S1 (input value) ..... D1 = MIN (lower limit value) When MAX (upper limit value) < S1 (input value) ..... D1 = MAX (upper limit value) When MIN (lower limit value) ≤ S1 (input value) ≤ MAX (upper limit value) ..... D1 = S1 (input value)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the iData1 value is stored into Result \*)  
 (\* if the iData2 data is less than the iData1 data or minimum value, the iData3 \*)  
 (\* value is stored if the iData2 data is greater than the iData3 data or maximum \*)  
 (\* value, or the iData2 value is stored otherwise. \*)  
 M0 := LIMIT\_E( X0, iData1, iData2, iData3, Result );

For the usable data type, refer to "3.2.2 About ANY type".

6.8.5 Multiplexer MUX  
MUX\_E

One data is selected from among the specified data according to the specified selection condition.

■ Function definition ANY MUX ( INT n, ANY S1, ANY S2,.....,ANY Sn );

● Argument

Argument Name	IN/OUT	Description
n	IN	Selection condition
S1 to Sn	IN	Selection target data

● Return value

Return Value	Description
ANY	Selection result When n = 1, return value = S1 When n = 2, return value = S2 : : When n = n, return value = Sn

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	Real4 := MUX(Int1, Real1,Real2, Real3);	LD= Int1 K1 EMOV Real1 Real4 LD= Int1 K2 EMOV Real2 Real4 LD= Int1 K3 EMOV Real3 Real4	LD=,EMOV
INT	Int4:= MUX( wCon1 , Int1 , Int2, Int3 );	LD= wCon1 K1 MOV Int1 Int4 LD= wCon1 K2 MOV Int2 Int4 LD= wCon1 K3 MOV Int3 Int4	LD=,MOV
DINT	Dint4:= MUX(D0, Dint1,Dint2,Dint3 );	LD= D0 K1 DMOV Dint1 Dint4 LD= D0 K2 DMOV Dint2 Dint4 LD= D0 K3 DMOV Dint3 Dint4	LD=,DMOV
BOOL	bBit4:= MUX(3,bBit1,bBit2,bBit3);	LD= K3 K1 MPS AND bBit1 SET bBit4 MPP ANI bBit1 RST bBit4 LD= K3 K2 MPS AND bBit2 SET bBit4 MPP ANI bBit2 RST bBit4 LD= K3 K3 MPS AND bBit3 SET bBit4 MPP ANI bBit3 RST bBit4	LD=,MPS,AND,SET, MPP,ANI,RST



■ Function definition `BOOL MUX_E( BOOL EN, INT n, ANY S1, ANY S2,.....,ANY Sn, ANY D1 );`

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
n	IN	Selection condition
S1 to Sn	IN	Selection target data
D1	OUT	Selection result When n = 1, D1 = S1 When n = 2, D1 = S2 : : When n = n, D1 = Sn

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, one of the data stored in iData2, \*)  
 (\* iData3, iData4 and iData5 is stored into Result, after judgment made from the \*)  
 (\* data in iData1. \*)  
`M0 := MUX_E( X0, iData1, iData2, iData3, iData4, iData5, Result );`

For the usable data type, refer to "3.2.2 About ANY type".

6.9 Comparison Functions

6.9.1 Greater than right member ( > ) GT\_E

In all the specified data, whether the relationship of > (greater than) is satisfied or not is acquired.

■ Function definition `BOOL GT_E( BOOL EN, ANY_SIMPLE S1, ANY_SIMPLE S2, ..., ANY_SIMPLE Sn, BOOL D1 );`

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1 to Sn	IN	Comparison target data
D1	OUT	Comparison result

Remarks:  $D1 = (S1 > S2) \& (S2 > S3) \& \dots \& (Sn - 1 > Sn)$

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	<code>GT_E( M0, Real1, Real2, Real3, bBit1 );</code>	LDE> Real1 Real2 ANDE> Real2 Real3 OUT M8191 LD M0 AND M8191 SET bBit1 LD M0 ANI M8191 RST bBit1	LDE>, ANDE>,OUT, LD,AND,SET,ANI, RST
INT	<code>GT_E( M0, Int1, Int2, Int3, bBit1 );</code>	LD> Int1 Int2 AND> Int2 Int3 OUT M8191 LD M0 AND M8191 SET bBit1 LD M0 ANI M8191 RST bBit1	LD>,AND>,OUT,LD, AND,SET,ANI,RST
DINT	<code>GT_E( M0, Dint1, Dint2, Dint3, bBit1 );</code>	LDD> Dint1 Dint2 ANDD> Dint2 Dint3 OUT M8191 LD M0 AND M8191 SET bBit1 LD M0 ANI M8191 RST bBit1	LDD>, ANDD>,OUT LD, AND,SET,ANI, RST

Argument Type	ST Program	Conversion Result	Used Instruction
BOOL	GT_E( M0 , M100, M101, M102, M103, bBit1 );	LD M100 ANI M101 LD M101 ANI M102 ANB LD M102 ANI M103 ANB OUT M8191 LD M0 AND M8191 SET bBit1 LD M0 ANI M8191 RST bBit1	LD,ANI,ANB,OUT, AND,SET,RST
STRING	GT_E( M0 , Str1, Str2 , Str3, bBit1 );	LD\$> Str1 Str2 AND\$> Str2 Str3 OUT M8191 LD M0 AND M8191 SET bBit1 LD M0 ANI M8191 RST bBit1	LD\$>, AND\$>, OUT LD, AND, SET, ANI RST

For the usable data type, refer to "3.2.2 About ANY type".

6.9.2 Greater than or equal to right member ( >= ) GE\_E

In all the specified data, whether the relationship of  $\geq$  (greater than or equal to) is satisfied or not is acquired.

■ Function definition    **BOOL GE\_E( BOOL EN, ANY\_SIMPLE S1, ANY\_SIMPLE S2,....., ANY\_SIMPLE Sn, BOOL D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1 to Sn	IN	Comparison target data
D1	OUT	Comparison result

Remarks: D1 = (S1  $\geq$  S2) & (S2  $\geq$  S3) & ..... & (Sn -1  $\geq$  Sn)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	GE_E( M0 , Real1, Real2, Real3, bBit1);	LDE>= Real1 Real2 ANDE>= Real2 Real3 OUT M8191 LD M0 AND M8191 SET bBit1 LD M0 ANI M8191 RST bBit1	LDE>=, ANDE>=, OUT,LD,AND,SET, ANI,RST
INT	GE_E( M0 , Int1, Int2, Int3, bBit1 );	LD>= Int1 Int2 AND>= Int2 Int3 OUT M8191 LD M0 AND M8191 SET bBit1 LD M0 ANI M8191 RST bBit1	LD>=, AND>=,OUT LD,AND,SET,ANI, RST
DINT	GE_E( M0 , Dint1, Dint2 , Dint3, bBit1 );	LDD>= Dint1 Dint2 ANDD>= Dint2 Dint3 OUT M8191 LD M0 AND M8191 SET bBit1 LD M0 ANI M8191 RST bBit1	LDD>=, ANDD>=, OUT,LD,AND,SET ANI,RST

Argument Type	ST Program	Conversion Result	Used Instruction
BOOL	GE_E( M0 , M100, M101, M102, M103, bBit1 );	LD M100 ORI M101 LD M101 ORI M102 ANB LD M102 ORI M103 ANB OUT M8191 LD M0 AND M8191 SET bBit1 LD M0 ANI M8191 RST bBit1	LD,ORI,ANB,OUT AND,SET,ANI,RST
STRING	GE_E( M0 , Str1, Str2 , Str3, bBit1 );	LD\$>= Str1 Str2 AND\$>= Str2 Str3 OUT M8191 LD M0 AND M8191 SET bBit1 LD M0 ANI M8191 RST bBit1	LD\$>=, AND\$>=, OUT,LD,AND,SET, LD,ANI,RST

For the usable data type, refer to "3.2.2 About ANY type".

6.9.3 Equal ( = ) EQ\_E

In all the specified data, whether the relationship of = (equal) is satisfied or not is acquired.

■ Function definition    BOOL EQ\_E( BOOL EN, ANY\_SIMPLE S1, ANY\_SIMPLE S2,....., ANY\_SIMPLE Sn, BOOL D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1 to Sn	IN	Comparison target data
D1	OUT	Comparison result

Remarks: D1 = (S1 = S2 ) & (S2 = S3) & ..... & (Sn -1 = Sn)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	b_result := EQ_E( b_select, r_data1, r_data2, r_data3, b_data1 );	LDE= r_data1 r_data2 ANDE= r_data2 r_data3 OUT M8191 LD b_select AND M8191 SET b_data1 LD b_select ANI M8191 RST b_data1 LD b_select OUT b_result	LDE=, ANDE=,OUT LD,AND,SET,ANI, RST
INT	B100 := EQ_E( M20, D10, D20, D30, M200 );	LD= D10 D20 AND= D20 D30 OUT M8191 LD M20 AND M8191 SET M200 LD M20 ANI M8191 RST M200 LD M20 OUT B100	LD=, AND=, OUT LD,AND,SET,ANI RST
DINT	b_result := EQ_E( b_select, di_data1, di_data2, di_data3, b_data1 );	LDD= di_data1 di_data2 ANDD= di_data2 di_data3 OUT M8191 LD b_select AND M8191 SET b_data1 LD b_select ANI M8191 RST b_data1 LD b_select OUT b_result	LDD=, ANDD=,OUT, LD,AND,SET,ANI, RST

Argument Type	ST Program	Conversion Result	Used Instruction
BOOL	b_result := EQ_E( b_select, X10, X11, X12, M20 );	LD X10 AND X11 LDI X10 ANI X11 ORB LD X11 AND X12 LDI X11 ANI X12 ORB ANB OUT M8191 LD b_select AND M8191 SET M20 LD b_select ANI M8191 RST M20 LD b_select OUT b_result	LD,AND,LDI,ANI,ORB,ANB,SET,RST
STRING	b_result := EQ_E( b_select, s_ary1, s_ary2, b_data1 );	LD\$= s_ary1 s_ary2 OUT M8191 LD b_select AND M8191 SET b_data1 LD b_select ANI M8191 RST b_data1 LD b_select OUT b_result	LD\$=,OUT,LD,AND,SET,ANI,RST

For the usable data type, refer to "3.2.2 About ANY type".

6.9.4 Less than or equal to right member ( <= ) LE\_E

In all the specified data, whether the relationship of  $\leq$  (less than or equal to) is satisfied or not is acquired.

■ Function definition    **BOOL** LE\_E( **BOOL** EN, **ANY\_SIMPLE** S1, **ANY\_SIMPLE** S2,....., **ANY\_SIMPLE** Sn, **BOOL** D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1 to Sn	IN	Comparison target data
D1	OUT	Comparison result

Remarks: D1 = (S1  $\leq$  S2) & (S2  $\leq$  S3) & ..... & (Sn -1  $\leq$  Sn)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	b_result := LE_E( b_select, r_data1, r_data2, r_data3, b_data1 );	LDE<= r_data1 r_data2 ANDE<= r_data2 r_data3 OUT M8191 LD b_select AND M8191 SET b_data1 LD b_select ANI M8191 RST b_data1 LD b_select OUT b_result	LDE<=, ANDE<=, OUT,LD,AND,SET, ANI,RST
INT	B100 := LE_E( M20, D10, D20, D30, M200 );	LD<= D10 D20 AND<= D20 D30 OUT M8191 LD M20 AND M8191 SET M200 LD M20 ANI M8191 RST M200 LD M20 OUT B100	LD<=, AND<=,OUT LD,AND,SET,ANI, RST



Argument Type	ST Program	Conversion Result	Used Instruction
DINT	b_result := LE_E( b_select, di_data1, di_data2, di_data3, b_data1 );	LDD<= di_data1 di_data2 ANDD<= di_data2 di_data3 OUT M8191 LD b_select AND M8191 SET b_data1 LD b_select ANI M8191 RST b_data1 LD b_select OUT b_result	LDD<=, ANDD<=, OUT,LD,AND,SET, ANI,RST
BOOL	b_result := LE_E( b_select, X10, X11, X12, M20 );	LDI X10 OR X11 LDI X11 OR X12 ANB OUT M8191 LD b_select AND M8191 SET M20 LD b_select ANI M8191 RST M20 LD b_select OUT b_result	LDI,OR,ANB,OUT, AND,SET,ANI,RST
STRING	b_result := LE_E( b_select, s_ary1, s_ary2, b_data1 );	LD\$<= s_ary1 s_ary2 OUT M8191 LD b_select AND M8191 SET b_data1 LD b_select ANI M8191 RST b_data1 LD b_select OUT b_result	LD\$<=,OUT,LD, AND,SET,ANI,RST

For the usable data type, refer to "3.2.2 About ANY type".

6.9.5 Less than right member ( < ) LT\_E

In all the specified data, whether the relationship of < (less than) is satisfied or not is acquired.

■ Function definition    BOOL LT\_E( BOOL EN, ANY\_SIMPLE S1, ANY\_SIMPLE S2,....., ANY\_SIMPLE Sn, BOOL D1 );

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1 to Sn	IN	Comparison target data
D1	OUT	Comparison result

Remarks: D1 = (S1 < S2 ) & (S2 < S3) & ..... & (Sn -1 < Sn)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	b_result := LT_E( b_select, r_data1, r_data2, r_data3, b_data1 );	LDE<    r_data1 r_data2 ANDE<    r_data2 r_data3 OUT    M8191 LD    b_select AND    M8191 SET    b_data1 LD    b_select ANI    M8191 RST    b_data1 LD    b_select OUT    b_result	LDE<, ANDE<,OUT, LD,AND,SET,ANI, RST
INT	B100 := LT_E( M20, D10, D20, D30, M200 );	LD<    D10 D20 AND<    D20 D30 OUT    M8191 LD    M20 AND    M8191 SET    M200 LD    M20 ANI    M8191 RST    M200 LD    M20 OUT    B100	LD<, AND<,OUT, LD,SET,ANI,RST

Argument Type	ST Program	Conversion Result	Used Instruction
DINT	b_result := LT_E( b_select, di_data1, di_data2, di_data3, b_data1 );	LDD< di_data1 di_data2 ANDD< di_data2 di_data3 OUT M8191 LD b_select AND M8191 SET b_data1 LD b_select ANI M8191 RST b_data1 LD b_select OUT b_result	LDD<, ANDD<,OUT, LD,AND,SET,ANI, RST
BOOL	b_result := LT_E( b_select, X10, X11, X12, M20 );	LDI X10 AND X11 LDI X11 AND X12 ANB OUT M8191 LD b_select AND M8191 SET M20 LD b_select ANI M8191 RST M20 LD b_select OUT b_result	LDI,AND,ANB,OUT, LD,SET,ANI,RST
STRING	b_result := LT_E( b_select, s_ary1, s_ary2, b_data1 );	LD\$< s_ary1 s_ary2 OUT M8191 LD b_select AND M8191 SET b_data1 LD b_select ANI M8191 RST b_data1 LD b_select OUT b_result	LD\$<,OUT,LD,AND, SET,ANI,RST

For the usable data type, refer to "3.2.2 About ANY type".

6.9.6 Unequal ( <> ) NE\_E

In all the specified data, whether the relationship of ≠ (unequal) is satisfied or not is acquired.

■ Function definition **BOOL NE\_E( BOOL EN, ANY\_SIMPLE S1, ANY\_SIMPLE S2, BOOL D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Comparison target data
S2	IN	Comparison target data
D1	OUT	Comparison result

Remarks: D1 = (S1 ≠ S2 )

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
REAL	b_result := NE_E( b_select, r_data1, r_data2, b_data1 );	LDE<> r_data1 r_data2 OUT M8191 LD b_select AND M8191 SET b_data1 LD b_select ANI M8191 RST b_data1 LD b_select OUT b_result	LDE<>,OUT,LD,AND,SET,ANI,RST
INT	B100 := NE_E( M20, D10, D20, M200 );	LD<> D10 D20 OUT M8191 LD M20 AND M8191 SET M200 LD M20 ANI M8191 RST M200 LD M20 OUT B100	LD<>,OUT,LD,AND,SET,ANI,RST
DINT	b_result := NE_E( b_select, di_data1, di_data2, b_data1 );	LDD<> di_data1 di_data2 OUT M8191 LD b_select AND M8191 SET b_data1 LD b_select ANI M8191 RST b_data1 LD b_select OUT b_result	LDD<>,OUT,LD,AND,SET,ANI,RST

Argument Type	ST Program	Conversion Result	Used Instruction
BOOL	b_result := NE_E( b_select, X10, X11, M20 );	LD X10 ANI X11 LDI X10 AND X11 ORB OUT M8191 LD b_select AND M8191 SET M20 LD b_select ANI M8191 RST M20 LD b_select OUT b_result	LD,ANI,LDI,AND,ORB,OUT,SET,RST
STRING	b_result := NE_E( b_select, s_ary1, s_ary2, b_data1 );	LD\$<> s_ary1 s_ary2 OUT M8191 LD b_select AND M8191 SET b_data1 LD b_select ANI M8191 RST b_data1 LD b_select OUT b_result	LD\$<>,OUT,LD,AND,SET,ANI,RST

For the usable data type, refer to "3.2.2 About ANY type".

6.10 Character String Functions

6.10.1 Character string length acquisition **LEN**  
**LEN\_E**

The character string length of the specified character string data is acquired.

■ Function definition **INT LEN ( STRING S1 );**

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data whose character string length will be acquired (character string data)

● Return value

Return Value	Description
INT	Character string length result (BIN 16-bit data)

Remarks: This function cannot be used with the Basic model QCPU.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
STRING	i_data1 := LEN( s_ary1 );	LD SM400 LEN s_ary1 i_data1	LD,LEN

■ Function definition **BOOL LEN\_E( BOOL EN, STRING S1, INT D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data whose character string length will be acquired (character string data)
D1	OUT	Character string length result (BIN 16-bit data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the length of the character string \*)  
 (\* stored in sData1 is acquired and stored into Result. \*)  
**M0 := LEN\_E( X0, sData, Result );**

6.10.2 Acquisition from start position of character string **LEFT**  
**LEFT\_E**

The specified n characters of character string is acquired, starting at the left of the specified character string (head of the character string).

■ Function definition **STRING LEFT ( STRING S1, INT n );**

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be acquired (character string data)
n	IN	Number of characters to be acquired (BIN 16-bit data)

● Return value

Return Value	Description
STRING	Acquisition result (character string data)

Remarks: This function cannot be used with the Basic model QCPU.  
Secure the area of n+1 characters as the data area that will store the acquired character string data.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
STRING	s_ary1 := LEFT ( s_ary2, i_data1 );	LD SM400 LEFT s_ary2 s_ary1 i_data1	LD,LEFT

■ Function definition **BOOL LEFT\_E( BOOL EN, STRING S1, INT n, STRING D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be acquired (character string data)
n	IN	Number of characters to be acquired (BIN 16-bit data)
D1	OUT	Acquisition result (character string data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the character string of the number of \*)  
 (\* characters specified in iData is acquired, starting at the left of the character \*)  
 (\* string data stored in sData, and stored into Result. \*)  
 M0 := LEFT\_E( X0, sData, iData, Result );

6.10.3 Acquisition from end of character string **RIGHT**  
**RIGHT\_E**

The specified n characters of character string is acquired, starting at the right of the specified character string (end of the character string).

■ Function definition **STRING RIGHT ( STRING S1, INT n );**

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be acquired (character string data)
n	IN	Number of characters to be acquired (BIN 16-bit data)

● Return value

Return Value	Description
STRING	Acquisition result (character string data)

Remarks: This function cannot be used with the Basic model QCPU.

Secure the area of n+1 characters as the data area that will store the acquired character string data.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
STRING	s_ary1 := RIGHT( s_ary2, i_data1 );	LD SM400 RIGHT s_ary2 s_ary1 i_data1	LD,RIGHT

■ Function definition **BOOL RIGHT\_E( BOOL EN, STRING S1, INT n, STRING D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be acquired (character string data)
n	IN	Number of characters to be acquired (BIN 16-bit data)
D1	OUT	Acquisition result (character string data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the character string of the number of \*)  
 (\* characters specified in iData is acquired, starting at the right of the character \*)  
 (\* string stored in sData, and stored into Result. \*)  
 M0 := RIGHT\_E( X0, sData, iData, Result ) ;



6.10.4 Acquisition from specified position of character string **MID**  
**MID\_E**

The specified n characters of character string data is acquired, starting at the specified position from the left of the specified character string (head of the character string).

■ Function definition **STRING MID( STRING S1, INT n, INT POS );**

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be acquired (character string data)
n	IN	Number of characters to be acquired (BIN 16-bit data)
POS	IN	Head position of data to be acquired (BIN 16-bit data)

● Return value

Return Value	Description
STRING	Acquisition result (character string data)

Remarks: This function cannot be used with the Basic model QCPU.

Secure the area of n+1 characters as the data area that will store the acquired character string data.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
STRING	s_ary1 := MID( s_ary2, i_data1, i_data2 );	LD SM400 MOV i_data1 D10239 MOV i_data2 D10238 MIDR s_ary2 s_ary1 D10238	LD,MOV,MIDR

■ Function definition **BOOL MID\_E( BOOL EN, STRING S1, INT n, INT POS, STRING D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be acquired (character string data)
n	IN	Number of characters to be acquired (BIN 16-bit data)
POS	IN	Head position of data to be acquired (BIN 16-bit data)
D1	OUT	Acquisition result (character string data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the specified number of characters \*)  
 (\* stored in iData1 are acquired, starting at the iData2 position from the head of \*)  
 (\* the character string stored in sData, and stored into Result. \*)

M0 := MID\_E( X0, sData, iData1, iData2, Result );

6.10.5 Concatenation of character strings **CONCAT**  
**CONCAT\_E**

All the specified character strings are concatenated.

■ Function definition **STRING CONCAT( STRING S1, STRING S2,.....,STRING Sn );**

● Argument

Argument Name	IN/OUT	Description
S1 to Sn	IN	Data to be concatenated (character string data)

● Return value

Return Value	Description
STRING	Concatenation result (character string data)

Remarks: This function cannot be used with the Basic model QCPU.

Secure the area of the number of concatenated characters + 1 character as the data area that will store the concatenated character string data.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
STRING	s_result := CONCAT( s_ary1, s_ary2, s_ary3 );	LD SM400 \$MOV s_ary1 s_result \$+ s_ary2 s_result \$+ s_ary3 s_result	LD,\$MOV,\$+

■ Function definition **BOOL\_ CONCAT\_E( BOOL EN, STRING S1, STRING S2,.....,STRING Sn, STRING D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1 to Sn	IN	Data to be concatenated (character string data)
D1	OUT	Concatenation result (character string data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the character string data stored in \*)  
 (\* sData1 and sData2 are concatenated, and the result is stored into Result. \*)  
 M0 := CONCAT\_E( X0, sData1, sData2, Result );

6.10.6 Insertion of character string into specified position **INSERT**  
**INSERT\_E**

The character string data is inserted into the specified position and later of the specified character string data.

■ Function definition **STRING INSERT( STRING S1, STRING S2, INT POS );**

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be inserted (character string data)
S2	IN	Data into which above data will be inserted (character string data)
POS	IN	Insertion position (BIN 16-bit data)

● Return value

Return Value	Description
STRING	Insertion result (character string data)

Remarks: This function cannot be used with the Basic model QCPU.

Secure the area of the number of characters after insertion + 1 character as the data area that will store the character string data after insertion.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
STRING	w_Str3 := INSERT(w_Str1,w_Str2,w_Word1);	LD SM400 \$+ w_Str2 w_Str1 w_Str3 AND<> w_Word1 K1 MOV K1 D10238 - w_Word1 K1 D10239 MIDW w_Str1 w_Str3 D10238 MOV w_Word1 D10238 LEN w_Str2 D10239 MIDW w_Str2 w_Str3 D10238	LD,\$+,AND<>,MOV -,MIDW,LEN

■ Function definition **BOOL INSERT\_E( BOOL EN, STRING S1, STRING S2, INT POS, STRING D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be inserted (character string data)
S2	IN	Data into which above data will be inserted (character string data)
POS	IN	Insertion position (BIN 16-bit data)
D1	OUT	Insertion result (character string data)

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the character string data in sData2 is \*)  
 (\* inserted into the iData position from the head of the character string data in \*)  
 (\* sData1, and the result is stored into Result. \*)  
**M0 := INSERT\_E( X0, sData1, sData2, iData, Result );**

6.10.7 Deletion of character string from specified position **DELETE**  
**DELETE\_E**

n characters of character string is deleted from the specified position and later of the specified character string.

■ Function definition **STRING DELETE( STRING S1, INT n, INT POS );**

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be deleted (character string data)
n	IN	Number of characters to be deleted (BIN 16-bit data)
POS	IN	Deletion position (BIN 16-bit data)

● Return value

Return Value	Description
STRING	Deletion result (character string data)

Remarks: This function cannot be used with the Basic model QCPU.

Secure the area of the number of characters after deletion + 1 character as the data area that will store the character string data after deletion.

If the deletion position POS is 0, n characters of character string will be deleted, starting at the end (right) of the data to be deleted S1.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
STRING	w_Str2 := DELETE( w_Str1,w_Word1, w_Word2 );	LD SM400 LEN w_Str1 D10238 w_Word1 D10238 RIGHT w_Str1 w_Str2 D10238 w_Word2 K1 D10239 AND<> 10239 K0 MOV K1 D10238 MIDW w_Str1 w_Str2 D10238	LD,LEN,-,RIGHT, AND<>,MOV,MIDW

■ Function definition **BOOL DELETE\_E( BOOL EN, STRING S1, INT n, INT POS, STRING D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be deleted (character string data)
n	IN	Number of characters to be deleted (BIN 16-bit data)
POS	IN	Deletion position (BIN 16-bit data)
D1	OUT	Deletion result (character string data)

Remarks: Secure the area of the number of characters after deletion + 1 character as the data area that will store the character string data after deletion.

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the character string of the number of \*)  
 (\* characters specified in iData1 is deleted, starting at iData2 from the head of \*)  
 (\* the character string data in sData, and the result is stored into Result.) \*)  
**M0 := DELETE\_E( X0, sData, iData1, iData2, Result );**

6.10.8 Replacement of character string from specified position **REPLACE**  
**REPLACE\_E**

n characters of character string data starting at the specified position of the specified character string data is replaced by the specified character string.

■ Function definition **STRING REPLACE( STRING S1, STRING S2, INT n, INT POS );**

● Argument

Argument Name	IN/OUT	Description
S1	IN	Data to be replaced (character string data)
S2	IN	Data that will replace (character string data)
n	IN	Number of characters to be replaced (BIN 16-bit data)
POS	IN	Replacement start position (BIN 16-bit data)

● Return value

Return Value	Description
STRING	Replacement result (character string data)

Remarks: This function cannot be used with the Basic model QCPU.

Secure the area of the number of characters after replacement + 1 character as the data area that will store the character string data after replacement.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
STRING	w_Str3 := REPLACE( w_Str1,w_Str2, w_Word1, w_Word2 );	LD SM400 \$MOV w_Str1 w_Str3 MOV w_Word1 D10239 MOV w_Word2 D10238 MIDW w_Str2 w_Str3 D10238	LD,\$MOV,MOV, MIDW

■ Function definition **BOOL REPLACE\_E( BOOL EN, STRING S1, STRING S2, INT n, INT POS, STRING D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Data to be replaced (character string data)
S2	IN	Data that will replace (character string data)
n	IN	Number of characters to be replaced (BIN 16-bit data)
POS	IN	Replacement start position (BIN 16-bit data)
D1	OUT	Replacement result (character string data)

Remarks: Secure the area of the number of characters after replacement + 1 character as the data area that will store the character string data after replacement.

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the character string data of the \*)  
 (\* number of characters specified in iData1, starting at iData2 from the head of \*)  
 (\* the character string data in sData1, is replaced by the character string data in \*)  
 (\* sData2, and the result is stored into Result. \*)  
**M0 := REPLACE\_E( X0, sData1, sData2, iData1, iData2, Result );**

6.10.9 Search for character string from specified position **FIND**  
**FIND\_E**

The specified character string is searched for the specified character string.

■ Function definition **INT FIND( STRING S1, STRING S2 );**

● Argument

Argument Name	IN/OUT	Description
S1	IN	Character string to be searched (character string data)
S2	IN	Character string to be searched for (character string data)

● Return value

Return Value	Description
INT	Position where character string is found first (BIN 16-bit data)

Remarks: This function cannot be used with the Basic model QCPU.  
If the character string is not found, the return value turns to 0.

● Example of use

Argument Type	ST Program	Conversion Result	Used Instruction
STRING	w_Word1:= FIND(w_Str1,w_Str2);	LD SM400 INSTR w_Str2 w_Str1 w_Word1 K1	LD,INSTR

■ Function definition **BOOL FIND\_E( BOOL EN, STRING S1, STRING S2, INT D1 );**

● Argument

Argument Name	IN/OUT	Description
EN	IN	Execution condition (Function is executed only when the result is TRUE)
S1	IN	Character string to be searched (character string data)
S2	IN	Character string to be searched for (character string data)
D1	OUT	Position where character string is found first (BIN 16-bit data)

Remarks: If the character string is not found, the return value turns to 0.

● Return value

Return Value	Description
BOOL	Execution condition

● Example of use

(\* When execution condition X0 turns ON, the character string data in sData1 is \*)  
 (\* searched for the character string data in sData2, and the position where the \*)  
 (\* character string is found first is stored into Result. \*)  
 M0 := FIND\_E( X0, sData1, sData2, Result );

## 7 ERROR LIST

This chapter explains the errors that may occur during conversion of a created ST program.

For the execution errors that may occur when the ST program is written to the CPU module, refer to the "QCPU (Q mode)/QnA Programming Manual (Common Commands)" or "QCPU User's Manual (Hardware Design, Maintenance and Inspection)".

- When conversion error occurs

The error dialog corresponding to the error in the program is displayed.

The maximum number of errors that may occur in a single program is 1000. Errors in excess of 1000 errors are not displayed in the error list.

- About conversion error indication

More than one error may be displayed for a single program statement, or more than one message may be displayed for a single error.

- Conversion error list (error message, cause, corrective action)

No.	Error Message	Cause	Corrective Action
1	An unanalyzable character exists. (C1009)	The character string that cannot be analyzed exists. As character strings that cannot be analyzed, there are the following examples. Example 1: 2## The format is wrong. Example 2: STRING type: STRV1 is defined. STRV1 := \$"abc"; The \$ symbol is used. Example 3: D0 := !10; The ! symbol is used. Example 4: J25\K4X0 := 5; The   symbol is used.	Correct the character string.
2	An unanalyzable operator exists. (C1010)	The operator that cannot be analyzed exists. Example 1: Y0 := M0 => M1;	Correct the operator.
3	The real number constant is wrong. (C1013)	The description of the real number constant is illegal. As illegal descriptions, there are the following examples. Example 1: REAL type : RealV1 is defined. RealV1 := 1.; The format of the real number constant is wrong. Example 2: RealV1 := 0.1E; The format of the real number constant is wrong.	Correct the description of the real number constant.

No.	Error Message	Cause	Corrective Action
4	Description of a device is wrong. (C1014)	The description of the device is illegal. As illegal descriptions, there are the following examples. Example 1: D0.10 := TRUE; The bit No. specification of the word device is wrong. Example 2: D0@ := 0;	Correct the description of the device.
5	Description of a device is wrong. (C1017)	The description of the device is illegal. As an illegal description, there is the following example. Example 1: D0 := %MMW0.10; The device was described in an unusable format.	Correct the description of the device.
6	Description of a comment is wrong. (C1018)	The description of the comment is illegal. It is not written in the "(***)" format. As illegal descriptions, there are the following examples. Example 1: (* * A parenthesis is insufficient. Example 2: (*( * The parenthesis and * format is wrong. Example 3: (* * ) There is a space between "*" and ")". Example 4: (*aaaa) * is insufficient.	Correct the description of the comment.
7	Description of a character constant is wrong. (C1019)	The description of the character string constant is illegal. As illegal descriptions, there are the following examples. Example 1: STRING type : STRV1 is defined. STRV1 := """; Example 2: STRV1 := "; " is insufficient. Example 3: STRV1 := " character "; There is ' within the character string "". Example 4: STRV1 := "\$"; The method of using the escape sequence is wrong.	Correct the description of the character string constant.



No.	Error Message	Cause	Corrective Action
8	Description of a constant is wrong. (C1020 to C1023)	<p>The unsupported data type was used, or the constant was described wrongly.</p> <p>As illegal descriptions, there are the following examples.</p> <p>Example 1: W_TMP := TIME#1100_0101;</p> <p>Example 2: W_TMP := T#0;</p> <p>Example 3: W_TMP := 2#0;</p> <p>Example 4: W_TMP := DT#1900-01-01, 00:00:00;</p> <p>Example 5: W_TMP := D#1994-06;</p> <p>Example 6: W_TMP := TOD#09:30:61;</p>	<p>The used data type is not supported.</p> <p>Correct the data type.</p> <p>Correct the description of the constant.</p>
9	Variable '*1' undefined. (C1028) (Variable name enters *1.)	<p>An undefined variable was used.</p> <p>There are the following examples of using undefined variables.</p> <p>Example 1: I_TEST := 1 ; The label is used without label setting being made.</p> <p>Example 2: DO := HAAH; Characters other than A to F are used in hexadecimal.</p> <p>Example 3: DO := 1234 ;</p>	<p>Define the used variable.</p>
10	An error is in element specification of array. (C1033)	<p>The method of specifying the array element is wrong.</p> <p>Example 1: Word type array label: W_ARY W_ARY[0,1] := 1; The array was described in the format different from the defined one.</p>	<p>Correct the description of the array.</p>
11	Function '*1' is undefined. (C1049) (Function name enters *1.)	<p>An undefined function was used.</p> <p>There is the following example of using an undefined function.</p> <p>Example 1: Real number type label: RE_1 M0 := OS_E_MD(TRUE,E1.0,RE_1);</p>	<p>Correct the description of the function name.</p>
12	A variable name or a device name is too long. (C1077)	<p>The variable name has more than 16 characters, or the device name is too long.</p> <p>There are the following program examples that will result in an error.</p> <p>Example 1: abcde678901234567 := D10;</p> <p>Example 2: D0 := D000000 ••• 000000000000001; The device name is too long.</p>	<p>Use the defined variable name.</p> <p>Correct the description of the device.</p>

No.	Error Message	Cause	Corrective Action
13	It is used except a constant for the %d argument. (C2021) (Argument error location enters *1.)	Other than a constant was used in the argument for which a constant should be specified. There are the following program examples that will result in an error. Example 1: M1 := ROL(M0,X0); Other than a constant was used in argument No. 2. Example 2: D100 := SHL(D0,D1); Other than a constant was used in argument No. 2.	Use a constant in the specified argument.
14	Syntax error. (C2054)	Wrong grammar was described. There are the following examples where grammar will be illegal. Example 1: D0 : 0; "=" is not described in the assignment statement. Example 2: FOR ARY[0] := 0 TO D10 BY D20 DO D100 := D100+1; END_FOR; The array element was specified in the repeat variable. Example 3: FOR STR.W_TMP := 0 TO D10 BY D20 DO D100 := D100+1; END_FOR; The structure element was specified in the repeat variable. Example 4: D0 := 1+++++++2; The method of using the + operator is wrong. Example 5: Word type array : IntAry1 D0 := IntAry1[[0; The method of describing the array is wrong.	Correct the grammar.

No.	Error Message	Cause	Corrective Action
15	'*1' missing. (C8006) (END FOR ; END WHILE END FOR END_REPEAT END_CASE or END_IF enters *1.)	The statement is not ended by ";".	Describe ";" at the end of the statement.
		"END FOR" is not described in the FOR syntax.	Describe "END FOR" in the FOR syntax.
		"END WHILE" is not described in the WHILE syntax.	Describe "END WHILE" in the WHILE syntax.
		"END_REPEAT" is not described in the REPEAT syntax.	Describe "END_REPEAT" in the REPEAT syntax.
		"END_CASE" is not described in the CASE conditional statement.	Describe "END_CASE" in the CASE conditional statement.
		"END_IF" is not described in the IF conditional statement.	Describe "END_IF" in the IF conditional statement.
16	EXIT outside a loop statement. (C8009)	The EXIT syntax is described outside the loop syntax.	Describe the EXIT syntax in the loop syntax.
17	Description of a constant is wrong. (C8010)	The unsupported data type was used. Example 1: Timer label: wTime wTime := T#1111111111111111 1s;	The used data type is not supported. Correct the data type.
18	Undefined FB was called. (C8011)	The undefined FB was called. There are the following examples of using undefined FBs. Example 1: FB_1(); The undefined FB is called. Example 2: Word type label: W_TMP W_TMP(); The variable other than FB is described.	Define the used FB.
19	The value is not specified to IN/IN_OUT variable '*1'. (C8012) (Input or I/O variable name enters *1.)	No value has been specified in the input or I/O variable of the FB. There are the following examples that will result in the above error. Example 1: I/O variable: IO_TEST1 Diverted FB name: FB1 FB1(); Example 2: I/O variable: IO_TEST1 Diverted FB name: FB1 FB1(IO_TEST); No value is assigned to the input variable.	Specify a value in the input or I/O variable of the FB.

No.	Error Message	Cause	Corrective Action
20	Type mismatch at parameter '*1'. (C8013) (Argument name enters *1.)	<p>The FB call argument does not match in type with the specified value or variable.</p> <p>There are the following examples that will result in the above error.</p> <p>Example 1: Input variable (word type): IN1 Diverted FB name: FB1 FB1(IN1 := TRUE); A bit type variable is specified in the word type input variable.</p> <p>Example 2: Input variable (word type): IN1 Output variable (word type): OUT1 Diverted FB name: FB1 Double word type: DIN1 FB1(IN1 := DIN1); A double word type variable is specified in the word type input variable.</p>	Match the type with that of the FB call argument.
21	The variable which cannot substitute a value for IN_OUT/OUTPUT variable cannot be specified. (*1) (C8014) (I/O or output variable name enters *1.)	<p>The variable to which a value cannot be assigned has been specified as the I/O variable or output variable of the called FB.</p> <p>Example 1: I/O variable: IO_TEST1 IO_TEST1 := TRUE; Diverted FB name: FB1 A constant is passed to the I/O variable.</p> <p>Example 2: Input variable: IN1 Output variable: OUT1 Diverted FB name: FB1 Word type constant label: wCon FB1(IN1 :=1,OUT1 := wCon); A constant label is passed to the word type output variable.</p>	Specify a variable to which a value can be assigned as the I/O variable or output variable of the called FB.
22	Variable '*1' which cannot be used as an argument of FB is used. (C8015) (Variable name enters *1.)	<p>The value is passed to the variable other than the input, output or I/O variable of the called FB.</p> <p>There is the following example that will result in the above error.</p> <p>Example 1: Input variable IN1 Output variable OUT1 Variable TEST1 Diverted FB name: FB1 FB1(TEST1 := X10);</p>	For an FB call, do not use the variable other than the input, output or I/O variable of the FB.

No.	Error Message	Cause	Corrective Action
23	Input '*1' was multiply assigned. (C8016) (Argument name enters *1.)	The same argument is used two or more times for an FB call. Example 1: I/O variable (bit type) : INOUT1 Diverted FB name: FB1 FB1(INOUT1 := TRUE, INOUT1 := FALSE);	Do not use the same argument more than once for an FB call.
24	Input '*1' unknown. (C8017) (Argument name enters *1.)	The argument of the FB to be called is not defined. Example 1: I/O variable (bit type) : INOUT1 Diverted FB name: FB1 FB1(TMP_INOUT1 := TRUE);	Define the argument of the FB to be called.
25	Invalid integer literal '*1'. (C8018) (Integer value enters *1.)	The integer value is illegal. Example 1: D1 := 9999999999 ; The integer value is greater than the allowed range.	Correct the integer value to within the allowed range.
26	Constant '*1' is wrong. (C8019) (Constant enters *1.)	The Boolean constant is illegal. Example 1: D1 := 2##0011_0101; The wrong Boolean constant is described. Example 2: M0 :=2 #F; The wrong Boolean constant is described.	Change the description of the Boolean constant into the usable one.
27	It is used except the INT type for the element number of an array variable. (C8021)	Other than the word type is used for element specification. Example 1: Bit type array: BoolAry1 Real number type label: RealVal BoolAry1[RealVal] := x0; Example 2: Bit type array: BoolAry1 BoolAry1[D0<D1] The wrong element specification is described.	Change the data type of the element into the word type.
28	Array subscript is out of bounds. (C8022)	The specified element number exceeds the element range of the array definition. Example 1: Word type array label (number of elements 2): Kosu Unit_No[5] := D0;	Change the element number to the one within the element range of the array definition.
29	The variable which is non-array variable is used as array. (C8023)	The array format syntax was described in the variable that is not an array variable. Example 1: Word type label: W_TMP1 W_TMP1[2] := 100; Described in the array format in the variable that is not an array. Example 2: aaa[1] := D0; The undefined label is described in the array format.	Correct the description of the variable.

No.	Error Message	Cause	Corrective Action
30	Member '*1' of '*2' is undefined. (C8024) (Structure element name or FB variable name enters *1, and structure name or FB name enters *2.)	The element name of the structure is wrong or the variable name of the FB is wrong. Example 1: Structure element name: mem1 Diverted structure name: InsSDT1 InsSDT1.mem2 := 100; The wrong structure element name is described. Example 2: Input variable: IN1 Diverted FB name: FB1 FB1(IN1 := 10); d0 := FB1.aaa; An undefined FB output variable is described.	Correct the element name of the structure, or correct the variable name of the FB.
31	Member '*1' of '*2' which cannot be used as a FB output is used. (C8025) (FB variable name enters *1, and FB name enters *2.)	The FB variable that cannot be used as FB output was used. Example 1: Internal variable (word type): TEMP1 Diverted FB name: FB1 D100 := FB1.TEMP1; The internal variable is used as FB output.	Use the correct FB variable and describe it as FB output.
32	Variable '*1' (FB: *2) cannot be used other than an argument. (C8026) (FB variable name enters *1, and FB name enters *2.)	The FB variable using method is wrong. Example 1: [FB definition] Input variable: IN1 Output variable: OUT1 Diverted FB name: FB1 X1 := FB1.IN1; The input variable is used as FB output.	Use the correct FB variable in the argument of the FB.
33	It is a undefined structure. (C8027)	The structure name is illegal. Example 1: Structure: None Word type label: W_TMP2 W_TMP2.mem1 := 100; The wrong structure is described.	Correct the structure name.

No.	Error Message	Cause	Corrective Action
34	The variable which cannot substitute a value for the *1 cannot be specified. *2'(C8028) (Error location enters *1, and function name, " := " enters *2.)	The variable to which a constant, input variable or other value cannot be assigned is specified in the location where the value is assigned. Example 1: Label (constant type): cnt cnt := D10; Assigned to the label constant. Example 2: ABS_E(TRUE, d0, K10); The constant is described in the output variable of the function. Example 3: FB input variable (word type): IN1 BPLUS_3_M(M0, K1, D0, FB1.IN1); The input variable is specified in the argument where the value is output.	Change the value into the variable to which a value can be assigned.
35	Type mismatch at variable *1 of '*2'. (C8029) (Argument error location enters *1, and function name enters *2.)	The type of the variable does not match. Example 1: Word type array: IntAry1[0..1] M1 := BACOS_MD(TRUE, IntAry1, D1);	Correct the type in the specified error location of the function argument, or correct the variable type.
36	Type mismatch for '*1'. (C8030) (Operator, such as " := " or "*" enters *1.)	The left member of the variable/device differs in data type from the right member. Example 1: D0 := TRUE; The bit type is assigned to the word device. Example 2: D1 := D2 * M1; The word type and bit type are operated. Example 3: M0 := d1 > M1; The word type and bit type are compared.	Specify the same data type in the left and right members of the variable/device.
37	No overload of '*1' takes *2 parameters. (C8031) (Function name enters *1, and the number of arguments that do not match the definition enters *2.)	The number of arguments for a function call does not match the definition. Example 1: ABS(); The number of arguments described is less than the number of arguments defined. Example 2: d0 := ABS(10, 10); The number of arguments described is greater than the number of arguments defined.	Correct the number of function arguments.

No.	Error Message	Cause	Corrective Action
38	The type of a formula is illegal. (C8032)	<p>The format type does not match in the control syntax.</p> <p>Example 1: Double word type: DwLBL  FOR <u>DwLBL</u> := W1 TO <u>W2</u> BY W3 DO  W5 := W6;  END_FOR;  The data types of the repeat variable and last value expression/incremental expression do not match.</p> <p>Example 2: CASE <u>W1</u> OF  1: D0 := 1;  <u>2147483648</u> : D0 := 2;  ELSE  D0 := 10;  END_CASE;  The data types of the integer expression and selection value do not match.</p> <p>Example 3: IF <u>W1</u> THEN  D100 := 1;  END_IF;  The word type is specified for the Boolean expression.</p>	Correct the format type.
39	Substitution is impossible for a constant variable (inside of FOR syntax). (C8033)	<p>An attempt was made to write to the constant variable.</p> <p>There is the following program example for the above error.</p> <p>Example 1: Constant label : tei  FOR <u>tei</u> := W10 TO W20 BY W30 DO  R10 := R20;  END_FOR;</p>	Write to the constant variable (in FOR syntax) cannot be performed.
40	By FOR syntax, variables other than INT/DINT type are used. (C8034)	<p>The variable of other than the word/double word type is used in the FOR syntax.  (For example, when the character string, array or structure variable name is specified for the repeat variable)</p> <p>Example 1: Character string label: Str1, Str2, Str3, Str4  FOR <u>Str1</u> := Str2 TO Str3  BY Str4 DO  D0 := D100;  END_FOR;  The character string variable name was specified for the repeat variable.</p>	Use the correct type in the FOR syntax.



No.	Error Message	Cause	Corrective Action
41	The keyword '*1' is missing. (C8039) (DO UNTIL OF THEN or DO enters *1.)	"DO" is not described in the FOR syntax. Example 1: FOR D1 := D2 TO D3 BY D4	Describe "DO" in the FOR syntax.
		"UNTIL" is not described in the REPEAT syntax.	Describe "UNTIL" in the REPEAT syntax.
		"OF" is not described in the CASE conditional statement.	Describe "OF" in the CASE conditional statement.
		"THEN" is not described in the IF conditional statement.	Describe "THEN" in the IF conditional statement.
		"THEN" is not described in the ELSIF conditional statement.	Describe "THEN" in the ELSIF conditional statement.
		"DO" is not described in the WHILE syntax.	Describe "DO" in the WHILE syntax.
42	Illegal parameter for call of *1. (C8040) (FB name enters *1.)	The description of the input, output or I/O variable of the called FB is illegal. Example 1: Diverted FB name: FB1 FB1(X10); Example 2: Input variable: IN1 Diverted FB name: FB1 FB1(FB1.IN1);	Correct the call description of the FB.
43	The variable which stores the return value of a function is not specified. (C8041)	The return value or the variable that will store the return value does not exist in the function that has no EN/EN0. There is the following example where the variable that will store the return value. Example 1: INT_TO_DINT(D0);	Describe the return value of the function.

No.	Error Message	Cause	Corrective Action
44	There are many nesting and the conditions of control syntax, or between control syntax is too long. (C9017)	<p>There are too many nesting levels or conditions in the control syntax, or the program of the control syntax is too long.</p> <p>Example 1: IF D0 = 0 THEN              IF D1 = 0 THEN                  •••              END_IF;          END_IF;          Nesting was performed to 598 or more levels in the IF statement.</p> <p>Example 2: FOR D0 := 0 TO 100 BY 1 DO              FOR D1 := 0 TO 100 BY 1 DO                  •••              END_FOR;          END_FOR;          Nesting was performed to 299 or more levels in the FOR statement.</p> <p>Example 3: WHILE D0 &lt; 10 DO              WHILE D1 &lt; 10 DO                  •••              END_WHILE;          END_WHILE;          The WHILE statement was nested to 598 or more levels.</p> <p>Example 4: CASE W0 OF              0: D0 := 0;              1: D0 := 1;              •••              1491: D0 := 1491;          END_CASE;          1492 or more integer selection values were used in the CASE statement.</p>	The program of the control syntax is too long. Shorten the control syntax program, e.g. reduce the number of nesting level or reduce the number of conditions.
45	The value of the execution conditions EN of function '*1' is not right. (C9019) (Function name enters *1.)	<p>In a specific function, TRUE must always be entered into execution condition EN but FALSE has been entered.</p> <p>Example 1: EI_M(FALSE);          Example 2: DI_M(0);          Example 3: COM_M (FALSE);</p>	Specify the correct value in execution condition EN.
46	Failed to read a system file. (C9020)	The system file is corrupted.	Reinstall.
47	Since it is used by the system, Z0 and Z1 cannot be used. (C9035)	<p>Z0 or Z1 is used.</p> <p>Example 1: INC_M(M10, D0Z1);          Example 2: Z0 := 10;</p>	Make correction so that Z0 or Z1 is not used.
48	Constant %d is outside the range of an element number (%d .. %d). (C9039) (Element number enters *1, and the numbers of elements enter *2 and *3.)	<p>The element number of the array is illegal.</p> <p>Example 1: Word type array label:              IntAry1[255]              IntAry1[K255] := 0;</p>	Correct the specified constant to within the element number range.

No.	Error Message	Cause	Corrective Action
49	Division by zero. (C9065)	0 is used as the divisor. Example 1: D0 := 10/0; Example 2: D1 := W1/K0;	Correct the portion where 0 is used as the divisor.
50	The return value of function '*1' cannot carry out direct reference. (C9066) (Function name enters *1.)	When operation could not be performed by directly referring to the return value of the character string function (indicates the ***_STR(), LEFT(), RIGHT() function). Example 1: M0 := INT_TO_STR(D0) < "AAA";	Change the character string function that resulted in error into the other program, and correct the program to use the return value of that character string function.
51	Failed to read a system file. (C9072)	The system file is corrupted.	The system file is corrupted. Reinstall.
52	The error occurred at the conversion of function '*1'. (C9076) (Function name enters *1.)	The conversion result has an error. Example 1: TIMER_H_M(X0, TC0, -1); A negative value is used in the third argument.	In the argument of the function, use the specifiable data type or the data within the specifiable range.
53	The formula is used for the input variable. (C9118)	An operation expression or function was specified in the input variable that specifies the head device of the MELSEC function. The bit type array element whose element number is variable was specified in the specified input variable of the MELSEC function. The array element of other than bit type whose element number is variable was specified in the specified input variable of the MELSEC function. Example 1: BMOV_M(X0, MAX (D0, D1, D2), D100,D200); The function was used in the input variable. Example 2: TO_M(X0, D0+1, D1, D2, D3); The operation expression was used in the input variable. Example 3: DTO_M(X0, Dint1+K8X0, D1, D2, D3); The operation expression was used in the input variable. Example 4: BKRST_M(X0, ARY[D0], D1); The bit type array element whose element number is variable was specified in the input variable S1 that specifies the head device. Example 5: BKPLUS_M(M0, ARY[D1], ARY[D2], ARY[D3], ARY[D4]); The array elements whose element number is variable were specified in the input variables S1, S2 that specify the head device.	<ul style="list-style-type: none"> <li>When the operation expression or function was specified An operation expression or function cannot be specified in the input variable that specifies the head device. Specify a label name or device.</li> <li>When the bit type array element whose element number is variable was specified The bit type array element whose element number is variable cannot be specified in the argument that specifies the head of the device. Change the element number into a constant, or specify the label name or bit device.</li> <li>When the array element other than bit type whose element number is variable was specified If the array element whose element number is variable is specified, there is a limit on the index registers used in the compiler. Therefore, make correction, e.g. change the element number into a constant, specify the label name or bit device, or reduce the number of specified array elements used in a single function.</li> </ul>

No.	Error Message	Cause	Corrective Action
54	An error is in a conversion result. (F0028)**1" (Illegal conversion result is displayed in *1.)	The program is correct in ST grammar but an error occurs due to device specifications, etc. Example 1: TS0 := TRUE;	Check the contents of the list displayed in the error message, and correct the program.
55	The number of the maximum which can use a character is to 32 characters. (F0102)	The number of characters used is greater than the preset maximum value. There is the following error example that uses characters greater than the maximum value. Example 1: Character string label: Str1 Str1 := "123456789012345 678901234567890 123"; When the number of character string characters is 33	Change the character string to within 32 characters.
56	The illegal device or value beyond the range is used. (F0137) **1" (Illegal conversion result is displayed in *1.)	An illegal device or a numeric value outside the range is used. Example 1: M0 := COUNTER_M(TRUE, CC2, -1);	Correct the device or the numeric value to within the range.
57	Devices other than a timer are used for the argument of TIMER_M. (F0177)	The device other than the timer is used in the argument of TIMER_M. Example 1: TIMER_M(X0, CC0, 2);	Use the timer device in the argument of function TIMER_M.
58	Devices other than a counter are used for the argument of COUNTER_M. (F0178)	The device other than the counter is used in the argument of COUNTER_M. Example 1: COUNTER_M(X0, TC0, 2);	Use the counter device in the argument of function COUNTER_M.

No.	Error Message	Cause	Corrective Action
59	With the CONCAT(_E) function, the argument and the same variable as a return value are used. (F0196)	The same variable is used in the argument and return value of the CONCAT(_E) function. Example 1: Character string label: Str1 • Str2 Str1 := CONCAT(Str2, Str1);	Use different variables in the argument and return value of the CONCAT(_E) function.
60	With the INSERT(_E) function, the argument and the same variable as a return value are used. (F0206)	The same variable is used in the argument and return value of the INSERT(_E) function. Example 1: Character string label: Str1 Str1 := INSERT (Str1, Str2, D0); The same variable is used in the argument and return value.	Use different variables in the argument and return value of the INSERT(_E) function.
61	An illegal device type is used. (C10000)	The illegal device type (timer, retentive timer, counter, pointer) is used. Example 1: Timer1 := 0; The device type timer was used.	The illegal device type (timer, retentive timer, counter, pointer) cannot be used. Change it into the applicable device type.
62	The device and numerical value which were specified can be over it, or cannot use the range. (C10001)	The device is greater than the applied range, the unusable device is specified, or the numeric value is greater than the applied range. Example 1: M0 := X2000; The device number greater than 1FFF was specified as the device number of X. Example 2: D0 := A0; The accumulator was used with the QCPU Example 3: Double word type label: DW1 DW1 := K2147483648;	Correct the device number to within the applied range. Alternatively, change the device into the usable one, or correct the numeric value to within the applied range.

No.	Error Message	Cause	Corrective Action
63	There is too much function or number of a operator. (C10002)	A total of 1025 or more functions or operators are used in a single statement. Example 1: D0 := 1+1+1+1+ •••+1+1; 1025 or more operators "+" were used in a single statement. Example 2: d0 := ABS(ABS(ABS(ABS(wlabel) ••• )))); 1025 or more functions ABS were used in a single statement.	When functions or operators are used in a single statement, make correction to use less than 1025 functions or operators.
64	There is too much nesting of array element specification. (C10003)	When nesting was performed to 17 or more levels in the array element specification. Example 1: Array1[Array1[Array1[Array1 [Array1[Array1[. . . . . ]]]]]]; Nesting was performed to 17 or more levels in the array element specification.	Correct the nesting of the array element specification to up to five levels. Six or more levels are not supported. 17 or more levels will result in an error.
65	Specified FB name is already used. (C10004)	An FB call is made two or more times under the same FB name in the program. Example 1: Diverted FB name: FB1 I/O variable name: INOUT1 FB1(INOUT1 := D100); FB1(INOUT1 := D101);	Make an FB call under the same FB name only once.
66	An output variable is used before the call of FB. (C10005)	FB output is provided before an FB call. Example 1: Diverted FB name: FB1 I/O variable name: INOUT1 Output variable: OUT1 D0 := FB1.OUT1; FB1(INOUT1 := D100);	Put the FB output after the FB call.
67	The illegal type is used by '*1'. (C10006) (Operator enters *1.)	The value greater than the data type range was used in the double word or real number type assignment statement or operation. Example 1: Double word type label: w_Dword w_Dword := -2147483649;	Specify the correct range.

No.	Error Message	Cause	Corrective Action
68	The illegal type is used at the function '*1'. (C10007) (Function name enters *1.)	The illegal data type was used for the argument of the MELSEC function. Example 1: RST_M(M0, ddev1); The double word type was specified in the second argument of function RST_M. Example 2: DECO_M(M0, Real1, K8, Real2); The real number type was specified in the second/fourth argument of function DECO_M. Example 3: COMRD_S_MD(M0, ddev1, Str32); The double word type was specified in the second argument of function COMRD_SD_MD.	Use the variable of correct data type in the argument.





Character Strings That Cannot Be Used as Labels and FB Names	
T	T, THEN, TIME, TO, TR, TRANA, TRANC, TRANCA, TRANCO, TRANCOC, TRANJ, TRANL, TRANO, TRANOA, TRANOC, TRANOCA, TRANOCJ, TRANOJ, TRUNC_DINT(INT, SINT), TTMR
U	U, UDCNT1(P), UDCNT2(P), UDINT, UDINT_TO_BOOL(BYTE, DINT, DWORD, INT, REAL, SINT, UINT, UNTIL, USINT, WORD), UINT, UINT_TO_BOOL(BYTE, DINT, DWORD, INT, REAL, SINT, UDINT, USINT, WORD), ULINT, USINT, USINT_TO_BOOL(BYTE, DINT, DWORD, INT, REAL, SINT, UDINT, UINT, WORD)
V	V, VAR, VAR_CONSTANT, VAR_EXT, VAR_EXTERNAL, VAR_EXTERNAL_CONSTANT, VAR_EXTERNAL_FB, VAR_EXTERNAL_PG, VAR_GLOBAL, VAR_GLOBAL_CONSTANT, VAR_GLOBAL_FB, VAR_GLOBAL_PG, VAR_IN_OUT, VAR_INPUT, VAR_OUTPUT, VAR_TEMP, VD, VOID
W	W, WHILE, WORD, WORD(P), WORD_TO_BOOL(BYTE, DINT, DWORD, INT, REAL, SINT, UDINT, UINT, USINT), WRITE, WSTRING, W_BCD_TO_DINT(INT, SINT)
X	X, XCH(P), XOR, XORN
Y	Y
Z	Z, ZCOM, ZNRD, ZNRF, ZNTO, ZNWR, ZR
Function group	MELSEC function group, IEC function group

An error will occur if the character string used matches any of the above character strings completely. (Case independent)  
 For device names, an error will occur if any of characters 0 to F is added to the end of a device name.  
 Example: XFFF, M100

Other precautions for defining labels

1. A space cannot be used.
2. A numeral cannot be used as the first character.
3. The following characters cannot be used.

(, ), \*, /, +, -, <, >, =, &, !, ", #, \$, %, ', ~, ^, |, @, ` , [ , ] , { , } , ; , : , , , . , ? , \ , \_

For underscores, an error will occur if an underscore exists at the end of a character string or two or more underscores are used consecutively.

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# WARRANTY

Please confirm the following product warranty details before using this product.

## 1. Gratis Warranty Term and Gratis Warranty Range

If any faults or defects (hereinafter "Failure") found to be the responsibility of Mitsubishi occurs during use of the product within the gratis warranty term, the product shall be repaired at no cost via the sales representative or Mitsubishi Service Company.

However, if repairs are required onsite at domestic or overseas location, expenses to send an engineer will be solely at the customer's discretion. Mitsubishi shall not be held responsible for any re-commissioning, maintenance, or testing on-site that involves replacement of the failed module.

### [Gratis Warranty Term]

The gratis warranty term of the product shall be for one year after the date of purchase or delivery to a designated place.

Note that after manufacture and shipment from Mitsubishi, the maximum distribution period shall be six (6) months, and the longest gratis warranty term after manufacturing shall be eighteen (18) months. The gratis warranty term of repair parts shall not exceed the gratis warranty term before repairs.

### [Gratis Warranty Range]

- (1) The range shall be limited to normal use within the usage state, usage methods and usage environment, etc., which follow the conditions and precautions, etc., given in the instruction manual, user's manual and caution labels on the product.
- (2) Even within the gratis warranty term, repairs shall be charged for in the following cases.
  1. Failure occurring from inappropriate storage or handling, carelessness or negligence by the user. Failure caused by the user's hardware or software design.
  2. Failure caused by unapproved modifications, etc., to the product by the user.
  3. When the Mitsubishi product is assembled into a user's device, Failure that could have been avoided if functions or structures, judged as necessary in the legal safety measures the user's device is subject to or as necessary by industry standards, had been provided.
  4. Failure that could have been avoided if consumable parts (battery, backlight, fuse, etc.) designated in the instruction manual had been correctly serviced or replaced.
  5. Failure caused by external irresistible forces such as fires or abnormal voltages, and Failure caused by force majeure such as earthquakes, lightning, wind and water damage.
  6. Failure caused by reasons unpredictable by scientific technology standards at time of shipment from Mitsubishi.
  7. Any other failure found not to be the responsibility of Mitsubishi or that admitted not to be so by the user.

## 2. Onerous repair term after discontinuation of production

(1) Mitsubishi shall accept onerous product repairs for seven (7) years after production of the product is discontinued.

Discontinuation of production shall be notified with Mitsubishi Technical Bulletins, etc.

(2) Product supply (including repair parts) is not available after production is discontinued.

## 3. Overseas service

Overseas, repairs shall be accepted by Mitsubishi's local overseas FA Center. Note that the repair conditions at each FA Center may differ.

## 4. Exclusion of loss in opportunity and secondary loss from warranty liability

Regardless of the gratis warranty term, Mitsubishi shall not be liable for compensation of damages caused by any cause found not to be the responsibility of Mitsubishi, loss in opportunity, lost profits incurred to the user by Failures of Mitsubishi products, special damages and secondary damages whether foreseeable or not, compensation for accidents, and compensation for damages to products other than Mitsubishi products, replacement by the user, maintenance of on-site equipment, start-up test run and other tasks.

## 5. Changes in product specifications

The specifications given in the catalogs, manuals or technical documents are subject to change without prior notice.

## 6. Product application

- (1) In using the Mitsubishi MELSEC programmable controller, the usage conditions shall be that the application will not lead to a major accident even if any problem or fault should occur in the programmable controller device, and that backup and fail-safe functions are systematically provided outside of the device for any problem or fault.
- (2) The Mitsubishi programmable controller has been designed and manufactured for applications in general industries, etc. Thus, applications in which the public could be affected such as in nuclear power plants and other power plants operated by respective power companies, and applications in which a special quality assurance system is required, such as for Railway companies or Public service purposes shall be excluded from the programmable controller applications.

In addition, applications in which human life or property that could be greatly affected, such as in aircraft, medical applications, incineration and fuel devices, manned transportation, equipment for recreation and amusement, and safety devices, shall also be excluded from the programmable controller range of applications.

However, in certain cases, some applications may be possible, providing the user consults their local Mitsubishi representative outlining the special requirements of the project, and providing that all parties concerned agree to the special circumstances, solely at the users discretion.



# QCPU(Q Mode)

## Programming Manual (Structured Text)

MODEL	QCPU-P-ST-E
MODEL CODE	13JF68
SH(NA)-080366E-F(0810)MEE	

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When exported from Japan, this manual does not require application to the Ministry of Economy, Trade and Industry for service transaction permission.

Specifications subject to change without notice.