
	MGT-MODE-3-003		
	V1.02		
			2024-12-12

1

1.1

Mc5000,Mc5100

CPU

MC

Mc280

1.2

	Plc()
Mc5000,Mc5100	
MEGreator	MC5000 MU
	MEGreator

2

2.1

LD

LD

LD

LD

LD

Mc5x00 Plc

1>. C C ,

2>. Plc , X, Y, M, S, SM, T, C; D, R, SÑ p i

X , D

/

t

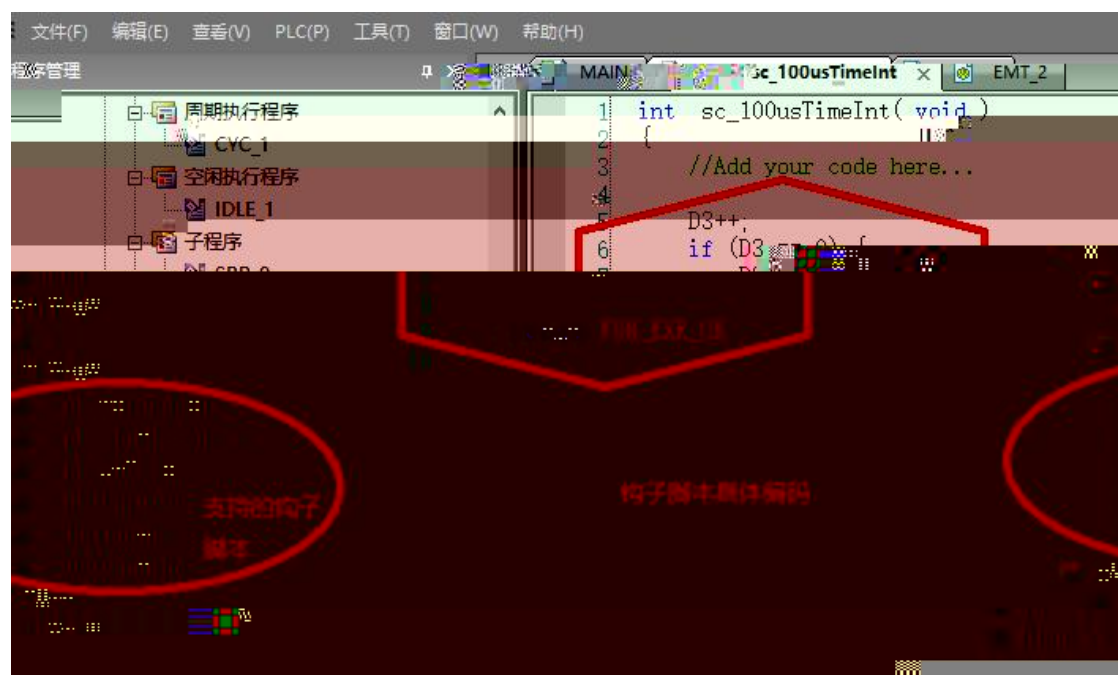
D

<http://www.megmeet.com/>

3

32

√



3

2.3

LD C
plc

export_module.h	Plc
user_common.c	
user_common.h	

3

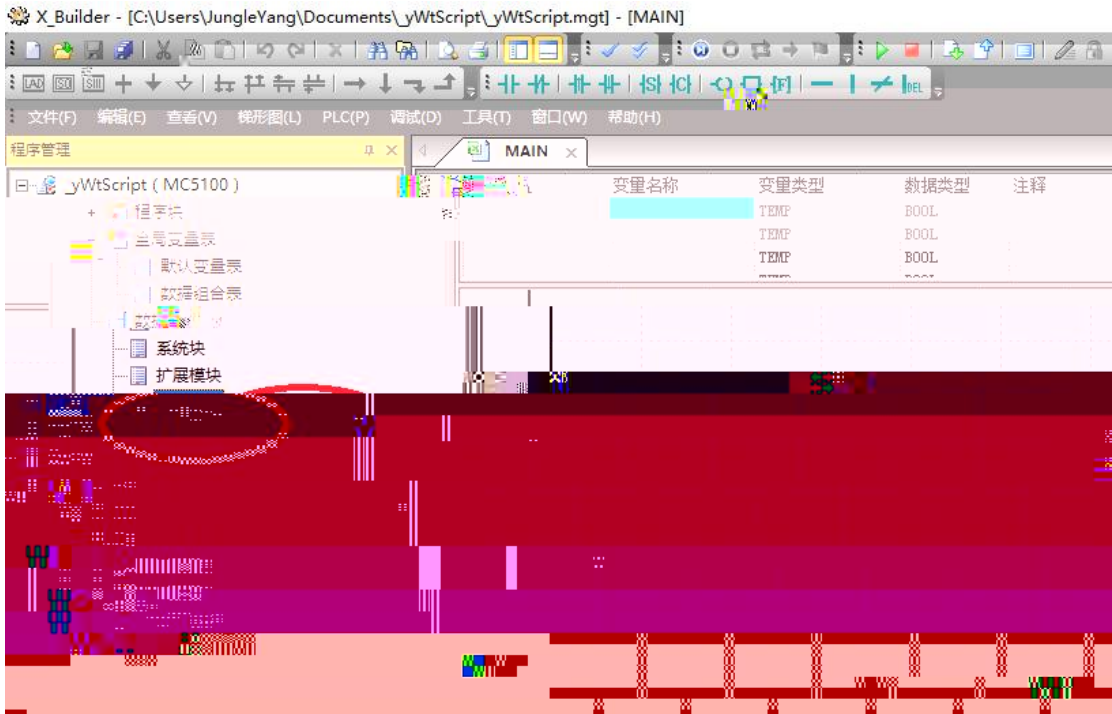
xBuild C

D1000 20000 D998()

D996()

3.1

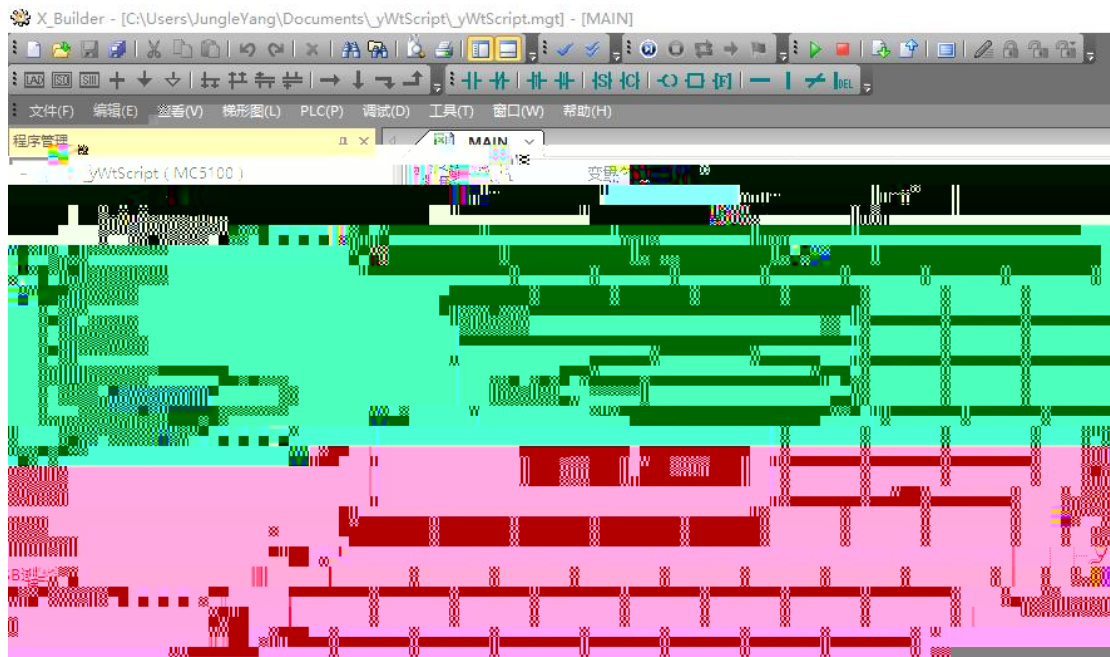
“ ” , “ ” “ ”



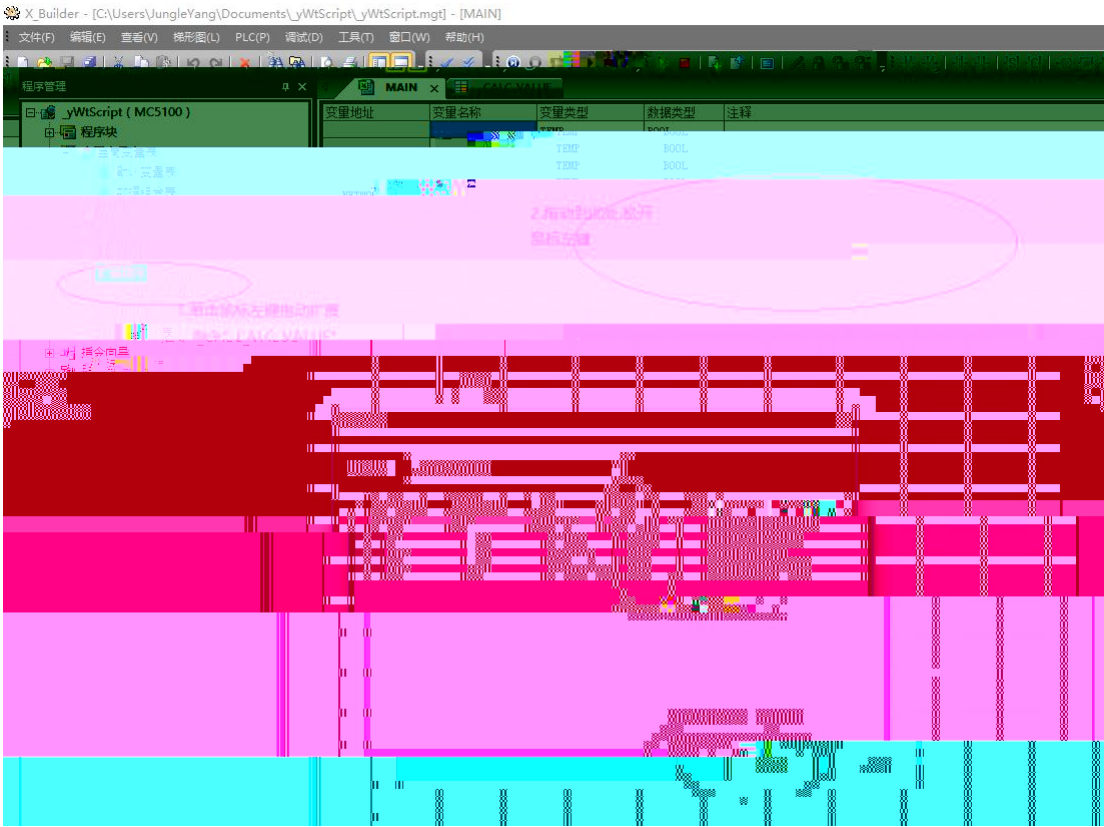
3.6

3.3

”_CALC_VALUE”

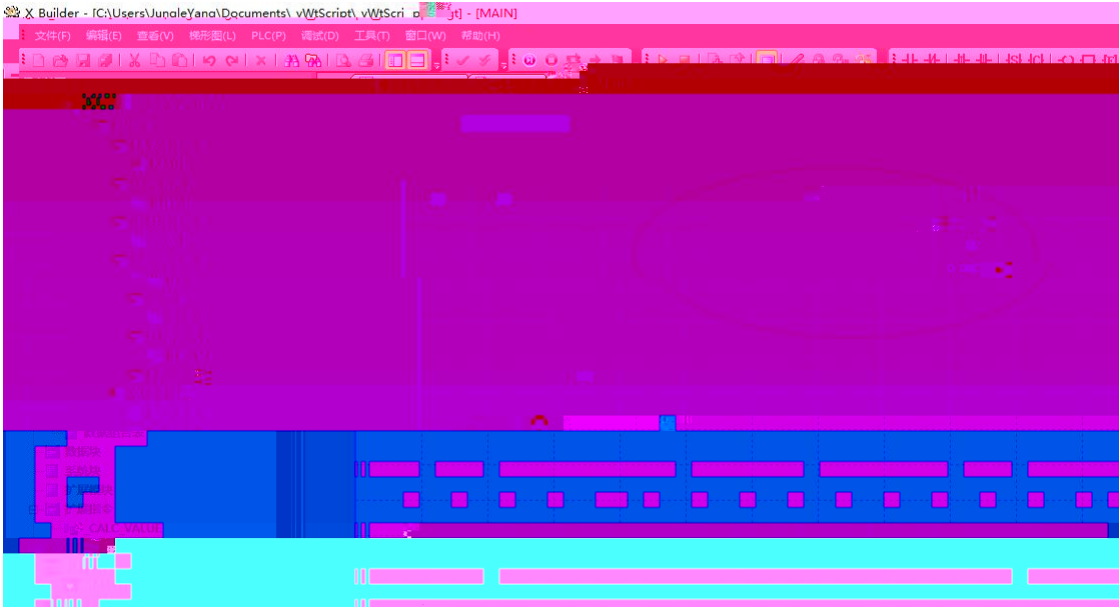


3.4



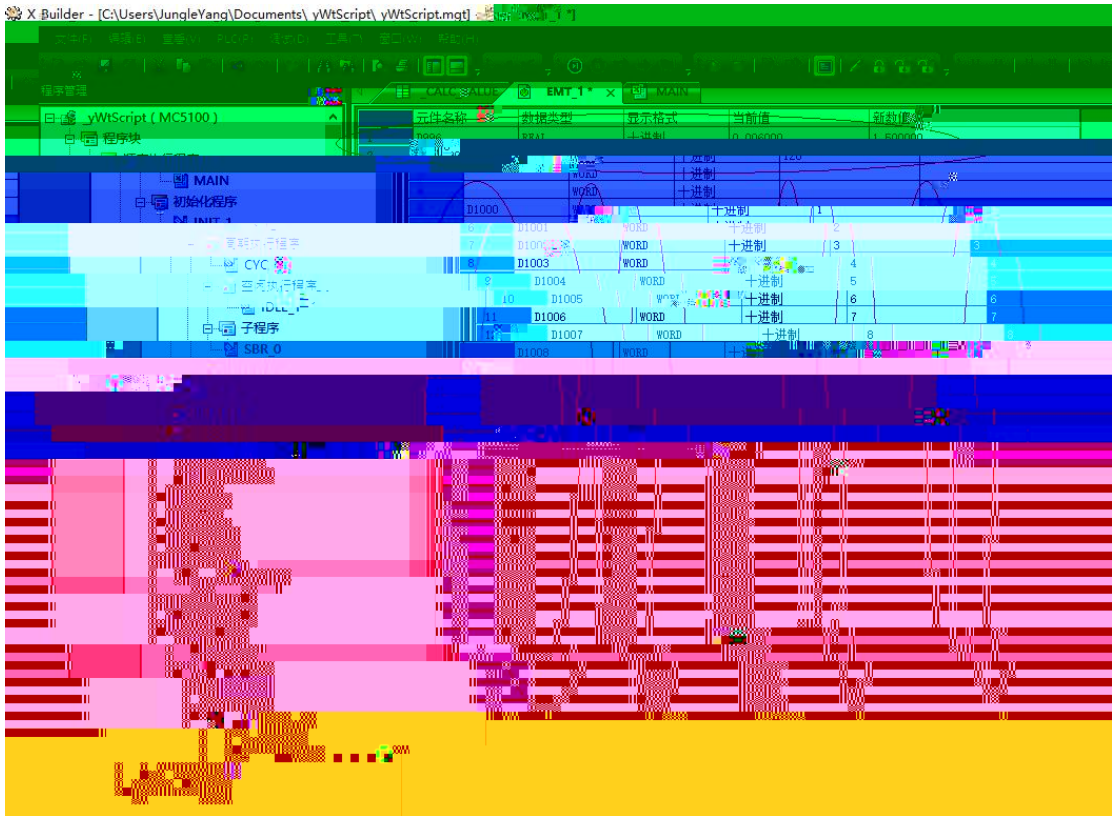
8

M10 M11 On ”_CALC_VALUE” _CALC_VALUE
D1000 20000 D998() D996(
)



9

3.5



10

4

4.1

4.1.1 X

X

```

int _mc_BitOp()
{
    //Add your code here...
    if (X4)
    {
        Y10 = 1;
    }
}

```

进制编号

4.1.2 Y

	Y
	PLC
	Y0 ~ Y7777
	Bit
	8 , 'Y'

```

int _mc_BitOp()
{
    //Add your code here...
    if (X4)
    {
        Y10 = 1;
    }
}

```

Y位元件输入，编号位8进制

4.1.3 SM

	SM
	PLC SM
	SM0 ~ SM4095
	Bit
	10 , 'SM'

```

int _mc_BitOp()
{
    //Add your code here...
    if (X4)
    {
        SM[40]=1;
        SM41=1;
    }
}

```

SM位元件支持SMx及SM[x]

4.1.4 S

	S
	PLC S
	S0 ~ S4095
	Bit
	10 , 'S'

```
int _mc_BitOp()
{
    //Add your code here...
    if ( X4 )
    {
        S[100]=1;
        S[100] = 1;
    }
}
```

S元件支持Sxx及S[xx]输入、编号可为十进制。

4.1.5 T

	T
	PLC T
	T0 ~ T4095
	Bit
	10 , 'T'

```
int _mc_BitOp()
{
    //Add your code here...
    if (T10)
    {
    }
}
```

T元件位变量，支持Txx及T[xx]输入、十进制编号。

4.1.6 C

	C
	PLC C
	C0 ~ C4095
	Bit
	10 , 'C'

```
int _mc_BitOp()
{
    //Add your code here...
    if (C10)
    {
    }
}
```

C元件输入格式为Cxx或C[xx]十进制编号。

4.1.7 M

	C
	PLC M
	M0 ~ M65535
	Bit
	10 , 'M'

```
int _mc_BitOp()
```

```
{
    //Add your code here...
```



4.1.8 SD

	SD
	PLC SD
	SD0 ~ SD4095
	signed short
	10 , 'SD'

```
int _mc_BitOp()
```

```
{
    //Add your code here...
```



4.1.9 Z

	Z
	PLC Z
	Z0 ~ Z4095
	signed short
	10 , 'Z'

```
int _mc_BitOp()
```

```
{
    //Add your code here...
```

```
if ( X4 )
```

```
{
    //Add your code here...
```



4.1.10 D

	D
	PLC D
	D0 ~ D65535
	signed short
	10 , 'D'



4.1.11 R

	R
	PLC R
	R0 ~ R65535
	signed short
	10 , 'R'



4.2

MC5000

PLC

32

4.2.1

	int GET_DD(unsigned short stNum)
	" D "
	stNum: D
	int,

--	--

```
int _mc_Read()
{
    //Add your code here...

    if ( X4 )
    {
        long tmp;
        tmp = GET_DD(1000);
    }
}
```

读取D1000长整型数据到tmp

4.2.2

	void SET_DD(unsigned short stNum, int val)
	“ D ”
	stNum: D
	val :

```
int _mc_Write()
{
    //Add your code here...

    if ( X4 )
    {
        long tmp;
        tmp = GET_DD(1000);
        SET_DD(150, tmp);
    }
}
```

将tmp值写入到长整数D150中

4.2.3

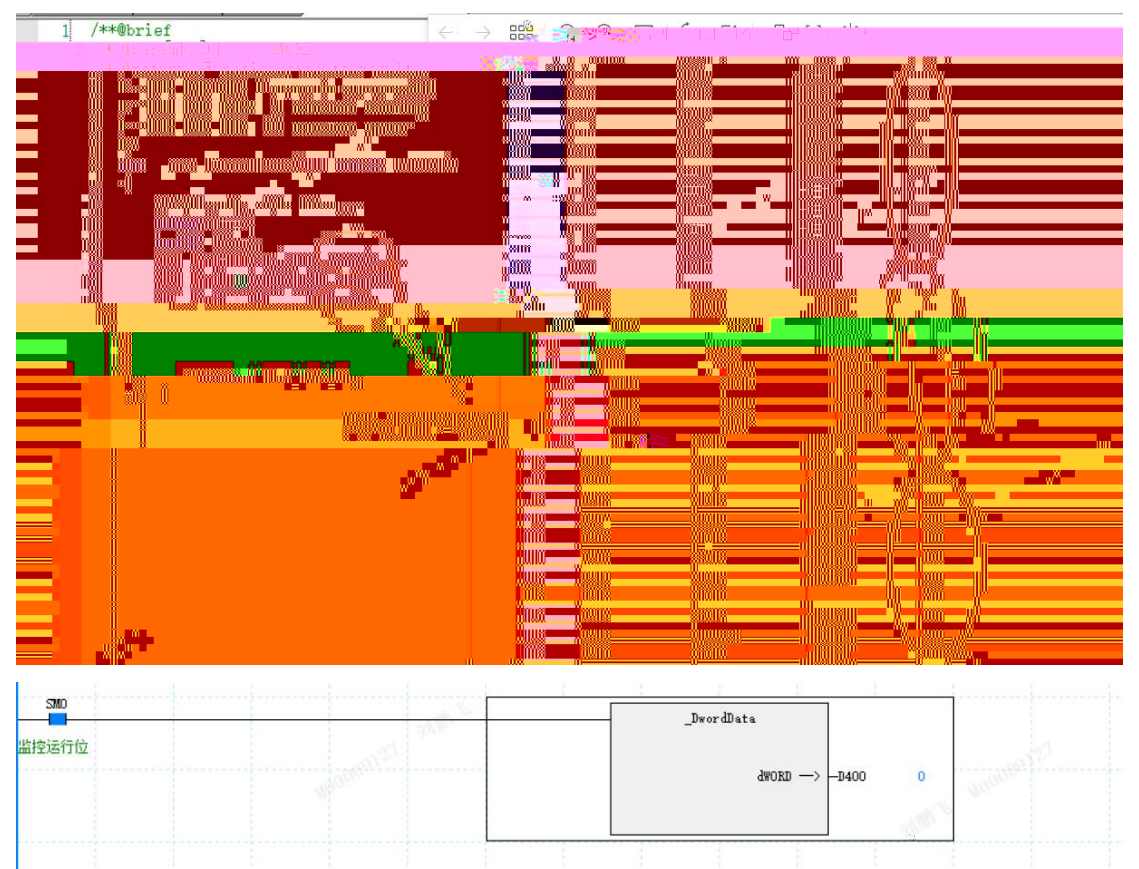
	int GET_MutiDD(int stNum, int len, int *ps32Dsc)
	“ D ”
	stNum: D
	Len :
	ps32Dsc:
	0 ,

4.2.4

4.2.4

	int SET_MutiDD(int stNum, int len, int *ps32Src)
	“ D ”
	stNum: D
	Len :

	ps32Dsc:	D
	0	,



```

1      GET_MutiDD(int stNum, int len, int *ps32Dsc)
SET_MutiDD(int stNum, int len, int *ps32Src)      D
           dword      D400      D400      10

2      int *ps32Dsc  int *ps32Src

```

4.2.5

	float GET_FD(unsigned short stNum)
	“ D ”
	stNum: D
	float,

4.2.6

4.2.6

	void SET_FD(unsigned short stNum, float val)
	“ D ”
	stNum: D
	val :

```
int _mc__DwordData(OUT int32 *dWORD)
{
    //Add your code here...
    uchar utmp;
    int32 *dtmp;
    float fTmp, *pfTmp;
    fTmp = GET_FD(600);
    SET_FD(700, fTmp);
}
```

读取d600内浮点数存入变量fTmp中

将浮点数fTmp的值写入d700中

4.2.7

	int GET_MutiFD(int stNum, int len, float *pf32Dsc)
	“ D ”
	stNum: D
	Len :
	ps32Dsc:
	0 ,

4.2.8

4.2.8



```

int _mc_DwordData(OUT int32 *dWORD)
{
    //Add your code here...
    uchar utmp;
    int32 *dtmp;
    float fTmp, *pfTmp;
    int i = 610;
    GET_MutiFD(i, 5, pfTmp);
    SET_MutiFD(i+20.5, pfTmp);
}

```

读取从610开始的5个浮点数, 存入指针变量pfTmp中

i 16

4.2.9

R D

	int GET_DR(unsigned short stNum)
	" R "
	stNum: R
	int,

4.2.10

void SET_DR(unsigned short stNum, int Eval) i

4.2.12

	int SET_MutiDR(int stNum, int len, int *ps32Src)
	“ R ”
	stNum: R
	Len :
	ps32Dsc: R
	0 ,

4.2.13

	float GET_FR(unsigned short stNum)
	“ R ”
	stNum: R
	float,

4.2.14

	void SET_FR(unsigned short stNum, float val)
	“ R ”
	stNum: R
	val :

4.2.15

int GET_MutiFR(int stNum, int len, float *pf32

	0 ,

4.2.16

	int SET_MutiFR(int stNum, int len, float *pf32Src)
	“ R ”
	stNum: R
	Len :
	ps32Dsc: R
	0 ,

4.2.17

```

int GET_DF(int stNum )
    “ F ”
stNum:  F

int,

```

	stNum: F
	Len :
	ps32Dsc:
	0 ,

4.2.34 F0~F9

4.2.20

	int SET_MutiDF(int stNum, int len, int *ps32Src)
	" F "
	stNum: F
	Len :
	ps32Dsc: F
	0 ,

4.2.34 F0~F9

4.2.21

	float GET_FF(unsigned short stNum)
	" F "
	stNum: F
	float,

4.2.34 F0~F9

4.2.22

	void SET_FF(unsigned short stNum, float val)
	" F "
	stNum: F
	val :

4.2.34 F0~F9

4.2.23

	int GET_MutiFF(int stNum, int len, float *pf32Dsc)
	stNum: F
	Len :
	ps32Dsc:
	0 ,

4.2.34 F0~F9

4.2.24

	int SET_MutiFF(int stNum, int len, float *pf32Src)
	" F " 4
	stNum: F "
	Len :
	ps32Dsc: F
	0 ,

4.2.34 F0~F9

4.2.25

```

int GET_DF0(int stNum )
int GET_DF1(int stNum )
int GET_DF2(int stNum )
int GET_DF3(int stNum )
int GET_DF4(int stNum )
int GET_DF5(int stNum )
int GET_DF6(int stNum )
int GET_DF7(int stNum )
int GET_DF8(int stNum )
int GET_DF9(int

```

4.2.26

	void SET_DF0(int stNum, int val)
	void SET_DF1(int stNum, int val)
	void SET_DF2(int stNum, int val)
	void SET_DF3(int stNum, int val)
	void SET_DF4(int stNum, int val)
	void SET_DF5(int stNum, int val)
	void SET_DF6(int stNum, int val)
	void SET_DF7(int stNum, int val)
	void SET_DF8(int stNum, int val)
	void SET_DF9(int stNum, int val)
	“ Fx ”
	stNum: Fx
	val :

4.2.34 F0~F9

4.2.27

int "

4.2.28

	int SET_MutiDF0(int stNum, int len, int *ps32Src)
	int SET_MutiDF1(int stNum, int len, int *ps32Src)
	int SET_MutiDF2(int stNum, int len, int *ps32Src)
	int SET_MutiDF3(int stNum, int len, int *ps32Src)
	int SET_MutiDF4(int stNum, int len, int *ps32Src)
	int SET_MutiDF5(int stNum, int len, int *ps32Src)
	int SET_MutiDF6(int stNum, int len, int *ps32Src)
	int SET_MutiDF7(int stNum, int len, int *ps32Src)
	int SET_MutiDF8(int stNum, int len, int *ps32Src)
	int SET_MutiDF9(int stNum, int len, int *ps32Src)
	“ F ”
	stNum: F
	Len :
	ps32Dsc: F
	0 ,

4.2.34 F0~F9

4.2.29

	float GET_FF0(unsigned short stNum)
	float GET_FF1(unsigned short stNum)
	float GET_FF2(unsigned short stNum)
	float GET_FF3(unsigned short stNum)
	float GET_FF4(unsigned short stNum)
	float GET_FF5(unsigned short stNum)
	float GET_FF6(unsigned short stNum)
	float GET_FF7(unsigned short stNum)
	float GET_FF8(unsigned short stNum)
	float GET_FF9(unsigned short stNum)
	“ Fx ”
	stNum: Fx
	float,

4.2.34 F0~F9

4.2.30

	void SET_FF0(unsigned short stNum, float val)
	void SET_FF1(unsigned short stNum, float val)
	void SET_FF2(unsigned short stNum, float val)
	void SET_FF3(unsigned short stNum, float val)
	void SET_FF4(unsigned short stNum, float val)
	void SET_FF5(unsigned short stNum, float val)
	void SET_FF6(unsigned short stNum, float val)
	void SET_FF7(unsigned short stNum, float val)
	void SET_FF8(unsigned short stNum, float val)
	void SET_FF9(unsigned short stNum, float val)
	“ Fx ” s & μ
	stNum: Fx
	val :

4.2.34 F0~F9

4.2.31

```

int GET_MutiFF0(int stNum, int len, float *pf32Dsc)
int GET_MutiFF1(int stNum, int len, float *pf32Dsc)
int GET_MutiFF2(int stNum, int len, float *pf32Dsc)
int GET_MutiFF3(int stNum, int len, float *pf32Dsc)
int GET_MutiFF4(int stNum, int len, float *pf32Dsc)
int GET_MutiFF5(int stNum, int len, float *pf32Dsc)
int GET_MutiFF6(int stNum, int len, float *pf32Dsc)
int GET_MutiFF7(int stNum, int len, float *pf32Dsc)
int GET_MutiFF8(int stNum, int len, float *pf32Dsc)
int GET_MutiFF9(int stNum, int len, float *pf32Dsc)
“ Fx ”

```

```

#define AD1 (*(int32 *)&D)
#define FD *(float *)&D
#define DR *(int32 *)&R
int _mc_pointerOP(IN int32 InPra, IN_OUT uint16 *IOPra, OUT uint16 *OPra)
{
    //Add your code here...

    int *Adr1,*Adr2,Adr3 = 620;
    long dInt1,dInt2;

    float fData1,*fData2;
    float fTemp = 568.12;
    long lTemp = 654321;
    long temp;

    Adr1 = &D600;
    Adr2 = &D600;
    //Add your code here...
}

```

写入目标位指针指向的地址
被写数据为立即数

Adr1 D600 ADr2

R550

4.2.36

	int GET_PS32(int *ps32Src)
	int
	ps32Src:

```

#define AD1 (*(int32 *)&D)
#define FD *(float *)&D
#define DR *(int32 *)&R
int _mc_pointerOP(IN int32 InPra, IN_OUT uint16 *IOPra, OUT uint16 *OPra)
{
    //Add your code here...

    int *Adr1,*Adr2,Adr3 = 620;
    long dInt1,*dInt2;

    float fData1,*fData2;
    float fTemp = 568.12;
    long lTemp = 654321;
    long temp;

    ..Adr1 = &D600;
    *Adr2 = &R550;

    GET_PS32(Adr1,lTemp); //Adr1为指针，将长整数lTemp的值写入Adr1指向的地址（大小端调整）
    Adr1+1 = GET_PS32(IOPra); //将指针IOPra指向的地址的值读出来，赋给dInt1
    SET_PS32(Adr1+1,dInt1); //将dInt1的值经大小端调整后赋给指针（Adr1+1）指向的地址
}

```

IOPra

4.2.37

	int GET_S32(int s32Src)
	int 32
	s32Src:

4.2.40

	unsigned int GET_U32(unsigned int u32Src)
	Unsigned int 32
	u32Src:
	PLC

*2



4.2.41

	void SET_PF32(float *pf32Dsc, float f32Src)
	f32Src pf32Dsc
	f32Src:
	pf32Dsc:

4.4.23

4.2.42

	float GET_PF32(float *pf32Src)
	int
	pf32Src:

4.4.23

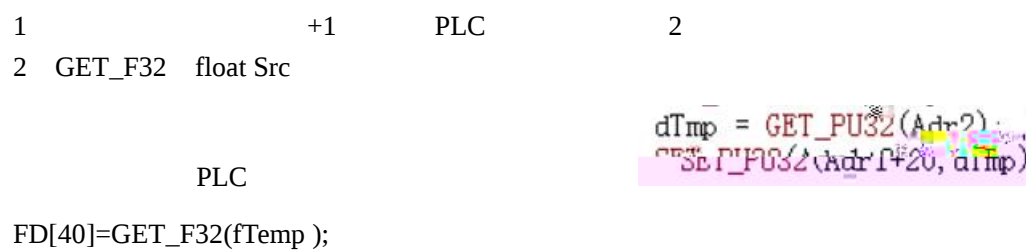
4.2.43

	float GET_F32(float f32Src)
	int
	f32Src:

```

10 #define DD *(int32 *)&D
11 #define FD *(float *)&D
12 #define DR *(int32 *)&R
13 IsMain() {
14     //Add your code here...
15
16     int *Adr1,*Adr2,Adr3 = 620,
17     long dAdr1,*dAdr2;
18
19     float fAdr1,*fAdr2;
20     short sAdr1,*sAdr2;
21
22     Adr1 = &D;
23     Adr2 = &D;
24
25     fAdr1 = &D;
26     fAdr2 = &D;
27
28     sAdr1 = &D;
29     sAdr2 = &D;
30 }

```



5

5.1.1

