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

1

1.1

1.2

	Plc( )
Mc5000,Mc5100	
MEGreator	MC5000 MU
	MEGreator

2

2.1

Mc5x00 Plc

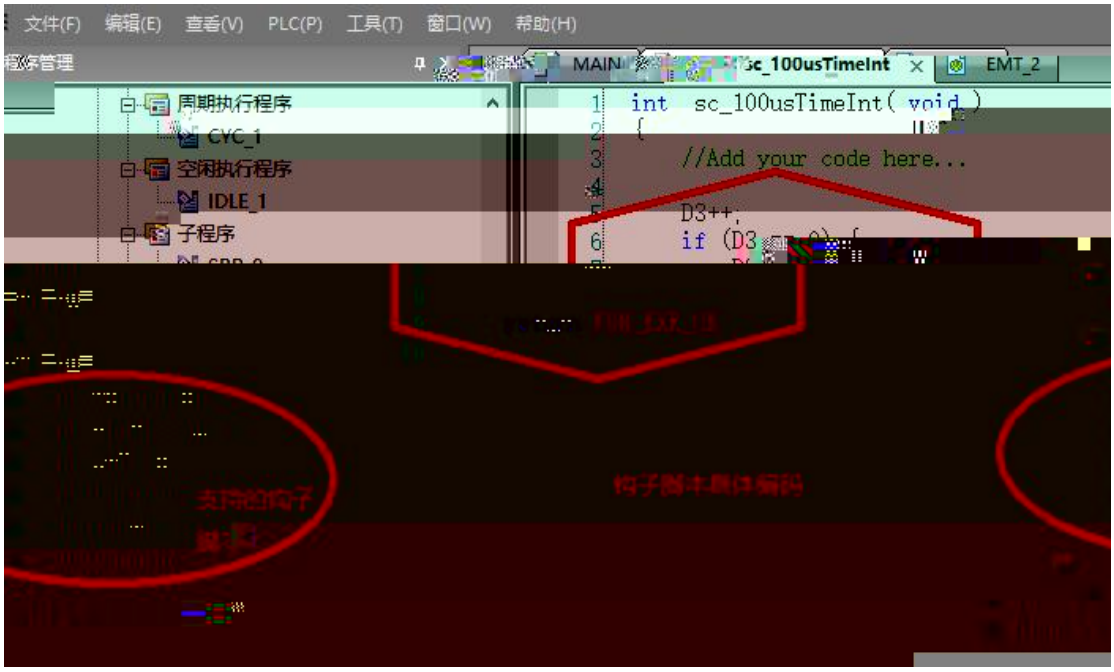
1>. C C ,

2>. Plc , X, Y, M, S, SM, T, C; D, R, SÏ Xp |

X , D /

t D

」



3

2.3

C

plc

export_module.h	Plc
user_common.c	
user_common.h	

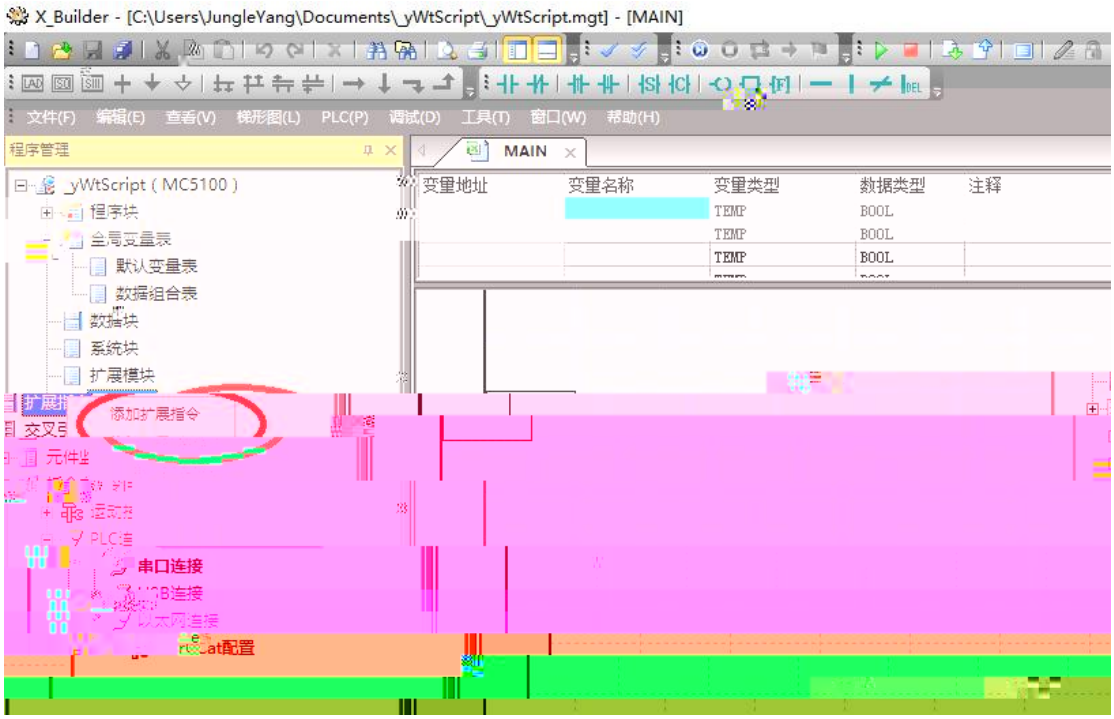
3

xBuild C

D1000 20000 D998( )
D996( )

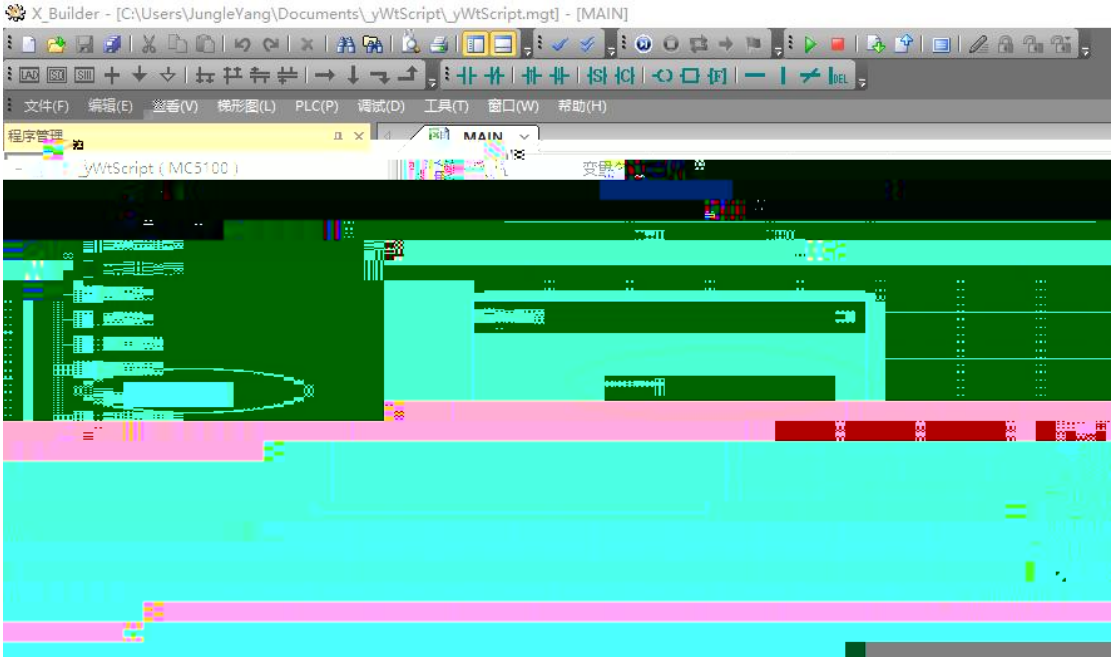
3.1

“ ” “ ” “ ”



3.6 н п

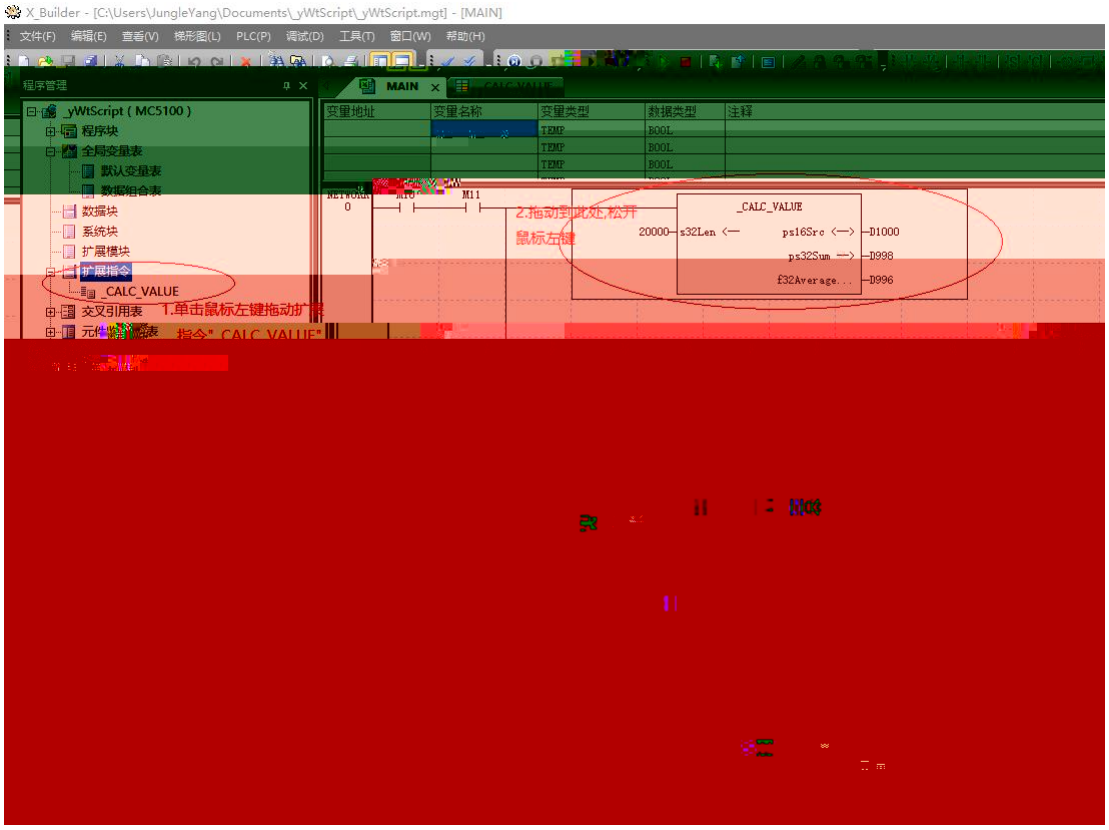
3.3


X_Builder - [C:\Users\JungleYang\Documents_yWtScript_yWtScript.mgt] - [MAIN]
文件(F) 编辑(E) 查看(V) 梯形图(L) PLC(P) 调试(D) 工具(T) 窗口(W) 帮助(H)
程序管理
MAIN

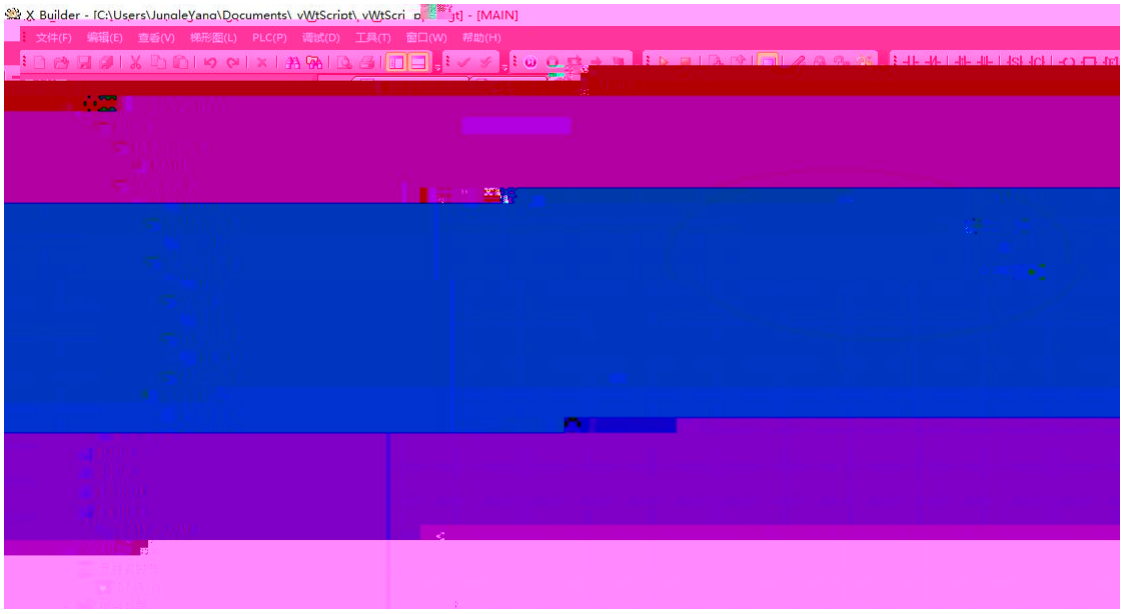
6

H

3.4


X_Builder - [C:\Users\JungleYang\Documents_yWtScript_yWtScript.mgt] - [MAIN]
文件(F) 编辑(E) 查看(V) 梯形图(L) PLC(P) 调试(D) 工具(T) 窗口(W) 帮助(H)
程序管理
_yWtScript (MC5100)
程序块
全局变量表
默认变量表
数据组合表
数据块
系统块
扩展模块
扩展指令
_CALC_VALUE
交叉引用表
MAIN
变量地址
变量名称
变量类型
数据类型
注释
TEMP
BOOL
NETWORK
0
M10
M11
_CALC_VALUE
20000
s32Len
ps16Src
D1000
ps32Sum
D998
f32Average...
D996
2.拖动到此处,松开
鼠标左键
1.单击鼠标左键拖动扩展
指令" CALC_VALUE"

8


X_Builder - [C:\Users\JungleYang\Documents_yWtScript_yWtScri
gt] - [MAIN]
文件(F) 编辑(E) 查看(V) 梯形图(L) PLC(P) 调试(D) 工具(T) 窗口(W) 帮助(H)

9

3.5


X_Builder - [C:\Users\JungleYang\Documents\ yWtScript\ yWtScript.mqt]
全局变量表

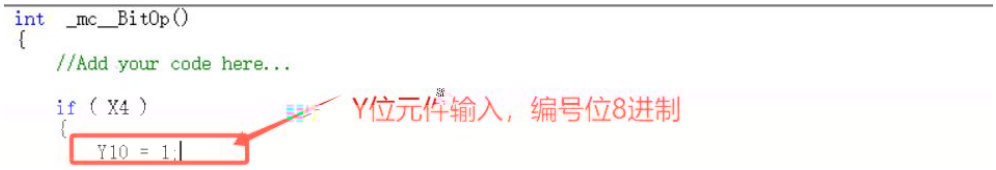
4

4.1

4.1.1 X

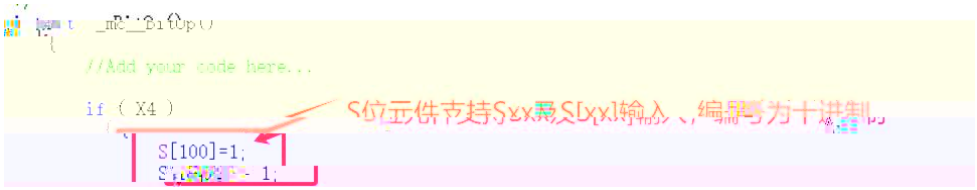

int _mc__BitOp()
{
//Add your code here...
{
Y10 = 1;
8进制编号

4.1.2 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

4.1.4 S



4.1.5 T



4.1.6 C



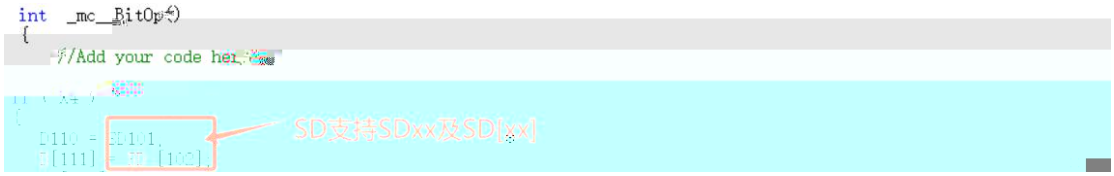
4.1.7 M


```
int  _mc__BitOp()
{
    //Add your code here...
    if ( X4 )
    {
```



4.1.8 SD


```
int  _mc__BitOp()
{
    //Add your code here...
    if ( X4 )
    {
        D110 = SD101;
        D[111] = SD[102];
```



4.1.9 Z


```
int  _mc__BitOp()
{
    //Add your code here...
    if ( X4 )
    {
```



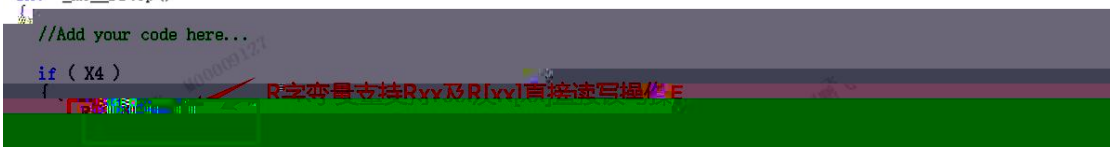
4.1.10 D


```
int  _mc__BitOp()
{
```



4.1.11 R

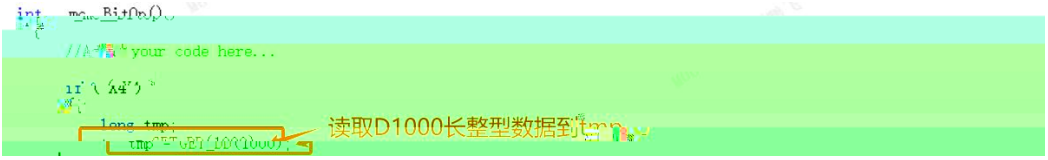

```
int  _mc__BitOp()
{
  //Add your code here...
  if ( X4 )
  {
```



4.2

4.2.1

	int GET_DD(unsigned short stNum)
	“ ”
	stNum:



4.2.2

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



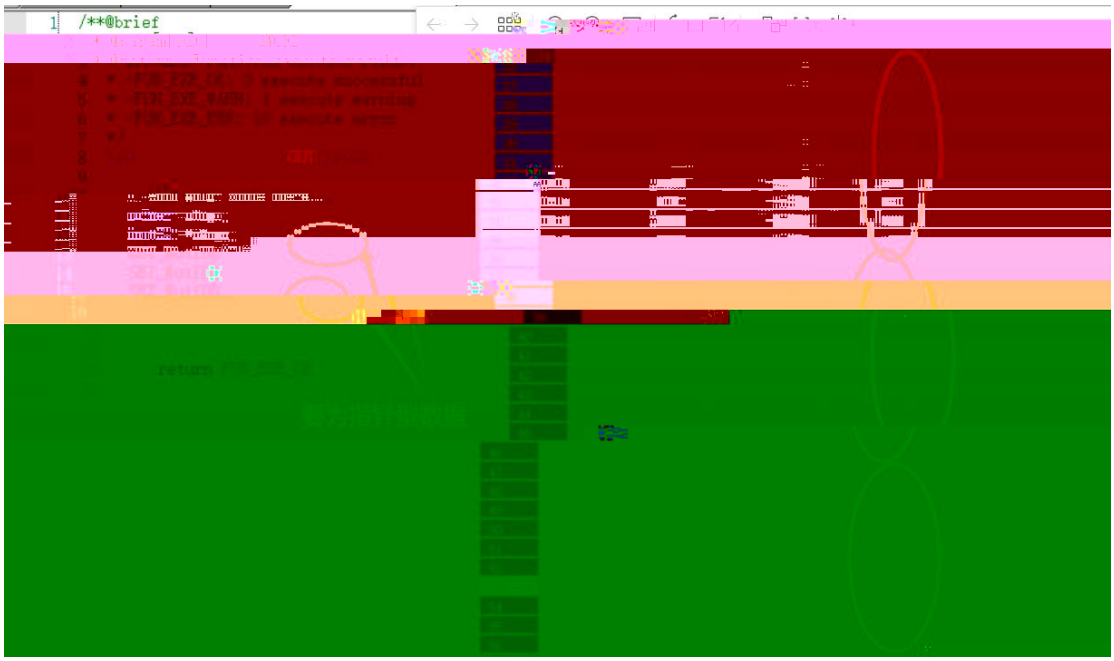
4.2.3

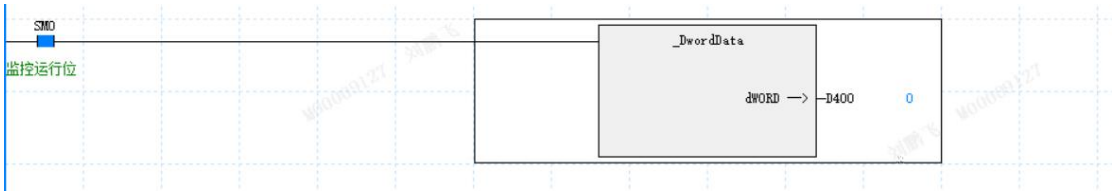
	int GET_MutiDD(int stNum, int len, int *ps32Dsc)
	“ ”
	stNum
	Len :
	ps32Dsc:

4.2.4

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

	ps32Dsc: D





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 5N

4.2.6

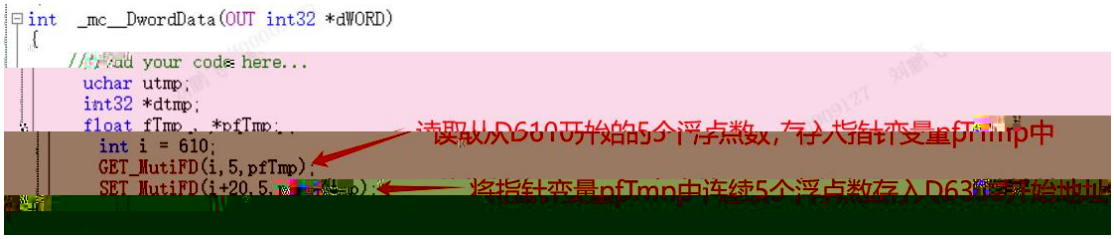
	void SET_FD(unsigned short stNum, float val)
	“ ”



4.2.7

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

4.2.8

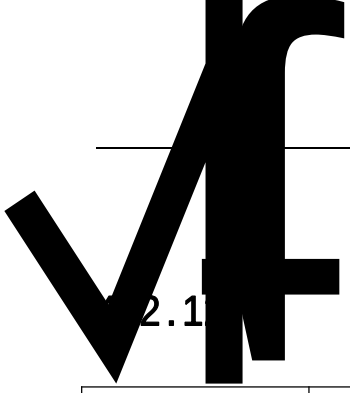


4.2.9

	int GET_DR(unsigned short stNum)
	“ ”
	stNum: R

4.2.10

void SET_DR(unsigned short stNum, int fVal) υ ϑ i



4.2.12

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

4.2.13

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

4.2.14

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

4.2.15

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

4.2.16

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

4.2.17

int GET_DF(int stNum)

“ ”

stNum: F

	stNum
	Len :
	ps32Dsc:

4.2.20

	int SET_MutiDF(int stNum, int len, int *ps32Src)
	“ ”
	stNum
	Len :
	ps32Dsc: F

4.2.21

	float GET_FF(unsigned short stNum)
	“ ”
	stNum: F

4.2.22

	void SET_FF(unsigned short stNum, float val)
	“ ”

4.2.23

	GET_Mu F(i , int en, flo pf32Dsc)
	stNum
	Len :
	ps32Dsc:

4.2.24

	int SET_MutiFF(int stNum, int len, float *pf32Src)
	“ ” 4
	stNum ”
	Len :
	ps32Dsc: F

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)
	“ ”

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)
	“ ”
	stNum
	Len :
	ps32Dsc: F

4.2.29

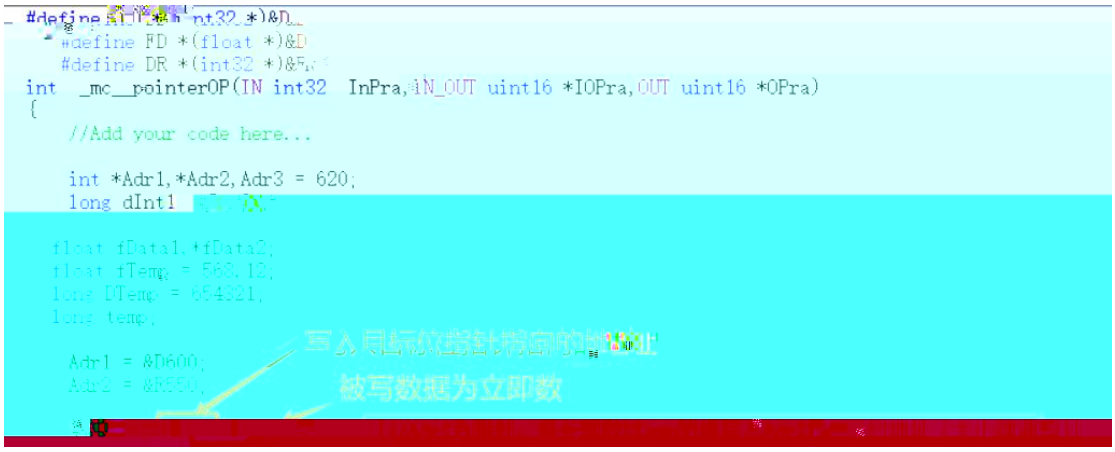
	float GET_FF0(unsigned short stNum)
	float GET_FF1(unsigned short stNum)
	float GET_FF2(unsigned short stNum)
	float GET_FF3(unsigned short stNum)
	float GET_FF4(unsigned short stNum)
	float GET_FF5(unsigned short stNum)
	float GET_FF6(unsigned short stNum)
	float GET_FF7(unsigned short stNum)
	float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

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)
	“ ”
	?°‰ F„PÐ Ÿ P "#Y2 ?±~hE ˜

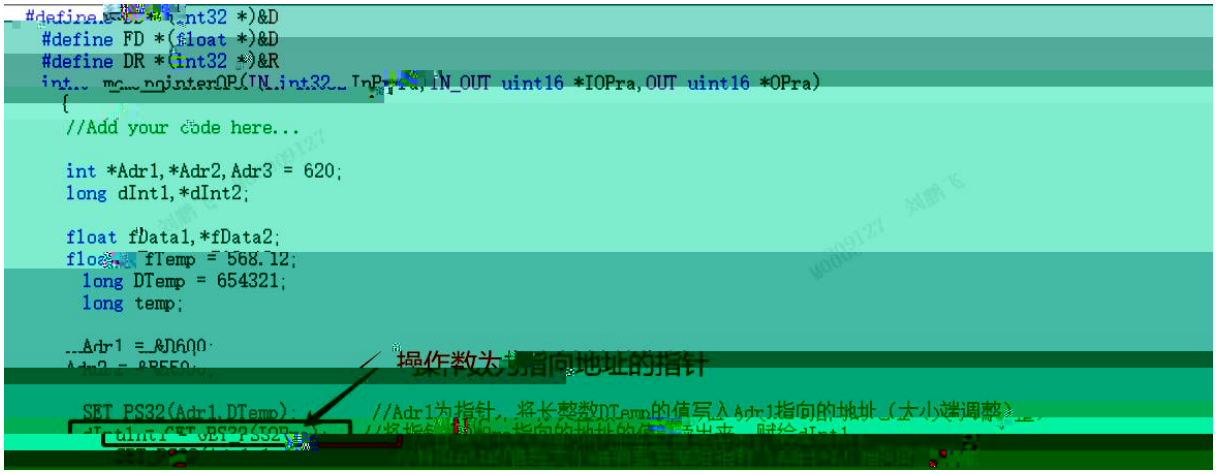
4.2.31

[redacted] 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)
“ ”



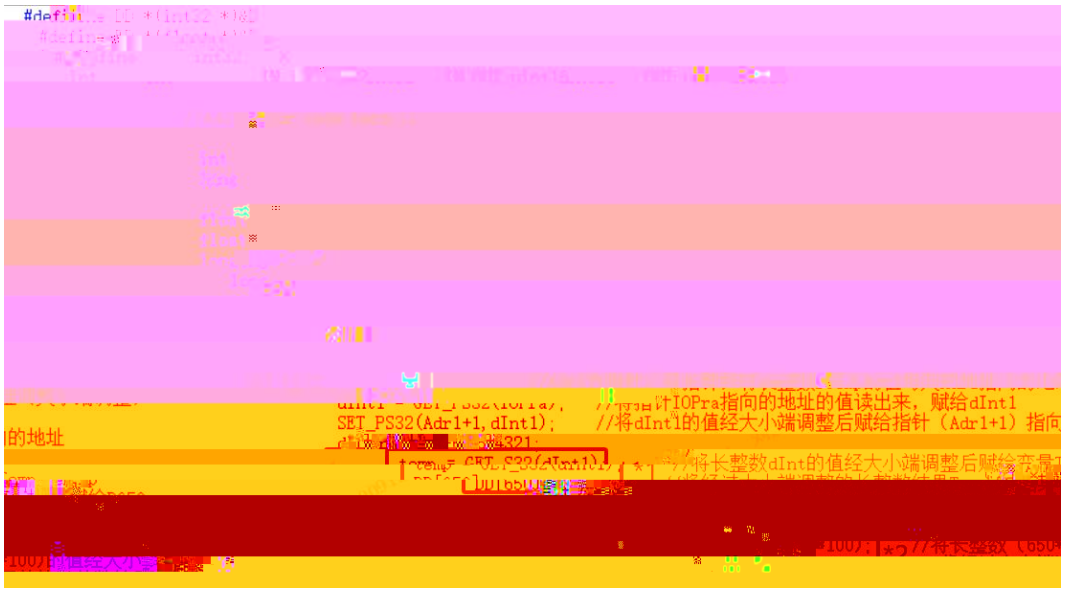
4.2.36

	int GET_PS32(int *ps32Src)
	ps32Src:



4.2.37

	int GET_S32(int s32Src)
	s32Src:



4.2.38

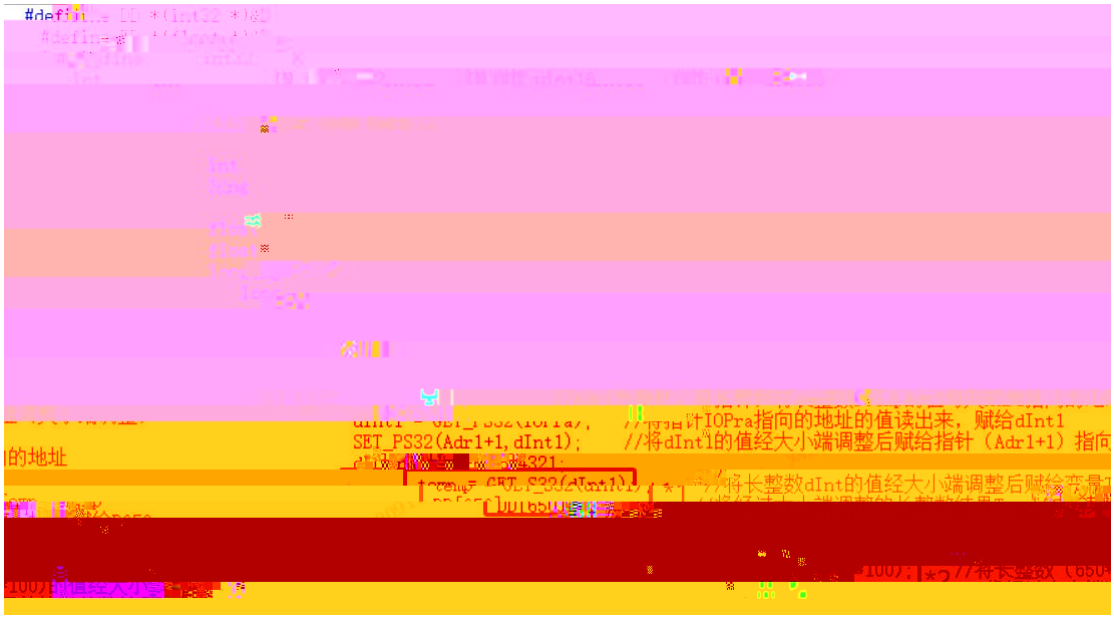
	void SET_PU32(unsigned int *pu32Dsc, unsigned int u32Src)
	u32Src pu32Dsc
	u32Src:
	pu32Dsc:

4.2.39

	unsigned int GET_PU32(unsigned int *pu32Src)
	pu32Src:

4.2.40

	unsigned int GET_U32(unsigned int u32Src)
	u32Src:



4.2.41

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

4.2.42

	float GET_PF32(float *pf32Src)
	pf32Src:

4.2.43

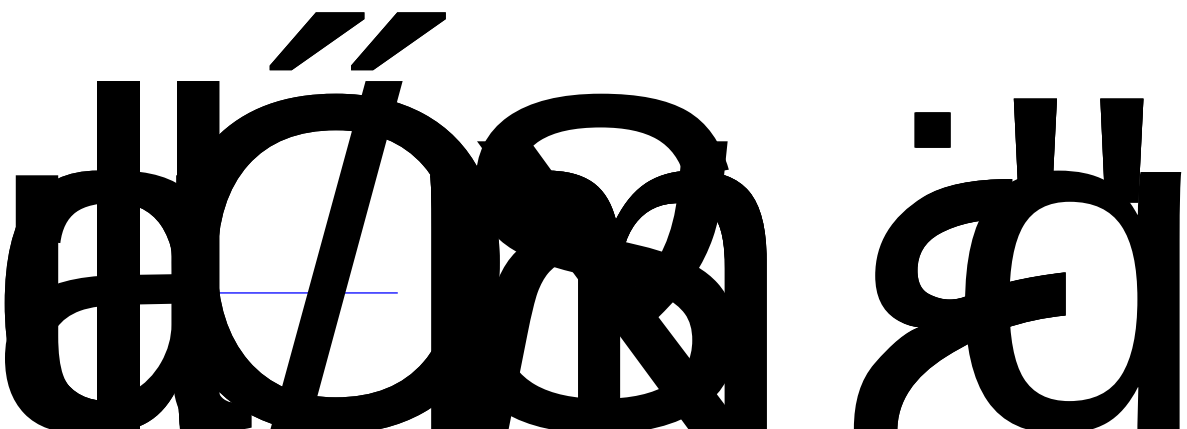
	float GET_F32(float f32Src)
	f32Src:

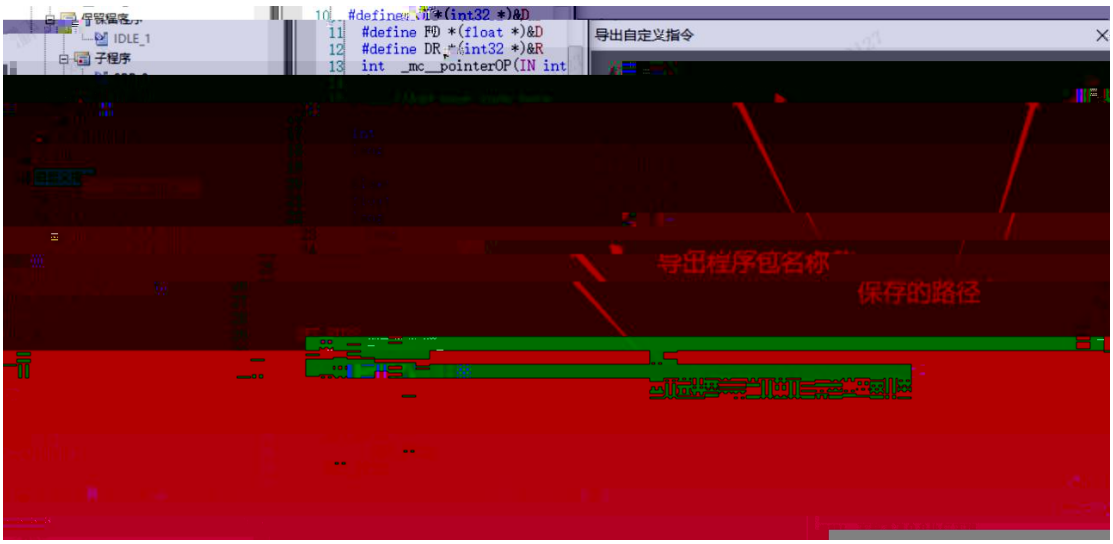




5

5.1.1




IDLE_1
子程序
#define FD *(float *)&D
#define DR *(int32 *)&R
int _mc__pointerOP(IN int
导出自定义指令
导出程序包名称
保存的路径