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|--|----------------|--|------------|
|  | 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, SÑ p i

X , D

/

t

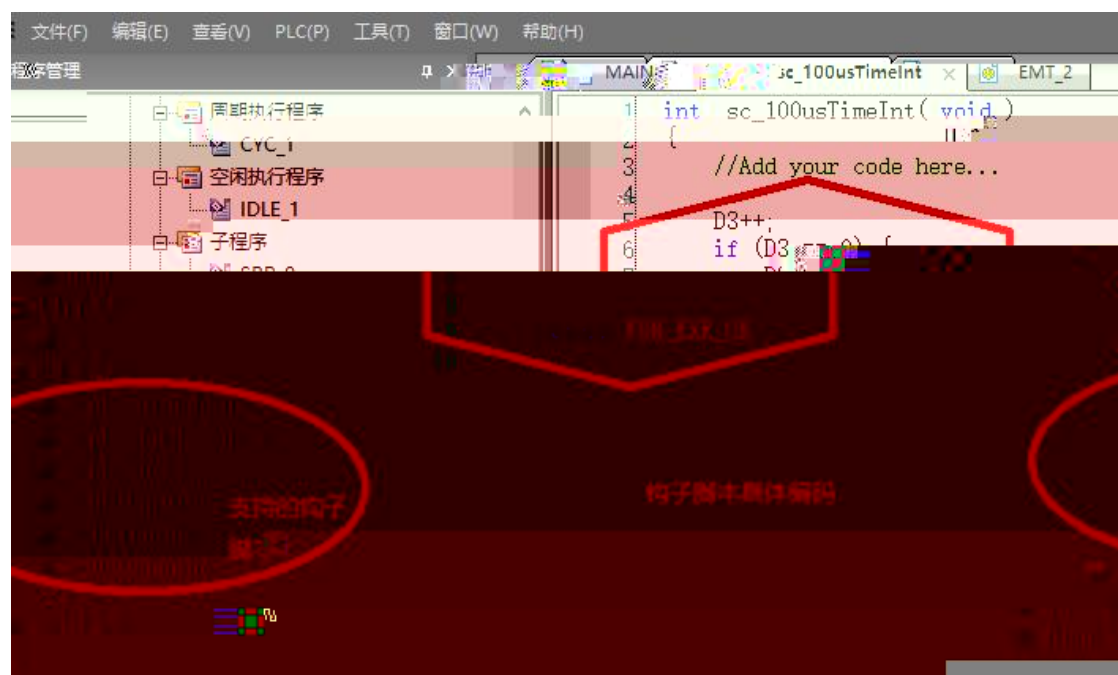
D

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

3

32

√



3

## 2.3

C

plc

|                 |     |
|-----------------|-----|
|                 |     |
| export_module.h | Plc |
| user_common.c   |     |
| user_common.h   |     |

# 3

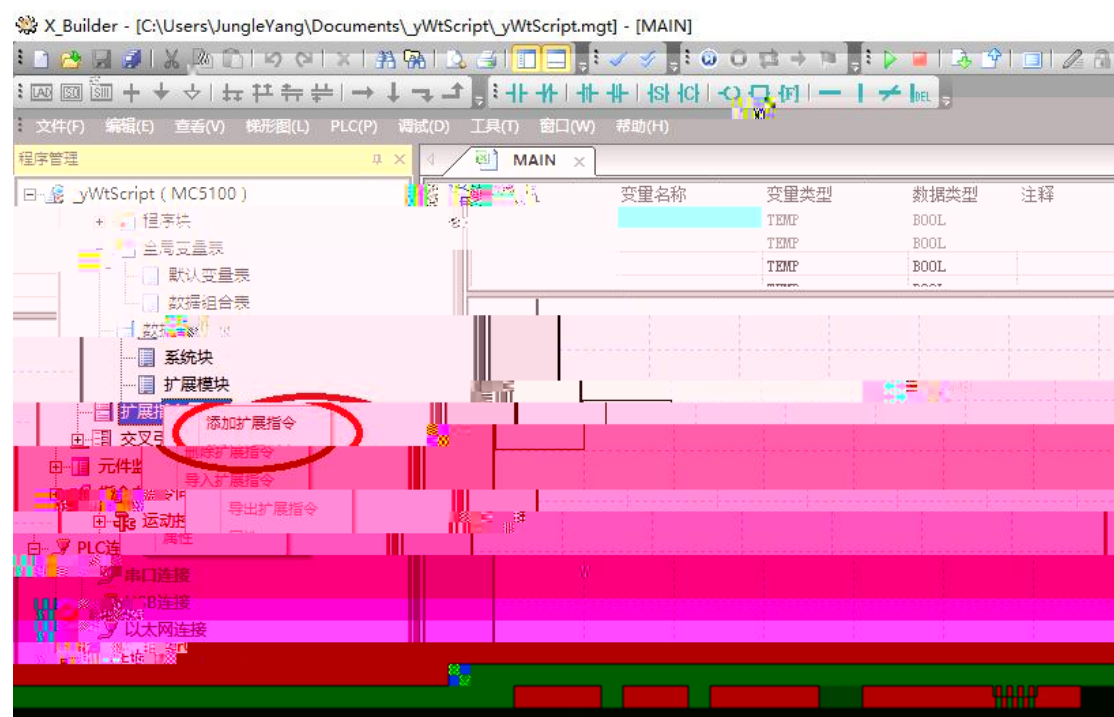
xBuild

C

D996(        )        D1000        20000        D998(        )

## 3.1

“        ”        ,        “        ”        “        ”



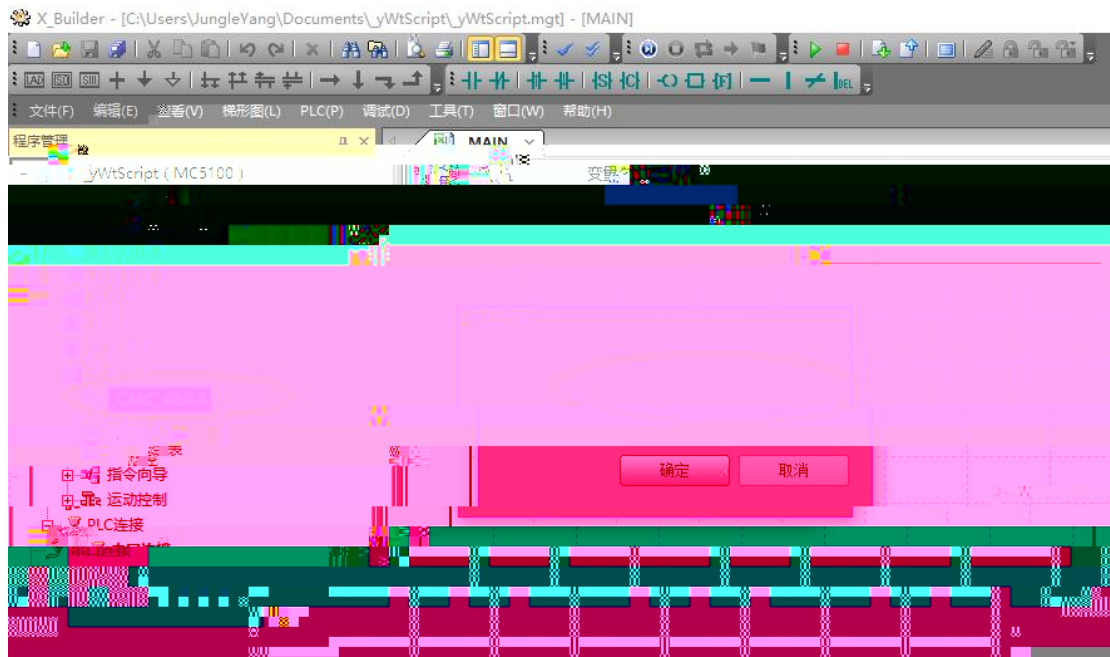
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3.6

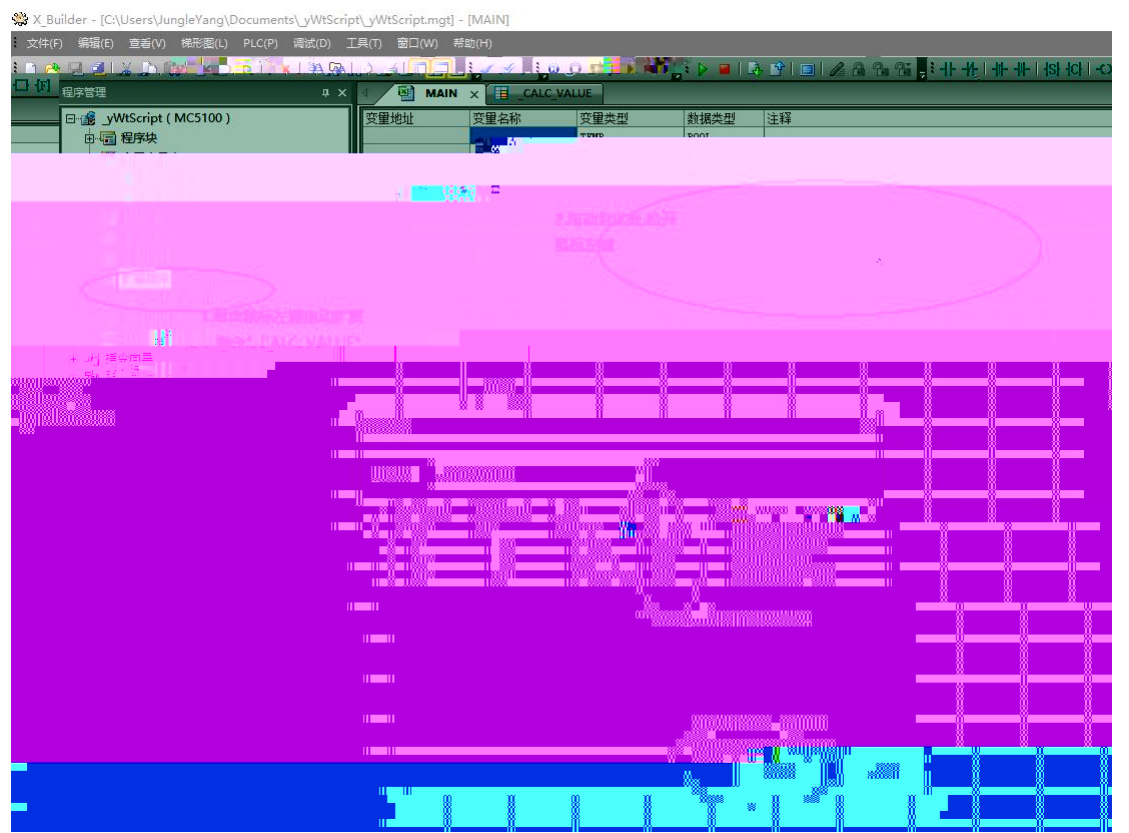
6

### 3.3

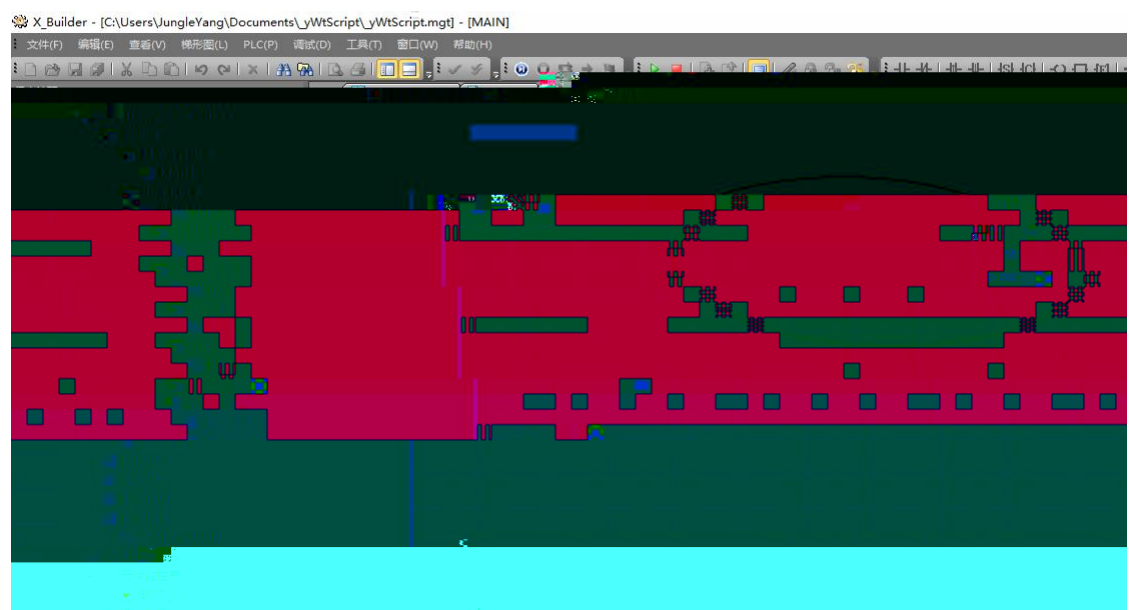
”\_CALC\_VALUE”



### 3.4



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



9

# 3.5



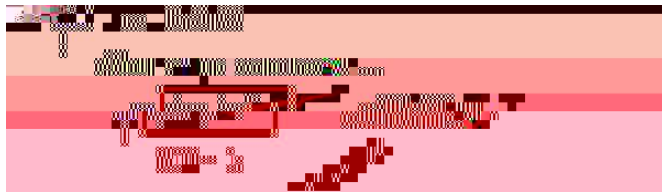
10

# 4

## 4.1

### 4.1.1 X

X



### 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 ST T

#### 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[500]=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，支持Cxx及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...
```

```
if ( X4 )
```

```
{
```

```
    M0 = 1;
```

```
    M1 = 1;
```

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    M2 = 1;
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    M3 = 1;
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    M4 = 1;
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    M5 = 1;
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    M6 = 1;
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    M7 = 1;
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    M8 = 1;
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    M9 = 1;
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    M10 = 1;
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    M255 = 1;
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    M256 = 1;
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    M257 = 1;
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    M258 = 1;
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    M259 = 1;
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    M260 = 1;
```

## 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_BitUp()
{
    //Add your code here...

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

### 4.2.3

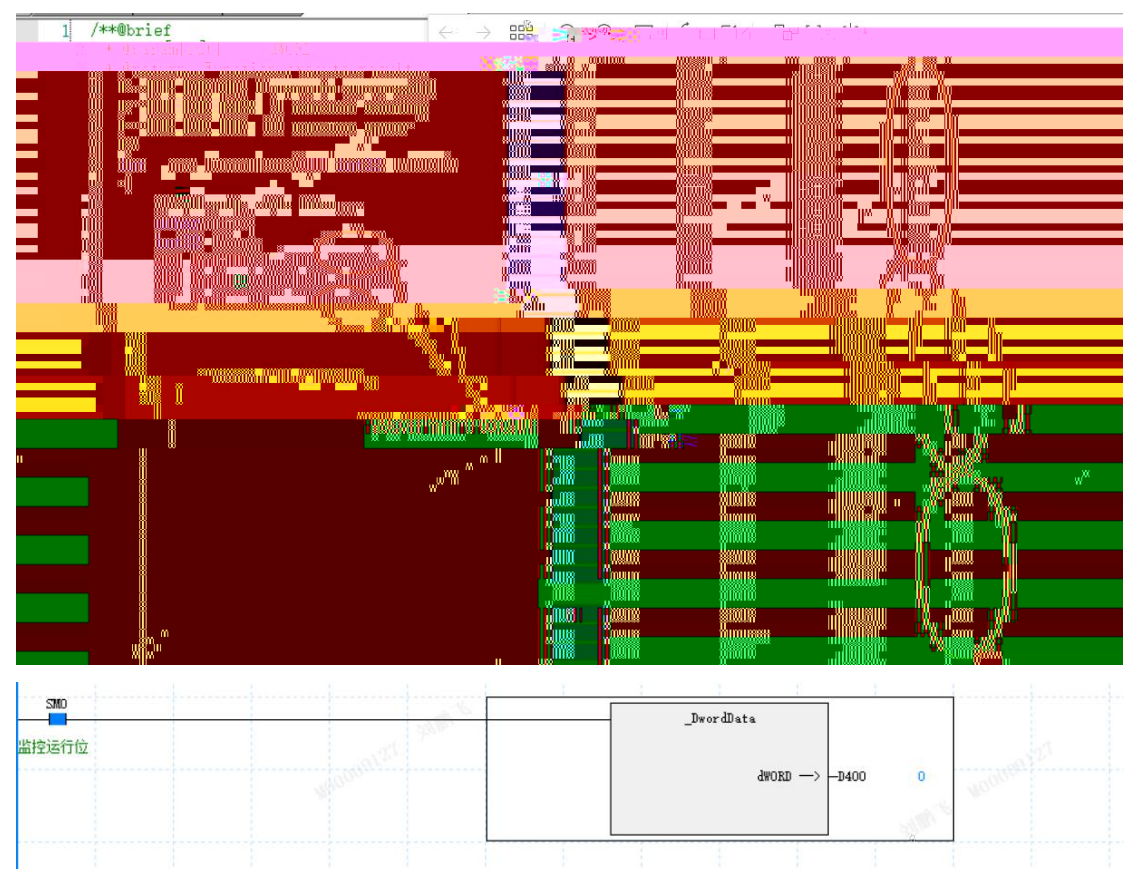
|  |                                                  |
|--|--------------------------------------------------|
|  | int GET_MutiDD(int stNum, int len, int *ps32Dsc) |
|  | “ D ”                                            |
|  | stNum: D                                         |
|  | Len :                                            |
|  | 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 5N

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, fTmp);
}
```

读取从D610开始的5个浮点数,存入指针变量pfTmp中

将指针变量pfTmp中连续5个浮点数存入D630开始地址中

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 ”                                        |
|  | 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 IN (*(int32_t*)&I)
#define FD (*(float*)&F)
#define DR (*(int32_t*)&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 DTemp = 654321;
    long temp;

    Adr1 = &D600;
    Adr2 = &R550;

```

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 IN (*(int32_t*)&I)
#define FD (*(float*)&F)
#define DR (*(int32_t*)&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 DTemp = 654321;
    long temp;

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

    SET_PS32(Adr1,DTemp); //Adr1为指针，将长整数DTemp的值写入Adr1指向的地址（大小端调整）
    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

```

操作数为指向地址的指针

IOPra

## 4.2.37

|  |                         |
|--|-------------------------|
|  | int GET_S32(int s32Src) |
|  | int 32                  |
|  | s32Src:                 |
|  |                         |

|  |     |
|--|-----|
|  |     |
|  | PLC |

\*1



4.2.38

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

4.4.23

4.2.39

|  |                                              |
|--|----------------------------------------------|
|  | unsigned int GET_PU32(unsigned int *pu32Src) |
|  | int                                          |
|  | pu32Src:                                     |
|  |                                              |
|  |                                              |
|  |                                              |

4.4.23

## 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 int main()
14 {
15     //Add your code here...
16     int *Adr1,*Adr2,Adr3 = 0x0;
17     float fData1,fData2;
18     float fTemp = 0.0;
19     //Get data from memory
20     fData1 = *(float *)Adr1;
21     fData2 = *(float *)Adr2;
22     fTemp = fData1 + fData2;
23     *(float *)Adr3 = fTemp;
24 }

```

1 +1 PLC 2  
2 GET\_F32 float Src

PLC

```

dTemp = GET_PU32(Adr2);
GET_F32(Adr1+20, dTemp)

```

FD[40]=GET\_F32(fTemp );

---

# 5

## 5.1.1

