

Chapter 6 Compile a Program

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Chapter 6. Compile a Program

To create an execution file,

1) Compile the Program that belongs to a project.

Compile the program that is defined as a program instance in a project.

At this time, the compiler verifies for errors in a program. If error do not exist, it creates an object file.

2) Create an execution file

It links all object files used, which have been created by the compiler.

At this time, the linker verifies for errors on Global Variable, Function, Function block, and creates one execution file.

Execution file name : Project file name.**BN0**

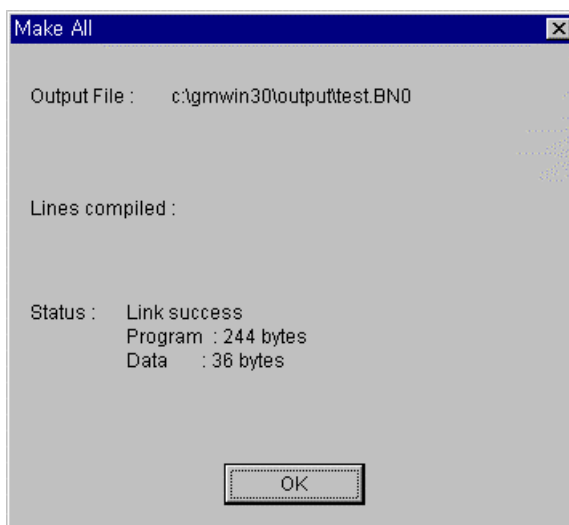
6.1. Make

It creates an execution file after compiling only those programs, which have changed and need compiling, in the project.

- Select **Compile - Make** () in the pull-down menu.


If an error occurs, the error message is displayed in **Make** dialog box and execution file is not created.

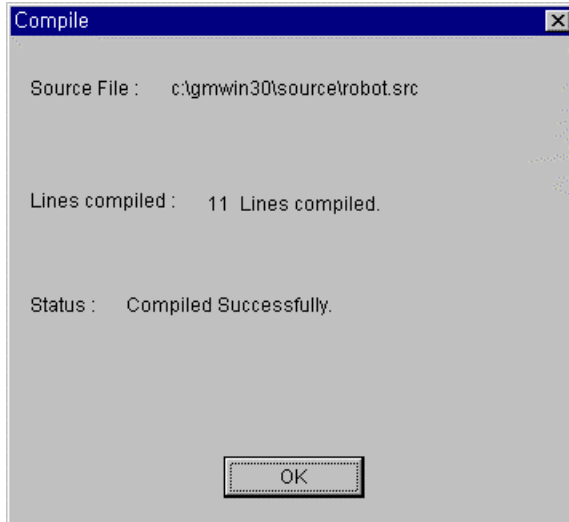
- Click **OK** button in **Make** dialog box.



6.2. Compile

It compiles only the currently active program, and creates an object file.

- Select **Compile - Compile** () in the pull-down menu.
 - If an error occurs, the error message is displayed in **Compile** dialog box and object file is not created.
- Click **OK** button in **Compile** dialog box.



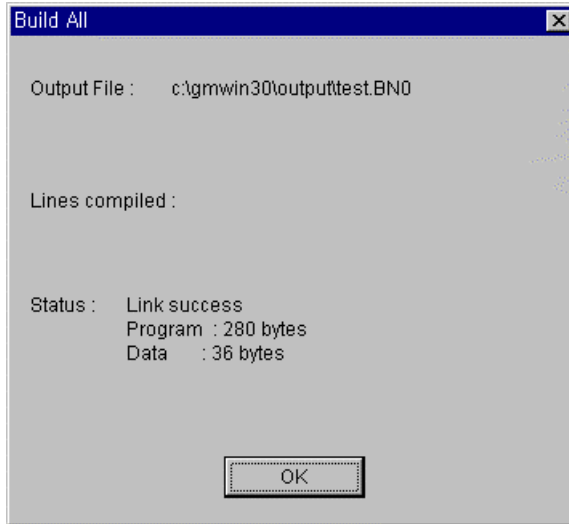
Note

Only compiling a program cannot make an execution file.

6.3. Build All

It creates PLC execution file after compiling all programs in the project.

- Select **Compile - Build All** in the pull-down menu.
If an error occurs, the error message is displayed in **Build All** dialog box and execution file is not created.
- Click **OK** button in **Build All** dialog box.



6.4. Message

It shows an error or warning message in the process of Compiling, Make and Build All.

If you double-click the message, it helps you to move directly to the occurred place of error/warning.

- When an error or warning occurs in the process of Compile, Make and Build All, message window appears automatically and it shows the type and occurred place of error/warning by list.
- If you double-click the each list item, the cursor moves to the occurred place of error/warning.
- If you select **Compile - Message...** in menu, you can repeatedly see the previous message after closing the message window.

6.5. Memory Reference

It allows you to see the global variable and direct variable at the program in project.

- Select **Compile - Memory Reference** in the pull-down menu.