

LAD/STL/FBD - [Project Name]

File Edit Insert PLC Debug View Options Window Help

Libraries

Address	Name	Type	Initial value	Actual value	Comment
0.0	DB_VAR[0]	REAL	0.000000e+000	4.628268e-041	Ten
4.0	DB_VAR[1]	REAL	0.000000e+000	2.406163e-038	
8.0	DB_VAR[2]	REAL	0.000000e+000	2.406163e-038	
12.0	DB_VAR[3]	REAL	0.000000e+000	-2.415346e-038	
16.0	DB_VAR[4]	REAL	0.000000e+000	2.406163e-038	
20.0	DB_VAR[5]	REAL	0.000000e+000	4.778892e-038	
24.0	DB_VAR[6]	REAL	0.000000e+000	2.406163e-038	
28.0	DB_VAR[7]	REAL	0.000000e+000	-1.557714e-036	
32.0	DB_VAR[8]	REAL	0.000000e+000	-1.510694e-036	
36.0	DB_VAR[9]	REAL	0.000000e+000	-1.510694e-036	
40.0	DB_VAR[10]	REAL	0.000000e+000	-1.510464e-036	
44.0	DB_VAR[11]	REAL	0.000000e+000	-1.215648e-028	
48.0	DB_VAR[12]	REAL	0.000000e+000	1.434931e-032	
52.0	DB_VAR[13]	REAL	0.000000e+000	0.000000e+000	
56.0	DB_VAR[14]	REAL	0.000000e+000	0.000000e+000	
60.0	DB_VAR[15]	REAL	0.000000e+000	0.000000e+000	
64.0	DB_VAR[16]	REAL	0.000000e+000	5.808238e-039	
68.0	DB_VAR[17]	REAL	0.000000e+000	0.000000e+000	
72.0	DB_VAR[18]	REAL	0.000000e+000	-3.019807e-013	
76.0	DB_VAR[19]	REAL	0.000000e+000	0.000000e+000	
80.0	DB_VAR[20]	REAL	0.000000e+000	1.799649e-043	
84.0	DB_VAR[21]	REAL	0.000000e+000	3.122409e-039	
88.0	DB_VAR[22]	REAL	0.000000e+000	0.000000e+000	
92.0	DB_VAR[23]	REAL	0.000000e+000	0.000000e+000	
96.0	DB_VAR[24]	REAL	0.000000e+000	9.129940e-041	
100.0	DB_VAR[25]	REAL	0.000000e+000	0.000000e+000	
104.0	DB_VAR[26]	REAL	0.000000e+000	0.000000e+000	
108.0	DB_VAR[27]	REAL	0.000000e+000	-2.360000e-002	
112.0	DB_VAR[28]	REAL	0.000000e+000	0.000000e+000	
116.0	DB_VAR[29]	REAL	0.000000e+000	0.000000e+000	
120.0	DB_VAR[30]	REAL	0.000000e+000	0.000000e+000	
124.0	DB_VAR[31]	REAL	0.000000e+000	9.999999e-003	
128.0	DB_VAR[32]	REAL	0.000000e+000	0.000000e+000	
132.0	DB_VAR[33]	REAL	0.000000e+000	0.000000e+000	
136.0	DB_VAR[34]	REAL	0.000000e+000	1.492412e+000	

1: Error 2: Info 3: Cross-references 4: Address info. 5: Modify 6: Diagnostics

Press F1 to get Help.

SIMATIC Manager LAD/STL/FBD - [Project Name] Go To Location

