

## Chapter 6. Program Compile

To create an execution file.

### 1) Compile the Program that belongs to a project

Compile the program that defines as a program instance in a project.

At this time, the compiler verifies the error in a program and if error does not exist, it creates an object an object file.

Object file name : Program file name. **OP3** (for GM3)

### 2) Create an execution file

It links object files each other which are created by compiler.

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


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

Note: In case of GM1, it is created as many as resource number.

(Project file name.**BN1**, Project file name.**BN2**, ...)


### 6.1. Make

It creates an execution file after compiling the only program, which needs 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.

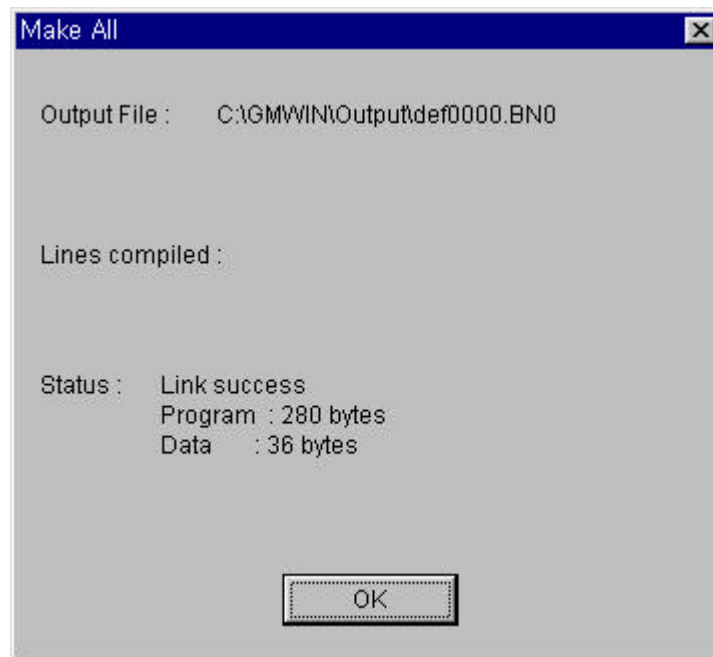
#### Note

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.

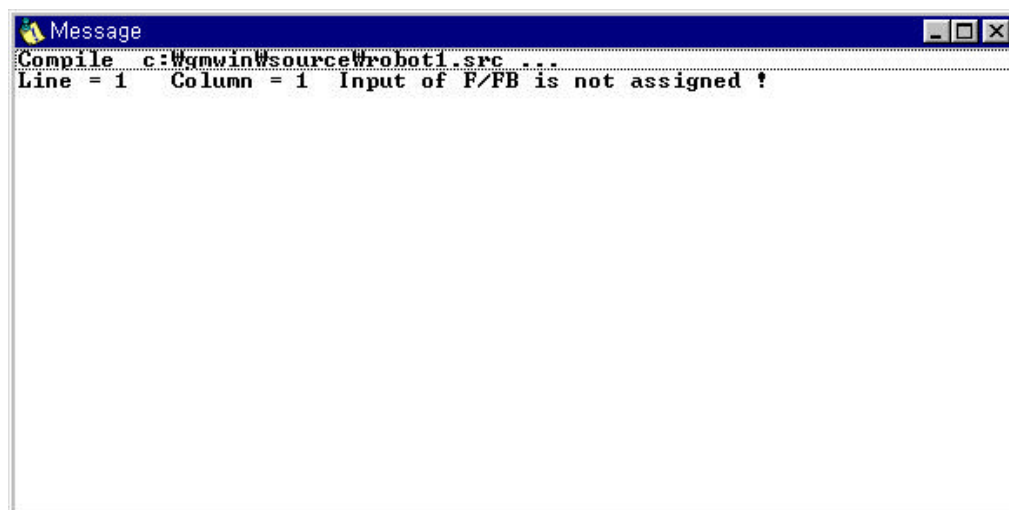


## 6.4. Message

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

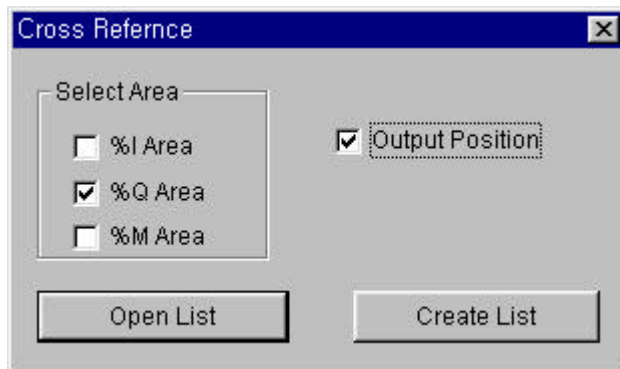


- ◆ If you double-click the each list item, the cursor moves to the occurred place of error/warning.
- ◆ If you select **Compile-Message...** in menu, you can repeatedly see the previous message after closing the message window.

## 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.



- ◆ When you open the existed list, select **Open List**.
- ◆ When you create a new list, select **Create List** after selecting **Select Area** and **Output Position**.

