

## *SECSeIIme Operation Guide*

*SECS Simulator* Angel Chimes LTD

*Programming By Takiz*

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CONTENTS .....	2
SECSelME OPERATION GUIDE .....	5
Introduction .....	5
About SECSelMe .....	5
Purpose of SECSelMe .....	5
an escape clause .....	5
About this book .....	5
Install .....	6
Directly .....	6
The supplement .....	6
Program .....	7
Copyright .....	7
Program Environment .....	7
Environment where is confirmed .....	7
Inquiry .....	7
Structure of SECSelMe .....	8
SECS-I .....	8
I do the communication of 1-1 with RS-232C in SECS-I .....	8
SECSelMe is possible even Master/which Slave Simulation .....	8
HSMS .....	8
A HSMS communication is using WinSock .....	8
IP Address of a self .....	8
Task .....	8
The supplement .....	8
Start Up / Program End .....	9
Triggering .....	9
Completion .....	9
The supplement .....	9
Begging .....	10
Before triggering .....	10
There is the necessity that makes Project to start first of all .....	10
It modifies Structure File with Structure Editor of SECSelMe and please make Structure File inside Project .....	10
File of Project .....	10
The supplement .....	10
SECSelME HOW TO OPERATION .....	11
Setting Section .....	11
Directory .....	11
Operation .....	11
Protocol .....	12
SECS-I (RS-232C) .....	12
HSMS-SS (TCP/IP) .....	12
Master/(slave) .....	12
The supplement .....	12
Communication Parameter .....	13
Setting Parameter .....	13
The supplement .....	13
Sender Control Option .....	13
The supplement .....	13
Viewer Option .....	14
Display Service Option .....	14
The supplement .....	14
Select of Editor .....	14
The supplement .....	14
Header Option .....	15
Header Check Option .....	15
The supplement .....	15
Header Option .....	15
The supplement .....	15

<i>Protocol Tester</i> .....	16
Triggering of Protocol Simulator/Header Tester .....	16
SECS-I Level Protocol Simulator .....	16
Function .....	16
The supplement .....	16
HSMS Header Tester .....	17
Function .....	17
The supplement .....	17
<i>Stream Function Editor Section</i> .....	18
Stream Function Editor triggering .....	18
Editor Operation .....	18
Function .....	18
The supplement .....	18
HEADER .....	19
Function .....	19
The supplement .....	19
Data (LIST) .....	20
Function .....	20
The supplement .....	20
Data (ASCII) .....	21
Function .....	21
The supplement .....	21
Data (Bin) .....	22
Function .....	22
The supplement .....	22
Data (Int) .....	23
Function .....	23
The supplement .....	23
<i>Script</i> .....	24
Basis specification of Script .....	24
Description of a main loop .....	24
SUB Routine .....	25
Script Editor .....	26
Short Cut .....	26
Input support department Functions .....	26
<i>Scriptの実行</i> .....	27
Script Engine .....	27
Short Cut Icon .....	27
The supplement .....	27
<i>Real Time Tree Viewer</i> .....	28
Tree Viewer .....	28
Short Cut Icon .....	28
Memo Editor .....	28
The supplement .....	28
<i>Tree Log Viewer</i> .....	29
Triggering of Log Viewer .....	29
Operation .....	29
The supplement .....	29
<i>Service Functions</i> .....	30
Queue Buffer Monitor .....	30
Send Queue Reset .....	30
Sequence Reset .....	30
Send Data Viewer .....	30
Message Creator .....	31
Functions .....	31
The supplement .....	31
HSMS Monitor / SECS-I Level Monitor .....	32
SECS-I Level Monitor .....	32
HSMS Monitor .....	32
Event Viewer .....	33
Functions .....	33
<i>Script Functions</i> .....	34

Function Spec.....	34
Offset concept.....	34
Structure prohibition.....	34
The structure analysis procedure of a script.....	35
File abnormal.....	35
Script Control Function.....	36
INCOM_F command.....	36
SAVE command.....	36
READ command.....	36
SEND command.....	36
MEMO command.....	36
DIM command.....	36
Calc Function.....	37
INC : +1 to a variable.....	37
DEC : -1 to a variable.....	37
+ : add a variable and fixed number.....	37
- : Variable and fixed number are subtracted.....	37
* : multiply a variable and fixed number.....	37
/ : multiply a variable and fixed number.....	37
LET : Insert a numerical value (a letter) in a variable.....	37
Timer Function.....	38
CREATE : Timer is generated.....	38
KILL : Delete a timer.....	38
START : Timer is triggered.....	38
CLOSE : Timer is stopped.....	38
INTERVAL : Interval time of a timer is set up.....	38
FLAG_OFF : On Flag of a timer is reset.....	38
STRING Function.....	39
Re_Write Function.....	39
OFF_SET : Direct change of a designated place.....	39
R_DATA : Replace the data of a structure body with reception data.....	39
DIM : Replace the data of a structure body with a variable.....	39
IF Function.....	40
Function_Name : SF that received it to recent is compared.....	40
Function : Stream that received it to recent is compared.....	40
Function : Function that received it to recent is compared.....	40
OFF_Set : OffSet value of Data that received it to recent is compared.....	40
OFF_SET_DIM : Contents of the OffSet value and variable of Data that received it to recent are compared.....	40
Dim : Value of the variable that I designated is compared.....	40
Timer : Check whether an optional timer is turning on it.....	40
Show Function.....	41
Print : Display that used Message Box.....	41
Printf : Display of the variable that used Message Box.....	41
Message : Beginning of the message to Event Display.....	41
Value : Display of a strange numerical value with a variable name to Event Display.....	41
R_Data : Contents display of a letter line and offset.....	41
Others.....	42
Special command.....	42

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## Introduction

### About SECSelme

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This program was originally developed with Delphi 2.0j and made from SECSelme with Var. 4.0j. Since the specification of the variable changed with Var. Up in Delphi, it has been cast. The SECS standard refers to "Book Of SEMI STANDARDS 1993/1999 manufacturing equipment". We used the Alpha 1 SECS simulator Var. 3.30 for Program evaluation.

I used the I / F Card V50 SECS procedure of ElmicSystem as a target.

I tried to use GW SECSIM-Pro as a target of HSMS. . . I was torn down.

I tried to lend it but my License Key seemed to disappear and I was scared so I quit.

That's why Debug on HSMS is real machine.

The target is YOKOGAWA EQBrain Var. 4.20.

Although I did not have the opportunity to touch it for a while afterwards, I updated the Delphi 2009 on Vista again and confirmed the operation with Win7. We have fixed some problems.

### Purpose of SECSelme

---

The function that SECS Simulator that is marketed does a communication Simulate fundamentally is nucleus.

Accordingly, there is such an evil that the function of Simulator becomes a bruise in the early period stage of Programming and Debug do not progress.

(For example, the Time Out surveillance, be unnecessary in an early period stage and there is Character that transmitted it the necessity that is seen all even if the structure is not possible.) Environment where puts the chief aim to the structure that is able to offer appropriate environment according to the situation that develops Program like that, and SECSelme that the function that I demand from Simulator according to a development stage, for the side that develops Soft Ware goes to differ designed changes largely with the setting contents of SECSelme.

### an escape clause

---

I ask to cause to the one do not carry the duty that I guarantee even if the author corresponds this program to any damage that due to the fact that used even in, any case and happened.

### About this book

---

That is understood the fundamental contents with regard to SECS/HSMS are being made a premise.

The small restriction regarding SECS is not describing.

It is also possible that even we are doing wrong interpretation from study lack.

Please contact if there are the manner contents.

About the words and phrases that are using it as for inquiries, please refer to the specifications of special SECS.

## Install

### Directly

SECSeIIme acts even only SECSeIIme. exe of a simple substance.

The file where I read at the time of triggering reaches an error, in the case that it does not exist, although it is possible to trigger even if it exists in where fundamentally.

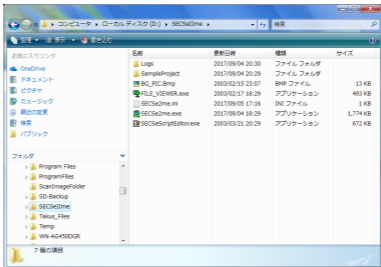
That SECSeIIme. exe following necessary files and directory exist' to SECSeIIme.ini that exists in a compression file below' C:/SECSeIIme is being made a premise.

The directory structure and file of the ini file where exist in a compression file are shown.

I make SECSeIIme for Root Directory of C Drive in the following example and

LOG\_FILE to' Log File' has been set up Project File' to' Sample.

Please try it with the following Dir structure in the case that it does not trigger it well.



There is not Installer to SECSeIIme.

It is possible act without any problem if unfold to optional Dir and able to receive.

### The supplement

Please trigger and please eliminate SECSeIIme. ini in the case that make optional Dir and unfold. If ce does not exist it becomes System Error.

In this case it becomes possible use after do the setting of Dir first and end at first and triggered on ce again.

## Program

### Copyright

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SECSellme limits it to the application of Debug etc. and be gratuitous distribution possibility Program

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### Program Environment

---

I am making the development in an early period with Windows 95 OSR1.

Windows98/NT was used with SECSellu.

I am doing present Ver with Windows2000 SP1.

#### Environment where is confirmed

---

Environment	Status	NOTE
Windows XP Home E.	OK	
Windows XP Pro.	OK	
Windows Vista	OK	32bit Application
Windows 7	OK	32bit Application

### Inquiry

---

I request an inquiry with electron mail.

Please add Keyword of '>>SECSellme>>' to Subject without fail' with enquiry@polaris-wks.mail-box.ne.jp

Example: '>> SECSellme>> script about a question'. Etc.

In the case that there is not Keyword due to virus prevention, I read it I am eliminating it before.

## Structure of SECSellme

### SECS-I

---

#### I do the communication of I-1 with RS-232C in SECS-I.

---

If use PC that there are COM-Port 2 pieces it triggers SECSellme 2 pieces and connect Port period with Serial Cable and can communicate.

There is the necessity that triggers it from Directory that differs individually, because the protection abnormality of File occurs, when same Exe is triggered to 2 heavy however.

#### SECSellme is possible even Master/which Slave Simulation.

---

There is the priority in the one who it was set up on the side of Master, in the case that ENQ occurred simultaneously.

The problem by the continuation transmission is the structure that is difficult to occur even SECS-I, because it transmits it by using Interval Clock after I store Message that transmits it in SECSellme to Queue.

This Interval Clock Timing sets up it in a clause of Setting'.

### HSMS

---

#### A HSMS communication is using WinSock.

---

Doing TCP/IP Protocol by using WinSock.

Waiting for that trigger Winsock with Saver Mode automatically and am done Connect, when stand with HSMS Mode and raise SECSellme.

It corresponds to plural IP Address regarding reception, because WinSock that differs the every time it is triggered, even if plural Connect breaks out in the same time.

Although the reply in this time sends and be returned to a source I can send Message that I send consciously with Script etc. only to IP Address that I designated first.

#### IP Address of a self

---

IP Address of a self becomes IP Address that was set up to the setting of TCP/IP Protocol from 'my computer'-the control panel' of Windows.

It will change each time it does Login to Network in case that it is using DHCP.

Also, it becomes the Port number that set up it as an other party, because a Port number is simple and be using. As for a setting method', please refer to a clause of Setting'.

### Task

---

SECSellme is not using Multi task with the relation that was developed with Windows 95. So that it is possible Simulation with Liblet50 (Win95, Pen-75Mhz) in the first place I am thinking. Win Message is transmitted only in the part other than it although I am using Thread to the surveillance and Winsock of COM and appear it and be showing. Processing that requires many resources of Tree-Viewer etc. considers it so as not to use when it became a high load accordingly,

### The supplement

---

Conversations put in by case all the transmission Message, due to the structure that stores to Send Queue at first without exception, and transmit after Logic generates it and exist to become a child. Make the 2 next Message because a Slave side stops transmission procedure and received the 1 next Message in Logic, when a Master side sends ENQ in the same time, when a Slave side started the procedure of because that sends the 1 next Message namely, the 1 next Message that I tried to send previously in Queue transmits it previously because it is remaining and continue furthermore and send the 2 next Message.

Attention is necessary because similarly it is not necessarily getting with the side that I receive, although it does not exist a problem even if which is sent previously in SECSellme



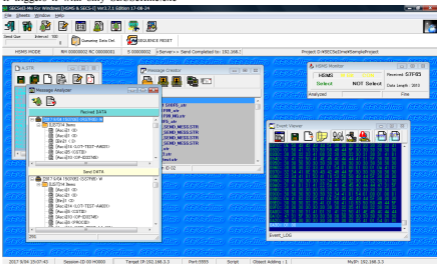
## Start Up / Program End

### Triggering

As for the triggering of SECSelIme, please double-click Icon of SECSelIme.



It triggers it with only SECSelIme.exe



Please arrange it again properly, because each Window is overlapping in the condition where it triggers.

### Completion



It does not end with "X" on the screen, you can end by clicking on this Icon.

### The supplement

As occasion demands SECSelIme generates Object and several Object generate Object furthermore. When parents (MDI) end previously than a child (Object) a child becomes a stray child.

Original existed why or to be not able to end, sometimes refuse, although even a child should end at the time of the completion of parents. There is case etc. do not fade away beautifully to exist that I sometimes lose sight of it and when a grandchild was generated, although I am going to devised it as the situation of a child is confirmed when parents end tentatively.

Therefore, there are several restrictions.

- 1: As for HSMS, please do Disconnect. (Clicking [SEQUENCE RESET] initialize it)
- 2: Please end Tree Viewer previously.
- 3: Please stop Script.

## Begging

### Before triggering

#### There is the necessity that makes Project to start first of all.

In SECSelIme Project indicates one Directory.

Making Script File for Structure File and answer that make Unique Directory namely and declared structure to the middle I manage it.

As occasion demands I make Log File under that. (Do Copy with a Directory unit in the case that such that I divert Project of established) although it is not necessarily under and I am planning the way that modifies File of the inside after.

Please use Explorer etc. because there is not the function that does Directory to SECSelIme Copy.

Please make Project under Directory of SECSelIme tentatively although it does not matter even if I make it where.

Reference:

It does Directory Copy to proper Directory' Sample that is belonging' to SECSelIme and please change the name of Directory to a Target Project name.

make Directory of to that preserves Log inside Project after that.

Checking and leave File of Structure a necessary person I delete unnecessary File.

→ S1F2 or S2F25/26 that are used well or

**It modifies Structure File with Structure Editor of SECSelIme and please make Structure File inside Project.**

#### File of Project

Extension	Usage	Remarks
.str/STR	Structure body file Description of the structure body of SECS	Text File ➔ Structure Editor
.ssc/SSC	Script File Automatic implementation file	Text File ➔ Script Editor

#### The supplement

Directory is not set up such abnormality that a note tip is not discovered occurs, when I try to do some communications as correctly.

There is that SECSelIme falls in NT environment.

**Please do the setting of File previously without fail. (It is important!) See P11**

## Setting Section

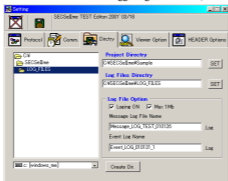
### Directory

Selecting and choose Tab [DIRECTORY] of Setting Project I register Path with [SET].

I do not do the procedure in here it exists to end abnormal with the stage that generates Log File, when I do the processing of communication etc. as. (Please start after even TEST of any contents do this procedure. )



← As for the triggering is it FILE, It triggers it with Setting



Function	Meaning	NOTE
Project Directory	Path of Project Directory is set up.	Inside I make Structure File and Script File. It is referred to with Section of Script and Send data of after.
Log File Directory	It is the preservation tip of communication Log and Event log.	Although even that sets up it to a remover <i>JL</i> - drive is possible Set up it on HD because speed falls off remarkably
Logging ON	When this Select is on it does Logging.	
Max 1Mb	The biggest size of Log File is fixed with 1Mb.	When Log File exceeds 1Mb the File extension. Changing it to OLD Log File is generated newly.
Message Log File Name	The name of communication Log File is set up.	The extension is unnecessary.
Event Log Name	The name of Event Log File is set up.	The extension is unnecessary.
Create Dir	Newly I make Directory.	It generates it under Dir that was selected.

### Operation

#### Setting of the setting and Log File Directory of Project

- 1: Path of Project is selected from Directory Tree.
- 2: push [SET] Button of Project Directory. (Path of Directory is displayed.
- 3: Directory that preserves Log File from Directory Tree is selected.
- 4: push [SET] of Log Files Directory. → Path of Log Files Directory is displayed
- 5: Clicking Icon of FD Setting is ended.

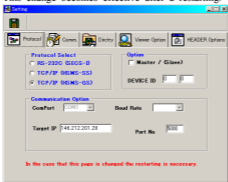
→ At this time a message comes out to the effect that this operation becomes effective after a r starting.

6: Please restart SECSeIIme.

Please do other setting before clause 5 if other setting is necessary.

## Protocol

SECSellme supports 2 of kinds of Protocol of SECS-I (RS-232 C) and HSMS-SS (TCP/IP). This change becomes effective after a restarting.



### SECS-I (RS-232C)

RS-232 C is selected with Protocol Select and Comport (a communication port number) and Bound Rate (communication speed) are set up. Other parameters are conforming to the parameter that was prescribed with SECS-I.

Item	Contents	Remarks
Communication method	Half 2	
Synchronous method	Start bit 1Bit	
Data length	8Bits	
Stop bit	1Bit	
Parity	Done	

### HSMS-SS (TCP/IP)

IP Address and Port number of the partner that communicate are set up. It gets with abnormality when a communication is started after a restarting although input and do not get abnormally even if the re is every input, because I am not establishing a range especially regarding input. Target IP is possible even the reference by the computer name.

- 1.HSMS-SS Single session (One pair of communication of a partner) : Partner be Active Mode
- 2.HSMS-GS General session(It does not make special a partner like a server) : Partner be Passive Mode

I wait for GS in SECSellme and make this setting when a partner is Passive Mode with the use of (Active Mode), and wait for the Connect signal of a partner.

### Master/(slave)

Either action of Master or Slave are taken at the time of SECS-I.

I decide which this gives priority to at the time of the collision of a communication.

Setting	When a communication occurred simultaneously	NOTE
Master	It transmits it like enforcement.	It does not transmit it at the time of Multi Function.
Slave	A transmission is discontinued for reception.	

### The supplement

Until the communication receives and ends a multiple function all the items during reception I do not do a transmission. However a multiple function is not supporting it in HSMS.

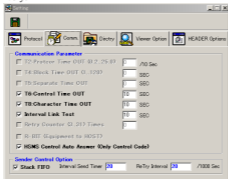
The 1 next message by the event is transmitted previously the place where should send the 2 next message basically, in the case that some transmission events occurred during reception in the case that there was long reception and transmit the 2 next message of the message that received it before consecutively.

In the case that it discontinued more abnormally during the reception of a multiple function the message that received it is nullified and do not remain to a reception record.

## Communication Parameter

I do the setting of a time-out and R-Bit etc.

Check that is in each setting clause before effective surveillance on/by turning off/ I change it ineffectively.



### Setting Parameter

Parameter	NOTE	USED
T2: Protocol Time Out		SECS-1
T4: Block Time Out		SECS-1
T5: Separate Time	NO Supports	At present it is not supported.
T6: Control Time OUT	Control cord answer time regulation	
T8: Character Time Out	Supplement reference	
Interval Link Test	I do Link Test automatically in the specified time.	HSMS
HSMS Control Auto Answer	Automatic answer of a control cord	HSMS
R-Bit	Message direction ON: to HOST	SECS-1
Retry Counter	Retry number setting	SECS-1

### The supplement

- 1: HSMS as for SECS1Ime do not do a separation even if a time-out occurs.
- 2: T8 Time Out be, although the time-out between a character is monitored basically  
The reception time of a message unit is monitored by the reason of construction ally in SECS1Ime.
- 3: There is the possibility that Active is added in the future although T8 does not exist a necessity due to Passive.

### Sender Control Option

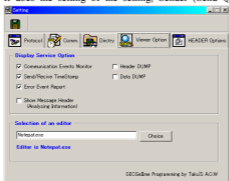
Parameter	Significance	NOTE
Interval Send Timer	SECS1Ime is measuring transmission timing by using Interval Timer in the inside. The timing that is sent to a transmission from transmission Queue here is set up.	It is getting so that it does Delay so as not to hang a burden on the side of reception even in the case that 2 or more message that were made simultaneously are transmitted
Retry Interval	Interval of case that retransmits Message that failed is set up.	The value of Interval Send Timer causes to be created a superscription with the value of here.
Stack FIFO	It is the setting of transmission Queue. ON: FIFO / OFF: FILO	In the case that I experiment whether make a holder child and be able to answer normally it uses it

### The supplement

- 1: Timing that transmits it from the generation of Message can set up even Script.

## Viewer Option

It does the setting of the setting, Sender (Send Queue) of Log Level of Event Logging.



### Display Service Option

Parameter	Significance	NOTE
<b>Communication Event Monitor</b>	The situation of shake hand is displayed in time in SECS-I. Control Code is displayed in time in HSMS.	Debug usage in Protocol Level
<b>Send/Receive Time Stamp</b>	Sending and receiving of Stream Function is displayed in time	Supplement reference
<b>Error Event Report</b>	I report the occurrence of communication abnormality. Situation of Retry is displayed	
<b>Header Dump</b>	It does sending and receiving Header Dump.	Header 10 Bytes
<b>Data Dump</b>	It does sending and receiving Data Dump.	

### The supplement

- 1: The item that is not effective is not done logging. (Only a display does not necessarily get ineffectively)
- 2: When it is set up the generation tip of Event Log to the late device of FD etc. a general response becomes late remarkably. (That generates to HD fundamentally and write out to FD etc. at the later time is being made a premise)
- 3: It is a premise that the contents that are done Logging according to completion Level of Target change. An early period Log of Protocol Level is necessary and be thinking that communication Log becomes important at the later time.
- 4: Display Service Option is able to change even Icon of Event Viewer

### Select of Editor

Path of optional Editor is set up.

Fundamentally is possible that SECS-ScriptEditor of a SECS-Ime belonging is used.

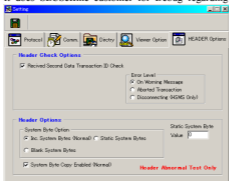
When I push [Editor] Button of Window' Window and' Script' Sending Data' after setting it triggers it.

### The supplement

- 1: I hand a file name automatically to Editor that triggers it from Window.

## Header Option

Especially I do the setting regarding Control Header of HSMS.  
It does SECSellme customer for Debug regarding Header System of Target.



### Header Check Option

Function	Significance	NOTE
<b>Show Message Header</b>	It does the ID information of Header that received it Dump.	In the future this function is expanded.
<b>Received Second Data Transaction ID Check</b>	Checking the ID information of the 2 next message that received it I do the action based on the next Error Level	
<b>Error Level</b>	1 : Only warning 2 : Ineffectiveness of Transaction 3 : Disconnecting	Because it is not necessarily necessary in DEBUG environment, although the move is defined the condition, which is equal to condition in SEMI there, is this manner Option.

### The supplement

1: Present Function is expected that it is revised with next Var. (Situation that I am doing empirical y)

### Header Option

Function	Significance	NOTE
<b>System Byte Option</b>	1: Whenever the 1 next is transmitted it is done Inc (+1) 2: send it with Blank 3: give a fixation value	It combines it to communication specification.
<b>System Byte Copy Enabled</b>	It does System Byte of Header that received it Copy.	Generating abnormal Header it uses it for Debug regarding an answer.

### The supplement

1: It is such a special Option that evaluates the Header abnormal surveillance function of Target.

## Protocol Tester

### Triggering of Protocol Simulator/Header Tester

HSMS Header Tester triggers it when it is triggering it with SECS-I Level Protocol Simulator, SHSM S Mode, when SECSelme is triggering it with SECS-I Mode.



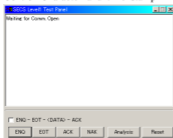
← Triggering triggers from File Menu whether or not it clicks this Icon.

### SECS-I Level Protocol Simulator

Optional Control Character can be transmitted from designated Port with Setting.

Control Character of ENQ, EOT, etc. are transmitted manually with the click of each button. Protocol Level Test of Target is a purpose.

Control Character and time stamp in the time that sent and received it to a screen are displayed.



### Function

Function	Significance	NOTE
ENQ	ENQ Character transmission Button	Whenever I push Button ENQ is transmitted. ENQ=05h (a transmission demand)
EOT	EOT Character transmission Button	Whenever I push Button EOT is transmitted. Possibility answer that (receives EOT=04h)
ACK	ACK Character transmission Button	Whenever I push Button ACK is transmitted. ACK=06h (a consent answer)
NAK	NAK Character transmission Button	Whenever I push Button NAK is transmitted. NAK=15h (an unsolution answer)
ENQ - EOT - <DATA> - ACK	Automation of reception Sequence	It is automatic and do the series of handling that begins from ENQ.
Analysis	Analysis of reception data	The data that examines 變 and did is analyzed.
Reset	Handling reset of reception Sequence	In the case that series of Sequence that begins from ENQ was not able to end halfway it does Reset. That ENQ comes it waits.

### The supplement

- 1: There is the necessity that opens Comm. Port before using this Function.  
Please do [Comm. Port Open] that is in the upper part of a main click.
- 2: This Function does not trigger it at the time of HSMS Mode.
- 3: It is continuously be sometimes not able to correspond to a message, because it is made for the purpose of Protocol Test in SECS-I Level



## HSMS Header Tester

Making optional HSMS Header with, Function for the TEST environment regarding Header I can send it.

### Function

I have designed the structure of Header to the form that unfolded to length. Each item is possible the direct selection input of hand input and fixed number.

Function	Significance	NOTE
Length	Length of Header	It is the Big Indian style of 4Byte.
Byte:0	Session ID	FFFF' is set up Control Code at the time of.
Byte:1	Stream Number	There is Check of W Bit. 80H is added with on
Byte:3	Function No or Select Status	A Function number, I input Select Status in the case of Control Code in the case of Data.
Byte:4	P Type	It is fixation of 0' SECS in the case of'. This cord is for future expansion even the standard of SEMI
Byte:5	S Type	Please refer to the cord number in a table.
Byte:6..9	System Bytes	It adds it with +1 [] Key. With [Same 1St] it does System Byte of the 1 next message Copy
HSMS Control Auto Answer	Auto Answer	It is automatic to Control Code that received it and answer. When this Function is triggered it is becoming off.
Send	Transmission button	Header that I made is transmitted.

### The supplement

- As it is able to transmit and makes optional Header I have designed it  
Because there is not restriction in contents even all the Null can transmit it.
- Contents of HSMS Control Auto Answer that are in Setting remember at the time of this Function triggering and be returning to a source at the time of completion
- Only Byte9 adds [+1]

## Stream Function Editor Section

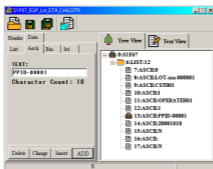
### Stream Function Editor triggering



← Stream Function Editor is selected from click or, File Menu of this Button.

Dialog of a File selection does open. Optional File is selected with Dialog.  
(Stream Function is called Structure File with SECSellme and the extension of this File is STR.)

### Editor Operation



### Function

As for Editor half of the right half of input support department, the left are a structure display.

(1) (2) (3) (4)



Speed Button and Function

Function	Meaning	NOTE
<b>1.Open of new File</b>	Abandoning File in a modification it does File Open newly.	In the case that it is not preserved the data of the established is nullified.
<b>2.Top writing preservation</b>	It does File in editing Over Write.	I can preserve it during editing.
<b>3.Name is changed and preservation</b>	I preserve it with a different name.	The File name is changed.
<b>4.Remapping</b>	I restructure File in editing to Tree structure	Usually it does not exist a necessity
<b>ADD</b>	Last it adds it.	
<b>Insert</b>	Before it inserts it.	
<b>Change</b>	Exchange it with the thing that was selected.	
<b>Delete</b>	Eliminate the thing that was selected.	

1: I can see File in editing with Tree structure and Text Mode.

2: When I click optional Item in the display condition of Tree structure the contents are sent in support department and display.

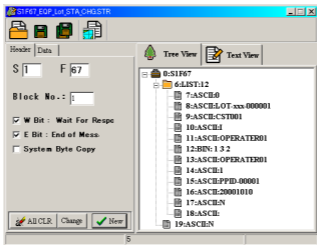
3: Selecting the 11th Item in the example of the top OPERATOR01' is displayed ASCII of support department' too.

### The supplement

1 : As for Data that is made, there are not the distinction of SECS-I and HSMS.

Please divide it with proper length at the time of a design because the length of the wording of a telegram that SECS-I is able to send with 1 time is to 128 letters.(Automatically it is not divide)

## HEADER



### Function

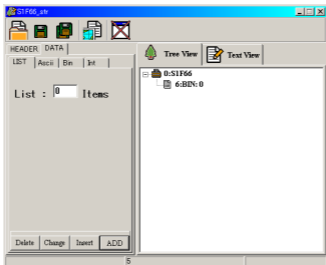
When I click the Header department of Tree View the contents are reflected to HEADR of support department and be displayed.

Function	Meaning	NOTE
S	Stream number	
F	Function number	
Block No.	Block number	Number at the time of a multiple function (It is ineffective at the time of HSMS)
W Bit	Presence of W-Bit	
E Bit	Presence of E-Bit	
System Byte Copy	It does System Byte of the 2 next Message case 1 Message Copy	
All Clear	It does all the Data Clear.	
Change	I replace it with Data of support department.	
New	Leaving Header it does Data department Clear.	

### The supplement

There is the necessity that System Byte Copy indicates.

- With the situation that is not receiving the 1 next Message this Check applies Null.

**Data (LIST)****Function**

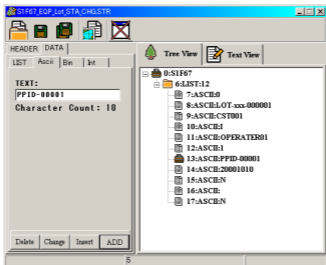
A List sentence is generated.

Function	Meaning	NOTE
Items	Item several setting	Numerical value
Delete	Delete a List sentence.	
Change	Replace it to a List sentence.	
Insert	A List sentence is inserted.	
ADD	A List sentence is added.	

**The supplement**

Doing Remapping, after a List number is changed carries out the change of the Tree structure.

## Data (ASCII)



### Function

The Text sentence of optional length is generated.

Function	Meaning	NOTE
Items	Text setting	A letter line (Chinese character possibility)
Character Count	A number is displayed at the present moment of the letter line of Text.	
Delete	Delete an ASCII sentence.	
Change	Replace it to an ASCII sentence.	
Insert	An ASCII sentence is inserted.	
ADD	An ASCII sentence is added.	

### The supplement

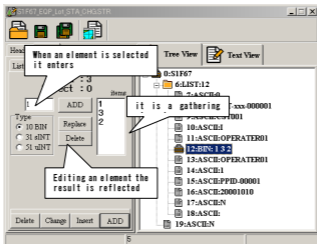
1: Length of the letter line is possible to 256 letters

The length of 1 time of transmission wording of a telegram is to 128 letters in SECS-I however.  
(Regulate an individual)

2: It is becoming the case called an ASCII letter line in SECS, although a Chinese character letter line is possible to Text.

3: Even the blank letter line is possible input and please pays attention to the length of a letter line with Character Count.

## Data (Bin)



### Function

Bin (Binary) the sentence of optional length is generated.

Function	Meaning	NOTE
<b>Data</b>	An input value (input Box) Numerical value that was done Select	A numerical value (8Bits)
<b>Select</b>	In the case that there is a plural numerical value I designate the position of the numerical value where I want to change.	
<b>Type</b>	Designate the form of a 8Bits numerical value. 10:Bin 31:sINT 51:uINT	Bin → Binary (8Bits) sINT → Signed Integer uINT → Unsigned Integer
<b>ADD Button</b>	An input value is added.	
<b>Replace Button</b>	Exchange it with an input value.	
<b>Delete Button</b>	Delete the value that was done Select.	
<b>Delete</b>	Delete a BIN sentence.	
<b>Change</b>	Replace it to a BIN sentence.	
<b>Insert</b>	A BIN sentence is inserted.	
<b>ADD</b>	A BIN sentence is added.	

The above example in, 12: BIN: 1 2 3

However it is selected.

As for this meaning '1', '3', '2' is the element a binary arrangement with'.

Like this I can treat a gathering.

The editing of an element selects an individual element and reflect editing with command button [AD

D]/[Replace]/[Delete] after a change.

A change is reflected with an Item unit with [Delete]/[Change]/[Insert]/[ADD] Button of screen under last.

### The supplement

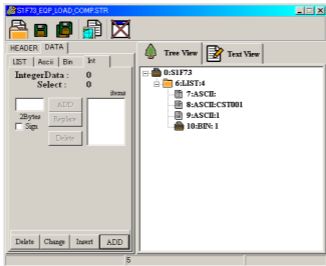
1: I can input plural Item.

→ Regulate (an individual that there is not restriction in an Item number)

2: I am eliminating an upper class forcibly at the time of (transformation that actually is not restricted although it is the numerical value of 8Bits )

3: Before doing Function of replacement etc. it does Select and please indicate an object.

## Data (Int)



### Function

Int (Integer) the sentence of optional length is generated.

Function	Meaning	NOTE
<b>Data</b>	An input value (input Box) Numerical value that was done Select	Numerical value (16Bits)
<b>Select</b>	In the case that there is a plural numerical value Designate the position of the numerical value where I want to change.	
<b>Sign</b>	Designate the presence of a mark.	Mark accompaniment → Signed Integer
<b>ADD Button</b>	An input value is added.	
<b>Replace Button</b>	Exchange it with an input value.	
<b>Delete Button</b>	Delete the value that was done Select.	
<b>Delete</b>	Delete an INT sentence.	
<b>Change</b>	Replace it to an INT sentence.	
<b>Insert</b>	An INT sentence is inserted.	
<b>ADD</b>	An INT sentence is added.	

### The supplement

- 1: I can input plural Item.  
→ Regulate (an individual that there is not restriction in an Item number)
- 2: I am eliminating an upper class forcibly at the time of (transformation that actually is not restricted although it is the numerical value of 16Bits)
- 3: Before doing Function of replacement etc. it does Select and please indicate an object.

## Script

### Basis specification of Script

#### Description of a main loop

Doing event drive style Script Image inch SECSelIms it is doing Design.

A main is being positioned as the turning point that does the processing that is related after event occurrence in a main.

The head is Procedure and Procedure is the return position of return command Ret from a subroutine

When describes and wait an event waiting sentence for occurrence and an event occur I implement the next line.

Usually an If sentence is described and analyze an event and change a flow with a condition END is described to a 終 edge (subroutine to) and END returns a flow to Procedure similarly Ret as.

Description example :

```

1 // Program init.
2 Show,Message,Start Try Normal Case,1
3 Dim,%PassCount,0
4 Dim,%CST1,1
5 Dim,%CST2,1
6 Dim,%P1_LOTID,Nothing
7 Dim,%P1_CSTID,Nothing
8 Dim,%P2_LOTID,Nothing
9 Dim,%P2_CSTID,Nothing
10 Dim,%Temp,0
11 Dim,%Temp1,0
12 Dim,%Temp1,0
13 Dim,%Temp2,0
14 Dim,%Temp21,0
15 Dim,%ACT_Port,0
16 Dim,%MODE,0
17 // MODE=0 HOST Mode
18 // MODE=1 OPE. Mode
19 PROCEDURE
20 // Loop Sequence ///
21 // Event Waiting
22 WAIT_Event
23 // Case of
24 if,FUNCTION_NAME,S1F1,OnlineSequence
25 if,FUNCTION_NAME,S2F17,TIME_SET
26 if,FUNCTION_NAME,S1F97,MC_Stat
27 if,FUNCTION_NAME,S6F85,Load_Request
28 if,FUNCTION_NAME,S6F95,Change_EQP_Mode
29 if,FUNCTION_NAME,S7F87,CST_ID_Report
30 if,FUNCTION_NAME,S6F81,LOT_STATUS_Report
31 if,FUNCTION_NAME,S6F91,EQP_STATUS_Report
32 if,FUNCTION_NAME,S6F83,PROCESS_DATA
33 if,FUNCTION_NAME,S7F89,LOT_CANCEL
34 if,FUNCTION_NAME,S7F84,LOT_INFO_ACK
35 if,FUNCTION_NAME,S2F25,S2F26
36 if,FUNCTION_NAME,S5F1,Alarm
37 END

```

The subroutine is described after this line.

In the above example, declaring and initializing variables to be used from the first line,

Although there is description of PROCEDURE on line 19, it becomes the main loop from here.

WAIT\_Event on line 22 waits until reception or timer time up event occurs.

Processing destination is switched depending on what kind of event occurred from line 24.



**SUB Routine**

---

Example of a subroutine

```
51 // Sub RTN
52 // ONLINE Sequence Procedure
53
54 @OnlineSequence
55 Send,S1F2_,10
56 Ret
57
58 @TIME_SET
59 Send,S2F18_,10
60 Ret
61
62 @MC_Stat
63 Send,S1F98_,10
64 Ret
65
66 @Load_Request
67 IF,OFF_SET,4,1,PSD_1
68 IF,OFF_SET,4,2,PSD_2
69 IF,OFF_SET,4,3,PSD_3
70 Show_Message,<<ERROR>> S6F85 BAD Port No,2
71 Send,S6F86_,10
72 Ret
```

In the example above, 24 if in the main loop, FUNCTION\_NAME, S1F1, OnlineSequence

"If the received stream function is S1F1, move to" OnlineSequence "processing" instruction,

54 The control transfers to @OnlineSequence.

Send S1F2 with 55 Send, S1F2\_, 10, (Read S1F2\_STR and put it in the send Queue)

56 The Ret command will return control to the main 19 PROCEDURE.

The contents described in the subroutine is a description about the actual processing.

Of course you can also control by the If statement.

Besides this, there is control movement by the GOTO directive.

It is not in the stack pointer method, it returns to Procedure in the Ret statement.

## Script Editor

The Script sentence of SECSellme is not doing the processing of a structure check and intermediate coding etc. due to high speed.

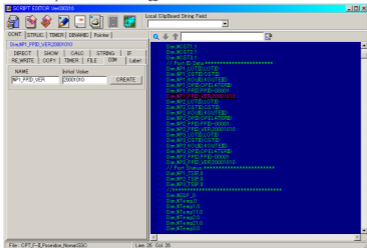
Although it is simple accordingly, is easy to read by making a sacrifice.

Thereupon, I established the such support function that is able to generate all the Function with a click and easy input.



← It triggers it if (Script Editor is registered beforehand when I click this Icon.

Even a simple substance can trigger it.



As for the left side, the right side is becoming Text Editor in input support department.

### Short Cut



#	Short Cut Name	Meaning
1	Open	Script File is opened.
2	Save	(The top writing preservation) that does File in editing Save
3	Save as..	Giving a name to File in editing I preserve it.
4	TOOL Hide / Show	Change the display/underplay of input support.
5	ALL Clear	Delete the data of an editing screen.
6	Print	It does the data in editing Print.
7	ANDO	It returns it in the condition before editing. (It gets effectively after editing)
8	Look UP Remapping	Renew the data of input support.
9	Local Clipboard String Field	Instruction that generated it is written here and be written to Clipboard simultaneously. (It writes it with Past to Editor)

### Input support department Functions

Function	Meaning
CONT.	Instruction Code is generated.
STRUC	The list of Structure that was registered to Project is displayed.
TIMER	The list of Timer that was declared in Script is displayed.
DYNAMIC	The list of the variable that was declared in Script is displayed.
Pointer	The list of Pointer that was declared in Script is displayed.

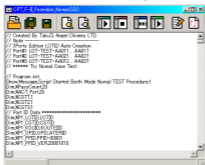
## Scriptの実行

### Script Engine

I can do the processing of automatic reply etc. by using Script.



← click this Icon Script Console triggers it.



Immediately after startup, nothing is displayed because Script File is not selected.  
(The above is the state after specifying Script File.)

Open File Dialog from Open and load Script.

You can edit the contents after loading and during execution.

Script is a structure that simply reads instructions in sequential row units, interprets them, and executes them.

If you have directives you can not understand, just ignore them.

Therefore, even if some change is made during execution, it will be effective immediately.

If you change it immediately after execution such as changing the name of a variable, there is no effect if it is already after interpretation execution.

Since there is no regulation on the content to be changed even during execution, please understand the structure.

#### Short Cut Icon



#	Function Name	Meaning
1	Open	Script File is opened. After I did this operation other buttons become effective.
2	Save as ...	Giving a name to Data that I was called to Console I preserve it.
3	Save	Writing Data to the top I preserve it.
4	String Find	Searching of a letter line
5	Find Next	After the next searching line of a letter line
6	RUN	Implementation
7	STOP	Stoppage
8	DEBUG MODE Flag	Write out-processing stepping to Event Viewer.
9	STEP RUN	Confirmation Dialog comes out every implementation 1 line.
10	Editor Stat	Script is triggered with Editor. (The registration of beforehand Editor)
11	Script Reload	I read Script again.

#### The supplement

SECSellme is trying to realize T3 Time Out using Script.

Therefore, there is no setting concerning T3 in Parameter.

In addition, there is no function to automatically reply secondary messages by a method other than Script.

## Real Time Tree Viewer

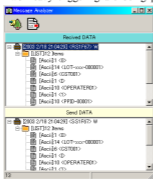
### Tree Viewer

Analyzing reception Message to Real Time it displays it in Viewer of Tree structure. Message displays it in each different Viewer of reception, transmission.



← Clicking this Icon it triggers it

Two heavy triggering are being prevented.

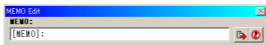


### Short Cut Icon



#	Function Name	Meaning
1	MEMO	MEMO Editor is opened. Memo can be inserted into a Tree structure body.
2	Clear All	Delete a screen.

### Memo Editor



Inserting Memo into Tree structure I leave it for communication log. Memo can be able to be been to Log in a communication.



Insertion and cancellation button

### The supplement

This Viewer has a lot of CPU load, so you may miss an Event while running Script on a PC with little Power.

## Tree Log Viewer

### Triggering of Log Viewer

If "Logging Option" is turned on in "Setting", Transmit / Receive Data will be saved in the specified File.

You can see this data in the Tree Log Viewer.

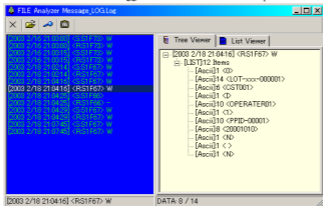
Since this Utility is an independent program, you can install it on another PC and see the Log.



← In the case that it triggers it from SECSellme I click this Icon.

It is possible even to trigger File\_Viewer.exe directly.

Even in the case that it triggers it from SECSellme completion does not monitor it.



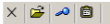
### Operation

After starting up, select the Log File you want to analyze with File Open.

Stream / Function is displayed every time the loaded File is read.

When you select the Message you want to analyze with Cursor Key of Mouse or Key Board, Tree is displayed. Switch to List Viewer and display Text.

(1) (2) (3) (4)



#	Function Name	Meaning
1	Completion	It ends.
2	File Open	Dialog that opens Log File displays it.
3	Find	Find Dialog opens.
4	Copy to Clip Board	It does Message to Clipboard Copy.

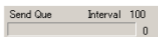
### The supplement

Although you can start as many File Viewer as possible, since you use a lot of resources, pay attention to the number of Programs to be started at the same time on a PC with less power.

## Service Functions

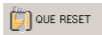
I will explain the function of SECSellme Service Function.

### Queue Buffer Monitor



It is always in the left corner of the screen and constantly monitors the state of Queue Buffer, Queue can accumulate up to 50 Messages. (The new Message will be deleted if it exceeds 50.) The Interval term is the Interval time set in the Message at the beginning of the Queue.

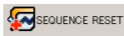
### Send Queue Reset



Delete Message Data that is stored to Queue Buffer.

In the case that I want to delete Data that was saved reluctantly with communication abnormal etc. it uses it.

### Sequence Reset

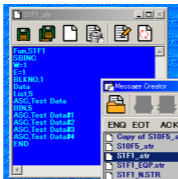


In the case that normal Handling is not able to continue it with communication abnormal etc. it initializes it. The effect differs at the time of HSMS from at the time of SECS-I.

MODE	Effect	NOTE
SECS-I (RS-232C)	1 : Handshake is returned to ENQ waiting. 2 : Retry Flag is initialized.	
HSMS (TCP/IP)	2 : It does Disconnect. 3 : Winsock is initialized.	TCP/IP Connect condition in SECSellme cannot be ended.

\*: Please bear in mind so that I implement this Function in the case that SECSellme is ended.

### Send Data Viewer



Click on any Message in Message Creator to display its Data.

Double click to display and send.

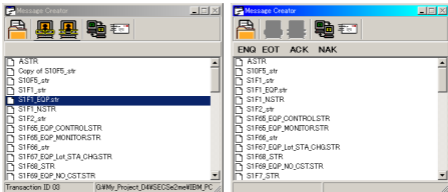
The contents of Sending Data can be changed on the spot.

Easy reply This is useful for changing parameters of Message and sending.

However, you can expect that unexpected trouble will occur if you change without understanding the structure.

## Message Creator

In the case that Message is transmitted manually using it this Form is constantly displaying it.  
At the time of HSMS At the time of SECS-I



File Name of structure body declaration Data of Directory that was set up as Project is displayed.

When I double-click File Name reading the Message it transmits it.

At this time as occasion demands it can modify it, because Data that was selected to Send Message Viewer displays it. (The clause reference of Send Data Viewer)

### Functions

(1) (2) (3) (4) (5)



#	Function Name	意味
1	File Open	Project is opened. (Directory is selected)
2	Connect	A Connect demand is transmitted at the time of HSMS.
3	Disconnect	A Disconnect signal is transmitted at the time of HSMS.
4	Loop Back Test / Link Test	SECS-I: S2F25 is transmitted. HSMS: a Link Test signal is transmitted.
5	Resend Message	It was selected by a double click/click I retransmit Message. Please transmit it with this Button in the case that it changes it with Send Data Viewer.

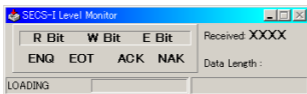
### The supplement

- If it is not setting up correct Project Directory to Setting File Name does not Appear inch Form.
- It is reflected at the time of retransmission when I add a change to the contents of Send Data Viewer before (When it clicks it once again Data of Send Viewer is done top writing.)
- Flow from a click to transmission  
Click → Reading of File → Note to Send Viewer → Generation of transmission Data from the letter line of Send Data Viewer → Data is sent to Queue → Transmission
- Flow at the time of retransmission  
Retransmission → Generation of transmission Data from the letter line of Send Data Viewer → Data is sent to Queue → Transmission

## HSMS Monitor / SECS-I Level Monitor

A display differs by HSMS/each SECS-I Mode.  
This Form is not able to close.

### SECS-I Level Monitor



The length of Message and reception Data that received it last the Bit information and present hands have information, of Data that received it are displayed.

' The situation of reception Data' LOADING displays Length of Header in a source Bar.

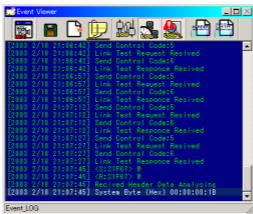
### HSMS Monitor



From the header information of the received Message, if it is currently connected with the state of W-Bit, The CON string is displayed in red (when connecting from here it is red and when connected from the other it is green) Analyzed displays Bar analysis status of Message.

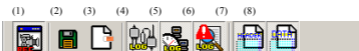


## Event Viewer



Event that occurred with SECSellme is displayed in Real Time.

### Functions



#	Function Name	Meaning
1	Event Viewer Active	Display on/off of Event In the case that Event Viewer is becoming a load I can turn off it.
2	Save	Save Function (300 latest Data) (a display minute only) At present it does Event in a display to optional File Save.
3	Clear All	Deletion of the display of Event Viewer
4	Common Event	Event display on/off of Flag and Control Code of SECS-I/HSMS I can regulate the Event display of a low level.
5	Send / Receive Time Stamp	Display*1 in the time that received it actually with the time when it was transmitted actually *1
6	Error Event Report	Display on/off of communication abnormality I can observe the situation of Retry etc.
7	Header Dump	Header is displayed Dump.
8	Data Dump	Data is displayed Dump.

\* 1 : Transmission Data Log is done Logging when transmission Message is generated and this Opti on becomes exact transmission time because it is displayed when it transmitted it actually) in the cas e that Data is accumulating this to (The setting and the time Queue of Interval that are different fro m actual transmission time because.

## Script Functions

### Function Spec.

---

#### Offset concept

---

The structure body (Structure) that I treat on a script is designated by using offset concept.  
The offset is the offset to the line number subsequent to the Data description position of Structure

Example of offset instructions

```
1 Fun,S2F41
2 SBINC
3 W=1
4 E=1
5 BLKNO,1
6 Data
7 List,2
8 ASC,START
9 List,3
10 List,2
11 ASC,PORTID
12 BIN,2
13 List,2
14 ASC,CSTID
15 ASC,TESTCSTID00202
16 List,2
17 ASC,MSG
18 ASC,HOST Message Today is Sunny Day
19 END
```

In the above example, "ASC, START" in the 8th line is the second position as viewed from 6 Data, so it is 2 in offset.

For example, to change START to CANCEL, write "CANCEL" to offset 2 of S2F41.

The ASC part is not rewritten.

If there is a necessity, it is necessary to change the file name and register in advance with another name.

Similarly, the data of the position pointed to by the numerical value given by the offset is applied to the received data.

#### Structure prohibition

---

The command letter line that is not able to analyze in a script is skipped.

In the future, I do the change of the whole script due to for a high speed passable and expandability I am scheduled to do the display of an injustice letter line.

#### **The structure analysis procedure of a script**

---

The module that implements a script will be called an interpreter.

An interpreter disassembles a structure in the unit of a comma and analyze in order than the left side.

EX) the example of If, Function\_Name, S2F25, Loop\_Back

The interpreter shifts from the next "Loop\_Back" to the next address "Loop\_Back" if the result is "True if result is true" since the character string continued from If is "Function\_Name" followed by "S2F25" is the received function name. In other words, if Function\_Name is S2F25, it means that we will move to @Loop\_Back. When recognizing an error at the analysis stage, you will be asked whether you want to stop processing or ignore it

If you choose Cancel, the script will be forcibly terminated.

#### **File abnormal**

---

If an error occurs when manipulating a file from a script, an error will be issued only when a filename that does not exist at the time of reading is given, or when writing fails.

In the current version, it is not verified whether it can respond to a hardware error or the like.

## Script Control Function

---

### INCOM F command

---

Example

#### **INCOM\_F**

The initialization of a reception flag.

(Due to, old specification the present is initialized with Wit\_Incom)

### SAVE command

---

Example

#### **SAVE,TEST**

Write out the structure body' that was put inside in a file as TEST. STR'.

Write out it after I delete it when the file of the same name exists.

It can transmit it with a SEND command.

### READ command

---

Example

#### **Read,S7F83\_RECIPE,TEMP**

Read the file "S7F83\_RECIPE.str" and internally treat it as "TEMP".

After this directive, the target of the Re\_Write method becomes TEMP.

When sending, send it by "SEND" command after exporting with the "SAVE" command once.

### SEND command

---

Example

#### **SEND,S7F83\_RECIPE,20**

S7F83\_RECIPE is transmitted.

give the parameter of 20mmsec to an interval timer.

(I establish the delay of 20mmSec furthermore from condition the possibility that transmit. )

The value of the interval timer' is sent to the head of transmission Que Stack in the case of 0'.

### MEMO command

---

Example

#### **MEMO,Time OUT Error**

Write a message (Time OUT Error) to Tree view

It remains to LOG.

### DIM command

---

Example

#### **Dim,%P1\_LOTID,Nothing**

It generates' the variable that says P1\_LOTID it deserves an early period with nothing'.

There is not the name rule of a variable.(It is stored with all the ACII in the inside which there is) the necessity that I devise as I know.

The computation command is replaced to Integer at first and computes it.

This time I report an error in the case that contents are not a numerical value.

**Calc Function**

---

**INC : +1 to a variable**

---

Example

**CALC,INC,%Data**

+1 to %Data.

In the case that the contents of a variable are not a numerical value an error occurs.

**DEC : -1 to a variable**

---

Example

**CALC,DEC,%Data**

-1 to % Data.

In the case that the contents of a variable are not a numerical value an error occurs.

**+ : add a variable and fixed number**

---

Example

**CALC,+,%Data,5**

Adding %Data and 5 give it to %Data.

In the case that the contents of a variable are not a numerical value an error occurs.

**- : Variable and fixed number are subtracted**

---

Example

**CALC,-,%Data,5**

Subtracting 5 from %Data give it to %Data.

In the case that the contents of a variable are not a numerical value an error occurs.

**\* : multiply a variable and fixed number**

---

Example

**CALC,\*,%Data,5**

Multiplying %Data and 5 give it to %Data.

In the case that the contents of a variable are not a numerical value an error occurs.

**/ : multiply a variable and fixed number**

---

Example

**CALC,/,%Data,5**

%Data = %Data div 5

The remainder is deleted. (Return value is Integer)

In the case that the contents of a variable are not a numerical value an error occurs.

**LET : Insert a numerical value (a letter) in a variable**

---

Example

**CALC,LET,%Data,5**

Insert 5 in % Data.

Even in the case that the contents of a variable are not a numerical value it processes it.

## Timer Function

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### **CREATE : Timer is generated**

---

Example

**TIMER,CREATE,T1**

The timer called T1 is generated.

### **KILL : Delete a timer**

---

Example

**TIMER,KILL,T1**

Delete the timer called T1.

### **START : Timer is triggered**

---

Example

**TIMER,START,T1**

The timer called T1 is started.

### **CLOSE : Timer is stopped**

---

Example

**TIMER,CLOSE,T1**

Timer called T1 is stopped

### **INTERVAL : Interval time of a timer is set up**

---

Example

**TIMER,INTERVAL,T1,1000**

Makes the interval of the timer called T1 1000mmSec.

### **FLAG OFF : On Flag of a timer is reset**

---

Example

**TIMER,FLAG\_OFF,T1**

On Flag of the timer called T1 is reset.

It continues unless I do a reset once on Flag of a timer is set.

Even if it goes up a time once again just as on it does not exist to Flag a change.

**STRING Function**

---

Example

**STRING,%STAR-1,%STR-2**

The processing of letter line addition: the value of the variable that was designated to the contents of a variable are added.

**STRING,<VALUE1>,<VALUE2>** Value1 = Value1 + Value2**Re\_Write Function**

---

There is the necessity that this group reads a structure body with a READ command beforehand.

**OFF\_SET : Direct change of a designated place**

---

Example

**RE\_WRITE,OFF\_SET,5,Cancel**

Replace the data of offset 5 of the structure body' that was read with a READ command with Cancel

**R DATA : Replace the data of a structure body with reception data**

---

Example

**RE\_WRITE,OFF\_R\_DATA,5,3**

Replace the data of offset 5 of the structure body that was read with a READ command with the data of offset 3 of reception data.

**DIM : Replace the data of a structure body with a variable**

---

Example

**RE\_WRITE,DIM,5,%DATA**

Replace the data of offset 5 of the structure body that was read with a READ command with variable %DATA.

**IF Function**

---

**Function Name : SF that received it to recent is compared**

---

Example

**if,FUNCTION\_NAME,S2F17,TIME\_SET**

If Stream Function' that received it recently is' S2F17 it moves to @TIME\_SET

**Function : Stream that received it to recent is compared**

---

Example

**if,STREAM,1,TIME\_SET**

If STREAM' that received it recently is' 1 it moves to @TIME\_SET

**Function : Function that received it to recent is compared**

---

Example

**if,FUNCTION,17,TIME\_SET**

If Function' that received it recently is' 17 it moves to @TIME\_SET

**OFF\_Set : OffSet value of Data that received it to recent is compared**

---

Example

**If,OFF\_SET,4,1,PSD\_1**

If offset 4 of Data' that received it recently is' 1 it moves to @PSD\_1

The comparative contrast is replaced to all the ASCII.

☆ NOT\_OFF\_SET : NOT case of OffSet

**OFF\_SET\_DIM : Contents of the OffSet value and variable of Data that received it to recent are compared**

---

Example

**If,OFF\_SET,4,%DATA,PSD\_1**

If offset 4 of Data that received it recently is and is same the contents of % DATA the comparative contrast that moves to @PSD\_1 is replaced to all the ASCII.

**Dim : Value of the variable that I designated is compared**

---

Example

**If,Dim,%ACT\_Port,1,PORT\_1\_Procedure**

If variable %ACT\_Port' is' 1 it moves to @PORT\_1\_Procedure

The comparative contrast is replaced to all the ASCII.

☆ NOT\_Dim : NOT case of Dim

**Timer : Check whether an optional timer is turning on it**

---

Example

**If,Timer,2,TIMER\_2\_ON**

If 2' is on' a timer it moves to @TIMER\_2\_on



**Show Function**

---

**Print : Display that used Message Box**

---

Example

**Show,Print,Start OK? At Ready**

Start O.K.? Confirmation BOX (Message Box) that was written as at Ready turns up.

Until it pushes O.K. stepping does not go ahead.

**Printf : Display of the variable that used Message Box**

---

Example

**Show,Printf,Pass Count;,%Pass\_C**

Confirmation BOX (Message Box) that the contents of % variable Pass\_c were written with Pass Count: turns up.

Until it pushes O.K. stepping does not go ahead.

**Message : Beginning of the message to Event Display**

---

Example

Show, Message, Hello World, 1

Hello World is displayed to Event Display with a time stamp accompaniment

1=time stamp accompaniment

2=a letter line only

**Value : Display of a strange numerical value with a variable name to Event Display**

---

Example

**Show,Value,%P1\_LOTID,1**

%P1\_LOTID' and the contents are displayed to Event Display with a time stamp accompaniment a variable name'

1=time stamp accompaniment

2=a letter line only

**R Data : Contents display of a letter line and offset**

---

Example

**Show,R\_Data,PORT#1=> ,5,1**

PORT # 1 to Event Display a letter line'=&gt;' and offset 5 of the reception data is reported with a time stamp accompaniment.

1=time stamp accompaniment

2=a letter line only

## Others

### Special command

---

Describing in the Data description department of Structure a transmission point in or I give the data that does not know to Structure.

Please use a text editor because this description is not able to edit it in a Structure editor.

\$Date : Giving time data in the form of YYYY/MM/DD/hh/mm/ss a return value is ASC.  
\$Date\_OLD :Giving time data in the form of YY/MM/DD/hh/mm/ss a return value is ASC.  
\$Date\_16 :Giving time data in the form of YYYY/MM/DD/hh/mm/ss/cc a cc is 00 always.

Example

```
1 Fun,S2F18
2 SBCOPY
3 W=0
4 E=1
5 BLKNO,1
6 Data
7 ASC,$DATE
8 End
```

\$Copy :It backs and echoes the data structure that received it.

Example

```
1 // Echo Back Function
2 // Special Data $COPY
3 Fun,S2F26
4 SBCOPY
5 W=0
6 E=1
7 BLKNO,1
8 DATA
9 $COPY
10 END
```

Quoting the letter line of ASCII <STRING>:◁inside Ascii input Dialog Box is opened.

The Ascii letter line that was input influences on a message.

<' The key word of this special command is.