

```
VAR
Bit : ARRAY[ 0..31 ] OF BOOL; (* BOOL da testare *)
Result : DWORD; (* DWORD risultato *)
END_VAR
```

```
1 (* ***** *)
2 (* ESEGUO CONVERSIONE DA BOOL A DWORD *)
3 (* ***** *)
4
5 (* Eseguo azzeramento risultato *)
6
7 Result:=0; (* DWORD risultato *)
8
9 (* Eseguo controllo stato di ogni bit. *)
10
11 IF (Bit[0]) THEN Result:=Result OR 16#00000001; END_IF;
12 IF (Bit[1]) THEN Result:=Result OR 16#00000002; END_IF;
13 IF (Bit[2]) THEN Result:=Result OR 16#00000004; END_IF;
14 IF (Bit[3]) THEN Result:=Result OR 16#00000008; END_IF;
15 IF (Bit[4]) THEN Result:=Result OR 16#00000010; END_IF;
16 IF (Bit[5]) THEN Result:=Result OR 16#00000020; END_IF;
17 IF (Bit[6]) THEN Result:=Result OR 16#00000040; END_IF;
18 IF (Bit[7]) THEN Result:=Result OR 16#00000080; END_IF;
19 IF (Bit[8]) THEN Result:=Result OR 16#00000100; END_IF;
20 IF (Bit[9]) THEN Result:=Result OR 16#00000200; END_IF;
21 IF (Bit[10]) THEN Result:=Result OR 16#00000400; END_IF;
22 IF (Bit[11]) THEN Result:=Result OR 16#00000800; END_IF;
23 IF (Bit[12]) THEN Result:=Result OR 16#00001000; END_IF;
24 IF (Bit[13]) THEN Result:=Result OR 16#00002000; END_IF;
25 IF (Bit[14]) THEN Result:=Result OR 16#00004000; END_IF;
26 IF (Bit[15]) THEN Result:=Result OR 16#00008000; END_IF;
27 IF (Bit[16]) THEN Result:=Result OR 16#00010000; END_IF;
28 IF (Bit[17]) THEN Result:=Result OR 16#00020000; END_IF;
29 IF (Bit[18]) THEN Result:=Result OR 16#00040000; END_IF;
30 IF (Bit[19]) THEN Result:=Result OR 16#00080000; END_IF;
31 IF (Bit[20]) THEN Result:=Result OR 16#00100000; END_IF;
32 IF (Bit[21]) THEN Result:=Result OR 16#00200000; END_IF;
33 IF (Bit[22]) THEN Result:=Result OR 16#00400000; END_IF;
34 IF (Bit[23]) THEN Result:=Result OR 16#00800000; END_IF;
35 IF (Bit[24]) THEN Result:=Result OR 16#01000000; END_IF;
36 IF (Bit[25]) THEN Result:=Result OR 16#02000000; END_IF;
37 IF (Bit[26]) THEN Result:=Result OR 16#04000000; END_IF;
38 IF (Bit[27]) THEN Result:=Result OR 16#08000000; END_IF;
39 IF (Bit[28]) THEN Result:=Result OR 16#10000000; END_IF;
40 IF (Bit[29]) THEN Result:=Result OR 16#20000000; END_IF;
41 IF (Bit[30]) THEN Result:=Result OR 16#40000000; END_IF;
42 IF (Bit[31]) THEN Result:=Result OR 16#80000000; END_IF;
43
44 (* [End of file] *)
45
46
```

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	PROGRAM : ST_BoolToDWord	
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```
VAR
Bit : ARRAY[ 0..31 ] OF BOOL; (* BOOL risultato *)
Value : DWORD; (* DWORD da testare *)
END_VAR
```

```
1 (* ***** *)
2 (* ESEGUO CONVERSIONE DA BOOL A DWORD *)
3 (* ***** *)
4
5 (* Eseguo set di ogni bit. *)
6
7 Bit[0]:=((Value AND 16#00000001) > 0);
8 Bit[1]:=((Value AND 16#00000002) > 0);
9 Bit[2]:=((Value AND 16#00000004) > 0);
10 Bit[3]:=((Value AND 16#00000008) > 0);
11 Bit[4]:=((Value AND 16#00000010) > 0);
12 Bit[5]:=((Value AND 16#00000020) > 0);
13 Bit[6]:=((Value AND 16#00000040) > 0);
14 Bit[7]:=((Value AND 16#00000080) > 0);
15 Bit[8]:=((Value AND 16#00000100) > 0);
16 Bit[9]:=((Value AND 16#00000200) > 0);
17 Bit[10]:=((Value AND 16#00000400) > 0);
18 Bit[11]:=((Value AND 16#00000800) > 0);
19 Bit[12]:=((Value AND 16#00001000) > 0);
20 Bit[13]:=((Value AND 16#00002000) > 0);
21 Bit[14]:=((Value AND 16#00004000) > 0);
22 Bit[15]:=((Value AND 16#00008000) > 0);
23 Bit[16]:=((Value AND 16#00010000) > 0);
24 Bit[17]:=((Value AND 16#00020000) > 0);
25 Bit[18]:=((Value AND 16#00040000) > 0);
26 Bit[19]:=((Value AND 16#00080000) > 0);
27 Bit[20]:=((Value AND 16#00100000) > 0);
28 Bit[21]:=((Value AND 16#00200000) > 0);
29 Bit[22]:=((Value AND 16#00400000) > 0);
30 Bit[23]:=((Value AND 16#00800000) > 0);
31 Bit[24]:=((Value AND 16#01000000) > 0);
32 Bit[25]:=((Value AND 16#02000000) > 0);
33 Bit[26]:=((Value AND 16#04000000) > 0);
34 Bit[27]:=((Value AND 16#08000000) > 0);
35 Bit[28]:=((Value AND 16#10000000) > 0);
36 Bit[29]:=((Value AND 16#20000000) > 0);
37 Bit[30]:=((Value AND 16#40000000) > 0);
38 Bit[31]:=((Value AND 16#80000000) > 0);
39
40 (* [End of file] *)
41
42
```

Project : BitToDWord

PROGRAM : ST_DWordToBool

Release :

Ver :1.00

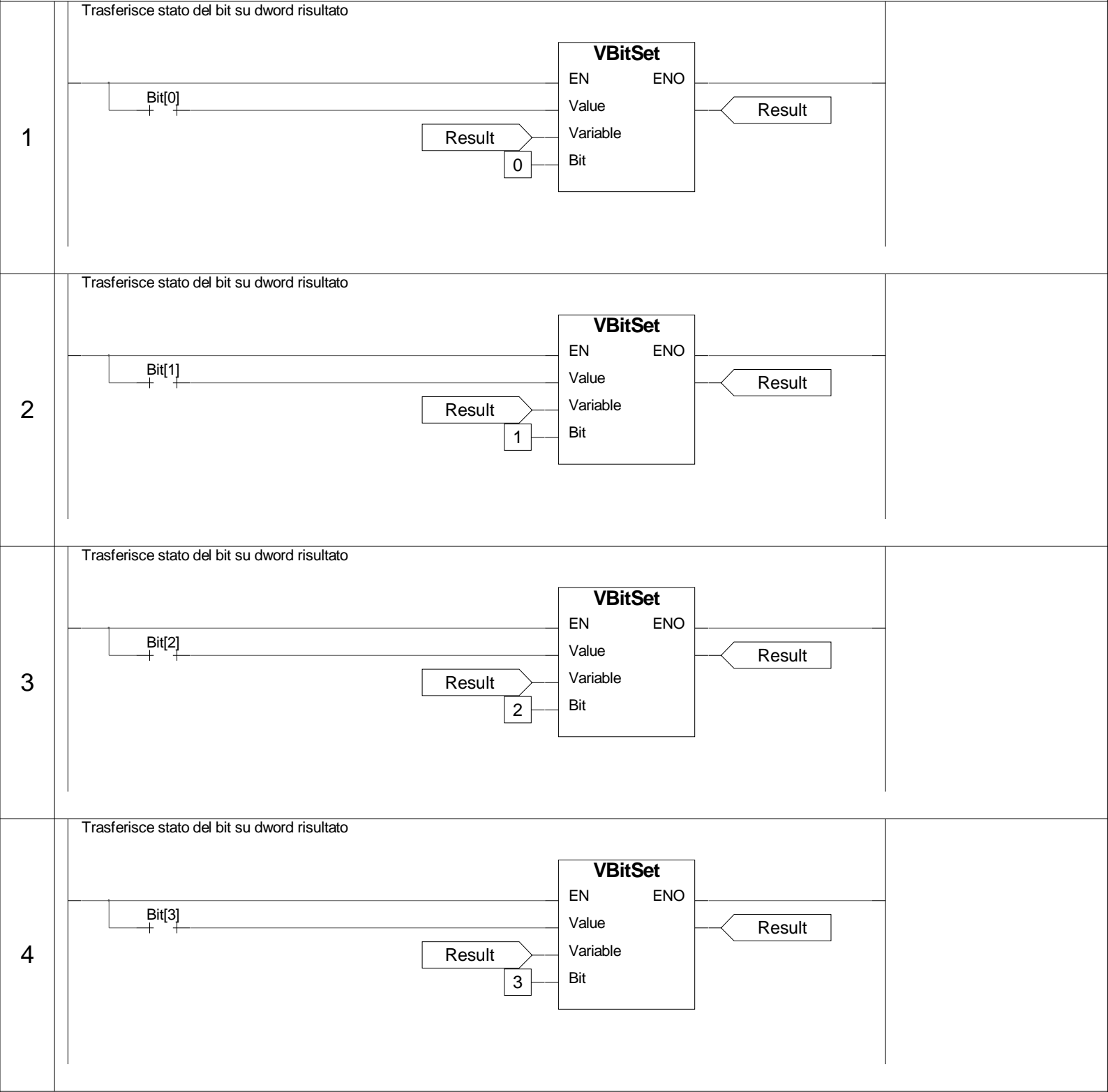
Author :

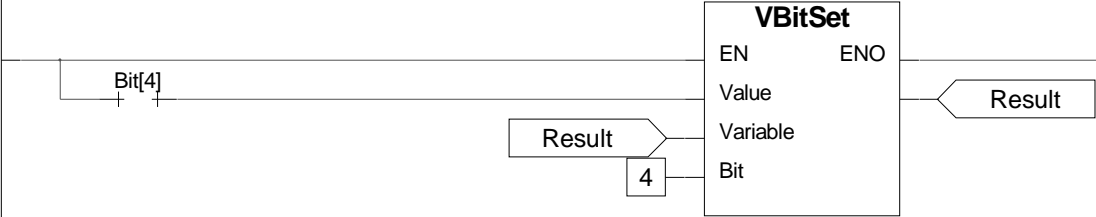
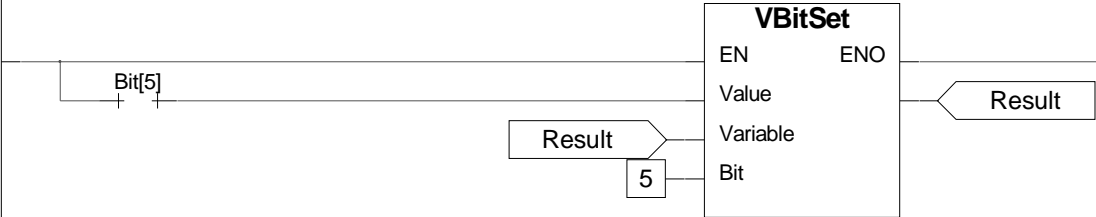
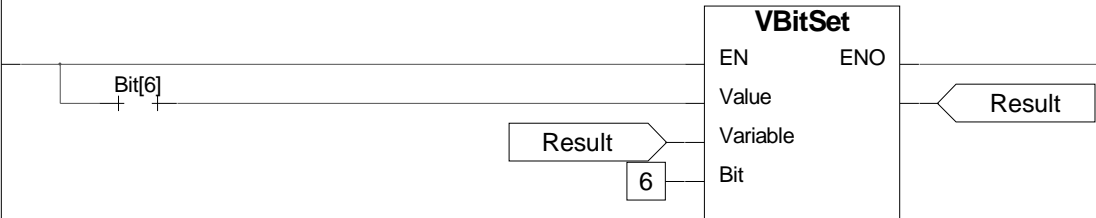
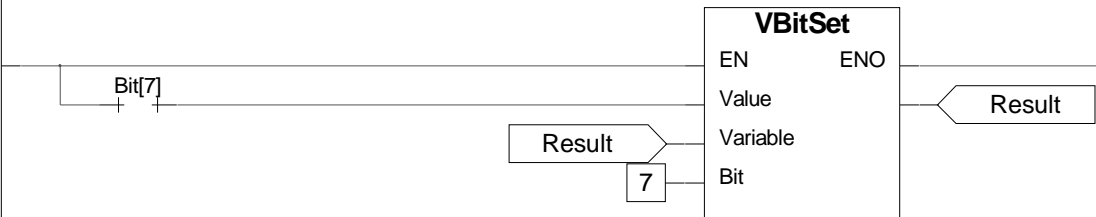
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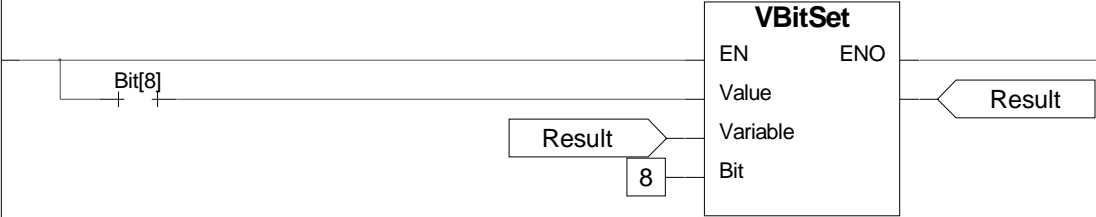
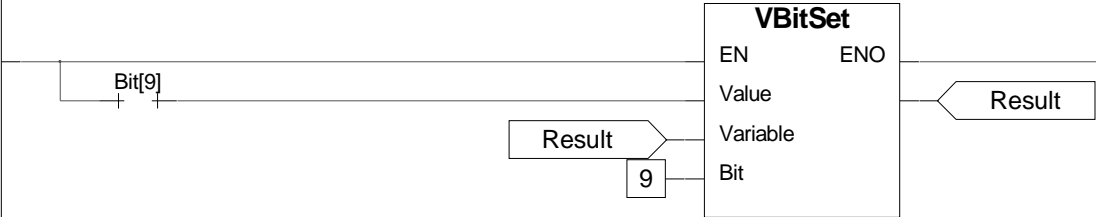
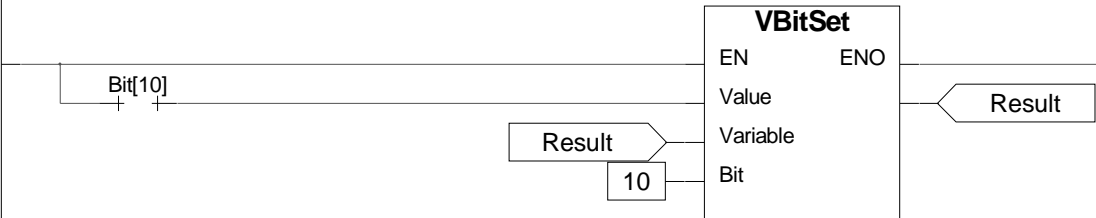
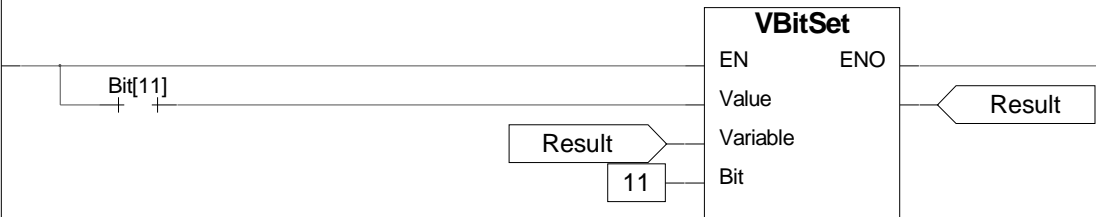
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```
VAR
Bit : ARRAY[ 0..31 ] OF BOOL; (* BOOL da testare *)
Result : DWORD; (* DWORD risultato *)
END_VAR
```



5	Trasferisce stato del bit su dword risultato	
6	Trasferisce stato del bit su dword risultato	
7	Trasferisce stato del bit su dword risultato	
8	Trasferisce stato del bit su dword risultato	

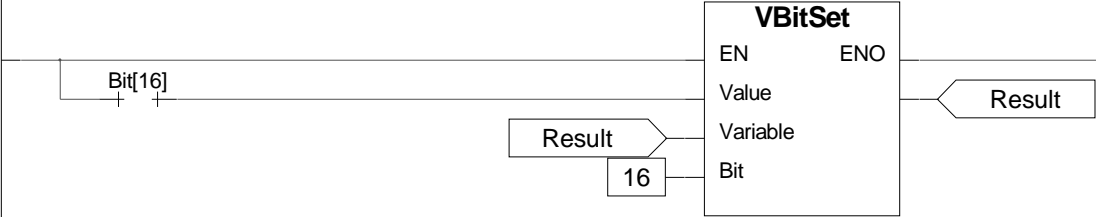
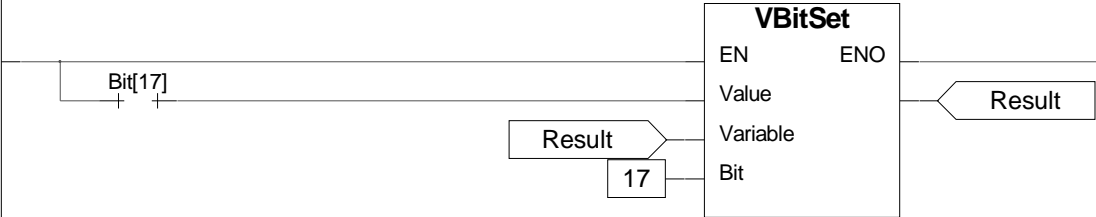
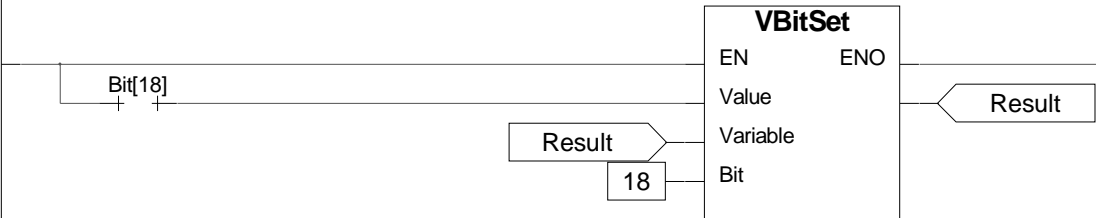
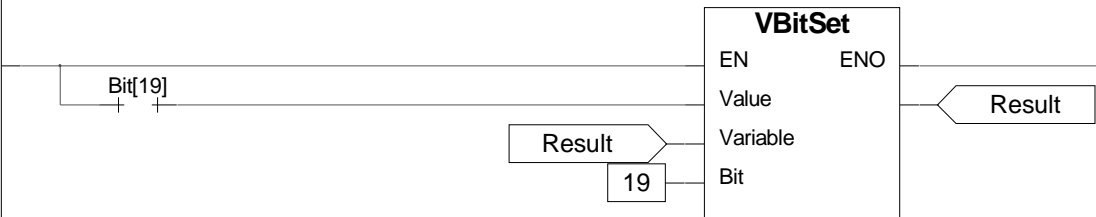
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9	Trasferisce stato del bit su dword risultato	 <p>The diagram shows a normally open contact labeled 'Bit[8]' connected to the 'EN' input of a 'VBitSet' function block. The 'Value' input is connected to a 'Result' variable. The 'Variable' input is connected to a 'Result' variable. The 'Bit' input is connected to the value '8'. The 'ENO' output is connected to a 'Result' variable.</p>
10	Trasferisce stato del bit su dword risultato	 <p>The diagram shows a normally open contact labeled 'Bit[9]' connected to the 'EN' input of a 'VBitSet' function block. The 'Value' input is connected to a 'Result' variable. The 'Variable' input is connected to a 'Result' variable. The 'Bit' input is connected to the value '9'. The 'ENO' output is connected to a 'Result' variable.</p>
11	Trasferisce stato del bit su dword risultato	 <p>The diagram shows a normally open contact labeled 'Bit[10]' connected to the 'EN' input of a 'VBitSet' function block. The 'Value' input is connected to a 'Result' variable. The 'Variable' input is connected to a 'Result' variable. The 'Bit' input is connected to the value '10'. The 'ENO' output is connected to a 'Result' variable.</p>
12	Trasferisce stato del bit su dword risultato	 <p>The diagram shows a normally open contact labeled 'Bit[11]' connected to the 'EN' input of a 'VBitSet' function block. The 'Value' input is connected to a 'Result' variable. The 'Variable' input is connected to a 'Result' variable. The 'Bit' input is connected to the value '11'. The 'ENO' output is connected to a 'Result' variable.</p>

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13	Trasferisce stato del bit su dword risultato	
14	Trasferisce stato del bit su dword risultato	
15	Trasferisce stato del bit su dword risultato	
16	Trasferisce stato del bit su dword risultato	

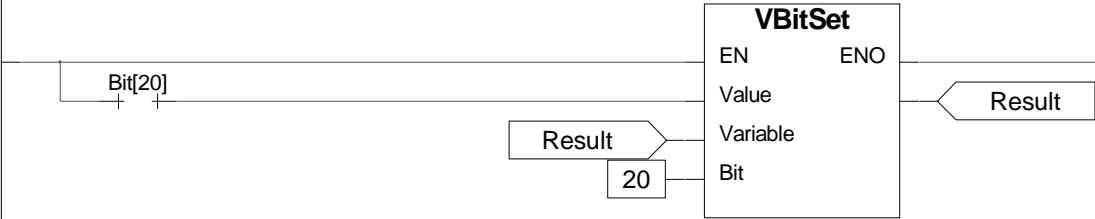
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17	Trasferisce stato del bit su dword risultato	 <p>The diagram shows a normally open contact labeled 'Bit[16]' with two '+' signs. This contact is connected to the 'EN' input of a 'VBitSet' block. The 'Value' input of the block is connected to a 'Result' variable symbol. The 'Variable' input is also connected to the same 'Result' variable symbol. The 'Bit' input is connected to a constant value '16'. The 'ENO' output of the block is connected to a 'Result' variable symbol.</p>
18	Trasferisce stato del bit su dword risultato	 <p>The diagram shows a normally open contact labeled 'Bit[17]' with two '+' signs. This contact is connected to the 'EN' input of a 'VBitSet' block. The 'Value' input of the block is connected to a 'Result' variable symbol. The 'Variable' input is also connected to the same 'Result' variable symbol. The 'Bit' input is connected to a constant value '17'. The 'ENO' output of the block is connected to a 'Result' variable symbol.</p>
19	Trasferisce stato del bit su dword risultato	 <p>The diagram shows a normally open contact labeled 'Bit[18]' with two '+' signs. This contact is connected to the 'EN' input of a 'VBitSet' block. The 'Value' input of the block is connected to a 'Result' variable symbol. The 'Variable' input is also connected to the same 'Result' variable symbol. The 'Bit' input is connected to a constant value '18'. The 'ENO' output of the block is connected to a 'Result' variable symbol.</p>
20	Trasferisce stato del bit su dword risultato	 <p>The diagram shows a normally open contact labeled 'Bit[19]' with two '+' signs. This contact is connected to the 'EN' input of a 'VBitSet' block. The 'Value' input of the block is connected to a 'Result' variable symbol. The 'Variable' input is also connected to the same 'Result' variable symbol. The 'Bit' input is connected to a constant value '19'. The 'ENO' output of the block is connected to a 'Result' variable symbol.</p>

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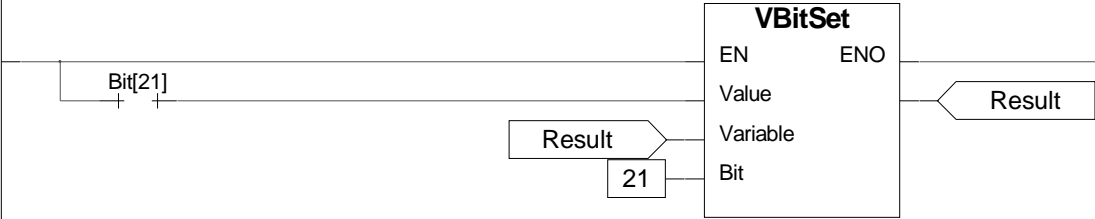
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Trasferisce stato del bit su dword risultato



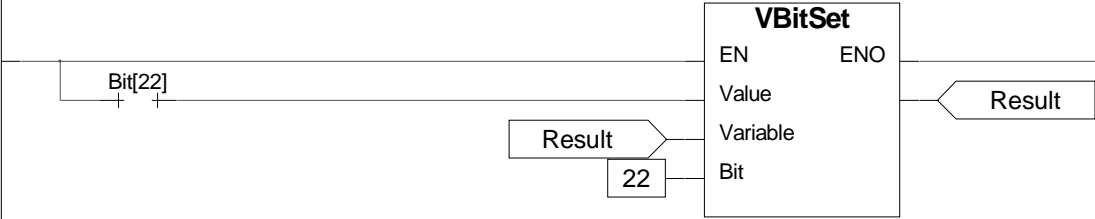
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Trasferisce stato del bit su dword risultato



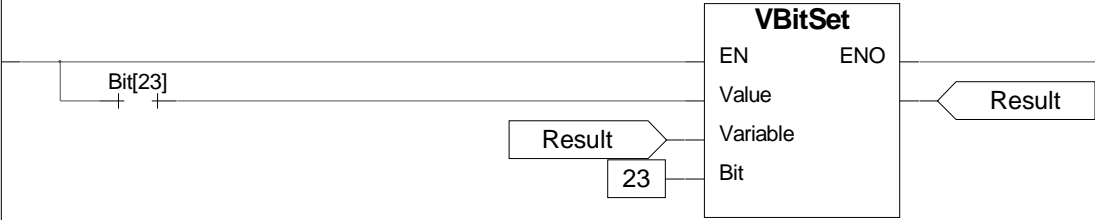
23

Trasferisce stato del bit su dword risultato



24

Trasferisce stato del bit su dword risultato



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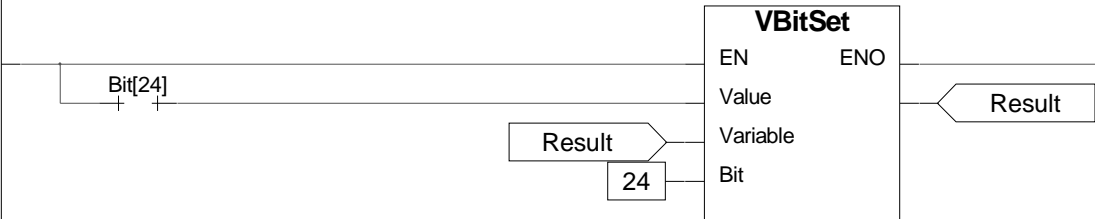
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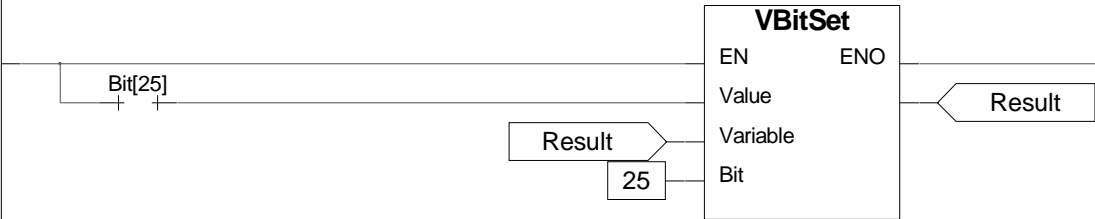
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Trasferisce stato del bit su dword risultato



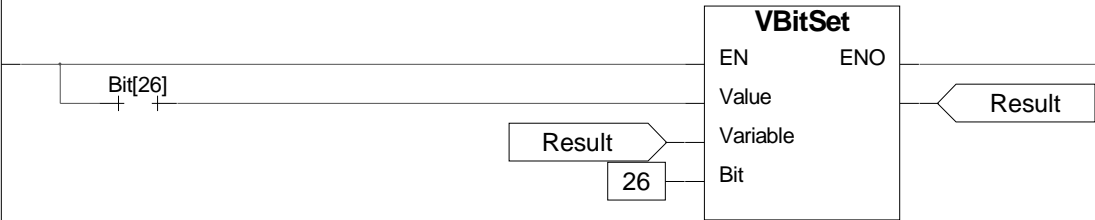
26

Trasferisce stato del bit su dword risultato



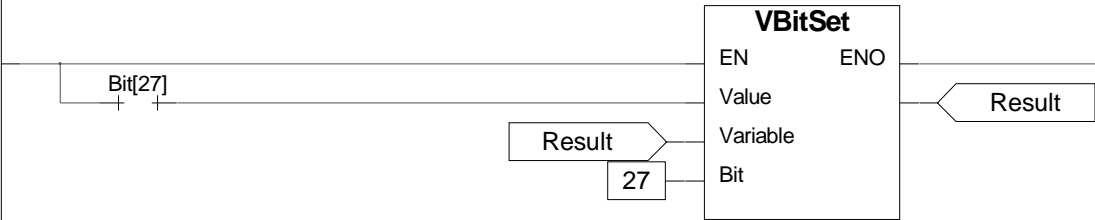
27

Trasferisce stato del bit su dword risultato



28

Trasferisce stato del bit su dword risultato



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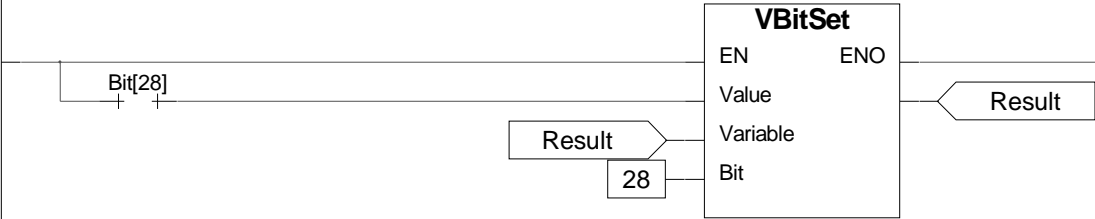
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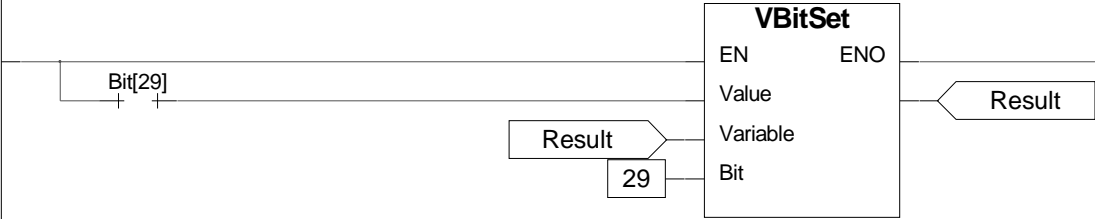
29

Trasferisce stato del bit su dword risultato



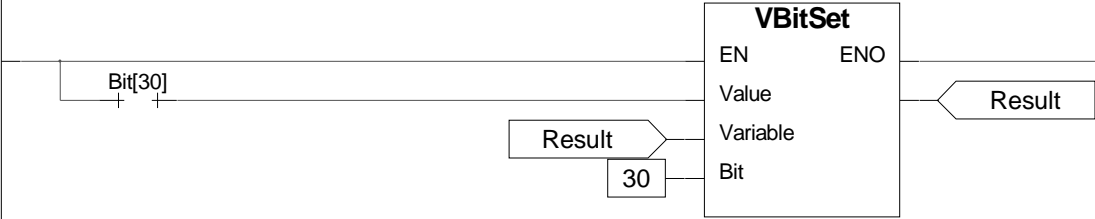
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Trasferisce stato del bit su dword risultato



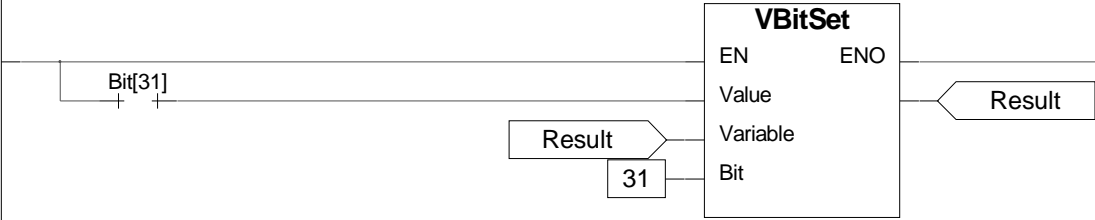
31

Trasferisce stato del bit su dword risultato



32

Trasferisce stato del bit su dword risultato



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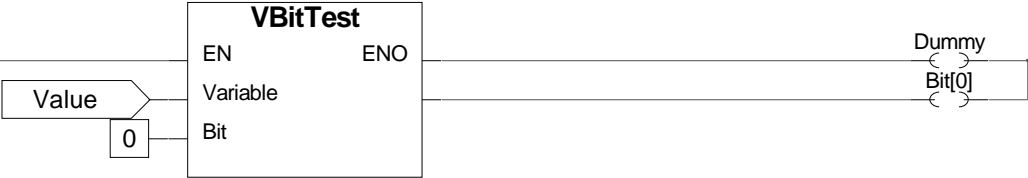
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```
VAR
Value : DWORD; (* DWORD da testare *)
Bit : ARRAY[ 0..31 ] OF BOOL; (* BOOL risultato *)
Dummy : BOOL; (* Dummy variable *)
END_VAR
```

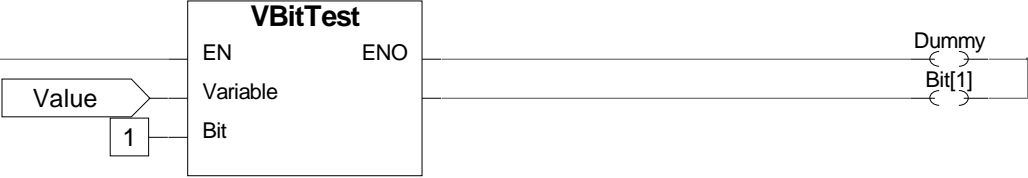
1

Trasferisce stato del bit dword su bool



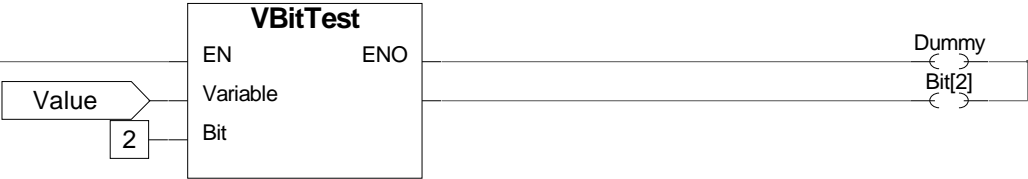
2

Trasferisce stato del bit dword su bool



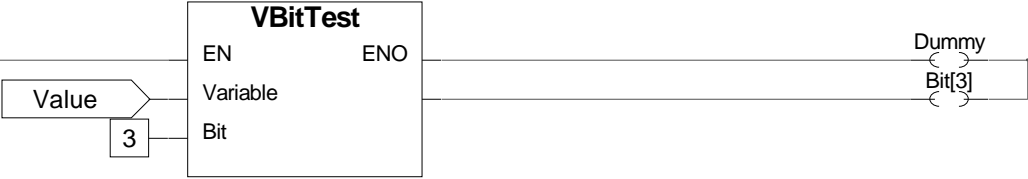
3

Trasferisce stato del bit dword su bool



4

Trasferisce stato del bit dword su bool



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5	<div>Trasferisce stato del bit dword su bool</div> <div></div>	
6	<div>Trasferisce stato del bit dword su bool</div> <div></div>	
7	<div>Trasferisce stato del bit dword su bool</div> <div></div>	
8	<div>Trasferisce stato del bit dword su bool</div> <div></div>	
9	<div>Trasferisce stato del bit dword su bool</div> <div></div>	

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10	<p>Trasferisce stato del bit dword su bool</p> 	
11	<p>Trasferisce stato del bit dword su bool</p> 	
12	<p>Trasferisce stato del bit dword su bool</p> 	
13	<p>Trasferisce stato del bit dword su bool</p> 	
14	<p>Trasferisce stato del bit dword su bool</p> 	

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15	<div>Trasferisce stato del bit dword su bool</div> <div><div><div>Value</div><div>14</div></div><div><div><div>VBitTest</div><div>EN</div><div>Variable</div><div>Bit</div></div><div>ENO</div></div></div> <div><div>Dummy</div><div>Bit[3]</div></div>
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20	<div>Trasferisce stato del bit dword su bool</div> <div></div>	
21	<div>Trasferisce stato del bit dword su bool</div> <div></div>	
22	<div>Trasferisce stato del bit dword su bool</div> <div></div>	
23	<div>Trasferisce stato del bit dword su bool</div> <div></div>	
24	<div>Trasferisce stato del bit dword su bool</div> <div></div>	

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25	<div>Trasferisce stato del bit dword su bool</div> <div></div>	
26	<div>Trasferisce stato del bit dword su bool</div> <div></div>	
27	<div>Trasferisce stato del bit dword su bool</div> <div></div>	
28	<div>Trasferisce stato del bit dword su bool</div> <div></div>	
29	<div>Trasferisce stato del bit dword su bool</div> <div></div>	

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30	<div>Trasferisce stato del bit dword su bool</div> <div><div><div>Value</div><div>29</div></div><div><div><div>VBitTest</div><div>EN</div><div>Variable</div><div>Bit</div><div>ENO</div></div><div><div>Dummy</div><div>Bit[29]</div></div></div></div>
31	<div>Trasferisce stato del bit dword su bool</div> <div><div><div>Value</div><div>30</div></div><div><div><div>VBitTest</div><div>EN</div><div>Variable</div><div>Bit</div><div>ENO</div></div><div><div>Dummy</div><div>Bit[30]</div></div></div></div>
32	<div>Trasferisce stato del bit dword su bool</div> <div><div><div>Value</div><div>31</div></div><div><div><div>VBitTest</div><div>EN</div><div>Variable</div><div>Bit</div><div>ENO</div></div><div><div>Dummy</div><div>Bit[31]</div></div></div></div>

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