

LamaPLC: Simatic S7 SCL commands: Trigonometric / math functions

ABS

The function returns the value of the “ABS” (absolute value) math function.

FC Result := **ABS** (Value);

Value: function input ([integers](#), [floating-point numbers](#))

Result: the return value of the function ([integers](#), [floating-point numbers](#))

```
2
3 #result_real := ABS(-123456.789);
4
5 #result_lreal := ABS(-123456.789);
6
7 #result_dint := ABS(-123456.789);
8
9 #result_int := ABS(-123456.789);
10
```

#result_real	123456.8
#result_lreal	123456.789
#result_dint	123457
#result_int	30409

A yellow underline in the code indicates that the result of the function is not completely accurate for **REAL** and **INT** types. For **LREAL** type, precision is complete. For **INT**, the conversion overflowed.

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ABS_x

On the TIA portal, you can specify the type of variable used for the function by entering **ABS_:**[INT](#), [DINT](#), [SINT](#), [LINT](#), [REAL](#), [LREAL](#).

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COS / ACOS

The function returns the value of the “COS” (cosine) or “ACOS” (arccosine) trigonometric function.

FC Result := **COS** (Value);

FC Result := **ACOS** (Value);

Value: function input ([Floating-point numbers](#))

Result: the return value of the function ([Floating-point numbers](#))

```

3 #result_real := COS(0.8);
4
5 #result_lreal := COS(0.8);
6
7 #result_int := COS(0.8) * 100;
8
9

```

#result_real	0.6967067
#result_lreal	0.696706709347165
#result_int	70
COS	0.696706709347165

A yellow underline in the code indicates that the result of the function is not completely accurate for REAL and INT types. For LREAL type, precision is complete.

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COS_x / ACOS_x

On the TIA portal, you can specify the type of variable used for the function by entering COS_: REAL, LREAL.

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EXP

The function returns the value of the "EXP" (exponent from the base e (e = 2.718282)) math function.

FC Result := EXP (Value);

Value: function input (Floating-point numbers)

Result: the return value of the function (Floating-point numbers)

```

2
3 #result_real := EXP(0.8);
4
5 #result_lreal := EXP(0.8);
6
7 #result_int := EXP(0.8) * 100;
8
9

```

#result_real	2.225541
#result_lreal	2.22554092849247
#result_int	223
EXP	2.22554092849247

A yellow underline in the code indicates that the function's result is not fully accurate for REAL and INT types. For LREAL type, the precision is complete.

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EXP_x

On the TIA portal, you can specify the type of variable used for the function by entering EXP_: REAL, LREAL.

PLCs: [S7-1500](#), [S7-1200](#), [S7-400](#), [S7-300](#)

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FRAC

The function returns the value of the “FRAC” (fraction) math function.

FC `Result := FRAC (Value);`

Value: function input ([Floating-point numbers](#))

Result: the return value of the function ([Floating-point numbers](#))

<pre> 18 #result_real:= FRAC(123.4567); 19 20 #result_lreal := FRAC(123.4567); 21 22 #result_int := FRAC(123.4567) * 10; </pre>	<table border="1"> <tr> <td>#result_real</td> <td>0.4567</td> </tr> <tr> <td>#result_lreal</td> <td>0.4566999999999998</td> </tr> <tr> <td>#result_int</td> <td>5</td> </tr> </table>	#result_real	0.4567	#result_lreal	0.4566999999999998	#result_int	5
#result_real	0.4567						
#result_lreal	0.4566999999999998						
#result_int	5						

A yellow underline in the code indicates that the function's result is not fully accurate for **REAL** and **INT** types. For **LREAL** type, the precision is complete.

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FRAC_x

On the TIA portal, you can specify the type of variable used for the function by entering `FRAC_:` **REAL**, **LREAL**.

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LIMIT

The “*Set limit value*” instruction restricts the value of the parameter **IN** to the range specified by the parameters **MN** and **MX**. The value of **MN** must not be greater than the value of **MX**.

FC `Result := LIMIT (MN := minimum, IN := input, MAX := maximum, ENO ⇒ operation enable);`

MN, IN, MX, Result: If the value of the **IN** parameter fulfills the condition $MN \leq IN \leq MX$, it is returned as the result of the instruction. If the condition is not fulfilled and the **IN** input value is less than the **MN** low limit, the value of the **MN** parameter is returned as the result. If the high limit **MX** is exceeded, the value of the **MX** parameter is returned as the result. ([Integers](#), [S7 Times](#), [Date types](#), [Floating-point numbers](#))

ENO: If the value at the **MN** input is greater than at the **MX** input, the result is the value specified at the **IN** parameter and the enable output **ENO** (**BOOL**) is “FALSE” (see 2nd example).

In the example below, the input (66) is greater than the maximum (44), so the result is the maximum:

<pre> 1 2 #in_1_int := 33; 3 #in_2_int := 66; 4 #in_3_int := 44; 5 6 #result_int := LIMIT(MN := #in_1_int, 7 IN := #in_2_int, 8 MX := #in_3_int, 9 ENO => ENO); 10 11 IF ENO THEN // no error 12 #result_int := #no_error; 13 ELSE 14 #result_int := #error; 15 END_IF; </pre>	<table border="1"> <tr><td>#in_1_int</td><td>33</td></tr> <tr><td>#in_2_int</td><td>66</td></tr> <tr><td>#in_3_int</td><td>44</td></tr> <tr><td>#result_int</td><td>44</td></tr> <tr><td>#in_2_int</td><td>66</td></tr> <tr><td>#in_3_int</td><td>44</td></tr> <tr><td>ENO</td><td>TRUE</td></tr> <tr><td>Result</td><td>TRUE</td></tr> <tr><td>#result_int</td><td>1</td></tr> <tr><td>#result_int</td><td></td></tr> </table>	#in_1_int	33	#in_2_int	66	#in_3_int	44	#result_int	44	#in_2_int	66	#in_3_int	44	ENO	TRUE	Result	TRUE	#result_int	1	#result_int	
#in_1_int	33																				
#in_2_int	66																				
#in_3_int	44																				
#result_int	44																				
#in_2_int	66																				
#in_3_int	44																				
ENO	TRUE																				
Result	TRUE																				
#result_int	1																				
#result_int																					

In the example below, the maximum (44) is less than the minimum (55), so the operation is invalid (ENO = FALSE):

<pre> 1 2 #in_1_int := 55; 3 #in_2_int := 66; 4 #in_3_int := 44; 5 6 #result_int := LIMIT(MN := #in_1_int, 7 IN := #in_2_int, 8 MX := #in_3_int, 9 ENO => ENO); 10 11 IF ENO THEN // no error 12 #result_int := #no_error; 13 ELSE 14 #result_int := #error; 15 END_IF; </pre>	<table border="1"> <tr><td>#in_1_int</td><td>55</td></tr> <tr><td>#in_2_int</td><td>66</td></tr> <tr><td>#in_3_int</td><td>44</td></tr> <tr><td>#result_int</td><td>66</td></tr> <tr><td>#in_2_int</td><td>66</td></tr> <tr><td>#in_3_int</td><td>44</td></tr> <tr><td>ENO</td><td>FALSE</td></tr> <tr><td>Result</td><td>FALSE</td></tr> <tr><td>#result_int</td><td></td></tr> <tr><td>#result_int</td><td>2</td></tr> </table>	#in_1_int	55	#in_2_int	66	#in_3_int	44	#result_int	66	#in_2_int	66	#in_3_int	44	ENO	FALSE	Result	FALSE	#result_int		#result_int	2
#in_1_int	55																				
#in_2_int	66																				
#in_3_int	44																				
#result_int	66																				
#in_2_int	66																				
#in_3_int	44																				
ENO	FALSE																				
Result	FALSE																				
#result_int																					
#result_int	2																				

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LIMIT_x

On the TIA portal, you can specify the types of variables used for limiting by entering LIMIT_x: [Integers](#), [S7 Times](#), [Date types](#), [Floating-point numbers](#).

Example:

<pre> 2 #in_1_int := 33; 3 #in_2_int := 22; 4 #in_3_int := 44; 5 6 #result_int := 7 ▢LIMIT_INT (MN := #in_1_int, 8 IN := #in_2_int, 9 MX := #in_3_int, 10 ENO => ENO); 11 12 ▢IF ENO THEN // no error 13 #result_int := #no_error; 14 ELSE 15 #result_int := #error; 16 END_IF; </pre>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>#in_1_int</td><td>33</td></tr> <tr><td>#in_2_int</td><td>22</td></tr> <tr><td>#in_3_int</td><td>44</td></tr> <tr><td>#result_int</td><td>33</td></tr> <tr><td>LIMIT_INT</td><td>33</td></tr> <tr><td>#in_2_int</td><td>22</td></tr> <tr><td>#in_3_int</td><td>44</td></tr> <tr><td>ENO</td><td>TRUE</td></tr> <tr><td>Result</td><td>TRUE</td></tr> <tr><td>#result_int</td><td>1</td></tr> <tr><td>#result_int</td><td></td></tr> </table>	#in_1_int	33	#in_2_int	22	#in_3_int	44	#result_int	33	LIMIT_INT	33	#in_2_int	22	#in_3_int	44	ENO	TRUE	Result	TRUE	#result_int	1	#result_int	
#in_1_int	33																						
#in_2_int	22																						
#in_3_int	44																						
#result_int	33																						
LIMIT_INT	33																						
#in_2_int	22																						
#in_3_int	44																						
ENO	TRUE																						
Result	TRUE																						
#result_int	1																						
#result_int																							

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LN

The function returns the value of the “LN” (natural logarithm to the base e, where e = 2.718282) math function.

FC Result := LN (Value);

Value: function input (Floating-point numbers)

Result: the return value of the function (Floating-point numbers)

<pre> 18 #result_real:= LN(0.8); 19 20 #result_lreal := LN(0.8); 21 22 #result_int := LN(0.8) * 10; </pre>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>#result_real</td><td>-0.2231435</td></tr> <tr><td>#result_lreal</td><td>-0.22314355131421</td></tr> <tr><td>#result_int</td><td>-2</td></tr> </table>	#result_real	-0.2231435	#result_lreal	-0.22314355131421	#result_int	-2
#result_real	-0.2231435						
#result_lreal	-0.22314355131421						
#result_int	-2						

A yellow underline in the code shows that the function's result is not fully accurate for REAL and INT types. For LREAL type, the precision is complete.

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LN_x

On the TIA portal, you can specify the variable type used for the function by entering LN_ REAL, LREAL.

PLCs: S7-1500, S7-1200, S7-400, S7-300

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MAX

Get maximum

- A minimum of two and a maximum of 32 inputs can be specified at the instruction

FC Result := **MAX** (IN1 := input 1, IN2 := input 2, IN3 := input 3);

input [2..32]: input values (Integers, S7 Times, Date types, Floating-point numbers)

Result: Get maximum (Integers, S7 Times, Date types, Floating-point numbers)

```

3
4 #in_1_lreal := 123456.789;
5 #in_2_lreal := 123456.788;
6 #in_3_lreal := 123456.787;
7
8 #result_lreal := MAX(IN1 := #in_1_lreal, IN2 := #in_2_lreal, IN3 := #in_3_lreal);
9
10 #result_real := MAX(IN1 := #in_1_lreal, IN2 := #in_2_lreal, IN3 := #in_3_lreal);
11
12 #result_dint := MAX(IN1 := #in_1_lreal, IN2 := #in_2_lreal, IN3 := #in_3_lreal);
13
--

```

#in_1_lreal	123456.789
#in_2_lreal	123456.788
#in_3_lreal	123456.787
#result_lreal	123456.789
#result_real	123456.8
#result_dint	123457

A yellow underline in the code indicates that the function's result is not entirely accurate for REAL and INT types. For LREAL type, the accuracy is complete.

Example of DT type:

```

3
4 #in_1_dt := DT#2022-12-31-23:59:59.999;
5 #in_2_dt := DT#2022-04-11-15:12:00.00;
6 #in_2_dt := DT#2022-07-18-21:21:00.00;
7
8 #result_dt := MAX(IN1 := #in_1_dt, IN2 := #in_2_dt, IN3 := #in_3_dt);
9
--

```

#in_1_dt	DT#2022-12-31-23:59:59.999
#in_2_dt	DT#2022-04-11-15:12:00
#in_2_dt	DT#2022-07-18-21:21:00
#result_dt	DT#2022-12-31-23:59:59.999

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MAX_x

On the TIA portal, you can specify the variable type for the function by entering MAX_: Integers, S7 Times, Date types, Floating-point numbers

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MIN

Get the minimum.

- A minimum of two and a maximum of 32 inputs can be specified at the instruction

FC Result := **MIN** (IN1 := input 1, IN2 := input 2, IN3 := input 3);

input [2..32]: input values (Integers, S7 Times, Date types, Floating-point numbers)

Result: Get minimum (Integers, S7 Times, Date types, Floating-point numbers)

```

3
4 #in_1_lreal := 123456.789;
5 #in_2_lreal := 123456.788;
6 #in_3_lreal := 123456.787;
7
8 #result_lreal := MIN(IN1 := #in_1_lreal, IN2 := #in_2_lreal, IN3 := #in_3_lreal);
9
10 #result_real := MIN(IN1 := #in_1_lreal, IN2 := #in_2_lreal, IN3 := #in_3_lreal);
11
12 #result_dint := MIN(IN1 := #in_1_lreal, IN2 := #in_2_lreal, IN3 := #in_3_lreal);
13
14

```

#in_1_lreal	123456.789
#in_2_lreal	123456.788
#in_3_lreal	123456.787
#result_lreal	123456.787
#result_real	123456.8
#result_dint	123457

A yellow underline in the code shows that the result is not entirely accurate for REAL and INT types. For LREAL type, the precision is complete.

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MIN_x

On the TIA portal, you can specify the variable type used for the function by entering MIN_. [Integers](#), [S7 Times](#), [Date types](#), [Floating-point numbers](#)

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SIN / ASIN

The function returns the value of the "SIN" (sine) / "ASIN" (arcsine) trigonometric functions.

FC Result := **SIN** (Value);

FC Result := **ASIN** (Value);

Value: function input ([Floating-point numbers](#))

Result: the return value of the function ([Floating-point numbers](#))

```

2
3 #result_real := SIN(0.8);
4
5 #result_lreal := SIN(0.8);
6
7 #result_int := SIN(0.8) * 100;
8
9

```

#result_real	0.7173561
#result_lreal	0.717356090899523
#result_int	72
SIN	0.717356090899523

A yellow underline in the code indicates that the result for REAL and INT types may not be entirely accurate. For LREAL type, accuracy is complete.

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SIN_x / ASIN_x

On the TIA portal, you can specify the variable type used for the function by entering SIN_. [REAL](#), [LREAL](#).

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SQR

The function returns the value of the "SQR" (square) math function.

FC Result := **SQR** (Value);

Value: function input ([Floating-point numbers](#))

Result: the return value of the function ([Floating-point numbers](#))

<pre> 2 3 #result_real := SQR(0.3); 4 5 #result_lreal := SQR(0.3); 6 7 #result_int := SQR(0.3); 8 9 #result_int := SQR(0.3) * 100; 10 </pre>	<table border="1"> <tr> <td>#result_real</td> <td>0.09</td> </tr> <tr> <td>#result_lreal</td> <td>0.09</td> </tr> <tr> <td>#result_int</td> <td>0</td> </tr> <tr> <td>#result_int</td> <td>9</td> </tr> </table>	#result_real	0.09	#result_lreal	0.09	#result_int	0	#result_int	9
#result_real	0.09								
#result_lreal	0.09								
#result_int	0								
#result_int	9								

A yellow underline in the code shows that the function's result is not fully accurate for **REAL** and **INT** types. For **LREAL** type, the precision is complete.

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SQR_x

On the TIA portal, you can specify the type of variable used for the function by entering SQR_ : **REAL**, **LREAL**.

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SQRT

The function returns the value of the "SQRT" (square root) math function.

FC Result := **SQRT** (Value);

Value: function input ([Floating-point numbers](#))

Result: the return value of the function ([Floating-point numbers](#))

A yellow underline in the code shows that the result for **REAL** and **INT** types is not entirely accurate. For **LREAL** type, accuracy is complete.

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SQRT_x

On the TIA portal, you can specify the variable type for the function by entering SQRT_ . [REAL](#), [LREAL](#).

```

17
18 #result_real:= SQRT_REAL(12345.56);

```

#result_real	111.1106
--------------	----------

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TAN / ATAN

The function returns the value of the “TAN” (tangent) or “ATAN” (arctangent) trigonometric function.

FC Result := **TAN** (Value);

FC Result := **ATAN** (Value);

Value: function input ([Floating-point numbers](#))

Result: the return value of the function ([Floating-point numbers](#))

```

3 #result_real := TAN(0.8);
4
5 #result_lreal := TAN(0.8);
6
7 #result_int := TAN(0.8) * 100;
8
9

```

#result_real	1.029639
#result_lreal	1.02963855705036
#result_int	103
TAN	1.02963855705036

A yellow underline in the code shows that the function's result is not fully accurate for [REAL](#) and [INT](#) types. For [LREAL](#) type, the precision is complete.

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TAN_x / ATAN_x

On the TIA portal, you can specify the type of variable used for the function by entering TAN_ / ATAN_ . [REAL](#), [LREAL](#).

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EXP

The function returns the value of the “EXP” (exponent from the base e (e = 2.718282)) math function.

Result := EXP(Value);

Result: the return value of the function

Value: function input

```
2
3 #result_real := EXP(0.8);
4
5 #result_lreal := EXP(0.8);
6
7 #result_int := EXP(0.8) * 100;
8
9
```

#result_real	2.225541
#result_lreal	2.22554092849247
#result_int	223
EXP	2.22554092849247

A yellow underline in the code shows that the function's result is not fully accurate for **REAL** and **INT** types. For **LREAL** type, the precision is complete.

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COS

The function returns the value of the “COS” (cosinus) trigonometric function.

Result := COS(Value);

Result: the return value of the function

Value: function input

```
3 #result_real := COS(0.8);
4
5 #result_lreal := COS(0.8);
6
7 #result_int := COS(0.8) * 100;
8
9
```

#result_real	0.6967067
#result_lreal	0.696706709347165
#result_int	70
COS	0.696706709347165

A yellow underline in the code indicates that the result may not be fully accurate for **REAL** and **INT** types. For **LREAL** type, precision is complete.

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SIN

The function returns the value of the “SIN” (sine) trigonometric function.

Result := SIN(Value);

Result: the return value of the function

Value: function input

```

2
3 #result_real := SIN(0.8);
4
5 #result_lreal := SIN(0.8);
6
7 #result_int := SIN(0.8) * 100;
8
9
    
```

#result_real	0.7173561
#result_lreal	0.717356090899523
#result_int	72
SIN	0.717356090899523

A yellow underline in the code indicates that the result of the function is not fully accurate for **REAL** and **INT** types. For **LREAL** type, the precision is complete.

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TAN

The function returns the value of the “TAN” (tangent) trigonometric function.

Result := TAN(Value);

Result: the return value of the function

Value: function input

```

3 #result_real := TAN(0.8);
4
5 #result_lreal := TAN(0.8);
6
7 #result_int := TAN(0.8) * 100;
8
9
    
```

#result_real	1.029639
#result_lreal	1.02963855705036
#result_int	103
TAN	1.02963855705036

A yellow underline in the code shows that the result is not fully accurate for **REAL** and **INT** types. For **LREAL** type, the precision is complete.

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automation:s7_hw	Simatic HW basic / PLC Types	HW config, SW structure	2 %
automation:s7_modbus	Simatic and Modbus	Simatic S7 and Modbus communication	1 %
automation:s7_scl_commands	Simatic Functions	Standard and system functions	70 %
automation:s7_com	Simatic Communication	Communication	0 %
automation:s7_opc	Simatic OPC UA	Using and operating OPC UA	0 %
automation:s7_ard	Simatic & Arduino	Simatic & Arduino	1 %

URL_name	Name	Description	Readiness status
automation:s7_iot	Simatic IoT	Simatic & Internet of Things	0 %

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