Classification	ISaGRAF English FAQ-008						
Author	Chun Tsai	Version	1.0.0	Date	Aug. 2007	Page	1/1

What is the limitation of program size of I-8417/8817/8437/8837, I-7188EG & I-7188XG?

Ans:

Click the link for more ISaGRAF FAQ.

The code size after the compilation can not exceed 64K bytes for I-8417/8817/8437/8837, I-7188EG & I-7188XG. You may check the file size of "appli.x8m" after the compilation. Its location is at "\ISAWIN\ (group name)\(project name)\". For example, If the project name is "test1" and created under "Demo" group, the location will be "\ISAWIN\Demo\test1\appli.x8m".

🗱 ISaGRAF - Project Management	- I ×
<u>File Edit Project Tools Options Help</u>	
🖹 🎟 🗋 🛅 🛄 🎬 🕆 🖡 🎦 Demo 🔪 💡	
Image: creation is testined in the second of the second	
Reference : Test1 Author : Date of creation : 2002/12/26 Version number : 1 - ISaGRAF 3.46 Description :	•

If the code size is too large, please try. On the "compiler option" window. Unchecking the "Embed source code for upload". And compile it again. Since the upload option will increase the code size from 1.5 to 3 times.

Use embed: Project: test1 Optimizer: Embed source code for upload Run two opt Embed also: Evaluate co Proje Suppress un Proje Optimize ext Proje Optimize ext Comments for not connected I/O channels Diary files Diary files Diary files Lists of variables and time diagrams Build binary Eraphics, icons and bitmaps	Compiler options Targets: SIMULATE: Workbench Simulator ISA68M: TIC code for Motorola ISA86M: TIC code for Motorola CC86M: C sour	Select
Suppress un Proje Remove it. Optimize var Pass Optimize exp Comments for not connected I/O channels Suppress un Diary files Optimize box Lists of variables and time diagrams Build binary Graphics, icons and bitmaps	Optimizer: Embed source code for upload	Upload
□ Optimize and □ Lists of variables and time diagrams □ OK □ Optimize box □ Graphics, icons and bitmaps □ Cancel	Evaluate co Suppress un Optimize var Optimize exp Suppress un Optimize exp History of modifications	Default
	Optimize and Detimize boo Build binary Graphics, icons and bitmaps	