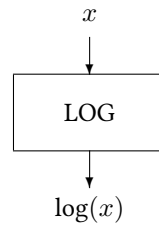


## Block LOG

The LOG block returns the common (base 10) logarithm of its input.



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|                   |        |
|-------------------|--------|
| <b>Name</b>       | LOG    |
| <b>Function</b>   | fb0011 |
| <b>Inputs</b>     | 1      |
| <b>Outputs</b>    | 1      |
| <b>Parameters</b> | 0      |
| <b>Strings</b>    | 0      |
| <b>Group</b>      | S      |

---

### Inputs

- |   |                   |
|---|-------------------|
| 1 | Any value $x > 0$ |
|---|-------------------|

### Outputs

- |   |                            |
|---|----------------------------|
| 1 | Common logarithm $\log(x)$ |
|---|----------------------------|

### Parameters

None

### Strings

None

### Remarks

If the input value  $x$  is zero or negative, the LOG block displays a warning message and performs no operation. If this happens more than once, the warning message is suppressed. At the end of a simulation run the total number of occurrences is displayed.

log.vseit



A **DO** block varies  $x$  from 0.1 to 10 in steps of 0.01. The **LOG** block calculates the logarithm (base 10) and the **PLOT** block displays the graph on screen.

