Searching for Things

Using the Search

The previous method of navigating around the project is possible if the rungs have been given meaningful names of the project is familiar. If not then the object must be searched for.

The search function in SoMachine Basic makes finding things easy. At the moment it only works on rung names or descriptions so when programming, make sure meaningful rung names and descriptions are entered. The search will not work for symbols.

asks	Tools		
F	Program Me	essages	
A 4	Animation ta	ables	
_	Animatio	n table_0	
	Memory obj	jects	
	Memory	bits	
	Memory	words	
	Constant	t words	
5	System obje	ects	
	System E	Bits	
	System V	Words	
1	/O objects		
JUL 4	Digital in	puts	
m	 Digital out 	utputs	
2	Analog ir	nputs	
_	Analog o		
<u>=</u> 12.	3 Fast Cou	unters	
<u>=</u> 12.	3 High Spe	eed Counter	
лл	Pulse Ge	enerators	
-	Software Ob	bjects	
C	·		
	3 Counters		
	Message		
	D .	O Registers	
-	Drum Re		
	Shift Bit F	-	
	Step Cou		
		e Blocks	
<u> </u>	PID		
	Search and	Replace	

To start a search, go to the **Programming** tab and select **Tools** in the **Programming Tree**. Near the bottom under **Software Objects**, select **Search and Replace**.

In the section that opens at the bottom of the screen, type the required search into the **Find** dialog box and click the **Search** button (Pressing the return key will not work). A list of matching descriptions will be displayed. The wildcard is not required as the list will include all descriptions that contain the matching string.

The search can only be used to search the code.

Search and Replace					
Find	Search	Results			
Replace	Replace	POU	Rung	Code	
Search in V Program V Comments					

Using what has been Found

After the search has produced a list of matching items, these can be used to navigate around the application.

Search and	d Replace				
Find	fault	Search	Results		
Replace		Replace	POU	Rung	Code
			Fault Handli	ng Reset	Conveyor 3 fault relay
Search in	Program Comments		Fault Handli	ng Fault Light	Fault light.
			Fault Handli	ng Fault Light	Conveyor 1 fault relay
			Fault Handli	ng Fault Light	Conveyor 2 fault relay
			Fault Handli	ng Fault Light	Conveyor 3 fault relay
			Fault Handli	ng Fault Light	Fault Indicator light

Clicking an item in the list will go to the rung where that object has been programmed and place the cursor on the object.

Replacing Things

Using Replace

When something has been found, the replace may be used to a piece of text in a description to something. For example, if all descriptions contained the word "fault" and this needs to be changed to "malfunction", enter the word malfunction into the replace dialog box and click the **Replace** button (once again, pressing the return key will not work).

Search and	l Replace	
Find	fault	Search
Replace	malfunction	Replace
Search in	Program V Comments	

This function can only be used for replacing ALL instances of a string.

Exercise - Searching for Things

Learning Outcomes By the completion of this exercise you will: > Search and replace in SoMachine Basic. 1 If SoMachine Basic is not running, start it and open the Conveyor Control Application. 2 Search for objects associated with faults. i. Click the Programming Tab. ii. Click the Tools Tab in the Programming Tree.

- iii. Select Search and Replace under Software Objects
- iv. In the **Find** dialog box enter the word fault and click the **Search b**utton.

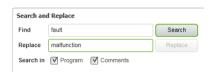
Find	fault	Search	Re	esults		
Replace		Replace		POU	Rung	Code
				Fault Handling	Reset	Conveyor 3 fault relay
Search in	Program Comments			Fault Handling	Fault Light	Fault light.
				Fault Handling	Fault Light	Conveyor 1 fault relay
				Fault Handling	Fault Light	Conveyor 2 fault relay
				Fault Handling	Fault Light	Conveyor 3 fault relay
				Fault Handling	Fault Light	Fault Indicator light

3 Navigate using the search.

- i. Click one of the items in the search results and observe the effect on the ladder rungs displayed.
- ii. Select the first item in the list.
- iii. Select the second item in the list and observe the effect on the ladder rungs displayed. The rung should not change but the cursor will move to the next object.
- iv. Click the third item in the list.
- v. Select other items to see other parts of the conveyor fault programming.

4 Replacing items.

i. In the Find dialog box enter the word malfunction and click the **Replace** Button. Note that all instances of "fault" have been replaced with "malfunction".



ii. Confirm this by clicking the **Search** button. SoMachine Basic will search for all occurrences of the word "fault" as this is still in the search box. The result will be the message "No search results available" as they have all been replaced.

