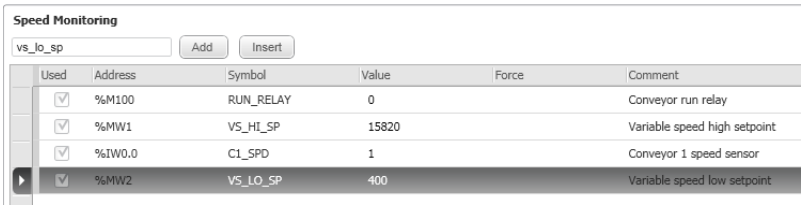
Looking at Values

Animation Tables

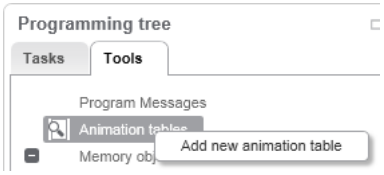
If the values of many objects need to be viewed at the same time then animation tables provide a way of doing this.



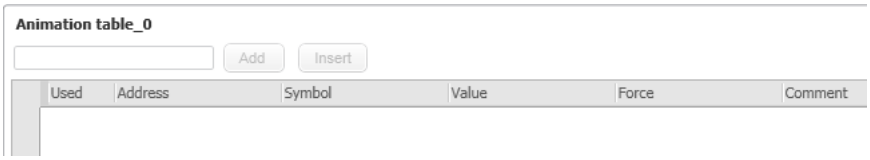
Animation tables allow multiple objects to be displayed in a single table along with their values. Multiple animation tables can be created and saved for different debugging sessions.

How to Create an Animation Table

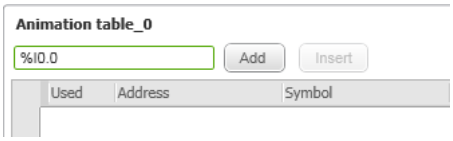
To create an animation table, go to the **Tools tab** of the **Programming tree.** Right-click **Animation tables** and select **Add new animation table** from the menu.



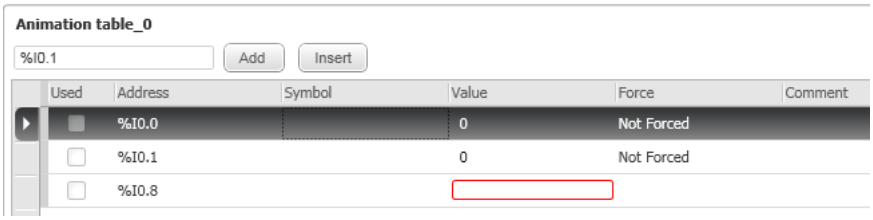
An empty animation table will be created where new objects can be added.



In the entry box, enter either the symbol or address of an object and click the **Add** button.



If the object is found, the value will be displayed if known. If the object is not found, a red box will be displayed indicating an error.



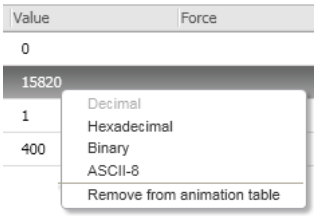
Looking at Vales (cont.)

Changing the Display Format

The format of values displayed in animation tables can be changed to help when displaying data in different addressing formats. The allowable display formats are:

Decimal	(65)
Hexadecimal	(0041)
Binary	(0000000001000001)
ASCII	(A)

Right-click a value displayed in an animation table and a list of display formats will be listed in the pop-up menu. Choose the appropriate format for the data displayed.



Exercise - Animation Tables

Learning Outcomes

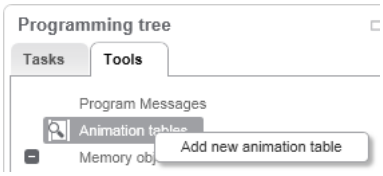
By the completion of this exercise you will:

- Create an animation table to show values of objects.

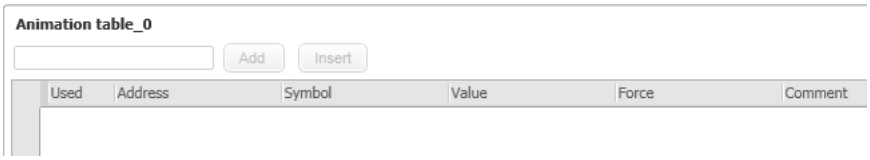
1 If SoMachine Basic is not running, start it and open the Conveyor Control Application.

2 Create an animation table.

i. Go to the **Tools tab** of the **Programming tree.** Right-click **Animation tables** and select **Add new animation table** from the menu.



ii. In the entry box enter the object `%M100`. Click the **Add** button.



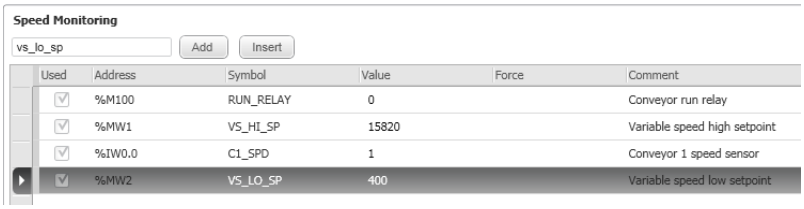
iii. Add the following objects to the animation table:

VS_HI_SP

C1_SPD

VS_LO_SP

This table will allow the speed check to be carried out very quickly. If the system is running, the actual speed should be between the low and high setpoints.

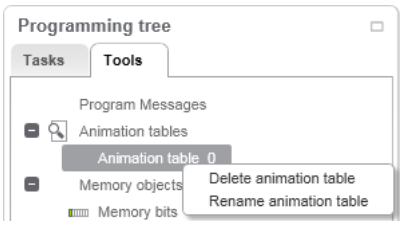


The order of the objects in the table has been carefully chosen so that when everything is running correctly, the analogue values decrease from top to bottom. If they do not, this indicates a problem.

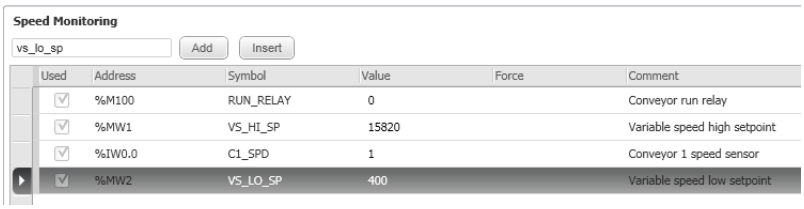
Exercise - Animation Tables (cont.)

3 Rename the animation table to indicate its purpose.

i. In the Programming tree, right-click the animation table **Animation table_0** and select **Rename animation table** from the menu.



ii. Change the name to `Speed Monitoring`.



4 Save the application.