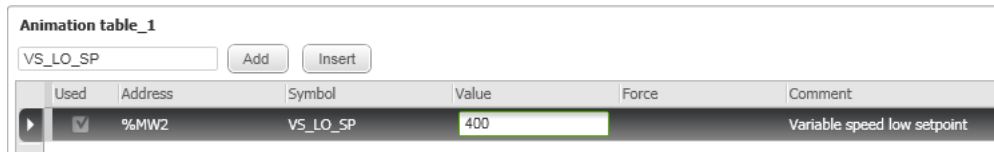# Changing Values

Modifying a Value

In some cases, values in animation tables can be changed as well as viewed.

Most word values can be changed using the SoMachine Basic animation tables. Click the value displayed and a dialog box will open allowing the value to be changed.

✏️ **Note:**

If the program writes a value to an object, the value of that object may still be changed using an animation table but the next time the program logic is solved, the value will be overwritten.

Fixing a Value

Sometimes it can be helpful to fix a value so that it does not change. This is particularly true for the logical sections of a program where states can change quickly making it difficult to see what is happening. This can also be useful for testing something that does not happen very often.

Setting a digital object such as an input, output or coil to a fixed state is known as forcing.

Forcing objects removes them from program control and can cause unexpected and uncontrolled operation of machinery or the process.

⚠ WARNING

UNINTENDED EQUIPMENT OPERATION

- Do not force objects while the system is running

- Do not force objects without knowing the effect

Failure to follow these instructions can result in death, serious injury, or equipment damage.