



Global Variable

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Translated by Edward

Description

➤ Purpose

Global Variable-

keep the value of variables in several situation

➤ Equipment

TM5

➤ Function operation

(1) Variable

(2) Array

Robot Setting



Wizard



Vision Setting



TCP Setting

I/O

I/O Setup



Safety



Controller



Speech



Gripper Button



Component



Safety Space



Command



Modbus



Posture Setting



Global Variable



Global Variable

Global Variable

- Setting page
- Choose Global variable

- Logout
- Connect
- View
- Run Setting
- Project
- Setting**
- System
- Shutdown

Robot Setting



Wizard



Vision Setting



TCP Setting



I/O Setup



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Modbus



Posture Setting



Global Variable



Global Variable-Variable

Global Variable

- Choose "Variable"
 - Create new variable:
 - Type
 - Name
 - Value
 - Click "Add"
- Type
 - Int : Integer in 32-bit
 - float : Float in 32-bit
 - String : String
 - Double : Float in 64-bit
 - Bool : Boolean, either True or False
 - Byte : Integer in 8-bit

Global Variable Setting

Global Variable Setting

1 Variable

Array

int	g_001	=	0
float	g_002	=	0
string	g_003	=	empty
double	g_004	=	0
bool	g_005	=	true
byte	g_006	=	0

2 Initial Value

Type int

Name

Value

3 Add

Save



➤ Default value

- Int : 0
- float : 0
- String : empty
- Double : 0
- Bool : True
- Byte : 0




Global Variable-Variable

Global Variable

1  int g_001 = 0 

float	g_002	=	0
string	g_003	=	empty
double	g_004	=	0
bool	g_005	=	true
byte	g_006	=	0

2 

Editor

g_001 = << 0 >>

OK

- Click pencil icon to edit
- Default value
 - Int : 0
 - float : 0
 - String : empty
 - Double : 0
 - Bool : True
 - Byte : 0

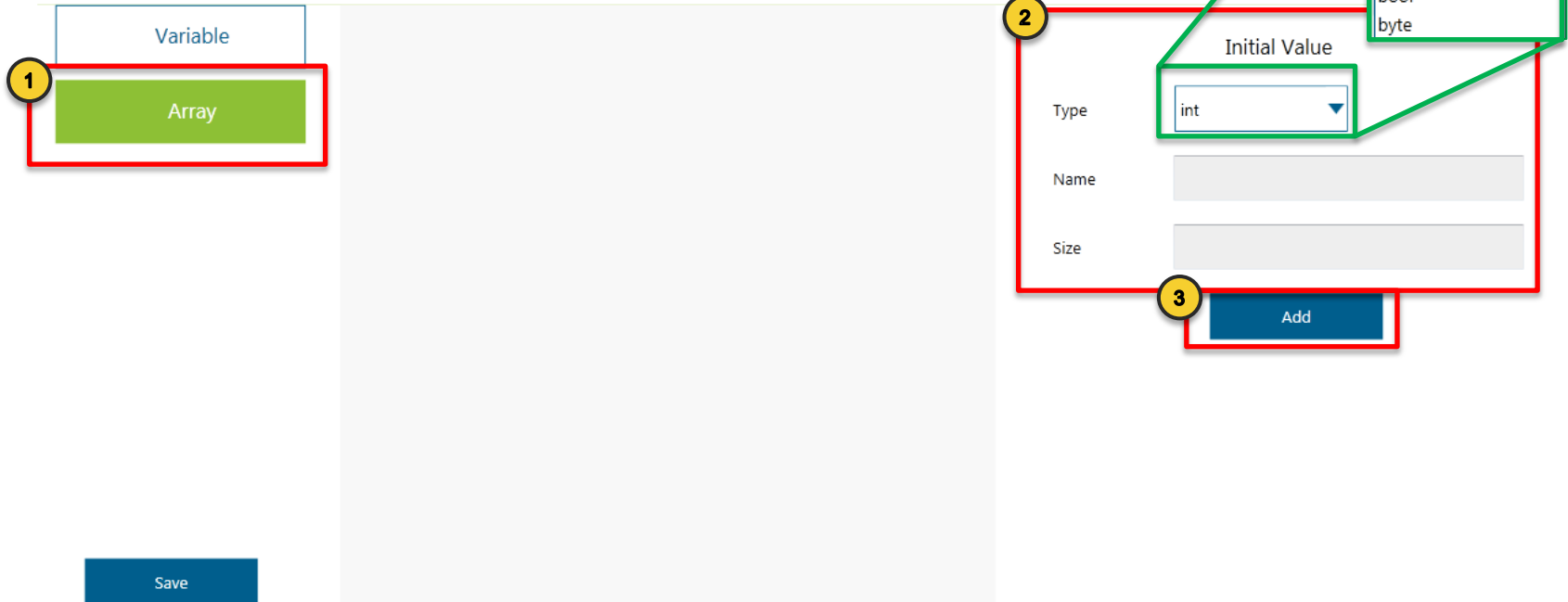


Global Variable-Array

Global Variable

- Array is a integration of variables. The initial value will be included by “{ }” and separated by “,”
 - Choose”Array”
 - Create a new array:
 - Type :
 - Name
 - Size : the size of array
 - Click “Add”
- Type
- Int : Integer in 32-bit
 - float : Float in 32-bit
 - String : String
 - Double : Float in 64-bit
 - Bool : Boolean, either True or False
 - Byte : Integer in 8-bit

Global Variable Setting





Global Variable-Array

Global Variable

int	g_001	=	0
float	g_002	=	0
string	g_003	=	empty
double	g_004	=	0
bool	g_005	=	true
byte	g_006	=	0
int[]	g_007	=	{0,0,0}
float[]	g_008	=	{0,0,0,0}
string[]	g_009	=	{empty,empty,empty}
double[]	g_010	=	{0,0}
bool[]	g_011	=	{true,true}
byte[]	g_012	=	{0,0,0}



Array

Initial Value

string[] g_009[0]	<input type="text" value="empty"/>
string[] g_009[1]	<input type="text" value="empty"/>
string[] g_009[2]	<input type="text" value="empty"/>

OK

- Click pencil icon to edit
- Default value

- Int : 0
- float : 0
- String : empty
- Double : 0
- Bool : True
- Byte : 0

Reminder: It is allowed to edit the init value only.



Global Variable-Array

Global Variable

- Name of global variable will be "g_"
- Global variables will be loaded automatically in every project.

The screenshot shows the Expression Editor interface with a list of global variables. The interface includes a top menu bar with options like Step Run, Point Manager, Base Manager, Controller, Variables, Select, EditBlock, and Display. A toolbar on the left contains various icons for actions like Set, Vision, Point, Stop, Wait for, Gateway, If, Pause, Voice, Goto, Pallet, Display, Move, Circle, SubFlow, Network, Warp, and Command. The main area displays a flowchart with a 'Start' block and a 'SET1' block. The Expression Editor window is open, showing a list of global variables under the 'Modbus' tab.

Normal	Modbus
int	g_001
float	g_002
string	g_003
double	g_004
bool	g_005
byte	g_006
int[]	g_007
float[]	g_008
string[]	g_009

OK

END