



Add All and One option in WaitFor Node

OUTLINE

➤ Purpose

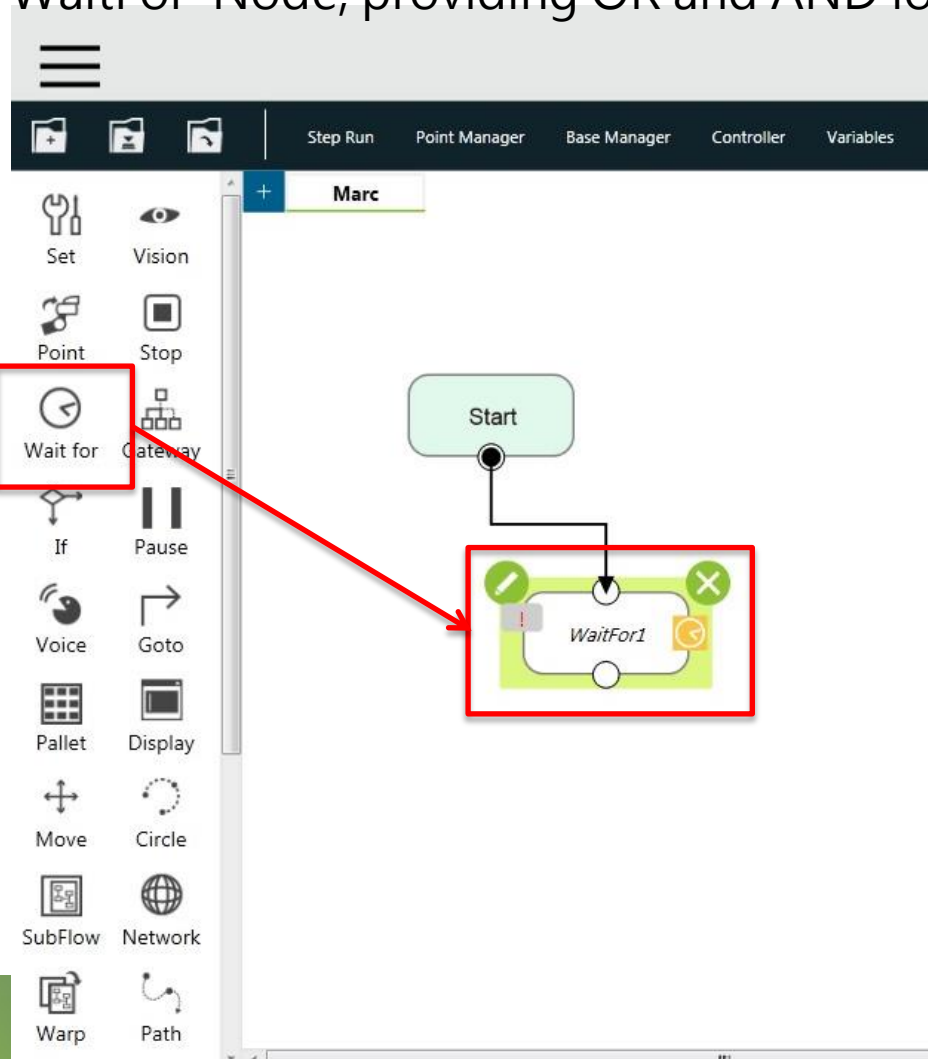
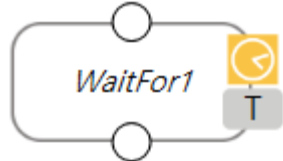
Add All and One option in WaitFor Node, providing OR and AND logic judgement.

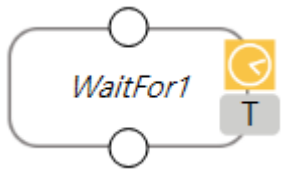
➤ Equipment

TM5

➤ Function operation

WaitFor

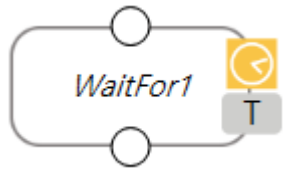




Function operation

- Edit WaitFor node, All and One option is available.

A screenshot of a software interface for editing a 'WaitFor' node. The interface is divided into three main sections. On the left is a toolbar with various icons for functions like 'Set', 'Vision', 'Point', 'Stop', 'Wait for', 'Gateway', 'If', 'Pause', 'Voice', 'Goto', 'Pallet', 'Display', 'Move', 'Circle', 'SubFlow', 'Network', 'Warp', and 'Path'. The central area shows a sequence diagram with a 'Start' node connected to a 'WaitFor2' node. A red box labeled '1' highlights the 'WaitFor2' node in the diagram. On the right is a configuration dialog titled 'WaitFor'. A red box labeled '2' highlights the 'Node Name' field (containing 'WaitFor2') and the radio button options 'All' (which is selected) and 'One'. Below these are several expandable sections: 'Digital I/O' (DIO(0)), 'Time' (Time), 'Variables' (Variables(0)), 'Analog I/O' (AIO(0)), and 'Compliance' (Compliance(0)). At the bottom of the dialog are 'OK' and 'Delete this node' buttons. The top of the interface shows a menu bar with options like 'Step Run', 'Point Manager', 'Base Manager', 'Controller', 'Variables', 'Select', 'EditBlock', and a status bar with '0 RobotBa' and '0 NOTOO'.



Function operation

- The logic judgement of the situations
 - All: logic OR
 - One: logic AND

END