Appendix H

Glossary

Accept: To approve the edit made to an online program. Rungs that have been added, deleted, or modified must be accepted and verified before they can be downloaded to a Processor.

Bit-indexed variable: A variable referencing a bit within an integer or double integer variable. For example, pump.15 references bit 15 within the integer variable ”pump.”

Commit: To allow the Editor to verify and download changes made to an online program. You must accept online changes before you can commit them. You can commit online changes immediately after you accept them or while the program is in Test Mode.

Data Structure: Data structures contain a collection of Boolean and double integer data and are used for the timer and counter data types.

Element-indexed variable: A variable referencing an element within an array variable. For example, panel[11] references an element 11 within the array variable ”panel.” An element can be a Boolean, integer, or double integer.

Global Variables: Global variables can be referenced by ladder, Control Block, or BASIC programs in a rack. Global variables can refer to memory locations, physical I/O locations, or network locations. Global memory variables can be of any data type supported by the Editor. If you type in the first letter of a variable using upper case, the default scope will be global. The names of global variables appear in upper case.

Local Variables: Local variables are those that can only be used in the program in which they are defined. No other programs can reference them. If you type in the first letter of a variable name using lower case, the default scope will be local. The names of local variables appear in lower case.

Match: As applied to the Resolve Variable Descriptions command, a global variable in a ladder program that uses the same name as one in the Variable Configurator.

For example, the Editor would determine that a global variable called PUMP_STATUS used in a ladder program is a match to a global variable called PUMP_STATUS present in the Variable Configurator.

The data type of a variable is not a factor when determining whether the global variables match.

Path: The directory structure used by the AutoMax Executive is:

drive:\library\system\rack

where:

drive	is the personal computer hard drive where the Executive is stored
library	is the base directory under which all the AutoMax systems are stored
system	is the subdirectory where the system database files are stored
rack	is the subdirectory where all the rack database files and all programs for the rack are stored

The default drive and library name are specified as part of the Setup procedure for the AutoMax Programming Executive software. If you want to create a new library or change the default (selected) library or drive, you must use the Setup procedure.

Pause: Places the Editor in the Paused state so that you can use the Online Task Manager. The programs continue to run in the Processor, but their display in a program window is not updated.

Program: Task. In the Editor, the terms “program” and “task” are synonymous.

Rung status area: The gray-shaded area left of the power rail. When rung numbers, revision marks, or set triggers are displayed, they are located here.

Test Mode: Lets you actively execute rungs, but the changes made to the online program are not permanently installed in the Processor.

Trigger: A trigger is a way to capture or freeze a rung's status while monitoring the program. Once a trigger is set, the rung's status stays frozen on the programming terminal, but the rung continues to run on the CPU.