```
FUNCTION_BLOCK write_to_Buffer
VAR_INPUT
      m: REAL;
      startrecord : BOOL;
END_VAR
VAR_OUTPUT
      Datensatz : Datensatz;
      TimestampSYS: TIMESTRUCT;
END_VAR
VAR
      GETTIMESTART : BOOL :=TRUE;
      Timestamp : T_Filetime;
      MyTimer: getsystemtime;
END_VAR

//write 100 values in array
      MyTimer();       //get timestamp
      IF startrecord THEN
            //convert timestamp to form TIMESTRUCT
            Timestamp.dwLowDateTime:= MyTimer.timeLoDW;

            Timestamp.dwHighDateTime := MyTimer.timeHiDW;
            TimestampSYS := FILETIME_TO_SYSTEMTIME(Timestamp);
            //convert timestamp to string to record it
            Datensatz.Timestamp :=
SYSTEMTIME_TO_STRING(TimestampSYS);
            Datensatz.roomtemp1 := .GVL.Traum1;
            Datensatz.setoutsidetemp := .GVL.setAussenT;
            Datensatz.setroomtemp1 := .GVL.setRaumT1;
            Datensatz.setwatertemp := .GVL.setWasserT;
            Datensatz.setroomtemp2 := .GVL.setRaumT2;
            Datensatz.watertemp := .GVL.TWasser;
            Datensatz.roomtemp2 := .GVL.Traum2;
            Datensatz.a := .GVL.a;
            Datensatz.b1 := .GVL.b1;
            Datensatz.b2 := .GVL.b2;
      END_IF
```