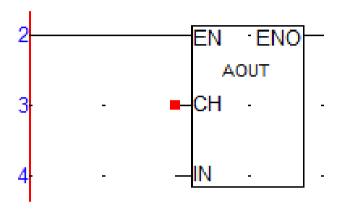
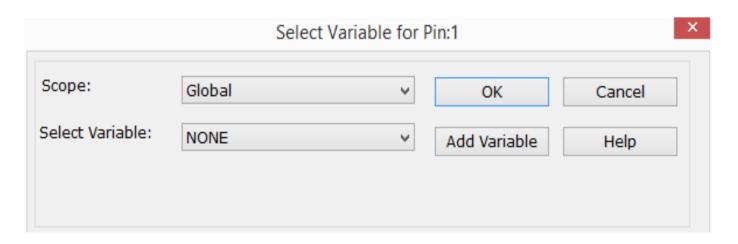


1. Double click on the register to which assign the variable

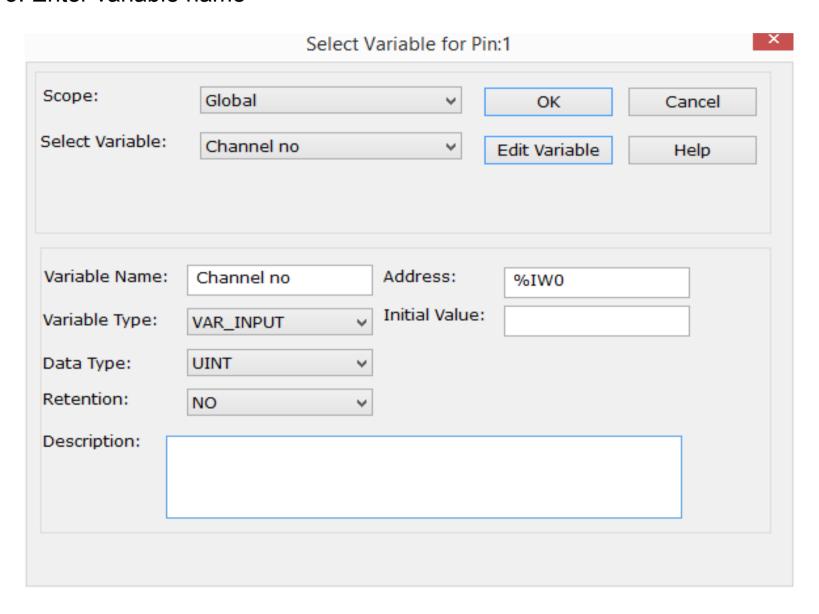


2. Click on add variable



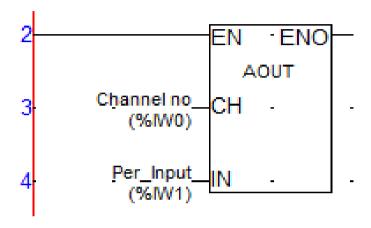


3. Enter variable name





4. After adding register.



Note: 1. In <u>Per Input</u> variable if we put 1000 in initial value then this block will generate Maximum Output across the channel.

