





Opracowanie: W. Kubicki

## Exercise 6-4

# Custom application – building application core

**Task**: Create and apply FGV queue holders
Use Bookmark manager to navigate through tasks in the application

## 6-4.1 Correct gaps in MHL Queue Ref Holder.vi code:

- a) Remove the ref holder wire that connects input and output terminals
- b) Insert Case structure and connect it to the Action control (Fig. 1)
- c) Update selection names and make sure that **GET** is the default option
- d) Wire gueue ref wires and apply shift register to store the reference
- e) Set single-execution of the FGV by connecting **True** to Stop terminal
- f) Describe the cases using **Subdiagram labels**

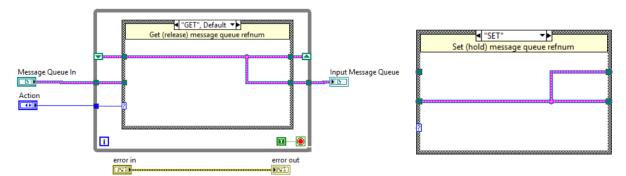


Fig. 1. MHL Queue Ref Holder block diagram

- g) Update Connector Pane and add Description for Context Help(VI Properties >> Documentation) according to Fig. 2a
- h) Use Icon editor to create custom icon according to Fig. 2b

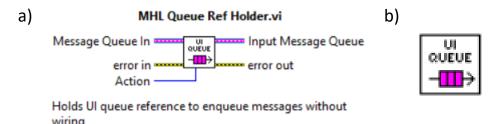


Fig. 2. MHL Queue Ref Holder: a) context help, b) custom icon

## 6-4.2 Set UI queue reference:

- a) Place MHL Queue Ref Holder before UI MHL Loop in Main.vi (Fig. 3)
- b) Connect **SET** value to the Action terminal

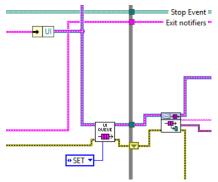


Fig. 3. Setting UI queue reference in MHL Queue Ref Holder

#### 6-4.3 Provide UI queue ref for Update Display API:

- a) Find and open Update Display API (Fig. 4a)
- b) Place **MHL Queue Ref Holder** and connect it with **Enqueue Message.vi** according to Fig. 4b
- c) Add **To variant** conversion to enqueuer Message string
- d) Add Update display message to Enqueue Message.vi
- e) Is GET action for MHL Queue Ref Holder required here?

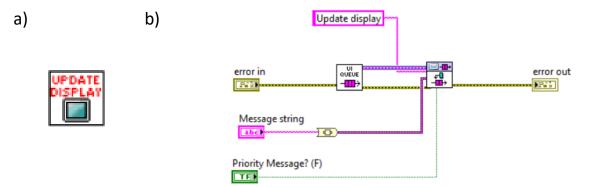


Fig. 4. Getting UI queue reference for Update Display API

#### 6-4.4 Update PLC Start API:

- a) Navigate to Main.vi >> UI MHL >> Start process and open block diagram of PLC.lvlib:Start.vi (Fig. 5a)
- b) Drag **PLC Queue Ref Holder.vi** from project Explorer and update the code according to Fig. 5b
- c) Add Start message to Enqueue Message.vi

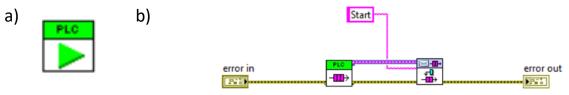


Fig. 5. Getting PLC queue reference for Start API