

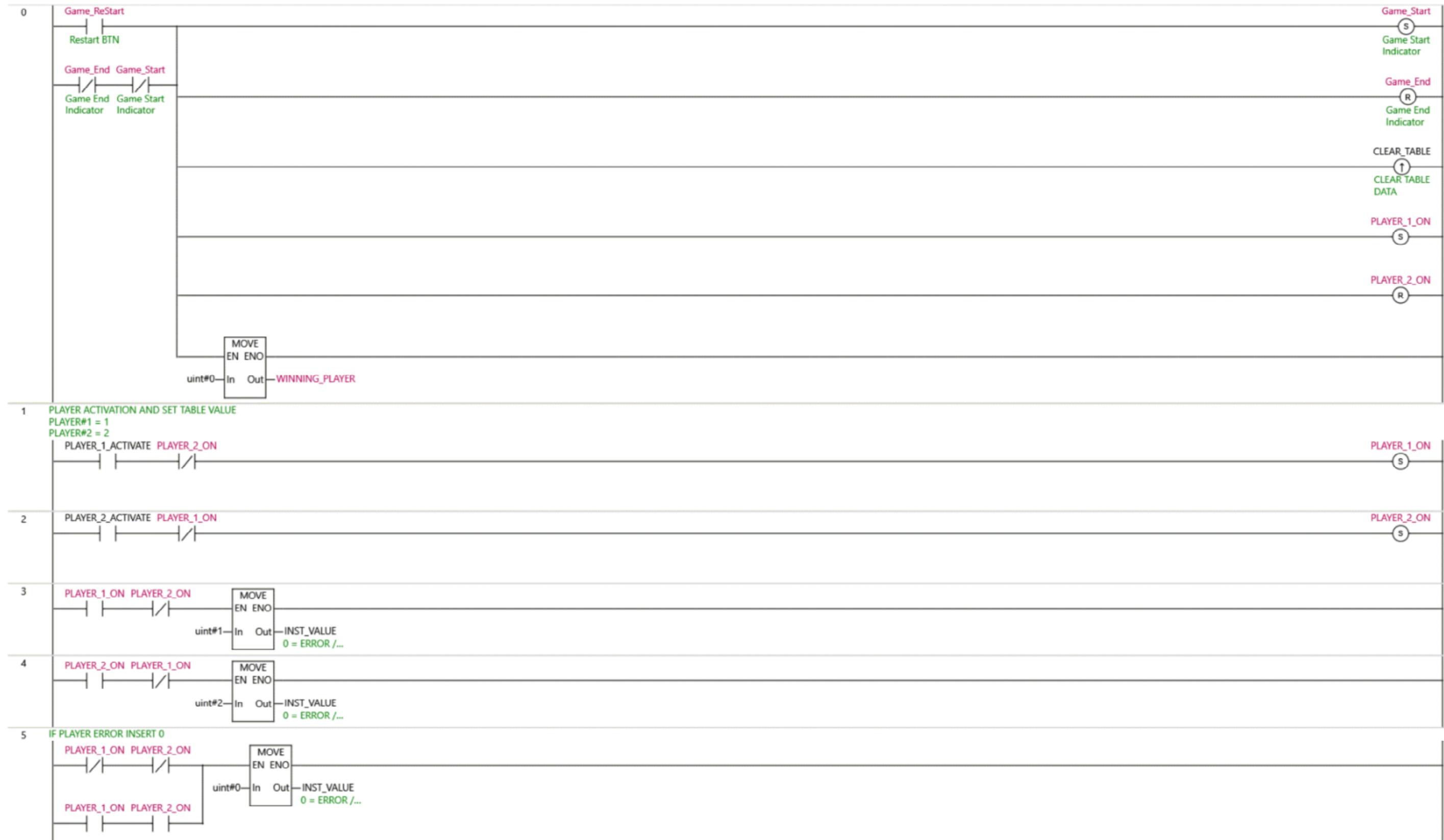
1.new_Controller_0

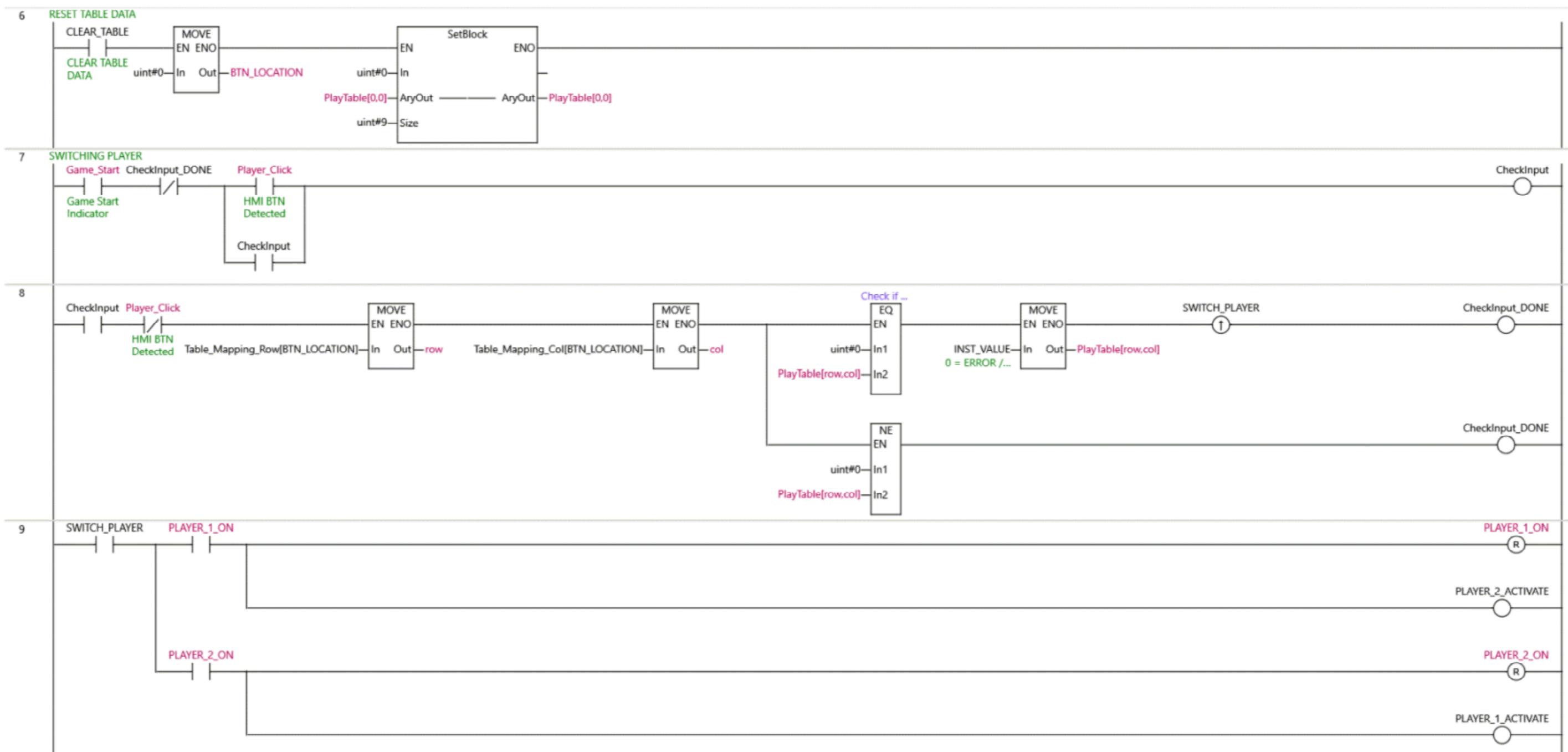
1-9.POUs

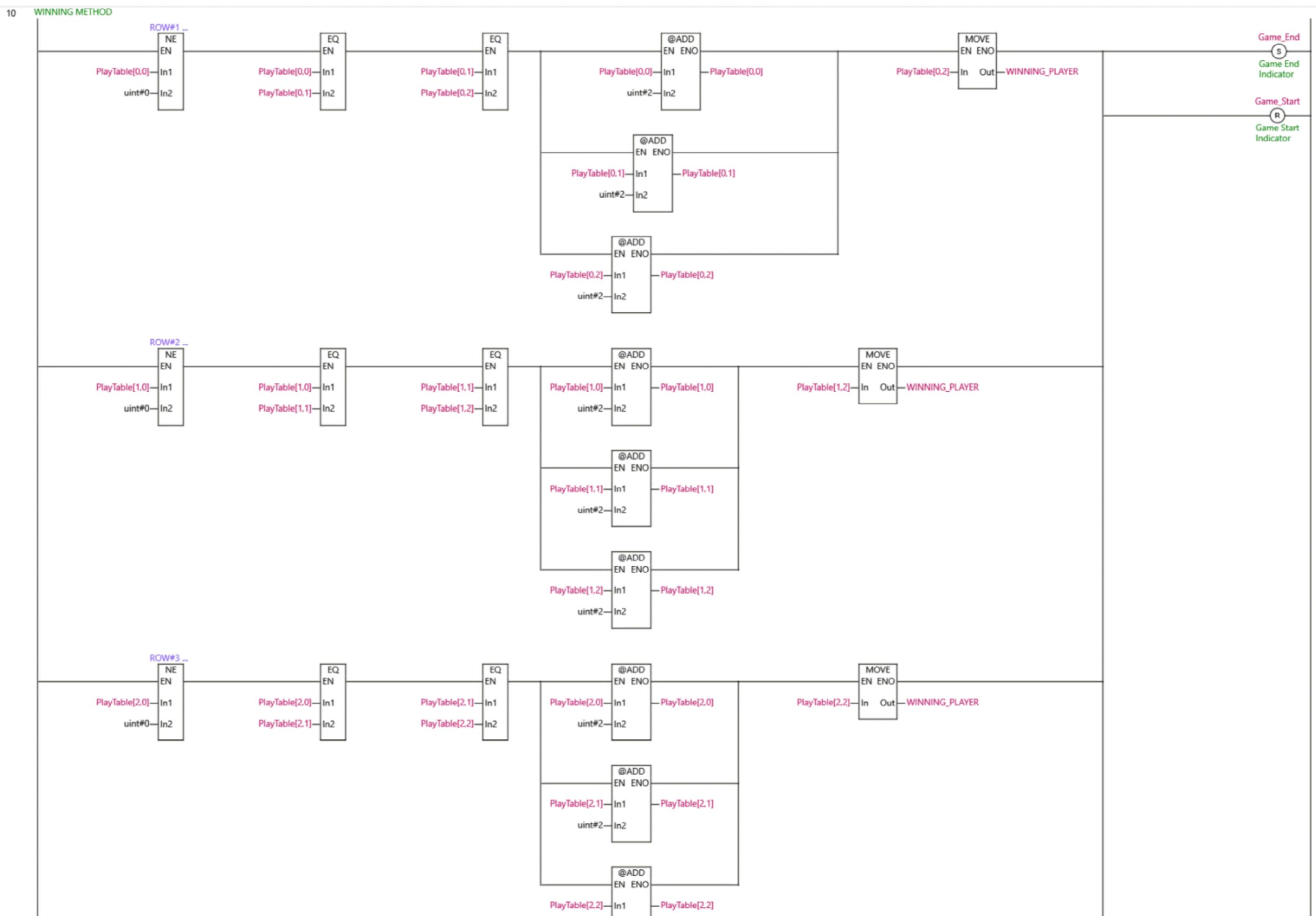
1-9-1.Programs

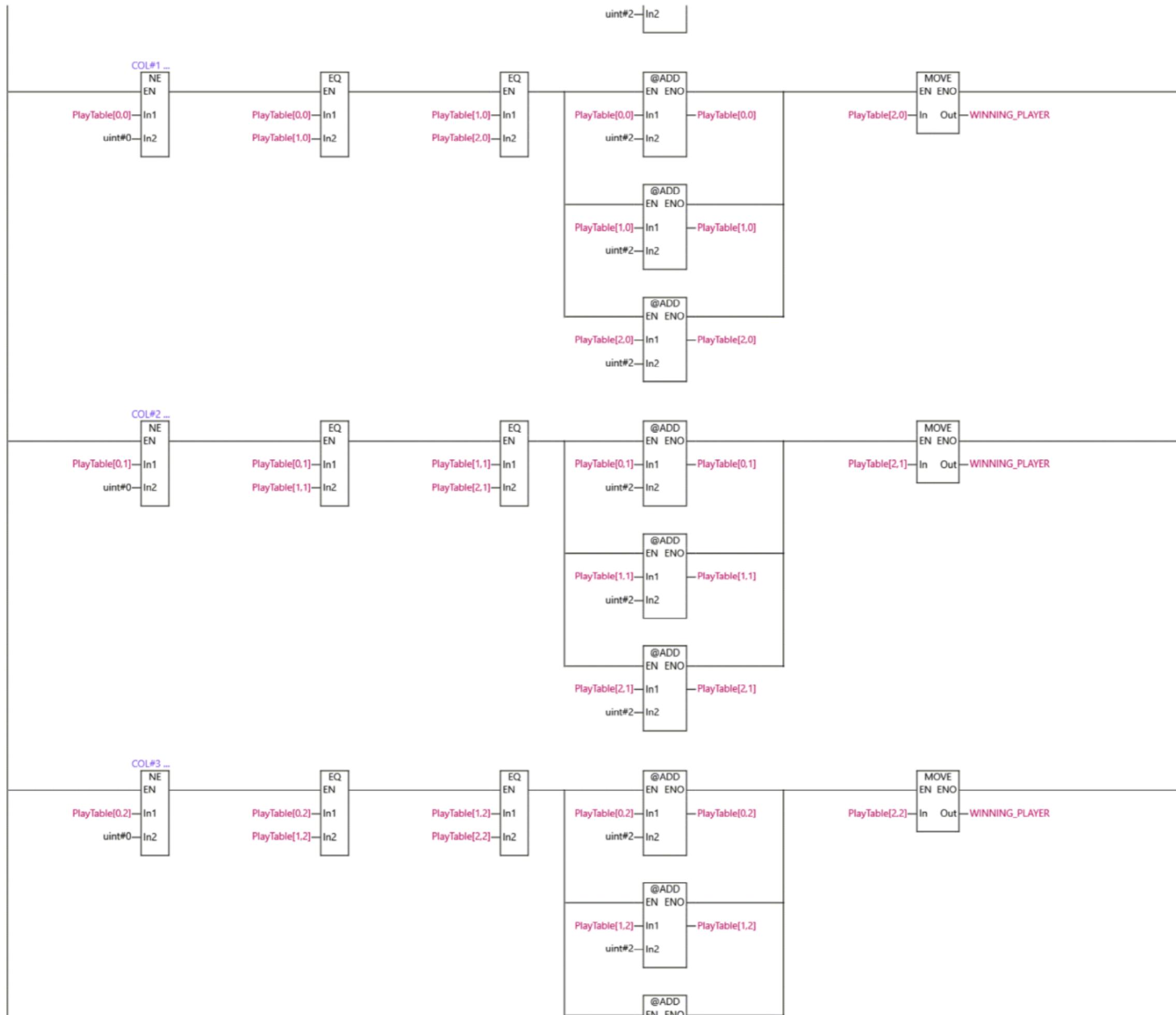
1-9-1-1.Program0

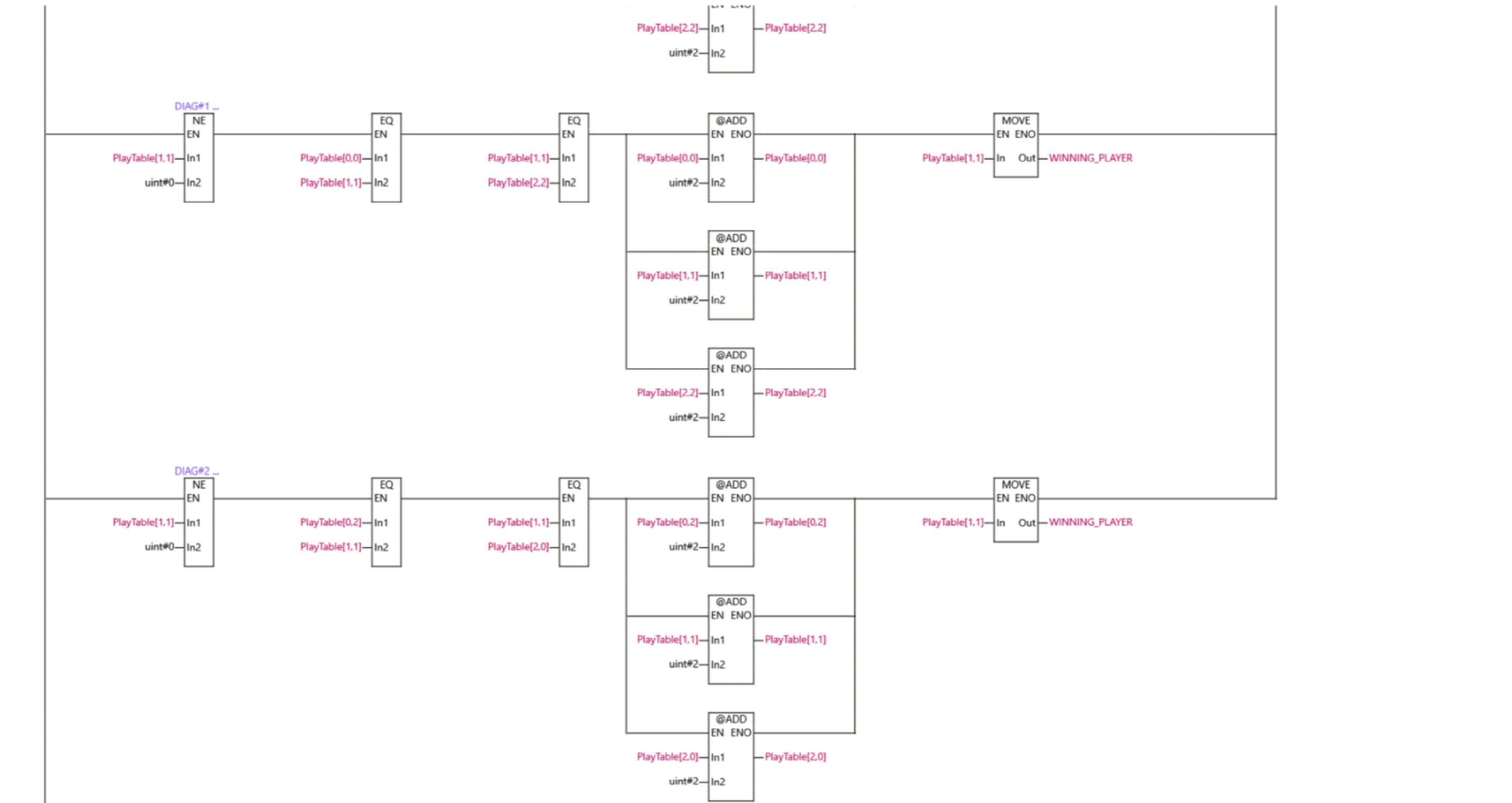
1-9-1-1-2.Main











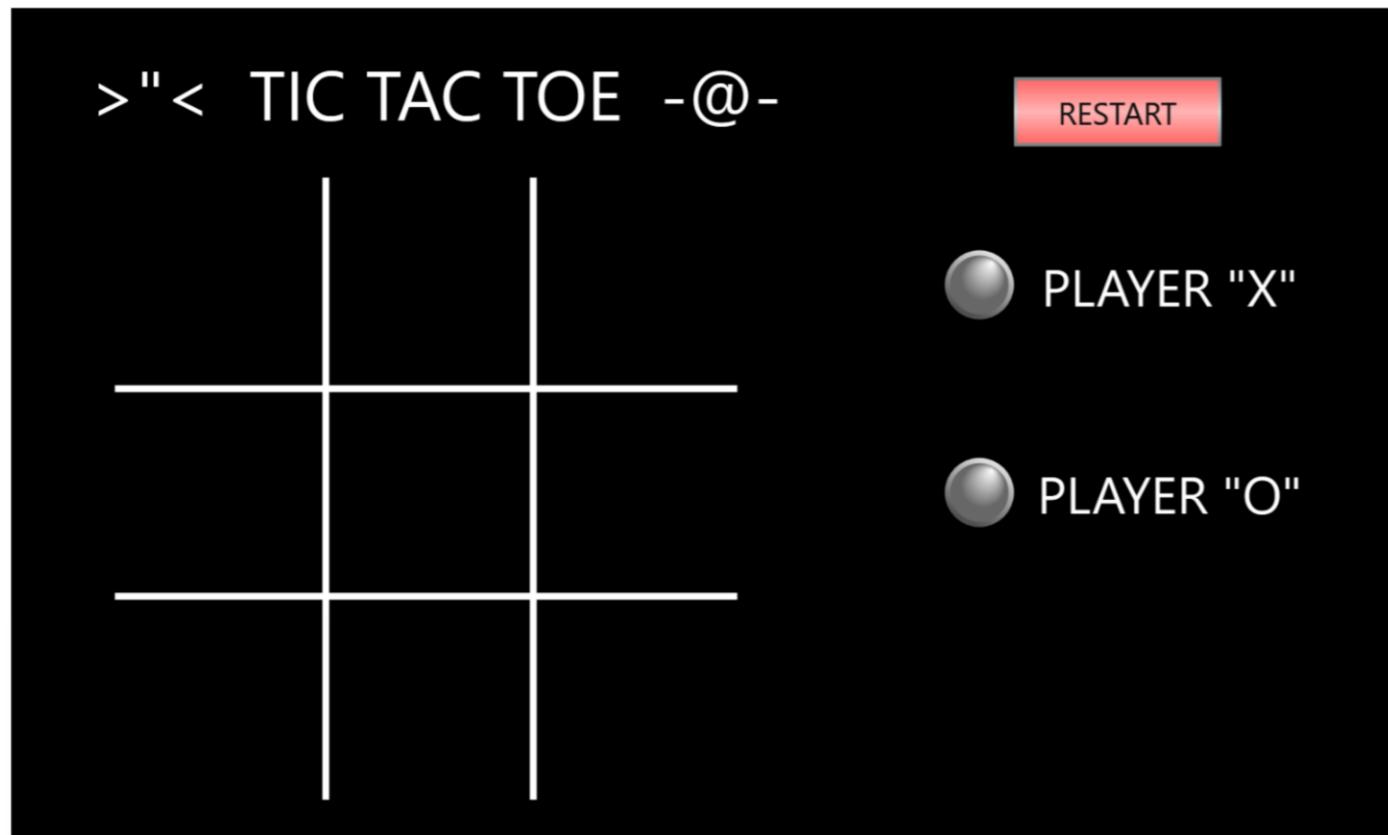
1-10.Data**1-10-2.Global Variables**

Name	Data Type	Initial Value	AT	Retain	Constant	Network Publish	Comment
VAR_GLOBAL							
Table_HMI_Mapping	ARRAY[0..2,0..2] of uint	[1, 2, 3, 4, 5, 6, 7, 8, 9]		False	True	Do not publish	Use for HMI input mapping ONLY
Game_Start	BOOL			False	False	Do not publish	Game Start Indicator
Game_ReStart	BOOL			False	False	Do not publish	Restart BTN
PlayTable	ARRAY[0..2,0..2] of uint	[9(0)]		False	False	Do not publish	
Game_End	BOOL			False	False	Do not publish	Game End Indicator
WINNING_PLAYER	UINT			False	False	Do not publish	
Player_Click	BOOL			False	False	Do not publish	HMI BTN Detected
BTN_LOCATION	UINT			False	False	Do not publish	
PLAYER_1_ON	BOOL			False	False	Do not publish	
PLAYER_2_ON	BOOL			False	False	Do not publish	
row	UINT			False	False	Do not publish	
col	UINT			False	False	Do not publish	

2.HMI_NA5_0

2-3.Pages

2-3-1.TicTacToe



Background Pages:

Page Events

Event	Event Parameters	Actions	Parameters	Parameter Values
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Page Objects (Events)

Name	Type	Event	Event Parameters	Actions	Parameters	Parameter Values
DataLamp1	DataLamp					
DataLamp0	DataLamp					
DataLamp2	DataLamp					
DataLamp4	DataLamp					
DataLamp3	DataLamp					
DataLamp11	DataLamp					
DataLamp12	DataLamp					
DataLamp13	DataLamp					
DataLamp14	DataLamp					
ButtonGroup	Group					
Line0	Line					
Line1	Line					
Line2	Line					
Line3	Line					
Button0	MomentaryButton					
Label0	Label					
Label1	Label					
Label2	Label					
BitLamp0	BitLamp					
BitLamp1	BitLamp					

Page Objects (Animations)

Name	Type	Animations	Parameters	Parameter Values
DataLamp1	DataLamp			
DataLamp0	DataLamp			
DataLamp2	DataLamp			
DataLamp4	DataLamp			
DataLamp3	DataLamp			
DataLamp11	DataLamp			
DataLamp12	DataLamp			
DataLamp13	DataLamp			
DataLamp14	DataLamp			
ButtonGroup	Group			
Line0	Line			
Line1	Line			
Line2	Line			
Line3	Line			
Button0	MomentaryButton			
Label0	Label			
Label1	Label	[0]Blink	Expression	WINNING_PLAYER=3
			Color	#FF66FF66
Label2	Label	[0]Blink	Expression	WINNING_PLAYER=4
			Color	#FF66FF66
BitLamp0	BitLamp	[0]Visibility	Expression	WINNING_PLAYER=0
BitLamp1	BitLamp	[0]Visibility	Expression	WINNING_PLAYER=0

2-3-1-TicTacToe Code

1 'Code behind Page - Add local subroutines for the page.

2-10.Data**2-10-2.Global Variables**

Name	Data Type	Initial Value	AT	Retain	Constant	Update Rate	Comment
VAR_GLOBAL							
BTN_LOCATION	UShort		new_Controller_0.BTN_LOCATION	False	False	500 Milliseconds	
Game_End	Boolean		new_Controller_0.Game_End	False	False	500 Milliseconds	Game End Indicator
Game_ReStart	Boolean		new_Controller_0.Game_ReStart	False	False	500 Milliseconds	Restart BTN
Game_Start	Boolean		new_Controller_0.Game_Start	False	False	500 Milliseconds	Game Start Indicator
Player_Click	Boolean		new_Controller_0.Player_Click	False	False	500 Milliseconds	HMI BTN Detected
PlayTable	UShort(2,2)		new_Controller_0.PlayTable	False	False	500 Milliseconds	
WINNING_PLAYER	UShort		new_Controller_0.WINNING_PLAYER	False	False	500 Milliseconds	
PLAYER_1_ON	Boolean		new_Controller_0.PLAYER_1_ON	False	False	500 Milliseconds	
PLAYER_2_ON	Boolean		new_Controller_0.PLAYER_2_ON	False	False	500 Milliseconds	
player	Boolean			False	False	None	