

Production Supporting Systems in Factories

ระบบสนับสนุนการผลิตในโรงงานอุตสาหกรรม

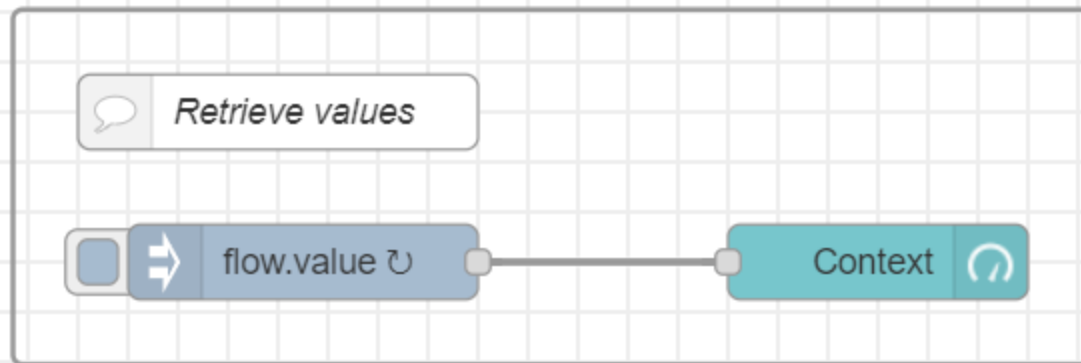
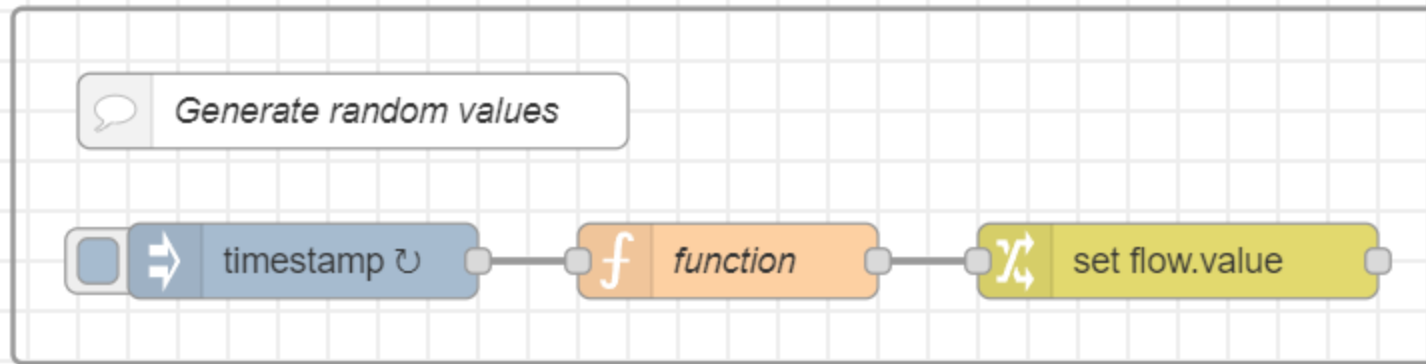
Context

Scope

The `scope` of a particular context value.

- `Node` - only visible to the node that set the value
- `Flow` - visible to all nodes on the same flow (or tab in the editor)
- `Global` - visible to all nodes

Use `flow` context to pass values



Upper inject node

Edit inject node

Delete Cancel Done

⚙ Properties

📌 Name Name

msg. payload = timestamp

msg. topic = a_z

+ add inject now

☐ Inject once after 0.1 seconds, then

🔄 Repeat interval

every 1 seconds

📄 ☐ Enabled

function node

```
msg.payload = Math.random();  
return msg;
```

change node

Edit change node

Delete

Cancel

Done

⚙️ Properties

⚙️

📄

🖨️

🏷️ Name

Name

☰ Rules

Set

▼

▼ flow. value

☰

to the value

▼ msg. payload

☐ Deep copy value

+ add

📄

☐ Enabled

8

Lower inject node

Edit inject node

Delete Cancel Done

Properties

Name

☐ msg. payload =

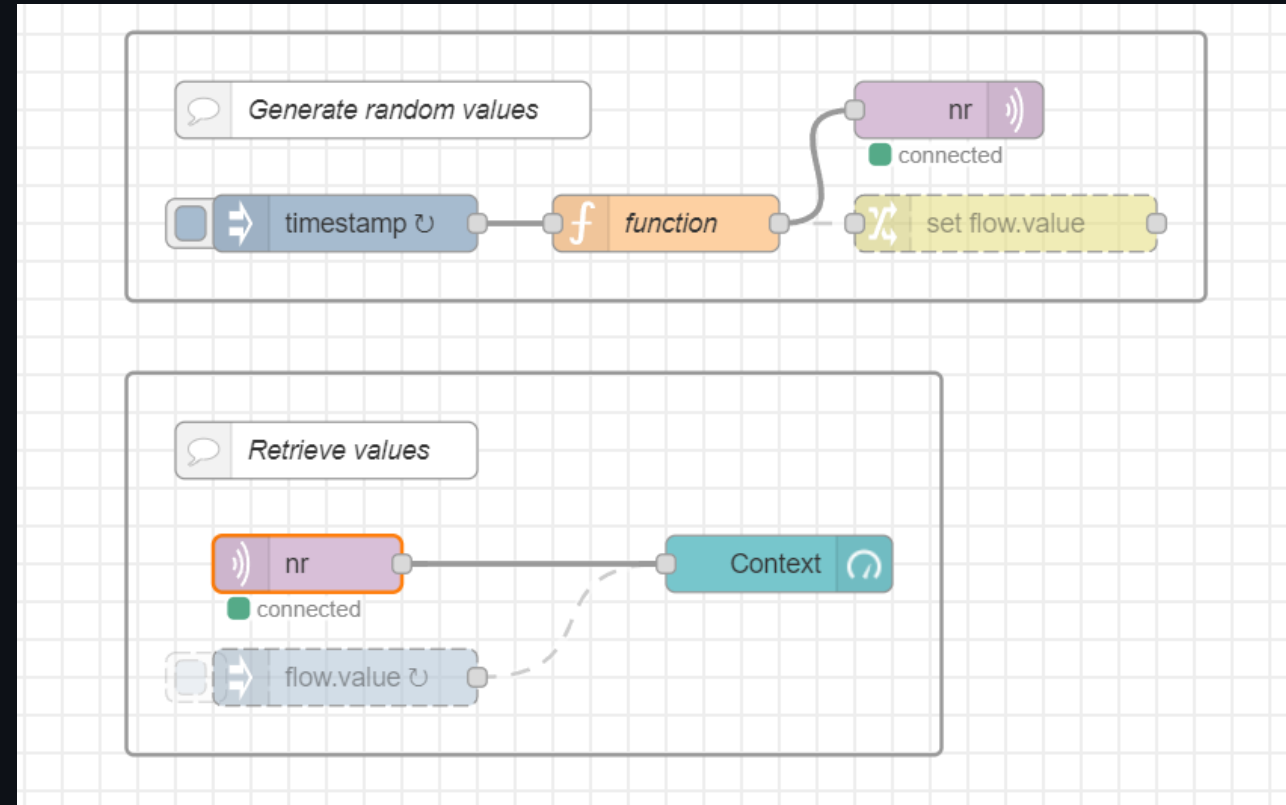
☐ msg. topic =

☐ Inject once after seconds, then

every

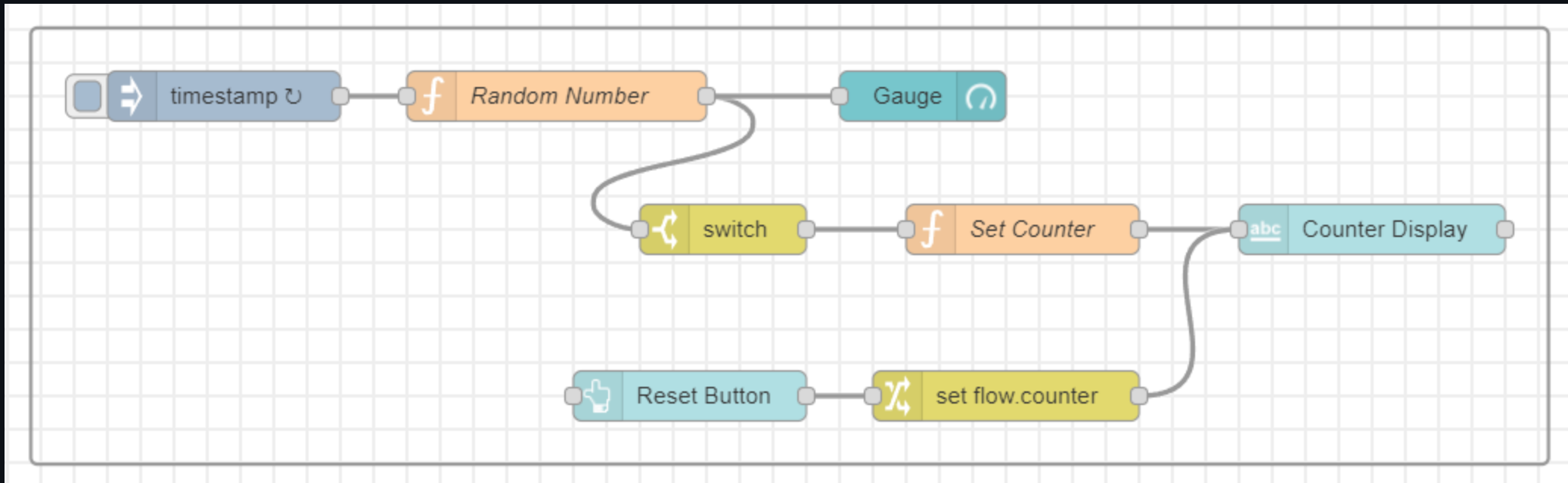
Side note

- You can use MQTT protocol to pass "context" information.
 - This is actually a better way.



Counter with reset button

Flow






Random Number (function) node

```
msg.payload = Math.random();  
return msg;
```

Switch node



Edit switch node


Delete Cancel Done


⚙ Properties   

📌 Name


⋮ Property

 → 1 

 add



☐ recreate message sequences

 ☐ Enabled

Set Counter (Function) node

```
const curCounter = flow.get("counter") || 0;  
flow.set("counter", curCounter + 1);  
msg.payload = curCounter + 1;  
return msg;
```

button node

Edit button node

Delete Cancel Done

⚙ Properties

Group [Context] Group 1

Size auto

Icon optional icon

Label Reset Button

Tooltip optional tooltip

Color optional text/icon color

Background optional background color

☒ When clicked, send:

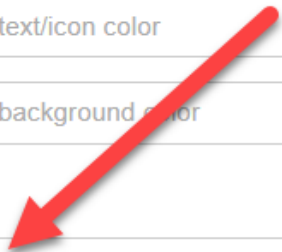
Payload ▾ 0

Topic ▾ msg. topic

➔ If msg arrives on input, emulate a button click: ☐

</> Class Optional CSS class name(s) for widget

Name Name



change node

Edit change node

Delete Cancel Done

Properties

Name Name

Rules

Set ▼

▼ flow. counter

to the value ▼ msg. payload

☐ Deep copy value