



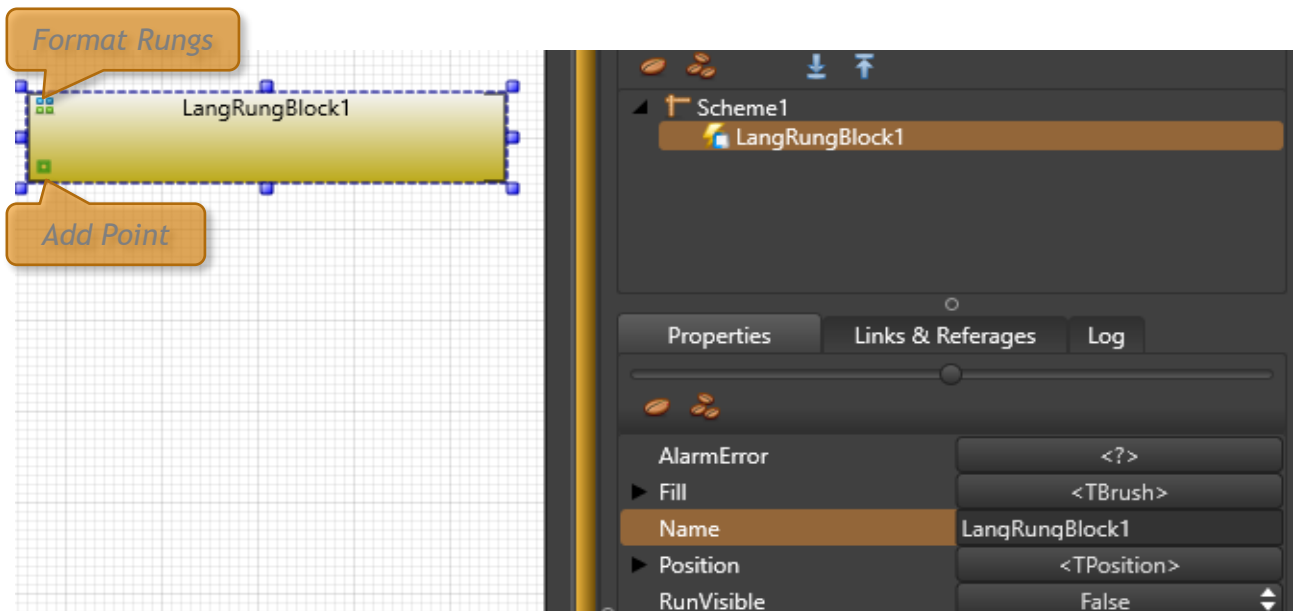
# Base Xlanguage Component

**Using :**  
XLanguage Objects Holder for Calculate Sub Object Rungs  
The calculation takes place sequentially.  
From top to bottom

<b>SubObjects Rows "Rungs":</b>	
<a href="#">TXLangRungEx</a>	Calculate Rung
<a href="#">TXLangRungMet</a>	Call Procedure or Function Rung
<a href="#">TXLangRungSubBlock</a>	Group Rungs Holder
<a href="#">TXLangRungIF</a>	Condition for calculate With <i>ThenBlock</i> And <i>ElseBlock</i>
<a href="#">TXLangRungLoop</a>	Loop With <i>ThenBlock</i>

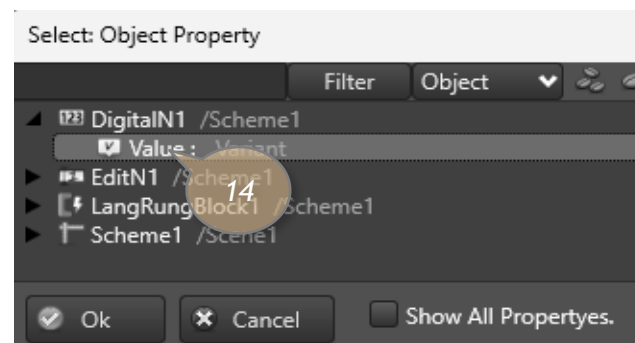
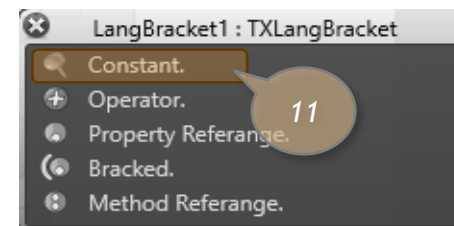
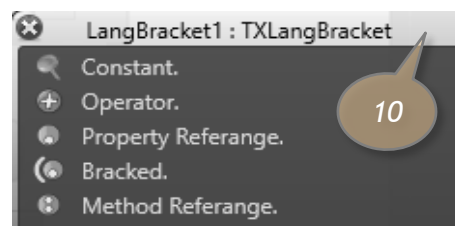
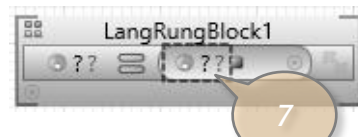
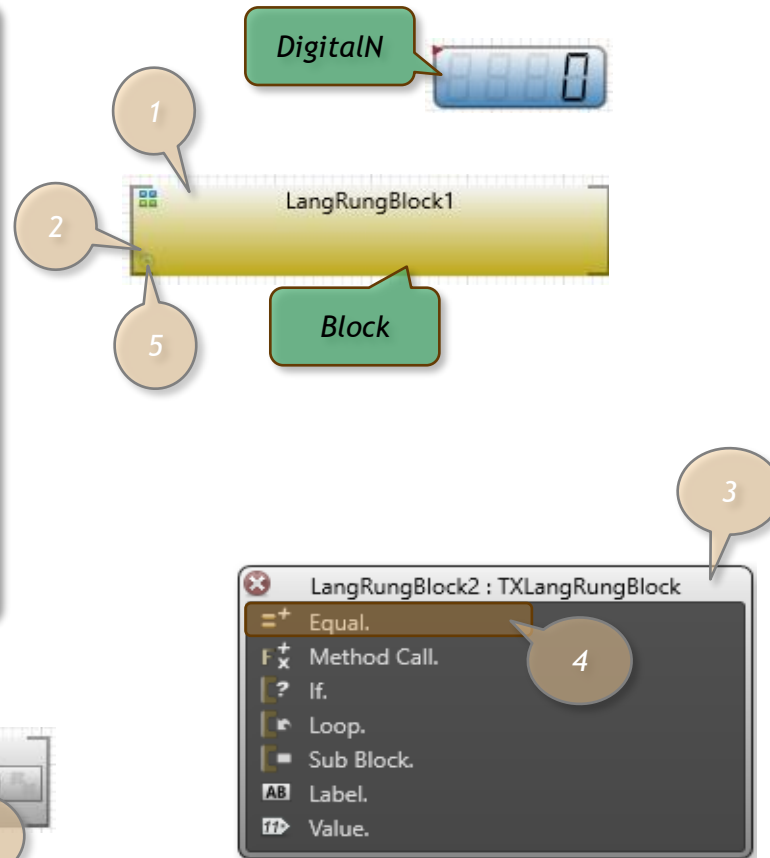
<b>Commands :</b>	
Run	Run Calculation All Rungs in Block <i>Track Mode Calculate First Rung And Wait TrackNext Command</i>
StopRun	Stop Run <i>Only Track Mode</i>
TrackNext	Next Track <i>Only Track Mode</i>
ShowExpands	Hide / Show Add Points

<b>Propertyes :</b>	
AlarmError	TXAlarm Referange
Track	Track Mode
RunVisible	Visible After Run <i>For Visual Debuging " With Executed Rung Tack and Error Track "</i>



### Add DigitalN Object And Block Object

- 1 Select Object
- 2 Click Right Mouse Button
- 3 Show PopUp
- 4 Select Item
- 5 Move Mouse To Add Point And Click Left Mouse Button
- 6 Click ??
- 7 Object is Selected
- 8 Press Delete Button
- 9 Select the object that contains the Insertion Point
- 10 Click Right mouse Button.
- 11 Select Item
- 12 Select Constant Object
- 13 Click the dotted symbol
- 14 Select and Click Digital1.Value



Now the block is ready.

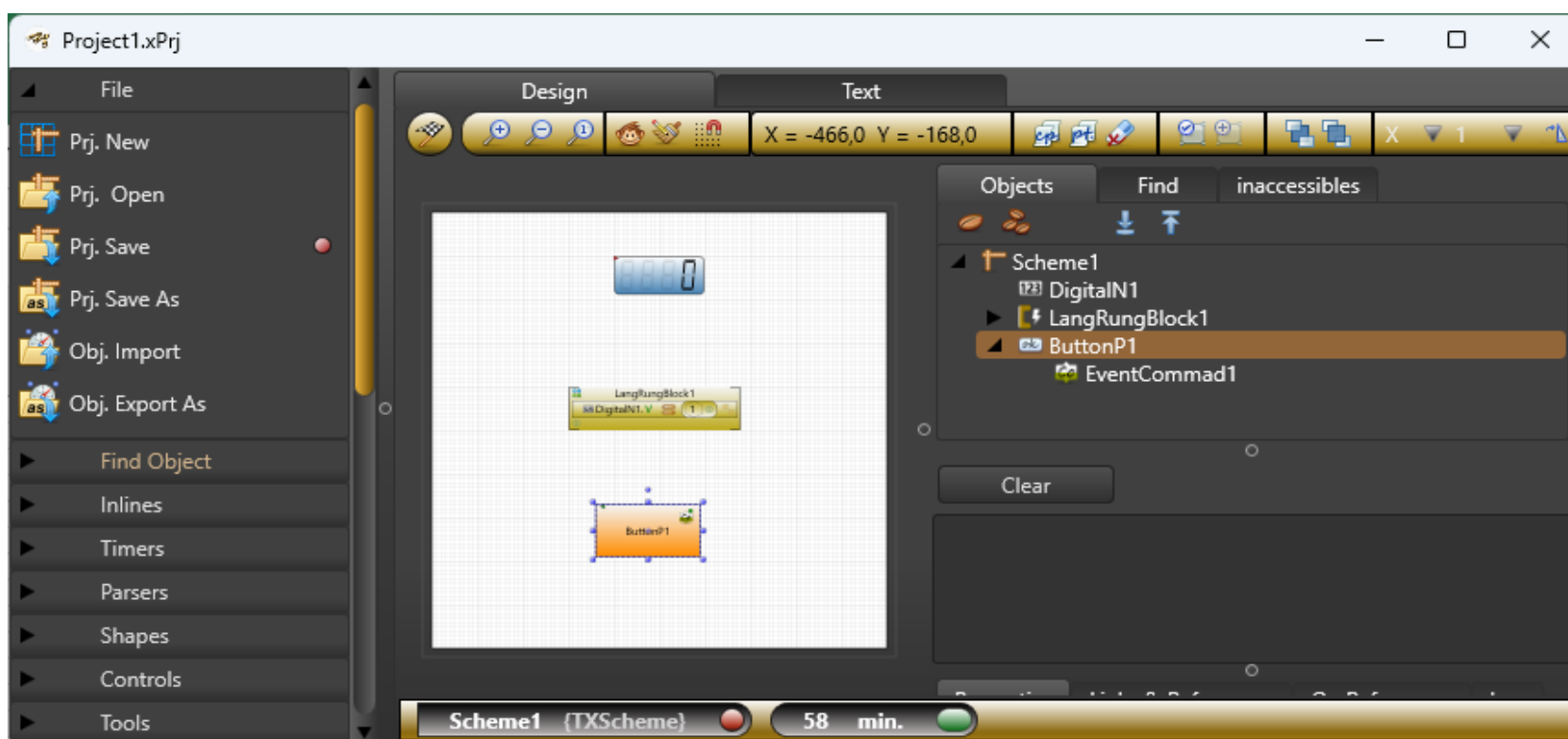
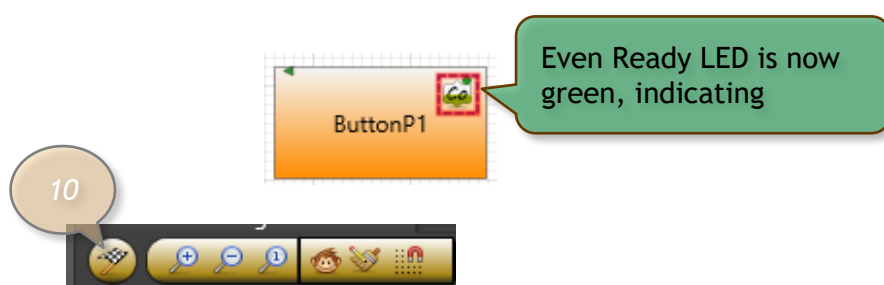
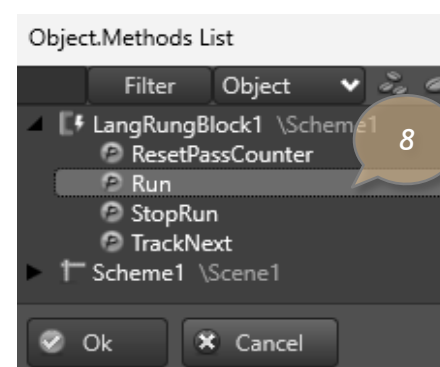
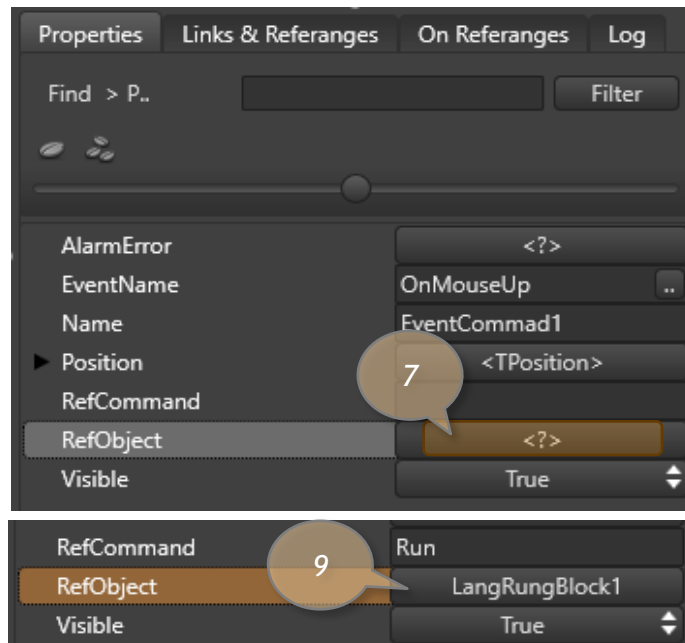
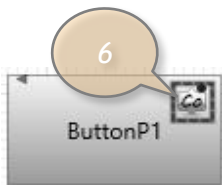
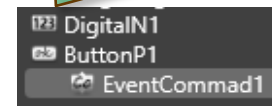
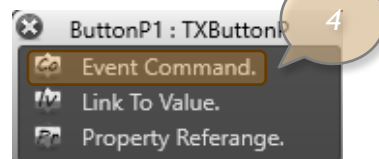
### Add Button Object

- 1 Select Button Object
- 2 Click Right Mouse Button
- 3 Show PopUp
- 4 Select Item
- 5 Move Mouse To Button  
And Click Left Mouse Button
- 6 Click Event Command Object
- 7 Click RefObject Property Button
- 8 Select Run Item And Click Ok Button
- 9 Now, when the button is pressed, the rung will start.
- 10 Click Run Project to test.

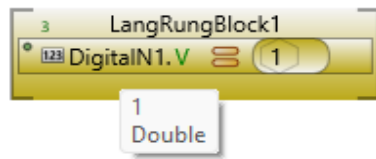
Button

ButtonP1

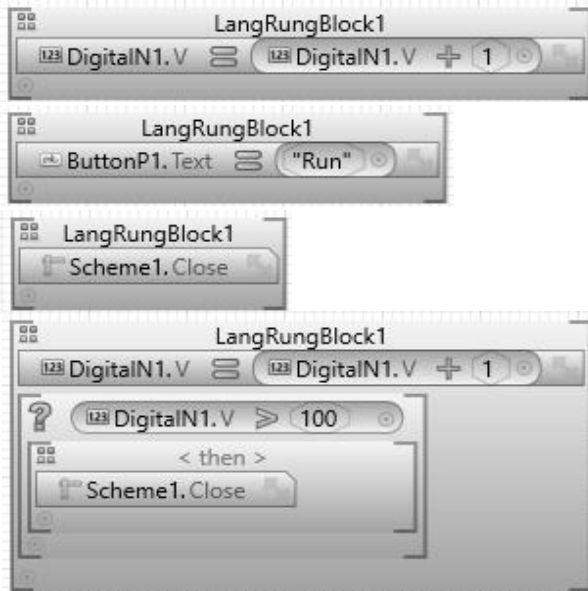
The event needs to be inside the button.



RunVisible True

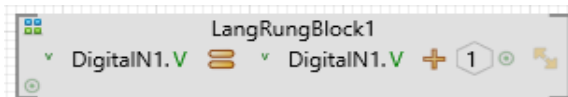


If you set Block1.RunVisible to True, you can monitor the block execution and its



You can perform arithmetic operations on the rungs within the block according to your needs.

RungSimple True

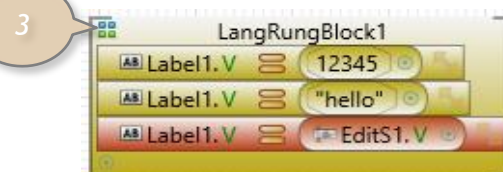


If you set Scheme1.RungSimple to true, the blocks will look



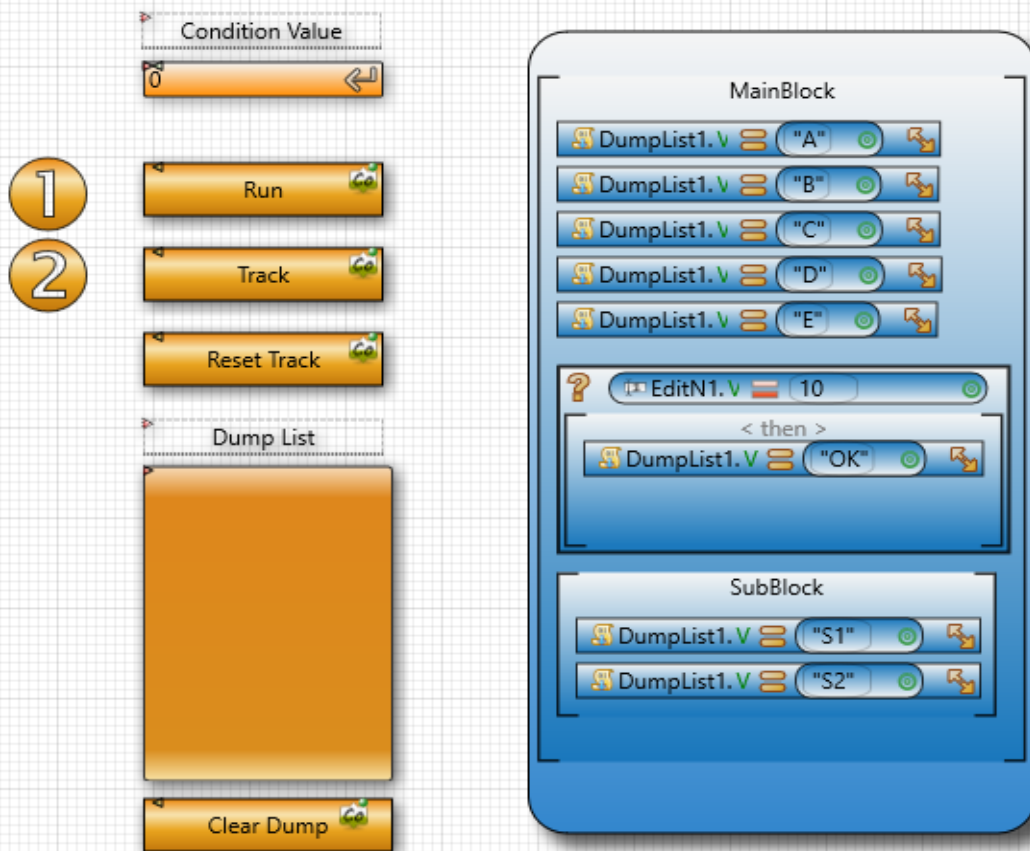
#### Move Rung in Block

- 1 Select Rung
- 2 Move Rung With Mouse Or Keyboard Arrows
- 3 Click Format Button





# X LANGUAGE



# FUNCTIONS

