

## Calculate Rung Coponent

### Using :

*Object.Property* Calculation

*Object1.Property1 = (Object2.Property2 + Object3.Property3)*

*Object1.Property1 = (Object2.Property2 - Constant)*

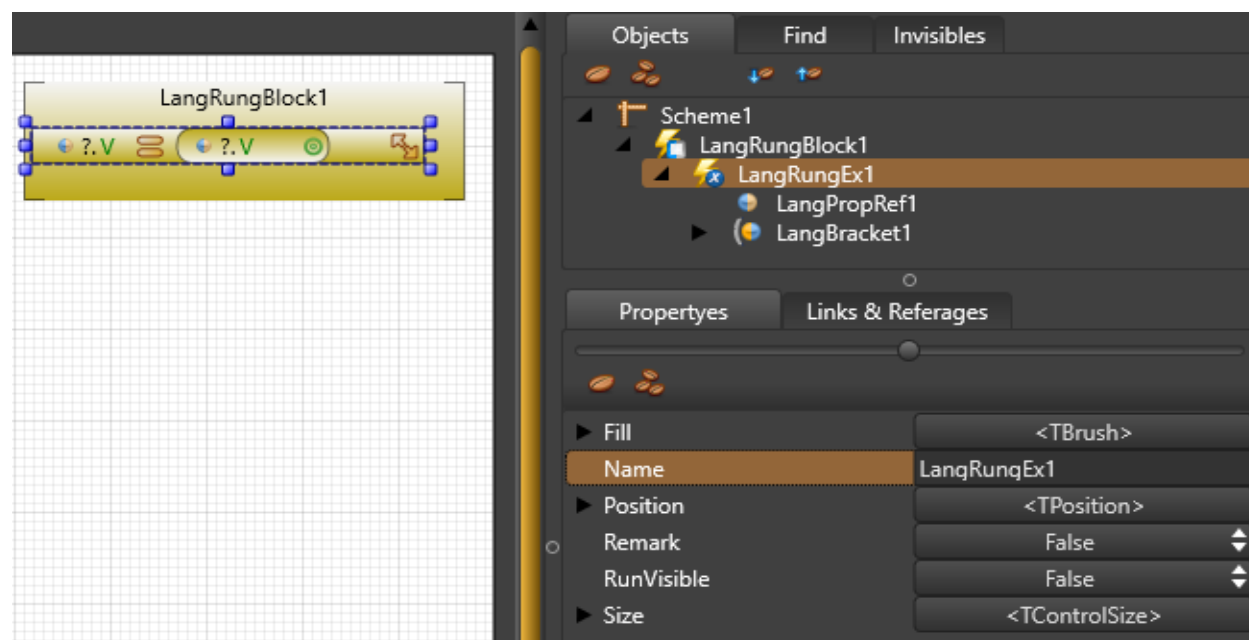
### SubObjects :

TXLangPropRef Result Property Referange

TXLangBracket Calculation Block Bracket

### Propertyes :

*Remark* Skip Calculation



## Example

