

Definitions Used With IDE And Programming In General

Event

Anything that happens with the indicator. Nothing happens on its own in IDE. Instead, an event has to happen, and then the only part of the program that runs is what is in that event handler.

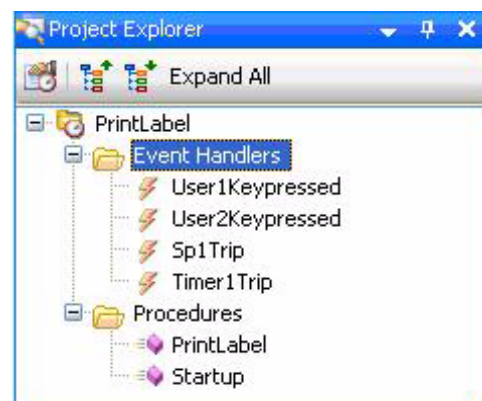
Examples: key presses, digital inputs (e.g. pressing a button that is wired to an indicator), going over a certain weight (setpoint), a timer expiring.

Event Handler

This is the name of the section of functions that are executed for each event. They are self-described. For example, User1KeyPressed handler is the left-most key, N1KeyPressed handler is the numeric #1 key pressed; Timer1Trip is timer 1 expires, etc. Each handler has its own page in IDE to add functions.

Procedure

A group of functions that has to be called from a handler. They are useful if you do the same thing in more than one handler. For example, if you want to print a ticket by either pressing the Print key, a softkey, or a remote key (digital input), you would make a new procedure and call it "PrintLabel" or another appropriate name, have all your functions in that procedure, and just have one function in all the handlers that calls up that procedure.



Integer

A number that doesn't have decimal places. This is normally used when it's a counter, a ticket number, etc.

Real

A number that has decimal places. This is **always** used when dealing with anything involving scale weights, regardless of the configuration of the scale. All weights are **real** numbers.

String

Anything alphanumeric. This could be "123ABC" or just "123."

Note: anything you display on the screen (as a message) or print must be a string. If you want to display or print a weight or a counter/ticket number (real or integer), you have to convert it to a string first.

Array

Another name for a list. It is a list of the same type of data (integer, string, or real). There are three arrays in IDE--one for each of the above types of data.