

ADbasic

**Real-Time Development Tool for
ADwin Systems**

ADbasic Version 6.00

Apr. 2023

License Key:

ADwin – the fastest real-time systems under Windows

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Dear Reader,

ADbasic 6 is the programming tool for your *ADwin* system that allows you to create special measurement, open-loop, or closed-loop control application. The purpose of this manual is to: introduce you to the basics of programming real-time processes for the *ADwin* system; and act as a reference manual.

It is presumed that you already have installed the *ADwin* system; if not please refer to the manual *ADwin-Installation*.

The development environment *ADbasic* 6 provides the familiar comfort for easy handling and editing and furthermore supports the new processor T12 (see also "[News in *ADbasic* 6](#)" on [page 7](#)).

The instruction reference contains the processor's calculation commands. Any instruction for access to input, outputs or interfaces are described in the appropriate manual of *ADwin* hardware.

First-time users of *ADbasic* are recommended to read chapters [1](#) and [4](#), in order to get easily into the subject. This manual assumes that the user has some programming experience with Basic or any other language. An introduction to the programming of *ADwin* systems and example programs can be found in our "*ADbasic* Tutorial and Programming Pinouts" manual.

[chapter 3](#) describes the handling of the development environment and is recommended for all users.

If you have any suggestions on how to improve our documentation, do not hesitate to contact us. Your inputs will be greatly appreciated and will help us provide a system, which everyone can easily understand and operate.

We wish you great success upon programming.

For further questions, please, call our support hot-line (see address in the manual's cover page).

Conventions

In this manual, the following typographical conventions and icons are used:



This "attention" icon is located next to paragraphs with important information for correct function and error-free operation.



A note provides topics of interest and advice for an efficient operation.



The "information" icon refers to additional information in the manual or other sources (documentation, data sheets, literature etc.).



The light bulb icon denotes examples showing practicable solutions.

The `Courier` font-type is used for text displayed on screen, e.g. in windows or menus, or input via the keyboard. The names of menus and submenus are shown similarly: `Menu ▶ submenu`.

File names and path names are additionally emphasized as follows `<path\xx.ext>`.

Source code elements such as **Instructions**, *variables*, *comments* and any *other text* are displayed like the development environment editor does.

Key names are set in square brackets and in small capitals such as [RETURN] or [CTRL].

The bits of a data word (here 16-bit) are numbered through as follows:

Bit no.	15	14	13	...	1	0
Value of the bit	2^{15}	2^{14}	2^{13}	...	$2^1=2$	$2^0=1$
Name	MSB	-	-	-	-	LSB

Numbers not indicated in decimal notation have an identifying letter added, e.g. for the number **17**:

- Hexadecimal notation: **11h**
- Binary notation: **10001b**

1 Introduction

The *ADwin* system is responsible for all time-critical tasks in fast dynamic test stands and industrial production facilities. For this task, the *ADwin* system is programmed with the *ADbasic* development tool.

To hit the target of an immediate and efficient start of programming, first of all we would like to explain the concept of the *ADwin* system.

Concept of the *ADwin* system

All *ADwin* systems have a central processing unit (CPU), which executes all time-critical tasks such as: measurement data acquisition, open-loop and closed-loop control, or online processing of measurement data in real-time. Analog and digital inputs and outputs as well as add-ons like counters and bus systems are connected to the test stand. Ethernet or USB set up the communication with a computer.

The processor of the *ADwin* system is programmed with the real-time development tool *ADbasic*, which enables easy construction of time critical real-time processes. *ADbasic* is an integrated development environment under Windows with capabilities of online debugging. The familiar BASIC command syntax has been expanded with more functions, which are used for accessing the inputs and outputs, controlling real-time processes, and preparing the data exchange with the computer. [chapter 4](#) explains the design of *ADbasic* programs.

An *ADbasic* program with only a few lines can:



- Acquire measurement parameters up to sampling rates of 800kHz
- Develop fast digital controllers with sampling rates of up to 400kHz
- Simultaneously generate *and* measure analog signals, e.g. for dynamic measurement of a test stand characteristic

A user-defined hierarchy is responsible for the interaction and timing of the processes when several processes are needed for a complex algorithm. [chapter 6](#) details the running of processes in the operating system.



Developing processes in *ADbasic*

Source code generated using the extended BASIC syntax of the *ADbasic* environment programs the hardware of your *ADwin* system enabling the implementation of tasks into processes. [chapter 4](#) describes how to build programs.

Executable binary code, generated from the source code using the integrated compiler, is transferred to the *ADwin* system and tested. *ADbasic* is also a tool, which aids in process monitoring, error detection, and program optimization (see [chapter 3](#)).



Controlling an *ADwin* system from the PC

ADbasic is no longer needed once the real-time processes are running properly.

A user interface running on the computer transfers the generated binary code to the system, starts, controls, and stops the processes, and controls and monitors the processes and process data of the *ADwin* system.

Although the *ADwin* system operates independently of the computer, global variables and arrays are accessed through the user interface, without delaying time-critical processes.

A clear separation between real-time processes in the *ADwin* system and the user interface on the computer guarantees a high operating reliability and a good timing.

Under Windows, a DLL or ActiveX-interface enable access to the *ADwin* system from several programs simultaneously.

Based on this, drivers for .NET as well as for many development environments are available, which help in creating a user interface, e.g. Delphi, Visual-Basic, C#.NET, Visual-C++. Optionally, measurement packages such as Kallisté, TestPoint, LabVIEW, Diadem, HP-VEE, Intouch, and Matlab can be used.

Finally, there are also drivers for the platforms Linux, MacIntosh, and Java.

From Simulink[®], you can create real-time processes for an *ADwin* system: with the *ADsim* program package, you can run Simulink[®] models on *ADwin* hardware. You can observe and change model values and *ADwin* variables from your PC, either with the *ADsimDesk* user inter-

face or with the help of *ADwin* drivers from all common development environments.

2 News in ADbasic 6

The new feature of the real-time development environment *ADbasic 6* is the support of the processors T12 and T12.1. All other functionality of the user interface refers to version 5.

Below you find the special features corresponding to processors T12 and T12.1:

- **Technical data of T12:**

XILINX ZYNQ™ with dual-core ARM Cortex-A9

Clock cycle 1GHz (T12) / 0.66Ghz (T12.1)

1 Gigabyte memory for code and data

1 Gigabit Ethernet interface

The processor T12.1 is mostly similar to T12. Information about processor T12 is therefore valid also for T12.1, differences are given explicitly in this documentation.

- **Bootting:** With processor T12.1 the booting process (see [chapter 3.1.3 on page 11](#)) takes four seconds, seldom in seltenen Einzelfällen auch bis zu fünfzehn Sekunden.
- **Access to ADwin hardware:** The processor module Pro II-T12 can only access modules via the Pro II bus, but not Pro I-modules. The processor T12.1 has no interface for Pro modules.
- **Memory:** The memory management does no more distinguish program memory and data memory (see [chapter 4.3.3](#)). Instead, a "Cache"—a very fast buffer memory—accelerates the access to program and data.

Using the declaration [Uncacheable](#), you can have the processor to not access selected arrays via Cache. This way, the Cache remains available for other data, especially if declared as [Cacheable](#).

- **Floating-point values:** The processor can process floating-point values with 32-bit (single precision) and 64-bit (double precision). Therefore, *ADbasic* provides the new data types [Float32](#) and [Float64](#) (see [Data Types](#)).

The previously used data type [Float](#) will be automatically replaced by [Float64](#) by the compiler. Thus, you can use given programs without changes, and you benefit from the advantage of a higher computing precision than with T11 (40 bit).

Integer values ([Long](#)) are still processed with 32-bit precision.

- **Strings:** Each character requires only one Byte in memory; with previous processors, 4 bytes were required.

You may no more access element 1 of a string (previously the element contained the string length). As before, you can still get the string length using [StrLen](#).

- **For-loops:** The processor T12 checks the condition of a For-loop, before it processes the loop the first time, see [For ... To ... {Step ...} Next](#).

Up to processor T11, the For-loop was executed at least once, even if the loop start value was greater than the end value.

- **Time measuring:** If you want to measure the timing of a program, please note that measuring of selected program parts depends much more on the surrounding conditions than with former processors.

It is still very easy to measure the length of a process cycle (Event section). You can also determine average values for the length of a program part; for exact values, you require a good understanding of how instructions are executed and of processor architecture to consider potential error influences.

You find more in chapter "[Measuring the Processing Time](#)", section [Annotations for T12/T12.1](#).

- **Observe Workload:** Pay close attention to keep the processor workload ([Busy](#) in the [Status Bar](#)) well-spaced from 100%. Thus, you can make sure that each single process cycle is being processed with correct timing.

Different to previous processors the T12 can still run after temporary overload (see [Workload of the ADwin system](#)). However, this will only be useful as an exception, if your process can accept lost process cycles. You can then monitor the number of lost process cycles in the [Process Window](#).

- **Time-controlled Processes:** The timing of several processes is now identical to the timing of a single process. The change refers to the behavior during processor overload only. See more under [Single Time-Controlled Process](#).

For a single time-controlled process and an externally controlled process, the timing behavior remains unchanged.

3 Using the Development Environment

Processes for the *ADwin* systems are programmed quickly and easily with the *ADbasic* development environment. The *ADbasic* compiler works with an enlarged BASIC syntax and generates binary files, which may be executed and transferred to the *ADwin* system even without the development environment.

3.1 Basic Steps

3.1.1 Starting the Development Environment

To start the *ADbasic* development environment, do as follows:

1. Start the development environment by selecting **Programs**► **ADwin**► **ADbasic** from the Windows start menu.

The first start may last a few seconds until the environment shows up, since the Windows package .Net Framework is started, too.

The environment will appear with the Windows-specific elements such as windows, menu bar and tool bar.

2. Upon first start-up, you will be prompted to enter the **License key**. The **License key** is to be found on the cover sheet of this *ADbasic* manual.

Under Windows NT, 2000, XP, Vista, 7, 8, 10, you must be member of the user group "Administrators". It is not sufficient to have full access rights on the PC. Ask your system administrator.

Without valid License key, *ADbasic* will operate in demo mode. In this mode, the development environment only works for demonstration, test or evaluation purposes. For example, you cannot create binary files.

3. Set the *ADwin* system and processor in the menu **Options**\ **Compiler**.

The development environment saves the settings. A change of settings is required only if a different *ADwin* hardware is used.

3.1.2 Check or change license keys

In order to check or change an *ADwin* software license key as *ADbasic*, do as follows:

1. Have the license key ready; it is delivered with the *ADwin* software. You can usually find the license key on the cover sheet of the manual or on the delivery note.

There are license keys for the following software:

- *ADbasic* 6, works with all *ADwin* processors
- *ADbasic* 5, works with *ADwin* processors up to version T11
- *ADbasic* 3.0, works with *ADwin* processors up to version T9
- *ADbasic* 2.0, works with *ADwin* processors up to version T8
- *TiCoBasic*
- *ADlab* (Matlab driver for *ADwin*)
- *ADsim* package (Simulink driver for *ADwin*)

ADbasic, *TiCoBasic*, and *ADlab* licenses can be combined. The *ADsim* license requires a unique license key anyway.

2. Select the menu entry **Help**►**About** (see also [chapter 3.10.10](#)).

The window **About ADbasic** opens, which displays the version of the development environment and the currently activated **Licenses** (available licenses see above).

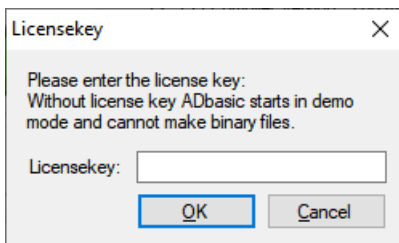


3. In order to enter or change the license key, click the button **Change License**.

The dialog window **Licensekey** opens.

4. Enter your license key.

The **License key** is delivered with the **ADwin** software.



The following licenses are available:

- No license (demo mode)

Without valid **License key**, **ADbasic** or the appropriate **ADwin** software will operate in demo mode. In this mode, working with the software is allowed and enabled only for demonstration, test or evaluation purposes. For example, you cannot create binary files.

- Evaluation license (expiring by date)

The license enables all functions of the development environment for a fixed period. Afterwards, **ADwin** software will run in demo mode again (see above).

- Non-expiring license of the Licensee

The license conditions for **ADbasic** are described in the [License Agreement](#) (see annex, [page A-5](#)).

3.1.3 Loading the ADwin Operating System

The **ADwin** operating system is loaded to your **ADwin** system by clicking **B** (= boot).

The booting process must be repeated each time the **ADwin** system is powered up, after a power failure, or when the computer recognizes a communication error, which has interrupted the communication with the system.

The contents of the program and data memories on the **ADwin** system will be lost and all global parameters set to the value 0 when the operating system is booted.



An appropriate operating system for each processor type is needed and can be found in the corresponding file `ADwin*.btl`, (* stands for the processor type). The development environment uses the information from the `Options \ Compiler` menu setting to determine, which of the files to use during the boot process.

The files `ADwin*.btl` are saved during installation in the directory `C:\ADwin` (standard installation).

3.1.4 Basic Elements of the Development Environment

The development environment consists of several bars and windows (see [fig. 2](#)); the window dimensions may be individually adjusted.


Online help for a window or the currently marked key word is called with the key [F1]. The button  opens the help index.

Fig. 1 –

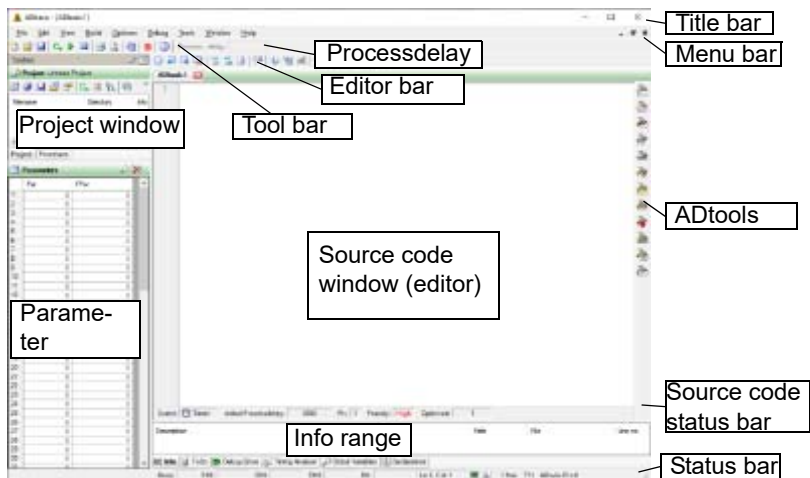


Fig. 2 – Elements of the *ADbasic* development environment

The functions of the development environment are called using:

- The tool bar and the editor bar (see [fig. 3](#)).
- The project bar in the [Project Window](#)
- The context menus of the windows (right mouse button).
- The menu bar.
- The [Short-Cuts in ADbasic](#) (see annex).
- The [ADtools](#) bar.

You can add own shortcuts here (see [chapter 3.6.8 on page 45](#)).

While using a function, the function's description is shown to the left in the status bar.

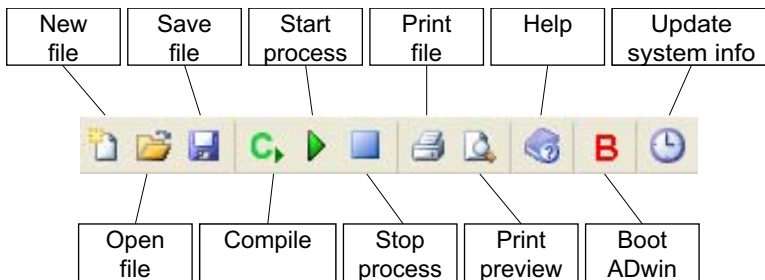



Fig. 3 – The tool bar

An instruction is selected when a menu entry is clicked with the left mouse button, or when the keys [ALT] + [FIRST LETTER] of the corresponding menu, are pressed. Some instructions have short-cuts (see [Appendix A.1](#)), which are displayed in the menus.

Each process is edited in its own source code window. Several windows may be opened at a time; the sizes of the windows can be individually adjusted. More information about the relevant source code window is displayed at various other locations:

- The title bar shows the names of the open source code window.
- The source code status bar displays the process options that have been set.

A right-click on the bar opens the [Process Options dialog box](#).

- The global parameters used in the source code project are highlighted in the [Parameter Window](#) (see [chapter 3.11.3, page 84](#)) by clicking `Scan Global Variables` ; see [Displaying used global variables and arrays](#) on [page 44](#).
- The info range at the bottom displays information in several windows:
 - [Info window](#): The compiler's error messages (highlighted red) and warnings (see [chapter 3.12.1 on page 94](#)).
 - [To-Do List](#): A simple To-Do list from comment lines (see [chapter 3.12.2 on page 96](#)).
 - Search results from a search in all files of a project (see [chapter 3.5.2 on page 30](#)).
 - Debug information if the debug mode is enabled (see [Debug mode Option, page 74](#)).
 - [Timing Analyzer Window](#): Timing of running processes on the ADwin system (see [chapter 3.12.3 on page 96](#)).
 - [Global Variables Window](#): A list of used global variables and arrays (see [chapter 3.12.4 on page 100](#)).
 - [Declarations Window](#): A list of all displays all declarations, related to the source code file (see [chapter 3.12.5 on page 101](#)).

Please note: Editing in the source code window is supported by several tools (see [Creating source code](#) on [page 16](#)).

The [Project Window](#) shows the name of an opened project and the corresponding files; without project, the window remains empty.

Some data of the *ADwin* system are continuously read and displayed (only when PC communication to the *ADwin* system is established):

- Processdelay (process cycle time) of the process, which has the number as the currently edited source code. Displayed at the right side of the toolbar.
- The values of the global variables in the [Parameter Window](#); a change to one of these values will immediately be transferred to the *ADwin* system.
- The status of running processes in the [Process Window](#) ([page 86](#)).
- Memory usage information in the [Status Bar](#) (see [chapter 3.11.6 on page 88](#)).

3.2 Creating source code

Open a new window for each process source code (using **File**► **New** or **[CTRL]+[N]**).

You can change the order of source code window tabs: press the **[ALT]** key, do a mouse click on the tab, and drag the tab to the new position.

If you use several files for your task, we recommend managing the files in a project file (see [page 50: Managing Projects](#)).

Editor and *ADbasic* compiler do not bother about upper or lower case letters. However, in the examples throughout this manual-for the purpose of better reading-a consistent notation is used.

[Calling online help](#) (see below) is a good idea when you need a guide for editing or programming.

The source code editor provides several useful tools. Call the tools via [Context menu in source code window \(page 18\)](#) or via [Editor bar \(page 19\)](#):

Numerical values may be entered into source code in decimal, hexadecimal, binary, and exponential notation (see also [chapter 4.2.4 "Entering Numerical Values"](#)).

Find more editor functions here:

- [Formatting source code, page 21](#)
- [Searching and replacing, page 29](#)
- [Writing programs with ease, page 40](#)

3.2.1 Calling online help

The [Help Menu \(page 79\)](#) enables to call selected help pages, e.g. table of contents or sorted instruction lists.


Using **[F1]** opens a help page according to the currently opened dialog box or according to the instruction at cursor position.

If the cursor is set upon an invalid instruction, the help index shows up. Reasons may be:

- The text is not an instruction but a user-defined declaration: Variable / array, symbolic name, macro (Sub, Function). For a user define, a help page cannot be provided.
- The instruction is misspelled, e.g. `Digin_Wrod` instead of **`Digin_Word`**. After being corrected, the instruction will be highlighted correctly.
- The (user-defined) include or library file is missing where the instruction is defined. Please insert the appropriate line at the start of the source code.

The help window displays several register cards to the left and the called help page to the right. The register cards lead to the table of Contents, the Index, the Search window and to sorted Commands lists.

You can display several help pages side by side:

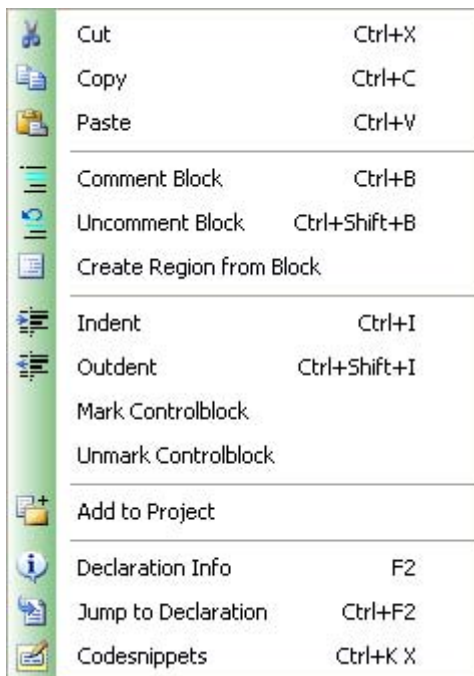
- Do a right mouse click on a link and select the entry `Open in new window` in the context menu. Then, the link opens in a new tab (sorry, `Open in new tab` is not available).
- Alternatively: Using the topright button  `Add new tab`, you open any number of (initially empty) tabs. If you click any link, the link target will be opened in the leftmost empty tab. If all tabs are filled, the link target will be displayed in the active window.

You can magnify many vector graphics in the online help (e.g. pinouts) to discover details by enlarging the help window with the frame handle.

Search inside the help accepts only the following characters: 0-9, A-Z, - (minus) and umlauts; search is not case sensitive. Use SPACE as delimiter for several words. With several words given, only those pages are found, which contain all of the words. Searching for whole words is optional.

3.2.2 Context menu in source code window

Various help functions are available from the context menu by right-clicking in the source code window.



The following functions use the cursor position or the active selection:

- Cut: Cut selection and copy into the clipboard.
- Copy: Copy selection into the clipboard.
- Paste: Delete selection and insert text from the clipboard.
- Comment Block, Uncomment Block: [Changing lines into comment, page 23](#).
- Create Region from Block: [Defining a foldable text range, page 26](#).
- Indent, Outdent: [Indenting text lines, page 23](#).

- Mark Control block, Unmark Control block: [Marking control blocks](#), page 37.
- Declaration Info: [Displaying declaration of instruction or variable](#), page 43.
- Jump to Declaration: [Jumping to declaration of instruction or variable](#), page 38.

These functions are available without marking:

- Add to Project: Add a file to the project.
- Declaration Info: [Displaying declarations of a file](#), page 44.
- Code snippets: [Inserting code snippets](#), page 41.

3.2.3 Editor bar

The editor bar provides editor tools for use in the source code window.



[Using bookmarks](#), page 38.



[Changing lines into comment](#), page 23.



[Defining a foldable text range](#), page 26.



[Folding text ranges](#), page 27.



[Displaying declaration of instruction or variable](#), page 43.



[Jumping to declaration of instruction or variable](#), page 38.



[Inserting code snippets](#), page 41.



Undo or redo the previous editing action.







[Switching between jump targets](#), page 39.



Update source code for changed Simulink library, see [page 106](#).

3.3 Compiling source code


With *ADbasic*, you compile a source code into a binary file. The binary file can be transferred to the *ADwin* hardware and run as a process. You can compile (and build) as follows.

- Test a source code while developing:
 - Compile and run a single source code file, Build► Compile or button  in the tool bar.
 - Compile and run selected project source code files, Button  in the project bar.
- Save tested source code as binary file:
 - Compile single source code and save as binary file, Build► Make Bin File.
 - Compile selected project files and save as binary files, Button  in the project bar.
 - Compile all project files and save as binary files, Button  in the project bar.

- Run command lines before and after compiling.

Command lines are defined in the Project Settings dialog box, [Tabs Prebuild / Postbuild \(page 72\)](#).

You can use created binary files for different purposes:

- Transfer and run several binary files of a project from the environment *ADbasic* to the *ADwin* hardware: button  in the project bar.
- Transfer, run, and control binary files from an external program to the *ADwin* hardware, see [Communication with Development Environments](#).

There are interfaces for usual development environments (e.g. Java, Visual Basic, C#.NET) and numerous user interfaces (as DIAdem, MATLAB).

- Store binary files permanently in the bootloader of the *ADwin* hardware and run them automatically after power-up: see manual "ADwin-Bootlader".

With processor T12.1, the bootloader is programmed in , see [chapter 3.8 "Using the bootloader", page 47](#).

In addition, you can create a binary file with library functions from a source code, see [Libraries](#). Library functions can be imported and used in other source codes.

3.4 Formatting source code

Source code can be formatted (mostly automatically) to clearly show the program structure:

- [Syntax highlighting, page 22](#)
- [Smart formatting, page 23](#)
- [Indenting text lines, page 23](#)
- [Positioning comments, page 23](#)
- [Changing lines into comment, page 23](#)
- [Documenting self-defined instructions and variables, page 24](#)
- [Defining a foldable text range, page 26](#)
- [Folding text ranges, page 27](#)

Find more editor functions in the sections:

- [Creating source code, page 16](#)
- [Searching and replacing, page 29](#)
- [Writing programs with ease, page 40](#)

3.4.1 Syntax highlighting

Once a command line is written, the editor will automatically change the color of the instruction words, variable names and array names, while indenting the lines to give a clear structure.

The editor divides the character strings you have entered, into several groups of syntax elements being displayed differently. The color design may be changed under `Options ▶ Settings, Editor – Syntax Colors` (see [page 67](#)); the window also shows an overview of syntax groups.

Syntax highlighting requires an active option `Parse Declarations` under `Editor – General` (see [page 66](#)).

3.4.2 Smart formatting

Once a command line is written, the editor will automatically correct the number of spaces, thus giving the line a clear structure. This way e.g. operators like "=" or keywords like "if" will have a space to left and right.

If you like to format manually you have to switch off smart format under [Editor – General](#), `Smart format` (see [page 66](#)).

3.4.3 Indenting text lines

Once a command line is written, the editor will automatically indent the lines to give a clear structure. Manual indenting is not available in combination with automatic indenting.

If you like to indent manually you have to switch off automatic indentation under [Editor – General](#), `AutoIndent`. Afterwards, indents may be set with `[TAB]` or `[SPACE]`. Several marked lines may be indented or outdented by selecting `Indent` or `Outdent` in the source code context menu (right mouse click).

The menu entry `Options ▶ Settings, Editor – General, Tabsize` be used to set the number of spaces for one indent.

3.4.4 Positioning comments

If you add a comment with `'` at the end of a line, the editor puts the start of the comment to a specified position. Thus, readability of comments will be enhanced.

If using double comment chars `"` you can position a comment manually even though automatic positioning is enabled.

You can enable or disable automatic positioning under [Editor – General](#), `Align comments` as well as set the comment start position (see [page 66](#)).

3.4.5 Changing lines into comment

Marked lines may be changed into comment lines in one action by selecting the menu entry `Comment Block` from the source code context menu (right mouse click). The editor will then insert a comment char `'` at every of the marked lines so the compiler will skip these lines.

In the same way, Uncomment Block will delete a comment char at the start of the lines.

3.4.6 Documenting self-defined instructions and variables

You can document self-defined instructions ([Sub](#), [Function](#)), variables, arrays and symbolic names ([#Define](#)), so that the description text is shown in tooltips and with autocomplete while programming. Find more in the sections "[Autocomplete for instruction or variable](#)" ([page 40](#)), "[Displaying instruction parameters](#)" ([page 43](#)) and "[Displaying declaration of instruction or variable](#)" ([page 43](#)).

Pinouts

The following examples show how to organize the description text:

```
''' This starts the description of the function my_func;
''' + the first description part refers to the function's
''' + task. All lines beginning with 3 comment chars and a
''' + plus form a description part.
''' val1: a one-liner for the first passed parameter.
''' The second passed parameter val2. Obviously the line
''' + may start without the parameter name but clear design
''' + should use it anyway.
''' These lines start a new part, which cannot be related
''' + to passed parameter and therefore is not used.
Function my_func(val1, val2) As Long
    my_func = (val1 + val2) / 2
EndFunction

''' Now for the description of a variable.
''' Multi-line descriptions do not require the plus char
''' + but it does no harm either.
Dim var As Float

''' Description of a symbolic name
#Define max Par_1
```

This is how a tooltip is displayed while typing the function:


```
27  Event:
28      max = my_func (
29
30      Function my_func(value1, value2) As Float
31          value1: a one-liner for the first passed parameter.
```

Please note the rules how to create own descriptions:

- You can document the following self-defined elements
 - Symbolic names (**#Define**)
 - Variables and arrays (**Dim**)
 - Macros (**Sub**, **Function**)
 - Libraries (**Lib_Sub**, **Lib_Function**)
- Insert all description text into comment lines, which start with 3 comment chars ' '. A line with less than 3 comment chars stops the description range.
- Description lines must be placed directly above the definition line containing one of the keywords given above. If done correctly, the description range is displayed as foldable text range (see [page 26](#)).

If there is an additional (empty) code line between description and definition lines the description range will be completely disabled.

- With macros and libraries, you create a description part for the instruction and one for each of the passed parameters.
- A description part can be single-line or multiline:
 - The first line of the description part starts with 3 comment chars ' ', each following line of the part requires an additional plus like ' '+.
 - The number of lines in a description part is not limited.
 - The description text of a passed parameter starts with the parameter's name directly followed by a colon. Alternatively, the name can be omitted.

Display of the description texts (e.g. in tooltips) is only available, if the option **Parse Declarations** under **Editor - General** (see [page 66](#)) is active.

3.4.7 Defining a foldable text range

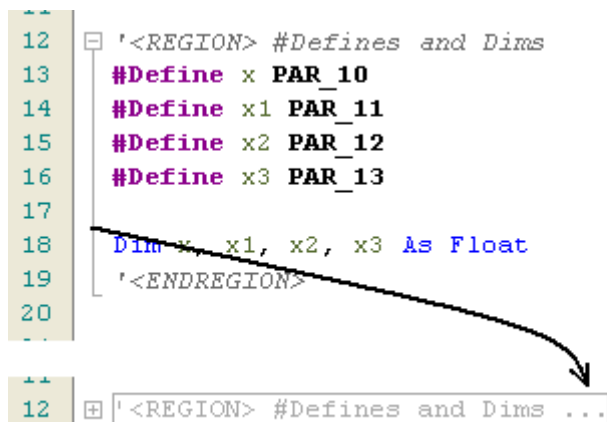
You can define any source code lines as foldable range. These ranges are marked by a gray line to the left of the line, with a minus sign in the first line of the range. You fold the range with a click on the minus sign in the first line.

The editor also recognizes control structures like conditions or loops, program sections, macros and library modules as foldable text ranges.

You define an own foldable range as follows, using the keywords `<Region>` and `<EndRegion>`:

- Mark the source code lines.
Please make sure to completely enclose control structures within the range or exclude them. Including (or overlapping) another self-defined foldable range is not allowed.
- In the context menu of the source code window, select the menu entry `Create Region from Block`.
A user dialog opens.
- Enter a short description of the foldable range under `Region description` and confirm with `OK`.
- The marked range is now enclosed by the keywords `<Region>` and `<EndRegion>` and can be folded and unfolded.

Alternatively, you can enter the region keywords manually.



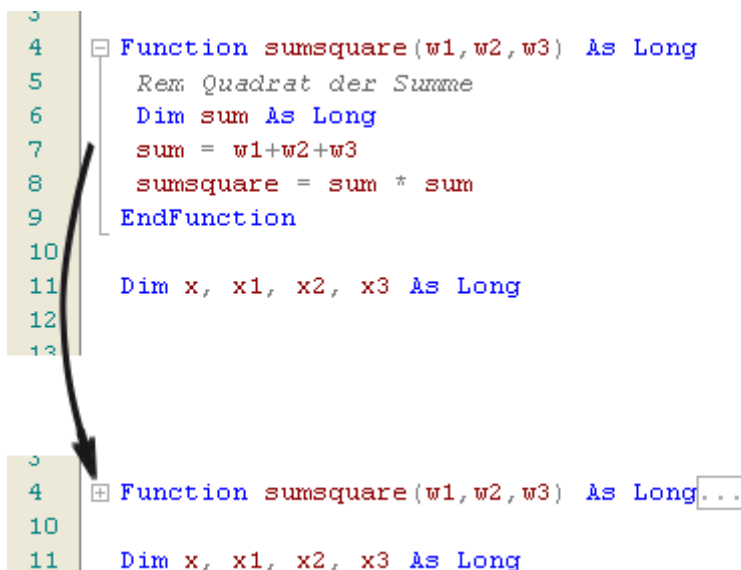
Using the button Toggle Folding  all foldable text ranges may be folded or unfolded at once.

Foldable text ranges can be recognized only, if the option Parse Declarations under **Editor - General** (see [page 66](#)) is active.

3.4.8 Folding text ranges

The editor recognizes control structures like conditions or loops, program sections, macros and library modules as foldable text ranges. You can also define your own foldable text ranges (see above). These ranges are marked by a gray line to the left of the line start, with a minus sign in the first line of the range.

You fold a range with click on the minus sign in the first line; in the example below you would click left of `Function sumsquare`.



Using the button Toggle Folding  all foldable text ranges may be folded or unfolded at once.

Foldable text ranges can be recognized only, if the option Parse Declarations under [Editor - General](#) (see [page 66](#)) is active.

3.5 Searching and replacing

Find, mark or replace any part of source code with these functions:

- [Finding text quickly, page 29](#)
- [Finding and replacing text, page 30](#)
- [Regular expression, page 35](#)
- [Marking control blocks, page 37](#)
- [Using bookmarks, page 38](#)
- [Jumping to a program line, page 38](#)
- [Jumping to declaration of instruction or variable, page 38](#)
- [Switching between jump targets, page 39](#)

There are more editor functions:

- [Creating source code, page 16](#)
- [Formatting source code, page 21](#)
- [Writing programs with ease, page 40](#)

3.5.1 Finding text quickly

You can find text quickly using the short-cut [CTRL]-[F3]. There is also the short-cut [CTRL]-[SHIFT]-[F3] to start a quick find backward.

Find uses the marked text or—if no text is marked—the word at cursor position. The following find options are fixed:

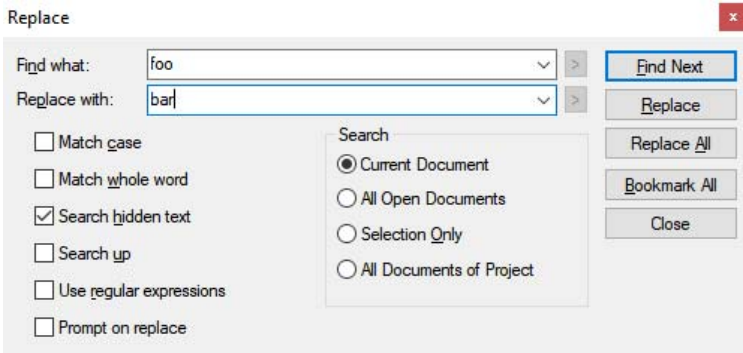
- Uppercase and lowercase letters are of no importance.
- Find text also as part of a word.
- Folded text areas are searched.
- All open documents are searched.

Using quick find, you cannot use regular expressions nor can you create bookmarks.

3.5.2 Finding and replacing text

You can find any occurrence of a combination of any characters, including uppercase and lowercase characters, whole words, parts of words, or regular expressions (see [Regular expression](#) on [page 35](#)).

1. Select the menu entry **Edit**► **Find to search** or **Edit**► **Replace to replace**. A dialog box opens, which remains on the screen until you close it.



2. In the **Find what** box, type in the search string, or choose a previous string from the drop-down list.
3. **Replace only**: Type the replacement expression in the **Replace With** box, or choose a previous string from the drop-down list.
4. Set the scope of the search.

Option	Description
Match case	Option active: Find text having the given pattern of uppercase and lowercase letters. Option inactive: Uppercase and lowercase letters are of no importance.
Match whole word	Option active: Find occurrences of the text as whole words. Option inactive: Find text also as part of a word.

Option	Description
Search hidden text	<p>The option refers to Folding text ranges (see page 27).</p> <p>Option active: Folded text areas are searched.</p> <p>Option inactive: Folded text areas are skipped.</p>
Search up	<p>Option active: Search in direction to start of file.</p> <p>Option inactive: Search in direction to end of file.</p>
Use regular expressions	<p>Specify that the search string is a Regular expression (see page 35).</p>
Prompt on replace	<p>Option valid with Replace All only.</p> <p>Option active: Each occurrence opens a dialog box to control replacing.</p> <p>Option inactive: All occurrences are replaced without query.</p>

5. Set the search range.

Option	Description
Current Document	<p>Start search in the current source code at cursor position.</p> <p>If text is selected, the cursor is positioned behind the selection.</p>
All open Documents	<p>All open documents are searched, starting with the current source code.</p>
Selection only	<p>Only the selected range is searched.</p> <p>If no selection is given, search starts at cursor position.</p>

Option	Description
All Documents of Project	<p>All files of the project^a are searched, not regarding whether the current source code is also part of the project. Cannot be used for replace.</p> <p>The results are shown in the Find window in the Info range.</p> <p>Double click a result to jump to the appropriate code line (or use the arrow buttons). Alternatively, use the arrow buttons in the Find window to jump to the previous/next result.</p>

a. Files of the Other Files section are excluded from the search in any case.

6. Start the action with one of the buttons.
 - Find Next: If the search string is found, the screen scrolls so you can see the text in context.
 - Replace: Replace the current selection and select the next occurrence.
 - Replace All: Replace all occurrences of the search text, in the specified scope.
 - Bookmark All: Place a [bookmark](#) on each line containing the search string.
7. Close the dialog by clicking the Close button, or continue editing as normal.

With the option All Documents of Project, the dialog closes automatically. Search results are shown in the Find Window in the info range below.

Notes

- The menu entry `Edit►FindNext` finds the next occurrence of the search string using the current search options, even if the `Find` dialog box is closed.
- The action `Replace` replaces selected text only, when the selection fits to the search string.
- Beware of replacing a pattern that is matched with a regular expression that can optionally match nothing, such as `".+"` or `"a*"`. In these degenerate cases, the editor can go into a loop, until the line becomes too long.
- Hint: If you want to use regular expressions for a great number of replacements in one or even all open documents, you should use `FindNext` and `Replace` to make sure you have spelled the replacement string correctly, before replacing the rest with `Replace All`.

Pinouts – Finding Text

Pinouts for finding text with [Regular expressions](#).

- Find all spaces or tabs at the end of a line:

```
[ ]+$
```

The search string finds one or more spaces or tabs, being followed by the end of the line.

- Find everything on a line:

```
^.+
```

The search string finds the beginning of a line, followed by one or more of any characters, up to the end of the line.

- Find `$12.34`:

```
\$12\.34
```

Note that `.` and `$` have been escaped using the backslash `\` to hide their regular expression meanings.

- Find a string, which is valid as variable name in *ADbasic*:

```
\b[a-z] [_a-z0-9]*
```

The search string finds a word starting with a alphabetic character, followed by zero, one or more underscores or alphanumeric characters.

- Find an innermost bracketed expression:

```
\ ( [^\ ( \) ] * \ )
```

The search string finds a left bracket, followed by zero or more characters excluding left and right brackets, followed by a right bracket.

- Find a repeated expression:

```
( [0-9] + ) - \ 1
```

The search string in braces (...) finds one or more digits; the braces define the tagged expression. It is followed by a hyphen, followed by the string matched by the tagged expression. So this regular expression will find 14-14 and 08-08, but not 08-15.

Pinouts – Replacing Text

Pinouts for replacing text with [Regular expressions](#).

- Find two numeric strings separated by one or more spaces:

```
( [0-9] + ) + ( [0-9] + )
```

and swap them around, using a colon to separate them:

```
$2:$1
```

- To change simultaneously:

```
from X100000 to X100.000
```

```
from Y100123 to Y100.123
```

```
from Z600 to Z.600
```

```
Search: ( [XYZ] ) ( [0-9] * ) ( [0-9] [0-9] [0-9] )
```

```
Replace by: $1$2.$3
```

3.5.3 Regular expression

A regular expression is a search string that uses so called meta characters to match patterns of text. Meta characters are valid with the Find command only, not with the Replace command.

To use a regular expression for search/replace, check the option `Use regular expressions` in the dialog box. With active option, the buttons > to the right of the input fields are enabled, where you can select meta chars.

The syntax of regular expressions is defined in the .NET-Framework 2.0. a more A detailed description be found on the Internet at the address <https://docs.microsoft.com> (search for "regular expressions").

Meta char:	Meaning:
.	Any single character. Pinouts: <code>Ma.s</code> matches <code>Mats</code> , <code>Mars</code> and <code>Mads</code> , but not <code>Mas</code> .
[]	Any one of the characters 1. given explicitly in brackets, or 2. any of a range of characters separated by a hyphen (-). Pinouts: <code>h[aeiou]</code> matches: <code>hard</code> , <code>head</code> , <code>hand</code> and <code>hold</code> ; <code>[A-Za-z]</code> matches any single letter. The regular expression <code>x[0-9]</code> matches <code>x0</code> , <code>x1</code> , ..., <code>x9</code> .
[^]	Any characters except for those after the caret ^. Pinouts: <code>h[^uo]t</code> matches <code>hat</code> and <code>hit</code> , but not <code>hot</code> or <code>hut</code> .
^	The start of a line (column 1). Pinouts: The search string <code>^start</code> matches <code>start</code> only, when it is the first word on a line.

Meta char:	Meaning:
\$	<p>The end of a line (not the line break characters). Use this for restricting matches to characters at the end of a line, but not <code>\n</code>.</p> <p>Pinouts: <code>end\$</code> only matches <code>end</code> when it is the last word on a line.</p>
\b	The start of a word.
\B	The end of a word.
\n	<p>A new line character, for matching expressions that span line boundaries.</p> <p>A <code>\n</code> cannot be followed by operators <code>*</code>, <code>+</code> or <code>{ }</code>. Do not use this for constraining matches to the end of a line. It is much more efficient to use <code>"\$"</code>.</p>
()	<p>Expression in braces is stored as pattern in internal registers. The register content may be re-used in the search or replacement string.</p> <p>Up to 9 patterns can be stored, numbered according to their order in the regular expression. The corresponding replacement expression is <code>\$x</code> and <code>\x</code> in the search string, for <code>x</code> in the range 1...9.</p> <p>Pinouts: If the search string <code>([a-z]+) ([a-z]+)</code> matches <code>guide user</code>, <code>\$2 \$1</code> would replace it with <code>user guide</code>.</p>
*	<p>Matches zero, one or more of the preceding characters or expressions.</p> <p>Pinouts: <code>ha*d</code> matches <code>hd</code>, <code>had</code> and <code>haad</code>.</p>
?	<p>Matches zero or one of the preceding characters or expressions.</p> <p>Pinouts: <code>ha?d</code> matches <code>hd</code> and <code>had</code>, but not <code>haad</code>.</p>
+	<p>Matches one or more of the preceding characters or expressions.</p> <p>Pinouts: <code>ha+d</code> matches <code>had</code> and <code>haad</code>, but not <code>hd</code>.</p>

Meta char:	Meaning:
	Matches either the expression to its left or its right. Pinouts: <code>had haad</code> matches <code>had</code> , or <code>haad</code> .
\	"Escapes" the special meaning of the above expressions, so that they can be matched as literal characters. Hence, to match a literal backslash <code>\</code> , you must use <code>\\</code> . Pinouts: <code>^a</code> matches an <code>a</code> at the start of a line, but <code>\\^a</code> matches the string <code>^a</code> .

3.5.4 Marking control blocks

The lines of a control block may be highlighted altogether, e.g. to optically check nested structures. To do so, place the cursor on the keyword of a control block and select **Mark Control block** from the source code context menu (right mouse click).

Only one control block can be highlighted at a time.

The highlighting is removed using **Unmark Control block** (context menu). The cursor position does not matter in this case.

The following control block can be highlighted:

- Program sections **Init:**, **LowInit:**, **Event:**, **Finish:**
- Do ... Until
- For ... Next
- If ... EndIf
- SelectCase ... EndSelect
- Function ... EndFunction
- Sub ... EndSub
- Lib_Function ... Lib_EndFunction
- Lib_Sub ... Lib_EndSub

All control structures are also foldable text ranges (see [Folding text ranges](#) on [page 27](#)).

3.5.5 Using bookmarks

Bookmarks mark selected source code lines. You can jump to bookmarked lines.

You can use these actions:

- Set a Bookmark

Either bookmark a line with the `Toggle Bookmark` button from the editor bar or click `Bookmark All` in the `Replace` dialog box (see [Finding and replacing text](#)).

Use `Toggle Bookmark` to remove single bookmarks.



- Go to Next Bookmark

Select the `Next Bookmark` button from the editor bar.



- Go to Previous Bookmark

Select the `Previous Bookmark` button from the editor bar.



- Remove all Bookmarks

Select the `Delete all Bookmark` button from the editor bar.



Use `Toggle Bookmark` to remove single bookmarks.



Bookmarks are saved together with the source code file.

3.5.6 Jumping to a program line

You can jump to a program line in the source code with a double click on the line number in the status bar or by selecting `GoTo Line` in the `Edit` menu. A dialog box opens, where you enter the number of the desired program line.

To show source code line numbers, the option `show linenumbers` under [Editor – General](#) (see [page 66](#)) must be enabled.

3.5.7 Jumping to declaration of instruction or variable

From a variable name, you can directly jump the variable's declaration. This is true for all self-declared names: local variables, arrays, instructions ([Sub](#), [Function](#)) and symbolic names ([#Define](#)).

To jump to a declaration, you place the cursor on the self-declared name and then either select `Jump to Declaration` from the context menu (right mouse click), or click the `Jump to Declaration` button in the editor bar.

A jump to declaration is only available, when the option `Parse Declarations` under [Editor – General](#) (see [page 66](#)) is active.

Of course, the jump is not available for instructions of standard include files as well as for global variables `Par` / `FPar`.

3.5.8 Switching between jump targets

You can switch between already used jump targets with a click on the arrows `Jump backward` / `Jump forward` in the [Editor bar](#).



The development environment automatically creates a history of the used jump targets. The following jump actions are collected in the jump target history:

- [Jumping to declaration of instruction or variable](#)
- [Jumping to a program line](#)
- Double click in one of the following windows of the [Info range](#):
 - [Info window](#) (compiler errors and warnings)
 - [To-Do List](#)
 - [Global Variables Window](#)
 - [Declarations Window](#)
- Double click in the call list of the [Call Graph Window](#)
- [Finding and replacing text](#)

Used bookmarks are not collected in the jump target history, see [Using bookmarks](#).

If—from the middle of the jump target history—you jump to a new target, the previous jump targets remain in the history and the new target becomes the last jump target in the history.

When you open a project the history is deleted.

3.6 Writing programs with ease

Be at ease while programming using the following functions:

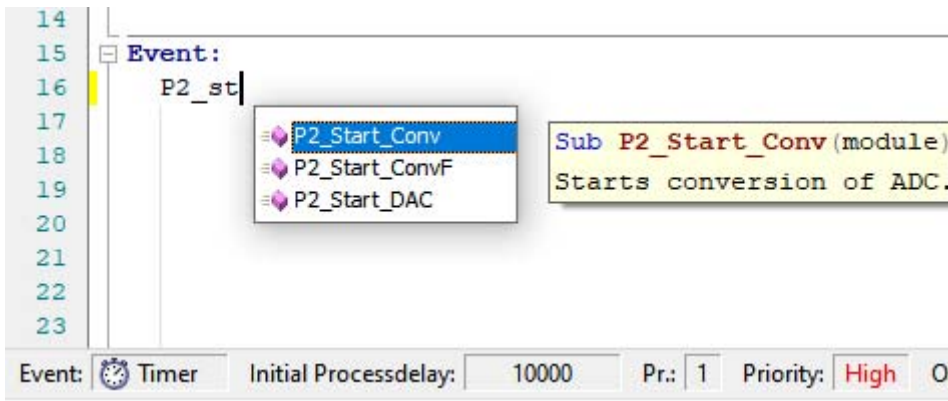
- [Autocomplete for instruction or variable, page 40](#)
- [Inserting code snippets, page 41](#)
- [Displaying declaration of instruction or variable, page 43](#)
- [Displaying declarations of a file, page 44](#)
- [Displaying used global variables and arrays, page 44](#)

Find more editor functions here:

- [Creating source code, page 16](#)
- [Formatting source code, page 21](#)
- [Searching and replacing, page 29](#)

3.6.1 Autocomplete for instruction or variable

You can use autocomplete to type keywords, instruction and variable names and even code snippets: Type some of the name's first characters and press [CTRL-SPACE].



Using autocomplete, you don't have to type instructions or variables completely.

Do as follows:

1. Write the first letters of the word and press CTRL-SPACE.

A drop-down list opens, the entries of which fit to complete the previous letters.

If you use autocomplete behind a space character, the list will contain all available keywords.

2. Select the desired list entry with mouse or arrow keys.

After a moment, an annotation to the selected list entry is displayed to the right:

- the declaration of the instruction or variable
- the string "Reserved Keyword"
- the complete code snippet (see below).

3. If you continue typing a name, the drop-down list is not updated automatically. Press [CTRL-SPACE] again for a list update.
4. To insert the selected string you simply type a brace open (best for an instruction) or a space.


Else, you could also use the [RETURN] key or type any other non-alphanumeric char.

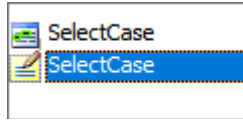
Autocomplete is only available, when the option `Parse Declarations` under [Editor – General](#) (see [page 66](#)) is active.

3.6.2 Inserting code snippets

The editor provides the use of pre-defined code snippets, given in a collection. According to its definition, a code snippet can expand to some characters, some lines or a complete program listing.

To insert a code snippet at cursor position, do one of the following:

- Enter the first letters of a code snippet keyword, e.g. `Sele` for a `SelectCase` structure, select the code snippet  from the list, and press CTRL-SPACE (see also [Autocomplete for instruction or variable](#)).



- Use Codesnippets from the context menu or from the editor bar.

A drop-down list with folders opens, which each contain several code snippets (or more folders).

Navigate through the folders via mouse or via keyboard. The following keys be used:

- Arrow up/down: Select list entry
- Return: Insert selected code snippet or open folder.
- Backspace: Return to previous folder level.

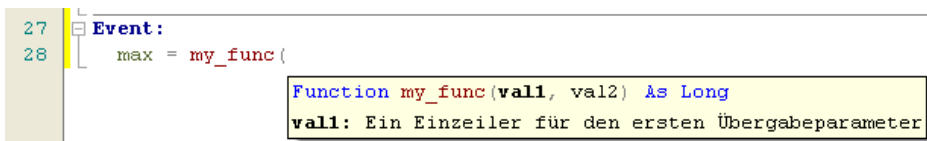
After you have selected a code snippet, the appropriate keyboard shortcut is displayed to the right.

- Insert the shortcut of a code snippet, followed by [TAB].

To display a list of code snippets and short-cuts, open `codesnippets.xml` in the folder `C:\ADwin\ADbasic\Common\` with a browser.

3.6.3 Displaying passed parameters

When typing an instruction, the appropriate passed parameters and an explanation are automatically displayed as tooltip, as soon as you enter the opening parenthesis behind the instruction name. In the tooltip, the passed parameter being edited is displayed bold.



The tooltip vanishes as soon as the cursor is placed outside the parentheses. You can re-display the tooltip using [CTRL]-[SHIFT]-[SPACE], if the cursor is placed inside the parentheses.

You can even document self-defined instructions and their passed parameters with explanations and display them in the same way, see ["Documenting self-defined instructions and variables"](#) on [page 24](#).

3.6.4 Displaying instruction parameters

The passed parameters of an instruction are displayed automatically with a description, as soon as you type in the opening brace after the instruction's name. While you type in the parameter expressions, the appropriate passed parameters is displayed bold in the tooltip.

```
27  □ Event :  
28      max = my_func (   
29  
30  
31
```

```
Function my_func (value1, value2) As Float  
value1: a one-liner for the first passed parameter.
```

The tooltip vanishes as soon as the cursor is placed outside the braces around the parameters. You can re-activate the tooltip if you retype the opening brace. Alternatively, you can call the function `Declaration Info` from the context menu or the editor bar to display the complete declaration of the instruction.

Self-defined instructions and their parameters can be documented with description texts being displayed in the same way, see ["Documenting self-defined instructions and variables"](#) on [page 24](#).

The display of instruction parameters is only available, when the option `Parse Declarations` under [Editor – General](#) (see [page 66](#)) is active.

3.6.5 Displaying declaration of instruction or variable

From an instruction, a variable name, or any declared keyword, you can display its declaration and notes as tooltip, when you

- move the mouse over the keyword.

The declaration is displayed only, when the option `Display quick info on mouse over` under **Editor – General** (see [page 66](#)) is active.

- set the cursor on the keyword and press [F2].
- set the cursor on the keyword and select `Declaration Info` in the editor bar or in the context menu.

The function is available for all keywords, which belong to the language or are self-declared: local and global variables, arrays, instructions (`Sub`, `Function`) and symbolic names (`#Define`).


The display of declarations is only available, when the option `Parse Declarations` under **Editor – General** (see [page 66](#)) is active.

3.6.6 Displaying declarations of a file

To display all declarations, include and library files referring to a source file, set the **Declarations Window** to the foreground (see [page 101](#)). Declarations of other source code files will not be displayed—even if combined within a project.

The display of declarations is only available, when the option `Parse Declarations` under **Editor – General** (see [page 66](#)) is active.

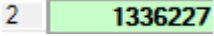


3.6.7 Displaying used global variables and arrays

You can display global variables and arrays being used in the active source code and in the appropriate project (if present) by a click on the `Scan Global Variables` button  in the **Parameter Window** (see also [page 84](#)).

This results in two displays:

- The **Global Variables Window** displays all used global variables and arrays.
- In the **Parameter Window**, the used global variables (not the arrays) are highlighted.

The highlighting uses three colors, according to the use of parameters:

- **Green:** Parameter is used in the active source code only. 
- **Red:** Parameter is used both in the active source code, and in another source code of the project, too. 
- **Blue:** Parameter is used in an inactive source code of the project, and not in the active source code. 

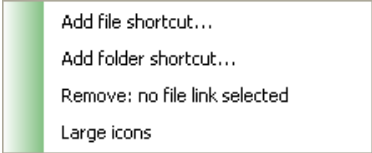
Using the **Clear Scan** button , both displays are cleared.

If you change the source code, the displays are not updated automatically. To do so, click the **Scan Global Variables** button again.

3.6.8 Adding file and folder shortcuts

In the **ADtools** bar, you can add shortcuts to own files, executable programs, or folders.

Simply do a right click on the **ADtools** bar and select the entry **Add file shortcut** or **Add folder shortcut**. Now you can click on the inserted shortcut icon to open the file from within **ADbasic**.



- Add file shortcut...
- Add folder shortcut...
- Remove: no file link selected
- Large icons

With a double click on the link, the file or folder is activated; the computer operating system then starts the action, which is related to the file type.

Removing a shortcut is quite as easy: Just right click on the desired shortcut icon and select the menu entry **Remove <file/folder>** to confirm.

3.7 Finding Programming Errors

The development environment provides several tools to find programming errors. The tools are described in [chapter 5.3 "Debugging and Analysis"](#) ([page 154](#)):

- [Finding Run-time Errors \(Debug Mode\)](#), [page 154](#)
- [Checking the Timing Characteristics \(Timing Mode\)](#), [page 154](#)
- [Analyzing program structure](#), [page 157](#)
- [Optimizing memory intensive procedures](#), [page 158](#)

3.8 Using the bootloader

This section refers to processor T12.1; for other processors, the usage of the bootloader is described in the manual "ADwin Bootlader".

How does the bootloader work? After power-up of the *ADwin* hardware, the bootloader automatically starts the operating system and loads up to 10 *ADbasic* processes. Afterwards, the process 10 is started. The bootloader can be enabled and disabled.

3.8.1 Programming the bootloader


The bootloader is programmed by transferring binary files (as *ADbasic* processes) and the operating system into the *ADwin* hardware. Do as follows:

- Set the processor T12.1 in the [page 60](#).
- Create the required binary files, for example with `Build ▶ Make Bin File`; see [page 58](#).

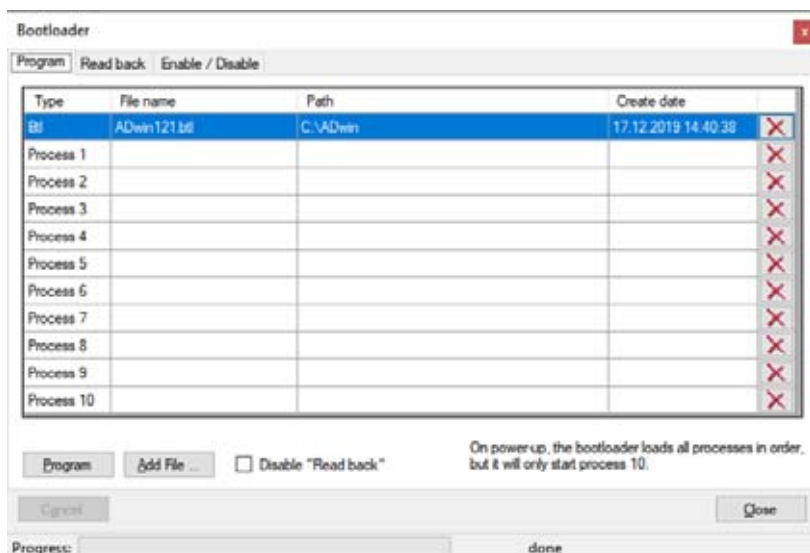
Do the appropriate settings (priority, process number, process type etc.) for each process.

- Open the `Bootloader` window.

There are two possible ways:

- Mark source code files in the [Project Window](#), and then click the  `Bootloader` button in the project bar. The marked files are automatically entered into the `Bootloader` window.
- Select the menu entry `Bootloader...` in the `Tools` menu to open the `Bootloader` window directly. You select the binary files afterwards.

The `Bootloader` window opens. In the `Program` tab, the operating system file (`bt1`) is already entered into the table and also—if being opened via the project bar—the selected binary files.



For reasons of clarity, the table contains path and creation date of the operating system file and of each binary file. Do thoroughly check if the binary files are up to date.

- Use the `Add file` button to add the appropriate binary file for each required process, until all desired binary files are displayed in the table. You can add several files at a time.

With the `Delete` button (last column) you can remove binary files from the table.

Please make sure to use the process 10, which is the only process being automatically started by the bootloader. Any other

actions result from the programming of process 10; for example other loaded processes can be started.

- Set the option `Disable "read back"` to determine, whether the binary files can be read back from the *ADwin* hardware or not, see [Reading back processes from the bootloader](#).
- Click the `Program` button to start programming the bootloader.
- The bar at the bottom displays the progress of transferring the binary files to the bootloader.
- After programming the bootloader is automatically enabled.
- Close the window with the `Close` button.

3.8.2 Reading back processes from the bootloader

You can read back the files from the bootloader Do as follows:

- Read the contents of the bootloader with the `Read back` button in the tab of the same titel.

If reading back was disabled when the bootloader was programmed, you receive an appropriate message and the `Save files` buttons remains disabled.

The file information (file name, original path, creation date) are displayed in the table anyway.

- Use the `Delete` button (last column) to remove binary files from the table.
- With the `Save files` button you can store all displayed files in a folder of your choice.

3.8.3 Enabling / disabling the bootloader



The bootloader is automatically enabled after programming, see [Programming the bootloader](#). At any time you can enable or disable the bootloader with the appropriate buttons in the `Enable / Disable` tab.

Use the `Read status` button to display the current bootloader status.

3.9 Managing Projects

One project can manage many process source codes, include files, library files, and files of other type, for instance when programming an application with several processes. The files are displayed in the [Project Window](#), see [page 81](#). Only one project can be open at a time. The project file also saves the display parameters of the development environment: window position, size, open project files. Furthermore, you can (see [Project Settings dialog box](#)) save program settings with the project as well as command line calls before and after compiling (Prebuild / Postbuild). With opening a project, all saved settings will be rearranged.



A project allows the following actions.

- Managing a project
 - Create a new project: File► New Project.
 - Open a saved project: File► Open Project.
 - Save a project: File► Save Project / Save Project As. Only project settings and display parameters are saved, but not the source files of the project.
 - Close the project: File► Close Project. Closing the project will also close all the files of the project.
 - Change project settings: Options► Project Settings or
button Project Settings  in the project bar; see [Project Settings dialog box](#).
- Adding files to a project
 - Add a file to the project: File► Add to Project or Add to Project in the context menu of the source code.
 - Add all open files to the project: Add Open Files To Project in the context menu of the [Project Window](#), see [page 81](#).
 - Add a Simulink model file to the project: Button  Begin/Add ADsim Project in the project bar or context menu of the [Project Window](#), see [page 81](#).






The file is displayed under project category Mathworks Simulink.

- Add a file of other type to the project:
Add other File to Project in the context menu of the [Project Window](#), see [page 81](#).
The file is displayed under project category Other Files.

We recommend saving project files in the same folder as the project (*.abp) or a subfolder to it. Thus, if the folder is copied, the new project includes all files and the files can be used independently from the previous project.

- With adding a file to a project, the file path is saved relative to the project folder. Only if the file is located on a different drive, an absolute file path is saved. Managing files of a project
 - Open a file of the project as active source code: double click the file in the [Process Window](#), see [page 86](#).
 - Remove selected files from project:
DEL key or Remove from Project in the context menu of the [Project Window](#), see [page 81](#).
 - Save all files of the project at once:
Save all Files of Project in the context menu of the [Project Window](#), see [page 81](#).
 - Compile all files of project at once:
Build ► Make all Bin Files of Project.
- Creating project source code (Simulink)
 - Create a source code for the Simulink model files marked in the project window (only with *ADsim* license):
Select the button Import ADsim Library as Template  in the project bar (see [ADbasic](#) and [ADsim](#) on [page 106](#)).
The generated source code is inserted into the project.
 - Update a source code related to a Simulink model file which is included in the project (only with *ADsim* licence):
Select the button Update Project from ADsim library  in the project bar (see [ADbasic](#) and [ADsim](#) on [page 106](#)).
The informations of the model file are imported into the

source code. Please note the setting Import block captions under [Tab General](#).

- Compiling project source code
 - Compile selected project files:
button Compile selected Files  in the project bar.
The menu entry Build► Compile does not refer to the project but to the current source code only.
 - Create binary files from selected project files: button Make Bin Files from selected Files  in the project bar.
The menu entry Build► Make Bin File does not refer to the project but to the current source code only.
 - Compile all files of project at once:
Build► Make all Bin Files of Project or button  in the project bar.
 - Transfer selected binary files of the project to the ADwin hardware: button Load selected Bin Files into ADwin system  in the project bar.
 - Transfer selected binary files of the project to the bootloader (processor T12.1 only): button Program selected Files into the Bootloader  in the project bar (see [Programming the bootloader](#) on page 47).
 - Automatically execute operating system calls before building binary files (Prebuild) or afterwards (Postbuild), see [Tabs Prebuild / Postbuild](#).

If the option Autostart in the [Compiler Options dialog box](#) is enabled, binary files are automatically transferred to the ADwin hardware and started.

- Searching through all files of a project
You may also search through not yet opened files of a project. Except for files of project category Other Files.

To do so, enable the `All Documents of Project` option in the find window (see [chapter 3.5.2 "Finding and replacing text"](#)). The option is not available for replacing.

- [Displaying used global variables and arrays](#) of a project (see [page 44](#)).
- Opening the Windows Explorer with the path of the selected file, using `Open Path in Explorer Window` from the project window context menu

Project-related capabilities can be accessed via project window context menu (right mouse click, see ["Project Window" on page 81](#)), via project bar in the project window, or in the menu `File` ([chapter 3.10.1](#)).

3.10 Menus

The menu bar contains these menus:

- File: Manage files and projects ([page 55](#))
- Edit: Edit source codes ([page 56](#))
- View: Show windows and bars ([page 56](#))
- Build: Generating executable programs ([page 58](#))
- ADsim: Organizing ADsim projects ([page 60](#))
- Options: Program settings ([page 60](#))
- Debug: Tools for error detection ([page 74](#))
- Tools: Various help functions ([page 78](#))
- Window: Arrange source code windows ([page 79](#))
- Help: Help, version and license information ([page 79](#))

3.10.1 File Menu

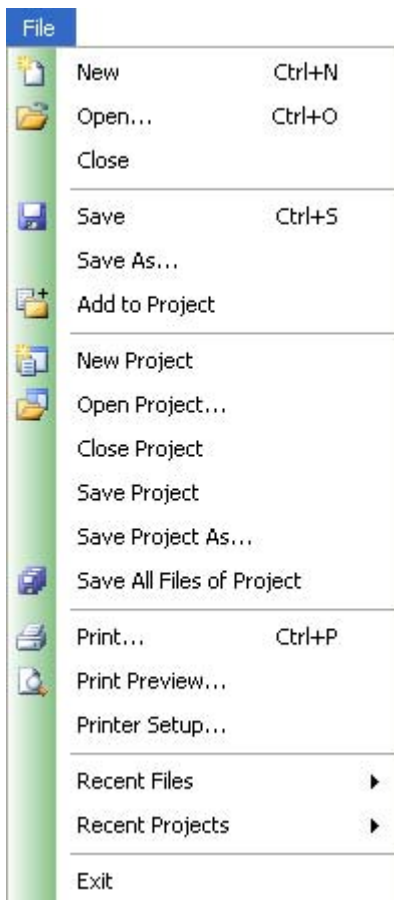
The `File` menu contains instructions for managing files and projects.

Files can be opened, created, saved, or closed. Multiple source code windows may be open simultaneously; no more than ten processes may be loaded to the *ADwin* system at a time.

Projects can also be opened, saved and created in the same way as files, with the exception that no more than one project can be open at a time. More instructions are available in the project window (see [chapter 3.11.2](#)).

The print functions can also be found in the menu.

Under `Recent Files` and `Recent Projects`, a list of previously opened files and projects is displayed.



Source code files are being saved in a proprietary format. In order to use files with *ADbasic 4*, one can do a `Save as` to convert the file into the *ADbasic4 Bas-File* type.

Please note: When you save a source code as library file (Lib-File), we recommend to add `_lib` to the file name, e.g.



`functions_lib.bas`. A library file name must not end with `.<digit>` (e.g. `functions.1.bas`).

3.10.2 Edit Menu

The menu **Edit** contains the edit functions, in accordance with the standard Windows conventions.

Moreover, the menu offers functions for searching (**Find**, **Find Next**) and replacing (**Replace**); see [Finding and replacing text](#) on [page 30](#).

Unforeseen errors may occur when inserting characters or program lines from other programs with "Cut and Paste" into the source code, and therefore is not recommended.

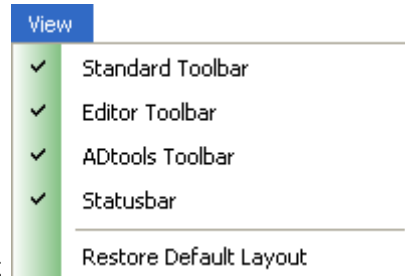


3.10.3 View Menu

In the **View** menu, you may open or close

- the tool bar
- the editor bar
- the ADtools bar
- the status bar.

You find further information about the process window in [chapter 3.11.4 on page 86](#), about the toolbar see [fig. 3](#).

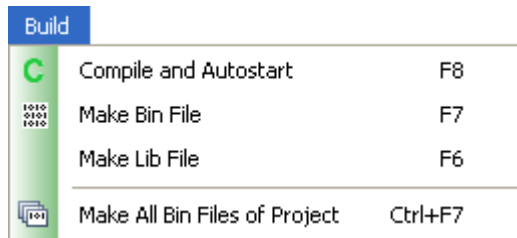


With `Restore Default Layout`, the default layout, which was active at the initial start of the *ADbasic* program, can be restored with a single mouse-click. This refers also to the [Toolbox](#) settings ([page 80](#)).

3.10.4 Build Menu

With the **Build** menu, the active source code can be compiled into


- a process using **Compile**.
- a binary file using **Make Bin File**.
- a library using **Make Lib File**.
- all files of the project to binary files using **Make all Bin Files of Project**.



Please note: Before compiling, all changed source code, library- and include files are saved automatically (AutoSave).

A change of file may occur by automatic indenting of text lines (see [chapter 3.4.3 on page 23](#)), for example when opening a previously unformatted file.

Compile is the most comprehensive instruction: It compiles the source code, transfers the generated binary file as process to the *ADwin* system and starts the process.

The process is only started automatically if the **Autostart** option, in the **Options\Compiler** menu, is set to **Yes**. Otherwise, the process can be started with the button  in the toolbar or in the process window (see [page 86](#)).

If the compiler detects errors or critical sequences in the source code, it is shown in the **Info window**. A double click highlights the appropriate line in red.

Make Bin File is only available for licensed *ADbasic* users. It compiles the active source code into a binary file and saves it automat-

ically. The file is stored in the directory of the source code file, but with the extension `.Txn`. The `x` denotes the processor type and `n` the process number (see [Options Menu](#), [Process Options dialog box](#)).

A binary file with the extension `*.TC3` can be transferred to an *ADwin* system equipped with a T12 processor, which administers it as process 3. Binary files can be transferred to the *ADwin* system from development environments such as C or .NET ([chapter 6.3.4 on page 172](#)).



Make Lib File is available for licensed *ADbasic* users only. It compiles the active source code—the file must be saved as file type `LibFile`—into a binary file and automatically saves it as library file. The library is stored in the same directory and with the same name as the source code file, but with the file extension `.LIx` (where `x` denotes the processor type.)

Afterwards the library can be included into other source codes that use their functions and subroutines (see [chapter 4.5.1 on page 142](#)).

Please note with processor T12: Each library consists of three files `*.lic`, `*.o`, and `*.h`. All three files must be located in the same folder to make the library run correctly.



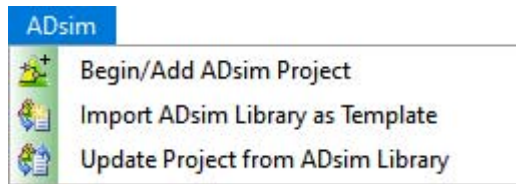
Make All Bin Files of Project is available for licensed *ADbasic* users only. The function refers to both **Make Lib File** and **Make Bin File**: The function compiles all source code files of the project and creates both library files and binary files.

Please note: Files are compiled in the order as they are displayed in the project window. If you require a different order with library files you have to compile the files individually using **Make Lib File**.

3.10.5 ADsim Menu

With the `ADsim` menu, you can organize *ADsim* projects:

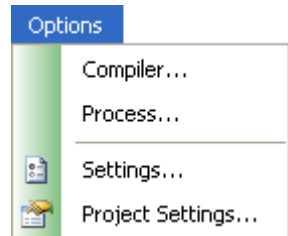
- `Begin/Add ADsim Project`: Add a Simulink model file to the project.
- `Import ADsim Library as Template`: Create a source code for the Simulink model files marked in the project window.
- `Update Project from ADsim Library`: Update a source code related to a Simulink model file which is included in the project.



For more information see section [ADbasic and ADsim](#).

3.10.6 Options Menu

In the `Options` menu, a number of options can be set, which will have an immediate effect. For each menu item, a dialog box opens where the settings are entered.



Compiler Options dialog box

The settings in this dialog box are used in every source code compilation. In particular, the information refers to the *ADwin* system where the compiled source codes are to be executed as process.

To compile source codes for different *ADwin* systems, the parameters need to be set for each system in the dialog box.

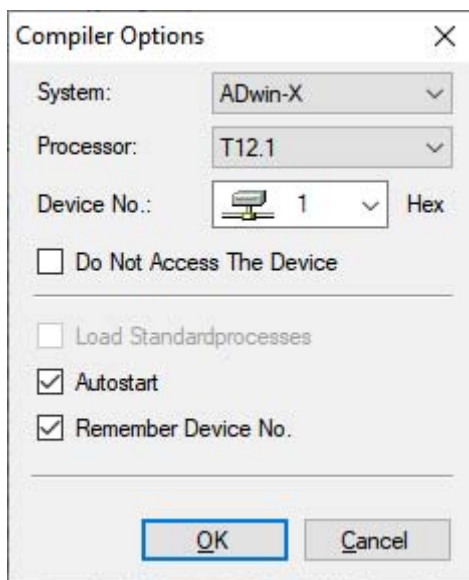


Fig. 4 – The Compiler Options dialog box

- System: Select the *ADwin* system.
- Processor: Select the system's processor type.

The abbreviations correspond to the following full names:

Abbreviation	T12/T1 2.1	T11	T10	T9
Full name	Xilinx Zynq 7z030	ADSP TS101S	ADSP 21160	ADSP 21062

Fig. 5 – Processor Names

- Device No.: Select the device number to access the *ADwin* system.


The device number is set using the program `ADconfig.exe`. The default setting is 1 Hex.

- `Do not access the Device`: If inactive, access to *ADwin* device is enabled. In particular, a binary file will be automatically transferred to the hardware after compilation. Thus, the *ADwin* hardware must be connected before compilation.

With active option, a source code can be compiled, even if the *ADwin* hardware is not connected to the PC. Some menu entries and buttons are disabled to avoid unexpected access to *ADwin* devices.

- `Load standard processes`: With active option, the standard processes 11, 12 and 15 (see [chapter 6.1.1 on page 161](#)) are loaded into the *ADwin* system during boot process. With inactive option, the loading of processes 11 and 12 is suppressed.

This setting is only available for *ADwin-Gold* and *ADwin-light-16*.

- `Autostart`: Active option causes the binary file, generated and transferred to the *ADwin* system during compilation, to be immediately started. With inactive option, the process requires to be started by clicking the button  in the toolbar or in the process window.
- `Remember Device No.`: Active option saves the last used Device No. (see above) on closing *ADbasic*; the next start-up will automatically use the saved number.

Inactive option skips saving the device number. Thus, *ADbasic* starts up with the formerly (when `Yes` was set) saved device number `NONE`.

Process Options dialog box

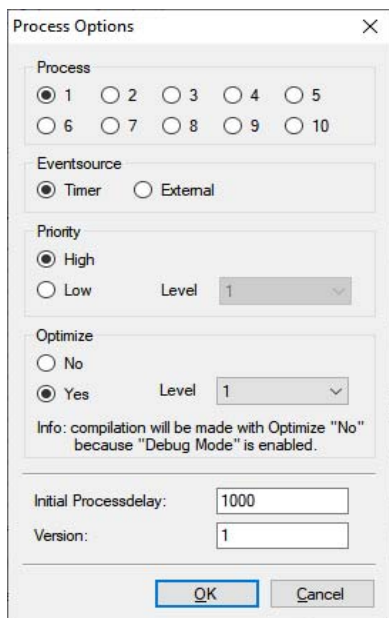
This dialog box contains the compiler options for the currently opened source code window; the properties of the process, which is to be compiled from the opened source code and transferred to the *ADwin* system.

This applies to library files as well, where only the option `Optimize` can be set.

Each process must be configured separately by opening the dialog box for each source code window, unless using the default settings. To open this window quickly, do a double click on the source code's status bar.

The dialog box for T4, T5, or T8 processors differs slightly from the standard dialog box; the dialog box is described in the Appendix [A.4.1](#).

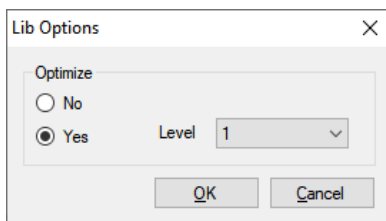
Settings for source code



The **Process Options** dialog box contains the following settings:

- Process:** Radio buttons for 1 through 10. Option 1 is selected.
- Eventsource:** Radio buttons for **Timer** (selected) and **External**.
- Priority:** Radio buttons for **High** (selected) and **Low**. A **Level** dropdown menu is set to 1.
- Optimize:** Radio buttons for **No** and **Yes** (selected). A **Level** dropdown menu is set to 1.
- Info:** A text box stating: "Info: compilation will be made with Optimize "No" because "Debug Mode" is enabled."
- Initial Processdelay:** A text box containing the value 1000.
- Version:** A text box containing the value 1.
- Buttons:** **OK** and **Cancel** buttons at the bottom.

Settings for library



The **Lib Options** dialog box contains the following settings:

- Optimize:** Radio buttons for **No** and **Yes** (selected). A **Level** dropdown menu is set to 1.
- Buttons:** **OK** and **Cancel** buttons at the bottom.

Fig. 6 – The Process Options dialog box

- **Process:** Process number

The number, under which the transferred process is started on the system.

If there is more than one process to be run, each process must have its own process number.

- **Eventsource:** Sets the event source signal, which initiates the **Event:** section of the process.
 - **Timer**
sets the internal counter as event signal. The system variable **Processdelay** determines the delay, in which the counter creates an event signal.
 - **External**
sets the (external) signal the event input of the *ADwin* system as event signal, for instance a sensor impulse. In this case, the **Priority** option must be set to **High** anyway. How you can use an external event input in an *ADwin-Pro* system, is explained in the *ADwin-Pro* software documentation under **EventEnable**.

- **Priority:** The priority of the process.

Set the priority the process will be run with in the *ADwin* hardware. For more information, see [chapter 6.1.1 "Types of Processes"](#).

Level (-10...+10) defines the priority within processes *with low priority*, so that a process with a higher **Level** can interrupt those with a lower level, but not vice versa. A higher number represents a higher level.

- **Optimize:** Status and level of compiler optimization.

Compiler optimization, which may be used optionally, can reduce the execution time of the process by up to 20 percent. A higher setting under **Level** will lead to shorter execution times. With processor T12/T12.1, there are additional settings **fast** and **size**, which enable optimization for speed or smaller memory size.

Under certain circumstances, a process causing unexpected compiler or run-time errors can be solved by setting a lower optimization level.

With processors until T11, optimization is automatically deactivated as long as the debug mode is activated.

- `Initial Processdelay`: Temporary start cycle time.

Temporarily change the initial `Processdelay` (cycle time), with which the process will start. The setting persists as long as *ADbasic* stays open. Set the value according to the selected processor type.

For a permanent setting, set the variable `Processdelay` in the source code e.g. in the `Init`: section.

- `Version`: An integer value for differentiating between several versions of a process.

The version number is stored in the created binary file. You can read the version number directly from the binary file; if so, please to our support (support@adwin.de).

With processors T12/T12.1, you can query the version number in *ADbasic* with `User_Version`.

- `Stacksize`: Processor T12/T12.1 only. The program's stack size in Bytes.

With libraries, it can be required to set a greater value. The number of local variables and arrays determines the required program stack size. An insufficient stack size can lead to data loss or program abortion. Using the [Option Stack Test \(page 76\)](#), you can check if the stack size is sufficient.

- `Number of Loops`: This setting is only available for processors T2...T8.

Settings dialog box

The `Settings` dialog box has several sheets, which are activated via tree diagram in the left pane:

- Editor
 - [Editor – General](#)
 - [Editor – Syntax Colors](#)
 - [Editor – Print Settings](#)
- [General](#)
- [Language](#)
- [Directories](#)
- [ADtools](#)

Editor – General

`Parse and format`: The editor can format the source code automatically, e.g. indent and do syntax highlighting. To do so, the editor must parse all source codes continuously. The found information is the base for more comfortable functions like [Autocomplete for instruction or variable](#) and [Displaying declarations of a file](#).



Please note: Continuous parsing of source codes may cause a loss of editor speed on slow PCs.

`Parse Declarations`: The editor continuously parses source codes. Some comfortable functions depend on this function.

`Autoindent`: Source code is indented automatically. Indent positions are set via `Tabsize`. See also "[Indenting text lines](#)" on [page 23](#).

`Indent ADbasic sections`: Program sections are indented by one tab more.

`Smart format`: Format lines automatically, see "[Smart formatting](#)" on [page 23](#).

`Align comments at specified position`: Any comment after source code is automatically set to the specified `Position`.

Please note: While using double comment chars `' '` you can position a comment "manually" using spaces or tabs.

Display quick info on mouse over: When moving the mouse over a keyword or number, a tooltip displays related information.

Tabsize: Setting, how much spaces make one tab indent. Indenting is always done with spaces.

Font size: Font size (in points) of the source code.

"#If Processor = ..." graying: A conditional block of instructions is displayed gray, if the given processor setting does not meet the condition with system parameter `Processor`; see `#If ... Then ... {#Else ... } #EndIf` on page 377. Other conditions are not considered.

Show line numbers: Line numbers are displayed in the gutter left of the source code. See also ["Jumping to a program line"](#) on [page 38](#).

Column mark, visible: A gray line is displayed at the given `Position`. The line enables easy line breaking at the desired position, e.g. in order to avoid long lines for print.

Editor – Syntax Colors

The editor highlights the syntax elements with different colors; see also [chapter 3.4.1 "Syntax highlighting"](#) on [page 22](#); complete syntax highlighting requires an active option `Parse Declarations` under [Editor – General](#).

You may set the highlighting individually for each syntax element (definition see list below):

- Color: Text color.
- Bold: Font style **bold**.
- Italic: Font style *italic*.

The example text above shows how source code be formatted.

`Set to Default` deletes all individual changes and resets default settings.

You can change the source code font size under [Editor – General](#), Font size.

The editor distinguishes the following syntax elements:

- *ADbasic*-Syntax (System related):
 - *ADbasic* sections: Keywords **Init:**, **LowInit:**, **Event:** and **Finish:** for program sections.
 - Compiler Directives: Pre-compiler instructions like **#Define**, starting with a **#**.
 - Reserved Keywords: Basic instructions as **Dim** in *ADbasic*.
 - Global Variables: Global variables **Par_1 ... Par_80**, **FPar_1 ... FPar_80** and **Data_1 ... Data_200**.
 - External Keywords: *ADbasic* instructions for access to inputs/outputs like **P2_ADC**. Most of these instructions are declared in the delivered standard include or library files.
 - Symbols: Operators as braces, + or =.
- User related:
 - Defined Names: Symbolic names like **myName**, declared with **#Define**.
 - Local Variables: Variables like **myVar** declared with **Dim**.
 - Sub Names: Names (like **mySub**) of user-defined modules, declared with **Sub** or **Lib_Sub**.
 - Function Names: Names (like **myFunction**) of user-defined modules, declared with **Function** or **Lib_Function**.
- Other:
 - Numbers: Numbers in decimal (**15**), hexadecimal (**0Fh**) and binary notation (**1111b**).
 - Strings: Strings in "double quotes".
- Comments: Comments after *Rem* or quote **'**.
- Standard Text: All elements, which do not belong to other groups, e.g. invalid instructions like **Eixt** (instead of **Exit**).

Editor – Print Settings

The settings refer to printing of source code.

Header refers to the printed header line.

Print Header: A header line is printed on top of each page.

Header text: The text of the header line.

Layout determines the elements of the screen display are to be printed.

Color: With inactive option, the printout is black and white.

Syntax Highlight: Syntax highlighting is printed.

Line numbers: Line numbers are printed at the left.

Font size: Sets the font size of the output.

General

Processor T12 / T12.1 only: Set whether floating-point numbers (FPar) in the [Parameter Window](#) are displayed with 7 digits or 15 digits mantissa.

With all other processors, floating-point numbers (FPar) are displayed with 7 digits mantissa.

Language

The language, in which the error messages of the compiler is displayed. Options are either *Deutsch* (german) or *English*.

Directories

Set the directories where the operating system and the compiler search for *ADbasic* files:

- BTL-Directory: The directory, in which the development environment searches for the system files *.btl, which are

transferred to the *ADwin* system during the boot process (see [chapter 3.1.3](#)).

- **Include-Directory:** The directory, in which the compiler searches for include files `*.inc`, which can be included into the source code using `#Include` instruction (without path).
- **Lib-Directory:** The directory, in which the compiler searches for library files `*.lib`, which can be included into the source code using `Import` instruction (without path).
- **Default working directory:** The directory, in which the development environment searches for files, if a source code file or a project is opened.

We recommend not changing default directories for BTL, Include and Library. To include library and include files from other directories, type the full or relative path name with the instruction.

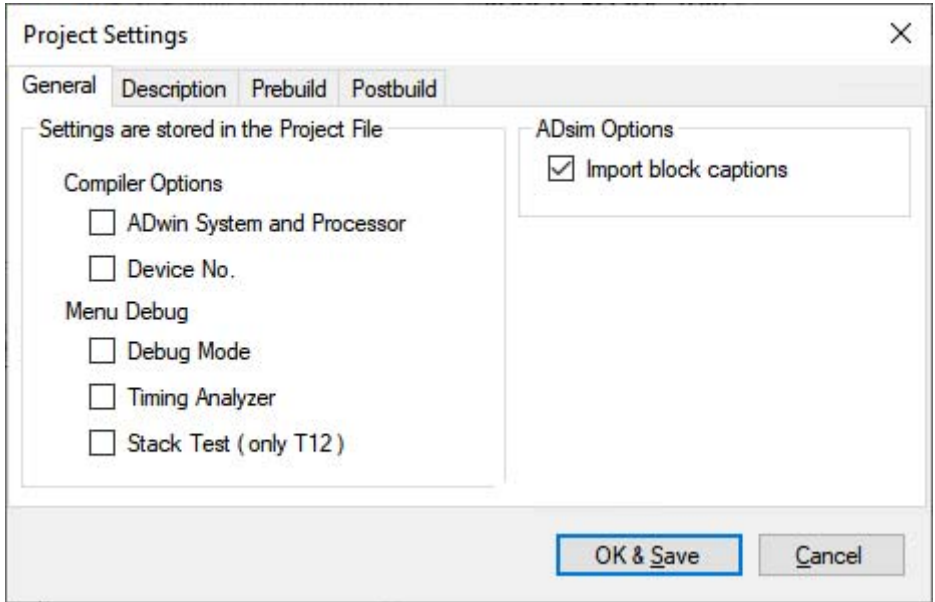
ADtools

The *ADtools* (description see [chapter 3.13](#)) can be started from the ADtools bar. If the appropriate option is active, the tool is displayed in the bar.

Project Settings dialog box

The settings of the dialog window refer to the current project. Settings are stored in the project file. A saved project setting will be restored with loading the project file; previous settings will then be lost.

- [Tab General](#)
- [Tab Description](#)
- [Tabs Prebuild / Postbuild](#)



Tab General

The project settings to the left determine, which program settings are saved and restored with the project file:

- Dialog window Compiler Options
 - ADwin System and Processor
 - Device No.
- Debug menu
 - Debug Mode
 - Timing Analyzer
 - Stack Test (only T12)

The settings under ADsim Options are used for the program package *ADsim* and are always stored with the project file.

- Import block captions: Captions of *ADwin* blocks are imported from the Simulink model as **#Define**.

Saved project settings will be restored with loading the project file; previous settings will then be lost.

Tab Description

You can create a `Description` and save it with the project file. The description has no function in *ADbasic*.

Tabs Prebuild / Postbuild




You can enter operating system calls, which are processed automatically before building binary files (`Prebuild`) or afterwards (`Postbuild`). The calls are stored with the project file. The syntax of a call corresponds to the syntax when executing a command in the Windows start menu (input in the search field).

When using command lines as in the command prompt, we recommend a batch file where the command lines are stored; this is especially true for more complex processes and for case distinctions or loops.

Each compiler run (see below, `$BUILDACTION`) triggers the execution of the operating system calls; with menu entries in the `Build` menu this is only true, if the source code file to be compiled is part of the project.

The operating system calls are consecutively handed over to the PC operating system, the project path is used as working directory. Then, *ADbasic* waits for successful execution of the call. If execution fails and crashes, you have to terminate the execution via the task manager.

In a operating system call, you can use the following variables:

- `$PROJECTNAME`: Project file name (without path and file extension).
- `$PROJECTPATH`: Path of project directory (without file name).
- `$PROJECT`: Project file name (without path).
- `$BUILDACTION`: String indicating the compiler trigger (see above), in order to enable appropriate reaction to the trigger.
 - C: Menu entry Build ► Compile
 - MB: Menu entry Build ► Make Bin File
 - ML: Menu entry Build ► Make Lib File
 - CS: Button Compile Selected Files  (project bar)
 - MAB: Button Make all Bin Files of Project  (project bar)
 - MSB: Button Make Bin Files from Selected Files  (project bar)

Any path or file name should be surrounded by quotation marks in the event of contained space characters.

Run batch file `example.bat`:

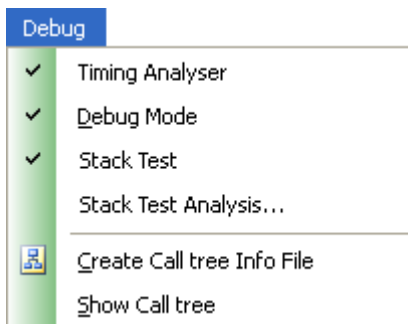
```
"$PROJECTPATH\example.bat" "$PROJECTPATH" $BUILDACTION  
"$PROJECTNAME" "$PROJECT"
```

If a line starts with # (hash) it is rated as comment line and ignored.

3.10.7 Debug Menu

The Debug menu offers option settings and tools, which help in debugging and optimizing a given source code.

Please note that option settings will only be active after the next compilation.



Timing Analyzer Option

When the `Timing Analyzer` compiler option is activated, additional information about the timing characteristics of this process are available after compiling a source code (for display of information, see the [Timing Analyzer Window](#)).

The setting of this compiler option is displayed in the [Status Bar](#), the setting of a running process in the [Process Window](#).

This option needs approximately 60 clock cycles (when using a T9, T10, or T11 processor) per event and process additionally and therefore slightly affects the timing characteristics. We recommend activating the option only to compile one or only some processes; deactivate the option afterwards. These option settings of the processes are not saved when quitting *ADbasic*.

Debug mode Option

The `Debug mode` compiler option, when activated, includes additional security queries into the process during the compilation of a source code (see also [chapter 5.3.1 on page 154](#)).

The setting of this compiler option is displayed in the [Status Bar](#), the setting of a running process in the [Process Window](#).

Activation of this option increases program execution time as well as the demand for memory. As a rule of thumb, this increase has a dimension of approximately 20%, whereas greater values are also possible.

Therefore, this option should only be used during program development.

Using `#Begin_/#End_Debug_Mode_Disable`, you can temporarily disable the debug mode.

The window Debug Errors (see [Info range](#)) opens when a run-time error occurs in the ADwin system the first time. If an error type occurs the first time the window is automatically set to front.

Error messages are not reset upon restart of the process, but upon reloading the process (compile and run).

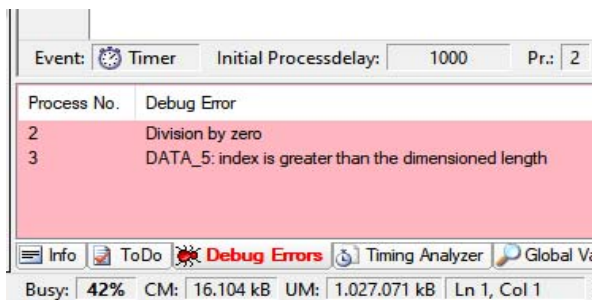


Fig. 7 – The Debug Errors Window

The operating system corrects run-time errors in a way to obtain a stable state of operation; this may nevertheless cause unexpected program results. Certain run-time errors on Pro II modules will stop the process.

The following table shows some general errors and which corrections are made. The complete list of debug error messages—including those where no corrections are made—are to be found in the annex on [page A-21](#).

Run-time error	Correction
Division by zero	The result of a floating point division is replaced by +3.40282E+38, the result of a integer division is replaced by +2147483647.

Run-time error	Correction
SQRT from negative number	The square root's result is replaced by the value 0.
Data index too large / <1 Array index too large / <1 Access to local or global array elements which are not declared, i.e. indices that are too large or too small.	The array access is not executed.
Fifo index is no fifo The array with the given index is FIFO_Clear , FIFO_Full , not declared as FIFO or not FIFO_Empty . declared at all.	Instruction is not executed:
Address of Pro II module is >15 or <1	The process is stopped.

For each process, only one error is shown (in most cases the error, which occurred last), even if the process has generated more run-time errors.



Please note: Using the **MemCpy** instruction only the access to the destination array will be controlled and corrected; an access to undeclared elements of the source array will not be detected. Debug mode for the **MemCpy** instruction is only available with processor T11.

Option Stack Test

With processor T12/T12.1, you can set the program stack size with the parameter `Stacksize` in the [Process Options dialog box](#). The Option Stack Test enables you to check if the stack size is sufficient for the process. You start the stack test analysis in the [Window Stack Test Analysis](#) (page 77).

The `Stack Test` compiler option, when activated, includes additional code into the process during the compilation of a source code (see also [chapter 5.3.1 on page 154](#)).

Activation of this option increases program execution time (see [Stack Test Analysis ...](#)) as well as the demand for memory. Therefore, this option should only be used during program development.

The setting of this compiler option is displayed in the [Status Bar](#), the setting of a running process in the [Process Window](#).

Stack Test Analysis ...

The menu entry `Debug / Stack Test Analysis` (with processor T12/T12.1 only) opens the [Window Stack Test Analysis](#) (see [page 92](#)).

Inside the window you can start the stack test and display the results. The stack test comprises all running processes on the *ADwin* hardware, which have been compiled with the `Stack Test` option.

Create Call tree Info File

The menu entry `Create Call tree Info File` creates or updates a call graph and opens the [Call Graph Window](#) (see [page 90](#)).

The call graph is a basic program analysis result for better understanding of more complex programs (see [Analyzing program structure, page 157](#)) and of memory usage (see [Optimizing memory intensive procedures, page 158](#)).

Show Call tree

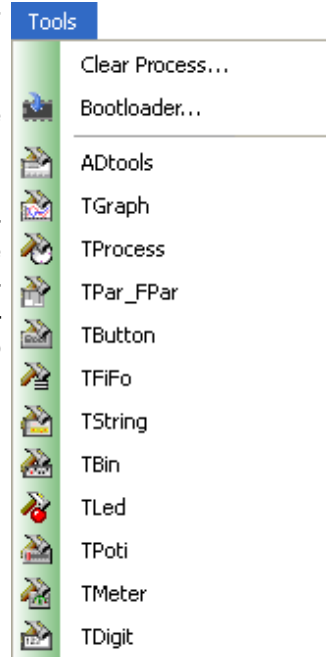
The menu entry `Debug / Show Call tree` displays a previously created call graph in the [Call Graph Window](#) (see [page 90](#)).

3.10.8 Tools Menu

The `Tools` menu option calls utility programs.

The `Clear Process` menu option deletes a specified process from the memory. Please note that a process can only be deleted after being stopped.

The menu entry `Bootloader...` (processor T12.1 only) opens the window of the same title, where the bootloader properties are set. The bootloader can automatically start a process upon power-up of the *ADwin* hardware. Find more in [chapter 3.8 "Using the bootloader"](#), [page 47](#).



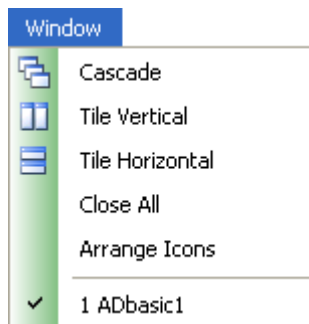
The menu entries `ADtools` and following start a tools each. Find a short description in [chapter 3.13 on page 104](#).

3.10.9 Window Menu

From the Window menu it is possible to switch between different source code windows and arrange them on the monitor.

The Arrange Icons menu reorders minimized source code windows, which is useful after the screen resolution has changed.

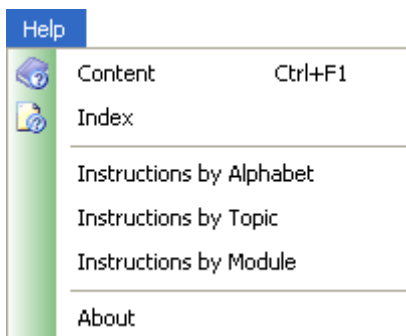
At the bottom of the menu, there is a list of open source codes; by clicking one of these menu items that source code will become the active window. The active source code is checked; in the example at right it is `ADbasic1.bas`.




3.10.10 Help Menu

The Help menu calls the online help of the development environment:

- Content: Table of contents
- Index: Index directory
- Instructions by:
 - Sorted lists of instructions.
 - by Alphabet
 - by Topic
 - by Module (*ADwin-Pro* only)



The instruction lists refer to that *ADwin* system, which is set in the [Compiler Options dialog box](#) (page 60).

Alternatively, you may use the  button in the toolbar. With the [F1] key, help is opened for a dialog box or for the selected keyword.

The About menu entry opens a window that displays the version of the development environment and the enabled license keys. A license

key can be entered or changed by pressing the **Change License** button (see also [page 9](#)).

Without a valid **License** key, *ADbasic* runs in demo mode. In demo mode, the use is only allowed for demonstration, test or evaluation purposes.

3.11 Windows

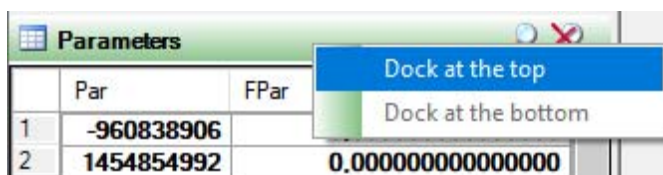
3.11.1 Toolbox

The Toolbox is the window range of the environment to the left, where [Project Window](#), [Parameter Window](#), and [Process Window](#) are displayed.

The toolbox divides into an upper and lower display region, where to the windows can be assigned freely. A hidden window is drawn to the front with a click on its tab.

To assign a window to the upper or lower region, do as follows:

- Do a right mouse click to the head bar of the window to open the context menu.
- Select whether to dock the window at top or bottom.



- You may dock all windows to the same region. Thus, only one window can be in front at a time.

The standard setting can be reset via the menu entry **View ▶ Restore default layout**.

The toolbox can be displayed as movable window or be completely hidden via the buttons in the head.

3.11.2 Project Window

The project window shows an opened project and the source code, library, include, and other files added. For source code files, the event signal (timer, external), the process number and the process priority (red=high, blue=low) are also displayed in the `Info` column.






The project window is located in the [Toolbox](#) (see [page 80](#)).



In the project window, the following actions may be executed:

- Add all open files to the project:
Select `Add Open Files to Project` from the project window context menu.

Additionally you can add a single file to the project:

Select **Add to Project** from the source code context menu.

- Add a Simulink model file to the project:
Select button  **Begin/Add ADsim Project** from the project bar or context menu in the project window.
- Add a file of other type to the project:
Select **Add Other File to Project** from the project window context menu.
- Delete a source code file from the project:
Highlight the file in the project window, then
 - press the [DEL] key or
 - select **Remove from Project** from the context menu.
- Open a source code file and make it the active source code:
 - Double-click the file or
 - Highlight the file in the project window, then select **Open** from the context menu (right mouse button).
- Save all open source code files of the project:
Select **Save All Files of Project** from the context menu.
- Compile all files selected in the project window:
Select the button **Compile selected Files of Project**  from the project bar.
- Create binary files of all files selected in the project window:
Select the button **Make Bin Files from selected Files**  from the project bar.
- Create binary files of all project files:
Select the button **Make Bin Files of Project**  from the project bar.
- Load binary files of all files selected in the project window into the *ADwin* system:
Select the button **Load selected Bin Files into ADwin system**  from the project bar.
- Transfer selected binary files of the project to the bootloader (processor T12.1 only): Select the button **Program selected**

- Files into the Bootloader  from the project bar (see [Programming the bootloader](#) on [page 47](#)).
- Create a source code for the Simulink model files marked in the project window (only with *ADsim* license):
Select the button `Import ADsimLibrary as Template`  in the project bar (see [ADbasic and ADsim](#) on [page 106](#)).
 - Open the Windows Explorer with the path of the selected file:
Select `Open Path in Explorer Window` from the context menu.

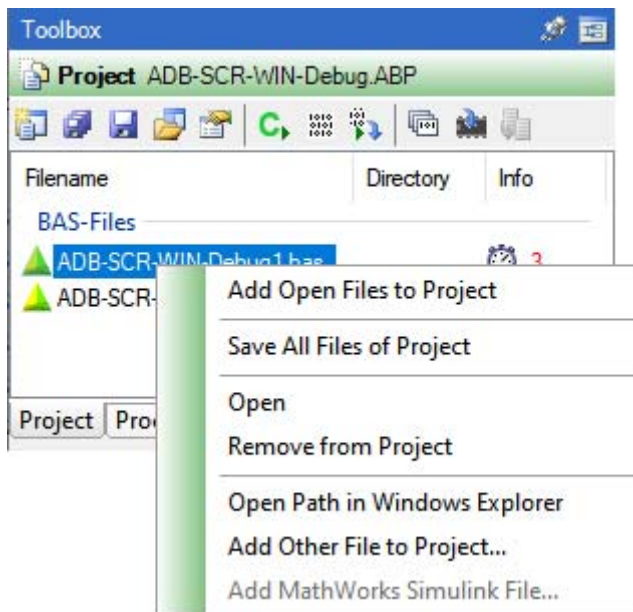


Fig. 8 – The Project Window with the Context Menu

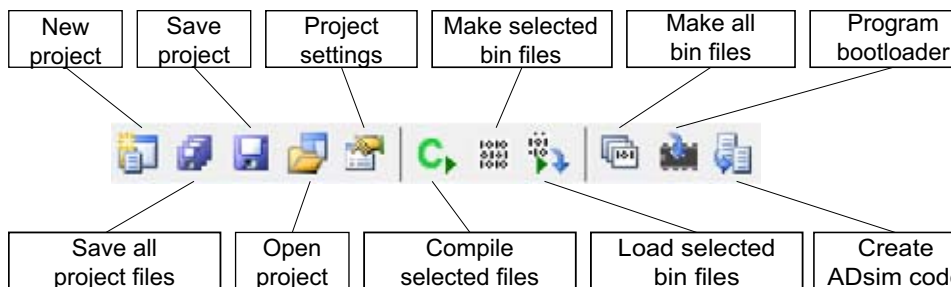



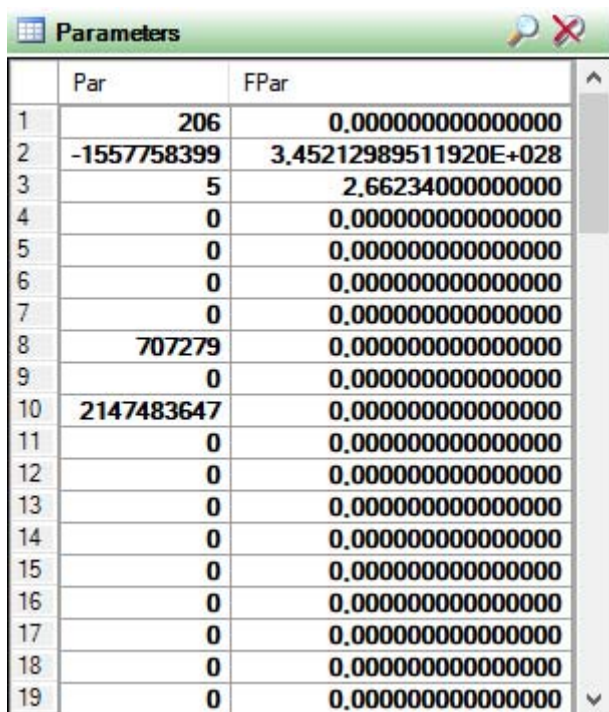
Fig. 9 – The project bar

3.11.3 Parameter Window

The parameter window displays a table showing the values of the global parameters `Par_1...Par_80` and `FPar_1...FPar_80`. With the scroll bar at the right, you can scroll through the parameters.

The parameter window is located in the [Toolbox](#) (see [page 80](#)).

When the communication between the computer and ADwin system is active (icon **Enable Cyclic Update**  in the toolbar), the fields in the table are enabled and appear with a white background color, and display the values of the global parameters. The values are continuously read out from the system. Fields are disabled and appear with a gray background color when the communication is inactive.




	Par	FPar
1	206	0.0000000000000000
2	-1557758399	3.45212989511920E+028
3	5	2.6623400000000000
4	0	0.0000000000000000
5	0	0.0000000000000000
6	0	0.0000000000000000
7	0	0.0000000000000000
8	707279	0.0000000000000000
9	0	0.0000000000000000
10	2147483647	0.0000000000000000
11	0	0.0000000000000000
12	0	0.0000000000000000
13	0	0.0000000000000000
14	0	0.0000000000000000
15	0	0.0000000000000000
16	0	0.0000000000000000
17	0	0.0000000000000000
18	0	0.0000000000000000
19	0	0.0000000000000000

Fig. 10 – The parameter window

To change the display of a parameter's value (**Par_1...Par_80**) between decimal and hexadecimal notation (see **Par_5** in [fig. 10](#)), do a mouse click on the number of the variable (left of the table field). A click on the column header changes the display of all parameters **Par_1...Par_80** at once.

The floating point values **FPar_1 ... FPar_80** are displayed with an accuracy of 7 digits. With processor T12/T12.1 you can instead also set 15 digits accuracy, see [Settings dialog box](#), tab [General](#).

For use of the Scan Global Variables  button, see "[Displaying used global variables and arrays](#)" on [page 44](#).

3.11.4 Process Window

The process window shows information about the processes 1...10 on the *ADwin* system, when the communication between the computer and the system is active (icon 🕒 in the toolbar). Otherwise the fields are gray.

The process window is located in the **Toolbox** (see [page 80](#)). Open the process window with a click on the tab **Processes**.

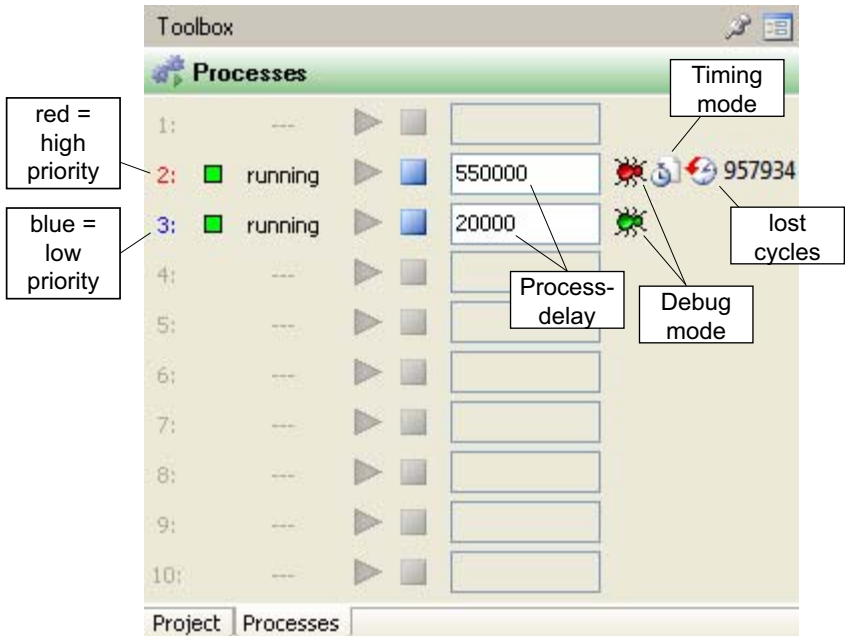


Fig. 11 – The Process Window

For each process, the following information is displayed:



- Process priority

The color of the process number indicates the priority:

- red = high priority
- blue = low priority

The time units and meaning of the process delay are explained in [chapter 6.2.1 "Processdelay"](#), [page 165](#).


- Process status
 - `running`: process is running.
 - `stopped`: process was stopped.
 - `---`: process does not exist.

A process can be stopped with the `Stop` button  and started again with the `Start` button . The buttons of the toolbar have the same function, but they refer to the process related to the active source code.

- Process delay (process cycle time)


The process delay for the active source code is displayed in the toolbar, too.

To change the cycle time, type a value into the input field. As soon as the cursor leaves the input field the value is transferred to the *ADwin* system. Please note to not overload the system by small values.

- Process runs in debug mode 

The icon is displayed if the process runs in debug mode. Find more about debug mode under [Debug mode Option](#). The icon turns red when a debug error has been recognized.

The compiler setting debug mode is displayed in the [Status Bar](#).

- Process runs in timing mode 


The icon is displayed if the process runs in timing mode. Find more about timing mode under [Timing Analyzer Option \(page 74\)](#). Timing information is displayed in the [Timing Analyzer Window](#).

The compiler setting timing mode is displayed in the [Status Bar](#).

- T12/T12.1 only: Process runs with stack test 

The icon is displayed if the process runs with `Stack Test` mode. You find more under [Option Stack Test](#) and [Window Stack Test Analysis](#).

The compiler setting stack test mode is displayed in the [Status Bar](#).

- T12/T12.1 only: Process loses process cycles 

The number determines how many process cycles have been lost since process start. Lost process cycles (lost events) show that the process timing has errors, which you have to remove. At least for some time there is a processor overload (see [Workload of the ADwin system](#)).

To avoid processor overload keep the `BUSY` display in the [Status Bar](#) always clearly below 100%.

The recognition of `lost events` is always active, even when the process does not run in timing mode.

3.11.5 Source code window

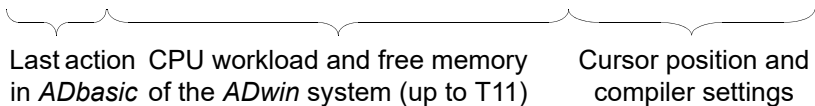
The source code window is the main window of the development environment, where you edit the source codes of *ADbasic* programs.

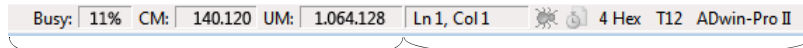
The multitude of functions in the source code window is described in [chapter 3](#). Important sections are the following:

- [Basic Elements of the Development Environment](#), page 12.
- [Creating source code](#), page 16.
- [Context menu in source code window](#), page 18.

3.11.6 Status Bar

The status bar is located at the bottom of the *ADbasic* program window.





CPU workload and free memory (T12)
of the *ADwin* system

Cursor position and
compiler settings





- Left side: Information about the current (or most recent) *ADbasic* action.
- Middle: The current CPU workload and free memory of the *ADwin* system. This information is displayed, if the communication between the computer and *ADwin* system is active.
- Right: The current cursor position in the source code window (line and column); further compiler settings: icons for debug mode, timing mode, stack test (T12/T12.1 only); device no., processor, *ADwin* hardware.

A double click on the compiler settings opens the [Compiler Options dialog box](#) (page 60).

The displayed information about the CPU/memory usage:

- Busy: the processor workload in percent, calculated as:
CPU time / (CPU time + idle time).
- PM: free program memory in bytes.
- EM: T11 only: free extra memory in bytes.
- DM: free internal data memory in bytes.
- DX / SX: free external data memory in bytes.
- CM: T12/T12.1 only: memory range, which can deliver data to the cache.
- UM: T12/T12.1 only: memory range, which cannot deliver data to the cache.

3.11.7 Call Graph Window

The Call Graph window displays all procedures ([Sub](#) , [Function](#) , [Lib_Sub](#) , [Lib_Function](#) ) being called in an *ADbasic* program and their code sizes. The call graph is static and created or updated with the menu entry Debug / Create Call tree Info File.

The menu entry Debug / Show Call tree displays a previously created call graph.

The call graph is a basic program analysis result for better understanding of more complex programs (see [Analyzing program structure, page 157](#)) and of memory usage (see [Optimizing memory intensive procedures, page 158](#)).

If a procedure call in the source code is not displayed, the reason is often having the call inside a conditional program branch, which is not run in any case. This happens if a condition ([If ... EndIf](#), [#If ... #EndIf](#), [SelectCase ... EndSelect](#)) uses a constant value and results in any case to "False".

The screenshot shows the 'Call tree' window with the following data:

Name	Co...	amount	Code size	amount	Code size (self)	avg Code size (s...	Source file
P2_Burst_Read_Unpacke...	2		5184		5184	2592	ADwinPro2.Inc
P2_Burst_Read_Index	1		384		384	384	ADwinPro2.Inc
P2_Burst_Init	1		668		668	668	ADwinPro2.Inc
P2_Burst_Start	1		32		32	32	ADwinPro2.Inc
P2_Set_LED	2		344		344	172	ADwinPro2.Inc


Name	File	Line No.	Code size	Code size (self)	Section
P2_Burst_Init	ADbasic1_Pv1.bas	25	668	668	Init









The call graph window has 4 panes:

- Call tree (top left): A tree where each node represents the call of a procedure in the program source code. Sub-nodes are (nested) calls within a procedure.
- Root path of the currently selected node (bottom left).
- List of called procedures (top right): A list of all called procedures given with
 - Name: Name of the procedure.
 - Count: Number of calls of a procedure.
 - Total code size: Code size, to which the calls of the procedure sum up to, including calls from inside the procedure.
 - Code size: Like Total code size but excluding calls from inside the procedure.
 - avg code size: Average code size of the procedure, i.e. Code size divided by Count.
- Call list of selected procedure (bottom right): A list of calls of the currently selected procedure given with
 - Name: Name of the procedure.

- **File:** File name, in which the procedure is called.
- **Line no.:** Line number in the file, where the procedure is called in.
- **Total code size:** Code size, to which the calls of the procedure sum up to, including calls from inside the procedure.
- **Code size:** Like Total code size but excluding sub calls from inside the procedure.
- **Section:** Program section where the procedure is called in.

Do a double click on a row of the call list to jump to the source code line where the procedure is being called.

Via the bar above the call tree pane  you can restrain, which tree nodes be displayed in the panes:

- Collapse/expand (call tree pane only):
 - The minus button  collapses all nodes leaving only the sections visible.
 - The plus button  expands all nodes.
 - With the Autocollapse option  being set, only the path to the selected node is expanded while other nodes are collapsed.
- Library procedures : The library option enables library subs and functions to be displayed.
- Sections: The section options enable/disable the nodes of the appropriate program section.
The sections are **LowInit** , **Init** , **Event** , and **Finish** .

3.11.8 Window Stack Test Analysis

The **Stack Test Analysis** window (processor T12/T12.1 only) enables you to check if the set stack sizes (**Stack size**, see [Process Options dialog box](#)) are sufficient for the running processes on the ADwin hardware. An insufficient stack size can lead to overwriting of other memory ranges and therefore cause data loss or program abortion.

The stack size is especially important if you use libraries ([Lib_Sub ... Lib_EndSub](#), [Lib_Function ... Lib_EndFunction](#)). The number and size of local variables and arrays in the library determine the required program stack size of a process. Nested library calls may also increase the required stack size.

You start the stack test with the **Start** button. The stack test determines for each running process—which was compiled with the [Option Stack Test \(page 76\)](#)—the number of bytes being used in the stack since the process was started. The used percentage of the stack is also displayed. The stack test may take some seconds.

To close the window again click the **OK** button.

Please note that the stack test cannot evaluate the influence of the program section **Finish** to the stack.

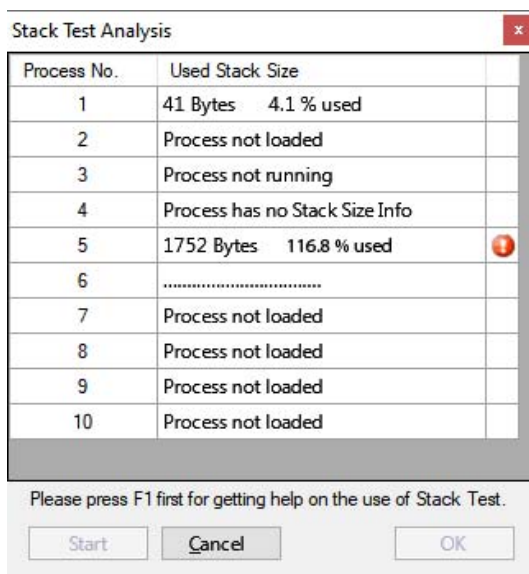


Fig. 12 – Window Stack Test Analysis

In the column to the right, a warning symbol is displayed if the used percentage of the stack size is >90%; an error symbol shows up if the percentage is 100% or more (see [fig. 12](#), process 5). In this case, you

have to set a greater value for the stack size of the process. You open the process source code, set the `Stack size` in the [Process Options dialog box](#) anew and compile the process again. We recommend repeating the stack test afterwards.

Please note that the stack is stored in the CM memory and should therefore not be oversized, see [Memory Areas \(T12/T12.1\)](#).

The symbol `...` (see [fig. 12](#), process 6) appears if the stack test waits to be started. The stack test starts as soon as the program section Event reaches its end the very next time. A delay may happen e.g. if an external process waits for an external event signal, or if a low priority process takes a long time to be processed.

Alternatively, you can stop the stack test with the `Cancel` button.

3.12 Info range

The info range is located at the bottom of the main window and encloses the following windows:

- [Info window](#) (see [page 94](#))
- [To-Do List](#) (see [page 96](#))
- The window `Debug Errors` (see [page 74](#))
- [Timing Analyzer Window](#) (see [page 96](#))
- [Global Variables Window](#) (see [page 100](#))
- [Declarations Window](#) (see [page 101](#))

3.12.1 Info window

In the info window, the compiler messages concerning the current source code are displayed:

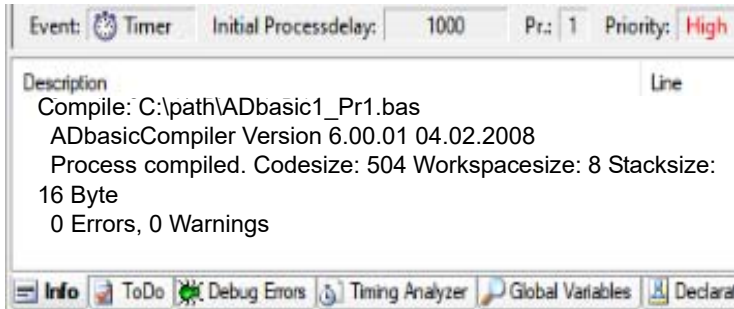
- Error messages (colored red)
- Warnings
- Status message after compilation

The window is part of the [Info range](#) (see above).

Warnings and error messages are displayed with the place of occurrence (line, file name and path). A double click turns the appropriate

code line to red and the cursor jumps to the line.

The (successful) status message after compiling looks like this:



Processors up to T11 only: The values be used as hints about the required memory

- **Codesize:** Size of the created binary file in bytes; the file will be stored in the program memory (PM) as process.

With processor T11, the binary code size is given separately for PM, EM, and DX; see [Init:](#), [LowInit:](#), [Event:](#), [Finish:](#).

- **Workspacesize:** Required memory size in bytes in the local data memory (DM).

The DM memory space is required for:

- Local variables and arrays
- Internal purposes (8 byte)
- Global arrays **Data_x**

For internal purposes, each array requires 40 byte, even if the data are stored in external data memory.

If the array is declared [At DM_Local](#), each array element requires 4 byte (data type Long) or 8 byte (data type Float).

- **Stacksize:** Internal stack size (DM) being used for libraries.

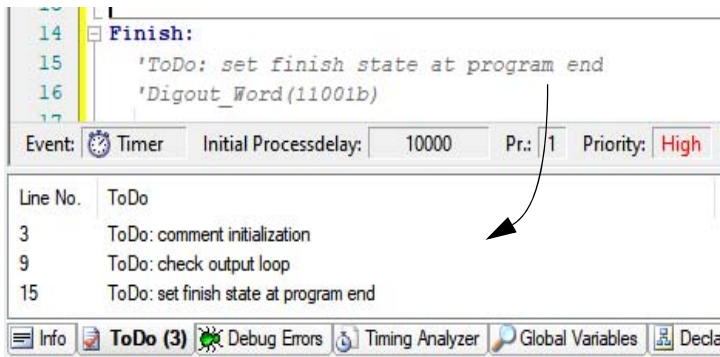
The memory size required in the external data memory (DX) will not be displayed.

3.12.2 To-Do List

The `ToDo` window serves as a simple To-Do list: lines from the current source code are shown where the text "ToDo:" is contained as a comment. By use of such commenting lines not yet completed tasks can be flagged in the source code and clearly arranged in the `ToDo` window.

If a task is completed, just delete the comment line.

The window is part of the [Info range](#) (see [page 94](#)).



A double click on a To-Do entry positions the cursor in the appropriate line of the source code.

3.12.3 Timing Analyzer Window

The window `Timing Analyzer` displays 7 parameters describing the timing characteristics of the processes 1...10 since the moment of the previous start. More detailed information can be found in [chapter 5.3.2 "Checking the Timing Characteristics \(Timing Mode\)"](#).

The timing mode is enabled before compiling for each process separately in the `Debug` menu with the [Timing Analyzer Option](#) ([page 74](#)).

The `Timing Analyzer` window is part of the [Info range](#) (see [page 94](#)).

All timing information is given in clock cycles of the processor (units see [fig. 20](#) on [page 165](#)).

The parameters are only to be used with high-priority processes. In an externally controlled process, the values in the lines 4-6 are not useful and are displayed as 0 (zero).

With low-priority processes, timing can be strongly influenced by other processes and communication. Therefore, the parameters must then be interpreted in the context of all running processes.

Event:	Initial Processdelay: 10000	Pr.: 1	Priority: High	Optimizer: Level 1	Stacksize:			
	Process 1	Process 2	Process 3	Process 4	Process 5	Process 6	Process 7	Process 8
min. Length		11	27					
max. Length		11	33					
Ø Length		11.0	27.1					
max. Latency		0	57					
max(Latency + Length)		11	84					
count (Length > Delay)		0	0					
Critical timings		0	0					

Fig. 13 – The Timing Analyzer window

Length describes the time a process cycle needs (section [Event:](#)); this processing time can also be determined as described in [chapter 5.1 "Measuring the Processing Time"](#). Latency is the time between an event signal (external or generated by internal timer) and the start of the process cycle, shown in the picture below for the time-controlled process 1.

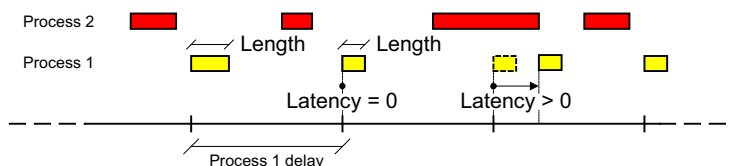


Fig. 14 – Latency in process 1 caused by another process

The parameters in the window have the following meaning:

- `min. Length`: The minimum time measured for a process cycle
- `max. Length`: The maximum time measured for a process cycle
- `Ø Length`: Average time of a process cycle.

The average is calculated as mean value from the previous length values:

$$\text{ØLength} = 0.999 \cdot \text{ØLength} + 0.001 \cdot \text{Length}$$

After start of a process it takes 7000 cycles until the average time reaches a valid value.

In combination with `min. Length` and `max. Length`, this parameter shows how long and regular the processing time is for a process cycle. Varying processing times will arise e.g. when large quantities of data are only evaluated after a longer time period or if conditions (`If`, `Case`) contain program sections with very different processing times (loops).

- `max. Latency`: The maximum measured latency of a process cycle; only available for timer-controlled processes.

A latency emerges from the occurrence of an event signal while a high-priority process is running. This happens when the processing time of a process cycle exceeds its `Processdelay`. With 2 or more high-priority processes, every now and then process cycles do start time-delayed, except their `Processdelays` are integer multiples of each other.

The sum of all delays should always average 0; this corresponds to keeping an average frequency. Moreover, the parameter is important for processes whose process cycles must run at a precisely pre-defined period in time.

- `max. (Latency+Length)`: The maximum sum of the latency and the processing time of a process cycle; only available for timer-controlled processes.

To get optimal timing characteristics, this parameter value should be lower than the value of the `Processdelay`; if you can fulfill this condition, the process does not cause latencies for its process cycles (but nevertheless can do for other process cycles).

- `count (Length > Delay)`: A value indicating how often the processing time of a process cycle has exceeded the `Processdelay`; only available for time-controlled processes. This value should preferably be zero.

The higher the value, the more frequently the process has caused a latency for its own process cycles (and perhaps for other processes too). The operating system is continuously trying to make up this delay. The amount of exceeded values gives no information about the loss of event signals.

- `Critical timings`: describes how often a condition is fulfilled, which could signify a lost event signal. The value should definitely be zero.

This parameter has a different meaning depending on the type and amount of processes (see [chapter 6.2.5 "Different Operating Modes in the Operating System"](#), page 169).

Event signals can be lost under the following circumstances:

- In a single time-controlled high-priority process (also in combination with the externally controlled process)
- In the externally controlled process (also in combination with one or more time-controlled processes).

With processors until T11 please note: When using several time-controlled processes, event signals cannot be lost; the following condition will nevertheless be counted. Here the parameter must be interpreted as a poor timing characteristic, which should be improved in any case.

Loosing event signals means that (since the last start of the process) fewer process cycles have been executed than event signals occurred, probably the amount fewer being indicated. Lost event signals cannot be compensated by the operating system.


A loss of an event signal is equated to the fulfilment of the condition:

- In time-controlled processes:
 $\text{max. latency} + \text{length} > 2 \times \text{Processdelay}$
- In externally controlled processes:
When processing the section **Event:** has just been finished, a new external event signal is already waiting. Any more event signals having arrived during this processing time will be lost.

Sometimes it happens that, despite a true condition, no event is lost. Thus, you play it safe reducing the amount of true conditions as far as possible.

3.12.4 Global Variables Window

The window `Global Variables` displays, which global variables (`Par_1 ... Par_80`, `FPar_1 ... FPar_80`) and arrays (`Data_1 ... Data_200`) are used in a source code or a project.

To start or update the display click the button `Scan Global Variables`  in the [Parameter Window](#) (see [Displaying used global variables and arrays](#), page 44).


The window is part of the [Info range](#) (see [page 94](#)).

Global Variable	Process file	Line No.	Source file
Par_1	ADB-SCR-WIN-GlobalV...	4	adb-scr-win-globalvars.inc
Par_1	ADB-SCR-WIN-GlobalV...	9	
Par_1	ADB-SCR-WIN-GlobalV...	13	
Par_1	ADB-SCR-WIN-GlobalV...	15	used 2 times
Par_1	ADB-SCR-WIN-GlobalV...	16	used 2 times
Par_1	ADB-SCR-WIN-GlobalV...	8	
Par_2	ADB-SCR-WIN-GlobalV...	14	
Par_3	ADB-SCR-WIN-GlobalV...	5	
Par_3	ADB-SCR-WIN-GlobalV...	7	
Par_4	ADB-SCR-WIN-GlobalV...	2	adb-scr-win-globalvars.inc
Par_4	ADB-SCR-WIN-GlobalV...	3	adb-scr-win-globalvars.inc
Par_4	ADB-SCR-WIN-GlobalV...	6	
Par_4	ADB-SCR-WIN-GlobalV...	7	
Par_10	ADB-SCR-WIN-GlobalV...	3	adb-scr-win-globalvars.inc
Par_10	ADB-SCR-WIN-GlobalV...	7	
Data_5	ADB-SCR-WIN-GlobalV...	5	
Data_5	ADB-SCR-WIN-GlobalV...	15	

The marked element of the tree view (on the left) determines, which variables are displayed in the window to the right. After a click on `Par` the list will display only `Par_1...Par_80` (as far as used).

The window columns can be alphabetically sorted with a click on the column header.

- Global Variable: Process file: name of the main file of the scanned process.
- Line no.: line number where the variable is called or used.
- Source file: name of the source file, where the variable is called or used. A blank means that the line refers to the main process file (see column Process file).

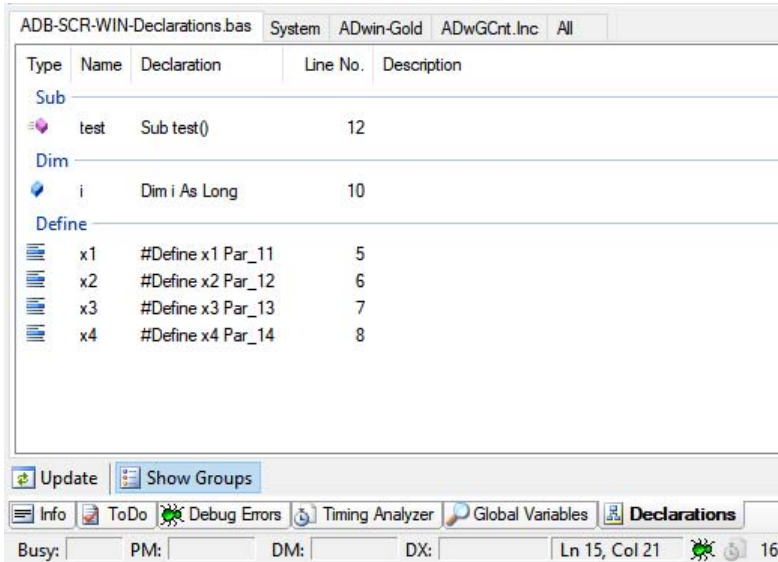
If you change the source code the window is not updated automatically. To do so, use the button **Scan Global Variables**  in the parameter window.

3.12.5 Declarations Window

The **Declarations** window displays all declarations related to the current source code file and the linked include and library files. For update of the display, click the **Update** button.

Declarations of other source code files will not be displayed—even if combined within a project.

The window is part of the [Info range](#) (see [page 94](#)).



The declarations are displayed sorted under tabs, representing the declaration sources:

- [file] .bas: Declarations within the source file: local variables, arrays, instructions ([Sub](#), [Function](#)) and symbolic names ([#Define](#)).
- System: System variables and instructions being implemented in *ADbasic*, if they fit to the current compiler settings.

Global variables **PAR** and **FPAR** are not displayed here. Please note the [Global Variables Window](#) (page 100) and the function ["Displaying used global variables and arrays"](#) (page 44).

- ADwin-Gold, ADwin-light-16: Instructions for hardware access, which are implemented in *ADbasic* and fit to the current compiler settings.
- [file].inc: Variables and instructions being declared in this include file. Such tabs only show up if there are **#Include** lines in the source code file.

- `[file].lib`: Variables and instructions being declared in this library file. Such tabs only show up if there are `Import` lines in the source code file.
- `All`: All valid declarations of the above sources.

The window columns can be sorted with a click on the column header. With active option `Show Groups`, declarations are grouped by type.

If you change the source code the window is not updated automatically. To do so, use the `Update` button.

The display of declarations is only available, when the option `Parse Declarations` under `Editor – General` (see [page 66](#)) is active.

3.13 ADtools

ADtools is a collection of simple utility programs, with which you can display and change the global variables (`Par`, `FPar`) and arrays (`Data`) of *ADwin* systems. These programs aid the development of processes for the *ADwin* system by: displaying the status or values, changing them with practical tools, displaying simple measurement sequences in a graph.

Start one of the *ADtools* simply from the vertical bar at the right.

Please note: You can add shortcuts to own files or folders to the bar (see [Adding file and folder shortcuts](#), [page 45](#)).

Each *ADtool* is its own independent Windows program; each can be started several times, allowing for comprehensive views of parameters of interest on the computer monitor. Once an appropriate screen layout is selected, the whole configuration may be saved and used later.

The following *ADtools* are available:



TDigit

Global variable and array values can be displayed and adjusted.



TGraph

Global array contents can be displayed in a graph.



TButton

Button control for booting the ADwin system, loading, starting or stopping a process, or setting a parameter value.



TLed

Displays the value of a variable by a simulated LED. The LED can be off, on, blinking slowly or flickering rapidly depending on the value. An audible alarm can also be set with this tool.



TMeter

Global variable and array values can be viewed as an analog dial.



TPoti

Global variable and array values can be adjusted with a potentiometer-style control.



TProcess

Start/stop, adjust timing, and display information about the processes loaded on the *ADwin* system.



TPar_FPar

All or selected global variables can be displayed or entered.



TFIFO

Save FIFO array data into a file.



TBin

Up to five PAR variables can be displayed in binary (as DIL switch) and in hexadecimal notation, and adjusted.



TString

Save and/or load a configuration to/from several *ADtools*.



ADtools

saves and loads a user-defined configuration of several *ADtools*.

All further information about the help programs can be found in the online help of the used *ADtools* program.

3.14 *ADbasic* and *ADsim*

This section refers to the processes in *ADbasic* in connection with *ADsim* and with processor T12 / T12.1. The corresponding functions are available in *ADbasic* with *ADsim* license only.


The *ADsim* program package allows Simulink® models to be run on *ADwin* hardware; *ADbasic* is required for hardware with a T12 processor. The procedure is basically as follows:

- Insert inports/outports and *ADwin* blocks into the Simulink model.
- Export model from Simulink as model file to C code.
- In *ADbasic*
 - Insert the model file into an *ADsim* project.
 - Create a model library from the model file.
 - Include the model library in *ADbasic* source code.
 - Program required accesses to *ADwin* hardware in the source code.
 - Compile the *ADbasic* process, transfer it to the *ADwin* hardware and start it.
- You can access the running process and the Simulink model integrated in it from *ADsimDesk* (part of the *ADsim* program package) or from development environments (see [chapter 6.3.4](#)).





The exact procedure is described in the manual "ADsim T12".

The *ADbasic* development environment provides the following functions for *ADsim*:

- Inserting a Simulink Model into a Project
 - Button  `Begin/Add ADsim Project` in the project bar or context menu of the [Project Window](#) (top left in the toolbox).
- Create Simulink Library


The following buttons in the project window also create a library for Simulink models (see also [Compiling source code](#)):

- Make Bin Files from Selected Files .
- Make All Bin Files of Project .

The creation of a library is necessary whenever the model is exported from Simulink.

– Creating Source Code with a Simulink Library

The integration (with [Import](#)) and calling of the created library follows the rules of *ADbasic*.

To simplify this, use the button in the project window [Import ADsim Library as Template](#) . Based on the selected model file *.rtw, an *ADbasic* source code is generated in which the library is fully integrated. The source code is inserted into the project.

You can freely change the source code according to your requirements, in particular you can insert accesses to *ADwin* hardware.


Note: The source code contains several update areas, which are surrounded by the lines



```
'<Region> "ADsim_...
...
'<Endregion>
```

The sections contain information to correctly call the Simulink model library. The contents of the sections can be updated automatically (see below).

– Update source code for modified Simulink library

The [Update Project from ADsim library](#)  button in the [Editor bar](#) adapts the command lines in the update areas of the active source code to the Simulink library (the appropriate model file must be included in the project). The update only works if you leave the update areas (see above) unchanged; manual changes within the areas are lost.

The source code must be updated if in the Simulink model the inputs or outputs or the sampling frequency have been changed. Other changes to the model do not require the update, but they do not hurt. Please note the setting `Import` block captions under [Tab General](#).

You can also organize the library calls manually. In this case, we recommend resolving the update ranges by deleting the comment lines (`<Region> "ADsim_... <Endregion>`) around the ranges.

4 Programming Processes


This chapter provides information about how to build and structure an *ADbasic* program and which variables can be used.

By help of the [Using the Development Environment](#), the completed *ADbasic* program is compiled and transferred to the ADwin processor. There, the program will be executed as an independently running process.

4.1 Program Design

An *ADbasic* program is an ASCII text file created with the editor of the development environment, using an extended Basic syntax. The compiler translates this source code into an executable process for a specific *ADwin* system. The source code consists of any number of command lines; each containing one instruction or assignment (exception see : [Colon](#)). One line may contain up to 2048 (ASCII-) characters; exception see [#Include](#).

ADbasic accepts instructions and variable names in lowercase and uppercase letters (for more clarity all examples use unique spelling).

A program consists of up to 4 sections, which take on different tasks when executed on the *ADwin* system, see below. [fig. 15](#) outlines the ideal steps for an *ADbasic* program. 

Each program must at a minimum have an **Event:** section.

Optionally functions and subroutines can be defined, as well as libraries and "include"-files to be included.

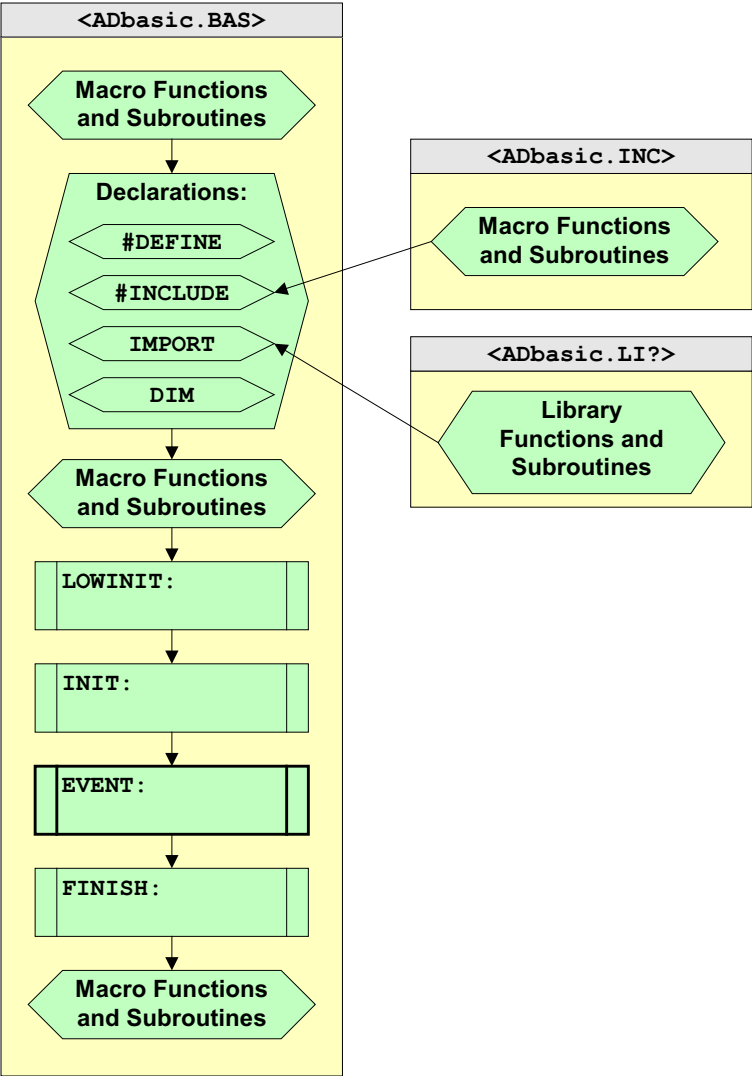



Fig. 15 – Design of an ADbasic program

4.1.1 The Program Sections


Each of the program sections (see [fig. 15](#)) start with a keyword, as described below.


- **LowInit:** can only be used within high-priority processes.

When the process starts, this section is executed only once and is used for initialization, for instance of variables or data I/O lines. It is always executed prior to the execution of the **Init:** section (if there is one) and at low-priority, level 1.

This section is ideal for extensive initialization sequences, because it can be interrupted, due to its low-priority. 

- **Init:** is similar to the **LowInit:** section, as it is executed only once at the start of the process. However, it will be executed with the priority that has been assigned for the process (menu item *Options / Process*).

This section cannot be interrupted when configured as high-priority and should therefore be rather short. 

- **Event:** is the main program section, which is (characteristically) called in regular time intervals until it is stopped. This section is triggered by a cyclic timer event or an external event, depending on the configuration.
- **Finish:** is executed only once after a process has been stopped; it is, therefore, the counterpart to the initialization. This section is always executed at low-priority, level 1. 

The **LowInit:**, **Init:** and **Finish:** sections are optional, while the **Event:** section is not and must be included in your program.

4.1.2 Instructions for Hardware Access

Instructions for access to ADwin-Hardware are part the standard delivery and are provided in [Include-Files](#) (and [Libraries](#)).

The following include files are delivered with *ADbasic* and contain the instructions to access the hardware I/Os. You can insert the files easily as code snippet (see [Inserting code snippets, page 41](#)):

<code>ADwL16.inc</code>	<i>ADwin-light-16</i> ; insert text snippet with IL[TAB].
<code>ADwin-X.inc</code>	<i>ADwin-X-A20</i> insert text snippet with IX[TAB].

ADwGCnt.inc	ADwin-Gold: Instructions for CO1 and
ADwGCAN.inc	CAN add-on; insert text snippet with IG[TAB].
ADwinGoldII.inc	ADwin-Gold II; insert text snippet with IG2[TAB].
ADwinPro_All.inc	ADwin-Pro, ADwin-Pro II; insert text snippet with IP[TAB].

When you access *ADwin* hardware from both *ADbasic* and *TiCoBasic*, make sure to not access the same interfaces.

4.1.3 User defined instructions and variables

You can document self-defined instructions etc. (see [page 24](#)) so the inserted description text is automatically shown as tooltip while programming.

The [Declarations Window](#) (see [page 101](#)) displays an overview of all defined instructions and variables.

All user-defined names (except symbolic names) must begin with a letter and may only consist of alphanumeric characters (a-z, A-Z, or 0-9) or an underscore ("_")¹. Special characters like German umlauts (Ä, Ö, Ü) are not allowed and there is no case sensitivity. The name length is only limited by the maximum line length (2048 characters).

Symbolic names

The instruction **#Define** defines symbolic names (see [page 212](#)). Group all of these definitions at the beginning of the file and before the start of the program sections.

Symbolic names are often used to give a name to constants, global variables and global arrays, but also to expressions.

Arrays and Local Variables



In an *ADbasic* program, the local variables and all arrays must be declared with **Dim** before they can be used (see [page 214](#)). The global variables **Par_n** and **FPar_n** are already pre-defined and do not need to be declared. Variables and arrays have no defined contents after being declared, therefore they should be initialized.

1. Please note: Names of local arrays must not begin with the string **Data_**, otherwise using the array will cause a compiler error.

Within the process, all variables and arrays are available in all program sections. The global variables and arrays may also be accessed from other processes and from the PC, in order to exchange data.

Global variables and arrays being used in a program can be displayed in the [Global Variables Window](#) ([page 100](#)).

Macros

A macro function [Function ... EndFunction](#) or subroutine [Sub ... EndSub](#) call inserts the macro into the program text where it is being used (see also [chapter 4.5.1 on page 142](#)). However, the macro definition cannot be done within the program sections (see [fig. 15 on page 110](#)).

The group of macros and libraries is referred to as procedures.

Libraries

Libraries must be included before the program sections that use them. Library functions [Lib_Function ... Lib_EndFunction](#) and subroutines [Lib_Sub ... Lib_EndSub](#), when used more than once within a program, require less memory than similar macro functions or subroutines described above (see also [chapter 4.5.3 on page 144](#)).

The group of macros and libraries is referred to as procedures.

4.2 Variables and Arrays

4.2.1 Overview

Data structure	Name	Data type	Notes
Global variables and arrays			
Variable (Scalar)	Par_1...Par_80	Long	Pre-defined, not declarable, memory area DM (up to T11)
	FPar_1...FPar_80	Float, Float64	
System variable	Processdelay	Long	
	Process_Error	Long	
	Prozessn_Running	Long	
One- or two-dimensional array (vector)	Data_1 [] [] ...	Long, Float32/64,	Name Data_ not changeable, only declaration of array number and dimension.
	Data_200 [] []	Float, String, FIFO	
Local variables and arrays			
Variable (Scalar)	selectable	Long, Float32/64, Float	Must be declared.
One-dimensional array (vector)	selectable	Long, Float32/64, Float, String	Must be declared.

Variables are normally stored in the internal memory DM and arrays in the external memory DX (memory map, see [chapter 4.3.1](#)), if not determined explicitly. With processor T12/T12.1, variables are stored in the memory area [Cacheable](#); for arrays the array size is decisive, see [Memory Areas \(T12/T12.1\)](#).

All data types have a length of 32-bit, only [Float64](#) has 64-bit length.

4.2.2 Data Structures

In *ADbasic*, there are two main types of data structures:

- Variables (scalars)

VAR

Each variable can store one value only.

- Arrays, one- or two-dimensional.

ARRAY

An array consists of any user-defined number of array elements, each storing one value.

One-dimensional global arrays `Data_n` may also be used as FIFO (a ring buffer, which works according to the principle: First in, first out, see [chapter 4.3.5 on page 132](#)).

The maximum number of variables and array size are limited only by the memory size of the *ADwin* system.

The compiler differentiates

- [Global Variables \(Parameters\)](#) variables and [Global Arrays](#) (see [chapter 4.2.6](#) and [chapter 4.2.7](#)):

All processes as well as computer applications can access global variables, for instance to exchange data.

System variables are global variables (see [page 125](#)).

- [Local Variables and Arrays](#) (see [page 126](#)):

Local variables are available only in the process, function, or subroutine where they have been declared.

Variables and arrays are declared with the `Dim` instruction; this determines the data type, as well as the necessary memory place, and allocates it to the variable name.

For easier programming, global variables `Par_1 ... Par_80` and `FPar_1 ... FPar_80` are already pre-defined; thus, global variables do not have to (and cannot) be declared.

The compiler recognizes the declaration of global arrays by the names `Data_n`, where "Data_" is a fixed text and "n" is the array index number (1...200) specified.

After declaration, variables and array elements have an undefined value and thus should be initialized with a useful value (e.g. zero). Exception: After power-up of the *ADwin* system, the global variables are automatically initialized with zero.



4.2.3 Data Types

A data type must be indicated when declaring variables and arrays.

The compiler processes the following data types:

LONG

32-bit integer values with the ranges:

$$-2147483648 \dots +2147483647 = -2^{31} \dots +2^{31}-1.$$

FLOAT32

Floating-point values with 32 bit / 64 bit since processor T12.

FLOAT64

32 Bit:

$$-3.402823 \cdot 10^{+38} \dots -1.175494 \cdot 10^{-38}$$

$$+1.175494 \cdot 10^{-38} \dots +3.402823 \cdot 10^{+38}$$

64 Bit:

$$-1.797693134862315 \cdot 10^{+308} \dots$$

$$-2.2250738585072014 \cdot 10^{-308}$$

$$+2.2250738585072014 \cdot 10^{-308} \dots$$

$$+1.797693134862315 \cdot 10^{+308}$$

The value ranges is not equivalent to the IEEE floating-point format.

The data types **Float32** / **Float64** replace the data type **Float** (see below). For reasons of compatibility, the compiler still accepts **Float**, but replaces it by **Float64**.

FLOAT

until T11: Floating-point values, the accuracy depends on the processor:

32 Bit (T9, T10):

$$\begin{aligned} & -3.402823 \cdot 10^{+38} \dots -1.175494 \cdot 10^{-38} \\ & +1.175494 \cdot 10^{-38} \dots +3.402823 \cdot 10^{+38} \end{aligned}$$

40 Bit (T11):

$$\begin{aligned} & -3.402823668 \cdot 10^{+38} \dots -1.175494351 \cdot 10^{-38} \\ & +1.175494351 \cdot 10^{-38} \dots +3.402823669 \cdot 10^{+38} \end{aligned}$$

With T12/T12.1, `Float` is replaced by `Float64`, see above.

The value range is not equivalent to the IEEE floating-point format.

Accuracy of 40 bit with processor T11 is solely restricted to:



- Calculations inside the *ADwin* system.
- Evaluation of constants by the compiler.

The 40-bit accuracy may not be used or displayed on the PC since data will only be transmitted—for reasons of speed—as 32-bit values between PC and *ADwin* system.

In memory, a 40-bit float variable allocates 64 bit.

STRING

ASCII character strings, in which each character is stored as a single array element (for details see [chapter 4.3.6 on page 134](#)). A single character corresponds to an integer 8-bit value in the range 0 ... 255. Characters 0...127 are unique (see [ASCII-Character Set](#)), characters 128...255 depend on the regional settings.

Unicode is not supported.

The obsolete data types `Short` and `Integer`—used with processors before T9—were replaced by data type `Long`. For reasons of compatibility, the compiler accepts these data types furthermore but automatically replaces them by `Long`.

When combining integer and floating-point values, a type conversion will occur. Under certain circumstances, this may cause other calculation results than expected. More about this is found in section "[Type Conversion](#)" on [page 139](#).



With 32-Bit floating-point values until processor T11, bit patterns of invalid values in the *ADwin* hardware are converted during transfer to the PC into different values, see following table. Numbers inside the valid value range (normalized numbers) stay unchanged.

With processor T12, the IEEE denominations as `#INF` are displayed.

IEEE denomination	Bit pattern area	Value or display on the PC
+0	00000000h	0
Positive denormalized numbers	00000001h 007FFFFFFh	0
Positive normalized numbers	00800000h 7F7FFFFFFh	+1,175494 · 10-38 +3,402823 · 10+38
+∞ (Infinity, #INF)	7F800000h	3.402823E+38
Signaling Not a number (SNaN)	7F800001h 7FBFFFFFFh	3.402823E+38
Quite Not a number (QNaN)	7FC00000h 7FFFFFFFh	3.402823E+38
-0	80000000h	0
Negative denormalized numbers	80000001h 807FFFFFFh	0
Negative normalized numbers	80800000h FF7FFFFFFh	-1,175494 · 10-38 -3,402823 · 10+38
-∞ (Infinity, #INF)	FF800000h	3.402823E+38
Signaling Not a number (SNaN)	FF800001h FFBFFFFFFh	3.402823E+38
Indeterminate	FFC00000h	3.402823E+38
Quite Not a number (QNaN)	FFC00001h FFFFFFFh	3.402823E+38

The next section illustrates, in which notation a numeral value can be entered.

4.2.4 Entering Numerical Values

You can use 4 different notations in order to enter numerical values. The following examples assign the (decimal) value 930 to a variable `x`.

For floating-point values, the dot "." is used as decimal separator (English notation).

1. Decimal notation:

```
x = 930      LONG
x = 930.0    FLOAT
```

Please note the difference: The number `930` has the `Long` data type, while the number `930.0` has the `Float` data type. This is important when you use both data types in one expression (see [chapter 4.4.2](#)).



2. Exponential notation:

```
x = 93E1      LONG
x = 9.3E2     FLOAT
```

Here `9.3E2` stands for 9.3×10^2 , where "E" is followed by the exponent to the basis of 10 (max. 2 decimal places).

3. Binary notation:

```
x = 111010001b  LONG
```

See also: [Working with Bit Patterns](#)

4. Hexadecimal notation (an `h` is added):

```
x = 3A2h      LONG
```

If the hexadecimal value begins with a letter (A-F), a leading zero (0) must be added: Instead of "`F6h`" the value must be written "`0F6h`", otherwise the compiler takes the value as the name of a local variable.

With a given numerical value in source code, you can switch between decimal, binary, and hexadecimal notation using [CTRL-SPACE].

4.2.5 Working with Bit Patterns

A bit pattern is a bit field or series of bits, hence information in binary code. The bits stand for states with similar reference, a bit may stand for e.g. the status of a distinct digital channel or a special error.

Bits in a bit pattern are numbered from 0 upward (from right to left). In a group of bits—in the table bits 15:0—the highest bit number is given first.

Bit no.	15	14	13	...	1	0
Bit value	2^{15}	2^{14}	2^{13}	...	$2^1=2$	$2^0=1$
Term	MSB	-	-	-	-	LSB

In *ADbasic*, you can indicate a bit pattern in binary notation by adding a **b** to the bit pattern: **10001b**.

Bit patterns in *ADbasic* are stored in variables of data type **Long** (32 bit), so the bit pattern does also correspond to a numerical value (see bit values in the table above). Please note, that a bit pattern is always unsigned, while **Long** values are signed. A numerical value in *ADbasic* can also be entered in decimal or hexadecimal notation: **10001b** = **17** = **11h**, see [chapter 4.2.4](#).

Please note, that on the PC the bits of a bit pattern may be stored in reverse order (Little Endian / Big Endian).

Working with bit patterns

In *ADbasic*, you can process bit pattern preferably with Boolean operators (**And**, **Not**, **Or**, **XOr**) and bit shifts (**Shift_Left**, **Shift_Right**). Often a bit mask is used, i.e. an additional bit field the bits of which refer to the pattern bits.

– Setting bits

- Use a bit mask, with bits set to 1 to turn a pattern bit on, all other bits are set to 0.
- Combine bit pattern and bit mask with **Or**.

```

Par_1 = 01001011b
' Set bits 0, 2, 3 (bit pattern of 8 bits)
Par_1 = Par_1 Or 00001101b
'      01001011b bit pattern
'      Or 00001101b bit mask
'      -----
'      = 01001111b result

```


- Deleting / masking bits
 - Use a bit mask, with bits set to 0 to mask off (or delete) a pattern bit, all other bits are set to 1.
 - Combine bit pattern and bit mask with **And**.

```

Par_1 = 01001011b
'delete bits 0, 2, 3 (bit pattern of 8 bits)
Par_1 = Par_1 And 11110010b
'      01001010b bit pattern
' And 11110010b bit mask
'      -----
'      = 01000010b result

```

While deleting few bits, a complementary bit pattern via **Not** is helpful.

```

'delete bit 3
Par_11 = Par_10 And (Not 1000b)

```

- Toggling bits
 - Use a bit mask, with bits set to 1 to toggle a pattern bit, all other bits are set to 0.
 - Combine bit pattern and bit mask with **XOr**.

```

Par_1 = 01001011b
'toggle bits 0, 2, 3 (bit pattern of 8 bits)
Par_1 = Par_1 XOr 00001101b
'      01001010b bit pattern
' XOr 00001101b bit mask
'      -----
'      = 01000111b result

```

- Querying bit status at fixed position

```

'query Par_10: Bit 5 = 1?
Par_1 = 5 'bit no.
If ((Shift_Right(Par_10, Par_1) And 1b) = 1)
  Rem bit 5 = 1
Else
  Rem bit 5 = 0
EndIf

```

- Querying bit status at variable position

```

'query Par_10: Bit 5 = 1?
Par_1 = 5 'bit no.
If ((Shift_Right(Par_10, Par_1) And 1b) = 1)
  Rem bit 5 = 1
Else
  Rem bit 5 = 0
EndIf

```

- Creating a bit mask

Use **Shift_Left** to create a bit mask with a bit set at a given position.

```
'create a bit mask with set bit 15
Par_10 = 15           'bit no.
Par_11 = Shift_Left(1, Par_10)
```

If a lot of bits are to be set in a mask, a complementary bit pattern using **Not** is useful.

```
'set all bits of a mask except bit 15
Par_10 = 15           'bit no.
Par_11 = Not(Shift_Left(1, Par_10))
```

- Adding bit masks

Bit masks may be added e.g. to check or set several bits in one operation.

```
'create bit mask with set bits 0 and 7
Par_10 = 0           'bit no. a
Par_11 = 7           'bit no. b
Par_12 = Shift_Left(1, Par_10) Or Shift_Left(1, Par_11)
```

4.2.6 Global Variables (Parameters)

All running processes and the computer can access global variables and arrays; therefore, they are ideal for data exchange between the processes or between the processes and the computer (see also [chapter 6.3.1 "Data Exchange between Processes"](#)). 80 integer variables, 80 floating-point variables as well as up to 200 arrays of the [Long](#) or [Float](#) data type are available. All variables and array elements have a length of 32-bit. With processor T12/T12.1, the global float variables have a length of 64-bit ([Float64](#)).

[System Variables](#), also globally available, are described on [page 125](#).

With processor T12/T12.1, global variables are slower than [Local Variables and Arrays](#). We recommend using global variables only if data exchange with other processes or the PC is required.

Global variables can be used anywhere in a program without being declared. Since the variables have an undefined value at program start they should be initialized with a useful value (e.g. zero). Exception: After power-up of the ADwin system the global variables are automatically initialized with zero.

A list of global variables and arrays being used in the program can be displayed in the [Global Variables Window](#) (see [page 100](#)).

The global variables are also termed parameters and have the names:

- **Par_1, Par_2, ... Par_80** with the **Long** data type for 32-bit integer values.
- **FPar_1, FPar_2, ... FPar_80** with the **Float64** data type for floating-point values. For processors until T11, the data type is **Float**.

Example

```
Par_5 = 700           'Parameter 5 contains the value 700.
Par_72 = ADC(1)       'The voltage at the analog input 1
                       'is measured and stored into
                       'parameter 72.
```



Contrary to other variables, global variables, **Par_n** and **FPar_n**, must not be declared because they are pre-defined and are already known to the compiler.



4.2.7 Global Arrays

Global arrays enable the exchange of data between the processes on the ADwin system or the computer (see also [chapter 6.3.1 "Data Exchange between Processes"](#)). Up to 200 arrays of the **Long** or **Float** data type are available.

Since size and data type are selectable, global arrays must be declared at the beginning of a program and preferably be initialized, too (Else the array elements have undefined values).



Global arrays can be declared as standard arrays, [2-dimensional Arrays \(page 131\)](#), or as [Data Structure FIFO \(page 132\)](#).

A list of global arrays and variables being used in the program can be displayed in the [Global Variables Window](#) (see [page 100](#)).

With processor T12/T12.1, global arrays are slower than [Local Variables and Arrays](#). We recommend using global arrays only if data exchange with other processes or the PC is required.

The compiler recognizes the declaration of global variables by their names **Data_n**, where "Data_" is a fixed text and "n" is the array number (1...200). The names for **DATA** arrays are:

```
Data_1, Data_2, ... Data_200.
```

Other array numbers are not allowed. However, the declaration of non-sequential array numbers is permissible, for instance **Data_5** without **Data_1 ... Data_4** is allowed. In your program, the compiler differentiates the arrays by their numbers.

**Example**

```
REM Declare the array 5 with 20000 elements of the type Long.
Dim Data_5[20000] As Long
REM Declare the array 3 with 7x5 elements of the type Float.
Dim Data_3[7][5] As Float
```

There is more information about 2-dimensional arrays in [chapter 4.3.4 on page 131](#).

The maximum size of the array depends on the memory size. For instance on an ADwin system with 16MiB memory, an array of up to 4 million elements of the [Long](#) type may be declared. For processor T12/T12.1, please note the automatic assignment of memory areas by means of array size, see [Memory Areas \(T12/T12.1\)](#).

After the array has been declared, each individual element can be accessed. The first element of an array has the index 1.



Do *not* assign a value to the element 0 of an array, for instance with `Data_1[0] = ...`.

**Example**

```
Rem The value of the 200th element from array 5 is assigned
Rem to the global integer variable Par_1.
```

```
Par_1 = Data_5[200]
```

```
Rem In this program line, the 345th element from the array
Rem Data_5 gets the value 4000.
```

```
Data_5[345] = 4000
```

```
Rem This instruction assigns the value 300.1 to the 1st element
Rem of the 2 dimensional array Data_3.
```

```
Data_3[1][1] = 300.1
```

A variable can be used as an index number of an *array element*:

```
'Here, too, as in the example above, the value 4000 is
'assigned to the 345th element of the array Data_5.
```

```
number1 = 345
```

```
Data_5[number1] = 4000
```



However, a variable cannot be used as number of an *array*. The following instruction results in an error message of the ADbasic compiler:

```
num = 2
```

```
Data_num[300] = 20 'WRONG !!
```

```
Data_2[300] = 20 'CORRECT
```

The compiler determines `Data_num` to be the name of a local array, which (probably) has not been declared and is therefore not available. Instead, use the notation `Data_2`. Note the different syntax highlighting of the variables.

With processors since T12, the include file `ADwin_utils.inc` provides additional instructions where the array number is provided in a variable.

4.2.8 System Variables

In order to get information about the status of the *ADwin* system, the following system variables are available. These are global variables that can be accessed by all processes and by the computer. More information can be found in the description of the instructions.

Process_{*n*}_Running

Returns the status of the process *n* (with *n* = 1...10): the process is running, just being stopped or already stopped (see [page 290](#)). The variable can only be read.

Process_Error

Returns the number of the previous error of process *n*, if debug mode is active (with *n* = 1...16, see [page 289](#)). The variable can only be read.

Processdelay

The nominal time interval, in which time-controlled processes are called by the counter, is the processdelay (cycle time). With the system variable **Processdelay** (see also [page 286](#)), you query and set this time, measured in clock cycles of the counter.

You read and write into the variable **Processdelay** in the sections **Init:** and **Event:** only. But writing into the variable is only allowed once per section, because otherwise the status of the *ADwin* system may become instable.

Please note that the workload of the processor is at least less than 90 percent, and must not exceed 100 percent.



User_Version

T12/T12.1 only: Using the constant **User_Version** (see also [page 327](#)) you can query the version number of a program. You set the version number in the [Process Options dialog box](#) ([page 62](#)).

4.2.9 Local Variables and Arrays



All local variables and arrays, needed for a process must be declared before the start of the first section of the *ADbasic* program and preferably be initialized, too (else the variables have undefined values).

Variable names can consist of any alphanumeric characters (a-z, A-Z, or 0-9) or an underscore ("_")¹. Special characters like German umlauts (Ä, Ö, Ü) are not allowed and there is no case sensitivity. The length of variable names is only limited by the maximum line length (2048 characters).

Variables (scalars) can be defined as either integer values (type `Long`) or floating-point values (type `Float`), and each are 32 bits long.

With processor T12/T12.1, local variables and arrays work faster than global variables and arrays (see [chapter 4.2.6](#) and [4.2.7](#)). Please note also the automatic assignment of memory areas by means of array size, see [Memory Areas \(T12/T12.1\)](#).



Example

```
Rem Define the variable 'value' with data type Long
Dim value As Long
Rem Define the variables value1 and value2 with
Rem data type Float
Dim value1, value2 As Float
```

Variables may also be declared as a one-dimensional array, allowing the user to generate and/or process an array of variables. The number of elements to dimension in an array is put into square brackets after the array name.



Example

```
Rem Define an array with the length 100, with the name
Rem 'value', and the data type Float
Dim value[100] As Float
```



The first element of an array has the index 1, in the example: `value[1]`. The element index 0 must not be accessed at all.

1. Please note: Names of local arrays must not begin with the string `Data_`, otherwise using the array will cause a compiler error.

4.3 Variables and Arrays – Details

4.3.1 Variables and Arrays in the Data Memory

This section applies to processors T9 ... T11 only. For processor T12/T12.1, please see [chapter 4.3.3](#).

The user can explicitly determine, in which memory area (internal or external) to store arrays and local variables (see below). This allocation is made, in the source code, when the variable is declared using the `Dim` statement using the additions `At DM_Local` or `At DRAM_Extern`. With processor T11, an additional memory area is available via `At EM_Local`.

Without the use of these allocation statements, all variables are stored in the internal memory DM and all arrays in the external memory DX.

We recommend using internal memory for variables and (small) arrays for fast access. The slower, external memory is more suitable for arrays, due to its size.

The [fig. 16](#) shows examples of declarations, in order to store variables and arrays in the different memory areas.

Variable / Array	Memory area	Source code declaration
Local Variable	Internal (DM)	<code>Dim var As <VarType></code>
		or
		<code>Dim var As ... At DM_Local</code>
	Addit. (EM)	<code>Dim var As ... At EM_Local</code>
Array	External (DX)	<code>Dim var As ... At DRAM_Extern</code>
	Internal (DM)	<code>Dim array[5] As ... At DM_Local</code>
	Addit. (EM)	<code>Dim array[5] As ... At EM_Local</code>
	External (DX)	<code>Dim array[5] As ...</code>
(global/ local)		or
		<code>Dim array[5] As ... At DRAM_Extern</code>

Fig. 16 – Allocation of the Memory Area with Declarations

The global variables `Par_1...Par_80` and `FPar_1...FPar_80` are pre-defined in the internal memory (DM), therefore they cannot be re-declared in the external memory (DX).

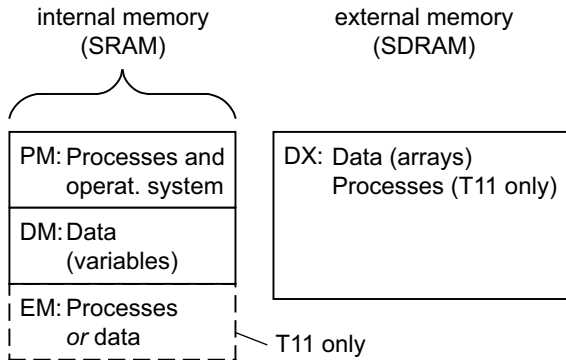


4.3.2 Memory Areas (T9...T11)

This section applies to processors T9 ... T11 only. For processor T12/T12.1, please see [chapter 4.3.3](#).

The processor of the ADwin system uses a fast internal memory (SRAM) and a huge external memory (SDRAM).

Half of internal memory is available as program memory PM and as data memory DM. Processor T11 has an additional internal memory EM, which may be used either as program or as data memory. This allocation is made in the source code, when the keywords `At EM_Local` are added to a program section (e.g. `Init:`) or to a variable declaration with `Dim`.



- Program memory (PM):
Program memory occupies half of the internal SRAM and contains the operating system and processes.
- Internal data memory (DM)
The internal data memory occupies half of the internal SRAM for storing the global and local variables.
- Additional memory (EM)
Additional internal memory EM is available with processor T11 only. Additional memory can be used either as data memory or as program memory.
- External data memory (DX)
The external data memory covers the external SDRAM and stores the global and local arrays.

On T11, external memory can store processes of up to one megabyte size.

Data in the internal memory (DM) can be accessed faster than data in the external memory (DX) by approximately a factor of five. The access speed to the memory areas PM, EM, and DM in internal SRAM is equal.

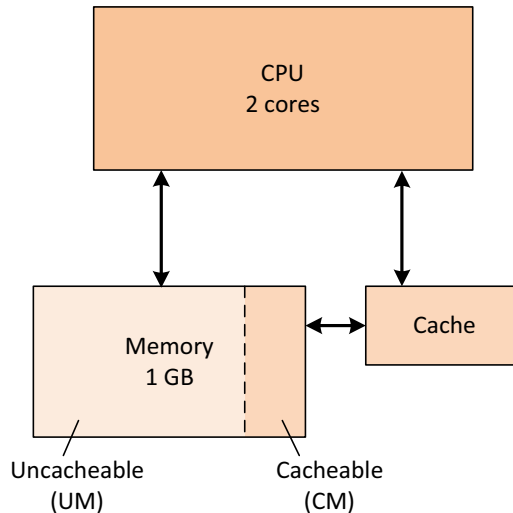
Memory size (SRAM, SDRAM) is an ordering option and cannot be upgraded. The size of memory areas is the only limiting factor to the size of the processes and for the number of declared variables and arrays (indirectly to the size of source files, too). In the status line of the development environment, the amount of available memory of PM, DM, EM, and DX is displayed in bytes.

4.3.3 Memory Areas (T12/T12.1)

This section applies to processor T12/T12.1 only. For processors T9 ... T11, please see [chapter 4.3.1](#) and [4.3.2](#).

The processor T12/T12.1 provides an external main memory with a size of 1 Gigabyte. Program code and data are not stored in different areas but together in the main memory.

The CPU access to main memory is quite slow. To accelerate data access the CPU uses a fast internal memory area, the cache with a size of 512kB. The CPU first fills the cache with the values and instructions, which are required next from the main memory. As needed, the CPU loads additionally required data and code into the cache; the point of reload time cannot be predicted in *ADbasic*. Nevertheless, the maximum processing speed can always be achieved if program code and data are kept small enough to fit them as completely as possible into the cache.



The part of main memory, which may deliver information to the cache, is called "cacheable" (CM), the greater rest of main memory is called "uncacheable" (UM). Parts of CM and UM are used by the *ADbasic* operating system after booting, so about 16MB CM and 1087MB UM remain free for use.

The CM holds variables, small arrays and program code from the *ADbasic* source code; big arrays are stored in the UM area. Normally, the automatic assignment of memory areas is pretty fine.

Arrays, which shall be stored in CM, must not exceed a specified number of elements, referring to data type:

Data type	local array	DATA_x
Long , Float32	< 2.499	< 250.000
Float64	< 1.249	< 125.000
String	< 9.999	< 1.000.000

If the memory size e.g. in CM is too small for program code and data you receive an error message in *ADbasic* when the process is loaded to the *ADwin* system. It may then be reasonable to declare the memory area of `Data_x` arrays on your own, for example to declare rarely used `Data_x` arrays [At Uncacheable](#) (UM) and frequently used `Data_x` arrays [At Cacheable](#) (CM). Please note that manual memory declaration indirectly influences the

memory assignment of other arrays.

You cannot select the memory area of local arrays.

Program code and data are assigned to CM and UM as follows:

Data block	CM	UM
<i>ADbasic</i> operating system	x	–
Program code, local variables, local arrays (<10.000 Byte)	x	–
Local arrays >=10.000 Byte	–	x
DATA_x At Cacheable	x	–
DATA_x At Uncacheable	–	x
DATA_x <= 1.000.000 Byte	x	–
DATA_x > 1.000.000 Byte	–	x

4.3.4 2-dimensional Arrays

Global arrays **Data_n** may be declared with 1 or 2 dimensions. The basic array features are described in [chapter 4.2.7 "Global Arrays"](#).

2-dimensional notation may simplify a problem's solution (compared to 1-dimensional arrays). At the same time it will slow down data access and require additional program memory.



The loss of access speed and the need of additional memory will increase with each access to the 2-dimensional arrays by the program.

The following cases require to access the data of a 2-dimensional array as if it were declared 1-dimensional:

- On the PC, if the data of a 2D-array is transferred to or from an *ADwin* system.

The other way round, data of a 1D-array on the PC may be transferred to an *ADwin* system, even though the destination array is declared 2-dimensional in *ADbasic*.

- [Inside of a library module \(Lib_Sub, Lib_Function\)](#), which receives a 2D-array as an argument.

With this kind of data access, the order of data in the memory becomes important. As an example a 2D-array shall be declared as

```
Dim Data_1[3][2] As Float
```

The 3×2 array elements will be stored sequentially in the data memory. The following table shows, which element index be used for the 1D-access to the example array.

array index 2D	[1][1]	[1][2]	[2][1]	[2][2]	[3][1]	[3][2]
array index 1D	[1]	[2]	[3]	[4]	[5]	[6]
memory address	n	n+1	n+2	n+3	n+4	n+5

Thus, an element `Data_1[3][1]` used in the main program had to be accessed e.g. in a library module as fifth element of the passed array:

```
Dim Data_1[3][2] As Float
REM use in main program
Data_1[3][1] = 17.2
setpar1(Data_1)           'sets Par_1 = 17.2

REM use in library module
Lib_Sub setpar1(ByRef array[] As Float)
  FPar_1 = array[5]        'corresponds to Data_1[3][1]
Lib_EndSub
```

Please note: This kind of access is permissible only in the two cases mentioned above. In any other case, the 2-dimensional notation is needed.



Generally, this is the mapping of 2D-elements to 1D-elements:

$$\text{DATA_n}[i][j] \equiv \text{DATA_n}[s \cdot (i - 1) + j]$$

where `s` is the second dimension of `Data_n` in the declaration. In the example above, there is `s=2`.

4.3.5 Data Structure FIFO

For applications requiring a large quantity of data to be transferred continuously, we recommend using a `Data_n` global array with the FIFO data structure: a "First In, First Out" ring buffer.

The basic features of global arrays are described in [chapter 4.2.7 "Global Arrays"](#).



The data structure `Ringbuffer` of the *TiCo* processor is quite different from a FIFO. *TiCo* ringbuffer is described in the *TiCoBasic* manual.

In a ring buffer, data is handled in a special way; like a queue where data is appended to the end of the queue and retrieved from the beginning of the queue. Unlike a "normal" array, data in the array is not accessed by its element number, but by the first or the last element of the array (via a data pointer). Consequently, data elements are read out in the same order as they were written into the array (= First In, First Out).

Global FIFO arrays `Data_n` must be one-dimensional; possible data types are `Long` or `Float`.

Example

```
Dim Data_5[1003] As Long As FIFO
```



This instruction declares the global array with the number 5 as FIFO ring buffer with 1,003 elements of the type `Long`. Please note the special size of a FIFO with the T11 processor (see [FIFO](#)).

Please note: A FIFO array cannot be accessed as "normal" array in the source code



Since a FIFO array has a finite number of elements (which is declared), the chain of used and unused array elements form a ring, the ring buffer. The data pointers to the first and last used array element are managed automatically when a new value is assigned to the array or when a value is read out.

After the declaration of a FIFO array the pointer should be initialized with the `FIFO_Clear` instruction, resulting in a empty FIFO array.

From the ring structure of the FIFO array it is possible for the head of the data chain to "overtake" the data end. This can only occur when data is written faster into the FIFO than it is being read out. Subsequently, the earlier stored data will be overwritten and lost.



While a process or a PC program (see [chapter 6.3.2 "Communication between PC and ADwin System"](#)) is writing to a FIFO array, no other instance (= process or PC program) may write to this array. The same applies to read accesses to the FIFO array. Otherwise, data pointers get mixed up, data will be lost and the data counter fails.



It is allowed and useful that one instance writes to a FIFO array while another reads data from the array at the same time.

Accesses of multiple instances may happen one after another without any problems; the coordination may e.g. be controlled with a semaphore.

A certain FIFO array can be accessed by indicating its array name (with the corresponding array number).

Example

```
Dim Data_5[1003] As Long As FIFO
```

```
Data_5 = 95
```

'Writes the value 95 into the

'Data_5 array which is declared as FIFO

```
Par_7 = Data_5
```

'Reads a value from the FIFO and

'stores it in the global variable

'Par_7



To ensure that the FIFO is not full, the `FIFO_Empty` function should be used before writing into it. Similarly, the `FIFO_Full` function should be used to

check if there are values, which have not yet been read, before reading from the FIFO.

The ring buffer concept involves the fact that any value of a FIFO array may be read only once. Therefore, only a single process or a single program should read the FIFO data.



Examples

```
Dim free,used,value1 As Long
Dim Data_1[1003] As Long As FIFO
REM Are there still elements, which are not empty?
free = FIFO_Empty(1)
If (free > 0) Then
    Data_1 = value1
EndIf
REM Are there still elements, which haven't been read?
used = FIFO_Full(1)
If (used > 0) Then
    Par_7 = Data_1
EndIf
#Define free PAR_1
```

4.3.6 Strings

Control characters and texts from other process monitoring devices can be transferred, converted and processed by the ADwin system e.g. via an RS-232 interface.

The following instructions are available for string processing:

Asc	Get ASCII number of a character
Chr	Get character from an ASCII number
FloToStr	Convert a float value into a string
LngToStr	Convert a long value into a string
StrComp	Compare 2 strings to be equal
StrLeft	Get left-aligned substring from a string
StrLen	Get length of a string
StrMid	Get substring from a string
StrRight	Get right-aligned substring from a string
ValF	Convert a string into a float value
ValL	Convert a string into a long value

+ String Addition Operator to concatenate strings

For most string instructions, the library file `STRING.LI*` must be imported (where * indicates the processor type: 9 for T9, A for T10, B for T11, C for T12; with T12.1 it is `String.1.LIC`). The library file is found in the library directory (default: `C:\ADwin\ADbasic\LIB`) after the installation.

A string variable has a structure similar to an array, where each array element contains one character. The dimensioning of a string for 5 characters is as follows:

```
Import String.LI9
Dim text[5] As String
```

This dimensioning reserves an array for the string in the memory, which is structured as follows:

<code>text[1]</code>	Length of the string in characters (5); not available with T12/T12.1
<code>text[2]</code>	Character 1 of the string
<code>text[3]</code>	Character 2 of the string
<code>text[4]</code>	Character 3 of the string
<code>text[5]</code>	Character 4 of the string
<code>text[6]</code>	Character 5 of the string
<code>text[7]</code>	The end of string character, terminating zero (00h)

Each element requires 4 bytes of memory, or 1 byte with T12/T12.1. The first element `text[1]` and the last element `text[7]` of the string are automatically reserved by the *ADbasic* compiler.

Note: Do not use element number 0 in *ADbasic*, here `text[0]`. With processor T12/T12.1, do not use element numbers 0 and 1, here `text[0]` and `text[1]`.

After dimensioning the elements are not initialized. Values must be assigned to a string before the string can be read from or processed.

Normal Assignment

Values are assigned to string variables by placing the string's actual text into quotation marks (") and setting it equal to the string variable. *ADbasic* stores the corresponding ASCII numbers for each character in the memory (see [ASCII table in the Appendix](#)).

**Example**

```
text = "HELLO"
```

Element Index	Memory Contents	Meaning
<code>text [1]</code>	05h	Length of the string in characters (5); not available with T12/T12.1
<code>text [2]</code>	48h	ASCII value for "H"
<code>text [3]</code>	45h	ASCII value for "E"
<code>text [4]</code>	4Ch	ASCII value for "L"
<code>text [5]</code>	4Ch	ASCII value for "L"
<code>text [6]</code>	4Fh	ASCII value for "O"
<code>text [7]</code>	00h	End-of-string character

Only characters with the ASCII values between **20h...7Fh** (displayable characters in the normal ASCII character set) should be assigned using quotation marks, except the following characters, which are assigned using the escape sequence:

- single quote ('): `\x27`
- double quote ("): `\x22`
- backslash (\): `\x5C`

Character Assignment via Escape Sequence

The escape sequence is used to include ASCII values or control characters into a string. Each escape sequence transfers a single ASCII value to the *ADbasic* compiler, which stores it in memory without any changes.

The escape sequence is indicated as part of a string inside quotation marks with the notation `\xhh`, where `hh` is the ASCII value to be transferred, written in hexadecimal notation. Each escape sequence must have exactly 4 characters.

**Example**

```
text = "\x48\x45\x4C\x4C\x4F"
```

The memory contents is the same as the one given in the previous example.

The escape sequence is necessary for assigning characters that are not displayed (such as line feed, carriage return, etc.). The range of values using the escape sequence is from `00h` to `FFh`. Values `00h...7Fh` refer to unique characters (see [ASCII-Character Set](#)), but characters of values `80h...FFh` depend on the regional settings.

In addition to the notation `\xhh`, there are also special escape sequences for frequently used (control) characters:

Sequence	ASCII Value	Meaning
<code>\\</code>	5C	Backslash (\)
<code>\t</code>	09	Tab (TAB)
<code>\n</code>	0A	Line Feed (LF)
<code>\r</code>	0D	Carriage Return (CR)

It is also possible to combine the notations described earlier when assigning values to a string variable.

Example

```
text = "HE\x4C\x4CO"
```



The memory content is the same as the one given in the previous examples.

The end-of-string character should not be inserted into a string (example: `text = "HE\x00LLO"`). The *ADbasic* compiler will properly assign each character to the string, but errors will most likely occur when the string is processed further on.



String Assignments that are NOT Recommended

Unfortunately, it is possible to insert characters with ASCII values `00h...1Fh` or `80h...0FFh` on various ways, for instance typing [?] or the German characters [ß] and [Ö], or using "copy and paste", or the key sequence [ALT]+number. We explicitly do recommend using [Character Assignment via Escape Sequence!](#)

The compiler is able to process such characters. However, these characters may either have no unique ASCII value (because they are country-specific), or they may cause unwanted actions (carriage return, etc.) and program errors.



We recommend inserting any control or special characters into a string only by using the escape sequence.

4.4 Expressions

An expression is the term, which you assign to a variable, pass to an instruction as argument, or use as a condition. It consists of an arbitrary combination of:

- Simple data: constant, variable or array element.
- Operators being applied to arguments, which are expressions themselves.
- Instructions from the *ADbasic* instruction set or user-defined instructions.

4.4.1 Evaluation of Operators

For the evaluation of an expression, it is important to understand the order, in which the operators are used. The operators are divided into categories, which are resolved according to priorities: A category of higher priority is processed before a category of lower priority (see [fig. 17](#)).

Please note that automatic [Type Conversion](#) may in some cases influence the evaluation of an expression (see [page 139](#)), too.

Operator	Category
" "	Delimiter of character strings
<i>ADbasic</i> keyword	Instruction, function, variable, etc.
=	Assignment
()	Parentheses
-	Negation of a <i>constant</i>
^	Power
* /	Multiplication / Division operators
+ -	Arithmetic operators
And Or XOr	Binary operators
< > =	Comparison operators
And Or	Boolean operators

Fig. 17 – Priorities of operator categories
(highest priority on top)

Example

```
var = Par_1 + Par_2 * Par_1^3 / 4
```

corresponds to

```
var = Par_1 + (Par_2 * (Par_1^3) / 4)
```

If 2 or more operators, appearing in the same line, have the same priority (or if there are the same operators), the compiler processes them in the order they appear, from left to right.

Using a negative sign with variables, may return unexpected results, in some cases, and can be avoided by using parentheses.

**Example**

```
var = 1/-x           'not recommended
var = 1 / (-x)       'correct: negative inverse value
```

4.4.2 Type Conversion

In *ADbasic*, variables can (after dimensioning) generally be used without paying attention to their data types ([Long](#) or [Float](#), see also [chapter 4.2.3 "Data Types"](#)). If necessary the data of the [Long](#) type will automatically be converted into the [Float](#) type.

The following description also applies to processor T12/T12.1, but data type [Float](#) should then be replaced by [Float64](#).

Do not mix up this conversion with the instructions [Cast_FloatToLong](#) or [Cast_LongToFloat](#), which do quite a different job (see [page 201](#)).



Consider the following special features:

- Cut off decimal places

If a floating-point value is assigned to an integer variable, then the decimal places are cut off and will be lost.



With processor T11, this effect shows up on some divisions of float values and provides unexpected results:

```
FPar_1 = 6
FPar_2 = 3
Par_1 = FPar_1 / FPar_2 'unexpected result: Par_1=1
Par_2 = Round(FPar_1 / FPar_2) 'correct result: Par_2=2
```

Therefore, it is useful—especially with T11—to use the instruction [Round](#) ([page 297](#)) before assigning the value.

- Converting *all* Integers to Floats

If an expression contains a floating-point value, *all* integer values are automatically converted *before* the expression is evaluated. This applies if an integer expression

- is assigned to a floating-point variable or
- serves as argument for an *ADbasic* instruction, expecting a floating-point value.



Example

```
Par_1 = 2 / 4 * 3      'Result: Par_1=0, because 2/4 = 0
```



Decimal places are always cut off within integer calculations, and will then be lost.

But:

```
FPar_1 = 2 / 4 * 3      'Result: FPar_1=1.5
```

```
Par_1 = 2 / 4.0 * 3     'Result: Par_1=1 (cut off!)
```

Here the floating-point variable **FPar_1** and the floating-point value **4.0** demand the conversion of all integer values.

- Prevent integers from Conversion



Even using parentheses does not prevent the automatic conversion into **Float**. To absolutely make calculations in **Long**, an individual program line must be used.



Example

```
Par_1 = 2
```

```
Par_2 = 5
```

Rem a conversion is made here:

```
FPar_3 = (Par_2 / Par_1) + 0.2 'FPar_3 = 2.7
```

Rem ... but not here:

```
Par_9 = Par_2 / Par_1 'Par_9 = 2 (cut off)
```

```
FPar_4 = Par_9 + 0.2 'Result: FPar_1 = 2.2
```

- Conversion of Arguments

The following expressions are always evaluated separately (and will be converted, if necessary, as described above):

- Each individual parameter for an instruction.
Additionally a cut off may occur according to the parameter's data type (data type see instruction's description).
- Each argument passed to a function or subroutine.
- Each individual part of a condition within a Boolean expression in an **If...Then** or **Do...Until** where the condition can be linked with **And** or **Or**.



Example

```
Par_1 = 2
FPar_2 = 5.5
```

```
Rem Both conditions are true, Par_1 is not converted
Rem into Float, therefore Par_3 = 1.
If ((Par_1 / 4 * 3 = 0) And (FPar_2 * 1.1 > 5.5)) Then
    Par_3 = 1
EndIf
```

```
Rem The condition with Float does not influence the
Rem Long calculation, therefore Par_3 = 0.
If (FPar_2 * 1.1 > 5.5) Then Par_3 = Par_1 / 4 * 3
```

4.5 Selection structures, Loops and Modules

When writing extensive programs, *ADbasic* provides the following structure elements:

- Control structures to help shorten large sections.
 - Loops for sections being frequently repeated:
`Do ... Until` or
`For ... Next`.
 - Structures for case-by-case decisions:
`If ... EndIf`, `#If ... #EndIf` or
`SelectCase ... EndSelect`.
- **Subroutine and Function Macros** to define frequently used program sections as
 - Subroutine macros with `Sub ... EndSub`
 - Function macros with `Function ... EndFunction`
- **Libraries** of compiled subroutines and functions, which can be included into a user's source code with `Import`:
 - Library subroutines with `Lib_Sub ... Lib_EndSub`
 - Library functions with `Lib_Function ... Lib_EndFunction`
- Collections of source code sections and program modules in **Include-Files**, which can be included into a user's source code using
`#Include filename.Inc`

More information and examples of instructions can be found in [chapter 7 "Instruction Reference"](#).

4.5.1 Subroutine and Function Macros

The syntax of subroutine and function macros is simple, only requiring the terms `Sub ... EndSub` and `Function ... EndFunction` around the relevant program sections, like parentheses. Contrary to subroutines, functions return a value.

Source code is more clearly structured with subroutines and functions. These subroutines and functions define macros, whose complete instruction block is inserted (prior to compilation) into the place of the source code, where it is called.

Please note: upon each subroutine or function call, the generated binary file is increasing in size. You can use library functions or subroutines as an alternative (see below).

You will find more information about the structure of macro modules in the instruction reference ([page 237: Function ... EndFunction](#); [page 323: Sub ... EndSub](#)).

4.5.2 Include-Files

Source code sections can be collected and stored in an "include" file. Such files (as well as the source code they contain), can very easily be included into a source code file with the `#Include` instruction.

The content of an include file is based on the same rules as normal source code files. However, in most cases include files contain only subroutine and function macros.

When an include file is generated, the source code is entered in the same way as a "normal" *ADbasic* file but saved using the `File / Save as` menu option with the Include file `*.inc` file type.

Depending on the include file's source, attention must be paid to the position, at which the file is included into another source code file, to maintain a working program structure. If the include-file contains function and subroutine macros, it must be included before the `Init:` section or after the `Finish:` section.

You can also include an include-file into source codes of library files and other include-files (nested include).



Include files installed with *ADbasic* contain only subroutine and function macros, defining instructions for hardware access. Thus, the appropriate position for these files to be included is the beginning of the source code (see [page 110](#)).



It is not allowed to use include files recursively.

nclude file is included into a source code with **#Include**, all instructions being defined therein are highlighted in the source code (see [Syntax highlighting](#)). Even nested includes are recognized.

for instructions from an include file which has not been included with **#Include** (e.g. to avoid a recursion), you enter the following line:

```
'<#Include OtherIncFile.inc>
```

4.5.3 Libraries

In a library, compiled library subroutines and functions (modules) can be assembled. With the `Import` instruction, the modules of a library can be included into a process where they will be called.

The library modules are similar to the subroutine and function macros. They are created in a source code file using the `Lib_Sub ... Lib_EndSub` and/or `Lib_Function ... Lib_EndFunction` instructions. The library file is then saved using the File / Save as menu option with the Lib-file *.bas file type and compiled using the Build / Make lib file menu option.

With processor T12/T12.1 the filename may not end with a dot and numeral 0...9 (in the form *.0.bas)



Please note with processor T12/T12.1: Each library consists of three files *.lic/*.l.lic, *.o, and *.h. All three files must be located in the same folder to make the library run correctly.

If you compile a source code which imports a library, the binary file contains only library modules being called in the source code. Calling library modules multiple times does not increase the size of the binary file. Compared to macro functions and subroutines, library modules require less memory when they are called more than once. However, additional execution time is needed for calling them (compare to [chapter 4.5.1 "Subroutine and Function Macros"](#)).



Please note that a library module cannot call a library module within the same library file. We recommend using macro functions and subroutines instead. Alternatively, additional libraries may also be used.

When nesting libraries (including a library within another library), the source code calling the libraries must include all levels (see [fig. 18](#)), otherwise an error message will be returned by the compiler.



Recursive calls of library functions or subroutines are not allowed.

If you use libraries with processor T12/T12.1, check if the set stack size is sufficient. An insufficient stack size can lead to data loss or program abortion. You find more under [Window Stack Test Analysis \(page 92\)](#).

You will find more information about the structure of the library modules in the instruction reference ([page 254: Lib_Function ... Lib_EndFunction](#); [page 259: Lib_Sub ... Lib_EndSub](#)).

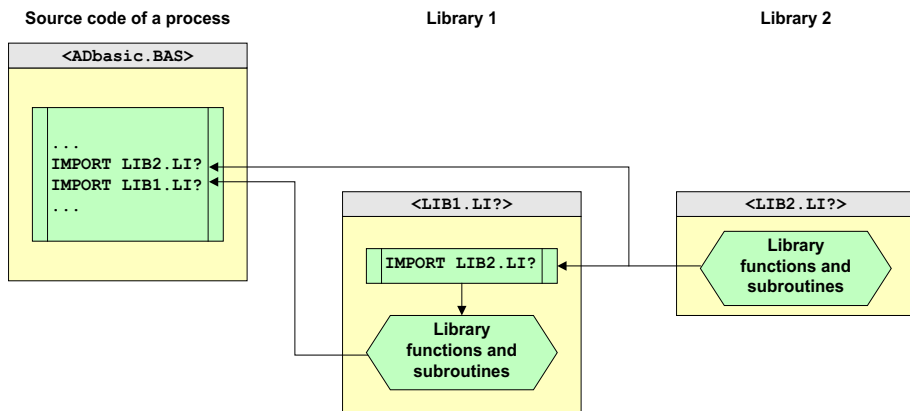


Fig. 18 – Interlaced Libraries

The following libraries are delivered with *ADbasic*.

String.li*	Instructions for string operations.
Math.li*	Special mathematics instructions.
FFT.li*	Instructions for FFT transformations.

Macros versus Libraries

What should you do, if you can use a macro as well as a library to solve a task? In this case, you have to weigh execution speed against program size.

A macro will be expanded in the code as often as it is being called in the source code. If your program calls a macro function 100 times, there will be 100 copies of the macro in the resulting program code. On the contrary, the code of a library function will always exist once only. Aiming for a smaller program size, the library function would be the better choice.

If a program calls a library function, there is some processing expense transferring the program execution to the library and later returning to the calling program code. If "calling" a macro, there is no such processing expense since the code is part of the program. Regarding higher execution speed, the macro does it better.

Weighing program size against execution speed is normally irrelevant for beginning programmers. A closer examination of this issue will only gain importance with huge or time-critical applications.

5 Optimizing Processes

The *ADwin* system is designed to quickly and precisely execute control and measurement tasks. Depending on the requirements it may be necessary to optimize your *ADbasic* program for a faster processing time.

The following pages illustrate steps for optimizing a program. Many factors determine the optimization process, which needs to be considered with each individual case. Please refer to the "*ADbasic* Tutorial and Programming Examples" manual to find more examples for optimizing processes.

5.1 Measuring the Processing Time

For optimization, it is important to measure the processing time of a process cycle or of a program section. This can be done using the internal counters of the *ADwin* system.

The processor of the *ADwin* system has two internal counters, one for high-priority processes and another for low-priority processes, each incrementing in different clock rates (see [fig. 20](#) on [page 165](#)). The current counter value can be read using the [Read_Timer](#) instruction; the counter corresponding to the running process's priority will automatically be read out.



After power-up, both counters are set to the value 0 (zero), then continually incremented in fixed clock pulses.

The processing time of the program is measured as a time difference. In the following example, the processing time of a time-critical program section (minus an offset) is stored in the global variable `Par_1`.

To obtain the offset run the both [Read_Timer](#) lines in succession—without any program lines between them—and calculate the difference of these values. The offset is to calculate only once for the surveyed program.



Example

```
Dim t1, t2 As Long           'do NOT use float here

Event:
  Rem ...
  t1 = Read_Timer()
  Rem Time-critical section
  Rem ...
  t2 = Read_Timer()
  Par_1 = t2 - t1 - 4         'Process time in clock pulses
                              '(offset = 4 clock pulses)
  Par_2 = Calc_TicksToNs(Par_1) 'time in nanoseconds
```

If `Par_1` in the example above equals 37, the time-critical section of the high-priority process requires $37 \times 25\text{ns} = 925\text{ns}$.

It is also possible to measure the time difference between two external events, in an event-driven process. In the following example, the measurement is stored in the global variable `Par_1`.

Example



```
Dim oldtime, time As Long
```

Init:

```
oldtime = Read_Timer()
```

Event:

```
time = Read_Timer()
Par_1 = time - oldtime
Par_2 = Calc_TicksToNs(Par_1) 'time in nanoseconds
oldtime = time
```

5.1.1 Annotations for T12/T12.1

Regarding processor T12/T12.1, measuring the timing of selected program lines depends a lot on the surrounding conditions. This refers especially to the effects described below. You don't have to make changes if you measure the time difference between the event signals.

The notes of the previous section are still valid.

- The compiler may strongly optimize calculations in the *ADbasic* source code, in order to achieve a fast processing. Thus, the compiler may (among others) summarize calculation steps or arrange independent calculations in different order.

As a result, a time measurement with two `Read_Timer` lines may enclose other instructions than given in the source code. This effect decreases with the length of the enclosed program segment.

On the other hand: Accesses to the *ADwin* hardware like `ADC` or `DAC` are always processed in the order that you have set in the source code. Program lines with global variables `Par`, `FPar`, `Data` and with `Read_Timer` are excluded from optimization to a large extent.

- The processor architecture enables parallel processing of multiple instructions. The total processing time is reduced, but also the processing time of single instructions lose relevance.
In addition, parallel processing sometimes makes it difficult to determine the processing time of a single instruction.

Therefore, you cannot calculate the processing time of a program segment by adding processing times of the appropriate single instructions. We recommend measuring the timing of larger program segments.

- If the processor accesses *ADwin* hardware or memory, a subsequent time measurement with **Read_Timer** may already be processed while the hardware access is still in action.

The reason is the buildup of the processor in several levels, which may work in parallel. As soon as the processor core passes a hardware access instruction to the next processor level, it starts processing the very next instruction in order to accelerate the total processing speed.

The less instructions are enclosed by time measurements the more you have to consider processing times of previous or following instructions. Using the instruction **Read_Timer_Sync** you can make sure that an access to *ADwin*-Hardware or the main memory is completed before the time is read.

Read_Timer_Sync takes more time than **Read_Timer**.

- It makes a difference if you use global or local variables. Global variables **Par**, **FPar**, **Data** are slower to process since the processor has to synchronize the variable value with the cache or main memory with every single access; this is not required with local variables.
- The processor contains several buffers for data and instructions. The status of the buffers depend a lot on the previously processed instructions. Multiple measurements of the same program segment may therefore result in different processing times.

5.2 Useful Information

5.2.1 Accessing Hardware Addresses

Many of the *ADwin* system functions are managed by its control and data registers. These functions can quickly be executed by *directly* accessing the relevant registers with the **Peek** and **Poke** instructions. Here, "directly" means that the functions' addresses are not calculated in the process cycle, but passed as constant values: saving computing time for the calculation.

The addresses for control and data registers can be found in the relevant hardware manual.

5.2.2 Constants instead of Variables

A calculation is executed faster when the values are specified as constants and not as variables.

Example

```
FPar_1 = Sqrt(Par_2)      'with Par_2=17
FPar_1 = Sqrt(17)
```



For the first calculation, the value of the variable `Par_2` must be determined during run-time. The root must then be calculated and assigned to `Par_1`. In the second calculation, the compiler already has determined the value. During run-time it will only be assigned.

5.2.3 Faster Measurement Function

With the **ADC** instruction, an analog-to-digital (A/D) conversion for a channel with a specified gain is carried out. In order to make its application easier, the instruction is kept rather simple and combines several sequences (see hardware manual for the ADwin system).

There are different situations resulting in a faster processing when using these individual sequences, compared to using the **ADC** instruction.

For instance, the **ADC** instruction does not consider that the ADwin-Gold-system has two ADCs, which are able to convert two different channels at the same time. This is illustrated in the following example:

Example

```
REM Example for Gold II
REM Set ADC multiplexers to channels 1 and 2
Set_Mux1(00000b)      'set MUX1 to channel 1
Set_Mux2(00000b)      'set MUX2 to channel 2
Rem wait for settling time
Rem ...
Start_Conv(11b)        'Start conversion on both ADCs
Wait_EOC(11b)          'Wait for end of conversion
Par_1 = Read_ADC(1)     'Read ADC1
Par_2 = Read_ADC(2)     'Read ADC2
```



ADwin-light-16 has only one ADC, so the example is not applicable.



5.2.4 Setting Waiting Times Exactly

Using a waiting time, you can easily set an exact offset between 2 instructions, for example to bridge the multiplexer settling time between **Set_Mux** and **Start_Conv**.

The instruction for setting the waiting time depends on the processor type:

- Processors T9 and T10:

The instruction **Sleep** sets the waiting time exactly: The processor stops for the pre-set time, causing the next instruction to be started with appropriate delay.

Waiting for the multiplexer settling time of 14 μ s on a Pro I module would then work like this:

```
Set_Mux(2,00000b)      'Set Mux to channel 1
REM Here a calculation may be done, which e.g. takes
REM 8 $\mu$ s of the free processor time.
Sleep(60)               'wait remaining 6 $\mu$ s until 14 $\mu$ s
Start_Conv(2)           'Start conversion
```

- Processors T11, T12:

According to the addressed hardware there are several instructions:

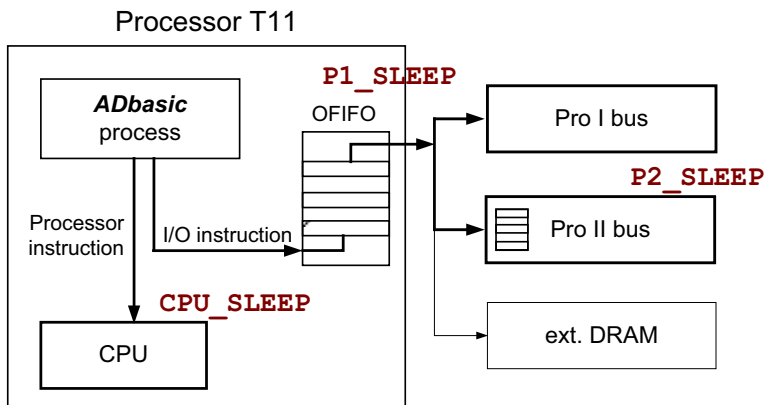
Instruction	addressed hardware
CPU_Sleep	Processor (refers to Sleep)
IO_Sleep	Gold II only: all hardware
P2_Sleep	Pro II only: modules on the Pro II bus
P1_Sleep	Pro-T12: Digital I/O channels of the processor module Pro-T11: modules on the Pro I bus, but also Pro II bus and external DRAM

If the waiting time gaps a delay between I/O-instructions for Pro II modules, **P2_Sleep** is the right choice; for Pro I modules it is **P1_Sleep**, with Gold II it is **IO_Sleep**. The instruction **CPU_Sleep** makes sense only rarely.

Waiting for the multiplexer settling time of 4 μ s on a Pro II module would then work like this:

```
P2_Set_Mux(2,0100000010b) 'Set Mux to channel 3
P2_Sleep(400)              'Make Pro II bus wait 4 $\mu$ s
P2_Start_Conv(2)           'Start conversion
REM The calculation follows but now; the T11/T12 processor will
REM process it automatically in parallel with the I/O
REM instructions.
```

Attention with T11: Within the calculation you should use variables from internal memory only. Otherwise the calculation may anyhow not be run until the I/O instructions are completely processed.



Why are there different instructions for the waiting time? The processor T11 runs processor instructions and I/O instructions¹ quasi-parallel (see sketch above). This is very fast, and also leads to parallel and thus separate timing, resulting in 3 instructions for the waiting time.

The quasi-parallel processing is enabled via a 5-level buffer OFIFO: The operating system passes an I/O instruction into the OFIFO (if there is enough space) and immediately starts processing the next instruction. The example above passes the instructions **Set_Mux**, **P1_Sleep** and **Start_Conv** into the OFIFO; the subsequent calculation is then run in the CPU, while e.g. the Pro I bus² is still waiting.

Please note: A calculation that is to be processed in parallel in the CPU, may only use variables from internal memory. The operating system regards each access to the external DRAM, the common memory area for arrays, as an I/O instruction that has to walk through the OFI - FO buffer.



1. I/O instructions are those, which access external devices via the OFIFO buffer. External devices (as regards the CPU) are modules on the Pro I or Pro II bus and the external memory DX.
2. More precisely, the instruction **P1_sleep** makes the buffer OFIFO wait, not the Pro I bus.

5.2.5 Using Waiting Times

Some instructions require a certain waiting time after being called. This time can be used for other calculations.

The **Set_Mux** and **Start_Conv** instructions require waiting time for the settling of the multiplexer and the conversion of the ADCs. During this waiting time, the processor is not busy and could be used for other tasks.

More detailed information about the required waiting times for data conversion can be found in your hardware manual.

The next example is an extension of the previous example, showing how two measurements are executed across two separate ADCs. Compared to the **ADC** instruction, this enables execution of 4 times the number of measurements.

The key feature of the example is to carry out the individual steps in the conversion process not sequentially but rather in parallel. The time delay for multiplexer setting is carried out during the A/D conversion of the other channels. Both measurement processes are overlapped: The start of conversion (16 bit: time 5µs) for the channels 1+2 is followed by setting the multiplexer (16 bit: time 6.5µs) for the channels 3+4.



Example

REM Example for Gold Rev. B, 16 Bit (not suitable for T11)

```
Init:
    Set_Mux(000000b)      'Set Mux for first measurement,
                           'channels 1+2
    Sleep(65)             'Wait 6.5 µs

Event:
    Start_Conv(11b)       'Start conversion, channels 1+2
    Set_Mux(001001b)      'Set Mux, channels 3+4
    Wait_EOC(11b)         'Wait for end of conversion (1+2)
    Par_1 = ReadADC(1)     'Read ADC1, channel 1
    Par_2 = ReadADC(2)     'Read ADC2, channel 2
    Sleep(15)             'wait remaining 1.5 µs

    Start_Conv(11b)       'Start conversion(channels 3+4)
    Set_Mux(000000b)      'Set Mux, channels 1+2
    Wait_EOC(11b)         'Wait for end of conversion (3+4)
    Par_3 = ReadADC(1)     'Read ADC1, channel 3
    Par_4 = ReadADC(2)     'Read ADC2, channel 4
```


The **Init:** section sets the multiplexer up for the first measurement so that the A/D is ready the first time the **Event:** section is executed.

It is very important that adequate delay for the multiplexer settling time and A/D conversions be provided, or incorrect measurements or A/D conversion failures may be obtained. There are some hints in [chapter 5.2.4 "Setting Waiting Times Exactly"](#).



5.2.6 Optimization with Processor T11

This section describes how to use the specific features of the T11 processor to speed up a process, especially by optimized memory access.

If nonetheless you reach the processor's limits, further optimizations are possible, but only in connection with your specific application. Please contact our support (see address inside the manual's cover page). **Using internal memory**



For time-critical sequences, use variables and arrays in the internal memory (EM or DM) as possible. While variables are declared automatically in the internal memory, arrays (both local and global) have to be declared as follows:

```
Dim DataLocal[100] As Long At DM_Local
Dim Data_5[2000] As Float At DM_Local
```

Compared to internal memory the access of processor T11 to external memory slows down for 2 reasons. On the one hand the memory access is passed into the OFIFO buffer (see [page 151](#)) as I/O instruction, which can cause delays. On the other hand the administration of external memory is slower than of the internal memory.

Data in the internal memory (DM) can be accessed faster than data in the external memory (DX) by approximately a factor of five. The access speed to the memory areas PM, EM, and DM in internal SRAM is equal.

Accessing the external memory

For the access to the external memory, try to use—as far as possible in the program—data blocks, and don't access single values. If using block-wise data transfer the processor enables an accelerated access, so e.g. transferring a block of 20 values quicker than 3 single values.

As an example, the block data transfer is quite useful, if a lot of measurement values are read in short time: At first the collected data packet is saved in quick internal memory. As soon as the measuring task reaches a non-critical stadium, the data are transferred as block into external memory using the instruction **MemCpy**, leaving the internal memory ready for the next collected data packet.

5.3 Debugging and Analysis

Debug and timing modes are the *ADbasic* hands-on tools for debugging and program analysis. The modes are activated via the "Debug" menu (see [page 40](#)) and add their helping features to those programs, which are compiled with active mode.

The Call graph is a tool of static analysis, which enables you to analyze program structure und optimize memory assignment.



Please note: Activating of the modes produces additional program code. Thus, the program will need a longer processing time as well as additional memory—at times at considerable rate. We therefore recommend using these tools for developing and testing of programs only.

5.3.1 Finding Run-time Errors (Debug Mode)

The debug mode is a helping tool to find the following run-time errors in *ADbasic* programs:

- Division by zero
- Square root from a negative value
- Access to too large / too small element numbers of an array

Without debug mode, these run-time errors are simply ignored, i.e. though the result of the program line is undefined it is nevertheless used for the following program. This may cause, depending on the program, an unwanted behavior, in worst case even the "crash" of the *ADwin* system.

The option "Debug mode" is activated from the "Debug" menu; do then compile the source code to be checked. On occurrence of a run-time error it is automatically displayed in the "Debug Errors" windows (see [Debug mode Option, page 74](#)). As well, the run-time error is being handled to maintain a stable mode of operation.



Errors being found must always be eliminated; the automatic error handling of the debug mode is no more than a debugging tool, which does not fit for continuous operation.

Details about activating and display of run-time errors are shown in section ["Debug mode Option" on page 74](#).

5.3.2 Checking the Timing Characteristics (Timing Mode)

The *ADwin* system is designed in such a manner that an arriving event signal for a high-priority process (externally generated or by an internal counter) immediately starts the relevant process cycle. Processes with such "good"

timing characteristics are deterministic and execute their tasks exactly at a predetermined period of time.

To check timing characteristics of processes requires some effort, especially when changes are to be made later, to obtain good timing characteristics. This effort is worth its price, when required higher frequencies or additional tasks put the processor workload to its limit. Another example are process cycles not start as exactly as predetermined according to the measurement task.

In the timing mode, information is generated, which can be used to check selected high-priority processes if they have "good" timing characteristics. For these processes, 7 parameters are calculated, which are displayed in the [Timing Analyzer Window](#).

Processes have good timing characteristics when the following situations *do not* (or rarely) occur:

1. An event signal does not start a process cycle immediately, but a certain (not exactly defined) time later.
2. An event signal does not start a process cycle at all, but gets "lost".
Even several lost event-signals are possible.

In the first case, the operating system tries to make up the delay by using available idle times in the workload of the processor, until all process cycles again start at the pre-defined period of time. In the latter case, the operating system cannot make up the delay: Event signals and therefore process cycles are really lost (see [chapter 6.2.5 "Different Operating Modes in the Operating System"](#)).

An optimal timing characteristic, especially of the high priority processes, is obtained in 2 steps by:

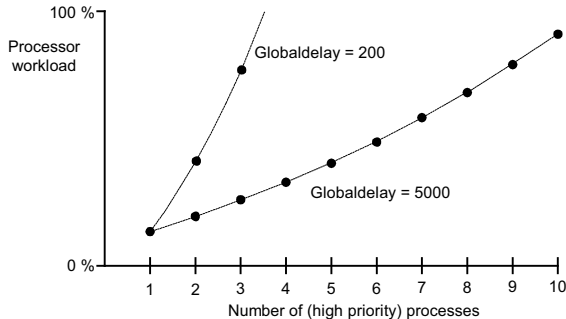
1. [Checking Number and Priority of Processes](#)
2. [Optimal Timing Characteristics of Processes](#)
(Use Timing Mode)

Checking Number and Priority of Processes

In a high-priority process, only time-critical tasks should be processed, all other tasks in one or more low-priority processes (or even processed on the PC).

If possible use only one single high-priority process. Several processes can very often be merged to a single process; if the Processdelay is identical, we highly recommend this. It's worth the effort—especially with a shorter Processdelay of the processes—because the processor workload will be essentially

lower even if the same tasks are executed. The graphic below illustrates this more clearly:



With several high-priority, time-controlled processes, process cycles cannot be prevented from starting time-delayed (except their `Processdelay` values are integer multiples of each other).

Optimal Timing Characteristics of Processes

A high-priority process has an optimal timing characteristic under the following conditions:

- All process cycles of the process have an almost equal processing time.
- The processing time of the process cycle is as short as possible.
- The `Processdelay` of the process is longer than the longest processing time of all process cycles.

Nevertheless, the processor workload for high-priority processes must leave enough processor time available for the tasks of low-priority and communication processes.

To get more information about the timing characteristics of interesting processes proceed as follows:

1. Activate the timing option with `Debug ▶ Enable timing analyzer`.
2. Compile (and start) the *ADbasic* source code.

For each source code, which you compile with active timing option, information about timing characteristics are generated automatically. We

- recommend viewing only a small number of processes at once, so that the timing characteristics will not be influenced too much (see below).
3. Disable the **Debug ▶ Enable timing analyzer** option again, so that other processes being compiled do not unnecessarily generate timing information.
4. Open the **Timing Information** window via the **Debug ▶ Show timing information** menu item.

Note that the timing characteristics on the *ADwin* system depend on the number and type of the processes, thus causing accordingly different parameters. One reason for this fact is the process management of the operating system (see [chapter 6.2.5 "Different Operating Modes in the Operating System"](#)).



The evaluation of the information is made during run-time and needs approx. 60 clock cycles additionally (when using a T9, T10 or T11 processor) per process cycle and process. The parameters in the window are continuously updated and refer to the time passed since the last start of the processes. A short description of the parameters can be found under [Timing Analyzer Window, page 96](#).







The (minor) change of timing characteristics by the timing mode itself cannot be avoided and exists even if no parameters are displayed. This may result under certain circumstances in further latencies, and is also reproduced in the corresponding parameters; in short processes with a short *Processdelay*, a processor workload of more than 100% can be reached sometimes, so that the communication to the PC is interrupted.

Please note that during compiling high-priority processes using the timing option, a low-priority process can be considerably delayed.

5.3.3 Analyzing program structure

For better understanding of huge and complex *ADbasic* programs, do a basic program analysis using the call graph. You can also use the call graph for [Optimizing memory intensive procedures \(page 158\)](#).

The **Call Graph Window** (see [page 90](#)) displays all procedures (**Sub** , **Function** , **Lib_Sub** , **Lib_Function** ) being called in an *ADbasic* source code in a static call graph. The call graph is context-insensitive, i.e. the tree contains one node for each procedure. The handling of the call graph is described in [chapter 3.11.7 "Call Graph Window"](#).

One simple application of the call graph is analyzing the program structure of a given complex *ADbasic* project possibly consisting of several files including libraries. The call tree displays the nesting of procedure calls and enables you to easily recognize the calling order.

The call graph is suitable:

- to introduce yourself into the logic of an unknown program,
- to review the current state of your own program development,
- to monitor the steps to implement your programming concept in an overview,
- in teamwork, to transparently visualize the main program logic of different authors.

The graph can be used as a basis for further analyses, such as an analysis that tracks the flow of values between procedures.

The call graph always refers to a single process only.

5.3.4 Optimizing memory intensive procedures

If you have a program exceeding the *ADwin* memory size, follow these steps to reduce the required memory size:

- Use the call graph to find memory intensive procedures. Detect procedures with huge Total code size and macros ([Sub](#), [Function](#)) with a high Count value in the upper right pane.

The [Call Graph Window](#) (see [page 90](#)) displays all procedures ([Sub](#), [Function](#), [Lib_Sub](#), [Lib_Function](#)) being called in an *ADbasic* process in a static call graph together with their size in memory.

Find more about the handling of the call graph in [chapter 3.11.7 "Call Graph Window"](#).

The screenshot displays the 'Call tree' window. On the left, a tree view shows the call hierarchy starting from 'Init' (PM_LOCAL) leading to 'P2_Set_LED', which then leads to 'P2_Burst_Init'. The 'P2_Burst_Init' node is selected and highlighted in blue. Below this, the 'Event' section shows 'PM_LOCAL' leading to 'P2_Burst_Read_Index', 'P2_Burst_Read_Unpacked04', and 'P2_Burst_Read_Unpacked04'. The 'Finish' section shows 'PM_LOCAL' leading to 'P2_Set_LED'. At the bottom, another 'Init' section shows 'PM_LOCAL' leading to 'P2_Burst_Init'.

The main table on the right lists the procedures and their associated metrics:

Name	Co...	amount	Codesize	amount Codesize (self)	avg Codesize (h...	Source file
P2_Burst_Read_Unpacke...	2	5184	5184	2592	ADwinPro2.Inc	
P2_Burst_Read_Index	1	384	384	384	ADwinPro2.Inc	
P2_Burst_Init	1	668	668	668	ADwinPro2.Inc	
P2_Burst_Start	1	32	32	32	ADwinPro2.Inc	
P2_Set_LED	2	344	344	172	ADwinPro2.Inc	

Below this table, a second table provides more details for the selected procedure:

Name	File	Line No.	Codesize	Codesize (self)	Section
P2_Burst_Init	ADbasic1_Pv1.bas	25	668	668	Init

The status bar at the bottom shows the file path 'C:\Users\guide\Documents\ADbasic1_Pv1.TBT.CallTree', the date and time '18.10.2016 16:47:04', and the count 'count: 10'.

- Reduce the number of macro calls ([Sub](#), [Function](#)) with huge Code size since macros are expanded with every call. Count is the number of calls of a procedure.

With libraries, the number of calls does not matter; see also [Macros versus Libraries](#) on [page 145](#).

- Reduce the code size of huge procedures, especially of often called macros.
- Re-compile the program and check the required memory size again.

Since program sections can be defined in specified memory areas, this information is given in the panes to the left, behind the section names.

With processor T11, please make sure to use memory areas either for data or for program sections. This is also true for the additional memory EM. If you still mix both data and program sections in the EM memory, the information is processed (according to the program sequence) sequentially and therefore more slowly.

6 Processes in the ADwin System

An *ADwin* system has the capability to control complex test stands while rapidly executing measurements. Programs using one or more *ADbasic* processes are used to provide this capability. Within these processes you can specify how analog and digital data is processed within the *ADwin* system and how it is exchanged with external devices and PC.

After starting the process, the program¹ in the *ADwin* system is (characteristically) restarted and processed in regular time intervals. This calling of a process cycle is triggered by one of the following start signals, called events:

1. Timer Event: A pulse of the internal counter. You determine for each process separately, in which time interval (*processdelay*) a new event is triggered.
2. External Event: An external signal, which arrives at the event input of the *ADwin* system. This could be for instance the pulse of an incremental encoder.

Only one of the 10 possible processes can be controlled by an external event, all other processes have to run time-controlled.

You define the exact function of a process in the *ADbasic* source code:

- The initialization in the sections **LowInit:** and/or **Init:**.
- The actual function of the process cycle in the central **Event:** section (event loop).
- The final processing in the **Finish:** section.

It is possible to control the processes from the computer that is the processes are started, stopped or their *processdelays* changed. You can do this with *ADbasic* as well as with other development environments such as C++ or Visual Basic.

With the bootloader option, it is also possible to have processes start automatically on power-up of the *ADwin* hardware. For programming the bootloader, see manual "*ADwin* bootloader"; with processor T12.1 see [chapter 3.8 "Using the bootloader"](#).

1. More precisely: the program section **Event:**.

6.1 Process Management

6.1.1 Types of Processes

Within the *ADwin* system several processes can run simultaneously. The operating system is responsible for calling the process cycles according to specified rules, and for their being processed by the CPU without blocking each other.

When referring to a "process" in this manual, we mean one of the processes 1...10 that you have programmed.

You assign a priority to each process and thus determine the interaction and timing of the processes. There are the priorities:

- [Processes with High-Priority](#)
- [Processes with Low-Priority](#)

Low-priority processes are further divided into the levels –10 (low) up to +10 (high).

The process priority is set via the menu `Options \ Process Options`.

Process	Function	Priority ^a
1...10	User-defined processes with functions and priorities you can freely define	low level <i>n</i> / high
11, 12	Predefined input / output processes	high
15	Process for controlling the flashing LED in <i>ADwin-Pro</i> and <i>ADwin-Gold</i> systems	low, level 1
Communication	Communication between the <i>ADwin</i> system and the computer: Instruction and data exchange	medium

a. The meaning of the priorities is described in the following sections

Fig. 19 – Overview of all processes

The standard processes, processes 11 and 12, are only necessary when using the drivers for the Labview and Testpoint environments. These processes can be loaded during the boot process along with the operating system, either from a developer environment (for more details, see the *ADwin* developer manual), or from *ADbasic*. To do this, set the option `Load Standard processes` to `Yes` in the *ADbasic* menu `Options / Compiler`.

If you are not using one of these applications you can stop the transfer of the standard processes during booting (setting `No`).

The communication process (see [page 163](#)) is part of the operating system. It receives commands of the computer and exchanges data between the ADwin system and computer only when the computer requests them.



If you transfer more than one process with the same process number to the system, only the last process transferred is executed, because the earlier transferred processes are overwritten.

6.1.2 Processes with High-Priority

Processes with "high" priority get preferential treatment from the operating system:

- The maximum latency from when a high priority process is called by an event to when execution of the process begins is 300ns.
- A high-priority process cycle cannot be interrupted and is always completely processed. During this time all process cycles with low-priority are blocked.

Neither another high-priority process cycle nor a stop instruction can interrupt a running, high-priority process cycle. In both cases, the system will complete the current high priority process cycle before proceeding.

In time-controlled high-priority processes, the cycle time (processdelay) can be set in intervals of 25 ns.



The software should be written so that time-critical measurement processes run with high-priority and all others run with low-priority, so that the processor can process the time-critical process cycles without any interference from other operations.



The sections **LowInit:** and **Finish:** of a process—if there are any—are always executed with low-priority, priority level 1, even if the process is set to run with high-priority.

6.1.3 Processes with Low-Priority

Process cycles with low-priority are immediately interrupted when a process cycle with a higher priority is called and will stay interrupted until that higher priority process cycle has finished.

Low-priority processes are further divided into the priority levels –10 (low) up to +10 (high). Process cycles with a low level can be interrupted by those with a higher level at any time. The processors T11 and T12/T12.1 keep strictly to the priority levels for process management (see [chapter 6.2.3 on page 167](#)).

Low-priority processes of the same priority level participate in time slicing. Here the operating system apportions the computing time to the process cycles alternating and in equal time slices. One time slice takes 2ms (processor T9), 1ms (processors T10, T11), 100µs (processor T12), or 150µs (processor T12.1) on average.

Low-priority processes must always be time-controlled. The cycle time (processdelay) can be set in discrete intervals; interval size see [fig. 20](#) on [page 165](#).

Processes with low-priority on principle do not influence the time characteristic of high-priority processes, but vice versa they surely do.

6.1.4 Communication Process

The communication process has a priority level between the priorities "high" and "low". Therefore, it can interrupt low-priority process cycles any time and can be interrupted by high-priority process cycles.

If the computer requests information from the *ADwin* system, the communication process must respond within 250ms or a time-out will occur, the communication between the computer and the *ADwin* system may be interrupted. In this case, the message `The ADwin system does not respond` will be displayed and the system will have to be reinitialized by rebooting the *ADwin* system. The time-out is independent of the communications interface, either USB or Ethernet.

The cause of an interruption in the communication is that the communication process does not have enough processor time allocated to it. This can be caused by the following facts:

- the processdelay of the high-priority processes is too short or
- the processing time of a high-priority process cycle is too long.

More about this subject can be found in [chapter 6.3.2](#) on [page 171](#).

6.1.5 Memory fragmentation

The operating system of the *ADwin* system cares for storing of processes, arrays and variables at an adequate memory position and using them correctly. Therefore, the user normally has no problems with memory management, which thus would need no explanation.

Under certain circumstances, the error message „Not enough memory or memory access error. Please reboot the ADwin system.“¹ occurs. Often, the reason is an external memory fragmentation, which arises from processes or data arrays being loaded into memory multiple times and with

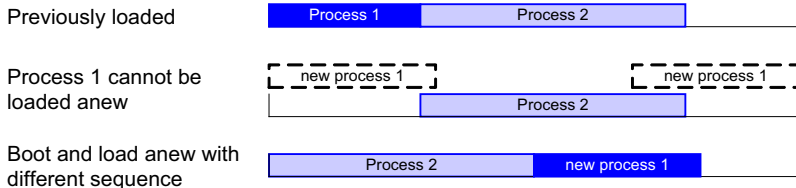
increasing size; a typical action e.g. for the development of new processes. A simple solution is to boot the *ADwin* system and load the data anew.

A memory fragmentation is defined as free storage being dispersed between allocated regions. If now a new data block like a process or an array is loaded into memory—where it can only be stored as complete unit—it may happen that the data block does not fit into any of the free memory fragments. You receive the above error message and have to reorganize the memory in order to obtain free memory of sufficient size.

Booting and loading anew is useful here, since the data blocks are stored consequently without a gap and the free memory remains as a unit.

The result of memory fragmentation can be a memory, which cannot store any more data—regardless of being a process or a data array. According to the processor type an error message pops up or the *ADwin* system shows 100% workload. A simple solution is to boot the *ADwin* system and load the data anew.

Example: Two (quite large) processes are already loaded to memory. Process 1 is to be replaced by new code with increased size, but the data block does not fit into memory neither before nor behind process 2 and you receive the mentioned error message. After booting and loading in different sequence, process 1 can be loaded any time without the risk of memory fragmentation.



As an alternative, you may also delete process 2 manually and load both processes anew. The advantage is to retain the values of global variables and arrays; for a global array this is only true, if the array size remains unchanged. The difficulty in manual deletion, especially with increasing number of processes, is to keep the overview of the order, in which processes are stored in memory.

Alike with process memory, memory fragmentation may also occur in data memory multiple dimensioning of data arrays with changing size, e.g. during

-
1. With processors T9 and T10, there is no error message, but the *ADwin* system has a workload of 100%.

development of a process. If so, loading the process will release the allocated memory of the (newly dimensioned) arrays and for each array a new memory range has to be found, leading to memory fragmentation. The simple solution is to boot the ADwin system and load the data anew, too.

Please note: If global arrays are used in several processes, they have to be declared identically in each process. In this case, it is practical to save these declarations of global arrays into an include file and include the file into all of these processes (see also [chapter 4.5.2 "Include-Files"](#)).

6.2 Time Characteristics of Processes

6.2.1 Processdelay

The time interval, in which time-controlled process cycles are called by the counter, which is the cycle time of the **Event:** section of the process. The cycle time is usually measured in clock cycles of the system clock and called *Processdelay*, (in earlier ADbasic versions: Globaldelay). The process delay of each process is specified by setting the value of the system variable **Processdelay** (see also [page 286](#)).

Also, the time interval between the end of the last instruction in the **Init:** section and the start of the **Event:** section is one *Processdelay*.

The time resolution of the system clock depends on the process priority and on the processor type:

Processor	Priority	
	High	Low
T9	25ns	100µs
T10	25ns	50µs
T11	3.3ns	3.3ns = 0.003µs
T12	1ns	1ns
T12.1	1.5ns	1.5ns

Fig. 20 – The time resolution of the system clock (units of the processdelay)

For instance, a processdelay with the value 1000 means that for a [high-priority process](#) on a processor T9 it is called in time intervals of $1,000 \times 25\text{ns} = 25,000\text{ns} = 25\mu\text{s}$, while for a [low-priority process](#) in a time interval of

$1,000 \times 100\mu\text{s} = 100,000\mu\text{s} = 100\text{ms}$. You can specify this event interval in the program line:

```
Processdelay = 1000
```

The processing time of a process cycle must not, even under worst case circumstances, be higher than the cycle time, so that each process cycle can be called at the time specified (with `Processdelay`). Differences in the computing time may arise from different program sections, which are run conditionally (If, Case).

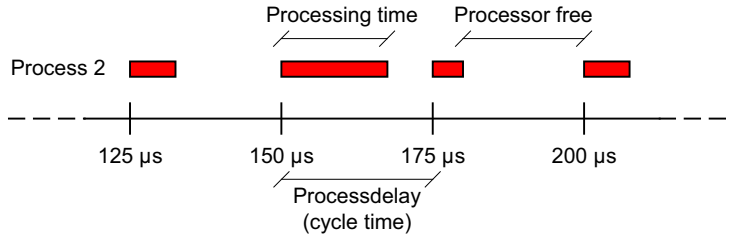


Fig. 21 – Processdelay and processing time in high-priority process cycles



Example

If an extensive calculation is executed only every, say 1,000 measurements, then the long processing time of this process cycle must be shorter than the cycle time. In order to obtain short process cycles, one alternative is to divide the calculations into small steps and to process a step in each process cycle. Thus, the process cycles have a consistent, short processing time.

6.2.2 Precise Timing of Process Cycles

If you have (as shown in [fig. 21](#)) only one [high-priority process](#), it will be called and processed exactly in its time schedule.

Make sure that the processing time of a high-priority process cycle never exceeds its cycle time (in the example below: 25 μs). This process cycle cannot be interrupted, thus other process cycles can only be partially processed or not at all, for instance the important communication process.

With processors until T11: If there are several high-priority processes, the actually running process cycle can influence the time schedule of the remaining process cycles. In [fig. 22](#) for instance, process 1 has to start with a delay when the processing of the active process 2 has finished.

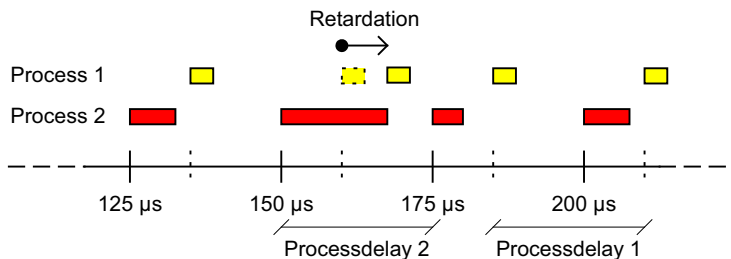



Fig. 22 – Delay of a high-priority process cycle

Keep the execution time of high-priority process cycles as short as possible. Have event loops, which require long processing time, or calculations, the result of which cannot be immediately be processed, always run in process cycles with low-priority. 

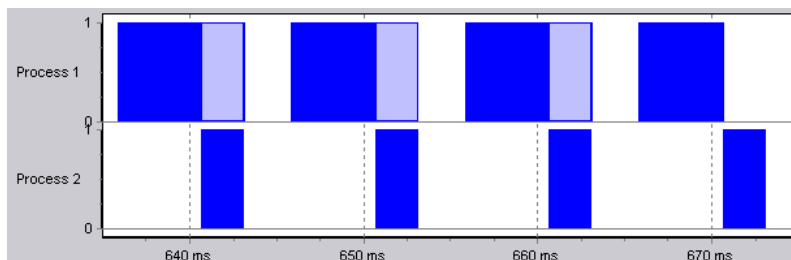
A low-priority process depends on the time characteristics of all other process cycles with the same or higher priority. Each interruption minimizes the time, a low-priority process cycle can use the computing power, and in the worst case it will not be called at all.

6.2.3 Low-Priority Processes with T11 and T12/T12.1

The processors T11 and T12/T12.1 manage low-priority processes strictly by their priority level -10...+10, see [Level](#) in the [Process Options dialog box](#) on [page 62](#). In contrast, priority levels are of little importance with T9 or T10. Nevertheless, communication process and high-priority processes still take precedence over all low-priority processes.

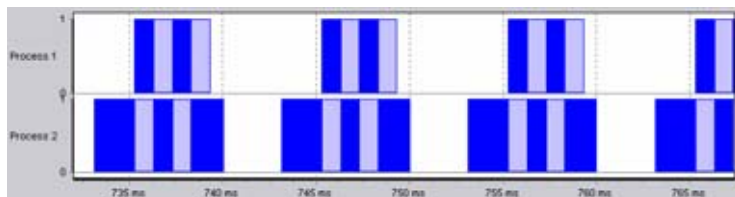
The process management of low-priority processes is different for:

- Processes of different priority levels: All processes of lower priority level are interrupted, as soon as and as long as a process of higher priority level is processed.



In this case, process 2 is of higher priority level and therefore interrupts process 1 several times.

- Processes of equal priority levels: The processes take part in time slicing that is, within the priority level, the operating system portions out the processor's operating time to the process cycles alternating and in equal time slices (1 ms).



The example shows the changeover of the processes quite clearly. Please note the rule that a process—process 1 in this example—immediately receives a time slice upon the call of its process cycle.

There is a rare and special case, which annuls time slicing: A process receives a lot of processing time, if both it is frequently called and its process cycle takes shorter than one time slice. With each call, the process interrupts other processes of the same priority level and thus "steals" their processing time.

6.2.4 Workload of the ADwin system

The workload of the processor on the ADwin system is the ratio of the used computing time to the available computing time, indicated in percent.

You can monitor the workload of the processor in the status line display `Busy` within the development environment (see [chapter 3.11.6](#)). This value gives you an indication if the processor still has enough computing time available to complete all of the required activities.

The workload of the processor should exceed 90 percent only in exceptional cases and must not exceed 100 percent.

Please note for processor T11: Although a workload below 90% is displayed, an overload can exist, so that some process cycles might be processed with delay. In this case, the overload exists on the internal Pro I or Pro II bus, not in the processor, and can therefore not be displayed.

Please note for processor T12/T12.1: Although a workload below 90% is displayed, an overload can exist. During overload—which is therefore to be strictly avoided—process cycles get lost. In this case, you revise your process

or adjust the [Processdelay](#) to reduce the workload.

In the [Process Window](#) (Lost events), you can read how much process cycles a process has lost already.

6.2.5 Different Operating Modes in the Operating System

The operating system differentiates between 2 operating modes for the timing characteristics in high-priority processes, depending on the fact if several time-controlled (high-priority) processes are active or only one. If an additional externally controlled process is running, is of no importance here. The externally controlled process is managed separately by the operating system and can therefore be seen as a third operating mode.

Only with T12/T12.1: The operating system has only two operating modes, distinguished by high priority (timer-controlled, externally controlled) and low priority processes.

Single Time-Controlled Process

With processor T12/T12.1, several timer-controlled processes are handled the same way as a single timer-controlled process.

With a single time-controlled process, the operating system uses hardware components to process the event signals of the internal counter. In this case, the operating system processes an incoming event signal very quickly.

The hardware components can buffer if an event signal has arrived, but not how many event signals have arrived. If an event signal has arrived, the operating system activates the next process cycle at the fixed period in time ([Processdelay](#) see [chapter 6.2.1](#)), unless a high-priority process cycle is just being processed. In this case, the operating system activates the next process cycle immediately after the currently running process cycle.

If a number of event signals arrive during a high-priority process cycle, only one single process cycle is called and not the number of arrived process cycles, respectively. As a consequence all but one of those event signals are lost. Therefore, we recommend setting the process cycles absolutely shorter than the cycle time ([Processdelay](#)) of the process.



Several Time-Controlled Processes

This section does not apply to the processor T12/T12.1. Several timer-controlled processes are each handled the same way as a [Single Time-Controlled Process](#) (see previous section).

With several time-controlled processes, the operating system itself manages arriving event signals. This operating mode is working slower due to this man-

agement efforts, but the number of all arriving event signals are buffered for each process. Thus, it is ensured that for each event signal a process cycle is started, even if this happens later than the pre-defined instant of time.

Frequently the time schedules for starting the process cycles are the reason for the fact that event signals continuously occur during the processing of another process cycle. With other words, the `Processdelay` values are not integer multiples of each other. We recommend using only few processes; it is often possible to merge several processes to one single process (this results in a smaller processor workload, too).



Always keep in mind that the processor workload depends very much on the number of processes running. Thus, a task performed by 2 (or even more) processes will always take more workload than the same task within a single process. This is the more of importance the shorter a `Processdelay` is (see also [chapter 5.3.2 on page 154](#)).

Example: Processes 1 and 2 with a very short `Processdelay` running as a single process each generate 10% workload; both processes together have a workload of 55%.

Externally Controlled Process

The operating mode for the externally controlled processes is, independent of time-controlled processes, always the same. The operating system manages the external process as a single time-controlled process (see above) that is, arriving event-signals are processed very quickly, but event signals can also be lost.



An external event signal is a rather important information—in particular, because it cannot be predefined by the *ADwin* system—and must not get lost (finding lost events, see [page 96](#)). Therefore, note to have short process cycles in this process (in the section `Event:`).

6.3 Communication

6.3.1 Data Exchange between Processes

Data can be exchanged between different processes via global variables (`Par_n`, `FPar_n`) or global arrays (`Data_n`). Data can be exchanged with programs running on the PC using these variables and arrays as well.



If global arrays are used in several processes, they have to be declared identically in each process. In this case, it is practical to save these declarations of global arrays into an include file and include the file into all of these pro-

cesses (see also [chapter 4.5.2 "Include-Files"](#)). Global variables can be used by one process to control a process running simultaneously.

Example



Process 1 is a function generator and Process 2 is a controller. The function generator regularly writes the generated value into the global variable `Par_10`. At every event loop the controller process reads out the global variable `Par_10` and uses its contents as set point of the control loop.

Thus, the function generator very easily controls the set point of the controller. All *local* variables and arrays of Process 1 are hidden from Process 2 (and vice versa). Take into account that the timing characteristics of both processes must be considered.

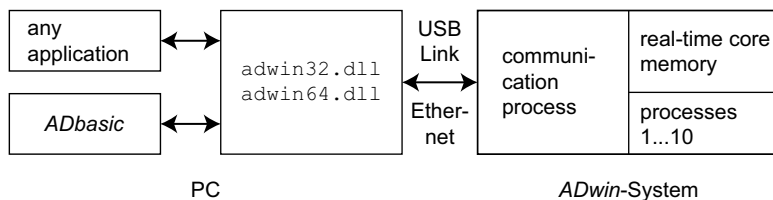
6.3.2 Communication between PC and ADwin System

From PC applications and development environments, you can control the processes on the *ADwin* system, as well as request data from or send data to the system. An *ADwin* system cannot communicate with the computer on its own, but instead responds to requests coming from the computer.

All data exchange is made via global variables (`Par_n`, `FPar_n`) or global arrays (`Data_n`). This refers also to the [Data Exchange between Processes](#) (see above).

The communication to the *ADwin* system is managed under Windows with the `ADwin32.dll` (dynamic-link library). In the *ADwin* system, the communication process is responsible for this task ([page 163](#)).

If you are working with the ActiveX interface, the latter is responsible for the communication with the *ADwin* system. Internally the ActiveX interface transfers or gets the data via the `ADwin32.dll`.



The `ADwin32/64.dll` has the following tasks:

- Communication with the connected *ADwin* system via the specified communication interface: USB, Ethernet (TCP/IP).
- Recognizing and handling of communication errors.
- Blocking several computer applications if they want to access the same system at the same time.

With the blocking mechanism, several applications can simultaneously access one or more *ADwin* systems independent of each other.

If a computer application starts the communication to a system, it transfers a device number in addition to the specified instruction. The `ADwin32.dll` uses this "Device Number" to differentiate between the various *ADwin* systems and assign the corresponding configurations.

The communication functions in the same way also real-time processes, which were created from a Simulink® model using *ADsim*. Find more details in the *ADsim* manual.

6.3.3 The Device Number

Each *ADwin* system connected to a computer is accessed via a unique device number (unique to the PC).

You set the device number with the program *ADconfig*.

In *ADconfig*, you link a Device Number with the communication parameters, which define how a system can be accessed (USB, Ethernet). This is the information the `ADwin32.dll` needs in order to being able to communicate with the system.

6.3.4 Communication with Development Environments

You access the *ADwin* system from the PC with the help of a user interface. You may generate this user interface with one of the conventional development environments such as ActiveX, Java, Visual Basic, C++, Delphi, or C#.NET, or you may use a ready-made user interface such as TestPoint, DIA-dem, or MATLAB.

For each of these, an appropriate driver software is provided, which enables you to access the *ADwin* system. If you have a special request, please contact us. We can also provide turnkey measurement data evaluation programs.

Under Windows, a DLL or ActiveX interface can establish the communication with the system simultaneously from several programs (see also "Communication between PC and ADwin System" on [page 171](#)). The special instructions



for your user interface are described more detailed in the relevant *ADwin* developer software.

From your user interface you can

- transfer compiled programs (binary files) into the *ADwin* system. Compile the program in *ADbasic* with Build Make Bin File (see [chapter 3.10.4 on page 58](#)).
- start, control and stop processes in the *ADwin* system.
- request data from the *ADwin* system or send data to the system.

Although the *ADwin* system works independently, you can access global variables and arrays from the user interface any time, without delaying time-critical processes. This way all processes can quickly exchange data with the computer (or with each other).

7 Instruction Reference

Below, the available *ADbasic* instructions for *ADwin* processors are listed. Find instructions for inputs/outputs in the hardware manual.

The instructions are listed in alphabetical order. In the annex, there are instruction overviews sorted by *ADwin* system and by alphabet.

In chapter 8.4 and chapter 8.3, the *ADbasic* instructions are listed for the use of the FFT Library as well as Mathematics Instructions.

7.1 Instruction Syntax

Please note:

- Any [expressions](#) can be used as arguments.
- Some arguments require a specified data structure, which are labelled as follows:

CONST constant numbers such as 35 or 3.14159, and expressions without variables.

Character constants (strings) are enclosed in quotes such as "this text".

VAR variable or array element.

ARRAY array, also identified in the command syntax by its brackets [] after the array name.

FIFO fifo array (**Data_n** declared as fifo).

- The expected data type is given for each argument and for a function's return value:

LONG integer number

FLOAT floating-point number
With processor T12, FLOAT stands for data type [Float64](#).

STRING character string

LOGIC logic expression in a condition

If the argument has a different data type than expected, you will get a type conversion of the argument ([chapter 4.4.2 on page 139](#)).

- Some instructions can only be used, when a specific library or include file is included. Under **Syntax**, the relevant include-instruction is indicated (place this command line at the beginning of the source code).

We assume that the necessary library or include file is located in the directory, which is set under the Options► Settings menu, Directory item, (see also the instructions [#Include](#) or [Import](#)).

7.2 Instructions for L16, Gold, Pro

The instructions in this section are valid for the processors of all *ADwin* systems.

+ Value Addition

The "+" operator adds two values (see also "[+ String Addition](#)").

Syntax

```
ret_val = val_1 + val_2
```

Parameters

`val_1` Addend 1.

FLOAT

LONG

`val_2` Addend 2.

FLOAT

LONG

Notes

Please note that combining different variable types with the "+" operator will cause a type conversion. During conversion from the type [Long](#) into the type [Float](#) rounding differences can occur, which influence the result.

See also

- [Subtraction](#), * [Multiplication](#), / [Division](#), ^ [Power](#)

Pinouts

```
Par_1 = 9 + 4                    'Par_1 = 13
```

+ String Addition

The "+" operator concatenates two strings (see also ["+ Value Addition"](#)).

Syntax

```
Import String.LI*
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

str[] = val_1[] + val_2[]
```

Parameters

`val_1[]` Destination string.

ARRAY

STRING

`val_1[]` Character string1.

ARRAY

STRING

`val_2[]` Character string 2.

ARRAY

STRING

Notes

If you concatenate two strings and assign them to another string, the size of the destination string must be declared greater or equal to the sum of the sizes of the input strings.

See also

[String ""](#), [Asc](#), [Chr](#), [FloToStr](#), [Flo40ToStr](#), [LngToStr](#), [StrComp](#), [StrLeft](#), [StrLen](#), [StrMid](#), [StrRight](#), [ValF](#), [Vall](#), [Strings](#)

Pinouts

```
Import String.li9
    'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

'Dimension 3 strings: 10, 5, 4 characters
Dim res_str[10] As String
Dim str_1[5] As String
Dim str_2[4] As String

Init:
    str_1 = "ADwin"          '5 characters
    str_2 = "Gold"           '4 characters

Event:
    res_str = str_1 + "-" + str_2 'concatenate strings
    Par_1 = StrLen(res_str) 'Par_1 = 10 (number of chars)
```

- Subtraction

The "-" operator subtracts one value from another.

Syntax

```
val = val_1 - val_2
```

Parameters

`val_1` Minuend.

FLOAT

LONG

`val_2` Subtrahend.

FLOAT

LONG

Notes

Please note that combining different variable types with the "-" operator will cause a type conversion. During conversion from the type [Long](#) into the type [Float](#) rounding differences can occur, which influence the result.

If you use "-" as a sign of a variable (unary operator), you may in some cases get unexpected results, which can be avoided by using brackets (see also [chapter 4.4.1 on page 138](#)).

See also

[+ Value Addition](#), [* Multiplication](#), [/ Division](#), [^ Power](#)

Pinouts

```
Par_1 = 9 - 4                      'Par_1 = 5
```

* Multiplication

The "*" operator multiplies two values.

Syntax

```
val = val_1 * val_2
```

Parameters

`val_1` Multiplier 1.

FLOAT

LONG

`val_2` Multiplier 2.

FLOAT

LONG

Notes

Please note that combining different variable types with the "*" operator will cause a type conversion. During conversion from the type [Long](#) into the type [Float](#) rounding differences can occur, which influence the result.

See also

[+ Value Addition](#), [- Subtraction](#), [/ Division](#), [^ Power](#)

Pinouts

```
Par_1 = 9 * 4                      'Par_1 = 36
```

/ Division

The "/" operator divides one value by another.

Syntax

```
val = val_1 / val_2
```

Parameters

`val_1` Dividend.

FLOAT

LONG

`val_2` Divisor.

FLOAT

LONG

Notes

Please note that combining different variable types with the "/" operator will cause a type conversion (see [chapter 4.4.2 on page 139](#)). During conversion from the type `Long` into the type `Float` rounding differences can occur, which influence the result.

If the divisor is a variable with a negative sign, you should use braces to ensure you get the expected result (see also [chapter 4.4.1 „Evaluation of Operators“ on page 138](#)).

See also

[+ Value Addition](#), [- Subtraction](#), [* Multiplication](#), [^ Power](#), [Mod](#)

Pinouts

```
Par_1 = 36 / 4           'Par_1 = 9
Par_2 = 2 / 4 * 5        'Par_2 = 0 ->
                          'integer calculation
Par_3 = 27 / (-Par_1)    'Par_3 = -3
Rem Please note the braces in the last line
```

^ Power

The "^" operator calculates the value of a number raised to a power.

Syntax

```
val = val_1 ^ val_2
```

Parameters

val_1 Basis.

<div>FLOAT</div>

<div>LONG</div>

val_2 Exponent.

<div>FLOAT</div>

<div>LONG</div>

Notes

Please note that combining different variable types with the power operator will cause a type conversion. During conversion from the type [Long](#) into the type [Float](#) rounding differences can occur, which influence the result.

If basis and exponent are variables with even value (but not constants), the power is nevertheless calculated using Float arithmetic. Large results can therefore show the typical Float inaccuracy with large numbers.

Pinouts for processor T9:

```
Par_2 = 31           ' variable
Par_1 = 2^Par_2      ' = 7FFFFFFE2h
```

If the basis and/or the exponent are a variable with a negative sign, you should use braces to ensure the sign will be considered upon exponentiation (see also [chapter 4.4.1 „Evaluation of Operators“](#) on [page 138](#)). This is not necessary with constants.

```
var1 = -2^2          'var1 = 4
var2 = -var1^2       'var2 = -16
var3 = (-var1)^2     'var3 = 16
```

Polynoms are calculated quicker, if you reduce powers by factoring out receiving a multiplication.

```
y = a + b*x + c*x^2 + d*x^3 + e*x^4 'slower version
y = a + x*(b + x*(c + x*(d + x*e))) 'quicker version
```

See also

+ Value Addition, - Subtraction, * Multiplication, / Division, Exp, LN, Log, Round, Sqrt

Pinouts

`Par_1 = 9 ^ 4`

`'Par_1 = 6561`

#..., Compiler Statement

An *ADbasic* instruction beginning with the "#" sign instructs the compiler to treat the following source code differently before creating binary code.

The following compiler statements are available:

#Define	Definition of symbolic constants: Search and replace character strings in the source code with other character strings.
#Include	Include a file: Insert a file (with source code) into the source code.
#If ... #EndIf	Conditional compilation: If the condition is true the corresponding code lines are compiled, otherwise deleted.
#Begin_ Debug_ Mode_ Disable	Interrupts the debug mode in a running process.
#End_ Debug_ Mode_ Disable	Cancels the debug mode interruption in a running process.

: Colon

The sign ":" separates more than one instruction within a single line.

Syntax

```
[Step_1] : [Step_2] { : [Step_3] ... }
```

Notes

[Step_n] refers to any program instruction as is otherwise indicated in one individual program line.

We recommend using this instruction only when it makes the source code more clearly structured.

Pinouts

```
Inc Par_1 : Inc Par_2  
'Increase Par_1 and Par_2 in *one* line
```

=, Assignment

The operator "=" assigns the result of the expression on the right side of the operator to the variable or the array element on the left side of the operator.

Syntax

```
var = expr
```

Parameters

var Variable or array.

VAR

FLOAT

LONG

STRING

expr Expression.

FLOAT

LONG

STRING

Notes

If the data format of the expression is not similar to the data format of the destination variable or the array, it is converted into the appropriate data format or the assignment is rejected as illegal. During the conversion rounding differences can occur, which influence the result.

Pinouts

```
Dim val_1, val_2 As Long 'Declaration
```

Init:

```
val_1 = 69 'Assigning a constant
```

Event:

```
val_2 = val_1 * 2 'Assigning an expression
```

< = > Comparison

The operators "<", "=" and ">" are used to compare two values. In *ADbasic*, these operators can only be found in conditional expressions.

Syntax

```
If (val_1 > val_2) Then
```

Parameters

val_1 Operand.

FLOAT

LONG

val_2 Operand.

FLOAT

LONG

Notes

The following comparisons are possible:

Operator	Meaning
<	less than
<=	less than or equal to
>	greater than
>=	greater than or equal to
=	equal to
< >	not equal to

See also

```
If ... Then ... {Else ...} EndIf, #If ... Then ... {#Else ... } #EndIf
```

Pinouts

```
Dim value As Long
Event:
    value = -5
If (value < 0) Then value = 0
Rem Result: value = 0
```

Abs

Since processor T11: **Abs** provides the absolute value of a Float or Long variable.

Syntax

```
ret_val = Abs(value)
```

Parameters

value Argument.

FLOAT

LONG

ret_val Absolute value of the argument.

FLOAT

Notes

The smallest negative integer value -2^{31} has no positive counterpart in *ADbasic*; the absolute value of -2^{31} is therefore undefined.

See also

[AbsI](#), [AbsF](#), [Round](#)

Pinouts



open in ADbasic

```
Dim value As Float
```

Event:

```
value = -5.3
```

```
Par_1 = Abs(value)            'Par_1 = 5
```

```
FPar_1 = Abs(value)        'FPar_1 = 5.3
```

```
Par_2 = Abs(-7)            'Par_2 = 7
```

AbsF

AbsF provides the absolute value of a Float variable.

AbsF replaces the function **Abs**, which is still valid for reasons of compatibility.

Syntax

```
ret_val = AbsF(value)
```

Parameters

value Argument.

FLOAT

ret_val Absolute value of the argument.

FLOAT

Notes

The execution time of the function takes 150ns with a T9, 75ns with a T10, and 17ns with a T11.

See also

[Abs](#), [Absl](#), [Round](#)

Pinouts

```
Dim val_1, val_2 As Float
```

Event:

```
val_1 = -5.3
```

```
val_2 = AbsF(val_1)      'Result: val_2 = 5.3
```

AbsI

AbsI provides the absolute value of a long variable.

Syntax

```
ret_val = AbsI(value)
```

Parameters

value Argument: $-(2^{31}-1) \dots +2^{31}-1$.

LONG

ret_val Absolute value of the argument ($0 \dots +2^{31}-1$).

LONG

Notes

The execution time of the function takes 75ns with a T9, 50ns with a T10, and 17ns with a T11.

The smallest negative integer value -2^{31} has no positive counterpart in *ADbasic*; the absolute value of -2^{31} is therefore undefined.

See also

[Abs](#), [AbsF](#), [Mod](#)

Pinouts

```
Dim val_1, val_2 As Long
```

Event:

```
val_1 = -5
```

```
val_2 = AbsI(val_1) 'Result: val_2 = 5
```


And

The operator **And** combines two integer values bit by bit or two Boolean expressions as Boolean operator.

Syntax

```
var = val_1 And val_2
      'bitwise operator'

If ((expr1) And (expr2)) Then
      'boolean operator'
```

Parameters

val_1, Integer value.

LONG

val_2

expr1, expr2 Boolean operator with the value "true" or "false".

LOGIC

Notes

With **And**, you can only combine expressions of the same type (integer or Boolean) with each other, mixing them is not possible.

You can use Boolean operators only in statements such as **If ... Then ... Else** or **Do ... Until** (variables cannot have Boolean values).

If you use several Boolean operators in one line, you have to put each operation into separate parentheses. This is not necessary for combining integer values.

See also

[Not](#), [Or](#), [XOr](#)

Pinouts

```
Rem Bitwise operator of long variables
Dim val_1, val_2, val3 As Long
val_1 = 0100b           '= 4
val_2 = 0110b           '= 6
val3 = val_1 And val_2 'bitwise operator'
Rem Result: val3 = 0100b = 4
```

Or:

```
Rem Boolean operation of Boolean expressions
Dim fval_1 As Float
Dim val4 As Long
fval_1 = 3.14

Rem Boolean operation: (true And true) = true
If ((fval_1 < 9.1) And (fval_1 > 3.1)) Then
    val4 = 1
Else
    val4 = 0
EndIf                                     'Result: val4 = 1
```

ArcCos

ArcCos provides the arc cosine of the argument.

Syntax

```
ret_val = ArcCos(val)
```

Parameters

val Argument (-1 ... +1).

FLOAT

ret_val Arc cosine of the argument in radians ($0 \dots \pi$).

FLOAT

Notes

For **val** < -1, the value π (3.14159...) is returned, for **val** > 1 the value 0 (zero).

The execution time of the function takes 2.9 μ s with a T9, 1.45 μ s with a T10, and 0.68 μ s with a T11.

See also

[Sin](#), [Cos](#), [Tan](#), [ArcSin](#), [ArcTan](#), [ArcTan2](#), [Round](#)

Pinouts

```
Dim val_1, val_2 As Float
```

Event:

```
val_1 = 0.5
```

```
val_2 = ArcCos(val_1)
```

```
Rem Result: val_2 = 1.0472
```

ArcSin

ArcSin provides the arc sine of the argument.

Syntax

```
ret_val = ArcSin (val)
```

Parameters

val Argument (-1 ... +1).

Float

ret_val Arc sine of the arguments in radians
($-\pi/2$... $+\pi/2$).

Float

Notes

The execution time of the function takes 2.8 μ s with a T9, 1.4 μ s with a T10, and 0.67 μ s with a T11.

See also

[Sin](#), [Cos](#), [Tan](#), [ArcCos](#), [ArcTan](#), [ArcTan2](#), [Round](#)

Pinouts

```
Dim val_1, val_2 As Float
```

Event:

```
val_1 = 0.5
```

```
val_2 = ArcSin(val_1)
```

```
Rem Result: val_2 = 0.5236
```

ArcTan

ArcTan provides the arc tangent of the argument.

Syntax

```
ret_val = ArcTan(val_1)
```

Parameters

<code>val_1</code>	Argument (whole range of values, see „Entering Numerical Values“ on page 119).	Float
<code>ret_val</code>	Arc tangent of the argument in radians ($-\pi/2 \dots \pi/2$).	Float

Notes

The execution time of the function takes 1.8µs with a T9, 0.9µs with a T10, and 0.42µs with a T11.

See also

[Sin](#), [Cos](#), [Tan](#), [ArcSin](#), [ArcCos](#), [ArcTan2](#), [Round](#)

Pinouts

```
Dim val_1, val_2 As Float
```

Event:

```
val_1 = 0.5  
val_2 = ArcTan(val_1)  
'Result: val_2 = 0.4636
```

ArcTan2

Since processor T12: **ArcTan2** provides the arc tangent to a cartesian coordinate.

Syntax

```
ret_val = ArcTan2(y, x)
```

Parameters

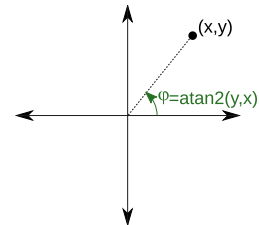
y	y value of the cartesian coordinate.	Float
x	x value of the cartesian coordinate.	Float
ret_val	Arc tangent of the cartesian coordinate in radians ($-\pi \dots \pi$), also polar angle φ .	Float

Notes

The function is an enhancement of **ArcTan** and like this an inverse function of the trigonometric function **Tan**. The range of the return value covers the full circle of 360° , i.e. all four quadrants.

The return value indicates the polar angle φ between the positive x-axis and the ray to a point (x, y), see sketch.

The return value is also the angle of a complex number $x + iy$.



See also

[Sin](#), [Cos](#), [Tan](#), [ArcSin](#), [ArcTan](#), [ArcCos](#), [Round](#)

Pinouts

```
Dim x, y, val As Float
```

Event:

```
x = 0.5
y = 0.5
val = ArcTan2(y, x)
'Result: val = .7854
```

Asc

Asc determines the corresponding decimal value for a single ASCII character or for the first character of a character string.

Syntax

```
ret_val = Asc(string)
```

Parameters

<code>string</code>	Character string.	STRING
<code>ret_val</code>	ASCII number (0...255) of the (first) character.	LONG

Notes

- / -

See also

[String ""](#), [+ String Addition](#), [Chr](#), [FloToStr](#), [Flo40ToStr](#), [LngToStr](#), [Str-Comp](#), [StrLeft](#), [StrLen](#), [StrMid](#), [StrRight](#), [ValF](#), [ValI](#)

Pinouts

```
Dim text[10] As String
```

Init:

```
text = "Hello"
```

Event:

```
Par_1 = Asc(text)      'Par_1 = 48h = 72
Par_2 = Asc("?")      'Par_1 = 3Fh = 63
```

#Begin_Debug_Mode_Disable

#Begin_Debug_Mode_Disable disables the creation of debug code if debug mode is enabled.

Syntax

```
#Begin_Debug_Mode_Disable
```

Parameters

- / -

Notes

#Begin_Debug_Mode_Disable is a pre-processor statement and has only a function if the process is compiled with [Debug mode Option](#) (see [page 74](#)) enabled. The debug mode is used to recognize run-time errors, see [chapter 5.3.1 on page 154](#).

The debug mode interruption is cancelled with **#End_Debug_Mode_Disable**.

Debug mode interruptions cannot be nested i.e. each **#End_Debug_Mode_Disable** will cancel the interruption in any case. Pay attention especially to interruptions in macros and libraries.

See also

[#End_Debug_Mode_Disable](#), [#Include](#)

Pinouts

Event:

```
#Begin_Debug_Mode_Disable
Rem uncritical source code being not controlled
Rem ...
#End_Debug_Mode_Disable
Rem critical source code, which is controlled
Rem ...
```


Cast_FloatToLong

Until T11: **Cast_FloatToLong** changes the data type of the argument from Float into Long.

Syntax

```
ret_val = Cast_FloatToLong (var)
```

Parameters

var Bit pattern with data type Float.

Float

ret_val Identical bit pattern with data type Long.

Long

Notes

For processor T12, see [Cast_Float32ToLong](#).

This function does **not** execute a standard type conversion of a number (see [chapter 4.4.2 „Type Conversion“, page 139](#)). Use the operator "=" for the assignment of a Float value to an integer variable.

This instruction is to be reasonably used in combination with the inverse function **Cast_LongToFloat**, if there is a bit pattern representing a Float value but given with data type Long. Contrary to the data type, the bit pattern will remain unchanged, so it will again be interpreted as the correct Float value (see also [chapter 4.2.3 on page 115](#)).

An example of practice appears with data transfer: A CAN- or RSxxx-bus only transfers 8-bit data packages of data type integer. Therefore, a 32-bit Float value has to be changed into data type Long with **Cast_FloatToLong** and then divided into 4 separate 8-bit packages. The receiver has to reassemble the packages again and restore the data type Float with **Cast_LongToFloat**.

See also

[Cast_LongToFloat](#)

Cast_LongToFloat

Until T11: **Cast_LongToFloat** changes the data type of the argument from Long into Float.

Syntax

```
ret_val = Cast_LongToFloat(val)
```

Parameters

val Bit pattern with data type Long.

LONG

ret_val Identical bit pattern with data type Float.

FLOAT

Notes

For processor T12, see [Cast_LongToFloat32](#).

This function does **not** execute a standard type conversion of a number (see [chapter 4.4.2 „Type Conversion“, page 139](#)). Use the operator "=" for the assignment of a Float value to an integer variable.

This instruction is to be reasonably used, if there is a bit pattern representing a Float value but given with data type [Long](#). Contrary to the data type, the bit pattern will remain unchanged, so it will again be interpreted as the correct [Float](#) value (see also [chapter 4.2.3 on page 115](#)).

An example of practice appears with data transfer: A CAN- or RSxxx-bus only transfers 8-bit data packages of data type integer. Therefore, a 32-bit [Float](#) value has to be changed into data type [Long](#) with **Cast_FloatToLong** and then divided into 4 separate 8-bit packages. The receiver has to reassemble the packages again and restore the data type [Float](#) with **Cast_LongToFloat**.

See also

[Cast_FloatToLong](#)

Cast_Float32ToLong

T12 only: **Cast_Float32ToLong** changes the data type of the argument from Float32 into Long.

Syntax

```
ret_val = Cast_Float32ToLong (var)
```

Parameters

var Bit pattern with data type Float32.

FLT32

ret_val Identical bit pattern with data type Long.

LONG

Notes

This function does **not** execute a standard type conversion of a number (see [chapter 4.4.2 „Type Conversion“, page 139](#)). Use the operator "=" for the assignment of a Float value to an integer variable.

This instruction is to be reasonably used in combination with the inverse function **Cast_LongToFloat32**, if there is a bit pattern representing a **Float32** value but given with data type **Long**. Contrary to the data type, the bit pattern will remain unchanged, so it will again be interpreted as the correct **Float32** value (see also [chapter 4.2.3 on page 115](#)).

An example of practice appears with data transfer: A CAN- or RSxxx-bus only transfers 8-bit data packages of data type integer. Therefore, a 32-bit **Float32** value has to be changed into data type **Long** with **Cast_Float32ToLong** and then divided into 4 separate 8-bit packages. The receiver has to reassemble the packages again and restore the data type **Float32** with **Cast_LongToFloat32**.

See also

[Cast_LongToFloat32](#)

For processors until T11, see [Cast_FloatToLong](#).

Cast_LongToFloat32

T12 only: **Cast_LongToFloat32** changes the data type of the argument from Long into Float.

Syntax

```
ret_val = Cast_LongToFloat32 (val)
```

Parameters

val Bit pattern with data type Long.

LONG

ret_val Identical bit pattern with data type Float32.

FLT32

Notes

This function does **not** execute a standard type conversion of a number (see [chapter 4.4.2 „Type Conversion“, page 139](#)). Use the operator "=" for the assignment of a Float value to an integer variable.

This instruction is to be reasonably used, if there is a bit pattern representing a **Float32** value but given with data type **Long**. Contrary to the data type, the bit pattern will remain unchanged, so it will again be interpreted as the correct **Float32** value (see also [chapter 4.2.3 on page 115](#)).

An example of practice appears with data transfer: A CAN- or RSxxx-bus only transfers 8-bit data packages of data type integer. Therefore, a 32-bit **Float** value has to be changed into data type **Long** with **Cast_Float32ToLong** and then divided into 4 separate 8-bit packages. The receiver has to reassemble the packages again and restore the data type **Float32** with **Cast_LongToFloat32**.

See also

[Cast_Float32ToLong](#)

For processors until T11, see [Cast_LongToFloat](#).

Chr

Chr assigns an ASCII character with a specified decimal number to a string variable.

Syntax

```
Import String.LI*
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

Chr(vascii,dest_text)
```

Parameters

vascii	Decimal number (0...255) of the desired ASCII character.	LONG
dest_text	String variable, to which the character is assigned.	STRING

Notes

If a string variable has more than one character (or element), **Chr** assigns the ASCII character only to the first element of the string.

Values 0...127 refer to unique characters (see [ASCII-Character Set](#)), but characters of values 128...255 depend on the regional settings.

Unicode is not supported.

See also

[String ""](#), [+ String Addition](#), [Asc](#), [FloToStr](#), [Flo40ToStr](#), [LngToStr](#), [StrComp](#), [StrLeft](#), [StrLen](#), [StrMid](#), [StrRight](#), [ValF](#), [Vall](#), [Strings](#)

Pinouts

```
Import String.LI9
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

Dim text_a[1], text_b[1] As String

Event:
Chr(13, text_a) 'Carriage Return
Chr(10, text_b) 'Line Feed
```

Cos

Cos provides the cosine of an angle.

Syntax

```
ret_val = Cos(angle)
```

Parameters

angle Angle in radians ($-\pi \dots \pi$).

FLOAT

ret_val Cosine of the angle ($-1 \dots 1$).

FLOAT

Notes

If you use input values, which are not in the range of $-\pi \dots +\pi$, the calculation error grows with the increasing value.

The execution time of the function takes 1.3 μ s with a T9, 0.7 μ s with a T10, and 0.31 μ s with a T11.

See also

[Sin](#), [Tan](#), [ArcCos](#), [ArcSin](#), [ArcTan](#), [ArcTan2](#), [Round](#)

Pinouts

```
Dim val_1, val_2 As Float
```

```
Event:
```

```
val_1 = -5.3
```

```
val_2 = Cos(val_1) 'Result: val_2 = 0.55...
```

CPU_Sleep

Since processor T11: **CPU_Sleep** causes the processor to wait for a certain time.

Syntax

```
CPU_Sleep(val)
```

Parameters

val	Number of time units to wait in 10ns. The value range depends on the processor: T11: $9 \dots 715827879 \approx 2^{30} / 1.5$ T12: $9 \dots 214748364 \approx 2^{30} / 5$	LONG
------------	---	-------------

Notes

Please note for *ADwin-Pro II*: Alternatively, there are the instructions **P1_Sleep** and **P2_Sleep** (see also [chapter 5.2.4 „Setting Waiting Times Exactly“](#)). For processors up to T10, use **Sleep**.

The waiting time should always be smaller than the cycle time set with **Processdelay**.

In a high-priority process, **CPU_Sleep** cannot be interrupted. Thus, very high values in high-priority processes can cause an interruption in the communication to the PC.



If possible, use a constant as argument. If the argument **val** requires a calculation, it requires additional time; this time interval is constant and takes a few clock cycles.

The following conditions require a calculation:

- The argument is an expression with variables or array elements.
- T11 only: The variable in the argument is declared in the memory area **DRAM_Extern**. The time interval may vary because it depends on several conditions.
- The argument is an array.
- The argument is a floating-point value.

See also

[IO_Sleep](#), [NOP](#), [P1_Sleep](#), [P2_Sleep](#), [Processdelay](#), [Sleep](#)

Pinouts**Event:**

Rem Wait to start a subsequent measurement exactly

Rem 100 μ s after the external Event signal.

CPU_Sleep(10000)

Rem ...

Data_n

The `Dim Data_n[...]` `As ...` instruction dimensions a global `Data` array.

More information about dimensioning see [page 214](#).

Syntax

```
Dim Data_n[dim1] { , Data_n[dim2] } As <arr_type>
    {At <mem_type>}

Dim Data_n[dim1] { [dim2] } As <arr_type>
    {At <mem_type>}
```

Parameters

<code>Data_n</code>	Name of the declared <code>Data</code> array (<code>n</code> : 1...200).	
<code><arr_type></code>	Data type: <code>Float32</code> , <code>Float64</code> , <code>Float</code> (up to T11), <code>Long</code> , <code>String</code> .	
<code>dim1, dim2</code>	Array size: Number ($1...2^{31}$) of the array elements of the type <code>Arr_type</code> .	CONST LONG
<code><mem_type></code>	Memory, where the array elements are stored: <code>Cacheable</code> : memory, which can provide data to the cache (default, T12 only). <code>Uncacheable</code> : memory, which can Not provide data to the cache (T12 only). Until T11: <code>DRAM_Extern</code> : external data memory (default). <code>DM_Local</code> : internal data memory (default). <code>EM_Local</code> : extended program or data memory (T11 only).	

Notes

You can access the array elements `1...dim`. The array element `[0]` must not be used since it is used for internal purpose.

The maximum array size depends on the available physical memory size of the *ADwin* system.

A global array may be declared 2-dimensional. The specifics are described in [chapter 4.3.4 on page 131](#).



If you use the include file `EEPROM_Support.Inc`, do not declare or use the arrays `Data_199` and `Data_200` for own purposes in *ADbasic* processes. The arrays `Data_199` and `Data_200` are declared and utilized in the include file `EEPROM_Support.Inc` to exchange data with the ADwin Ethernet Interface.

See also

[Dim, FIFO, „Global Arrays“ on page 123](#), [„Variables and Arrays in the Data Memory“ on page 127](#)

Pinouts

```
Rem Declare the global array Data_15 with
Rem 1000 long elements
Dim Data_15[1000] As Long

Rem Declare the global array Data_5 with
Rem 20 x 75 Float elements
Dim Data_5[20][75] As Float
Rem Declare the global array Data_6 with
Rem 20 x 1000 Float32 elements (T12)
Dim Data_6[8][1000] As Float32
```

Dec

Dec decrements the value of a Long-variable by 1.

Syntax

Dec (*var*)

Parameters

var

Name of a local or global Long-variable.

VAR

CONST

LONG

Notes

Dec (*var*) provides the same result as the program line: *var*=*var*-1 and it may have shorter execution time.

See also

[Inc, - Subtraction](#)

Pinouts

```
Dim index As Long
```

```
Dim Data_1[1000] As Long
```

```
Init:
```

```
index=1000
```

```
Event:
```

```
DAC(1,Data_1[index]) 'Output the value on DAC1
```

```
Dec(index) 'Decrement the index by 1
```

```
If (index<1) Then
```

```
index=1000 'Start again after 1000 outputs
```

```
EndIf
```

#Define

#Define replaces a symbolic name in the source code with an expression, for instance a constant.

Syntax

```
#Define name expression
```

Parameters

name	Symbolic name, <i>without</i> quotation marks.	CONST
	Special chars are not allowed, only alphanumeric characters (a...z, A...Z, 0...9) and the underscore (_).	STRING
expression	Expression for the symbolic name, <i>without</i> quotation marks.	CONST
n	All characters are allowed.	STRING

Notes



Place this instruction at the beginning of a source code. The replacement is done in the following source code, starting from the next line.

The instruction **#Define** is a preprocessor instruction that means the replacement is made when you compile the source code (even before the compiler generates the program). Use **#Define** in order to use names that are more descriptive in the source code instead of constants, parameters or expressions.

The first string up to a blank is interpreted as symbolic name, the following text until the carriage return is interpreted as an expression to be inserted¹. The expression is inserted exactly as you have defined it; variable names in the expression are not replaced by their value, but as a character string.

Neither **name** nor **expression** are case-sensitive.

If you want to use a mathematical term for **expression**, we recommend placing it in parenthesis to avoid errors (see examples).

1. Text behind a comment char " //" will be ignored by the compiler.

See also

[#Include](#)

Pinouts

```
#Define setpoint Par_1 'Comments like this are ignored'
#Define measured Data_1
#Define pi 3.141592654
```

With these instructions, you can use the names `setpoint`, `measured` and `pi` in the source code instead of `Par_1`, `Data_1` and `3.141592654`.

```
#Define setpoint (13 + 4^3)
Par_1 = 2 * setpoint    '= 2 * (13 + 4^3)
```

Without the parentheses in the `#Define` expression, you would get the value "90" instead of the expected "154".

Dim

[Dim](#) declares one or more

- *local* variables
- *local* one-dimensional arrays (also strings)
- *global* one-dimensional arrays `Data_n[n]` (also FIFO arrays)
- *global* two-dimensioned arrays `Data_n[n][m]`.

Information about variables and data types can be found in [chapter 4.2.3](#), information about FIFO arrays under the heading [FIFO](#) on [page 224](#).

Syntax

```
Dim var1 {, var2, ...} As <var_type>

Dim array1[dim1] {, array2[dim2]} As <var_type>
    {At <mem_type>}

Dim Data_n[dim1] {, Data_n[dim2]} As <var_type>
    {As FIFO} {At <mem_type>}

Dim Data_n[dim1][dim2] As <var_type>
    {At <mem_type>}
```

Parameters

- var1, var2** Names of the declared variables.
- array1, array2,** Names of the declared arrays. For **Data_n**, you can select **n** from 1...200.
- Data_n**
- <var_type>** Data type: **Float32**, **Float64**, **Float** (up to T11), **Long**. For arrays also: **String**.
- dim1, dim2** Array size: Number ($1 \dots 2^{31}$) of the array elements of the type **<var_type>**. **CONST** **LONG**
- <mem_type>** Memory where the variables are stored:
Cacheable: memory, which can provide data to the cache (default, only **Data** arrays with T12).
Uncacheable: memory, which can Not provide data to the cache (only **Data** arrays with T12).
 Until T11:
DRAM_Extern: external memory (default for arrays).
DM_Local: local memory (default for variables).
 T11 only:
EM_Local: extended program or data memory.

Notes


The global variables **Par_n** and **FPar_n** must not be declared, because they are predefined.

If you want to access data from the computer or from several processes, you can only do this by using *global* variables and arrays.

In an array, you can access the elements 1...**dim**. The array element [0] must not be used, because it is used for internal purposes. The maximum array size depends on the physical memory on the ADwin system.

With processor T12/T12.1 the compiler sets the memory type according to the array size (see table); this is also true if an invalid memory type is given, see Warning 22. Only global arrays **Data_x** can be declared for memory types **Cacheable** or **Uncacheable**, see also **Memory Areas (T12/T12.1)**.

Data type	CM	UM
Data_x As Long / Float32	< 250.000	≥ 250.000
Data_x As Float64	< 125.000	≥ 125.000
Data_x As String	< 1.000.000	≥ 1.000.000
array As Long / Float32	< 2.499	≥ 2.499
array As Float64	< 1.249	≥ 1.249
array As String	< 9.999	≥ 9.999
local variables	always	–

 If you use the include file **EEPROM_Support.Inc**, do not declare or use the arrays **Data_199** and **Data_200** for own purposes in **ADbasic** processes. The arrays **Data_199** and **Data_200** are declared and utilized in the include file **EEPROM_Support.Inc** to exchange data with the ADwin Ethernet Interface.

With data structure **FIFO**, please note the comments for array size **dim** in combination with T11 (see [page 224](#)).

String variables are arrays of type **STRING** (see „Strings“ on [page 134](#)). They cannot be declared as **FIFO**.

With a T10 processor, strings may not be declared **At DM_Local** into the local memory.

You find notes about the use of memory areas via the cross-references below.

See also

[Data_n](#), [Event](#), [FIFO](#), [Finish](#), [Init](#), [LowInit](#), [String ""](#), „2-dimensional Arrays“ on [page 131](#), „Variables and Arrays in the Data Memory“ on

page 127, „Memory Areas (T12/T12.1)” on page 129, „Memory Areas (T9...T11)” on page 128, „Data Types” on page 115

Pinouts

Rem Dimension var1 as long variable

Dim *var1* **As Long**

Rem Dimension the local array "array1" with 1000 long elements

Dim *array1*[1000] **As Long**

Rem Dimension the global array Data_20 with

Rem 1003 Long elements as Fifo

Dim *Data_20*[1003] **As Long As FIFO**

Rem Dimension the array TEXT with

Rem 50 elements as string variable

Dim *text*[50] **As String**

Do ... Until

`Do...Until` repeatedly executes a block of instructions until the Exit condition evaluates to "true". The block is executed at least one time.

Syntax

```
Do
    ...
Until (condition)
```

'Instruction block

Parameters

condition Boolean abort condition with the operators <, >, =, LOGIC
And and **Or**.

See also

< = > Comparison, And, Or, For ... To ... {Step ...} Next, SelectCase

Notes

You can nest `Do...Until` loops repeatedly; only the available memory size will limit the number of nested loops.

Avoid loops with long execution times in high-priority processes, because they cannot be interrupted.

Pinouts

```
Dim count As Long
Dim Data_1[103] As Long As FIFO

Init:
    count = 1

Event:
    Do
        Data_1 = ADC(1,4)
        Inc count
    Until (count > 103)
```

*'Start loop
 'Read measurement value
 'Increase count variable
 '100 measurements done?*

End

End ends a process in the **Event:** section.

Syntax

End

Notes

End stops the processing of an **Event:** section immediately and starts processing the section **Finish:** (if existing). Any instructions in the **Event:** section following the **End** instruction are not processed.

In the other program sections, you should use the **Exit** instruction instead of **End**.

See also

[Exit](#), [ProcessN_Running](#), [Restart_Process](#), [Start_Process](#), [Start_Process_Delayed](#), [Stop_Process](#)

Pinouts

Event:

```
If (ADC(1) > 3000) Then 'Measure and compare
    Rem End Event: process, but execute Finish:
    End
EndIf
```

Finish:

```
Set_Digout(1)          'Set digital output 1
```

#End_Debug_Mode_Disable

#End_Debug_Mode_Disable cancels the interruption of the debug mode.

Syntax

```
#End_Debug_Mode_Disable
```

Parameters

- / -

Notes

#End_Debug_Mode_Disable is a preprocessor instruction. It has only a function if the process was compiled with enabled [Debug mode Option](#) (see [page 74](#)) and the debug mode has been interrupted with **#Begin_Debug_Mode_Disable**. The debug mode is used to recognize run-time errors, see [chapter 5.3.1 on page 154](#).

The debug mode can be interrupted with **#Begin_Debug_Mode_Disable**.

You cannot nest debug mode interruptions. Pay attention especially to interruptions inside macros or libraries.

See also

[#Begin_Debug_Mode_Disable](#), [#Include](#)

Pinouts

Event:

```
#Begin_Debug_Mode_Disable
Rem uncritical source code being not controlled
Rem ...
#End_Debug_Mode_Disable
Rem critical source code, which is controlled
Rem ...
```

Event:

The keyword **Event:** marks the start of the main program section, which is called every Event signal.

Syntax

```
Event: {At <mem_type>}
```

Parameters

<mem_type> T11 only: memory area, where the program section **Event:** is stored.

PM_Local: internal program memory (default).

EM_Local: extended internal program or data memory.

DRAM_Extern: external data memory.

Notes

See also overview of program sections in [chapter 4.1.1](#) on [page 111](#).

The program section **Event:** is the central functional section, which in a process is called in (typically) regular intervals, until it is stopped. Depending on the settings the call is triggered by a cyclic timer Event signal or by an external Event signal. See more in [chapter 6 „Processes in the ADwin System“](#).

The processor type T11 can store each program section in a different memory area (see [chapter 4.3.2 „Memory Areas \(T9...T11\)“](#)). The huge, but slow memory area **DRAM_Extern** should be used for not time-critical program sections; mostly these are the sections **LowInit:**, **Init:**, **Finish:**.

With processor module Pro-CPU T11, the memory area **DRAM_Extern** can only be set starting with revision E04.

See also

[Dim](#), [LowInit:](#), [Init:](#), [Finish:](#)

Pinouts

```
Dim val_1 As Float
```

```
Event:
```

```
val_1 = -5.3
```

Exit

Exit ends a process in the sections **LowInit:**, **Init:**, or **Finish:**.

Syntax

```
Exit
```

Notes

Exit stops the processing of the process and the current program section immediately; the following program lines in the same section will not be executed. Even the section **Finish** **will not be processed**.

Use **End** in the section **Event:**.

See also

[End](#), [ProcessN_Running](#), [Reset_Event](#), [Restart_Process](#), [Start_Process](#), [Start_Process_Delayed](#), [Stop_Process](#)

Pinouts

```
Init:
  If (ADC(1) > 3000) Then 'Measure and compare
    Set_Digout(0)         'Set digital output
    Exit                 'End this process
  EndIf
```

Exp

Exp calculates the power to the base e of the argument.

Syntax

```
ret_val = Exp(val)
```

Parameters

val Argument.

FLOAT

ret_val Exponential value of the argument to the base e.

FLOAT

Notes

The execution time of the function takes 1.3µs with a T9, 0.7µs with a T10, and 0.31µs with a T11.

Euler's number has the approximate value 2.7182818.

See also

[LN](#), [Log](#), [Round](#), [Sqrt](#)

Pinouts

```
Dim val_1, val_2 As Float
```

Event:

```
val_1 = 5
```

```
val_2 = Exp(val_1) 'Result: val_2 = 148.41...
```

FIFO

The `Dim Data_n as Fifo` instruction defines a global `Data` array as a ring buffer.

Syntax

```
Dim Data_n[m] As <arr_type> As FIFO
```

Parameters

<code>Data_n</code>	Name of the declared DATA -field (n: 1...200).
<code><arr_type></code>	Defined variable type: <code>Float32</code> , <code>Float64</code> , <code>Float</code> (until T11), <code>Long</code> .
<code>m</code>	<p>Array size ($1 \dots 2^{31}$): Number of elements of type <code>arr_type</code> in the array. CONST</p> <p>With processor T11, the range for <code>m</code> can be set in steps of 4 only:</p> <p>$m = 4 \times a + 3; a \geq 0.$ LONG</p>

Notes

Once a `Data` array is defined as FIFO ring buffer, it cannot be used as a "normal" array. Do also note the details in [chapter 4.3.5 on page 132](#).

FIFO arrays (first in, first out) are managed by data pointers. After dimensioning the array you should initialize these data pointers with **FIFO_Clear**, in the section **LowInit:** or **Init:**. The data in the FIFO are not changed neither by dimensioning the array nor by initializing.

If you write data into a FIFO array faster than you read it, older stored data will be overwritten and are lost. To avoid this you can use the instructions **FIFO_Empty** and **FIFO_Full** to determine the amount of space in the array.

If (with processor T11 only) the array size is set to a non-valid array size `m`, the FIFO array is automatically dimensioned using the next greater and valid array size. As an example, the compiler will change an array size `[1000]` automatically to `[1003]`.

See also

[Dim](#), [Data_n](#), [FIFO_Clear](#), [FIFO_Empty](#), [FIFO_Full](#)

Pinouts

```
Rem Dimension the global array Data_20 with  
Rem 1003 Long elements as fifo ringbuffer  
Dim Data_20[1003] As Long As FIFO
```

FIFO_Clear

FIFO_Clear initializes the write and read pointers of a FIFO array.

Syntax

```
FIFO_Clear (arraynum)
```

Parameters

arraynum Number of the DATA-FIFO array (1...200).

LONG

Notes

Initialization of the write and read pointers does not change the data in the array.

The FIFO pointers are not initialized upon dimensioning. You should initialize the pointers in the sections **LowInit:** or **Init:** with **FIFO_Clear**.

Initializing the FIFO pointers during program run is useful, if you want to clear all data of the array (because of a measurement error for instance).

Please note: In an *ADsim* model, the FIFO pointers of a FIFO array are initialized only once when the process is loaded and started the first time. Any further initialization is possible with **FIFO_Clear** (or with an *ADwin* driver).

See also

[FIFO](#), [FIFO_Empty](#), [FIFO_Full](#)

Pinouts

```
Dim Data_1[20003] As Long As FIFO 'Declaration
Dim reinit_fifo_flag As Long

Init:
    FIFO_Clear(1)           'Initialize FIFO pointer

Event:
    Rem Query the number of empty places in the FIFO array
    If (FIFO_Empty(1) > 1) Then
        Rem Measure the analog input 1 and save it in the FIFO
        Data_1 = ADC(1)
    EndIf
    'Program Text
    If (reinit_fifo_flag) Then 'e.g. error occurred
        FIFO_Clear(1)         'Initialize FIFO pointer
    EndIf
```

FIFO_Empty

FIFO_Empty determines the number of empty elements in a FIFO array.

Syntax

```
ret_val = FIFO_Empty(arraynum)
```

Parameters

arraynum Number of the DATA-FIFO-array (1...200).

LONG

ret_val Number of the empty array elements.

LONG

Notes

If you want to write data into a FIFO array, you can use this instruction, to determine if the FIFO still has enough empty elements.

With processor T11, please note dimensioning in steps of 4 (see [page 224](#)).

See also

[FIFO](#), [FIFO_Clear](#), [FIFO_Full](#)

Pinouts

```
Dim Data_1[20003] As Long As FIFO'Declaration
```

Init:

```
FIFO_Clear(1)                    'Initialize FIFO pointer
```

Event:

```
Rem Query number of empty elements in the FIFO array
If (FIFO_Empty(1) > 1) Then
    Rem Measure analog input 1 and save it in the FIFO
    Data_1 = ADC(1)
EndIf
```

FIFO_Full

FIFO_Full determines the number of elements used in the FIFO array.

Syntax

```
ret_val = FIFO_Full(arraynum)
```

Parameters

arraynum	Number of the DATA-FIFO-array (1...200).	LONG
ret_val	Number of the occupied array elements (0...m). With processor T11, the range for m can be set in steps of 4 only: $m = 4 \times a + 3$; $a \geq 0$.	LONG

Notes

Before reading out or using data from the FIFO array, you should use this instruction, to check if there is data in the FIFO. If there is no data an undefined value is returned from the FIFO array.

With processor T11, please note dimensioning in steps of 4 (see [page 224](#)).

See also

[FIFO](#), [FIFO_Clear](#), [FIFO_Empty](#)

Pinouts

```
Dim Data_1[20000] As Long As FIFO 'Declaration
```

Init:

```
FIFO_Clear(1) 'Initialize FIFO pointer
```

Event:

```
Rem Query if there are data in the FIFO
If (FIFO_Full(1) > 0) Then
    Rem Output a FIFO value on the analog output 1
    DAC(1, Data_1)
EndIf
```

Finish:

The key word **Finish:** marks the start of the finishing program section. The program section always has low-priority, level 1.

Syntax

```
Finish: {At mem_type}
```

Parameters

<mem_type> T11 only: memory area, where the program section **Finish:** is stored.

PM_Local: internal program memory (default).

EM_Local: extended internal program or data memory.
DRAM_Extern: external data memory.

Notes

See also overview of program sections in [chapter 4.1.1](#) on [page 111](#).

The program section **Finish:** is run once as soon as the process is stopped.

After having processed the last instruction in the **Finish:** section, there will be a certain delay until the process status "stopped" is valid.

The processor type T11 can store each program section in a different memory area (see [chapter 4.3.2 „Memory Areas \(T9...T11\)“](#)). The huge, but slow memory area [DRAM_Extern](#) should be used for not time-critical program sections; mostly these are the sections [LowInit:](#), [Init:](#), [Finish:](#).

With processor module Pro-CPU T11, the memory area [DRAM_Extern](#) can only be set starting with revision E04.

See also

[Dim](#), [LowInit:](#), [Init:](#), [Event:](#), [ProcessN_Running](#)

Pinouts

```
Dim val_1 As Float
```

```
Finish:
```

```
val_1 = -5.3
```

FloToStr

FloToStr converts a floating-point value into a character string.

Syntax

```
Import String.LI*  
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC  
  
FloToStr(val, string[])
```

Parameters

val Value to be converted.

FLOAT

string[] String, formatted as:
{-}#.#####E{-}##.

ARRAY

STRING

Notes

The length of the returned string varies from 11 to 13 characters, depending on the sign of mantissa and exponent.

See also

[Asc](#), [Chr](#), [Flo40ToStr](#), [LngToStr](#), [String ""](#), [StrComp](#), [StrLeft](#), [StrLen](#), [StrMid](#), [StrRight](#), [ValF](#), [Vall](#), [Strings](#)

Pinouts

```

Import String.LI9           'String library for the T9
    'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

Dim text[13] As String
Dim pi, number As Float

Init:
    pi = 3.141592654
    FPar_1 = -pi^-20

Event:
    Rem Convert a floating-point number into a string
    FloToStr(FPar_1, text)
    Par_1 = StrLen(text) 'String length = 13
    REM up to T11: string length is also available in text[1]
    REM since T12, text[1] may not be accessed anymore
    'Par_1 = text[1]
    Par_2 = text[2]      'ASCII character 2Dh = "-"
    Par_3 = text[3]      'ASCII character 31h = "1"
    Par_4 = text[4]      'ASCII character 2Eh = "."
    Par_5 = text[5]      'ASCII character 31h = "1"
    Par_6 = text[6]      'ASCII character 34h = "4"
    Par_7 = text[7]      'ASCII character 30h = "0"
    Par_8 = text[8]      'ASCII character 32h = "2"
    Par_9 = text[9]      'ASCII character 35h = "5"
    Par_10 = text[10]     'ASCII character 35h = "5"
    Par_11 = text[11]     'ASCII character 45h = "E"
    Par_12 = text[12]     'ASCII character 2Dh = "-"
    Par_13 = text[13]     'ASCII character 31h = "1"
    Par_14 = text[14]     'ASCII character 30h = "0"
    Par_15 = text[15]     'String end character = 0

```


Flo40ToStr

Processor T11 only: **Flo40ToStr** converts a floating-point value into a character string.

Syntax

```
Import String.LIB          '.LIB for T11
Flo40ToStr(val, string[])
```

Parameters

val Value to be converted.

FLOAT

string[] String, formatted as:
 {-}#.#####E{-}##.

ARRAY

STRING

Notes

The length of the returned string varies from 13 to 15 characters, depending on the sign of mantissa and exponent.

See also

[Asc](#), [Chr](#), [FloToStr](#), [LngToStr](#), [String ""](#), [StrComp](#), [StrLeft](#), [StrLen](#), [StrMid](#), [StrRight](#), [ValF](#), [Vall](#), [Strings](#)

Pinouts

```

Import String.LIB      'String library for T11

Dim text[15] As String
Dim pi, number As Float

Init:
    pi = 3.141592654
    FPar_1 = -pi^-20

Event:
    Rem Convert a floating-point number into a string
    Flo40ToStr(FPar_1, text)
    Par_1 = StrLen[text] 'String length = 15
    REM up to T11: string length is also available in text[1]
    REM since T12, text[1] may not be accessed anymore
    'Par_1 = text[1]
    Par_2 = text[2]      'ASCII character 2Dh = "-"
    Par_3 = text[3]      'ASCII character 31h = "1"
    Par_4 = text[4]      'ASCII character 2Eh = "."
    Par_5 = text[5]      'ASCII character 31h = "1"
    Par_6 = text[6]      'ASCII character 34h = "4"
    Par_7 = text[7]      'ASCII character 30h = "0"
    Par_8 = text[8]      'ASCII character 32h = "2"
    Par_9 = text[9]      'ASCII character 35h = "5"
    Par_10 = text[10]    'ASCII character 35h = "6"
    Par_11 = text[11]    'ASCII character 35h = "4"
    Par_12 = text[12]    'ASCII character 35h = "7"
    Par_13 = text[13]    'ASCII character 45h = "E"
    Par_14 = text[14]    'ASCII character 2Dh = "-"
    Par_15 = text[15]    'ASCII character 31h = "1"
    Par_16 = text[16]    'ASCII character 30h = "0"
    Par_17 = text[17]    'String end character = 0

```

For ... To ... {Step ...} Next

The **For...Next** instruction creates a program loop, which executes a specified number of times.

Syntax

```
For i = X To Y {Step Z}
    ...
Next i
```

'instruction block'

Parameters

i	Count variable.	LONG
X	Start value of the run variable.	LONG
Y	End value of the run variable.	LONG
Z	Step length (≥ 1) of the run variable; default: 1.	LONG

Notes

Processors up to T11 only: The instruction block is executed at least once, even if the start value **X** is greater than the end value **Y**.

Declare the count variable as **Long** variable.

A high priority process cannot be interrupted by another process, which is also true while executing a time intensive **For ... Next** loop. Since the **ADwin** system cannot respond to other events in this time, it is important to keep the number of loops small for high priority processes.



See also

Do ... Until, If ... Then ... {Else ...} EndIf, SelectCase

Pinouts

```
Dim index As Long
Dim sinus[360] As Float 'Array for sine values
Dim pi As Float

Init:
  pi = 3.14159
  Rem Calculate the sine values in degrees (0° to 359°)
  For index = 1 To 360
    sinus[index] = (2047*Sin((index - 1) * 2*pi/360))
  Next index
  index = 1 'Initialize count index

Event:
  DAC(1, sinus[index]) 'Output amplitude value
  Inc index 'Increase count index
  Rem From 360 degrees onward, restart at 0
  If (index > 360) Then index = 1
```

Function ... EndFunction

Function...EndFunction is used to define a function macro with passed and returned values.

Syntax

```
Function macro_name({val_1, val_2, ...})
    As <var_type>
    {Dim var As <var_type>}
    ...                               'instruction block
    macro_name = ... 'assign return value
EndFunction
```

Parameters

macro_name	Name of the function and of the return value, data type <var_type>.	
val_1,	Names of passed parameters;	FLOAT
val_2	for arrays use the syntax with dimension brackets: array[] or Data_n[].	LONG
		STRING
var	Local variable or local array of data type var_type. The local variable can only be used in the macro.	FLOAT
		LONG
		STRING
<var_type>	Data type of the function and the return parameter: Float32, Float64, Float (up to T11) or Long, but not String.	

Notes

You will find general information about macros in [chapter 4.5.1 on page 142](#).

This instruction defines a function macro, which means that the whole instruction block between **Function** and **EndFunction** is inserted any place where the macro is called.

Functions help to make your source code more clearly structured. Please note that each function call will increase the size of the compiled file.

You may insert functions at the following 3 locations:

1. Before the section `Init:/LowInit:`
2. After the section `Finish:`
3. In a separate file, which you include with `#Include` (only in locations described in 1. and 2.).

Be aware that in functions:

- No process sections such as `LowInit:`, `Init:`, `Event:`, or `Finish:` can be defined.
- Local variables can be defined at the beginning, which are only available in the function and for the processing period.¹ After processing the function, the values of local variables are maintained, so they are available with the next function call. A local variable can have the same name as a variable being defined outside of the function (e.g. also in another function).
- A value should be assigned to the function name, which will be the returned value for the function in the source code.

A function is called with its name and with the arguments, which you have defined; the function must be used as argument in the calling program line, e.g. in an assignment (see example). All expression types (including one- and two-dimensional arrays) are allowed as arguments, as long as they have the appropriate data type.

If you don't define arguments you nevertheless have to use the (empty) braces for the function's call: `name()`.

If an array is used as a passed parameter, the syntax is different for call and definition:

- call of function *without* dimension brackets:
`ret_val=name(array_pass)`
- definition of function *with* dimension brackets:
`Function name(array_def[]) ...`

1. For advanced users: Local variables are stored in the heap, but not on the stack.

Values are assigned to elements of passed arrays as usual:

```
array_def[2] = value
```

If a value is assigned to a passed parameter **x** within the function, the function's call must not use a constant **x**, but a variable or a single array element. If so, a passed parameter can be used to hold a return value.



Passed parameters in symbolic names (**#Define**) lead to compiler problems. Therefore, use definitions without passed parameters.

Rem not suitable: passed parameter 'array_def' in a Define

```
#Define pointer1 array_def[2]
```

Rem suitable alternative

```
#Define pointer2 2
```

```
Function name(array_def[])
```

```
  If (pointer1 > 0) Then 'line triggers compiler error
```

```
  If (array_def[pointer2] > 0) Then 'this line works fine
```

```
    REM ...
```

```
EndFunction
```

If a passed parameter is part of an expression inside a function, the parameter should be set in braces. This avoids problems with the order of operator evaluation.

See also

#Include, **Sub ... EndSub**, **Lib_Function ... Lib_EndFunction**, **Lib_Sub ... Lib_EndSub**

Pinouts

```
Function average(w1, w2, w3) As Float
```

Rem The function calculates the mean of the values

Rem w1, w2 and w3

```
  Dim sum As Float
```

```
  sum = w1 + w2 + w3
```

```
  average = sum/3
```

```
EndFunction
```

Calling the function e.g. is done by the following program lines:

```
x = average(x1, x2, x3)
```

```
DAC(1,average(x1, x2, x3))
```

Pinouts 2

The same function with an array as passed parameter:

```
Function average_array(array[]) As Float
```

```
  average_array=(array[1] + array[2] + array[3])/3
```

```
EndFunction
```

Calling this function is made in a similar manner (but *without* dimension brackets):

```
Dim my_array[3] As Long
Dim Data_1[3] As Long
Dim x As Long
Event:
x = average_array(my_array)
DAC(1,average_array(Data_1))
```

For **array**, you can indicate a global array (as **Data_1**) or a local array (as **my_array**). Enter the array name only, without element number and brackets.

If ... Then ... {Else ...} EndIf

The **If...Then** control structure is used to conditionally execute a single instruction (**If...Then...**) or a block of instructions (**If ... Then ... Else ... EndIf**).

Syntax

```

If (condition) Then
    ...                               'Instruction block
{Else                               'the Else-block is optional
    ...                               'Instruction block }
EndIf

or

If (condition) Then instr

```

Parameters

condition Boolean condition with the operators `<`, `<=`, `>`, `>=`, `LOGIC` `=`, `<>`, `And` and `Or`.
 If the condition is "true", the instructions after **Then** are executed.

instr Instruction (corresponds to an instruction line).

Notes

You can nest **If** structures repeatedly; only limited by the available memory.

The instruction block after **Else** (if there is one) is executed faster than the one after **If...Then**. This can be used to speed up the total execution time of the **Event:** section: put the condition, which has most common state, in the **Else** statement, for instance when you check if limit values are exceeded.

In the single-line version, the instruction cannot call a subroutine macro (**Sub**) nor a function macro (**Function**).

See also

[< = > Comparison](#), [And](#), [Or](#), [Do ... Until](#), [SelectCase](#)

Pinouts

```
Dim val As Long           'Declaration

Event:
    val = ADC(1)           'Acquire measurement value

If (val > 3000) Then       'Limit value is exceeded:
    Clear_Digout(1)        'Reset DIGOUT 1
    Set_Digout(0)          'Set DIGOUT 0
Else                       'Limit value not exceeded
    Clear_Digout(0)        'Reset DIGOUT 0
    Set_Digout(1)          'Set DIGOUT 1
EndIf                     'End of control structure
```

#If ... Then ... {#Else ... } #EndIf

This preprocessor structure is used to conditionally compile a block of instructions (**#If...Then...#Else...#EndIf**).

Syntax

```
#If <SYSPAR> = value Then
...
' instruction block
{#Else
...
' the Else-block is optional
' instruction block}
#EndIf
```

Parameters

<SYSPAR> = Boolean condition (no braces or quotation marks) LOGIC
value with the equal operator =.

If the condition is "true", the instructions after **Then** are executed.

The system parameter **<SYSPAR>** and the corresponding **value** are shown in the table below:

<SYSPAR>	value	Meaning
ADWIN_ SYSTEM	ADWIN_CARD ADWIN_L16 ADWIN_X ADWIN_GOLD ADWIN_GOLDII ADWIN_PRO ADWIN_PROII	System setting in the window Compiler Options. The value ADWIN_PRO refers to both <i>ADwin-Pro I</i> and <i>ADwin-Pro II</i> .
PROCESSOR	T9 T10 T11 T12 T121	Processor setting in the window Compiler Options.

Notes

The condition may only use the operator "="; neither Boolean conditions using **And** and **Or** nor bracing is allowed. You can nest **#If** structures repeatedly; only limited by the available memory.

There is no single-line version as with **If...Then**.

Conditional compiling does not function for the definition of **#Define** and of macros (**Sub**, **Function**).

With system parameter **PROCESSOR**, several processor types can be given at the same time (separated by comma):

```
#If Processor = T11, T12, T121 Then
```

When calling the compiler via **Command Line Calling** (see [page A-9](#)) the system parameters refer to the command line options **/Sx** and **/Px**.

See also

[< = > Comparison](#), [If ... Then ... {Else ...} EndIf](#)

Pinouts

```
Rem set low priority Processdelay to 800µs
#If Processor = T12 Then
  Rem T12: 800µs = 800000 x 1ns
  Processdelay = 800000
#Else
#If Processor = T11 Then 'If CPU = T11
  Rem T11: 800µs = 240000 x 3,3ns
  Processdelay = 240000
#Else
#If Processor = T10 Then 'If CPU = T10
  Rem T10: 800µs = 16 x 50µs
  Processdelay = 16
#Else 'other CPU, here: CPU = T9
  Rem T9: 800µs = 8 x 100µs (also other CPUs)
  Processdelay = 8
#EndIf
#EndIf
#EndIf
```

Import

Import includes functions and subroutines from the specified library file during compilation.

Syntax

```
Import {path}file
```

Parameters

file	File name of the library file <i>without</i> quotes. The file extension is .LI9 for T9, .LIA for T10, .LIB for T11.	CONST STRING
path	Path name of the library file (with drive), without quotes.	CONST STRING

Notes

General information about include files to be found in [chapter 4.5.3 on page 144](#).

Insert **Import** instructions at the beginning of your source code (before you declare the variables). If you import library files into the source code of a library A, you also have to import the other library files in the source code where library A is called.

Only those functions and subroutines, which you call in your source code are imported from the library file.

If the path name misses, only the standard directory is searched (see [Options Menu, Directories, page 69](#)). Use the back slash "\" in the path name to separate directory names.

The base directory for relative paths is—if the source code is member of a project—the directory of the project file, otherwise the directory of the source code file.

The following library files are delivered with *ADbasic*:

String.liX	String instructions.
FFT.liX	Instructions for fast Fourier transformation.

math.liX

Special mathematics instructions.

See also

[#Include](#), [Lib_Function ... Lib_EndFunction](#), [Lib_Sub ... Lib_EndSub](#)

Pinouts

```
Rem import the string library for the T9 processor
Import String.LI9
Rem import a user library for the T10 processor
Import C:\MyFiles\ADwinLibs\dig2volt.LIA
```

Inc

Inc increments the value of a local or global integer variable by one.

Syntax

```
Inc (var)
```

Parameters

var Name of a local or global Long-variable.

VAR

CONST

LONG

Notes

Inc (var) is equivalent the program line: **var**=**var**+1 and it may have shorter execution time.

See also

Dec, + Value Addition

Pinouts

```
Dim index As Long
```

```
Dim Data_1[1000] As Long
```

```
Init:
```

```
  index=1
```

```
Event:
```

```
  Rem Transfer measurement value into the array
```

```
  Data_1[index] = ADC(1)
```

```
  Inc(index)                      'Increment index by 1
```

```
  Rem End program after 1000 measurements
```

```
  If (index>1000) Then End
```

#Include

#Include includes all the contents of an include file into the source code.

Syntax

```
#Include {path}filename
```

Parameters

filename	Name of the file to be included (with the extension .Inc), without quotes.	CONST STRING
path	Complete path with drive, or relative path.	CONST STRING

Notes

You find general information about include files in [chapter 4.5.2 on page 142](#).

Insert the **#Include** instructions at the beginning of your source code (before you declare the variables). You can import other include files in the source code of an include file.

If any include file uses library functions, you have also to include the corresponding library files with [Import](#).

If the path name misses, only the standard directory is searched (see [Options Menu Directories, page 69](#)). Use the back slash "\" in the path name to separate directory names.

The base directory for relative paths is—if the source code is member of a project—the directory of the project file, otherwise the directory of the source code file.

To include any of the include files delivered with *ADbasic*—the files contain instruction to access hardware I/Os—you enter the first characters of the instruction **#Include**, press [CTRL][SPACE] and select the required include file from the list. Alternatively use one of the code snippets from the "Hardware" group.

The following include files are delivered with *ADbasic* and contain the instructions to access the hardware I/Os:

ADwL16.inc	<i>ADwin-light-16</i> : All instructions; insert text snippet with IL[TAB].
ADwin-X.inc	<i>ADwin-X-A20</i> : All instructions; insert text snippet with IX[TAB].
ADwGCnt.inc ADwGCAN.inc	<i>ADwin-Gold</i> : Instructions for CO1 and CAN add-on; insert text snippet with IG[TAB].
ADwinGoldII.inc	<i>ADwin-Gold II</i> : All instructions; insert text snippet with IG2[TAB].
ADwinPro_All.inc	<i>ADwin-Pro</i> , <i>ADwin-Pro II</i> : All instructions; insert text snippet with IP[TAB].
Math.inc	Special mathematics instructions; insert text snippet with IM[TAB].
ADwin_Utils.inc	Since T12: Additional instructions, e.g. variable access to DATA arrays; insert text snippet with IU[TAB].

See also

[#Define](#), [Import](#), [Function ... EndFunction](#), [Sub ... EndSub](#)

Pinouts

Rem find file in the given directory

```
#Include C:\Test\demofunc.Inc
```

Rem find file in standard directory

```
#Include demofunc.Inc
```

Rem relative path.

Rem The base directory is relative to the directory of

Rem the project file (if the source file is member of

Rem a project).

Rem If the source code is not a project member, the base

Rem directory is the directory of the source file.

```
#Include ..\demofunc.Inc
```

Init:

The keyword **Init:** marks the start of the initializing program section.

Syntax

```
Init: {At <mem_type>}
```

Parameters

<mem_type> T11 only: memory area, where the program section **Init:** is stored.

PM_Local: internal program memory (default).

EM_Local: extended internal program or data memory.
DRAM_Extern: external data memory.

Notes

See also overview of program sections in [chapter 4.1.1](#) on [page 111](#).

The program section **Init:** is run once as soon as the process is started and (if existing) the program section **LowInit:** is finished. The delay between having processed the last instruction of the **Init:** section and starting the **Event:** section is about $1...2 \times \text{Processdelay}$.

The program section has the priority as set for the process (menu entry "Options / Process"). With high priority, the section cannot be interrupted and should then be as short as possible.

The processor type T11 can store each program section in a different memory area (see [chapter 4.3.2 „Memory Areas \(T9...T11\)“](#)). The huge, but slow memory area **DRAM_Extern** should be used for not time-critical program sections; mostly these are the sections **LowInit:**, **Init:**, **Finish:**.

With processor module Pro-CPU T11, the memory area **DRAM_Extern** can only be set starting with revision E04.

See also

[Dim](#), [LowInit:](#), [Event:](#), [Finish:](#), [Processdelay](#)

Pinouts

```
Dim val_1 As Float
```

```
Init:
```

```
val_1 = -5.3
```

IO_Sleep

IO_SLEEP causes instructions for access to inputs and outputs to wait for a certain time.

Syntax

IO_Sleep (*val*)

Parameters

<i>val</i>	Number (12, 14, ...715827879 $\approx 2^{31} / 3$) of time units to wait in 10ns. Only even numbers are valid. An invalid number will automatically be decreased by 1.	LONG
------------	--	------

Notes

Alternatively, there is the instruction **CPU_Sleep** (see also [chapter 5.2.4 „Setting Waiting Times Exactly“](#)).

The instruction **IO_SLEEP** is used to wait a defined time between 2 accesses to inputs/outputs. The total waiting time is the sum of the processing time for the I/O access and the waiting time by **IO_SLEEP**.

The waiting time should always be smaller than the cycle time set with **Processdelay**.



In high-priority processes, improper values can cause an interruption in the communication to the PC:

- Make sure that the argument always has a value greater than 12; else, very long waiting times can arise.
- Use very high values with care, because the communication to the PC is interrupted for a long time (danger of timeout).

If possible, use a constant as argument. If the argument *val* requires a calculation, it requires additional time; this time interval is constant

and takes a few clock cycles.

The following conditions require a calculation:

- The argument is an expression with variables or array elements.
- Gold II only: The variable in the argument is declared in the memory area [DRAM_Extern](#). The time interval may vary because it depends on several conditions.
- The argument is an array.
- The argument is a floating-point value.

See also

[CPU_Sleep](#), [NOP](#)

Pinouts

```
#Include ADwinGoldII.inc
```

Event:

```
Rem Mux 1: Set channel and gain
Set_Mux1(11010b)
IO_Sleep(200)           'wait 2  $\mu$ s (=200*10ns)
                        '= max. MUX settling time
Start_Conv(1)           'start conversion of ADC1
Rem ...
```

Lib_Function ... Lib_EndFunction

With `Lib_Function...Lib_EndFunction`, a function with passed and return parameters is defined in a library file.

Syntax

```
Lib_Function lib_name ({<lib_par1>, <lib_par2>, ...})  
  As <fct_type>  
  
    {Dim var As <var_type>}  
  
    {#Define name expression}  
  
    ...                               'Instruction block  
  
    name = ...  
  
Lib_EndFunction
```

Syntax of passed parameters `<lib_par>`:
`<by_type> var_name As <var_type> {At <mem_type>}`

Parameters

<code>lib_name</code>	Name of the library function and of the return value; data type <code><fct_type></code> .
<code><fct_type></code>	Data type: <code>Float32</code> , <code>Float64</code> , <code>Float</code> (up to T11), <code>Long</code> .
<code>var_name</code>	Name of a passed parameter inside of library function; for arrays use the syntax with dimension brackets: <code>array[]</code> or <code>Data_n[]</code> .
<code><by_type></code>	Methods for the transfer of parameters: <code>ByRef</code> : pass reference (pointer) to variable or array. <code>Byval</code> : pass value only.
<code><var_type></code>	Data type: <code>Float32</code> , <code>Float64</code> , <code>Float</code> (up to T11), <code>Long</code> , <code>String</code> .
<code><mem_type></code>	Useful for processor T10 only: Type of memory, where the passed parameters are stored; to be used only with arrays: <code>DRAM_Extern</code> : external memory. <code>DM_Local</code> : local memory.
<code>var</code>	Local variable or local array of data type <code>var_type</code> . The local variable can only be used in the library.

Notes

You will find general information about library files in [chapter 4.5.3 on page 144](#).

Generate library functions (and library subroutines) in a separate source code file. The compilation with "Build/Make lib file" creates the library file. With `Import`, those library modules are included into a process, which are being called in the process.

In a library function, you can

- declare and use local variables and arrays (only one-dimensional).
Declare variables always at the beginning of the subroutine, but never outside.
- use global variables and arrays, which are passed as parameters.
- process one-dimensional arrays only.
You can pass two-dimensional arrays as parameters, but they will be considered as one-dimensional arrays in the function (see also [chapter 4.3.4 on page 131](#)).
- assign a value to the function name, which will be the value returned for the function in the source code.

In a library function, you *cannot*

- define process sections such as `LowInit:`, `Init:`, `Event:`, or `Finish:`.
- call a library function or subroutine from the same library file.
If necessary, you have to put the function, which is to be called, into a new library file and Import it from there.
- use `SelectCase`.
- declare symbolic names using `#Define`.

There are 2 differing methods for passing parameters:

- `ByRef`: The library function can change the parameter; the changed value is available in the program (the address of the parameter is transferred).
- `ByVal`: The library function can only access the value of the parameter, but cannot change it. Thus, the parameter remains the same for the program that calls the function.



Passed parameters should always be declared `At <mem_type>`, to save valuable processor time (`<mem_type>` must fit with the declaration of the passed parameters in the calling program, see `Dim`). If not, the library function has to detect the parameter's memory type at run time.

If an array is passed as parameter, the syntax for definition and call differs:

- Definition of the library function's parameter *with* brackets:
`Lib_Function funcname (... array[] ...)`
- Call with the parameter *without* brackets:
`ret_val=funcname (... array ...)`

If arrays are used as passed parameters, always define them as [ByRef](#) and without indicating any array size. You cannot use FIFO arrays as passed parameters.

See also

[Lib_Sub ... Lib_EndSub](#), [Import](#), [Function ... EndFunction](#), [Sub ... EndSub](#)

Pinouts

```
Rem ----- Calculate a mean value -----
Rem save binary file as MEAN.LI9
Rem (extension according to processor)
Lib_Function average(ByRef array[] As Long, ByVal ptr As Long,
    ByVal cnt As Long) As Long
    Dim i As Long
    average = 0
    If (cnt > 0) Then
        For i = ptr To (ptr + cnt)
            average = average + array[i]
        Next i
        average = average / cnt
    EndIf
Lib_EndFunction
```

Library call

Calling the library function **average** is illustrated in the following example, a "moving average filter":

```

Rem Import the library 'MEAN'
Import C:\MyFiles\ADwinLibs\MEAN.LI9
#Define cnt 10           'Number of the samples
#Define samples Data_1 'Number of measm. values
#Define filtered Data_2 'Number of filtered measm. values
#Define length 1000     'Length of the array
Dim samples[length] As Long 'Source array
Dim filtered[length] As Long 'Destination array
Dim i As Long           'Count variable

Init:
    i = 1                'Initialize counter
    Processdelay = 40000 'Measurement with 1 kHz

Event:
    samples[i] = ADC(1)   'Measure and save analog values
    Inc i                'Increment counter
    If (i > length) Then End '1000 measurements completed?
                           'If yes: process Finish

Finish:
    For i = 1 To (length - cnt) 'For all measm. values
        Rem Call library function "average"
        filtered[i + cnt] = average(samples,i,cnt)
        Rem Note the call with the passed array 'samples'
        Rem *without* dimension brackets
    Next i

```

Lib_Sub ... Lib_EndSub

The `Lib_Sub...Lib_EndSub` is used to define a subroutine with passed parameters in a library file.

Syntax

```
Lib_Sub lib_name({lib_par1, lib_par2, ...})
    {Dim var as <var_type>}
    {#Define name expression}
    ...                               'Instruction block
Lib_EndSub
```

Syntax of passed parameters `<lib_par>`:

```
<by_type> var_name As <var_type> {At <mem_type>}
```

Parameters

<code>lib_name</code>	Name of the library subroutine.
<code>lib_par</code>	Name of a passed parameter inside of library Sub; for arrays use the syntax with dimension brackets: <code>array[]</code> or <code>Data_n[]</code> .
<code><by_type></code>	Methods for the transfer of parameters: <code>ByRef</code> : pass reference (pointer) to variable and array. <code>Byval</code> : pass value only.
<code><var_type></code>	Data types: <code>Float</code> , <code>Long</code> , <code>String</code> .
<code><mem_type></code>	Useful for processor T10 only: Type of memory, where the passed parameters are stored; to be used only with arrays: <code>DRAM_Extern</code> : external memory. <code>DM_Local</code> : local memory.
<code>var</code>	Local variable or local array of data type <code>var_type</code> . The local variable can only be used in the library.

Notes

You will find general information about library files in [chapter 4.5.3 on page 144](#).

Generate library subroutines (and library functions) in a separate source code file. The compilation with "Build/Make lib file" creates the library file. With `Import`, those library modules are included into a process, which are being called in the process.

In a library subroutine, you can

- declare and use local variables and arrays (only one-dimensional).
Declare variables always at the beginning of the subroutine, but never outside.
- use global variables and arrays, which are passed as parameters.
- process one-dimensional arrays only.
You can pass two-dimensional arrays as parameters, but they

will be considered as one-dimensional arrays in the function (see also [chapter 4.3.4 on page 131](#)).

In a library subroutine, you *cannot*

- define process sections such as `LowInit:`, `Init:`, `Event:`, or `Finish:`.
- call a library function or subroutine from the same library file. If necessary, you have to put the function, which is to be called, into a new library file and Import it from there.
- use `SelectCase`.
- declare symbolic names using `#Define`.

There are 2 methods for passing parameters that differ as follows:

- `ByRef`: The library function can change the parameter; the changed value is available in the program (the method transfers the address of the parameter).
- `ByVal`: The library function can only access the value of the parameter, but cannot change it. Thus, the parameter remains the same for the program that calls the function.

Refers to processor T10 only: Passed parameters should always be declared `At <mem_type>`, to save valuable processor time (`<mem_type>` must fit with the declaration of the passed parameters in the calling program, see `Dim`). If not, the library subroutine has to detect the parameter's memory type at run time.



If an array is passed as parameter, the syntax for definition and call differs:

- Definition of the library subroutine's parameter *with* brackets:
`Lib_Sub` `subname` (... `array`[] ...)
- Call with the parameter *without* brackets:
`subname` (... `array` ...)

If arrays are used as passed parameters, always define them as `ByRef` and without indicating any array size. You cannot use FIFO arrays as passed parameters.

See also

`Lib_Function ... Lib_EndFunction`, `Import`, `Function ... EndFunction`,
`Sub ... EndSub`

Pinouts:

```
Rem save binary file as DIG2VOLT.LI9
Rem (extension according to processor)
Rem Measurement value conversion from Digits(0...65535)
Rem to Volt (±10V)
Lib_Sub dig2volt(ByRef digit[] As Long,
    ByVal ptr As Long, ByVal cnt As Long,
    ByVal gain As Long, ByRef volt[] As Float)
Dim i As Long
For i = ptr To (ptr + cnt)
    volt[i] = ((digit[i] * 20 / 65536) - 10) / gain
Next i
Lib_EndSub
```

Library call

Calling the library function `dig2volt` is illustrated in the following example, a conversion of measurement values:

```

Rem The library 'DIG2VOLT' is imported
Import C:\MyFiles\ADwinLibs\DIG2VOLT.LI9

#Define cnt 1000           'Number of the samples
#Define ptr 1              'Start point of samples
                           'which are to be converted
#Define gain 1             'Gain of the PGA
#Define samples Data_1     'Memory for meas. values
#Define scaled Data_2      'Memory for converted meas. values
#Define length 1000        'array length

Dim samples[length] As Long 'Source array
Dim scaled[length] As Long  'Destination array
Dim i As Long               'Counter

Init:
    i = 1                   'Initialize counter
    Processdelay = 40000    'Measurement with 1 kHz

Event:
samples[i] = ADC(1)         'Measure and save analog values
    Inc i                   'Increment counter
    If (i > length) Then End '1000 measurements done?
                           'If yes: process Finish

Finish:
    Rem Convert measurement values by
    Rem calling the library subroutine 'dig2volt'
    dig2volt(samples,ptr,cnt,gain,scaled)
    Rem Note the call with the passed array 'samples'
    Rem *without* dimension brackets

```

LN

LN provides the natural logarithm (to base e) of an argument.

Syntax

```
ret_val = LN(val)
```

Parameters

val Argument.

FLOAT

ret_val Natural logarithm of the argument.

FLOAT

Notes

The execution time of the function takes 1.45µs with a T9, 0.7µs with a T10, and 0.37µs with a T11.

See also

[Exp](#), [Log](#), [Round](#), [Sqrt](#)

Pinouts

```
Dim val1, val2 As Float
```

Event:

```
val1 = 5.3
```

```
val2 = LN(val1)
```

```
'Result: val2 = 1.667...
```


LngToStr

LngToStr converts an integer value into a string.

Syntax

```
Import String.LI*  
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC  
  
LngToStr(value, string[])
```

Parameters

value	Value to be converted.
string	Result String, formatted as { - }#####

LONG

ARRAY

STRING

Notes

The length of the generated string depends on the character, which is to be converted and on the sign. String lengths of 1 to 11 characters are possible.

You will find information about the string structure in [chapter 4.3.6 on page 134](#).

See also

[String ""](#), [+ String Addition](#), [Asc](#), [Chr](#), [FloToStr](#), [Flo40ToStr](#), [StrComp](#), [StrLeft](#), [StrLen](#), [StrMid](#), [StrRight](#), [ValF](#), [Vall](#), [Strings](#)

Pinouts

```

Import String.LI9
    'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC
Dim digits[11] As String'Resulting string
Dim a As Long

Init:
    a = -1234567890

Event:
    LngToStr(a,digits)    'Convert to string
    Par_1 = StrLen[text]  'String length = 11
    REM up to T11: string length is also available in text[1]
    REM since T12, text[1] may not be accessed anymore
    'Par_1 = text[1]
    Par_2=digits[2]        'ASCII character 45 = "-"
    Par_3=digits[3]        'ASCII character 49 = "1"
    Par_4=digits[4]        'ASCII character 50 = "2"
    Par_5=digits[5]        'ASCII character 51 = "3"
    Par_6=digits[6]        'ASCII character 52 = "4"
    Par_7=digits[7]        'ASCII character 53 = "5"
    Par_8=digits[8]        'ASCII character 54 = "6"
    Par_9=digits[9]        'ASCII character 55 = "7"
    Par_10=digits[10]      'ASCII character 56 = "8"
    Par_11=digits[11]      'ASCII character 57 = "9"
    Par_12=digits[12]      'ASCII character 48 = "0"
    Par_13=digits[13]      'End of string sign = 0

```

Log

Log provides the decimal logarithm (to base 10) of an argument.

Syntax

```
ret_val = Log(val)
```

Parameters

val Argument.

FLOAT

ret_val Decimal logarithm of the argument.

FLOAT

Notes

The execution time of the function takes 1.5μs with a T9, 0.75μs with a T10, and 0.38μs with a T11.

See also

[Exp](#), [LN](#), [Round](#)

Pinouts

```
Dim val1, val2 As Float
```

Event:

```
val1 = 5.3
```

```
val2 = Log(val1) 'Result: val2 = 0.724...
```

LowInit:

The key word **LowInit:** marks the start of an initializing program section. The program section always has low-priority, level 1.

Syntax

```
LowInit: {At mem_type}
```

Parameters

<mem_type> T11 only: memory area, where the program section **LowInit:** is stored.

PM_Local: internal program memory (default).

EM_Local: extended internal program or data memory.

DRAM_Extern: external data memory.

Notes

See also overview of program sections in [chapter 4.1.1](#) on [page 111](#).

The section **LowInit:** may only be used in high priority processes.

The program section **LowInit:** is run once as soon as the process is started. The section serves to initialize, e.g. variables or data connections. **LowInit:** is always run before the **Init:** section (if existing).



The section **LowInit:** is suitable for huge not time-critical initialization sequences since it can be interrupted (due to low priority).

The processor type T11 can store each program section in a different memory area (see [chapter 4.3.2 „Memory Areas \(T9...T11\)“](#)). The huge, but slow memory area **DRAM_Extern** should be used for not time-critical program sections; mostly these are the sections **LowInit:**, **Init:**, **Finish:**.

With processor module Pro-CPU T11, the memory area **DRAM_Extern** can only be set starting with revision E04.

See also

[Dim](#), [Init](#), [Event](#), [Finish](#):

Pinouts

```
Dim val_1 As Float
```

```
LowInit:
```

```
    val_1 = -5.3
```

Max_Float

Max_Float returns the greater of 2 Float values.

Syntax

```
ret_val = Max_Float (val1, val2)
```

Parameters

val_1 Compared value 1

Float

val_2 Compared value 2

Float

ret_val The greater of both values.

Float

Notes

- / -

See also

[AbsF](#), [Min_Float](#), [Max_Long](#), [Min_Long](#), [ValF](#)

Pinouts

Event:

```
FPar_10 = Max_Float (FPar_1, FPar_2)
```

Min_Float

Min_Float returns the smaller of 2 Float values.

Syntax

```
ret_val = Min_Float(val1, val2)
```

Parameters

<code>val_1</code>	Compared value 1	<div>Float</div>
<code>val_2</code>	Compared value 2	<div>Float</div>
<code>ret_val</code>	The smaller of both values.	<div>Float</div>

Notes

- / -

See also

[AbsF](#), [Max_Float](#), [Max_Long](#), [Min_Long](#), [ValF](#)

Pinouts

Event:
`FPar_10 = Min_Float(FPar_1, FPar_2)`

Max_Long

Max_Long returns the greater of 2 integer values.

Syntax

```
ret_val = Max_Long(val1, val2)
```

Parameters

val_1 Compared value 1

LONG

val_2 Compared value 2

LONG

ret_val The greater of both values.

LONG

Notes

- / -

See also

[AbsI](#), [Min_Float](#), [Max_Float](#), [Min_Long](#), [ValI](#)

Pinouts

Event:

```
Par_10 = Max_Long(Par_1, Par_2)
```


Min_Long

Min_Long returns the smaller of 2 integer values.

Syntax

```
ret_val = Min_Long(val1, val2)
```

Parameters

<code>val_1</code>	Compared value 1	<div>LONG</div>
<code>val_2</code>	Compared value 2	<div>LONG</div>
<code>ret_val</code>	The smaller of both values.	<div>LONG</div>

Notes

- / -

See also

[Absl](#), [Max_Long](#), [Min_Float](#), [Max_Float](#), [Vall](#)

Pinouts

Event:

```
Par_10 = Min_Long(Par_1, Par_2)
```

MemCpy

Since Processor T11: **MemCpy** copies a specified amount of array elements from a source array to a destination array.

Syntax

```
MemCpy(array1[i1], array2[i2], count)
```

Parameters

<code>array1 []</code>	Name of the source array.	<div>LONG</div> <div>FLOAT</div> <div>STRING</div>
<code>i1</code>	Index (≥ 1) of the first copied array element.	<div>LONG</div>
<code>array2 []</code>	Name of the destination array; the data type must be the same as of the source array.	<div>LONG</div> <div>FLOAT</div> <div>STRING</div>
<code>i2</code>	Index (≥ 1) of the first array element to be written.	<div>LONG</div>
<code>count</code>	Number (≥ 1) of array elements to be copied.	<div>LONG</div>

Notes

MemCpy is the simple and much faster alternative to copying data in a **For...Next**-loop.

The instruction may be used neither with FIFO arrays nor with local variables.



Please note: The data types of source and destination array must be identical and the destination array must be declared large enough to hold all copied data.

With processor T11, the access to indexes out of bounds can be monitored in debug mode for the destination array (see [Debug mode Option](#) on [page 74](#)). The source array cannot be monitored.

See also

[Dim](#)

Pinouts

```
Dim Data_1[75], Data_2[100] As Float
```

Event:

Rem Copy 70 array elements from Data_1 to Data_2

```
MemCpy (Data_1[5], Data_2[30], 70)
```

NOP

NOP (No OPeration) causes the processor to wait for one processor cycle.

Syntax

NOP

Notes

The execution time of the instruction normally is one processor cycle:

T9	25ns
T10	25ns
T11	3,3ns
T12	1,0ns

With this instruction, you can delay for a necessary waiting period (e. g. after **Set_Mux**) if there is no other use of processing time. With T11, please note [chapter 5.2.4 on page 149: Setting Waiting Times Exactly](#).

See also

[CPU_Sleep](#), [P1_Sleep](#), [P2_Sleep](#), [Sleep](#)

Or

The operator **Or** combines two integer values bit wise or two Boolean expressions as a Boolean operator.

Syntax

```
ret_val = val_1 Or val_2           'bit wise operator
If ((expr1 Or (expr2)) Then       'Boolean operator
```

Parameters

val_1, val_2 Integer value.

LONG

expr1, expr2 Boolean expression with the value "true" or "false".

LOGIC

Notes

With **Or**, you can only combine expressions of the same type (integer or Boolean) with each other, mixing them is not possible.

You can use Boolean operators only in statements such as **If ... Then ... Else** or **Do ... Until** (variables cannot have Boolean values).

If you use several Boolean operators in one line, you have to put each operation into parentheses. For bit wise combining of integer values, parentheses are not required.

See also

And, If ... Then ... {Else ...} EndIf, Not, XOr

Pinouts

Bit wise operator:

```
Dim val1, val2, val3 As Long

val1 = 0100b
val2 = 0110b
val3 = val1 Or val2           'Result: val3 = 0110b
```

Boolean operator:

```
Dim x As Long
Dim val4 As Long
```

Init:

```
x = 15
```

Event:

```
If ((x < 3) Or (x > 9)) Then
    val4 = 1
Else
    val4 = 0
EndIf
```

'Result: val4 = 1

P1_Sleep

Since Processor T11: **P1_Sleep** causes the Pro I bus to wait for a certain time.

Syntax

P1_Sleep (*val*)

Parameters

val

Number of the time units to wait in 10ns:
with constants: 7...715827879.
with variables: 9...715827879.

LONG

Notes

Alternatively, there are the instructions **CPU_Sleep** and **P2_Sleep** (see also [chapter 5.2.4 „Setting Waiting Times Exactly“](#)). For processors up to T10, use **Sleep**.

With processor T12, **P1_Sleep** has only effect on the TTL signal inputs Dig I/O 0 and Dig I/O 1.

P1_Sleep is used to wait a defined time between 2 accesses to modules on the Pro I bus.

The waiting time should always be smaller than the cycle time set with **Processdelay**.



In a high-priority process, **P1_Sleep** cannot be interrupted. Thus, very high values in high-priority processes can cause an interruption in the communication to the PC.

Do not use values lower than the given range of values.

If possible, use a constant as argument. If the argument *val* requires a calculation, it requires additional time; this time interval is constant

and takes a few clock cycles.

The following conditions require a calculation:

- The argument is an expression with variables or array elements.
- The variable in the argument is declared in the memory area [DRAM_Extern](#). The time interval may vary because it depends on several conditions.
- The argument is an array.
- The argument is a floating-point value.

See also

[CPU_Sleep](#), [NOP](#), [P2_Sleep](#), [Sleep](#)

Pinouts

```
#Include ADwinPro_All.inc
```

Event:

```
Set_Mux(1,0)           'Set module 1 multiplexer
P1_Sleep(250)          'wait 2.5 µs (=250*10ns)
                        '= Mux settling time
Start_Conv(1)          'Start conversion
Rem ...
```

P2_Sleep

Processor T11 and T12 only: **P2_Sleep** causes the Pro II bus to wait for a certain time.

Syntax

P2_Sleep (*val*)

Parameters

val

Even number (14...715827878) of the time units to wait in 10ns. An odd number is not allowed.

LONG

Notes

Alternatively, there are the instructions **CPU_Sleep** and **P1_Sleep** (see also [chapter 5.2.4 „Setting Waiting Times Exactly“](#)). For processors up to T10, use **Sleep**.

P2_Sleep is used to wait a defined time between 2 accesses to modules on the Pro II bus.

The waiting time should always be smaller than the cycle time set with **Processdelay**.



In a high-priority process, **P2_Sleep** cannot be interrupted. Thus, very high values in high-priority processes can cause an interruption in the communication to the PC.

If possible, use a constant as argument. If the argument *val* requires a calculation, it requires additional time; this time interval is constant and takes a few clock cycles.

The following conditions require a calculation:

- The argument is an expression with variables or array elements.
- T11 only: The variable in the argument is declared in the memory area [DRAM_Extern](#). The time interval may vary because it depends on several conditions.
- The argument is an array.
- The argument is a floating-point value.

See also

[CPU_Sleep](#), [NOP](#), [P1_Sleep](#), [Sleep](#)

Pinouts

```
#Include ADwinPro_All.inc
```

Event:

```
P2_Set_Mux(1,0)      'Set multiplexer
P2_Sleep(210)         'wait 2.1  $\mu$ s (=210*10ns)
                      '= Mux settling time
P2_Start_Conv(1)      'start conversion
Rem ...
```

Peek

Peek reads the contents of a specified memory location of the *ADwin* system.

Syntax

```
ret_val = Peek(addr)
```

Parameters

`addr` Address of the memory location to be read out.

LONG

`ret_val` Contents of the memory location.

LONG

Notes

You will find an overview of the register addresses (*Gold* and *Light-16*) in your hardware documentation.

See also

[Poke](#), [Read_Timer](#)

Pinouts

The instruction below reads the value of the memory address **30h**, which is the data register of the ADC1 on the *ADwin-Gold* system and contains the converted analog value.

Rem read out memory locations of an ADwin-Gold system

```
val = Peek(30h)
```

Poke

Poke writes a value into a specified memory location of the *ADwin* system.

Syntax

```
Poke (addr, value)
```

Parameters

addr	Address of the memory location, into which values are written.	LONG
value	Value to be written.	LONG

Notes

With **Poke**, you are overwriting the specified memory address. Information stored there will be lost.

Do not write to memory addresses whose functions you do not know. If you do, it is possible that important data, processes or even the operating system will be destroyed.



If this should happen, existing measurement data is lost. To recover, you must reboot the *ADwin* system and reload the processes.

You will find an overview of the register addresses (*Gold* and *Light-16*) in your hardware documentation.

See also

[Peek](#), [Read_Timer](#)

Pinouts

```
REM Change memory locations of an ADwin-Gold system
REM Write into DAC register 1: 3072 (>=+5V in the range ±10V)
Poke (20400050h, 3072)
Poke (20400010h, 011b) 'Start output on all DACs
Poke (204000C0h, 111100b) 'Set outputs DIO18...DIO21 to High
```

Processdelay

The system variable **Processdelay** defines the process delay (cycle time) of a process.

Processdelay replaces the system variable **Globaldelay**, which is still valid for reasons of compatibility.

Syntax

```
ret_val = Processdelay
```

or

```
Processdelay = expr
```

Parameters

ret_val Current cycle time in clock cycles.

LONG

expr Cycle time to be set: Number (≥ 1) of clock cycles.

LONG

Notes

In a time-controlled process, the section **Event:** is called repeatedly and in fixed time intervals by the internal counter. The time interval between two cyclic calls is called process delay and is counted in clock cycles.

The time interval of the **Processdelay** depends on the process priority and the processor type:

Processor	Priority	
	High	Low
T9	25ns	100μs
T10	25ns	50μs
T11	3,3ns	3,3ns = 0,003μs
T12	1,0ns	1,0ns
T12.1	1,5ns	1,5ns

With high-priority processes, select a sufficiently large process delay to avoid overloading the *ADwin* system (see also [chapter 6.1.4 on page 163](#)). As a rule of thumb the processor workload (display field:

"Busy x%" in the status bar) should be under 90 percent and must not exceed 100 percent.

If the time needed for processing the section **Event:** is larger than the process delay, the next counter call and following will be delayed. If this delay cannot be caught up within 250ms, the communication between the ADwin system and the computer can be interrupted.

You may set a constant process delay by assigning a value to the variable **Processdelay** in the section **Init:** / **LowInit:**. You will then overwrite the default value you have set in the dialog window "Options / Process" under "Initial Processdelay".

You can set the variable only once in a section.

Writing into this variable in the section **Event:** should just be made at the beginning of this section. If the parameter **Processdelay** is changed in a process cycle in the section **Event:**, the cycle time (process-delay) will be changed immediately. This may be critical especially when the cycle time has been shortened: Make sure that the execution time of the program remains less than the newly set cycle time.

See also

[Read_Timer](#), [chapter 6.2.1 „Processdelay“](#), [Calc_Processdelay](#)

Pinouts

Init:

```
Rem Set cycle time
Processdelay = 40000
Rem For T9 and T10, high priority: 1 ms
Rem For T11, high+low priority: 0.133 ms

Rem Only processors T12 / T12.1:
Rem Set cycle time for 10000 Hertz
Processdelay= Calc_Processdelay(10000)
```

If you need a longer cycle time than may be set with **Processdelay**, you can use an auxiliary variable:

Init:

```
Rem Set max. cycle time
Processdelay = 2147483647
Rem For T9 and T10, high priority: 53.7s
Rem For T11, high+low priority: 7.2s
Rem initialize auxiliary variable
Par_1 = 0
```

Event:

```
Inc Par_1
Rem use 100fold cycle time
Rem For T9 and T10, high priority: 89.5 min
Rem For T11, high+low priority: 12min
If (Par_1 = 100) Then
    Par_1 = 0
    Rem run program
EndIf
```


Process_Error

[Process_Error](#) returns the previously occurred error of the current process.

Syntax

```
ret_val = Process_Error
```

Parameters

`ret_val`

Number of the previously occurred error in the

LONG

process. Some error numbers:

0: no error

1: Division by zero

2: Square root from negative value

10: Accessing a too high element number of a global array.

11: Accessing a too small element number (≤ 0) of a global array.

12: Accessing a too high element number of a local array.

13: Accessing a too small element number (≤ 0) of a local array.

20: Transputer only: Timing error, i.e. Processdelay is too small.

30: FIFO index is not a FIFO.

Notes

The return value is defined only if debug mode is enabled (see [Debug mode Option](#), [page 74](#)). The variable is read-only.

See also

[ProcessN_Running](#), [Start_Process](#), [Stop_Process](#)

Pinouts

Event:

```
Par_10 = Sqrt(Par_12)
```

Rem read previous error number in the process

```
Par_2 = Process_Error
```

ProcessN_Running

The system variable `Processn_Running` returns the current status of the specified process.

Syntax

```
ret_val = Processn_Running
```

Parameters

`n` Number of the requested process (0...12, 15).

CONST

LONG

`ret_val` Process status:
 1 Process is running.
 0 Process is stopped.
 -1 Process is being stopped.

LONG

Notes

The system variable is read only.

See also

[End](#), [Exit](#), [Restart_Process](#), [Start_Process](#), [Start_Process_Delayed](#),
[Stop_Process](#)

Pinouts

Event:

Rem Get the status of process 2

`Par_2 = Process2_Running`

Read_Timer

Read_Timer returns the current counter value of the *ADwin* system timer.

Syntax

```
ret_val = Read_Timer()
```

Parameters

ret_val Current counter value.

LONG

Notes

The counter value cannot be written.

There are 2 timers in an *ADwin* system (32-bit), which count in different units of time:

process priority	T9	T10	T11	T12
high	25ns	25ns	3,3ns	1,0ns
low	100µs	50µs	3,3ns	1,0ns

You may determine a time interval from the difference of 2 timer values. With **Calc_TicksToNs**, the difference can be converted to nanoseconds. Please note that any read timer value will be reached again after a certain time interval, which depends on the units of time given above:

process priority	T9	T10	T11	T12
high	107.4s	107.4s	14.3s	4,3s
low	119.3h	59.7h	14.3s	4,3s

Please note that with processor T12 the time measurement inside of a program section follows special rules. Find more under "[Annotations for T12/T12.1](#)".

See also

[Processdelay](#), [Calc_TicksToNs](#), [Read_Timer_Sync](#)

Pinouts

```
Dim timervalue As Long
```

Event:

```
timervalue = Read_Timer()
```

See related example `seconds_timer.bas` in folder

C:\ADwin\ADbasic\samples_ADwin.

Read_Timer_Sync

Since T12 only: **Read_Timer_Sync** returns the current counter value of the *ADwin* system timer, after all hardware and memory accesses have been finished.

Syntax

```
#Include ADwinPro_All.inc 'or ADwin-X.inc  
ret_val = Read_Timer_Sync()
```

Parameters

ret_val Current counter value in units of 1 ns.

LONG

Notes

The counter value can only be read.

You may determine a time interval from the difference of 2 timer values. Please note that any read timer value will be reached again after 4.3 seconds.

Different to **Read_Timer**, **Read_Timer_Sync** ends all currently active read and write accesses to *ADwin* hardware and to memory, before reading the counter value.

Please note that the time measurement inside of a program section follows special rules. Find more under "[Measuring the Processing Time](#)" and especially "[Annotations for T12/T12.1](#)".

See also

[Processdelay](#), [Calc_TicksToNs](#), [Read_Timer](#)

Example

```
Dim timervalue As Long
```

Event:

```
timervalue = Read_Timer_Sync()
```

See also related example `seconds_timer.bas` in folder

C:\ADwin\ADbasic\samples_ADwin

Rem, '

The compiler instructions *Rem* or *"'* make it possible to insert comments into the source code for a program. Any text in a program line following the instruction is ignored by the compiler.

Syntax

```
Rem comment

instr : Rem comment

instr 'comment
```

Parameters

comment	Any character strings.
instr	<i>ADbasic</i> instruction.

Notes

The instruction only applies to the line, in which it is used. If a comment requires more than one text line, then you must begin each line with the instructions *Rem* or *"'*.

If you want to insert a *Rem* comment after an instruction, separate it from the instruction by a colon *:"*. If you use *"'*, a colon is not necessary.

You can set the horizontal position of a comment after an instruction; find more under [Positioning comments \(page 23\)](#).

Pinouts

```
Rem This is a comment that needs more than
Rem one text line
'This is a comment line, too
Dim min As Long: Rem comment after an instruction
Dim max As Long      'Also a comment after an instruction
```

Reset_Event

Reset_Event deletes all external Event signals, which are to be processed.

Syntax

```
Reset_Event
```

Notes

The instruction is only valid for externally controlled processes and in the **Init:** section.

We recommend running the instruction at the end of the **Init:** section; this is even mandatory with processor T11. This prevents a too early Event signal (coming up during initialization) from starting the main program (**Event:** section) too early.

More about the operating mode of the operating system for externally controlled processes see section "[Externally Controlled Process](#)" on [page 170](#).

See also

[End](#), [Exit](#), [ProcessN_Running](#), [Start_Process](#), [Stop_Process](#)

Pinouts

Init:

```
Rem Initialization
```

```
Rem ...
```

```
Reset_Event           'Reset former Event signals
```

Event:

```
Rem Any Event signal starts the main program
```

```
Rem ...
```

Restart_Process

Since Processor T11: **Restart_Process** starts the same process again.

Syntax

```
Restart_Process
```

Notes

The instruction is valid in the program section **Finish:** only.

All lines of the program section after **Restart_Process** will be executed, before the process starts anew. For better readability, we recommend putting the instruction at the end of the program section.



The instruction may cause an endless loop. Prevent an endless loop by using **Restart_Process** inside of a conditional block.

See also

[End, Exit, If ... Then ... {Else ...} EndIf](#), [Start_Process](#), [Start_Process_Delayed](#), [Stop_Process](#)

Pinouts

Event:

```
Rem ...
```

Finish:

```
Rem ...
```

```
If (cond = 2) Then
```

```
    Rem If condition is true, the process is started anew
```

```
    Restart_Process
```

```
EndIf
```


Round

Round returns the nearest integer of a value of data type **Float**.

Syntax

```
ret_val = Round(value)
```

Parameters

value Variable or expression.

FLOAT

ret_val Rounded integer value.

LONG

Notes

Use the instruction **Round** before assigning a float value to a variable of data type **Long**. Otherwise, the decimal places of the float value are cut off. This is important especially for float values a bit less than the next integer value e.g. the value **0.99999**.

Rounding is executed according to IEEE 754 standard that is to the nearest integer. If the float value is half-way between two integers, the result will be the nearest even integer.

See also

[chapter 4.4.2 „Type Conversion“, AbsF](#)

Pinouts

Init:

```
Par_2 = Round(1.5)    'result = 2
```

```
Par_3 = Round(2.5)    'result = 2
```

Event:

```
Inc(FPar_1)
```

```
Par_1 = Round(FPar_1 / 12.2E05)
```

SelectCase

The `SelectCase` control structure is used to execute one of several instruction blocks depending on a given value.

Syntax

```
SelectCase var
Case const1a{,const1b, ...}
    ...                               'Instruction block
CCase const2a{,const2b, ...}
    ...                               'Instruction block
CaseElse
    ...                               'Instruction block
EndSelect
```

Parameters

<code>var</code>	Argument to be evaluated (no expression).	LONG
<code>const1a</code> , <code>const1b</code> , <code>const2a</code> , <code>const2b</code>	Value of <code>var</code> (0...255; since T12: any Long values allowed), where the following instruction block will be executed.	CONST LONG

Notes

This control structure cannot be used within a library function or sub-routine and also not in a `LowInit:` section.

You may nest several `SelectCase` structures; the only limit is the memory size.

Depending on the argument you can replace multiple nested `IF` structures with `SelectCase` so that they will be more clearly structured; another benefit is this structure is executed faster than several consecutive `If` structures.

If the argument to be evaluated does not correspond to one of the `Case` constants, only the `CaseElse` instruction block is executed (if

there is any). This is also true when the argument to be evaluated is beyond the value range of the constant.

CCase means "Continue Case": If a **Case** or **CCase** instruction block has been executed, then a directly following **CCase** instruction block is executed, too.

In the example below, not only **ADC (5)**, but also **ADC (7)** are executed. However, if **Par_1=3**, then only **ADC (7)** will be executed.

If you change variables in the instruction blocks in such a manner that the value of the argument is changed, this will only be considered at the next **SelectCase** query.

The **SelectCase** structure creates an internal branch table located in the data memory (DM), whose memory requirements correspond to the greatest used **Case**-/**CCase**-constant. In order to limit the memory requirements to a minimum, the value range of constants is restricted to 0...255. There is:

Memory requirement in bytes = [(greatest constant value)+1] × 4

As an example the memory requirement with a max. **Case** constant **200** is $(200 + 1) \times 4 = 804$ Bytes; the maximum possible memory requirement is 1 KiB.

See also

[Do ... Until, For ... To ... {Step ...} Next, If ... Then ... {Else ...} EndIf](#)

Pinouts

```

Event:
  Par_1=2
  SelectCase Par_1      'Evaluate Par_1
    Case 0              'If Par_1 = 0?
      Par_10 = ADC(1)   'Read out ADC(1)
    Case 1              'If Par_1 = 1?
      Par_10 = ADC(3)   'Read out ADC(3)
    Case 2              'If Par_1 = 2?
      Par_10 = ADC(5)   'read out ADC(5) and ADC(7), too
                        ' (by CCase)
    CCase 3             'If Par_1 = 3?
      Par_11 = ADC(7)   'Read out ADC(7)
    Case 4,5,6,7,16     'If Par_1 = 4,5,6,7, or 16?
      Par_2 = Digin_Word() 'read digital inputs
    CaseElse            'Par_1: other values
      Digout_Word(Par_10) 'Output value of Par_10 to
                        'the digital outputs
  EndSelect             'End of selection

```

Shift_Left

The **Shift_Left** instruction shifts all bits of a value by a specified number of places to the left. The empty bits at the right are filled with zeros.

Syntax

```
ret_val = Shift_Left(val, num)
```

Parameters

val	Argument.	LONG
num	Number of places the argument is shifted (0...31).	LONG
ret_val	Argument with shifted bits or. 0 for (num<0) and for (num>31).	LONG

Notes

Use only integer values for the argument if possible. Floating-point values (of the type **Float**) are converted into integer values before shifting them. The decimal places are truncated and the value is rounded if necessary.

Shifting the bits n places to the left corresponds to the multiplication with 2^n . A possible overflow is not taken into account, which means, a set bit is lost if it is left-shifted beyond the length of an argument.

The execution time is similar to that one of a comparable multiplication operator.

See also

[Shift_Right](#)

Pinouts

```
Dim val1, val2 As Long
```

Event:

```
val1 = 1024  
val2 = Shift_Left(val1, 2) 'Result: val2=4096
```

Shift_Right

The **Shift_Right** instruction shifts all bits of a value by a specified number of places to the right. The empty bits at the left are filled with zeros.

Syntax

```
ret_val = Shift_Right(val, num)
```

Parameters

val	Argument.	LONG
num	Number of places, which are shifted (0...31).	LONG
ret_val	Argument with shifted bits or. 0 for (num<0) and for (num>31).	LONG

Notes

Use only integer values for the argument if possible. Floating-point values (of the type **Float**) are converted into integer values before shifting them. The decimal places are truncated and the value is rounded.

If the argument **val** is a positive number, shifting it **num** places to the right corresponds to a division by 2^n . A possible division remainder is not taken into account, which means, a set bit is lost if it is right-shifted beyond the length of an argument.

The execution time is shorter than the execution time of a comparable division. For instance, **val_2 = Shift_Right(val_1, 3)** is faster than **val_2 = val_1 / 8**.

See also:

[Shift_Left](#)

Pinouts

```
Dim val1, val2 As Long
```

Event:

```
val1 = 1024
val2 = Shift_Right(val1, 3) 'Result: val2=128
```

Sin

Sin provides the sine of an angle.

Syntax

```
ret_val = Sin(angle)
```

Parameters

<code>angle</code>	Arc angle ($-\pi \dots +\pi$).	Float
<code>ret_val</code>	Sine of the angle ($-1 \dots 1$).	Float

Notes

If you use input values, which are not in the range of $-\pi \dots +\pi$, the calculation error grows with the increasing value.

The execution time of the function takes 1.25 μ s with a T9, 0.63 μ s with a T10, and 0.28 μ s with a T11.

See also

[Cos](#), [Tan](#), [ArcSin](#), [ArcCos](#), [ArcTan](#), [ArcTan2](#), [Round](#)

Pinouts

```
Dim val1, val2 As Float
```

Event:

```
val1 = -5.3  
val2 = Sin(val1)      'Result: val2=0.83...
```

Sleep

Processors until T10 only: **Sleep** causes the processor to wait for a certain time.

Syntax

Sleep(val)

Parameters

val

Number (≥ 1) of time units to wait in 100ns.

LONG

Notes

For processor T11, **Sleep** must be replaced by one of the instructions **CPU_Sleep**, **P1_Sleep** or **P2_Sleep** (see also [chapter 5.2.4 „Setting Waiting Times Exactly“](#)); mostly **P1_Sleep** is best.

Since **Sleep** is executed as a count loop, it cannot be interrupted in high-priority process.



Please make sure (especially when using variables) that the argument does not have a value less than 1, otherwise the *TiCo* processor *ADwin* system will become unstable. In addition, please consider that very high values in high-priority processes can cause an interruption in the communication to the PC.

If possible, use a constant as argument. If the argument **val** requires a calculation, it requires additional time; this time interval is constant and takes a few clock cycles.

The following conditions require a calculation:

- The argument is an expression with variables or array elements.
- The variable in the argument is declared in the memory area [DRAM_Extern](#).
- The argument is an array.
- The argument is a floating-point value.

See also

[CPU_Sleep](#), [NOP](#), [P1_Sleep](#), [P2_Sleep](#)

Pinouts

Event:

Set_Mux (0)	<i>'Set multiplexer</i>
Sleep (25)	<i>'Wait 2.5 μs (=25*100ns) = settling</i>
	<i>'time of the MUX</i>
Start_Conv (1)	<i>'Start conversion</i>
Rem ...	

Sqrt

Sqrt returns the square root of a value.

Syntax

```
ret_val = Sqrt(val)
```

Parameters

val Argument (≥ 0).

Float

ret_val Square root of the argument.

Float

Notes

The execution time of the function takes 0.9 μ s with a T9, 0.45 μ s with a T10, and 0.26 μ s with a T11.

With an invalid argument, the return value is undefined.

See also

[^ Power](#), [Exp](#), [LN](#), [Log](#), [Round](#)

Pinouts

```
Dim val_1, val_2 As Float
```

Event:

```
val_1 = 16
```

```
val_2 = Sqrt(val_1) 'Result: val_2 = 4
```

Start_Process

Start_Process starts a specified process.

Syntax

Start_Process (processnum)

Parameters

processnum Number of the process to be started (1...12, 15).
m

LONG

Notes

Please assure that the process is transferred to the *ADwin* system before you start it.



The instruction has no effect, if you indicate the number of a process, which

- is already running or
- has the same number as the calling process.

You can start a process with **Start_Process** from another process only (except for **Restart_Process**). It is not possible that a process starts itself, for instance in the section **Finish:**.

Start_Process launches a process start immediately but does not wait until the process is actually running. If required you can query with **ProcessN_Running** if the launched process really has started working. The time between launching and process start cannot be determined in detail.

If a low priority process launches a high priority process, the newly started process can interrupt the low priority process.

See also

[End](#), [Exit](#), [Restart_Process](#), [Start_Process_Delayed](#), [Stop_Process](#)

Pinouts**Event:**

```
If (ADC(1) > 3072) Then 'threshold value exceeded?
  Rem If process 2 is inactive: start anew
  If (Process2_Running = 0) Then
    Start_Process(2)      'Start measurement process 2
    Do                    'wait for start of process
      Until (Process2_Running = 1)
    End
  EndIf
```

Start_Process_Delayed

Since processor T11: **Start_Process_Delayed** starts a specified process (section **Event:**) with the defined delay.

Syntax

```
Start_Process_Delayed(processno, delay)
```

Parameters

processno	Number of the process to be started (1...10).	LONG
delay	Delay time (>30) in clock cycles of the timer. With T11, one clock cycle takes 3,3ns, with T12 1,0ns.	LONG

Notes

Please assure that the process is transferred to the ADwin system before you start it.



The instruction may only start a time-controlled process with high priority; it has no effect, if you indicate the number of a process, where one of the following is true:

- The process is externally controlled.
- The process has low priority.
- The process is running already.
- The process has the same number as the calling process.

You may start a process with **Start_Process_Delayed** from a different process only (except for **Restart_Process**).

A delayed started process always begins with the **Event:** section, the sections **Init:** and **LowInit:** will not be executed.

These items apply to the wanted starting time:

- The delay until starting time starts being counted with processing **Start_Process_Delayed**; the processing time of the instruction is 30 clock cycles.
- From a high-priority program section the starting time can only be maintained, if the delay time **delay** is greater than the remaining processing time for the rest of the section.
Any subsequent lines of the section must be processed, before the selected process can start. The starting time therefore is additionally delayed by a too long remaining processing time.

See also

[Restart_Process](#), [Start_Process](#), [Stop_Process](#)

Pinouts**Event:**

```
Rem ...  
If (cond = 2) Then  
    Rem If condition is true, process 2 is started  
    Rem with a delay of 100 clock cycles.  
    Start_Process_Delayed(2,100)  
EndIf  
Rem There are NO MORE program lines here to surely maintain  
Rem the wanted starting time.
```

Stop_Process

Stop_Process stops a specified process from another running process.

Syntax

```
Stop_Process (processnum)
```

Parameters

processnum Number of the process to be stopped (1...12,15).
m

LONG

Notes

The instruction has no effect, if you indicate the number of a process, which

- has already been stopped,
- has not yet been loaded to the *ADwin* system.

Stopping the **Event:** section happens as follows:

- First, the specified process gets the status "process is being stopped" (see [ProcessN_Running](#)); with low priority processes this will take some time (time-out).
- If the **Event:** section is being processed when the stop signal arrives, the execution of the **Event:** section is yet completed.
- Normally the **Event:** section is called and processed once again.
- If existing, the **Finish:** section is processed (always at low priority).
- When **Stop_Process** has completed, the specified process is inactive, but can be started at any time.

If you like the process to stop itself, use the instructions **End** or **Exit**.



See also

[End](#), [Exit](#), [ProcessN_Running](#), [Restart_Process](#), [Start_Process](#), [Start_Process_Delayed](#)

Pinouts**Event:**

```
If (ADC(1) > 3072) Then 'threshold value exceeded?  
    Stop_Process(2)      'stop measurement process 2  
End  
EndIf
```


String ""

Strings are put into quotes " ".

Syntax

```
Import String.LI*
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

Dim text[length] as String

text = "ADwin"
```

Parameters

`text []` Name of the text variable.

ARRAY

STRING

`length` Length of the text variable.

CONST

LONG

Notes

Dimension text variables with `Dim ... As String` (see [page 214](#)). A string you want to assign to a variable is put in quotes.

More information about text variables and the structure of strings can be found under "[Strings](#)" on [page 134](#).

Strings can be processed with the instructions mentioned below. Also, you can add (concatenate) strings with the "+"-operator.

Please note with processor T12 that you may not access the array element 1 of a string (string length). Use `StrLen` to determine the string length.

See also

+ [String Addition](#), [Dim](#), [Asc](#), [Chr](#), [FloToStr](#), [Flo40ToStr](#), [LngToStr](#), [StrComp](#), [StrLeft](#), [StrLen](#), [StrMid](#), [StrRight](#), [ValF](#), [Vall](#), [Strings](#)

Pinouts

```

Import String.LI9
    'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

    Rem Dimension strings with 3 and 1 characters
    Dim chars[3] As String
    Dim char[1] As String

Init:
    Rem Transfer characters to the strings
    chars = "ABC"
    char = "z"

Event:
    Par_1 = StrLen[text] 'String length = 3
    REM up to T11: string length is also available in text[1]
    REM since T12, text[1] may not be accessed anymore
    'Par_1 = text[1]
    Par_2 = chars[2]      'Par_2 = 65 (= "A")
    Par_3 = chars[3]      'Par_3 = 66 (= "B")
    Par_4 = chars[4]      'Par_4 = 67 (= "C")
    Par_5 = chars[5]      'Par_5 = 0 end of string

    Rem Conversion into upper Case:
    Rem Lower Case: a, b, c, ..., x, y, z?
    Par_6 = Asc(char)
    If (Par_6 > 96 And Par_6 < 133) Then
        Rem Subtract 32 in order to convert into upper cases
        Chr(Par_6 - 32, char)
    EndIf

```

StrComp

StrComp checks two strings to determine if they are identical.

Syntax

```
Import String.LI*
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

ret_val = StrComp(string1[], string2[])
```

Parameters

string1[], String.
string2[]

ARRAY

STRING

CONST

ret_val 0: Strings are identical.
 -1: Strings are different.

LONG

Notes

If the strings do not have the same lengths, a negative value is returned, even if the shorter string is included in the longer one.

See also

[String ""](#), [+ String Addition](#), [Asc](#), [Chr](#), [FloToStr](#), [Flo40ToStr](#), [LngToStr](#), [StrLeft](#), [StrLen](#), [StrMid](#), [StrRight](#), [ValF](#), [Vall](#), [Strings](#)

Pinouts

```
Import String.LI9
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC
```

```
Dim text1[7], text2[7], text3[8] As String
```

Init:

```
text1 = "ADbasic"      'ADbasic correct writing
text2 = "ADbasci"      'ADbasic wrong writing
text3 = "ADbasica"      'ADbasic wrong writing
```

Event:

```
Par_1 = StrComp(text1,text2) 'Par_1=-1
Par_2 = StrComp(text1,text3) 'Par_2=-1
```

StrLeft

StrLeft returns a specified number of characters from the left end of a string into a second string.

Syntax

```
Import String.LI*  
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC  
  
StrLeft(string1[], length, string2[])
```

Parameters

string1 [] String, from which is copied.

ARRAY**STRING**

length Number of characters to be copied.

LONG

string2 [] String, into which is copied.

ARRAY**STRING**

See also

[String ""](#), [+ String Addition](#), [Asc](#), [Chr](#), [FloToStr](#), [Flo40ToStr](#), [LngToStr](#), [StrComp](#), [StrLen](#), [StrMid](#), [StrRight](#), [ValF](#), [Vall](#), [Strings](#)

Pinouts

```

Import String.LI9
    'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

    Rem Dimension the source and destination strings
    Dim text1[32], text2[14] As String

Init:
    Rem Define source string
    text1 = "MEGA real-time with ADwin systems"

Event:
    Rem Get 14 characters from the left of string text1
    StrLeft(text1,14,text2)
    Par_1 = StrLen[text] 'String length = 14
    REM up to T11: string length is also available in text[1]
    REM since T12, text[1] may not be accessed anymore
    'Par_1 = text[1]
    Par_2 = text2[2]      'ASCII-char 4Dh = "M"
    Par_3 = text2[3]      'ASCII-char 45h = "E"
    Par_4 = text2[4]      'ASCII-char 47h = "G"
    Par_5 = text2[5]      'ASCII-char 41h = "A"
    Par_6 = text2[6]      'ASCII-char 20h = " "
    Par_7 = text2[7]      'ASCII-char 72h = "r"
    Par_8 = text2[8]      'ASCII-char 65h = "e"
    Par_9 = text2[9]      'ASCII-char 61h = "a"
    Par_10 = text2[10]    'ASCII-char 6Ch = "l"
    Par_11 = text2[11]    'ASCII-char 2Dh = "-"
    Par_12 = text2[12]    'ASCII-char 74h = "t"
    Par_13 = text2[13]    'ASCII-char 69h = "i"
    Par_14 = text2[14]    'ASCII-char 6Dh = "m"
    Par_15 = text2[15]    'ASCII-char 65h = "e"
    Par_16 = text2[16]    'End of string char = 0

```

StrLen

StrLen returns the number of characters in a string.

Syntax

```
Import String.LI*
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

ret_val = StrLen(string[])
```

Parameters

string[] String whose length is determined.

ARRAY

STRING

ret_val Number of characters in the string.

LONG

Notes

Please note with processor T12 that you may not access the array element 1 of a string to determine the string length (possible until T11). Use **StrLen** instead.

See also

[String ""](#), [+ String Addition](#), [Asc](#), [Chr](#), [FloToStr](#), [Flo40ToStr](#), [LngToStr](#), [StrComp](#), [StrLeft](#), [StrMid](#), [StrRight](#), [ValF](#), [Vall](#), [Strings](#)

Pinouts

```
Import String.LI9
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC
Dim text1[50] As String

Init:
    text1 = "MEGA real-time with ADwin systems"

Event:
    Par_1 = StrLen(text1) 'String length: Par_1 = 33
```

StrMid

StrMid returns a specified number of characters from a string into a second string, starting from a certain position in the string.

Syntax

```
Import String.LI*  
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC  
StrMid(string1[], start, length, string2[])
```

Parameters

<code>string1 []</code>	String, from which is copied.	<div>ARRAY</div> <div>STRING</div>
<code>start</code>	Position of the first character, which is copied.	<div>LONG</div>
<code>length</code>	Number of characters to be copied.	<div>LONG</div>
<code>string2 []</code>	String, into which is copied.	<div>ARRAY</div> <div>STRING</div>

See also

[String ""](#), [+ String Addition](#), [Asc](#), [Chr](#), [FloToStr](#), [Flo40ToStr](#), [LngToStr](#), [StrComp](#), [StrLeft](#), [StrLen](#), [StrRight](#), [ValF](#), [Vall](#), [Strings](#)

Pinouts

```

Import String.LI9
    'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

Rem Define source string
Dim text1[32], text2[20] As String

Init:
    Rem Define source string
    text1 = "MEGA real-time with ADwin systems"

Event:
    Rem Copy 20 characters beginning at the 6. character from
    Rem source string
    StrMid(text1,6,18,text2)
    Par_1 = StrLen[text] 'String length = 20
    REM up to T11: string length is also available in text[1]
    REM since T12, text[1] may not be accessed anymore
    'Par_1 = text[1]
    Par_2 = text2[2]      'ASCII-char 72h = "r"
    Par_3 = text2[3]      'ASCII-char 65h = "e"
    Par_4 = text2[4]      'ASCII-char 61h = "a"
    Par_5 = text2[5]      'ASCII-char 6Ch = "l"
    Par_6 = text2[6]      'ASCII-char 2Dh = "-"
    Par_7 = text2[7]      'ASCII-char 74h = "t"
    Par_8 = text2[8]      'ASCII-char 69h = "i"
    Par_9 = text2[9]      'ASCII-char 6Dh = "m"
    Par_10 = text2[10]    'ASCII-char 65h = "e"
    Par_11 = text2[11]    'ASCII-char 20h = " "
    Par_12 = text2[12]    'ASCII-char 77h = "w"
    Par_13 = text2[13]    'ASCII-char 69h = "i"
    Par_14 = text2[14]    'ASCII-char 74h = "t"
    Par_15 = text2[15]    'ASCII-char 68h = "h"
    Par_16 = text2[16]    'ASCII-char 20h = " "
    Par_17 = text2[17]    'ASCII-char 41h = "A"
    Par_18 = text2[18]    'ASCII-char 44h = "D"
    Par_19 = text2[19]    'ASCII-char 77h = "w"
    Par_20 = text2[20]    'ASCII-char 69h = "i"
    Par_21 = text2[21]    'ASCII-char 6Eh = "n"
    Par_22 = text2[22]    'End of string sign = 0

```


StrRight

StrRight returns a specified number of characters from the right end of a string into a second string.

Syntax

```
Import String.LI*  
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC  
StrRight(string1[], length, string2[])
```

Parameters

<code>string1 []</code>	String, from which it is copied.	<div>ARRAY</div> <div>STRING</div>
<code>length</code>	Number of the characters to copy.	<div>LONG</div>
<code>string2 []</code>	String, into which it is copied.	<div>ARRAY</div> <div>STRING</div>

See also

[String ""](#), [+ String Addition](#), [Asc](#), [Chr](#), [FloToStr](#), [Flo40ToStr](#), [LngToStr](#), [StrComp](#), [StrLeft](#), [StrLen](#), [StrMid](#), [ValF](#), [Vall](#), [Strings](#)

Pinouts

```

Import String.LI9
    'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

    Rem Dimension the source and destination string:
    Dim text1[32], text2[13] As String

Init:
    Rem Define the source string
    text1 = "MEGA real-time and ADwin systems"

Event:
    Rem Get 13 characters from the string text1,
    Rem starting at right
    StrRight(text1,13,text2)
    Par_1 = StrLen[text] 'String length = 13
    REM up to T11: string length is also available in text[1]
    REM since T12, text[1] may not be accessed anymore
    'Par_1 = text[1]
    Par_2 = text2[2]      'ASCII-char 41h = "A"
    Par_3 = text2[3]      'ASCII-char 44h = "D"
    Par_4 = text2[4]      'ASCII-char 77h = "w"
    Par_5 = text2[5]      'ASCII-char 69h = "i"
    Par_6 = text2[6]      'ASCII-char 6Eh = "n"
    Par_7 = text2[7]      'ASCII-char 2Dh = "-"
    Par_8 = text2[8]      'ASCII-char 53h = "S"
    Par_9 = text2[9]      'ASCII-char 79h = "y"
    Par_10 = text2[10]    'ASCII-char 73h = "s"
    Par_11 = text2[11]    'ASCII-char 74h = "t"
    Par_12 = text2[12]    'ASCII-char 65h = "e"
    Par_13 = text2[13]    'ASCII-char 6Dh = "m"
    Par_14 = text2[14]    'ASCII-char 73h = "s"
    Par_15 = text2[15]    'End of string sign = 0

```

Sub ... EndSub

The `Sub...EndSub` commands are used to define a subroutine macro with passed parameters.

Syntax

```
Sub macro_name({val_1, val_2, ...})
    {Dim var As <var_type>}
    ...
    'Instruction block
EndSub
```

Parameters

<code>macro_name</code>	Name of the subroutine.	
<code>val_1,</code> <code>val_2</code>	Name of the passed parameter; for arrays use the syntax with dimension brackets: <code>array[]</code> or <code>Data_n[]</code> .	<code>FLOAT</code> <code>LONG</code>
<code>var</code>	Local variable or local array of data type <code>var_type</code> . The local variable can only be used in the macro.	<code>FLOAT</code> <code>LONG</code> <code>STRING</code>
<code><var_type></code>	Data type: <code>Float32</code> , <code>Float64</code> , <code>Float</code> (up to T11) or <code>Long</code> .	

Notes

You will find general information about macros in [chapter 4.5.1 on page 142](#).

This instruction defines a subroutine-macro, which means the whole instruction block between `Sub` and `EndSub` is inserted in the place where the macro is called.

Subroutines help to make your source code more clearly structured. Please note that each subroutine call will enlarge the compiled file.

You may insert subroutines at the following 3 places:

1. Before section `Init:/LowInit:`
2. After section `Finish:`
3. In a separate file, which you include with `#Include` (only at the locations 1. and 2.).

Be aware that in subroutines:

- No process sections such as `LowInit:`, `Init:`, `Event:`, or `Finish:` can be defined,
- Local variables/arrays can be defined at the beginning. Variables are only available in the subroutine and for the processing period.¹

After processing the subroutine, the values of local variables are maintained, so they are available with the next subroutine call.

A local variable can have the same name as a variable being defined outside of the subroutine (e.g. also in another subroutine).

If a passed parameter is part of an expression inside a subroutine, the parameter should be set in braces. This avoids problems with precedence rules (e.g. BODMAS).

A subroutine is called with its name and with all its arguments, which you have defined. Valid arguments include every expression (also arrays), as long as it has the appropriate data type.

If you do not define arguments, you have to use the empty parentheses when calling the subroutine: `name()`.

If an array (not an array element) is used as a passed parameter, the syntax is different for call and definition:

- Subroutine call *without* dimension brackets:
`subname(array_pass)`
- Subroutine definition *with* dimension brackets:
`Sub subname(array_def []) ...`

1. For advanced users: Local variables are stored in the heap, but not on the stack.

Values are assigned to elements of passed arrays as usual:

```
array_pass[2] = value
```

If a value is assigned to a passed parameter **x** within the subroutine, the subroutine's call must not use a constant **x**, but a variable or a single array element. If so, a passed parameter can be used to hold a return value.



See also

#Include, Function ... EndFunction, Lib_Sub ... Lib_EndSub, Lib_Function ... Lib_EndFunction

Pinouts

```
Sub Fast_Dac1(val1)
    Rem Outputs val1 on analog output 1 of an ADwin-Gold
    Poke(20400050h, (val1)) 'Write value into the
                                'output register
    Poke(20400010h, 11011b) 'Start conversion
EndSub
```

Calling the subroutine `Fast_Dac1` is made with the program line:

```
Event:
    Fast_Dac1(NewValue)
```

Pinouts 2

The same subroutine with an array as passed parameter:

```
Sub Fast_Dac1(array[])
    Rem Outputs element 3 of the array on the
    Rem analog output 1 of an ADwin-Gold
    Poke(20400050h, (array[3])) 'Write value to output
    Poke(20400010h, 11011b) 'Start conversion
EndSub
```

Calling this subroutine is made in a similar manner (but *without* dimension brackets):

```
Event:
    Fast_Dac1(array)
```

For `array`, you can indicate a global or a local array. Enter the array name only, without element number and brackets.

Tan

Tan returns the tangent of an argument.

Syntax

```
ret_val = Tan(angle)
```

Parameters

angle Arc angle ($-\pi/2 \dots \pi/2$).

Float

ret_val Cosine of the angle ($-1 \dots 1$).

Float

Notes

If you use input values, which are not in the range of $-\pi/2 \dots +\pi/2$, the calculation error grows with the increasing value.

The execution time of the function takes 1.33µs with a T9, 0.67µs with a T10, and 0.31µs with a T11.

See also

[Sin](#), [Cos](#), [ArcSin](#), [ArcCos](#), [ArcTan](#), [ArcTan2](#), [Round](#)

Pinouts

```
Dim val1, val2 As Float
```

Event:

```
val1 = 5.3
```

```
val2 = Tan(val1)                      'Result: val2 = -1.50...
```

User_Version

T12 only: `User_Version` return the version number of a program.

Syntax

```
ret_val = User_Version
```

Parameters

- / -

Notes

`User_Version` is a system constant and may only be read but not be changed via software.

You set the version number in the [Process Options dialog box \(page 62\)](#).

ValF

ValF converts a string into a floating-point number.

Syntax

```
Import String.LI*
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

ret_val = ValF(String[])
```

Parameters

String[] String, which is to be converted, in the following format: ARRAY
STRING

Mantissa (max. 10 characters)			Exponent (0...99)		
{+}	vvvvv	.	nnnnn	e	{+} nn
-		,		E	-

ret_val Generated floating-point value. FLOAT

Notes

If you do not indicate a sign, a positive sign will be assumed.

The character "E" divides mantissa from exponent. With T9 and T10, in the mantissa only a maximum of 7 characters (pre-decimal *and* decimal places) are evaluated, with T11 and T12 a maximum of 10 characters. If you have more characters, the last of them will be lost. As decimal separator either the dot or the comma are allowed.

Please note the value range for float values in [chapter 4.2.3 on page 115](#). Values outside the value range are interpreted as "infinite" or zero.

If you use illegal characters (characters other than indicated in the format above), only the strings up to the first illegal sign will be evaluated.

See also

[String ""](#), [+ String Addition](#), [Asc](#), [Chr](#), [FloToStr](#), [Flo40ToStr](#), [LngToStr](#), [StrComp](#), [StrLeft](#), [StrLen](#), [StrMid](#), [StrRight](#), [Vall](#), [Strings](#)

Pinouts

```

Import String.LI9
    'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

Dim text[20] As String

Init:
    text="-27.14159E-10" 'String to be converted
    Par_1 = StrLen[text] 'String length = 13
    REM up to T11: string length is also available in text[1]
    REM since T12, text[1] may not be accessed anymore
    'Par_1 = text[1]
    Par_2 = text[2]          'ASCII-char 2Dh = "-"
    Par_3 = text[3]          'ASCII-char 32h = "2"
    Par_4 = text[4]          'ASCII-char 37h = "7"
    Par_5 = text[5]          'ASCII-char 2Eh = "."
    Par_6 = text[6]          'ASCII-char 31h = "1"
    Par_7 = text[7]          'ASCII-char 34h = "4"
    Par_8 = text[8]          'ASCII-char 31h = "1"
    Par_9 = text[9]          'ASCII-char 35h = "5"
    Par_10 = text[10]        'ASCII-char 39h = "9"
    Par_11 = text[11]        'ASCII-char 45h = "E"
    Par_12 = text[12]        'ASCII-char 2Dh = "-"
    Par_13 = text[13]        'ASCII-char 31h = "1"
    Par_14 = text[14]        'ASCII-char 30h = "0"
    Par_15 = text[15]        'End of string sign

Event:
    FPar_1 = ValF(text)    'Convert string to Float

```

Vall

VallI converts a string into an integer number ([Long](#)).

Syntax

```
Import String.LI*
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

ret_val = Vall(String[])
```

Parameters

String[] String to be converted in the format:
Sign: + (optional) or -.
Pre-decimal places: max. 10 characters.

ARRAY

STRING

```
{+}          vvvvvvvvvvvv
-.
```

ret_val Generated long value.

LONG

Notes

If you do not indicate a sign, a positive sign will be assumed.

Please note the value range for long values:

-2147483648 to +2147483647

Values outside this range are interpreted as zero.

If you use illegal characters (characters other than indicated in the format above), the string up to the first illegal characters will be evaluated only.

See also

[String ""](#), [+ String Addition](#), [Asc](#), [Chr](#), [FloToStr](#), [Flo40ToStr](#), [LngToStr](#), [StrComp](#), [StrLeft](#), [StrLen](#), [StrMid](#), [StrRight](#), [ValF](#), [Strings](#)

Pinouts

```
Import String.LI9
'T9: .LI9 / T10: .LIA / T11: .LIB / T12: .LIC

Dim text[20] As String

Init:
text="-1234567890"      'String to be converted
Par_1 = StrLen(text)    'String length = 11
REM up to T11: string length is also available in text[1]
REM since T12, text[1] may not be accessed anymore
'Par_1 = text[1]
Par_2 = text[2]         'ASCII-char 2Dh = "-"
Par_3 = text[3]         'ASCII-char 31h = "1"
Par_4 = text[4]         'ASCII-char 32h = "2"
Par_5 = text[5]         'ASCII-char 33h = "3"
Par_6 = text[6]         'ASCII-char 34h = "4"
Par_7 = text[7]         'ASCII-char 35h = "5"
Par_8 = text[8]         'ASCII-char 36h = "6"
Par_9 = text[9]         'ASCII-char 37h = "7"
Par_10 = text[10]       'ASCII-char 38h = "8"
Par_11 = text[11]       'ASCII-char 39h = "9"
Par_12 = text[12]       'ASCII-char 30h = "0"
Par_13 = text[13]       'End of string sign

Event:
Par_20 = ValI(text)     'Convert string to long
```

XOr

The operator **XOr** (Exclusive-Or) combines two integer values bitwise.

Syntax

```
... val_1 XOr val_2 ...
```

Parameters

val_1,
val_2 Integer value.

LONG

See also

[And](#), [Not](#), [Or](#)

Pinouts

```
Dim value As Long
```

```
Event:
```

```
value = 0100b XOr 0110b
```

```
Rem Result: value = (4 XOr 6) = 0010b = 2
```

8 How to Solve Problems?

If problems already occur during installation, please refer to the documentation for your *ADwin* system. Make sure all settings have been carried out properly and completely. Also check if the base address, the processor type, etc. are set correctly in the menu `Options\Compiler`. If your problems still persist, please give your local technical support office a call.


If you need help of a more substantial nature, you can contact us directly; you find the address inside the manual's cover page.

Appendix

A.1 Short-Cuts in ADbasic

To display short-cuts of code snippets, open <ADbasicCS.xml> in the folder C:\ADwin\ADbasic\Common\ with a browser.

Short cut key	Function	Matching menu item
F1	Show help topic for marked instruction.	
CTRL-F1	Show online help content.	Help ► Content
F2	Show declaration of marked instruction.	
CTRL-F2	Jump to declaration of marked instruction.	
F3	Find next forward.	Edit ► Find Next
SHIFT-F3	Find next backwards.	
CTRL-F3	Find Text at cursor position forward.	
CTRL-SHIFT-F3	Find Text at cursor position backwards.	
CTRL-F5	Boot ADwin system.	
F6	Create library.	Build ► Make Lib File
F7	Create binary file.	Build ► Make Bin File
CTRL-F7	Create binary files of the project.	Build ► Make All Bin Files
F8	Compile source code.	Build ► Compile
CTRL-F8	Start process.	
F9	Stop process.	
CTRL-SPACE	Insert or complete a declaration.	
CTRL-SHIFT-SPACE	Show parameters of a sub / function.	

Short cut key	Function	Matching menu item
CTRL-A	Select all.	Edit ► Select All
CTRL-B	Comment marked lines	Source context menu: Comment Block
CTRL-SHIFT-B	Uncomment marked lines	Source context menu: Uncomment Block
CTRL-C	Copy.	Edit ► Copy
CTRL-F	Find text.	Edit ► Find
CTRL-G	Jump to a line.	
CTRL-H	Replace text.	Edit ► Replace
CTRL-I	Indent marked lines	Source context menu: Indent
CTRL-SHIFT-I	Outdent marked lines	Source context menu: Outdent
CTRL-N	New source code file.	File ► New
CTRL-O	Open source code file.	File ► Open
CTRL-P	Print source code file.	File ► Print
CTRL-R	Colour mark used parameters	Parameter window: Icon 
CTRL-S	Save source code file.	File ► Save
CTRL-U	Lower case.	
CTRL-SHIFT-U	Upper case.	
CTRL-V	Paste.	Edit ► Paste
CTRL-X	Cut.	Edit ► Cut
CTRL-Z	Undo input.	Edit ► Undo
CTRL-SHIFT-Z	Redo input.	Edit ► Redo
CTRL-K + K	Insert / delete bookmark.	
CTRL-K + N	Jump to next bookmark.	
CTRL-K + P	Jump to previous bookmark.	
CTRL-K + X	Insert a code snippet.	

Legend:

A-B: Press keys A and B at the same time.

A+B: Press key A first, release and then press key B.

A.2 ASCII-Character Set

NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL
00h 0	01h 1	02h 2	03h 3	04h 4	05h 5	06h 6	07h 7
BS¹	TAB²	LF³	VT	FF	CR⁴	SO	SI
08h 8	09h 9	0Ah 10	0Bh 11	0Ch 12	0Dh 13	0Eh 14	0Fh 15
DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB
10h 16	11h 17	12h 18	13h 19	14h 20	15h 21	16h 22	17h 23
CAN	EM	SUB	ESC	FS	GS	RS	US
18h 24	19h 25	1Ah 26	1Bh 27	1Ch 28	1Dh 29	1Eh 30	1Fh 31
SPC⁵	!	"	#	\$	%	&	'
20h 32	21h 33	22h 34	23h 35	24h 36	25h 37	26h 38	27h 39
()	*	+	,	-	.	/
28h 40	29h 41	2Ah 42	2Bh 43	2Ch 44	2Dh 45	2Eh 46	2Fh 47
0	1	2	3	4	5	6	7
30h 48	31h 49	32h 50	33h 51	34h 52	35h 53	36h 54	37h 55
8	9	:	;	<	=	>	?
38h 56	39h 57	3Ah 58	3Bh 59	3Ch 60	3Dh 61	3Eh 62	3Fh 63
@	A	B	C	D	E	F	G
40h 64	41h 65	42h 66	43h 67	44h 68	45h 69	46h 70	47h 71
H	I	J	K	L	M	N	O
48h 72	49h 73	4Ah 74	4Bh 75	4Ch 76	4Dh 77	4Eh 78	4Fh 79
P	Q	R	S	T	U	V	W
50h 80	51h 81	52h 82	53h 83	54h 84	55h 85	56h 86	57h 87
X	Y	Z	[\]	^	_
58h 88	59h 89	5Ah 90	5Bh 91	5Ch 92	5Dh 93	5Eh 94	5Fh 95
`	a	b	c	d	e	f	g
60h 96	61h 97	62h 98	63h 99	64h 100	65h 101	66h 102	67h 103
h	i	j	k	l	m	n	o
68h 104	69h 105	6Ah 106	6Bh 107	6Ch 108	6Dh 109	6Eh 110	6Fh 111
p	q	r	s	t	u	v	w
70h 112	71h 113	72h 114	73h 115	74h 116	75h 117	76h 118	77h 119
x	y	z	{	 	}	~	␣
78h 120	79h 121	7Ah 122	7Bh 123	7Ch 124	7Dh 125	7Eh 126	7Fh 127

¹ Backspace, ² Tabulator, ³ Linefeed,
⁴ Carriage Return, ⁵ Space

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1.

A.4 Command Line Calling

The *ADbasic* compiler cannot only be activated through the user interface, but it can also be directly called in Windows or DOS (with a so-called "command line call"). The compiler works the same in both cases; it can compile a source code file and generate a binary or library file.

The compiler will only be called after you have entered your license key in *ADbasic*.



The command line call has changed since *ADbasic* 4. Thus, you have to check the syntax of previously written calls.



Please note the general hints about [Command line calls in Windows](#) on [page 15](#).

A.4.1 Syntax

There are command line calls to create binary files (main option `/M`) and to create a library file (main option `/L`).

You add command line options, beginning with a slash `/`, some of which have optional parameters. If an option is missing, the compiler will use a default setting; nevertheless, we recommend typing all options to avoid ambiguities¹.

As an alternative, options of a single call may be written into a `make-file` and the compiler called with main option `/MAKE`.

At last there are the main options `/H` to display a short help text, and `/VER` to display the compiler version number.

The command line call is entered in a single line; option letters are case sensitive.

1. As an example, a call with all options given remains correct, even when a default setting is being changed.

Syntax

```
ADbasicCompiler /M src.bas  
[/A"dest"] [/IP"path"] [/LP"path"] [/Lx] [/Sx]  
[/Px] [/ET | /EE] [/PNx] [/PH | /PL | /PLx]  
[/PDx] [/Ox] [/Vx]  
  
ADbasicCompiler /L src.bas  
[/A"dest"] [/IP"path"] /LP"path"] [/Lx] [/Sx]  
[/Px] [/Ox]  
  
ADbasicCompiler /MAKE"makefile"  
  
ADbasic /H  
  
ADbasic /VER
```

Please note: With processor type T12 (option /P12), you have to write `ADbasic_C` instead of `ADbasicCompiler`.

Optional settings are given in brackets []. The character | separates options, which are mutually exclusive.

File names can be written without, with relative or with absolute path names. The base directory for a file name without or with relative path name is the working directory, from which the command line is called.

Main Options

/M	Generate a binary file with the extension <code>.Txn</code> .
x	Processor type; see option /Px.
n	Process number; see option /PNx.
/L	Generate a library file with the extension <code>.LIx</code> .
x	Processor type; see option /Px.
/MAKE	Read main option, file name and other options of a single call from the <code>makefile</code> . The text in the <code>makefile</code> may be written using several lines. Options outside the <code>makefile</code> are not permitted
/H (or /h)	Display a short help text.
/VER	Display compiler version number.

Options

<code>src.bas</code>	File name of the source code to be compiled; type with suffix <code>.bas</code> . Compiler warnings are written into the file <code>src.wrn</code> , error messages into the file <code>src.err</code> .
/A"dest"	[Path and] name of the binary or library file <code><dest></code> , which is to be generated, without suffix. The default is the file name <code>src</code> . The file suffix <code>.Txn</code> (binary file) or <code>.LIx</code> (library file) is attached automatically.
/IP"path"	Directory, where include files are searched. This setting overwrites the <i>ADbasic</i> standard directory and should thus be used with caution.
/LP"path"	Directory, where library files are searched. This setting overwrites the <i>ADbasic</i> standard directory and should thus be used with caution.

/Lx	Language for warnings and error messages. /LE English. Default. /LG German
/Sx	Hardware, for which the file is compiled: /SC Cards /SL Light-16 /SG Gold; Default /SGII Gold II /SP Pro /SPII Pro II /SX X-A20
/Px	Processor type, for which the file is compiled: /P2 Processor T2 /P4 Processor T4 /P5 Processor T5 /P8 Processor T8 /P9 Processor T9; Default /P10 Processor T10 /P11 Processor T11 /P12 Processor T12 /P121 Processor T12.1
/ET	Create timer-triggered process, see also chapter 6 on page 160 . Default. Excludes /EE.
/EE	Create externally triggered process, see also chapter 6 on page 160 . Excludes /ET.
/PNx	Number x (1...10) of the process. Default: 1.
/PH	Create process with high priority. Default. See also chapter 6.1.2 on page 162 .
/PL	Create process with low priority and priority level 1 (time triggered process only). See also chapter 6.1.3 on page 162 .
/PLx	Create process with low priority and priority level x (-10...10).

/PDx	Set cycle time (Processdelay) of the process to x. Default: 1000, T11: 3000. See also chapter 6.2.1 on page 165 .
/Ox	Set optimize level x (0, 1, 2) of the compiler, see also Process Options dialog box (page 62).
/O0	Optimize level 0 (=don't optimize)
/O1	Optimize level 1 (Default)
/O2	Optimize level 2
/Vx	Set process version x, see Process Options dialog box (page 62). Default: 1.

A.4.2 Notes

The order of options is arbitrary. Command line calls are case sensitive.

If option /A is not used, the generated binary or library file is saved in the same directory, as the source code.

If warnings or errors occur during compilation, they are saved in the files `src.WRN` and `src.ERR`. The error messages are the same as those that *ADbasic* displays in the info window (see [chapter 3.12.1](#) on [page 94](#)).

The files `src.WRN` and `src.ERR` are saved in the same directory, as the source code. If you use the option /A, the files are saved in the directory where the binary or library file is created.

We recommend deleting the files containing the warnings and error messages before compilation, so that you can very easily check if the compilation has proceeded without any errors.

A.4.3 Examples

```
C:\ADwin\ADbasic\ADbasiccompiler.exe /L  
Z:\Myfiles\test.bas
```



This command line compiles the source code `test.bas` and generates the library file `test.LI9` in the directory `Z:\Myfiles\`.

Since nothing else is indicated, the default setting is used:

- save generated file in the directory of the source code file.
- use English warnings and error messages.
- Hardware: *ADwin-Gold*.
- Processor: T9.
- Optimize level: 1.

If you do the call from the directory C:\ADwin\ADbasic, you can shorten this line to:

```
ADbasicCompiler.exe /L Z:\Myfiles\test.bas
```

The shortest version is when the source code is stored in the directory C:\ADwin\ADbasic (here without file name extension):

```
ADbasicCompiler /L test.bas
```

Anyway, we recommend the complete version—at least for automation of the call:

```
ADbasiccompiler /L test.bas /A"test" /LE /SG /P9 /O1
```



```
ADbasiccompiler /L Z:\Myfiles\String.bas /SP /O1
```

This command line compiles the source code `string.bas` into a library file for a *Pro* system with processor T9. It is a timer-triggered process with number 1 and high priority.

The same call, for processor T10 only, is as follows:

```
ADbasiccompiler /L Z:\Myfiles\String.bas /P10 /SL /O1
```



```
ADbasicCompiler /M C:\ADwin\ADbasic\samples_ADwin\bas_dmo6f.bas /LE /SG /P9 /ET /PN3 /PH /O1
```

Compiles the demo file `bas_dmo6f.bas` into a binary file for a *Gold* system with T9 processor. It is a timer-triggered process with number 3 and high priority.



```
ADbasiccompiler /M C:\ADwin\ADbasic\samples_ADwin\bas_dmo6 /LE /P8 /SL /O1
```

Compiles the demo file `bas_dmo6.bas` into a binary file for a *Light-16* card with processor T8, without optimization. It is a timer-triggered process with number 2 and low priority

```
C:\ADwin\ADbasic\ADbasic /M C:\user\my_file.bas /LE /P4  
/SC /A"your_file" /O1
```



This instruction compiles the file `my_file.bas` for an *ADwin*-Card with processor T4. It is an externally triggered process with number 5 and low priority. The generated binary file has the name `your_file.T45` and can be found in the same directory where the source code is saved: `C:\user`.

```
ADbasicCompiler /M C:\user\my_file.bas /LE /SG /P9  
/A"Y:\somewhere\your_file" /ET /PN3 /PH /O1
```



The binary file now is saved as `Y:\somewhere\your_file.T93`; It is a timer-triggered process with number 3 and high priority.

A.4.4 Command line calls in Windows

The term and functionality "command line call" originates from DOS, where commands to the operating system (DOS) had to be entered in command lines. Entering such command lines is still possible under Windows.

There are several ways to enter commands under Windows:

- Open a Command Prompt window (from Windows start menu, directory `Programs / Accessories`).

The compiler call needs the Windows environment anyway. Thus, the call works only from the Command Prompt window, not from original DOS-mode.



- Select `Run` in the start menu and enter a command line in the input window.
- For frequently needed command lines, create an icon on the desktop. When you generate an icon, enter the command line directly.

One or more command lines can be combined in one batch file `<*.bat>`, for example in order to compile several source code files of a project with only one call.

When you call a command line, you have to transfer the relevant options and parameters.

A.4.5 Error messages

With a command line call, the following error messages can occur:

No.	Message	Note
5000	Fatal Error: MFC initialization failed	The initialization of the Microsoft program package MFC has failed.
5001	Error Parsing Command line	Error while parsing the command line.
5002	Invalid License	The license key has not been entered, or the existing license key is invalid for this command line call.
5003	Wrong License key	The license key in the command line call is invalid. ^a
5004	Translate mode is missing	Neither option /M nor /L are given.
5005	Translate mode is wrong	Invalid option was given.
5006	Error opening Makefile	Error while opening the makefile.
5007	Only 3 processes are allowed	With a <i>TiCo</i> processor, a maximal of 3 processes is allowed only.
5008	LP path is missing	Library path is missing.
5009	IP path is missing	Include path is missing.
5010	Invalid Option: <options>	Invalid use of options.

a. At the moment, there is no option to enter a license key in the command line.

A.5 Obsolete Program Parts

For compatibility reasons, the development environment also offers settings for *ADwin* systems with transputer processors (T4, T5, T8).

Dialog Window Process Options

In this dialog window, you set compiler options for the currently open source code window that is you set the properties of the process, which is compiled from the current source code and transferred to the *ADwin* system.

You must make the necessary settings separately for each of the source code windows by opening the dialog window again (unless you want to use the default settings).

If you have set the processor types T4, T5 or T8 in the dialog window Compiler Options, the dialog window shown in fig. 1 is opened.

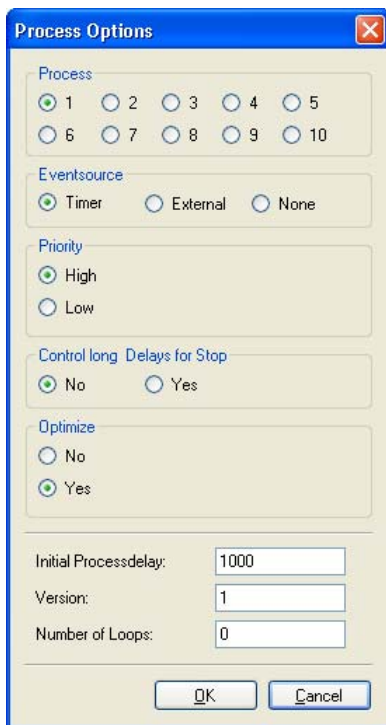


Fig. 1 – The Dialog Window Process Options for processors T4 ... T8

- **Event :** Here you set, which event signal is to start the section **Event :** of your process.

With the setting **Timer**, you define the number of counts of the internal counter as the event signal. In this case, you use the system variable **Processdelay** to define the time interval triggering an event signal.

With `Extern`, you determine that a signal at the event input of your *ADwin* hardware starts the process. This could be for instance an impulse of a sensor. Such a process must run at high priority. In this case, set the option `Priority` to `High`.

How to use an external event input with an *ADwin-Pro* system, is described in the software documentation under **EventEnable**.

With the setting `None`, the process starts immediately after it has been transferred to the system. The section **Event :** is—independent of any event signals—it is restarted immediately after the execution (infinite loop).


In a high-priority process, you have to assure that the process also provides computing time for other tasks (e.g. communication with the computer).

- **Process:** Set the number (1...10), with which the transferred process is accessed on the system.

If several processes are running simultaneously on the *ADwin* system, you must assign a separate number to each of the processes.

- **Number of Loops:** If you like, you can set here the number of times the program cycles through the event loop before it stops. When this number is reached, the process stops automatically. A setting you have changed will be active upon the next start of the process (not in the currently running process); you need not recompile your program.

If you enter the value "0", the program is repeated until you stop the process with:

- the instruction `End`,
 - the instruction `Stop_Process` or
 - the stop icon  in the development environment.
- **Version:** Here you enter an integer value, in order to differentiate between different versions of your program.
 - **Priority:** Set here the priority of the process. You will find more information about this subject in [chapter 6.1 "Process](#)

Management". The setting `Level` does not exist for the transputer processor type.

- `Control long Delays for Stop`: This setting is only available when you use the processors T2 ... T8.

The stopping of a process is delayed, if it is not called frequently (cycle time interval > 5 milliseconds). We recommend using the option in this case, because this option will speed up the stop procedure.

- `Optimize`: The optional optimization shortens the process execution time of up to 20 percent. A higher setting under `Level` leads to shorter execution times.

If unexpected compiler or run-time errors occur, you can sometimes avoid them by setting a lower `Level` for the optimization.

- `Delay`: Set here the `processdelay` (cycle time), before the process is to begin.

A.6 List of Debug Error messages

The following error messages can be displayed, if the option Debug mode is enabled in *ADbasic*; see [Debug mode Option, page 74](#).

Run-time error
Division by zero
SQRT from negative number
Data n: Index is too large / Data n: Index is less than 1 Array index is too large / Array index is less than 1 Access to local or global array elements, which are not declared, i.e. with indices that are too large or too small. A trailing (inc) in the error message says that an instruction of a system include file was accessed wrongly (as described above).
Fifo index is no fifo The array with the given index is not declared as FIFO or not declared at all.
Address of Pro II module is >15 or <1
P2_Burst_xxx ¹ : "startadr" is not divisible by 4
P2_Burst_xxx ¹ : Number of values is not divisible by 4
P2_Burst_Init ¹ : Number of values is not divisible by 4 / by 8
P2_Burst_Read_Unpacked1: Number of values is not divisible by 8
P2_Burst_Read_Unpacked2: Number of values is not divisible by 4
P2_Burst_Read_Unpacked8: Number of values is not divisible by 2
P2_Burst_Read: Number of values smaller than 1 / than 4

Run-time error
<p>P2_Burst_(C)Read_xxx: The number of channels being set by P2_Burst_Init does not fit to this read command.</p> <p>Use a command, which reads the data of the set number of channels.</p>
P2_GetData/SetData_Long: TiCo DATA does not exist
P2_GetData/SetData_Long: TiCo DATA has wrong data-type
P2_GetData/SetData_Long: TiCo DATA index too large
P2_GetData/SetData_Long: TiCo DATA index < 1
P2_Digout_Fifo_Write: timestamp difference < 2
P2_Get/Set_TiCo_Ringbuffer: TiCo Ringbuffer is declared as READ and WRITE
P2_TDRV_Init: TiCo is not present, no TiCo prg. loaded or invalid information in TiCo memory
<p>Media_Read / Media_Write:</p> <p>start_block + count_blocks128 > num_blocks</p> <p>start_block < 0</p> <p>Access to an invalid range of the storage media, with a block number that is too large or too small</p>
<p>P2_Seq_Read:</p> <p>An odd number of read measurement values is not allowed</p>

1. Valid for **P2_Burst_Init, P2_Burst_Read, P2_Burst_Write**

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