

# Box Weigh Example

**ProAction PCEE - [BoxWeighExample]**

File Communications Tools View Help

## Step List

Step #	Name
1	Start
2	Get Line Number
3	Enter Line Number
4	Compare 1
5	Compare 2
6	Compare 1-36
7	Compare 2-36
8	Get Count 1
9	Get Count 2
10	Enter Count 1
11	Enter Count 2
12	Check Empty 1
13	Check Empty 2
14	Get Weight 1
15	Get Weight 2
16	Check Total
17	Get Total 1 or 2
18	Enter Total 1 or 2
19	Compare Total 1
20	Compare Total 2
21	Timer 1
22	Print Accum
23	Print Accum 1 or 2
24	Enter Accum 1 or 2
25	Compare Print 1
26	Compare Print 2
27	Clear Register
28	Clear Register 1 or 2
29	Enter Clear 1 or 2
30	Compare Clear 1
31	Compare Clear 2
32	Loop 1
33	Loop 2
34	Clear Register 1
35	Clear Register 2

New Step  
Rename Step  
Remove Step  
Move Step Up  
Move Step Down

## Step De

☒ Enabled
☐ Pausable

Conditions "True" Actions "False" Actions Pause Actions

Conditions

- User Key Compare

Comment	Wait
KeyNumber	1
Name	User k

Name

start 5 M... m2k... Epic... 3 P... 3 P... Search Desktop

# 720 PCEE Program Example SPECIFICATION

## Box Weigh Example

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### Objective

This program was written for the 720i to weigh boxes (for two different products: 1 or 2) and print a ticket as well as store a transaction. There is a "Total" softkey to display the accumulated total for that Product, a "Print Acc" softkey to print the accumulated weight for that Product, and a "Clear Reg" softkey to clear the transaction database for Product 1 or 2.

### Weighing Boxes

1. Press the "Start" softkey.
2. Enter 1 or 2 (for Product 1 or Product 2). These have different transaction database and accumulated totals.
3. Enter the Count (to print on the ticket and be stored with the transaction).
4. The 720i checks to see if the scale is empty (inband with a band value of 5) and if so it prompts "Add Weight". If it is not below 5 it prompts "Empty Scale" until it is below 5 and at standstill.
5. When the weight goes above 6 lbs it starts waiting for standstill. When standstill is achieved a record will be added to the Trans database (1 for Product 1 and 2 for Product 2) and the prompt will go back to "Press Start".

### Total

1. Press the "Total" softkey to view the total accumulated weight.
2. Enter 1 or 2 (for the accumulated total for Product 1 or 2).
3. The total weight will be displayed for 2 seconds.

### Print Acc

1. Press the "Print Acc" softkey to print the accumulated weight and time and date to Port 2 (Auxillary format 2) and enter 1 or 2 (for the accumulated total to print for Product 1 or 2).
2. The total weight will print out port 2 along with the time and date using Auxillary Format #2.

### Clear Reg

1. Press the "Clear Reg" softkey to clear the Trans database and the counter (of records) and enter 1 or 2 (for TransDB1 or TransDB2). That database will be cleared and the register will be set to 0. (The register keeps track of how many records are currently stored)..

# 720 PCEE Program Example SPECIFICATION

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### Databases

#### 2) TransDB1 Database – 50 rows

FIELD	TYPE	DESCRIPTION
1) Index	Integer	Keeps track of the number of transactions
2) Count	Integer	The count entered by the user
3) Weight	Real	The weight taken at stand-still after box placed
4) Accum	Real	Accumulated weight
5) TimeDate	Datetime	Time and date of transaction

#### 3) TransDB2 Database – 50 rows

FIELD	TYPE	DESCRIPTION
1) Index	Integer	Keeps track of the number of transactions
2) Count	Integer	The count entered by the user
3) Weight	Real	The weight taken at stand-still after box placed
4) Accum	Real	Accumulated weight
5) TimeDate	Datetime	Time and date of transaction

#### 4) Prompts Database – 1 row

FIELD	TYPE	DESCRIPTION
1) Index	Integer	Keeps track of the record number (1)
2) Start	String	“Start” prompt
3) Count	String	“Enter Count” prompt
4) AddWt	String	“Add Weight” prompt
5) Empty	String	“Empty Scale” prompt
6) DBFull	String	“DB Is Full” prompt
7) Start	String	“Press Start” prompt

### Digital Inputs/Outputs – NONE

#### User String Layout (for Auxillary Format 1 and 2)

UserString	FORMAT	DESCRIPTION
1	AuxFmt1	Count entered
2	AuxFmt1	Weight and units string
3	AuxFmt1	Time/Date
4	AuxFmt2	Total accum

# Box Weigh Example

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## **STEP 1: Start (Enabled, Not Pausable)**

### **CONDITIONS**

User Key Compare, Key Number: 1

Comment: Wait for "Start" to be pressed (User1 key)

### **TRUE ACTIONS**

Get Database Record, Slot: 0, Index: 4, MoveType: FIRST

Comment:

DB Prompt, Slot: 0, Index: 4, Field: 2

Comment: Prompt "Enter 1 or 2" when Start is pressed Deactivate Step, Step Number: 1

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 2

Comment: Activate the next step.

### **FALSE ACTIONS**

Get Database Record, Slot: 0, Index: 4, MoveType: FIRST

Comment:

DB Prompt, Slot: 0, Index: 4, Field: 7

Comment: Prompt "Press Start" before Start key is pressed

---

## **STEP 2: Get Line Number (Not Enabled, Not Pausable)**

### **CONDITIONS**

Always True

Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 2

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 3

Comment: Activate the next step.

User Get, Capture Type: INTEGER

Comment: Get the number that was entered

# Box Weigh Example

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## **STEP 3: Enter Line Number (Not Enabled, Not Pausable)**

### **CONDITIONS**

User Entry, Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 3

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 4

Comment: Activate the next step.

Write To Register, Register Number: 1

Comment: When their answer is accepted store it to Register 1 to look at later.

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## **STEP 4: Compare 1 (Not Enabled, Not Pausable)**

### **CONDITIONS**

Register Compare, Register Number: 1, Target Value: 1

Comment: Compares what is in Register 1 to a 1. They will have entered 1 or 2.

### **TRUE ACTIONS**

Deactivate Step, Step Number: 4

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 6

Comment: Jumps to step 6 (even steps are for Product 1)

Get Database Record, Slot: 0, Index: 4, MoveType: FIRST

Comment:

DB Prompt, Slot: 0, Index: 4, Field: 3

Comment: Prompts "Enter Count"

### **FALSE ACTIONS**

Deactivate Step, Step Number: 4

Comment:

Activate Step, Step Number: 5

Comment:

# Box Weigh Example

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## **STEP 5: Compare 2 (Not Enabled, Not Pausable)**

### **CONDITIONS**

Register Compare, Register Number: 1, Target Value: 2

Comment: Compares what is in Register 1 to a 2. They will have entered 1 or 2.

### **TRUE ACTIONS**

Deactivate Step, Step Number: 5

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 7

Comment: Jumps to step 7 (odd steps are for Product 2)

Get Database Record, Slot: 0, Index: 4, MoveType: FIRST

Comment:

DB Prompt, Slot: 0, Index: 4, Field: 3

Comment: Prompts "Enter Count"

### **FALSE ACTIONS**

Deactivate Step, Step Number: 5

Comment:

Activate Step, Step Number: 1

Comment:

---

## **STEP 6: Compare 1-36 (Not Enabled, Not Pausable)**

### **CONDITIONS**

Register Compare, Register Number: 2, Target Value: 36

Comment: Checks Register 2 to see if DB is full (36 is full)

### **TRUE ACTIONS**

Deactivate Step, Step Number: 6

Comment: Deactivate this step when it is completed.

Get Database Record, Slot: 0, Index: 4, MoveType: FIRST

Comment:

DB Prompt, Slot: 0, Index: 4, Field: 6

Comment: Prompts "DB Is Full"

### **FALSE ACTIONS**

Deactivate Step, Step Number: 6

Comment:

Activate Step, Step Number: 8

Comment:

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## **STEP 7: Compare 2-36 (Not Enabled, Not Pausable)**

### **CONDITIONS**

Register Compare, Register Number: 3, Target Value: 36  
Comment: Checks Register 3 to see if DB2 is full (36 is full)

### **TRUE ACTIONS**

Deactivate Step, Step Number: 7  
Comment: Deactivate this step when it is completed.  
Get Database Record, Slot: 0, Index: 4, MoveType: FIRST  
Comment:  
DB Prompt, Slot: 0, Index: 4, Field: 6  
Comment: Prompts "DB is Full"

### **FALSE ACTIONS**

Deactivate Step, Step Number: 7  
Comment:  
Activate Step, Step Number: 9  
Comment:

---

## **STEP 8: Get Count 1 (Not Enabled, Not Pausable)**

### **CONDITIONS**

Always True  
Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 8  
Comment: Deactivate this step when it is completed.  
Activate Step, Step Number: 10  
Comment: Activate the next step.  
User Get, Capture Type: INTEGER  
Comment: Prompts for The Count

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## **STEP 9: Get Count 2 (Not Enabled, Not Pausable)**

### **CONDITIONS**

Always True  
Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 9  
Comment: Deactivate this step when it is completed.  
Activate Step, Step Number: 11  
Comment: Activate the next step.  
User Get, Capture Type: INTEGER  
Comment: Prompts For the Count

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## **STEP 10: Enter Count 1 (Not Enabled, Not Pausable)**

### **CONDITIONS**

User Entry, Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 10  
Comment: Deactivate this step when it is completed.  
Activate Step, Step Number: 12  
Comment: Activate the next step.  
Get Database Record, Slot: 0, Index: 2, MoveType: FIRST  
Comment: Gets the first record in DB 1  
DB Add, Slot: 0, Database Index: 2  
Comment: Adds a record to it  
DB Write, Field: 2  
Comment: Writes the Count in the TransDB 1. Count field  
User Set Print Text, Tag: 1, Type: INTEGER  
Comment: Sets the UserString1 to the Count (that will print in Aux 1 fmt) Increment Register, Register Number: 2  
Comment: Adds one to the register (to keep track if the DB is full or not)



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## **STEP 11: Enter Count 2 (Not Enabled. Not Pausable)**

### **CONDITIONS**

User Entry, Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 11  
Comment: Deactivate this step when it is completed.  
Activate Step, Step Number: 13  
Comment: Activate the next step.  
Get Database Record, Slot: 0, Index: 3, MoveType: FIRST  
Comment: Gets the first record in TransDB2  
DB Add, Slot: 0, Database Index: 3  
Comment: Adds a record to it  
DB Write, Field: 2  
Comment: Writes the Count in TransDB2.Count field  
User Set Print Text, Tag: 1, Type: INTEGER  
Comment: Sets UserString to the Count (to print on Aux 1 fmt)  
Increment Register, Register Number: 3  
Comment: Adds one to the register to keep track of whether DB2 is full

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## **STEP 12: Check Empty 1 (Not Enabled. Not Pausable)**

### **CONDITIONS**

Weight Compare, Source: SCALE1, Value: 0, Mode: GROSS, Trip: INBAND, Band Value: 5, Preact Mode: OFF, Preact Value: 0  
Comment: Checks scale 1 to make sure it's empty (less than 5)  
Motion Compare, Source: SCALE1, Trip: STANDSTILL  
Comment: Waits for standstill

### **TRUE ACTIONS**

Deactivate Step, Step Number: 12  
Comment: When both below 5 and at standstill, it activates Step 14  
Activate Step, Step Number: 14  
Comment: Activate the next step.  
Get Database Record, Slot: 0, Index: 4, MoveType: FIRST  
Comment: Points to the Prompts Database  
DB Prompt, Slot: 0, Index: 4, Field: 4  
Comment: Prompts "Add Weight" when it is empty

### **FALSE ACTIONS**

Get Database Record, Slot: 0, Index: 4, MoveType: FIRST  
Comment: Points to the Prompt DB  
DB Prompt, Slot: 0, Index: 4, Field: 5  
Comment: Prompts Empty Scale if it's not below 5.

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## **STEP 13: Check Empty 2 (Not Enabled. Not Pausable)**

### **CONDITIONS**

Weight Compare, Source: SCALE1, Value: 0, Mode: GROSS, Trip: INBAND, Band Value: 5, Preact Mode: OFF, Preact Value: 0

Comment: Checks to make sure scale is below 5

Motion Compare, Source: SCALE1, Trip: STANDSTILL

Comment: Waits for standstill

### **TRUE ACTIONS**

Deactivate Step, Step Number: 13

Comment: When both below 5 and at standstill it skips to step 15

Activate Step, Step Number: 15

Comment: Activate the next step.

Get Database Record, Slot: 0, Index: 4, MoveType: FIRST

Comment: Points to Prompt DB

DB Prompt, Slot: 0, Index: 4, Field: 4

Comment: Prompts "Add Weight"

### **FALSE ACTIONS**

Get Database Record, Slot: 0, Index: 4, MoveType: FIRST

Comment:

DB Prompt, Slot: 0, Index: 4, Field: 5

Comment:

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## STEP 14: Get Weight 1 (Not Enabled, Not Pausable)

### CONDITIONS

Weight Compare, Source: SCALE1, Value: 6, Mode: GROSS, Trip: HIGHER, Band Value: 0, Preact Mode: OFF, Preact Value: 0

Comment: Compares the gross weight to 6 lbs

Motion Compare, Source: SCALE1, Trip: STANDSTILL

Comment: Waits for standstill

### TRUE ACTIONS

Deactivate Step, Step Number: 14

Comment: When above 6 lb and at standstill its done.

Activate Step, Step Number: 1

Comment: Activate the next step.

DB Search, Slot: 0, Index: 2, Field: 1, Search Type: LAST

Comment: Find the last record in TransDB 1

DB Capture, Field: 3, Capture Type: LIVEWEIGHT, Scale: SCALE1, Index: 1, Slot: 1, Bit: 1

Comment: Gets the live weight and stores to the Weight field

DB Read, Field: 3

Comment: Reads the weight field

User Set Print Text, Tag: 2, Type: REAL

Comment: Puts the weight into User String 2 to print

DB Capture, Field: 5, Capture Type: TIMEDATE, Scale: SCALE1, Index: 1, Slot: 1, Bit: 1

Comment: Stores the timedate to the timedate field

DB Read, Field: 5

Comment: Reads the timedate

User Set Print Text, Tag: 3, Type: TIMEDATE

Comment: Sets the UserText to print on Aux 1

Print, Format: 1

Comment: Prints Aux 1 to Port 2

Get Database Record, Slot: 0, Index: 2, MoveType: PREVIOUS

Comment: Gets the last record to see the accum value

DB Read, Field: 3

Comment: Reads the weight

User Add Value, Data Type: REAL, Source: DATABASE, Value: 0, Field: 4

Comment: Adds weight to the accum

Get Database Record, Slot: 0, Index: 2, MoveType: LAST

Comment: gets the last record

DB Write, Field: 4

Comment: Writes the new accum

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## STEP 15: Get Weight 2 (Not Enabled, Not Pausable)

### CONDITIONS

Weight Compare, Source: SCALE1, Value: 6, Mode: GROSS, Trip: HIGHER, Band Value: 0, Preact Mode: OFF, Preact Value: 0

Comment: Waits until the weight is over 6 lbs

Motion Compare, Source: SCALE1, Trip: STANDSTILL

Comment: Waits for standstill

### TRUE ACTIONS

Deactivate Step, Step Number: 15

Comment: Once over 6 lb AND at standstill, it stores the weight.

Activate Step, Step Number: 1

Comment: Activate the next step.

DB Search, Slot: 0, Index: 3, Field: 1, Search Type: LAST

Comment: Finds the last record in DB2

DB Capture, Field: 3, Capture Type: LIVEWEIGHT, Scale: SCALE1, Index: 1, Slot: 1, Bit: 1

Comment: Gets the weight from Scale 1 and stores to the DB2.Weight

DB Read, Field: 3

Comment: Reads the weight

User Set Print Text, Tag: 2, Type: REAL

Comment: Sets User String 2 to the weight

DB Capture, Field: 5, Capture Type: TIMEVALUE, Scale: SCALE1, Index: 1, Slot: 1, Bit: 1

Comment: Captures the timevalue to DB2.Timevalue

DB Read, Field: 5

Comment: Reads the timevalue

User Set Print Text, Tag: 3, Type: TIMEVALUE

Comment: Puts the timevalue in User String 3 to print

Print, Format: 1

Comment: Prints Aux Fmt 1

Get Database Record, Slot: 0, Index: 3, MoveType: PREVIOUS

Comment: Gets the previous record to see the weight

DB Read, Field: 3

Comment: Reads the weight

User Add Value, Data Type: REAL, Source: DATABASE, Value: 0, Field: 4

Comment: Adds the accum weight of the current to the weight Get Database Record, Slot: 0, Index: 3, MoveType: LAST

Comment: Gets the last record

DB Write, Field: 4

Comment: Writes the new accum

# Box Weigh Example

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## **STEP 16: Check Total (Enabled, Not Pausable)**

### **CONDITIONS**

User Key Compare, Key Number: 2

Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 16

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 17

Comment: Activate the next step.

Get Database Record, Slot: 0, Index: 4, MoveType: FIRST

Comment:

DB Prompt, Slot: 0, Index: 4, Field: 2

Comment: Prompts "Enter 1 or 2"

---

## **STEP 17: Get Total 1 or 2 (Not Enabled, Not Pausable)**

### **CONDITIONS**

Always True

Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 17

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 18

Comment: Activate the next step.

User Get, Capture Type: INTEGER

Comment: Opens the prompt asking for an integer

---

## **STEP 18: Enter Total 1 or 2 (Not Enabled, Not Pausable)**

### **CONDITIONS**

User Entry, Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 18

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 19

Comment: Activate the next step.

Write To Register, Register Number: 1

Comment: Accepts entered value and stores to Register

# Box Weigh Example

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## **STEP 19: Compare Total 1 (Not Enabled, Not Pausable)**

### **CONDITIONS**

Register Compare, Register Number: 1, Target Value: 1  
Comment: Compares register ito a 1 (I's Total)

### **TRUE ACTIONS**

Deactivate Step, Step Number: 19  
Comment: Deactivate this step when it is completed.  
Get Database Record, Slot: 0, Index: 2, MoveType: LAST  
Comment:  
DB Prompt, Slot: 0, Index: 2, Field: 4  
Comment: Displays the 4th field (Accum) of DB 1  
Start Timer, Timer Number: 1, Duration: 2000  
Comment: Only displays total for 2 sec  
Activate Step, Step Number: 21  
Comment:

### **FALSE ACTIONS**

Deactivate Step, Step Number: 19  
Comment:  
Activate Step, Step Number: 20  
Comment:

---

## **STEP 20: Compare Total 2 (Not Enabled, Not Pausable)**

### **CONDITIONS**

Register Compare, Register Number: 1, Target Value: 2  
Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 20  
Comment: Deactivate this step when it is completed.  
Get Database Record, Slot: 0, Index: 3, MoveType: LAST  
Comment:  
DB Prompt, Slot: 0, Index: 3, Field: 4  
Comment: Displays field 4 (accum) from DB2  
Start Timer, Timer Number: 1, Duration: 2000  
Comment: Only displays for 2 seconds  
Activate Step, Step Number: 21  
Comment:

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## **STEP 21: Timer 1 (Not Enabled, Not Pausable)**

### **CONDITIONS**

Timer Compare, Timer Number: 1, Target State: STOPPED  
Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 21  
Comment: Deactivate this step when it is completed.  
Activate Step, Step Number: 1  
Comment: When total is done, we can start again  
Activate Step, Step Number: 16  
Comment: When total is done, we can display again

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## **STEP 22: Print Accum (Enabled, Not Pausable)**

### **CONDITIONS**

User Key Compare, Key Number: 3  
Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 22  
Comment: Deactivate this step when it is completed.  
Activate Step, Step Number: 23  
Comment: Activate the next step.  
Get Database Record, Slot: 0, Index: 4, MoveType: FIRST  
Comment:  
DB Prompt, Slot: 0, Index: 4, Field: 2  
Comment: Prompts "Enter 1 or 2"

---

## **STEP 23: Print Accum 1 or 2 (Not Enabled, Not Pausable)**

### **CONDITIONS**

Always True  
Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 23  
Comment: Deactivate this step when it is completed.  
Activate Step, Step Number: 24  
Comment: Activate the next step.  
User Get, Capture Type: INTEGER  
Comment: Opens prompt asking for integer  
Comment: Accepts entered value and stores to Register

# Box Weigh Example

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## **STEP 24: Enter Accum 1 or 2 (Not Enabled, Not Pausable)**

### **CONDITIONS**

User Entry, Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 24

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 25

Comment: Activate the next step.

Write To Register, Register Number: 1

Comment: Accepts entered value and writes to register

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## **STEP 25: Compare Print 1 (Not Enabled, Not Pausable)**

### **CONDITIONS**

Register Compare, Register Number: 1, Target Value: 1

Comment: Compares what was entered to a 1

### **TRUE ACTIONS**

Deactivate Step, Step Number: 25

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 22

Comment: Activate the next step.

Get Database Record, Slot: 0, Index: 2, MoveType: LAST

Comment:

DB Read, Field: 4

Comment: Gets the accum from DB 1

User Set Print Text, Tag: 4, Type: REAL

Comment: Puts the accum in User String 4 to print

Print, Format: 2

Comment: Prints AuxFmt2

Activate Step, Step Number: 1

Comment:

### **FALSE ACTIONS**

Deactivate Step, Step Number: 25

Comment:

Activate Step, Step Number: 26



# Box Weigh Example

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## **STEP 26: Compare Print 2 (Not Enabled. Not Pausable)**

### **CONDITIONS**

Register Compare, Register Number: 1, Target Value: 2  
Comment: Compares entered value to 2

### **TRUE ACTIONS**

Deactivate Step, Step Number: 26  
Comment: Deactivate this step when it is completed.  
Activate Step, Step Number: 22  
Comment: Activate the next step.  
Get Database Record, Slot: 0, Index: 3, MoveType: LAST  
Comment: Gets DB2  
DB Read, Field: 4  
Comment: Reads the accum field  
User Set Print Text, Tag: 4, Type: REAL  
Comment: Puts accum into the User String 4  
Print, Format: 2  
Comment: Prints AuxFmt 2  
Activate Step, Step Number: 1  
Comment:

---

## **STEP 27: Clear Register (Enabled. Not Pausable)**

### **CONDITIONS**

User Key Compare, Key Number: 4  
Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 27  
Comment: Deactivate this step when it is completed.  
Activate Step, Step Number: 28  
Comment: Activate the next step.  
Get Database Record, Slot: 0, Index: 4, MoveType: FIRST  
Comment:  
DB Prompt, Slot: 0, Index: 4, Field: 2  
Comment: Prompts "Enter 1 or 2"

# Box Weigh Example

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## **STEP 28: Clear Register 1 or 2 (Not Enabled. Not Pausable)**

### **CONDITIONS**

Always True

Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 28

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 29

Comment: Activate the next step.

User Get, Capture Type: INTEGER

Comment: Opens prompt

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## **STEP 29: Enter Clear 1 or 2 (Not Enabled. Not Pausable)**

### **CONDITIONS**

User Entry, Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 29

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 30

Comment: Activate the next step.

Write To Register, Register Number: 1

Comment: Accepts what was entered and writes to register

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## **STEP 30: Compare Clear 1 (Not Enabled. Not Pausable)**

### **CONDITIONS**

Register Compare, Register Number: 1, Target Value: 1

Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 30

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 32

Comment: Activate the next step.

Get Database Record, Slot: 0, Index: 2, MoveType: FIRST

Comment: Gets DB1

### **FALSE ACTIONS**

Deactivate Step, Step Number: 30

Comment:

Activate Step, Step Number: 31

Comment:

# Box Weigh Example

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## **STEP 31: Compare Clear 2 (Not Enabled, Not Pausable)**

### **CONDITIONS**

Register Compare, Register Number: 1, Target Value: 2  
Comment: Gets DB2

### **TRUE ACTIONS**

Deactivate Step, Step Number: 31  
Comment: Deactivate this step when it is completed.  
Activate Step, Step Number: 33  
Comment: Activate the next step.  
Get Database Record, Slot: 0, Index: 3, MoveType: FIRST  
Comment:

---

## **STEP 32: Loop 1 (Not Enabled, Not Pausable)**

### **CONDITIONS**

DB Record  
Comment: Gets the record (if is is there)

### **TRUE ACTIONS**

DB Delete  
Comment: Deletes the record from the DB 1  
Get Database Record, Slot: 0, Index: 2, MoveType: FIRST  
Comment: Gets the next record  
Activate Step, Step Number: 34  
Comment: Goes to Step 34  
Deactivate Step, Step Number: 32  
Comment:

### **FALSE ACTIONS**

Deactivate Step, Step Number: 32  
Comment: No more records  
Activate Step, Step Number: 27  
Comment: We can press Clear again  
Activate Step, Step Number: 1  
Comment: Or we can start again  
Clear Register, Register Number: 2  
Comment: Clears register

# Box Weigh Example

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## STEP 33: Loop 2 (Not Enabled, Not Pausable)

### CONDITIONS

DB Record

Comment:

### TRUE ACTIONS

DB Delete

Comment:

Get Database Record, Slot: 0, Index: 3, MoveType: FIRST

Comment:

Deactivate Step, Step Number: 33

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 35

Comment: Activate the next step.

### FALSE ACTIONS

Deactivate Step, Step Number: 33

Comment:

Activate Step, Step Number: 27

Comment:

Activate Step, Step Number: 1

Comment:

Clear Register, Register Number: 3

Comment:

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## STEP 34: Clear Register 1 (Not Enabled, Not Pausable)

### CONDITIONS

Always True

Comment:

### TRUE ACTIONS

Deactivate Step, Step Number: 34

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 32

Comment: Goes back to 32 to delete next record

# Box Weigh Example

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## **STEP 35: Clear Re&ster 2 (Not Enabled, Not Pausable)**

### **CONDITIONS**

Always True

Comment:

### **TRUE ACTIONS**

Deactivate Step, Step Number: 35

Comment: Deactivate this step when it is completed.

Activate Step, Step Number: 33

Comment: Activate the next step.