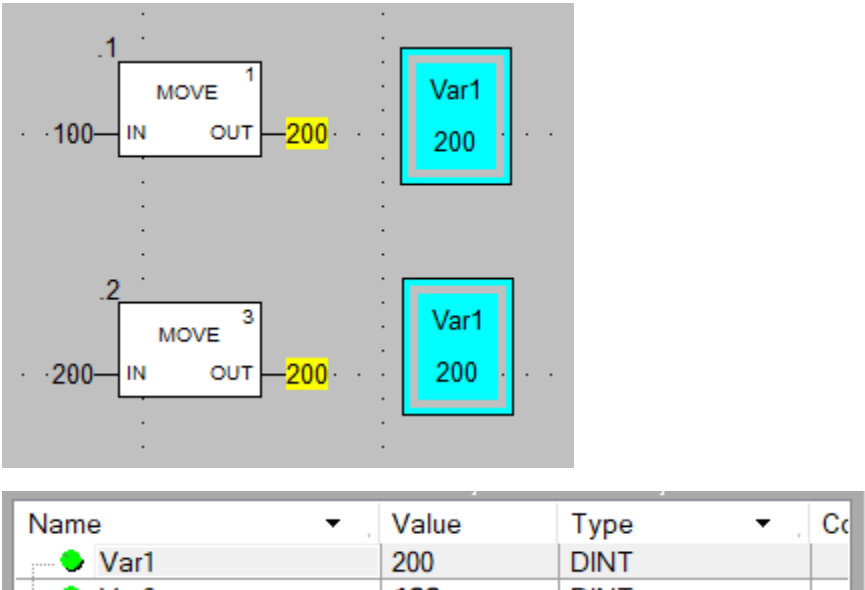


How to see the real value animated when a variable is written several times in an application?

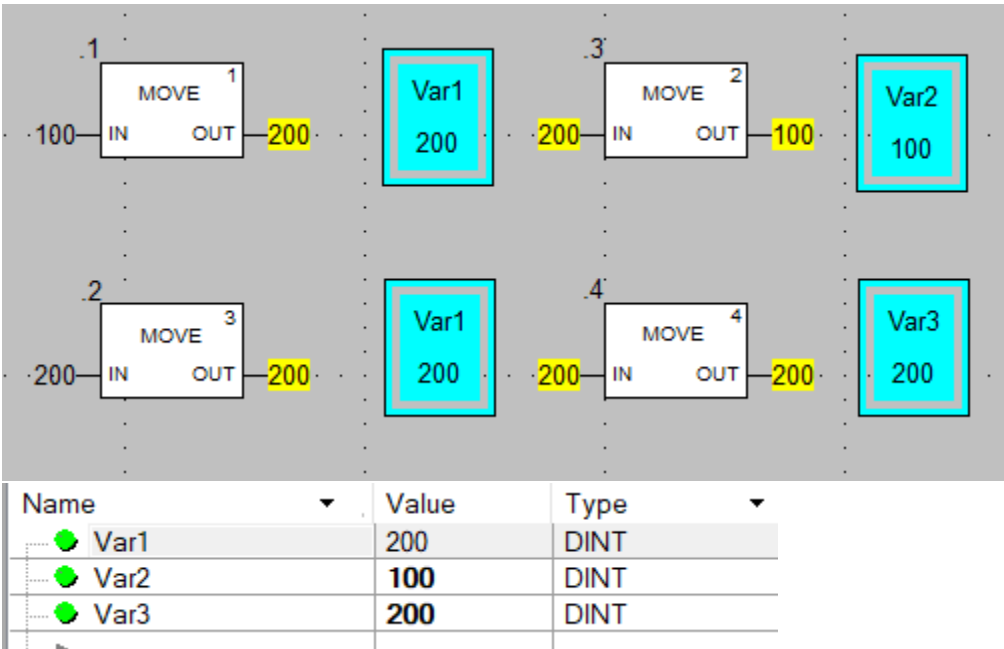
In the following example the variable is written 2 times.

In Unity Pro the value displayed is the last value written in the tasks.



But the real value is correct, it is just the display which is not in real time.

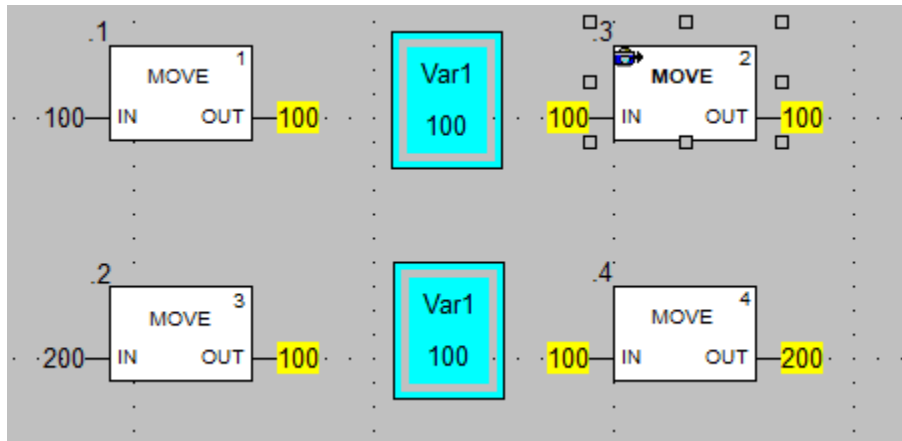
As you see the first value of the Var1 is taken in account if we transfer it in another variable we get the right value.



To see the real value animated you can use a Watch point



The animation of all the variables will be the one just before the Watch point.



But the animation table is always synchronized at the end of the tasks

Name	Value	Type	Co
Var1	200	DINT	
Var2	100	DINT	
Var3	200	DINT	

The animation table can be synchronized with this Watch point, clicking on the Synchronize animation table icon,

below



Table[FBD Editor - test : [MAST]]			
Modification		Force	
Name	Value	Type	Co
Var1	100	DINT	
Var2	100	DINT	
Var3	200	DINT	

Note:

In an application if the value of a variable is not the one waited, verify by a search all the locations where this variable is written, and use Watch point to check the real value of the variable.