

Add variable for ret number elements

Edit Variable Name

Enter a new variable name:
ret_number_of_elements

Array Length: Add Array Dimension

Initial value:
0

Description:
Info how many element read

Variable type:

- ☐ Bool (either true, 1 or false, 0)
- ☐ Byte (number in the range 0 to 255)
- ☐ Int (number in the range -32768 to 32767)
- ☐ UInt (number in the range 0 to 65535)
- ☐ Long (number in the range -2147483648 to 2147483647)
- ☒ ULong (number in the range 0 to 4294967295)
- ☐ String (default size = 20)
- ☐ Floating point
- ☐ Object handle

OK Cancel

Add a variable for the handle

Edit Variable Name

Enter a new variable name:
ret_val_handle

Array Length: Add Array Dimension

Initial value:
0

Description:

Variable type:

- ☐ Bool (either true, 1 or false, 0)
- ☐ Byte (number in the range 0 to 255)
- ☐ Int (number in the range -32768 to 32767)
- ☐ UInt (number in the range 0 to 65535)
- ☐ Long (number in the range -2147483648 to 2147483647)
- ☐ ULong (number in the range 0 to 4294967295)
- ☐ String (default size = 20)
- ☐ Floating point
- ☒ Object handle

OK Cancel

Add a variable for the filename

Edit Variable Name

Enter a new variable name:
filename_strg[20]

Array Length: Add Array Dimension

Initial value:
"IMU.FMV"

Description:
Set as filename

Variable type:

- ☐ Bool (either true, 1 or false, 0)
- ☐ Byte (number in the range 0 to 255)
- ☐ Int (number in the range -32768 to 32767)
- ☐ UInt (number in the range 0 to 65535)
- ☐ Long (number in the range -2147483648 to 2147483647)
- ☐ ULong (number in the range 0 to 4294967295)
- ☒ String (default size = 20)
- ☐ Floating point
- ☐ Object handle

OK Cancel

Add an array for data

Edit Variable Name

Enter a new variable name:
AG_XYZ[16]

Array Length: Add Array Dimension

Initial value:
Array of integer

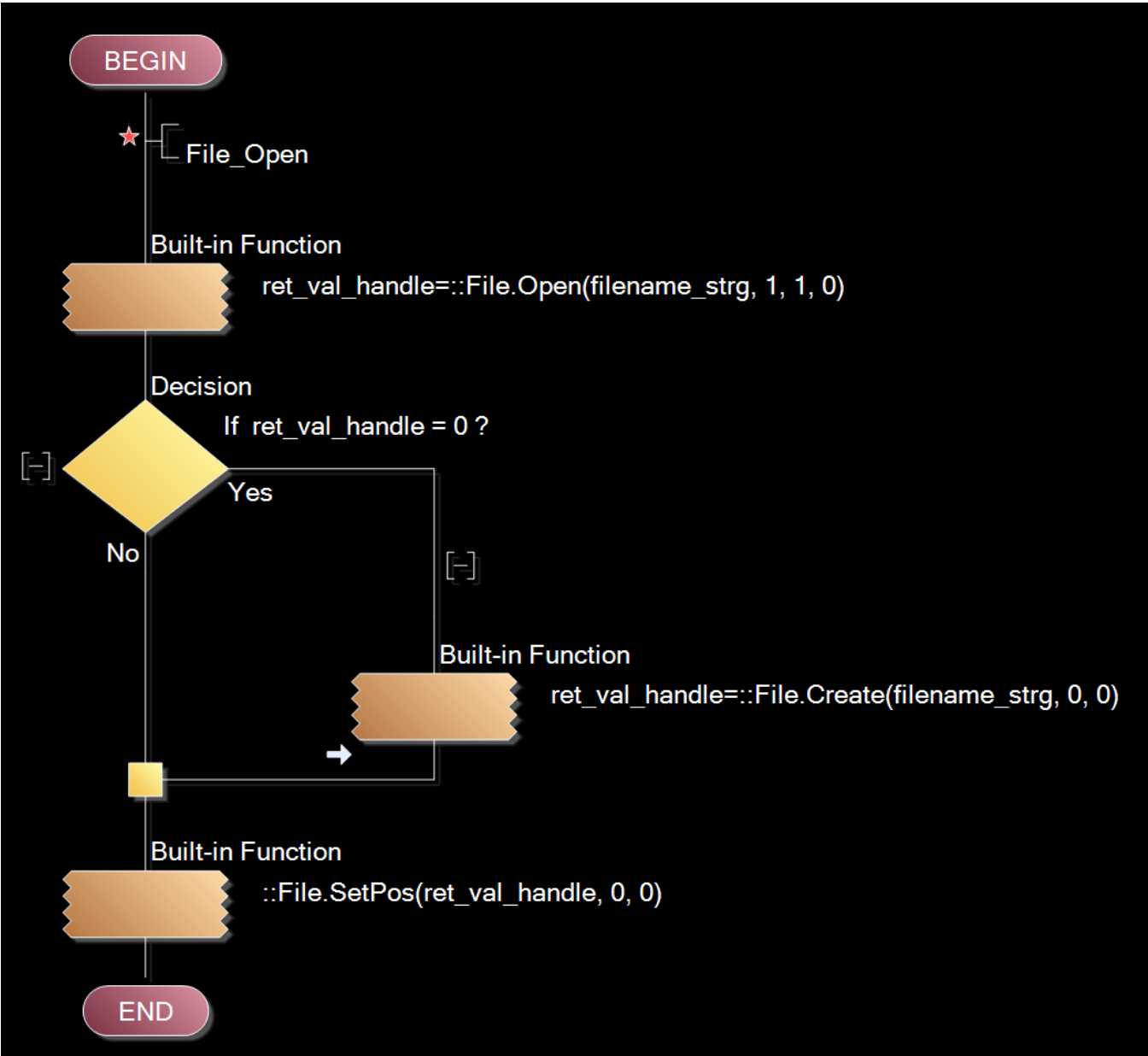
Description:

Variable type:

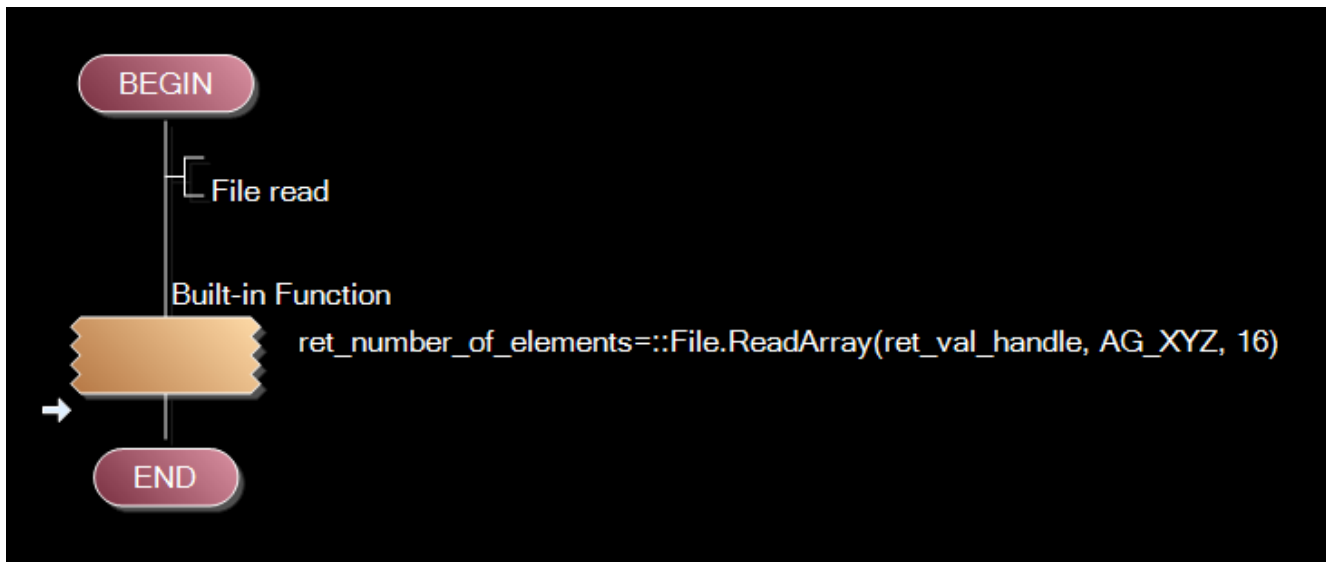
- ☐ Bool (either true, 1 or false, 0)
- ☐ Byte (number in the range 0 to 255)
- ☒ Int (number in the range -32768 to 32767)
- ☐ UInt (number in the range 0 to 65535)
- ☐ Long (number in the range -2147483648 to 2147483647)
- ☐ ULong (number in the range 0 to 4294967295)
- ☐ String (default size = 20)
- ☐ Floating point
- ☐ Object handle

OK Cancel

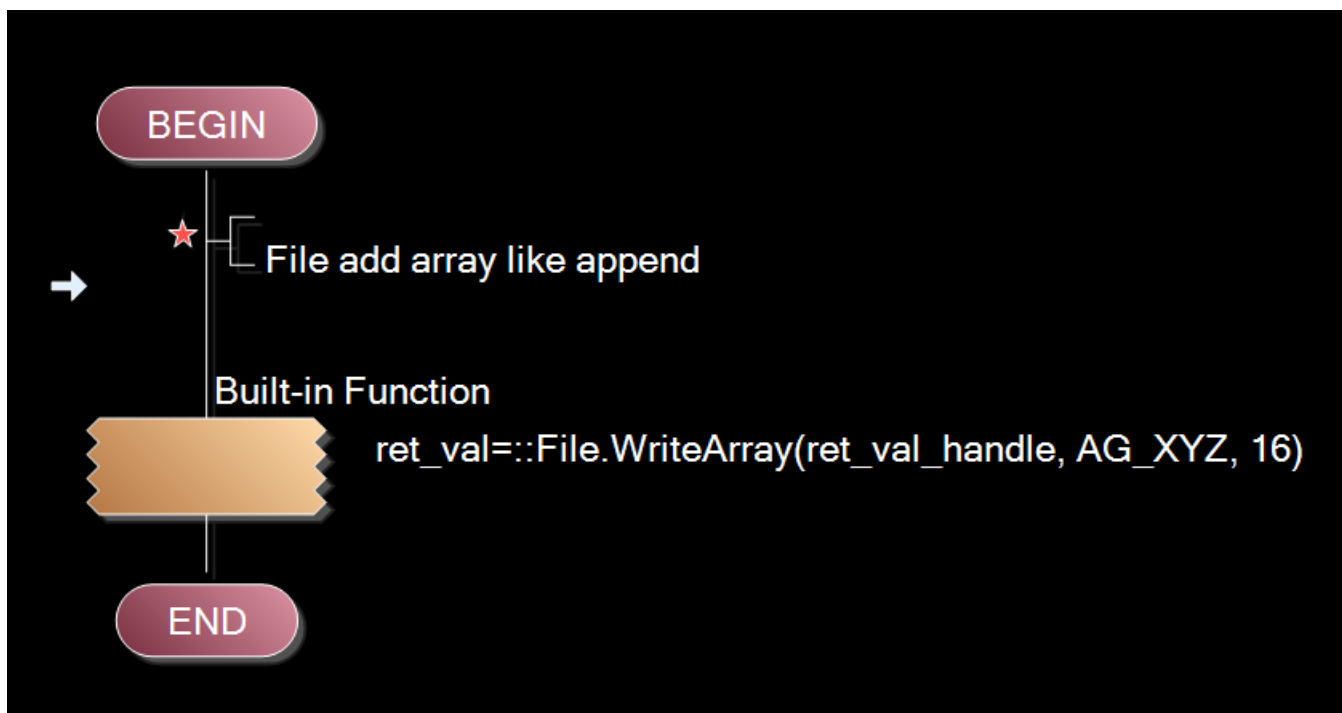
File open



File read



File write



File close

