

WAIT

WAIT action

Function

Temporary suspension of the execution of actions.

Declaration

```
WAIT expression
```

or

```
WAIT
```

Parameters

expression	in	Expressions of BOOL type.
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Description

WAIT action with an expression:

Holding the execution of an action till the condition is not met. The condition is met, when a value of the expression is TRUE.

WAIT action without expression:

Holding the execution of actions till the last assignment is executed. This variant of the action WAIT allows removing of time hazards and also checking the assignment success. The assignment to a local variable is immediate (synchronously with the execution of actions). On the other hand, assignment to an object (setting an object value) represents only a request and its execution may take a while. There is the possible risk of time hazard.

Example

It assumes the existence of the object `U.Int` of [User variable](#) type, integer value type.

```
; assignment with delay
U.Int := 1 ; value assignment
WAIT ; waiting for the assignment
```

```
; if the action WAIT is successful (no error),
```

```
; the value of the object U.Int is certainly 1
IF U.Int = 1 THEN ; value test
    ; the branch THEN-ELSE is executed whenever the value of the object U.
    Int is 1
ELSE
    ; the branch ELSE-ENDIF won't be never executed
```

```
ENDIF
```

```
U.Int := 2
; In this case there is not guaranteed that the value of the object U.Int
will be 2
; it depends on the current system load ...
IF U.Int = 1 THEN
ELSE
ENDIF
```

The action WAIT allows to test the success of the assignment of a value to an object. For example, writing into an output I/O tag, that is performed via the [D2000 KOM](#) process.

Example

It assumes the existence of the object `M.Cmd` of I/O tag type, output integer type.

```

INT _maxWriteCount = 10 ; maximal count of writings
INT _writeCount ; writing counter

ON ERROR WriteFailed ; error handle

_writeCount := 0
WriteRetry:
  IF _writeCount >= _maxWriteCount GOTO WriteLoopFailed
  _writeCount := _writeCount + 1
  M.Cmd := 1
  WAIT
  ; Successful writing
  END

; Writing failed _maxWriteCount-times
WriteLoopFailed:
  END
; unsuccessful writing handle
WriteFailed:
  GOTO WriteRetry

```

The listed example handles all the error states, that may occur during a writing:

- the [D2000 KOM](#) process is not running,
- station communication failure,
- writing into a device failed,
- object is not in the manual mode.

In the case of assigning a selection, then this is controlled as a whole. Every fractional writing must be well executed. Such a situation occurs, for the assignment of a value of the *structure* type, if references to objects are in individual items.

Example

[Structure definition](#) SD.Rec contains one item of the *Integer* type with the name Int and two items of the *Object* type with the names s Obj1 and Obj2.

The structure type of the object SV.Rec of [Structured variable](#) type is SD.Rec and its row number is 2. There are the objects M.1, M.2, M.3, M.4 - output I/O tags of the *Integer* type.

```

RECORD NOALIAS (SD.Rec) _locArr ; local variable of Structure type
                                ; disables references to objects
REDIM _locArr[2]                ; resizing the array length

```

```

; assignment of values to the local variable of Structure type

```

```

_locArr[1]^Int := 1
_locArr[1]^Obj1 := 1
_locArr[1]^Obj2 := 2
_locArr[2]^Int := 2
_locArr[2]^Obj1 := 3
_locArr[2]^Obj2 := 4

```

```

; assign references to the objects
SET SV.Rec[1] ^Obj1 AS M.1
SET SV.Rec[1] ^Obj2 AS M.2
SET SV.Rec[2] ^Obj1 AS M.3
SET SV.Rec[2] ^Obj2 AS M.4
WAIT ; execution of the reference change in the system

```

```
P1:  
SET SV.Rec AS _locArr ; assignment of the whole value  
WAIT
```

In the example, in the line marked by the label P1, there is performed the assignment of quite 6 values, 4 of which execute assignments to the I/O tags (using the reference to object). The operation success may be verified the following action WAIT. Possible failure of arbitrary assignment will cause the error.



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