

EASY NODAL USAGE ON MCR CONSOLES

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A facility which permits newcomers to start writing simple programs using touch panels, colour TV and knobs within a very short time (about half an hour !) in Nodal has been available since October 1981. It leads to a very quick familiarisation of the user-available tools on the MCR Consoles and even encourages further program development/sophistication by the virtue of its simplicity.

The facility is in terms of a self-explanatory Nodal program in the form of an empty frame or Template which permits a very easy creation and use of :

- (i) Buttons on a touch panel, labels and interaction, e.g. some action (on pressing a button) like writing on the colour TV.
- (ii) Knob activation including labels and interaction, e.g. varying a numerical counter by turning a knob.

By its very definition, the Template is an empty structure taking care of some of the general aspects of the console programming and to which other building blocks could be added depending on the user's requirements.

Since the Template has become a defacto standard among the programmers in the Operation Group and was accepted by the OAS already some time ago, the enclosed brief details (written over a year ago) are circulated to aid newcomers to Console Nodal programming.

Distribution (open sur demande)
PS OPERATION

NODAL TEMPLATE

A NODAL Template to facilitate a simple and easy implementation of NODAL programs to run from the consoles has been in operation since September/October 1981. It is aimed at absolute novices in Nodal/Consoles Usage and has been shown to be particularly useful in getting MCR-AA technicians "off-the ground" with console Nodal programming.

The Template basic structure limits itself at the moment to the use of:

- User Touch-panel
- Colour TV
- Knobs

However, the use of the Graphics screen is not excluded in the user program-dependent structures.

Principal features

- Template is as structured as Nodal possibly permits with single entry and exit points and blocks for starting Initializations and Declarations.
- A single multi-WAIT with standard Legends Invert etc. has been incorporated to enable touch-panel buttons handling with a built-in Back or Exit button in the Template frame to permit exit.
- The touch-panel buttons' creation is carried out by simple filling in of appropriate lines in the touch-panel declarations block (7).
- Knob handling (for a single knob, as an example) is permitted by filling-in the knobs declaration block (21) and using the appropriate knob-attach blocks.
- Error handling blocks using DSPER are defined and could be filled appropriately (groups 94, 95).
- The use of a unique MWAIT (either for TP as is the usual case, or for a knob) together with a single exit point through group 97 facilitates final implementation on the Main Tree as a Nodal overlay of MIP by introducing unique CONTI or TRIGER checks and unique ENDPG.

- The self-explanatory comment lines in the Template frame is sufficient to begin writing simple programs to run from the consoles.

TEMPLATE resides on the PRDEV as a Nodal file i.e.

<PRDEV>(AA-TRANSFER)TEMPLATE:NOD

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