

Advantech AE Technical Share Document

Date	2018/05/14	SR#	1-3446987131
Category	■FAQ □SOP	Related OS	N/A
Abstract	APAX-5620, How to create user library in the MultiProg		
Keyword	MultiProg, User library		
Related Product	APAX-5620-KW		

■ Problem Description:

In this FAQ, we will describe the detail procedures to create and import the user library in the MultiProg.

■ **Answer:**

Create User Library

1. Create Project

File → New Project (*Figure 2*)

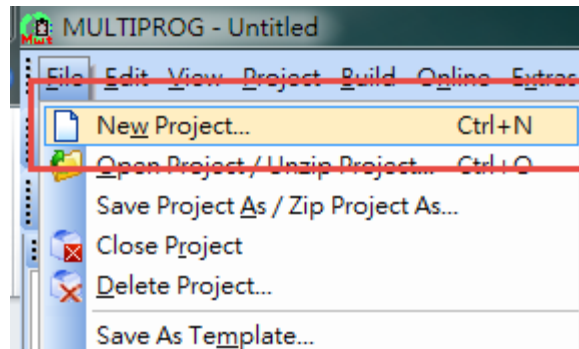


Figure 1

In this document, we will use APAX-5620-KW as the controller (*Figure 2*)

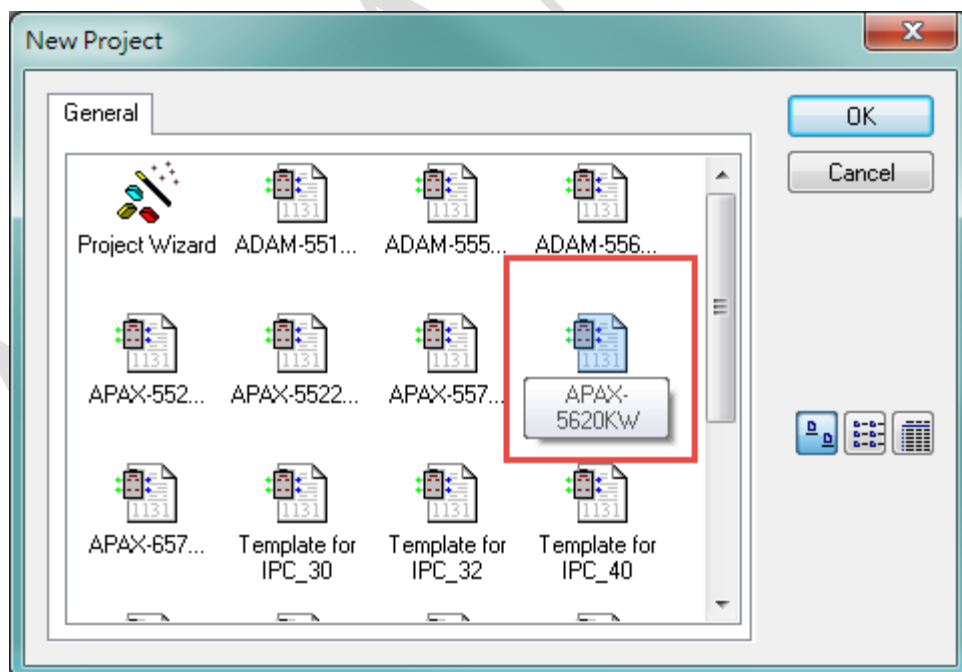


Figure 2

2. Create the user function block

Right click on the “Logical POUs” → Insert → Function Block (Figure 3)

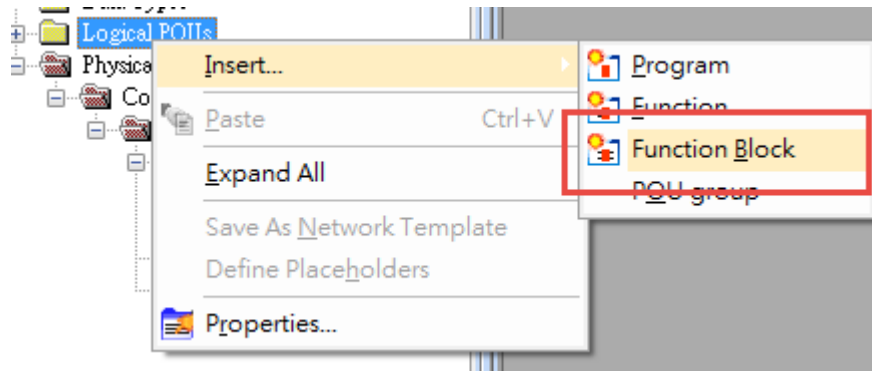


Figure 3

Give the function block a name, and then select “Function Block” as the type and select the language according to the develop requirement and then click “OK” (Figure 4)

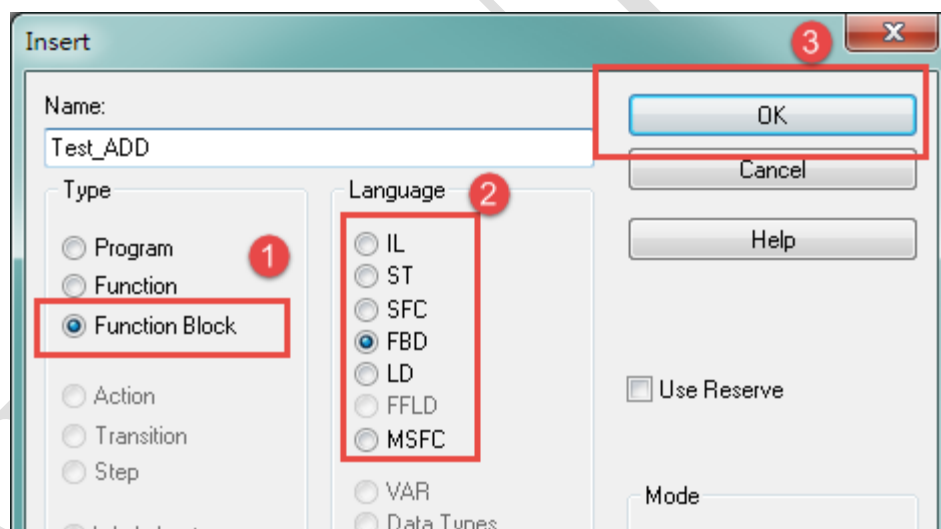


Figure 4

3. Create variables in the user function block

Double click on the variable list (Figure 5)

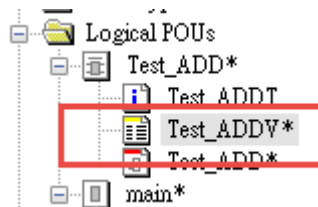


Figure 5

Define the variable name, data type and the usage of the variable according to the need of the user function block.

In this document, we create three different variables and set “Input1” and “input2” as the input of the input of the user function block and “Output1” as the output of the user function block. (Figure 6)

If the variable would be both the input and the output of the user function block, please select “VAR_IN_OUT”

	Name	Type	Usage	D
Default				
	Input1	INT	VAR_INPUT	
	Input2	INT	VAR_INPUT	
	Output1	INT	VAR_OUTPUT	

Figure 6

4. Create the logic for the user function block
5. Compile and save the project to “C:\Users\Public\Documents\MULTIPROG\Libraries” as shown in Figure 7



Figure 7

Import User Library

1. The first two steps are the same as the part of "Create User Library" (New project → Select controller)
2. Right click on Libraries → Insert → User Library (*Figure 8*)

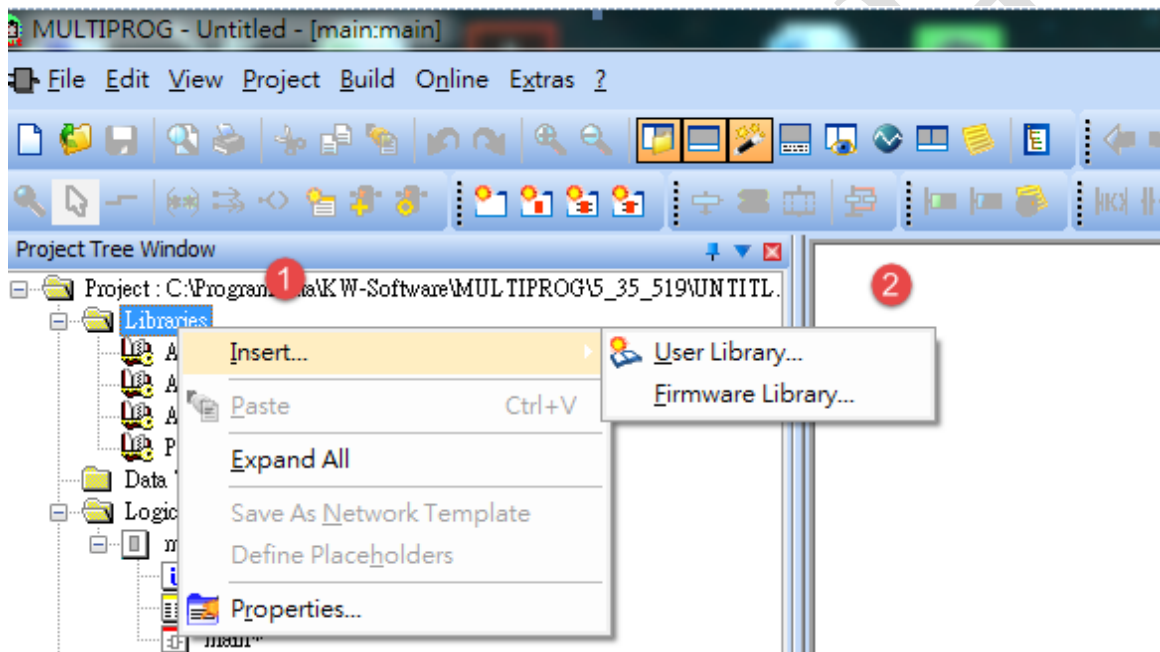


Figure 8

3. After import the user library, user could see the created function blocks and use it freely in the program. (*Figure 9*)

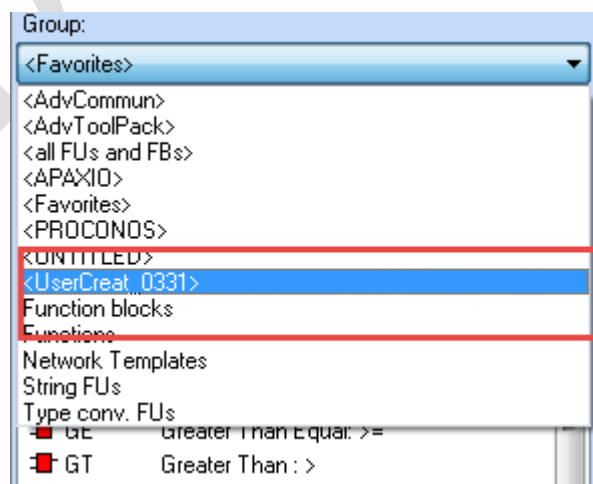


Figure 9