Using Macro Command to Save Data

1. Saving Data to File with Default Filename

Purpose: Save the specified data to a file with default filename.

Command: *p1* = FILE_IO(*p2*, *p3*)

Parameter:

p1: The location to receive the result of the operation. The result value is 0 if the operation succeeds; otherwise the operation fails.

p2: The desired operation code.

p3: The ID of the data to be saved.

	Settings of Parameters		
Operation	P2 (Operation Code)	P3 (Data ID or	Filename Format
		Sub-operation Code)	
Save Logged Data (.TXT)	1	ID of the data logger $(0~15)$	DL <id>_<date>_<time>.txt</time></date></id>
Save Logged Data (.CSV)	14	ID of the data logger (0~15)	DL <id>_<date>_<time>.csv</time></date></id>
Save Logged Alarms (.TXT)	2	0	AL_ <date>_<time>.txt</time></date>
Save Logged Alarms (.CSV)	15	0	AL_ <date>_<time>.csv</time></date>
Save Alarm Counts (.TXT)	3	0	AC_ <date>_<time>.txt</time></date>
Save Alarm Counts (.CSV)	16	0	AC_ <date>_<time>.csv</time></date>
Save Recipe Data (.TXT)	4	ID of the recipe block (0~15)	RB <id>.txt</id>
Save Recipe Data (.CSV)	17	ID of the recipe block (0~15)	RB <id>.csv</id>
Save Recipe Data (.PRD)	5	ID of the recipe block (0~15)	RB <id>.prd</id>
Print Screen to File (in 256 colors) for HMI units	6	Number of the screen	S <id>_<date>_<time>.bmp</time></date></id>
Print Screen to File (in true color) for PC runtime	6	Number of the screen	S <id>_<date>_<time>.bmp</time></date></id>
Print Screen to File (in 64K colors) for HMI units	7	Number of the screen	S <id>_<date>_<time>.bmp</time></date></id>
Print Screen to File (in true color) for PC runtime	7	Number of the screen	S <id>_<date>_<time>.jpg</time></date></id>

Save Logged Operations (.TXT)	9	0	OL_ <date>_<time>.txt</time></date>
Save Logged Operations (.CSV)	18	0	OL_ <date>_<time>.csv</time></date>
Save Logged Data (in LDF format)	10	ID of the data logger $(0~15)$	DL <id>_<date>_<time>.ldf</time></date></id>
Take Picture (in BMP format) for PC runtime	12	ID of the USB camera (0~3)	CAM <id>_<date>_<time>.bmp</time></date></id>
Take Picture (in JPG format) for PC runtime	13	ID of the USB camera (0~3)	CAM <id>_<date>_<time>.jpg</time></date></id>
Print Screen to File (in JPEG format) for HMI units	22	Number of the screen	S <id>_<date>_<time>.jpg</time></date></id>
Take Picture (in JPG format) for HMI units	23	0	IMG <id>_<date>_<time>.jpg</time></date></id>
Print the Current Display to File (.BMP)	24	0	S_ <date>_<time>.bmp</time></date>
Save Logged Data (.PDF)	25	ID of the data logger (0~15)	DL <id>_<date>_<time>.pdf</time></date></id>
n/a	26		
n/a	27		
Save Logged Alarms (.PDF)	28	0	AL_ <date>_<time>.pdf</time></date>
Save Logged Operations (.PDF)	29	0	OL_ <date>_<time>.pdf</time></date>

Note:

- 1) The operations will create a new file or overwrite the existing file and show the progress bar of the file I/O. To hide the progress bar of the file I/O, use the normal operation code plus 100. For example, to save the logged data to a CSV file without showing the progress bar, use the code 114 (100+14) instead of 14.
- 2) Notations of the filename format

Notation	Description
<id></id>	ID of a data logger, a recipe block, a USB camera, or a screen number
<date></date>	The date when the operation is performed; format is YYMMDD
<time></time>	The time when the operation is performed; format is hhmmss

2. Saving Data to File with Specified Filename

Purpose: Save the specified data to a file with a specified filename.

Command: *p1* = FILE_IO_N(*p2*, *p3*, *p4*)

Parameter:

p1: The location to receive the result of the operation. The result value is 0 if the operation succeeds; otherwise the operation fails.

p2: The desired operation code.

p3: The ID of the data to be saved.

p4: The internal memory location to store the specified filename (or full pathname).

	Settings of Parameters		
Operation	P2 (Operation Code)	P3 (Data ID)	P4 (Filename or Full Pathname)
Save Logged Data	31	ID of the data logger $(0~15)$	The starting Address of the internal memory \$U that stores the specified
(in CSV/TXT format)			filename or full pathname. The name must be a valid Windows pathname
			with ASCII character only. The character string must be null terminated and
			each character occupies one byte. The maximum length of the string is 127.
			All the folders stated in the full pathname must already exist or the file
			operation will fail.
Save Logged Alarms	32	0	Same as above
Save Alarm Counts	33	0	Same as above
Save Recipe Data	34	ID of the recipe block (0~15)	Same as above
(in CSV/TXT format)			
Save Recipe Data	35	ID of the recipe block (0~15)	Same as above
(in PRD format)			
Print Screen to File (in 256 colors) for	36	Number of the screen	Same as above
HMI units			
Print Screen to File (in true color) for	36	Number of the screen	Same as above
PC runtime			

Print Screen to File (in 64K colors) for	37	Number of the screen	Same as above
HMI units			
	37	Number of the screen	Sama aa shaya
Print Screen to File (in true color) for	57	Number of the screen	Same as above
PC runtime			
Save Logged Operations	39	0	Same as above
Save Logged Data	40	ID of the data logger $(0~15)$	Same as above
(in LDF format)			
Take Picture	42	ID of the USB camera (0~3)	Same as above
(in BMP format) for PC runtime			
Take Picture	43	ID of the USB camera (0~3)	Same as above
(in JPG format) for PC runtime			
Print Screen to File (in JPEG format)	52	Number of the screen	Same as above
for HMI units			
Take Picture (in JPG format) for HMI	53	0	Same as above
units			
Print the Current Display to File	54	0	Same as above
(.BMP)			
Save Logged Data (.PDF)	55	ID of the data logger $(0~15)$	Same as above
Save Logged Alarms (.PDF)	58	0	Same as above
Save Logged Operations (.PDF)	59	0	Same as above

Note:

1) The operations will create a new file or overwrite the existing file and show the progress bar of the file I/O. To hide the progress bar of the file I/O, use the normal operation code plus 100. For example, to save the logged data without showing the progress bar, use the code 131 (100+31) instead of 31.

3. Appending Data to File

Purpose: Append the specified data to a file.

Command: *p1* = FILE_IO_N(*p2*, *p3*, *p4*)

Parameter:

p1: The location to receive the result of the operation. The result value is 0 if the operation succeeds; otherwise the operation fails.

p2: The desired operation code.

p3: The ID of the data to be appended.

p4: The internal memory location to store the specified filename (or full pathname).

	Settings of Parameters		
Operation	P2 (Operation Code)	P3 (Data ID)	P4 (Filename or Full Pathname)
Append Logged Data	231	ID of the data logger (0~15)	The starting Address of the internal memory \$U that stores the specified
(in CSV/TXT format)			filename or full pathname. The name must be a valid Windows pathname
			with ASCII character only. The character string must be null terminated and
			each character occupies one byte. The maximum length of the string is 127.
			All the folders stated in the full pathname must already exist or the file
			operation will fail.
Append Logged Alarms	232	0	Same as above
Append Logged Operations	239	0	Same as above

Note:

 The operations will append data to the specified file and show the progress bar of the file I/O. If the file does not exist, it will be created. To hide the progress bar of the file I/O, use the normal operation code plus 100. For example, to append the logged data without showing the progress bar, use the code 331 (100+231) instead of 231.