

Create_Text_Data

Command

Create a signal that contains text instead of a number.

Command Create_Text_Data Dialog ✕

Signal Folder

Signal Name

☒ If TEXT_DATA and TEXT_FILENAME are empty, prompt for File Dialog

Manually enter text data OR specify external file (*.txt) to load data from:

Load text data from external file (*.txt):

Filename:

Create_Text_Data /SIGNAL_FOLDER=TEST /SIGNAL_NAME=HELLO /TEXT_DATA=Hello World!
/TEXT_FILE_NAME= ! /PROMPT_ON_EMPTY=TRUE ; It is possible to specify **EITHER** TEXT_DATA or TEXT_FILE_NAME but not both. /TEXT_FILE_NAME refers to a the full pathname of a file on disk that will be read as a text string (e.g. an RTF file).

if /PROMPT_ON_EMPTY==TRUE and the text box and filename edit box are empty the user is prompted for input.

Command Create_Text_Data Dialog

Signal Folder

TEST

Signal Name

SCOTT

Manually enter text data OR specify external file (*.txt) to load data from:

Load text data from external file (*.txt):

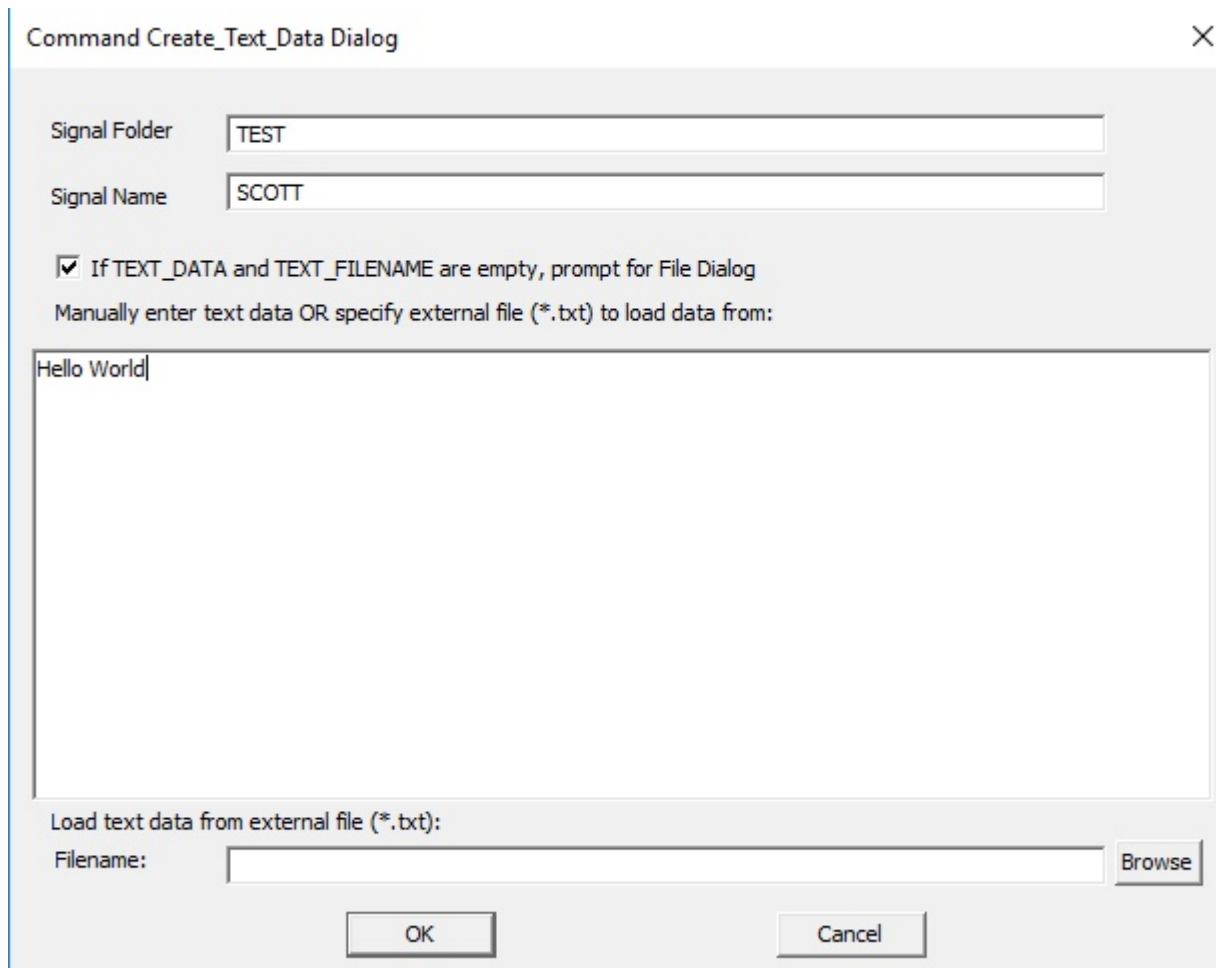
Filename:

Browse

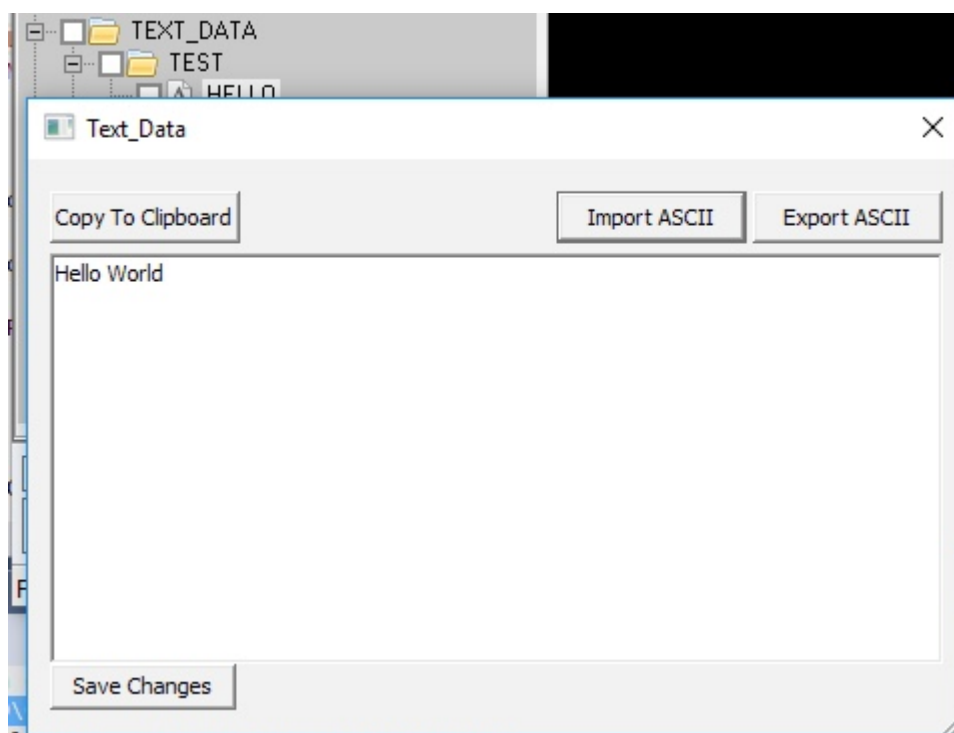
OK

Cancel

Example: Given the dialog



The resulting signal in the workspace is:



Syntax Issue

Consider the following:

/TEXT_DATA=08/09/2017 by WSS Speed = 0.4 A forward slash (/) is a special character for pipeline commands that indicates that a parameter_name follows immediately afterwards. If an equals sign (= 😊) follows Visual3D confirms that a parameter was specified. Two equals signs (== 😊), however, does confirm that a parameter was specified. Visual3D searches for an equals sign after each slash because this logically indicates that the user has specified a parameter. Text_Data is assigned the string 08/09 Visual3D finds an equals sign after the next slash, so interprets the rest of the string as a new parameter /2017 by MJT using Modify_Speed_Metric_Ver01 Speed = 0.4 It doesn't do anything with this parameter because it doesn't recognize it. Solution remove the = sign
/TEXT_DATA=08/09/2017 by WSS Speed 0.4 or specify two equals signs /TEXT_DATA=08/09/2017 by WSS Speed == 0.4

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