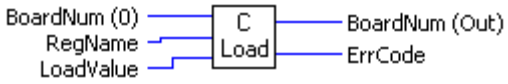
CLoad.VI

Loads the specified counter's register with a count value. The counter and register are specified by the RegName argument. When you want to load a counter with a value to count from, it is never loaded directly into the counter's count register. It is loaded into the load or hold register. From there, the counter, after enabled, loads the count from the appropriate register, generally on the first valid pulse.

Summary



Inputs

U32 BoardNum - The board number assigned when installed with *Insta*Cal. Can be 0 to 100.

U32 RegName - Register to load with **LoadValue**.

U16 LoadValue - Value to load into **RegName** register.

Outputs

U32 BoardNum - The board number assigned when installed with *Insta*Cal. Can be 0 to 100. Can be used to pass **BoardNum** parameter to another VI.

I32 ErrCode - Error code. See ErrMsg VI.

Arguments

BoardNum
The board number associated with a board when it was installed.

RegName
Register to be loaded. Valid values are:

LOADREG1...20	Load registers 1 through 20. This may span several chips.
HOLDREG1...20	Hold registers 1 through 20. This may span several chips.(9513 only).
ALARM1CHIP1	Alarm register 1 of the first counter chip.(9513 only).
ALARM2CHIP1	Alarm register 2 of the first counter chip.(9513 only).
ALARM1CHIP2	Alarm register 1 of the second counter chip.(9513 only).
ALARM2CHIP2	Alarm register 2 of the second counter chip.(9513 only).
ALARM1CHIP3	Alarm register 1 of the third counter chip.(9513 only).
ALARM2CHIP3	Alarm register 2 of the third counter chip.(9513 only).

ALARM1CHIP4	Alarm register 1 of the fourth counter chip.(9513 only).
ALARM2CHIP4	Alarm register 2 of the fourth counter chip.(9513 only).
COUNT1..4	Current Count (LS7266 only).
PRESET1..4	Preset register (LS7266 only).
PRESCALER1..4	Prescaler register (LS7266 only).

LoadValue

Value to load into register. Must have value between 0 and $2^{Resolution}$ - 1. For example, a 16-bit counter is 2^{16} - 1, or 65,535.

BoardNum (output)
The board number used when installed with *Insta*Cal. This parameter can be used to serialize VIs such that this VI precedes the next VI whose **BoardNum** is attached to this output.

ErrCode
Error code returned from the Universal Library. Zero if no error occurred. Use the ErrMsg VI to convert ErrCode into a readable string.

Notes

CLoad.VI vs CLoad32.VI
Although the CLoad.VI and CLoad32.VI perform the same operation, CLoad32.VI is the preferred function to use.

The only difference between the two is that CLoad.VI loads a 16-bit count value and CLoad32.VI loads a 32-bit value. Both CLoad.VI and CLoad32.VI can be used, but CLoad32.VI is required whenever you need to load count values greater than 16 bits (counts > 65535).