

SIEMENS西门子海南省儋州市（授权）一级代理商——西门子华南总代理

产品名称	SIEMENS西门子海南省儋州市（授权）一级代理商——西门子华南总代理
公司名称	广东湘恒智能科技有限公司
价格	.00/件
规格参数	西门子总代理:PLC 西门子一级代:驱动 西门子代理商:伺服电机
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产品详情

如何将整个画面作为对象画面中图层号和脚本中索引值的关系画面图层随机显示条目描述软件版本wincc 7.5 SP1创建项目打开wincc 7.5 Advance软件,创建对应的项目,项目名称为LayerVisible。创建变量.先创建变量组Function,然后创建两个变量(红色框框),其他变量为其他画面用到的,不用于此项目画面。创建画面,画面名称为Layer01,切记此画面名称,后面创建画面对象时,需要用到。按钮列表对象对象名称数量描述图形对象控件默认1显示图片静态文本默认2显示画面名称和图层颜色介绍按钮默认9控制图层的隐藏/显示矩形默认66个矩形处于画面的6个图层,通过颜色区分按钮描述按钮名称作用图层1点击此按钮,隐藏其他五个矩形,只显示红色矩形图层2点击此按钮,隐藏其他五个矩形,只显示蓝色矩形图层3点击此按钮,隐藏其他五个矩形,只显示黄色矩形图层4点击此按钮,隐藏其他五个矩形,只显示绿色矩形图层5点击此按钮,隐藏其他五个矩形,只显示紫色矩形图层6点击此按钮,隐藏其他五个矩形,只显示白色矩形红绿黄点击此按钮,隐藏其他三个矩形,显示红绿黄三个颜色的矩形蓝白紫点击此按钮,隐藏其他三个矩形,只显示蓝白紫三个颜色的矩形随机点击此按钮,隐藏其他五个矩形,显示一个随机颜色的矩形按钮脚本图层1Dim SubjDim VisibleOnSet Subj = hmiruntime.Screens("Layer01") '获取画面对象,Set VisibleOn = HMIRuntime.Tags("VisibleOn") '获取变量VisibleOn.Write 1 '变量值写1If VisibleOn.Value = 1 Then '逻辑判断 Subj.Layers(1).visible = True '显示图层0 Subj.Layers(2).visible = False '隐藏图层1 Subj.Layers(3).visible = False Subj.Layers(4).visible = False Subj.Layers(5).visible = False Subj.Layers(6).visible = FalseElse Subj.Layers(1).visible = FalseEnd If 图层2Dim SubjDim VisibleOnSet Subj = hmiruntime.Screens("Layer01")Set VisibleOn = HMIRuntime.Tags("VisibleOn")VisibleOn.Write 2If VisibleOn.Value = 2 Then Subj.Layers(1).visible = False Subj.Layers(2).visible = True Subj.Layers(3).visible = False Subj.Layers(4).visible = False Subj.Layers(5).visible = False Subj.Layers(6).visible = FalseElse Subj.Layers(2).visible = FalseEnd If 图层3Dim SubjDim VisibleOnSet Subj = hmiruntime.Screens("Layer01")Set VisibleOn = HMIRuntime.Tags("VisibleOn")VisibleOn.Write 3If VisibleOn.Value = 3 Then Subj.Layers(1).visible = False Subj.Layers(2).visible = False Subj.Layers(3).visible = True Subj.Layers(4).visible = False Subj.Layers(5).visible = False Subj.Layers(6).visible = FalseElse Subj.Layers(3).visible = FalseEnd If 图层4Dim SubjDim VisibleOnSet Subj = hmiruntime.Screens("Layer01")Set VisibleOn =

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HMIRuntime.Tags("VisibleOn")VisibleOn.Write 4If VisibleOn.Value = 4 Then Sobj.Layers(1).visible = False
Sobj.Layers(2).visible = False Sobj.Layers(3).visible = False Sobj.Layers(4).visible = True
Sobj.Layers(5).visible = False Sobj.Layers(6).visible = FalseElse Sobj.Layers(4).visible = FalseEnd If图层5Dim
SobjDim VisibleOnSet Sobj = hmiruntime.Screens("Layer01")Set VisibleOn =
HMIRuntime.Tags("VisibleOn")VisibleOn.Write 5If VisibleOn.Value = 5 Then Sobj.Layers(1).visible = False
Sobj.Layers(2).visible = False Sobj.Layers(3).visible = False Sobj.Layers(4).visible = False
Sobj.Layers(5).visible = True Sobj.Layers(6).visible = FalseElse Sobj.Layers(5).visible = FalseEnd If图层6Dim
SobjDim VisibleOnSet Sobj = hmiruntime.Screens("Layer01")Set VisibleOn =
HMIRuntime.Tags("VisibleOn")VisibleOn.Write 6If VisibleOn.Value = 6 Then Sobj.Layers(1).visible = False
Sobj.Layers(2).visible = False Sobj.Layers(3).visible = False Sobj.Layers(4).visible = False
Sobj.Layers(5).visible = False Sobj.Layers(6).visible = TrueElse Sobj.Layers(6).visible = FalseEnd If红绿黄Dim
SobjDim VisibleOnSet Sobj = hmiruntime.Screens("Layer01")Set VisibleOn =
HMIRuntime.Tags("VisibleOn")VisibleOn.Write 7If VisibleOn.Value = 7 Then Sobj.Layers(1).visible = True
Sobj.Layers(2).visible = False Sobj.Layers(3).visible = True Sobj.Layers(4).visible = True Sobj.Layers(5).visible
= False Sobj.Layers(6).visible = FalseElse Sobj.Layers(1).visible = False Sobj.Layers(3).visible = False
Sobj.Layers(4).visible = FalseEnd If蓝白紫Dim SobjDim VisibleOnSet Sobj = hmiruntime.Screens("Layer01")Set
VisibleOn = HMIRuntime.Tags("VisibleOn")VisibleOn.Write 8If VisibleOn.Value = 8 Then Sobj.Layers(1).visible
= False Sobj.Layers(2).visible = True Sobj.Layers(3).visible = False Sobj.Layers(4).visible = False
Sobj.Layers(5).visible = True Sobj.Layers(6).visible = TrueElse Sobj.Layers(2).visible = False
Sobj.Layers(5).visible = False Sobj.Layers(6).visible = FalseEnd If随机Dim SobjSet Sobj =
HMIRuntime.Screens("Layer01")HMIRuntime.Tags("ColorNumber").Write MyRnd(1,6)Msgbox
HMIRuntime.Tags("ColorNumber").ReadIf HMIRuntime.Tags("ColorNumber").Read = 1 Then
Sobj.Layers(1).visible = True Sobj.Layers(2).visible = False Sobj.Layers(3).visible = False
Sobj.Layers(4).visible = False Sobj.Layers(5).visible = False Sobj.Layers(6).visible = FalseElseif
HMIRuntime.Tags("ColorNumber").Read = 2 Then Sobj.Layers(1).visible = False
Sobj.Layers(2).visible = True Sobj.Layers(3).visible = False Sobj.Layers(4).visible = False
Sobj.Layers(5).visible = False Sobj.Layers(6).visible = FalseElseif HMIRuntime.Tags("ColorNumber").Read
= 3 Then Sobj.Layers(1).visible = False Sobj.Layers(2).visible = False Sobj.Layers(3).visible = True
Sobj.Layers(4).visible = False Sobj.Layers(5).visible = False Sobj.Layers(6).visible = FalseElseif
HMIRuntime.Tags("ColorNumber").Read = 4 Then Sobj.Layers(1).visible = False
Sobj.Layers(2).visible = False Sobj.Layers(3).visible = False Sobj.Layers(4).visible = True
Sobj.Layers(5).visible = False Sobj.Layers(6).visible = FalseElseif HMIRuntime.Tags("ColorNumber").Read
= 5 Then Sobj.Layers(1).visible = False Sobj.Layers(2).visible = False Sobj.Layers(3).visible = False
Sobj.Layers(4).visible = False Sobj.Layers(5).visible = True Sobj.Layers(6).visible = FalseElseif
HMIRuntime.Tags("ColorNumber").Read = 6 Then Sobj.Layers(1).visible = False
Sobj.Layers(2).visible = False Sobj.Layers(3).visible = False Sobj.Layers(4).visible = False
Sobj.Layers(5).visible = False Sobj.Layers(6).visible = True Else Sobj.Layers(1).visible = False
Sobj.Layers(2).visible = False Sobj.Layers(3).visible = False Sobj.Layers(4).visible = False
Sobj.Layers(5).visible = False Sobj.Layers(6).visible = FalseEnd If在使用随机按钮时,需要先创建项目函数M
yRnd(min,max),此函数会出现一个随机函数,min代表随机数的下限,max为上限,产生的随机数为int型。

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