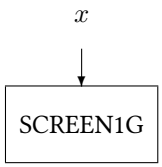
Block SCREEN1G

The SCREEN1G block displays its input directly on a small block, inside the graphical interface. The values are updated automatically during the simulation. When launched from the console, this block doesn't do anything.





Name	SCREEN1G
Function	fb0014
Inputs	1
Outputs	0
Parameters	0
Strings	0
Group	S

Inputs

1 Any value x

Outputs

None

Parameters

None

Strings

None