

Creation	@CREATE_VAR
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Create variables that will be used during a specific gp_test.

Keyword:

@CREATE_VAR

Usage:

This keyword was created in response to the amount of volume and complexity that has been created in gen_labels.NNN. Sometimes it is advantageous to have variables that exist only during the duration of a specific gp_test.

Data Fields:

variable	The variable name or label used
type	The variable can be REAL, INTEGER, LOGICAL or STRING
units	The type of units to be used with the created variable
initial value	The initial value to be used with the created variable

Example Specification:

```
@CREATE_VAR
#(up to 16 variables per procedure)
#label      type      units      initial_value
mynewx      REAL      psi          -
count       INT       none         2
mystate     LOGI      none         OFF
mystring    STING     -           "up to 80 characters"
```

The variable mynewx is created as a REAL with psi as its units with no initial value. The variable count is created as an INTEGER with units set to none and an initial value of 2. The variable mystate becomes a LOGICAL set to an initial value of OFF. The variable mystring is created as a STRING that can include a message up to 80 characters long.

Notes:

The variables in this specification must be unique or an error will occur. The variables created from a @CREATE_VAR are placed in the Engineering Units Buffer when an "nt" command is issued and exist until the next "nt" occurs. Whenever an "nt" is issued, all of the existing variables, which were created by that instance of gp_test, are destroyed. When the new files are read, any variables specified in those procedures are created. Note that, unlike gen_labels.NNN, the previous value of the variable is not preserved. The '-' symbol means 0 or OFF for the initial value. It does not mean "keep the current value".

Special Note:

The keyword @CREATE_VAR is similar to @GLOBAL_EVENTS and @REGISTERED_EVENTS. The @CREATE_VAR must be placed in the header section of a test procedure file somewhere between the "start_mode" and the first @MODE.