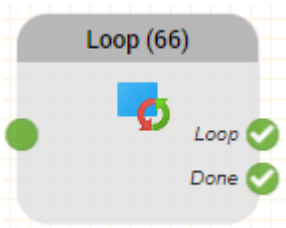
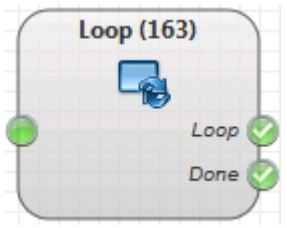


# Loop

as of release 3.27	prior to release 3.27
 The Loop object icon as of release 3.27. It is a light gray rounded rectangle with a grid pattern. The title bar is dark gray and contains the text "Loop (66)". Inside the rectangle, there is a blue square with a red circular arrow around it. To the right of this icon are two green checkmarks, one labeled "Loop" and one labeled "Done".	 The Loop object icon prior to release 3.27. It is a light gray rounded rectangle with a grid pattern. The title bar is dark gray and contains the text "Loop (163)". Inside the rectangle, there is a blue square with a blue circular arrow around it. To the right of this icon are two green checkmarks, one labeled "Loop" and one labeled "Done".

## Function

This object is used to create a loop in the routing application. It used to count the number of occurrences of the object execution. As soon as a defined count is achieved, program execution continues on the *Done* output.

## Parameters

Object Name	The name of this object instance
Number of Passes	Configure the number of times the object must be visited, before the <i>Done</i> output is used.

## Outputs

Output	Used when ...
Loop	when the number of passes is less than or equal to the configured number.
Done	when the number of passes is more than the configured number.