Control the Objects of Switch Type

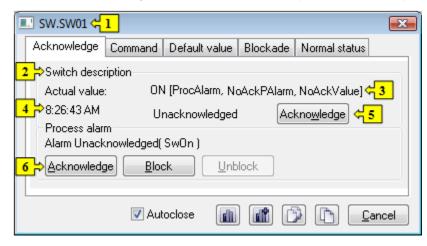
Controlling objects of Switch type

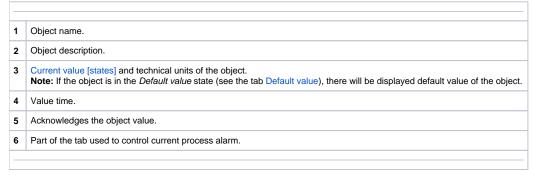
Clicking a graphic object with an object of *Switch* type connected to control (the user has insufficient access rights) opens the control window that contains of at most 5 tabs (displaying of the tabs described below depends on the object configuration and the HI settings - the parameter Simple window for Switches):

Acknowledge Command Default value Blockade Normal status

Acknowledge

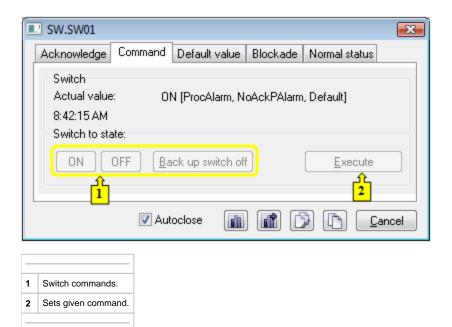
The tab allows to acknowledge current value and control current process alarm of the object.





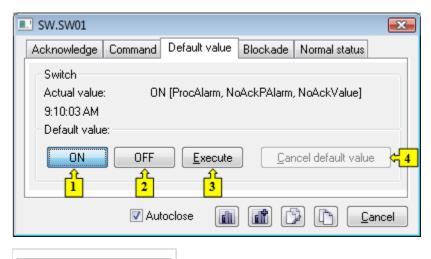
Command

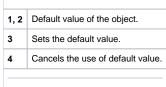
The tab is used to command the switch.



Default value

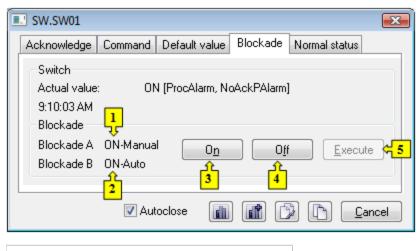
The tab allows to set and use a default value.

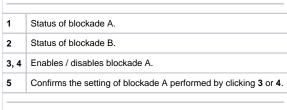




Blockade

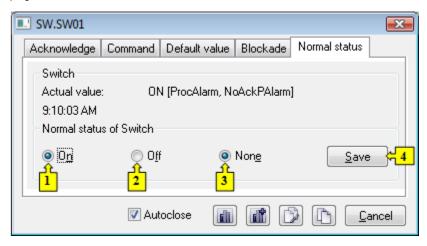
The tab allows to set a blockade of the switch. The blockade A can be controlled by operator, the blockade B cannot be controlled at all.





Normal status

The tab allows to define values of the user attributes (flags) H and I. Values of the flags are part of the object configuration and they cannot be modified through the process D2000 CNF. Value of the flags has no effect on the functionality of the switch. Functionality of the flags is defined by application programmer.



Sets the flag H to the value of TRUE and the flag I to the value of FALSE.
Sets the flag H to the value of FALSE and the flag I to the value of TRUE.
Sets both the flags to the value of FALSE.
Confirms flag settings performed by selecting 1, 2 or 3.