

# Insert from Clipboard

## Inserting graphic objects from clipboard into picture

Graphic object(s) copied or cut out from picture and placed in the clipboard may be inserted into the same or another picture. The configuration of the graphic object(s) along with its local variable(s) are inserted in destination picture.

After inserting graphic object(s) into picture, the [Picture local variables](#) window is automatically opened. The 1st column in the window may show some of the following symbols:

+	Added local variable - its name and definition is identical with the name and definition in target picture.
=	Used local variable corresponding to a local variable from target picture (value of local variable of inserted object must not correspond with value in local variable target picture).
!+	Definition conflict - definition of inserted local variable is in conflict with definition of the local variable in target picture *.
NumberOfConflict <=	Conflict of name - name and definition of original local variable in target picture.
NuberOfConflict +	Conflict of name - inserted local variable with new generated name and its definition is identical with definition in source picture.
NumberOfConflict =	Conflict of name - used local variable with definition identical with definition of local variable in target picture but its name matches the condition for generating new name.
NumberOfConflict !+	Name and definition conflict - inserted local variable with new generated name and its definition is identical with the definition in target picture, but its definition is in conflict with definition of another local variable in target picture.

\* Possible definition conflicts:

1. Identical values of reference variables.
2. Local variables of INOUT type that use the same structure with defined filter (the column **Filter**).


## Generation of new name of local variable

For conflict of names, the system automatically generates the new name of inserted local variable as follows:

***\_LocalVariableName\_Number***

<i>_LocalVariableName</i>	Name of local variable of inserted graphic object.
<i>_Number</i>	The name of local variable will be extended with the character of "_" and the number of 1...999.

**Note:** If the name of local variable exceeds 32 characters, the system will reduce the name by required number of characters (maximum 32 characters).

 **Related pages:**  
[Editing graphic objects](#)