

Object Classification

Classification of D2000 system objects

According to time of occurrence and existence, objects of D2000 system are divided into **static** and **dynamic** ones.

- **Static objects** - they occur as a result of the system configuration - [D2000 Server](#) gets their definition, initial values and states from the configuration database
- **Dynamic objects** - they are started and finished during the system run as the result of interaction with other D2000 system objects

Objects of D2000 system can be also divided into **passive** and **active** objects.

- **Passive objects** - the system does not assign the values to these objects (graphs, text fonts, etc.)
- **Active objects** - the system assigns values to these objects ([values types of D2000 system objects](#)). The process that assigns values to active objects is the administrator of particular object type

The following table shows the classification of D2000 system objects. Used shortcuts: **S**-static, **D**-dynamic, **A**-active, **P**-passive object.

Object type	S	D	A	P	Configuration tool
Alarm	x		x		CNF
Bitmap	x			x	GrEditor *
Bitmap palette	x			x	GrEditor
Calendar	x		x		CNF
Composition	x			x	HI
Database	x		x		CNF
Database table	x			x	CNF
Day type	x		x		CNF
Display mask	x			x	CNF
Display palette	x			x	GrEditor
ESL Interface	x			x	CNF
Eval tag	x		x		CNF
Event	x		x		CNF
Extended palette	x			x	GrEditor
External function	x			x	CNF
Graph	x			x	HI
HI Menu	x			x	CNF
Historical value	x		x		CNF
I/O tag	x		x		CNF
Line	x		x		CNF
Logical group	x			x	CNF (GrEditor , HI)
Object group	x			x	CNF
Picture	x		x		GrEditor
Process	x		x		CNF
Remote tag	x		x		CNF
Report	x			x	HI
Resource	x			x	CNF
Station	x		x		CNF
Status text	x			x	CNF
Structure definition	x			x	CNF
Structured variable	x		x		CNF

Switch	x		x		CNF
System	x		x	x	-
System tag	x		x		CNF
Text font	x			x	GrEditor
Text report					CNF
Time channel	x		x		CNF
Topological link	x		x		CNF **
Topological node	x			x	CNF **
Topology	x			x	CNF
User	x		x		CNF
User variable	x		x		CNF
Value array	x		x		CNF

* Bitmaps (*.BMP) can be created in any application used to create a raster graphic. The processes [D2000 GrEditor](#) and [D2000 HI](#) allow the user to work with objects of *Bitmap* and *Background bitmap* types in D2000 system.

** Objects of [Topological link](#) and [Topological node](#) type are part of the configuration of [Topology](#) object. Therefore, they can be configured during the configuration of respective object of [Topology](#) type.



Related pages:

[Dynamic object data model - DODM](#)