States of objects

D2000 CfgSynchro - states of object

1. Possible states of objects and their graphical representation

State	Graphical representation	Description
None		
New		A new object. There is no such object in the other database with the same **UID**, or it may have existed there but it was deleted
Deleted		The object has been deleted
Modified		The object has been modified
Constant		The object has not been modified

2. All possible combinations of objects' states
(**A** - configuration database A, **B** - configuration database B)

State of A	State of B	Object's state description
New	None	A new object in **A**.
New	Deleted	The object was deleted in **B**. It then appears in **A** as a new one.
Constant	Constant	The object exists in both databases without a change.
Constant	Modified	The object exists in both databases. Time of the configuration's change in **B** is greater than in **A**. The object was modified in **B**.
Modified	Constant	The object exists in both databases. Time of the configuration's change in **A** is greater than in **B**. The object was modified in **A** .
Deleted	None	Object was created in **A** and was deleted afterwards.
Deleted	Deleted	Object was deleted in **A** as well as in **B**.
Deleted	New	Object was deleted in **A**. It then appears in **B** as a new one.
None	New	A new object in **B**.
None	Deleted	Object was created in **B** and was deleted afterwards.
Modified	Modified	The time of configuration's change is same, but a difference in ***** start values was detected or in state of blocking alarms,...

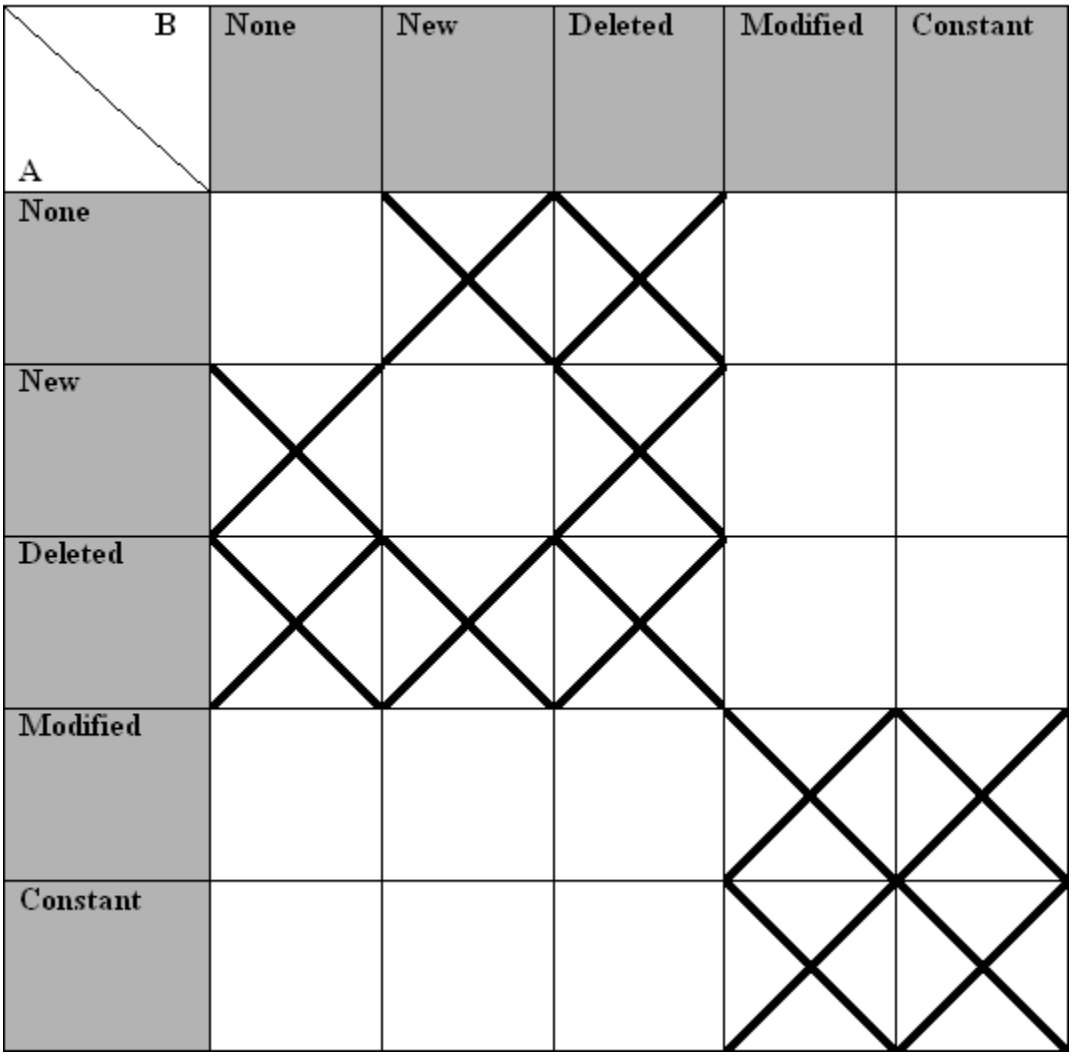
***** During a normal run of an application changes in configuration databases are performed due to changes in properties of objects that can be done by means of process D2000 CNF as well without changing the time of object's configuration. The following table shows the list and description of these settings:

Type of object	Changed property	Description
Eval tag	Blocking of process alarms	Blocking of process alarms
I/O tag	Blocking of process alarms	Blocking of process alarms
	Default input value To use default input value To control input value manually To control output value manually Start value	Controlling of default values
Structured variable	Change of structure definition Change of start value of any item of the structure	
Switch	Blocking of process alarms	Blocking of process alarms

	Change of default value	
User variable	Change of start value	
User	Password	Change of password in D2000 HI process.

Note: Start values are altered when object's value changes (or the fields of a structured variable) if saving of start values is set.

3. All possible mutual combinations of objects' states - graphical overview



It is worth pointing out to the fact that the table is symmetric by the diagonal leading from the top left-hand corner to the bottom right-hand corner.