

Requirement for value status

Requirement for status of object value

[DDE reference](#) that enables to get the status of object value:

```
= D_2000 | STATUS!objname
```

D_2000 - DDE Server name (required).

STATUS - requirement for status of object.

objname - object name.

DDE reference returns a string in the format "z1;z2;".

- **z1** can be one of the characters: N, U, O, D or E.

N	Normal	Valid value.
U	Undefined	Undefined value.
O	Out of Range	Value out of range.
D	Error	Error.
E	Div by Zero	Divide by zero.

- if **z1** is "N", DDE reference returns also the second part of string - **z2**. This part of the string consists of two characters.

I_	In Limit	The value from the interval <LL..HL>.
VL	Very Low Limit	The value is lower than VLL.
L_	Low Limit	The value is lower than LL.
H_	High Limit	The value is higher than HL.
VH	Very High Limit	The value is higher than VHL.
T_	Transient	Transient status - there was executed a command to set the object value, but there has not been verified the setting of value by backward reading yet.
D_	Default	Default value.
W_	Weak	Weak value - the system does not consider this value as valid because there have not been fulfilled all the conditions of its validity.
WC	Weak Cmd	Weak Command.
WA	Weak Ans	Weak Answer.
LP	Limits Problem	Crossing of the dynamic limits - the condition VLL<LL<HL<VHL has been broken.

The string that returns DDE reference *D2000|STATUS!objname* can be converted into:

1. label of the value status - by the function [GetValueStatusStr](#),
2. label of the value limit - by the function [GetValueLimitStr](#).

The example of DDE reference is - [here](#).



Related pages:

- [Instantaneous values](#)
- [Requirement for object value](#)
- [Requirement for time of value assignment](#)
- [Requirement for value of object flag](#)