Configuration of Palettes

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Palettes are special objects, which execute the connection mechanism of D2000 system object with a graphic object placed in a picture. Palettes determines acting of graphic object in dependence on the values of individual complex value attributes of D2000 system object.

Complex value of D2000 system object		Graphic object in picture
• value • limit status • process status • user attributes (flags) • process alarms	 display palette extended palette bitmap palette	• frame (outline) color • fill color • text color • display mode (normal, not drawn, blink, ...) • background color • 3D effect • parameters of extended object • bitmaps sequence

The figure above illustrates the principle of palette functioning in the D2000 system. Individual parameters of the graphic object are changed according to the values of complex value of the object connected to the graphic object. The changes are immediately visible in picture opened in process D2000 HI. For example: if the limit status of the object X is changing from HL to VHL and the display palette, used for the graphic object, defines a blinking fill for the VHL status, the graphic objects starts blinking.

The process D2000 GrEditor uses three types of palettes:

- display palettes - contain information on acting of graphic object in regard to the status of connected object.
- bitmap palettes - determine bitmaps or bitmaps sequence (animation) for graphic objects of *Bitmap* type,
- extended palettes - for graphic objects of *Bitmap* and *Text* type, they allow drawing so-called extended object (e.g. circle, ellipse, strikeout, ...) around or above the graphic object.

Related pages:

Connecting D2000 system objects
Configuration of display palettes
Configuration bitmap palettes
Configuration extended palettes