

# Console Preferences (Work with D2000 HI)

## Console preferences

The console preferences are used for the configuration of various parts of the console - displaying of basic console parts, control windows, alarms and alarms lists, graphs and system logging.

The preferences contained in this dialog box have effect on all users who can log on to the console. However, individual user can customize them (in dependence on his/her access rights) - the chapter [User preferences](#).

### Notes:

- User must have the respective rights to set the preferences.
- User can view and set just the preferences he/she has got the access rights to.

The preferences are being configured through the dialog box **Console Preferences - *computer\_name*.HIP** (where *computer\_name* is the name of the computer, on which the given console is running) opened by clicking the item **Console Preferences ...** from the menu [System](#).

Environment	
Language	GB
Main toolbar	<input checked="" type="checkbox"/>
User toolbar	<input type="checkbox"/>
Navigation toolbar	<input checked="" type="checkbox"/>
Status bar	<input checked="" type="checkbox"/>
Beep on query / message	<input type="checkbox"/>
Confirm closing HI	<input type="checkbox"/>
Monitor	0
Font size in Logging/Alarms	8
Font size in messages/questions	100 %
Shared context for pictures	<input checked="" type="checkbox"/>
RFID parameters	
Number of windows with improved drawing	5

Control windows	
Modal	<input checked="" type="checkbox"/>

The dialog window can be divided into the following parameter groups:

- [Environment](#)
- [Control windows](#)
- [Critical alarms](#)
- [Uncritical alarms](#)
- [Alarm list contents](#)
- [Graphs](#)
- [Loggings](#)

## Environment

### Language

Specifies the language for multilingual support in the process D2000 HI. For more information see the chapter [Dictionary](#).

### Main toolbar

Shows the [Main toolbar](#).

#### User toolbar

Shows the [User toolbar](#).

#### Navigation toolbar

Shows the [Navigation toolbar](#).

#### Status bar

Shows the [Status bar](#).

#### Beep on query / message

Enables the audible alert of an incoming query / message for operator (message is the result of the **MESSAGE** action).

#### Confirm closing HI

Closing the process [D2000 HI](#) requires an extra confirmation from operator (except closing HI from the menu [System](#)).

#### Monitor

Specifies the number of the monitors the console (the process [D2000 HI](#)) is to be open on.  
Possible values:

- 0 - HI is open on all monitors connected (default value).
- 1...3 - HI is open on given monitor (opening windows). If the monitor is not connected HI uses the value of 0.

**Note:** The parameter is ignored for the [Multidisplay HI](#) mode - HI maximized on all monitors.  
For more information see the chapter [HI in multidisplay environment](#).

#### Font size in Logging/Alarms

The font size of data displayed in [Alarm list](#) and [Logging](#) windows (setting of the parameter is also valid for displayers of *Alarms a Logging* type).

#### Font size for messages/queries

Font size in [the modal windows message and query](#), expressed relatively, as a percentage, against normal font size set in an operating system.

#### Shared context for pictures

Improved drawing of pictures (see the next **Number of windows with improved drawing** parameters).

#### RFID parameters

Settings for RFID scanner (if RFID authentication is used). It contains two mandatory parameters and one optional, separated by a semicolon:

- a. Name of COM port where RFID scanner is connected.
- b. Baud rate of COM port.
- c. Communication mode. By entering the value **T**, it is possible to change the standard mode ([ID-Innovations RFID ASCII protocol](#)) to text mode (RFID reader sends card ID followed by CR (ASCII code 13)).

Examples:

- COM3;9600
- COM5;9600;T

Number of windows with improved drawing

The improved drawing property eliminates blinking when the D2000 system redraws the representation of new value. That is executed by means of the system memory and the D2000 system shows just the result effect on the monitor.

Because the feature makes the operating system consume a high amount of the system, the user can set the number of such pictures opened at the same time.

**Warning:** After the entire system memory is consumed, the process [D2000 HI](#) will be terminated.

## Control windows

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Modal

Enables the modality of control windows.

Description in titlebar

Shows object description in the title bar of control window instead of object name. The parameter is ignored, if the object has no description or control window is open for structured object item.

Display information

Clicking on a graphic object in the picture, that is linked to view, displays information (window or dynamic graph). Clicking on a graphic object with a *local variable* that is connected displays neither the information window nor graph - local variables are not D2000 system objects. For some options, the [OnDynamicGraph](#) event is called ( \* ), which affects the result of the action.

Option for information display:

- non
- dialog box - information window display
- graph - [dynamic graph](#) display ( \* )
- multigraph - [dynamic graph](#) display in secondary window ( \* )
- dialog CallBack - information window display ( \* )

## Note related to D2000 Thin Client

Thin Client supports only the first 3 options. "Dialog box" view does not contain all the possibilities of D2000 HI.

The settings are supported only for [user preferences](#), not for console preferences!!

Simple window for Switches

Simple [control window for switches](#) (it contains just the **Command** tab).

Show flags

Shows the flags (user attributes) of object value in the control windows that can control and show objects, and shows the **Flags** column in the [Browser](#).

Old control windows

Shows the [old control windows](#) instead of the [new ones](#).

Distance from mouse pointer

Specifies the horizontal and vertical distances of control windows from the position of mouse cursor after click to open control window. The value of 0 lets the operating system to place control windows.

## Critical alarms

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Tab name

The name of the tab to display critical alarms in the [Alarm list](#). If the parameter is not specified, the default name will be used (e.g. *Critical alarms*). Possibility to use the [Dictionary](#) (to open press **CTRL+L**).

Beep on alarm

Audible alert when a critical alarm occurs - beep. The audible alert beeps for 3 seconds and is repeated every 20 seconds (until operator acknowledges or blocks the alarm).

Beep on alarm if Alarm list is open

Audible alert when critical alarm occurs and while [Alarm list](#) is open.

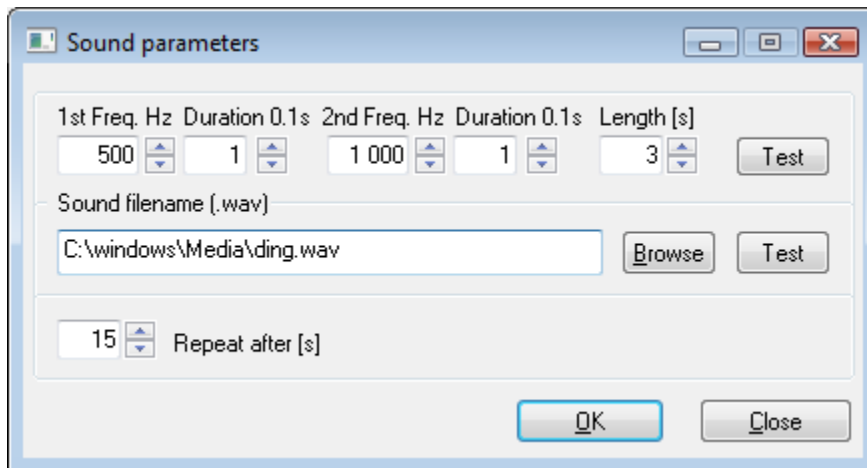
Open Alarm list on alarm

Automatically opens the [Alarm list](#) after a critical alarm occurs.

Sound parameters 1 (2)

Specifies the sounds for 1st and 2nd audible alerts. The 2nd alert is used if it has been defined and if the time specified by the parameter **Switch to 2nd sound after [s]** elapses.

Clicking the button right from the value of the parameter opens the following dialog box containing the sound parameters:

A screenshot of a Windows-style dialog box titled "Sound parameters". It contains several input fields and buttons. The first row has four spinners: "1st Freq. Hz" (set to 500), "Duration 0.1s" (set to 1), "2nd Freq. Hz" (set to 1000), and "Duration 0.1s" (set to 1). To the right of these is a "Length [s]" spinner (set to 3) and a "Test" button. The second row has a text field for "Sound filename (.wav)" containing "C:\windows\Media\ding.wav", a "Browse" button, and another "Test" button. The third row has a "Repeat after [s]" spinner (set to 15). At the bottom are "OK" and "Close" buttons.

The alert can be defined either by two frequencies or by a sound file (\*.wav) - if a sound file is specified, it will be used prior to the frequencies. Sound is repeated after the specified number of seconds (the parameter **Repeat after [s]**) elapses. Clicking the buttons **Tests** plays given sound.

Switch to 2nd sound after [s]

The audible alert defined by the parameter **Sound parameters 2** is used after the time, specified by this parameter, elapses.

## Uncritical alarms

Tab name

The name of the tab to display uncritical alarms in the [Alarm list](#). If the parameter is not specified there will be used the default name - *Uncritical alarms*). Possibility to use the [Dictionary](#) (to open press **CTRL+L**).

Beep on alarm

Audible alert when an uncritical alarm occurs - beep. The audible alert beeps for 3 seconds and is repeated every 20 seconds (until operator acknowledges or blocks the alarm).

Beep on alarm if Alarm list is open

Audible alert when uncritical alarm occurs and while [Alarm list](#) is open.

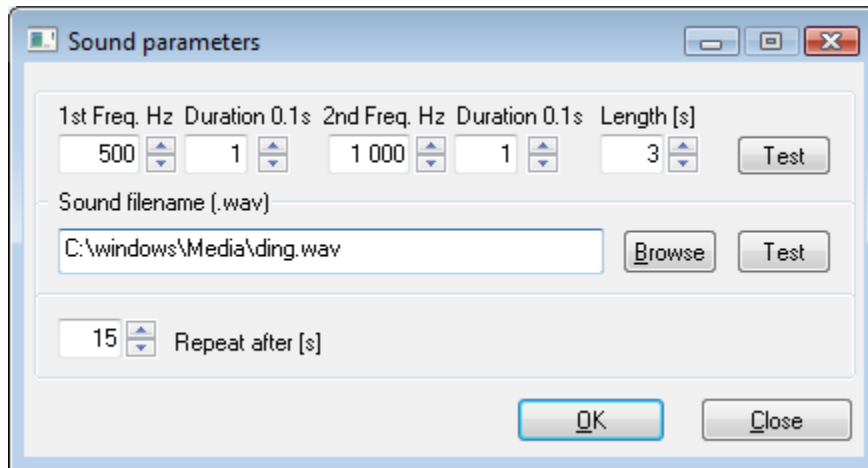
Open Alarm list on alarm

Automatically opens the [Alarm list](#) after a uncritical alarm occurs.

Sound parameters 1 (2)

Specifies the sounds for 1st and 2nd audible alerts. The 2nd alert is used, if it has been defined and if the time specified by the parameter **Switch to 2nd sound after [s]** elapses.

Clicking the button right from the value of the parameter opens the following dialog box containing the sound parameters:



The alert can be defined either by two frequencies or by a sound file (\*.wav) - if a sound file is specified, it will be used prior to the frequencies. Sound is repeated after the specified number of seconds (the parameter **Repeat after [s]**) elapses. Clicking the buttons **Tests** plays given sound.

Switch to 2nd sound after [s]

The audible alert defined by the parameter **Sound parameters 2** is used after the time specified by this parameter elapses.

## Alarm list contents

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Active - basic contents

Basic contents of the [Alarm list](#) for active alarms. Clicking the button right from the parameter opens [dialog box to configure alarm table columns](#).

Active - extended contents

Extended contents of the [Alarm list](#) for active alarms. Clicking the button right from the parameter opens [dialog box to configure alarm table columns](#).

Blocked alarms

Contents of the [Alarm list](#) for blocked alarms. Clicking the button right from the parameter opens [dialog box to configure alarm table columns](#).

Background

Background color of the [Alarm list](#). Clicking the button right from the color sample opens the [color palette](#).

## Graphs

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### Line color

Color of line (graphic flow) in graph. Clicking the button right from the color sample opens the [color palette](#).

### Graph background

Background colors of graphs. Clicking the button right from the color sample opens the [color palette](#).

### Time axis

Color of time axis (x-axis). Clicking the button right from the color sample opens the [color palette](#).

### Major time

Color of major time on the time axis. Clicking the button right from the color sample opens the [color palette](#).

### Pink colored WEAK values

Pink color of object values in the **Weak** status. Weak (i.e. suspicious) value is a value the system cannot consider as valid, because all the validation conditions are not met. Button defines an initial status during graph opening. It means, this button can be later switch on / off in graph.

### Beep on zoom

The audible alert when user uses either the [time zoom](#) or the [value zoom](#) in graphs.

## Logging

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The parameters in this part provide four quick approaches to the data from the log database through four buttons in the [User toolbar](#). To define an approach, follows these steps:

1. Click the checkbox left from one of the parameters (1 to 4).
2. Click the button right from the checkbox. It opens the [System logging - settings](#) dialog box to define the logging parameters.
3. Type a description of respective button in the [User toolbar](#) into the input field. Possibility to use the [Dictionary](#) (to open press **CTRL+L**).



#### Related pages:

[HI settings](#)