Logging

Logging displayer

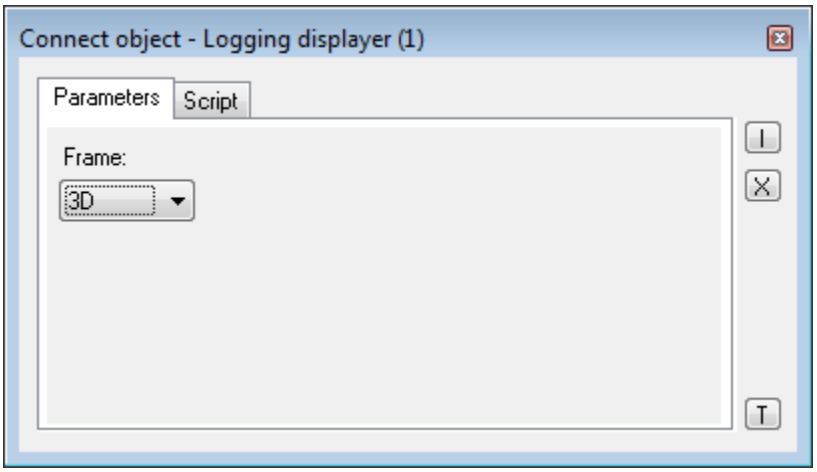
Displayer of Logging type, placed in picture, allows user to view data from the log database. Requests for a data from the log database are specified by the %HI_SetLogDBForObject and %HI_SetLogDBByMask functions.
Active picture script allows user to set a text font for displayer - the function %HI_SetFontSyle (*note*: reset to default style - *%HI_SetFontSyle(refId, 0)*)

To create Logging displayer

1. In the Drawing toolbar click the button **Logging** .
2. Point the mouse cursor to the position of the first displayer corner and click.
3. Point the mouse cursor to the position of the diagonal displayer corner and click.

The parameters of logging displayer are being configured in the palette Connect object through the following tabs:

Parameters



Frame

Allows to draw the frame of the displayer. Possible options:

- Don't draw
- Draw
- 3D

Script

Reference variable

Specifies the name of the displayer in the form of reference variable for use in the picture script.

Metadata

Assignment of application data (metadata) to a graphic object. If the object contains some metadata, the name of the first record will be displayed in the button. Multiple records are indicated by ",...".

Event

Parameter is not important for Logging displayer.

Note relating to D2000 Thin Client

Logging displayer is not supported in Thin Client.
For more rules see the page Drawing rules and object properties for D2000 Thin Client.

Related pages:

Displayers
Logging manipulation functions