Palette Evaluation

Palette evaluation

The term palette evaluation is used to determine resultant visual parameters of graphic object. In process D2000 HI, palette is evaluated when the complex value of connected object is changed.

At first, it is necessary to describe the term **status text validity in regard to applied value**. Status script is valid if applied value contains all the states, which are included in the status script. For example: the script **True, Weak** is valid if the applied value is in the status **True** and also in the status **Weak**. Behind the each keyword, there can be entered one of the characters **+**, **-**. The character "**-**" means that if applied value is in the status entered before the character, the script is not valid. The character "**+**" has no function. For example: the script **True, Weak-, FB-** is valid if the applied value is in the status **True**, it is not in the status **Weak** and the value of the user flag B is **False**.

Description of value and status automatically assumes that it contains the status **Valid**, it means "FA" and "Valid,FA" are identical. To access the invalid items of statuses and flags, you must enter *invalid* flag, e.g. "Error,FA" or "Valid-,FA".

The palette evaluation is executed in a loop through all lines in successive steps from first defined line to the last one. Sequence of line definition when you configure a palette is important. If a status script is valid in regard to applied value, then the parameters defined in the script are applied to connected graphic object. The application of parameters depends on the value of visual parameter. Each visual parameter can get one of the following values:

- **default** - there will be applied the same value of visual parameter as the value of the parameter defined in the process D2000 GrEditor when the graphic object has been created. This start value can be changed from script.
- **use previous** - it means that the visual parameter will not be used, the last valid value is left.
- defined value - there will be applied the value, you enter.

All defined items of a status text must be valid at the same time - then the script is valid. It is actually the logical function AND. To define the logical function OR, duplicate the status script for other value with the same visual parameters.

Example
It is necessary to define a palette and connect it to a graphic object of *Circle* type. The palette must behave as follows:

If the value of the connected graphic object is True, then the circle outline (outline) is green. If the value of the graphic object is False, then the frame is green. If the value is in the state Weak, the circle background is blue, if the value is not in the state, the color of the background is the same as it has been defined in the process D2000 GrEditor.
One of the possible definitions of the palette (it can be defined in another ways):

The value of the other visual parameters is "Use previous" (the symbol "X") - implicit value.

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