

HI in Multidisplay Environment (HI)

HI in multidisplay environment

Process [D2000 HI](#) on a workstation with several monitors can work in several modes:

- [Standard](#) - HI behaves like when using one monitor.
- [Defined monitor](#) - HI is displayed on given monitor.
- [Multidisplay HI](#) - special mode for work with process [D2000 HI](#) maximized on all monitors.

Standard

The workspace of the process [D2000 HI](#) is the total space of the monitors connected. This mode is different from the mode [Multidisplay HI](#) - the parameters for [windows classes](#) are not defined.

Defined monitor

Process [D2000 HI](#) is to be opened on defined monitor. For more information see the topic **Console preferences** (or **User preferences**) - the parameter [Monitor](#).

Multidisplay HI

D2000 version 5.00.020 and higher allows the **controlled** usage of process [D2000 HI](#) on a computer with several monitors (at most 3) placed side by side. Since the version V10.00.037, D2000 supports 8 monitors. They can be arranged in two lines and D2000 HI can be displayed only on selected monitors. Numbering of monitors is understood in terms of visible area, from left upper corner (number 1) to right and then the second line from left.

Example: We have 6 monitors placed in two lines. Upper line has the numbers 1, 2, 3 and the second one 4, 5, 6. If we want to display the HI console on only 4 monitors, in configuration file set the numbers of outer monitors that delimit the area for HI, e.g. 1 and 5. The HI console will be displayed on the monitors 1, 2, 4, 5.

The windows will be displayed properly providing that the monitors will be arranged in such way that their areas in Windows touch (e.g. for x-axis: 1. 0 up-to 1200, 2. 1201 up-to 2400, 3. 2401 up-to 3600).

The word "controlled", used in the first sentence, means that there have been implemented HI process behaviour rules describing on which of the screens the specific classes of windows and functions enabling window moving between the monitors will be opened.

Note:

The program behaviour after connecting several monitors is influenced by the firmware used by the graphic card and its settings. For example, by using Matrox graphic card - Matrox Millennium G450 Dualhead, user should use these settings:

1. "Open program windows in display: 1."
2. Disabled "Use CenterPOPUP" - it cancels a position of the opened pictures.

The settings to open **window classes** are defined in MDD.INI (eventually MDD.TXT) file, which must be located either in the application directory or in the BIN directory of the D2000 program files. If you run more applications on one computer, it is recommended to place the file into the application directory. The settings are valid only for process D2000 HI maximized on required monitors, or its size is approaching the maximized HI.

The MDD.INI file content is divided into two sections:

- [\[DISPLAY_POS\]](#) - the parameters defining the place of the windows according to its meaning
- [\[SET_DISPLAY_PARAMS\]](#) - next parameters intended for the multidisplay workstations

[DISPLAY_POS] section:

Rows:

Dialogs = 1
Pictures = 0
Graphs = 0
Alarms = 1
Monitorings = 1

Where:

0 – all the desktop
1 - the first monitor
2 – the second monitor
3 - the third monitor

After meeting the conditions, the windows are opened (if not required otherwise = i.e. in compositions) if HI is placed on the given monitor and the system menu contains the commands that enable moving the windows between the monitors.

Note:

Maximization of dialog boxes is controlled by the graphic card driver settings.

[SET_DISPLAY_PARAMS] section:

Row:

EmulMaximize=TRUE (FALSE)

is used for a emulation of the HI process maximization, if Windows does not do it properly. For example, when the system maximizes the picture only on one monitor or if you want to use HI only on some monitors.

Example:

The content of MDD.INI file for group of six monitors placed in two lines of three:

[DISPLAY_POS]

Dialogs=1

Pictures=2

Graphs=0

Alarms=4

Monitorings=5

[SET_DISPLAY_PARAMS]

EmulMaximize=TRUE

FirstMonitor = 1

LastMonitor = 5



Related pages:

[HI settings](#)