

# Values (Switches)

## Switch values

Object of *Switch* type can get the following values in D2000 system.

| Value   | Cause                                                       |
|---------|-------------------------------------------------------------|
| Q_Trans | Change of quadrat value from TRUE into FALSE or vice-versa. |
| Q_Off   | False value.                                                |
| Q_On    | True value.                                                 |
| Q_Err   | Invalid (illegal) value.                                    |
| Q_Osc   | Oscillating value (True <-> False).                         |

Description of individual [flags](#) (user attributes) of values of **Switch** type objects.

| Flag | Meaning                                                            |
|------|--------------------------------------------------------------------|
| FA   | <a href="#">Blockade A</a> enabled manually (from control window). |
| FB   | <a href="#">Blockade A</a> enabled by control object.              |
| FD   | <a href="#">Blockade B</a> enabled by control object.              |
| FE   | Transition state - turning on.                                     |
| FF   | Transition state - turning off.                                    |
| FG   | Transition state - backup turning on.                              |
| FH   | Normal state - ON.                                                 |
| FI   | Normal state - OFF.                                                |



### Related pages:

[Switches](#)

[Switches - configuration dialog box](#)