

# Configuration Dialog Box (D2000/User Variables)

## User variables - configuration dialog box

Editing of all objects in the process [D2000 CNF](#) is being performed in the [configuration dialog box](#), a specific part of which is common for all editable objects and another part depends on the type of edited object.

Configuration dialog box of user variables consists of following parts (tabs), which contain the similar parameters.

- [General properties](#)
- [Groups](#)
- [Parameters](#)

### General properties

---

#### Description

A text string describing the user variable. Maximum: 128 characters.  
Possibility to use the [Dictionary](#) (to open press **CTRL+L**).

#### Status text

Defines a [status text](#) for the given user variable. Status allows to redefine labels of individual [user variable values](#).

#### Transformation palette

Selection of an index to transformation palette. See the topic [Transformation palette](#).

#### Value type

Selection of a user variable type. Admissible value types are listed in the following table.

Label	User variable type
Bo	Boolean - logical value
Int	Integer - integer value
Re	Real - real value
TmA	Absolute Time
TmR	Relative Time (time interval)
Txt	Text - text string

#### Technical units

Technical units of the user variable. Maximum: 12 characters.

#### Limits

Technological limits may be defined for user variables of the types Int-Integer, Re-Real a TmR-Time interval. There are defined four limits: VHL, HL, LL a VLL. Limit can be defined either directly - by the value entry into the input field, or its value can be determined by a system object (dynamic limit) - the button placed right to the input field.

VHL	Very High Limit - the highest limit
HL	High Limit
LL	Low Limit
VLL	Very Low Limit - the lowest limit

Values of the individual limits determine the state of the object value according to its value. The relation [user variable value - limits](#) gives 6 possible states.

Limit	Object status according to the relation <i>Value - Limit</i>
-------	--

	<b>Above VHL</b> (object value > VHL)
VHL	
	<b>Above HL</b> (HL < object value < VHL)
HL	
	<b>Normal</b> (LL < object value < HL)
LL	
	<b>Below LL</b> (VLL < object value < LL)
VLL	
	<b>Below VLL</b> (object value < VLL)

As the limits can be dynamic, i.e. determined by the object value, a situation, when the relation  $VLL < LL < HL < VHL$  is not valid (the limit crossing), may occur. The object value is then in the status **Limits Problem**.

## Parameters

### Value

The value, that is assigned to the object during system start. Maximum: 20 characters.  
[Description of the text string format by value type.](#)


#### Example

absolute time: 17:03:16 18-03-2007

relative time: 156 14:23:25 - 156 days, 14 hours, 23 minutes, 25 seconds

### Start value checkout

Start value is saved in text form. During the system start, **Server** assigns values to individual objects according to the start value definition. In case of the successful conversion of a start value (text) to the required type, a value of the user variable is to be valid. If the conversion is not successful, then this

value is invalid. It is able to save a start value that can not be converted to the required type. The button **Start value checkout** () checks the start value and, in case of unsuccessful conversion, reports it.

### Value time

Occurrence time of the user variable value can be defined only if there is enabled saving the object value changes (the option **Save start value**). Clicking the button placed right from the input field inserts the current time into the input field.

### A, B, C, ... P

Setting of user flags for the user variable value. Checked button - the flag TRUE

### Log changes

User variable values are to be written into the log database.

### Save start value

All changes of the user variable value are to be written into the configuration database as new start value.

### Manual control

If the option is checked, operator can change the user variable value by means of the control windows in process [D2000 HI](#).

#### Related pages:

[User variables](#)