

# Object Classification

## Classification of D2000 system objects

According to time of occurrence and existence, objects of D2000 system are divided into **static** and **dynamic** ones.

- **Static objects** - they occur as a result of the system configuration - [D2000 Server](#) gets their definition, initial values and states from the configuration database
- **Dynamic objects** - they are started and finished during the system run as the result of interaction with other D2000 system objects

Objects of D2000 system can be also divided into **passive** and **active** objects.

- **Passive objects** - the system does not assign the values to these objects (graphs, text fonts, etc.)
- **Active objects** - the system assigns values to these objects ([values types of D2000 system objects](#)). The process that assigns values to active objects is the administrator of particular object type

The following table shows the classification of D2000 system objects. Used shortcuts: **S**-static, **D**-dynamic, **A**-active, **P**-passive object.

Object type	S	D	A	P	Configuration tool
<a href="#">Alarm</a>	x		x		CNF
<a href="#">Bitmap</a>	x			x	<a href="#">GrEditor</a> *
<a href="#">Bitmap palette</a>	x			x	<a href="#">GrEditor</a>
<a href="#">Calendar</a>	x		x		CNF
<a href="#">Composition</a>	x			x	HI
<a href="#">Database</a>	x		x		CNF
<a href="#">Database table</a>	x			x	CNF
<a href="#">Day type</a>	x		x		CNF
<a href="#">Display mask</a>	x			x	CNF
<a href="#">Display palette</a>	x			x	<a href="#">GrEditor</a>
<a href="#">ESL Interface</a>	x			x	CNF
<a href="#">Eval tag</a>	x		x		CNF
<a href="#">Event</a>	x		x		CNF
<a href="#">Extended palette</a>	x			x	<a href="#">GrEditor</a>
<a href="#">External function</a>	x			x	CNF
<a href="#">Graph</a>	x			x	HI
<a href="#">HI Menu</a>	x			x	CNF
<a href="#">Historical value</a>	x		x		CNF
<a href="#">I/O tag</a>	x		x		CNF
<a href="#">Line</a>	x		x		CNF
<a href="#">Logical group</a>	x			x	CNF ( <a href="#">GrEditor</a> , HI)
<a href="#">Object group</a>	x			x	CNF
<a href="#">Picture</a>	x		x		<a href="#">GrEditor</a>
<a href="#">Process</a>	x		x		CNF
<a href="#">Remote tag</a>	x		x		CNF
<a href="#">Report</a>	x			x	HI
<a href="#">Resource</a>	x			x	CNF
<a href="#">Station</a>	x		x		CNF
<a href="#">Status text</a>	x			x	CNF
<a href="#">Structure definition</a>	x			x	CNF
<a href="#">Structured variable</a>	x		x		CNF

Switch	x		x		CNF
System	x		x	x	-
System tag	x		x		CNF
Text font	x			x	GrEditor
Text report					CNF
Time channel	x		x		CNF
Topological link	x		x		CNF **
Topological node	x			x	CNF **
Topology	x			x	CNF
User	x		x		CNF
User variable	x		x		CNF
Value array	x		x		CNF

\* Bitmaps (\*.BMP) can be created in any application used to create a raster graphic. The processes [D2000 GrEditor](#) and [D2000 HI](#) allow the user to work with objects of *Bitmap* and *Background bitmap* types in D2000 system.

\*\* Objects of [Topological link](#) and [Topological node](#) type are part of the configuration of [Topology](#) object. Therefore, they can be configured during the configuration of respective object of [Topology](#) type.



#### Related pages:

[Dynamic object data model - DODM](#)