

# User Attributes - Flags

## User attributes - flags

For each value in D2000 system, there are defined 16 binary attributes marked by the characters from **A** up to **P**, where each of the attributes can get the value either TRUE or FALSE.

Value of individual flags depends on the type of object that is having a value. For objects of [User variable](#) and [Eval tag](#), user can define the meaning and values of flags according to his/her own needs (for the user variable - the parameter [A, B, C, ... P](#), for eval tag - the function [%SetFlagsV](#) or use [object value attributes in expressions](#)). Some other objects ([Station](#), [Switch](#) and [I/O tag](#)) define the values and meaning of individual flags in dependence on their configuration (for switches see the topic [Switch values](#), for I/O tags, the values of flags depends on the used communication protocols - the topic [Communication protocols](#)).

When archiving the values of object, the information on the values of individual flags are archived too.



### Related pages:

[Basic object attributes](#)