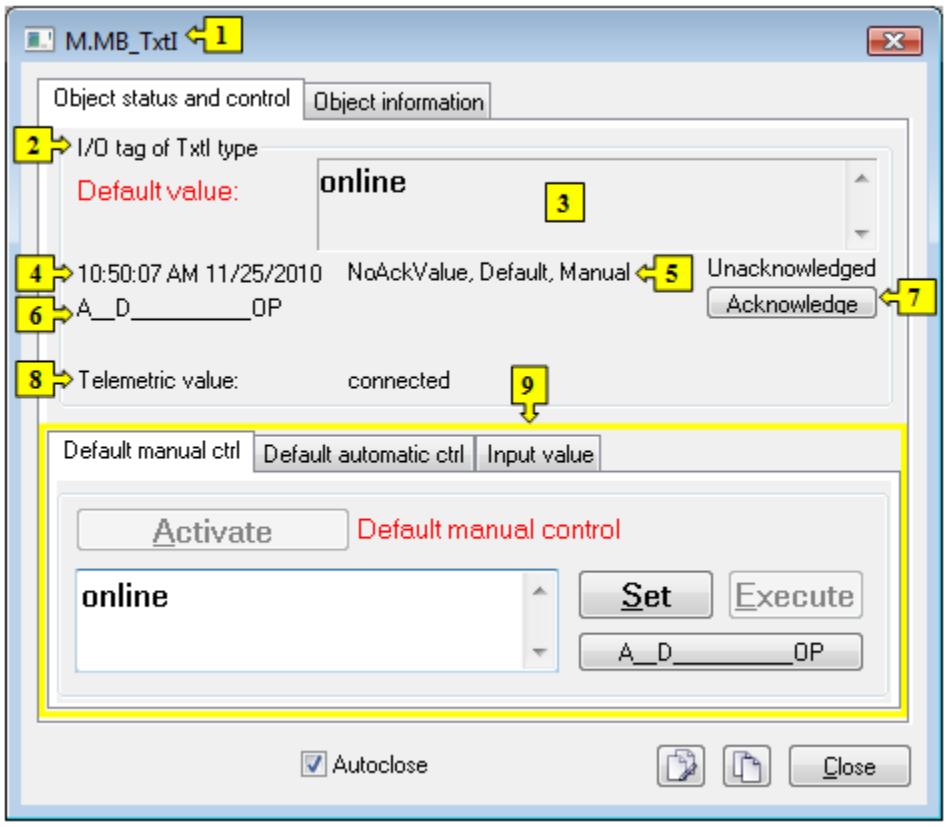
Control the Text Inputs (TxtI) (HI/Monitoring and Controlling of D2000 System Objects)

Controlling text inputs (TxtI)

Clicking a graphic object with an I/O Tag of *TxtI* (Text input) type connected to control (the user has sufficient access rights) opens the control window that consists of two tabs:

Object status and control
Object information

Object status and control



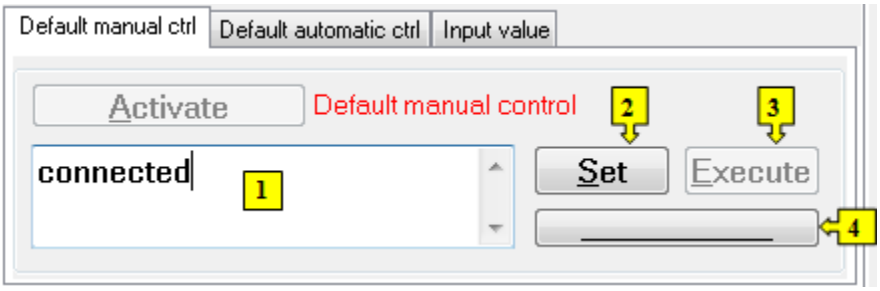
1	Object name.
2	Object description.
3	Current value of the object. **Note**: If the object is in the *Default value* state (see the tabs Default manual ctrl or Default automatic ctrl), there is displayed the text **Default value** instead of **Current value**.
4	Value time.
5	Object states.
6	Object value flags (user attributes). There are shown the flags, the value of which is TRUE.
7	Acknowledges the object value.
8	Telemetric value of the object. **Note**: Value is shown if the object is in the *Default value* state (see the tabs Default manual ctrl or Default automatic ctrl).
9	Part of the control window for controlling the object.

	Edit object. Only when process CNF is running.
	Inserts the object into the current page of the Browser, if opened. If not, clicking the button opens it and inserts the object into the first page of the Browser.
	Copies the object name to Clipboard.

The bottom of the tab contains the following tabs allowing to control the object:

DEFAULT MANUAL CTRL

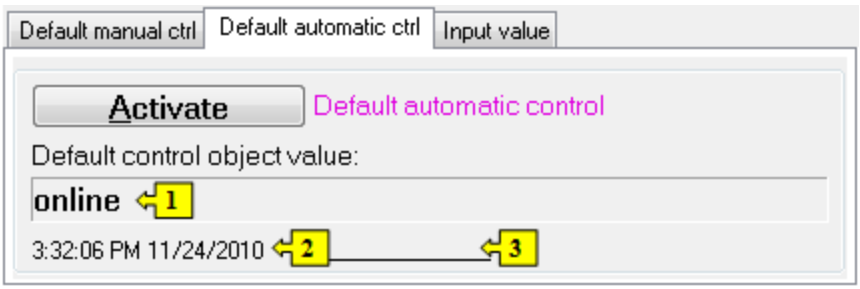
The tab allows to set manually a default value of the object along with user attributes (flags). It contains the button **Activate**, current object value and value time. Clicking the button **Activate** opens the dialog box to confirm the activation of the *Default value* status for the object. After clicking the buttons **Yes** and **Execute** in that dialog box, the tab **Default manual ctrl** has the following appearance:



1	Input edit box to type a default value (text) of the object.
2	Opens the dialog box to set flags of the default value.
3	Depending on the button **Execute** in the control window, the button **Set** is used as follows: 1. If the button **Execute** is NOT in the control window, then clicking the button **Set** sets up the default value and value flags. 2. If the button **Execute** IS in the control window, then clicking the button **Set** just "prepares" the default value and value flags to set.
4	Clicking the button sets up the default value and value flags "prepared" to set by clicking the button **Set**. **Note:** The button **Execute** is in the control window, if the option **Acknowledge** is checked in the object configuration in the process D2000 GrEditor.

DEFAULT AUTOMATIC CTRL

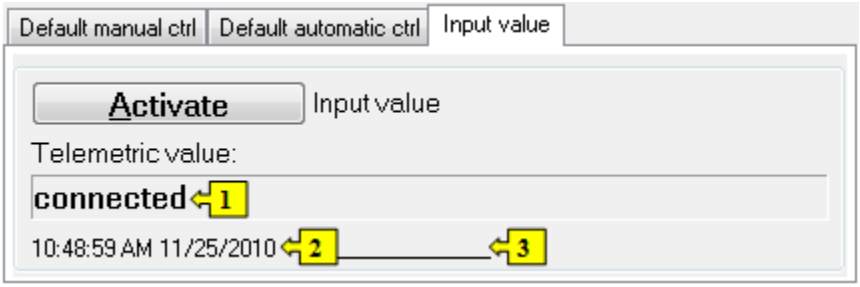
The tab allows to use a value of the control object as the default value. In the mode, the value of the object copies the value of the control object (the option Control object in the I/O tag configuration). Clicking the button **Activate** opens the dialog box to confirm the activation of the *Default value* status for the object.



1	Value of the control object.
2	Time of the control object value.
3	Flags of the control object value.

INPUT VALUE

The tab allows to reuse a value of the I/O tag (cancels the use of default value). Clicking the button **Activate** opens the dialog box to confirm the activation of the *Input value* status.



1	Value of the object (I/O tag).
2	Value time.
3	Flags of the object value.