Control the Text Objects (HI/Monitoring and Controlling of D2000 System Objects/Old Control Windows)

Controlling objects of Text type

Clicking a graphic object with an object, value of which is Text type (e.g. User variable), connected to control (the user has insufficient access rights) opens the following control window.

1	Object name.
2	Object description.
3	Current value of the object.
4	Time when the objects has got the current value.
5	Flags (attributes) of the object value. There are displayed the names of flags, value of which is TRUE.
6	Input edit box to enter a text. Entered text presents the text object value.
7	Set flags (attributes) of the output object value.
8	Depending on the **Execute** button, the **SET** button performs two possible functions: 1. The **Execute** button is not placed in the window. Clicking the **Set** button will set the defined object value (i.e. entered text). 2. The **Execute** button is placed in the window. Clicking the **Set** button only "prepares" the defined object value to set.
9	This button is placed in window if the **Acknowledge** option has been checked during the link configuration of the graphic object in the process D2000 GrEditor. Clicking the **Execute** button will set the defined text object value that has been "prepared" to set by clicking the **Set** button.
10	Automatic closing the window after an value setting.
11	Insert the controlled object into current page of opened Browser. If Browser is not opened, clicking on this button will open it and the controlled object will be inserted into its first page.
12	Close the control window.