

Transformation Palette

Transformation palette

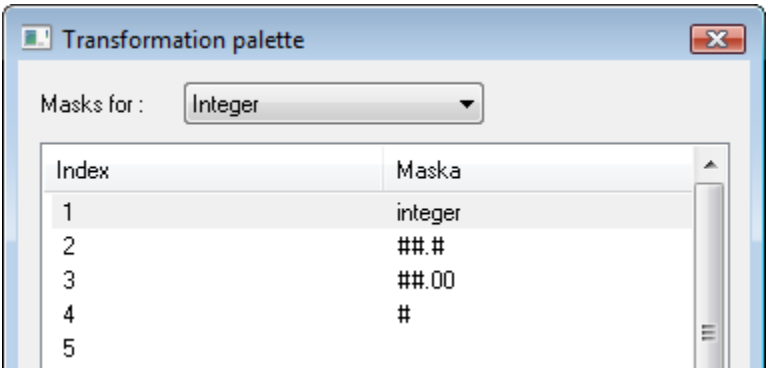
The *transformation palette* depends on the application. It is configured globally within the application (using the [D2000 CNF](#) process) and stored in the configuration database.

The *transformation palette* is the tool, which defines 32 masks (in the terms of [masks for value representation](#)) for each of the following value types:

- Integer
- Real
- Absolute time
- Time interval

To each mask, in the frame of a particular type, is assigned a number (ascending from 1,2, ...,32). The number represents the so-called *Index of transformation palette*.

Example of *Transformation palette* configuration:



The *index of transformation palette* is a configuration parameter of specific objects in the system or structures. It determines a representation method of their parameters (using a mask) if this representation is not defined (overloaded) by a linked object of the [Status text](#) type, or the linked status text for displayed value is not defined (empty text).

Index of transformation palette can get the value from 1 up to 32. In the case of a 0 (zero) value, the use of the Transformation palette is disabled and the object value will be displayed with maximal possible accuracy.

The configuration of the *Index of transformation palette* for object value representation:

- Trans. palette : (0) - None - disabled use of *Transformation palette*
- Trans. palette : (3) - ##.00 - use of the mask with the index 3 from the *Transformation palette*



Related pages:

[Value representation methods in D2000 System](#)