

Insert from Clipboard

Inserting graphic objects from the clipboard into a picture

Graphic object(s) copied or cut out from the picture and placed in the clipboard may be inserted into the same or another picture. The configuration of the graphic object(s) along with its local variable(s) are inserted in the destination picture.

After inserting graphic object(s) into the picture, the [Picture local variables](#) window is automatically opened. The 1st column in the window may show some of the following symbols:

+	Added local variable - its name and definition are identical to the name and definition in the target picture.
=	Used local variable corresponding to a local variable from target picture (value of local variable of inserted object must not correspond with value in local variable target picture).
!+	Definition conflict - the definition of the inserted local variable is in conflict with the definition of the local variable in the target picture *.
NumberOf Conflict <=	Conflict of name - name and definition of an original local variable in target picture.
NuberOfC onflict +	Conflict of name - inserted local variable with newly generated name and its definition is identical to the definition in the source picture.
NumberOf Conflict =	Conflict of name - used local variable with definition identical to the definition of a local variable in target picture but its name matches the condition for generating new name.
NumberOf Conflict !+	Name and definition conflict - inserted local variable with a newly generated name and its definition is identical to the definition in the target picture, but its definition is in conflict with the definition of another local variable in the target picture.

* Possible definition conflicts:

- 1. Identical values of reference variables.
- 2. Local variables of INOUT type that use the same structure with a defined filter (the column **Filter**).

Generation of new name of local variable

For the conflict of names, the system automatically generates the new name of the inserted local variable as follows:

_LocalVariableName_Number

<u>_LocalVariableName</u>	Name of a local variable of inserted graphic object.
<u>_Number</u>	The name of local variable will be extended with the character of "_" and the number of 1...999.

Note: If the name of the local variable exceeds 32 characters, the system will reduce the name by a required number of characters (maximum 32 characters).



Related pages:

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