# Status Script

Status script

The palettes define the behaviour of graphic objects (graphic object appearance) in dependence on the values of individual attributes of the complex D2000 system object. A particular group of values is called a **status script**. Examples of a status script:

- **LowLimit, ProcAlarm** - the object value is LowLimit and there is an active process alarm for the value,
- **True** - the object value is True,
- **False, Manual** - the object value is False and the value has been set by the operator in the D2000 HI process,
- **FA, FB, FC** - the value of the user flags A, B, and C is True.

The examples above show that a status script consists of a sequence of **keywords** (keyword = identification of a particular object attribute value) separated by a comma. A list of keywords is opened after clicking on any of the buttons placed in the upper part of the palette dialog box.
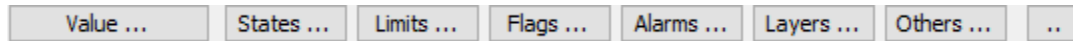
Meaning of the buttons:

- **Value ...** - the button opens a list of possible object values according to the object type selected from the menu left by the button. Items from the list are mutually exclusive (the object can't get two different values at the same time).
- **States ...** - the button opens a list of possible process states of a defined value.
- **Limits ...** - the button opens a list of possible limit states of the object value. Items from the list are mutually exclusive (object value can't be in two different states).
- **Flags ...** - the button opens a list of user flags of the object values.
- **Alarms ...** - the button opens a list of process alarms of the object value. Items from the list are mutually exclusive. An overview and description of process alarms are listed in the topic Process alarms.
- **Layers** - opens the list of layers intended for pictures. You can write the specific layer or the range, e.g. Layer2..Layer4.
- **Others** - the button opens a list of possible actions
  - Hover - it occurs when the object is under the mouse. It applies to all objects above which there is a mouse if they are not invisible or forbidden.
  - MyValue - it occurs when id of the object is the same as the attached value of the D2000 object. Such value is set in the object connection to the control with the set value 'MYVALUE'. The choice enables to switch the appearance of these objects which set the same variable in this way.

The status script can contain an optional integer value or integer interval as <number>..<number>. Numerical values are used for both integer and real objects of the D2000 System.

Use button to enter a range.

The status script can not contain more than one value from the list whose items are mutually exclusive (e.g. **True, False** or **InLimit, LowLimit**).

The status script is valid if the applied value contains all the states, that are included in the status script. For example: the script **True, Weak** is valid if the applied value is in the status **True** and also in the status **Weak**. Behind each keyword, there can be entered one of these characters **+**, **-**. The character "**-**" means that if the applied value is in the status entered before the character, the script is not valid. The character "**+**" has no function. For example: the script **True, Weak-, FB-** is valid if the applied value is in the state **True**, it is not in the state **Weak** and the value of the user flag B is **False**.

ⓘ **Related pages:**

Configuration of palettes
Palette evaluation
Configuration of display palettes
Configuration of extended palettes
Configuration of bitmap palettes