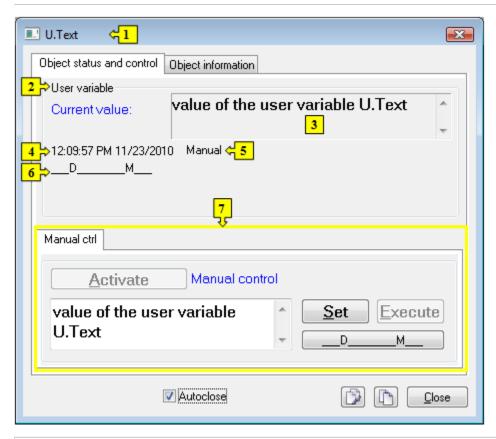
Control the Text Objects (D2000/Work with D2000 HI /Monitoring and Controlling of D2000 System Objects)

Controlling objects of Text type

Clicking a graphic object with an object of Text type (e.g. User variable) connected to control (the user has insufficient access rights) opens the control window that consists of two tabs:

Object status and control Object information

Object status and control

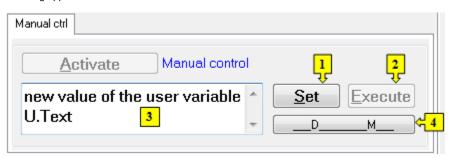




The bottom of the tab contains the following tabs allowing to control the output value of the object:

MANUAL CTRL

The tab allows to set manually the output value of the object along with user attributes (flags). Clicking the button **Activate** opens the dialog box to confirm the activation of the *Manual control* status for the object. After clicking the buttons **Yes** and **Execute** in that dialog box, the tab **Manual ctrl** has the following appearance:



- 1 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 defined output value and value flags.
 - 2. If the button Execute IS in the control window, then clicking the button Set just "prepares" defined output value and value flags to set.
- 2 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.

- Input edit box to type a text. Entered text presents the text object value.
- 4 Opens the dialog box to set flags of the default value.