

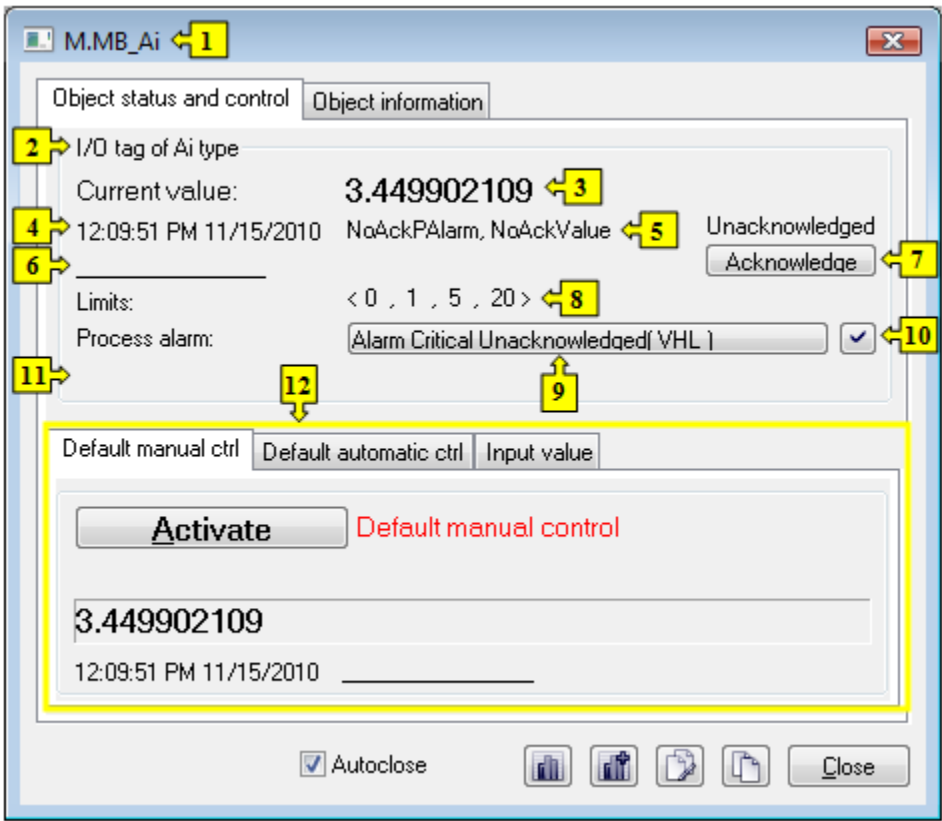
Control the Analog and Integer Input I/O Tags (AI, CI) (D2000/Work with D2000 HI/Monitoring and Controlling of D2000 System Objects)

Controlling analog and integer inputs (AI, CI)

Clicking a graphic object with an I/O Tag of *AI* (Analog input) or *CI* (Integer input) types connected to control (the user has sufficient access rights) opens the control window that consists of two tabs:

[Object status and control](#)
[Object information](#)

Object status and control



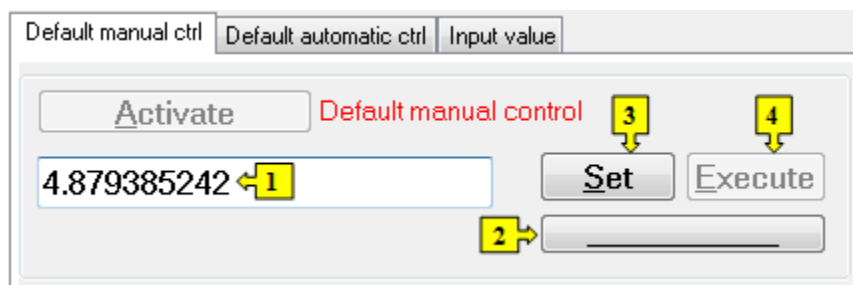
1	Object name.
2	Object description.
3	Current value and technical units of the object. Note: If the object is in the <i>Default value</i> state (see the tabs Default manual ctrl or Default automatic ctrl), there is displayed the text Default value instead of Current value .
4	Value time.
5	Object states .
6	Object value flags (user attributes). There are shown the flags, the value of which is TRUE.
7	Acknowledges the object value.

8	Limits defined for the object: <VLL, LL, HL, VHL>. VLL - Very Low Limit (the lowest limit) LL - Low Limit HL - High Limit VHL - Very High Limit (the highest limit)
9	Opens the dialog box to control the current process alarm .
10	Acknowledges current process alarm.
11	Telemetric value of the object. Note: Value is shown if the object is in the <i>Default value</i> state (see the tabs Default manual ctrl or Default automatic ctrl).
12	Part of the control window for controlling the object .
	Opens a dynamic graph of the object.
	Opens a multigraph of the object.
	Edit object. Only when process CNF is running.
	Inserts the object into the current page of the Browser if opened. If is not opened, clicking the button opens it and inserts the object into the first page of the Browser.
	Copies the object name to Clipboard.

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

DEFAULT MANUAL CTRL

The tab allows to set manually a default value of the object along with user attributes (flags). It contains the button **Activate**, current object value and value time. Clicking the button **Activate** opens the dialog box to confirm the activation of the *Default value* status for the object. After clicking the buttons **Yes** and **Execute** in that dialog box, the tab **Default manual ctrl** has the following appearance:



1	Input field for typing a default value of the object.
2	Opens the dialog box to set flags of the default value.
3	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 the default value and value flags. 2. If the button Execute IS in the control window, then clicking the button Set just "prepares" the default value and value flags to set.
4	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 .

DEFAULT AUTOMATIC CTRL

The tab allows to use a value of the control object as the default value. In the mode, the value of the object copies the value of the control object (the option Control object in the I/O tag configuration). Clicking the button **Activate** opens the dialog box to confirm the activation of the *Default value* status for the object.

Default manual ctrl

Default automatic ctrl

Input value

Activate

Default automatic control

Default control object value:

50 ←1

3:18:50 PM 8/5/2010 ←2

←3

1	Value of the control object.
2	Time of the control object value.
3	Flags of the control object value.

INPUT VALUE

The tab allows to reuse a value of the I/O tag (cancels the use of default value). Clicking the button **Activate** opens the dialog box to confirm the activation of the *Input value* status.

Default manual ctrl

Default automatic ctrl

Input value

Activate

Input value

Telemetric value:

4.879385242 ←1

12:02:54 PM 11/15/2010 ←2

←3

1	Value of the object (I/O tag).
2	Value time.
3	Flags of the object value.