

# Configuration Dialog Box (D2000/Events)

## Events - configuration dialog box

[Configuration dialog box](#) of events consists of three parts (pages) containing related parameters.

[General properties](#)  
[Groups](#)  
[Parameters](#)

### General properties

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#### Description

A text string describing the event. Maximum: 128 characters. Possibility to use the [Dictionary](#) (to open press **CTRL+L**).

#### Transformation palette

Selection of an index for transformation palette. See the topic [Transformation palette](#).

#### Value type

The value of the event is always of **Int-Integer** type. Event value represents the number of running instances of the given event.

### Parameters

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#### Server event

#### Client and server event

#### Event has value

The checked option causes the object numeric value (Event type) to be equal to the number of

- running instances of the given event and the number of queued start event requests if is not a Server event.
- requests to execute RPC procedures or processing of ON CHANGE in case of a Server event.

If not checked, the event value is always 0.

#### Create a queue for event start requests

The checked option will create a [queue of requests](#) for the event start.

#### Sequential execution of several changed values

The checked option will cause several requests for the event to start to be [divided](#) into simple requests, successive in time. The option can be used only if the event start condition is a row, column or whole structure.

#### Start condition - Trigger

The start object definition. The object representing the start condition may be defined in several ways:

- entering the object name into the input field
- selecting the object from the object list - the list is opened by pressing the button placed right to the input field. The selected object can be also modified - the button **Change object**.
- creating a new object - the button **Create a new object**.

Also, it is necessary to define, for what status of the given object the start condition is valid. In the drop down box placed below the object name input field, all the possible [object value states](#) are listed. The drop down box contains the list, different for individual object types. The event start condition is valid when the object is in the selected status. If the option **Inverse function** is checked, the start condition is valid when the object is in a state other than the selected one.

According to the object type for **Start condition - Trigger**, the options **Create a queue for event start requests** and **Sequential execution of several changed values** are enabled or disabled.

#### Priority

Using the spin button **Priority** allows defining the event priority (1 up to 5). A higher number means higher priority. Higher event priority prefers processing the event along with a parallel run of several other events.

## Actions

The button to define event actions. Each event is defined by a sequence of actions and a start condition. Actions are similar to commands of standard unstructured programming language (BASIC). Actions are defined in the [Script editor](#).

### Note:

If an event instance is running at the moment of the event saving, the instance will be terminated (forced termination). In such a case, the required script operation may not have been completed. Therefore, all forced terminations are logged into the log database.



#### Related pages:

[Script actions](#)  
[Events](#)