Configuration of Transformation Palette

Transformation palette

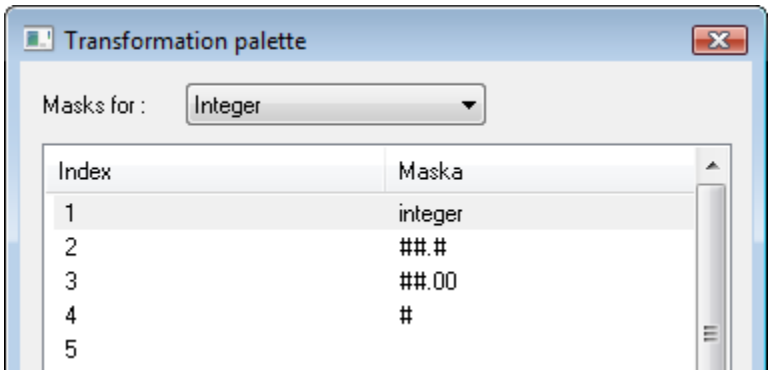
The transformation palette depends on the application. It is configured globally within the application (using the D2000 CNF process) and stored in the configuration database.

The transformation palette is the tool, which defines 32 masks (in the terms of masks for value representation) for each of the following value types:

- Integer
- Real
- Absolute time
- Time interval

To each mask, in the frame of a particular type, is assigned a number (ascending from 1,2, ...,32). The number represents the so-called *Index of transformation palette*.

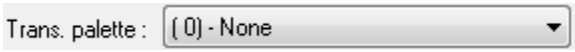
Example of *Transformation palette* configuration:



The index of transformation palette is a configuration parameter of specific objects in the system or structures. It determines a representation method of their parameters (using a mask) if this representation is not defined (overloaded) by a linked object of the *Status text* type, or the linked status text for displayed value is not defined (empty text).

Index of transformation palette can get the value from 1 up to 32. In the case of a 0 (zero) value, the use of the Transformation palette is disabled and the object value will be displayed with maximal possible accuracy.

The configuration of the *Index of transformation palette* for object value representation:

- 

- disabled use of *Transformation palette*
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- use of the mask with the index 3 from the *Transformation palette*

Related pages:

Value representation methods in D2000 System