HMI Script Manual

BrainChild

UMSHMI01B
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1. Objects Scripting

1.1 Line

1.1.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.Line1.ForeColor =Color.Red;

1.1.2 Line Width

Syntax :
ScreenName.ObjectName.LineWidth =Z;
Z corresponds Whole numbers
Example:
Screen1.Line1.LineWidth =3;

1.1.3 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1.Line1.Visible = true;

1.1.4 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1.Line1.Enable = false

1.1.5 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1.Line1.Height =30;

1.1.6 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1.Line1.Width =20;

1.1.7 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1.Line1.Location=new Point(20,20);

1.2 Rectangle

1.2.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.Rect1.ForeColor =Color.Red;

1.2.2 Fill Color

Syntax :
ScreenName.ObjectName.FillColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.Rect1.FillColor =Color.Red;

1.2.3 LineWidth

Syntax :
ScreenName.ObjectName.LineWidth =Z;
Z corresponds Whole numbers
Example:
Screen1.Rect1.LineWidth =3;

1.2.4 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1.Rect1.Visible = true;

1.2.5 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1.Rect1.Enable = true;

1.2.6 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. Rect1.Height =30;

1.2.7 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. Rect1.Width =20;

1.2.8 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1.Rect1.Location=new Point(20,20);

1.3 Ellipse

1.3.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. Ellipse1.ForeColor =Color.Black;

1.3.2 Fill Color

Syntax :
ScreenName.ObjectName.FillColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. Ellipse1.FillColor =Color.Blue;

1.3.3 Line Width

Syntax :
ScreenName.ObjectName.LineWidth =Z;
Z corresponds Whole numbers
Example:
Screen1. Ellipse1.LineWidth =3;

1.3.4 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. Ellipse1.Visible = false;

1.3.5 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
.Example:
Screen1. Ellipse1.Enable = true;

1.3.6 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. Ellipse1.Height =30;

1.3.7 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. Ellipse1.Width =20;

1.3.8 Shape

1.3.8.1 Circle

Syntax :
ScreenName.ObjectName.Circle = true or false;
Example:
Screen1. Ellipse1.Circle = true;

1.3.9 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. Ellipse1.Location=new Point(20,20);

1.4 Arc

1.4.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. Arc1.ForeColor =Color.Red;

1.4.2 Line Width

Syntax :
ScreenName.ObjectName.LineWidth =Z;
Z corresponds Whole numbers
Example:
Screen1. Arc1.LineWidth =3;

1.4.3 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. Arc1.Visible = true;

1.4.4 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. Arc1.Enable = true;

1.4.5 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. Arc1.Height =30;

1.4.6 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. Arc1.Width =20;

1.4.7 Start Angle

Syntax :
ScreenName.ObjectName.StartAngle = Z;
Z corresponds Whole numbers
Example:
Screen1. Arc1.StartAngle = 40;

1.4.8 Sweep Angle

Syntax :
ScreenName.ObjectName.SweepAngle = Z;
Z corresponds Whole numbers
Example:
Screen1.Arc1.SweepAngle = 60;

1.4.9 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. Arc1.Location=new Point(20,20);

1.5 Table

1.5.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.Table1. ForeColor =Color.Green;

1.5.2 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.Table1. BackColor =Color.Red;

1.5.3 Line Width

Syntax :
ScreenName.ObjectName.LineWidth =Z;
Z corresponds Whole numbers
Example:
Screen1.Table1.LineWidth =3;

1.5.4 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. Table1.Visible = true;

1.5.5 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. Table1.Enable = true;

1.5.6 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1.Table1.Height =20;

1.5.7 Width

Syntax :
ScreenX. TableY.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. Table1.Width =40;

1.5.8 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. Table1.Location=new Point(20,20);

1.6 Numeric Up/Down

1.6.1 Fore Color

Syntax :
ScreenName.ObjectName ForeColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. NumericUpDown1.ForeColor =Color.Yellow;

1.6.2 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. NumericUpDown1. BackColor =Color.Blue;

1.6.3 Decimal

Decimal Places of the Numeric:
Syntax :
ScreenName.ObjectName.Decimal =Z;
Z corresponds Whole numbers
Example:
Screen1. NumericUpDown1.Decimal =3;

1.6.4 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. NumericUpDown1.Visible = true;

1.6.5 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. NumericUpDown1.Enable = true;

1.6.6 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. NumericUpDown1.Height =30;

1.6.7 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. NumericUpDown1.Width =52;

1.6.8 Soft Keyboard

1.6.8.1 Enable

Syntax :
ScreenName.ObjectName.SoftKeyboard.Enable = true or false;
Example:
Screen1. NumericUpDown1.SoftKeyboard.Enable = true;

1.6.9 Increment

Syntax :
ScreenName.ObjectName.Increment =Z;
Z corresponds Whole numbers
Example:
Screen1. NumericUpDown1.Increment = 2;

1.6.10 Maximum

Syntax :
ScreenName.ObjectName.Maximum=Z;
Z corresponds Whole numbers
Example:
Screen1. NumericUpDown1.Maximum=100;

1.6.11 Minimum

Syntax :
ScreenName.ObjectName.Minimum=Z;
Z corresponds Whole numbers
Example:
Screen1. NumericUpDown1. Minimum =10;

1.6.12 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. NumericUpDown1.Location=new Point(20,20);

1.7 Digital LED

1.7.1 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. DigitalLED1. BackColor =Color.Red;

1.7.2 Bevel

Syntax:
ScreenName.ObjectName.Bevel.Style=Controllib.BevelStyle.X;
X= Single or Flat or Raised or Double or Double Raised or Lowered

Example:
Screen1.DigitalLED1.Bevel.Style=Controllib.BevelStyle.Single;

1.7.3 Bevel Inner Border

1.7.3.1 Visibility of Inner Border

Syntax:
ScreenName.ObjectName.Bevel.InnerBorder=true or false;
Example:
Screen1.DigitalLED1.Bevel.InnerBorder=false

1.7.4 Digits Active Color

Syntax:
ScreenName.ObjectName.Digits.ActiveColor=Color.Color;
ScreenName.ObjectName.Refresh();
Note : Only the Colors shown in this reference can be used
Example:
Screen1.DigitalLED1.ActiveColor=Color.Yellow;
Screen1.DigitalLED1.Refresh();

1.7.5 Decimal

1.7.5.1 Decimal Places of the Numeric

Syntax :
ScreenName.ObjectName.Decimal =Z;
Z corresponds Whole numbers
Example:
Screen1. DigitalLED1.Decimal =3;

1.7.6 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. DigitalLED1.Visible = true;

1.7.7 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. DigitalLED1.Enable = true;

1.7.8 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. DigitalLED1.Height =30;

1.7.9 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. DigitalLED1.Width =20;

1.7.10 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. DigitalLED1.Location=new Point(20,20);

1.8 Digital Box

1.8.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. DigitalBox1.ForeColor =Color.Red;

1.8.2 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. DigitalBox1. BackColor =Color.Red;

1.8.3 Decimal

1.8.3.1 Decimal Places of the Numeric

Syntax :
ScreenName.ObjectName.Decimal =Z;
Z corresponds Whole numbers
Example:
Screen1. DigitalBox1.Decimal =3;

1.8.4 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. DigitalBox1.Visible = true;

1.8.5 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. DigitalBox1.Enable = true;

1.8.6 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. DigitalBox1.Height =30;

1.8.7 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. DigitalBox1.Width =20;

1.8.8 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. DigitalBox1.Location=new Point(20,20);

1.9 Text Box

1.9.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. TextBox1.ForeColor =Color.Red;

1.9.2 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. TextBox1. BackColor =Color.Red;

1.9.3 Decimal

1.9.3.1 Decimal Places of the Numeric

Syntax :
ScreenName.ObjectName.Decimal =Z;
Z corresponds Whole numbers
Example:
Screen1. TextBox1.Decimal =3;

1.9.4 Text

Syntax :
ScreenName.ObjectName.Text = "Name";
Example:
Screen1.TextBox1.Text="Test";

1.9.5 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. TextBox1.Visible = true;

1.9.6 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. TextBox1.Enable = true;

1.9.7 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. TextBox1.Height =30;

1.9.8 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. TextBox1.Width =20;

1.9.9 Maximum

Syntax :
ScreenName.ObjectName.Maximum =Z;
Z corresponds Whole numbers
Example:
Screen1. TextBox1. Maximum =90;

1.9.10 Minimum

Syntax :
ScreenName.ObjectName.Minimum =Z;
Z corresponds Whole numbers
Example:
Screen1. TextBox1. Minimum =10;

1.9.11 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. TextBox1.Location=new Point(20,20);

1.10 XY Chart

1.10.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. XYChart1.ForeColor =Color.Red;

1.10.2 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. XYChart1. BackColor =Color.Red;

1.10.3 Grid Color

Syntax :
ScreenName.ObjectName. GridColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. XYChart1. GridColor =Color.Black;

1.10.4 Text Color

Syntax :
ScreenName.ObjectName. TextColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. XYChart1. TextColor =Color.Blue;

1.10.5 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. XYChart1.Visible = true;

1.10.6 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. XYChart1.Enable = true;

1.10.7 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. XYChart1.Height =30;

1.10.8 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. XYChart1.Width =20;

1.10.9 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. XYChart1.Location=new Point(20,20);

1.11 List Box

1.11.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color,;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. ListBox1.ForeColor =Color.Red;

1.11.2 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. ListBox1. BackColor =Color.Yellow;

1.11.3 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. ListBox1.Visible = true;

1.11.4 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. ListBox1.Enable = true;

1.11.5 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. ListBox1.Height =30;

1.11.6 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. ListBox1.Width =20;

1.11.7 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. ListBox1.Location=new Point(20,20);

1.12 Combo Box

1.12.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. ComboBox1.ForeColor =Color.Red;

1.12.2 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. ComboBox1. BackColor =Color.Red;

1.12.3 Button Width

Syntax :
ScreenName.ObjectName. ButtonWidth =Z;
Z corresponds Whole numbers
Example:
Screen1. ComboBox1. ButtonWidth =2;

1.12.4 Text

Syntax :
ScreenName.ObjectName.Text = "Name";
Example:
Screen1.ComboBox1.Text="Test";

1.12.5 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. ComboBox1.Visible = true;

1.12.6 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. ComboBox1.Enable = true;

1.12.7 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. ComboBox1.Height =30;

1.12.8 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. ComboBox1.Width =20;

1.12.9 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. ComboBox1.Location=new Point(20,20);

1.13 Check Box

1.13.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. CheckBox1.ForeColor =Color.Red;

1.13.2 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. CheckBox1. BackColor =Color.Red;

1.13.3 Checked

Syntax :
ScreenName.ObjectName.Checked = true or false;
Example:
Screen1. CheckBox1.Checked = true;

1.13.4 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. CheckBox1.Visible = true;

1.13.5 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. CheckBox1.Enable = true;

1.13.6 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. CheckBox1.Height =30;

1.13.7 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. CheckBox1.Width =20;

1.13.8 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. CheckBox1.Location=new Point(20,20);

1.14 Word Lamp

1.14.1 Fore Color

Syntax :
ScreenX. WordLampY.ForeColor=Color.Color,
Note : Only the Colors shown in this reference can be used
Example:
Screen1. WordLamp1.ForeColor =Color.Red;

1.14.2 Back Color

Syntax :
ScreenX. WordLampY.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. WordLamp1. BackColor =Color.Red;

1.14.3 Text

Syntax :
ScreenName.ObjectName.Text = "Name";
Example:
Screen1.WordLamp1.Text="Test";

1.14.4 Visible

Syntax :
ScreenX. WordLampY.Visible = true or false;
Example:
Screen1. WordLamp1.Visible = true;

1.14.5 Enable

Syntax :
ScreenX. WordLampY.Enable = true or false;
Example:
Screen1. WordLamp1.Enable = true;

1.14.6 Height

Syntax :
ScreenX. WordLampY.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. WordLamp1.Height =30;

1.14.7 Width

Syntax :
ScreenX. WordLampY.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. WordLamp1.Width =20;

1.14.8 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. WordLamp1.Location=new Point(20,20);

1.15 Bit Lamp

1.15.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color,
Note : Only the Colors shown in this reference can be used
Example:
Screen1. BitLamp1.ForeColor =Color.Red;

1.15.2 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. BitLamp1. BackColor =Color.Red;

1.15.3 Text

Syntax :
ScreenName.ObjectName.Text = "Name";
Example:
Screen1.BitLamp1.Text="Test";

1.15.4 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. BitLamp1.Visible = true;

1.15.5 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. BitLamp1.Enable = true;

1.15.6 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. BitLamp1.Height =30;

1.15.7 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. BitLamp1.Width =20;

1.15.8 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. BitLamp1.Location=new Point(20,20);

1.16 Button

1.16.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color,
Note : Only the Colors shown in this reference can be used
Example:
Screen1. Button1.ForeColor =Color.Red;

1.16.2 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. Button1. BackColor =Color.Red;

1.16.3 Text

Syntax :
ScreenName.ObjectName.Text = "Name";
Example:
Screen1.Button1.Text="Test";

1.16.4 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. Button1.Visible = true;

1.16.5 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. Button1.Enable = true;

1.16.6 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. Button1.Height =30;

1.16.7 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. Button1.Width =20;

1.16.8 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. Button1.Location=new Point(20,20);

1.17 Alarm Blink

1.17.1 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. AlarmBlink1.Visible = true;

1.17.2 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. AlarmBlink1.Enable = true;

1.17.3 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. AlarmBlink1.Height =30;

1.17.4 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. AlarmBlink1.Width =20;

1.17.5 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. AlarmBlink1.Location=new Point(20,20);

1.18 Alarm Banner

1.18.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. AlarmBanner1.ForeColor =Color.Red;

1.18.2 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. AlarmBanner1. BackColor =Color.Red;\

1.18.3 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. AlarmBanner1.Visible = true;

1.18.4 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. AlarmBanner1.Enable = true;

1.18.5 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. AlarmBanner1.Height =30;

1.18.6 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. AlarmBanner1.Width =20;

1.18.7 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. AlarmBanner1.Location=new Point(20,20);

1.19 Historical Alarm Box

1.19.1 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. HistoricalAlarmBox1.Visible = true;

1.19.2 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. HistoricalAlarmBox1.Enable = true;

1.19.3 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. HistoricalAlarmBox1.Height =30;

1.19.4 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. HistoricalAlarmBox1.Width =20;

1.19.5 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. HistoricalAlarmBox1.Location=new Point(20,20);

1.20 Real Time Alarm Box

1.20.1 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. RealTimeAlarmBox1.Visible = true;

1.20.2 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. RealTimeAlarmBox1.Enable = true;

1.20.3 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. RealTimeAlarmBox1.Height =30;

1.20.4 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. RealTimeAlarmBox1.Width =20;

1.20.5 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. RealTimeAlarmBox1.Location=new Point(20,20);

1.21 Date Time Label

1.21.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color,
Note : Only the Colors shown in this reference can be used
Example:
Screen1. DateTimeLabel1.ForeColor =Color.Red;

1.21.2 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. DateTimeLabel1. BackColor =Color.Red;

1.21.3 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. DateTimeLabel1.Visible = true;

1.21.4 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. DateTimeLabel1.Enable = true;

1.21.5 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. DateTimeLabel1.Height =30;

1.21.6 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. DateTimeLabel1.Width =20;

1.21.7 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. DateTimeLabel 1.Location=new Point(20,20);

1.22 Label

1.22.1 Fore Color

Syntax :
ScreenName.ObjectName.ForeColor=Color.Color,
Note : Only the Colors shown in this reference can be used
Example:
Screen1. Label1.ForeColor =Color.Red;

1.22.2 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. Label1. BackColor =Color.Red;

1.22.3 Decimal

Syntax :
ScreenName.ObjectName.Decimal =Z,
Z corresponds Whole numbers
Example:
Screen1. Label1. Decimal =2;

1.22.4 Text

Syntax :
ScreenName.ObjectName.Text = "Name";
Example:
Screen1.Label1.Text="Test";

1.22.5 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. Label1.Visible = true;

1.22.6 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. Label1.Enable = true;

1.22.7 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. Label1.Height =30;

1.22.8 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. Label1.Width =20;

1.22.9 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1.Label1.Location=new Point(20,20);

1.23 Level

1.23.1 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. Level1.BackColor =Color.Red;

1.23.2 Maximum

Syntax :
ScreenName.ObjectName.Maximum = Z;
Z corresponds Whole numbers
Example:
Screen1.Level1.Maximum =80;

1.23.3 Minimum

Syntax :
ScreenName.ObjectName.Minimum = Z;
Z corresponds Whole numbers
Example:
Screen1.Level1.Minimum =10;

1.23.4 Scale Divisions

Syntax :
ScreenName.ObjectName.ScaleDivisions =Z;
Z corresponds Whole numbers
Example:
Screen1.Level1.ScaleDivisions=20;

1.23.5 Scale Label Divisions

Syntax :
ScreenName.ObjectName.ScaleLabelDivisions=Z;
Z corresponds Whole numbers
Example:
Screen1.Level1.ScaleLabelDivisions=6;

1.23.6 Scale Sub Divisions

Syntax :
ScreenName.ObjectName.ScaleSubDivisions=Z;
Z corresponds Whole numbers
Example:
Screen1.Level1.ScaleSubDivisions=10;

1.23.7 Scale Width

Syntax :
ScreenName.ObjectName.ScaleWidth=Z;
Z corresponds Whole numbers
Example:
Screen1.Level1.ScaleWidth=30;

1.23.8 Reverse Scale

Syntax :
ScreenName.ObjectName.ReverseScale=true or false;
Example:
Screen1.Level1.ReverseScale=true;

1.23.9 Decimal

Showing the places Decimal of the Current Value
Syntax :
ScreenName.ObjectName.Decimal = Z;
Z corresponds Whole numbers
Example:
Screen1.Level1.Decimal = 2;

1.23.10 Orientation

Syntax :
ScreenName.ObjectName.Orientation = Orientation.Horizontal or Vertical;
Example:
Screen1.Level1.Orientation=Orientation.Horizontal;

1.23.11 Bar Width

Syntax :
ScreenName.ObjectName.BarWidth =Z;
Z corresponds Whole numbers
Example:
Screen1.Level1.BarWidth = 15;

1.23.12 Divisions

Syntax :
ScreenName.ObjectName.Divisions =Z;
Example:
Screen1.Level1. Divisions = 20;

1.23.13 Space

Syntax :
ScreenName.ObjectName.Space = Z;
Z corresponds Whole numbers
Example:
Screen1.Level1. Space = 3;

1.23.14 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;

Example:
Screen1.Level1.Enable = False;

1.23.15 Visible

Syntax :
ScreenName.ObjectName.Visible = true ;
Example:
Screen1.Level1.Visible = false;

1.23.16 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1.Level1.Location=new Point(20,20);

1.24 Meter

1.24.1 Maximum

Syntax :
ScreenName.ObjectName.Maximum = Z;
Z corresponds Whole numbers
Example:
Screen1. Meter1.Maximum =80;

1.24.2 Minimum

Syntax :
ScreenName.ObjectName.Minimum = Z;
Z corresponds Whole numbers
Example:
Screen1. Meter1.Minimum =10;

1.24.3 Reverse Scale

Syntax :
ScreenName.ObjectName.ReverseScale=true or false;
Example:
Screen1.Meter1.ReverseScale=true;

1.24.4 Angle

Syntax :
ScreenName.ObjectName.StartAngle = Z;
Z corresponds Whole numbers
Example:
Screen1.Meter1.StartAngle = 30;

1.24.5 Back Color

Syntax :
ScreenName.ObjectName. BackColor = Color.Color ;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.Meter1. BackColor =Red.Color ;

1.24.6 Pointer Color

Syntax :
ScreenName.ObjectName. PointerColor = Color.Color ;
Note : Only the Colors shown in this reference can be used

Example:
Screen1.Meter1. PointerColor =Red.Color ;

1.24.7 Border Circle Color

Syntax :
ScreenName.ObjectName. BorderCircleColor = Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.Meter1.BorderCircleColor =Red.Color;

1.24.8 Circle Color

Syntax :
ScreenName.ObjectName. CircleColor = Color.Color ;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.Meter1.CircleColor =Red.Color ;

1.24.9 Circle Radius

Syntax :
ScreenName.ObjectName. CircleRadius = Z;
Z corresponds Whole numbers
Example:
Screen1.Meter1.CircleRadius =20;

1.24.10 Lables Count

Syntax :
ScreenName.ObjectName.LablesCount = Z;
Z corresponds Whole numbers
Example:
Screen1.Meter1.LablesCount =12;

1.24.11 Lables Radius

Syntax :
ScreenName.ObjectName.LablesRadius = Z;
Z corresponds Whole numbers
Example:
Screen1.Meter1.LablesRadius = 4;

1.24.12 Label Visible

Syntax :
ScreenName.ObjectName.LablesVisible = true or false;
Example:
Screen1.Meter1.LablesVisible = false;

1.24.13 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1.Meter1.Height =120;

1.24.14 Width

Syntax :
ScreenName.ObjectName.Width = Z;
Z corresponds Whole numbers
Example:
Screen1.Meter1.Width =250;

1.24.15 External Pointer Radius

Syntax :
ScreenName.ObjectName. ExternalPointerRadius =Z;
Z corresponds Whole numbers
Example:
Screen1.Meter1.ExternalPointerRadius =2;

1.24.16 Internal Pointer Radius

Syntax :
ScreenName.ObjectName. InternalPointerRadius =Z;
Z corresponds Whole numbers
Example:
Screen1.Meter1.InternalPointerRadius =4;

1.24.17 Pointer Size

Syntax :
ScreenName.ObjectName. PointerSize =Z;
Z corresponds Whole numbers
Example:
Screen1.Meter1. PointerSize =10;

1.24.18 Pointer Type

Syntax :
ScreenName.ObjectName. PointerType =Circle,Triangle,Line;
Example:
ScreenName.ObjectName. PointerType =Circle;

1.24.19 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. Meter1.Enable = False;

1.24.20 Visible

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1.Meter1.Visible = false;

1.24.21 Ticks Count

Syntax :
ScreenName.ObjectName. TicksCount =Z;
Z corresponds Whole numbers
Example:
Screen1.Meter1. TicksCount =30;

1.24.22 Ticks Length

Syntax :
ScreenName.ObjectName. TicksLength =Z;
Z corresponds Whole numbers
Example:
Screen1.Meter1. TicksLength =20;

1.24.23 Ticks Radius

Syntax :
ScreenName.ObjectName. TicksSubDivisionsCount =X;
Z corresponds Whole numbers

Example:
Screen1.Meter1. TicksRadius=34;

1.24.24 Ticks Sub Divisions Count

Syntax :
ScreenName.ObjectName. TicksSubDivisionsCount =X;
Z corresponds Whole numbers
Example:
Screen1.Meter1. TicksSubDivisionsCount =23;

1.24.25 Ticks Visible

Syntax :
ScreenName.ObjectName. TicksVisible=true or false;
Example:
Screen1.Meter1. TicksVisible=true;

1.24.26 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1.Meter1.Location=new Point(20,20);

1.25 Slider

1.25.1 Maximum

Syntax :
ScreenName.ObjectName.Maximum = Z;
Z corresponds Whole numbers
Example:
Screen1. Slider1.Maximum =80;

1.25.2 Minimum

Syntax :
ScreenName.ObjectName.Minimum = Z;
Z corresponds Whole numbers
Example:
Screen1. Slider1.Minimum =10;

1.25.3 Reverse Scale

Syntax :
ScreenName.ObjectName.ReverseScale=true or false;
Example:
Screen1.Slider1.ReverseScale=true;

1.25.4 Back Color

Syntax :
ScreenName.ObjectName.BackColor = Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.Slider1.BackColor = Color.Blue;

1.25.5 Led Color

Syntax :
ScreenName.ObjectName.LedColor = Color.Color;
Note : Only the Colors shown in this reference can be used

Example:
Screen1.Slider1.LedColor = Color.Black;

1.25.6 Decimal

Syntax :
ScreenName.ObjectName.Decimal = Z;
Z corresponds Whole numbers
Example:
Screen1.Slider1.Decimal = 2;

1.25.7 Orientation

Syntax :
ScreenName.ObjectName.Orientation= Orientation.Horizontal or Vertical;
Example:
Screen1.Slider1.Orientation= Orientation.Horizontal;

1.25.8 Active Bar Color

Syntax :
ScreenName.ObjectName.ActiveBarColor = Color.Color;
Example:
Screen1.Slider1.ActiveBarColor = Color.Red;

1.25.9 Bar Width

Syntax :
ScreenName.ObjectName.BarWidth = Z;
Z corresponds Whole numbers
Example:
Screen1.Slider1.BarWidth = 20;

1.25.10 Inactive Bar Color

Syntax :
ScreenName.ObjectName.InactiveBarColor = Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.Slider1.InactiveBarColor = Color.Black;

1.25.11 Slider Bar Color

Syntax :
ScreenName.ObjectName.SliderBarColor = Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.Slider1.SliderBarColor =Color.Red;

1.25.12 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1. Slider1.Enable = False;

1.25.13 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1. Slider 1.Visible = false;

1.25.14 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. Slider 1.Height =120;

1.25.15 Width

Syntax :
ScreenName.ObjectName.Width =Z ;
Z corresponds Whole numbers
Example:
Screen1. Slider1.Width =250;

1.25.16 Ticks Length

Syntax :
ScreenName.ObjectName.TicksLength = Z ;
Z corresponds Whole numbers
Example:
Screen1.Slider1.TicksLength =20;

1.25.17 Scale Divisions

Syntax :
ScreenName.ObjectName.ScaleDivisions = Z;
Z corresponds Whole numbers
Example:
Screen1. Slider1.ScaleDivisions=20;

1.25.18 Scale Label Divisions

Syntax :
ScreenName.ObjectName.ScaleLabelDivisions = Z;
Z corresponds Whole numbers
Example:
Screen1. Slider1.ScaleLabelDivisions=6;

1.25.19 Scale Sub Divisions

Syntax :
ScreenName.ObjectName.ScaleSubDivisions=Z;
Z corresponds Whole numbers
Example:
Screen1. Slider1.ScaleSubDivisions=10;

1.25.20 Scale Width

Syntax :
ScreenName.ObjectName.ScaleWidth=X;
Example:
Screen1. Slider1.ScaleWidth=30;

1.25.21 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1.Slider1.Location=new Point(20,20);

1.26 Thermometer

1.26.1 Maximum

Syntax :
ScreenName.ObjectName.Maximum = Z;
Z corresponds Whole numbers
Example:
Screen1.Thermometer1.Maximum =80;

1.26.2 Minimum

Syntax :
ScreenName.ObjectName.Minimum = Z;
Z corresponds Whole numbers
Example:
Screen1.Thermometer1.Minimum =10;

1.26.3 Reverse Scale

Syntax :
ScreenName.ObjectName.ReverseScale=true or false;
Example:
Screen1. Thermometer1.ReverseScale=true;

1.26.4 Back Color

Syntax :
ScreenName.ObjectName.BackColor = Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. Thermometer1.BackColor = Color.Blue;

1.26.5 Liquid Color

Syntax :
ScreenName.ObjectName.LiquidColor = Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. Thermometer1.LedColor = Color.Black;

1.26.6 Tank Color

Syntax :
ScreenName.ObjectName.TankColor = Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. Thermometer1.Tank.Color = Color.Red;

1.26.7 Decimal

Syntax :
ScreenName.ObjectName.Decimal = Z;
Z corresponds Whole numbers
Example:
Screen1.Thermometer1.Decimal = 2;

1.26.8 Orientation

Syntax :
ScreenName.ObjectName.Orientation= Orientation.Horizontal or Vertical;
Example:
Screen1.Thermometer1.Orientation= Orientation.Horizontal;

1.26.9 Bar Width

Syntax :
ScreenName.ObjectName.BarWidth = Z;
Z corresponds Whole numbers
Example:
Screen1.Thermometer1.BarWidth = 20;

1.26.10 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1.Thermometer1.Enable = False;

1.26.11 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1.Thermometer1.Visible = false;

1.26.12 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1.Thermometer1.Height =120;

1.26.13 Width

Syntax :
ScreenName.ObjectName.Width =Z ;
Example:
Screen1.Thermometer1.Width =250;

1.26.14 Ticks Length

Syntax :
ScreenName.ObjectName.TicksLength = Z ;
Z corresponds Whole numbers
Example:
Screen1.Thermometer 1.TicksLength =20;

1.26.15 Scale Divisions

Syntax :
ScreenName.ObjectName.ScaleDivisions = Z;
Z corresponds Whole numbers
Example:
Screen1.Thermometer1.ScaleDivisions=20;

1.26.16 Scale Label Divisions

Syntax :
ScreenName.ObjectName.ScaleLabelDivisions = Z;
Z corresponds Whole numbers
Example:
Screen1.Thermometer1.ScaleLabelDivisions=3;

1.26.17 ScaleSubDivisions

Syntax :
ScreenName.ObjectName.ScaleSubDivisions=Z;
Z corresponds Whole numbers

Example:
Screen1.Thermometer1.ScaleLabelSubDivisions=6;

1.26.18 ScaleWidth

Syntax :
ScreenName.ObjectName.ScaleWidth=Z;
Z corresponds Whole numbers
Example:
Screen1.Thermometer1.ScaleWidth=30;

1.26.19 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1.Thermometer1.Location=new Point(20,20);

1.27 Bar Box

1.27.1 Fore Color

Syntax :
ScreenName.ObjectName ForeColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.BarBox1.ForeColor =Color.Yellow;

1.27.2 Back Color

Syntax :
ScreenName.ObjectName.BackColor=Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.BarBox1.BackColor =Color.Blue;

1.27.3 Decimal

Syntax :
ScreenName.ObjectName.Decimal =Z;
Z corresponds Whole numbers
Example:
Screen1. BarBox1.Decimal =3;

1.27.4 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1.BarBox1.Visible = true;

1.27.5 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1.BarBox1.Enable = true;

1.27.6 Range Hi

Syntax :
ScreenName.ObjectName.RangeHi =Z;
Z corresponds Whole numbers

Example:
Screen1.BarBox1.RangeHi=100;

1.27.7 Range Low

Syntax :
ScreenName.ObjectName.RangeLow =Z;
Z corresponds Whole numbers
Example:
Screen1.BarBox1.RangeLow=100;

1.27.8 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1.BarBox1.Height =30;

1.27.9 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1.BarBox1.Width =52;

1.27.10 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1.BarBox1.Location=new Point(20,20);

1.28 Scale

1.28.1 Maximum

Syntax :
ScreenName.ObjectName.Maximum = Z;
Z corresponds Whole numbers
Example:
Screen1.Scale1.Maximum =80;

1.28.2 Minimum

Syntax :
ScreenName.ObjectName.Minimum = Z;
Z corresponds Whole numbers
Example:
Screen1.Scale1.Minimum =10;

1.28.3 Reverse Scale

Syntax :
ScreenName.ObjectName.ReverseScale=true or false;
Example:
Screen1. Scale1.ReverseScale=true;

1.28.4 Back Color

Syntax :
ScreenName.ObjectName.BackColor = Color.Color;
Note : Only the Colors shown in this reference can be used

Example:
Screen1.Scale1.BackColor = Color.Blue;

1.28.5 Fore Color

Syntax :
ScreenName.ObjectName.LiquidColor = Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.Scale1.LedColor = Color.Black;

1.28.6 Decimal

Syntax :
ScreenName.ObjectName.Decimal = Z;
Z corresponds Whole numbers
Example:
Screen1.Scale1.Decimal = 2;

1.28.7 Line Width

Syntax :
ScreenName.ObjectName.LineWidth = Z;
Z corresponds Whole numbers
Example:
Screen1.Scale1.LineWidth = 2;

1.28.8 Grids

Syntax :
ScreenName.ObjectName.Grids = Z;
Z corresponds Whole numbers
Example:
Screen1.Scale1.Grids = 2;

1.28.9 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1.Scale1.Visible = true;

1.28.10 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1.Scale1.Enable = true;

1.28.11 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1.Scale1.Height =30;

1.28.12 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1.Scale1.Width =52;

1.28.13 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1.Scale1.Location=new Point(20,20);

1.29 Historical Trend Box

1.29.1 Back Color

Syntax :
ScreenName.ObjectName. BackColor = Color.Color ;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. HistoricalTrendBox1.BackColor =Red.Color ;

1.29.2 Grid Color

Syntax :
ScreenName.ObjectName.GridColor = Color.Color ;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.HistoricalTrendBox1.GridColor =Red.Color ;

1.29.3 Text Color

Syntax :
ScreenName.ObjectName.TextColor = Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1. HistoricalTrendBox1.TextColor =Red.Color;

1.29.4 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1.HistoricalTrendBox1.Visible = true;

1.29.5 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1.HistoricalTrendBox1.Enable = true;

1.29.6 Index Time Tag

Syntax :
ScreenName.ObjectName.IndexTimeTag="TagName";
Example:
Screen1.HistoricalTrendBox1.IndexTimeTag="Tag1";

1.29.7 Pens

Syntax :
ScreenName.ObjectName.Pens[Z].Color= Color.Color;
ScreenName.ObjectName.Refresh();
Z corresponds to Pen Number
Example:
Screen1.HistoricalTrendBox1.Pens[1].Color= Red.Color;
Screen1.HistoricalTrendBox1.Refresh();

1.29.8 Zoom

The Following are the Syntax of Script for Zoom Function

1.29.8.1 Zoom In

Syntax:
ScreenName.ObjectName.ZoomIn();
Example:
Screen1.HistoricalTrendBox1.ZoomIn();

1.29.8.2 Zoom Out

Syntax:
ScreenName.ObjectName.ZoomOut();
Example:
Screen1.HistoricalTrendBox1.ZoomOut();

1.29.8.3 Zoom All

Syntax:
ScreenName.ObjectName.ZoomAll();
Example:
Screen1.HistoricalTrendBox1.ZoomAll();

1.29.9 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1. HistoricalTrendBox1.Height =30;

1.29.10 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1. HistoricalTrendBox1.Width =52;

1.29.11 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. HistoricalTrendBox 1.Location=new Point(20,20);

1.30 Real Time Trend Box

1.30.1 Back Color

Syntax :
ScreenName.ObjectName. BackColor = Color.Color ;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.RealtimeTrendBox1.BackColor =Red.Color ;

1.30.2 Grid Color

Syntax :
ScreenName.ObjectName.GridColor = Color.Color ;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.RealtimeTrendBox1.GridColor =Red.Color ;

1.30.3 Text Color

Syntax :
ScreenName.ObjectName.TextColor = Color.Color;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.RealtimeTrendBox1.TextColor =Red.Color;

1.30.4 Visible

Syntax :
ScreenName.ObjectName.Visible = true or false;
Example:
Screen1.RealtimeTrendBox1.Visible = true;

1.30.5 Enable

Syntax :
ScreenName.ObjectName.Enable = true or false;
Example:
Screen1 RealtimeTrendBox1.Enable = true;

1.30.6 Pens

Syntax :
ScreenName.ObjectName.Pens[Z].Color= Color.Color;
ScreenName.ObjectName.Refresh();
Z corresponds to Pen Number
Example:
Screen1.RealtimeTrendBox1.Pens[1].Color= Red.Color;
Screen1.RealtimeTrendBox1.Refresh();

1.30.7 Zoom

The Following are the Syntax of Script for Zoom Function

1.30.7.1 Zoom In

Syntax:
ScreenName.ObjectName.ZoomIn();
Example:
Screen1.RealTimeTrendBox1.ZoomIn();

1.30.7.2 Zoom Out

Syntax:
ScreenName.ObjectName.ZoomOut();
Example:
Screen1. RealTimeTrendBox1.ZoomOut();

1.30.7.3 Zoom All

Syntax:
ScreenName.ObjectName.ZoomAll();
Example:
Screen1. RealTimeTrendBox1.ZoomAll();

1.30.8 Height

Syntax :
ScreenName.ObjectName.Height =Z;
Z corresponds Whole numbers
Example:
Screen1.RealtimeTrendBox1.Height =30;

1.30.9 Width

Syntax :
ScreenName.ObjectName.Width =Z;
Z corresponds Whole numbers
Example:
Screen1.RealtimeTrendBox1.Width =52;

1.30.10 Location

Syntax :
ScreenName.ObjectName=new Point(x,y);
X & Y corresponds to the new X & Y Position of component in Whole numbers
Example:
Screen1. RealtimeTrendBox 1.Location=new Point(20,20);

1.31 Screen

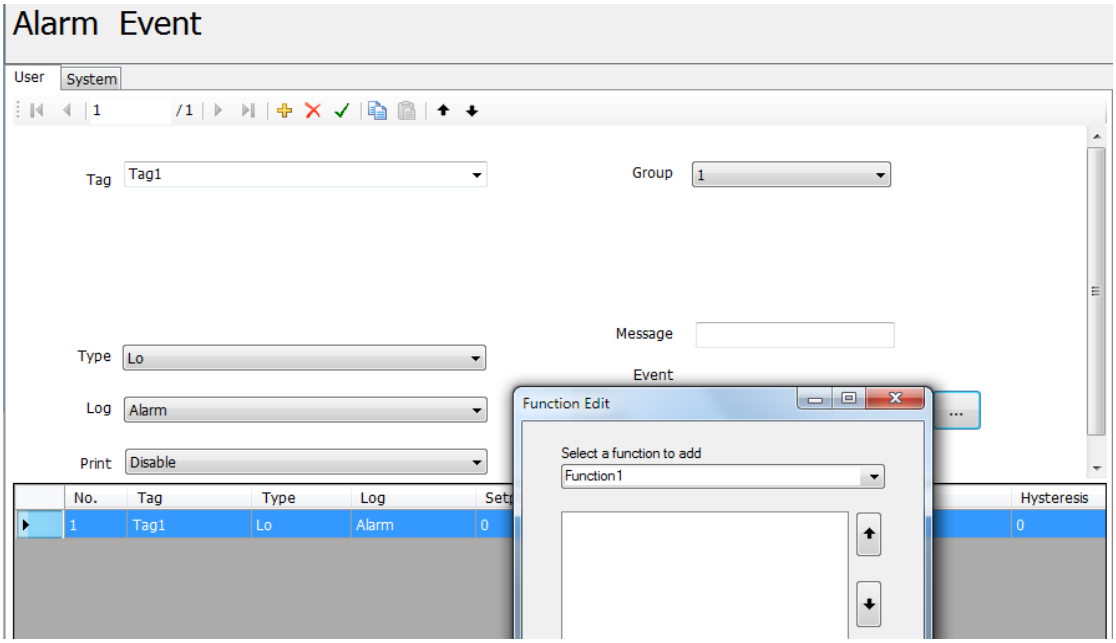
1.31.1 Back Color

Syntax :
ScreenName. BackColor = Color.Color ;
Note : Only the Colors shown in this reference can be used
Example:
Screen1.BackColor =Red.Color ;

1.32 General

1.32.1 Incorporating Scripts in Alarm-Events

The following picture explains the procedure to running the script in the event of Alarm.

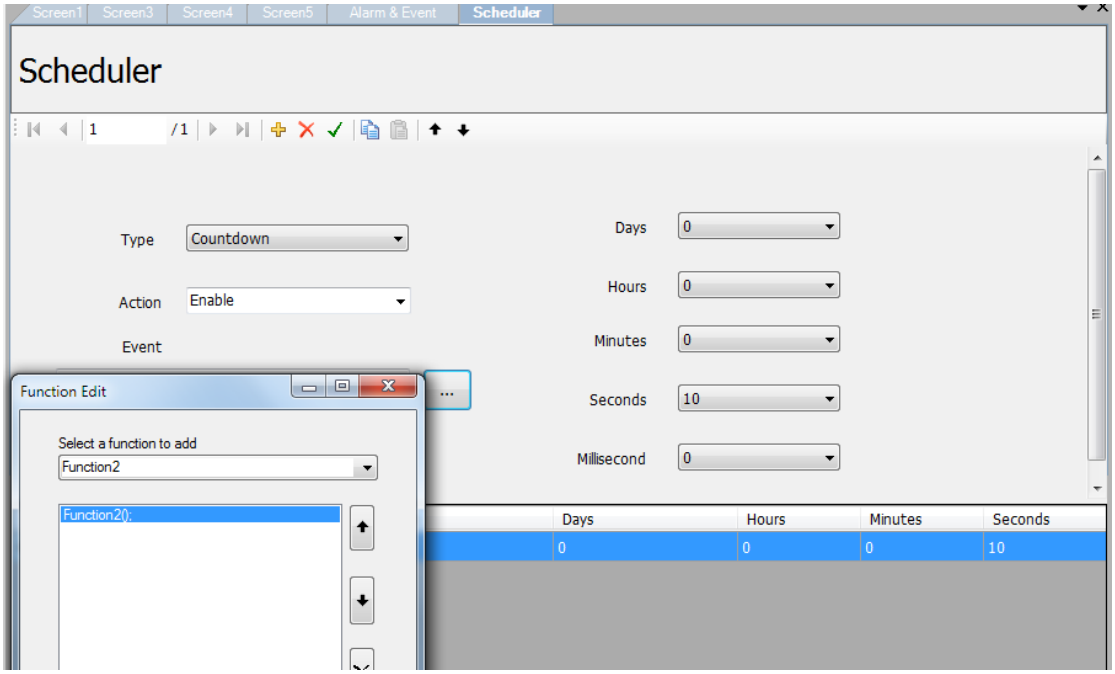


Example:

When there is an alarm generated due to Tag1 , navigate to Event , and in the event select the script to execute as picture above.

1.32.2 Incorporating Scripts in Schedulers

The Scripts can be run by using Scheduler. The below picture shows the procedure.



Example:

Schedule a time to run Script Function2 by selecting the Event , and in the event select the script to execute as picture above.

1.32.3 Assignment of Local Tag to Global Tag

The below example shows how to Assign local Tag to Global Tag

```
int a=123;

double d=1.23;

\\ Here "a" and "d" are  Local Tags\\

double d=1.23;

d=Tag1.Value;

\\Tag1 is an Global Tag\\
```

1.32.4 Advanced Colors for Colors Assignment

Advanced Colors by changing the RGB Ratio.

Syntax:

ScreenName.ObjectName.FillColor =Color.FromArgb(255, 0, 0);

In place of FillColor, we can use BackColor,TextColor,etc

Example:

Screen1.Rect1.FillColor=Color.FromArgb(255, 0, 0); \\Color.Red\\

1.33 Supported Colors and their RGB Values

Colour	RGB Value	Colour	RGB Value
.AliceBlue	240,248,255	.LightSalmon	255,160,122
.AntiqueWhite	250,235,215	.LightSeaGreen	32,178,170
.Aqua	0,255,255	.LightSkyBlue	135,206,250
.Aquamarine	127,255,212	.LightSlatExampleray	119,136,153
.Azure	240,255,255	.LightSteelBlue	176,196,222
.Beige	245,245,220	.LightYellow	255,255,224
.Bisque	255,228,196	.Lime	0,255,0
.Black	0,0,0	.LimExamplereen	50,205,50
.BlanchedAlmond	255,255,205	.Linen	250,240,230
.Blue	0,0,255	.Magenta	255,0,255
.BlueViolet	138,43,226	.Maroon	128,0,0
.Brown	165,42,42	.MediumAquamarine	102,205,170
.BurlyWood	222,184,135	.MediumBlue	0,0,205
.CadetBlue	95,158,160	.MediumOrchid	186,85,211
.Chartreuse	127,255,0	.MediumPurple	147,112,219
.Chocolate	210,105,30	.MediumSeaGreen	60,179,113
.Coral	255,127,80	.MediumSlateBlue	123,104,238
.CornflowerBlue	100,149,237	.MediumSpringGreen	0,250,154
.Cornsilk	255,248,220	.MediumTurquoise	72,209,204
.Crimson	220,20,60	.MediumVioletRed	199,21,112
.Cyan	0,255,255	.MidnightBlue	25,25,112
.DarkBlue	0,0,139	.MintCream	245,255,250
.DarkCyan	0,139,139	.MistyRose	255,228,225
.DarkGoldenrod	184,134,11	.Moccasin	255,228,181
.DarkGray	169,169,169	.NavajoWhite	255,222,173
.DarkGreen	0,100,0	.Navy	0,0,128
.DarkKhaki	189,183,107	.OldLace	253,245,230
.DarkMagena	139,0,139	.Olive	128,128,0
.DarkOlivExamplereen	85,107,47	.OliveDrab	107,142,45
.DarkOrange	255,140,0	.Orange	255,165,0
.DarkOrchid	153,50,204	.OrangeRed	255,69,0
.DarkRed	139,0,0	.Orchid	218,112,214
.DarkSalmon	233,150,122	.PalExampleoldenrod	238,232,170
.DarkSeaGreen	143,188,143	.PalExamplereen	152,251,152
.DarkSlateBlue	72,61,139	.PaleTurquoise	175,238,238
.DarkSlatExampleray	40,79,79	.PaleVioletRed	219,112,147
.DarkTurquoise	0,206,209	.PapayaWhip	255,239,213
.DarkViolet	148,0,211	.PeachPuff	255,218,155
.DeepPink	255,20,147	.Peru	205,133,63
.DeepSkyBlue	0,191,255	.Pink	255,192,203
.DimGray	105,105,105	.Plum	221,160,221
.DodgerBlue	30,144,255	.PowderBlue	176,224,230

Colour	RGB Value	Colour	RGB Value
.Firebrick	178,34,34	.Purple	128,0,128
.FloralWhite	255,250,240	.Red	255,0,0
.ForestGreen	34,139,34	.RosyBrown	188,143,143
.Fuschia	255,0,255	.RoyalBlue	65,105,225
.Gainsboro	220,220,220	.SaddleBrown	139,69,19
.GhostWhite	248,248,255	.Salmon	250,128,114
.Gold	255,215,0	.SandyBrown	244,164,96
.Goldenrod	218,165,32	.SeaGreen	46,139,87
.Gray	128,128,128	.Seashell	255,245,238
.Green	0,128,0	.Sienna	160,82,45
.GreenYellow	173,255,47	.Silver	192,192,192
.Honeydew	240,255,240	.SkyBlue	135,206,235
.HotPink	255,105,180	.SlateBlue	106,90,205
.IndianRed	205,92,92	.SlatExampleray	112,128,144
.Indigo	75,0,130	.Snow	255,250,250
.Ivory	255,240,240	.SpringGreen	0,255,127
.Khaki	240,230,140	.SteelBlue	70,130,180
.Lavender	230,230,250	.Tan	210,180,140
.LavenderBlush	255,240,245	.Teal	0,128,128
.LawnGreen	124,252,0	.Thistle	216,191,216
.LemonChiffon	255,250,205	.Tomato	253,99,71
.LightBlue	173,216,230	.Turquoise	64,224,208
.LightCoral	240,128,128	.Violet	238,130,238
.LightCyan	224,255,255	.Wheat	245,222,179
.LightGoldenrodYellow	250,250,210	.White	255,255,255
.LightGreen	144,238,144	.WhiteSmoke	245,245,245
.LightGray	211,211,211	.Yellow	255,255,0
.LightPink	255,182,193	.YellowGreen	154,205,50