

HMI Script Manual

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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.Slider1.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](#)

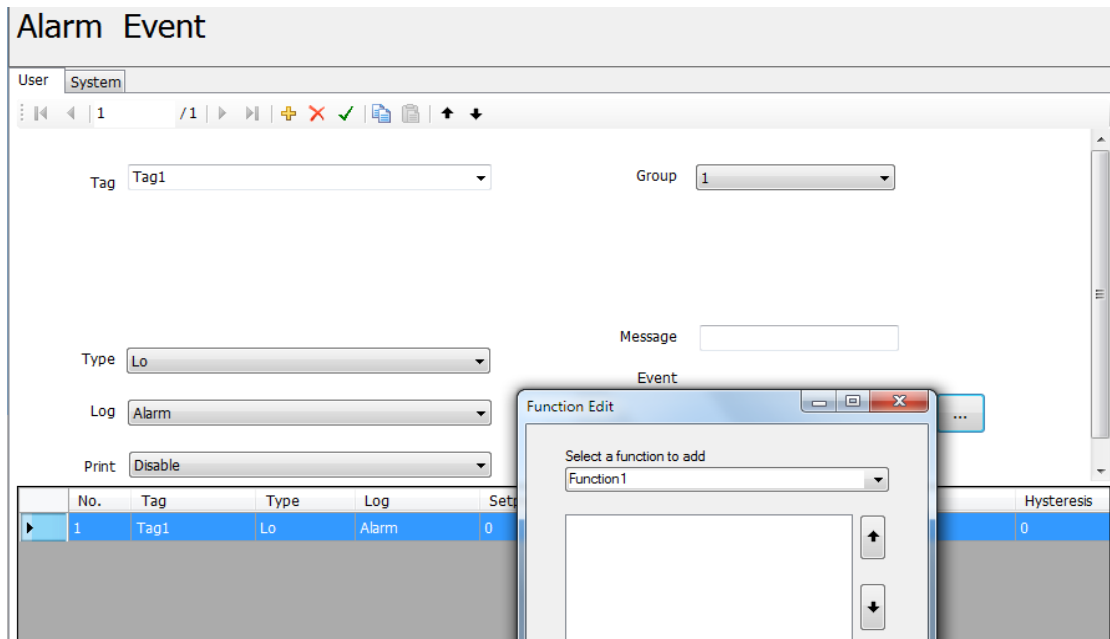
Example:

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.

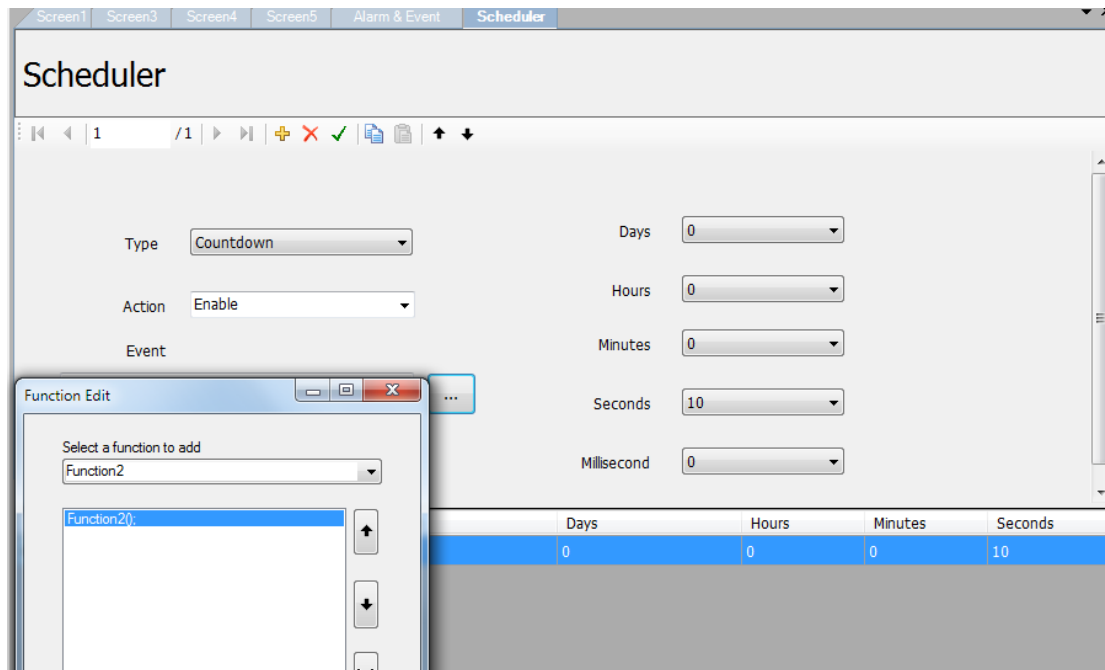


Example:

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	.LimExemplereen	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
.DarkMagenta	139,0,139	.Olive	128,128,0
.DarkOlivExemplereen	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	.PalExemplereen	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