



Screen Template White Paper

Document Information

Software Version:	4.0.2.2
Creation Date:	13 November, 2020
Last Edit Date:	29 September, 2021
Version:	1.0

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1. Summary

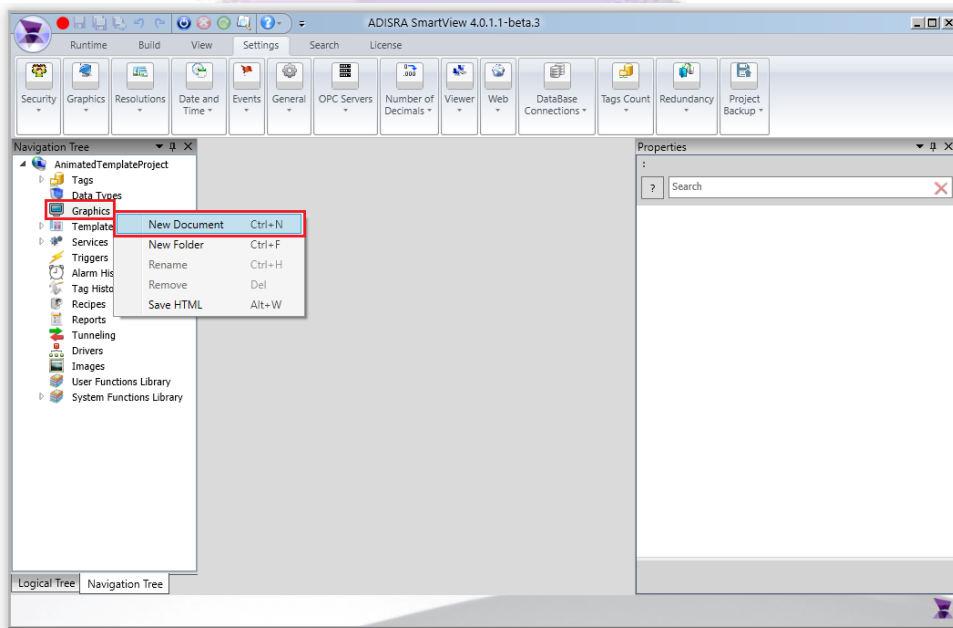
This document introduces the user to a screen template, screen tags, and how to open screen templates with the examples provided.

2. Overview

A screen template enables the user to create a generic graphic that can be used more than once with different tags to create an array of different graphics while using the same logic and objects. What makes this possible is the graphics have screen tags that are only used inside the specific graphic and the values of these screen tags are passed when the graphic is opened. The screen tags can be normal, such as an integer or string, generic or a datatype which is created in the project.

3. Graphic

To create a Graphics document right-click on the Graphics node, then select the option “New Document” and save the document:

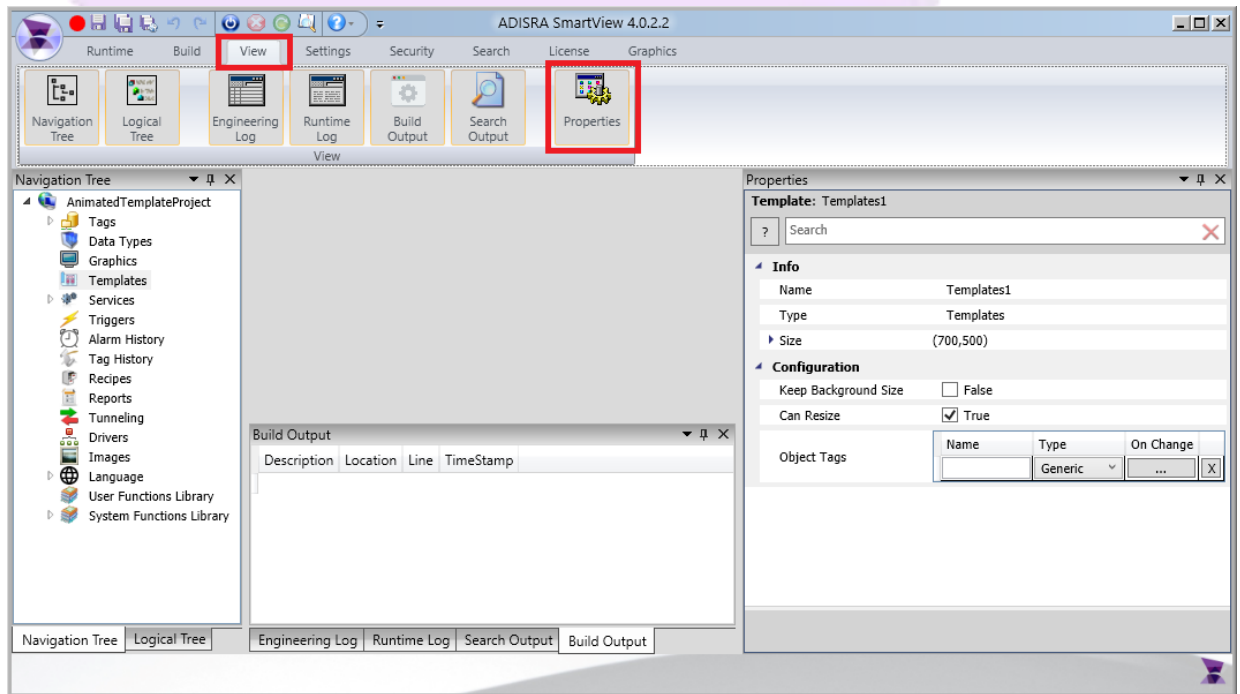


Up to this point we created a normal graphic. To transform the normal graphic into a generic graphic, we will create screen tags. The screen tags' values will be set when we open this graphic.

4. Screen Tags

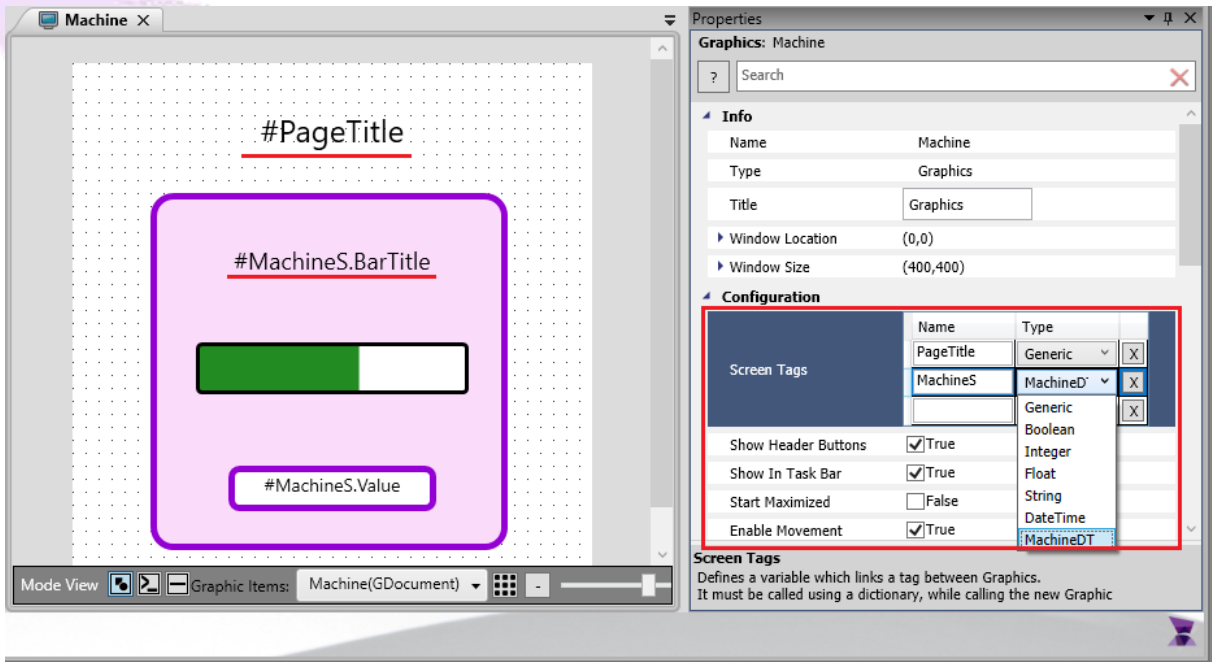
It is only possible to make the graphic document into a generic screen by using Screen Tags. The Screen Tags area is found in the document's properties.

If the properties window is disabled, open the view ribbon and select the “Properties” option as shown in the image below.



To create a Screen Tag, simply type in the desired screen tag name and configure its type.

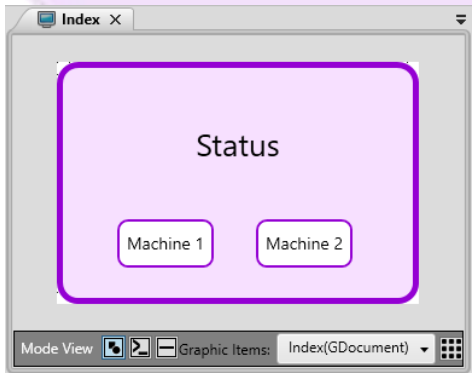
To use Screen Tags inside the graphic document, type the screen tag name with a “#” preceding the name, for example “#PageTitle”. If the Screen Tag is a DataType, access its members using a dot(.) like a normal DataType, for example “#MachineS.BarTitle” as shown in the image below.



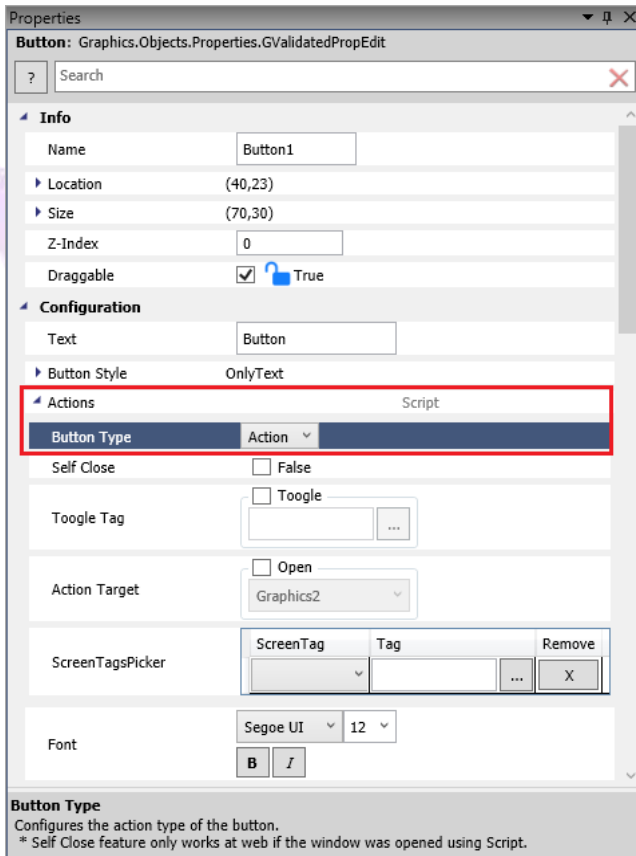
5. Button Actions

Button actions allow the user to easily configure button object behavior.

With another Graphic Document created, buttons can be used to automatically open a generic graphic and set the screen tags' values.



To configure the button actions, select the desired button and expand the actions setting in the properties grid, then change the button type to “Action” as shown in the image below.

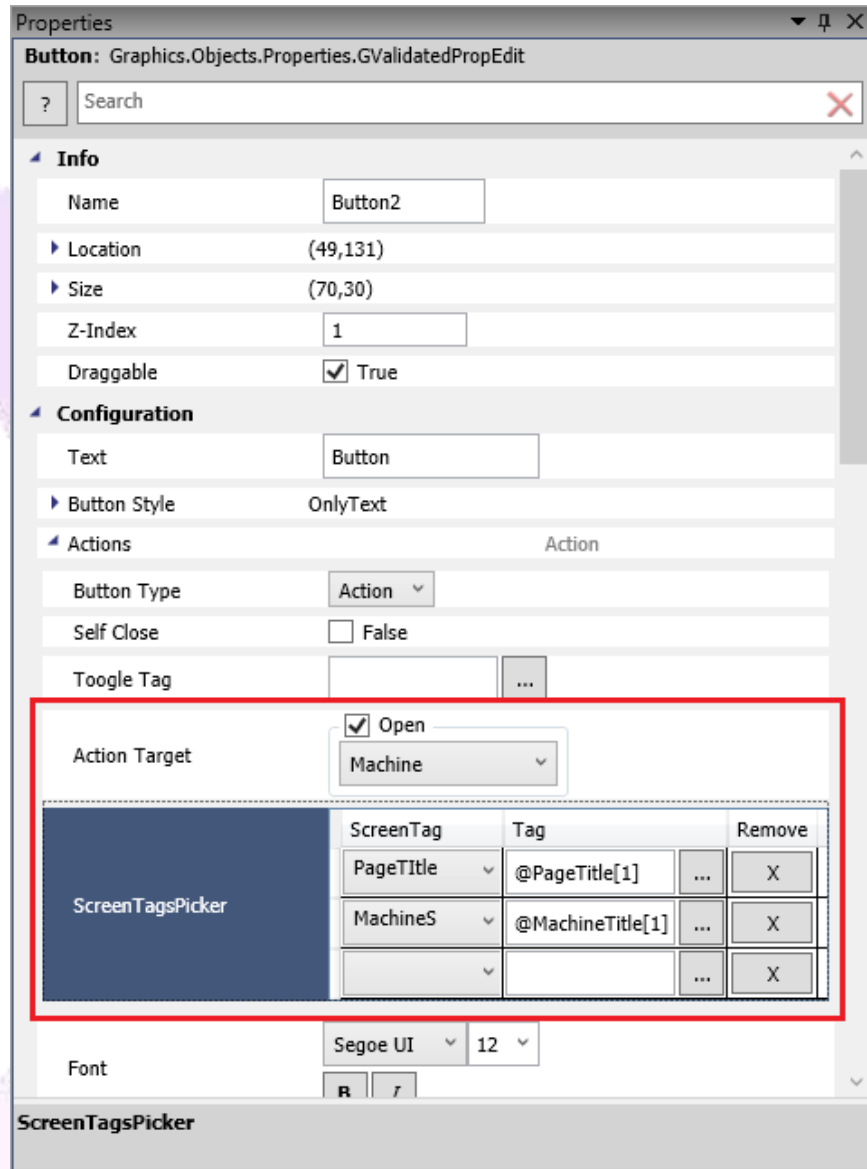


5.1. Action Target

With this option enabled, the combobox can be used to configure a graphic to open every time the button is pressed.

5.2. ScreenTagsPicker

With the Action Target setting enabled, the ScreenTagsPicker will be available to select the graphic configured Screen Tags on the Action Target and set the values the Screen Tags will receive when the configured graphic is opened as shown in the image below.



Configure another button to open the same graphic but with different values passed in the ScreenTagsPicker, each button will open the same graphic but note that they have different values as shown in the images below.

