

compressor_pair.gif

compressor pair.pct (view is 200%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY1
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity1 :Enter First Compressor Digital Input Tagname

Parameter: ENTITY2
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity2: Enter Second Compressor Digital Input Tagname

Compressor

Type: Polygon
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True

Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Disabled
Property Inheritance :
None

Script Text:

'Code provided by: [Enter your name & date]
'This picture is used to represent a Compressor pair, it will change colors as follows:
'Compressor is LITE GREEN HOLLOW if EITHER Compressor IS RUNNING
'Compressor is RED HOLLOW NOT BLINK if BOTH Compressors ARE NOT RUNNING
'Compressor is BLUE HOLLOW if a bad value is received from the field

```
Sub OnDataChange()  
On Error goto catch  
'Conditional Behavior  
IF (ENTITY1.PV.EXTERNAL = ENTITY1.STATE1) OR (ENTITY2.PV.EXTERNAL =  
ENTITY2.STATE1) THEN  
'AT LEAST ONE OF THE COMPRESSORS IS RUNNING - PV = STATE1  
    Me.LineColor = MAKECOLOR(0,191,131)  
ELSE  
'BOTH COMPRESSORS ARE NOT RUNNING - PV = STATE0  
    Me.LineColor = TDC_RED  
END IF  
  
Exit Sub  
catch:  
'Bad Value Behavior  
    Me.LineColor = TDC_BLUE  
End Sub
```

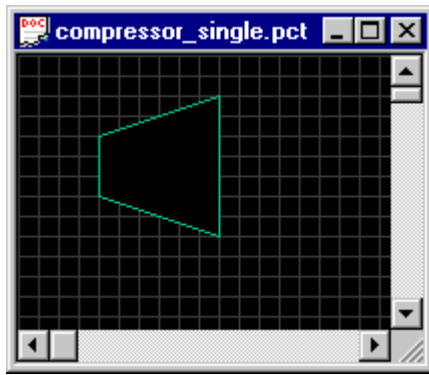
Data Collection:

Name	Rate	Group

Empty		

Listing Options:

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True



compressor_single.gif

compressor_single.pct (view is 200%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY

Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity: Enter Compressor Digital Input Tagname

Compressor

Type: Polygon
 Visible: True
 Blink: False
 Selectable: False
 Angle: 0.000000
 Line Width: 1
 Line Style: 0
 Line Color: 0x283bf00
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: True
 Fill Color: 0x2000000
 Fill Pattern: 15
 Fill Direction: 3
 Fill Percent: 100
 Inherit: Disabled
 Property Inheritance :
 None

Script Text:

'Code provided by: [Enter your name & date]
 'This picture is used to represent a Compressor pair, it will change colors as follows:
 'Compressor is LITE GREEN HOLLOW if Compressor IS RUNNING
 'Compressor is RED HOLLOW NOT BLINK if Compresso IS NOT RUNNING
 'Compressor is BLUE HOLLOW if a bad value is received from the field

```
Sub OnDataChange()
On Error goto catch
'Conditional Behavior
IF (ENTITY.PV.EXTERNAL = ENTITY.STATE1) THEN
'THE COMPRESSORS IS RUNNING - PV = STATE1
    Me.LineColor = MAKECOLOR(0,191,131)
ELSE
'THE COMPRESSOR IS NOT RUNNING - PV = STATE0
    Me.LineColor = TDC_RED
END IF

Exit Sub
catch:
'Bad Value Behavior
    Me.LineColor = TDC_BLUE
End Sub
```

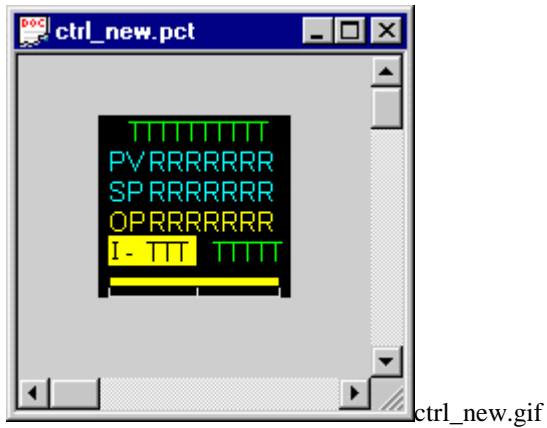
Data Collection:

Name	Rate	Group

Empty		

Listing Options:

- Properties: True
- Scripts: True
- Dynamics : True
- Embedded Displays: True
- Parameters: True
- Parameter Bindings: True
- Inheritance Flags: True
- Data Collection: True



ctrl_new.pct (view is 100%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY
 Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity: Enter Controller Tagname

Parameter: Selected
 Initial Value:
 Data Change Value:
 Type: Boolean
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Selected:Determines whether the target is selectable

Parameter: TargetMgr
 Initial Value:
 Data Change Value:
 Type: Object
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:TargetMgr:Target Manager

TarCz

Type: Rectangle
 Visible: True
 Blink: False

```

Selectable: True
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x2000000
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Disabled
Property Inheritance :
    FillColor
    FillPattern
    Line Style
    Line Width
    Line Color
    HalfIntensity
    Blink
' Code provided by:      [Enter your name & date]

Script Text:
'This script is used to call to the bottom portion of the screen
'the change zone of the point and the highlight the border.

Sub OnLButtonUp
DispDB.[\$CZ_ENTY].External = "\pe(ENTITY)"
LCN.UPDATE 0
'Changes target manager current target to me
    set display.params.targetmgr.params.newtarget = display
End Sub

Sub OnDataChange()
    on error goto err_hdlr
    PUT additional code here or after the code for the target behavior
    if display.params.selected = TRUE then
        Me.LineWidth = 3
        Me.LineColor = TDC_YELLOW           'put the selected target behavior here
    else
        Me.LineWidth = 1
        Me.LineColor = TDC_BLACK           'put the non-selected target behavior here
    end if
    exit Sub

err_hdlr:
        Me.LineWidth = 3
        Me.LineColor = TDC_BLUE           'put the selected target behavior
here
End Sub

```

Polygon1

Type: Polygon
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x2ddddd
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x25f969f
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Disabled
Property Inheritance :
 None

txtMode

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2003a80
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x200fdfd
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0x0
Text: TTT
Inherit: Disabled
Property Inheritance :
 FillColor
 FillPattern
 Line Style
 Line Width
 Line Color
 HalfIntensity
 Text-Reverse
 Text-Color
 Blink

Value Dynamic:
Format: TEXTL1:3
Type: String
Expression: ENTITY.MODE

Script Text:
'This code is used to determine the mode of the controller
'It changes color to TDC_YELLOW when NORMAL and TDC_RED when is OFFNORMAL

Sub OnDataChange()
On error goto catch

```
IF ENTITY.MODE <> ENTITY.NMODE THEN
    ME.FILLCOLOR = TDC_YELLOW
    ME.TEXTCOLOR = TDC_BLACK
ELSE
    ME.FILLCOLOR = TDC_BLACK
    ME.TEXTCOLOR = TDC_CYAN
END IF
```

EXIT SUB

catch:
'If BAD signal from field
ME.TEXTCOLOR = TDC_BLUE

End Sub

txtPV

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2003a80
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0xffff00
Text: RRRRRRR
Inherit: Disabled
Property Inheritance :
 FillColor
 FillPattern

Line Style
Line Width
Line Color
HalfIntensity
Text-Reverse
Text-Color
Blink
Value Dynamic:
Format: R-LL9.99
Type: Real
Expression: ENTITY.PV

Script Text:
Sub onDataChange
On Error Goto catch
' Conditional Behavior
IF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
 Me.FillColor = TDC_BLACK
 Me.TextColor = TDC_CYAN
 Me.Blink = FALSE
ELSEIF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") AND (
COLLECTOR("\$PNTSTS(\pe(ENTITY))") = "UNACKEM") = TRUE THEN
 Me.FillColor = TDC_WHITE
 Me.TextColor = TDC_BLACK
 Me.Blink = TRUE
ELSEIF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") AND (
COLLECTOR("\$PNTSTS(\pe(ENTITY))") = "ACKEM") = TRUE THEN
 Me.FillColor = TDC_WHITE
 Me.TextColor = TDC_BLACK
 Me.Blink = FALSE
ELSEIF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") AND (
COLLECTOR("\$PNTSTS(\pe(ENTITY))") = "UNACKHI") = TRUE THEN
 Me.FillColor = TDC_RED
 Me.TextColor = TDC_WHITE
 Me.Blink = TRUE
ELSEIF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") AND (
COLLECTOR("\$PNTSTS(\pe(ENTITY))") = "ACKHI") = TRUE THEN
 Me.FillColor = TDC_RED
 Me.TextColor = TDC_WHITE
 Me.Blink = FALSE
ELSEIF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") AND (
COLLECTOR("\$PNTSTS(\pe(ENTITY))") = "UNACKLO") = TRUE THEN
 Me.FillColor = TDC_YELLOW
 Me.TextColor = TDC_BLACK
 Me.Blink = TRUE
ELSEIF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") AND (
COLLECTOR("\$PNTSTS(\pe(ENTITY))") = "ACKLO") = TRUE THEN
 Me.FillColor = TDC_YELLOW
 Me.TextColor = TDC_BLACK
 Me.Blink = FALSE
End If

Exit Sub
catch:
' Bad Value Behavior

```
Me.FillColor = TDC_BLUE
Me.TextColor = TDC_WHITE
Me.Blink = FALSE
End Sub
```

text9

```
-----
Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2003a80
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0xff00
Text: TTTTTT
Inherit: Disabled
Property Inheritance :
    FillColor
    FillPattern
    Line Style
    Line Width
    Line Color
    HalfIntensity
    Text-Reverse
    Text-Color
    Blink
Value Dynamic:
    Format: TEXTL1:5
    Type: String
    Expression: ENTITY.EUDESC
```

Rectangle2

```
-----
Type: Rectangle
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x2000000
Scale X: 0x0
Scale Y: 0x0
```

Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x200fdfd
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Disabled
Property Inheritance :
 FillColor
 FillPattern
 Line Style
 Line Width
 Line Color
 HalfIntensity
 Blink
Bar Dynamic:
 Bottom: 0
 Top: 100
 Origin: 0
 Direction: 1
 Expression: ENTITY.OP

Text4

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2003a80
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x25f969f
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0xff00
Text: TTTTTTTTTT
Inherit: Disabled
Property Inheritance :
 FillColor
 FillPattern
 Line Style
 Line Width
 Line Color
 HalfIntensity
 Text-Reverse
 Text-Color
 Blink

Value Dynamic:
Format: TEXTL1:10
Type: String
Expression: ENTITY.[NAME]

txtSP

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2003a80
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x25f969f
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0x2ffff00
Text: RRRRRRR
Inherit: Disabled
Property Inheritance :
 FillColor
 FillPattern
 Line Style
 Line Width
 Line Color
 HalfIntensity
 Text-Reverse
 Text-Color
 Blink

Value Dynamic:
Format: R-LL9.99
Type: Real
Expression: ENTITY.SP

Text6

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2003a80
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0

Trans Y: 0x0
Filled: False
Fill Color: 0x25f969f
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0x2ffff00
Text: PV
Inherit: Disabled
Property Inheritance :
 None

Text8

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2003a80
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x200fdfd
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0x0
Text: I -
Inherit: Disabled
Property Inheritance :
 None

Script Text:

Sub OnDataChange()

On error goto catch

If (ENTITY.INITMAN) THEN

 Me.Visible = TRUE

Else

 Me.Visible = FALSE

End If

Exit Sub

catch:

 Me.Visible = TRUE

 Me.TextColor = TDC_BLUE

End Sub

Text7

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2003a80
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x25f969f
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0x2ffff00
Text: SP
Inherit: Disabled
Property Inheritance :
 None

txtOP

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2003a80
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x25f969f
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0x200fdfd
Text: RRRRRRR
Inherit: Disabled
Property Inheritance :
 FillColor
 FillPattern
 Line Style
 Line Width
 Line Color
 HalfIntensity
 Text-Reverse

Text-Color
Blink
Value Dynamic:
Format: R-LL9.99
Type: Real
Expression: ENTITY.OP

Text10

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2003a80
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x25f969f
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0x200fdfd
Text: OP
Inherit: Disabled
Property Inheritance :
None

Data Collection:

Name	Rate	Group
------	------	-------

Empty

Listing Options:

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True



digalarm.gif

digalarm.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY

Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter Digital Input alarm tagname

Script Text:

Sub OnAssociateDummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

txtName

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffffff
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0

Text Color: 0x2ffffff
Text: TTTTTTTTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:10
 Type: String
 Expression: ENTITY.[NAME]

Script Text:

' Code provided by: [Enter your name & date]
' Point name will show in TDC_BLACK when not in alarm and not "active" (BOOL15 = FALSE)
' Point name will show in TDC_RED BLINK if in alarm no acknowledge
' Point name will show in TDC_RED NOT BLINK if in alarm acknowledge
' If the "active" (BOOL15 = TRUE) and not in alarm, the digital alarm point will show in TDC_WHITE
' If the point is on ERROR it will show in TDC_BLUE

Sub onDataChange

On Error Goto catch

' Conditional Behavior

IF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") AND (NOT(DispDB.[BOOL15]))
THEN

 Me.TextColor = TDC_BLACK

 Me.Blink = FALSE

ELSEIF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") AND (DispDB.[BOOL15])
THEN

 Me.TextColor = TDC_WHITE

 Me.Blink = FALSE

ELSEIF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN

 Me.TextColor = TDC_RED

 Me.Blink = TRUE

ELSEIF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN

 Me.TextColor = TDC_RED

 Me.Blink = FALSE

End If

Exit Sub

catch:

' Bad Value Behavior

 Me.TextColor = TDC_BLUE

 Me.Blink = FALSE

End Sub

Data Collection:

Name Rate Group

Empty

Listing Options:

Properties: True

Scripts: True

Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True



digalarm_message.gif

digalarm_message.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter Digital Input alarm tagname

Parameter: MESSAGE
Initial Value:
Data Change Value:
Type: String
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:MESSAGE: "Enter alarm message"

Script Text:

Sub OnAssociateDummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

txtAlarmMessage

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0

Line Style: 0
 Line Color: 0x2ffffff
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: False
 Fill Color: 0x2000000
 Fill Pattern: 15
 Fill Direction: 3
 Fill Percent: 0
 Text Color: 0x2ffffff
 Text: TTTTTTTTTT
 Inherit: Disabled
 Property Inheritance :
 None
 Value Dynamic:
 Format: TEXTL1:10
 Type: String
 Expression: display.params.MESSAGE

Script Text:
 'Code provided by: [Enter your name & date]
 'Point name will show in TDC_BLACK when not in alarm and not "active" (BOOL15 = FALSE)
 'Point name will show in TDC_RED BLINK if in alarm no acknowledge
 'Point name will show in TDC_RED NOT BLINK if in alarm acknowledge
 'If the "active" (BOOL15 = TRUE) and not in alarm, the digital alarm point will show in TDC_WHITE
 'If the point is on ERROR it will show in TDC_BLUE

Sub OnDataChange
 On Error Goto catch
 'Conditional Behavior
 IF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") AND (NOT(DispDB.[BOOL15]))
 THEN
 Me.TextColor = TDC_BLACK
 Me.Blink = FALSE
 ELSEIF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") AND (DispDB.[BOOL15])
 THEN
 Me.TextColor = TDC_WHITE
 Me.Blink = FALSE
 ELSEIF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
 Me.TextColor = TDC_RED
 Me.Blink = TRUE
 ELSEIF (COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
 Me.TextColor = TDC_RED
 Me.Blink = FALSE
 End If

 Exit Sub
 catch:
 'Bad Value Behavior
 Me.TextColor = TDC_BLUE
 Me.Blink = FALSE
 End Sub

Data Collection:

Name	Rate	Group
------	------	-------

Empty

Listing Options:

Properties: True

Scripts: True

Dynamics : True

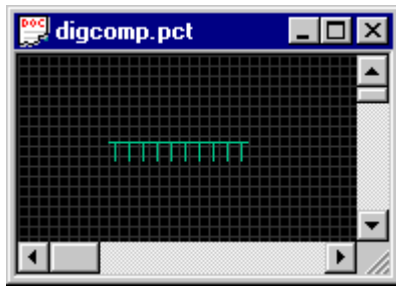
Embedded Displays: True

Parameters: True

Parameter Bindings: True

Inheritance Flags: True

Data Collection: True



digcomp.gif

digcomp.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter Digital Point Tagname

Script Text:

```
Sub OnAssociateDummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01
```

```
End Sub
```

txtName

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffffff
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15

Fill Direction: 3
Fill Percent: 0
Text Color: 0x283bf00
Text: TTTTTTTTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:10
 Type: String
 Expression: ENTITY.[NAME]

Script Text:

```
'Code provided by:       [Enter your name & date]
'This picture is used to represent a Digital Composite or CLM point, it will change colors as follows:
'Name is LITE GREEN HOLLOW if Point PV = State(0)
'Name is RED HOLLOW NOT BLINK if Point PV = State(1)
'Name is GREEN BLINK is PV is in between states (MOVING)
'Name is BLUE HOLLOW if a bad value is received from the field
```

```
Sub onDataChange()
On Error goto catch
'Conditional Behavior
IF (ENTITY.PV.EXTERNAL = ENTITY.STATE1) THEN
'Point IS ACTIVE --> PV = STATE1
    Me.TextColor = MAKECOLOR(0,191,131)
    Me.Blink = FALSE
ELSEIF (ENTITY.PV.EXTERNAL = ENTITY.STATE0) THEN
'Point IS NOT ACTIVE --> PV = STATE0
    Me.TextColor = TDC_RED
    Me.Blink = FALSE
ELSE
'Point IS "MOVING" PV is in between states
    Me.TextColor = MAKECOLOR(0,191,131)
    Me.Blink = TRUE
END IF

Exit Sub
catch:
'Bad Value Behavior
    Me.TextColor = TDC_BLUE
End Sub
```

Data Collection:

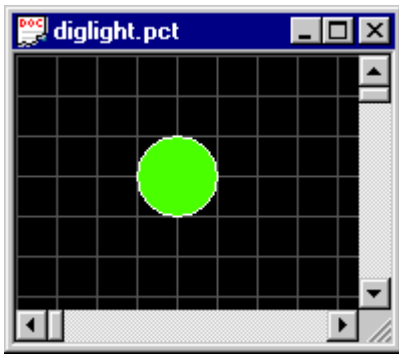
Name	Rate	Group

Empty		

Listing Options:

Properties: True
Scripts: True
Dynamics : True

Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True



diglight.gif

diglight.pct (view is 400%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY
 Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity:Enter Digital Input Tagname for the Alarm Light

AlarmLite

Type: Ellipse
 Visible: True
 Blink: False
 Selectable: False
 Angle: 0.000000
 Line Width: 1
 Line Style: 0
 Line Color: 0x2ffffff
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: True
 Fill Color: 0x200ff49
 Fill Pattern: 15
 Fill Direction: 3
 Fill Percent: 100
 Inherit: Disabled
 Property Inheritance :
 None

Script Text:

```
'Code provided by:      [Enter your name & date]
'This picture is used to represent an alarm lite, its input is a digital point and
'will change colors as follows:
'Lite is RED NOT BLINK if Point is in ALARM; no difference if alarm is acknowledged or not
'Lite is BLACK (INVISIBLE) if point is NOT in ALARM
'Lite is BLUE HOLLOW if a bad value is received from the field
```

```
Sub OnDataChange()
On Error goto catch
'Conditional Behavior
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") <> "NOALARM") THEN
    Me.FillColor = TDC_RED
ELSE
    Me.FillColor = TDC_BLACK
End If

Exit Sub
catch:
'Bad Value Behavior
    Me.FillColor = TDC_BLUE
End Sub
```

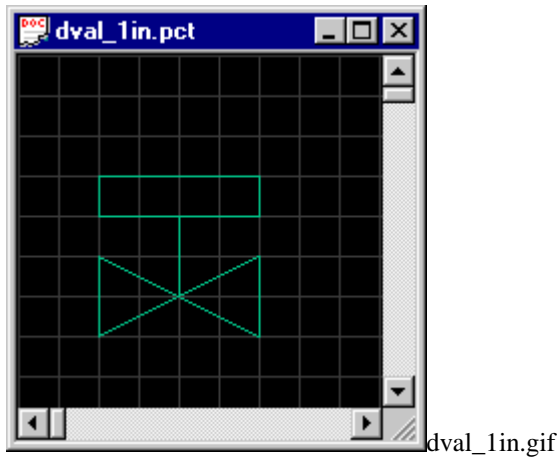
Data Collection:

Name	Rate	Group

Empty		

Listing Options:

```
Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True
```



dval_1in.pct (view is 400%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY
 Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity: Enter Valve Digital point (OPEN limit switch)

grpValve

Type: Group
 Visible: True
 Blink: False
 Selectable: False
 Angle: 0.000000
 Line Width: 1
 Line Style: 0
 Line Color: 0x283bf00
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: False
 Fill Color: 0x2000000
 Fill Pattern: 15
 Fill Direction: 3
 Fill Percent: 100
 Text Color: 0xffffffff

Text:
Inherit: Disabled
Property Inheritance :
None

Script Text:
'Code provided by: [Enter your name & date]
'This valve uses a single digital input point to determine its visual status (OPEN / CLOSE).
'the following truth table applies:
' PV = State1 Valve is Open it will show LITE GREEN HOLLOW -> MAKECOLOR(0,191,131)
' PV = State0 Valve is Close it will show TDC_RED HOLLOW
' If a bad signal is reported from the field on the output point the valve will show in TDC_BLUE
HOLLOW

Sub onDataChange()
On Error goto catch

' Conditional Behavior
IF (ENTITY.PV.EXTERNAL = ENTITY.STATE1) THEN
' Valve is OPEN
Me.LineColor = MAKECOLOR(0,191,131)
ELSE
' Valve is CLOSE
Me.LineColor = TDC_RED
END IF

Exit Sub

catch:
' BAD FIELD SIGNAL
Me.LineColor = TDC_BLUE
End Sub

grpValve:Manifold

Type: Polygon
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Enabled
Property Inheritance :

FillColor
FillPattern
Line Style
Line Width
Line Color
HalfIntensity
Blink

grpValve:Body

Type: Polygon
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Enabled
Property Inheritance :
 FillColor
 FillPattern
 Line Style
 Line Width
 Line Color
 HalfIntensity
 Blink

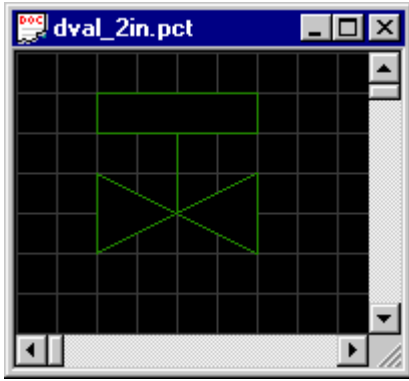
Data Collection:

Name	Rate	Group
------	------	-------

Empty

Listing Options:

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True



dval_2in.gif

dval_2in.pct (view is 400%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ZSO

Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:ZSO: Enter Digital Input LIMIT SWITCH FOR OPEN (ZSO]

Parameter: ZSC

Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:ZSC:Enter Digital Input LIMIT SWITCH FOR CLOSE (ZSC]

Group1

Type: Group
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x2008024
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True

Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0xffffffff
Text:
Inherit: Disabled
Property Inheritance :
None

Script Text:

```
'Code provided by:      [Enter your name & date]
'This valve works with two digital input points base on the PV value the following
'Truth table applies:
'      ZSO.PV = State0 and ZSC.PV = State0  Valve is Moving it will show TDC_GREEN HOLLOW
      BLINKING --> MAKECOLOR(0,191,131)
'      ZSO.PV = State1 and ZSC.PV = State0  Valve is Open it will show LITE GREEN HOLLOW ->
MAKECOLOR(0,191,131)
'      ZSO.PV = State0 and ZSC.PV = State1  Valve is Close it will show TDC_RED HOLLOW NOT
BLINKIG
'      ZSO.PV = State1 and ZSC.PV = State1  Valve is in Bad State it will show TDC_BLUE
HOLLOW BLINKING
' If a bad PV value is reported from the field the valve will show in TDC_BLUE HOLLOW
```

```
Sub OnDataChange()
DIM PTZSO AS STRING 'ZSO CURRENT PV VALUE
DIM PTZSC AS STRING 'ZSC CURRENT PV VALUE
DIM OSTATE0 AS STRING 'ZSO STATE0 VALUE
DIM OSTATE1 AS STRING 'ZSO STATE1 VALUE
DIM CSTATE0 AS STRING 'ZSC STATE0 VALUE
DIM CSTATE1 AS STRING 'ZSC STATE1 VALUE
```

```
' ASSIGN VALUES
PTZSO = ZSO.PV.EXTERNAL
PTZSC = ZSC.PV.EXTERNAL
OSTATE0 = ZSO.STATE0
OSTATE1 = ZSO.STATE1
CSTATE0 = ZSC.STATE0
CSTATE1 = ZSC.STATE1
```

```
On Error goto catch
'Conditional Behavior
IF (PTZSO = OSTATE0) AND (PTZSC = CSTATE0) THEN
' Valve is MOVING, it will show hollow TDC_GREEN
    Me.LineColor = MAKECOLOR(0,191,131)
    Me.Blink = True
ELSEIF (PTZSO = OSTATE1) AND (PTZSC = CSTATE0) THEN
' Valve is OPEN, it will show hollow GREEN NOT BLINKING
    Me.LineColor = MAKECOLOR(0,191,131)
    Me.Blink = False
ELSEIF (PTZSO = OSTATE0) AND (PTZSC = CSTATE1) THEN
' Valve is CLOSE, it will show hollow RED NOT BLINKING
    Me.LineColor = TDC_RED
    Me.Blink = False
ELSE (PTZSO = OSTATE1) AND (PTZSC = CSTATE1) THEN
```

```
' Valve is BAD state, it will show hollow BLUE BLINKING
    Me.LineColor = TDC_BLUE
    Me.Blink = True
END IF
Exit sub
```

```
catch:
'error code
    Me.LineColor = TDC_BLUE
    Me.Blink = False
End Sub
```

Group1:Manifold

```
-----
Type: Polygon
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x2008024
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Enabled
Property Inheritance :
    FillColor
    Line Color
    Blink

Script Text:
```

Group1:Body

```
-----
Type: Polygon
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x2008024
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
```

Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Enabled
Property Inheritance :
 FillColor
 Line Color
 Blink

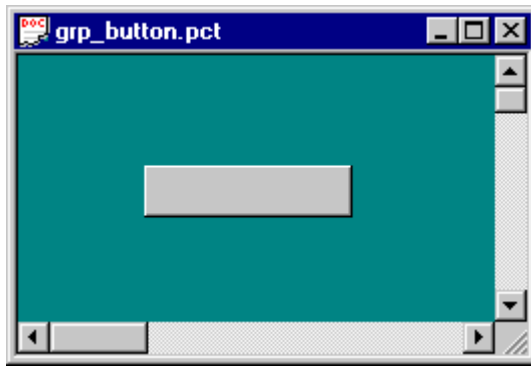
Data Collection:

Name	Rate	Group
------	------	-------

Empty

Listing Options:

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True



grp_button.gif

grp_button.pct (view is 100%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: title
 Initial Value:
 Data Change Value:
 Type: String
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True

Prompt:grp:Enter group number in " "

Parameter: grp
 Initial Value:
 Data Change Value:
 Type: String
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:grp:Enter group number in " "

OleObject1

Type: OleObject
 Visible: True

Script Text:

```
Sub Click()
DIM DUMMY AS LONG
DUMMY = LCN.PC3022.SP
GROUP Display.Params.grp,0
End Sub
```

```
Sub OnDisplayStartup()
me.text = Display.Params.title
End Sub
```

Data Collection:

Name	Rate	Group
------	------	-------

Empty

Listing Options:

Properties: True

Scripts: True

Dynamics : True

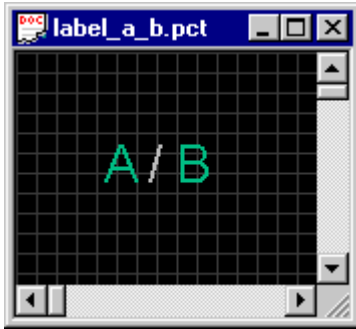
Embedded Displays: True

Parameters: True

Parameter Bindings: True

Inheritance Flags: True

Data Collection: True



label_a_b.gif

label_a_b.pct (view is 200%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY1

Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity1: Enter First Pump Digital Input Tagname

Parameter: ENTITY2

Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity2: Enter Second Pump Digital Input Tagname

PumpA_label

Type: Text
 Visible: True
 Blink: False
 Selectable: False
 Angle: 0.000000
 Line Width: 0
 Line Style: 0
 Line Color: 0x2ffffff
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: False
 Fill Color: 0x2000000
 Fill Pattern: 15

Fill Direction: 3
Fill Percent: 100
Text Color: 0x283bf00
Text: A
Inherit: Disabled
Property Inheritance :
None

Script Text:

```
' Code provided by:      [Enter your name & date]
' This subpicture uses two full digital input points, one for each pump.
' If PV = State0 pumpA is running (it shows Hollow LITE GREEN -> MAKECOLOR(0,191,131))
' If PV = State1 pumpA is not running (it shows Hollow TDC_RED)
' If Bad value from the field it shows Hollow TDC_BLUE.
```

```
Sub OnDataChange()
On Error goto catch
' Conditional Behavior
IF (ENTITY1.PV.EXTERNAL = ENTITY1.STATE1) THEN
' PUMP_A IS RUNNING - PV = STATE1
    Me.TextColor = MAKECOLOR(0,191,131)
ELSE
' PUMP_A IS NOT RUNNING - PV = STATE0
    Me.TextColor = TDC_RED
END IF
Exit Sub
```

```
catch:
' BAD FIELD SIGNAL
    Me.TextColor = TDC_BLUE
End Sub
```

Text2

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffffff
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0x2bbbbbb
Text: /
Inherit: Disabled

Property Inheritance :
None

PumpB_label

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffffff
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0x283bf00
Text: B
Inherit: Disabled
Property Inheritance :
None

Script Text:

'Code provided by: [Enter your name & date]
'This subpicture uses a two full digital input points one for each pump.
'If PV = State0 pumpB is running (it shows Hollow LITE GREEN (0,191,131))
'If PV = State1 pumpB is not running (it shows Hollow TDC_RED)
'If Bad value from the field it shows Hollow TDC_BLUE.

```
Sub OnDataChange()  
On Error goto catch  
'Conditional Behavior  
IF (ENTITY2.PV.EXTERNAL = ENTITY2.STATE1) THEN  
'PUMP_B IS RUNNING - PV = STATE1  
    Me.TextColor = MAKECOLOR(0,191,131)  
ELSE  
'PUMP_B IS NOT RUNNING - PV = STATE0  
    Me.TextColor = TDC_RED  
END IF  
Exit Sub
```

```
catch:  
'BAD FIELD SIGNAL  
    Me.TextColor = TDC_BLUE  
End Sub
```

Data Collection:

Name	Rate	Group
------	------	-------

Empty

Listing Options:

Properties: True

Scripts: True

Dynamics : True

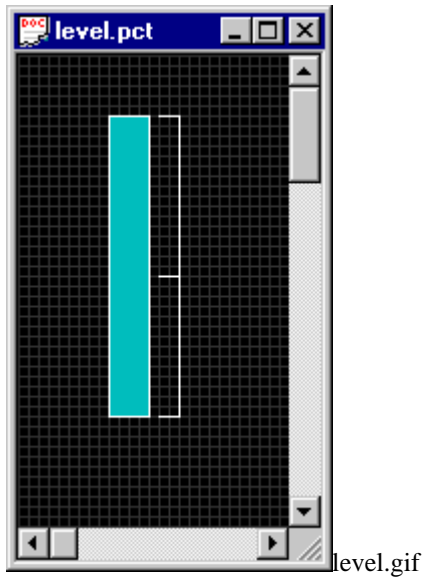
Embedded Displays: True

Parameters: True

Parameter Bindings: True

Inheritance Flags: True

Data Collection: True



level.pct (view is 100%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY
 Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity: Enter Level controller or Indicator tagname

Rectangle1

Type: Rectangle
 Visible: True
 Blink: False
 Selectable: False
 Angle: 0.000000
 Line Width: 1
 Line Style: 0
 Line Color: 0x2ffffff
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: True
 Fill Color: 0x2bfbf00
 Fill Pattern: 15

Fill Direction: 3
Fill Percent: 100
Inherit: Disabled
Property Inheritance :
 None
Bar Dynamic:
 Bottom: ENTITY.PVLOLM
 Top: ENTITY.PVHILM
 Origin: ENTITY.PVLOLM
 Direction: 0
 Expression: ENTITY.PV

Script Text:

```
'Code provided by:      [Enter your name & date]
'This is used to represent a level indication bar in a vessel
'Its input is PV of a level controller point or a level indicator
'If the point is not in alarm it show TDC_cyan
'If the point is in alarm unacknowledge it shows RED BLINKING
'If the point is in alarm acknowledge it shows RED NOT BLINKING
'If a bad value is received from the field it shows BLUE
```

Sub onDataChange

On Error Goto catch

'Conditional Behavior

```
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
    Me.FillColor = TDC_CYAN
    Me.Blink = FALSE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
    Me.FillColor = TDC_RED
    Me.Blink = TRUE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
    Me.FillColor = TDC_RED
    Me.Blink = FALSE
```

End If

Exit Sub

catch:

'Bad Value Behavior

```
Me.FillColor = TDC_BLUE
Me.Blink = FALSE
```

End Sub

Polygon1

Type: Polygon
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x2ffffff
Scale X: 0x0
Scale Y: 0x0

Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2ffff00
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Disabled
Property Inheritance :
 None

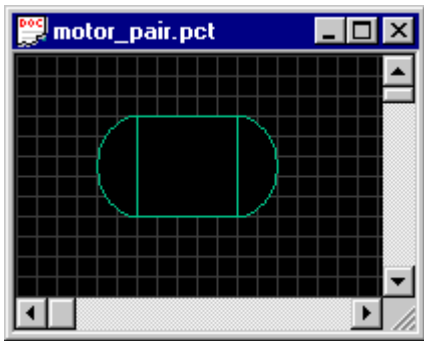
Data Collection:

Name	Rate	Group

Empty		

Listing Options:

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True



motor_pair.gif

motor_pair.pct (view is 200%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY1

Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity1: Enter First Motor Digital Input Tagname

Parameter: ENTITY2

Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity2: Enter Second Motor Digital Input Tagname

grpMotor

Type: Group
 Visible: True
 Blink: False
 Selectable: False
 Angle: 0.000000
 Line Width: 1
 Line Style: 0
 Line Color: 0x283bf00
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: True
 Fill Color: 0x2000000
 Fill Pattern: 15

Fill Direction: 3
Fill Percent: 100
Text Color: 0xffffffff
Text:
Inherit: Disabled
Property Inheritance :
None

Script Text:

'Code provided by: [Enter your name & date]
'This picture is used to represent a Motor pair, it will change colors as follows:
'Motor is LITE GREEN HOLLOW if EITHER Motor IS RUNNING
'Motor is RED HOLLOW NOT BLINK if BOTH Motors ARE NOT RUNNING
'Motor is BLUE HOLLOW if a bad value is received from the field

```
Sub OnDataChange()  
On Error goto catch  
'Conditional Behavior  
IF (ENTITY1.PV.EXTERNAL = ENTITY1.STATE1) OR (ENTITY2.PV.EXTERNAL =  
ENTITY2.STATE1) THEN  
' AT LEAST ONE OF THE MOTORS IS RUNNING - PV = STATE1  
    Me.LineColor = MAKECOLOR(0,191,131)  
ELSE  
' BOTH MOTORS ARE NOT RUNNING - PV = STATE0  
    Me.LineColor = TDC_RED  
END IF  
  
Exit Sub  
catch:  
'Bad Value Behavior  
    Me.LineColor = TDC_BLUE  
End Sub
```

grpMotor:RoundRectangle1

Type: RoundRectangle
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Enabled
Property Inheritance :

FillColor
FillPattern
Line Style
Line Width
Line Color
HalfIntensity
Blink

grpMotor:Line1

Type: Line
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Inherit: Enabled
Property Inheritance :
FillColor
FillPattern
Line Style
Line Width
Line Color
HalfIntensity
Blink

grpMotor:Line2

Type: Line
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Inherit: Enabled
Property Inheritance :
FillColor
FillPattern
Line Style
Line Width
Line Color
HalfIntensity
Blink

Data Collection:

Name	Rate	Group
------	------	-------

Empty

Listing Options:

Properties: True

Scripts: True

Dynamics : True

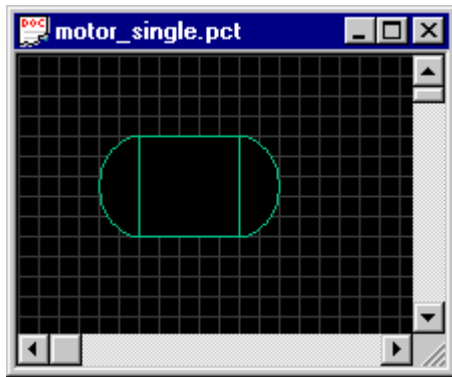
Embedded Displays: True

Parameters: True

Parameter Bindings: True

Inheritance Flags: True

Data Collection: True



motor_single.gif

motor_single.pct (view is 200%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY
 Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity: Enter Motor Digital Input Tagname

grpMotor

Type: Group
 Visible: True
 Blink: False
 Selectable: False
 Angle: 0.000000
 Line Width: 1
 Line Style: 0
 Line Color: 0x283bf00
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: True
 Fill Color: 0x2000000
 Fill Pattern: 15
 Fill Direction: 3
 Fill Percent: 100
 Text Color: 0xffffffff
 Text:
 Inherit: Disabled
 Property Inheritance :
 None

Script Text:

```
'Code provided by:      [Enter your name & date]
'This picture is used to represent a Motor pair, it will change colors as follows:
'Motor is LITE GREEN HOLLOW if Motor IS RUNNING
'Motor is RED HOLLOW NOT BLINK if Motor IS NOT RUNNING
'Motor is BLUE HOLLOW if a bad value is received from the field
```

```
Sub OnDataChange()
On Error goto catch
'Conditional Behavior
IF (ENTITY.PV.EXTERNAL = ENTITY.STATE1) THEN
'THE Motor IS RUNNING - PV = STATE1
    Me.LineColor = MAKECOLOR(0,191,131)
ELSE
'THE Motor IS NOT RUNNING - PV = STATE0
    Me.LineColor = TDC_RED
END IF
```

```
Exit Sub
catch:
'Bad Value Behavior
    Me.LineColor = TDC_BLUE
End Sub
```

grpMotor:RoundRectangle1

```
Type: RoundRectangle
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Enabled
Property Inheritance :
    FillColor
    FillPattern
    Line Style
    Line Width
    Line Color
    HalfIntensity
    Blink
```

grpMotor:Line1

Type: Line
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Inherit: Enabled
Property Inheritance :
 FillColor
 FillPattern
 Line Style
 Line Width
 Line Color
 HalfIntensity
 Blink

grpMotor:Line2

Type: Line
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Inherit: Enabled
Property Inheritance :
 FillColor
 FillPattern
 Line Style
 Line Width
 Line Color
 HalfIntensity
 Blink

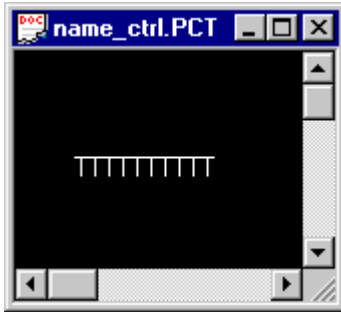
Data Collection:

Name	Rate	Group
------	------	-------

Empty

Listing Options:

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True



name_ctrl.gif

name_ctrl.pct (view is 100%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY
 Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity: Enter Regulatory Control Tagname

Script Text:

Sub OnAssociateDummy Statement for Startup Data Client
 DispDB.Int01 = DispDB.Int01

End Sub

txtName

Type: Text
 Visible: True
 Blink: False
 Selectable: False
 Angle: 0.000000
 Line Width: 0
 Line Style: 0
 Line Color: 0x2ffffff
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: False
 Fill Color: 0x2000000
 Fill Pattern: 15
 Fill Direction: 3

Fill Percent: 0
Text Color: 0x2ffffff
Text: TTTTTTTTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:10
 Type: String
 Expression: ENTITY.[NAME]

Script Text:

'Code provided by: [Enter your name & date]
'This subpicture displays the tagname of a control point
'If the point is in no alarm and the mode is equal to its normal mode it shows TDC_WHITE
'If the point is in no alarm and the mode is not equal to its normal mode is shows TDC_CYAN
'If the point is in alarm no acknowledge it shows in TDC_RED BLINKING
'If the point is in alarm acknowledge it shows in TDC_RED NON BLINKING
'If a bad value is reported from the field it is shown in TDC_BLUE

```
Sub onDataChange
DIM ALARM AS STRING
DIM MODE AS STRING
DIM NMODE AS STRING
ALARM = COLLECTOR("ACKSTAT(\pe(ENTITY))")
MODE = ENTITY.MODE
NMODE = ENTITY.NMODE
On Error Goto catch
'Conditional Behavior
IF (ALARM = "NOALARM") AND (MODE = NMODE) THEN
    Me.TextColor = TDC_WHITE
    Me.Blink = FALSE
ELSEIF (ALARM = "NOALARM") AND (MODE <> NMODE) THEN
    Me.TextColor = TDC_CYAN
    Me.Blink = FALSE
ELSEIF (ALARM = "UNAKALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = TRUE
ELSEIF (ALARM = "AKDALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = FALSE
End If

Exit Sub
catch:
'Bad Value Behavior
    Me.TextColor = TDC_BLUE
    Me.Blink = FALSE
End Sub
```

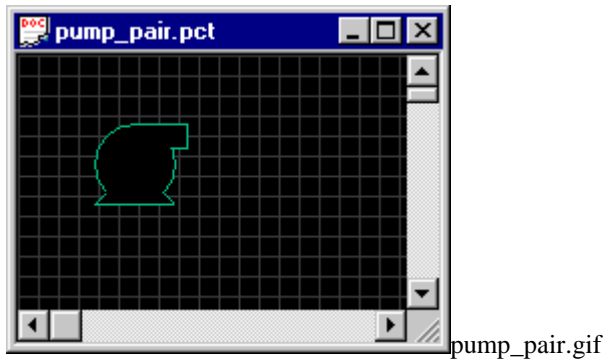
Data Collection:

Name	Rate	Group
------	------	-------

Empty

Listing Options:

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True



pump_pair.pct (view is 200%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY1
 Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity1: Enter First Pump Digital Input Tagname

Parameter: ENTITY2
 Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity2: Enter Second Pump Digital Input Tagname

Grp_Pump_Pair

Type: Group
 Visible: True
 Blink: False
 Selectable: False
 Angle: 0.000000
 Line Width: 1
 Line Style: 0
 Line Color: 0x283bf00
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: True
 Fill Color: 0x2000000

Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0xffffffff
Text:
Inherit: Disabled
Property Inheritance :
None

Script Text:

' Code provided by: [Enter your name & date]
' This picture is used to represent a Pump pair, it will change colors as follows:
' Pump is LITE GREEN HOLLOW if EITHER Pump IS RUNNING
' Pump is RED HOLLOW NOT BLINK if BOTH Pumps ARE NOT RUNNING
' Pump is BLUE HOLLOW if a bad value is received from the field

```
Sub OnDataChange()  
On Error goto catch  
' Conditional Behavior  
IF (ENTITY1.PV.EXTERNAL = ENTITY1.STATE1) OR (ENTITY2.PV.EXTERNAL =  
ENTITY2.STATE1) THEN  
' AT LEAST ONE OF THE PUMPS IS RUNNING - PV = STATE1  
    Me.LineColor = MAKECOLOR(0,191,131)  
ELSE  
' BOTH PUMPS ARE NOT RUNNING - PV = STATE0  
    Me.LineColor = TDC_RED  
END IF  
  
Exit Sub  
catch:  
' Bad Value Behavior  
    Me.LineColor = TDC_BLUE  
End Sub
```

Grp_Pump_Pair:Pump_Body

Type: Ellipse
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Enabled

Property Inheritance :
FillColor
FillPattern
Line Style
Line Width
Line Color
HalfIntensity
Blink

Grp_Pump_Pair:Pump_Exhaust

Type: Polygon
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Enabled
Property Inheritance :
FillColor
FillPattern
Line Style
Line Width
Line Color
HalfIntensity
Blink

Grp_Pump_Pair:Pump_Base

Type: Polygon
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15

Fill Direction: 3
Fill Percent: 100
Inherit: Enabled
Property Inheritance :
 FillColor
 FillPattern
 Line Style
 Line Width
 Line Color
 HalfIntensity
 Blink

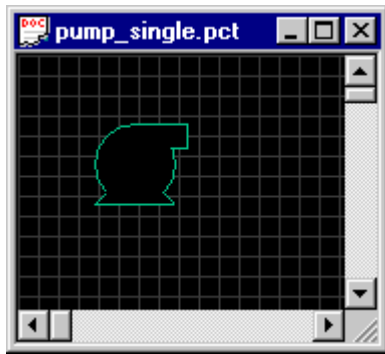
Data Collection:

Name	Rate	Group

Empty		

Listing Options:

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True



pump_single.pct

pump_single.pct (view is 200%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY
 Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity: Enter Pump Digital Input Tagname

Grp_Pump

Type: Group
 Visible: True
 Blink: False
 Selectable: False
 Angle: 0.000000
 Line Width: 1
 Line Style: 0
 Line Color: 0x283bf00
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: True
 Fill Color: 0x2000000
 Fill Pattern: 15
 Fill Direction: 3
 Fill Percent: 100
 Text Color: 0xffffffff
 Text:
 Inherit: Disabled
 Property Inheritance :
 None

Script Text:

```
'Code provided by:      [Enter your name & date]
'This picture is used to represent a Pump pair, it will change colors as follows:
'Pump is LITE GREEN HOLLOW if Pump IS RUNNING
'Pump is RED HOLLOW NOT BLINK if Pump IS NOT RUNNING
'Pump is BLUE HOLLOW if a bad value is received from the field
```

```
Sub OnDataChange()
On Error goto catch
'Conditional Behavior
IF (ENTITY.PV.EXTERNAL = ENTITY.STATE1) THEN
'THE Pump IS RUNNING - PV = STATE1
    Me.LineColor = MAKECOLOR(0,191,131)
ELSE
'THE Pump IS NOT RUNNING - PV = STATE0
    Me.LineColor = TDC_RED
END IF
```

```
Exit Sub
catch:
'Bad Value Behavior
    Me.LineColor = TDC_BLUE
End Sub
```

Grp_Pump:Pump_Body

```
Type: Ellipse
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Enabled
Property Inheritance :
    FillColor
    FillPattern
    Line Style
    Line Width
    Line Color
    HalfIntensity
    Blink
```

Grp_Pump:Pump_Exhaust

Type: Polygon
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Enabled
Property Inheritance :
 FillColor
 FillPattern
 Line Style
 Line Width
 Line Color
 HalfIntensity
 Blink

Grp_Pump:Pump_Base

Type: Polygon
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Enabled
Property Inheritance :
 FillColor
 FillPattern
 Line Style
 Line Width
 Line Color

HalfIntensity
Blink

Data Collection:

Name	Rate	Group
------	------	-------

Empty

Listing Options:

Properties: True

Scripts: True

Dynamics : True

Embedded Displays: True

Parameters: True

Parameter Bindings: True

Inheritance Flags: True

Data Collection: True



pv1.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociateDummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

txtEUDESC

Type: Text
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2ffff00
Fill Pattern: 15

Fill Direction: 3
Fill Percent: 100
Text Color: 0x200fdfd
Text: TTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:4
 Type: String
 Expression: ENTITY.EUDESC

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0
Text Color: 0x200fdfd
Text: RRRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-9.99
 Type: Real
 Expression: ENTITY.PV

Script Text:

```
'Code provided by:      [Enter your name & date]
'This is used to represent the PV value of a controller point with a format R-9.99
'If the point is not in alarm it show TDC_YELLOW
'If the point is in alarm unacknowledge it shows RED BLINKING
'If the point is in alarm acknowledge it shows RED NOT BLINKING
'If a bad value is received from the field it shows BLUE
```

```
Sub OnDataChange
DIM ALARM AS STRING
ALARM = COLLECTOR("ACKSTAT(\pe(ENTITY))")
On Error Goto catch
'Conditional Behavior
IF ( ALARM = "NOALARM") THEN
```

```

        Me.TextColor = TDC_YELLOW
        Me.Blink = FALSE
ELSEIF ( ALARM = "UNAKALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = TRUE
ELSEIF ( ALARM = "AKDALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = FALSE
End If

Exit Sub
catch:
'Bad Value Behavior
    Me.TextColor = TDC_BLUE
    Me.Blink = FALSE
End Sub

```

Data Collection:

Name	Rate	Group

Empty		

Listing Options:

```

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True

```




pv1_ai.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociateDummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

txtEUDESC

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2ffff00
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100

Text Color: 0x200bf36
Text: TTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:4
 Type: String
 Expression: ENTITY.EUDESC

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0
Text Color: 0x200bf36
Text: RRRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-9.99
 Type: Real
 Expression: ENTITY.PV

Script Text:

```
'Code provided by:      [Enter your name & date]
'This is used to represent the PV value of a Analog Input point with a format R-9.99
'If the point is not in alarm it show LITE GREEN -> MAKECOLOR(54,191,0)
'If the point is in alarm unacknowledge it shows TDC_RED BLINKING
'If the point is in alarm acknowledge it shows TDC_RED NOT BLINKING
'If a bad value is received from the field it shows TDC_BLUE
```

Sub onDataChange

On Error Goto catch

'Conditional Behavior

```
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
    Me.TextColor = MAKECOLOR(54,191,0)
    Me.Blink = FALSE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
    Me.TextColor = TDC_RED
```

```

        Me.Blink = TRUE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = FALSE
End If

Exit Sub
catch:
' Bad Value Behavior
    Me.TextColor = TDC_BLUE
    Me.Blink = FALSE
End Sub

```

Data Collection:

Name	Rate	Group

Empty		

Listing Options:

```

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True

```




pv2.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociateDummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

txtEUDESC

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2ffff00
Fill Pattern: 15
Fill Direction: 3

Fill Percent: 100
Text Color: 0x200fdfd
Text: TTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:4
 Type: String
 Expression: ENTITY.EUDESC

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0
Text Color: 0x200fdfd
Text: RRRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-Z9.9
 Type: Real
 Expression: ENTITY.PV

Script Text:

```
'Code provided by:      [Enter your name & date]
'This is used to represent the PV value of a controller point with a format R-99.9
'If the point is not in alarm it show TDC_YELLOW
'If the point is in alarm unacknowledge it shows RED BLINKING
'If the point is in alarm acknowledge it shows RED NOT BLINKING
'If a bad value is received from the field it shows BLUE
```

Sub OnDataChange

On Error Goto catch

'Conditional Behavior

```
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
```

```
    Me.TextColor = TDC_YELLOW
```

```
    Me.Blink = FALSE
```

```
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
```

```

        Me.TextColor = TDC_RED
        Me.Blink = TRUE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
        Me.TextColor = TDC_RED
        Me.Blink = FALSE
End If

Exit Sub
catch:
' Bad Value Behavior
        Me.TextColor = TDC_BLUE
        Me.Blink = FALSE
End Sub

```

Data Collection:

Name	Rate	Group

Empty		

Listing Options:

```

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True

```




pv1_ai.pct (view is 100%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY
 Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociateDummy Statement for Startup Data Client
 DispDB.Int01 = DispDB.Int01

End Sub

txtEUDESC

Type: Text
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Line Width: 0
 Line Style: 0
 Line Color: 0x2ffff00
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: False
 Fill Color: 0x2ffff00
 Fill Pattern: 15
 Fill Direction: 3

Fill Percent: 100
Text Color: 0x200bf36
Text: TTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:4
 Type: String
 Expression: ENTITY.EUDESC

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0
Text Color: 0x200bf36
Text: RRRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-Z9.9
 Type: Real
 Expression: ENTITY.PV

Script Text:

```
'Code provided by:      [Enter your name & date]
'This is used to represent the PV value of a Analog Input point with a format R-99.9
'If the point is not in alarm it show LITE GREEN -> MAKECOLOR(54,191,0)
'If the point is in alarm unacknowledge it shows TDC_RED BLINKING
'If the point is in alarm acknowledge it shows TDC_RED NOT BLINKING
'If a bad value is received from the field it shows TDC_BLUE
```

Sub OnDataChange

On Error Goto catch

'Conditional Behavior

```
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
```

```
    Me.TextColor = MAKECOLOR(54,191,0)
```

```
    Me.Blink = FALSE
```

```
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
```

```

        Me.TextColor = TDC_RED
        Me.Blink = TRUE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
        Me.TextColor = TDC_RED
        Me.Blink = FALSE
End If

Exit Sub
catch:
' Bad Value Behavior
        Me.TextColor = TDC_BLUE
        Me.Blink = FALSE
End Sub

```

Data Collection:

Name	Rate	Group

Empty		

Listing Options:

```

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True

```




pv2_pvably.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociate'Dummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3

Fill Percent: 0
Text Color: 0x200fdfd
Text: RRRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-Z9.9
 Type: Real
 Expression: ENTITY.PV

Script Text:

'Code provided by: [Enter your name & date]
'This is used to represent the PV value of a controller point with a format R-99.9
'If the point is not in alarm it show TDC_YELLOW
'If the point is in alarm unacknowledge it shows RED BLINKING
'If the point is in alarm acknowledge it shows RED NOT BLINKING
'If a bad value is received from the field it shows BLUE

Sub onDataChange

On Error Goto catch

'Conditional Behavior

```
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
    Me.TextColor = TDC_YELLOW
    Me.Blink = FALSE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = TRUE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = FALSE
```

End If

Exit Sub

catch:

'Bad Value Behavior

```
Me.TextColor = TDC_BLUE
Me.Blink = FALSE
```

End Sub

Data Collection:

Name	Rate	Group
------	------	-------

Empty

Listing Options:

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True

Inheritance Flags: True
Data Collection: True



pv3.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociateDummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

txtEUDESC

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2ffff00
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100

Text Color: 0x200fdfd
Text: TTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:4
 Type: String
 Expression: ENTITY.EUDESC

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0
Text Color: 0x200fdfd
Text: RRRRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-ZZ9.9
 Type: Real
 Expression: ENTITY.PV

Script Text:

```
' Code provided by:      [Enter your name & date]
' This is used to represent the PV value of a controller point with a format R-999.9
' If the point is not in alarm it show TDC_YELLOW
' If the point is in alarm unacknowledge it shows RED BLINKING
' If the point is in alarm acknowledge it shows RED NOT BLINKING
' If a bad value is received from the field it shows BLUE
```

```
Sub OnDataChange
On Error Goto catch
' Conditional Behavior
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
    Me.TextColor = TDC_YELLOW
    Me.Blink = FALSE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = TRUE
```

```

ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = FALSE
End If

Exit Sub
catch:
' Bad Value Behavior
    Me.TextColor = TDC_BLUE
    Me.Blink = FALSE
End Sub

```

Data Collection:

Name	Rate	Group

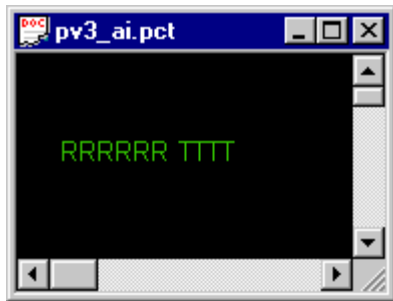
Empty		

Listing Options:

```

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True

```

pv3_ai.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociateDummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

txtEUDESC

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2ffff00
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100

Text Color: 0x200bf36
Text: TTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:4
 Type: String
 Expression: ENTITY.EUDESC

Script Text:

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0
Text Color: 0x200bf36
Text: RRRRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-ZZ9.9
 Type: Real
 Expression: ENTITY.PV

Script Text:

```
' Code provided by:      [Enter your name & date]
' This is used to represent the PV value of a Analog Input point with a format R-999.9
' If the point is not in alarm it show LITE GREEN -> MAKECOLOR(54,191,0)
' If the point is in alarm unacknowledge it shows TDC_RED BLINKING
' If the point is in alarm acknowledge it shows TDC_RED NOT BLINKING
' If a bad value is received from the field it shows TDC_BLUE
```

Sub onDataChange

On Error Goto catch

' Conditional Behavior

```
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
    Me.TextColor = MAKECOLOR(54,191,0)
```

```

        Me.Blink = FALSE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = TRUE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = FALSE
End If

Exit Sub
catch:
'Bad Value Behavior
    Me.TextColor = TDC_BLUE
    Me.Blink = FALSE
End Sub

```

Data Collection:

Name	Rate	Group

Empty		

Listing Options:

```

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True

```




pv4.pct (view is 100%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY
 Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociateDummy Statement for Startup Data Client
 DispDB.Int01 = DispDB.Int01

End Sub

txtEUDESC

Type: Text
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Line Width: 0
 Line Style: 0
 Line Color: 0x2ffff00
 Scale X: 1.000000
 Scale Y: 1.000000
 Trans X: 0.000000
 Trans Y: 0.000000
 Filled: False
 Fill Color: 0x2ffff00
 Fill Pattern: 15
 Fill Direction: 3

Fill Percent: 100
Text Color: 0x200fdfd
Text: TTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:4
 Type: String
 Expression: ENTITY.EUDESC

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0
Text Color: 0x200fdfd
Text: RRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-ZZ9
 Type: Real
 Expression: ENTITY.PV

Script Text:

```
' Code provided by:       [Enter your name & date]
' This is used to represent the PV value of a controller point with a format R-999
' If the point is not in alarm it show TDC_YELLOW
' If the point is in alarm unacknowledge it shows RED BLINKING
' If the point is in alarm acknowledge it shows RED NOT BLINKING
' If a bad value is received from the field it shows BLUE
```

```
Sub onDataChange
On Error Goto catch
' Conditional Behavior
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
    Me.TextColor = TDC_YELLOW
    Me.Blink = FALSE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
    Me.TextColor = TDC_RED
```

```

        Me.Blink = TRUE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = FALSE
End If

```

```

Exit Sub
catch:
' Bad Value Behavior
    Me.TextColor = TDC_BLUE
    Me.Blink = FALSE
End Sub

```

Data Collection:

Name	Rate	Group

Empty		

Listing Options:

```

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True

```




pv4_ai.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociate'Dummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

txtEUDESC

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2ffff00
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100

Text Color: 0x200bf36
Text: TTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:4
 Type: String
 Expression: ENTITY.EUDESC

Script Text:

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0
Text Color: 0x200bf36
Text: RRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-ZZ9
 Type: Real
 Expression: ENTITY.PV

Script Text:

```
' Code provided by:      [Enter your name & date]
' This is used to represent the PV value of a Analog Input point with a format R-999
' If the point is not in alarm it show LITE GREEN -> MAKECOLOR(54,191,0)
' If the point is in alarm unacknowledge it shows TDC_RED BLINKING
' If the point is in alarm acknowledge it shows TDC_RED NOT BLINKING
' If a bad value is received from the field it shows TDC_BLUE
```

Sub onDataChange

On Error Goto catch

' Conditional Behavior

```
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
    Me.TextColor = MAKECOLOR(54,191,0)
```

```

        Me.Blink = FALSE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = TRUE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = FALSE
End If

Exit Sub
catch:
'Bad Value Behavior
    Me.TextColor = TDC_BLUE
    Me.Blink = FALSE
End Sub

```

Data Collection:

Name	Rate	Group

Empty		

Listing Options:

```

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True

```




pv5.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociateDummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

txtEUDESC

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2ffff00
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100

Text Color: 0x200fdfd
Text: TTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:4
 Type: String
 Expression: ENTITY.EUDESC

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0
Text Color: 0x200fdfd
Text: RRRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-ZZZ9
 Type: Real
 Expression: ENTITY.PV

Script Text:

```
' Code provided by:       [Enter your name & date]
' This is used to represent the PV value of a controller point with a format R-9999
' If the point is not in alarm it show TDC_YELLOW
' If the point is in alarm unacknowledge it shows RED BLINKING
' If the point is in alarm acknowledge it shows RED NOT BLINKING
' If a bad value is received from the field it shows BLUE
```

```
Sub OnDataChange
On Error Goto catch
' Conditional Behavior
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
    Me.TextColor = TDC_YELLOW
    Me.Blink = FALSE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = TRUE
```

```

ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = FALSE
End If

Exit Sub
catch:
' Bad Value Behavior
    Me.TextColor = TDC_BLUE
    Me.Blink = FALSE
End Sub

```

Data Collection:

Name	Rate	Group

Empty		

Listing Options:

```

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True

```




pv5_ai.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociateDummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

txtEUDESC

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2ffff00
Fill Pattern: 15
Fill Direction: 3

Fill Percent: 100
Text Color: 0x200bf36
Text: TTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:4
 Type: String
 Expression: ENTITY.EUDESC

Script Text:

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0
Text Color: 0x200bf36
Text: RRRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-ZZZ9
 Type: Real
 Expression: ENTITY.PV

Script Text:

' Code provided by: [Enter your name & date]
' This is used to represent the PV value of a Analog Input point with a format R-9999
' If the point is not in alarm it show LITE GREEN -> MAKECOLOR(54,191,0)
' If the point is in alarm unacknowledge it shows TDC_RED BLINKING
' If the point is in alarm acknowledge it shows TDC_RED NOT BLINKING
' If a bad value is received from the field it shows TDC_BLUE

Sub OnDataChange
On Error Goto catch
' Conditional Behavior
IF (COLLECTOR("\pe(ENTITY)") = "NOALARM") THEN

```

        Me.TextColor = MAKECOLOR(54,191,0)
        Me.Blink = FALSE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = TRUE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = FALSE
End If

Exit Sub
catch:
' Bad Value Behavior
    Me.TextColor = TDC_BLUE
    Me.Blink = FALSE
End Sub

```

Data Collection:

Name	Rate	Group

Empty		

Listing Options:

```

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True

```




pv6.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociate'Dummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

txtEUDESC

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2ffff00
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0x200fdfd

Text: TTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:4
 Type: String
 Expression: ENTITY.EUDESC

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff0
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0
Text Color: 0x200fdfd
Text: RRRRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-9.999
 Type: Real
 Expression: ENTITY.PV

Script Text:

```
' Code provided by:       [Enter your name & date]
' This is used to represent the PV value of a controller point with a format R-9.99
' If the point is not in alarm it show TDC_YELLOW
' If the point is in alarm unacknowledge it shows RED BLINKING
' If the point is in alarm acknowledge it shows RED NOT BLINKING
' If a bad value is received from the field it shows BLUE
```

```
Sub OnDataChange
On Error Goto catch
' Conditional Behavior
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
    Me.TextColor = TDC_YELLOW
    Me.Blink = FALSE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = TRUE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
```

```

        Me.TextColor = TDC_RED
        Me.Blink = FALSE
    End If

Exit Sub
catch:
'Bad Value Behavior
    Me.TextColor = TDC_BLUE
    Me.Blink = FALSE
End Sub

```

Data Collection:

Name	Rate	Group

Empty		

Listing Options:

```

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True

```




pv6_ai.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociate'Dummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

txtEUDESC

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2ffff00
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0x200bf36

Text: TTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:4
 Type: String
 Expression: ENTITY.EUDESC

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff0
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0
Text Color: 0x200bf36
Text: RRRRRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-Z99999
 Type: Real
 Expression: ENTITY.PV

Script Text:

```
' Code provided by:       [Enter your name & date]
' This is used to represent the PV value of a Analog Input point with a format R-99.9
' If the point is not in alarm it show LITE GREEN -> MAKECOLOR(54,191,0)
' If the point is in alarm unacknowledge it shows TDC_RED BLINKING
' If the point is in alarm acknowledge it shows TDC_RED NOT BLINKING
' If a bad value is received from the field it shows TDC_BLUE
```

Sub onDataChange

On Error Goto catch

' Conditional Behavior

```
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
    Me.TextColor = MAKECOLOR(54,191,0)
    Me.Blink = FALSE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = TRUE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
```

```

        Me.TextColor = TDC_RED
        Me.Blink = FALSE
    End If

Exit Sub
catch:
'Bad Value Behavior
    Me.TextColor = TDC_BLUE
    Me.Blink = FALSE
End Sub

```

Data Collection:

Name	Rate	Group

Empty		

Listing Options:

```

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True

```




pv7.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True
Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociate'Dummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

txtEUDESC

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff00
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2ffff00
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Text Color: 0x200dfd

Text: TTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:4
 Type: String
 Expression: ENTITY.EUDESC

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff0
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0
Text Color: 0x200fdfd
Text: RRRRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-Z9.99
 Type: Real
 Expression: ENTITY.PV

Script Text:

```
' Code provided by:       [Enter your name & date]
' This is used to represent the PV value of a controller point with a format R-99.9
' If the point is not in alarm it show TDC_YELLOW
' If the point is in alarm unacknowledge it shows RED BLINKING
' If the point is in alarm acknowledge it shows RED NOT BLINKING
' If a bad value is received from the field it shows BLUE
```

```
Sub OnDataChange
On Error Goto catch
' Conditional Behavior
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
    Me.TextColor = TDC_YELLOW
    Me.Blink = FALSE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = TRUE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
```

```

        Me.TextColor = TDC_RED
        Me.Blink = FALSE
    End If

Exit Sub
catch:
'Bad Value Behavior
    Me.TextColor = TDC_BLUE
    Me.Blink = FALSE
End Sub

```

Data Collection:

Name	Rate	Group

Empty		

Listing Options:

```

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True

```




pv7_ai.pct (view is 100%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY
 Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity: Enter tagname

Script Text:

Sub OnAssociate'Dummy Statement for Startup Data Client
 DispDB.Int01 = DispDB.Int01

End Sub

txtEUDESC

Type: Text
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Line Width: 0
 Line Style: 0
 Line Color: 0x2ffff00
 Scale X: 1.000000
 Scale Y: 1.000000
 Trans X: 0.000000
 Trans Y: 0.000000
 Filled: False
 Fill Color: 0x2ffff00
 Fill Pattern: 15
 Fill Direction: 3
 Fill Percent: 100
 Text Color: 0x200bf36

Text: TTTT
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: TEXTL1:4
 Type: String
 Expression: ENTITY.EUDESC

txtPV

Type: Text
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffff0
Scale X: 1.000000
Scale Y: 1.000000
Trans X: 0.000000
Trans Y: 0.000000
Filled: False
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 0
Text Color: 0x200bf36
Text: RRRRRRRR
Inherit: Disabled
Property Inheritance :
 None
Value Dynamic:
 Format: R-Z999999
 Type: Real
 Expression: ENTITY.PV

Script Text:

```
' Code provided by:       [Enter your name & date]
' This is used to represent the PV value of a Analog Input point with a format R-99.9
' If the point is not in alarm it show LITE GREEN -> MAKECOLOR(54,191,0)
' If the point is in alarm unacknowledge it shows TDC_RED BLINKING
' If the point is in alarm acknowledge it shows TDC_RED NOT BLINKING
' If a bad value is received from the field it shows TDC_BLUE
```

Sub onDataChange

On Error Goto catch

' Conditional Behavior

```
IF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "NOALARM") THEN
    Me.TextColor = MAKECOLOR(54,191,0)
    Me.Blink = FALSE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "UNAKALRM") THEN
    Me.TextColor = TDC_RED
    Me.Blink = TRUE
ELSEIF ( COLLECTOR("ACKSTAT(\pe(ENTITY))") = "AKDALRM") THEN
```

```

        Me.TextColor = TDC_RED
        Me.Blink = FALSE
    End If

Exit Sub
catch:
'Bad Value Behavior
    Me.TextColor = TDC_BLUE
    Me.Blink = FALSE
End Sub

```

Data Collection:

Name	Rate	Group

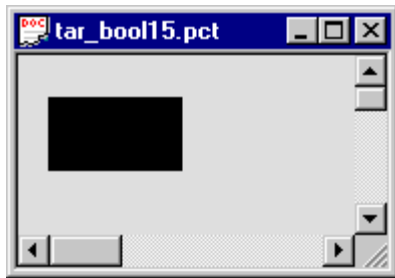
Empty		

Listing Options:

```

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True

```

tar_bool.pct (view is 100%)

Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

(no display parameters)

Script Text:

Sub OnAssociateDummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

Bool15Tar

Type: Rectangle
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffffff
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Disabled
Property Inheritance :
 None

Script Text:

'Code provided by: [Enter your name & date]
 'This code is used to flip/flop the value of BOOL15 ON/OFF. This is used
 'to light up the digital alarms on the screen for positioning.
 'If Boolean 15 is TRUE click on this button turns it to FALSE
 'If Boolean 15 is FALSE click on this button turns it to TRUE

Sub OnLButtonUp()
 On Error goto catch

Logic
 IF (DispDB.[BOOL15]) THEN
 DispDB.[BOOL15] = "FALSE"
 ELSE
 DispDB.[BOOL15] = "TRUE"
 END IF
 Exit Sub

catch:
 Error routine.
 DispDB.[BOOL15] = "FALSE"

End Sub

Data Collection:

Name	Rate	Group

Empty		

Listing Options:

Properties: True
 Scripts: True
 Dynamics : True
 Embedded Displays: True
 Parameters: True
 Parameter Bindings: True
 Inheritance Flags: True
 Data Collection: True



Display

Type: MainPicture
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Category: guspicture

Parameter: ENTITY
Initial Value:
Data Change Value:
Type: Inline
Data Change Event On Assignment: True
Appears On Enter Parameters: True

Script Text:

Sub OnAssociateDummy Statement for Startup Data Client
DispDB.Int01 = DispDB.Int01

End Sub

recCZtar

Type: Rectangle
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 0
Line Style: 0
Line Color: 0x2ffffff
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Disabled
Property Inheritance :

None

Script Text:

'This picture is used to call up the change zone. It is place above objects on a main picture
'these objects must have thir Select property turned OFF. This picture is then "send back".

Sub OnLButtonUp

DispDB.[REAL01] = 0.0

DispDB.[$\$CZ_ENTY$].External = "\pe(ENTITY)"

lcn.update 0

End Sub

Data Collection:

Name	Rate	Group
------	------	-------

Empty

Listing Options:

Properties: True

Scripts: True

Dynamics : True

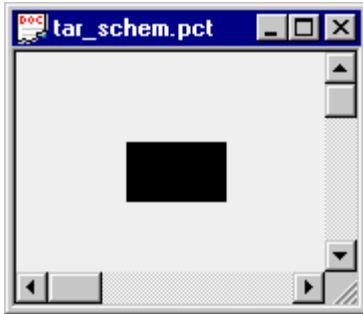
Embedded Displays: True

Parameters: True

Parameter Bindings: True

Inheritance Flags: True

Data Collection: True



tar_schem.pct (view is 100%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: Schem
 Initial Value:
 Data Change Value:
 Type: String
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:schem:Enter "Path:\Schematic name" information

Target

Type: Rectangle
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Line Width: 0
 Line Style: 0
 Line Color: 0x23e3e3e
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: True
 Fill Color: 0x2000000
 Fill Pattern: 15
 Fill Direction: 3
 Fill Percent: 100
 Inherit: Disabled
 Property Inheritance :
 None

Script Text:

'Code provided by: [Enter your name & date]
 'This picture is used to call up another schematic to the screen. It is placed on top of

' other objects whose Select property has been turn to OFF. Then it is "send back"

```
Sub OnLButtonUp()  
    InvokeDisplay (display.params.Schem)  
End Sub
```

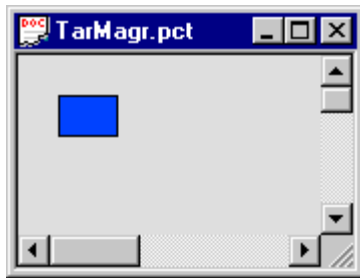
Data Collection:

Name	Rate	Group

Empty		

Listing Options:

- Properties: True
- Scripts: True
- Dynamics : True
- Embedded Displays: True
- Parameters: True
- Parameter Bindings: True
- Inheritance Flags: True
- Data Collection: True



tarMagr.pct (view is 100%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: NewTarget

Initial Value:
 Data Change Value:
 Type: Object
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt: NewTarget: Object ID of newly selected object **(Do NOT enter a value at**

buildtime; used at runtime)

Script Text:

target

Type: Rectangle
 Visible: True
 Blink: False
 Selectable: False
 Angle: 0.000000
 Line Width: 1
 Line Style: 0
 Line Color: 0x2000000
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: True
 Fill Color: 0x2ff4000
 Fill Pattern: 15
 Fill Direction: 3
 Fill Percent: 100
 Inherit: Disabled
 Property Inheritance :

None

Script Text:

'Code provided by: [Enter your name & date]

public oldtarget as object

Sub OnDataChange()

on error goto err_hdlr

if display.params.newtarget is nothing then 'no target to manage
exit Sub

end if

if dispdb.[\$CZ_ENTY].[name].status = HOPC_CONFIGURATION_ERROR then

'handles "clear" action from changezone

display.params.newtarget.params.selected = FALSE

else

if oldtarget is nothing then 'no target to reset

else

oldtarget.params.selected = FALSE 'resets "old" target to not selected

end if

set oldtarget = display.params.newtarget 'puts selected target into "old" target

display.params.newtarget.params.selected = TRUE 'sets the "new" target to selected

end if

exit Sub

err_hdlr:

End Sub

Sub OnDisplayShutdown()

set oldtarget = nothing 'code needed because of a product anomaly

End Sub

Data Collection:

Name Rate Group

Empty

Listing Options:

Properties: True

Scripts: True

Dynamics : True

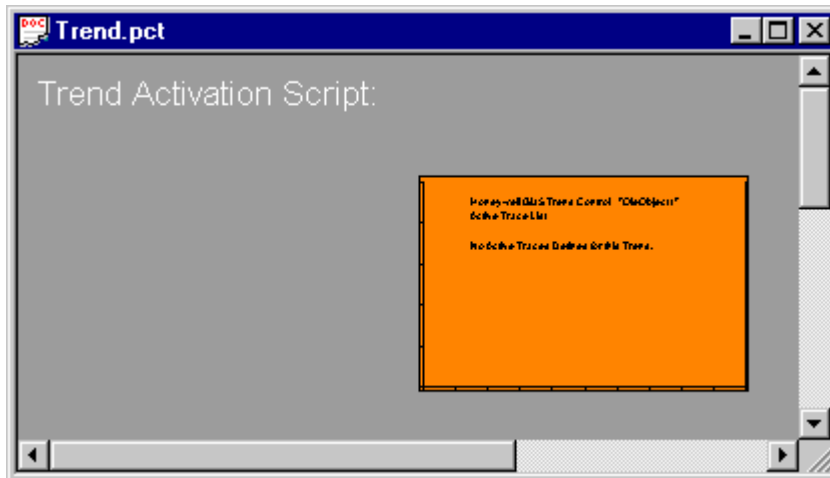
Embedded Displays: True

Parameters: True

Parameter Bindings: True

Inheritance Flags: True

Data Collection: True



trend.pct (view is 100%)

(no display parameters)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Text1

Type: Text
 Visible: True
 Blink: False
 Selectable: False
 Angle: 0.000000
 Line Width: 0
 Line Style: 0
 Line Color: 0x2ffffff
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: False
 Fill Color: 0x2000000
 Fill Pattern: 15
 Fill Direction: 3
 Fill Percent: 100
 Text Color: 0xffffffff
 Text: Trend Activation Script:
 Inherit: Disabled
 Property Inheritance :
 None

OleObject1

Type: OleObject
Visible: True

Script Text:

'Code provided by: [Enter your name & date]
'Set all traces on Trend OLE object (Note: enter tagnames for ###.##)

private bHasStarted as boolean

Sub Click()

```
    if (not bHasStarted) then
        bHasStarted = TRUE
        me.BackgroundColor = TDC_BLACK
        trace1 = me.AddTrace("###LI.PV", Makecolor(54,191,0))
        me.YRangeHigh(trace1) = 65000
        me.YRangeLow(trace1) = 0
        me.DataSource(trace1) = 1
        trace2 = me.AddTrace("###PC.PV", Makecolor(253,253,0))
        me.YRangeHigh(trace2) = 1500
        me.YRangeLow(trace2) = 0
        me.DataSource(trace2) = 1
        trace3 = me.AddTrace("###TC.PV", Makecolor(255,0,0))
        me.YRangeHigh(trace3) = 100
        me.YRangeLow(trace3) = 0
        me.DataSource(trace3) = 1
    end if
```

End Sub

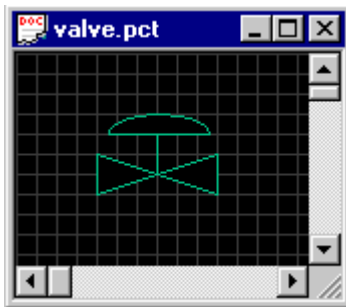
Data Collection:

Name	Rate	Group
------	------	-------

Empty

Listing Options:

Properties: True
Scripts: True
Dynamics : True
Embedded Displays: True
Parameters: True
Parameter Bindings: True
Inheritance Flags: True
Data Collection: True



valve.pct (view is 200%)

Display

Type: MainPicture
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Category: guspicture

Parameter: ENTITY
 Initial Value:
 Data Change Value:
 Type: Inline
 Data Change Event On Assignment: True
 Appears On Enter Parameters: True
 Prompt:Entity: Enter Valve Controller Tagname

Group1

Type: Group
 Visible: True
 Blink: False
 Selectable: True
 Angle: 0.000000
 Line Width: 1
 Line Style: 0
 Line Color: 0x283bf00
 Scale X: 0x0
 Scale Y: 0x0
 Trans X: 0x0
 Trans Y: 0x0
 Filled: True
 Fill Color: 0x2000000
 Fill Pattern: 15
 Fill Direction: 3
 Fill Percent: 100
 Text Color: 0xffffff
 Text:
 Inherit: Disabled
 Property Inheritance :
 None

Script Text:

```
'Code provided by:      [Enter your name & date]
'This subpicture represents a valve and changes colors as follows:
'If valve is OPEN it will show hollow LITE GREEN -> MAKECOLOR(0,191,131)
'If valve is CLOSE it will show TDC_RED
'If a bad value on the controller OP is registered the valve will show in TDC_BLUE
```

```
Sub OnDataChange()
On Error goto catch

'Conditional Behavior
IF (ENTITY.OP <= 0.0) THEN
'CONTROLLER OUTPUT IS LESS OR EQUAL THAN 0% - VALVE IS COMPLETELY CLOSED
    Me.LineColor = TDC_RED
ELSE
'CONTROLLER OUTPUT IS GREATER THAN 0% - VALVE IS OPEN
    Me.LineColor = MAKECOLOR(0,191,131)
End If
Exit Sub

catch:
'BAD VALVE INPUT VALUE FROM FIELD
    Me.LineColor = TDC_BLUE
End Sub
```

Group1:Tie_line

```
Type: Line
Visible: True
Blink: False
Selectable: False
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Inherit: Enabled
Property Inheritance :
    FillColor
    FillPattern
    Line Style
    Line Width
    Line Color
    HalfIntensity
    Blink
```

Group1:Manifold

```
Type: Arc
Visible: True
Blink: False
```

Selectable: True
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Arc Shape: 2
Inherit: Enabled
Property Inheritance :
 FillColor
 FillPattern
 Line Style
 Line Width
 Line Color
 HalfIntensity
 Blink

Group1:Valve_Body

Type: Polygon
Visible: True
Blink: False
Selectable: True
Angle: 0.000000
Line Width: 1
Line Style: 0
Line Color: 0x283bf00
Scale X: 0x0
Scale Y: 0x0
Trans X: 0x0
Trans Y: 0x0
Filled: True
Fill Color: 0x2000000
Fill Pattern: 15
Fill Direction: 3
Fill Percent: 100
Inherit: Enabled
Property Inheritance :
 FillColor
 FillPattern
 Line Style
 Line Width
 Line Color
 HalfIntensity
 Blink

Data Collection:

Name	Rate	Group
------	------	-------

Empty

Listing Options:

Properties: True

Scripts: True

Dynamics : True

Embedded Displays: True

Parameters: True

Parameter Bindings: True

Inheritance Flags: True

Data Collection: True