

Inserting a Display Value



In this section you will learn how to create a display value in a control panel and modify its properties.

A display value displays a numerical value or a string on the control panel depending on its type and precision. If an output signal is defined, the user can enter the value of the display.



A Panel Edition window should be opened in the **HMI Control Panel Design** workbench.

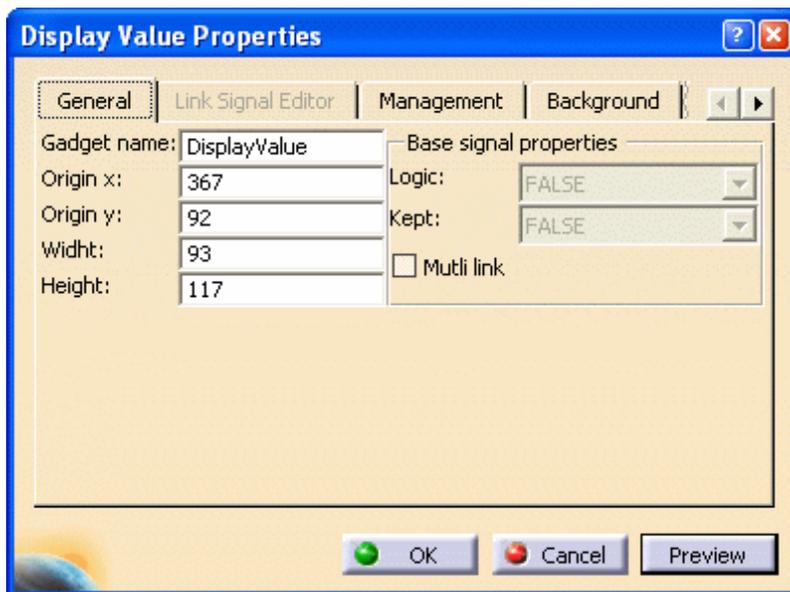


Defining Display Value

1. Click **Create Display**  in the **Insert Gadgets** sub-toolbar and click anywhere in the panel area.

A display value gadget appears in the panel. Display Value and IO Parameter nodes appear in the Panel tree.

2. Double-click either the Display Value node or the display value gadget. The Display Value dialog box appears.

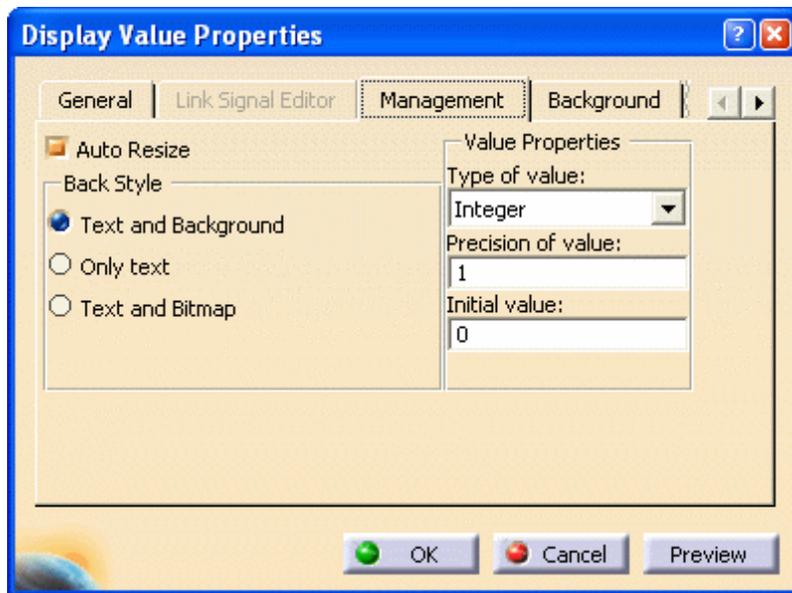


In the **General** tab, you can rename the gadget.

You can also modify its origin point (position of lower left corner of the gadget) or modify its width and height. Click **Preview** to see the gadget at a new position or with a new size.

Note: The **General** tab gives access to other properties of this gadget. See [More about Display Values](#) for more information.

3. Select the **Management** tab.

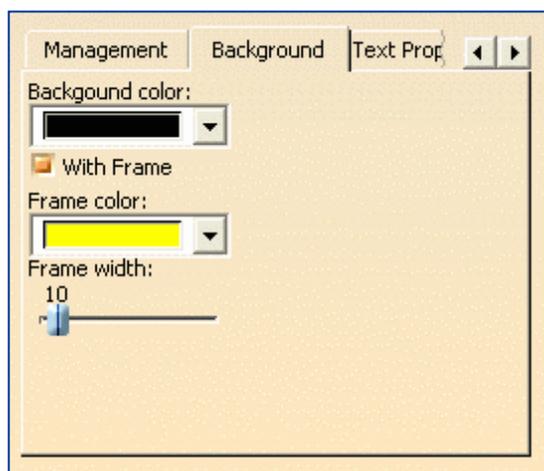


The corresponding gadget appears in the control panel.

Notes:

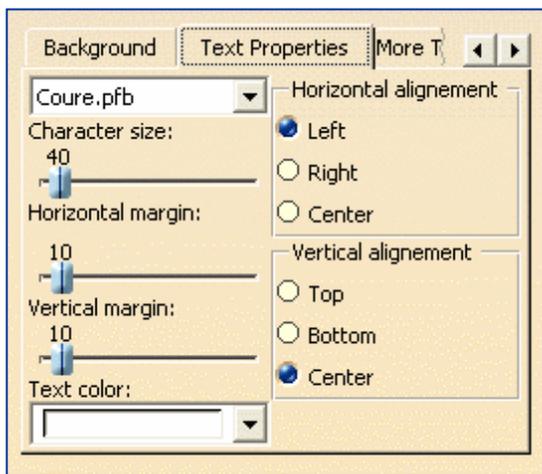
- In the **Back Style** area, you select how the text is to be displayed:
 - **Text and Background**: in this case you can define parameters in the **Background** tab
 - **Text and bitmap**: in this case you can define a background image in the file selection field that appears. Note that the default directory for images is set in [Tools > Options > Logic Design > HMI Control Panel Design](#).
 - **Only text**: in this case text is displayed in a simple way (no frame, for example).
- Select the **Auto Resize** check box to automatically resize the frame to the specified display value.
- In the **Value Properties** area, you can specify:
 - type of value (integer, float, etc)
 - the precision
 - the initial value.

4. In the **Background** tab, you can:



- modify background color
- if the **Frame** check box is selected, specify a frame color and width.

5. In the **Text Properties** tab, you can:

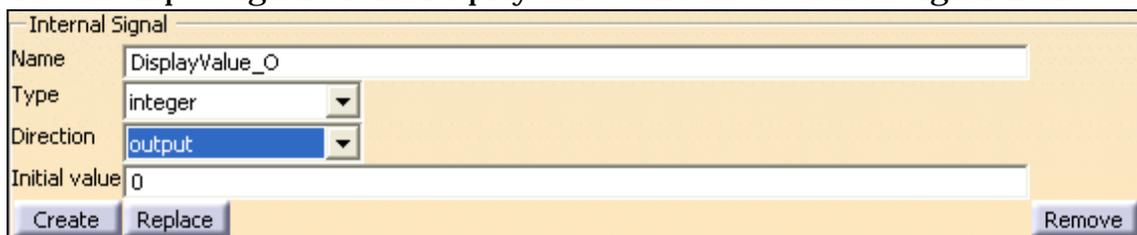


- modify the character font used by the labels
- modify character size and color
- modify the horizontal and vertical margins and alignments.

6. Click **OK** to create the gadget in the control panel.

Adding Output signal

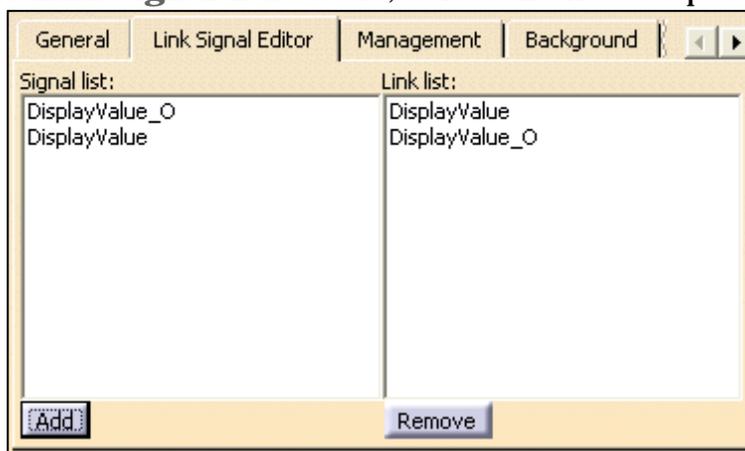
1. Click **Edit Signals**  in the **Control Panel Management** toolbar.
2. Select the input signal of the Display Value and create a new signal from



it.

- a. Change its name
- b. Set the direction to output
- c. Click **Create**.

3. Click **OK** to create the new output signal.
4. Double-click on the Display value created in the previous task.
5. In the **General** tab, check **Multi link** to enable the **Link Signal Editor** tab.
6. In the **Link Signal Editor** tab, select the new output signal and click



Add.

7. Click **OK** to link the input and the output signals of Display value. When you test this gadget (see [Testing a Control Panel](#)), click the gadget to enter the value to display.

More about Display Values

The default IO parameters for a display value are:

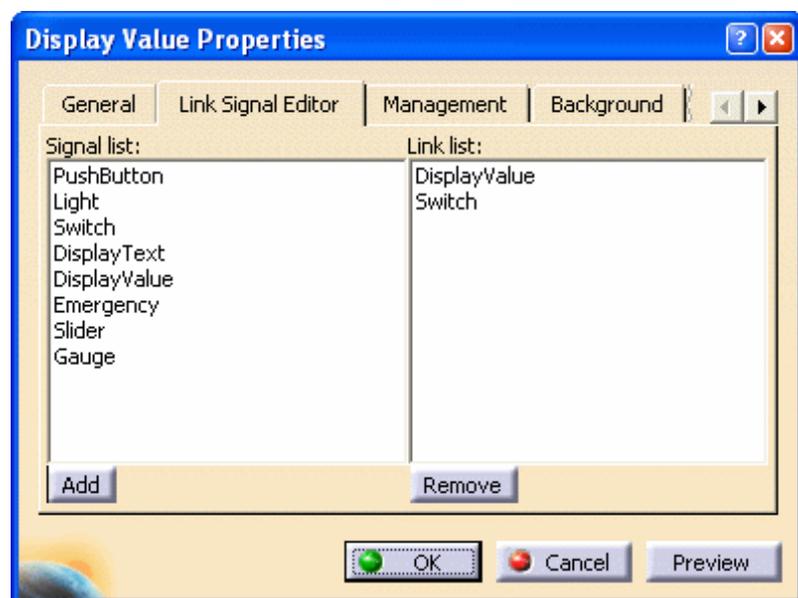
- type: integer
- direction: input
- initial value: 0

These parameters can be modified using **Edit Signals** (see [Editing Signals](#)).

Multi-links

If you select the **Multi-links** check box, the **Link Signal Editor** tab can be accessed.

Using this tab, you can link signals. In the following example, a switch and a display value are linked.



When you test these gadgets (see [Testing a Control Panel](#)), changing the switch position will emit a signal to change the text value.

