



Graphic Symbol Library

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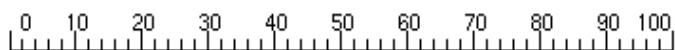
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2 General

2.1 Group Analog

2.1.1 Axis

Group Analog



Description

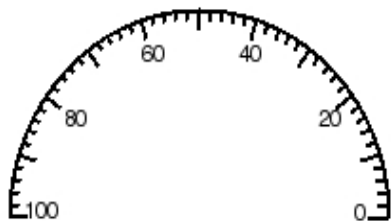
Axis.

Default dynamics

Axis is a complex object.
See Axis in Ge Reference Manual

2.1.2 AxisArc

Group Analog



Description

Circular axis.

Default dynamics

AxisArc is a complex object.
See AxisArc in Ge Reference Manual

2.1.3 Bar

Group Analog



Description

A bar displaying an analog value.

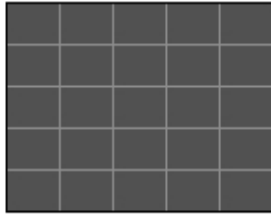
Default dynamics

Bar is a complex object.

See Bar in Ge Reference Manual

2.1.4 BarChart

Group Analog



Description

A number of bars in a chart. Each bar can be divided in segments with different color. The size of the segments and bars is determined from a set of arrays, one array for each segment.

Default dynamics

BarChart is a complex object.
See BarChart in Ge Reference Manual

2.1.5 DynamicAxis

Group Analog



Description

Axis with dynamic range.

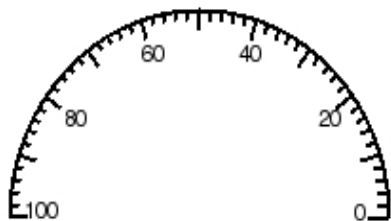
Default dynamics

Axis is a complex object.

See Axis in Ge Reference Manual

2.1.6 DynamicAxisArc

Group Analog



Description

Circular axis with dynamic range.

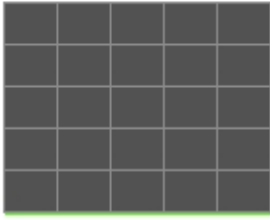
Default dynamics

AxisArc is a complex object.

See AxisArc in Ge Reference Manual

2.1.7 FastCurve

Group Analog



Description

Shows one or two curves in a DsFastCurve object.

Default dynamics

FastCurve is a complex object.
See FastCurve in Ge Reference Manual

2.1.8 Pie

Group Analog



Description

A circular diagram displaying a set of analog values.

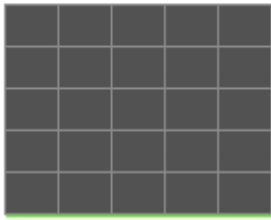
Default dynamics

Pie is a complex object.

See Pie in Ge Reference Manual

2.1.9 Trend

Group Analog



Description

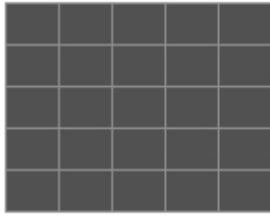
Trend with one or two curves.

Default dynamics

Trend is a complex object.
See Trend in Ge Reference manual

2.1.10 XYCurve

Group Analog



Description

A diagram displaying a number of curves, defined by x and y coordinates.

Default dynamics

XYCurve is a complex object.
See XYCurve in Ge Reference Manual

2.2 Group Components/BaseComponent

2.2.1 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.2 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.3 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.4 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.5 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.6 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.7 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.8 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.9 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.10 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.11 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.12 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.13 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.14 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.15 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.16 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.17 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.18 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.19 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.20 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.21 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.22 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.23 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.24 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.25 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.26 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.27 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.28 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.29 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.30 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.31 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.32 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.33 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.34 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.35 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.36 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.37 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.38 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.39 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.40 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.41 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.42 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.43 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.44 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.45 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.46 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.47 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.48 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.49 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.50 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.51 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.52 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.53 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.54 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.55 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.56 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.57 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.58 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.59 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.60 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.61 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.62 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.63 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.64 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.65 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.66 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.67 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.68 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.69 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.70 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.2.71 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

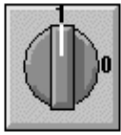
DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

2.3 Group Electric

2.3.1 CircuitBreaker

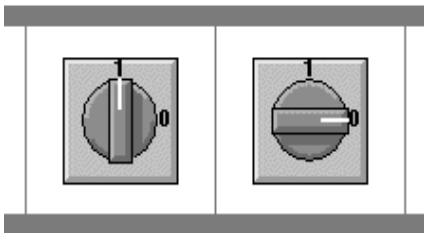
Group Electric



Description

Circuitbreaker.

Subgraph with two pages, circuitbreaker on (page 1) and off (page 2).



Default dynamics

DigShift

2.3.2 Contactor

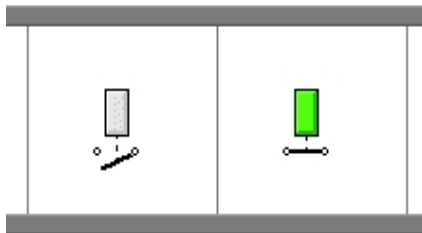
Group Electric



Description

Contactor.

Subgraph with two pages, contactor off (page 1) and on (page 2).



Default dynamics

DigShift

2.3.3 Contactor2

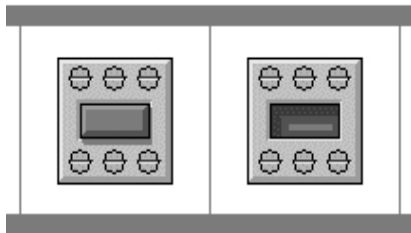
Group Electric



Description

Contactor.

Subgraph with two pages, contactor off (page 1) and on (page 2).



Default dynamics

DigShift

2.3.4 ControlSwitch

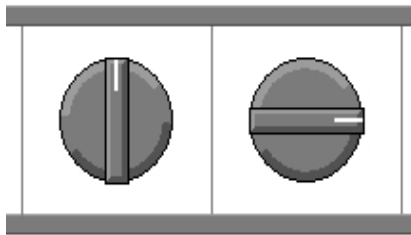
Group Electric



Description

Controlswitch.

Subgraph with two pages, controlswitch on (page 1) and off (page 2).



Default dynamics

DigShift

2.3.5 FrequencyConverter

Group Electric



Description

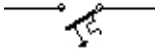
Frequency converter.

Default dynamics

No default dynamics.

2.3.6 Fuse

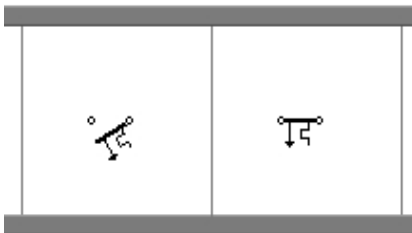
Group Electric



Description

Fuse.

Subgraph with two pages, fuse tripped (page 1) and not tripped (page 2).



Default dynamics

DigShift

2.3.7 Fuse2

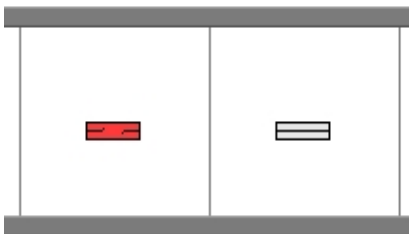
Group Electric



Description

Fuse.

Subgraph with two pages, fuse tripped (page 1) and not tripped (page 2).



Default dynamics

DigShift

2.3.8 Fuse3

Group Electric



Description

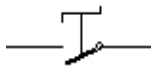
Fuse.

Default dynamics

No default dynamics.

2.3.9 ManSwitch

Group Electric



Description

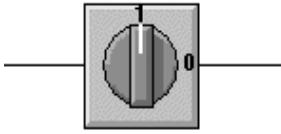
Manual electrical switch.

Default dynamics

No default dynamics.

2.3.10 ManSwitch2

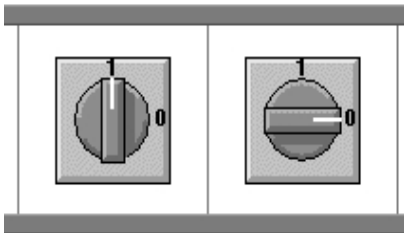
Group Electric



Description

Manual switch.

Subgraph with two pages, switch on (page 1) and off (page 2).

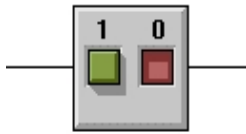


Default dynamics

DigShift

2.3.11 ManSwitch3

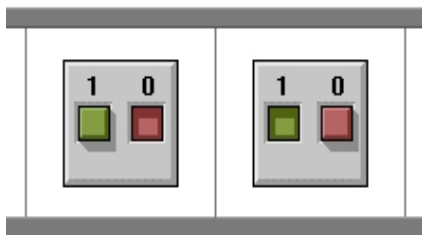
Group Electric



Description

Manual switch.

Subgraph with two pages, switch off (page 1) and on (page 2).



Default dynamics

DigShift

2.3.12 MiniCircuitBreaker

Group Electric



Description

MiniCircuitBreaker.

Default dynamics

DigShift

Dynamics for the symbol
- shifting shape when the signal is high.

2.3.13 MiniCircuitBreaker2

Group Electric



Description

MiniCircuitBreaker.

Default dynamics

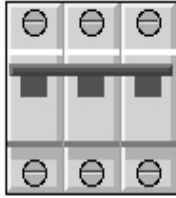
DigShift

Dynamics for the symbol

- shifting shape when the signal is high.

2.3.14 MiniCircuitBreaker3

Group Electric



Description

MiniCircuitBreaker.

Default dynamics

DigShift

Dynamics for the symbol
- shifting shape when the signal is high.

2.3.15 MotorAnim

Group Electric



Description

Animation electric motor.

Subgraph with nine pages, with an rotating animation.



Default dynamics

Animation
with AnimationSequence Cyclic.

2.3.16 OverloadRelay

Group Electric



Description

Overload Relay.

Default dynamics

No default dynamics.

2.3.17 OverloadRelay2

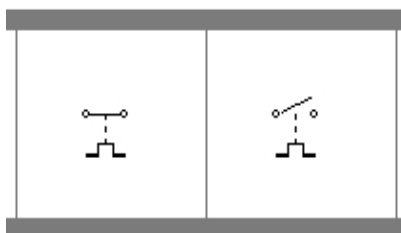
Group Electric



Description

Overload Relay.

Subgraph with two pages, overload relay not tripped (page 1) and tripped (page 2).

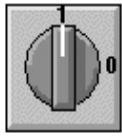


Default dynamics

DigShift

2.3.18 SafetySwitch

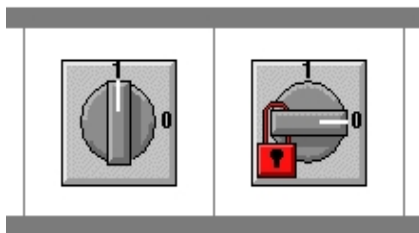
Group Electric



Description

Safetyswitch.

Subgraph with two pages, safetyswitch on (page 1) and safety switch off and locked (page 2).



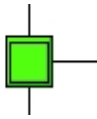
Default dynamics

DigShift

2.4 Group Grafcet

2.4.1 InitStep

Group Grafcet



Description

Displays the state of an initstep.

Default dynamics

DigLowColor

Gray when signal is low.

2.4.2 Order

Group Grafcet



Description

Displays the state of a grafcet order.

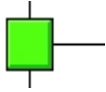
Default dynamics

DigLowColor

Gray when signal is low.

2.4.3 Step

Group Grafcet



Description

Displays the state of a grafcet step.

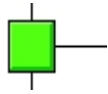
Default dynamics

DigLowColor

Gray when signal is low.

2.4.4 Step

Group Grafcet



Description

Displays the state of a grafcet step.

Default dynamics

DigLowColor

Gray when signal is low.

2.4.5 Trans

Group Grafcet



Description

Displays the state of a grafcet transition object.

Default dynamics

DigLowColor

2.5 Group Hydraulics

2.5.1 CheckValve

Group Hydraulics



Description

Checkvalve

Default dynamics

No default dynamics.

2.5.2 HydraulicPump

Group Hydraulics



Description

Hydraulic pump.

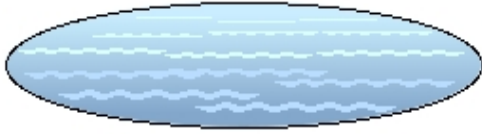
Default dynamics

DigLowColor

DigError

2.5.3 Lake

Group Hydraulics



Description

Lake.

Default dynamics

No default dynamics.

2.5.4 Pool

Group Hydraulics



Description

Pool.

Default dynamics

No default dynamics.

2.5.5 PressureGauge

Group Hydraulics



Description

Pressure gauge.

Default dynamics

No default dynamics.

2.5.6 PressureSwitch

Group Hydraulics



Description

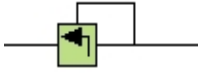
Pressure switch.

Default dynamics

DigLowColor

2.5.7 ReleaseValve

Group Hydraulics



Description

Release valve.

Default dynamics

DigLowColor

2.5.8 ReleaseValveRight

Group Hydraulics

Obsolete. Use a mirrored ReleaseValve instead.

2.5.9 Tank

Group Hydraulics



Description

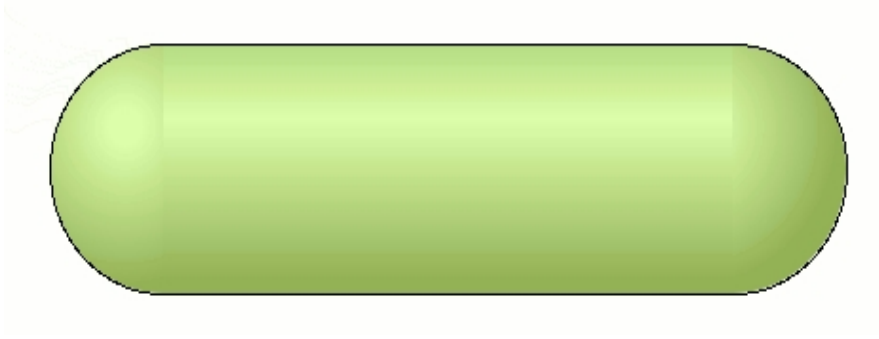
Tank.

Default dynamics

No default dynamics.

2.5.10 Tank2

Group Hydraulics



Description

Tank.

Default dynamics

No default dynamics.

2.6 Group Images

2.6.1 GrayInd

Group Images



Description

Gray indicator.

Default dynamics

No default dynamics.

To set dynamics, a group has to be created for the image.

See images in Ge Reference Manual

2.6.2 GreenInd

Group Images



Description

Green indicator.

Default dynamics

No default dynamics.

To set dynamics, a group has to be created for the image.

See images in Ge Reference Manual

2.6.3 GtkError

Group Images



Description

Error symbol.

Default dynamics

No default dynamics.

To set dynamics, a group has to be created for the image.

See images in Ge Reference Manual

2.6.4 GtkInfo

Group Images



Description

Info symbol.

Default dynamics

No default dynamics.

To set dynamics, a group has to be created for the image.

See images in Ge Reference Manual

2.6.5 GtkQuestion

Group Images



Description

Question symbol.

Default dynamics

No default dynamics.

To set dynamics, a group has to be created for the image.

See images in Ge Reference Manual

2.6.6 GtkWarning

Group Images



Description

Warning symbol.

Default dynamics

No default dynamics.

To set dynamics, a group has to be created for the image.

See images in Ge Reference Manual

2.7 Group Indicators

2.7.1 IndAnimRound

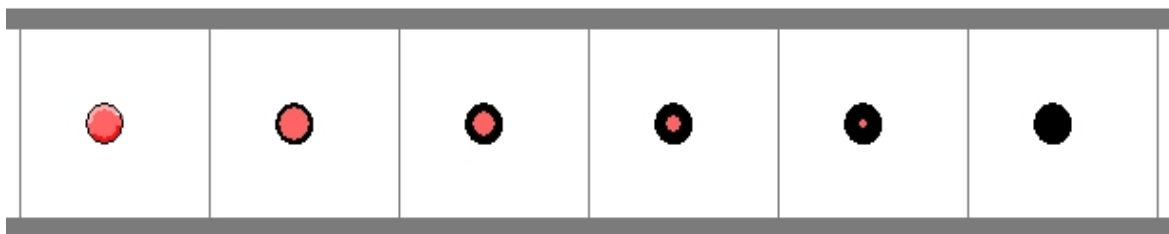
Group Indicators



Description

Round indicator with animated switching operation.

Subgraph with six pages, where the indicator is switched from on to off.



Default dynamics

Animation
with AnimationSequence Dig.

2.7.2 IndAnimSquare

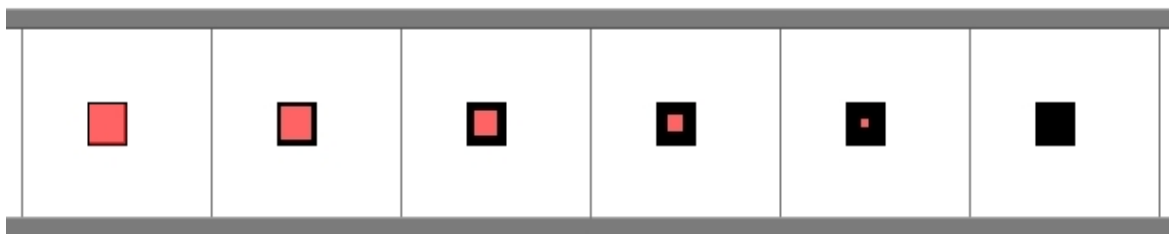
Group Indicators



Description

Square indicator with animated switching operation.

Subgraph with six pages, where the indicator is switched from on to off.



Default dynamics

Animation
with AnimationSequence Dig.

2.7.3 IndPulsarRound

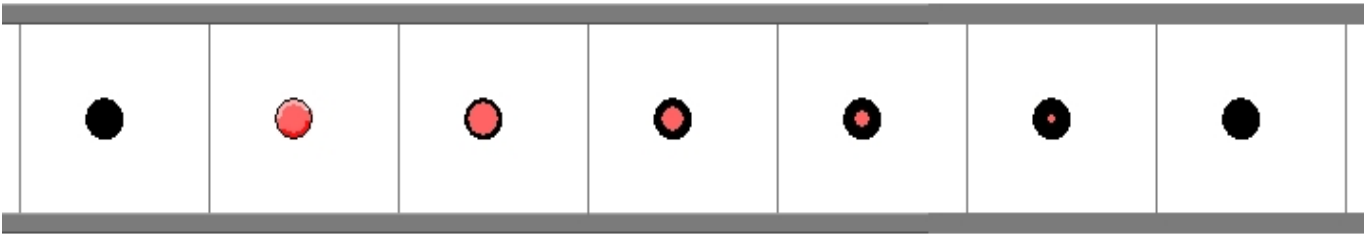
Group Indicators



Description

Round indicator with animated on state.

Subgraph with seven pages, with a pulsating animation.



Default dynamics

Animation
with AnimationSequence Cyclic.

2.7.4 IndPulsarSquare

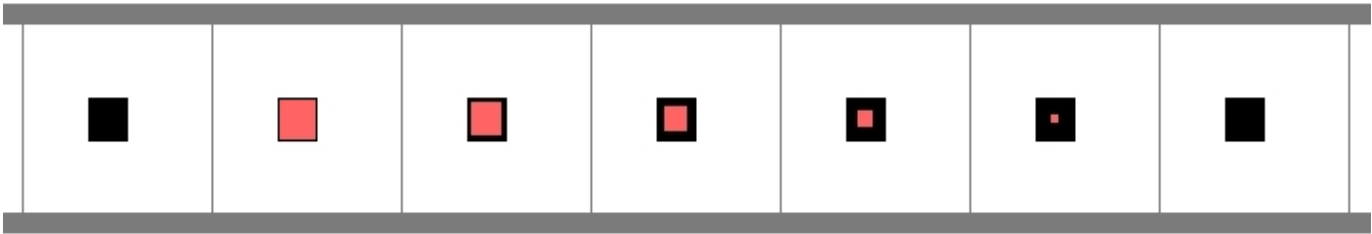
Group Indicators



Description

Round indicator with animated on state.

Subgraph with seven pages, with a pulsating animation.



Default dynamics

Animation
with AnimationSequence Cyclic.

2.7.5 IndRound

Group Indicators



Description

Round indicator.

Default dynamics

DigLowColor

Darkgray when signal is low.

2.7.6 IndRoundLarge

Group Indicators



Description

Large round indicator.

Default dynamics

DigLowColor

Darkgray when signal is low.

2.7.7 IndRoundMetalFrame

Group Indicators



Description

Indicator with metal frame.

Default dynamics

DigLowColor

2.7.8 IndRoundTextFront

Group Indicators

Text



Description

Round indicator with annotation in front of the indicator.

Default dynamics

DigLowColor

Darkgray when signal is low.

2.7.9 IndRoundTextRear

Group Indicators

 Text

Description

Round indicator with annotation after the indicator.

Default dynamics

DigLowColor

Darkgray when signal is low.

2.7.10 IndSoap

Group Indicators



Description

Soap-shaped indicator.

Default dynamics

DigLowColor

Darkgray when signal is low.

2.7.11 IndSquare

Group Indicators



Description

Square indicator.

Default dynamics

DigLowColor

Darkgray when signal is low.

2.7.12 IndSquareLarge

Group Indicators



Description

Large square indicator.

Default dynamics

DigLowColor

Darkgray when signal is low.

2.7.13 IndSquareMetalFrame

Group Indicators



Description

Indicator with metal frame.

Default dynamics

DigLowColor

2.7.14 IndSquareTextFront

Group Indicators

Text



Description

Square indicator with annotation in front of the indicator.

Default dynamics

DigLowColor

Darkgray when signal is low.

2.7.15 IndSquareTextRear

Group Indicators

 Text

Description

Square indicator with annotation after the indicator.

Default dynamics

DigLowColor

Darkgray when signal is low.

2.8 Group Layout

2.8.1 Arrow

Group Layout



Description

Arrow.

Default dynamics

No default dynamics.

2.8.2 Arrow2

Group Layout



Description

Arrow.

Default dynamics

No default dynamics.

2.8.3 CornerConnection

Group Layout

Obsolete.

Use ConGlue instead.

2.8.4 CrossConnection

Group Layout

Obsolete.

Use ConGlue instead.

2.8.5 FrameMedium

Group Layout

Obsolete.

Use a rectangle with 3D and without border and fillcolor instead.

2.8.6 FrameRoundCorners

Group Layout



Description

A frame with round corners.

Default dynamics

No default dynamics.

2.8.7 FrameThick

Group Layout

Obsolete.

Use a rectangle with 3D and without border and fillcolor instead.

2.8.8 FrameThin

Group Layout

Obsolete.

Use a rectangle with 3D and without border and fillcolor instead.

2.8.9 NamePlate

Group Layout



Description

A name plate with an annotation.

Default dynamics

No default dynamics.

2.8.10 PinConnection

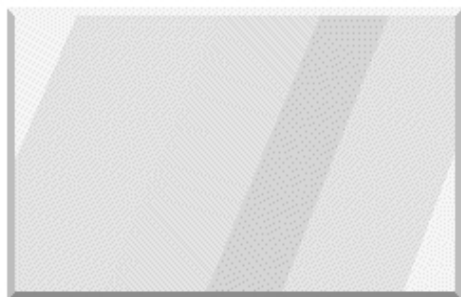
Group Layout

Obsolete.

Use ConGlue instead.

2.8.11 ReliefGray

Group Layout



Description

Gray relief.

Default dynamics

No default dynamics.

2.8.12 ReliefMedium

Group Layout

Obsolete.

Use a rectangle with 3D and without border instead.

2.8.13 ReliefRoundCornersGray

Group Layout



Description

Gray relief with rounded corners.

Default dynamics

No default dynamics.

2.8.14 ReliefRoundCornersMedium

Group Layout

Obsolete.

Use a rounded rectangle with 3D and fillcolor
and without border instead.

2.8.15 ReliefRoundCornersThick

Group Layout

Obsolete.

Use a rounded rectangle with 3D and fillcolor
and without border instead.

2.8.16 ReliefThick

Group Layout

Obsolete.

Use a rectangle with 3D and without border instead.

2.8.17 ReliefThin

Group Layout

Obsolete.

Use a rectangle with 3D and without border instead.

2.8.18 ThreeWayConnection

Group Layout

Obsolete.

Use ConGlue instead.

2.9 Group Other

2.9.1 Camera

Group Other



Description

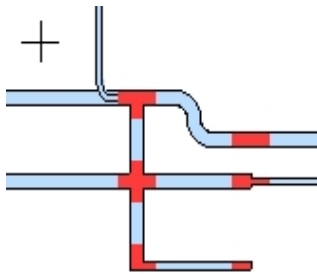
Camera.

Default dynamics

Command

2.9.2 ConGlue

Group Other



Description

A ConGlue is an end point or a ramification for connections. It has four connection points and is in its virgin form drawn as a cross with one connection point on each side. Once connected to a connection it's shaped and colored after the connection. Even after the ConGlue is reshaped it still has the four connection points that can be connected to other connections in different directions.

If a connection is drawn from a connection point and released in the working area, a ConGlue is automatically created as an endpoint for the connection.

A ConGlue is used as end point for a connection, for ramifications of connections. or to control the route of a connection.

ConGlue is a complex object.

See connections in Ge Reference Manual

2.9.3 Menubar

Group Other



Description

Menubar.

Add pulldownmenu-objects to the menubar.

Default dynamics

No default dynamics.

2.9.4 Menubar2

Group Other



Description

Menubar.
Add pulldownmenu-objects to the menubar.

Default dynamics

No default dynamics.

2.9.5 MethodToolbar

Group Other



Description

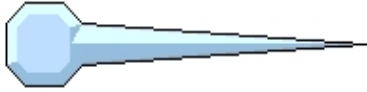
Method toolbar. the method toolbar is used in object graphs to activate the methods of the object.

Default dynamics

MethodToolbar is a complex object.
See Table in Ge Reference Manual

2.9.6 Needle

Group Other



Description

Needle.

Default dynamics

Rotate

2.9.7 Needle2

Group Other



Description

Needle.

Default dynamics

Rotate

2.9.8 OptionMenu

Group Other



Description

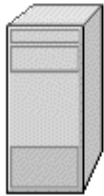
Optionmenu. Select an alternativ in a list of alternatives.

Default dynamics

OptionMenu

2.9.9 Pc

Group Other



Description

Pc.

Default dynamics

No default dynamics.

2.9.10 PulldownMenu

Group Other



Description

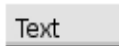
Pulldown menu. Place the pulldown menu on a menu bar.

Default dynamics

PulldownMenu

2.9.11 PulldownMenu2

Group Other

A small rectangular button with a light gray background and a thin black border. The word "Text" is centered inside the button in a black, sans-serif font.

Description

Pulldown menu. Place the pulldown menu on a menu bar, preferably a menubar of type Menubar2.

Default dynamics

PulldownMenu

2.9.12 Pulpet

Group Other



Description

Pulpet.

Default dynamics

No default dynamics.

2.9.13 PwrLogotype

Group Other



Description

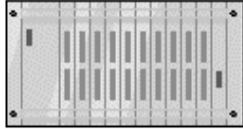
The Proview Logotype.

Default dynamics

No default dynamics.

2.9.14 Rack

Group Other



Description

Rack with I/O cards.

Default dynamics

No default dynamics.

2.9.15 Smiley

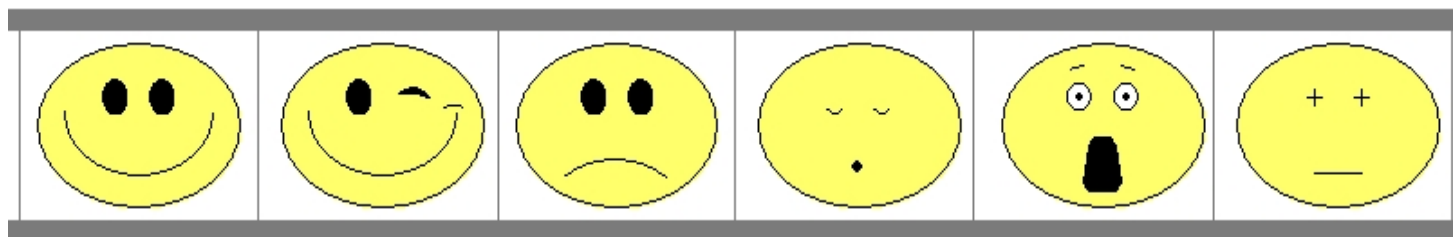
Group Other



Description

Smiley.

Subgraph with six pages, displaying different mental states.

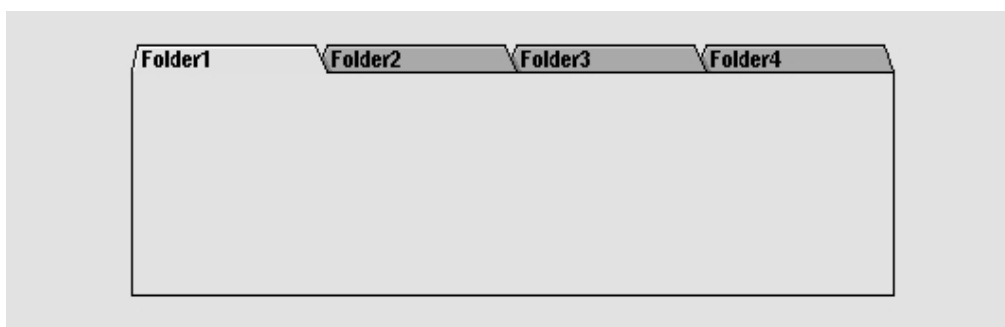


Default dynamics

AnalogShift

2.9.16 TabbedWindow

Group Other



Description

Tabbed window.

Default dynamics

TabbedWindow is a complex object.

See TabbedWindow in Ge Reference Manual

2.9.17 Table

Group Other

[illegible]

Description

Table.

Default dynamics

Table is a complex object.
See Table in Ge Reference Manual

2.9.18 Terminal

Group Other



Description

Terminal.

Default dynamics

No default dynamics.

2.9.19 VideoCamera

Group Other



Description

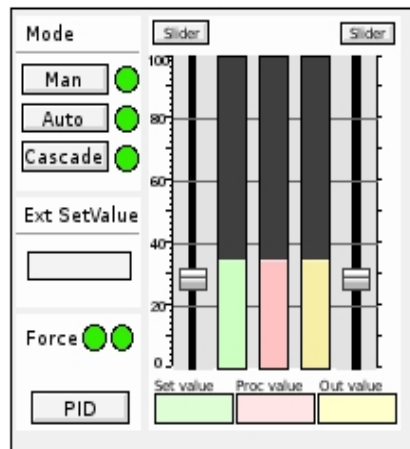
Video camera.

Default dynamics

Command

2.9.20 Window

Group Other



Description

Window to display another graph.

The original graph can be replaced in runtime by another graph with the 'set subwindow' command.

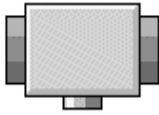
Window is a complex object.

See Window in Ge Reference Manual

2.10 Group Process

2.10.1 Actuator

Group Process



Description

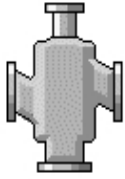
Actuator.

Default dynamics

No default dynamics.

2.10.2 Base3WayValve

Group Process



Description

Three way valve.

Default dynamics

No default dynamics.

2.10.3 Base3WayValve2

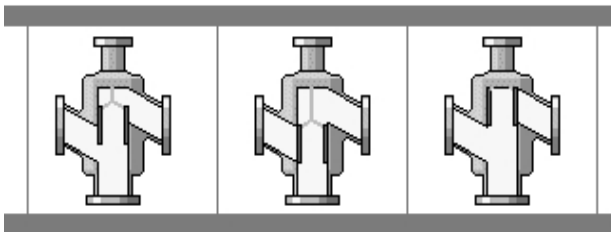
Group Process



Description

Three way control valve.

Subgraph with three pages, both regulatable ports partly open (page 1), first regulatable port closed (page 2) and second regulatable port closed (page 3).



Default dynamics

No default dynamics.

2.10.4 BaseDamper

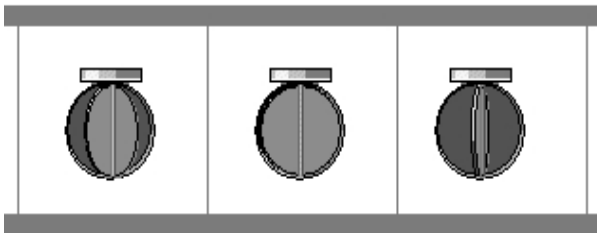
Group Process



Description

Damper.

Subgraph with three pages, damper partly open (page 1), damper open (page 2) and damper closed (page 3).



Default dynamics

No default dynamics.

2.10.5 BaseDamper2

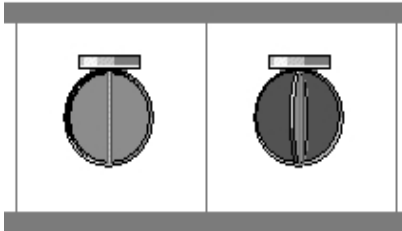
Group Process



Description

Damper.

Subgraph with two pages, damper open (page 1) and damper closed (page 2).



Default dynamics

No default dynamics.

2.10.6 BaseValve

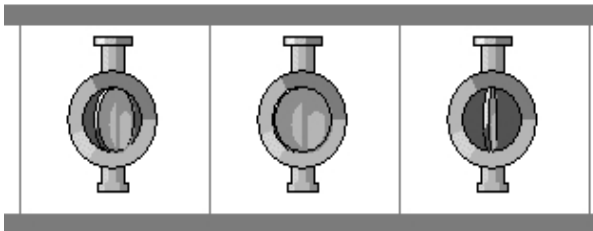
Group Process



Description

Valve.

Subgraph with three pages, valve partly open (page 1), valve closed (page 2) and valve open (page 3).



Default dynamics

No default dynamics.

2.10.7 BaseValve2

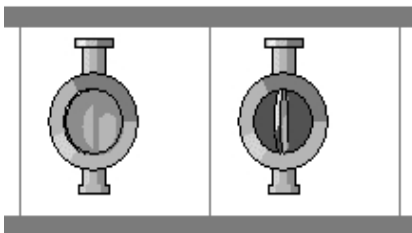
Group Process



Description

Valve.

Subgraph with two pages, valve closed (page 1) and valve open (page 2).



Default dynamics

No default dynamics.

2.10.8 Burner

Group Process



Description

Burner.

Default dynamics

DigLowColor

2.10.9 Damper

Group Process



Description

Damper.

Default dynamics

DigLowColor

2.10.10 DamperAnim

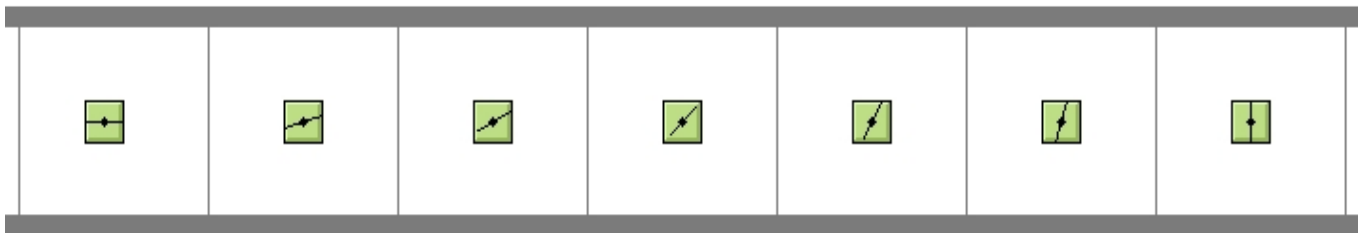
Group Process



Description

Animated damper.

Subgraph with seven pages, where the damper is rotated from open to closed position.



Default dynamics

Animation
with AnimationSequence Dig.

2.10.11 DamperAnim2

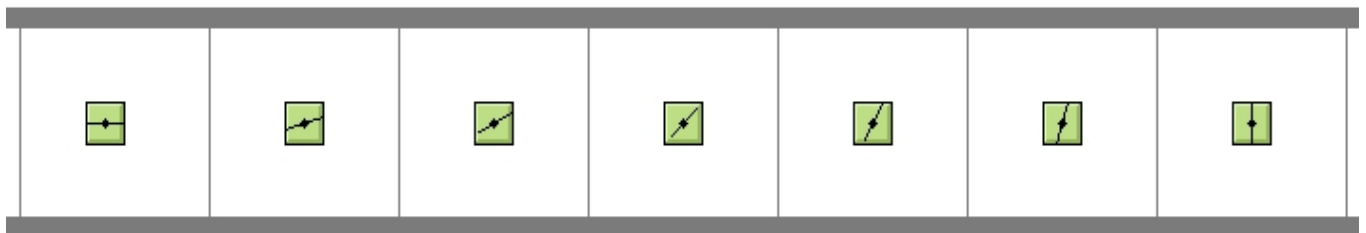
Group Process



Description

Animated damper with annotation for local or manual mode.

Subgraph with seven pages, where the damper is rotated from open to closed position.

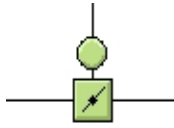


Default dynamics

Animation
with AnimationSequence Dig.

2.10.12 DamperControl

Group Process



Description

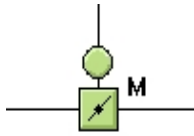
Control damper.
Annotation to display manual or local mode.

Default dynamics

DigLowColor
DigError
Value

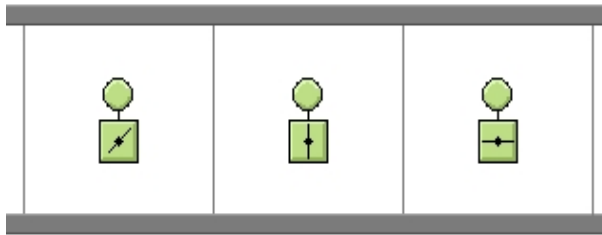
2.10.13 DamperControl2

Group Process



Description

Controldamper with three pages, damper partly open (page 1), damper closed (page 2) and damper open (page 3).
Annotation for display of manual or local mode.



Default dynamics

DigLowColor

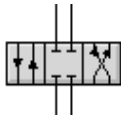
DigError

Value

AnalogShift

2.10.14 DirectValve

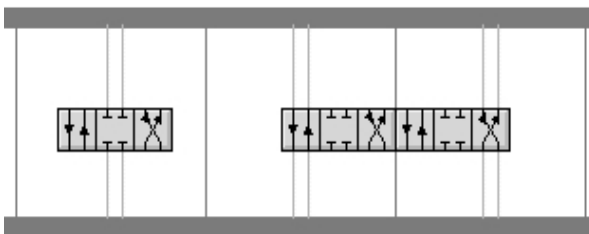
Group Process



Description

Directional valve.

Subgraph with three pages.



Default dynamics

AnalogShift

2.10.15 Elheater1

Group Process



Description

Electrical heater.
Annotation for display of manual or local mode.

Default dynamics

DigLowColor
Value

2.10.16 Elheater2

Group Process



Description

Electrical heater.

Default dynamics

DigLowColor

2.10.17 Elheater3

Group Process



Description

Electrical heater.

Default dynamics

No default dynamics.

2.10.18 EmergencyStop

Group Process



Description

Emergency stop.

Default dynamics

DigLowColor
with red color when signal is low.

2.10.19 Fan

Group Process



Description

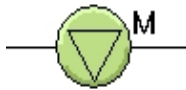
Fan.

Default dynamics

No default dynamics.

2.10.20 Fan2

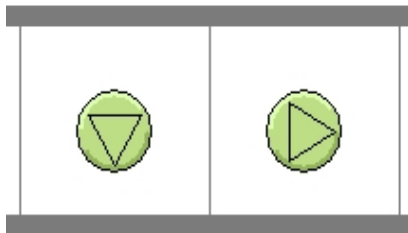
Group Process



Description

Fan.

Subgraph with two pages, fan off (page 1) and fan on (page 2).
Annotation for display of manual or local mode.



Default dynamics

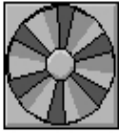
DigLowColor

Value

DigShift

2.10.21 Fan3

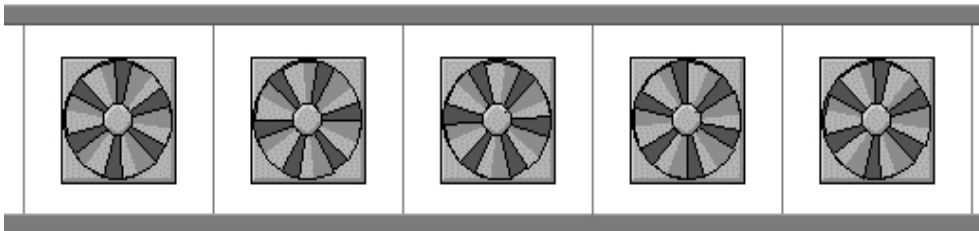
Group Process



Description

Fan.

Subgraph with five pages, animating a rotating fan.



Default dynamics

Animation
with AnimationSequence Cyclic.

2.10.22 FanAnim

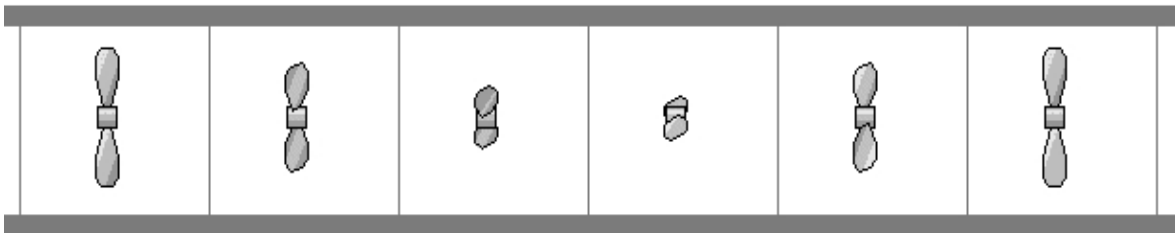
Group Process



Description

Fan.

Subgraph with six pages animating a rotating fan.

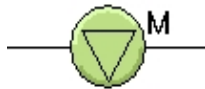


Default dynamics

Animation
with AnimationSequence Cyclic.

2.10.23 FanAnim2

Group Process

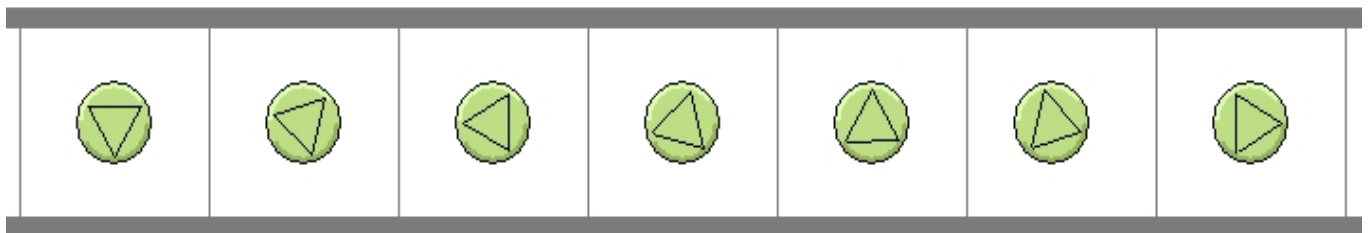


Description

Fan.

Subgraph with seven pages, where the fan is moved from closed to open position.

Annotation for display of local or manual mode.



Default dynamics

DigLowColor

Value

DigShift

2.10.24 FanAnim3

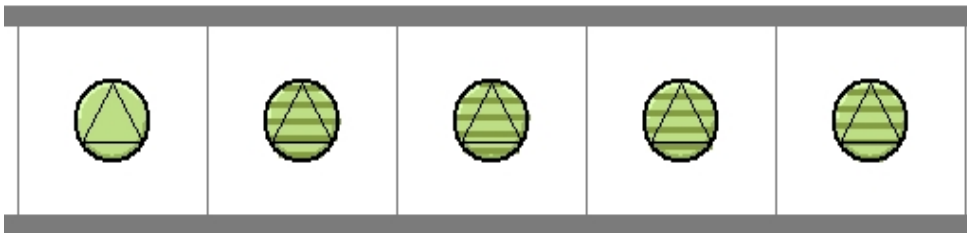
Group Process



Description

Animated fan.

Subgraph with six pages.



Default dynamics

Animation
with AnimationSequence Cyclic.

2.10.25 FanAnim4

Group Process



Description

Fan.

Subgraph with eleven pages animating a rotating fan.

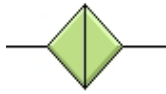


Default dynamics

Animation
with AnimationSequence Cyclic.

2.10.26 Filter

Group Process



Description

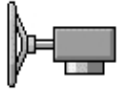
Filter.

Default dynamics

DigLowColor
with red color when signal is low.

2.10.27 HandWheel

Group Process



Description

Handwheel.

Default dynamics

No default dynamics.

2.10.28 LimitSwitch

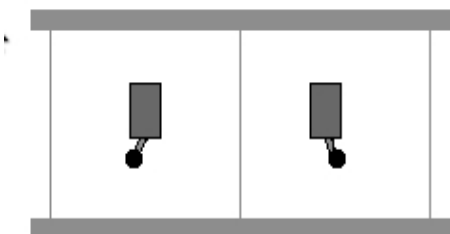
Group Process



Description

Limit switch

Subgraph with two pages, switch in left and right position.

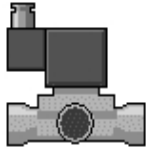


Default dynamics

DigShift

2.10.29 M3WayValve

Group Process



Description

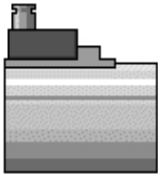
Solenoid three way valve.

Default dynamics

No default dynamics.

2.10.30 MDamper

Group Process



Description

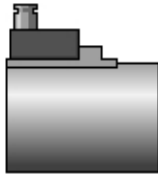
Solenoid damper.

Default dynamics

No default dynamics.

2.10.31 MDamper2

Group Process



Description

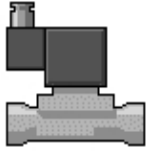
Solenoid damper.

Default dynamics

No default dynamics.

2.10.32 MValve

Group Process



Description

Solenoid valve.

Default dynamics

No default dynamics.

2.10.33 Motor

Group Process



Description

Motor.

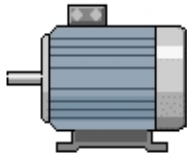
Default dynamics

DigLowColor

DigError

2.10.34 Motor2

Group Process



Description

Motor.

Default dynamics

No default dynamics.

2.10.35 MotorMan

Group Process



Description

Motor.
Annotation to display manual or local mode.

Default dynamics

DigLowColor
Value

2.10.36 Padlock

Group Process



Description

Padlock.

Default dynamics

No default dynamics.

2.10.37 PadlockAnim

Group Process



Description

Animated padlock.

Subgraph with seven pages, animating the opening of the padlock.

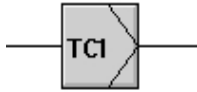


Default dynamics

Animation
with AnimationSequence Dig.

2.10.38 PidController

Group Process



Description

PID controller.

Default dynamics

No default dynamics.

2.10.39 Pump

Group Process



Description

Pump.

Default dynamics

DigLowColor

DigError

2.10.40 Pump2

Group Process



Description

Pump.

Subgraph with two pages, pump off (page 1) and pump on (page 2).

Annotation for display of local or manual mode.



Default dynamics

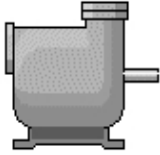
DigLowColor

Value

DigShift

2.10.41 Pump3

Group Process



Description

Pump.

Default dynamics

No default dynamics.

2.10.42 PumpAnim

Group Process



Description

Animated pump.

Subgraph with six pages.



Default dynamics

Animation
with AnimationSequence Cyclic.

2.10.43 PumpAnim2

Group Process

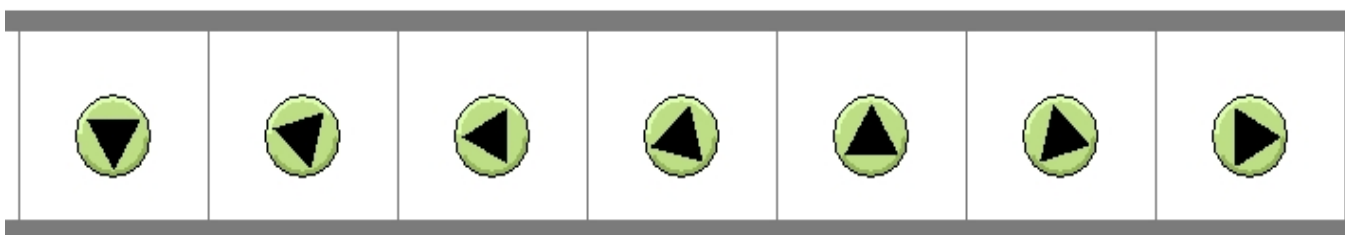


Description

Pump.

Subgraph with seven pages, where the pump is moved from closed to open position.

Annotation for display of local or manual mode.



Default dynamics

DigLowColor

Value

DigShift

2.10.44 Rod

Group Process



Description

Rod.

Default dynamics

No default dynamics.

2.10.45 RodCouplingAnim

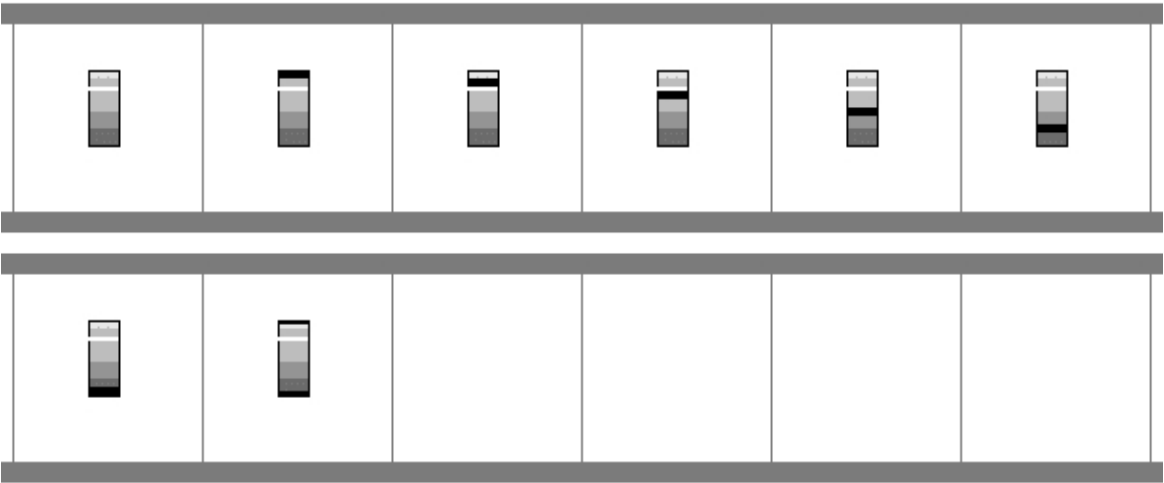
Group Process



Description

Animated rodcoupling.

Subgraph with eight pages, animating a rotation of the rodcoupling.



Default dynamics

Animation
with AnimationSequence Cyclic.

2.10.46 Screw

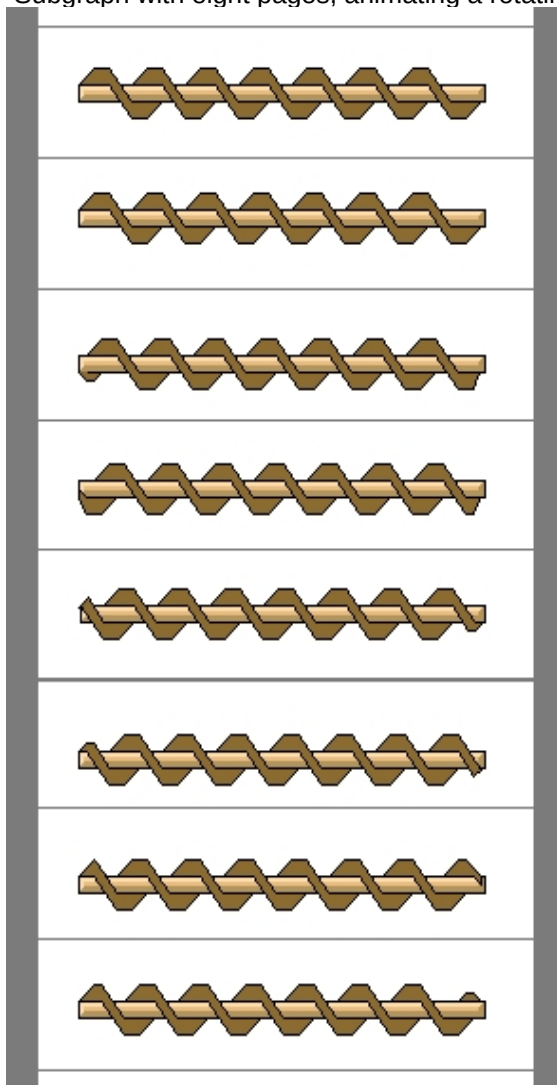
Group Process



Description

Animated screw.

Subgraph with eight pages, animating a rotating screw.



Default dynamics

Animation

with AnimationSequence Cyclic.

2.10.47 SpeedSwitch

Group Process



Description

Speedswitch.

Default dynamics

DigLowColor

2.10.48 Switch

Group Process



Description

Switch or sensor.

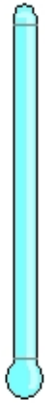
Annotation where the type of switch or sensor can be displayed, e.g. T (temperature), P (pressure), F (flow), L (level), S (speed) or X (other)

Default dynamics

DigLowColor

2.10.49 Thermometer

Group Process



Description

Thermometer. Displays the value of a temperature sensor.

Default dynamics

FillLevel

2.10.50 TrafficLight

Group Process



Description

Trafficlight with the colors green for OK, yellow for warning and red for fault.

Default dynamics

DigLowColor
DigWarning
DigError

2.10.51 TrafficLight2

Group Process



Description

Trafficlight with four pages. The color is shifting between dark gray, green for OK, yellow for warning and red for fault. Also the shape is changed in the pages.



Default dynamics

DigFourShift

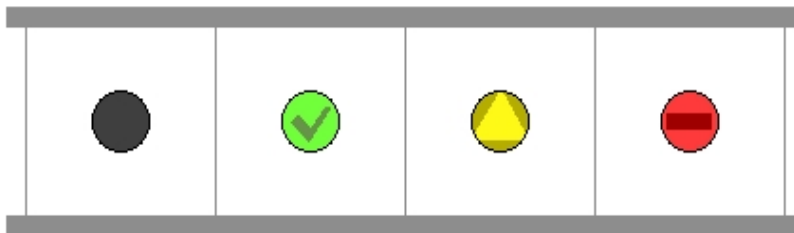
2.10.52 TrafficLight3

Group Process



Description

Trafficlight with four pages. The color is shifting between dark gray, green for OK, yellow for warning and red for fault. Also the shape is changed in the pages.



Default dynamics

DigFourShift

2.10.53 Valve

Group Process



Description

Valve.

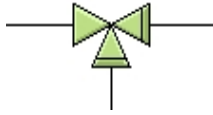
Default dynamics

DigLowColor

DigError

2.10.54 Valve3Way

Group Process



Description

Three way valve.

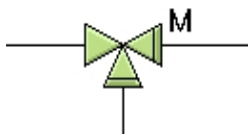
Default dynamics

DigLowColor

DigError

2.10.55 Valve3Way2

Group Process

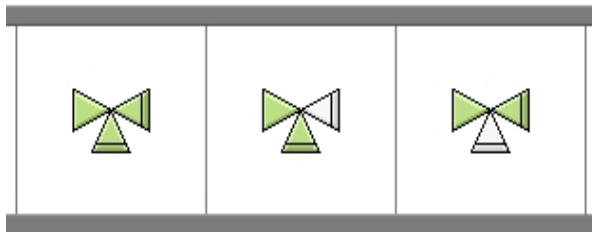


Description

Three way valve.

Subgraph with three pages, both regulatable ports partly open (page 1), first regulatable port closed (page 2) and second regulatable port closed (page 3).

Annotation for display of manual and local mode.



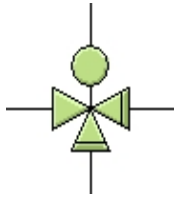
Default dynamics

Value

AnalogShift

2.10.56 Valve3WayControl

Group Process



Description

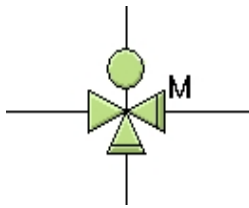
Three way control valve.
Annotation for display of manual or local mode.

Default dynamics

DigLowColor
DigError
Value

2.10.57 Valve3WayControl2

Group Process

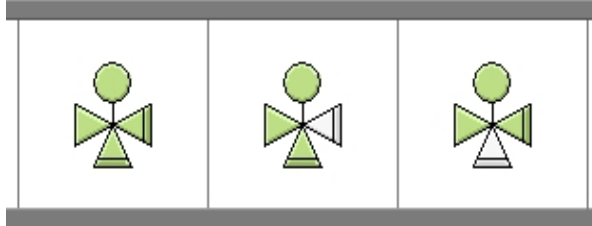


Description

Three way control valve.

Subgraph with three pages, both regulatable ports partly open (page 1), first regulatable port closed (page 2) and second regulatable port closed (page 3).

Annotation for display of manual and local mode.



Default dynamics

Value

AnalogShift

2.10.58 ValveAnim

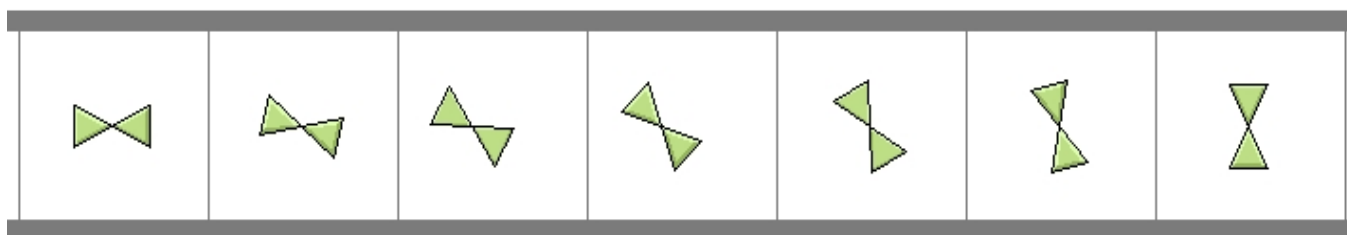
Group Process



Description

Valve.

Subgraph with seven pages, animating the valve switch from open to closed.



Default dynamics

Value

Animation

2.10.59 ValveAnim2

Group Process

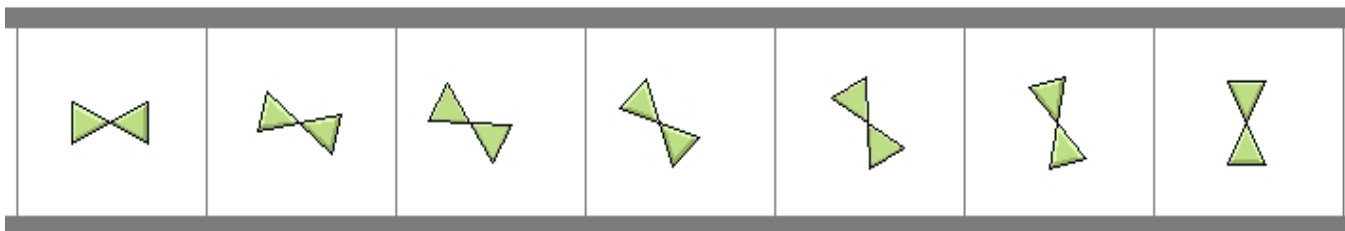


Description

Valve.

Subgraph with seven pages, animating the valve switch from open to closed.

Annotation for display of manual and local mode.



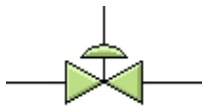
Default dynamics

Value

Animation

2.10.60 ValveControl

Group Process



Description

Control valve.

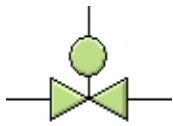
Default dynamics

DigLowColor

DigError

2.10.61 ValveControl2

Group Process



Description

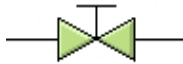
Control valve.
Annotation to display manual or local mode.

Default dynamics

DigLowColor
DigError
Value

2.10.62 ValveManuel

Group Process



Description

Manual valve.

Default dynamics

DigLowColor

DigError

2.11 Group Pushbuttons

2.11.1 Button1MetalFrame

Group Pushbuttons



Description

Button with toggle action.

Default dynamics

ToggleDig

2.11.2 Button2MetalFrame

Group Pushbuttons



Description

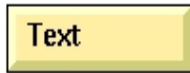
Button with toggle action.

Default dynamics

ToggleDig

2.11.3 ButtonCommand

Group Pushbuttons



Description

Button to execute an xtt command.

Default dynamics

Command

2.11.4 ButtonCommandCenter

Group Pushbuttons



Description

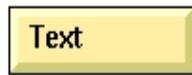
Button to execute an xtt command. Center aligned text.

Default dynamics

Command

2.11.5 ButtonCommandConfirm

Group Pushbuttons



Description

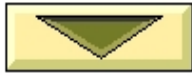
Button to execute an xtt command with confirm.

Default dynamics

Command
Confirm

2.11.6 ButtonDown

Group Pushbuttons



Description

Button marked with arrow down.

Default dynamics

SetDig

2.11.7 ButtonHelp

Group Pushbuttons



Description

Button marked with questionmark.

Default dynamics

Help

2.11.8 ButtonInfo

Group Pushbuttons



Description

Information button.

Default dynamics

Help

2.11.9 ButtonLeft

Group Pushbuttons



Description

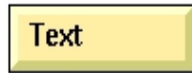
Button marked with arrow left.

Default dynamics

SetDig

2.11.10 ButtonReset

Group Pushbuttons



Description

Button to reset a digital signal.

Default dynamics

ResetDig

2.11.11 ButtonResetCenter

Group Pushbuttons



Description

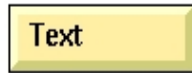
Button to reset a digital signal. Center aligned text.

Default dynamics

ResetDig

2.11.12 ButtonResetConfirm

Group Pushbuttons



Description

Button to reset a digital signal with confirm.

Default dynamics

ResetDig
Confirm

2.11.13 ButtonRight

Group Pushbuttons



Description

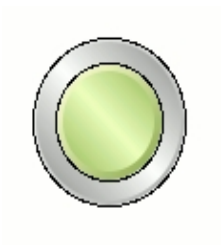
Button marked with arrow right.

Default dynamics

SetDig

2.11.14 ButtonRoundMetalFrame

Group Pushbuttons



Description

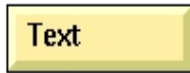
Button with toggle action.

Default dynamics

ToggleDig

2.11.15 ButtonSet

Group Pushbuttons



Description

Button to set a digital signal.

Default dynamics

SetDig

2.11.16 ButtonSetCenter

Group Pushbuttons



Description

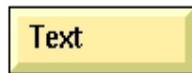
Button to set a digital signal. Center aligned text.

Default dynamics

SetDig

2.11.17 ButtonSetConfirm

Group Pushbuttons



Description

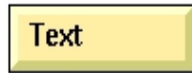
Button to set a digital signal with confirm.

Default dynamics

SetDig
Confirm

2.11.18 ButtonToggle

Group Pushbuttons



Description

Button to toggle a digital signal.

Default dynamics

ToggleDig

2.11.19 ButtonToggleCenter

Group Pushbuttons



Description

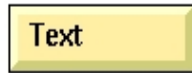
Button to toggle a digital signal. Center aligned text.

Default dynamics

ToggleDig

2.11.20 ButtonToggleConfirm

Group Pushbuttons



Description

Button to toggle a digital signal with confirm.

Default dynamics

ToggleDig
Confirm

2.11.21 ButtonUp

Group Pushbuttons



Description

Button marked with arrow up.

Default dynamics

SetDig

2.11.22 CheckBox

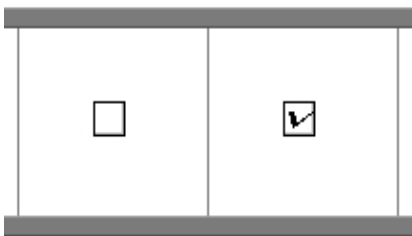
Group Pushbuttons



Description

Checkbox.

Subgraph with two pages, checkbox unmarked (page 1) and checkbox marked (page 2).



Default dynamics

DigShift
ToggleDig

2.11.23 CheckBox2

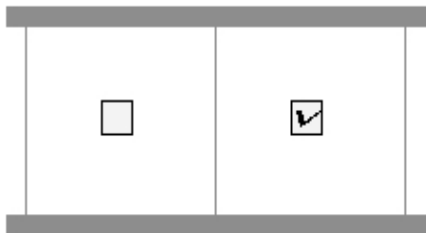
Group Pushbuttons



Description

Checkbox.

Subgraph with two pages, checkbox unmarked (page 1) and checkbox marked (page 2).



Default dynamics

DigShift
ToggleDig

2.11.24 CheckBoxRelief

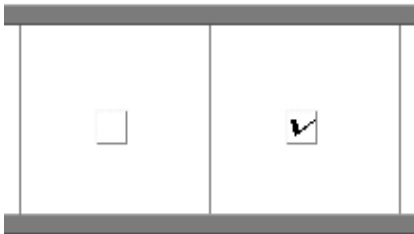
Group Pushbuttons



Description

Checkbox.

Subgraph with two pages, checkbox unmarked (page 1) and checkbox marked (page 2).

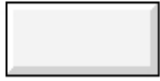


Default dynamics

DigShift
ToggleDig

2.11.25 GrayButton

Group Pushbuttons



Description

A gray button with ToggleDig as default action.

Default dynamics

ToggleDig

2.11.26 LargeButton

Group Pushbuttons



Description

Large pushbutton.

Default dynamics

ToggleDig

2.11.27 NoteButton

Group Pushbuttons



Description

Button to display the current note for the connected object.

Default dynamics

HostObject

The button is visible if a note for the object is present,
and the note is displayed when the button is activated.

2.11.28 NoteButton2

Group Pushbuttons



Description

Button to display the current note for the connected object.

Default dynamics

HostObject

The button is visible if a note for the object is present, and the note is displayed when the button is activated.

2.11.29 Radiobutton

Group Pushbuttons

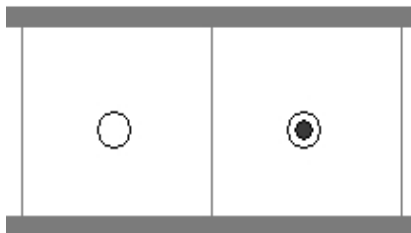


Description

Radiobutton.

A radiobutton should be a member of a group with other radiobuttons. Connect the radiobuttons first and then create the group.

Subgraph with two pages, radiobutton not selected (page 1) and selected (page 2).



Default dynamics

Radiobutton

2.11.30 Radiobutton2

Group Pushbuttons

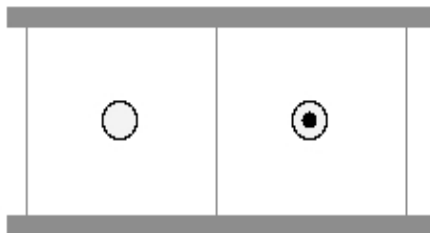


Description

Radiobutton.

A radiobutton should be a member of a group with other radiobuttons. Connect the radiobuttons first and then create the group.

Subgraph with two pages, radiobutton not selected (page 1) and selected (page 2).



Default dynamics

Radiobutton

2.11.31 RadiobuttonRelief

Group Pushbuttons

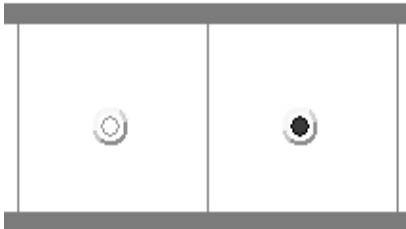


Description

Radiobutton.

A radiobutton should be a member of a group with other radiobuttons. Connect the radiobuttons first and then create the group.

Subgraph with two pages, radiobutton not selected (page 1) and selected (page 2).



Default dynamics

Radiobutton

2.11.32 RoundButton

Group Pushbuttons



Description

A round pushbutton.

Default dynamics

SetDig

2.11.33 SmallButton

Group Pushbuttons



Description

Small pushbutton.

Default dynamics

ToggleDig

2.11.34 SmallButtonCenter

Group Pushbuttons



Description

Small pushbutton with center aligned text.

Default dynamics

ToggleDig

2.11.35 SoapButton

Group Pushbuttons



Description

Soapshaped pushbutton.

Default dynamics

SetDig

2.12 Group Pushbuttons/Methodbuttons

2.12.1 Mb2BlockEvents

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

2.12.2 Mb2Camera

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.3 Mb2CircuitDiagram

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.4 Mb2CrossReferences

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.5 Mb2DataSheet

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.6 Mb2Fast

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.7 Mb2Help

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.8 Mb2HelpClass

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.9 Mb2HistEvent

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.10 Mb2History

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.11 Mb2Note

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.12 Mb2OpenGraph

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.13 Mb2OpenObject

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.14 Mb2OpenObjectGraph

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.15 Mb2OpenPlc

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.16 Mb2ParentGraph

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.17 Mb2Photo

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.18 Mb2RtNavigator

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.19 Mb2Simulate

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.20 Mb2Trend

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs. Used by the MethodToolbar component.

Default dynamics

Invisible
Command
Tooltip

See also MethodToolbar in Ge Reference Manual

2.12.21 MbBlockEvents

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'Block Events...'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="Block Events..."/object=\$object)
Invisible.Dimmed	1
Command.Command	call method/method="Block Events..."/object=\$object
ToolTip.Text	Block Events

The method is executed on activation of the button, and the button is dimmed if the method is not present for the current object.

Default dynamics

Invisible
Command
Tooltip

2.12.22 MbCircuitDiagram

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'Circuit Diagram'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="Circuit Diagram"/object=\$object)
Invisible.Dimmed	1
Command.Command	call method/method="Circuit Diagram"/object=\$object
ToolTip.Text	Circuit Diagram

The method is executed on activation of the button, and the button is dimmed if the method is not present for the current object.

Default dynamics

Invisible
Command
Tooltip

2.12.23 MbCrossreferences

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'Crossreferences'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="Crossreferences"/object=\$object)
Invisible.Dimmed	1
Command.Command	call method/method="Crossreferences"/object=\$object
ToolTip.Text	Crossreferences

The method is executed on activation of the button, and the button is dimmed if the method is not present for the current object.

Default dynamics

Invisible
Command
Tooltip

2.12.24 MbDataSheet

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'DataSheet'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="DataSheet"/object=\$object)
Invisible.Dimmed	1
Command.Command	call method/method="DataSheet"/object=\$object
ToolTip.Text	DataSheet

The method is executed on activation of the button, and the button is dimmed if the method is not present for the current object.

Default dynamics

Invisible
Command
Tooltip

2.12.25 MbFast

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'Fast'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="Fast"/object=\$object)
Invisible.Dimmed	1
Command.Command	call method/method="Fast"/object=\$object
ToolTip.Text	Block Events

The method is executed on activation of the button, and the button is dimmed if the method is not present for the current object.

Default dynamics

Invisible
Command
Tooltip

2.12.26 MbHelp

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'Help'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="Help"/object=\$object)
Invisible.Dimmed	1
Command.Command	call method/method="Help"/object=\$object
ToolTip.Text	Help

The method is executed on activation of the button, and the button is dimmed if the method is not present for the current object.

Default dynamics

Invisible
Command
Tooltip

2.12.27 MbHelpClass

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'Help Class'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="Help Class"/object=\$object)
Invisible.Dimmed	1
Command.Command	call method/method="Help Class"/object=\$object
ToolTip.Text	Help Class

The method is executed on activation of the button, and the button is dimmed if the method is not present for the current object.

Default dynamics

Invisible
Command
Tooltip

2.12.28 MbHistEvent

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'Hist Event...'.
Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="Hist Event..."/object=\$object)
Invisible.Dimmed	1
Command.Command	call method/method="Hist Event..."/object=\$object
ToolTip.Text	Hist Event

The method is executed on activation of the button, and the button is dimmed if the method is not present for the current object.

Default dynamics

Invisible
Command
Tooltip

2.12.29 MbNote

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'Note'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="Note"/object=\$object)
Invisible.Dimmed	1
Command.Command	call method/method="Note"/object=\$object
ToolTip.Text	Note

The method is executed on activation of the button, and the button is dimmed if the method is not present for the current object.

Default dynamics

Invisible
Command
Tooltip

2.12.30 MbOpenObject

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'Open Object'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="Open Object"/object=\$object)
Invisible.Dimmed	1
Command.Command	call method/method="Open Object"/object=\$object
ToolTip.Text	Open Object

The method is executed on activation of the button, and the button is dimmed if the method is not present for the current object.

Default dynamics

Invisible
Command
Tooltip

2.12.31 MbOpenPlc

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'Open Plc'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="Open Plc"/object=\$object)
Invisible.Dimmed	1
Command.Command	call method/method="Open Plc"/object=\$object
ToolTip.Text	Open Plc

The method is executed on activation of the button, and the button is dimmed if the method is not present for the current object.

Default dynamics

Invisible
Command
Tooltip

2.12.32 MbPhoto

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'Photo'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="Photo"/object=\$object)
Invisible.Dimmed	1
Command.Command	call method/method="Photo"/object=\$object
ToolTip.Text	Photo

The method is executed on activation of the button, and the button is dimmed if the method is not present for the current object.

Default dynamics

Invisible
Command
Tooltip

2.12.33 MbRtNavigator

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'RtNavigator'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="RtNavigator"/object=\$object)
Invisible.Dimmed	1
Command.Command	call method/method="RtNavigator"/object=\$object
ToolTip.Text	RtNavigator

The method is executed on activation of the button, and the button is dimmed if the method is not present for the current object.

Default dynamics

Invisible
Command
Tooltip

2.12.34 MbSimulate

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'Simulate'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="Simulate"/object=\$object)
Invisible.Dimmed	0
Command.Command	call method/method="Simulate"/object=\$object
ToolTip.Text	Simulate

The method is executed on activation of the button, and the button is invisible if the method is not present for the current object or in the current environment.

Default dynamics

Invisible
Command
Tooltip

2.12.35 MbTrend

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'Trend'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="Trend"/object=\$object)
Invisible.Dimmed	1
Command.Command	call method/method="Trend"/object=\$object
ToolTip.Text	Trend

The method is executed on activation of the button, and the button is dimmed if the method is not present for the current object.

Default dynamics

Invisible
Command
Tooltip

2.12.36 MbUp

Group Pushbuttons/Methodbuttons



Description

Method button for object graphs, to activate method 'ParentGraph'.

Used in object graphs with the following settings.

Invisible.Attribute	\$cmd(check method/method="Simulate"/object=\$object)
Invisible.Dimmed	0
Command.Command	call method/method="Simulate"/object=\$object
ToolTip.Text	Simulate

The method is executed on activation of the button, and the button is invisible if the method is not present for the current object or in the current environment.

Default dynamics

Invisible
Command
Tooltip

2.13 Group Sliders

2.13.1 Slider1

Group Sliders



Description

The mobile part of a slider.

Should be placed on a slider background, which defines the moving range for the slider. See also

[SliderBackground1](#)

[SliderBackground1_2](#)

Note! If you want to rotate the slider, rotate the slider and the background together.

Default dynamics

Slider

2.13.2 Slider2

Group Sliders



Description

The mobile part of a slider.
Should be placed on a slider background, which defines the moving range for the slider. See also [SliderBackground2](#)

Note! If you want to rotate the slider, rotate the slider and the background together.

Default dynamics

Slider

2.13.3 Slider3

Group Sliders



Description

The mobile part of a slider.

Should be placed on a slider background, which defines the moving range for the slider. See also [SliderBackground3](#)

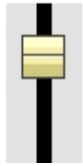
Note! If you want to rotate the slider, rotate the slider and the background together.

Default dynamics

Slider

2.13.4 Slider4

Group Sliders



Description

The mobile part of a slider.

Should be placed on a slider background, which defines the moving range for the slider. See also

SliderBackground1

SliderBackground1_2

SliderBackground1_3

Note! If you want to rotate the slider, rotate the slider and the background together.

Default dynamics

Slider

2.13.5 SliderArrow

Group Sliders



Description

The mobile part of a slider.

There is no slider background to this slider.

Measure the coordinates of the moving range and insert as MaxPosition and MinPosition.

Default dynamics

Slider

2.13.6 SliderArrow2

Group Sliders



Description

The mobile part of a slider.

There is no slider background to this slider.

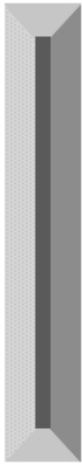
Measure the coordinates of the moving range and insert as MaxPosition and MinPosition.

Default dynamics

Slider

2.13.7 SliderBackground1

Group Sliders



Description

Background to a slider.
Defines the moving range for the slider. See also
Slider1

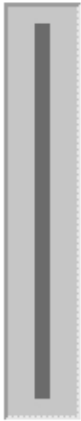
Note! If you want to rotate the slider, rotate the slider
and the background together.

Default dynamics

SliderBackground

2.13.8 SliderBackground1_2

Group Sliders



Description

Background to a slider.
Defines the moving range for the slider. See also
Slider1

Note! If you want to rotate the slider, rotate the slider
and the background together.

Default dynamics

SliderBackground

2.13.9 SliderBackground1_3

Group Sliders



Description

Background to a slider.

Defines the moving range for the slider. See also

Slider1

Slider4

Note! If you want to rotate the slider, rotate the slider and the background together.

Default dynamics

SliderBackground

2.13.10 SliderBackground2

Group Sliders



Description

Background to a slider.

Defines the moving range for the slider. See also [Slider2](#)

Note! If you want to rotate the slider, rotate the slider and the background together.

Hint! Position an axis object on the sliderbackground.

Default dynamics

SliderBackground

2.13.11 SliderBackground3

Group Sliders



Description

Background to a slider.

Defines the moving range for the slider. See also [Slider3](#)

Note! If you want to rotate the slider, rotate the slider and the background together.

Default dynamics

SliderBackground

2.14 Group Values

2.14.1 PasswordInput

Group Values



Description

Value input field for passwords. Entered characters are viewed with an asterisk.

Default dynamics

Value

ValueInput

2.14.2 ScrollingText

Group Values

A rectangular box with a light gray background and a thin black border. Inside the box, the word "Warning!" is written in a black, sans-serif font.

Description

Field to display a scrolling text.

Default dynamics

ScrollingText

2.14.3 ValueInputLarge

Group Values

1.00

Description

Large value input field.

Default dynamics

Value

ValueInput

2.14.4 ValueInputLargeCenter

Group Values



Description

Large value input field with center aligned text.

Default dynamics

Value

ValueInput

2.14.5 ValueInputLargeRd

Group Values



Description

Large value input field with left aligned text.

The field has a frame that can be matched to the background. Use the tone choices in the color palette, and the button for lightness, intensity and colorshift in the toolpanel, to match the frame to the background.

Default dynamics

Value

ValueInput

2.14.6 ValueInputLargeRight

Group Values



Description

Large value input field with right aligned text.

Default dynamics

Value

ValueInput

2.14.7 ValueInputMedium

Group Values

1.00

Description

Value input field, medium sized with left aligned text.

Default dynamics

Value

ValueInput

2.14.8 ValueInputMediumCenter

Group Values



Description

Value input field, medium sized with center aligned text.

Default dynamics

Value

ValueInput

2.14.9 ValueInputMediumRd

Group Values



Description

Medium value input field with left aligned text.

The field has a frame that can be matched to the background. Use the tone choices in the color palette, and the button for lightness, intensity and colorshift in the toolpanel, to match the frame to the background.

Default dynamics

Value

ValueInput

2.14.10 ValueInputMediumRight

Group Values



Description

Value input field, medium sized with right aligned text.

Default dynamics

Value

ValueInput

2.14.11 ValueInputReliefDown

Group Values

1.00

Description

Value input field with left aligned text.

Default dynamics

Value

ValueInput

2.14.12 ValueInputReliefUp

Group Values

1.00

Description

Value input field with left aligned text.

Default dynamics

Value
ValueInput

2.14.13 ValueInputSmall

Group Values



1.00

Description

Small value input field with left aligned text.

Default dynamics

Value

ValueInput

2.14.14 ValueInputSmallCenter

Group Values



Description

Small value input field with center aligned text.

Default dynamics

Value

ValueInput

2.14.15 ValueInputSmallRd

Group Values



Description

Small value input field with left aligned text.

The field has a frame that can be matched to the background. Use the tone choices in the color palette, and the button for lightness, intensity and colorshift in the toolpanel, to match the frame to the background.

Default dynamics

Value

ValueInput

2.14.16 ValueInputSmallRight

Group Values

1.00

Description

Small value input field with right aligned text.

Default dynamics

Value

ValueInput

2.14.17 ValueLarge

Group Values



1.00

Description

Large value field with left aligned text.

Default dynamics

Value

2.14.18 ValueLargeCenter

Group Values



Description

Large value field with center aligned text.

Default dynamics

Value

2.14.19 ValueLargeRight

Group Values



Description

Large value field with right aligned text.

Default dynamics

Value

2.14.20 ValueLong

Group Values

Text

Description

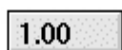
Value field with left aligned text.

Default dynamics

Value

2.14.21 ValueMedium

Group Values



1.00

Description

Value field, medium sized with left aligned text.

Default dynamics

Value

2.14.22 ValueMediumCenter

Group Values

1.00

Description

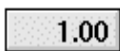
Value field, medium sized with center aligned text.

Default dynamics

Value

2.14.23 ValueMediumRight

Group Values



1.00

Description

Value field, medium sized with right aligned text.

Default dynamics

Value

2.14.24 ValueReliefDown

Group Values

1.00

Description

Value field with left aligned text.

Default dynamics

Value

2.14.25 ValueReliefUp

Group Values

1.00

Description

Value field with left aligned text.

Default dynamics

Value

2.14.26 ValueSmall

Group Values



1.00

Description

Small value field with left aligned text.

Default dynamics

Value

2.14.27 ValueSmallCenter

Group Values



Description

Small value field with center aligned text.

Default dynamics

Value

2.14.28 ValueSmallRight

Group Values



1.00

Description

Small value field with right aligned text.

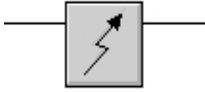
Default dynamics

Value

2.15 Group Ventilation

2.15.1 ElHeater

Group Ventilation



Description

Electrical heater.

Default dynamics

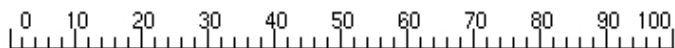
No default dynamics.

3 ColorTheme

3.1 Group Analog

3.1.1 Axis

Group Analog



Description

Axis.

The object is drawn with colortheme colors and requires that a colortheme is set.

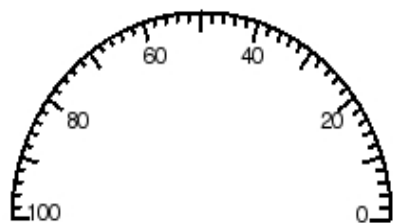
Default dynamics

Axis is a complex object.

See Axis in Ge Reference Manual

3.1.2 AxisArc

Group Analog



Description

Circular axis.

The object is drawn with colortheme colors and requires that a colortheme is set.

Default dynamics

AxisArc is a complex object.

See AxisArc in Ge Reference Manual

3.1.3 Bar

Group Analog



Description

A bar displaying an analog value.

The object is drawn with colortheme colors and requires that a colortheme is set.

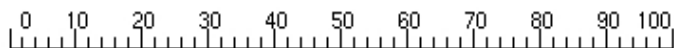
Default dynamics

Bar is a complex object.

See Bar in Ge Reference Manual

3.1.4 DynamicAxis

Group Analog



Description

Axis with dynamic range.

The object is drawn with colortheme colors and requires that a colortheme is set.

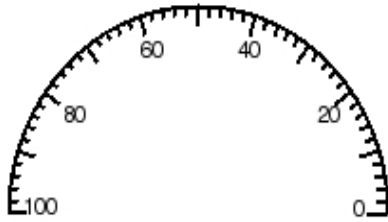
Default dynamics

DynamicAxis is a complex object.

See DynamicAxis in Ge Reference Manual

3.1.5 DynamicAxisArc

Group Analog



Description

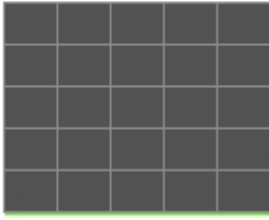
Circular axis with dynamic range.
The object is drawn with colortheme colors and requires that a colortheme is set.

Default dynamics

DynamicAxisArc is a complex object.
See DynamicAxisArc in Ge Reference Manual

3.1.6 Trend

Group Analog



Description

Trend with one or two curves.

The object is drawn with colortheme colors and requires that a colortheme is set.

Default dynamics

Trend is a complex object.

See Trend in Ge Reference manual

3.2 Group Electric

3.2.1 Contactor

Group Electric

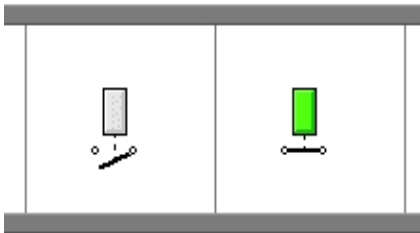


Description

Contactor.

The object is by default drawn with colortheme colors.

Subgraph with two pages, contactor off (page 1) and on (page 2).

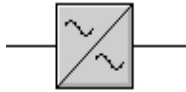


Default dynamics

DigShift

3.2.2 FrequencyConverter

Group Electric



Description

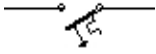
Frequency converter.
The object is by default drawn with colortheme colors.

Default dynamics

No default dynamics.

3.2.3 Fuse

Group Electric

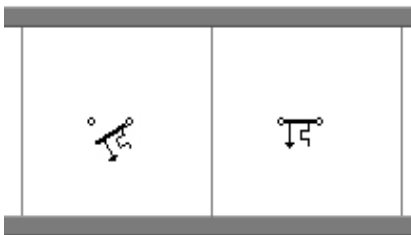


Description

Fuse.

The object is by default drawn with colortheme colors.

Subgraph with two pages, fuse tripped (page 1) and not tripped (page 2).



Default dynamics

DigShift

3.2.4 Fuse2

Group Electric

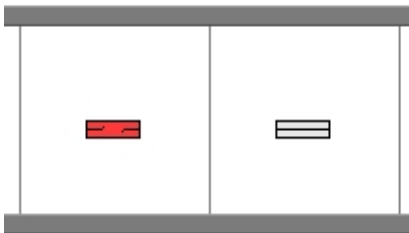


Description

Fuse.

The object is by default drawn with colortheme colors.

Subgraph with two pages, fuse tripped (page 1) and not tripped (page 2).

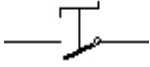


Default dynamics

DigShift

3.2.5 ManSwitch

Group Electric



Description

Manual electrical switch.
The object is by default drawn with colortheme colors.

Default dynamics

No default dynamics.

3.2.6 MotorAnim

Group Electric



Description

Animation electric motor.

The object is by default drawn with colortheme colors.

Subgraph with nine pages, with an rotating animation.



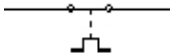
Default dynamics

Animation

with AnimationSequence Cyclic.

3.2.7 OverloadRelay2

Group Electric

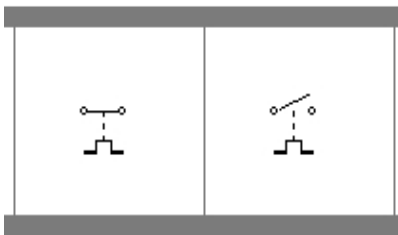


Description

Overload Relay.

The object is by default drawn with colortheme colors.

Subgraph with two pages, overload relay not tripped (page 1) and tripped (page 2).



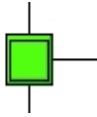
Default dynamics

DigShift

3.3 Group Grafcet

3.3.1 InitStep

Group Grafcet



Description

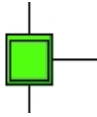
Displays the state of an initstep.
The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor
Gray when signal is low.

3.3.2 InitStep

Group Grafcet



Description

Displays the state of an initstep.
The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor
Gray when signal is low.

3.3.3 Order

Group Grafcet



Description

Displays the state of a grafcet order.
The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor
Gray when signal is low.

3.3.4 Trans

Group Grafcet



Description

Displays the state of a grafcet transition object.
The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor

3.4 Group Hydraulics

3.4.1 CheckValve

Group Hydraulics



Description

Checkvalve

The object is by default drawn with colortheme colors.

Default dynamics

No default dynamics.

3.4.2 HydraulicPump

Group Hydraulics



Description

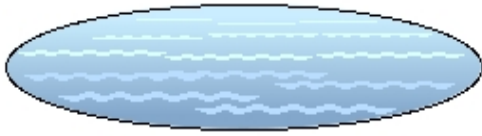
Hydraulic pump.
The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor
DigError

3.4.3 Lake

Group Hydraulics



Description

Lake.

The object is by default drawn with colortheme colors.

Default dynamics

No default dynamics.

3.4.4 Pool

Group Hydraulics



Description

Pool.
The object is by default drawn with colortheme colors.

Default dynamics

No default dynamics.

3.4.5 PressureGauge

Group Hydraulics



Description

Pressure gauge.
The object is by default drawn with colortheme colors.

Default dynamics

No default dynamics.

3.4.6 PressureSwitch

Group Hydraulics



Description

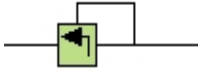
Pressure switch.
The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor

3.4.7 ReleaseValve

Group Hydraulics



Description

Release valve.
The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor

3.4.8 Tank

Group Hydraulics



Description

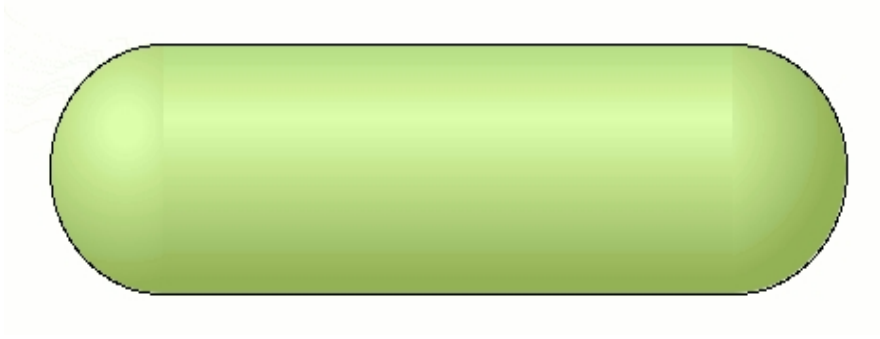
Tank.
The object is by default drawn with colortheme colors.

Default dynamics

No default dynamics.

3.4.9 Tank2

Group Hydraulics



Description

Tank.
The object is by default drawn with colortheme colors.

Default dynamics

No default dynamics.

3.5 Group Indicators

3.5.1 IndRoundAnim2

Group Indicators



Description

Animated round indicator.
The object is drawn with colortheme colors.

Default dynamics

Animation
with AnimationSequence Cyclic.

3.5.2 IndRoundGreen

Group Indicators



Description

Round green indicator.
The object is drawn with colortheme colors.

Default dynamics

DigLowColor
Darkgray when signal is low.

3.5.3 IndRoundGreenBg

Group Indicators



Description

Round green indicator with background relief.
The object is drawn with colortheme colors.
The background relief is drawn with object background color.

Default dynamics

DigLowColor
Darkgray when signal is low.

3.5.4 IndRoundRed

Group Indicators



Description

Round red indicator.
The object is drawn with colortheme colors.

Default dynamics

DigLowColor
Darkgray when signal is low.

3.5.5 IndRoundRedBg

Group Indicators



Description

Round red indicator with background relief.

The object is drawn with colortheme colors.

The background relief is drawn with object background color.

Default dynamics

DigLowColor

Darkgray when signal is low.

3.5.6 IndRoundYellow

Group Indicators



Description

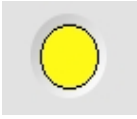
Round yellow indicator.
The object is drawn with colortheme colors.

Default dynamics

DigLowColor
Darkgray when signal is low.

3.5.7 IndRoundYellowBg

Group Indicators



Description

Round yellow indicator with background relief.
The object is drawn with colortheme colors.
The background relief is drawn with object background color.

Default dynamics

DigLowColor
Darkgray when signal is low.

3.5.8 IndSquareAnim2

Group Indicators



Description

Animated square indicator.
The object is drawn with colortheme colors.

Default dynamics

Animation
with AnimationSequence Cyclic.

3.5.9 IndSquareGreen

Group Indicators



Description

Square green indicator.
The object is drawn with colortheme colors.

Default dynamics

DigLowColor
Darkgray when signal is low.

3.5.10 IndSquareGreenBg

Group Indicators



Description

Square green indicator with background relief.
The object is drawn with colortheme colors.
The background relief is drawn with object background color.

Default dynamics

DigLowColor
Darkgray when signal is low.

3.5.11 IndSquareRed

Group Indicators



Description

Square red indicator.
The object is drawn with colortheme colors.

Default dynamics

DigLowColor
Darkgray when signal is low.

3.5.12 IndSquareRedBg

Group Indicators



Description

Square red indicator with background relief.

The object is drawn with colortheme colors.

The background relief is drawn with object background color.

Default dynamics

DigLowColor

Darkgray when signal is low.

3.5.13 IndSquareYellow

Group Indicators



Description

Square yellow indicator.
The object is drawn with colortheme colors.

Default dynamics

DigLowColor
Darkgray when signal is low.

3.5.14 IndSquareYellowBg

Group Indicators



Description

Square yellow indicator with background relief.

The object is drawn with colortheme colors.

The background relief is drawn with object background color.

Default dynamics

DigLowColor

Darkgray when signal is low.

3.6 Group Other

3.6.1 Camera

Group Other



Description

Camera.

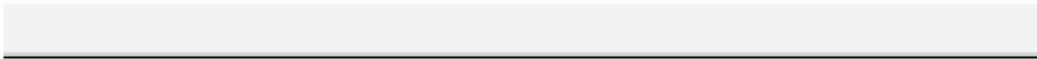
The object is by default drawn with colortheme colors.

Default dynamics

Command

3.6.2 Menubar2

Group Other



Description

Menubar.

Add pulldownmenu-objects to the menubar.

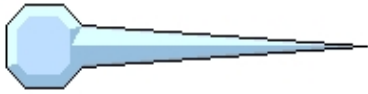
The object is drawn with colortheme colors.

Default dynamics

No default dynamics.

3.6.3 Needle

Group Other



Description

Needle.
The object is by default drawn with colortheme colors.

Default dynamics

Rotate

3.6.4 Needle2

Group Other



Description

Needle.

The object is by default drawn with colortheme colors.

Default dynamics

Rotate

3.6.5 OptionMenu

Group Other



Description

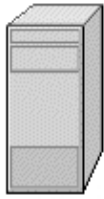
Optionmenu. Select an alternativ in a list of alternatives.
The object is by default drawn with colortheme colors.

Default dynamics

OptionMenu

3.6.6 Pc

Group Other



Description

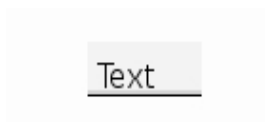
Pc.
The object is by default drawn with colortheme colors.

Default dynamics

No default dynamics.

3.6.7 PulldownMenu2

Group Other



Description

Pulldown menu. Place the pulldown menu on a menu bar, preferably a menubar of type Menubar2. The object is drawn with colortheme colors.

Default dynamics

PulldownMenu

3.6.8 Pulpet

Group Other



Description

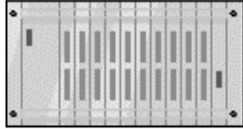
Pulpet.
The object is by default drawn with colortheme colors.

Default dynamics

No default dynamics.

3.6.9 Rack

Group Other



Description

Rack with I/O cards.
The object is by default drawn with colortheme colors.

Default dynamics

No default dynamics.

3.6.10 Smiley

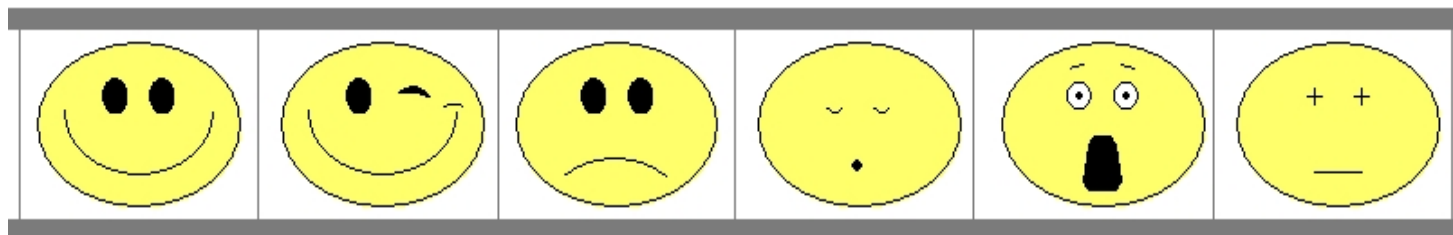
Group Other



Description

Smiley.

Subgraph with six pages, displaying different mental states.
The object is by default drawn with colortheme colors.



Default dynamics

AnalogShift

3.6.11 Terminal

Group Other



Description

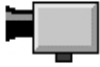
Terminal.
The object is by default drawn with colortheme colors.

Default dynamics

No default dynamics.

3.6.12 VideoCamera

Group Other



Description

Video camera.
The object is by default drawn with colortheme colors.

Default dynamics

Command

3.7 Group Process

3.7.1 Damper

Group Process



Description

Damper.

Default dynamics

DigLowColor

3.7.2 DamperAnim

Group Process

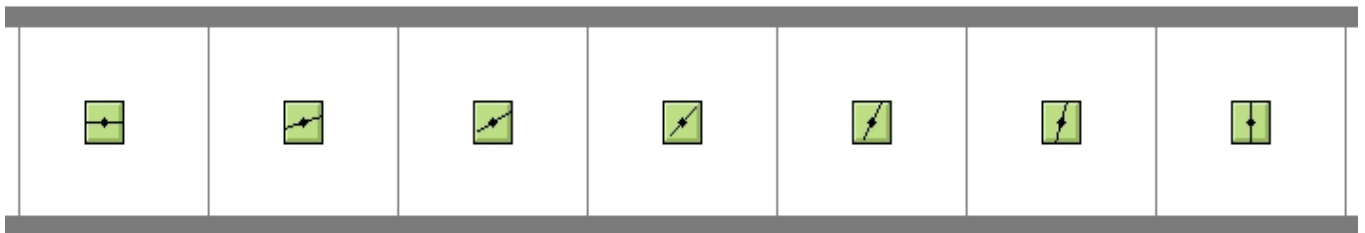


Description

Animated damper.

The object is by default drawn with colortheme colors.

Subgraph with seven pages, where the damper is rotated from open to closed position.



Default dynamics

Animation

with AnimationSequence Dig.

3.7.3 DamperAnim11

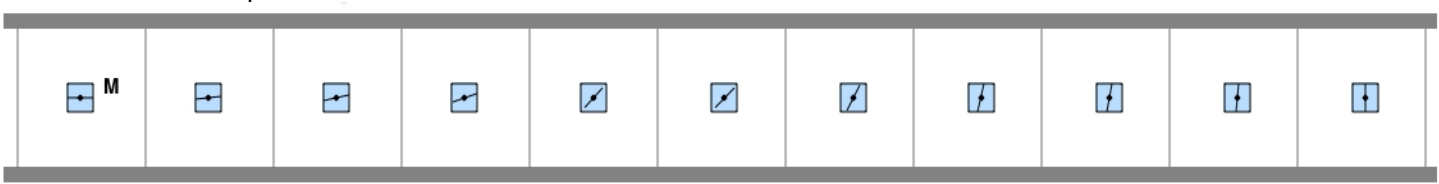
Group Process



Description

Animated damper.
The object is by default drawn with colortheme colors.

Subgraph with eleven pages, where the damper is rotated from open to closed position.



Default dynamics

Animation
with AnimationSequence Dig.

3.7.4 DamperAnim2

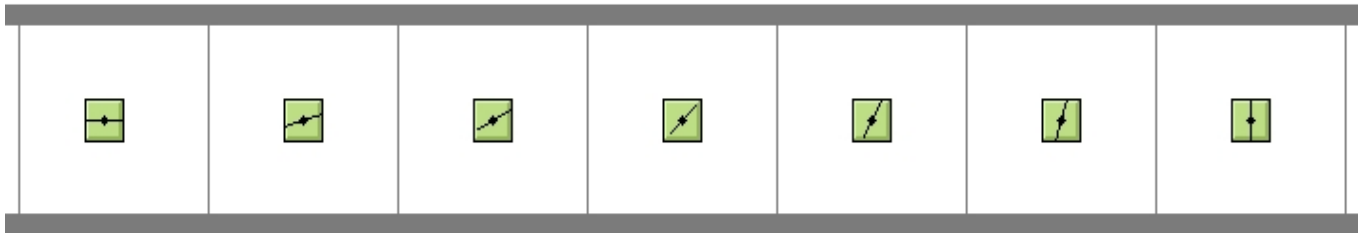
Group Process



Description

Animated damper with annotation for local or manual mode.
The object is by default drawn with colortheme colors.

Subgraph with seven pages, where the damper is rotated from open to closed position.

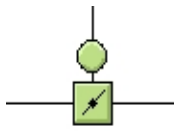


Default dynamics

Animation
with AnimationSequence Dig.

3.7.5 DamperControl

Group Process



Description

Control damper.
Annotation to display manual or local mode.

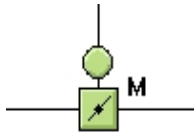
The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor
DigError
Value

3.7.6 DamperControl2

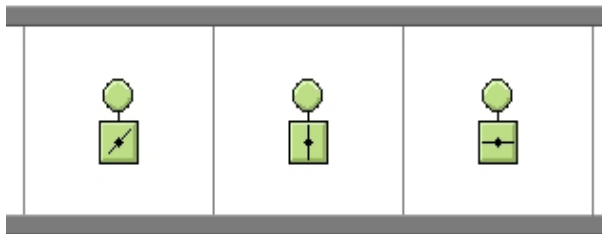
Group Process



Description

Controldamper with three pages, damper partly open (page 1), damper closed (page 2) and damper open (page 3).
Annotation for display of manual or local mode.

The object is by default drawn with colortheme colors.



Default dynamics

DigLowColor

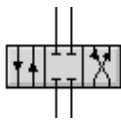
DigError

Value

AnalogShift

3.7.7 DirectValve

Group Process

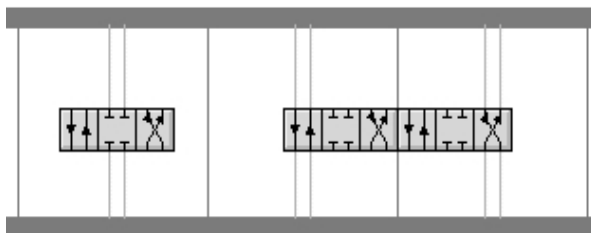


Description

Directional valve.

The object is by default drawn with colortheme colors.

Subgraph with three pages.



Default dynamics

AnalogShift

3.7.8 Elheater1

Group Process



Description

Electrical heater.

Annotation for display of manual or local mode.

The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor

Value

3.7.9 Elheater2

Group Process



Description

Electrical heater.

The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor

3.7.10 EmergencyStop

Group Process



Description

Emergency stop.
The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor
with red color when signal is low.

3.7.11 Fan2

Group Process



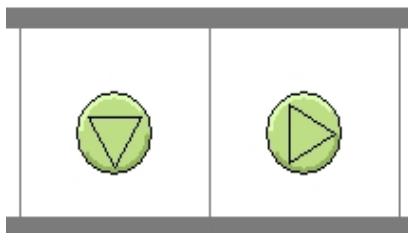
Description

Fan.

Subgraph with two pages, fan off (page 1) and fan on (page 2).

Annotation for display of manual or local mode.

The object is by default drawn with colortheme colors.



Default dynamics

DigLowColor

Value

DigShift

3.7.12 FanAnim11

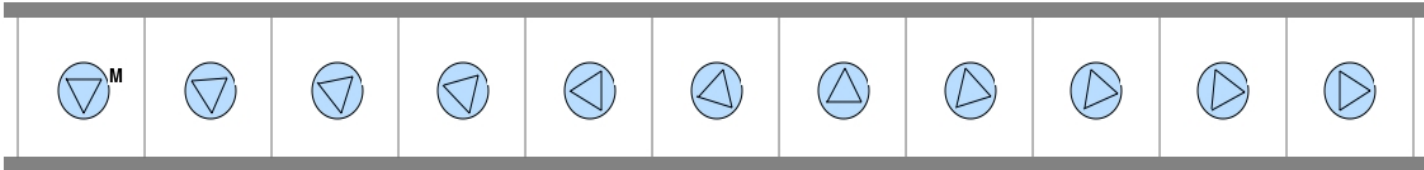
Group Process



Description

Fan.
The object is by default drawn with colortheme colors.

Subgraph with eleven pages, where the fan is moved from closed to open position.
Annotation for display of local or manual mode.



Default dynamics

DigLowColor
Value
DigShift

3.7.13 FanAnim3

Group Process

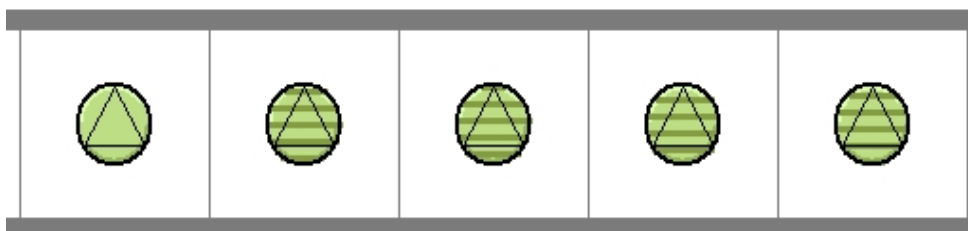


Description

Animated fan.

The object is by default drawn with colortheme colors.

Subgraph with six pages.



Default dynamics

Animation

with AnimationSequence Cyclic.

3.7.14 FanAnim5

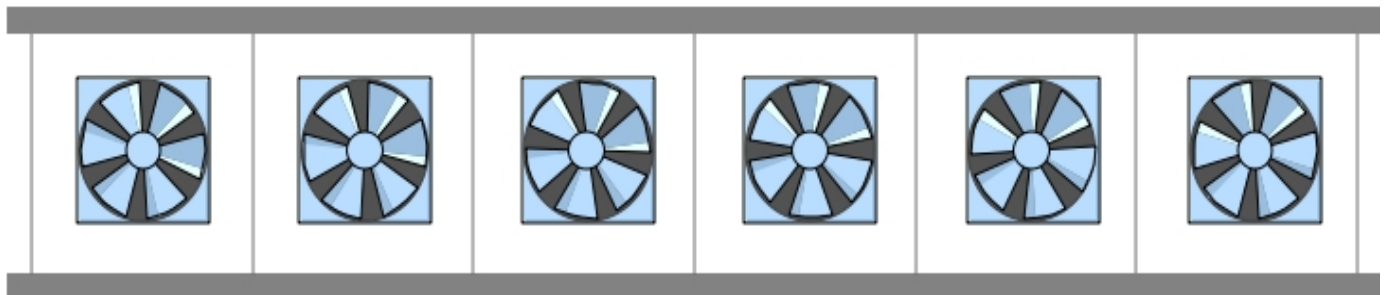
Group Process



Description

Fan.
The object is by default drawn with colortheme colors.

Subgraph with six pages, animating a rotating fan.



Default dynamics

Animation
with AnimationSequence Cyclic.

3.7.15 Filter

Group Process



Description

Filter.

The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor

with red color when signal is low.

3.7.16 Motor

Group Process



Description

Motor.
The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor
DigError

3.7.17 MotorMan

Group Process



Description

Motor.

Annotation to display manual or local mode.

The object is by default drawn with colortheme colors.

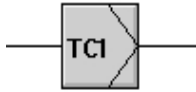
Default dynamics

DigLowColor

Value

3.7.18 PidController

Group Process



Description

PID controller.
The object is by default drawn with colortheme colors.

Default dynamics

No default dynamics.

3.7.19 Pump2

Group Process



Description

Pump.

The object is by default drawn with colortheme colors.

Subgraph with two pages, pump off (page 1) and pump on (page 2).

Annotation for display of local or manual mode.



Default dynamics

DigLowColor

Value

DigShift

3.7.20 PumpAnim

Group Process



Description

Animated pump.
The object is by default drawn with colortheme colors.

Subgraph with six pages.



Default dynamics

Animation
with AnimationSequence Cyclic.

3.7.21 PumpAnim11

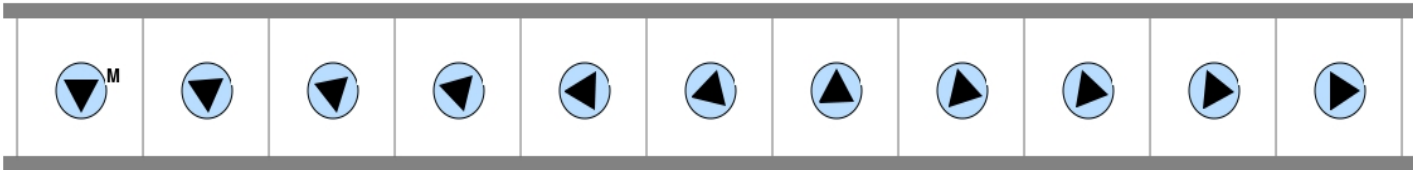
Group Process



Description

Pump.
The object is by default drawn with colortheme colors.

Subgraph with eleven pages, where the pump is moved from closed to open position.
Annotation for display of local or manual mode.



Default dynamics

DigLowColor
Value
DigShift

3.7.22 PumpAnim2

Group Process



Description

Pump.

The object is by default drawn with colortheme colors.

Subgraph with seven pages, where the pump is moved from closed to open position.

Annotation for display of local or manual mode.



Default dynamics

DigLowColor

Value

DigShift

3.7.23 SpeedSwitch

Group Process



Description

Speedswitch.
The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor

3.7.24 Switch

Group Process



Description

Switch or sensor.

Annotation where the type of switch or sensor can be displayed, e.g. T (temperature), P (pressure), F (flow), L (level), S (speed) or X (other)

The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor

3.7.25 Valve

Group Process



Description

Valve.

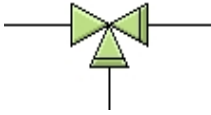
Default dynamics

DigLowColor

DigError

3.7.26 Valve3Way

Group Process



Description

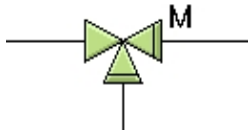
Three way valve.
The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor
DigError

3.7.27 Valve3Way2

Group Process



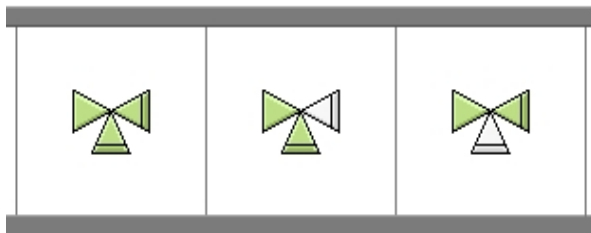
Description

Three way valve.

Subgraph with three pages, both regulatable ports partly open (page 1), first regulatable port closed (page 2) and second regulatable port closed (page 3).

Annotation for display of manual and local mode.

The object is by default drawn with colortheme colors.



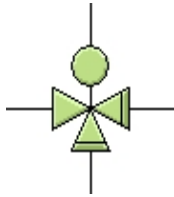
Default dynamics

Value

AnalogShift

3.7.28 Valve3WayControl

Group Process



Description

Three way control valve.

Annotation for display of manual or local mode.

The object is by default drawn with colortheme colors.

Default dynamics

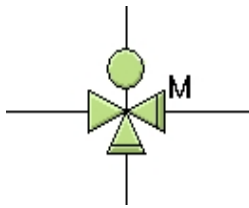
DigLowColor

DigError

Value

3.7.29 Valve3WayControl2

Group Process



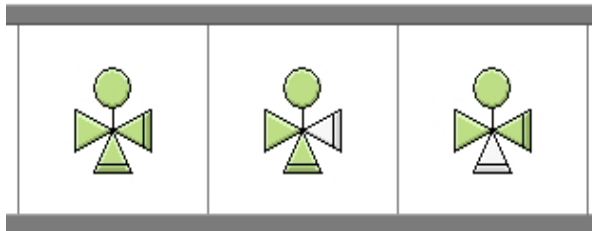
Description

Three way control valve.

The object is by default drawn with colortheme colors.

Subgraph with three pages, both regulatable ports partly open (page 1), first regulatable port closed (page 2) and second regulatable port closed (page 3).

Annotation for display of manual and local mode.



Default dynamics

Value

AnalogShift

3.7.30 ValveAnim

Group Process

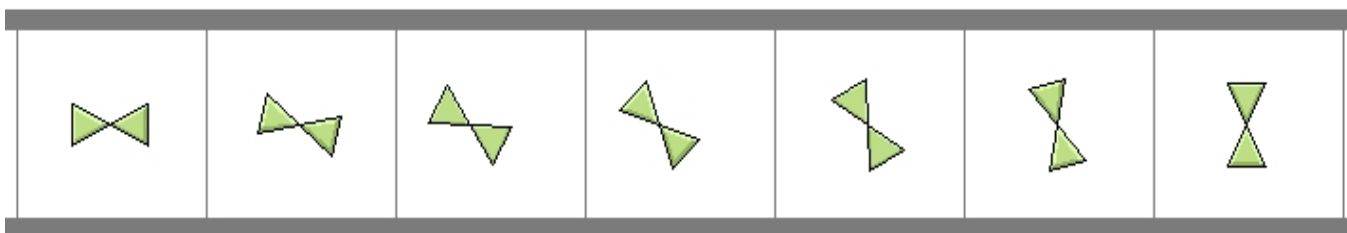


Description

Valve.

The object is by default drawn with colortheme colors.

Subgraph with seven pages, animating the valve switch from open to closed.



Default dynamics

Value

Animation

3.7.31 ValveAnim11

Group Process

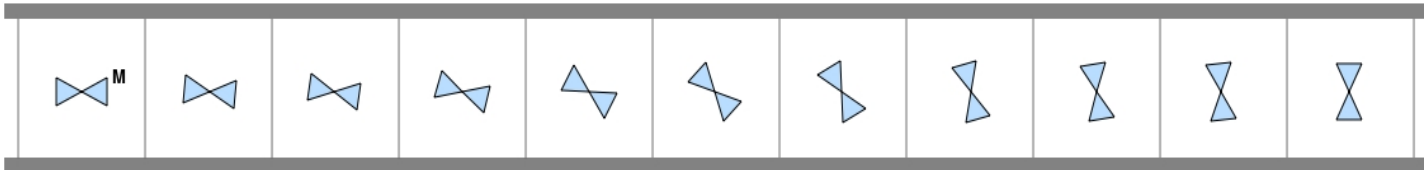


Description

Valve.

Subgraph with eleven pages, animating the valve switch from open to closed.
The object is by default drawn with colortheme colors.

Annotation for display of manual and local mode.



Default dynamics

Value
Animation

3.7.32 ValveAnim2

Group Process



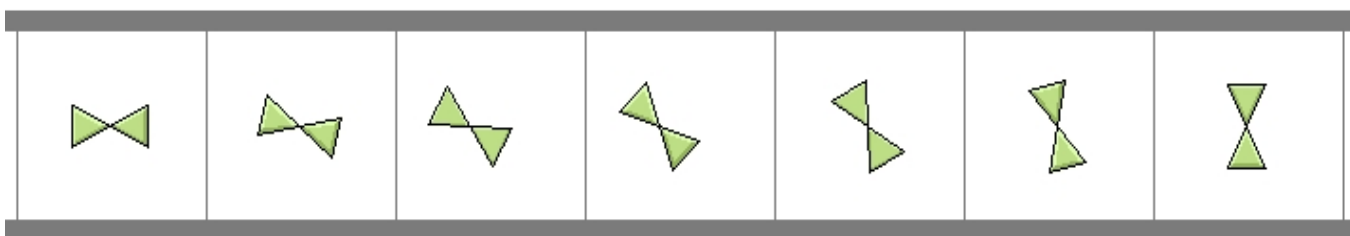
Description

Valve.

The object is by default drawn with colortheme colors.

Subgraph with seven pages, animating the valve switch from open to closed.

Annotation for display of manual and local mode.



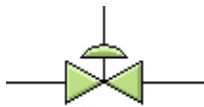
Default dynamics

Value

Animation

3.7.33 ValveControl

Group Process



Description

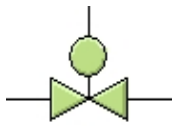
Control valve.
The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor
DigError

3.7.34 ValveControl2

Group Process



Description

Control valve.

Annotation to display manual or local mode.

The object is by default drawn with colortheme colors.

Default dynamics

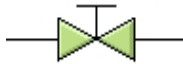
DigLowColor

DigError

Value

3.7.35 ValveManuel

Group Process



Description

Manual valve.
The object is by default drawn with colortheme colors.

Default dynamics

DigLowColor
DigError

3.8 Group Pushbuttons

3.8.1 ButtonArrow

Group Pushbuttons



Description

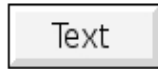
Button with an arrow.
The object is by default drawn with colortheme colors.

Default dynamics

ToggleDig

3.8.2 ButtonCommand

Group Pushbuttons



Description

Button to execute an xtt command.
The object is drawn with colortheme colors.

Default dynamics

Command

3.8.3 ButtonRounded

Group Pushbuttons



Description

Button with rounded corners.

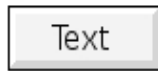
The object is by default drawn with colortheme colors.

Default dynamics

ToggleDig

3.8.4 ButtonSet

Group Pushbuttons



Description

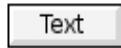
Button to set a digital signal.
The object is drawn with colortheme colors.

Default dynamics

SetDig

3.8.5 ButtonSmallCommand

Group Pushbuttons



Description

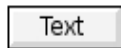
Button to execute an Xtt command.
The object is drawn with colortheme colors.

Default dynamics

Command

3.8.6 ButtonSmallSet

Group Pushbuttons



Description

Button to set a digital signal.
The object is drawn with colortheme colors.

Default dynamics

SetDig

3.8.7 ButtonSmallToggle

Group Pushbuttons



Description

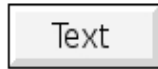
Button to toggle a digital signal.
The object is drawn with colortheme colors.

Default dynamics

ToggleDig

3.8.8 ButtonToggle

Group Pushbuttons



Description

Button to toggle a digital signal.
The object is drawn with colortheme colors.

Default dynamics

ToggleDig

3.8.9 CheckBox

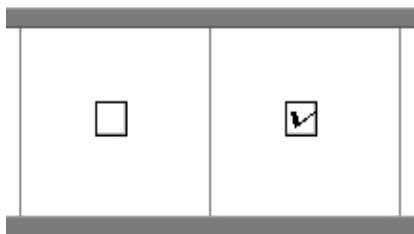
Group Pushbuttons



Description

Checkbox.

Subgraph with two pages, checkbox unmarked (page 1) and checkbox marked (page 2).



The object is drawn with colortheme colors.

Default dynamics

DigShift
ToggleDig

3.8.10 Radiobutton

Group Pushbuttons

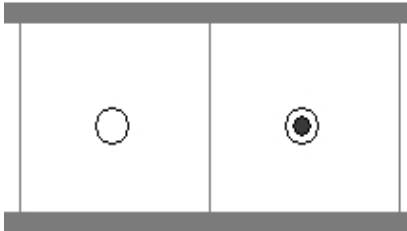


Description

Radiobutton.

A radiobutton should be a member of a group with other radiobuttons. Connect the radiobuttons first and then create the group.

Subgraph with two pages, radiobutton not selected (page 1) and selected (page 2).



The object is drawn with colortheme colors.

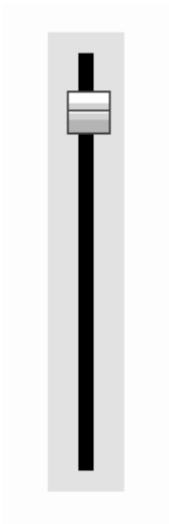
Default dynamics

Radiobutton

3.9 Group Sliders

3.9.1 Slider4

Group Sliders



Description

The mobile part of a slider.

Should be placed on a slider background, which defines the moving range for the slider.

The object is drawn with colortheme colors.

See also

SliderBackground1_3

SliderBackground1_4

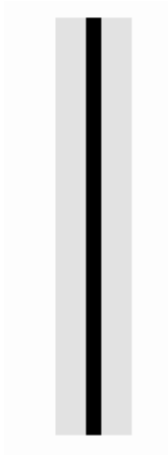
Note! If you want to rotate the slider, rotate the slider and the background together.

Default dynamics

Slider

3.9.2 SliderBackground1_3

Group Sliders



Description

Background to a slider.
Defines the moving range for the slider.
The object is drawn with colortheme colors.

See also
Slider4

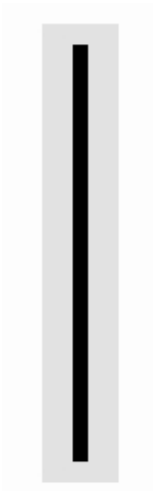
Note! If you want to rotate the slider, rotate the slider
and the background together.

Default dynamics

SliderBackground

3.9.3 SliderBackground1_4

Group Sliders



Description

Background to a slider.
Defines the moving range for the slider.
The object is drawn with colortheme colors.

See also
Slider4

Note! If you want to rotate the slider, rotate the slider
and the background together.

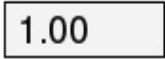
Default dynamics

SliderBackground

3.10 Group Values

3.10.1 ValueInputLarge

Group Values



1.00

Description

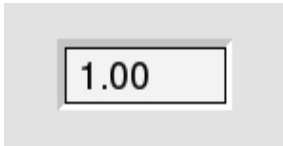
Large value input field.
The object is drawn with colortheme colors.

Default dynamics

Value
ValueInput

3.10.2 ValueInputLargeBg

Group Values



Description

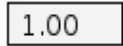
Large value input field with background relief.
The object is drawn with colortheme colors.
The background relief is drawn with the background color of the object.

Default dynamics

Value
ValueInput

3.10.3 ValueInputMedium

Group Values



Description

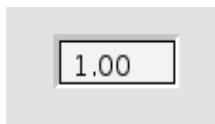
Medium value input field.
The object is drawn with colortheme colors.

Default dynamics

Value
ValueInput

3.10.4 ValueInputMediumBg

Group Values



Description

Medium value input field with background relief.

The object is drawn with colortheme colors.

The background relief is drawn with the background color of the object.

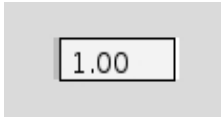
Default dynamics

Value

ValueInput

3.10.5 ValueInputMediumBg

Group Values



Description

Medium value input field with vertical background relief.

The horizontal relief is missing and the field can be used in a column.

The object is drawn with colortheme colors.

The background relief is drawn with the background color of the object.

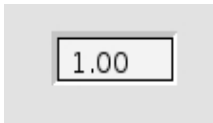
Default dynamics

Value

ValueInput

3.10.6 ValueInputMediumCenterBg

Group Values



Description

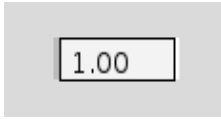
Medium value input field with center aligned text and background relief.
The object is drawn with colortheme colors.
The background relief is drawn with the background color of the object.

Default dynamics

Value
ValueInput

3.10.7 ValueInputMediumCenterBgs

Group Values



Description

Medium value input field with center aligned text and vertical background relief. The horizontal relief is missing and the field can be used in a column.

The object is drawn with colortheme colors.

The background relief is drawn with the background color of the object.

Default dynamics

Value

ValueInput

3.10.8 ValueInputSmall

Group Values



1.00

Description

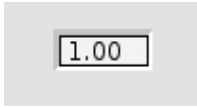
Small value input field.
The object is drawn with colortheme colors.

Default dynamics

Value
ValueInput

3.10.9 ValueInputSmallBg

Group Values



Description

Small value input field with background relief.

The object is drawn with colortheme colors.

The background relief is drawn with the background color of the object.

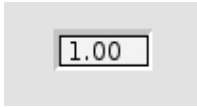
Default dynamics

Value

ValueInput

3.10.10 ValueInputSmallCenterBg

Group Values



Description

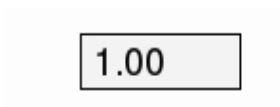
Small value input field with center aligned text and background relief.
The object is drawn with colortheme colors.
The background relief is drawn with the background color of the object.

Default dynamics

Value
ValueInput

3.10.11 ValueLarge

Group Values



Description

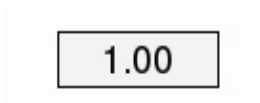
Large value field with left text alignment.
The object is drawn with colortheme colors.

Default dynamics

Value

3.10.12 ValueLargeCenter

Group Values



Description

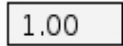
Large value field with center text alignment.
The object is drawn with colortheme colors.

Default dynamics

Value

3.10.13 ValueMedium

Group Values



1.00

Description

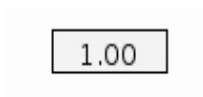
Medium value field with left aligned text.
The object is drawn with colortheme colors.

Default dynamics

Value

3.10.14 ValueMediumCenter

Group Values



Description

Medium value field with center text alignment.
The object is drawn with colortheme colors.

Default dynamics

Value

3.10.15 ValueSmall

Group Values



1.00

Description

Small value field with left aligned text.
The object is drawn with colortheme colors.

Default dynamics

Value

3.10.16 ValueSmallCenter

Group Values



Description

Small value field with center text alignment.
The object is drawn with colortheme colors.

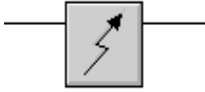
Default dynamics

Value

3.11 Group Ventilation

3.11.1 ElHeater

Group Ventilation



Description

Electrical heater.

Default dynamics

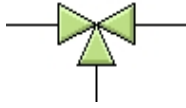
No default dynamics.

4 Ventilation

4.1 Group Ventilation

4.1.1 3WayValve

Group Ventilation



Description

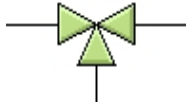
Shut-off and regulating or control valve, three way.

Default dynamics

No default dynamics.

4.1.2 3WayValve

Group Ventilation



Description

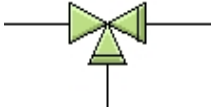
Shut-off and regulating or control valve, three way.

Default dynamics

No default dynamics.

4.1.3 3WayValve2

Group Ventilation



Description

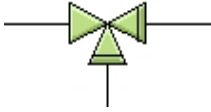
Shut-off and regulating or control valve, three way.
The marked ports indicates regulatable ports.

Default dynamics

No default dynamics.

4.1.4 3WayValve2

Group Ventilation



Description

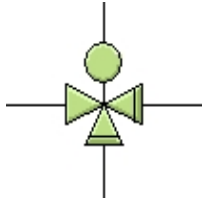
Shut-off and regulating or control valve, three way.
The marked ports indicates regulatable ports.

Default dynamics

No default dynamics.

4.1.5 3WayValveActuator

Group Ventilation



Description

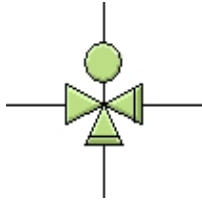
Automatic threeway control valve with actuator.
The marked ports indicates regulatable ports.

Default dynamics

No default dynamics.

4.1.6 3WayValveActuator

Group Ventilation



Description

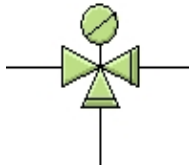
Automatic threeway control valve with actuator.
The marked ports indicates regulatable ports.

Default dynamics

No default dynamics.

4.1.7 3WayValveSensing

Group Ventilation



Description

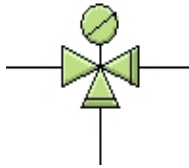
Self-contained three way control valve with internal sensing element. The marked ports indicates regulatable ports.

Default dynamics

No default dynamics.

4.1.8 3WayValveSensing

Group Ventilation



Description

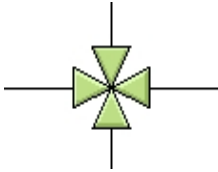
Self-contained three way control valve with internal sensing element. The marked ports indicates regulatable ports.

Default dynamics

No default dynamics.

4.1.9 4WayValve

Group Ventilation



Description

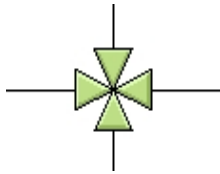
Shut-off and regulating or control valve, four way.

Default dynamics

No default dynamics.

4.1.10 4WayValve

Group Ventilation



Description

Shut-off and regulating or control valve, four way.

Default dynamics

No default dynamics.

4.1.11 Actuator

Group Ventilation



Description

Actuator.

Default dynamics

No default dynamics.

4.1.12 Actuator

Group Ventilation



Description

Actuator.

Default dynamics

No default dynamics.

4.1.13 ActuatorDia

Group Ventilation



Description

Actuator, automatic with diaphragm power unit.

Default dynamics

No default dynamics.

4.1.14 ActuatorDia

Group Ventilation



Description

Actuator, automatic with diaphragm power unit.

Default dynamics

No default dynamics.

4.1.15 ActuatorFailClose

Group Ventilation



Description

Actuator closing on failure of its energy supply.

Default dynamics

No default dynamics.

4.1.16 ActuatorFailClose

Group Ventilation



Description

Actuator closing on failure of its energy supply.

Default dynamics

No default dynamics.

4.1.17 ActuatorFailKeep

Group Ventilation



Description

Actuator maintaining position on failure of its energy supply.

Default dynamics

No default dynamics.

4.1.18 ActuatorFailKeep

Group Ventilation



Description

Actuator maintaining position on failure of its energy supply.

Default dynamics

No default dynamics.

4.1.19 ActuatorFailOpen

Group Ventilation



Description

Actuator opening on failure of its energy supply.

Default dynamics

No default dynamics.

4.1.20 ActuatorFailOpen

Group Ventilation



Description

Actuator opening on failure of its energy supply.

Default dynamics

No default dynamics.

4.1.21 ActuatorMotor

Group Ventilation



Description

Rotary motor actuator.

Default dynamics

No default dynamics.

4.1.22 ActuatorMotor

Group Ventilation



Description

Rotary motor actuator.

Default dynamics

No default dynamics.

4.1.23 ActuatorPiston

Group Ventilation



Description

Actuator, automatic with piston power unit.

Default dynamics

No default dynamics.

4.1.24 ActuatorPiston

Group Ventilation



Description

Actuator, automatic with piston power unit.

Default dynamics

No default dynamics.

4.1.25 ActuatorSensing

Group Ventilation



Description

Actuator with sensing element.

Default dynamics

No default dynamics.

4.1.26 ActuatorSensing

Group Ventilation



Description

Actuator with sensing element.

Default dynamics

No default dynamics.

4.1.27 ActuatorSolenoid

Group Ventilation



Description

Solenoid actuator.

Default dynamics

No default dynamics.

4.1.28 ActuatorSolenoid

Group Ventilation



Description

Solenoid actuator.

Default dynamics

No default dynamics.

4.1.29 ActuatorSpring

Group Ventilation



Description

Spring actuator.

Default dynamics

No default dynamics.

4.1.30 ActuatorSpring

Group Ventilation



Description

Spring actuator.

Default dynamics

No default dynamics.

4.1.31 ActuatorWithMan

Group Ventilation



Description

Actuator, automatic with manual setting device.

Default dynamics

No default dynamics.

4.1.32 ActuatorWithMan

Group Ventilation



Description

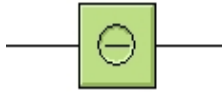
Actuator, automatic with manual setting device.

Default dynamics

No default dynamics.

4.1.33 AirCooler

Group Ventilation



Description

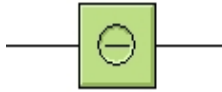
Air cooler.

Default dynamics

No default dynamics.

4.1.34 AirCooler

Group Ventilation



Description

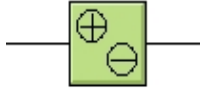
Air cooler.

Default dynamics

No default dynamics.

4.1.35 AirCoolerHeater

Group Ventilation



Description

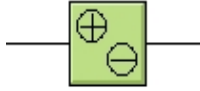
Combined air cooler and heater.

Default dynamics

No default dynamics.

4.1.36 AirCoolerHeater

Group Ventilation



Description

Combined air cooler and heater.

Default dynamics

No default dynamics.

4.1.37 AirDamper

Group Ventilation



Description

Air damper.

Default dynamics

No default dynamics.

4.1.38 AirDamper

Group Ventilation



Description

Air damper.

Default dynamics

No default dynamics.

4.1.39 AirFilter

Group Ventilation



Description

Air filter.

Default dynamics

No default dynamics.

4.1.40 AirFilter

Group Ventilation



Description

Air filter.

Default dynamics

No default dynamics.

4.1.41 AirGrill

Group Ventilation



Description

Air grill.

Default dynamics

No default dynamics.

4.1.42 AirGrill

Group Ventilation



Description

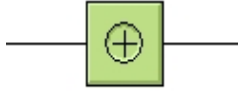
Air grill.

Default dynamics

No default dynamics.

4.1.43 AirHeater

Group Ventilation



Description

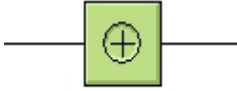
Air heater.

Default dynamics

No default dynamics.

4.1.44 AirHeater

Group Ventilation



Description

Air heater.

Default dynamics

No default dynamics.

4.1.45 AirPurgingDevice

Group Ventilation



Description

Air purging device.

Default dynamics

No default dynamics.

4.1.46 AirPurgingDevice

Group Ventilation



Description

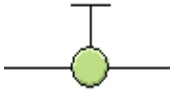
Air purging device.

Default dynamics

No default dynamics.

4.1.47 AuxiliaryUnitMan

Group Ventilation



Description

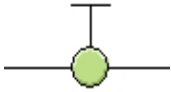
Auxiliary unit with manual setting device.

Default dynamics

No default dynamics.

4.1.48 AuxiliaryUnitMan

Group Ventilation



Description

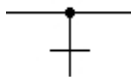
Auxiliary unit with manual setting device.

Default dynamics

No default dynamics.

4.1.49 DrawOffPoint

Group Ventilation



Description

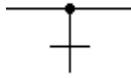
Draw-off point.

Default dynamics

No default dynamics.

4.1.50 DrawOffPoint

Group Ventilation



Description

Draw-off point.

Default dynamics

No default dynamics.

4.1.51 Fan

Group Ventilation



Description

Fan.

Default dynamics

No default dynamics.

4.1.52 Fan

Group Ventilation



Description

Fan.

Default dynamics

No default dynamics.

4.1.53 FireDamper

Group Ventilation



Description

Fire damper.

Default dynamics

No default dynamics.

4.1.54 FireDamper

Group Ventilation



Description

Fire damper.

Default dynamics

No default dynamics.

4.1.55 Gully

Group Ventilation



Description

Gully.

Default dynamics

No default dynamics.

4.1.56 Gully

Group Ventilation



Description

Gully.

Default dynamics

No default dynamics.

4.1.57 GullyWithTrap

Group Ventilation



Description

Gully, with trap.

Default dynamics

No default dynamics.

4.1.58 GullyWithTrap

Group Ventilation



Description

Gully, with trap.

Default dynamics

No default dynamics.

4.1.59 HeatingExchanger

Group Ventilation



Description

Heating exchanger.

Default dynamics

No default dynamics.

4.1.60 HeatingExchanger

Group Ventilation



Description

Heating exchanger.

Default dynamics

No default dynamics.

4.1.61 HeatingExchanger2

Group Ventilation



Description

Heating exchanger.

Default dynamics

No default dynamics.

4.1.62 HeatingExchanger2

Group Ventilation



Description

Heating exchanger.

Default dynamics

No default dynamics.

4.1.63 Humidifier

Group Ventilation



Description

Humidifier.

Default dynamics

No default dynamics.

4.1.64 Humidifier

Group Ventilation



Description

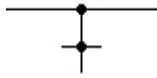
Humidifier.

Default dynamics

No default dynamics.

4.1.65 Hydrant

Group Ventilation



Description

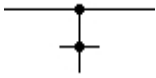
Hydrant.

Default dynamics

No default dynamics.

4.1.66 Hydrant

Group Ventilation



Description

Hydrant.

Default dynamics

No default dynamics.

4.1.67 IndicatingGauge

Group Ventilation



Description

Indicating gauge or meter.

Default dynamics

No default dynamics.

4.1.68 IndicatingGauge

Group Ventilation



Description

Indicating gauge or meter.

Default dynamics

No default dynamics.

4.1.69 MeasuringInstrument

Group Ventilation



Description

Measuring instrument.

Default dynamics

No default dynamics.

4.1.70 MeasuringInstrument

Group Ventilation



Description

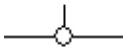
Measuring instrument.

Default dynamics

No default dynamics.

4.1.71 MeasuringPoint

Group Ventilation



Description

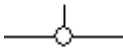
Measuring point.

Default dynamics

No default dynamics.

4.1.72 MeasuringPoint

Group Ventilation



Description

Measuring point.

Default dynamics

No default dynamics.

4.1.73 NoReturnValve

Group Ventilation



Description

No-return valve.

Default dynamics

No default dynamics.

4.1.74 NoReturnValve

Group Ventilation



Description

No-return valve.

Default dynamics

No default dynamics.

4.1.75 PressureSource

Group Ventilation



Description

Pressure source.

Default dynamics

No default dynamics.

4.1.76 PressureSource

Group Ventilation



Description

Pressure source.

Default dynamics

No default dynamics.

4.1.77 Pump

Group Ventilation



Description

Pump.

Default dynamics

No default dynamics.

4.1.78 Pump

Group Ventilation



Description

Pump.

Default dynamics

No default dynamics.

4.1.79 Recorder

Group Ventilation



Description

Recorder.

Default dynamics

No default dynamics.

4.1.80 Recorder

Group Ventilation



Description

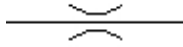
Recorder.

Default dynamics

No default dynamics.

4.1.81 RestrictionUnit

Group Ventilation



Description

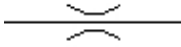
Restriction unit.

Default dynamics

No default dynamics.

4.1.82 RestrictionUnit

Group Ventilation



Description

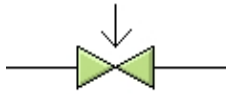
Restriction unit.

Default dynamics

No default dynamics.

4.1.83 SafetyValve

Group Ventilation



Description

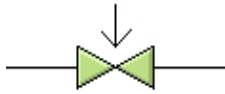
Safety valve.

Default dynamics

No default dynamics.

4.1.84 SafetyValve

Group Ventilation



Description

Safety valve.

Default dynamics

No default dynamics.

4.1.85 Separator

Group Ventilation



Description

Separator.

Default dynamics

No default dynamics.

4.1.86 Separator

Group Ventilation



Description

Separator.

Default dynamics

No default dynamics.

4.1.87 Shower

Group Ventilation



Description

Shower.

Default dynamics

No default dynamics.

4.1.88 Shower

Group Ventilation



Description

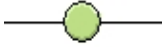
Shower.

Default dynamics

No default dynamics.

4.1.89 SignalConverter

Group Ventilation



Description

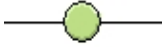
Signal converter.

Default dynamics

No default dynamics.

4.1.90 SignalConverter

Group Ventilation



Description

Signal converter.

Default dynamics

No default dynamics.

4.1.91 Silencer

Group Ventilation



Description

Silencer.

Default dynamics

No default dynamics.

4.1.92 Silencer

Group Ventilation



Description

Silencer.

Default dynamics

No default dynamics.

4.1.93 SprinklerHead

Group Ventilation



Description

Sprinkler head.

Default dynamics

No default dynamics.

4.1.94 SprinklerHead

Group Ventilation



Description

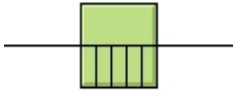
Sprinkler head.

Default dynamics

No default dynamics.

4.1.95 SteamTrap

Group Ventilation



Description

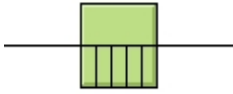
Steam trap.

Default dynamics

No default dynamics.

4.1.96 SteamTrap

Group Ventilation



Description

Steam trap.

Default dynamics

No default dynamics.

4.1.97 Strainer

Group Ventilation



Description

Strainer.

Default dynamics

No default dynamics.

4.1.98 Strainer

Group Ventilation



Description

Strainer.

Default dynamics

No default dynamics.

4.1.99 Thermometer

Group Ventilation



Description

Thermometer.

Default dynamics

No default dynamics.

4.1.100 Thermometer

Group Ventilation



Description

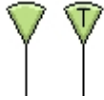
Thermometer.

Default dynamics

No default dynamics.

4.1.101 Transmitter

Group Ventilation



Description

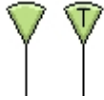
Transmitter.

Default dynamics

No default dynamics.

4.1.102 Transmitter

Group Ventilation



Description

Transmitter.

Default dynamics

No default dynamics.

4.1.103 Trap

Group Ventilation



Description

Trap.

Default dynamics

No default dynamics.

4.1.104 Trap

Group Ventilation



Description

Trap.

Default dynamics

No default dynamics.

4.1.105 VacuumBreaker

Group Ventilation



Description

Vacuum breaker.

Default dynamics

No default dynamics.

4.1.106 VacuumBreaker

Group Ventilation



Description

Vacuum breaker.

Default dynamics

No default dynamics.

4.1.107 Valve

Group Ventilation



Description

Valve, general symbol.
Shut-off and regulating or control valve, two way.

Default dynamics

No default dynamics.

4.1.108 Valve

Group Ventilation



Description

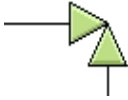
Valve, general symbol.
Shut-off and regulating or control valve, two way.

Default dynamics

No default dynamics.

4.1.109 Valve2

Group Ventilation



Description

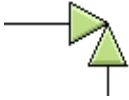
Valve, general symbol.
Shut-off and regulating or control valve, two way.

Default dynamics

No default dynamics.

4.1.110 Valve2

Group Ventilation



Description

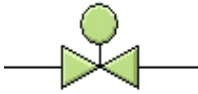
Valve, general symbol.
Shut-off and regulating or control valve, two way.

Default dynamics

No default dynamics.

4.1.111 ValveActuator

Group Ventilation



Description

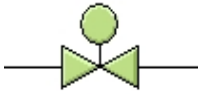
Valve with automatic actuator.

Default dynamics

No default dynamics.

4.1.112 ValveActuator

Group Ventilation



Description

Valve with automatic actuator.

Default dynamics

No default dynamics.

4.1.113 ValveDia

Group Ventilation



Description

Automatic control valve with diaphragm power unit.

Default dynamics

No default dynamics.

4.1.114 ValveDia

Group Ventilation



Description

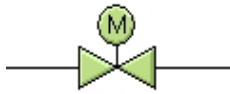
Automatic control valve with diaphragm power unit.

Default dynamics

No default dynamics.

4.1.115 ValveEI

Group Ventilation



Description

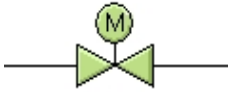
Automatic control valve with electrical power unit.

Default dynamics

No default dynamics.

4.1.116 ValveEI

Group Ventilation



Description

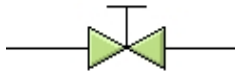
Automatic control valve with electrical power unit.

Default dynamics

No default dynamics.

4.1.117 ValveHand

Group Ventilation



Description

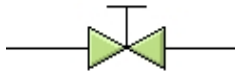
Hand-operated valve.

Default dynamics

No default dynamics.

4.1.118 ValveHand

Group Ventilation



Description

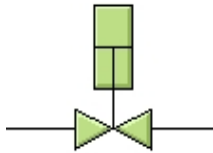
Hand-operated valve.

Default dynamics

No default dynamics.

4.1.119 ValvePiston

Group Ventilation



Description

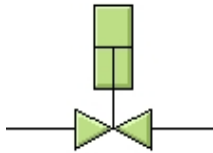
Automatic control valve with piston power unit.

Default dynamics

No default dynamics.

4.1.120 ValvePiston

Group Ventilation



Description

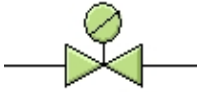
Automatic control valve with piston power unit.

Default dynamics

No default dynamics.

4.1.121 ValveSensing

Group Ventilation



Description

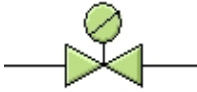
Self-contained control valve with internal sensing element.

Default dynamics

No default dynamics.

4.1.122 ValveSensing

Group Ventilation



Description

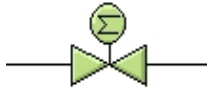
Self-contained control valve with internal sensing element.

Default dynamics

No default dynamics.

4.1.123 ValveSolenoid

Group Ventilation



Description

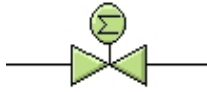
Automatic control valve with solenoid coil.

Default dynamics

No default dynamics.

4.1.124 ValveSolenoid

Group Ventilation



Description

Automatic control valve with solenoid coil.

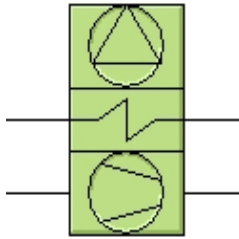
Default dynamics

No default dynamics.

4.2 Group Ventilation/Cooling

4.2.1 AirCooledCondenser

Group Ventilation/Cooling



Description

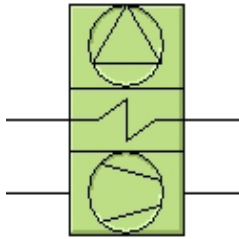
Cooling aggregate for aircooled condenser.

Default dynamics

No default dynamics.

4.2.2 AirCooledCondenser

Group Ventilation/Cooling



Description

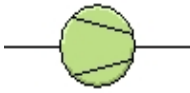
Cooling aggregate for aircooled condenser.

Default dynamics

No default dynamics.

4.2.3 Compressor

Group Ventilation/Cooling



Description

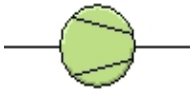
One step compressor.

Default dynamics

No default dynamics.

4.2.4 Compressor

Group Ventilation/Cooling



Description

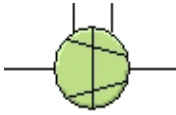
One step compressor.

Default dynamics

No default dynamics.

4.2.5 Compressor2Step

Group Ventilation/Cooling



Description

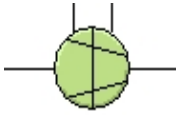
Two step compressor.

Default dynamics

No default dynamics.

4.2.6 Compressor2Step

Group Ventilation/Cooling



Description

Two step compressor.

Default dynamics

No default dynamics.

4.2.7 Compressor2StepAggr

Group Ventilation/Cooling



Description

Cooling compressor aggregate with two step compressor.

Default dynamics

No default dynamics.

4.2.8 Compressor2StepAggr

Group Ventilation/Cooling



Description

Cooling compressor aggregate with two step compressor.

Default dynamics

No default dynamics.

4.2.9 CompressorAggr

Group Ventilation/Cooling



Description

Cooling compressor aggregate with compressor, motor, transmission etc.

Default dynamics

No default dynamics.

4.2.10 CompressorAggr

Group Ventilation/Cooling



Description

Cooling compressor aggregate with compressor, motor, transmission etc.

Default dynamics

No default dynamics.

4.2.11 CoolingMediumTank

Group Ventilation/Cooling



Description

Cooling medium tank.

Default dynamics

No default dynamics.

4.2.12 CoolingMediumTank

Group Ventilation/Cooling



Description

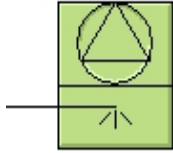
Cooling medium tank.

Default dynamics

No default dynamics.

4.2.13 CoolingTower

Group Ventilation/Cooling



Description

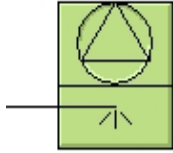
Cooling tower.

Default dynamics

No default dynamics.

4.2.14 CoolingTower

Group Ventilation/Cooling



Description

Cooling tower.

Default dynamics

No default dynamics.

4.2.15 DryingFilter

Group Ventilation/Cooling



Description

Drying filter.

Default dynamics

No default dynamics.

4.2.16 DryingFilter

Group Ventilation/Cooling



Description

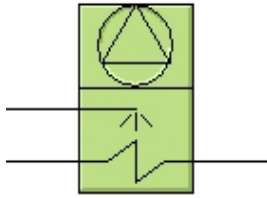
Drying filter.

Default dynamics

No default dynamics.

4.2.17 EvaporativeCondenser

Group Ventilation/Cooling



Description

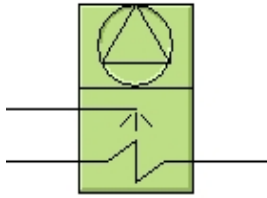
Evaporative condenser.

Default dynamics

No default dynamics.

4.2.18 EvaporativeCondenser

Group Ventilation/Cooling



Description

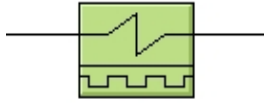
Evaporative condenser.

Default dynamics

No default dynamics.

4.2.19 Evaporator

Group Ventilation/Cooling



Description

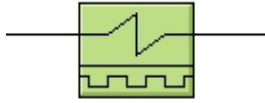
Evaporator.

Default dynamics

No default dynamics.

4.2.20 Evaporator

Group Ventilation/Cooling



Description

Evaporator.

Default dynamics

No default dynamics.

4.2.21 Fan

Group Ventilation/Cooling



Description

Fan.

Default dynamics

No default dynamics.

4.2.22 Fan

Group Ventilation/Cooling



Description

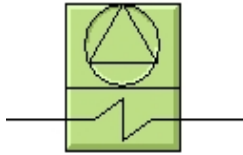
Fan.

Default dynamics

No default dynamics.

4.2.23 FanCondenser

Group Ventilation/Cooling



Description

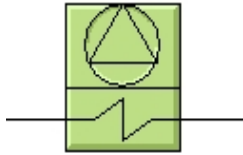
Air-cooled condenser with fan.

Default dynamics

No default dynamics.

4.2.24 FanCondenser

Group Ventilation/Cooling



Description

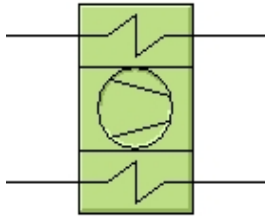
Air-cooled condenser with fan.

Default dynamics

No default dynamics.

4.2.25 FluidCooledCondenser

Group Ventilation/Cooling



Description

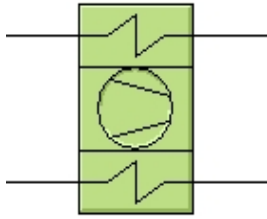
Fluidcooled condenser.

Default dynamics

No default dynamics.

4.2.26 FluidCooledCondenser

Group Ventilation/Cooling



Description

Fluidcooled condenser.

Default dynamics

No default dynamics.

4.2.27 HeatingExchanger

Group Ventilation/Cooling



Description

Heating exchanger.

Default dynamics

No default dynamics.

4.2.28 HeatingExchanger

Group Ventilation/Cooling



Description

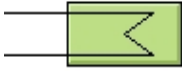
Heating exchanger.

Default dynamics

No default dynamics.

4.2.29 HeatingExchanger2

Group Ventilation/Cooling



Description

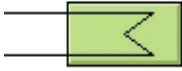
Heating exchanger.

Default dynamics

No default dynamics.

4.2.30 HeatingExchanger2

Group Ventilation/Cooling



Description

Heating exchanger.

Default dynamics

No default dynamics.

4.2.31 SightGlass

Group Ventilation/Cooling



Description

Sight glass or gauge glass.

Default dynamics

No default dynamics.

4.2.32 SightGlass

Group Ventilation/Cooling



Description

Sight glass or gauge glass.

Default dynamics

No default dynamics.

4.2.33 Tank

Group Ventilation/Cooling



Description

Tank.

Default dynamics

No default dynamics.

4.2.34 Tank

Group Ventilation/Cooling



Description

Tank.

Default dynamics

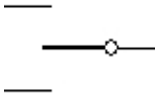
No default dynamics.

5 **CircuitDiagram**

5.1 Group Contacts

5.1.1 2WayContact

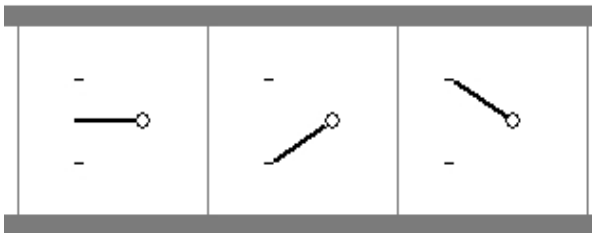
Group Contacts



Description

Two-way contact with center-off position.

Subgraph with three pages.

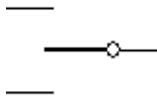


Default dynamics

DigShift

5.1.2 2WayContact

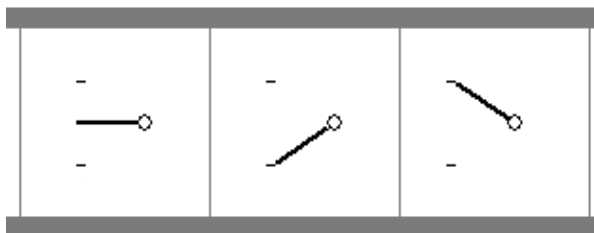
Group Contacts



Description

Two-way contact with center-off position.

Subgraph with three pages.



Default dynamics

DigShift

5.1.3 BreakContact

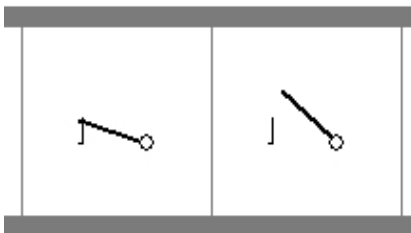
Group Contacts



Description

Break contact.

Subgraph with two pages.



Default dynamics

DigShift

5.1.4 BreakContact

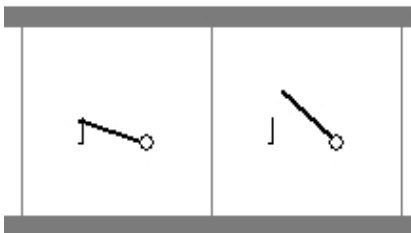
Group Contacts



Description

Break contact.

Subgraph with two pages.

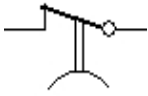


Default dynamics

DigShift

5.1.5 BreakContactDelayedClose

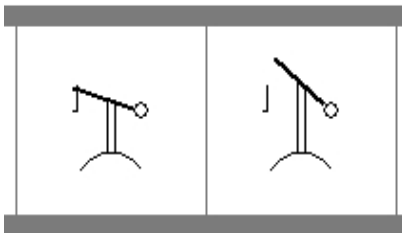
Group Contacts



Description

Break contact delayed when closing.

Subgraph with two pages.

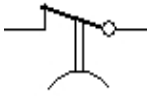


Default dynamics

DigShift

5.1.6 BreakContactDelayedClose

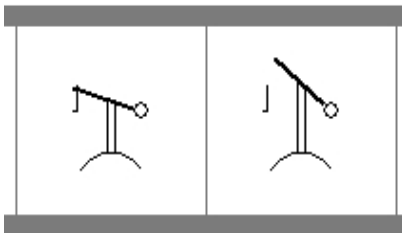
Group Contacts



Description

Break contact delayed when closing.

Subgraph with two pages.

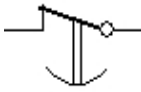


Default dynamics

DigShift

5.1.7 BreakContactDelayedOpen

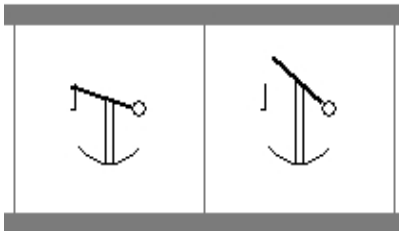
Group Contacts



Description

Break contact delayed when opening.

Subgraph with two pages.

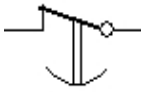


Default dynamics

DigShift

5.1.8 BreakContactDelayedOpen

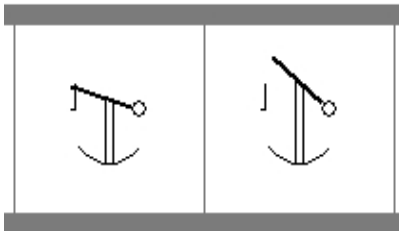
Group Contacts



Description

Break contact delayed when opening.

Subgraph with two pages.

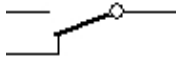


Default dynamics

DigShift

5.1.9 ChangeOverBreakContact

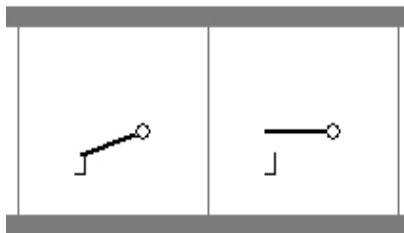
Group Contacts



Description

Change-over break before make contact.

Subgraph with two pages.

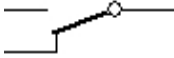


Default dynamics

DigShift

5.1.10 ChangeOverBreakContact

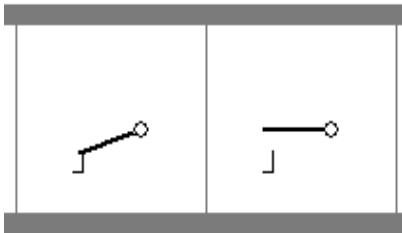
Group Contacts



Description

Change-over break before make contact.

Subgraph with two pages.



Default dynamics

DigShift

5.1.11 MakeContact

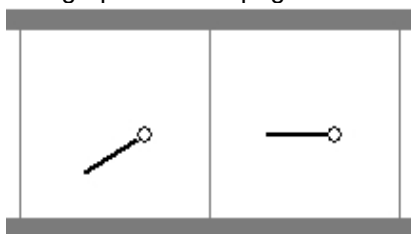
Group Contacts



Description

Make contact.

Subgraph with two pages.



Default dynamics

DigShift

5.1.12 MakeContact

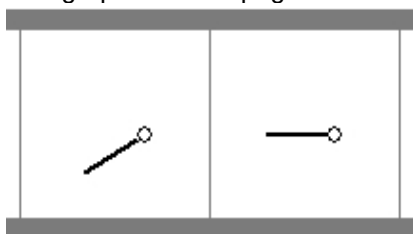
Group Contacts



Description

Make contact.

Subgraph with two pages.

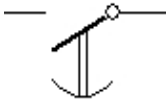


Default dynamics

DigShift

5.1.13 MakeContactDelayedClose

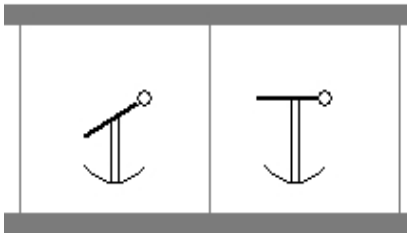
Group Contacts



Description

Make contact delayed when closing.

Subgraph with two pages.

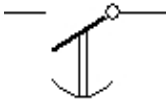


Default dynamics

DigShift

5.1.14 MakeContactDelayedClose

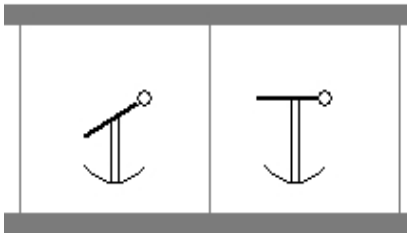
Group Contacts



Description

Make contact delayed when closing.

Subgraph with two pages.

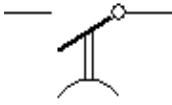


Default dynamics

DigShift

5.1.15 MakeContactDelayedOpen

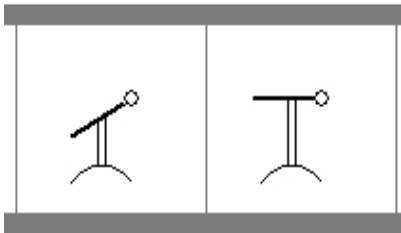
Group Contacts



Description

Make contact delayed when opening.

Subgraph with two pages.

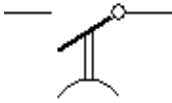


Default dynamics

DigShift

5.1.16 MakeContactDelayedOpen

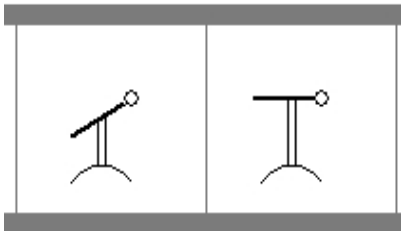
Group Contacts



Description

Make contact delayed when opening.

Subgraph with two pages.



Default dynamics

DigShift

5.2 Group Earth

5.2.1 Chassis

Group Earth



Description

Frame, chassis.

Default dynamics

No default dynamics.

5.2.2 Chassis

Group Earth



Description

Frame, chassis.

Default dynamics

No default dynamics.

5.2.3 Earth

Group Earth



Description

Earth.

Default dynamics

No default dynamics.

5.2.4 Earth

Group Earth



Description

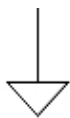
Earth.

Default dynamics

No default dynamics.

5.2.5 Equipotentiality

Group Earth



Description

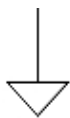
Equipotentiality.

Default dynamics

No default dynamics.

5.2.6 Equipotentiality

Group Earth



Description

Equipotentiality.

Default dynamics

No default dynamics.

5.2.7 NoiseLessEarth

Group Earth



Description

Noiseless earth.

Default dynamics

No default dynamics.

5.2.8 NoiseLessEarth

Group Earth



Description

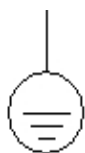
Noiseless earth.

Default dynamics

No default dynamics.

5.2.9 ProtectiveEarth

Group Earth



Description

Protective earth.

Default dynamics

No default dynamics.

5.2.10 ProtectiveEarth

Group Earth



Description

Protective earth.

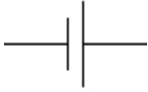
Default dynamics

No default dynamics.

5.3 Group Electric

5.3.1 Accumulator

Group Electric



Description

Accumulator (battery).

Default dynamics

No default dynamics.

5.3.2 Accumulator

Group Electric



Description

Accumulator (battery).

Default dynamics

No default dynamics.

5.3.3 Capacitor

Group Electric



Description

Capacitor.

Default dynamics

No default dynamics.

5.3.4 Capacitor

Group Electric



Description

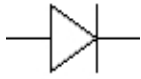
Capacitor.

Default dynamics

No default dynamics.

5.3.5 Diode

Group Electric



Description

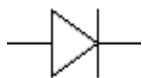
Semiconductor diode.

Default dynamics

No default dynamics.

5.3.6 Diode

Group Electric



Description

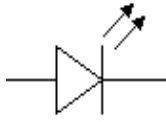
Semiconductor diode.

Default dynamics

No default dynamics.

5.3.7 LED

Group Electric



Description

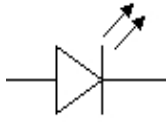
Light emitting diode.

Default dynamics

No default dynamics.

5.3.8 LED

Group Electric



Description

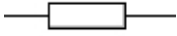
Light emitting diode.

Default dynamics

No default dynamics.

5.3.9 Resistor

Group Electric



Description

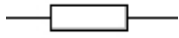
Resistor.

Default dynamics

No default dynamics.

5.3.10 Resistor

Group Electric



Description

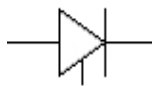
Resistor.

Default dynamics

No default dynamics.

5.3.11 TriodThyristor

Group Electric



Description

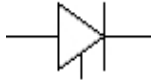
Triod thyristor.

Default dynamics

No default dynamics.

5.3.12 TriodThyristor

Group Electric



Description

Triod thyristor.

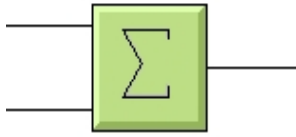
Default dynamics

No default dynamics.

5.4 Group Function Symbols

5.4.1 Adder

Group FunctionSymbols



Description

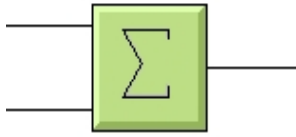
Adder.

Default dynamics

No default dynamics.

5.4.2 Adder

Group FunctionSymbols



Description

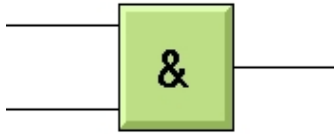
Adder.

Default dynamics

No default dynamics.

5.4.3 And

Group FunctionSymbols



Description

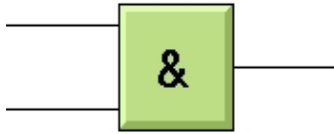
And element.

Default dynamics

No default dynamics.

5.4.4 And

Group FunctionSymbols



Description

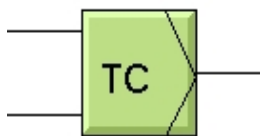
And element.

Default dynamics

No default dynamics.

5.4.5 Controller

Group FunctionSymbols



Description

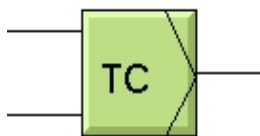
Controller.

Default dynamics

No default dynamics.

5.4.6 Controller

Group FunctionSymbols



Description

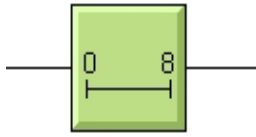
Controller.

Default dynamics

No default dynamics.

5.4.7 Delay

Group FunctionSymbols



Description

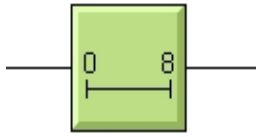
Delay element.

Default dynamics

No default dynamics.

5.4.8 Delay

Group FunctionSymbols



Description

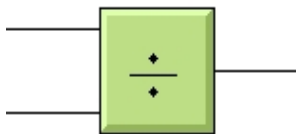
Delay element.

Default dynamics

No default dynamics.

5.4.9 Division

Group FunctionSymbols



Description

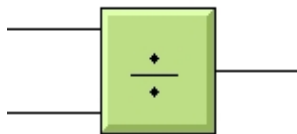
Division, Quota.

Default dynamics

No default dynamics.

5.4.10 Division

Group FunctionSymbols



Description

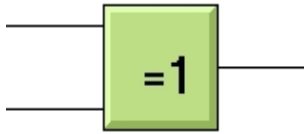
Division, Quota.

Default dynamics

No default dynamics.

5.4.11 ExclusiveOr

Group FunctionSymbols



Description

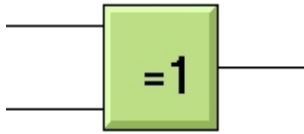
Exclusive or element.

Default dynamics

No default dynamics.

5.4.12 ExclusiveOr

Group FunctionSymbols



Description

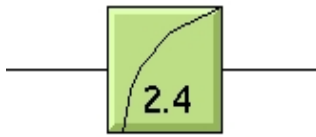
Exclusive or element.

Default dynamics

No default dynamics.

5.4.13 Filter

Group FunctionSymbols



Description

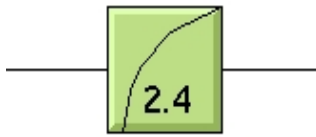
Filter with specified time constant.

Default dynamics

No default dynamics.

5.4.14 Filter

Group FunctionSymbols



Description

Filter with specified time constant.

Default dynamics

No default dynamics.

5.4.15 Invert

Group FunctionSymbols



Description

Input or output inverter.
Placed on a function symbols logical input or output to indicate inverted signal.

Default dynamics

No default dynamics.

5.4.16 Invert

Group FunctionSymbols



Description

Input or output inverter.
Placed on a function symbols logical input or output to indicate inverted signal.

Default dynamics

No default dynamics.

5.4.17 Max

Group FunctionSymbols



Description

Max selector.

Default dynamics

No default dynamics.

5.4.18 Max

Group FunctionSymbols



Description

Max selector.

Default dynamics

No default dynamics.

5.4.19 Min

Group FunctionSymbols



Description

Min selector.

Default dynamics

No default dynamics.

5.4.20 Min

Group FunctionSymbols



Description

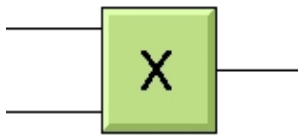
Min selector.

Default dynamics

No default dynamics.

5.4.21 Multiplication

Group FunctionSymbols



Description

Multiplication.

Default dynamics

No default dynamics.

5.4.22 Multiplication

Group FunctionSymbols



Description

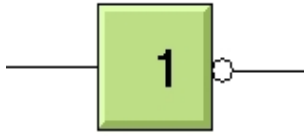
Multiplication.

Default dynamics

No default dynamics.

5.4.23 Negator

Group FunctionSymbols



Description

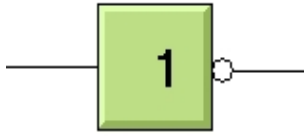
Negator (inverter).

Default dynamics

No default dynamics.

5.4.24 Negator

Group FunctionSymbols



Description

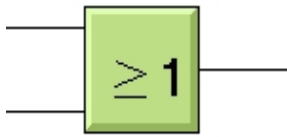
Negator (inverter).

Default dynamics

No default dynamics.

5.4.25 Or

Group FunctionSymbols



Description

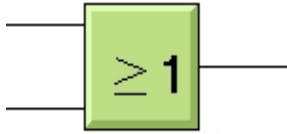
Or element.

Default dynamics

No default dynamics.

5.4.26 Or

Group FunctionSymbols



Description

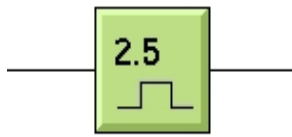
Or element.

Default dynamics

No default dynamics.

5.4.27 Pulse

Group FunctionSymbols



Description

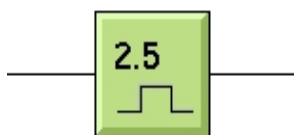
Pulse element with specified times.

Default dynamics

No default dynamics.

5.4.28 Pulse

Group FunctionSymbols



Description

Pulse element with specified times.

Default dynamics

No default dynamics.

5.4.29 RampDown

Group FunctionSymbols



Description

Ramp down.

Default dynamics

No default dynamics.

5.4.30 RampDown

Group FunctionSymbols



Description

Ramp down.

Default dynamics

No default dynamics.

5.4.31 RampUp

Group FunctionSymbols



Description

Ramp up.

Default dynamics

No default dynamics.

5.4.32 RampUp

Group FunctionSymbols



Description

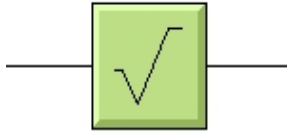
Ramp up.

Default dynamics

No default dynamics.

5.4.33 Root

Group FunctionSymbols



Description

Extraction of roots.

Default dynamics

No default dynamics.

5.4.34 Root

Group FunctionSymbols



Description

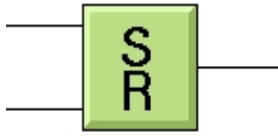
Extraction of roots.

Default dynamics

No default dynamics.

5.4.35 Rs

Group FunctionSymbols



Description

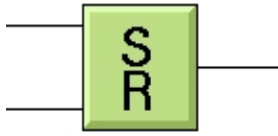
RS bistable.

Default dynamics

No default dynamics.

5.4.36 Rs

Group FunctionSymbols



Description

RS bistable.

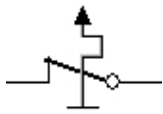
Default dynamics

No default dynamics.

5.5 Group Fuses/FuseSwitches

5.5.1 CircuitBreakerAuto

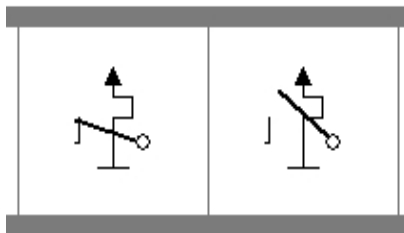
Group Fuses/FuseSwitches



Description

Automatic circuit breaker.

Subgraph with two pages.

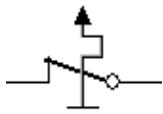


Default dynamics

DigShift

5.5.2 CircuitBreakerAuto

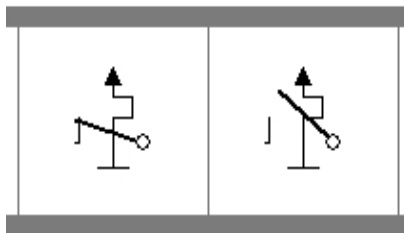
Group Fuses/FuseSwitches



Description

Automatic circuit breaker.

Subgraph with two pages.

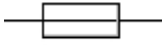


Default dynamics

DigShift

5.5.3 Fuse

Group Fuses/FuseSwitches



Description

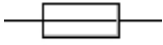
Fuse.

Default dynamics

No default dynamics.

5.5.4 Fuse

Group Fuses/FuseSwitches



Description

Fuse.

Default dynamics

No default dynamics.

5.5.5 FuseDisconnecter

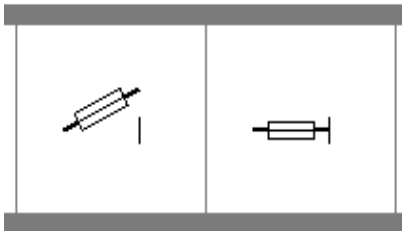
Group Fuses/FuseSwitches



Description

Fuse disconnecter (fuse isolator).

Subgraph with two pages.



Default dynamics

DigShift

5.5.6 FuseDisconnecter

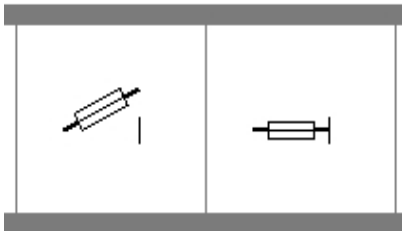
Group Fuses/FuseSwitches



Description

Fuse disconnecter (fuse isolator).

Subgraph with two pages.



Default dynamics

DigShift

5.5.7 FuseSupplySide

Group Fuses/FuseSwitches



Description

Fuse. The supply side is indicated by a thick line.

Default dynamics

No default dynamics.

5.5.8 FuseSupplySide

Group Fuses/FuseSwitches



Description

Fuse. The supply side is indicated by a thick line.

Default dynamics

No default dynamics.

5.5.9 FuseSwitch

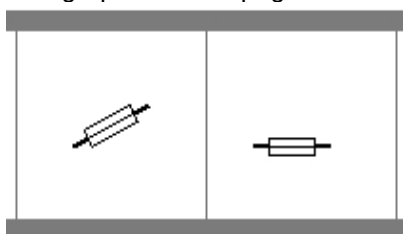
Group Fuses/FuseSwitches



Description

Fuse-switch.

Subgraph with two pages.



Default dynamics

DigShift

5.5.10 FuseSwitch

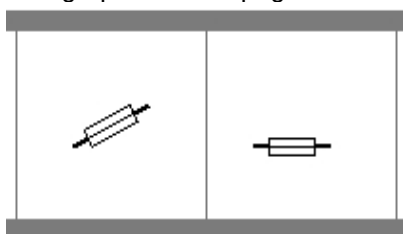
Group Fuses/FuseSwitches



Description

Fuse-switch.

Subgraph with two pages.

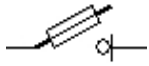


Default dynamics

DigShift

5.5.11 FuseSwitchDisconnecter

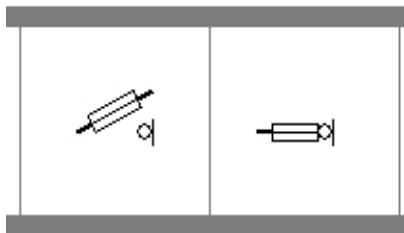
Group Fuses/FuseSwitches



Description

Fuse switch-disconnector (on-load isolating fuse switch).

Subgraph with two pages.

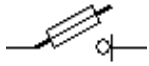


Default dynamics

DigShift

5.5.12 FuseSwitchDisconnecter

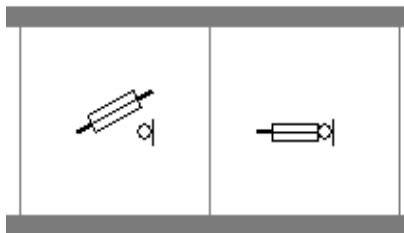
Group Fuses/FuseSwitches



Description

Fuse switch-disconnector (on-load isolating fuse switch).

Subgraph with two pages.



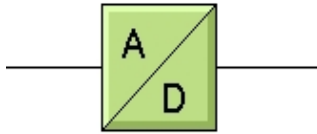
Default dynamics

DigShift

5.6 Group Machines/Converters

5.6.1 Converter

Group Machines/Converters



Description

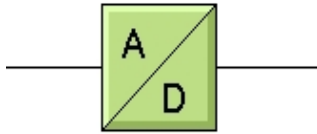
Converter.

Default dynamics

No default dynamics.

5.6.2 Converter

Group Machines/Converters



Description

Converter.

Default dynamics

No default dynamics.

5.6.3 ConverterAcAc

Group Machines/Converters



Description

Converter AC to AC.

Default dynamics

No default dynamics.

5.6.4 ConverterAcAc

Group Machines/Converters



Description

Converter AC to AC.

Default dynamics

No default dynamics.

5.6.5 ConverterAcDc

Group Machines/Converters



Description

Converter AC to DC.

Default dynamics

No default dynamics.

5.6.6 ConverterAcDc

Group Machines/Converters



Description

Converter AC to DC.

Default dynamics

No default dynamics.

5.6.7 ConverterDcAc

Group Machines/Converters



Description

Converter DC to AC.

Default dynamics

No default dynamics.

5.6.8 ConverterDcAc

Group Machines/Converters



Description

Converter DC to AC.

Default dynamics

No default dynamics.

5.6.9 ConverterDcDc

Group Machines/Converters



Description

Converter DC to DC.

Default dynamics

No default dynamics.

5.6.10 ConverterDcDc

Group Machines/Converters



Description

Converter DC to DC.

Default dynamics

No default dynamics.

5.6.11 Machine

Group Machines/Converters



Description

Machine.

Annotation for type of machine, e.g. M (Motor) or G (Generator).

Default dynamics

No default dynamics.

5.6.12 Machine

Group Machines/Converters



Description

Machine.

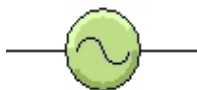
Annotation for type of machine, e.g. M (Motor) or G (Generator).

Default dynamics

No default dynamics.

5.6.13 MachineAc

Group Machines/Converters



Description

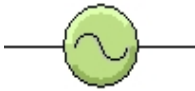
Machine, alternating current (AC).

Default dynamics

No default dynamics.

5.6.14 MachineAc

Group Machines/Converters



Description

Machine, alternating current (AC).

Default dynamics

No default dynamics.

5.6.15 MachineDc

Group Machines/Converters



Description

Machine, direct current (DC).

Default dynamics

No default dynamics.

5.6.16 MachineDc

Group Machines/Converters



Description

Machine, direct current (DC).

Default dynamics

No default dynamics.

5.7 Group SignallingDevices

5.7.1 Bell

Group SignallingDevices



Description

Bell.

Default dynamics

No default dynamics.

5.7.2 Bell

Group SignallingDevices



Description

Bell.

Default dynamics

No default dynamics.

5.7.3 Horn

Group SignallingDevices



Description

Horn.

Default dynamics

No default dynamics.

5.7.4 Horn

Group SignallingDevices



Description

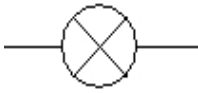
Horn.

Default dynamics

No default dynamics.

5.7.5 Lamp

Group SignallingDevices



Description

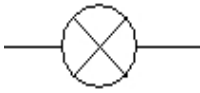
Lamp, signal lamp, LED used as signal lamp.

Default dynamics

No default dynamics.

5.7.6 Lamp

Group SignallingDevices



Description

Lamp, signal lamp, LED used as signal lamp.

Default dynamics

No default dynamics.

5.7.7 Siren

Group SignallingDevices



Description

Siren.

Default dynamics

No default dynamics.

5.7.8 Siren

Group SignallingDevices



Description

Siren.

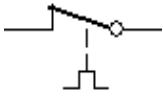
Default dynamics

No default dynamics.

5.8 Group Switches

5.8.1 AuxContactThermal

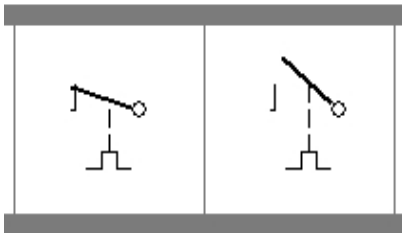
Group Switches



Description

Auxiliary contact in thermal relay.

Subgraph with two pages.

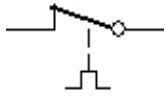


Default dynamics

DigShift

5.8.2 AuxContactThermal

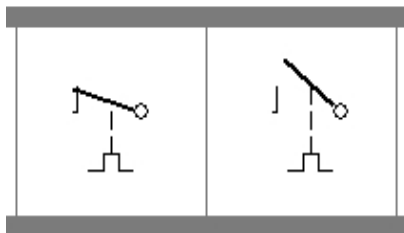
Group Switches



Description

Auxiliary contact in thermal relay.

Subgraph with two pages.

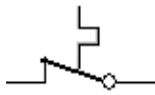


Default dynamics

DigShift

5.8.3 BreakContactThermal

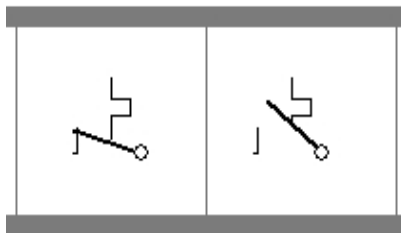
Group Switches



Description

Self-operating thermal break contact.

Subgraph with two pages.

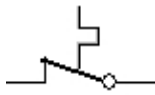


Default dynamics

DigShift

5.8.4 BreakContactThermal

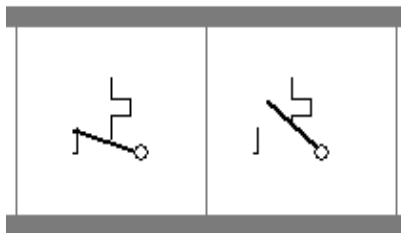
Group Switches



Description

Self-operating thermal break contact.

Subgraph with two pages.



Default dynamics

DigShift

5.8.5 CircuitBreaker

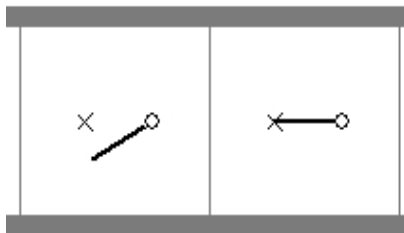
Group Switches



Description

Circuit breaker.

Subgraph with two pages.



Default dynamics

DigShift

5.8.6 CircuitBreaker

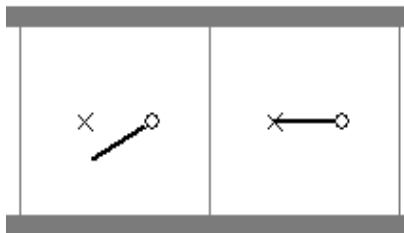
Group Switches



Description

Circuit breaker.

Subgraph with two pages.

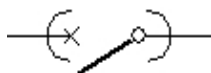


Default dynamics

DigShift

5.8.7 CircuitBreakerRem

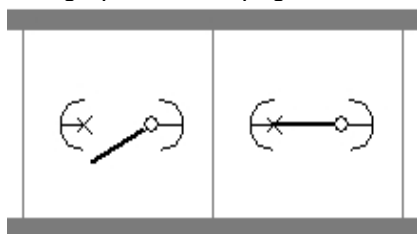
Group Switches



Description

Circuitbreaker, removable type.

Subgraph with two pages.

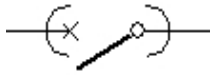


Default dynamics

DigShift

5.8.8 CircuitBreakerRem

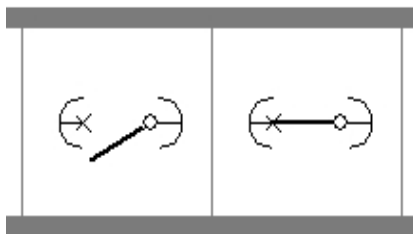
Group Switches



Description

Circuitbreaker, removable type.

Subgraph with two pages.

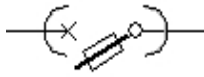


Default dynamics

DigShift

5.8.9 CircuitBreakerRemFuse

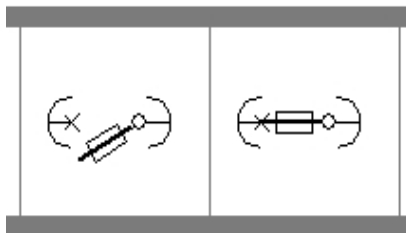
Group Switches



Description

Circuitbreaker, removable type with fuse.

Subgraph with two pages.

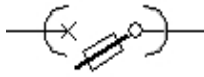


Default dynamics

DigShift

5.8.10 CircuitBreakerRemFuse

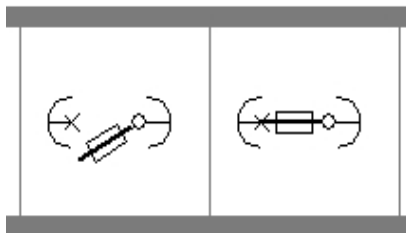
Group Switches



Description

Circuitbreaker, removable type with fuse.

Subgraph with two pages.



Default dynamics

DigShift

5.8.11 Disconnecter

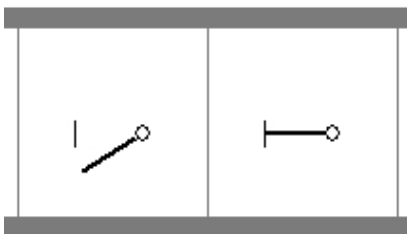
Group Switches



Description

Disconnecter(isolator).

Subgraph with two pages.



Default dynamics

DigShift

5.8.12 Disconnecter

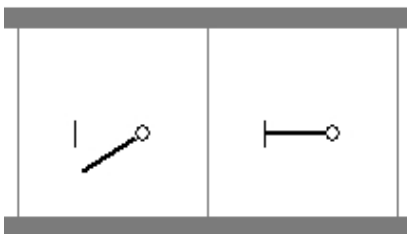
Group Switches



Description

Disconnecter(isolator).

Subgraph with two pages.

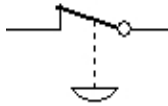


Default dynamics

DigShift

5.8.13 EmergencyControlSwitch

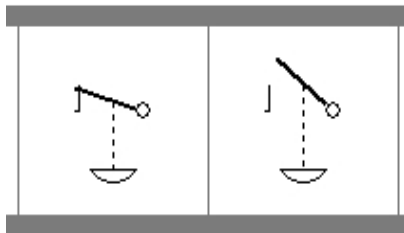
Group Switches



Description

Emergency control switch.

Subgraph with two pages.

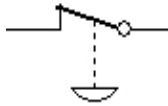


Default dynamics

DigShift

5.8.14 EmergencyControlSwitch

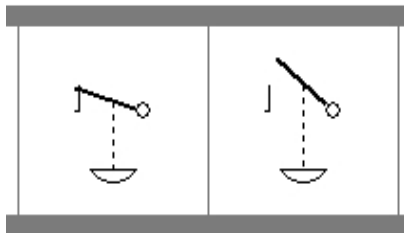
Group Switches



Description

Emergency control switch.

Subgraph with two pages.

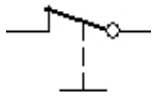


Default dynamics

DigShift

5.8.15 ManSwitchBreak

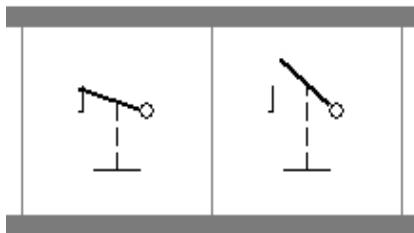
Group Switches



Description

Manually operated switch with break contact.

Subgraph with two pages.

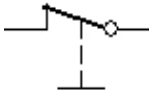


Default dynamics

DigShift

5.8.16 ManSwitchBreak

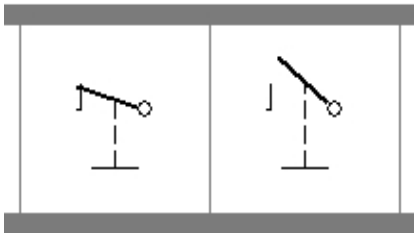
Group Switches



Description

Manually operated switch with break contact.

Subgraph with two pages.

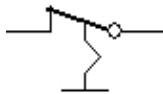


Default dynamics

DigShift

5.8.17 ManSwitchBreakNoRet

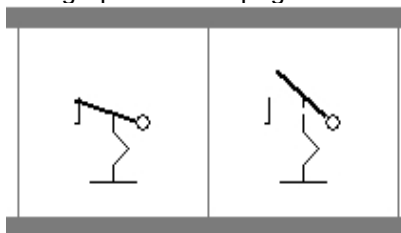
Group Switches



Description

Manually operated switch with break contact non-automatic return.

Subgraph with two pages.

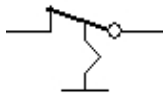


Default dynamics

DigShift

5.8.18 ManSwitchBreakNoRet

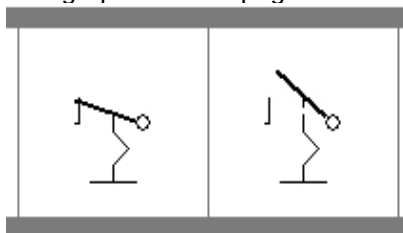
Group Switches



Description

Manually operated switch with break contact non-automatic return.

Subgraph with two pages.

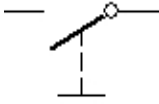


Default dynamics

DigShift

5.8.19 ManSwitchMake

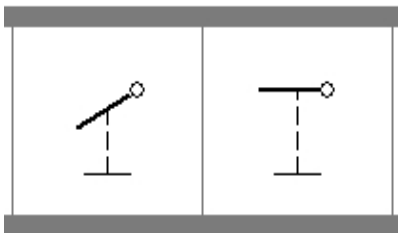
Group Switches



Description

Manually operated switch with make contact.

Subgraph with two pages.

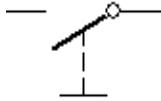


Default dynamics

DigShift

5.8.20 ManSwitchMake

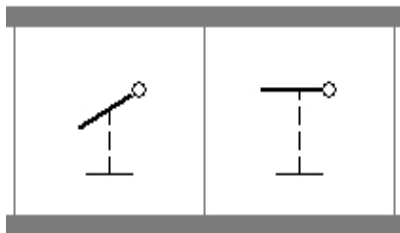
Group Switches



Description

Manually operated switch with make contact.

Subgraph with two pages.

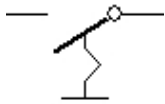


Default dynamics

DigShift

5.8.21 ManSwitchMakeNoRet

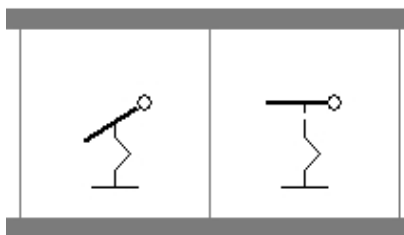
Group Switches



Description

Manually operated switch with make contact non-automatic return.

Subgraph with two pages.

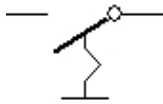


Default dynamics

DigShift

5.8.22 ManSwitchMakeNoRet

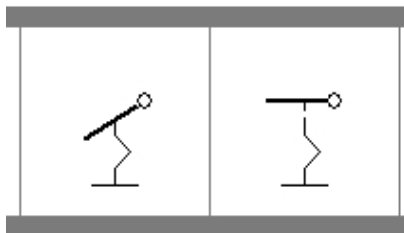
Group Switches



Description

Manually operated switch with make contact non-automatic return.

Subgraph with two pages.

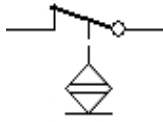


Default dynamics

DigShift

5.8.23 MechanicalLimitSwitchBreak

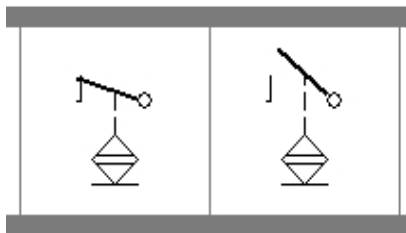
Group Switches



Description

Mechanical limit-switch break contact.

Subgraph with two pages.

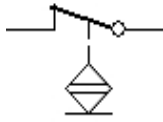


Default dynamics

DigShift

5.8.24 MechanicalLimitSwitchBreak

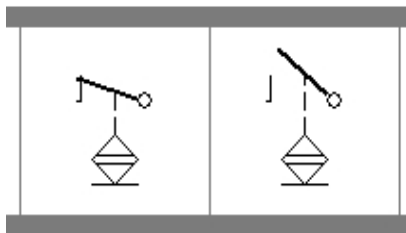
Group Switches



Description

Mechanical limit-switch break contact.

Subgraph with two pages.

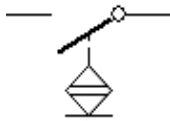


Default dynamics

DigShift

5.8.25 MechanicalLimitSwitchMake

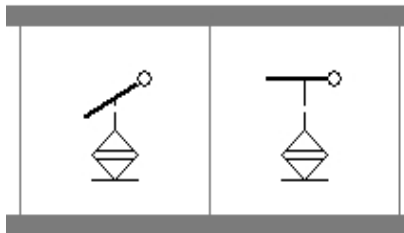
Group Switches



Description

Mechanical limit-switch make contact.

Subgraph with two pages.

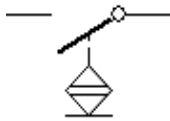


Default dynamics

DigShift

5.8.26 MechanicalLimitSwitchMake

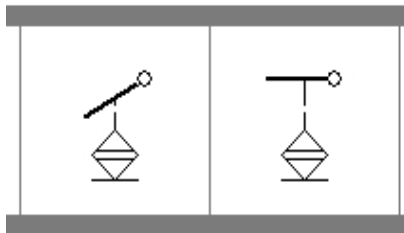
Group Switches



Description

Mechanical limit-switch make contact.

Subgraph with two pages.

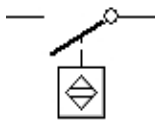


Default dynamics

DigShift

5.8.27 Photocell

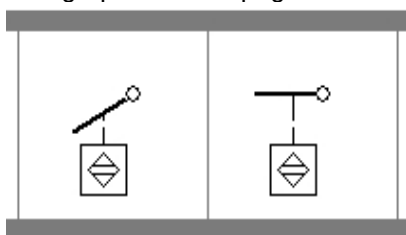
Group Switches



Description

Photocell.

Subgraph with two pages.

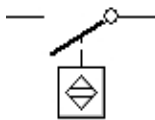


Default dynamics

DigShift

5.8.28 Photocell

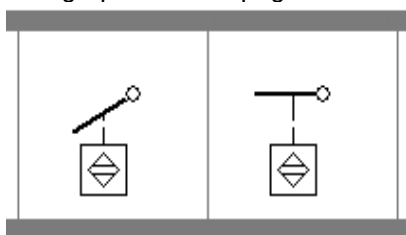
Group Switches



Description

Photocell.

Subgraph with two pages.

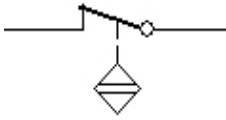


Default dynamics

DigShift

5.8.29 ProximitySwitchBreak

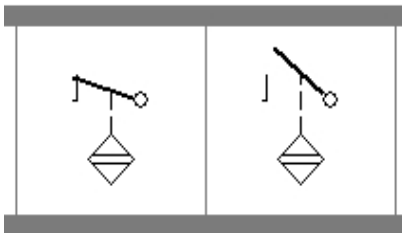
Group Switches



Description

Proximity switch break contact.

Subgraph with two pages.

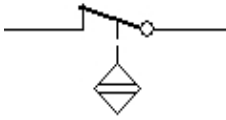


Default dynamics

DigShift

5.8.30 ProximitySwitchBreak

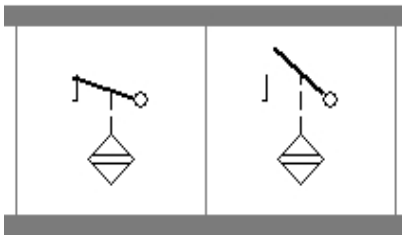
Group Switches



Description

Proximity switch break contact.

Subgraph with two pages.

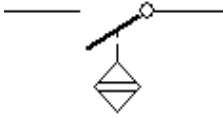


Default dynamics

DigShift

5.8.31 ProximitySwitchMake

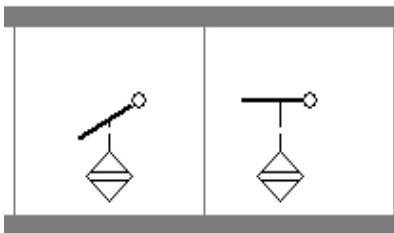
Group Switches



Description

Proximity switch make contact.

Subgraph with two pages.

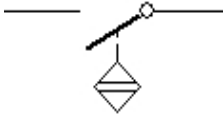


Default dynamics

DigShift

5.8.32 ProximitySwitchMake

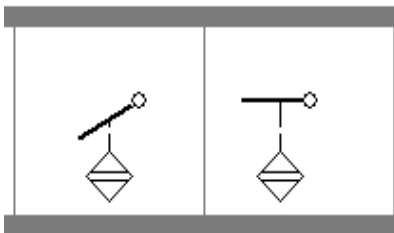
Group Switches



Description

Proximity switch make contact.

Subgraph with two pages.



Default dynamics

DigShift

5.8.33 Switch

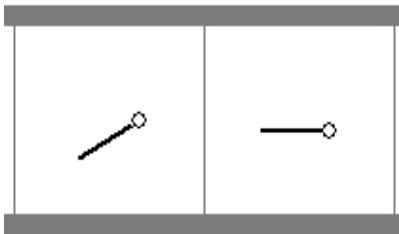
Group Switches



Description

Switch (mechanical).

Subgraph with two pages.



Default dynamics

DigShift

5.8.34 Switch

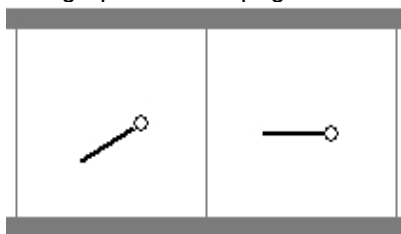
Group Switches



Description

Switch (mechanical).

Subgraph with two pages.



Default dynamics

DigShift

5.8.35 SwitchDisconnector

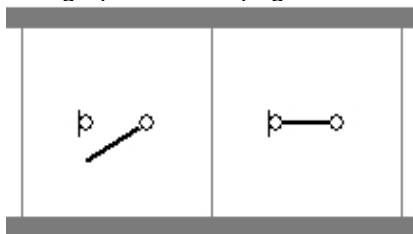
Group Switches



Description

Switch-disconnector.

Subgraph with two pages.



Default dynamics

DigShift

5.8.36 SwitchDisconnector

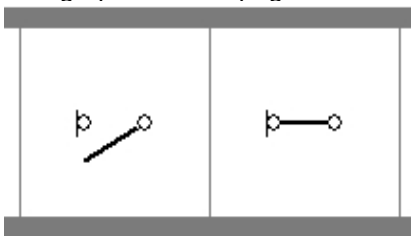
Group Switches



Description

Switch-disconnector.

Subgraph with two pages.



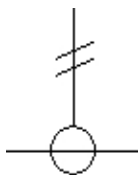
Default dynamics

DigShift

5.9 Group Transformers

5.9.1 CurrentTransformer

Group Transformers



Description

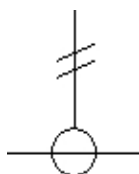
Current transformer.

Default dynamics

No default dynamics.

5.9.2 CurrentTransformer

Group Transformers



Description

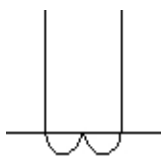
Current transformer.

Default dynamics

No default dynamics.

5.9.3 CurrentTransformer2

Group Transformers



Description

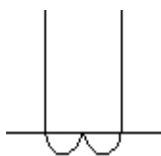
Current transformer.

Default dynamics

No default dynamics.

5.9.4 CurrentTransformer2

Group Transformers



Description

Current transformer.

Default dynamics

No default dynamics.

5.9.5 VoltageTransformer

Group Transformers



Description

Voltage transformer.

Default dynamics

No default dynamics.

5.9.6 VoltageTransformer

Group Transformers



Description

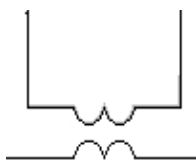
Voltage transformer.

Default dynamics

No default dynamics.

5.9.7 VoltageTransformer2

Group Transformers



Description

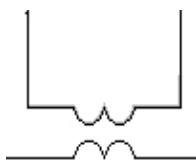
Voltage transformer.

Default dynamics

No default dynamics.

5.9.8 VoltageTransformer2

Group Transformers



Description

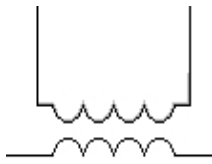
Voltage transformer.

Default dynamics

No default dynamics.

5.9.9 VoltageTransformer2Windings

Group Transformers



Description

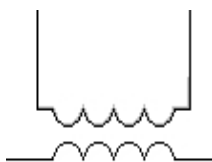
Voltage transformer with two windings.

Default dynamics

No default dynamics.

5.9.10 VoltageTransformer2Windings

Group Transformers



Description

Voltage transformer with two windings.

Default dynamics

No default dynamics.

6 **BaseComponent**

6.1 Group Components/BaseComponent

6.1.1 ActuatorModeIndicator

Group Components/BaseComponent

ML

Description

Displays the mode, manual or local, with M or L.
Can be connected to CValve, C3WayValve or CDamper.

Default dynamics

HostObject

Dynamics for the symbol
- the mode (manual or local) is displayed with a M or L.

Value \$hostobject.Actuator.Mode.IndMode

Default Cycle Slow

6.1.2 ActuatorModeIndicator

Group Components/BaseComponent

ML

Description

Displays the mode, manual or local, with M or L.
Can be connected to CValve, C3WayValve or CDamper.

Default dynamics

HostObject

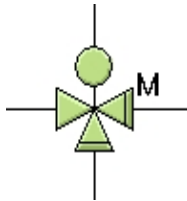
Dynamics for the symbol
- the mode (manual or local) is displayed with a M or L.

Value \$hostobject.Actuator.Mode.IndMode

Default Cycle Slow

6.1.3 C3WayValve

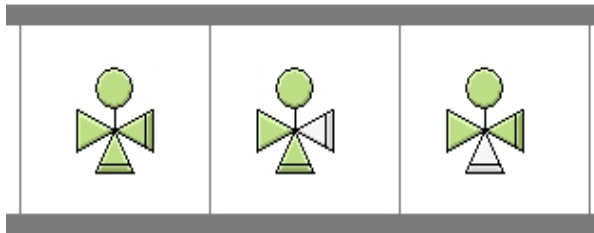
Group Components/BaseComponent



Description

Three way control valve. Graphic symbol for basecomponent BaseC3WayValve. Should be connected to an instance of BaseC3WayValve, or a subclass to this class.

Subgraph with three pages, both regulatable ports partly open (page 1), first regulatable port closed (page 2) and second regulatable port closed (page 3).



Default dynamics

HostObject

Dynamics for the symbol

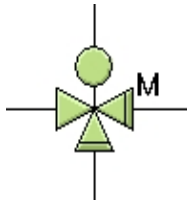
- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- any port closed displayed with different pages.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.Actuator.IndError
DigWarning	\$hostobject.Actuator.IndWarning
Value	\$hostobject.Mode.Actuator.IndMode
AnalogShift	\$hostobject.Actuator.PosEnum
PopupMenu	\$hostobject

Default Cycle Slow

6.1.4 C3WayValve

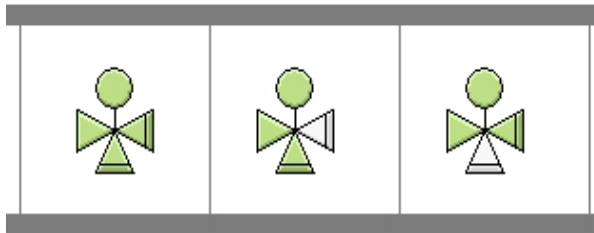
Group Components/BaseComponent



Description

Three way control valve. Graphic symbol for basecomponent BaseC3WayValve. Should be connected to an instance of BaseC3WayValve, or a subclass to this class.

Subgraph with three pages, both regulatable ports partly open (page 1), first regulatable port closed (page 2) and second regulatable port closed (page 3).



Default dynamics

HostObject

Dynamics for the symbol

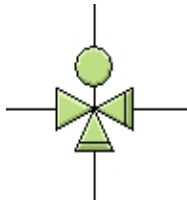
- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- any port closed displayed with different pages.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.Actuator.IndError
DigWarning	\$hostobject.Actuator.IndWarning
Value	\$hostobject.Mode.Actuator.IndMode
AnalogShift	\$hostobject.Actuator.PosEnum
PopupMenu	\$hostobject

Default Cycle Slow

6.1.5 C3WayValveNoMode

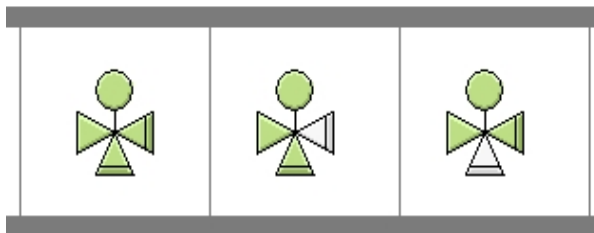
Group Components/BaseComponent



Description

Three way control valve. Graphic symbol for basecomponent BaseC3WayValve. Should be connected to an instance of BaseC3WayValve, or a subclass to this class.

Subgraph with three pages, both regulatable ports partly open (page 1), first regulatable port closed (page 2) and second regulatable port closed (page 3).



Default dynamics

HostObject

Dynamics for the symbol

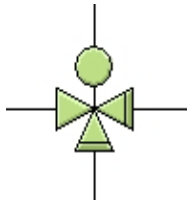
- flashing red when an error occurs.
- colored yellow when a warning occurs.
- any port closed displayed with different pages.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.Actuator.IndError
DigWarning	\$hostobject.Actuator.IndWarning
AnalogShift	\$hostobject.Actuator.PosEnum
PopupMenu	\$hostobject

Default Cycle Slow

6.1.6 C3WayValveNoMode

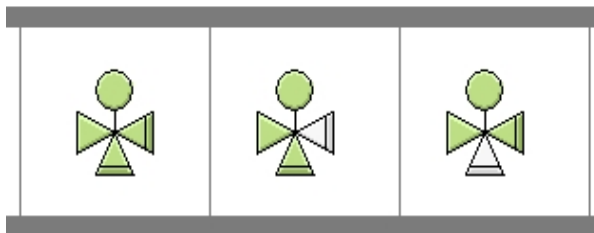
Group Components/BaseComponent



Description

Three way control valve. Graphic symbol for basecomponent BaseC3WayValve. Should be connected to an instance of BaseC3WayValve, or a subclass to this class.

Subgraph with three pages, both regulatable ports partly open (page 1), first regulatable port closed (page 2) and second regulatable port closed (page 3).



Default dynamics

HostObject

Dynamics for the symbol

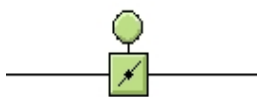
- flashing red when an error occurs.
- colored yellow when a warning occurs.
- any port closed displayed with different pages.
- popupmenu with the methods of the connected object.

DigFlash	<code>\$hostobject.Actuator.IndError</code>
DigWarning	<code>\$hostobject.Actuator.IndWarning</code>
AnalogShift	<code>\$hostobject.Actuator.PosEnum</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.7 CDamper

Group Components/BaseComponent



Description

Control damper. Graphic symbol for basecomponent BaseCDamper. Should be connected to an instance of BaseCDamper, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

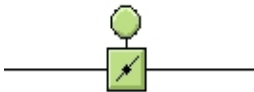
- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- colored white when the damper is closed.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.Actuator.IndError
DigWarning	\$hostobject.Actuator.IndWarning
Value	\$hostobject.Actuator.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.8 CDamper

Group Components/BaseComponent



Description

Control damper. Graphic symbol for basecomponent BaseCDamper. Should be connected to an instance of BaseCDamper, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

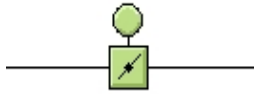
- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- colored white when the damper is closed.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.Actuator.IndError
DigWarning	\$hostobject.Actuator.IndWarning
Value	\$hostobject.Actuator.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.9 CDamperNoMode

Group Components/BaseComponent



Description

Control damper. Graphic symbol for basecomponent BaseCDamper. Should be connected to an instance of BaseCDamper, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

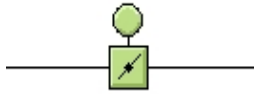
- flashing red when an error occurs.
- colored yellow when a warning occurs.
- colored white when the damper is closed.
- popupmenu with the method of the connected object.

DigFlash	<code>\$hostobject.Actuator.IndError</code>
DigWarning	<code>\$hostobject.Actuator.IndWarning</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.10 CDamperNoMode

Group Components/BaseComponent



Description

Control damper. Graphic symbol for basecomponent BaseCDamper. Should be connected to an instance of BaseCDamper, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored yellow when a warning occurs.
- colored white when the damper is closed.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.Actuator.IndError
DigWarning	\$hostobject.Actuator.IndWarning
PopupMenu	\$hostobject

Default Cycle Slow

6.1.11 CValve

Group Components/BaseComponent



Description

Control valve. Graphic symbol for basecomponent BaseCValve. Should be connected to an instance of BaseCValve, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- colored white when the valve is closed.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.Actuator.IndError
DigWarning	\$hostobject.Actuator.IndWarning
Value	\$hostobject.Actuator.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.12 CValve

Group Components/BaseComponent



Description

Control valve. Graphic symbol for basecomponent BaseCValve. Should be connected to an instance of BaseCValve, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

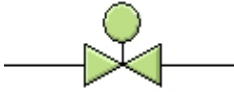
- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- colored white when the valve is closed.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.Actuator.IndError
DigWarning	\$hostobject.Actuator.IndWarning
Value	\$hostobject.Actuator.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.13 CValveNoMode

Group Components/BaseComponent



Description

Control valve. Graphic symbol for basecomponent BaseCValve. Should be connected to an instance of BaseCValve, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

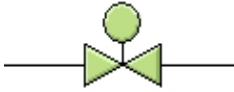
- flashing red when an error occurs.
- colored yellow when a warning occurs.
- colored white when the valve is closed.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.Actuator.IndError
DigWarning	\$hostobject.Actuator.IndWarning
PopupMenu	\$hostobject

Default Cycle Slow

6.1.14 CValveNoMode

Group Components/BaseComponent



Description

Control valve. Graphic symbol for basecomponent BaseCValve. Should be connected to an instance of BaseCValve, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored yellow when a warning occurs.
- colored white when the valve is closed.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.Actuator.IndError
DigWarning	\$hostobject.Actuator.IndWarning
PopupMenu	\$hostobject

Default Cycle Slow

6.1.15 FanAggr

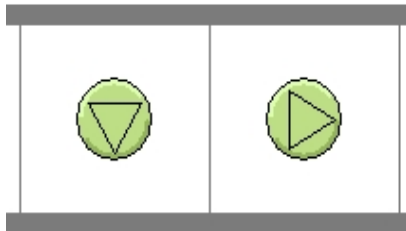
Group Components/BaseComponent



Description

Fan aggregate. Graphic symbol for basecomponent BaseFanAggr. Should be connected to an instance of BaseFanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- the mode (manual or local) is displayed with a M or L.
- fan on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.Contactor.IndFeedback
Value	\$hostobject.Mode.IndMode
DigShift	\$hostobject.Contactor.IndFeedback
PopupMenu	\$hostobject

Default Cycle Slow

6.1.16 FanAggr

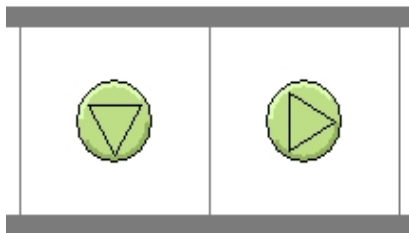
Group Components/BaseComponent



Description

Fan aggregate. Graphic symbol for basecomponent BaseFanAggr. Should be connected to an instance of BaseFanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

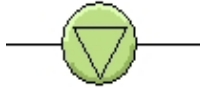
- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- the mode (manual or local) is displayed with a M or L.
- fan on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.Contactor.IndFeedback
Value	\$hostobject.Mode.IndMode
DigShift	\$hostobject.Contactor.IndFeedback
PopupMenu	\$hostobject

Default Cycle Slow

6.1.17 FanAggrNoMode

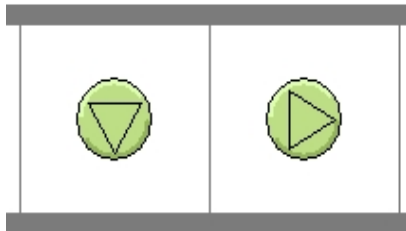
Group Components/BaseComponent



Description

Fan aggregate. Graphic symbol for basecomponent BaseFanAggr. Should be connected to an instance of BaseFanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

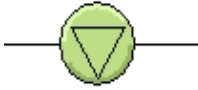
- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- fan on and off is displayed with different pages.
- popuptmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.Contactactor.IndFeedback</code>
DigShift	<code>\$hostobject.Contactactor.IndFeedback</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.18 FanAggrNoMode

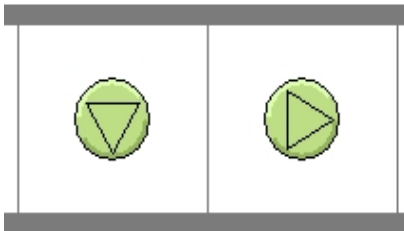
Group Components/BaseComponent



Description

Fan aggregate. Graphic symbol for basecomponent BaseFanAggr. Should be connected to an instance of BaseFanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- fan on and off is displayed with different pages.
- popuptmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.Contactactor.IndFeedback</code>
DigShift	<code>\$hostobject.Contactactor.IndFeedback</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.19 FcPPO3FanAggr

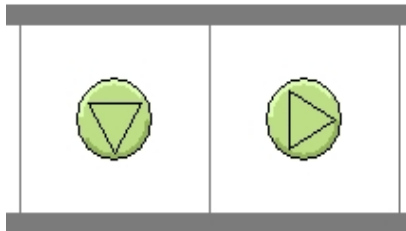
Group Components/BaseComponent



Description

Fan aggregate. Graphic symbol for component BaseFcPPO3FanAggr. Should be connected to an instance of BaseFcPPO3FanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- the mode (manual or local) is displayed with a M or L.
- fan on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
Value	<code>\$hostobject.Mode.IndMode</code>
DigShift	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.20 FcPPO3FanAggr

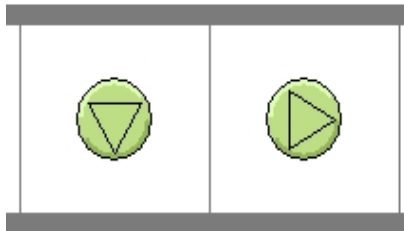
Group Components/BaseComponent



Description

Fan aggregate. Graphic symbol for component BaseFcPPO3FanAggr. Should be connected to an instance of BaseFcPPO3FanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

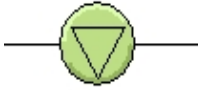
- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- the mode (manual or local) is displayed with a M or L.
- fan on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
Value	<code>\$hostobject.Mode.IndMode</code>
DigShift	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.21 FcPPO3FanAggrNoMode

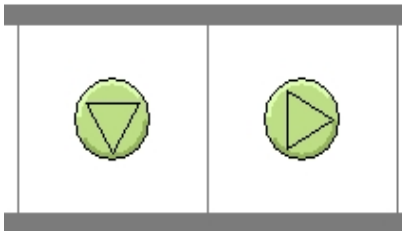
Group Components/BaseComponent



Description

Fan aggregate. Graphic symbol for component BaseFcPPO3FanAggr. Should be connected to an instance of BaseFcPPO3FanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- fan on and off is displayed with different pages.
- popuptmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
DigShift	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.22 FcPPO3FanAggrNoMode

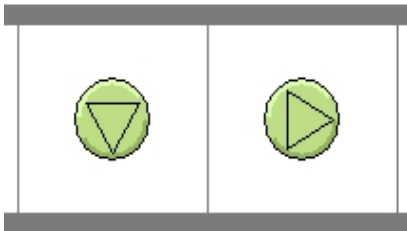
Group Components/BaseComponent



Description

Fan aggregate. Graphic symbol for component BaseFcPPO3FanAggr. Should be connected to an instance of BaseFcPPO3FanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- fan on and off is displayed with different pages.
- popuptmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
DigShift	\$hostobject.FrequencyConverter.ConvertRun
PopupMenu	\$hostobject

Default Cycle Slow

6.1.23 FcPPO3MotorAggr

Group Components/BaseComponent



Description

Motor aggregate. Graphic symbol for basecomponent BaseFcPPO3MotorAggr. Should be connected to an instance of BaseFcPPO3MotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- the mode (manual or local) is displayed with a M or L.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.24 FcPPO3MotorAggr

Group Components/BaseComponent



Description

Motor aggregate. Graphic symbol for basecomponent BaseFcPPO3MotorAggr. Should be connected to an instance of BaseFcPPO3MotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- the mode (manual or local) is displayed with a M or L.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.25 FcPPO3MotorAggrNoMode

Group Components/BaseComponent



Description

Motor aggregate. Graphic symbol for basecomponent BaseFcPPO3MotorAggr. Should be connected to an instance of BaseFcPPO3MotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.26 FcPPO3MotorAggrNoMode

Group Components/BaseComponent



Description

Motor aggregate. Graphic symbol for basecomponent BaseFcPPO3MotorAggr. Should be connected to an instance of BaseFcPPO3MotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.27 FcPPO3PumpAggr

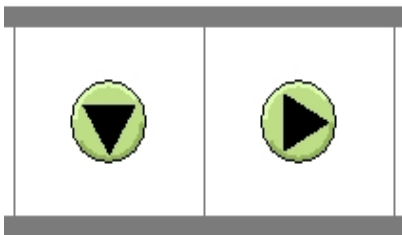
Group Components/BaseComponent



Description

Pump aggregate. Graphic symbol for component BaseFcPPO3PumpAggr. Should be connected to an instance of BaseFcPPO3PumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- the mode (manual or local) is displayed with a M or L.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
Value	\$hostobject.Mode.IndMode
DigShift	\$hostobject.FrequencyConverter.ConvertRun
PopupMenu	\$hostobject

Default Cycle Slow

6.1.28 FcPPO3PumpAggr

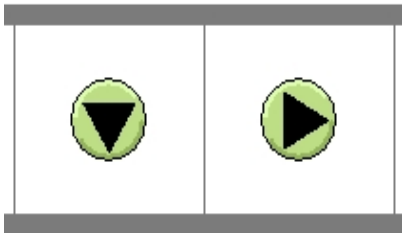
Group Components/BaseComponent



Description

Pump aggregate. Graphic symbol for component BaseFcPPO3PumpAggr. Should be connected to an instance of BaseFcPPO3PumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- the mode (manual or local) is displayed with a M or L.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
Value	\$hostobject.Mode.IndMode
DigShift	\$hostobject.FrequencyConverter.ConvertRun
PopupMenu	\$hostobject

Default Cycle Slow

6.1.29 FcPPO3PumpAggrNoMode

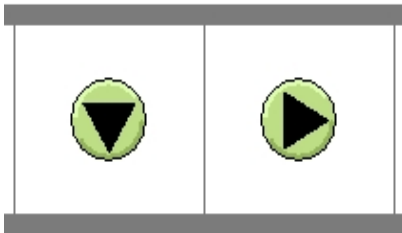
Group Components/BaseComponent



Description

Pump aggregate. Graphic symbol for component BaseFcPPO3PumpAggr. Should be connected to an instance of BaseFcPPO3PumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
DigShift	\$hostobject.FrequencyConverter.ConvertRun
PopupMenu	\$hostobject

Default Cycle Slow

6.1.30 FcPPO3PumpAggrNoMode

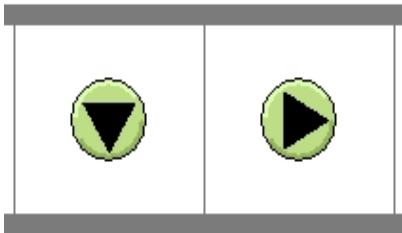
Group Components/BaseComponent



Description

Pump aggregate. Graphic symbol for component BaseFcPPO3PumpAggr. Should be connected to an instance of BaseFcPPO3PumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
DigShift	\$hostobject.FrequencyConverter.ConvertRun
PopupMenu	\$hostobject

Default Cycle Slow

6.1.31 FcPPO5FanAggr

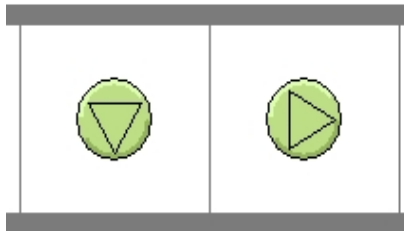
Group Components/BaseComponent



Description

Fan aggregate. Graphic symbol for component BaseFcPPO5FanAggr. Should be connected to an instance of BaseFcPPO5FanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- the mode (manual or local) is displayed with a M or L.
- fan on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
Value	<code>\$hostobject.Mode.IndMode</code>
DigShift	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.32 FcPPO5FanAggr

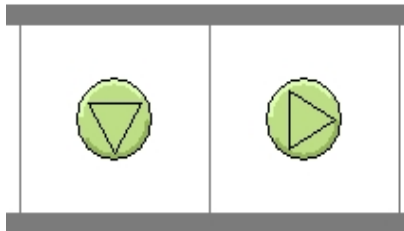
Group Components/BaseComponent



Description

Fan aggregate. Graphic symbol for component BaseFcPPO5FanAggr. Should be connected to an instance of BaseFcPPO5FanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

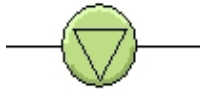
- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- the mode (manual or local) is displayed with a M or L.
- fan on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
Value	<code>\$hostobject.Mode.IndMode</code>
DigShift	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.33 FcPPO5FanAggrNoMode

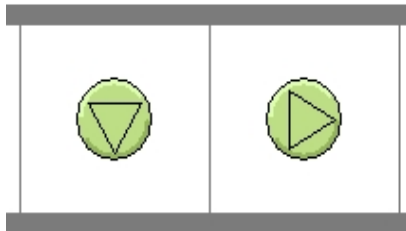
Group Components/BaseComponent



Description

Fan aggregate. Graphic symbol for component BaseFcPPO5FanAggr. Should be connected to an instance of BaseFcPPO5FanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- fan on and off is displayed with different pages.
- popuptmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
DigShift	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.34 FcPPO5FanAggrNoMode

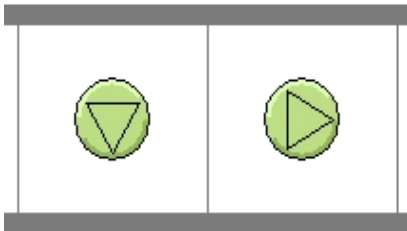
Group Components/BaseComponent



Description

Fan aggregate. Graphic symbol for component BaseFcPPO5FanAggr. Should be connected to an instance of BaseFcPPO5FanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- fan on and off is displayed with different pages.
- popuptmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
DigShift	\$hostobject.FrequencyConverter.ConvertRun
PopupMenu	\$hostobject

Default Cycle Slow

6.1.35 FcPPO5MotorAggr

Group Components/BaseComponent



Description

Motor aggregate. Graphic symbol for basecomponent BaseFcPPO5MotorAggr. Should be connected to an instance of BaseFcPPO5MotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- the mode (manual or local) is displayed with a M or L.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.36 FcPPO5MotorAggr

Group Components/BaseComponent



Description

Motor aggregate. Graphic symbol for basecomponent BaseFcPPO5MotorAggr. Should be connected to an instance of BaseFcPPO5MotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- the mode (manual or local) is displayed with a M or L.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.37 FcPPO5MotorAggrNoMode

Group Components/BaseComponent



Description

Motor aggregate. Graphic symbol for basecomponent BaseFcPPO5MotorAggr. Should be connected to an instance of BaseFcPPO5MotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.FrequencyConverter.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.38 FcPPO5MotorAggrNoMode

Group Components/BaseComponent



Description

Motor aggregate. Graphic symbol for basecomponent BaseFcPPO5MotorAggr. Should be connected to an instance of BaseFcPPO5MotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
PopupMenu	\$hostobject

Default Cycle Slow

6.1.39 FcPPO5PumpAggr

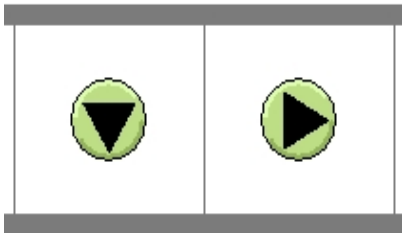
Group Components/BaseComponent



Description

Pump aggregate. Graphic symbol for component BaseFcPPO5PumpAggr. Should be connected to an instance of BaseFcPPO5PumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- the mode (manual or local) is displayed with a M or L.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
Value	\$hostobject.Mode.IndMode
DigShift	\$hostobject.FrequencyConverter.ConvertRun
PopupMenu	\$hostobject

Default Cycle Slow

6.1.40 FcPPO5PumpAggr

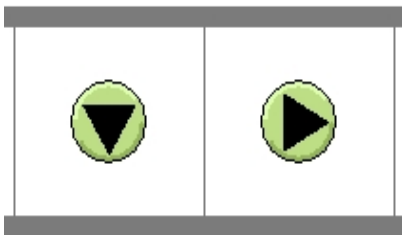
Group Components/BaseComponent



Description

Pump aggregate. Graphic symbol for component BaseFcPPO5PumpAggr. Should be connected to an instance of BaseFcPPO5PumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- the mode (manual or local) is displayed with a M or L.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
Value	\$hostobject.Mode.IndMode
DigShift	\$hostobject.FrequencyConverter.ConvertRun
PopupMenu	\$hostobject

Default Cycle Slow

6.1.41 FcPPO5PumpAggrNoMode

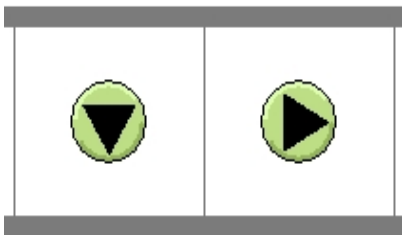
Group Components/BaseComponent



Description

Pump aggregate. Graphic symbol for component BaseFcPPO5PumpAggr. Should be connected to an instance of BaseFcPPO5PumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
DigShift	\$hostobject.FrequencyConverter.ConvertRun
PopupMenu	\$hostobject

Default Cycle Slow

6.1.42 FcPPO5PumpAggrNoMode

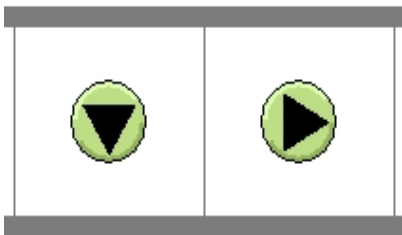
Group Components/BaseComponent



Description

Pump aggregate. Graphic symbol for component BaseFcPPO5PumpAggr. Should be connected to an instance of BaseFcPPO5PumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

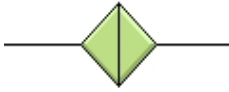
- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.FrequencyConverter.ConvertRun
DigShift	\$hostobject.FrequencyConverter.ConvertRun
PopupMenu	\$hostobject

Default Cycle Slow

6.1.43 Filter

Group Components/BaseComponent



Description

Filter. Graphic symbol for basecomponent BaseFilter.
Should be connected to an instance of BaseFilter, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

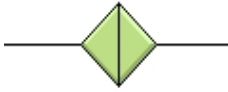
- colored red when the filter is clogged.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

6.1.44 Filter

Group Components/BaseComponent



Description

Filter. Graphic symbol for basecomponent BaseFilter.
Should be connected to an instance of BaseFilter, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when the filter is clogged.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

6.1.45 FlowSensor

Group Components/BaseComponent



Description

Flow sensor. Graphic symbol for basecomponent BaseFlowSensor. Should be connected to an instance of BaseFlowSensor, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when the high-high or low-low limits are exceeded.
- colored yellow when the high or low limits are exceeded.
- popupmenu with the methods of the connected object.

DigFlash	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.46 FlowSensor

Group Components/BaseComponent



Description

Flow sensor. Graphic symbol for basecomponent BaseFlowSensor. Should be connected to an instance of BaseFlowSensor, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when the high-high or low-low limits are exceeded.
- colored yellow when the high or low limits are exceeded.
- popupmenu with the methods of the connected object.

DigFlash	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.47 LevelSensor

Group Components/BaseComponent



Description

Level sensor. Graphic symbol for basecomponent BaseLevelSensor. Should be connected to an instance of BaseLevelSensor, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when the high-high or low-low limits are exceeded.
- colored yellow when the high or low limits are exceeded.
- popupmenu with the methods of the connected object.

DigFlash	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.48 LevelSensor

Group Components/BaseComponent



Description

Level sensor. Graphic symbol for basecomponent BaseLevelSensor. Should be connected to an instance of BaseLevelSensor, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when the high-high or low-low limits are exceeded.
- colored yellow when the high or low limits are exceeded.
- popupmenu with the methods of the connected object.

DigFlash	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.49 LevelSwitch

Group Components/BaseComponent



Description

Level switch. Graphic symbol for basecomponent BaseLevelSwitch. Should be connected to an instance of BaseLevelSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

6.1.50 LevelSwitch

Group Components/BaseComponent



Description

Level switch. Graphic symbol for basecomponent BaseLevelSwitch. Should be connected to an instance of BaseLevelSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

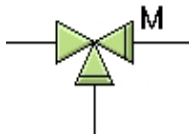
- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

6.1.51 M3WayValve

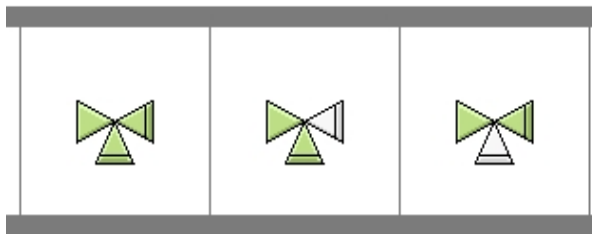
Group Components/BaseComponent



Description

Solenoid three way valve. Graphic symbol for basecomponent BaseM3WayValve. Should be connected to an instance of BaseM3WayValve, or a subclass to this class.

Subgraph with three pages, both closable ports partly open (page 1), first closable port closed (page 2) and second closable port closed (page 3).



Default dynamics

HostObject

Dynamics for the symbol

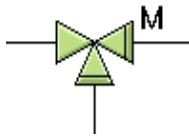
- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- shifting page when a port is closed.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
AnalogShift	\$hostobject.PosEnum
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.52 M3WayValve

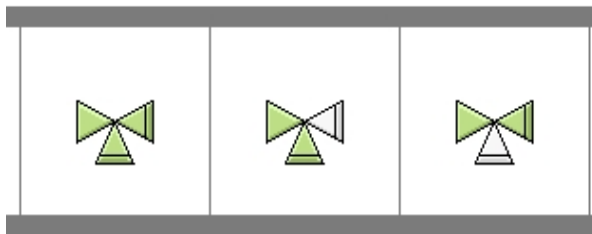
Group Components/BaseComponent



Description

Solenoid three way valve. Graphic symbol for basecomponent BaseM3WayValve. Should be connected to an instance of BaseM3WayValve, or a subclass to this class.

Subgraph with three pages, both closable ports partly open (page 1), first closable port closed (page 2) and second closable port closed (page 3).



Default dynamics

HostObject

Dynamics for the symbol

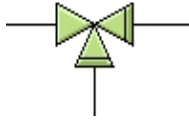
- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- shifting page when a port is closed.
- popupmenu with the method of the connected object.

DigFlash	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
AnalogShift	<code>\$hostobject.PosEnum</code>
Value	<code>\$hostobject.Mode.IndMode</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.53 M3WayValveNoMode

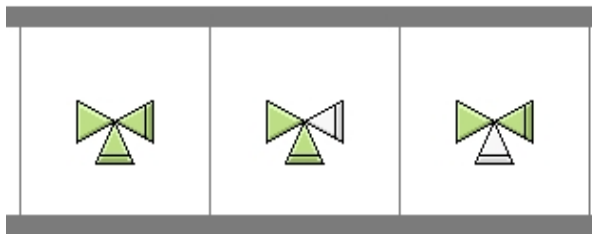
Group Components/BaseComponent



Description

Solenoid three way valve. Graphic symbol for basecomponent BaseM3WayValve. Should be connected to an instance of BaseM3WayValve, or a subclass to this class.

Subgraph with three pages, both closable ports partly open (page 1), first closable port closed (page 2) and second closable port closed (page 3).



Default dynamics

HostObject

Dynamics for the symbol

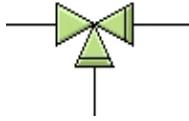
- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- shifting page when a port is closed.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
AnalogShift	\$hostobject.PosEnum
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.54 M3WayValveNoMode

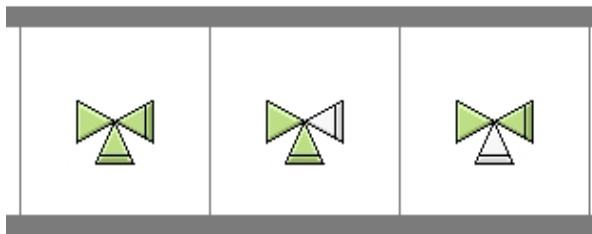
Group Components/BaseComponent



Description

Solenoid three way valve. Graphic symbol for basecomponent BaseM3WayValve. Should be connected to an instance of BaseM3WayValve, or a subclass to this class.

Subgraph with three pages, both closable ports partly open (page 1), first closable port closed (page 2) and second closable port closed (page 3).



Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- shifting page when a port is closed.
- popupmenu with the method of the connected object.

DigFlash	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
AnalogShift	<code>\$hostobject.PosEnum</code>
Value	<code>\$hostobject.Mode.IndMode</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.55 MDamper

Group Components/BaseComponent



Description

Solenoid damper. Graphic symbol for basecomponent BaseMDamper. Should be connected to an instance of BaseMDamper, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- colored white when the damper is closed.
- colored gray when the damper is neither closed nor open.
- popumenu with the method of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
AnalogColor	\$hostobject.PosEnum
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.56 MDamper

Group Components/BaseComponent



Description

Solenoid damper. Graphic symbol for basecomponent BaseMDamper. Should be connected to an instance of BaseMDamper, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- colored white when the damper is closed.
- colored gray when the damper is neither closed nor open.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
AnalogColor	\$hostobject.PosEnum
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.57 MDamperNoMode

Group Components/BaseComponent



Description

Solenoid damper. Graphic symbol for basecomponent BaseMDamper. Should be connected to an instance of BaseMDamper, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored yellow when a warning occurs.
- colored white when the damper is closed.
- colored gray when the damper is neither closed nor open.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
AnalogColor	\$hostobject.PosEnum
PopupMenu	\$hostobject

Default Cycle Slow

6.1.58 MDamperNoMode

Group Components/BaseComponent



Description

Solenoid damper. Graphic symbol for basecomponent BaseMDamper. Should be connected to an instance of BaseMDamper, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored yellow when a warning occurs.
- colored white when the damper is closed.
- colored gray when the damper is neither closed nor open.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
AnalogColor	\$hostobject.PosEnum
PopupMenu	\$hostobject

Default Cycle Slow

6.1.59 MValve

Group Components/BaseComponent



Description

Solenoid valve. Graphic symbol for basecomponent BaseMValve. Should be connected to an instance of BaseMValve, or a subclass to this class.

This subgraph is used for valves with a switch open, a switch closed or with both switches.
If the valve has no switches, use
MValveNoSwitches

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- colored white when the valve is closed.
- colored gray when the valve is neither closed nor open.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
AnalogColor	\$hostobject.PosEnum
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.60 MValve

Group Components/BaseComponent



Description

Solenoid valve. Graphic symbol for basecomponent BaseMValve. Should be connected to an instance of BaseMValve, or a subclass to this class.

This subgraph is used for valves with a switch open, a switch closed or with both switches.
If the valve has no switches, use
MValveNoSwitches

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- colored white when the valve is closed.
- colored gray when the valve is neither closed nor open.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
AnalogColor	\$hostobject.PosEnum
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.61 MValveNoMode

Group Components/BaseComponent



Description

Solenoid valve. Graphic symbol for basecomponent BaseMValve. Should be connected to an instance of BaseMValve, or a subclass to this class.

This subgraph is used for valves with a switch open, a switch closed or with both switches.
If the valve has no switches, use
MValveNoSwitches

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored yellow when a warning occurs.
- colored white when the valve is closed.
- colored gray when the valve is neither closed nor open.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
AnalogColor	\$hostobject.PosEnum
PopupMenu	\$hostobject

Default Cycle Slow

6.1.62 MValveNoMode

Group Components/BaseComponent



Description

Solenoid valve. Graphic symbol for basecomponent BaseMValve. Should be connected to an instance of BaseMValve, or a subclass to this class.

This subgraph is used for valves with a switch open, a switch closed or with both switches.
If the valve has no switches, use
MValveNoSwitches

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored yellow when a warning occurs.
- colored white when the valve is closed.
- colored gray when the valve is neither closed nor open.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
AnalogColor	\$hostobject.PosEnum
PopupMenu	\$hostobject

Default Cycle Slow

6.1.63 MValveNoSwitches

Group Components/BaseComponent



Description

Solenoid valve. Graphic symbol for basecomponent BaseMValve. Should be connected to an instance of BaseMValve, or a subclass to this class.

This subgraph is used when the valve doesn't have any switches. If the valve has switches use MValve

Default dynamics

HostObject

Dynamics for the symbol

- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- colored white when the valve is closed.
- popupmenu with the method of the connected object.

DigColor2	\$hostobject.IndWarning
DigColor	!\$hostobject.Order.ActualValue
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.64 MValveNoSwitches

Group Components/BaseComponent



Description

Solenoid valve. Graphic symbol for basecomponent BaseMValve. Should be connected to an instance of BaseMValve, or a subclass to this class.

This subgraph is used when the valve doesn't have any switches. If the valve has switches use MValve

Default dynamics

HostObject

Dynamics for the symbol

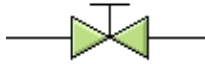
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- colored white when the valve is closed.
- popupmenu with the method of the connected object.

DigColor2	\$hostobject.IndWarning
DigColor	!\$hostobject.Order.ActualValue
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.65 ManValve

Group Components/BaseComponent



Description

Manual valve. Graphic symbol for basecomponent BaseManValve. Should be connected to an instance of BaseManValve, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

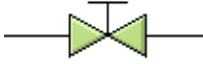
- flashing red when an error occurs.
- colored white when the valve is closed.
- colored gray when the valve is neither closed nor open.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.IndError
AnalogColor	\$hostobject.PosEnum
PopupMenu	\$hostobject

Default Cycle Slow

6.1.66 ManValve

Group Components/BaseComponent



Description

Manual valve. Graphic symbol for basecomponent BaseManValve. Should be connected to an instance of BaseManValve, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

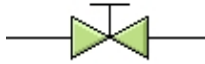
- flashing red when an error occurs.
- colored white when the valve is closed.
- colored gray when the valve is neither closed nor open.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.IndError
AnalogColor	\$hostobject.PosEnum
PopupMenu	\$hostobject

Default Cycle Slow

6.1.67 ManValveNoSwitches

Group Components/BaseComponent



Description

Manual valve without switches.

This subgraph is used when the open/closed state can be set by the operator from the object graph.

Graphic symbol for basecomponent BaseManValve.

Should be connected to an instance of BaseManValve, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored white when close indication is set by the operator.
- popupmenu with the method of the connected object.

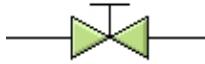
DigLowColor !\$hostobject.IndClosed

PopupMenu \$hostobject

Default Cycle Slow

6.1.68 ManValveNoSwitches

Group Components/BaseComponent



Description

Manual valve without switches.

This subgraph is used when the open/closed state can be set by the operator from the object graph.

Graphic symbol for basecomponent BaseManValve.

Should be connected to an instance of BaseManValve, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored white when close indication is set by the operator.
- popupmenu with the method of the connected object.

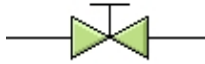
DigLowColor !\$hostobject.IndClosed

PopupMenu \$hostobject

Default Cycle Slow

6.1.69 ManValveSwitchClosed

Group Components/BaseComponent



Description

Manual valve. Graphic symbol for basecomponent BaseManValve. Should be connected to an instance of BaseManValve, or a subclass to this class.

Optimized for a BaseManValve with switch closed.

Default dynamics

HostObject

Dynamics for the symbol

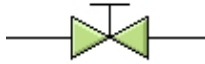
- colored white when the valve is closed.
- popupmenu with the method of the connected object.

DigLowColor	!\$hostobject.SwichClosed.ActualValue
PopupMenu	\$hostobject

Default Cycle Slow

6.1.70 ManValveSwitchClosed

Group Components/BaseComponent



Description

Manual valve. Graphic symbol for basecomponent BaseManValve. Should be connected to an instance of BaseManValve, or a subclass to this class.

Optimized for a BaseManValve with switch closed.

Default dynamics

HostObject

Dynamics for the symbol

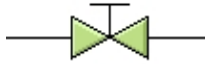
- colored white when the valve is closed.
- popupmenu with the method of the connected object.

DigLowColor	!\$hostobject.SwichClosed.ActualValue
PopupMenu	\$hostobject

Default Cycle Slow

6.1.71 ManValveSwitchOpen

Group Components/BaseComponent



Description

Manual valve. Graphic symbol for basecomponent BaseManValve. Should be connected to an instance of BaseManValve, or a subclass to this class.

Optimized for a BaseManValve with switch open.

Default dynamics

HostObject

Dynamics for the symbol

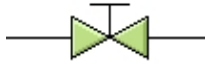
- colored white when the valve is closed.
- popupmenu with the method of the connected object.

DigLowColor	\$hostobject.SwichOpen.ActualValue
PopupMenu	\$hostobject

Default Cycle Slow

6.1.72 ManValveSwitchOpen

Group Components/BaseComponent



Description

Manual valve. Graphic symbol for basecomponent BaseManValve. Should be connected to an instance of BaseManValve, or a subclass to this class.

Optimized for a BaseManValve with switch open.

Default dynamics

HostObject

Dynamics for the symbol

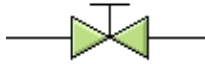
- colored white when the valve is closed.
- popupmenu with the method of the connected object.

DigLowColor	\$hostobject.SwichOpen.ActualValue
PopupMenu	\$hostobject

Default Cycle Slow

6.1.73 ManValveSwitchTwoSwitches

Group Components/BaseComponent



Description

Manual valve. Graphic symbol for basecomponent BaseManValve. Should be connected to an instance of BaseManValve, or a subclass to this class.

Optimized for a BaseManValve with two switches.

Default dynamics

HostObject

Dynamics for the symbol

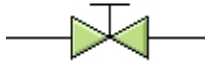
- flashing red when an error occurs.
- colored white when the valve is closed.
- colored gray when the valve is neither closed nor open.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.IndError
DigColor	\$hostobject.SwichClosed.ActualValue
DigLowColor	\$hostobject.SwichOpen.ActualValue
PopupMenu	\$hostobject

Default Cycle Slow

6.1.74 ManValveSwitchTwoSwitches

Group Components/BaseComponent



Description

Manual valve. Graphic symbol for basecomponent BaseManValve. Should be connected to an instance of BaseManValve, or a subclass to this class.

Optimized for a BaseManValve with two switches.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored white when the valve is closed.
- colored gray when the valve is neither closed nor open.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.IndError
DigColor	\$hostobject.SwichClosed.ActualValue
DigLowColor	\$hostobject.SwichOpen.ActualValue
PopupMenu	\$hostobject

Default Cycle Slow

6.1.75 **ModeIndicator**

Group Components/BaseComponent

ML

Description

Displays the mode, manual or local, with M or L.

Can be connected to pump, fan and motor aggregates, mvalve, m3wayvalve and mdamper.

Default dynamics

HostObject

Dynamics for the symbol

- the mode (manual or local) is displayed with a M or L.

Value \$hostobject.Mode.IndMode

Default Cycle Slow

6.1.76 ModelIndicator

Group Components/BaseComponent

ML

Description

Displays the mode, manual or local, with M or L.

Can be connected to pump, fan and motor aggregates, mvalve, m3wayvalve and mdamper.

Default dynamics

HostObject

Dynamics for the symbol

- the mode (manual or local) is displayed with a M or L.

Value \$hostobject.Mode.IndMode

Default Cycle Slow

6.1.77 MotorAggr

Group Components/BaseComponent



Description

Motor aggregate. Graphic symbol for basecomponent BaseMotorAggr. Should be connected to an instance of BaseMotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- the mode (manual or local) is displayed with a M or L.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.Contactor.IndFeedback
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.78 MotorAggr

Group Components/BaseComponent



Description

Motor aggregate. Graphic symbol for basecomponent BaseMotorAggr. Should be connected to an instance of BaseMotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- the mode (manual or local) is displayed with a M or L.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.Contactor.IndFeedback
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.79 MotorAggrNoMode

Group Components/BaseComponent



Description

Motor aggregate. Graphic symbol for basecomponent BaseMotorAggr. Should be connected to an instance of BaseMotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.Contact.IndFeedback
PopupMenu	\$hostobject

Default Cycle Slow

6.1.80 MotorAggrNoMode

Group Components/BaseComponent



Description

Motor aggregate. Graphic symbol for basecomponent BaseMotorAggr. Should be connected to an instance of BaseMotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.Contact.IndFeedback
PopupMenu	\$hostobject

Default Cycle Slow

6.1.81 MotorIncrDecrAggr

Group Components/BaseComponent



Description

Motor aggregate. Graphic symbol for basecomponent BaseMotorIncrDecrAggr. Should be connected to an instance of BaseMotorIncrDecrAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- the mode (manual or local) is displayed with a M or L.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.Contact.IndFeedback
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.82 MotorIncrDecrAggr

Group Components/BaseComponent



Description

Motor aggregate. Graphic symbol for basecomponent BaseMotorIncrDecrAggr. Should be connected to an instance of BaseMotorIncrDecrAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- the mode (manual or local) is displayed with a M or L.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.Contact.IndFeedback
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

6.1.83 PressureSensor

Group Components/BaseComponent



Description

Pressure sensor. Graphic symbol for basecomponent BasePressureSensor. Should be connected to an instance of BasePressureSensor, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when the high-high or low-low limits are exceeded.
- colored yellow when the high or low limits are exceeded.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
PopupMenu	\$hostobject

Default Cycle Slow

6.1.84 PressureSensor

Group Components/BaseComponent



Description

Pressure sensor. Graphic symbol for basecomponent BasePressureSensor. Should be connected to an instance of BasePressureSensor, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when the high-high or low-low limits are exceeded.
- colored yellow when the high or low limits are exceeded.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
PopupMenu	\$hostobject

Default Cycle Slow

6.1.85 PressureSwitch

Group Components/BaseComponent



Description

Pressure switch. Graphic symbol for basecomponent BasePressureSwitch. Should be connected to an instance of BasePressureSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash \$hostobject.AlarmStatus

PopupMenu \$hostobject

Default Cycle Slow

6.1.86 PressureSwitch

Group Components/BaseComponent



Description

Pressure switch. Graphic symbol for basecomponent BasePressureSwitch. Should be connected to an instance of BasePressureSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash \$hostobject.AlarmStatus

PopupMenu \$hostobject

Default Cycle Slow

6.1.87 PumpAggr

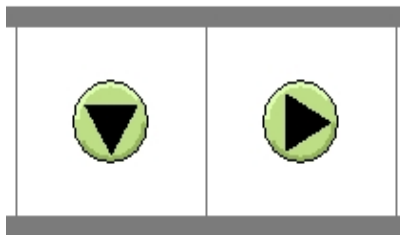
Group Components/BaseComponent



Description

Pump aggregate. Graphic symbol for basecomponent BasePumpAggr. Should be connected to an instance of BasePumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- the mode (manual or local) is displayed with a M or L.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.Contactactor.IndFeedback</code>
Value	<code>\$hostobject.Mode.IndMode</code>
DigShift	<code>\$hostobject.Contactactor.IndFeedback</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.88 PumpAggr

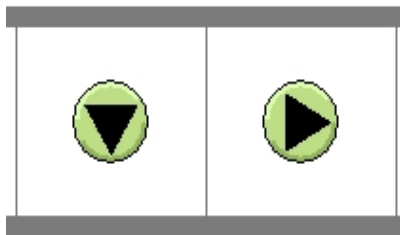
Group Components/BaseComponent



Description

Pump aggregate. Graphic symbol for basecomponent BasePumpAggr. Should be connected to an instance of BasePumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- the mode (manual or local) is displayed with a M or L.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.Contactactor.IndFeedback</code>
Value	<code>\$hostobject.Mode.IndMode</code>
DigShift	<code>\$hostobject.Contactactor.IndFeedback</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.89 PumpAggrNoMode

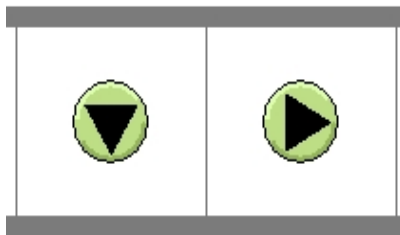
Group Components/BaseComponent



Description

Pump aggregate. Graphic symbol for basecomponent BasePumpAggr. Should be connected to an instance of BasePumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.Contactor.IndFeedback
DigShift	\$hostobject.Contactor.IndFeedback
PopupMenu	\$hostobject

Default Cycle Slow

6.1.90 PumpAggrNoMode

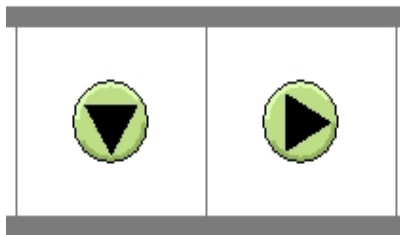
Group Components/BaseComponent



Description

Pump aggregate. Graphic symbol for basecomponent BasePumpAggr. Should be connected to an instance of BasePumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.Contactactor.IndFeedback
DigShift	\$hostobject.Contactactor.IndFeedback
PopupMenu	\$hostobject

Default Cycle Slow

6.1.91 Sensor

Group Components/BaseComponent



Description

Sensor. Graphic symbol for basecomponent BaseSensor. Should be connected to an instance of BaseSensor, or a subclass to this class.

The subgraph has an annotation where the type of sensor can be shown, e.g. T (temperature), F (flow), L (level), S (speed), M (moisture) or X (other).

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when the high-high or low-low limits are exceeded.
- colored yellow when the high or low limits are exceeded.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
PopupMenu	\$hostobject

Default Cycle Slow

6.1.92 Sensor

Group Components/BaseComponent



Description

Sensor. Graphic symbol for basecomponent BaseSensor. Should be connected to an instance of BaseSensor, or a subclass to this class.

The subgraph has an annotation where the type of sensor can be shown, e.g. T (temperature), F (flow), L (level), S (speed), M (moisture) or X (other).

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when the high-high or low-low limits are exceeded.
- colored yellow when the high or low limits are exceeded.
- popupmenu with the methods of the connected object.

DigFlash	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.93 SupSwitch

Group Components/BaseComponent



Description

Supervised switch. Graphic symbol for basecomponent BaseSupSwitch. Should be connected to an instance of BaseSupSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

6.1.94 SupSwitch

Group Components/BaseComponent



Description

Supervised switch. Graphic symbol for basecomponent BaseSupSwitch. Should be connected to an instance of BaseSupSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

6.1.95 TempSensor

Group Components/BaseComponent



Description

Temperature sensor. Graphic symbol for basecomponent BaseTempSensor. Should be connected to an instance of BaseTempSensor, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when the high-high or low-low limits are exceeded.
- colored yellow when the high or low limits are exceeded.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
PopupMenu	\$hostobject

Default Cycle Slow

6.1.96 TempSensor

Group Components/BaseComponent



Description

Temperature sensor. Graphic symbol for basecomponent BaseTempSensor. Should be connected to an instance of BaseTempSensor, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when the high-high or low-low limits are exceeded.
- colored yellow when the high or low limits are exceeded.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
PopupMenu	\$hostobject

Default Cycle Slow

6.1.97 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

6.1.98 TempSwitch

Group Components/BaseComponent



Description

Temperature switch. Graphic symbol for basecomponent BaseTempSwitch. Should be connected to an instance of BaseTempSwitch, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red at alarm status.
- popupmenu with the methods of the connected object.

DigFlash	\$hostobject.AlarmStatus
PopupMenu	\$hostobject

Default Cycle Slow

6.1.99 ValveIncrDecr

Group Components/BaseComponent



Description

Control valve with digital incremental and decremental order.
Graphic symbol for basecomponent BaseValveIncrDecr.
Should be connected to an instance of BaseValveIncrDecr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- colored white when the valve is closed.
- popupmenu with the method of the connected object.

DigFlash	<code>\$hostobject.Actuator.IndError</code>
DigWarning	<code>\$hostobject.Actuator.IndWarning</code>
Value	<code>\$hostobject.Actuator.Mode.IndMode</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

6.1.100 ValveIncrDecr

Group Components/BaseComponent



Description

Control valve with digital incremental and decremental order.
Graphic symbol for basecomponent BaseValveIncrDecr.
Should be connected to an instance of BaseValveIncrDecr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- flashing red when an error occurs.
- colored yellow when a warning occurs.
- the mode (manual or local) is displayed with a M or L.
- colored white when the valve is closed.
- popupmenu with the method of the connected object.

DigFlash	\$hostobject.Actuator.IndError
DigWarning	\$hostobject.Actuator.IndWarning
Value	\$hostobject.Actuator.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

7 ABB

7.1 Group Components/ABB

7.1.1 ACS800FanAggr

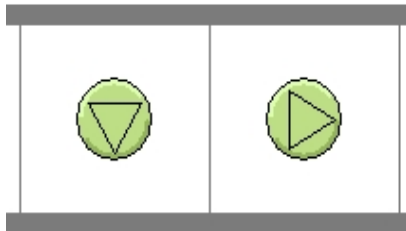
Group Components/ABB



Description

Fan aggregate. Graphic symbol for component ABB_ACS800FanAggr. Should be connected to an instance of ABB_ACS800FanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- the mode (manual or local) is displayed with a M or L.
- fan on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.ACS800.ConvertRun</code>
Value	<code>\$hostobject.Mode.IndMode</code>
DigShift	<code>\$hostobject.ACS800.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

7.1.2 ACS800FanAggr

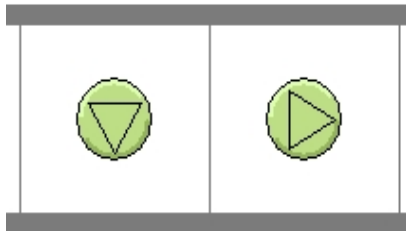
Group Components/ABB



Description

Fan aggregate. Graphic symbol for component ABB_ACS800FanAggr. Should be connected to an instance of ABB_ACS800FanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- the mode (manual or local) is displayed with a M or L.
- fan on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.ACS800.ConvertRun</code>
Value	<code>\$hostobject.Mode.IndMode</code>
DigShift	<code>\$hostobject.ACS800.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

7.1.3 ACS800MotorAggr

Group Components/ABB



Description

Motor aggregate. Graphic symbol for basecomponent ABB_ACS800MotorAggr. Should be connected to an instance of ABB_ACS800MotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- the mode (manual or local) is displayed with a M or L.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.ACS800.ConvertRun
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

7.1.4 ACS800MotorAggr

Group Components/ABB



Description

Motor aggregate. Graphic symbol for basecomponent ABB_ACS800MotorAggr. Should be connected to an instance of ABB_ACS800MotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- the mode (manual or local) is displayed with a M or L.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.ACS800.ConvertRun
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

7.1.5 ACS800MotorAggr

Group Components/ABB



Description

Motor aggregate. Graphic symbol for basecomponent ABB_ACS800MotorAggr. Should be connected to an instance of ABB_ACS800MotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- the mode (manual or local) is displayed with a M or L.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.ACS800.ConvertRun
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

7.1.6 ACS800MotorAggr

Group Components/ABB



Description

Motor aggregate. Graphic symbol for basecomponent ABB_ACS800MotorAggr. Should be connected to an instance of ABB_ACS800MotorAggr, or a subclass to this class.

Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the motor is off.
- the mode (manual or local) is displayed with a M or L.
- popupmenu with the methods of the connected object.

DigError	\$hostobject.IndError
DigWarning	\$hostobject.IndWarning
DigLowColor	\$hostobject.ACS800.ConvertRun
Value	\$hostobject.Mode.IndMode
PopupMenu	\$hostobject

Default Cycle Slow

7.1.7 ACS800PumpAggr

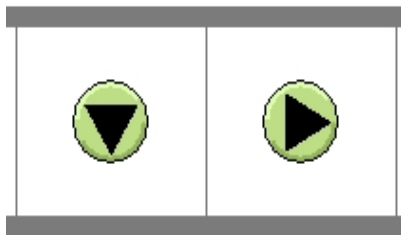
Group Components/ABB



Description

Pump aggregate. Graphic symbol for component ABB_ACS800PumpAggr. Should be connected to an instance of ABB_ACS800PumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- the mode (manual or local) is displayed with a M or L.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.ACS800.ConvertRun</code>
Value	<code>\$hostobject.Mode.IndMode</code>
DigShift	<code>\$hostobject.ACS800.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

7.1.8 ACS800PumpAggr

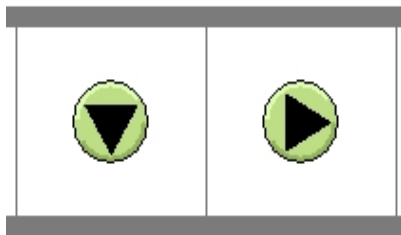
Group Components/ABB



Description

Pump aggregate. Graphic symbol for component ABB_ACS800PumpAggr. Should be connected to an instance of ABB_ACS800PumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

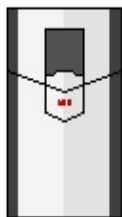
- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- the mode (manual or local) is displayed with a M or L.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.ACS800.ConvertRun</code>
Value	<code>\$hostobject.Mode.IndMode</code>
DigShift	<code>\$hostobject.ACS800.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

7.1.9 ACS880

Group Components/ABB



Description

Graphic symbol for component ABB_ACS880.

Default dynamics

No default dynamics.

7.1.10 ACS880FanAggr

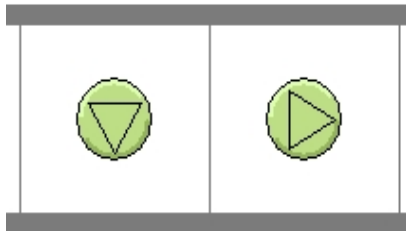
Group Components/ABB



Description

Fan aggregate. Graphic symbol for component ABB_ACS880FanAggr. Should be connected to an instance of ABB_ACS880FanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- the mode (manual or local) is displayed with a M or L.
- fan on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.ACS880.ConvertRun</code>
Value	<code>\$hostobject.Mode.IndMode</code>
DigShift	<code>\$hostobject.ACS880.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

7.1.11 ACS880FanAggr

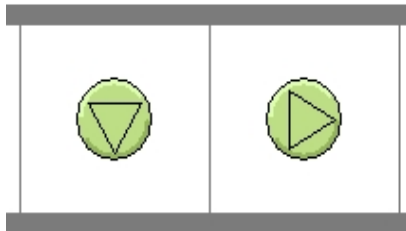
Group Components/ABB



Description

Fan aggregate. Graphic symbol for component ABB_ACS880FanAggr. Should be connected to an instance of ABB_ACS880FanAggr, or a subclass to this class.

Subgraph with two pages, fan off (page 1) and fan on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the fan is off.
- the mode (manual or local) is displayed with a M or L.
- fan on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.ACS880.ConvertRun</code>
Value	<code>\$hostobject.Mode.IndMode</code>
DigShift	<code>\$hostobject.ACS880.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

7.1.12 ACS880PumpAggr

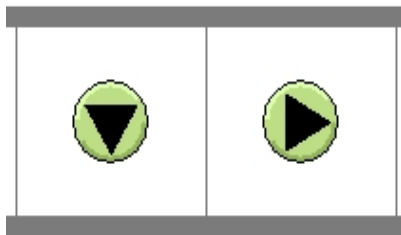
Group Components/ABB



Description

Pump aggregate. Graphic symbol for component ABB_ACS880PumpAggr. Should be connected to an instance of ABB_ACS880PumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- the mode (manual or local) is displayed with a M or L.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.ACS880.ConvertRun</code>
Value	<code>\$hostobject.Mode.IndMode</code>
DigShift	<code>\$hostobject.ACS880.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

7.1.13 ACS880PumpAggr

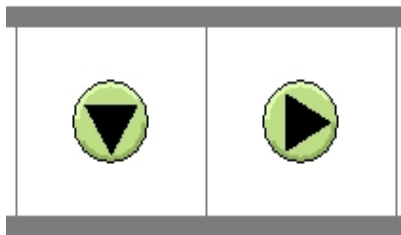
Group Components/ABB



Description

Pump aggregate. Graphic symbol for component ABB_ACS880PumpAggr. Should be connected to an instance of ABB_ACS880PumpAggr, or a subclass to this class.

Subgraph with two pages, pump off (page 1) and pump on (page 2).



Default dynamics

HostObject

Dynamics for the symbol

- colored red when an error occurs.
- colored yellow when a warning occurs.
- colored darkgray when the pump is off.
- the mode (manual or local) is displayed with a M or L.
- pump on and off is displayed with different pages.
- popupmenu with the methods of the connected object.

DigError	<code>\$hostobject.IndError</code>
DigWarning	<code>\$hostobject.IndWarning</code>
DigLowColor	<code>\$hostobject.ACS880.ConvertRun</code>
Value	<code>\$hostobject.Mode.IndMode</code>
DigShift	<code>\$hostobject.ACS880.ConvertRun</code>
PopupMenu	<code>\$hostobject</code>

Default Cycle Slow

8 Profibus

8.1 Group Components/Profibus

8.1.1 Profibus slave

Group Components/Profibus



Description

Profibus slave. Graphic symbol for a Profibus slave.
Should be connected to an instance of Pb_Dp_Slave, or a subclass to this class.
The name of the slave can be inserted in A2. A1 is used by the HostObject dynamic to display the slave address.

Default dynamics

HostObject

Dynamics for the symbol

- yellow or red at warning or error status.
- slave address displayed in A1.

Value	\$hostobject.Value
StatusColor	\$hostobject.StatusColor
PopupMenu	\$hostobject

Default Cycle Slow

8.1.2 Profibus slave

Group Components/Profibus



Description

Profibus slave. Graphic symbol for a Profibus slave.

Should be connected to an instance of Pb_Dp_Slave, or a subclass to this class.

The name of the slave can be inserted in A2. A1 is used by the HostObject dynamic to display the slave address.

Default dynamics

HostObject

Dynamics for the symbol

- yellow or red at warning or error status.
- slave address displayed in A1.

Value	\$hostobject.Value
StatusColor	\$hostobject.StatusColor
PopupMenu	\$hostobject

Default Cycle Slow

8.1.3 Profinet device

Group Components/Profibus



Description

Profinet device. Graphic symbol for a Profinet device.

Should be connected to an instance of PnDevice, or a subclass to this class.

The name of the device can be inserted in A2, and for example the last digits of the IP address in A1.

Default dynamics

HostObject

Dynamics for the symbol

- yellow or red at warning or error status.

StatusColor \$hostobject.StatusColor

PopupMenu \$hostobject

Default Cycle Slow

8.1.4 Profinet device

Group Components/Profibus



Description

Profinet device. Graphic symbol for a Profinet device.

Should be connected to an instance of PnDevice, or a subclass to this class.

The name of the device can be inserted in A2, and for example the last digits of the IP address in A1.

Default dynamics

HostObject

Dynamics for the symbol

- yellow or red at warning or error status.

StatusCode \$hostobject.StatusCode

PopupMenu \$hostobject

Default Cycle Slow