

Lab Exercise – Use Update Display Function

57310201L
01/2000

Notices and Trademarks

**Copyright 1999 by Honeywell Inc.
Revision 01 Date 01/12/00**

Honeywell IAC courseware is subject to change without notice.

FLEXTRAINING courseware is copyrighted and all rights are reserved by Honeywell Inc. These materials are intended solely for use in conjunction with Honeywell products. The materials comprising the courseware may not, in whole or in part, be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior, express written consent of Honeywell Inc.

Honeywell and **TotalPlant** are U.S. registered trademarks of Honeywell, Inc.

Other brand or product names are trademarks of their respective owners.

This module supports **TotalPlant** Solution (TPS) system network.

TPS is the evolution of TDC 3000^X.

Honeywell Inc.
Industrial Automation and Control
Automation College
2820 West Kelton Lane
Phoenix, AZ 85053-3028
1-800 852-3211

Lab Exercise

Introduction

A good programming practice in operator interface design is to provide behavior changes to an operator-selected target. While there are several ways to do this, one way to change selected target behavior is through the use of the UpdateDisplay function. The UpdateDisplay function allows you to provide additional script actions that can, for example, highlight an operator-selected target to provide feedback that an action has taken place.

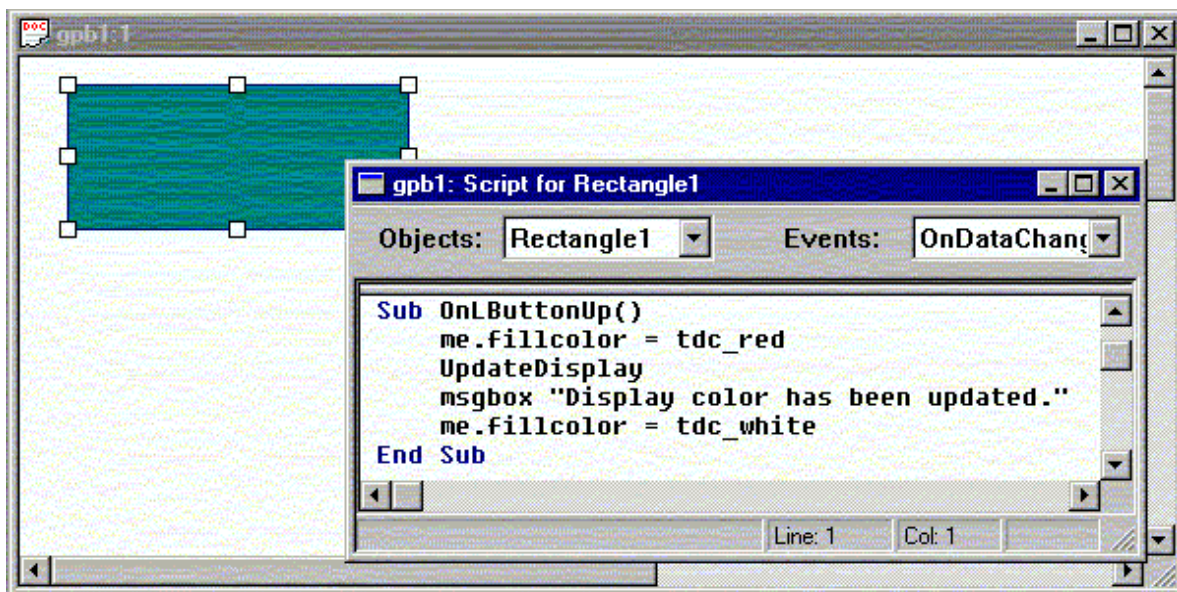
Objectives

At the end of this concept lab exercise, you will be able to do the following:

- Highlight an operator selected target
- Code the UpdateDisplay function

Design Criteria

A simple rectangle object with the following script demonstrates the UpdateDisplay function.



update.gif

Caution: The UpdateDisplay function can cause performance issues if the guidelines as stated in the GUS Display publications are not followed.

Lab Prerequisites

Lab prerequisites are the following:

- GUS Display Builder R110 or later.

Lab Procedure

Step	Action
1.	From the Display Builder, open a new display.
2.	Add a simple rectangle object to your display with the script as shown in the Design Criteria section.
3.	Syntax check your display.
4.	Validate your display.
5.	Save your display in your student folder as Update.pct.
6.	Run your display.
7.	Click on the rectangle object. Result: A message box appears. While the selected target is waiting for an operator response to the message box, the target shows selection behavior specified in your code until the message box is closed.

Last Page