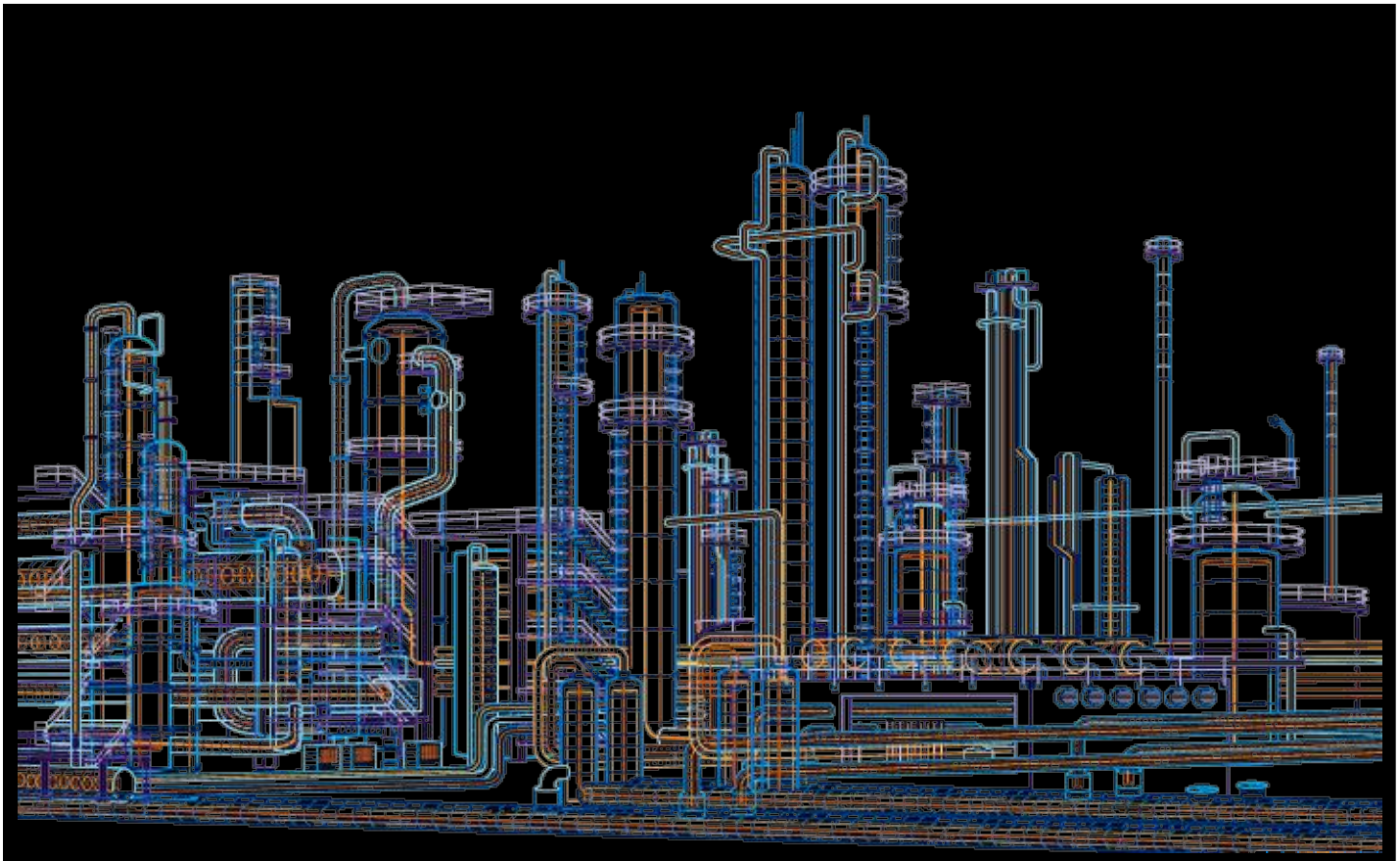

System 800xA
PC Toolkit Library for Melody
Property Configuration for Melody Object Types
User Manual

SV5.1RevA

Purpose

The purpose of this document is to describe the graphic elements property configuration for Melody object types.

This document is intended to be used for application engineers.

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1. Introduction

Information in this user manual is intended for operators. It describes the 800xA System functions of the PC Toolkit Library for Melody. It is a complement to the 800xA Standard documentation. Refer to section 1.3 Document References.

This document is intended to be used by application engineers.

1.1 Use of Caution, Information, and Tip Icons

This publication includes **Caution** and **Information** where appropriate to point out safety related or other important information. It also includes **Tip** to point out useful hints to the reader. The corresponding symbols should be interpreted as follows:

Caution icon indicates important information or warning related to the concept discussed in the text. It might indicate the presence of a hazard which could result in corruption of software or damage to equipment/property.

Information icon alerts the reader to pertinent facts and conditions.

Tip icon indicates advice on, for example, how to design your project or how to use a certain function

Although **Caution** hazards are associated with equipment or property damage, it should be understood that operation of damaged equipment could, under certain operational conditions, result in degraded process performance leading to personal injury or death. Therefore, comply fully with all **Caution** notices.

1.2 Terminology

A complete and comprehensive list of Terms is included in the Industrial IT, 800xA - System, Engineering Concepts instruction (3BDS100972R5001).

Abbreviation	Description
HMI	Human Machine Interface
HP	High Performance
GE	Graphic Element
PC	Process Control; Industry where the PC Toolkit Library for Melody is used

Figure 1.1 Abbreviations

1.3 Document References

Category	ID	Document Number	Description
Configuration	/1/	3BSE030322-510	System 800xA Operations 5.1 Operator Workplace Configuration
	/2/	3BDA033456R5106	PC Toolkit Library for Melody - Installation and Configuration
	/3/	3BSE030335R5011	Engineering Graphics
	/4/	3BSE049230R5022	Process Graphics User Guide

Figure 1.2 Document References

2. Graphic Display Configuration

A graphic element is an aspect that are associated with a Melody Object type, to be used in graphic displays to present dynamic information for instances of that type. Most Melody object types have several different graphic element aspects to allow the user to select among different visual presentations.

For building graphics, please note that you will need to have Process Graphics 2 Builder (PG2) installed on the node to be able to build graphics.

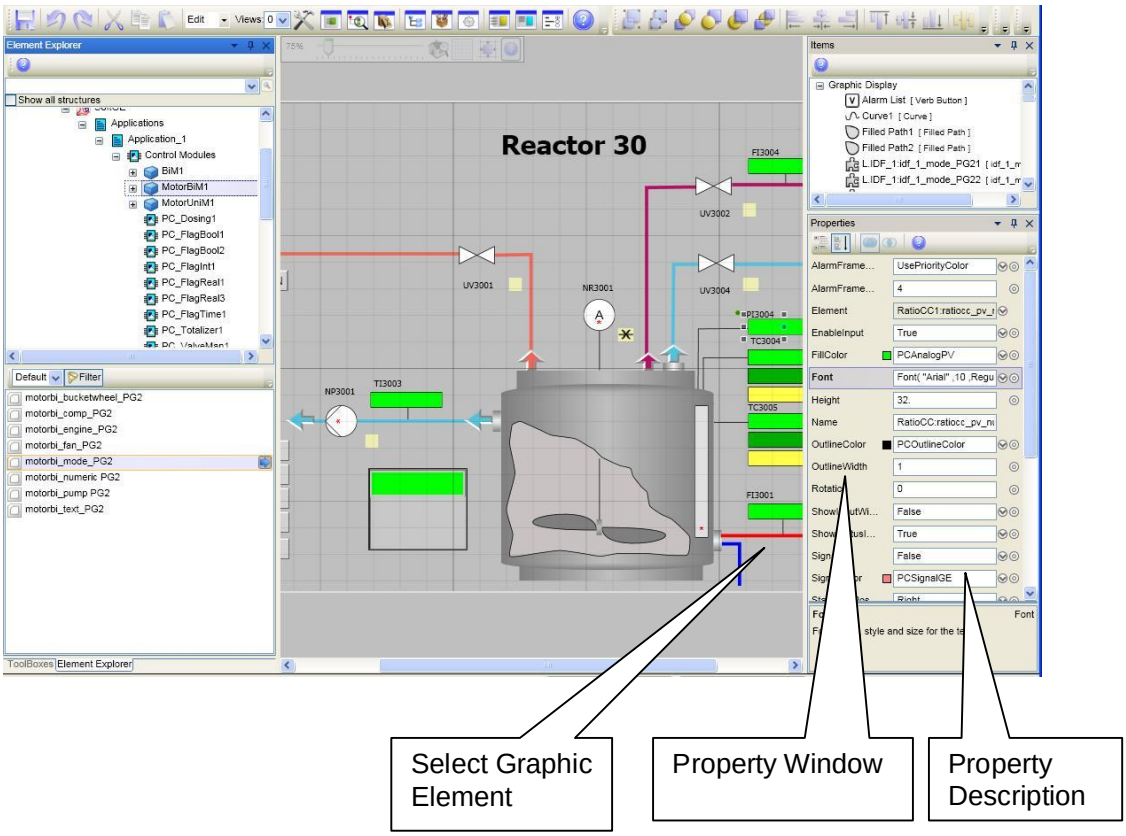
> Read more about graphic display configuration in 800xA user documentation /3/ and /4/. You should also a have general knowledge of common terms such as menus, buttons, drag/drop etc. To edit graphics you must belong to the Industrial^{IT} group Application Engineer or higher.

2.1 Graphic Element Properties

Graphic and input items possess various properties that define their appearance and behavior. Each property is associated with a data type. The **Properties** window displays these properties for a selected item.

Properties window provides an efficient user interface for the user to view and set expressions for the properties.

Complex values or expressions for the properties should be done using the **Expression Editor**. The **Properties Window** is used for quick and efficient editing of expressions.



Open the Properties Window from the **View** menu of the Graphics Builder. The Properties window is presented (if not already open) in order to modify the look of:

1. Icons are representing process objects like valves (Melody Icon)

   Change: Size, fill color for on and off status, line width, line color etc.

2. Icons are representing operation mode like automatic and manual (Melody Icon)

   Change: Size, fill color etc.

3. Value Text Box for analog values (Melody Numeric)

   Change: Size, formatting, fill color for on and off status, line width, line color etc.

4. Text Box for binary values (Melody Binary)

   Change: Size, text alignment fill color for true and false status, line width, line color etc.

5. Bar Graph (Melody Bar)

   Change: Size, fill color, indicator color, line width, line color etc.

The error presentation, alarm status and acknowledgement presentation is used. Status and error presentations include:

- Controller Status indication (bad-, uncertain values, alarm suppressed, simulated, forced or interlocked)
- Fill and flashing color

2.2 Element properties – Classic Style

2.2.1 Common Properties

Common properties that are used for most graphic element types are described in the following table.

Name	Type	Default	Description
AlarmFramePres	ENUM	UsePriorityColor	UsePriorityColor, NoPriorityColor, NoAlarmFrame Enables to choose whether the Alarm frame is visible or supports different colors for different priority levels.
AlarmFrameWidth	Integer	4	Width of Alarm Frame
EnableInput	Boolean	True	Enable generation of events: Mouse Up, Mouse Down and Mouse Move when clicked upon.
Font	FONT	Arial	Font, Font style and Size: Note: Use only scalable fonts! For example Arial or other Open Type or True Type Fonts (or fonts)..
HAlign	ENUM	Center	Far, Near, Center Changes text alignment
OutlineWidth	ENUM	1	Width of the object outline.
OutlineColor	Color	PCOutlineColor	Color of the object outline
ShowIndicationStatus	Boolean	True	Determines is the status indication symbol is displayed.
Signal	Color	PCSignalGE	Signal color used, if Signal_S is true.
Signal_S	Boolean	False	Enables to switch to signal color in the background part. This can be used as additional error indication that then overrides the colors for on and off status!
StatusIndPos	ENUM	Right	Center, Left, Outside, Right Defines the position of status indication symbol. Not applicable for object icons. Note: for bar graph elements refer to Bargraph section

Name	Type	Default	Description
StatusIndWidth	Integer	24	Defines the size of status indication symbol. Note: If status symbol would exceed the border of the element then indication size is automatically reduced.
SubscriptionRate	Integer	0	The update rate for all aspect properties. 0 means default value is used.
ViewReference	ViewReference	null	Allows to choose custom aspect to be viewed after clicking on element

Table 2-1: General Properties

2.2.2 Bargraph properties

Name	Type	Default	Description
FillColor	Color	PCAnalogDefaultBkg	Background color of the bar graph box
IndicatorColor	Color	PCAnalogPV: Process value PCAnalogSp: Set point PCAnalogOut: Output value PCAnalogRatioSP: Ratio set point	Color of the value part of the bar graph box
IndicatorNegColor	Color	PCIndicatorAlert	Color of the bar graph indicator in state out of range
Orientation	ENUM	Top	Top, Left, Bottom, Right Orientation of bar graph, Right or Left switches to horizontal layout
RangeFraction	Integer	5	Range fraction high/low for input window in percent.
ShowInputWindow	Boolean	False	Enables input window for writing values to controller. This property is configured only for writable signals. Note: Availability of input window during operation can depend also on object mode (manual, auto, etc.)
ShowStartLine	Boolean	False	Enables start line for the bar graph value
StartValue	Real	0	Bar graph start value
StatusIndPos	ENUM	RightOrBottom	RightOrBottom, Center, LeftOrTop, Outside Determines position of status indication symbol. RightOrBottom, LeftOrTop refer to Horizontal or Vertical layout.
StepSize	Real	1	Step size for changes in the input window
Common properties described on page 8.			

Table 2-2: Bar Graph Properties

2.2.3 Text Box properties

Four different types of text boxes are available:

1. General text box — One binary signal drives two different texts with text color and fill color.
2. IDF text box — Each of the signals IsGoingOff, IsGoingOn, IsOff, IsOn and IsStopped drive different texts, text color and fill color.
3. 2-Bit text box — Two binary signals drive four different texts, text color and fill color.
4. 4-Bit text box — Four binary signals drive 16 different texts, text color and fill color.

General Text Box

Name	Type	Default	Description
Color0	Color	PCBinaryIsOff	Fill color for the transition from Zero to One State signal (if it is going on)
Text0	String	“False“	Displayed text for Zero State signal (off)
TextColor0	Color	PCBinaryDefaultTex t	Text color for Zero State signal (off)
Color1	Color	PCBinaryIsOn	Fill color for One State signal (on)
Text1	String	“True“	Displayed text for One State signal (on)
TextColor1	Color	PCBinaryDefaultTex t	Text color for One State signal (on)
Common properties described on page 8.			

Table 2-3: General text box Properties

IDF Text Box

Name	Type	Default	Description
DefaultColor	Color	PCBinaryDefault	Color if no standard device state is available
DefaultText	String	“No signal”	Text if no standard device state is available
DefaultTextCol or	Color	PCBinaryDefaultTe xt	Text color if no standard device state is available
IsGoingOff	Color	PCBinaryIsGoingOf	Fill color for the transition from

Name	Type	Default	Description
		f	One to Zero State signal (if it is going off)
IsGoingOff_text	String	“->Off“	Displayed text for the transition from One to Zero State signal (if it is going off)
IsGoingOff_text_color	Color	PCBinaryDefaultText	Text color for the transition from One to Zero State signal (if it is going off)
IsGoingOn	Color	PCBinaryIsGoingOn	Fill color for the transition from Zero to One State signal (if it is going on)
IsGoingOn_text	String	“->On“	Displayed text for the transition from Zero to One State signal (if it is going on)
IsGoingOn_text_color	Color	PCBinaryDefaultText	Text color for the transition from Zero to One State signal (if it is going on)
IsOff	Color	PCBinaryIsOff	Fill color for Zero State signal (switched off)
IsOff_text	String	“OFF“	Displayed text for Zero State signal (switched off)
IsOff_text_color	Color	PCBinaryDefaultText	Text color for Zero State signal (switched off)
IsOn	Color	PCBinaryIsOn	Fill color for One State signal (switched on)
IsOn_text	String	“ON“	Displayed text for One State signal (switched on)
IsOn_text_color	Color	PCBinaryDefaultText	Text color for One State signal (switched on)
IsStopped	Color	PCBinaryIsStopped	Fill color if is stopped
IsStopped_text	String	“Stopp”	Displayed text if is stopped
IsStopped_text_color	Color	PCBinaryDefaultText	Text color if is stopped
Common properties described on page 8.			

Table 2-4: IDF text box Properties

2-Bit Text Box

Name	Type	Default	Description
Color0	Color	PCBinaryIsOff	Fill color for the Zero State of Signal 1 and Signal 2 (both off)
Text0	String	“False“	Displayed text for the Zero State of Signal 1 and Signal 2 (both off)
TextColor0	Color	PCBinaryDefaultTe xt	Text color for the Zero State of Signal 1 and Signal 2 (both off)
Color1	Color	PCBinaryIsOn	Fill color for One State of Signal 1 (on) and Zero State of Signal 2 (off).
Text1	String	“S1“	Displayed text for One State of Signal 1 (on) and Zero State of Signal 2 (off).
TextColor1	Color	PCBinaryDefaultTe xt	Text color for One State of Signal 1 (on) and Zero State of Signal 2 (off).
Color2	Color	PCBinaryIsOn	Fill color for Zero State of Signal 1 (off) and One State of Signal 2 (on).
Text2	String	“S2“	Displayed text for Zero State of Signal 1 (off) and One State of Signal 2 (on).
TextColor2	Color	PCBinaryDefaultTe xt	Text color for Zero State of Signal 1 (off) and One State of Signal 2 (on).
Color3	Color	PCBinaryIsOn	Fill color for the One State of Signal 1 and Signal 2 (both on)
Text3	String	“S1 & S2“	Displayed text for the One State of Signal 1 and Signal 2 (both on)
TextColor3	Color	PCBinaryDefaultTe xt	Text color for the One State of Signal 1 and Signal 2 (both on)
Common properties described on page 8.			

Table 2-5: 2-Bit text box Properties

4-Bit Text Box

Name	Type	Default	Description
Color00	Color	PCBinaryIsOff	Fill color for the Zero State of Signal 1 to Signal 4 (all off)
Text00	String	“0000”	Displayed text for the Zero State of Signal 1 to Signal 4 (all off)
TextColor00	Color	PCBinaryDefaultText	Text color for the Zero State of Signal 1 to Signal 4 (all off)
Color01	Color	PCBinaryIsOn	Fill color for binary State “0001”.
Text01	String	”0001”	Displayed text for binary State “0001”.
TextColor01	Color	PCBinaryDefaultText	Text color for binary State “0001”
Color02	Color	PCBinaryIsOn	Fill color for binary State “0010”.
Text02	String	”0010”	Displayed text for binary State “0010”.
TextColor02	Color	PCBinaryDefaultText	Text color for binary State “0010”
Color03	Color	PCBinaryIsOn	Fill color for binary State “0011”.
Text03	String	”0011”	Displayed text for binary State “0011”.
TextColor03	Color	PCBinaryDefaultText	Text color for binary State “0011”
Color04	Color	PCBinaryIsOn	Fill color for binary State “0100”.
Text04	String	”0100”	Displayed text for binary State “0100”.
TextColor04	Color	PCBinaryDefaultText	Text color for binary State “0101”
Color05	Color	PCBinaryIsOn	Fill color for binary State “0101”.
Text05	String	”0101”	Displayed text for binary State “0100”.
TextColor05	Color	PCBinaryDefaultText	Text color for binary State “0101”
Color06	Color	PCBinaryIsOn	Fill color for binary State “0110”.
Text06	String	”0110”	Displayed text for binary State “0110”.

Name	Type	Default	Description
TextColor06	Color	PCBinaryDefaultText	Text color for binary State “0110”
Color07	Color	PCBinaryIsOn	Fill color for binary State “0111”.
Text07	String	”0111”	Displayed text for binary State “0111”.
TextColor07	Color	PCBinaryDefaultText	Text color for binary State “0111”
Color08	Color	PCBinaryIsOn	Fill color for binary State “1000”.
Text08	String	”1000”	Displayed text for binary State “1000”.
TextColor08	Color	PCBinaryDefaultText	Text color for binary State “1000”
Color09	Color	PCBinaryIsOn	Fill color for binary State “1001”.
Text09	String	”1001”	Displayed text for binary State “1001”.
TextColor09	Color	PCBinaryDefaultText	Text color for binary State “1001”
Color10	Color	PCBinaryIsOn	Fill color for binary State “1010”.
Text10	String	”1010”	Displayed text for binary State “1010”.
TextColor10	Color	PCBinaryDefaultText	Text color for binary State “1010”
Color11	Color	PCBinaryIsOn	Fill color for binary State “1011”.
Text11	String	”1011”	Displayed text for binary State “1011”.
TextColor11	Color	PCBinaryDefaultText	Text color for binary State “1011”
Color12	Color	PCBinaryIsOn	Fill color for binary State “1100”.
Text12	String	”1100”	Displayed text for binary State “1100”.
TextColor12	Color	PCBinaryDefaultText	Text color for binary State “1100”
Color13	Color	PCBinaryIsOn	Fill color for binary State “1101”.
Text13	String	”1101”	Displayed text for binary State “1101”.

Name	Type	Default	Description
TextColor13	Color	PCBinaryDefaultText	Text color for binary State “1101”
Color14	Color	PCBinaryIsOn	Fill color for binary State “1110”.
Text14	String	”1110”	Displayed text for binary State “1110”.
TextColor14	Color	PCBinaryDefaultText	Text color for binary State “1110”
Color15	Color	PCBinaryIsOn	Fill color for binary State “1111”.
Text15	String	”1111”	Displayed text for binary State “1111”.
TextColor15	Color	PCBinaryDefaultText	Text color for binary State “1111”
Common properties described on page 8.			

Table 2-6: 4-Bit text box Properties

2.2.4 Text Box and Numeric Value properties

Name	Type	Default	Description
FillColor	Color	PCAnalogPv: Process value PCAnalogSP: Set point PCAnalogOut: Output value PCAnalogRatioSP: Ratio set point	Color of the background part of the value text box
RangeFraction	Integer	5	Range fraction high/low for input window in percent.
ShowInputWindow	Boolean	False	Enables input window for writing values to controller. This property is configured only for writable signals. Note: Availability of input window during operation can depend also on object mode (manual, auto, etc.)
StepSize	Real	1	Step size for changes in the input window
ValuePosition	Integer	55	Horizontal alignment of value and dimension – offset from

Name	Type	Default	Description
			left side in pixels.
Common properties described on page 8.			

Table 2-7: Value text box Properties

2.2.5 Limit Text Box and Binary values properties

The text box displays status texts 0 and 1 for:

- HH limit signal (AHHY)
- H limit signal (AHY)
- L limit signal (ALY)
- LL limit signal (ALLY)

Dependent on the input signal the text box is either displayed with configurable font color and background color according to the alarm priority, or with font color according to the alarm priority and configurable background color.

Name	Type	Default	Description
Color0	Color	PCBinaryIsOff	Fill color for Zero State of the limit signal (switched off).
Color1	Color	PCBinaryIsn	Fill color for Zero State of the limit signal (switched off). (When switched on and UsePrioColor is set to true, the fill color will get automatically the priority color of the alarm.)
TextColor0	Color	PCBinaryDefaultText	Text color for off State of the limit signal (switched on). (When switched off and UsePrioColor set to true then text color will get automatically the priority color of the alarm)
TextColor1	Color	PCBinaryDefaultText	Text color for One State of the limit signal (switched on).
Text0	String	“False”	Displayed text if Zero State (switched off)
Text1	String	“True”	Displayed text if One State (switched on)
Common properties described on page 8			

Table 2-8: Limit Text box Properties

2.2.6 Mode Icon properties for various devices

The mode icons that present current state of a process object are available for Bucket Wheels, Compressors, Fans, Flaps, Motors, Pumps, Valves, Return Symbol, Lamp, Arrow and Switch.

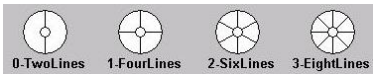
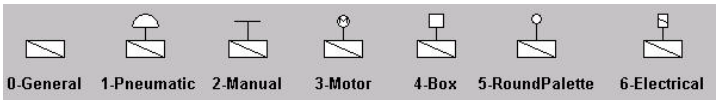
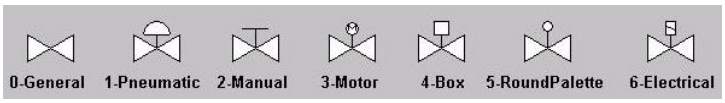
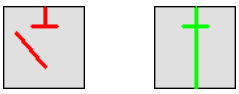
Devices	Device Types
Bucket Wheels	
Compressors	
Fans	
Flaps	
Motors	
Pumps	
Valves	
3 Way Valve	
Return	
Lamp	
Arrow	
Switch	

Table 2-9: Mode Icons

The error presentation, alarm status and acknowledgement presentation is used in all mode icons except lamp and arrow.

Status and error presentations include:

- Controller and object status indication
- Line style, width and color
- Fill color

The graphic elements include controller and object status indication like bad or uncertain communication, simulated or forced values or alarm indication suppressed. For more detailed information on the status indication please refer to Appendix A Tag Quality and Appendix B Indication Icons.

2.2.6.1 3-Way-Valve

Name	Type	Default	Description
FailSafe	ENUM	FailSafe_Nothing	FailSafeNothing, FailSafeOpen, FailSafeClose
ValvePalette	ENUM	General	General, Pneumatic, Manual,Motor, Box, RoundPalette, Electrical
ValvePosition	ENUM	BottomLeft	Indicates flow direction for the colors: BottomLeft, LeftRight, RightBottom, LeftBottom, RightLeft
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	Color	PCBinaryIsGoing Off	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	Color	PCBinaryIsGoing On	Fill color for the transition from Zero to One State (if it is going on) (only MelodyIDF)
IsOff	Color	PCBinaryIsOff	Fill color for the Zero state (switched off).
IsOn	Color	PCBinaryIsOn	Fill color for the One state (switched on).
IsStopped	Color	PCBinaryIsStopp ed	Fill color if is stopped (only MelodyIDF)
Orientation	ENUM	0 -Top	Top, TopLeft, Left, BottomLeft, Bottom, BottomRight, Right, TopRight
Common properties described on page 8.			

Table 2-10: Three Way Valve Properties

2.2.6.2 Bucket Wheel

Name	Type	Default	Description
BucketWheelType	ENUM	3-EightLines	TwoLines, FourLines, SixLines, EightLines
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	Color	PCBinaryIsGoingOff	Fill color for if is going off (only MelodyIDF)
IsGoingOn	Color	PCBinaryIsGoingOn	Fill color if is going on (only MelodyIDF)
IsOff	Color	PCBinaryIsOff	Fill color if switched off
IsOn	Color	PCBinaryIsOn	Fill color if switched on
IsStopped	Color	PCBinaryIsStopped	Fill color if is stopped (only MelodyIDF)
Orientation	ENUM	0 -Top	Top, TopLeft, Left, BottomLeft, Bottom, BottomRight, Right, TopRight
Common properties described on page 8.			

Table 2-11: Bucket Wheel Properties

2.2.6.3 Compressor

Name	Type	Default	Description
CompressorPalette	ENUM	General	General, RootsVacuum, Displacement, Turbo, Screw, Vane, Piston, Diaphragm
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	Color	PCBinaryIsGoingOff	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	Color	PCBinaryIsGoingOn	Fill color for the transition from Zero to One State (if it is going on) (only MelodyIDF)
IsOff	Color	PCBinaryIsOff	Fill color for the Zero state (switched off).
IsOn	Color	PCBinaryIsOn	Fill color for the One state (switched on).
IsStopped	Color	PCBinaryIsStoppe	Fill color if is stopped

Name	Type	Default	Description
		d	(only MelodyIDF)
Orientation	ENUM	Top	Top, TopLeft, Left, BottomLeft, Bottom, BottomRight, Right, TopRight
Common properties described on page 8.			

Table 2-12: Compressor Properties

2.2.6.4 Engine

Name	Type	Default	Description
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	Color	PCBinaryIsGoingOff	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	Color	PCBinaryIsGoingOn	Fill color for the transition from Zero to One State (if it is going on) (only MelodyIDF)
IsOff	Color	PCBinaryIsOff	Fill color for the Zero state (switched off).
IsOn	Color	PCBinaryIsOn	Fill color for the One state (switched on).
IsStopped	Color	PCBinaryIsStopped	Fill color if is stopped (only MelodyIDF)
Label	String	“A”	Label text (ASCII)
Common properties described on page 8.			

Table 2-13: Engine Properties

2.2.6.5 Fan

Name	Type	Default	Description
FanPalette	ENUM	General	General, Radial, Axial
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	COLOR	PCBinaryIsGoingOff	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
DefaultColor	COLOR	PCBinaryDefault	Fill color if no standard state is

Name	Type	Default	Description
			actual.
IsGoingOn	COLOR	PCBinaryIsGoingOn	Fill color for the transition from Zero to One State (if it is going on) (only MelodyIDF)
IsOff	COLOR	PCBinaryIsOff	Fill color for the Zero state (switched off).
IsOn	COLOR	PCBinaryIsOn	Fill color for the One state (switched on).
IsStopped	COLOR	PCBinaryIsStopped	Fill color if is stopped (only MelodyIDF)
Orientation	ENUM	Top	Top, TopLeft, Left, BottomLeft, Bottom, BottomRight, Right, TopRight
Common properties described on page 8.			

Table 2-14: Fan Properties

2.2.6.6 Flap

Name	Type	Default	Description
FailSafe	ENUM	FailSafe_Nothing	FailSafeNothing, FailSafeOpen, FailSafeClose
FlapPalette	ENUM	General	General, Pneumatic, Manual, Motor, Box, RoundPalette, Electrical
FlapType	ENUM	DefaultFlap	DefaultFlap, ShutOffFlap, OneWayFlap
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	Color	PCBinaryIsGoingOff	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	Color	PCBinaryIsGoingOn	Fill color for the transition from Zero to One State (if it is going on) (only MelodyIDF)
IsOff	Color	PCBinaryIsOff	Fill color for the Zero state (switched off).
IsOn	Color	PCBinaryIsOn	Fill color for the One state (switched on).
IsStopped	Color	PCBinaryIsStoppe	Fill color if is stopped

Name	Type	Default	Description
		d	(only MelodyIDF)
Orientation	ENUM	Top	Top, TopLeft, Left, BottomLeft, Bottom, BottomRight,Right, TopRight
Common properties described on page 8.			

Table 2-15: Flap Properties

2.2.6.7 Pump

Name	Type	Default	Description
PumpPalette	ENUM	General	General, Centrifugal, Displacement, Gear, ScrewSpindle, ExcentricScrew, Piston, DiaphragmVacuum
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	Color	PCBinaryIsGoingOff	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	Color	PCBinaryIsGoingOn	Fill color for the transition from Zero to One State (if it is going on) (only MelodyIDF)
IsOff	Color	PCBinaryIsOff	Fill color for the Zero state (switched off).
IsOn	Color	PCBinaryIsOn	Fill color for the One state (switched on).
IsStopped	Color	PCBinaryIsStopped	Fill color if is stopped (only MelodyIDF)
Orientation	ENUM	Top	Top, TopLeft, Left, BottomLeft, Bottom, BottomRight, Right, TopRight
Common properties described on page 8.			

Table 2-16: Pump Properties

2.2.6.8 Valve

Name	Type	Default	Description
FailSafe	ENUM	FailSafe_Nothing	FailSafeNothing, FailSafeOpen, FailSafeClose
ValvePalette	ENUM	General	General, Pneumatic, Manual,

Name	Type	Default	Description
			Motor, Box, RoundPalette, 6Electrical
ShutOff	Boolean	False	False, True
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	Color	PCBinaryIsGoing Off	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	Color	PCBinaryIsGoing On	Fill color for the transition from Zero to One State (if it is going on) (only MelodyIDF)
IsOff	Color	PCBinaryIsOff	Fill color for the Zero state (switched off).
IsOn	Color	PCBinaryIsOn	Fill color for the One state (switched on).
IsStopped	Color	PCBinaryIsStoppe d	Fill color if is stopped (only MelodyIDF)
Orientation	ENUM	Top	Top, TopLeft, Left, BottomLeft, Bottom, BottomRight, Right, TopRight
Common properties described on page 8.			

Table 2-17: Valve Properties

2.2.6.9 Return Icon

Name	Type	Default	Description
IsGoingOff	Color	PCBinaryIsGoingO ff	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	Color	PCBinaryIsGoingO n	Fill color for the transition from Zero to One State (if it is going on). (only MelodyIDF)
IsOff	Color	PCBinaryIsOff	Fill color for the Zero state (switched off).
IsOn	Color	PCBinaryIsOn	Fill color for the One state (switched on).
IsStopped	Color	PCBinaryIsStoppe d	Fill color if is stopped. (only MelodyIDF)
Common properties described on page 8.			

Table 2-18: Return Element Properties

2.2.6.10 Lamp

Name	Type	Default	Description
IsOff	Color	PCBinaryIsOff	Fill color for the Zero state (switched off).
IsOn	Color	PCBinaryIsOn	Fill color for the One state (switched on).
Common properties described on page 8.			

Table 2-19: Lamp Properties

2.2.6.11 Arrow

Name	Type	Default	Description
IsOff	Color	PCBinaryIsOff	Fill color for the Zero state (switched off).
IsOn	Color	PCBinaryIsOn	Fill color for the One state (switched on).
Common properties described on page 8.			

Table 2-20: Arrow Properties

2.2.6.12 Switch

Name	Type	Default	Description
ColorEdge	Color	Black	Outline color for the edge of the frame.
ColorState0	Color	PCBinaryIsOff	Fill color of the lines for the Zero state (switched off).
ColorState1	Color	PCBinaryIsOn	Fill color of the lines for the One state (switched on).
LineWidth	Integer	3	Width of the lines.
Common properties described on page 8.			

Table 2-21: Switch Properties

2.3 Element properties – HPHMI Style

2.3.1 Common Properties

Common properties that are used for most graphic element types are described in the following table.

Name	Type	Default	Description
EnableInput	Boolean	True	Enable generation of events: Mouse Up, Mouse Down and Mouse Move when clicked upon.
Font	FONT	Arial	Font, Font style and Size: Note: Use only scalable fonts! For example Arial or other Open Type or True Type Fonts (or fonts)..
HAlign	ENUM	Center	Far, Near, Center Changes text alignment
OutlineWidth	ENUM	1	Width of the object outline.
OutlineColor	Color	PCOutlineColor	Color of the object outline
ShowIndicationStatus	Boolean	True	Determines is the status indication symbol is displayed.
Signal	Color	PCSignalGE	Signal color used, if Signal_S is true.
Signal_S	Boolean	False	Enables to switch to signal color in the background part. This can be used as additional error indication that then overrides the colors for on and off status!
StatusIndPos	ENUM	Right	Center, Left, Outside, Right Defines the position of status indication symbol. Not applicable for object icons. Note: for bar graph elements refer to Bargraph section
StatusIndWidth	Integer	16	Defines the size of status indication symbol. Note: If status symbol would exceed the border of the element then indication size is automatically reduced.
SubscriptionRate	Integer	0	The update rate for all aspect properties. 0 means default value is used.

Name	Type	Default	Description
ViewReference	ViewReference	null	Allows to choose custom aspect to be viewed after clicking on element

Table 2-22: General Properties

2.3.2 Alarm indication properties

Name	Type	Default	Description
LinkToAlarmList	Boolean	True	When true then Alarm list is opened by left mouse click. Otherwise default aspect is called
Common properties described on page 26.			

Table 2-23: General Properties

2.3.3 Suppression indication properties

Name	Type	Default	Description
LinkToAlarmList	Boolean	True	When true then Alarm list is opened by left mouse click. Otherwise default aspect is called
Common properties described on page 26.			

Table 2-24: General Properties

2.3.4 Interlock indication properties

Name	Type	Default	Description
ColorCondInhibited	Color	PCHPHMIOffIndication	Fill color of the element when interlock conditions are inhibited
ColorInterlock	Color	PCHPHMIOnIndication	Fill color of the element when any interlock condition is active
ColorOverride	Color	PCHPHMIOnIndication	Fill color of the element when any of input conditions is overridden
ColorPrioCmd	Color	PCHPHMIOnIndication	Fill color of the element when any priority command condition is active
Common properties described on page 26.			

Table 2-25: General Properties

2.3.5 Bargraph properties

Name	Type	Default	Description
ArrowColor	Color	DimGray	Color of the arrow
BackgroundColor	Color	LightGray	Color of bar graph background
Orientation	Orientation	Vertical	Orientation of bar graph
ShowDeviationLimits	Boolean	True	Show process value deviation as dotted lines (visible only if configured) Note: only for APID element
ShowNormalRange	Boolean	True	Show normal range as rectangle(PV limits H and L)
ShowNumericValue	Boolean	False	Show actual value as text
ShowSpDiamond	Boolean	False	Show set-point diamond symbol (if set-point is available)
SizeArrow	Real	16.	Size of indication arrow
SizeColumn	Real	24.	Size of column
SPDiamondColor	Color	White	Color of set-point diamond symbol
SPDiamondSize	Real	16.	Size of set-point diamond symbol
Common properties described on page 26.			

Table 2-26: Bar Graph Properties

2.3.6 Trend properties

Name	Type	Default	Description
BackgroundColor	Color	LightGray	Background color
DescriptionHeight	Real	16.	Height of the description area
DescriptionText	String	“”	Text presented in top area of the element
FontDescription	Font	Font("Tahoma" ,10 ,Regular, SemiBold)	Font of trend description
FontScale	Font	Font("Tahoma" ,7 ,Regular, SemiBold)	Font of trend scales
Limit0ActColor	Color	PCHPHMIValues	Color of curve if normal max or normal min limits are active
OutOfBoundsNor	Boolea	False	Change curve color if normal

Name	Type	Default	Description
malRange	n		max or normal min limits are active
TimeScaleHeight	Real	16.	Height of the time scale
TimeSpan	Real	120.	Time span in seconds
ScaleWidth	Real	32.	Width of left scale
ScaleWidthRight	Real	32.	Width of right scale (if present)
Common properties described on page 26.			

Table 2-27: Bar Graph Properties

2.3.7 Voltmeter properties

Name	Type	Default	Description
Font	Font	Font("Arial" ,12 ,Regular, Normal)	Font for numeric values
Limit0Color	Color	Gray	Color of H and L limits areas
MagnAngleEnd	Real	135.	End angle magnifier range
MagnAngleStart	Real	45.	Start angle magnifier range
MagnEnabled	Boolean	False	Magnifier enabled
MagnRangeEnd	Real	60.	End value magnifier range
MagnRangeStart	Real	40.	Start value magnifier range
NormalRangeColor	Color	PCHPHMIOpRange	Color of normal range area
ShowNumericRanges	Boolean	False	Show numeric texts with ranges
ShowNumericValue	Boolean	True	Show actual value as text
TextColorRanges	Color	Black	Text color on numeric range indications
TextColorValue	Color	Blue	Text color on numeric value indication
Common properties described on page 26.			

Table 2-28: Bar Graph Properties

2.3.8 Text Box properties

Four different types of text boxes are available:

1. General text box — One binary signal drives two different texts with text color and fill color.
2. IDF text box — Each of the signals IsGoingOff, IsGoingOn, IsOff, IsOn and IsStopped drive different texts, text color and fill color.
3. 2-Bit text box — Two binary signals drive four different texts, text color and fill color.
4. 4-Bit text box — Four binary signals drive 16 different texts, text color and fill color.

General Text Box

Name	Type	Default	Description
Color0	Color	PCHPHMIOffIndication	Fill color for the transition from Zero to One State signal (if it is going on)
Text0	String	“False“	Displayed text for Zero State signal (off)
TextColor0	Color	PCBinaryDefaultText	Text color for Zero State signal (off)
Color1	Color	PCHPHMIOnIndication	Fill color for One State signal (on)
Text1	String	“True“	Displayed text for One State signal (on)
TextColor1	Color	PCBinaryDefaultText	Text color for One State signal (on)
Common properties described on page 26.			

Table 2-29: General text box Properties

IDF Text Box

Name	Type	Default	Description
DefaultColor	Color	PCBinaryDefault	Color if no standard device state is available
DefaultText	String	“No signal”	Text if no standard device state is available
DefaultTextColor	Color	PCBinaryDefaultText	Text color if no standard device state is available

Name	Type	Default	Description
IsGoingOff	Color	PCHPHMIGoOffIndication	Fill color for the transition from One to Zero State signal (if it is going off)
IsGoingOff_text	String	“->Off“	Displayed text for the transition from One to Zero State signal (if it is going off)
IsGoingOff_text_color	Color	PCBinaryDefaultText	Text color for the transition from One to Zero State signal (if it is going off)
IsGoingOn	Color	PCHPHMIGoOnIndication	Fill color for the transition from Zero to One State signal (if it is going on)
IsGoingOn_text	String	“->On“	Displayed text for the transition from Zero to One State signal (if it is going on)
IsGoingOn_text_color	Color	PCBinaryDefaultText	Text color for the transition from Zero to One State signal (if it is going on)
IsOff	Color	PCHPHMIOffIndication	Fill color for Zero State signal (switched off)
IsOff_text	String	“OFF“	Displayed text for Zero State signal (switched off)
IsOff_text_color	Color	PCBinaryDefaultText	Text color for Zero State signal (switched off)
IsOn	Color	PCHPHMIOnIndication	Fill color for One State signal (switched on)
IsOn_text	String	“ON“	Displayed text for One State signal (switched on)
IsOn_text_color	Color	PCBinaryDefaultText	Text color for One State signal (switched on)
IsStopped	Color	PCHPHMIOffIndication	Fill color if is stopped
IsStopped_text	String	“Stopp”	Displayed text if is stopped
IsStopped_text_color	Color	PCBinaryDefaultText	Text color if is stopped
Common properties described on page 26.			

Table 2-30: IDF text box Properties

2-Bit Text Box

Name	Type	Default	Description
Color0	Color	PCHPHMIOffIndication	Fill color for the Zero State of Signal 1 and Signal 2 (both off)
Text0	String	“False“	Displayed text for the Zero State of Signal 1 and Signal 2 (both off)
TextColor0	Color	PCBinaryDefaultText	Text color for the Zero State of Signal 1 and Signal 2 (both off)
Color1	Color	PCHPHMIOnIndication	Fill color for One State of Signal 1 (on) and Zero State of Signal 2 (off).
Text1	String	“S1“	Displayed text for One State of Signal 1 (on) and Zero State of Signal 2 (off).
TextColor1	Color	PCBinaryDefaultText	Text color for One State of Signal 1 (on) and Zero State of Signal 2 (off).
Color2	Color	PCHPHMIOnIndication	Fill color for Zero State of Signal 1 (off) and One State of Signal 2 (on).
Text2	String	“S2“	Displayed text for Zero State of Signal 1 (off) and One State of Signal 2 (on).
TextColor2	Color	PCBinaryDefaultText	Text color for Zero State of Signal 1 (off) and One State of Signal 2 (on).
Color3	Color	PCHPHMIOnIndication	Fill color for the One State of Signal 1 and Signal 2 (both on)
Text3	String	“S1 & S2“	Displayed text for the One State of Signal 1 and Signal 2 (both on)
TextColor3	Color	PCBinaryDefaultText	Text color for the One State of Signal 1 and Signal 2 (both on)
Common properties described on page 26.			

Table 2-31: 2-Bit text box Properties

4-Bit Text Box

Name	Type	Default	Description
Color00	Color	PCHPHMIOffIndication	Fill color for the Zero State of Signal 1 to Signal 4 (all off)
Text00	String	“0000”	Displayed text for the Zero State of Signal 1 to Signal 4 (all off)
TextColor00	Color	PCBinaryDefaultText	Text color for the Zero State of Signal 1 to Signal 4 (all off)
Color01	Color	PCHPHMIOnIndication	Fill color for binary State “0001”.
Text01	String	”0001”	Displayed text for binary State “0001”.
TextColor01	Color	PCBinaryDefaultText	Text color for binary State “0001”
Color02	Color	PCHPHMIOnIndication	Fill color for binary State “0010”.
Text02	String	”0010”	Displayed text for binary State “0010”.
TextColor02	Color	PCBinaryDefaultText	Text color for binary State “0010”
Color03	Color	PCHPHMIOnIndication	Fill color for binary State “0011”.
Text03	String	”0011”	Displayed text for binary State “0011”.
TextColor03	Color	PCBinaryDefaultText	Text color for binary State “0011”
Color04	Color	PCHPHMIOnIndication	Fill color for binary State “0100”.
Text04	String	”0100”	Displayed text for binary State “0100”.
TextColor04	Color	PCBinaryDefaultText	Text color for binary State “0101”
Color05	Color	PCHPHMIOnIndication	Fill color for binary State “0101”.
Text05	String	”0101”	Displayed text for binary State “0100”.
TextColor05	Color	PCBinaryDefaultText	Text color for binary State “0101”
Color06	Color	PCHPHMIOnIndication	Fill color for binary State “0110”.
Text06	String	”0110”	Displayed text for binary State “0110”.

Name	Type	Default	Description
TextColor06	Color	PCBinaryDefaultText	Text color for binary State “0110”
Color07	Color	PCHPHMIOnIndication	Fill color for binary State “0111”.
Text07	String	”0111”	Displayed text for binary State “0111”.
TextColor07	Color	PCBinaryDefaultText	Text color for binary State “0111”
Color08	Color	PCHPHMIOnIndication	Fill color for binary State “1000”.
Text08	String	”1000”	Displayed text for binary State “1000”.
TextColor08	Color	PCBinaryDefaultText	Text color for binary State “1000”
Color09	Color	PCHPHMIOnIndication	Fill color for binary State “1001”.
Text09	String	”1001”	Displayed text for binary State “1001”.
TextColor09	Color	PCBinaryDefaultText	Text color for binary State “1001”
Color10	Color	PCHPHMIOnIndication	Fill color for binary State “1010”.
Text10	String	”1010”	Displayed text for binary State “1010”.
TextColor10	Color	PCBinaryDefaultText	Text color for binary State “1010”
Color11	Color	PCHPHMIOnIndication	Fill color for binary State “1011”.
Text11	String	”1011”	Displayed text for binary State “1011”.
TextColor11	Color	PCBinaryDefaultText	Text color for binary State “1011”
Color12	Color	PCHPHMIOnIndication	Fill color for binary State “1100”.
Text12	String	”1100”	Displayed text for binary State “1100”.
TextColor12	Color	PCBinaryDefaultText	Text color for binary State “1100”
Color13	Color	PCHPHMIOnIndication	Fill color for binary State “1101”.
Text13	String	”1101”	Displayed text for binary State “1101”.

Name	Type	Default	Description
TextColor13	Color	PCBinaryDefaultText	Text color for binary State “1101”
Color14	Color	PCHPHMIOnIndication	Fill color for binary State “1110”.
Text14	String	”1110”	Displayed text for binary State “1110”.
TextColor14	Color	PCBinaryDefaultText	Text color for binary State “1110”
Color15	Color	PCHPHMIOnIndication	Fill color for binary State “1111”.
Text15	String	”1111”	Displayed text for binary State “1111”.
TextColor15	Color	PCBinaryDefaultText	Text color for binary State “1111”
Common properties described on page 26.			

Table 2-32: 4-Bit text box Properties

2.3.9 Numeric Indication properties

Name	Type	Default	Description
FillColor	Color	PCHPHMIBackground	Color of the background part of the value text box
RangeFraction	Integer	5	Range fraction high/low for input window in percent.
ShowInputWindow	Boolean	False	Enables input window for writing values to controller. This property is configured only for writable signals. **Note:** Availability of input window during operation can depend also on object mode (manual, auto, etc.)
StepSize	Real	1	Step size for changes in the input window
TextColor	Color	PCHPHMIValues	Returns/sets the text color for the value
ValuePosition	Integer	55	Horizontal alignment of value and dimension – offset from left side in pixels.
Common properties described on page 26.			

Table 2-33: Value text box Properties

2.3.10 Limit Text Box and Binary values properties

The text box displays status texts 0 and 1 for:

- HH limit signal (AHHY)
- H limit signal (AHY)
- L limit signal (ALY)
- LL limit signal (ALLY)

Dependent on the input signal the text box is either displayed with configurable font color and background color according to the alarm priority, or with font color according to the alarm priority and configurable background color.

Name	Type	Default	Description
Color0	Color	PCHPHMIOffIndication	Fill color for Zero State of the limit signal (switched off).
Color1	Color	PCHPHMIOnIndication	Fill color for Zero State of the limit signal (switched off). (When switched on and UsePrioColor is set to true, the fill color will get automatically the priority color of the alarm.)
TextColor0	Color	PCBinaryDefaultText	Text color for off State of the limit signal (switched on). (When switched off and UsePrioColor set to true then text color will get automatically the priority color of the alarm)
TextColor1	Color	PCBinaryDefaultText	Text color for One State of the limit signal (switched on).
Text0	String	“False”	Displayed text if Zero State (switched off)
Text1	String	“True”	Displayed text if One State (switched on)
Common properties described on page 26.			

Table 2-34: Limit Text box Properties

2.3.11 Mode Icon properties for various devices

The mode icons that present current state of a process object are available for Bucket Wheels, Compressors, Fans, Flaps, Motors, Pumps, Valves, Return Symbol.

For more details refer to section 2.2.6. There is no alarm indication on HP HMI elements.

2.3.11.1 3-Way-Valve

Name	Type	Default	Description
FailSafe	ENUM	FailSafe_Nothing	FailSafeNothing, FailSafeOpen, FailSafeClose
ValvePalette	ENUM	General	General, Pneumatic, Manual,Motor, Box, RoundPalette, Electrical
ValvePosition	ENUM	BottomLeft	Indicates flow direction for the colors: BottomLeft, LeftRight, RightBottom, LeftBottom, RightLeft
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	Color	PCHPHMIGoOffIndication	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	Color	PCHPHMIGoOnIndication	Fill color for the transition from Zero to One State (if it is going on) (only MelodyIDF)
IsOff	Color	PCHPHMIOffIndication	Fill color for the Zero state (switched off).
IsOn	Color	PCHPHMIOnIndication	Fill color for the One state (switched on).
IsStopped	Color	PCHPHMIOffIndication	Fill color if is stopped (only MelodyIDF)
Orientation	ENUM	0 -Top	Top, TopLeft, Left, BottomLeft, Bottom, BottomRight, Right, TopRight
OV_compare_value	Real	3.0	If controller output value > "OV_compare_value" then "IsOn" color will be displayed (only when element behavior is based on integer or real value)
Common properties described on page 26.			

Table 2-35: Three Way Valve Properties

2.3.11.2 Bucket Wheel

Name	Type	Default	Description
BucketWheelType	ENUM	3-EightLines	TwoLines, FourLines, SixLines, EightLines
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	Color	PCHPHMIGoOffIndication	Fill color for if is going off (only MelodyIDF)
IsGoingOn	Color	PCHPHMIGoOnIndication	Fill color if is going on (only MelodyIDF)
IsOff	Color	PCHPHMIOffIndication	Fill color if switched off
IsOn	Color	PCHPHMIOnIndication	Fill color if switched on
IsStopped	Color	PCHPHMIOffIndication	Fill color if is stopped (only MelodyIDF)
Orientation	ENUM	0 -Top	Top, TopLeft, Left, BottomLeft, Bottom, BottomRight, Right, TopRight
OV_compare_value	Real	3.0	If controller output value > "OV_compare_value" then "IsOn" color will be displayed (only when element behavior is based on integer or real value)
Common properties described on page 26.			

Table 2-36: Bucket Wheel Properties

2.3.11.3 Compressor

Name	Type	Default	Description
CompressorPalette	ENUM	General	General, RootsVacuum, Displacement, Turbo, Screw, Vane, Piston, Diaphragm
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	Color	PCHPHMIGoOffIndication	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	Color	PCHPHMIGoOnIndication	Fill color for the transition from Zero to One State (if it

Name	Type	Default	Description
			is going on) (only MelodyIDF)
IsOff	Color	PCHPHMIOffIndication	Fill color for the Zero state (switched off).
IsOn	Color	PCHPHMIOnIndication	Fill color for the One state (switched on).
IsStopped	Color	PCHPHMIOffIndication	Fill color if is stopped (only MelodyIDF)
Orientation	ENUM	Top	Top, TopLeft, Left, BottomLeft, Bottom, BottomRight, Right, TopRight
OV_compare_value	Real	3.0	If controller output value > "OV_compare_value" then "IsOn" color will be displayed (only when element behavior is based on integer or real value)
Common properties described on page 26.			

Table 2-37: Compressor Properties

2.3.11.4 Engine

Name	Type	Default	Description
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	Color	PCHPHMIGoOffIndication	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	Color	PCHPHMIGoOnIndication	Fill color for the transition from Zero to One State (if it is going on) (only MelodyIDF)
IsOff	Color	PCHPHMIOffIndication	Fill color for the Zero state (switched off).
IsOn	Color	PCHPHMIOnIndication	Fill color for the One state (switched on).
IsStopped	Color	PCHPHMIOffIndication	Fill color if is stopped (only MelodyIDF)
Label	String	“A”	Label text (ASCII)
OV_compare_val	Real	3.0	If controller output value >

Name	Type	Default	Description
ue			"OV_compare_value" then "IsOn" color will be displayed (only when element behavior is based on integer or real value)
Common properties described on page 26.			

Table 2-38: Engine Properties

2.3.11.5 Fan

Name	Type	Default	Description
FanPalette	ENUM	General	General, Radial, Axial
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	COLOR	PCHPHMIGoOffIndication	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	COLOR	PCHPHMIGoOnIndication	Fill color for the transition from Zero to One State (if it is going on) (only MelodyIDF)
IsOff	COLOR	PCHPHMIOffIndication	Fill color for the Zero state (switched off).
IsOn	COLOR	PCHPHMIOnIndication	Fill color for the One state (switched on).
IsStopped	COLOR	PCHPHMIOffIndication	Fill color if is stopped (only MelodyIDF)
Orientation	ENUM	Top	Top, TopLeft, Left, BottomLeft, Bottom, BottomRight, Right, TopRight
OV_compare_value	Real	3.0	If controller output value > "OV_compare_value" then "IsOn" color will be displayed (only when element behavior is based on integer or real value)
Common properties described on page 26.			

Table 2-39: Fan Properties

2.3.11.6 Flap

Name	Type	Default	Description
FailSafe	ENUM	FailSafe_Nothing	FailSafeNothing, FailSafeOpen, FailSafeClose
FlapPalette	ENUM	General	General, Pneumatic, Manual, Motor, Box, RoundPalette, Electrical
FlapType	ENUM	DefaultFlap	DefaultFlap, ShutOffFlap, OneWayFlap
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	Color	PCHPHMIGoOffIndication	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	Color	PCHPHMIGoOnIndication	Fill color for the transition from Zero to One State (if it is going on) (only MelodyIDF)
IsOff	Color	PCHPHMIOffIndication	Fill color for the Zero state (switched off).
IsOn	Color	PCHPHMIOnIndication	Fill color for the One state (switched on).
IsStopped	Color	PCHPHMIOffIndication	Fill color if is stopped (only MelodyIDF)
Orientation	ENUM	Top	Top, TopLeft, Left, BottomLeft, Bottom, BottomRight,Right, TopRight
OV_compare_value	Real	3.0	If controller output value > "OV_compare_value" then "IsOn" color will be displayed (only when element behavior is based on integer or real value)
Common properties described on page 26.			

Table 2-40: Flap Properties

2.3.11.7 Pump

Name	Type	Default	Description
PumpPalette	ENUM	General	General, Centrifugal, Displacement, Gear, ScrewSpindle, ExcentricScrew, Piston, DiaphragmVacuum
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is

Name	Type	Default	Description
			actual
IsGoingOff	Color	PCHPHMIGoOffIndication	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	Color	PCHPHMIGoOnIndication	Fill color for the transition from Zero to One State (if it is going on) (only MelodyIDF)
IsOff	Color	PCHPHMIOffIndication	Fill color for the Zero state (switched off).
IsOn	Color	PCHPHMIOnIndication	Fill color for the One state (switched on).
IsStopped	Color	PCHPHMIOffIndication	Fill color if is stopped (only MelodyIDF)
Orientation	ENUM	Top	Top, TopLeft, Left, BottomLeft, Bottom, BottomRight, Right, TopRight
OV_compare_value	Real	3.0	If controller output value > "OV_compare_value" then "IsOn" color will be displayed (only when element behavior is based on integer or real value)
Common properties described on page 26.			

Table 2-41: Pump Properties

2.3.11.8 Valve

Name	Type	Default	Description
FailSafe	ENUM	FailSafe_Nothing	FailSafeNothing, FailSafeOpen, FailSafeClose
ValvePalette	ENUM	General	General, Pneumatic, Manual, Motor, Box, RoundPalette, 6Electrical
ShutOff	Boolean	False	False, True
DefaultColor	Color	PCBinaryDefault	Fill color if no standard state is actual
IsGoingOff	Color	PCHPHMIGoOffIndication	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	Color	PCHPHMIGoOnIndication	Fill color for the transition from Zero to One State (if it is going on)

Name	Type	Default	Description
			(only MelodyIDF)
IsOff	Color	PCHPHMIOffIndication	Fill color for the Zero state (switched off).
IsOn	Color	PCHPHMIOnIndication	Fill color for the One state (switched on).
IsStopped	Color	PCHPHMIOffIndication	Fill color if is stopped (only MelodyIDF)
Orientation	ENUM	Top	Top, TopLeft, Left, BottomLeft, Bottom, BottomRight, Right, TopRight
OV_compare_value	Real	3.0	If controller output value > "OV_compare_value" then "IsOn" color will be displayed (only when element behavior is based on integer or real value)
Common properties described on page 26.			

Table 2-42: Valve Properties

2.3.11.9 Return Icon

Name	Type	Default	Description
IsGoingOff	Color	PCHPHMIGoOffIndication	Fill color for the transition from One to Zero state (if it is going off) (only MelodyIDF)
IsGoingOn	Color	PCHPHMIGoOnIndication	Fill color for the transition from Zero to One State (if it is going on). (only MelodyIDF)
IsOff	Color	PCHPHMIOffIndication	Fill color for the Zero state (switched off).
IsOn	Color	PCHPHMIOnIndication	Fill color for the One state (switched on).
IsStopped	Color	PCHPHMIOffIndication	Fill color if is stopped. (only MelodyIDF)
Common properties described on page 26.			

Table 2-43: Return Element Properties

3BDA033478R5102EN_HMI Property Configuration

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