



GraphWorX64

Setting Dynamic Local Aliases



APPLICATION NOTE

October 2015

Description: Guide to set Local Aliases to OPC tag values
General Requirement: General knowledge of ICONICS GENESIS64 and Local Aliasing.

Introduction

When using the system there may be instances where the end user wishes to set a Local Alias to a value that was undefined in configure mode, so there needs to be a way for a dynamic value to be dynamically applied to a Local Alias

Setting the Value

For this example a GraphWorX64 display will need to be created with **two process points** on it. In this example we will be using the local simulation tags for the dynamic value, however it will work with other OPC Data Inputs.

When adding the **first process point** the **Simulation tab** in the Data Browser will need to be selected. From here a new variable will need to be defined by clicking on the **Define New Variable** button, with the following properties set, as displayed in Figure 1:

(Name)	DynamicText
Mode	None (Local Variable)
DataType	String
LowLimit	
HighLimit	
InitialValue	Initial

Figure 1 - Defining the Local Variable

After closing this dialog the Process Point will need to have the Data Entry property enabled.

A **second process point** will need to be added and this time the context will need to be changed to the **Local Aliases tab**, from here the text area will need to have the following text, as displayed in Figure 2:

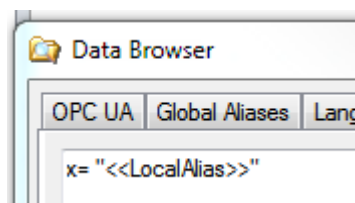


Figure 2 - Adding a Local Alias

Selecting the local alias from the list will not give the full syntax, so to view it as a string it will need to be preceded with **x= "** and

superseded with **".** When entering Runtime the display should appear as follows, see Figure 3:

Initial



Figure 3 - GraphWorX64 in Runtime

To set the value of the created localsim tag to the Local Alias value, then a pick action will need to be created with the Set Local Alias Command and the LocalAliasCommandType of From Data will be selected, as shown in Figure 4.

InitialClick	False
Command	Set Local Aliases
CommandParameters	
LocalAliasCommandData	From Data
LocalAliasCommandType	
TargetType	Current Display
TargetName	
ObjectName	

Figure 4 - Local Alias

Instead of opening Local Alias editor, the LocalAliasCommandData string will need to be set to the following string:

```
{{x= "LocalAlias," +  
{{localsim::InitialValue:String::Initial}}}}
```

When entering Runtime clicking the button will update the Local Alias on the display so it now has the value of the localsim tag.

*If the retrieved value is not a String datatype then the OPC tag will need wrapped in the tostring() function.
Example: tostring({{localsim::DynamicInt:Int32}})*

The pick action can be modified to set multiple Local Alias values in one command by utilizing the following command syntax:

```
{{x= "LocalAlias," +  
{{localsim::InitialValue:String::Initial}} +  
asciitochar(13) + asciitochar(10) + "LocalAlias2," +  
{{localsim::LocalAlias2:String}}}}
```

Each new local alias will need to be preceded by the asciitochar(13) + asciitochar(10) to function correctly.