Window reference function

1. Summary

XP-Builder has a window reference function. This feature is to refer to the window on the base screen with shared and overlapped parts that are made in advance. This overcomes a drawback on user memory expansion when common and repeated parts were drawn individually, which force to make large numbers of base screens. Without this feature, writing a program would become more time-consuming task. And to make partial modifications on screens, just make changes on window. Thus it minimizes your writing task and time.

For your understanding, execute the sample data called ‘window reference function. xpd’ from XP-Builder.

2. Making screen data

(1) Create a window.

(2) Make a window using objects and diagrams.

(3) Drag the created window onto the base screen with a mouse.

(4) Other windows can be dragged and used following the same procedures.

(5) Place the reference window on the preferred location. You can locate it directly using a mouse like objects, or use position and scale adjustment tool.

3. Verify through simulations

Select this icon from this XP-Builder's toolbar .
If there were errors in data screen, the following message will be displayed

In case of no error, the simulator will be operated.

Enter values through the decimal keypad using no.1 window reference.
Animation function is operated using no. 2 window reference.

4. User tips!

☞ Modifications on window reference.

In case modifications on window reference are required after using them on base screens, change data in window will automatically adjust data in base screens.

For instance, if you make a change on no.1 window, below base screen will be affected.

Change library and text color in a window.

Library and text color will be changed in the base screen.

And you can't make modifications on base screens. Make modifications in a window.