



# Animated Template White Paper

## Document Information

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## Table of Contents

<b>1. SUMMARY</b> .....	<b>3</b>
<b>2. OVERVIEW</b> .....	<b>3</b>
<b>3. TEMPLATE DOCUMENT</b> .....	<b>4</b>
3.1. BLOCK IN DASHBOARDS .....	5
3.2. KEEP BACKGROUND SIZE .....	5
3.3. CAN RESIZE .....	6
3.4. OBJECT TAGS.....	6
3.5. ON CHANGE .....	7
<b>4. TEMPLATE OBJECT</b> .....	<b>10</b>
4.1. RUN SCRIPTS ON OPEN .....	11
4.2. OBJECT TAGS.....	12
4.3. STRETCH .....	14

## 1. Summary

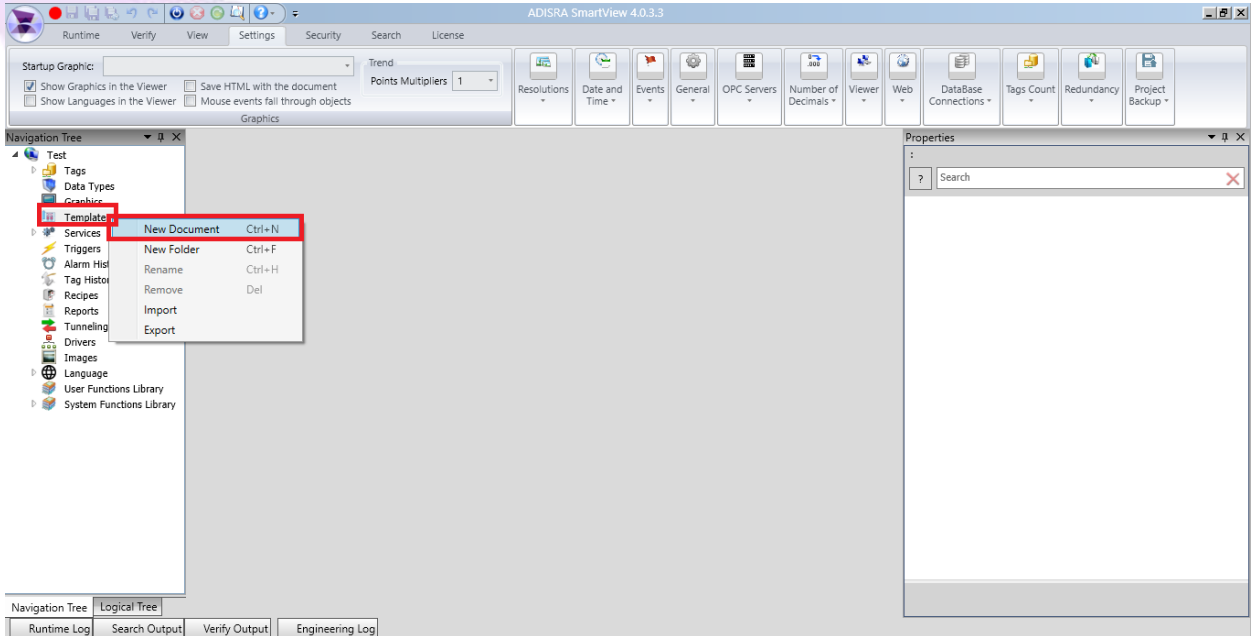
This document introduces Templates Object and its main configurations.

## 2. Overview

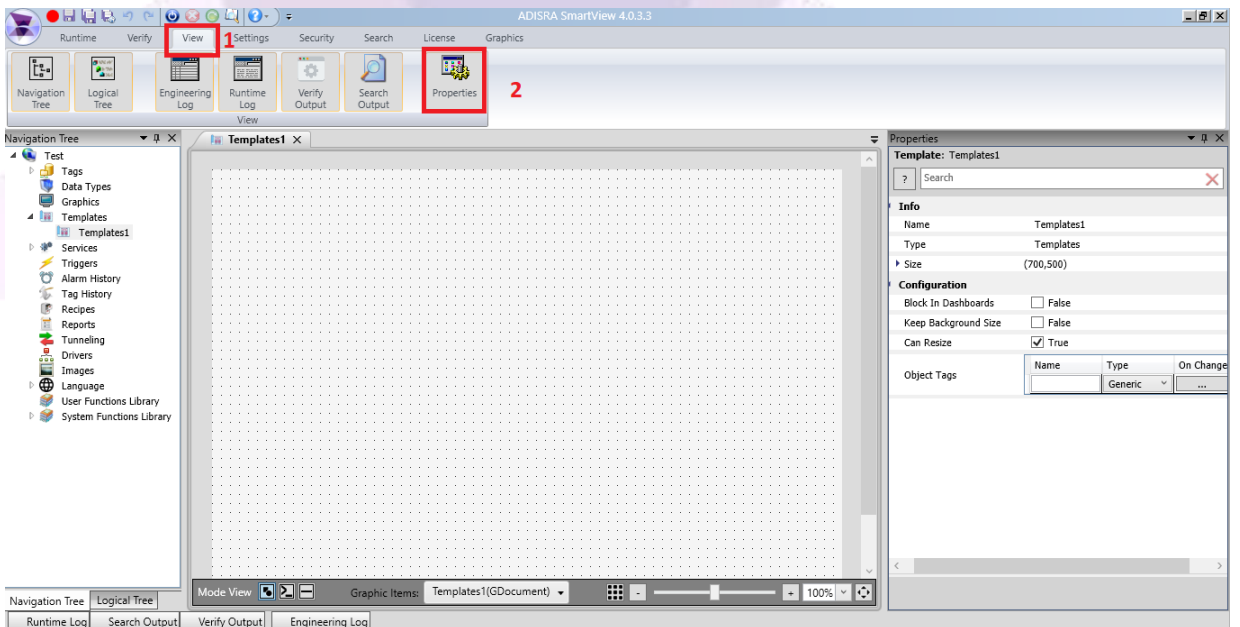
The Templates Document enables a custom generic object to be created and used in any graphic document. One or more objects can be used to create a simple or complex template object for use in an application multiple times. The template object can also be exported for use in other applications. Additionally, a template library can be built making future new project development easier. The template does not need to be complex with multiple objects, it can be simply a textbox that can be configured with personalized colors and fonts. The user can use the created custom textbox across the application or in other projects.

### 3. Template Document

To create a Templates Document right-click on the Templates node then select the option “New Document”:

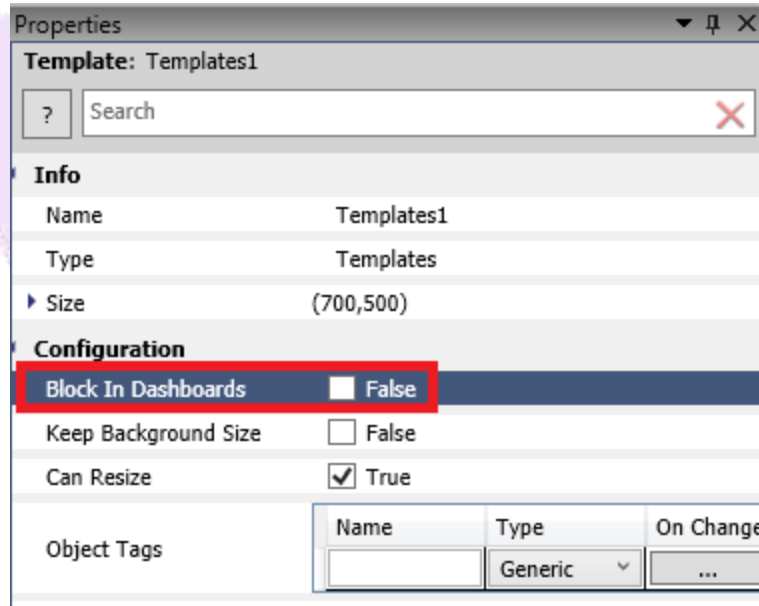


If the properties window is disabled, open the View ribbon, and select the “Properties” option:



### 3.1. Block In Dashboards

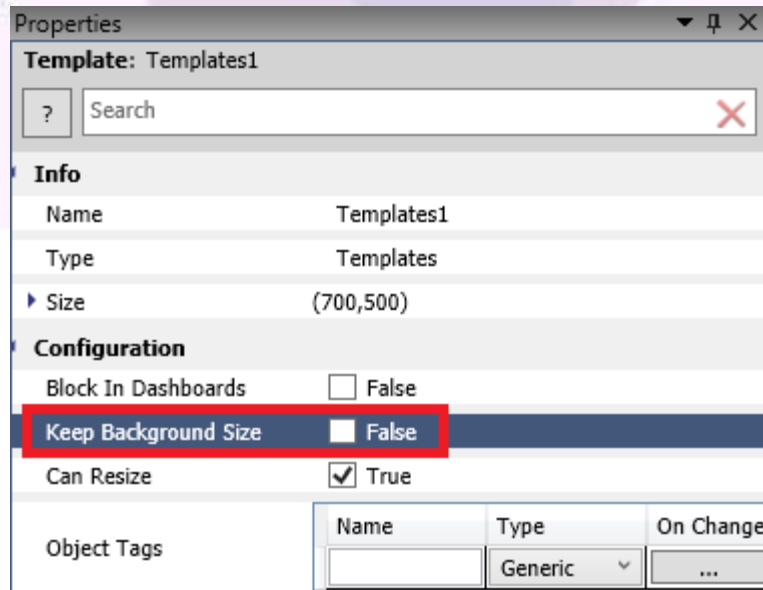
Configures whether or not the template document can be used in a dashboard object:



If this option is set as “True”, the template document will not appear in the selected dashboard list.

### 3.2. Keep Background Size

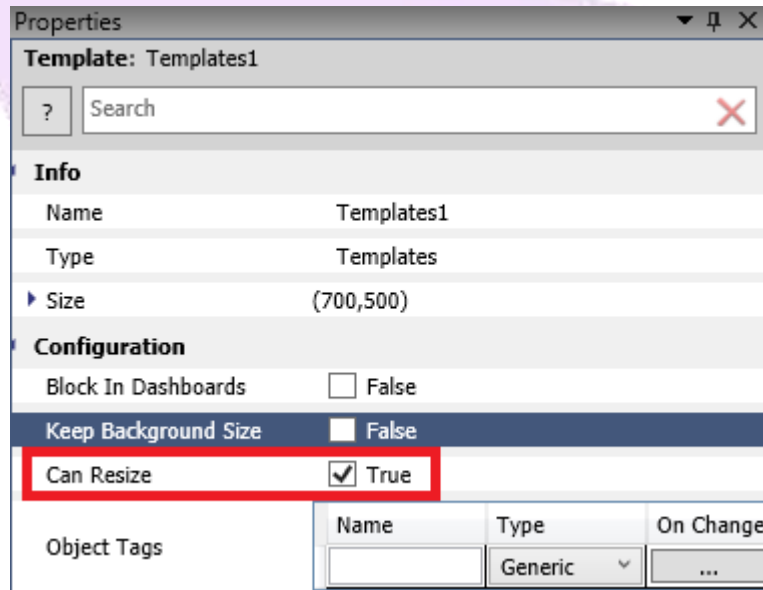
Configures whether or not the document background size will be included in the current objects:



In the Template Document properties, the "Keep Background Size" setting determines if the Background Size of the document will be included when the Template Object is created in the graphics.

### 3.3. Can Resize

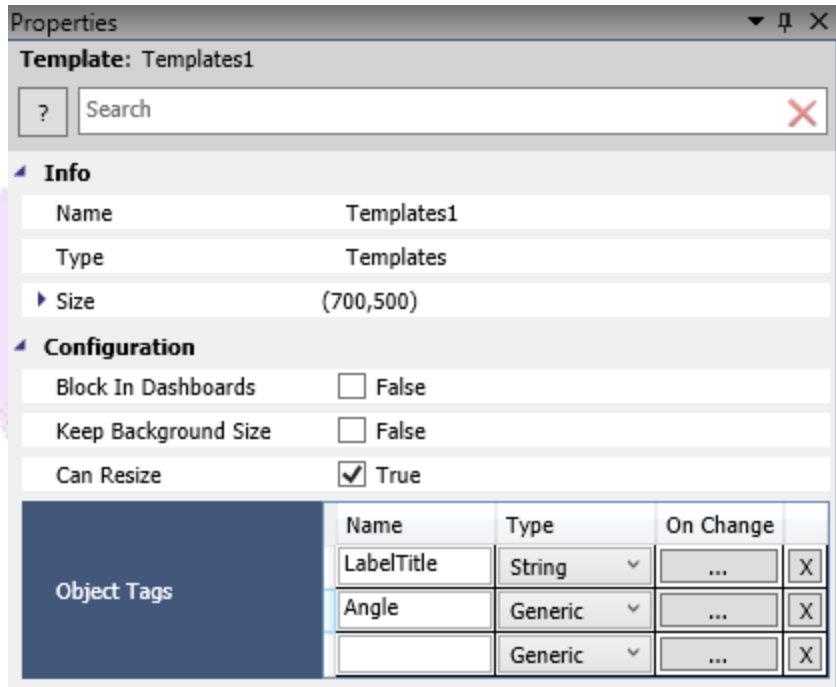
Configures whether or not the object can be resized in Graphics documents:



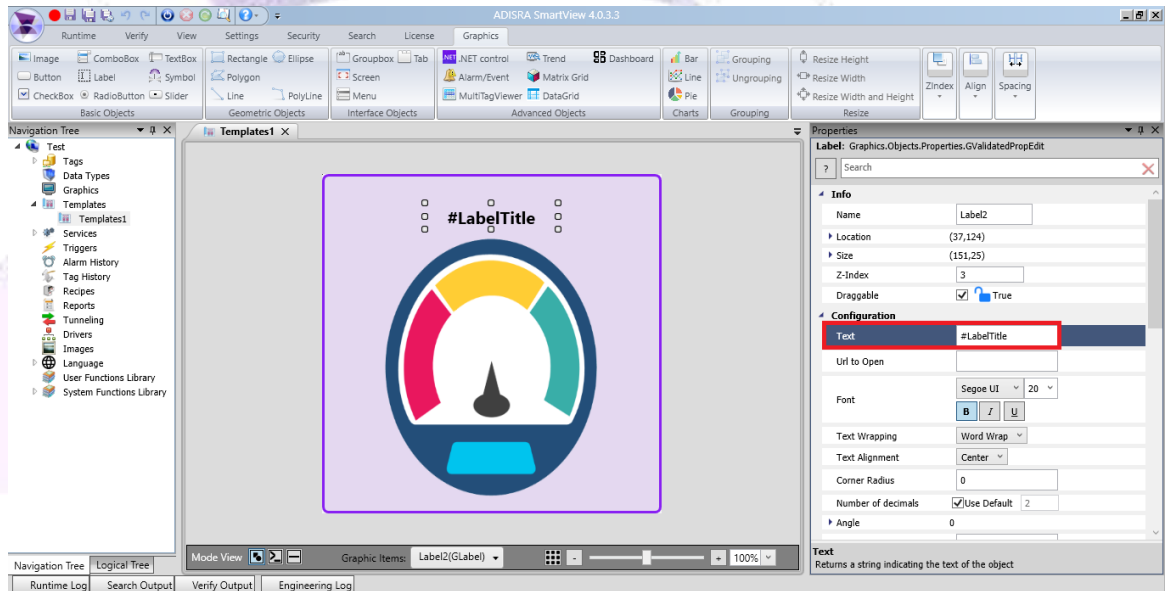
In the Template Document properties, the "Can Resize" setting determines if the Template Object can be resized when created in Graphics documents.

### 3.4. Object Tags

Object Tags are tags that exist only in the Template document. Object Tags operate like normal tags and their value will be defined later through graphics. To create an Object Tag, type the tag name to be created and select the tag type as shown in the image below. A tag type can be Generic or specific such as string, integer, or even a DataType tag. After creating an Object Tag, it will automatically create an additional entry line.

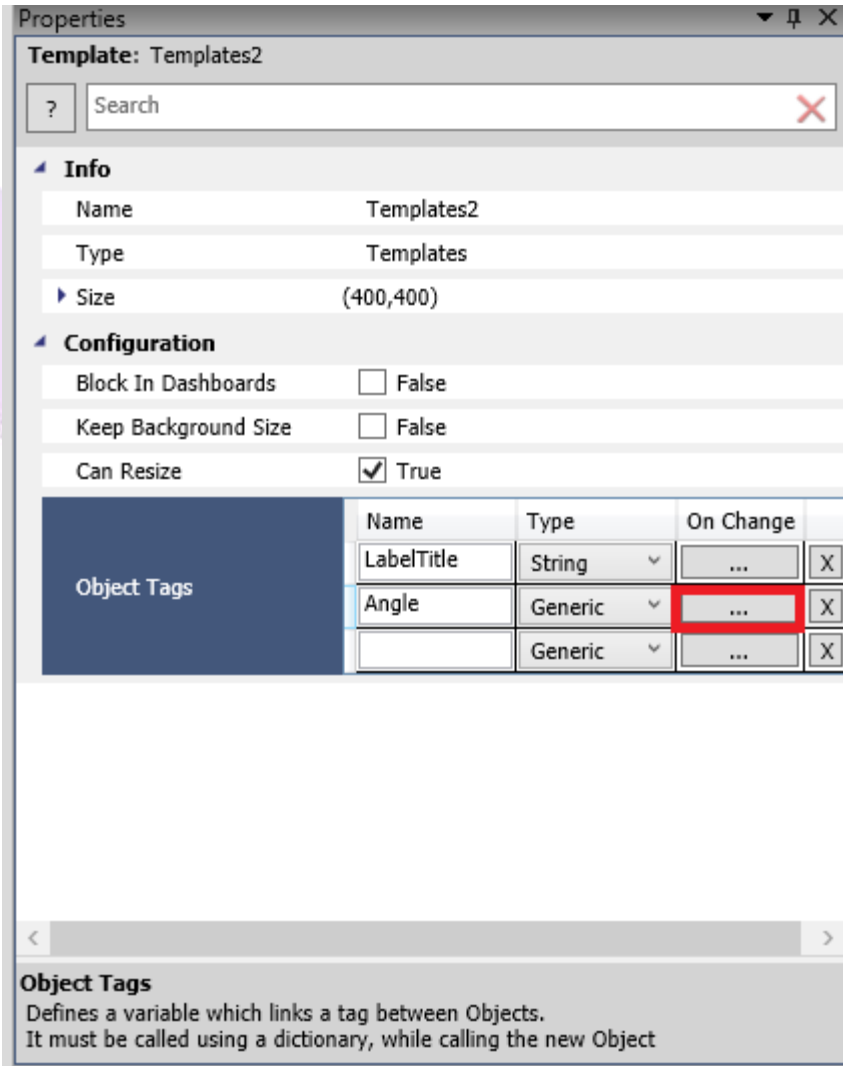


To use an Object Tag inside a template document, provide the object tag name with a “#”, for example, “#LabelTitle”.

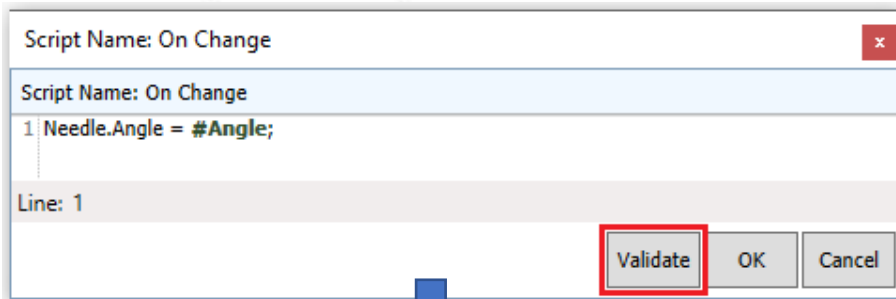


### 3.5. On Change

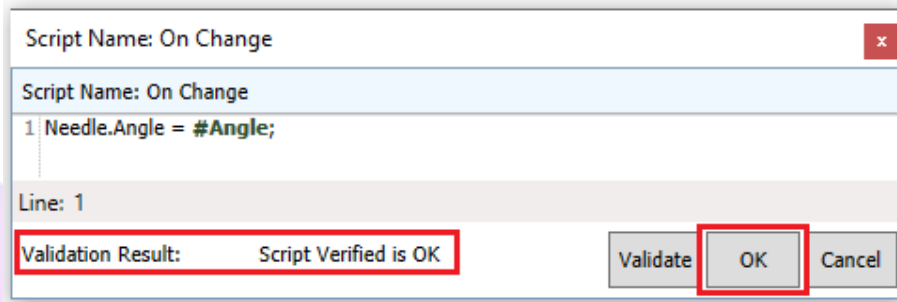
The On Change setting enables a script configuration that will run every time the Object Tag value changes. To open the On Change script editor, click the “...” button on the desired Object Tag.



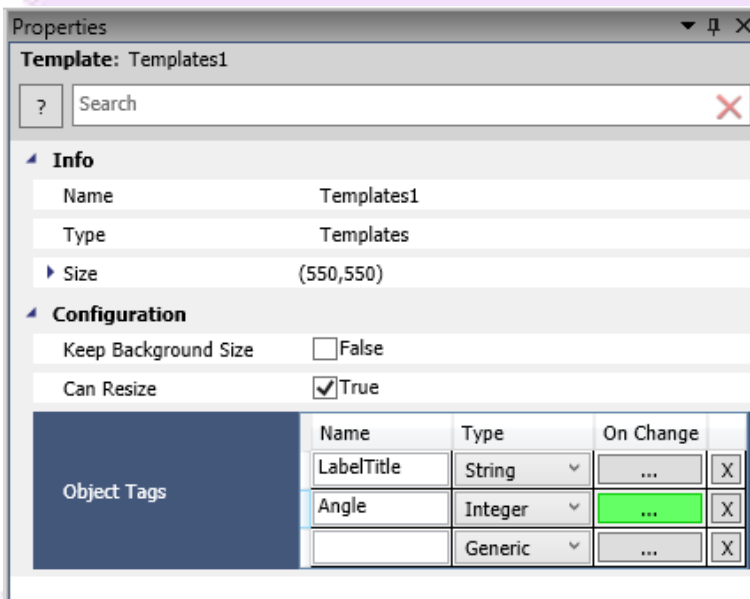
The script window will open to configure the Object Tag On Change script. As shown in the example below, every time the Object Tag “#Angle” changes, the object Needle angle will receive the value of the Object Tag “#Angle”. After configuring the script, click the validate button. If everything was configured correctly, the script verified will be OK.





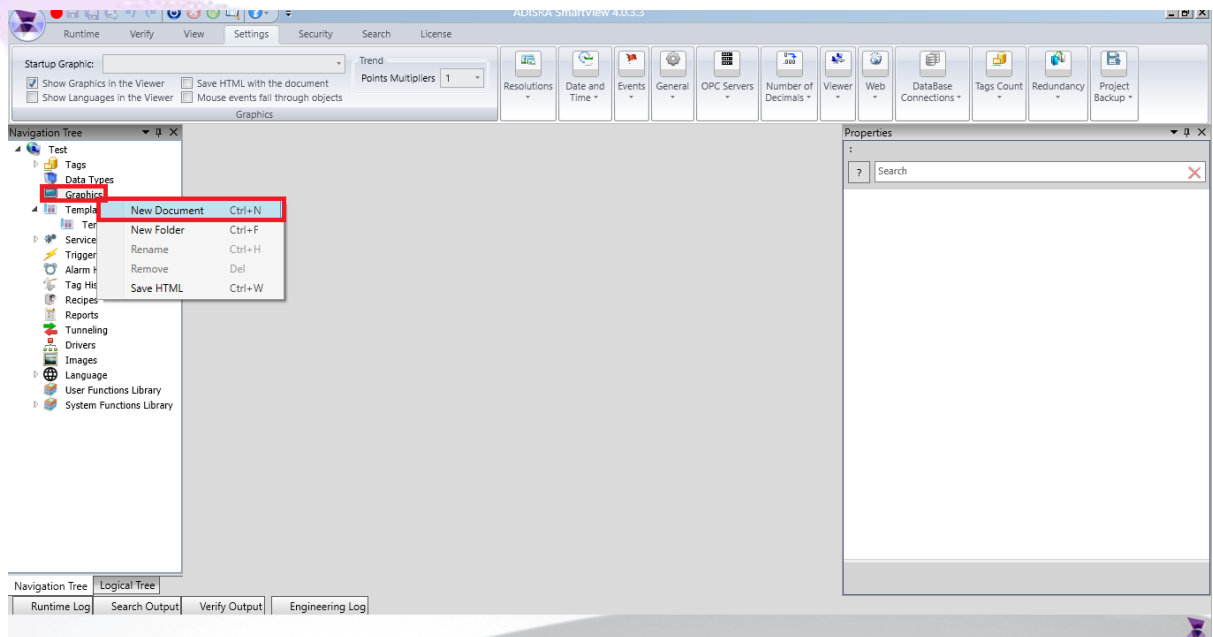


It is important to understand that the script verified was OK, so the “...” button turned green, if there was an error with the script, the “...” button would be red.

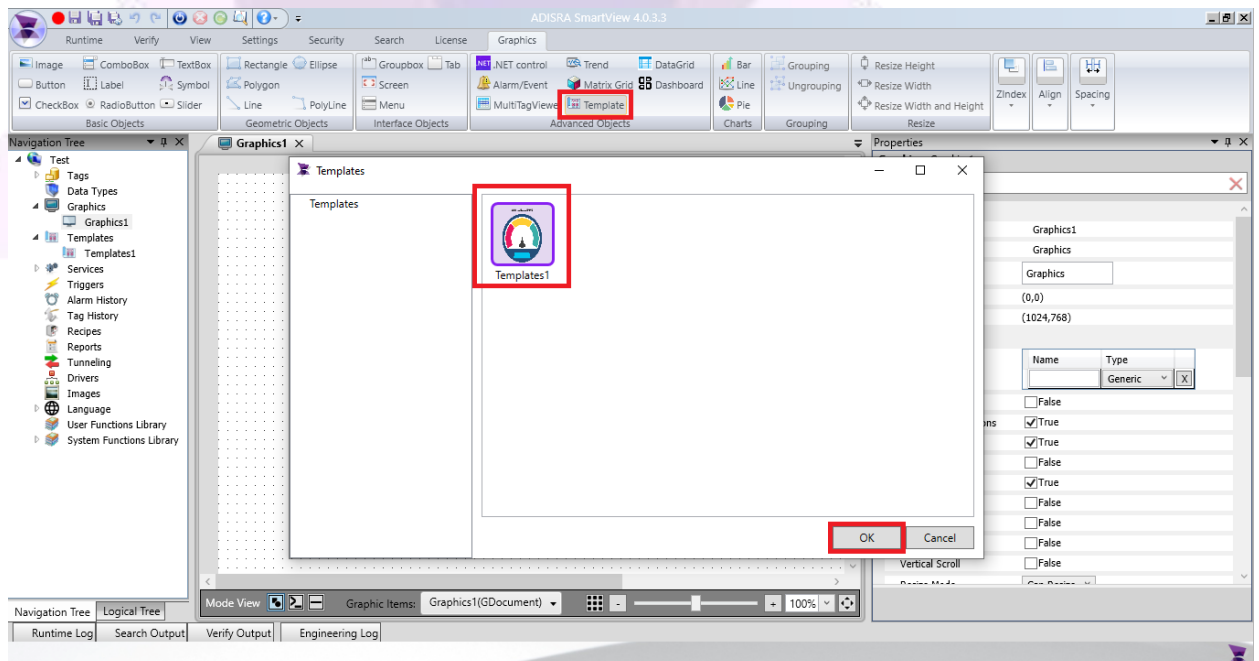


## 4. Template Object

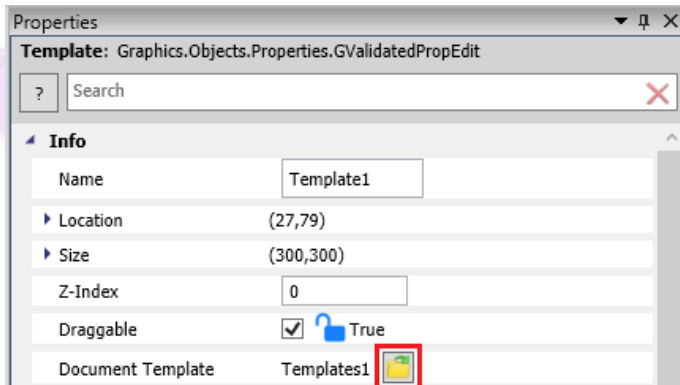
To create a Graphics Document right-click on the Graphics node then select the option New Document.



In the Advanced Objects area, select the Template option. The Templates window will open, select the Template Object created and click OK. Then click on the graphics area to insert the Template Object.

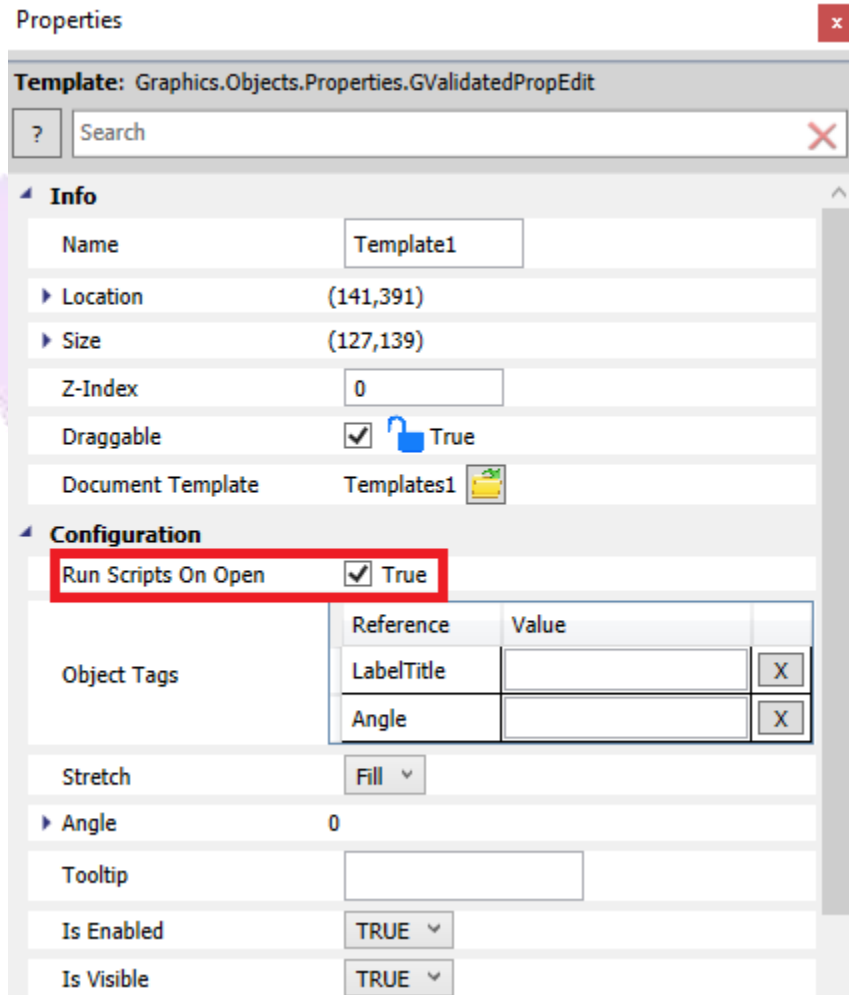


In the Template Object properties, select the Document Template to automatically open the Template Object document:



#### 4.1. Run Scripts on Open

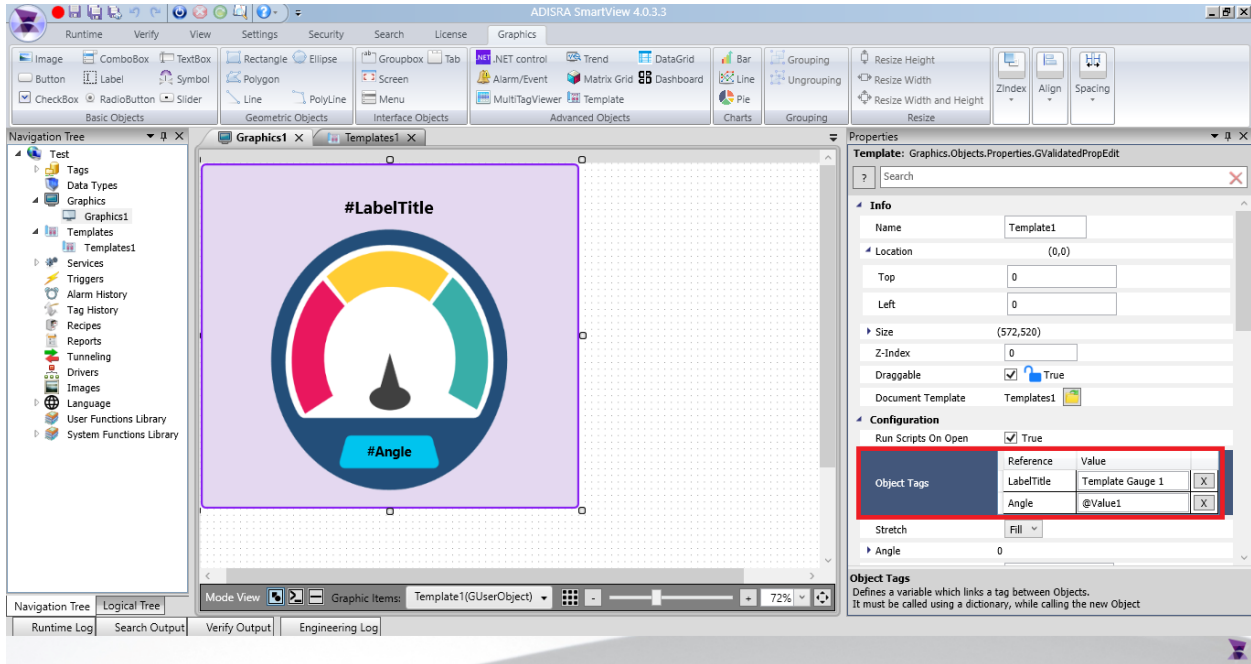
Configures whether the object will execute On Tag Changed scripts when opening the graphic.



In the Template Object graphics properties, selecting Run Scripts On Open will execute “On Change” scripts configured on the Template Document when the graphic is opened.

## 4.2. Object Tags

All the Object Tags created previously will be located in the Object Tags area within the Template Object properties. Values may be assigned to the tags within the setting. Values can be configured with static text or static number, or it can be configured with a tag so the object tag will receive the value of the configured tag.



Object Tags	Reference	Value
	LabelTitle	Template Gauge 1
	Angle	@Value1

### 4.3. Stretch

Configures the Template Object Stretch mode that will be displayed in the graphic. The setting will only operate if the Template Object has the “can resize” option enabled.

The screenshot shows the Properties window for a Template Object. The window title is "Template: Graphics.Objects.Properties.GValidatedPropEdit". The "Info" section shows the Name as "Template1", Location as "(0,0)", Top as "0", Left as "0", Size as "(400,400)", Z-Index as "0", Draggable as checked (True), and Document Template as "Templates1". The "Configuration" section shows "Run Scripts On Open" as checked (True). Below this is a table for "Object Tags":

Reference	Value	
LabelTitle	Template Gauge 1	X
Angle	@Value1	X

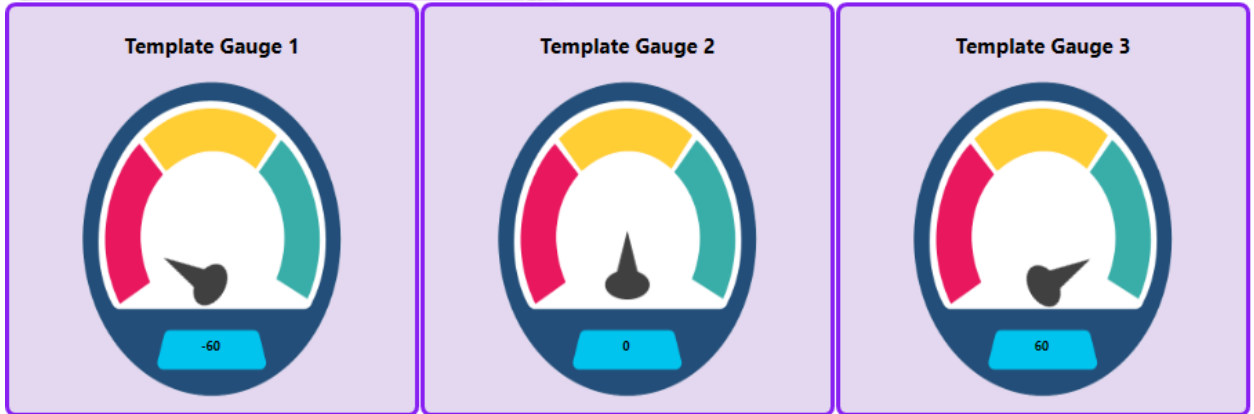
The "Stretch" dropdown menu is open, showing three options: "Uniform" (selected), "Fill", and "None". The "Is Enabled" and "Is Visible" properties are both set to "TRUE".

**Fill:** The Template Object will be resized to fill all the area, even if it does not maintain the aspect ratio.

**Uniform:** The Template Object will be resized in a uniform way to maintain its aspect ratio.

**None:** The Template Object will not change to fill the space available in the object.

It is important to understand that the same template may be used more than once in the same graphic with different values and tags. The values displayed will be different for each one and each will have a different behavior.



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