

9. Object General Properties

This chapter explains the basic settings of an object.

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9.1. Overview

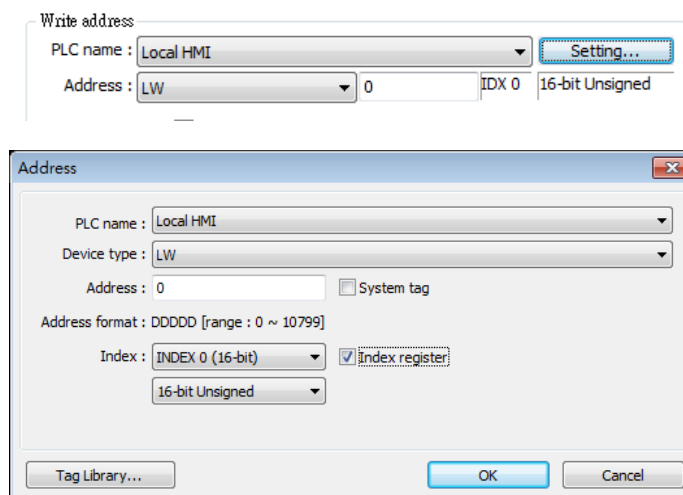
The basic steps to create an object:

1. Selecting the PLC device and setting the read/write address.
2. Using Shape Library and Picture Library.
3. Setting label text.
4. Adjusting profile size.

This chapter explains the basic settings of an object.

9.2. Selecting PLC and Setting Read/Write Address

Most objects read data from PLC devices, so a properly configured PLC address is needed. Select the PLC to control at [PLC name] which comes from [System Parameters Settings] » [Device List].



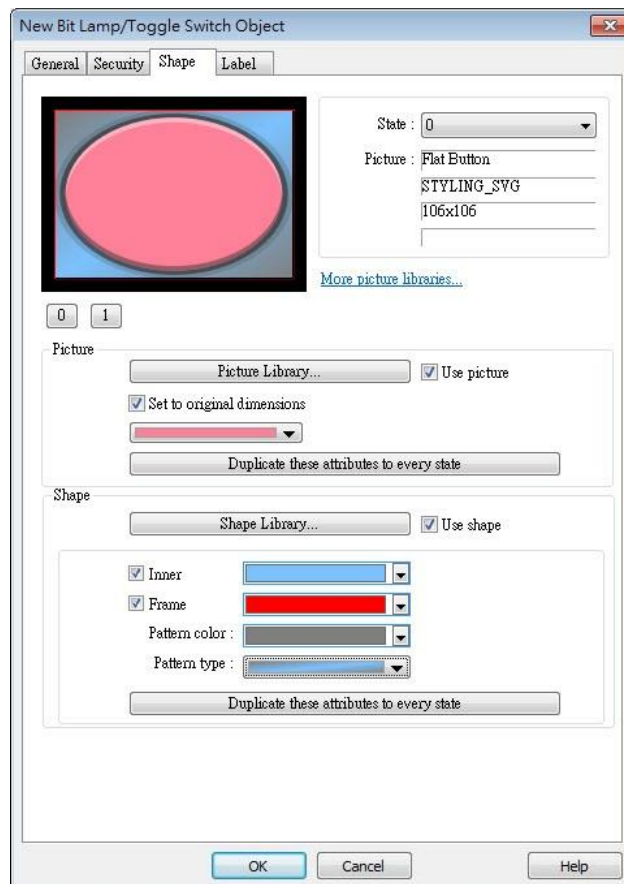
Setting	Description
PLC name	Select the PLC type.
Device type	Different PLCs have different device types.
Address	Set the read/write address.
System tag	Address tags include [System Tag] and [User-defined Tag]. This option allows users to use [System Tag]. [System Tag] consists of the preserved addresses by system for particular purposes. The address tags include bit registers or word registers (LB or LW). After selecting [System tag], not only will the [Device type] field display the chosen tag, but [Address] field will also display the chosen register.

Index register Select this check box to use the [Index Register].

- ☞ For more information about System Tag, see “22 System Reserved Words and Bits”.
- ☞ For more information about Index Register, see “11 Index Register”.
- ☞ For more information about Tag Library, see “16 Address Tag Library”.

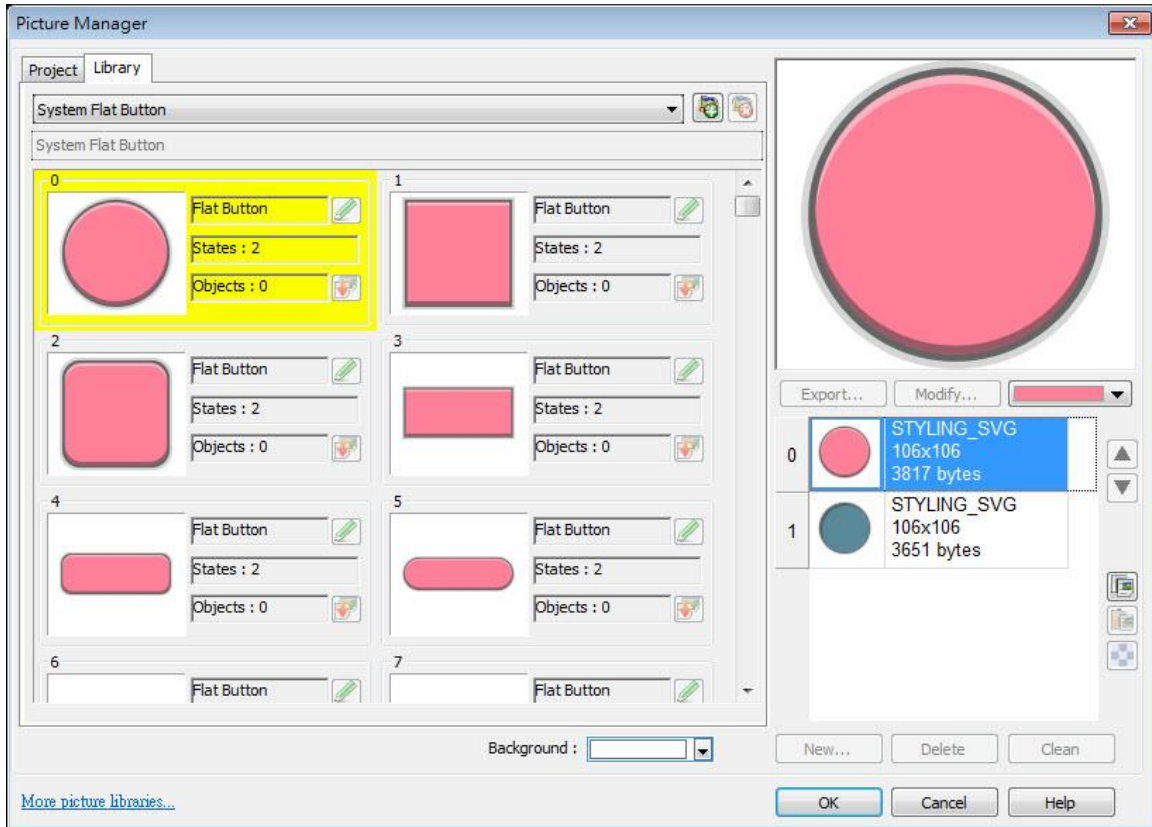
9.3. Using Shape Library and Picture Library

In the settings dialog box of certain objects, “Shape” tab can be found. In this tab, Shape Library and Picture Library can be used to add visual effects on objects. Select Shape tab to use the libraries when creating an object.



9.3.1. Picture

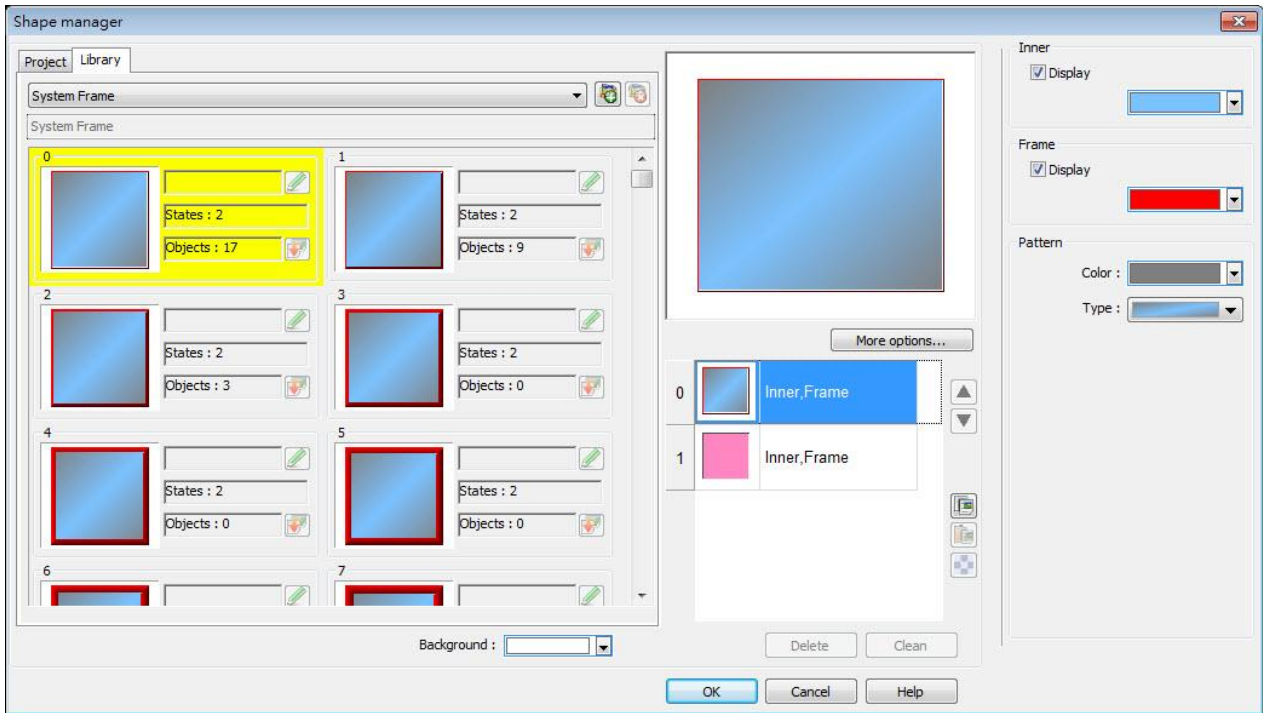
Select [Use picture] and then click [Picture Library] button to open Picture Manager window, and select a picture from the window.

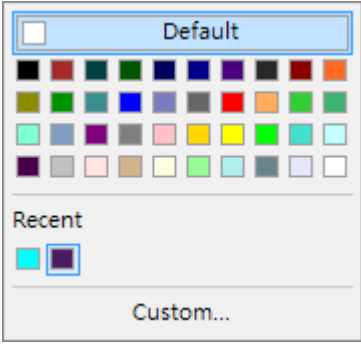


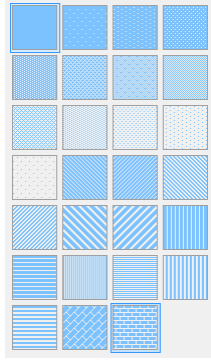
Setting	Description
Picture Library	Click [Picture Library] button in Picture group box to open Picture Manager window.
Set to original dimensions	When this checkbox is selected, EasyBuilder will return the picture to its original size to eliminate the redrawing step.
Duplicate these attributes to every state	This button is available only when a system picture is used. Clicking this button will duplicate the attributes of the current picture to other states.

9.3.2. Shape

Select [Use shape] and then click [Shape Library] button to open Shape Manager window, and select a shape from the window.



Setting	Description
Inner	Select [Display] to show the inner color of the shape, and select a color as the inner color by clicking the drop down button.
	
Frame	Select [Display] to show the frame color of the shape, and select a color as the frame color by clicking the drop down button.
Pattern color	Click the drop down button to select a color for the interior pattern of the shape.
Pattern type	Click the drop down button to select a pattern.

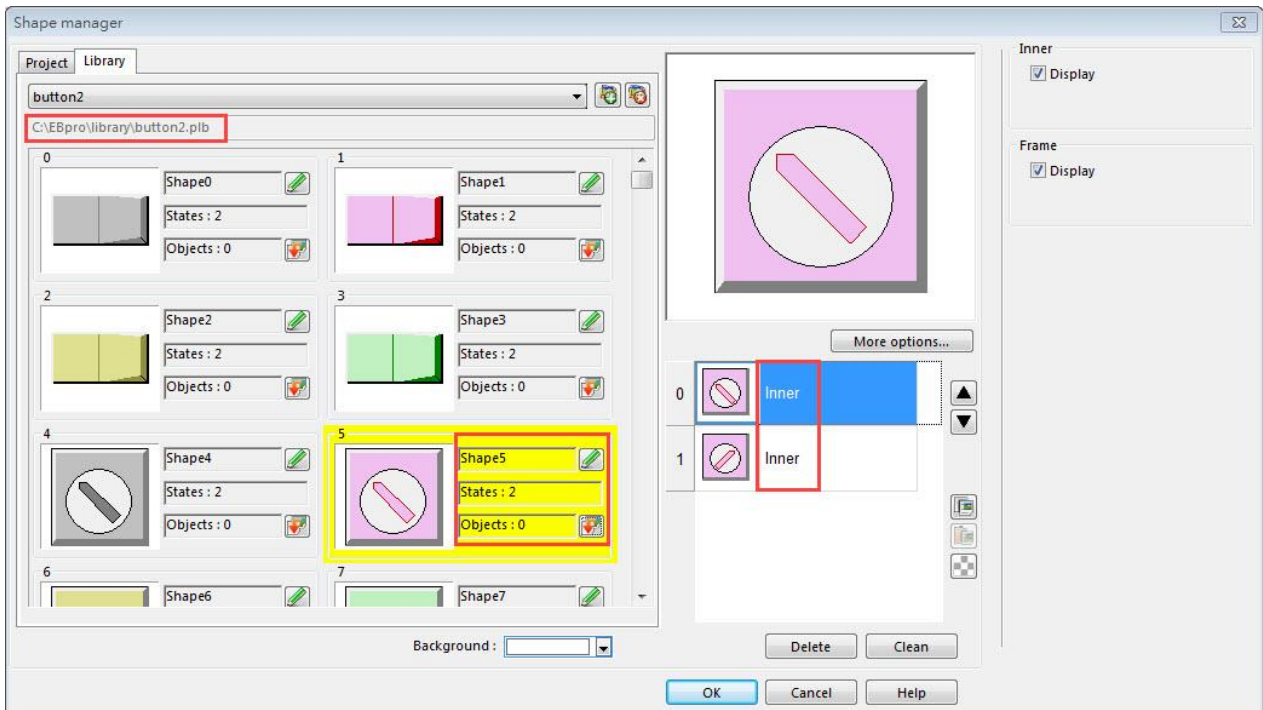


Set to all states

Duplicate the attributes of the current state to other states.

9.3.3. Shape manager

In Picture Manager and Shape Manager windows, the currently selected picture / shape is highlighted yellow as shown below.



The information about the selected picture / shape:


Directory The directory from which EasyBuilder searches for the pictures / shapes.

Shape5 Name of the shape.

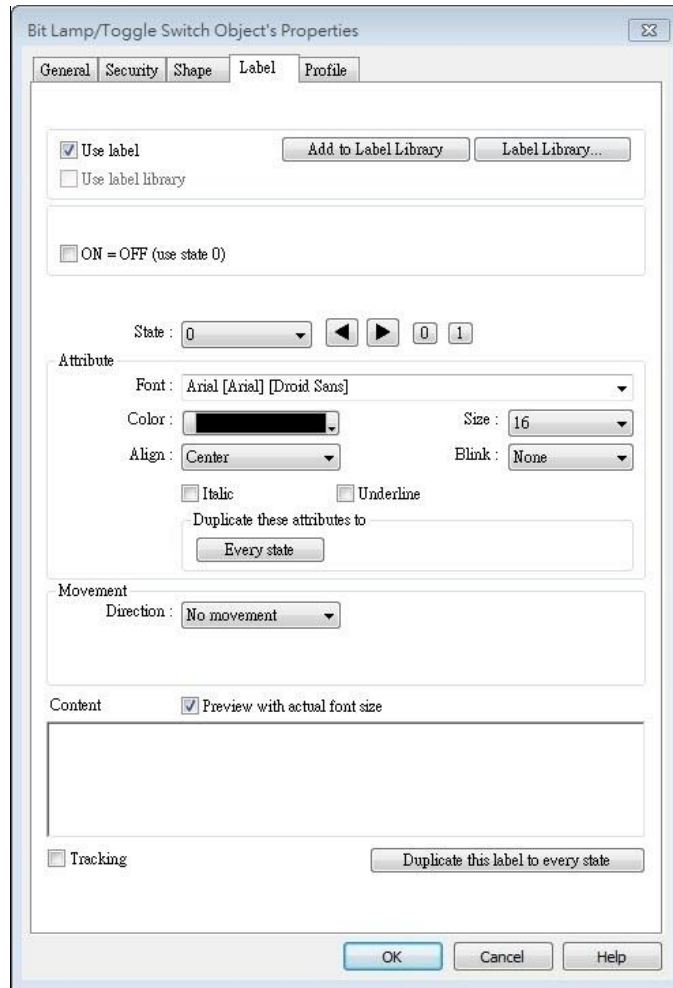
States: 2 Number of states of the shape.

Objects: 1 This shape is used by 0 object in the project.




Inner The state 0 and state 1 of this shape contain only “inner” but not “frame.”

 For more information, see “14 Shape Library and Picture Library”.

9.4. Setting Label Text



Setting	Description
Use label	Select this check box to use labels for the object. Add to Label Library Add a new label containing the current label content (of all states) to the Label Library.
Use label library	Select this check box to choose a label in Label Library.
Convert labels to bitmap images	Select this check box to convert the label text into bitmap format.
Label Library	Browse Label Library 👉 For more information, see “15 Label Tag Library and Multi Language”.
Font	Select a font from the list. EasyBuilder Pro supports




	Windows True-type fonts.
Color	Select the font color.
Size	Select the font size.
Align	<p>Apart from setting [Align] here, alignment can also be done by clicking the following shortcut keys. Multilined text is aligned within the label outline instead of aligning to the outline of the object.</p> <div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;">  [Left] </div> <div style="text-align: center;">  [Center] </div> <div style="text-align: center;">  [Right] </div> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="text-align: center;"> <p>111 222222 3333333333</p> </div> <div style="text-align: center;"> <p>111 222222 3333333333</p> </div> <div style="text-align: center;"> <p>111 222222 3333333333</p> </div> </div>
Blink	Specify the way the text blinks. Choose [None] to disable this feature or set the blinking interval to [1 second] or [0.5 seconds].
Italic	Use Italic font. <i>Italic Label</i>
Underline	Use Underline font. <u>Underline Label</u>
Movement	<p>Direction Set the direction of the marquee effect. The directions include: [No movement], [Left], [Right], [Up], [Down].</p> <p>Continuous Specify how the marquee effect is displayed. If not selecting this check box, the next text appears only when the previous text disappears completely.</p> <div style="display: flex; justify-content: center; gap: 20px; margin: 10px 0;"> <div style="border: 1px solid black; background-color: #ccccff; padding: 5px;">Alarm</div> <div style="border: 1px solid black; background-color: #ccccff; padding: 5px;">irm</div> </div> <p>If selecting this check box, the text will be displayed continuously.</p> <div style="border: 1px solid black; background-color: #ccccff; padding: 5px; display: inline-block; margin: 10px 0;">rm Alarm A</div> <p>Speed Adjust the speed of the text movement.</p>
Content	Set the content of the text. If [Label Library] is used, it will automatically use the text defined in Label Library.
Tracking	If this check box is selected, when changing the position of

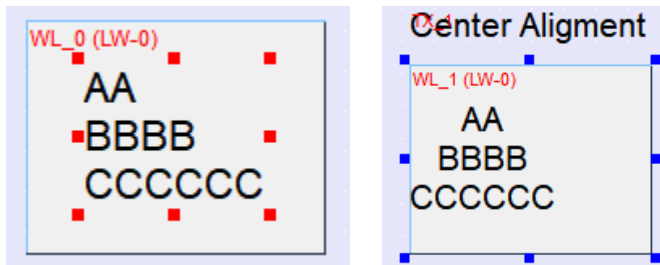
the text in one state, the text position in the other states will also change in accordance.

Duplicate this label to other state

Duplicate the current text to the other states.

 **Note**

- When Text/Comment object is used with Comment enabled, the text used as comment will not appear on HMI.
- Clicking shortcut keys    can align multilined label text. To align label text, please select the dotted outline of the label (red). When object's outline (blue) is selected, clicking the shortcut keys can only move the entire label to the left, center, or right edge of the object without aligning the label text lines.

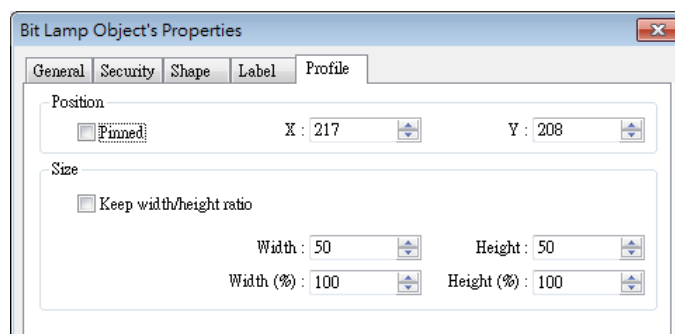


- When the texts of the fonts used in the editing window and on the HMI screen are not properly aligned vertically, it is possible to correct it with the FontRules.xml file in “%appdata%\Weintek\EasyBuilder” folder.
By adding the names of the fonts in question into the FontRules.xml file, their vertical metrics can be adjusted in advance to avoid the misalignment problem.

```
<?xml version="1.0"?>
<FontRules>
  <Version data="1.1"/>
  <Rule data="\w]*algerian[.\w]*"/>
  <Rule data="\w]*castellar[.\w]*"/>
  <Rule data="^\Wingdings$/>
  <Rule data="fix_vertical_metrics = ^Gotham Pro Black$/>
  <Rule data="fix_vertical_metrics = ^Gotham Pro Bold$/>
  <Rule data="fix_vertical_metrics = ^Gotham Pro$/>
</FontRules>
```

9.5. Adjusting Profile Size

When an object is created and placed in the editing screen, double click it and select the [Profile] tab to adjust the position and size of the object.



Setting	Description
Position	<p>Pinned</p> <p>When this check box is selected, the position and the size of the object cannot be changed.</p> <p>[X] and [Y]</p> <p>The coordinates of the position of the object in the editing screen.</p>
Size	Adjust the [width] and [height] of the object.