ChildDisplay Control Reference

Load and display nested child displays.

Reference **Controls** **Viewer** ChildDisplay

The ChildDisplay refers to a graphical component that allows linking another display using the Linked Display field. Its purpose is to integrate multiple displays for comprehensive visualization.

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Requirements

It requires a created display available for selection.

From FrameworX 10.1.6, this component runs on the RichClient, the SmartClient and the web (HTML5) client. In 10.1.5, it runs only on Windows, RichClient, and SmartClient clients.

Configuration

To configure a ChildDisplay:

1. Go to **Displays / Draw**.
2. Select **Viewer**, then **ChildDisplay**.
3. Add it to the Draw area by clicking or dragging and dropping it.
4. Double-click the object to open the setting window.
5. On **Linked Display**, select the desired display.
6. From FrameworX 10.1.6, use **Parameters** to pass values to the linked display. The **Parameters** section below describes the syntax.
7. Additionally, there is a checkbox for enabling the scrollbar to navigate through the linked display content if it exceeds the visible area, ensuring access to all parts of the linked display.

Parameters

From FrameworX 10.1.6, a ChildDisplay passes parameters directly to the display it embeds. Each ChildDisplay instance keeps its own values, so you place the same display several times on one page and each placement shows its own data.

Syntax

Enter the parameters in the **Parameters** field as a list of `#Name=Value;` pairs, the same format used to open a display with parameters. Example:

```
#Title='Left';#Motor=Tag.Motor1;
```

Each value is one of the following:

- A number, for example `#Value=111;`
- A text in single quotes, for example `#Title='Left';`
- A tag reference, for example `#Motor=Tag.Motor1;`
- A parameter of the display hosting the ChildDisplay, written as `#Name` or `#Name:default`. Use this form to pass a value from a display to a ChildDisplay nested inside it.

Names and values do not accept the `;` and = characters.

Parameters from a tag

To supply the whole list from a Text tag, enter the tag reference in braces, for example `{Tag.ChildParams}`, where the tag value holds a list such as `#Title='FromTag';#Motor=Tag.Motor2;`.

The ChildDisplay reads its parameters each time the embedded display opens or refreshes. A later change of the tag value does not reopen the embedded display.

Using the parameters in the embedded display

In the embedded display, reference a parameter with the label `#Name:default`, for example `{#Motor:@Tag.MotorDefault}` in a TextBlock. Write a text default in double quotes, for example `{#Title:"none"}`.

When the **Parameters** field is empty, or a parameter has no value, the embedded display uses the default. The parameters also reach the code behind of the embedded display, and each instance runs with its own values.

Limitations

Parameter values do not support arithmetic expressions. A value such as `#Value=Tag.M1+Tag.M2;` raises no error and returns a wrong number. Calculate the result in a tag and pass the tag reference instead.

Runtime Execution

During runtime, the ChildDisplay Control operates as a dynamic link to another display, enhancing comprehensive visualization. When the runtime environment is initiated, the ChildDisplay retrieves and displays the linked display content. If the linked display content exceeds the visible area, users can enable the scrollbar to navigate through the content, ensuring access to all parts of the linked display. This functionality allows for seamless integration and interaction with multiple displays within the application, providing a cohesive and interactive user experience.

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