

OnDisplayOrServer Access Type

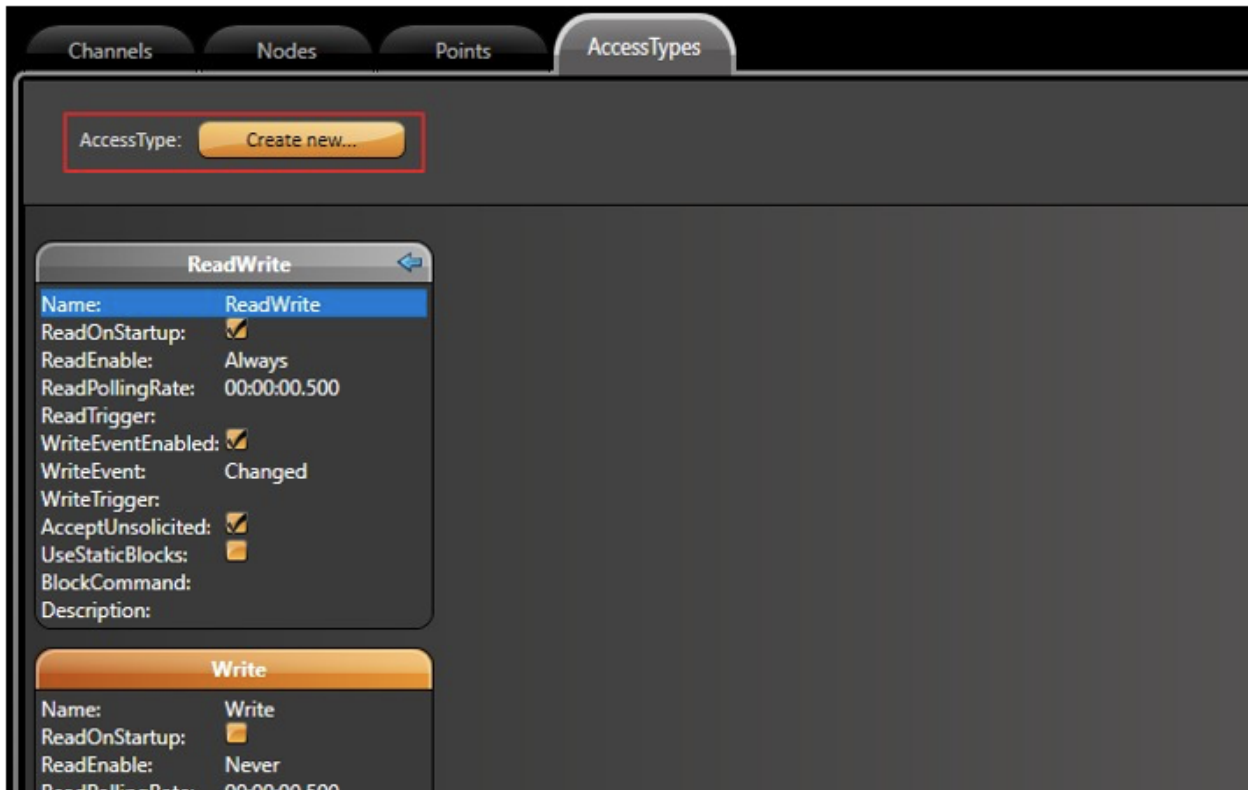
Access types define the specific methods by which values are read and written for each specific data point, such as a polling rate, if a read is performed on startup, and if unsolicited input is accepted.

There are 3 predefined Access Types that you can use (*Read*, *Write*, and *ReadWrite*), or you can create your own.

Creating a New AccessType

To create or edit an AccessType:

- Go to **Edit > Devices > AccessTypes**.
- To Edit an existing type, double-click on a field and configure it as desired.
- To Create a new type, click on the **CreateNew** button.



Configuring AccessType as OnDisplayOrServer

On the dialog window, you need to configure the *ReadEnable* field to *OnDisplayOrServer*.

This property is enough for the Reading portion of the communication. You can also enable Writing Events by selection the *WriteEventEnable* checkbox.

Create new AccessType

Name:

Read

ReadPolling:

PollingRate: OnStartup: ☒

ReadTrigger:

Write

WriteEvents: ☒ Optional

WriteEvent:

WriteTrigger:

Settings

AcceptUnsolicited: ☒

UseStaticBlocks: ☒ BlockCommand:

Description:

Access Type Characteristics

The OnDisplayOrServer Access Type is a great tool for projects that have a large amount of Communication Points but do not require the data to be constantly updated for all of them.

It can help computers that lack computational power to handle a huge volume of data exchange while also maintaining other modules (*Scripts, Alarms*, etc) at the same time.

In these situations, an *OnDisplayOrServer* Access Type can be beneficial to the **Project's** performance.

The *OnDisplayOrServer* Access Type operation process can be divided into two aspects:

- OnDisplay
- OnServer

ONLY when and while **ANY** one of these are matched, the Communication Points with this AccessType can Read/Write data.

On Display

The *OnDisplay* part means that your Communication Point will only begin Reading/Writing when the **Project** display that contains these tags is actually open.

To illustrate, let's say we have a project with two displays, one for LineA and the other for LineB. Each display has its own specific Tags added to it (Tag.LineAProduct1..., Tag.LineBProduct1...)

When the **Project** is running, there is no need to send/receive data for all Tags in the PLC. The **Project** only needs to send/receive data for the ones that are in the display that is currently opened on the Visualizer.

So, when LineA display is open, only LineA tags will communicate. The same goes for LineB.

Or Server

The *OrServer* or *OPCServer* means that if your **Project** is running as an OPC Server the AccessType will behave as if its *ReadEnable* property is set to **Always**.

If you have the tags on the server-side as Script Tasks, Classes, Expression, Alarm Items, etc. You need to create a new AccessType specific for them with the *ReadEnable* option in **Always**.

