



OPERATOR INTERFACE PRODUCTS APPLICATION NOTE

Subject: Screen Layering with SoftScreen for Windows

AN#1027A

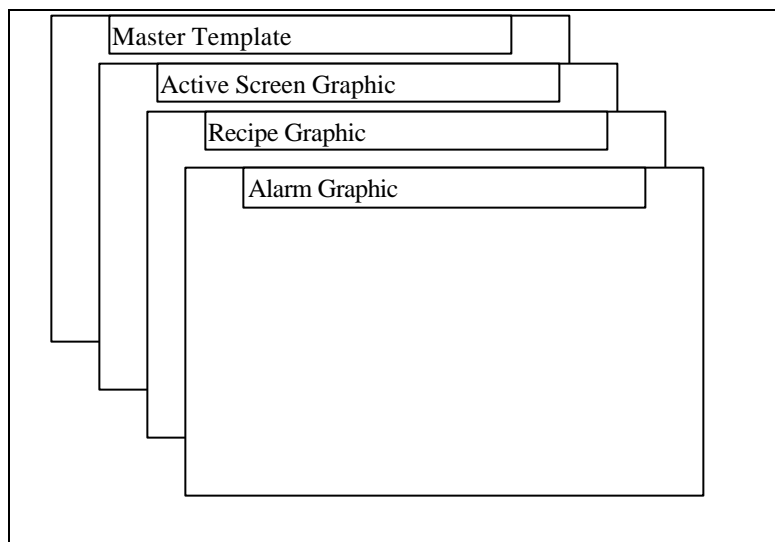
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Description: Understanding Screen Layering with SoftScreen for Windows

Applications consist of layers of graphics. These graphics are what you may typically think of as screens, but SoftScreen distinguishes between the different types of “screens” and calls them by Screen Graphics, Recipe Graphics, Alarm Graphics and a special type of Screen Graphic called the Master Template.



The first (bottom) layer consists of a Master Template graphic. Objects placed on the Master Template display on every screen in your application during run-time, even though they do not show on every screen in the Development system. Objects on the active screen graphic overlay Master Template objects. The third and fourth layers are recipe graphics and alarm graphics, respectively. These

graphics only display when the associated recipe or alarm becomes active.