

Using GFX Text Blocks to Mask Decimal Resolution in System Manager Software

Symptom Description:

My GFX Value Block for a Virtual Device is showing three places to the right of the decimal for the value chosen.

Solution Description:

Create a Value Block with a Text object covering the decimals.

Procedure:

To hide the three decimal places, create a Text object with the same background and text color as the Value Block. For the text in the Text object, use the units of the value (such as kW for real power). and choose not to display units for the Value Block. This object will look like with the text kW in it.



The following is what the standard Value Block will look like for a Virtual Meter.



Set the Text object on top of the three zeros. The following is the Value Block and Text object in Edit Mode. You can see the Text object outlines on top of the Value Block.



Displayed below is the resulting Value Block/Text object in Run Mode. Notice that the

Text object now hides the three decimal places.



Version:

Reviewed:

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