How to Display and Hide A Push Button

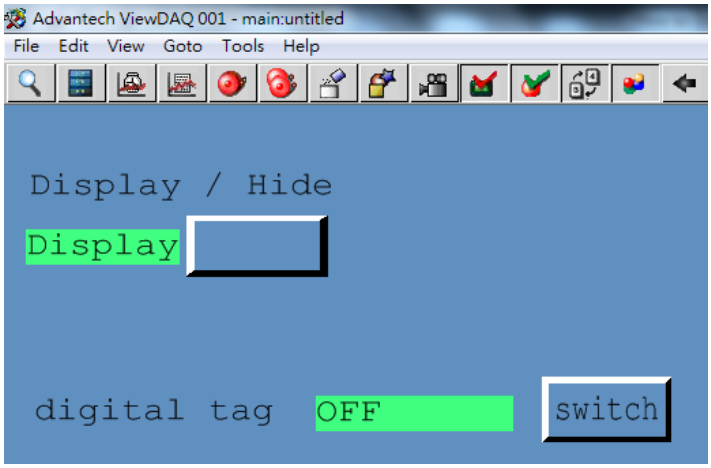
Description:

User creates a Display/Hide button to display or hide the “switch” button.

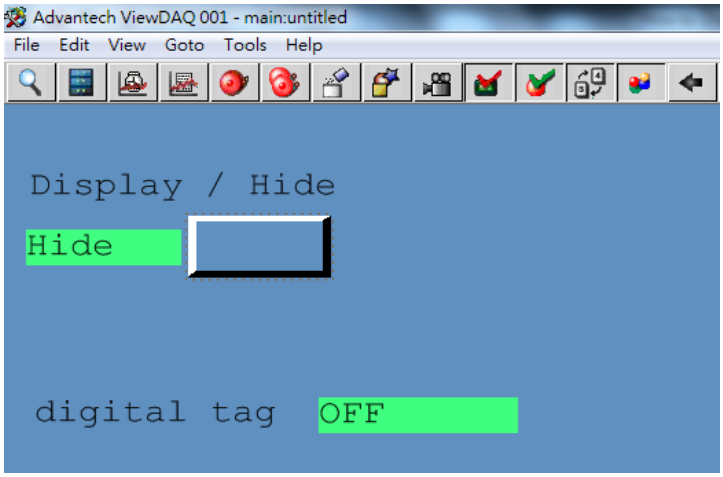
When Display/Hide button in “Display” status, user will be able to click “switch” to modify digital tag condition status between ON / OFF.

When Display/Hide button in “Hide” status, “switch” button is hidden and user won’t be able to modify digital tag value.

Display Status: User can modify digital tag value by clicking “switch” button

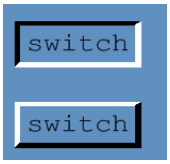


Hide Status: User won’t be able to modify digital tag value.



Steps:

1. Draw two button images (one button up; one button down)

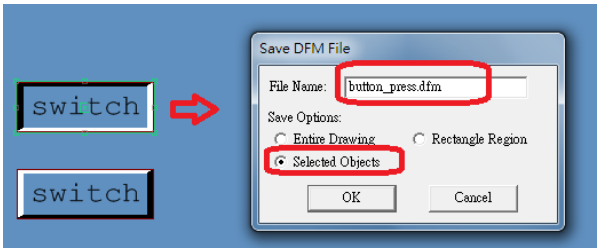


2. Save both button image to DFM files

   Highlight button down image

   DrawDAQ -> File -> Save DFM

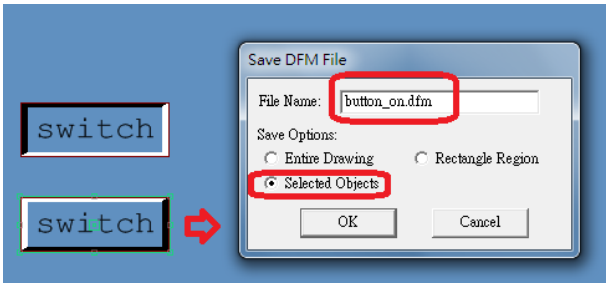
   Save File as button_press.dfm



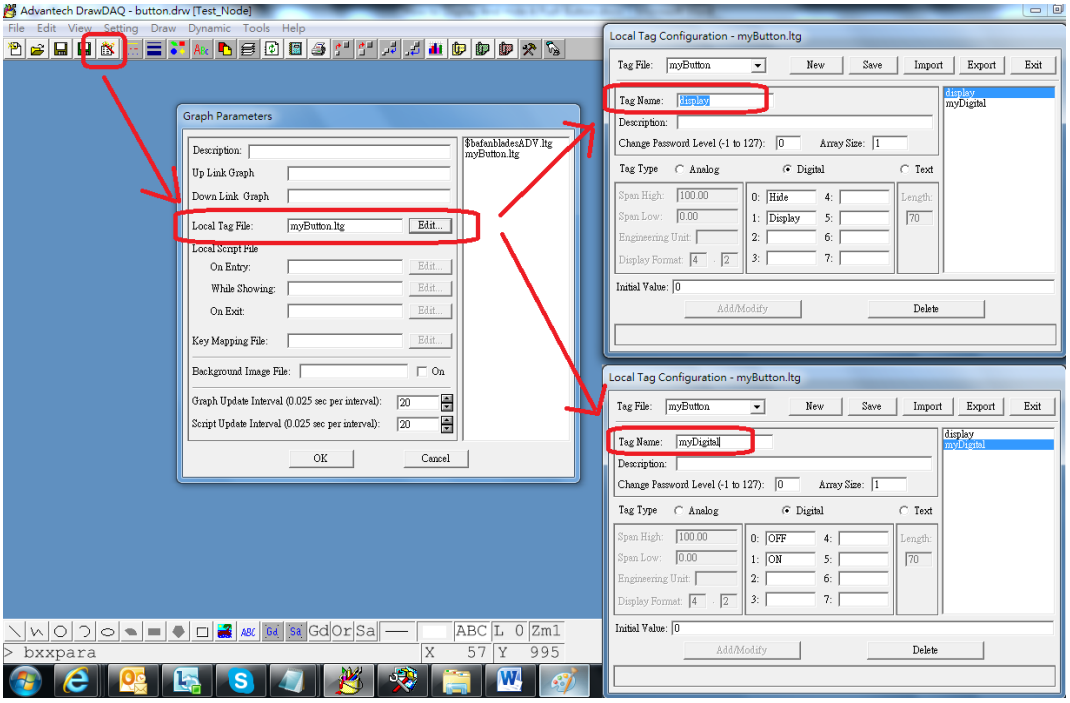
   Highlight button up image

   DrawDAQ -> File -> Save DFM

   Save File as button_on.dfm



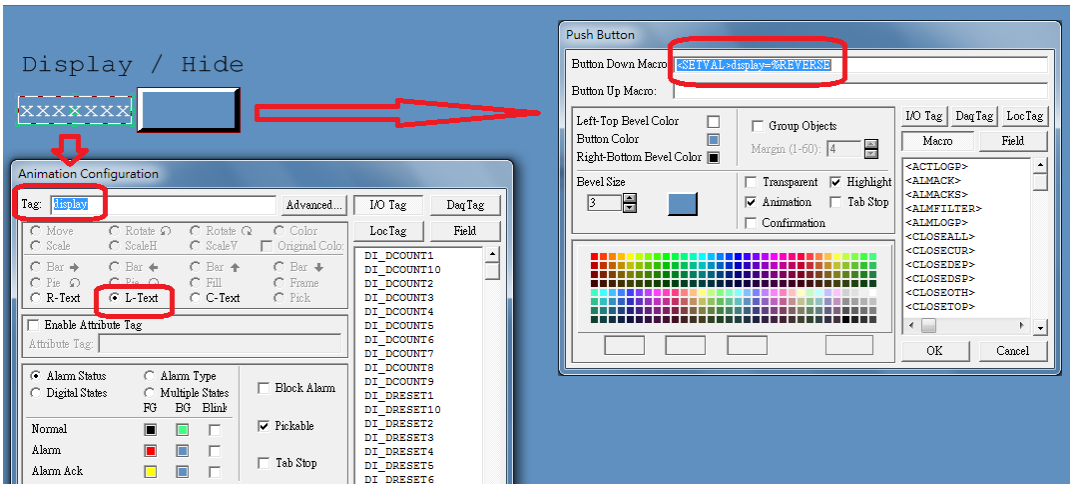
3. Create two local tag: display and myDigital
   - Display tag: digital tag; to display or hide the “switch” button
   - myDigital tag: digital tag; to modify digital tag value



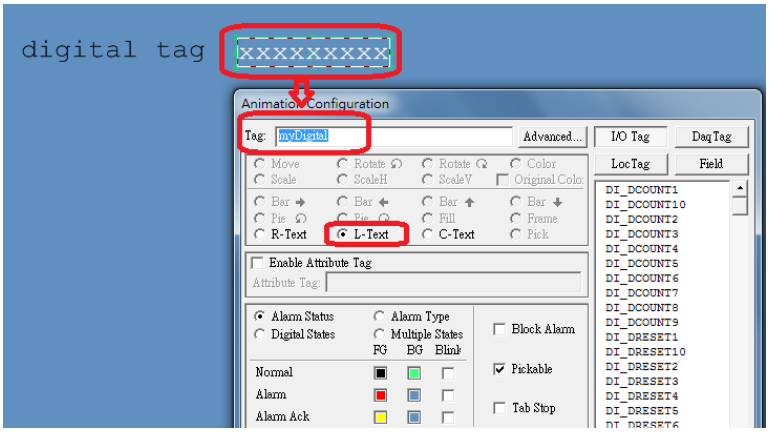
4. Draw a text object to display “display” tag value

   Crate a Push Button so user can modify “display” tag value

   Button Down Macro: <SETVAL>display=%REVERSE



5. Draw a text object to display “myDigital” tag value



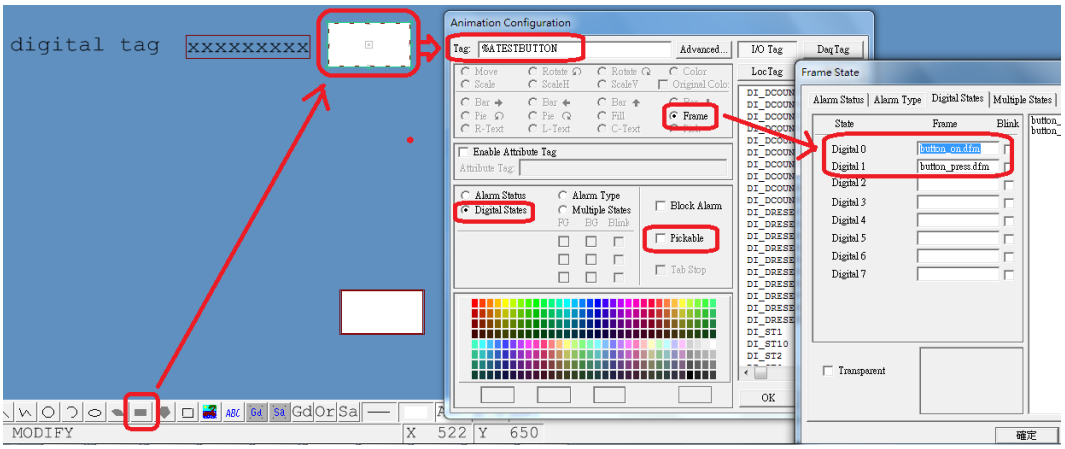
6. Draw a rectangle object to for “switch” push button

   This rectangle object needs 2 animations, first animation:

   Tag name: %ATESTBUTTON; no Pickable;

   In frame state:

   - Digital 0: button_on.dfm
   - Digital 1: button_press.dfm

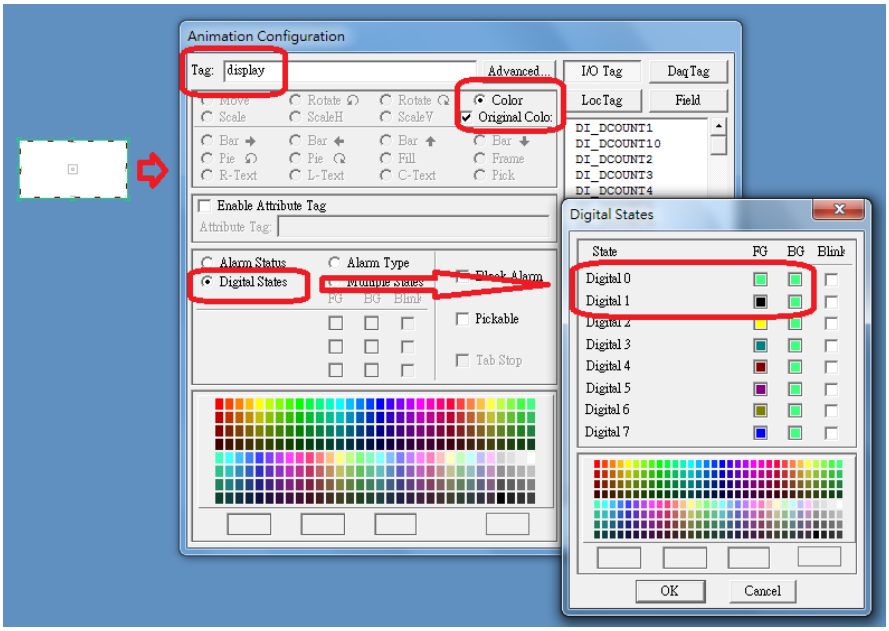


7. Second animation for step 6 rectangle object

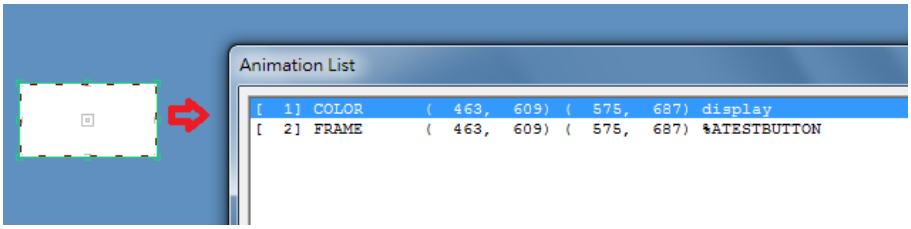
   Tag name: display

   Put checkmark for both “Color” and “Original Color”

   In digital States color: use same color for Digital 0 (means hide the object)



8. There will be two animations in rectangle list by checking its Animation List.

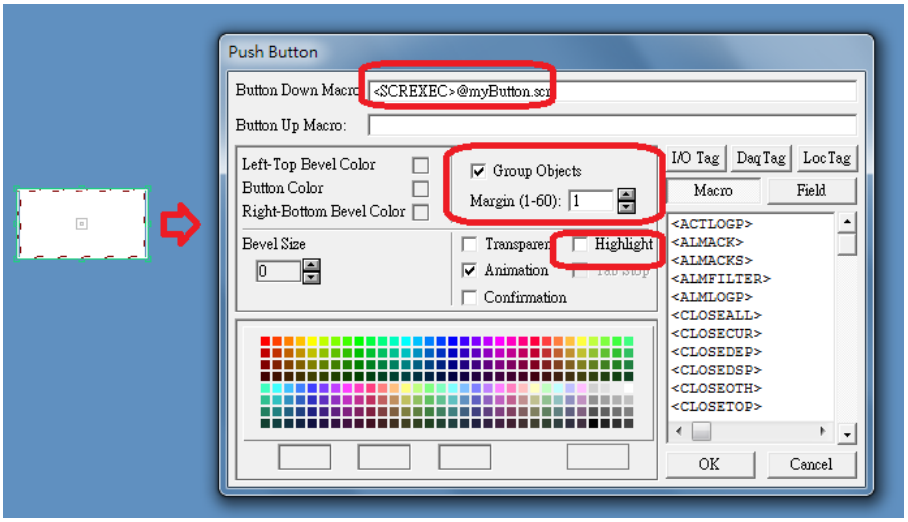


9. Create a Push Button on rectangle object

   Button Down Macro: <SCREXEC>@myButton.scr

   No need of Highlight

   Click “Group Objects” so the push button will bundle with the rectangle.



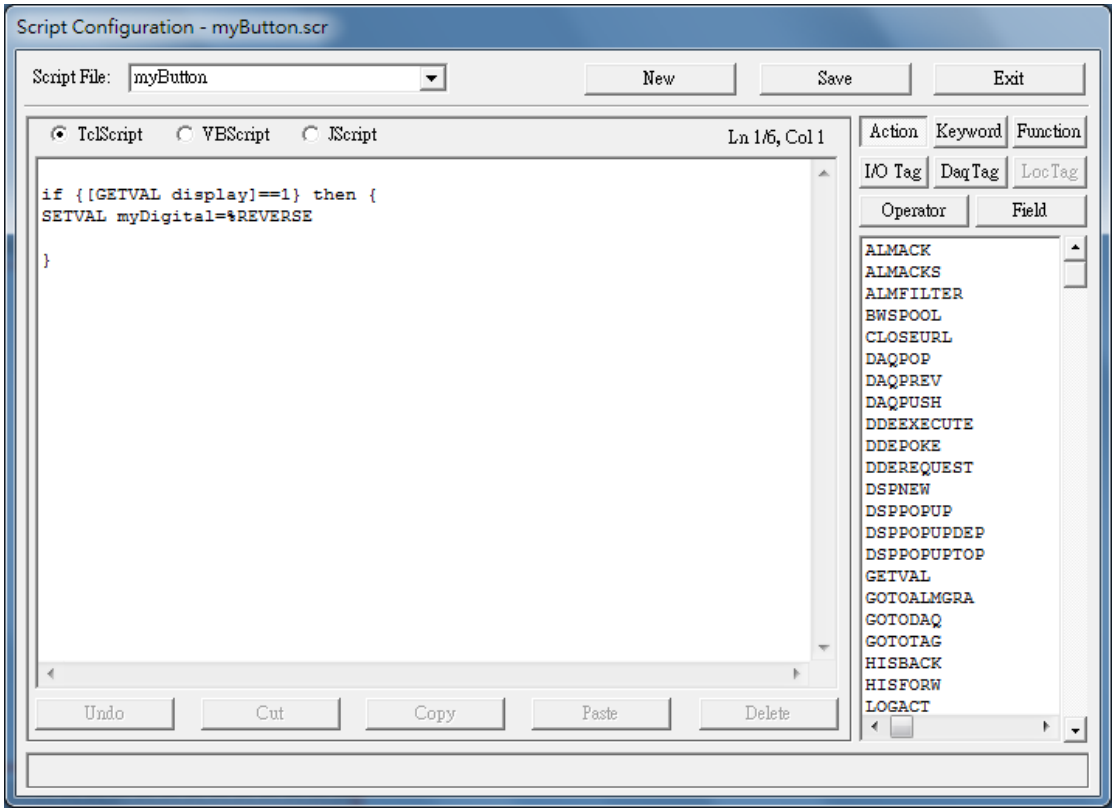
10. Code the TCLScript for pushbutton

    DrawDAW -> Tools -> Script Files

    Script name: myButton

```
if {[GETVAL display]==1} then {
SETVAL myDigital=%REVERSE

}
```



11. Save and download the project

    Done.