

Parameters

- Object parameters
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Object parameters

Contents of this section is different for objects and links.

This section includes 4 tabs that contain all available information about an object and allow editing of the characteristic fields:

Tab	Field	Comment
General	ID	Unique object ID.
	Class	The object belongs to the <code>class</code> .
	Created	Date of an object creation (it is fixed automatically).
	Changed	Date of the last object change (it is fixed automatically).
	Name	<p>Allows to change the name of the object specified by user when creating.</p> <p>You can change the name of an object by clicking on it directly on the object in the <code>Standard View</code> or the <code>End View's</code> header.</p> <p>The name of the link is determined by the related objects and the direction and is not available for editing by the user.</p>

	<p>Parent</p>	<p>The field displays and allows to change the position of the object in a hierarchical structure.</p> <p>Objects can also be repositioned by dragging them from the Standard View to the Navigation panel (Object Tree).</p>  <p>Pressing the button  turns on the multi-parent mode — adding several parents to one object.</p>
	<p>Geoposition</p>	<p>Coordinates for displaying the object on the map in the format 'latitude, longitude'.</p>
	<p>Geo Radius</p>	<p>The radius of the object area displayed on the map (in meters).</p>
	<p>Tags</p>	<p>Used to search in bulk operations.</p>
	<p>State</p>	<p>Displays the current state of the object and allows you to switch it manually.</p>
	<p>Weight</p>	<p>Weight coefficient of influence of this object on the parent object.</p>
	<p>Owner</p>	<p>Creating an object, the Owner is automatically fixed, the field can be changed using the drop-down list.</p>
<p>Background</p>	<p>Background image</p>	<p>Allows to change the background of an object by loading a bitmap image.</p>
	<p>Background scale %</p>	<p>Allows to change the background size.</p>
	<p>Lock scroll</p>	<p>No - background moves with a page; Yes - background does not move with a page.</p>
	<p>Bind to bottom</p>	<p>No - background is linked to the top left corner of the screen; Yes - background is linked to the low right corner of the screen, defined by the lowest and most right object.</p>
	<p>Left margin px</p>	<p>Indent the downloaded image from the left border of the screen (in pixels). Turning on the bind to bottom, this value is used for the margin from the right border.</p>
	<p>Top margin px</p>	<p>Indent the downloaded image from the top of the screen (in pixels). Turning on the bind to bottom, this value is used for the margin from the low border.</p>
	<p>Background on thumbnail</p>	<p>Displays the downloaded image on the object itself.</p>
<p>Styles</p>	<p>Element styles</p>	<p>Editing an object's style.</p>

Widgets	Align widgets	It is necessary to select a position from the drop-down list.
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Link parameters

For a link this section includes two tabs:

The screenshot shows the 'Parameters' dialog box with the 'General' tab selected. The fields and their values are as follows:

- ID:** 5a96876f306fe7173c23cd5c
- Created:** 28.02.2018, 13:41:51
- Changed:** 28.02.2018, 13:42:09
- Show direction:** NO
- Link type:** Rectangular
- Align widgets:** Baseline
- Tags:** (empty)
- State:** Created
- Weight:** 1
- Owner:** demo

Tab	Field	Comment
General	ID	Unique link ID.
	Created	Date of a link creation (it is fixed automatically).
	Changed	Date of the last link change (it is fixed automatically).
	Show direction	Display the direction of link.
	Link type	Specifies the type of link display: rectangular, rounded, straight.
	Align widgets	It is necessary to select a position from the drop-down list.
	Tags	Used to search in bulk operations .
	State	Displays the current state of the link and allows you to switch it manually.
	Weight	Weight coefficient of influence of this link on the parent object.
	Owner	Creating a link, the Owner is automatically fixed, the field can be changed using the drop-down list.
Styles	Element styles	Editing a link's style.

For comfortable remote access work and faster execution of tasks, it is possible to plan a transition to a state in advance. Time fields "From" and "To" allow regulate the period during which selected object status is saved.

Manual state transition

When you change state of the object manually, the following popup window appears on the screen:

Manually set state
✕

State

Maintenance
▼

Change reason

Shutdown for the maintenance

Set period

15 minutes
30 minutes
45 minutes
hour
custom

From 📅 ✕

To 📅 ✕

Reset on state

In work
▲

Apply
Cancel

Option	Description
State	A drop-down list to choose the state to apply to the object. <div style="border: 1px solid #f00; padding: 10px; margin-top: 10px;"> <p>WARNING!</p> <p>By default the object will be set to the desired state as soon as the "Apply" button is pressed till the manual reset. It is strongly not recommended to set "In work" state without additional options described below, which allow to reset manual state transition automatically - you can miss an accident in this way!</p> </div>
Change reason	Required field. This reason and the user name are going to be displayed in "Parameters" and "State history" sections of the object.

Set period	<p>Allows to:</p> <ul style="list-style-type: none">-set predefined period for the manual state transition and reset;-schedule the manual state transition in the "From" field;- schedule the manual state reset in the "To" field. <p>This options are useful in cases of the scheduled equipment or service maintenance.</p>
Reset on state	<p>This option allows to reset manual state transition automatically when the object gets data, that meets respective "State change conditions" of the current object.</p> <p>This functionality is usually used in cases of accidents. The user or the responsible duty staff can choose "Maintenance" state in the "State" dropdown list and "In work" state in the "Reset on state" one - the object's state will be set to "Maintenance". As soon as the problem is fixed and the object gets data that meets "In work" state condition, the manual state transition will be reset.</p>

To set an object to the "Maintenance" mode you may wish to [configure additional state](#), e.g. "Maintenance".