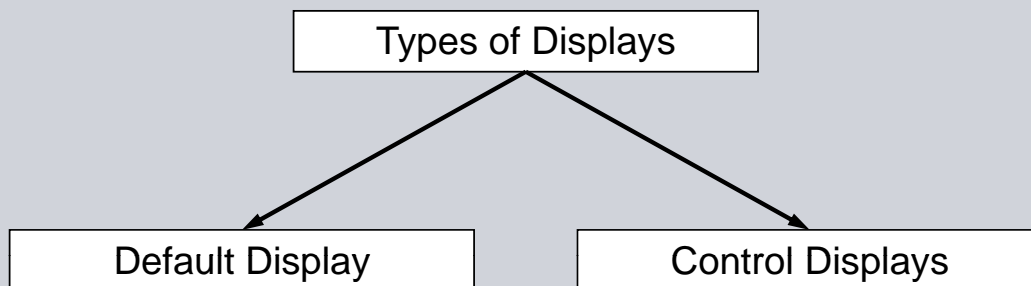


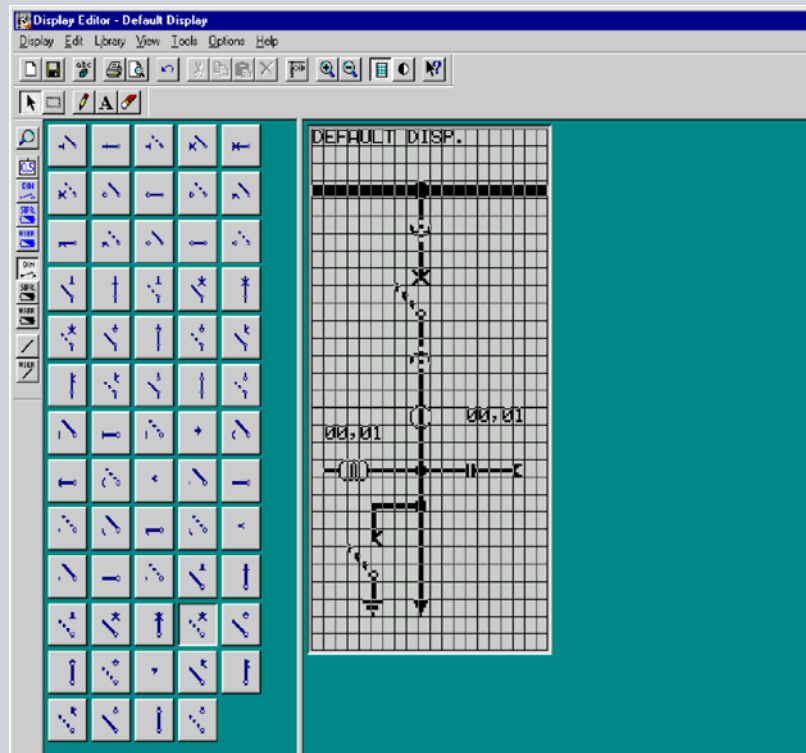
# DIGSI4 - Display Editor

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Energy Sector

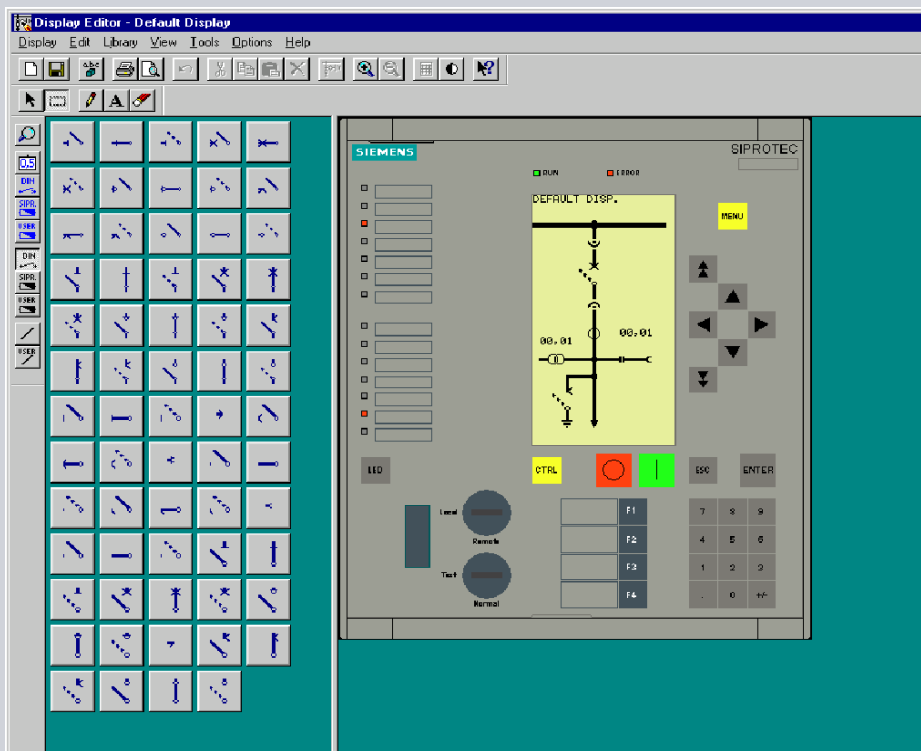
## Display Editor



# Standard default display (after opening the Display Editor)



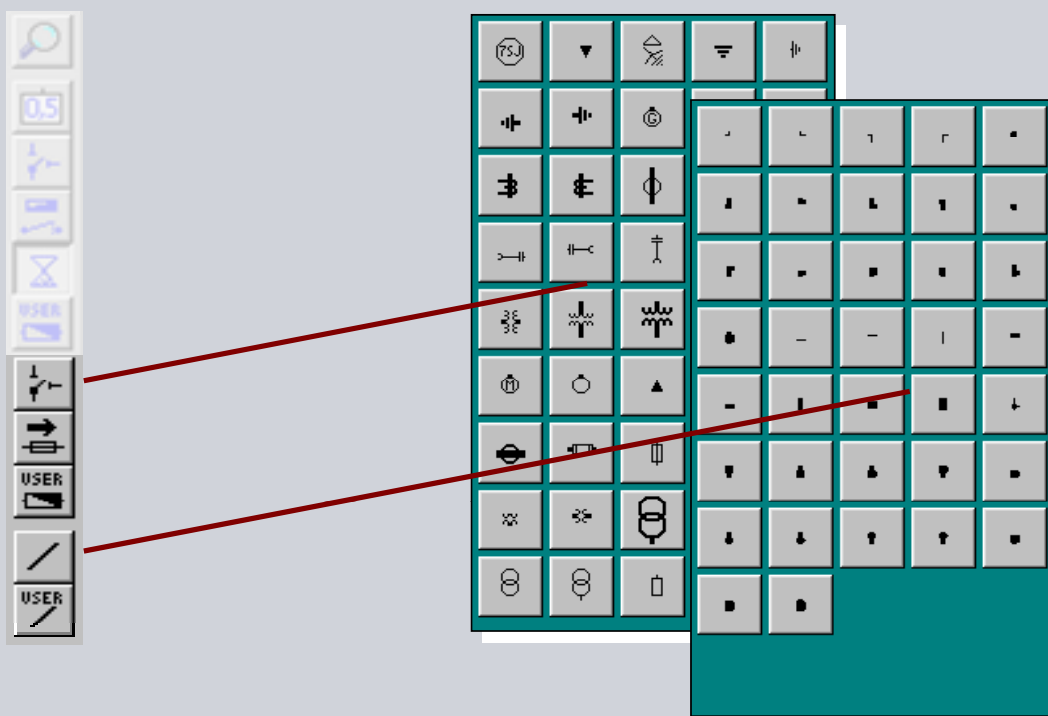
# Default Display in Normal Size View

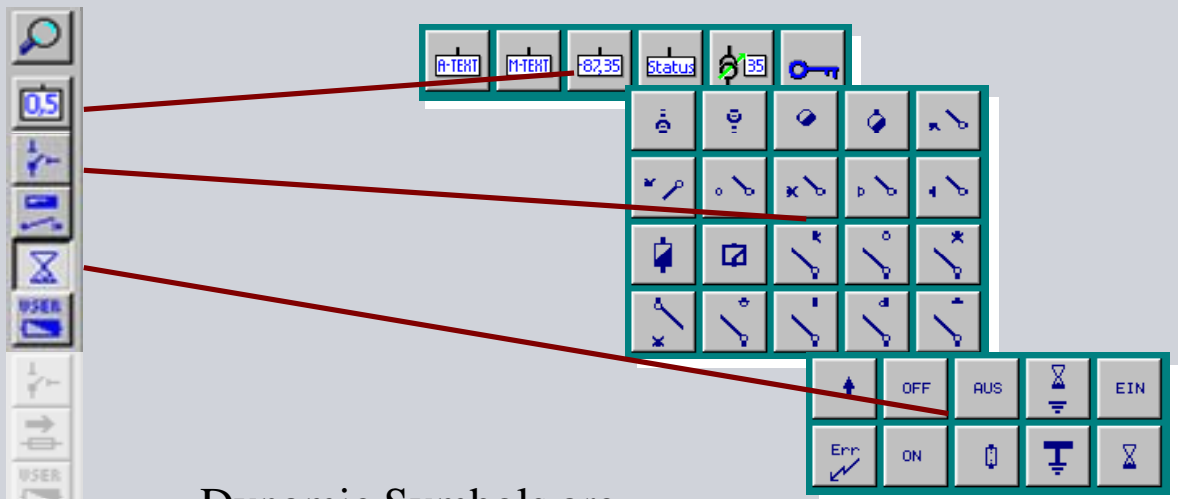




**Default Display**

**Control Display**





Dynamic Symbols are linked with informations in the configuration matrix. They provide you with dynamically changing process data and states of switching devices.

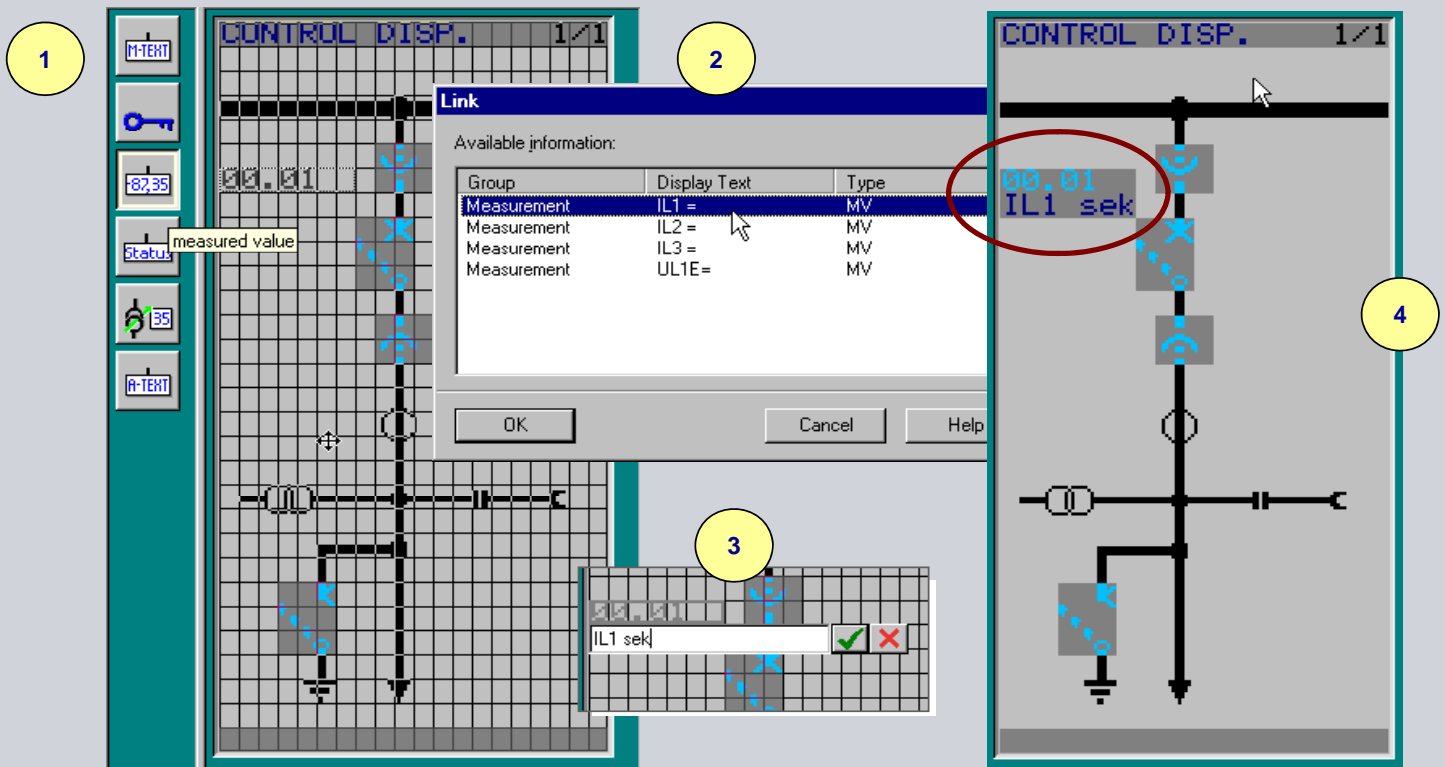
## Use of dynamic symbols - measured values Step 1: Configuration

Information				Destination					
No.	Display text:	L	Type	Q	Measured value window	S	C	Metered value	B
									C D
00601	IL1 =		MV			X	X		X X
00602	IL2 =		MV			X	X		X X
00603	IL3 =		MV			X	X		X X
00604	IN =		MV			X	X		
00605	I1 =		MV				X		
00606	I2 =		MV				X		
00831	3I0 =		MV				X		
00621	UL1E=		MV			X	X		X X
00622	UL2E=		MV			X	X		
00623	UL3E=		MV			X	X		
00624	UL12=		MV			X	X		
00625	UL23=		MV			X	X		X
00626	UL31=		MV			X	X		
00627	Uen =		MV				X		
00629	U1 =		MV				X		
00630	U2 =		MV				X		
00641	P =		MV			X	X		
00642	Q =		MV			X	X		
00645	S =		MV				X		
00644	Freq=		MV			X	X		
00832	3U0 =		MV				X		
00901	PF =		MV			X	X		

Current, **IL<sub>1</sub>**, must be linked with the control display (,C') and default display (,D') in order to show the measured value in the device display.

# Use of dynamic symbols - measured values

## Step 2: Insert dynamic symbol



# Use of dynamic symbols - switches

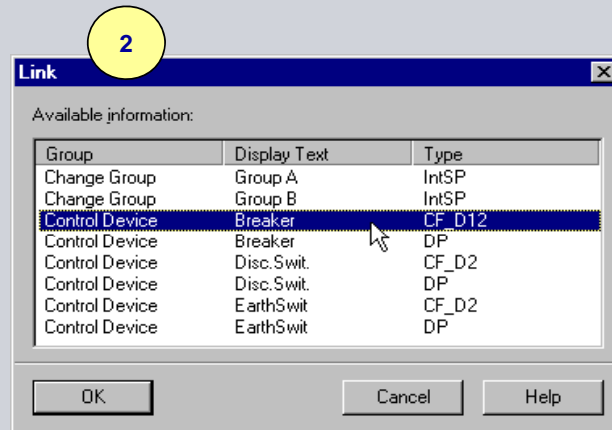
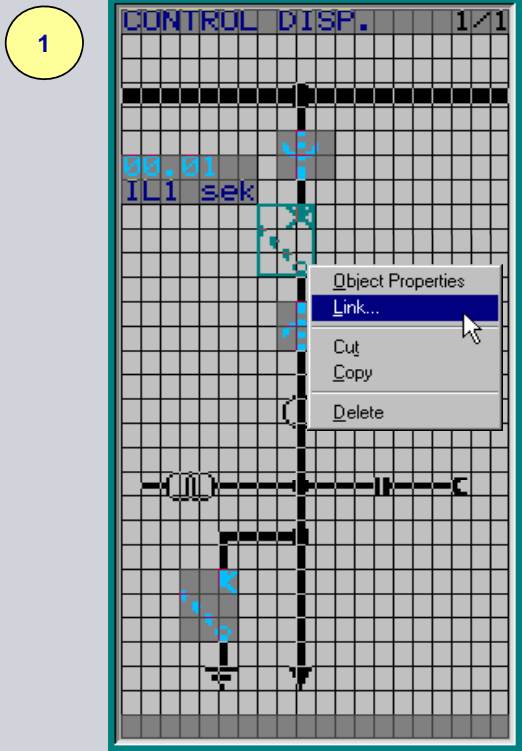
## Step 1: Configuration

Information			Destination							
Display text:	L	Type	Q	BO	LE	Buf	S	C	Displa	CM
								C	D	
							*			
							*	*		
>Set Group Bit0		SP					X		X	X
>Set Group Bit1		SP					X			
Group A		IntSP					X	X	X	
Group B		IntSP					X	X	X	
Group C		IntSP					X			
Group D		IntSP					X			
Start		IntSP					X			
I<5%		IntSP					X			
							*	*		
							*			
							*			
							*			
							*			
							*			
Breaker		CF_D12					X	X	X	X
Breaker		DP					X	X	X	X
Disc.Swit.		CF_D2					X	X	X	X
Disc.Swit.		DP					X	X	X	X
EarthSwit		CF_D2					X	X	X	X
EarthSwit		DP					X	X	X	X
52 Open		IntSP								

The control command **Breaker** must be linked with the control display (,C') and default display (,D') in order to show the state of the switch in the device display. In the control display this command can be processed.

## Use of dynamic symbols - switches

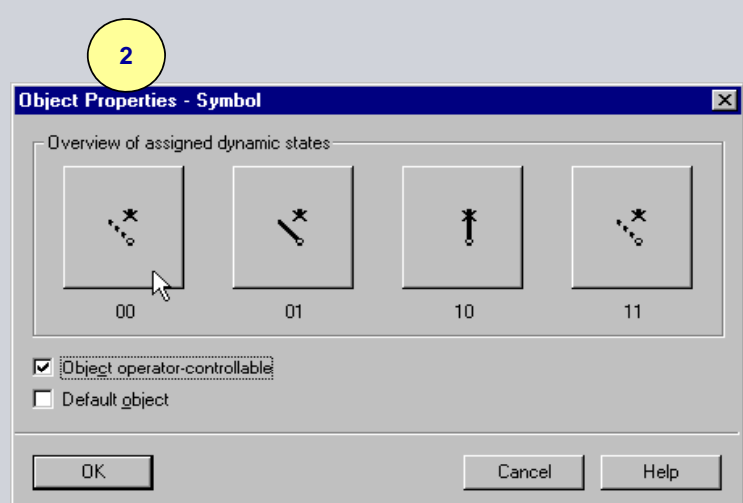
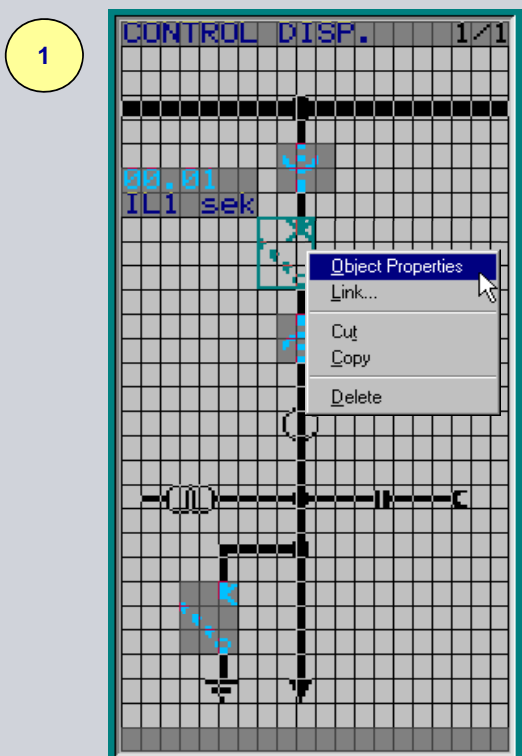
### Step 2: Link between dynamic symbol and information



Only suitable informations are offered.

## Use of dynamic symbols - switches

### Step 3: Properties of dynamic symbol

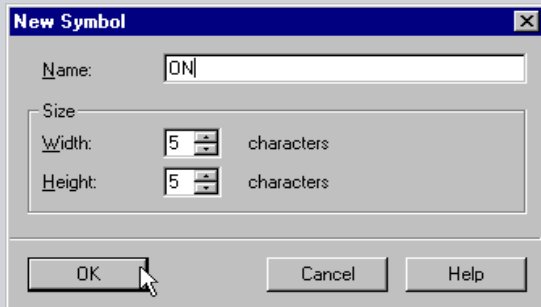
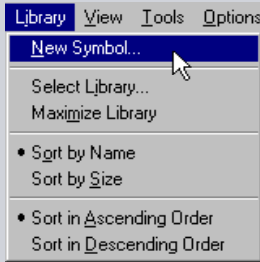


A dynamic symbol for a switch contains of 4 states.

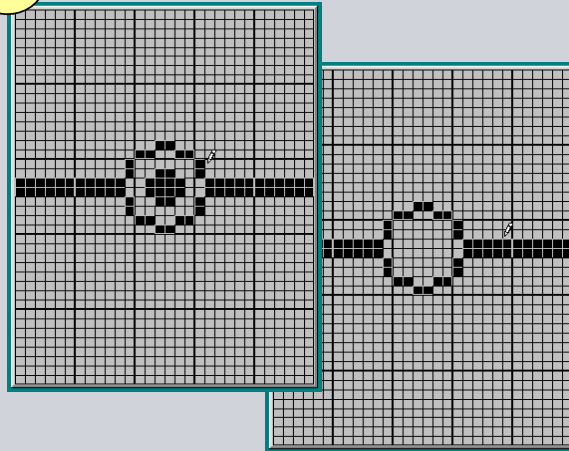
# Creating new symbols

## Step 1: New static symbol

1



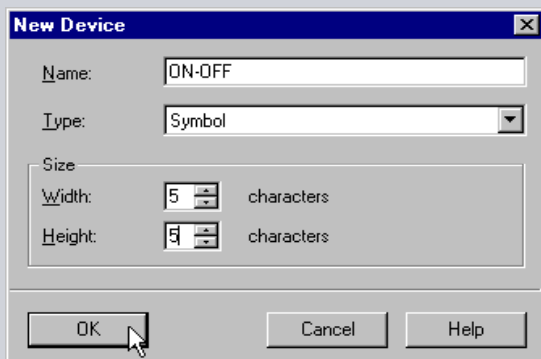
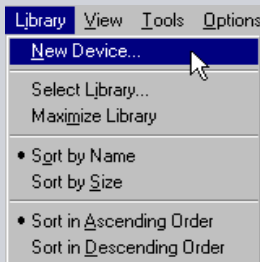
2



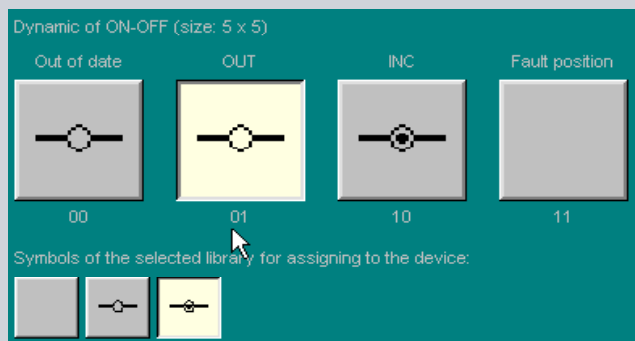
# Creating new symbols

## Step 2: New dynamic symbol

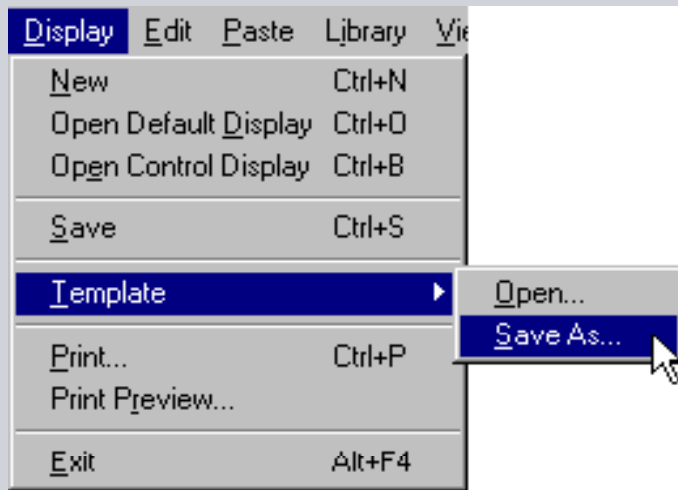
1



2



The 4 states of a dynamic symbol are designed with static symbols.



**„Save time!“**

By saving the display as a template your solution can be reused for other displays.