TControlDetail TControlPlan **TZadanie** (from ContrDetail) (from ClassZadanie) FZadanieStr: string FSelect: boolean FDetails: array[1..8] of string FScaleMax : integer FSelected: boolean FDetailMove : boolean FZadanieStr : string FAssigned : boolean FActiveBaseNum : string FZadanieName: string FScaleMax : integer FZadanieErr : boolean FZadType : string FZadType : string FActiveZad: single FZadanieStatus: string FActiveBaseNum: string FDistributeRErr : boolean FActiveZad : single edZadanieDblClick() FDistributeRStatus : string FActiveDeviceNum : byte edZadanieChange() FSTCountR : byte FXMin: single FDistributeBLErr: boolean edZadanieKeyDown() FTrash: boolean FDistributeBLStatus: string RenewT() FDetailWidth : single MoveDetailLeft() FSTCountBL : byte FDNum : byte FActiveST : byte ZadanieChange() X0 : integer MoveDetailRight() FDetailsStr: string FDNumStr: string ClickDetail() FlashingShapeNum: integer ClickDelete() GetST1_BL_Xmin() FlashingTrigger : boolean SetST1_BL_Xmin() CorrLeft() GetST1 BL Xmax() CorrRight() Flashing() SetST1_BL_Xmax() btRenewClick() Interval() btST1Click() GetST1_BL_Xzad() SetDNum() btST2Click() SetST1_BL_Xzad() SetDNumStr() GetST1_BL_dxL() btPrintClick() btCorrLeftClick() SetST1_BL_dxL() GetST1_BL_dxLlnv() SetZadType() btCorrRightClick() GetZadanieStr() SetST1_BL_dxLlnv() btDeleteClick() SetActiveDev() SetSelected() GetST1 BL Ready() DetailMove() SetXMin() SetST1 BL Ready() Create() GetRLocal() GetST1_BL_Work() Renew() GetRLocalCount() SetST1_BL_Work() GetNextZad() DetailMouseMove() GetST1_BL_AltXmax() Init() DetailMouseDown() SetST1_BL_AltXmax() GetST1_BL_AltXmin() <<Property>> OnPlanDistribute() DetailClick() <<Pre><<Pre>c<Pre>roperty>> ActiveDev() SetST1_BL_AltXmin() GetDisplayNum() << Property>> ActiveBaseNum() Paint() <<Pre><<Pre>roperty>> ActiveZad() GetST1_BL_Down() Create() SetST1_BL_Down() << Property>> ZadType() << Property>> OnClick() GetST1 BL ManSet() << Property>> OnMouseMove() SetST1_BL_ManSet() << Property>> On Mouse Down... GetST1_BL_Impuls() <<Pre><<Pre>color SetST1_BL_Impuls() <<Pre><<Pre>color GetST2_BL_Xmin() <<Pre><<Pre>c<Pre>c<Pre>perty>> OnMoveRight() SetST2_BL_Xmin() <<Pre><<Pre>roperty>> OnCorrLeft() GetST2_BL_Xmax() <<Pre><<Pre>concorrRight() SetST2 BL Xmax() <<Pre><<Pre>roperty>> OnClickDetail() GetST2 BL Xzad() << Property>> OnClickDelete() SetST2_BL_Xzad() <<Pre><<Pre>roperty>> DNum() GetST2_BL_dxL() <<Pre><<Pre>roperty>> DNumStr() SetST2_BL_dxL() <<Pre><<Pre>roperty>> Selected() GetST2_BL_dxLlnv() SetST2_BL_dxLlnv() <<Pre><<Pre>roperty>> Trash() <<Pre><<Pre>roperty>> XMin() GetST2_BL_Ready() <<Pre><<Pre>roperty>> DetailWidth() SetST2_BL_Ready() << Property>> RLocal()/ GetST2 BL Work() <<Pre><<Pre>count() SetST2_BL_Work() <<Pre><<Pre>roperty>> ZadType() GetST2_BL_AltXmax() SetST2_BL_AltXmax() GetST2_BL_AltXmin() SetST2_BL_AltXmin() GetST2_BL_Down() SetST2 BL Down() GetST2_BL_ManSet() SetST2_BL_ManSet() GetST2_BL_Impuls() SetST2_BL_Impuls() GetST1_R_Xmin() **TControlAuto** TControlMan **TOPCClient** SetST1_R_Xmin() (from ContrAuto) (from ContrMan) (from OPCClient) GetST1_R_Xmax() FFlashing: boolean FNum : byte FRedist : boolean SetST1_R_Xmax() FScale: single FBaseNum: string FButton2 : boolean GetST1 R Xzad() FOnPosition: boolean FDisplayNum: string TagNameList: array[1..210] of string SetST1 R Xzad() FRealWidth: single FZad : single FST1_BL_Zad : array[1..6] of single GetST1_R_dxL() FNum : byte FAutoZad : single FST2_BL_Zad: array[1..6] of single SetST1_R_dxL() FST1_BL_Pos : array[1..6] of single FBaseNum : string FImpuls : single GetST1_R_dxLlnv() FDisplayNum: string FNewZad: boolean FST2_BL_Pos : array[1..6] of single SetST1_R_dxLlnv() FST1_R_Zad : array[1..10] of single FAutoZad : single FDown : boolean GetST1_R_Ready() FDown: boolean FPos : single FST2_R_Zad : array[1..10] of single SetST1_R_Ready() FPos: single FNewDN: boolean FST1_R_Pos: array[1..10] of single GetST1_R_Work() FNewDN: boolean FST2_R_Pos: array[1..10] of single FWork : boolean SetST1 R Work() FWork : boolean FReady: boolean FST1_BL_DN: array[1..6] of boolean GetST1_R_AltXmax() FReady: boolean ZadEdit : boolean FST2_BL_DN: array[1..6] of boolean SetST1_R_AltXmax() FdxLlnv: boolean FST1_R_DN: array[1..10] of boolean GetST1_R_AltXmin() FST2_R_DN: array[1..10] of boolean FTempPath: string SetNum() SetST1_R_AltXmin() GetST1_R_Down() SetBaseNum() FST1_BL_SetPos: array[1..6] of sinc. SetNum() FST2 BL SetPos: array[1..6] of sinc. SetPos() -FZadanie SetST1_R_Down() SetBaseNum() SetDown() FST1_R_SetPos: array[1..10] of sin.. GetST1 R ManSet() SetRealWidth() FST2 R SetPos : array[1..10] of sin.. SetWork() SetST1 R ManSet() SetPos() FConnected: boolean SetZad() GetST1_R_Impuls() SetDown() SetAutoZad() SetST1_R_Impuls() SetWork() SetReady() ReadTimerTimer() GetST2_R_Xmin() SetAutoZad() ControlManClick() Read() SetST2_R_Xmin() SetReady() SetDisplayNum() ConnectTimerTimer() GetST2_R_Xmax() ControlAutoClick() btDnClick() -F∕Zadanie Connect() SetST2_R_Xmax() Flashing() btUpClick() Disconnect() GetST2_R_Xzad() SetDisplayNum() btWorkClick() GetST1_BL_Zad() SetST2 R Xzad() SetColor() SetST1_BL_Zad() meKeyDown() GetST2 R dxL() Create() GetST2_BL_Zad() meEnter() SetST2_R_dxL() SetST2_BL_Zad() GetST1_BL_Pos() <<Pre><<Pre>cole() meExit() GetST2_R_dxLlnv() <<Pre><<Pre>roperty>> RealWidth() Create() SetST2_R_dxLlnv() <<Pre><<Pre>roperty>> dxLlnv() <<Pre><<Pre>roperty>> Num() GetST2_BL_Pos() GetST2_R_Ready() SetST2_R_Ready() <<Pre><<Pre>roperty>> Num() <<Pre><<Pre>roperty>> BaseNum() GetST1 R Zad() <<Pre><<Pre>roperty>> BaseNum() << Property>> DisplayNum() SetST1 R Zad() GetST2_R_Work() << Property>> DisplayNui... << Property>> Down() GetST2_R_Zad() SetST2_R_Work() <<Pre><<Pre>coperty>> Down() << Property>> Zad() SetST2_R_Zad() GetST2 R AltXmax() <<Pre><<Pre>roperty>> AutoZad() <<Pre><<Pre>color GetST1_R_Pos() SetST2 R AltXmax() <<Pre><<Pre>roperty>> Position() <<Pre><<Pre>roperty>> Impuls() GetST2 R Pos() GetST2_R_AltXmin() <<Pre><<Pre>roperty>> Pos() <<Pre><<Pre>roperty>> Work() GetST1_BL_DN() SetST2_R_AltXmin() <<Pre><<Pre>roperty>> NewDN() SetST1_BL_DN() <<Pre><<Pre>roperty>> Work() GetST2_R_Down() <<Pre><<Pre>roperty>> Ready() GetST2_BL_DN() <<Pre><<Pre>roperty>> NewZad() SetST2_R_Down() GetST2_R_ManSet() <<Pre><<Pre>conclick() <<Pre><<Pre>roperty>> NewDN() SetST2 BL DN() <<Pre><<Pre>roperty>> Ready() GetST1_R_DN() SetST2_R_ManSet() SetST1_R_DN() << Property>> OnClick() GetST2 R Impuls() GetST2_R_DN() SetST2 R Impuls() SetST2_R_DN() GetDetails() GetST1_BL_SetPos() SetDetails() SetST1_BL_SetPos() GetRzad() GetST2 BL SetPos() GetBLzad() SetST2 BL SetPos() ResetPosR1() GetST1_R_SetPos() ResetPosBL1() SetST1_R_SetPos() ResetPosR2() GetST2_R_SetPos() ResetPosBL2() SetST2_R_SetPos() SetZadanieStr() SetConnected() SetDetailsStr() GetTagReal() GetDistributeStatus() GetTagBool() Distribute() Create() GetRzadCount() ST1 Set() GetBLzadCount() ST2_Set() Create() Table() ReloadIni() Cut() DistributeST1R() <<Pre><<Pre>continue DistributeST1BL() <<Pre><<Pre>consultane DistributeST2R() <<Pre><<Pre>roperty>> ST1_BL_Zad() DistributeST2BL() <<Pre><<Pre>color="block"><<Pre>color="block"><<Pre>color="block"><<Pre>color="block"><<Pre>color="block"><<Pre>color="block"><<pre>color="block"><<pre>color="block"><<pre>color="block"><<pre>color="block"><<pre>color="block"><<pre>color="block"><<pre>color="block"><<pre>color="block"><<pre>color="block">color="bl << Property>> On Zadanie Chanc... <<Pre><<Pre>roperty>> ST1 BL Pos() <<Pre><<Pre>c<Pre>roperty>> ST1 BL Xmin() <<Pre><<Pre>c<Pre>roperty>> ST2_BL_Pos() <<Pre><<Pre>c<Pre>roperty>> ST1 BL Xmax() <<Pre><<Pre>roperty>> ST1_R_Zad() <<Pre><<Pre>roperty>> ST1 BL Xzad() <<Pre><<Pre><<Pre>c

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