BECKHOFF
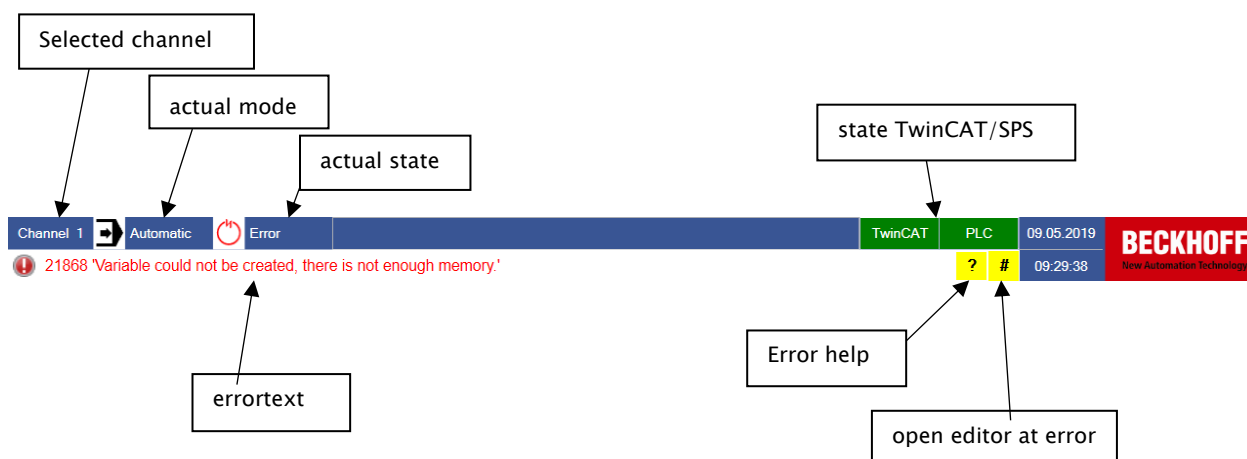
Header

If the interface „Beckhoff.App.Core.Interfaces.IBAHeader" is defined in Unity, it will be used to display a header and all older Header versions are disabled.
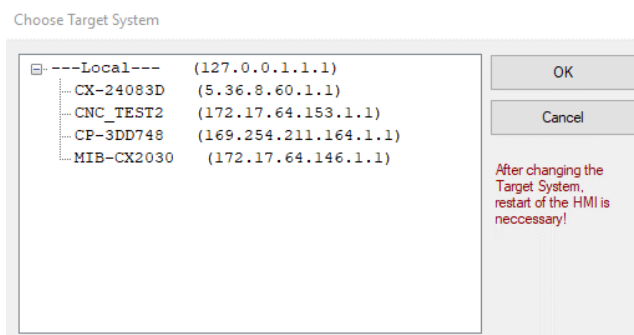This allows the user to implement their own headers.
By default "Beckhoff.App.Header.HeaderCtrl" stored in "Beckhoff.App.Header.dll" implements "IBAHeader". This is defined in in the unity configuration file "**Header.config.xml**" in folder "System\IocConfig".

Doubleclick on error line opens a detailed error description.
Click on „State TwinCAT/SPS" opens a window to choose the target system:

Click on question mark opens detailed error description.

Click on „#"opens the editor at error location where the error occurs.

In settings in section "Messageline" exists some settings for behavior and design:

- **„CNC DignosisManual English/German"** define the location of the .chm help files of the appropriate language.
- **„EditButtonVisible"**: if this is switched off, the button for editing "#" will never be displayed.
- **„Font"**: Type and size of error text line.
- **„FormToShowOnDoubleClick"**: Instance name of form which is shown on double click.
- **„ShowOnlyHighestStatus"**: Only the most important messages are displayed. For example, if there are errors and warnings, "TRUE" displays only errors.
- **„TimerIntervall"**: Interval with which the next message is displayed for several pending messages.

Interface IBAHeader

The IBAHeader interface is defined as follows:

```
namespace Beckhoff.App.Core.Interfaces
{
    public interface IBAHeader
    {
        Control HeaderControl { get; }
        /// <summary>
        /// additional Control, only displayed if != null
        /// </summary>
        void AddControl(System.Windows.Controls.UserControl control);
        /// <summary>
        /// additional Control, only displayed if != null
        /// </summary>
        void RemoveControl(System.Windows.Controls.UserControl control);
    }
}
```

The two methods "AddControl" and "RemoveControl" allow adding or removing additional WPF UserControls for the header at runtime.

Use Unity to query and use IBAHeader.
Example:

```
public FormDemo(IBAHeader header, string instanceName) : this()
        {
            header = header;
            headerVM = new HeaderControlVM(instanceName);
            _headerControl = new ucHeaderControl {DataContext = _headerVM};
            _header.AddControl(_headerControl);
```