

Changing Screen Name

It's not possible to change the "Name" property of a screen, it is read only.

```
MasterCopy masterCopy = globalLibrary.MasterCopyFolder.Folders.Find("Screens").MasterCopies[0];
screen = hmiTarget.ScreenFolder.Folders.Find(folderName).Screens.CreateFrom(masterCopy);
screen.SetAttribute("Name", "Home_screen");
Console.WriteLine("Screen " + screen.Name + " created in folder " + folderName);
```

Exception Unhandled

Siemens.Engineering.EngineeringNotSupportedException: 'set_Name' is not supported by type 'Siemens.Engineering.Hmi.Screen.Screen'.

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Exception Settings

```
MasterCopy masterCopy = globalLibrary.MasterCopyFolder.Folders.Find("Screens").MasterCopies[0];
screen = hmiTarget.ScreenFolder.Folders.Find(folderName).Screens.CreateFrom(masterCopy);
hmiTarget.ScreenFolder.Folders.Find(folderName).Screens[0].SetAttribute("Name", "Home_Screen");
Console.WriteLine("Screen " + screen.Name + " created in folder " + folderName);
```

Exception Unhandled

Siemens.Engineering.EngineeringNotSupportedException: 'set_Name' is not supported by type 'Siemens.Engineering.Hmi.Screen.Screen'.

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Exception Settings

Aswell as the "ContentName" attribute of a MasterCopy.

```
globalLibrary.MasterCopyFolder.Folders.Find("Screens").MasterCopies[0].ContentDescriptions[0].SetAttribute("ContentName", "Home_Screen");
MasterCopy masterCopy = globalLibrary.MasterCopyFolder.Folders.Find("Screens").MasterCopies[0];
screen = hmiTarget.ScreenFolder.Folders.Find(folderName).Screens.CreateFrom(masterCopy);

Console.WriteLine("Screen " + screen.Name + " created in folder " + folderName);
```

ContentName	Read	System.String	Screen
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Getting HMI Software

Code similar to the one in the manual to get HMI Software.

Result:

```
0 references
public void getHmiSoftware()
{
    var deviceItems = hmiDevice.DeviceItems;
    if(deviceItems != null)
    {
        foreach (DeviceItem deviceItem in deviceItems)
        {
            Console.WriteLine(deviceItem.Name);
            SoftwareContainer softwareContainer = deviceItem.GetService<SoftwareContainer>();
            hmiSoftware = softwareContainer?.Software as HmiSoftware;

            if (hmiSoftware == null)
            {
                Console.WriteLine("hmiSoftware is null");
            }
            else
            {
                Console.WriteLine(hmiSoftware.Name);
                Console.WriteLine("hmiSoftware is not null");
            }
        }
    }
}
```

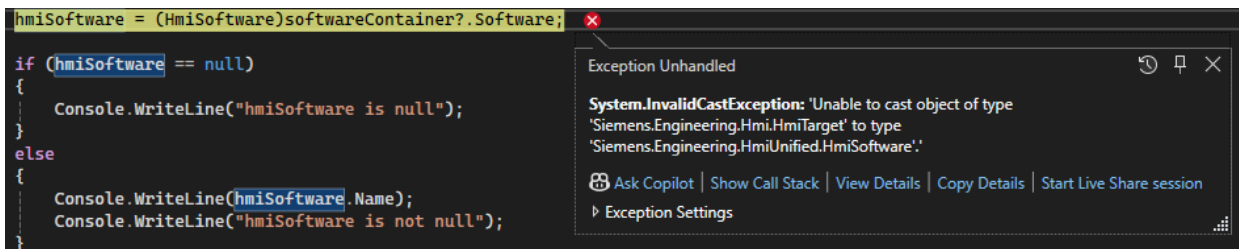
```
newHMI
hmiSoftware is null
newHMI.IE_CP_1
hmiSoftware is null
newHMI.MPI/DP_CP_1
hmiSoftware is null
HMI_RT_1
hmiSoftware is null
```

Another Code:

```
public void getHmiSoftware()
{
    var deviceItems = hmiDevice.DeviceItems;
    if(deviceItems != null)
    {
        foreach (DeviceItem deviceItem in deviceItems)
        {
            Console.WriteLine(deviceItem.Name);
            SoftwareContainer softwareContainer = deviceItem.GetService<SoftwareContainer>();
            hmiSoftware = (HmiSoftware)softwareContainer?.Software;

            if (hmiSoftware == null)
            {
                Console.WriteLine("hmiSoftware is null");
            }
            else
            {
                Console.WriteLine(hmiSoftware.Name);
                Console.WriteLine("hmiSoftware is not null");
            }
        }
    }
}
```

Result:



Faceplates

Can't Find a Method to work with faceplates directly. Need to use a number of existing Faceplates in a library but there is no method like "CreateFrom()" like in Function-Blocks, UDT's, Screens etc. or a way to import a number of faceplates to one screen.