

Components

Components are what give you flexibility in designing HMI and SCADA that reflect your company's design and your site's layout. Components are the widgets you deal with every day: buttons, text areas, dropdowns, charts, gauges, linear displays, and so on. The Perspective and Vision Modules come with a host of useful components out of the box, many of which are specialized for industrial controls use. Other modules, like the Reporting module, add more components for specialty purposes.

Configuring components is usually the bulk of a designer's work when designing a project. The basic workflow is to take a component from the palette and drop it into a container or a [window](#). From there, you can use the mouse to drag and resize the component into the correct position. While the component is selected, you can use the component's properties to alter the component's appearance and behavior.

In this section, you can view all the components in the following modules, their properties along with an example of how to configure it.

[In This Section ...](#)

Perspective Components

This section covers all the built-in Perspective components. While the component is selected, you can use the [Property Editor](#) to alter the component's [properties](#), which changes the component's appearance and behavior. Components are the building blocks of the Designer Interface that when combined create the visual part of a view to do something useful, like display dynamic information or control a device. This section contains all the built-in Perspective components, many of which are specialized for industrial controls use. When the component is selected, you can change the component's properties to alter its appearance and behavior.

Perspective components also have [Meta Properties](#), [Position Properties](#) (depending on the container they are in), and the option for [Custom Properties](#).

Here is a complete list of Perspective components and a link pointing to a page containing the component's description, properties, and usage examples.



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Component Overview

[Watch the Video](#)

[Perspective - Chart Palette](#)

[Perspective - Display Palette](#)

[Perspective - Input Palette](#)

[Perspective - Container Palette](#)

[Perspective - Navigation
Palette](#)

[Perspective - Symbols Palette](#)

[Perspective - Embedding
Palette](#)

[Perspective - View Object](#)

[Perspective - Report Viewer](#)

Perspective - Chart Palette

Chart Components

Charts allow you to display and show off your data in a graphical way.

The following is a complete list of Chart components that give you various options for displaying data, and a link pointing to a page containing the component's description, properties, and an example of how to configure it.

[In This Section ...](#)

Perspective - Chart Range Selector

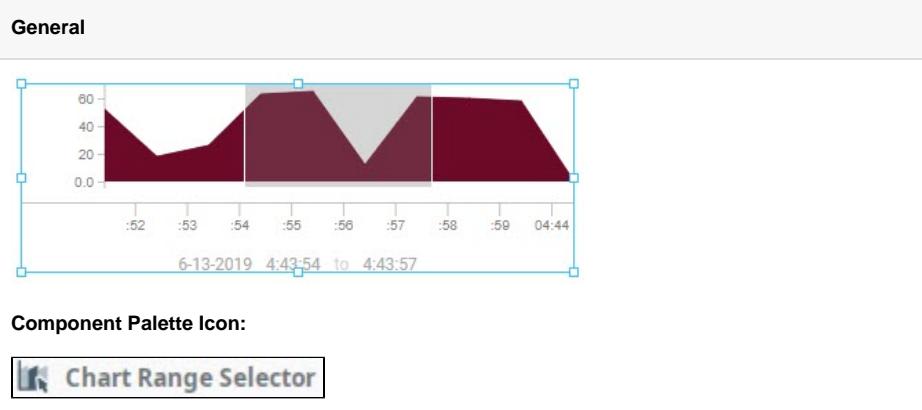


Chart Range Selector

[Watch the Video](#)

Description	
<p>The Chart Range Selector component is a small recreation of a chart that operators can use to intelligently select a time range based on seeing the existing data. This component complements the Time Series Chart component, and should always be used with a chart. Its features include:</p> <ul style="list-style-type: none">• Zoom and pan in/out via mouse wheel interaction.• Click-and-drag brush range selection and panning.• Start and End property values that are updated as the brush range changes. These properties can govern the start/end points of data queries to return a dataset.• Time range showing the overall range of the data being displayed by the brush. (The range updates as the brush is updated.)• Simple display customization for the axes, baselines, markers, and the overall chart data appearance.• Label properties have their own dedicated styling properties, such as color and size.	

User Interaction	
<p>The Chart Range Selector component properties have impact on the way a user can interact with a chart in the runtime.</p>	
Interaction	Description
Zoom	The user can zoom in and out on the Chart Range Selector, but can not zoom out past its standard level of zoom.
Pan	The user can pan across the Chart Range Selector.
Refresh	The Chart Range Selector will not refresh its time range if it is zoomed in.
Pinch Zoom	On a mobile device, the user can now pinch-zoom the Chart Range Selector. ZOOMS must originate from within the boundaries of the displaying chart data.
Brushes	On a mobile device, the user can draw brushes in the Chart Range Selector via a single touch point (multiple touch points will allow zooming to occur). Brushes can be moved in the Chart Range Selector via a single touch point.

Properties	
<p>Most Properties have binding options. For more information on Bindings, see Types of Bindings in Perspective. This section only documents the Props Category of properties. The other Categories are described on the Perspective Component Properties page.</p>	
Name	Description

enablePanZoom	Allow the chart to be panned and zoomed. The chart cannot be zoomed out past its base range.																																			
data	<p>Objects that are the data source for the chart (required). Data can be an object containing a time entry and value entries (all must be numbers) (required).</p> <p>Each value entry must be labeled with the column name to which it corresponds. Data can also be an array containing value entries (all must be numbers). Each value entry consists of a timestamp (which must be the first value) and one or more values that were captured at that time. Finally, data can also be in the form of a dataset, for example, the data property can be bound to a Tag History binding to display either realtime data, or historical data (via start and end dates).</p>																																			
selectedRange	<p>The start and end points of the selected range (required). This property is updated as you interact with the brush.</p> <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>start</td><td>A Unix timestamp in milliseconds.</td><td>value: numeric</td></tr> <tr> <td>end</td><td>A Unix timestamp in milliseconds.</td><td>value: numeric</td></tr> </tbody> </table>	Name	Description	Property Type	start	A Unix timestamp in milliseconds.	value: numeric	end	A Unix timestamp in milliseconds.	value: numeric																										
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brushRange	An object used to control the display of the date/time range values at the bottom of the component.																																			
timeAxis	<p>This property provides settings for the X Axis. This property uses the same configuration as the timeAxis property of the Time Series Component.</p> <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>visible</td><td>The visible state of the axis.</td><td>value: boolean</td></tr> <tr> <td>tickCount</td><td>The number of ticks on the axis (as a multiple of 2, 5, or 10).</td><td>value: numeric</td></tr> <tr> <td>height</td><td>The height of the axis.</td><td>value: numeric</td></tr> <tr> <td>color</td><td>The color of the axis. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector.</td><td>value: string</td></tr> <tr> <td>tick</td><td> <p>The configuration of the ticks on the axis.</p> <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>color</td><td>The color of the ticks. 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yAxis	An object used to control the display of the Y Axis. This component was built with the assumption that this axis may be secondary information, so it can be de-emphasized, if desired.																																							
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Perspective Component Events

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Example 1 - Using a Format Property in a prop.timeAxis.tick.label

The new `format` property represents the preferred date/time format for the `timeAxis` property. You can enter any preferred date/time format as defined by <https://momentjs.com/docs/#/parsing/string-format/>. Below is a listing of suggested formats and how they can be used.

Unix Example : Notation

```

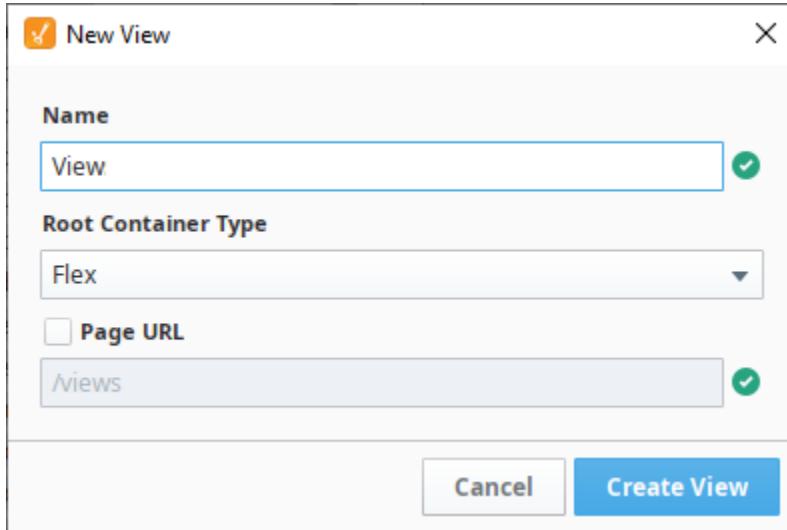
"Millisecond [638]": "SSS",
"Second [:35]": ":ss",
"Hour Minute [8:15]": "h:mm",
"Hour with Meridiem [8 AM]": "h A",
"Day of Week, Month, and Hour [Monday 2nd, 08 AM]": "dddd Do, hh A",
"Abbreviated Day of Week and Month [Mon 2nd]": "ddd Do",
"Abbreviated Month and Day of Month [Jan 2nd]": "MMM Do",
"Full Month [January]": "MMMM",
"Abbreviated Month and Year [Jan 20]": "MMM YY",
"Full Year [2020]": "YYYY",
"[3-2-2020 8:15:35]": "M-D-YYYY h:mm:ss",
"[2020-3-2 8:15:35]": "YYYY-M-D h:mm:ss",
"Unix Millisecond Timestamp [1563464737269]": "x",
"Unix Timestamp [1563464737]": "X"

```

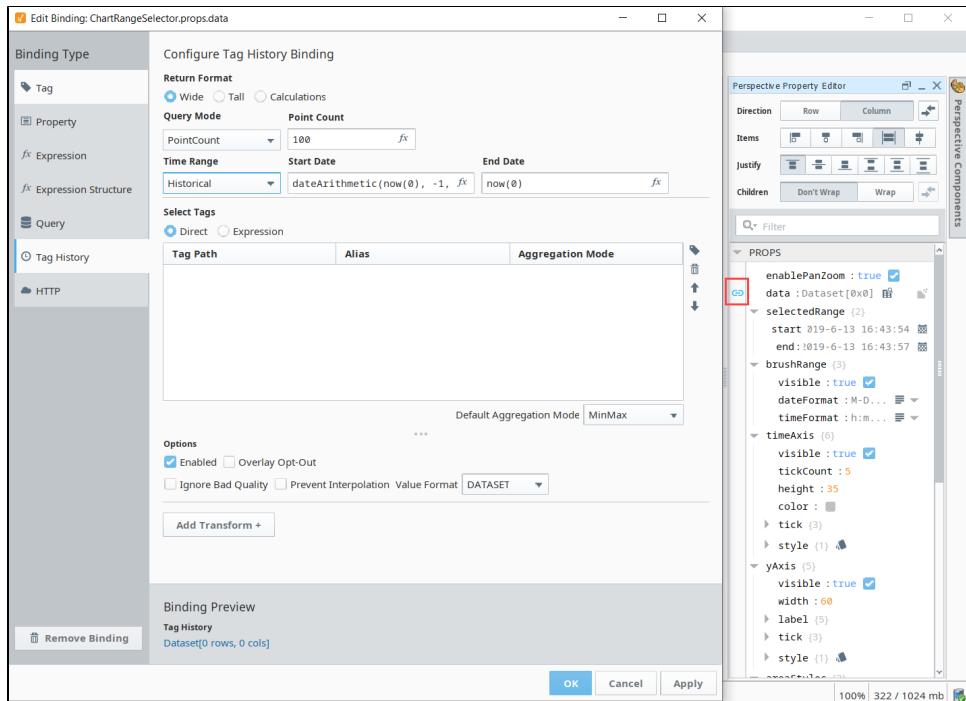
Example 2 - Using the Chart Range Selector

To begin using the Chart Range Selector, a Time Series Chart with trend data will be needed. This example shows how to configure the Chart Range Selector.

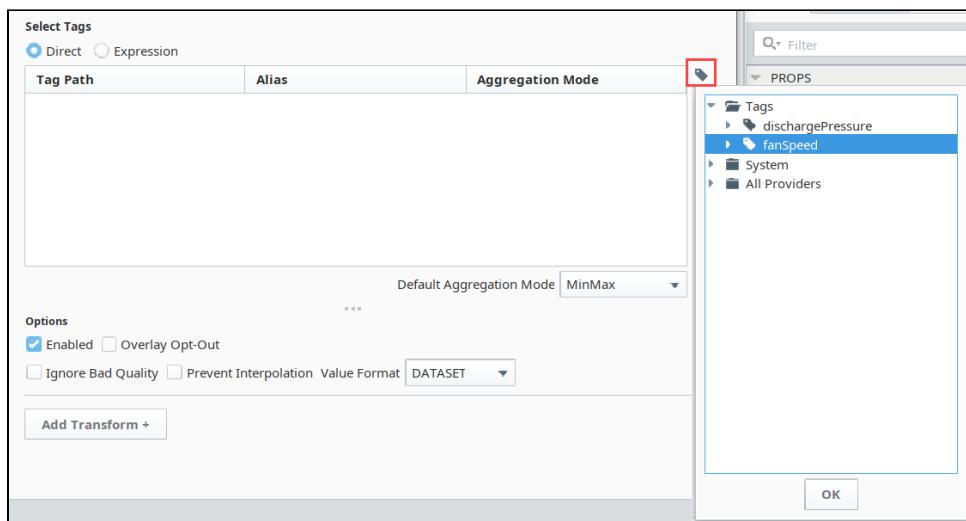
1. Begin by [configuring tag history](#) on a Tag of your choice.
2. From the Perspective section of the **Project Browser** on your Designer, right click on the **Views** folder and select **New View...** to create a new view.
3. This will bring up the New View window. Give your view a name and select the **Flex** Root Container Type. The Page URL setting will remain unchecked for this example.



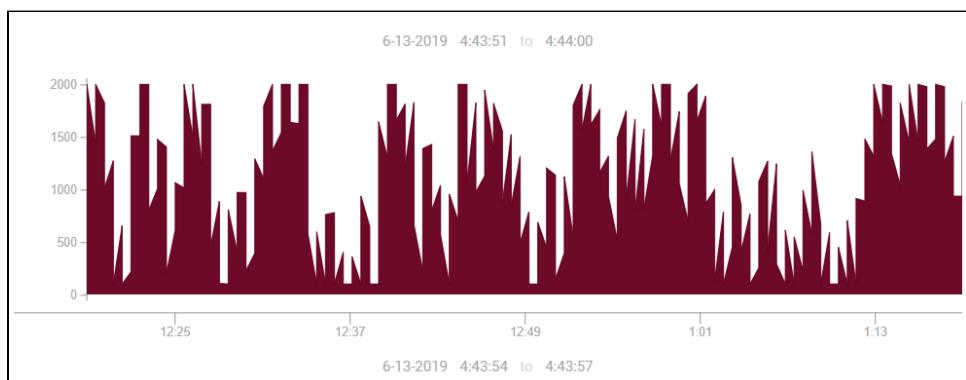
4. From the PerspectiveComponent Palette, drag and drop a **Time Series Chart** onto your newly created view. In the **Position** category of the Property Editor, set the **position.grow** property to '**1**'.
5. Drag and drop a Chart Range Selector component onto your view. Go to the **Postion** category and set the Chart Range Selector's **positio n.grow** property to '**1**'.
6. With the Chart Range Selector selected, go to the **data** property, click on the binding icon to bring up the Binding Editor window and select the **Tag History** binding type as shown in the image below.
7. Set the **Time Range to Historical**. We'll configure the binding to span the last one hour of historical data by making the following changes:
Start Date: dateArithmetic(now(0), -1, 'hour')
End Date: now(0)



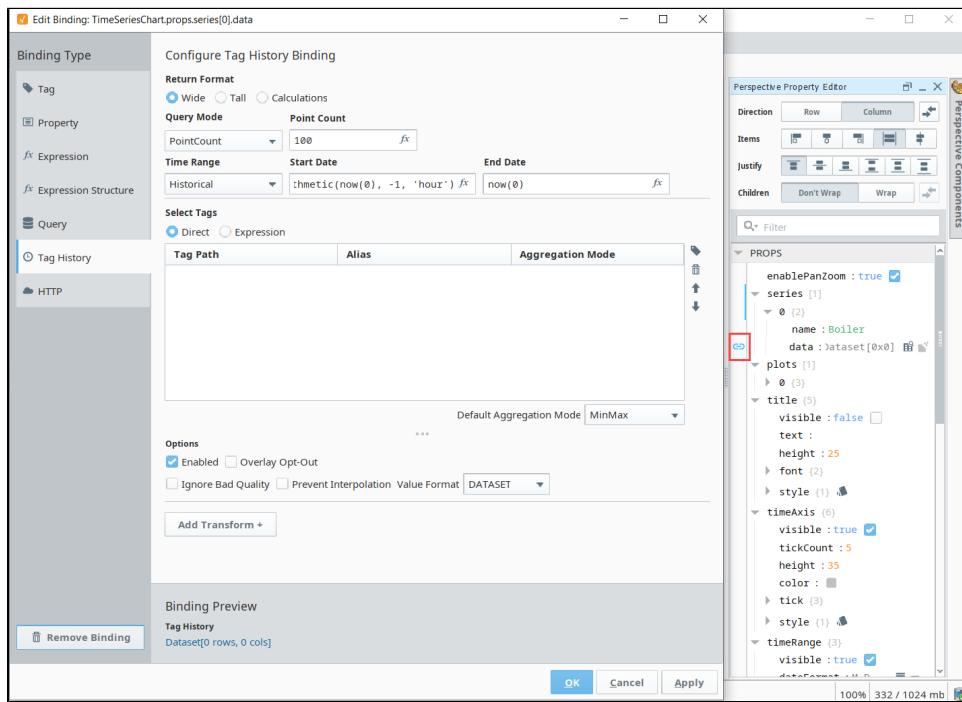
8. Under the Select Tags section, click on the **Tag** icon and use the Tag browser to drill down to the Tag you created in Step 1.
 9. Click **OK**.



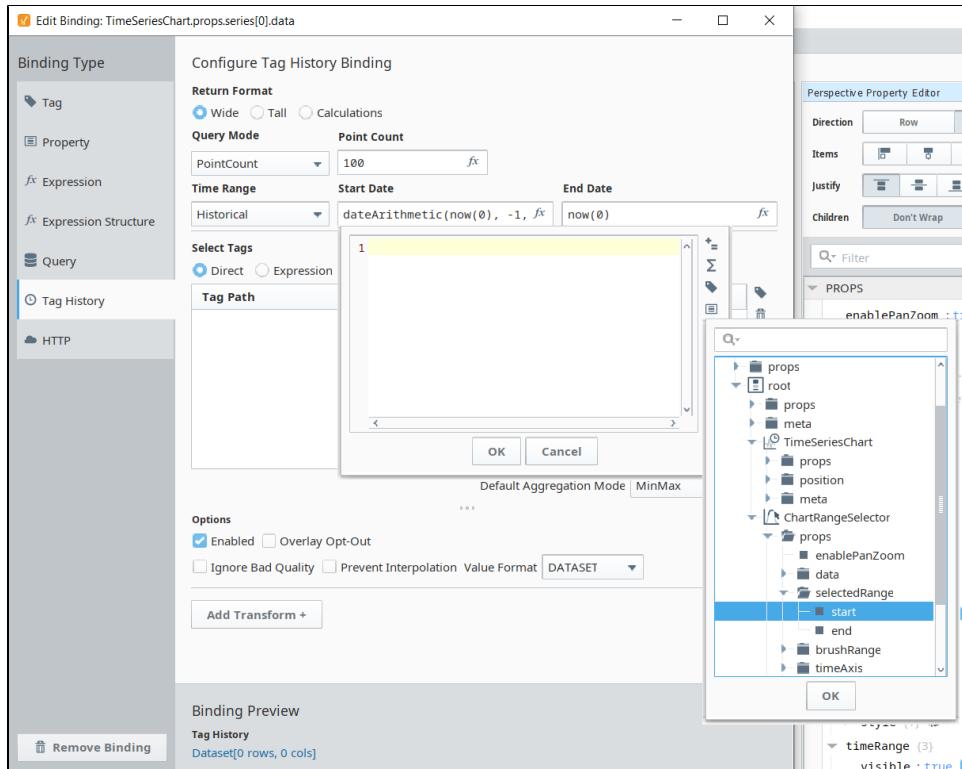
10. Click **OK** on the Binding Editor window to accept the binding changes. You should now have a Chart Range Selector displaying the last 1 hour of historical data for your Tag created in Step 1.



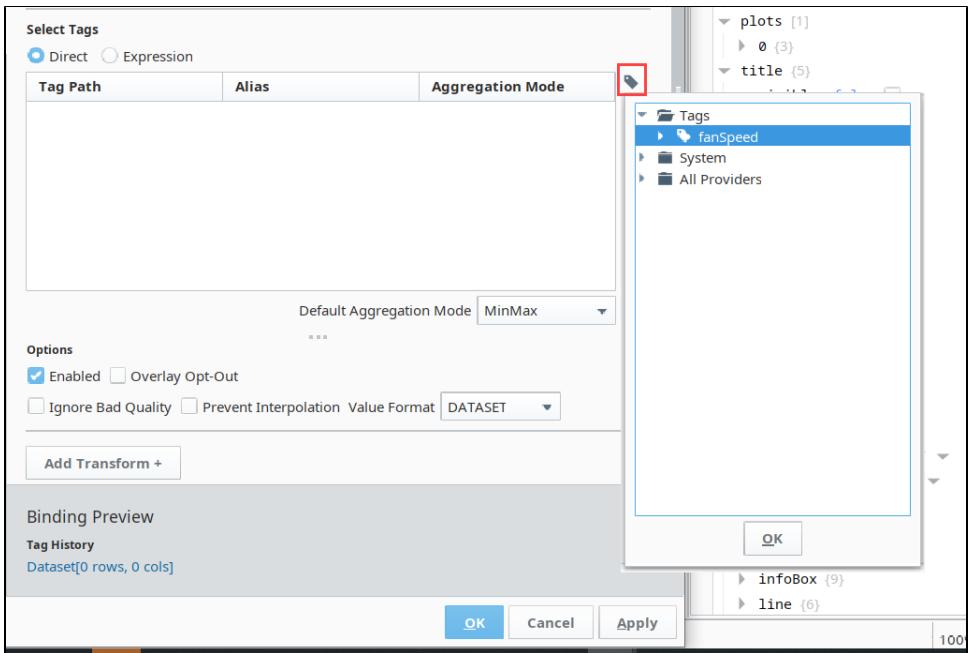
- Now select your Time Series Chart and from the Perspective Property Editor, and click on the **binding** icon for the **series[0].data** property to open the Binding Editor window.
- Select the **Tag History** binding type as shown in the following image.



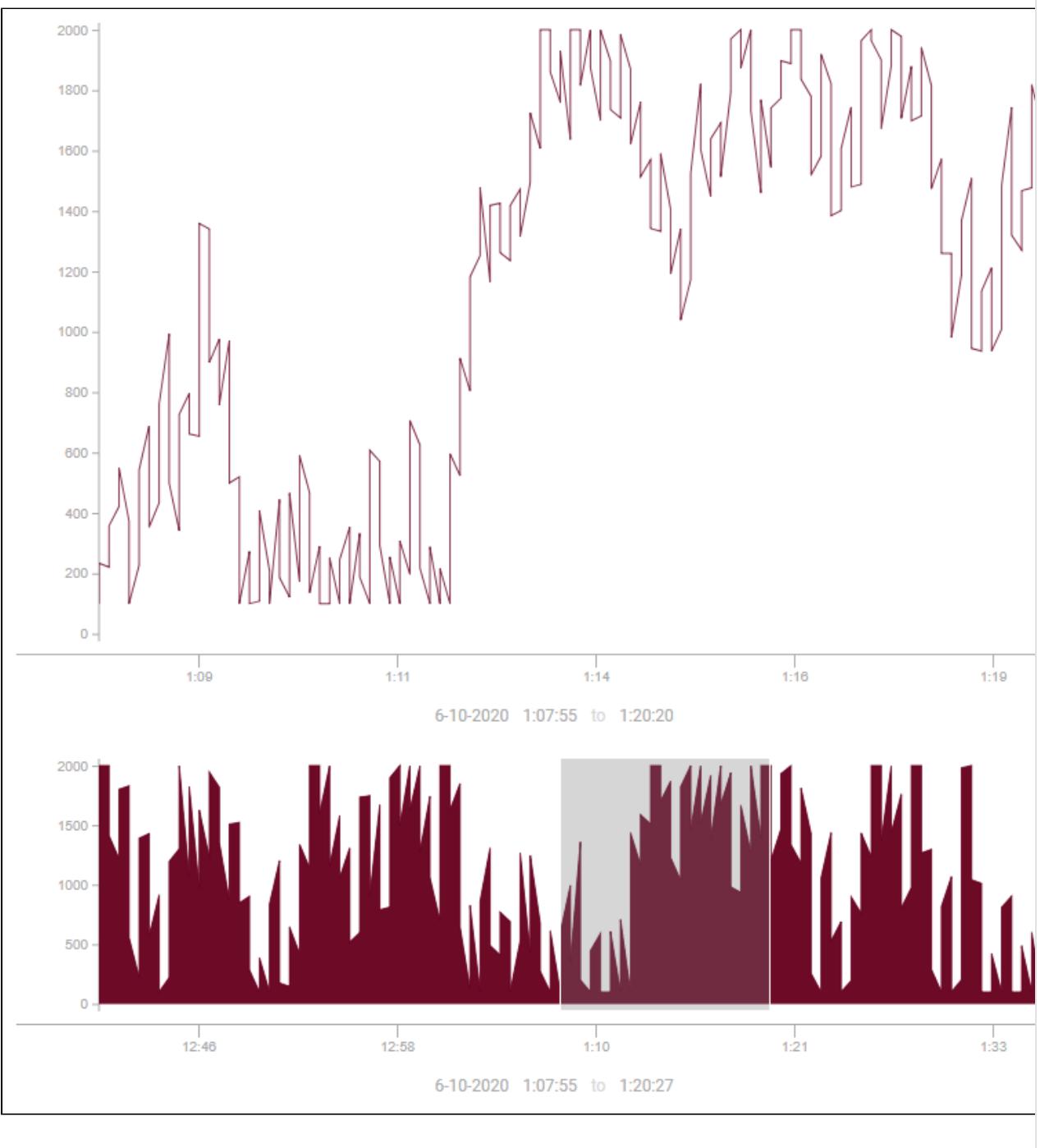
- Set the Time Range to **Historical**.
- The Start Date needs to have a property binding configured pointing to the Chart Range Selector's **props.selectedRange.start** property as in the image below.



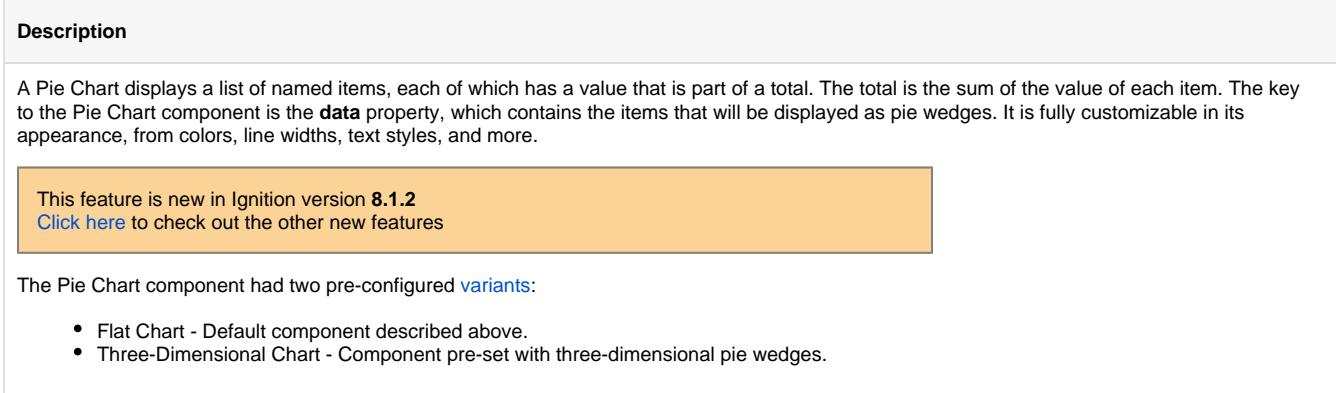
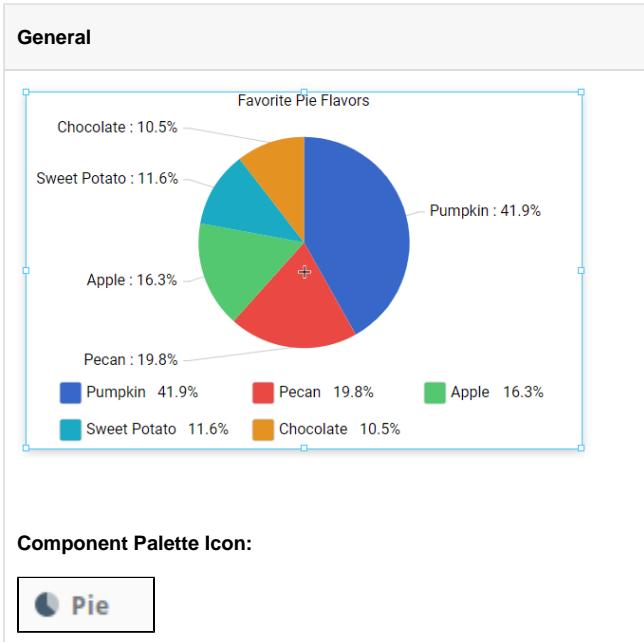
- Similarly, the **End Date** needs to have a property binding configured pointing to the Chart Range Selector's **props.selectedRange.end**.
- For the **Tag History** Binding configuration, click on the **Tag** icon on the right of the Select Tags table and drill down to the Tag from Step 1, then click **OK**.



17. After clicking OK and accepting the binding configurations on the Time Series Chart, you will be able to use your Chart Range Selector to select what data you want on your Time Series Chart to display. Simply drag and re-size the Chart Range Selector's brush section as shown below.



Perspective - Pie Chart

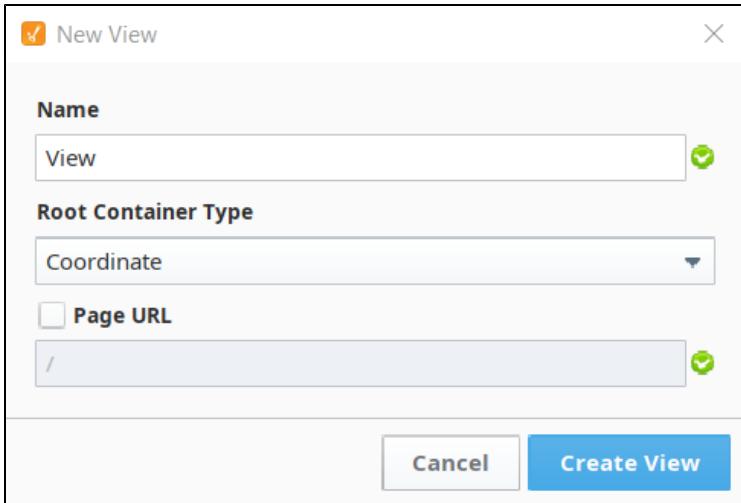


Perspective Component Events
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Pie Chart Example

The Pie Chart component can be used for things like inventory tracking. Below is an example that uses a Pie Chart to display the inventory of a local ice cream shop:

1. From the Perspective section of the Project Browser in your [Designer](#), right click on the Views folder and select **New View...** to create a new view.
2. This will bring up the New View window. Give your view a name and select the Coordinate Root Container type. The [Page URL](#) setting will remain unchecked for this example.

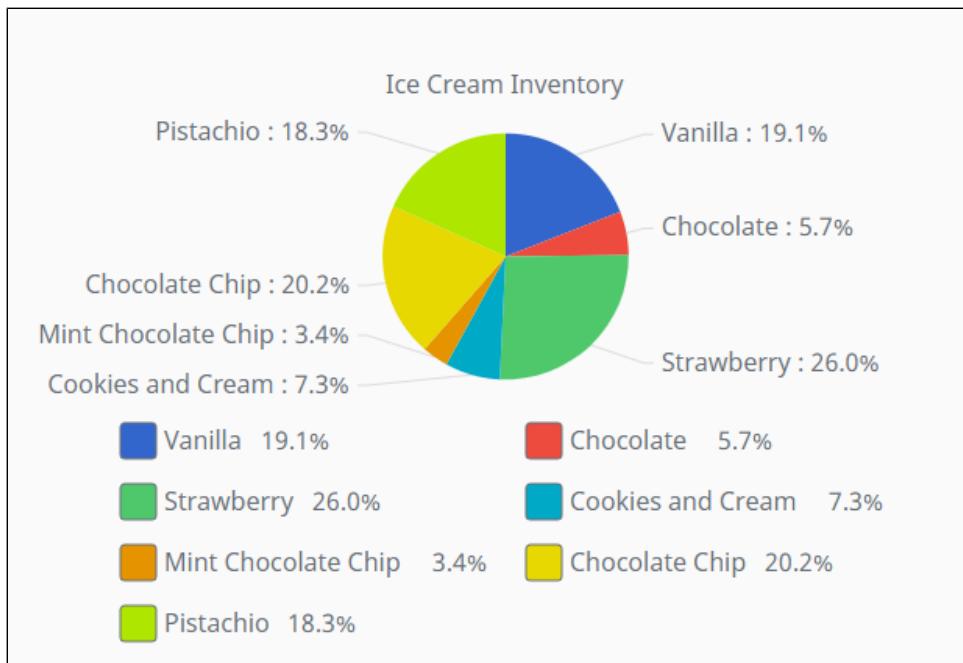


3. From the Perspective Component Palette, drag and drop a Pie Chart onto your newly created view.
4. Set the Pie Chart's **title** property to "Ice Cream Inventory".
5. Copy the array below and paste it on the Pie Chart's **data** property.

```
[
  {
    "flavor": "Vanilla",
    "count": "50"
  },
  {
    "flavor": "Chocolate",
    "count": "15"
  },
  {
    "flavor": "Strawberry",
    "count": "68"
  },
  {
    "flavor": "Cookies and Cream",
    "count": "19"
  },
  {
    "flavor": "Mint Chocolate Chip",
    "count": "9"
  },
  {
    "flavor": "Chocolate Chip",
    "count": "53"
  },
  {
    "flavor": "Pistachio",
    "count": "48"
  }
]
```

The array above is a an array of objects. Each object is a dictionary containing key/value pairs where the keys of each dictionary represent ice cream flavors and ice cream inventory counts with their respective values for each. Value types can vary as you can pass both "50" and 50 as counts and the Pie Chart will still be able to render the data correctly. The Pie Chart can have various forms of data sources. The data source array can be built via scripting following the above format or it can be built using a [query binding](#) on the Pie Chart's **data** property. The query used must return two columns in any order where each column represents a string and a numeric value to be rendered by the chart.

6. Once you have done this, your Pie Chart should look like this which is an accurate representation of the inventory data for this ice cream shop:



Properties

Name	Description																		
data	Data source for the chart. Each object within an array defines the name and value for a single pie section.																		
colors	Colors that correspond to each pie section, respective of order in data. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector .																		
title	Name to display for this chart.																		
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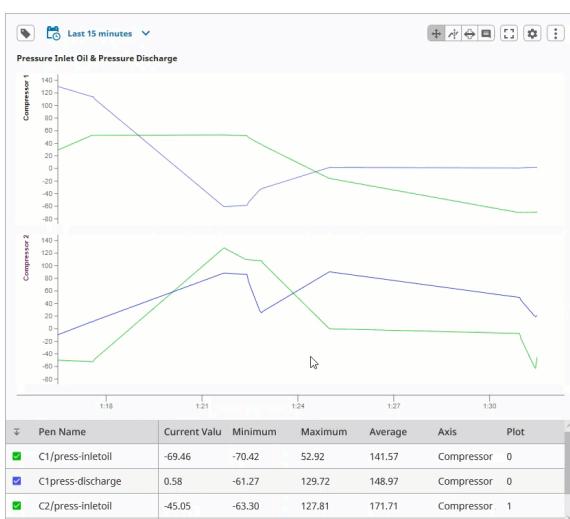
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enableTransitions		Whether the chart has visual transition effects for changes in chart data.																								
threeDi		Whether the chart has depth effect to look three-dimensional.																								

dimensional	
style	Use styles to customize the visual style of the component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .

Perspective - Power Chart

This feature is new in Ignition version **8.1.0**
[Click here](#) to check out the other new features

General



Component Palette Icon:



Description

The Power Chart collects and displays data based on the pens that have been configured on the chart. Users can add or remove pens from the chart, which in turn changes the underlying data. It is fully customizable in its appearance, from labels, colors, line widths, legend, scroll bars, text styles, and more.

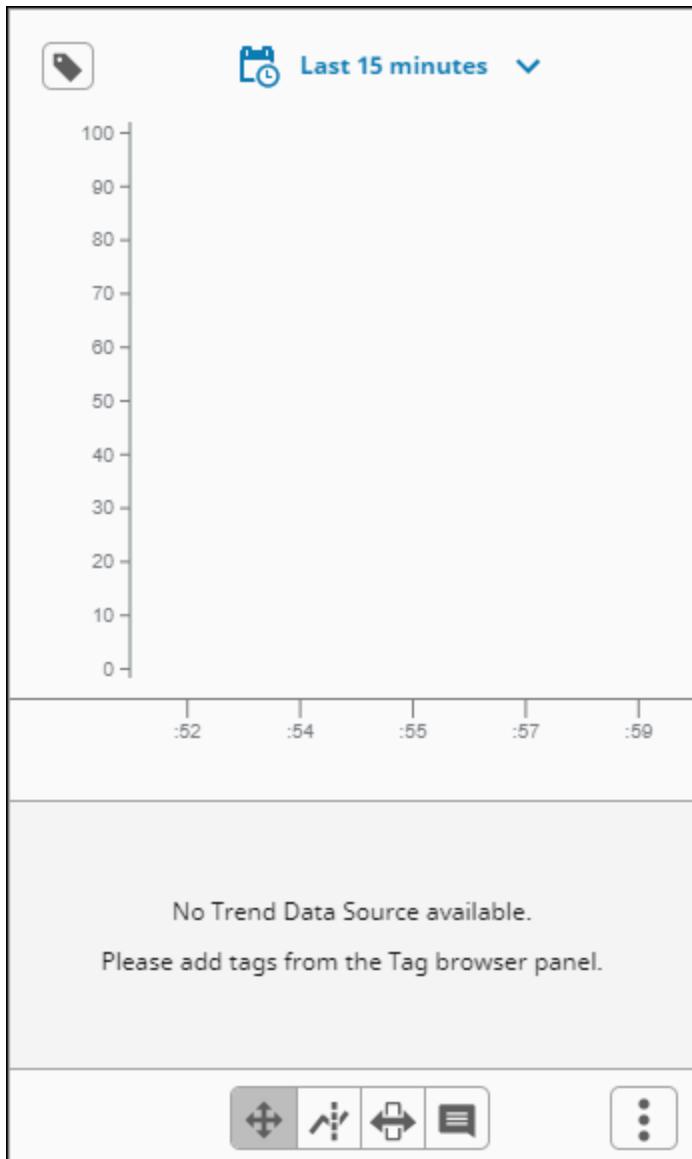
Note: The Power Chart utilizes functionality provided by the [Tag Historian](#) module, and requires a Tag Historian license to function.

The Power Chart has a responsive design and a mobile-optimized display that is different than the standard display. It has a mobile breakpoint so it fits better on mobile devices. The mobile breakpoint is 750px, and is configurable on the 'config' property, `responsiveDesignWidth`, which is described in the Property Table on this page. The chart can change how it's rendered when viewed on smaller devices. The image below shows how the Power Chart renders on a smaller device.



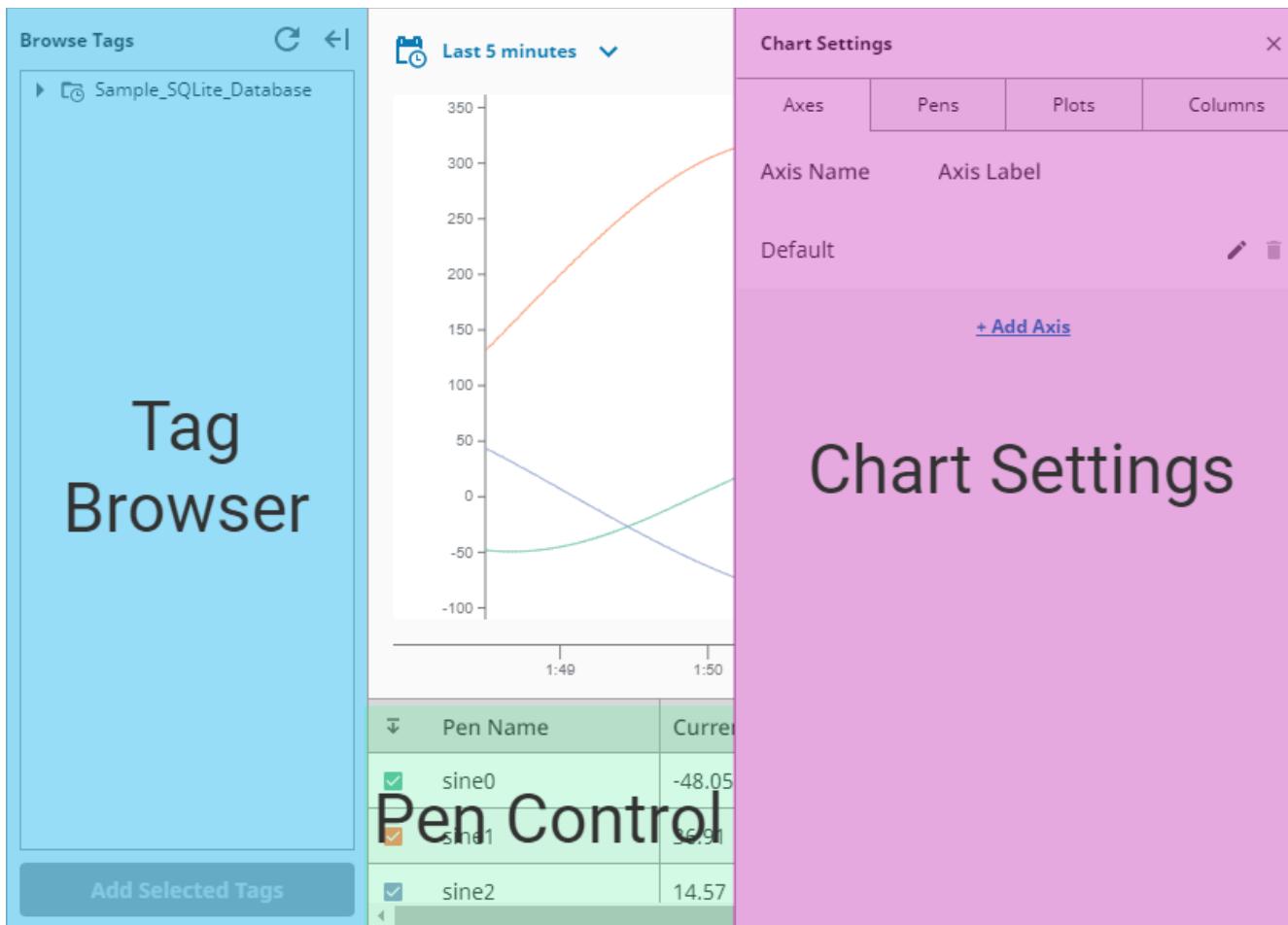
Power Chart - Overview

[Watch the Video](#)



Component Anatomy

Aside from the trending area, the component features several additional areas that provide additional functionality. The diagram below identifies these areas on a standard device.



Browse Tags

The Browse Tags panel allows you to browse for any available historical data, and add it to the chart. It is similar to the Designer's Tag Browser, but this tree reports any records that are accessible from the Tag Historian system, including tables provided by the [DB Table Historian Provider](#). There are two ways to add Tags to the chart's display:

- Select any nodes (entries with the Tag icon), and click **Add Selected Tags**, which will add a pen to the chart that represents the node that was selected.
- Drag selected nodes onto the chart. You can select multiple items by using Ctrl-click. You'll see a prompt indicating how many Tags are selected, i.e., 4 Tags.)

If there's more than one plot in the chart configuration, you will be prompted to choose which plot to add the pen to.

Pen Table

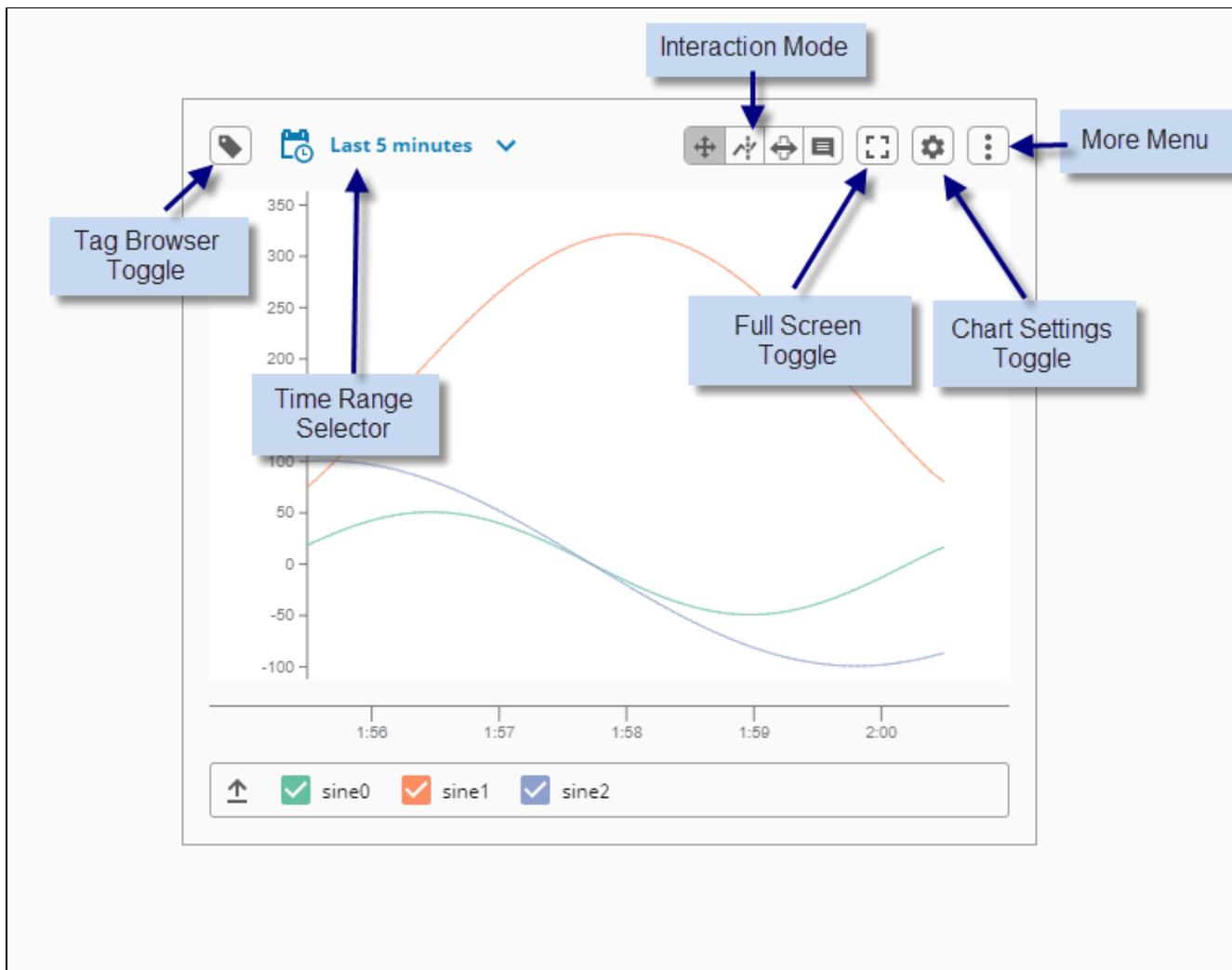
This table shows each pen that's currently on the component, offers some aggregates based on the chart's current range, and provides some quick actions such as hiding the pen and changing its color.

Chart Settings

This panel allows users to add new objects to the chart, such as new axes and plots.

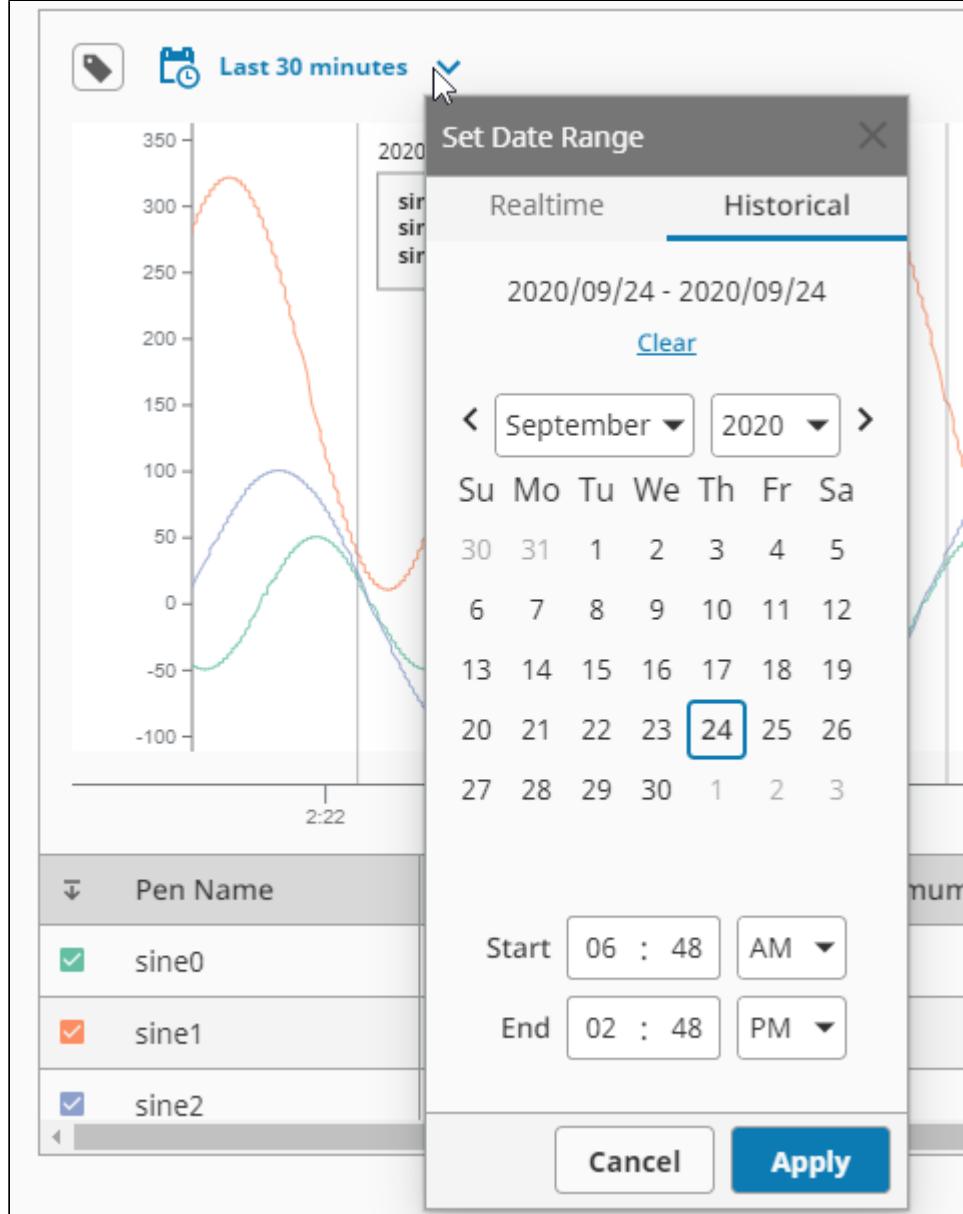
User Interaction

The top of the component features many interactive toggles and elements. Many of the properties available in the Property Editor are also available through a user interface in the runtime.

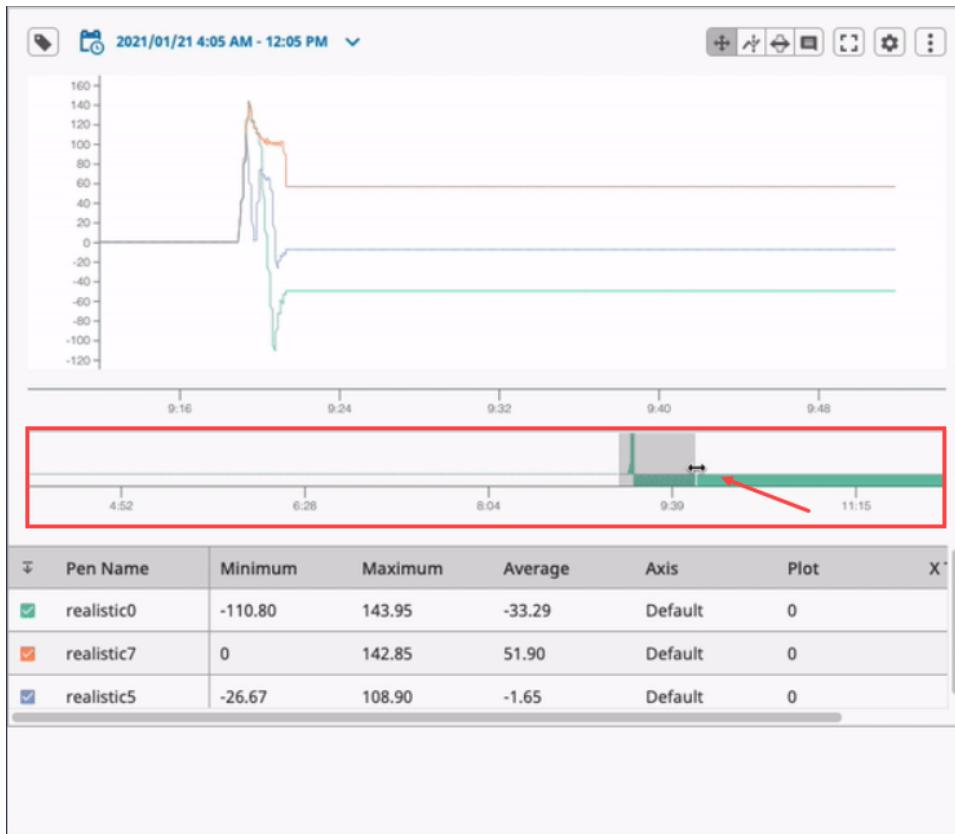


Interaction		Description
Browse Tags		Toggles the Tag Browser panel.
Date Range Selector		<p>Allows you to set the range on the chart. There are two modes:</p> <ul style="list-style-type: none"> • Realtime: Shows the most recent chart data based on the given timeframe. Useful in cases where you want to display real-time data.

- **Historical:** Allows you to pick at start datetime and end datetime using a popup calendar.



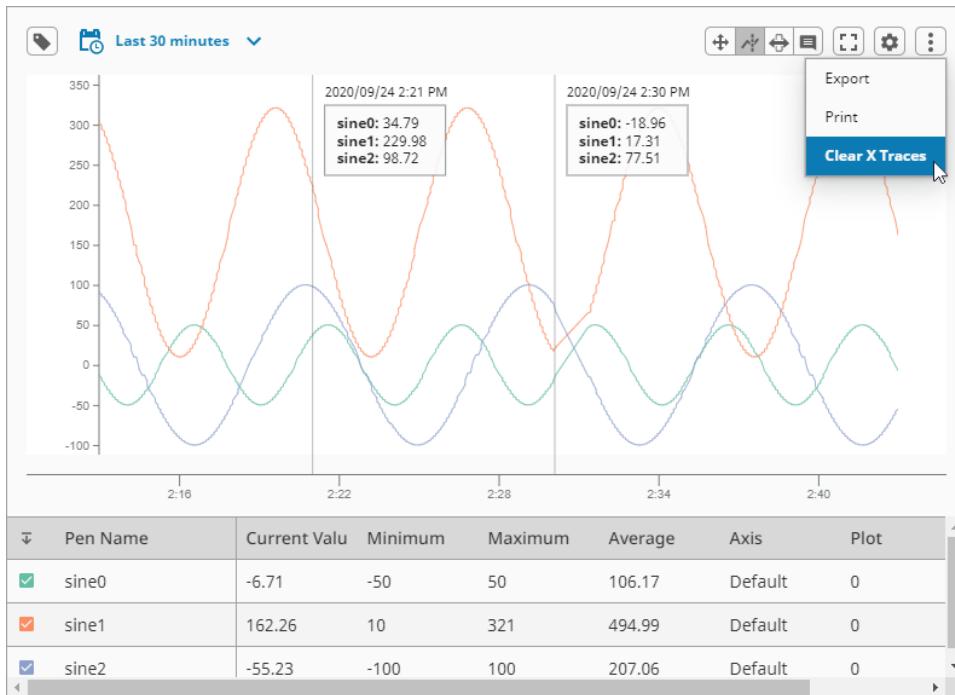
When the chart is in Historical mode, an additional time axis appears. On this access you can narrow down what the c clicking and dragging the mouse along the axis.



Pan and Zoom In this mode you can drag or swipe to pan forward and backward in time. On desktop device, clicking and dragging will pan mobile/touchscreen device, tapping and dragging will zoom. The "pinch" and "spread" gestures will zoom.

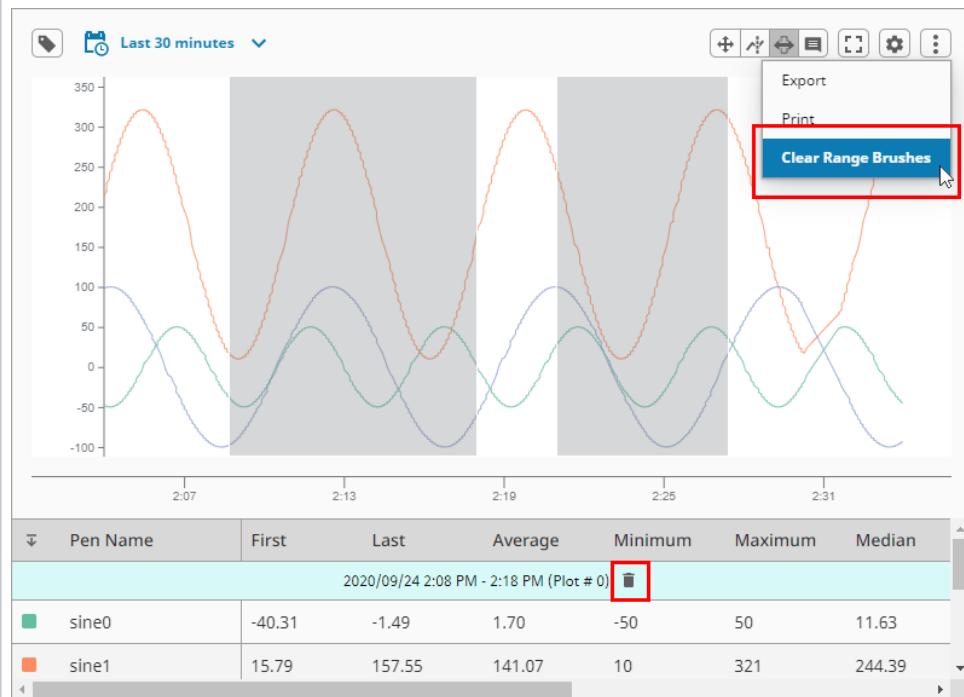
Zoom reset To reset the zoom to default, click the zoom reset icon.

X Trace Tap to place a vertical line, which shows an interpolated value for each pen on the plot. To clear the X Trace values, select C



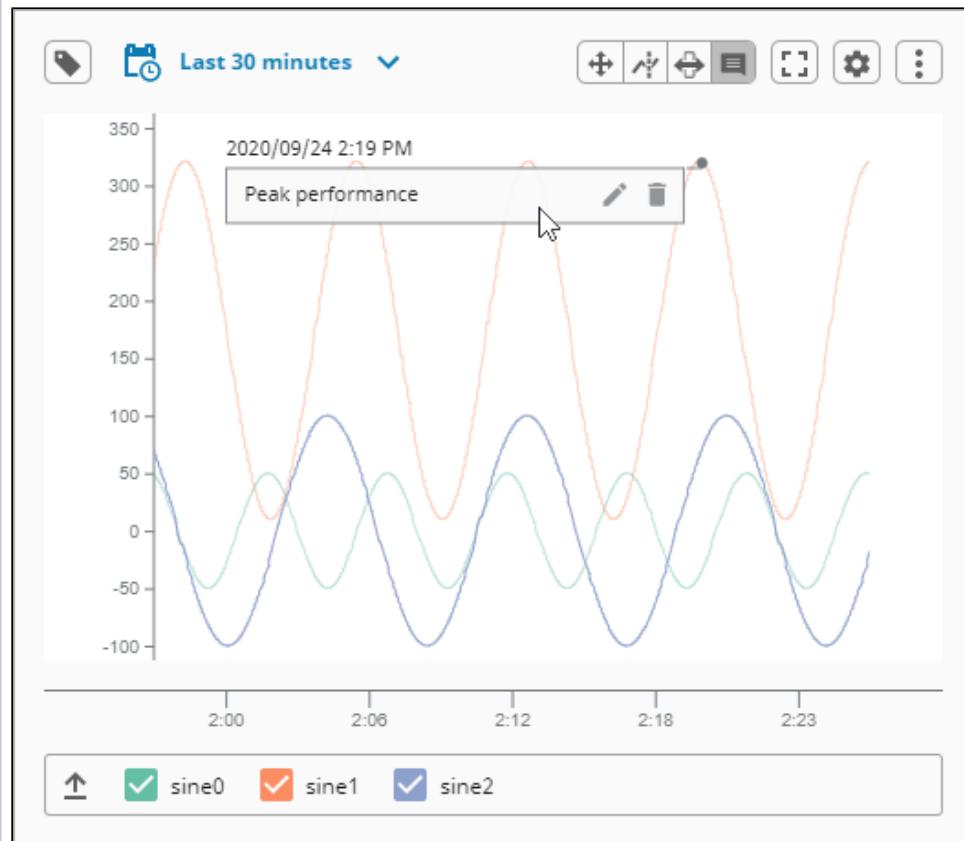
Range Brush Allows you to select a range of data on the chart. While a brush is active, the Pen Control Table will show aggregate summaries. Multiple brushes will create multiple aggregation summaries.

Individual selections can be removed by clicking the trashcan icon in the Pen Control Table, or by selecting **Clear Range Brushes**.



Annotate

Click near a trend, line, or data point and you'll have the opportunity to add an annotation. The annotation is stored with the trend. Annotations can be edited by clicking the **Edit** icon and deleted by clicking the **Delete** icon, which appear when hovering over the annotation.



Full Screen

Puts the chart into full screen mode.

Settings

Opens the Chart settings panel, allowing users to modify various aspects of the chart from the session. There are four tabs: General, Trends, Lines, and Data.

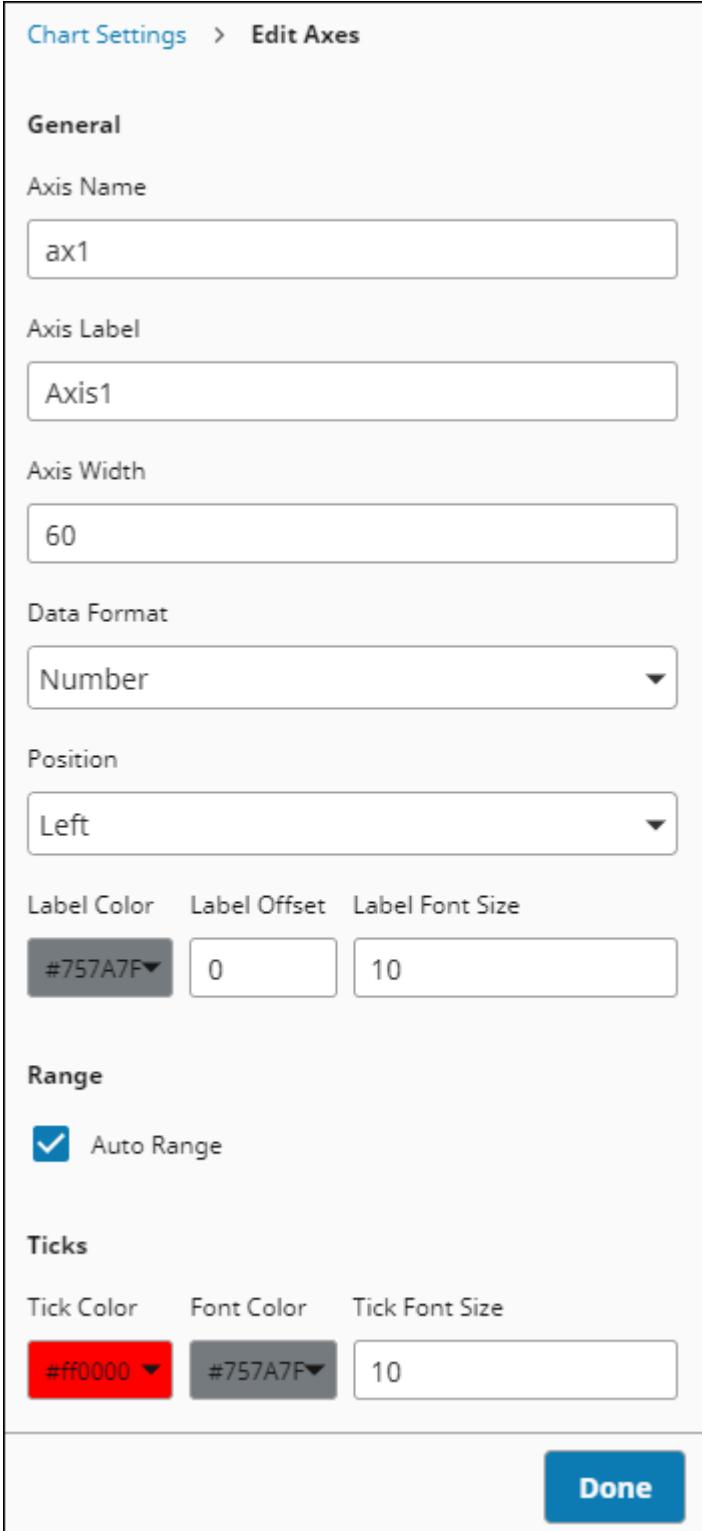
Tab	Description
Axes	<p>You can add or delete Axes here, or click the Edit icon to edit an existing axis. The options are the same on the Edit Axes page.</p>  <p>Chart Settings > Edit Axes</p> <p>General</p> <p>Axis Name</p> <input type="text" value="ax1"/> <p>Axis Label</p> <input type="text" value="Axis1"/> <p>Axis Width</p> <input type="text" value="60"/> <p>Data Format</p> <input type="button" value="Number"/> <p>Position</p> <input type="button" value="Left"/> <p>Label Color <input type="button" value="#757A7F"/> Label Offset <input type="text" value="0"/> Label Font Size <input type="text" value="10"/></p> <p>Range</p> <p><input checked="" type="checkbox"/> Auto Range</p> <p>Ticks</p> <p>Tick Color <input type="button" value="#ff0000"/> Font Color <input type="button" value="#757A7F"/> Tick Font Size <input type="text" value="10"/></p> <p style="text-align: right;">Done</p>
Pens	<p>You can add or delete pens here or click the Edit icon to edit an existing pen. The options are the same on the Edit Pens page.</p>

Chart Settings > Edit Pens	
General	Style (Normal State)
Name realistic0	Stroke Color #63B8E6 Stroke Width 1 Stroke Dash 0 Stroke Opacity 0.8
Axis Default Plot Plot #0	
<input checked="" type="checkbox"/> Display this pen on the chart	Style (Highlighted State)
<input type="checkbox"/> Hide pen from chart and pen control panel	Stroke Color #63B8E6 Stroke Width 1 Stroke Dash 0 Stroke Opacity 1
<input checked="" type="checkbox"/> User selectable	Style (Selected State)
	Stroke Color #63B8E6 Stroke Width 1 Stroke Dash 0 Stroke Opacity 1
Display	Style (Muted State)
Type Line	Stroke Color #63B8E6 Stroke Width 1 Stroke Dash 0 Stroke Opacity 0.4
Interpolation Curvilinear	
<input checked="" type="checkbox"/> Show a break in the line when data is missing	Preview
Done	

Plots You can add or delete plots here or click the **Edit** icon to edit an existing plot. The options are the same on the right.

Chart Settings > Edit Plots

Plot # 0

Relative Weight

Background

Marker # 0

Marker Type

Axis

Y Axis Value

Marker Color

Line Width

Dash

Line Opacity

Marker Label

Label Position

Font Color

Font Size

[+ Add Marker](#)

Done

Columns The Columns Chart Settings tab has options for datapoints to display on the Pen Control Panel and datapoints to

Chart Settings

X

Axes

Pens

Plots

Columns

Select datapoints to display on the Pen Control Panel

Current Value



Minimum



Maximum



Average



X Trace



Axis



Plot



Select datapoints to display on the Range Brush Table

First



Last



Minimum



Maximum



Median



Average



UCL



		<table border="1"> <tr><td>LCL</td><td><input checked="" type="checkbox"/></td></tr> <tr><td>Standard Deviation</td><td><input checked="" type="checkbox"/></td></tr> <tr><td>Sum</td><td><input checked="" type="checkbox"/></td></tr> <tr><td>Delta</td><td><input checked="" type="checkbox"/></td></tr> </table>	LCL	<input checked="" type="checkbox"/>	Standard Deviation	<input checked="" type="checkbox"/>	Sum	<input checked="" type="checkbox"/>	Delta	<input checked="" type="checkbox"/>		
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Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description								
config	<p>Configuration for the data feeding the chart.</p> <table border="1"> <thead> <tr> <th>Name</th><th>Description</th></tr> </thead> <tbody> <tr> <td>tagBrowserStart Path</td><td> <p>A path to a nested Tag History provider structure from which browsing will start. The path is expected to contain characters. Example:</p> <pre>histprov:Sample_SQLite_Database:/drv:My_Gateway:My_Tag_Provider:/tag:My_Folder/An</pre> <ul style="list-style-type: none"> • histprov - The name of the Tag Historian Provider • drv - The historian driver, which is typically a combination of a gateway name and tag provider name separated by a colon • tag - A path to a node that has children. Typically should lead to either a folder or the root node of a UDT if it is to be browsed. <p>While providing a path to this property, the tag component can be omitted, which will set the starting path for the particular driver. For example:</p> <pre>histprov:Sample_SQLite_Database:/drv:My_Gateway:My_Tag_Provider:/</pre> </td></tr> <tr> <td>mode</td><td>The type of query that is being made against the data source. Options are realtime or historical.</td></tr> <tr> <td>refreshRate</td><td>Duration (in milliseconds) that data will be queried for updated results. (realtime mode only)</td></tr> </tbody> </table>	Name	Description	tagBrowserStart Path	<p>A path to a nested Tag History provider structure from which browsing will start. The path is expected to contain characters. Example:</p> <pre>histprov:Sample_SQLite_Database:/drv:My_Gateway:My_Tag_Provider:/tag:My_Folder/An</pre> <ul style="list-style-type: none"> • histprov - The name of the Tag Historian Provider • drv - The historian driver, which is typically a combination of a gateway name and tag provider name separated by a colon • tag - A path to a node that has children. Typically should lead to either a folder or the root node of a UDT if it is to be browsed. <p>While providing a path to this property, the tag component can be omitted, which will set the starting path for the particular driver. For example:</p> <pre>histprov:Sample_SQLite_Database:/drv:My_Gateway:My_Tag_Provider:/</pre>	mode	The type of query that is being made against the data source. Options are realtime or historical.	refreshRate	Duration (in milliseconds) that data will be queried for updated results. (realtime mode only)
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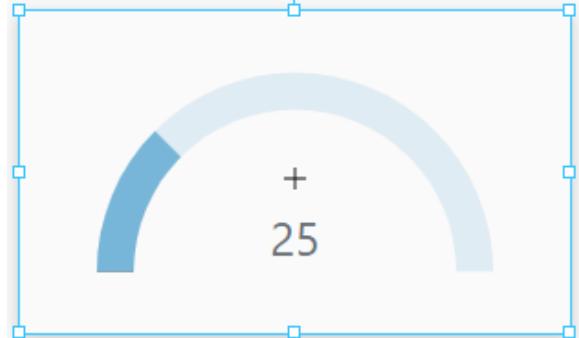
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Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Perspective - Simple Gauge

General



Component Palette Icon:



Description

The Simple Gauge component in Perspective provides a way to show realtime values in a range as they change. This gauge is a less complicated version of the [Gauge](#) component. It has just one axis, is easy to configure and is customizable in its appearance.

This feature is new in Ignition version **8.1.2**

[Click here](#) to check out the other new features

The Simple Gauge component had three pre-configured [variants](#):

- Half Circle - Default layout with a half-circle gauge.
- 3/4 Circle - Layout with a 3/4 circle gauge.
- Full Axis - Layout with a full axis gauge.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

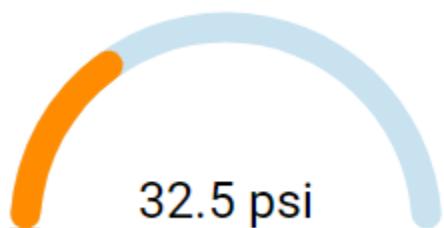
Name	Description	Property Type
value	Numeric value for the gauge to display. Default is 0.	value: numeric
minValue	Minimum gauge value for this gauge. Default is 0.	value: numeric
maxValue	Maximum gauge value for this gauge. Default is 100.	value: numeric
startAngle	Radial position for the start of the gauge's arc. Default is 180.	value: numeric
endAngle	Radial position for the end of the gauge's arc. Default is 360.	value: numeric
arc	The arc is a radial band that displays the gauge's value.	object

	Name	Description	Property Type
	width	Width of the line (in pixels) that represents the arc. Default is 20.	value: numeric
	color	Color of the arc line showing the gauge's value. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector .	color
	cornerRadius	Amount to round the edges of the arc. Default is 0.	value: numeric
arcBackground	Background or 'track' for the gauge arc. Shows shape and total potential value behind the arc.		value: numeric
	Name	Description	Property Type
	color	Color of the arc background. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value.	color
	opacity	Opacity of the arc. 0 is fully transparent, 1 is fully opaque.	value: numeric
label	The label for the gauge is displayed as text, with optional units.		object
	Name	Description	Property Type
	visible	Indicates whether or not the label is visible. Default is true (visible).	value: boolean
	size	Font size to display label text. Default is 25.	value: numeric
	units	Any unit information to append to the value on the label.	value: string
	maxDecimal	Maximum number of digits after decimal to display in the label. If null, full value will display.	value: numeric
animate	Whether needle should be animated in a sweeping motion when value changes. Default is false.		value: boolean
style	Sets a style for this gauge. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .		object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Example



Property	Value
Value	32.4567
props.arc.width	15
props.arc.cornerRadius	25
props.arc.color	#FF8C00
props.arcBackground.opacity	0.4
props.label.units	psi
props.label.maxDecimal	1

Perspective - Time Series Chart



Time Series Chart

[Watch the Video](#)

Description

The Time Series component provides an efficient way to visualize data from a variety of different data sources as chart data. Time series chart requires that the X axis of the chart represents time and the Y axis represents values. The Time Series Chart includes the following features:

- Zoom or pan in and out via mouse wheel interaction.
- X-Trace display showing data at the hovered time position.
- Multiple chart display types (Area, Bar, Line, and Scatter).
- Multiple Y axes with the ability to align to the left or right side of the chart.
- Multiple plots as well as multiple trends per plot.
- Baselines and markers.
- Custom axes.
- Time range showing the overall range of the data being displayed in the chart
- Simple display customization for the axes, different trend display types, baselines, and markers.
- Label and Title properties have their own dedicated styling properties, such as color and size.

By default, the charts contain example data, but typically a [tag history binding](#) or [named query binding](#) will be used to feed data to the charts.

The [Chart Range Selector](#) provides a complement to this chart. The Time Series Chart and Chart Range Selector components are most powerful when paired together.

This feature is new in Ignition version **8.1.2**
[Click here](#) to check out the other new features

The Time Series Chart component had four pre-configured [variants](#):

- Line chart - Default layout with appearance of a line chart.
- Area chart - Layout set up as an area chart.
- Bar chart - Layout set up as a bar chart.
- Scatter chart - Layout set up as a scatter chart.

User Interaction

The Time Series component properties have impact on the way a user can interact with a chart in the runtime.

Interaction	Description
Zoom	The user can zoom in and out on the Time Series chart. When zoomed to any level past its base time range, the Time Series chart will display a zoom reset  icon in the upper right corner. Click on the icon to return the chart to its base range. Note that the range will not refresh while zoomed in.
Pan	The user can pan across the Time Series chart. When panned past its base time range, the Time Series chart will display a pan reset  icon in the upper right corner. Click on the icon to return the chart to its base range. Note that the range will not refresh while panning.
Pinch Zoom	On a mobile device, the user can pinch-zoom the Time Series chart. ZOOMS must originate from within the boundaries of the displaying chart data.
Tracker Position	On a mobile device, the user can move the tracker position on the Time Series chart via touch.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description
enablePanZoom	Allows the chart to be panned and zoomed. The chart cannot be zoomed out past its base range.
series	A list of series entries used as the base data source for the chart display. Each series will be a new line drawn on the chart. At a minimum component requires at least one complete series entry to display data. With no other configuration provided, an initial display will be created (required). Each series entry requires the following properties:
Name	Description
name	The name of the series. A name must be provided or one will be added. This will also be used as the label of the auto-generated Y axis in the chart (required).
data	Data can be an object containing a time entry and value entries (all must be numbers) (required). Each value entry must be labeled with the column name to which it corresponds. Data can also be an array containing value entries (all must be numbers). Each value entry consists of a timestamp (which must be the first value) and one or more values that were captured at that time. Finally, data can also be in the form of a DataSet, for example, the data property can be bound to a Tag History binding to display either realtime data, or historical data (via start and end dates). Note: When using a dataset, the Time column should be the first column.
plots	A list of plots (subplots) for the chart. At least one entry is required. Plot entries contain properties that allow much finer control over the way data can be displayed. Each plot will be represented by its own row in the component (plots always stretch to fill the width of the chart). A plot has the following properties:
Name	Description
trends	If specified, a trend will become the display mechanism for the plot in which it resides. It describes the way that the data should look, and provides different display types as opposed to the <code>line</code> display type that is provided when building from series data. Multiple trends will be built on top of each other in the same plot. An axis will be generated for each trend, unless they share a common axis (either custom created, or generated from series data). A trend contains the following properties: (optional)

Name	Description	Property Type
visible	If specified, this is the visible state of the trend. If not visible, the trend data will be hidden, but the time range of the trend will still be represented in the overall time range of the plot.	value: boolean
type	The type of chart to create (required). Options are area, bar, line, and scatter.	value: string
series	The series used to feed data to this trend (required).	value: string
interpolation	<p>The type of curve that should be used to draw the line portion of the chart. Options are: curveBasis, curveBasisOpen, curveCardinal, curveCardinalOpen, curveCatmullRom, curveCatmullRomOpen, curveLinear, curveMonotoneX, curve MonotoneY, curveNatural, curveStep, curveStepAfter, curveStepBefore.</p> <p>More information on the interpolation methods above can be found in D3's documentation.</p>	value: string
breakLine	This property will be available when a trend of type line is being used. If true, the line will be broken on either side of bad/missing data values. If false, bad/missing data values are removed and the adjoining points are connected.	value: boolean
stack	This property will be available when a trend of type area or bar is being used. If true, the multiple columns of the chart will stack on top of each other.	value: boolean
axis	If specified, the name of an axis that is described in the axesproperty of the plot to which this trend belongs. This axis will be used as the Y axis for the trend.	value: string
radius	This property will be available when a trend of type scatter is being used. A number specifying the radius (in pixels) of the displaying points.	value: number
columns	If provided, only the columns in this list will be shown. Any style properties provided here will also override any existing style currently in place. A column contains the following properties:	array
Name	Description	Property Type
key	This needs to match a column name from the series to which this trend is bound (required). Once in place, this will allow the style configuration provided here to override the styles provided in the defaultStyles property.	value: string
color	If provided, this value will override any previous color values for the column (both stroke and fill). Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector .	value: string
styles	If provided, the styles for the state values listed here will override any previous state values. The state value options are:	object
Name	Description	Property Type
normal	Takes the same configuration options as the same named state value under the defaultStyles property.	object
highlighted	Takes the same configuration options as the same named state value under the defaultStyles property.	object
selected	Takes the same configuration options as the same named state value under the defaultStyles property.	object
muted	Takes the same configuration options as the same named state value under the defaultStyles property.	object
baselines	If specified, a line will be drawn on the trend based upon a given type of functionality. Options as follows:	
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value	The numeric value represented by the marker.	value: numeric																																																														
type	The type of marker. Currently the only option is line.	value: string																																																														
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		w/milliseconds [08:41:06:269], Unix Millisecond Timestamp [1563464737269], Unix Timestamp [1563464737], or none.																						
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muted		An object providing style configuration for the "muted" state (non selected) of a column, or data entry, in a trend. Any values specified here will override values set in the colorScheme or colors properties.								
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style	Sets a style for this chart. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneou	s	specify a style class .	

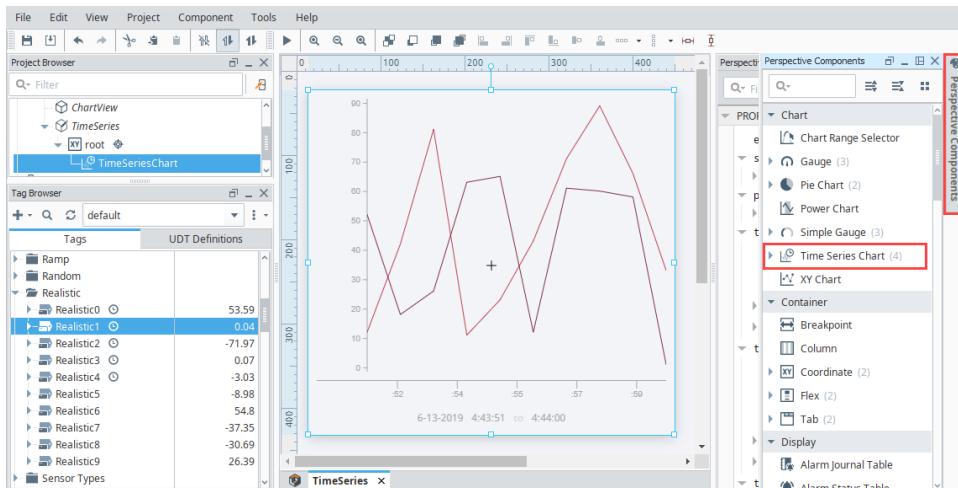
Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

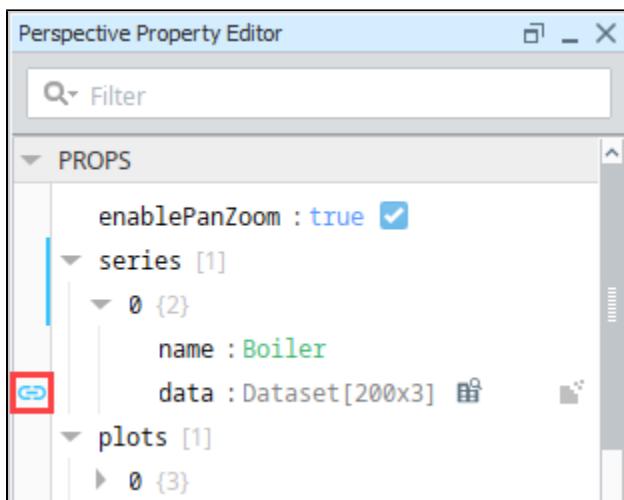
Example - Displaying History in a Time Series Chart

This example shows a Time Series Chart displaying Temperature and Pressure values for Tank 100.

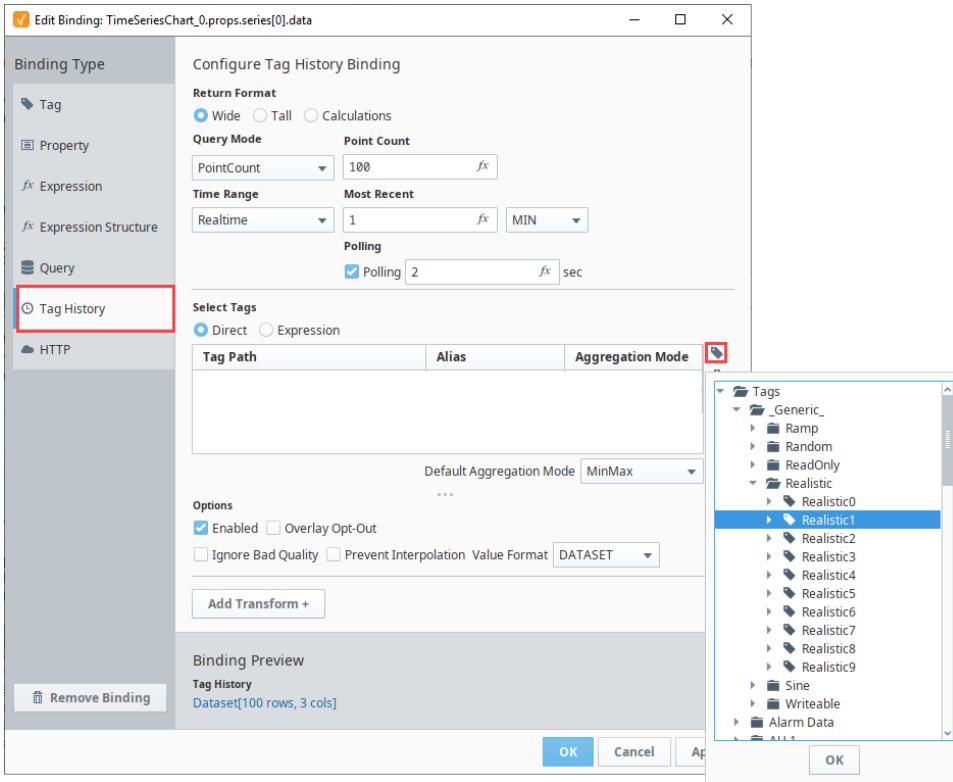
1. Create a new view, and drag an **Time Series Chart** component on to your view.



2. With the Time Series Chart selected, click on the chain link **Binding icon** under the **series > 0 > data** property.

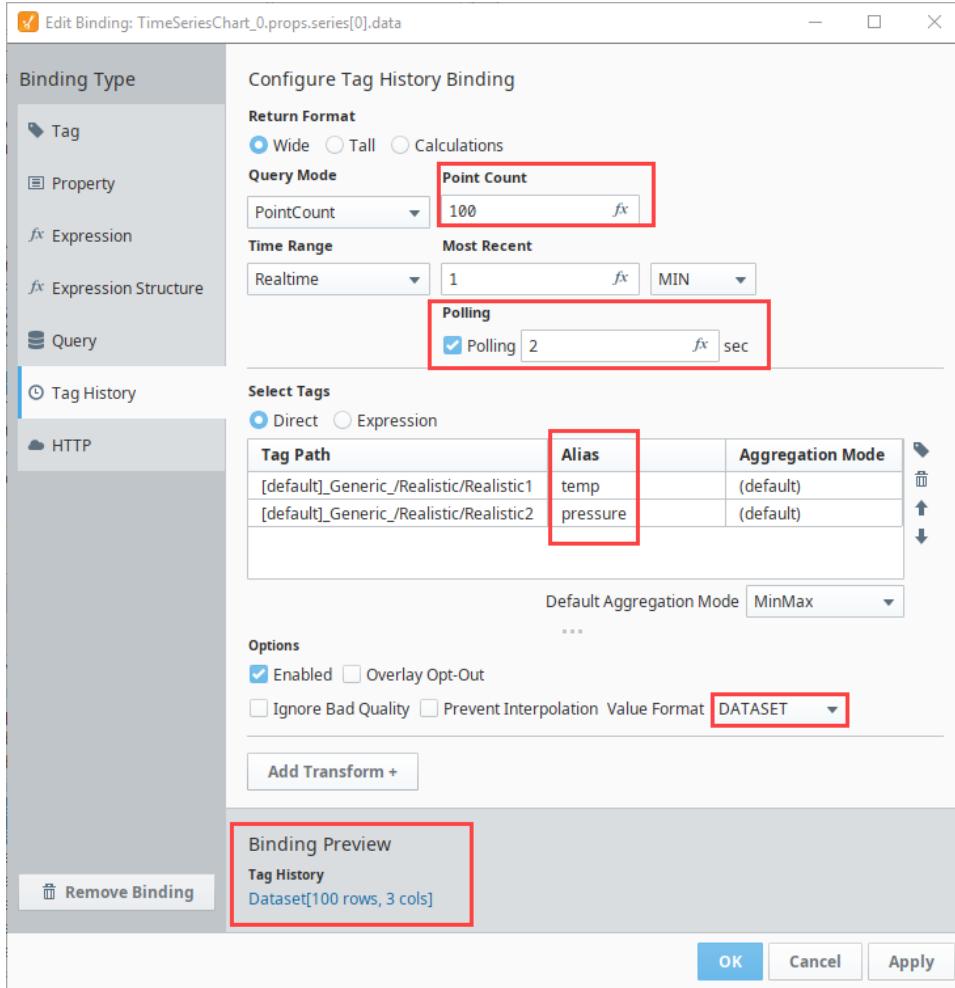


3. This will open the Edit Binding window. Select the **Tag History** binding type.
4. From the **Select Tags** section, click on the Tag Browse icon on the far right. Browse to select your Tag path. We selected **Realistic1** and **Realistic2** from the Generic > Realistic folder.



5. Now let's configure the following Tag History binding settings:
 - a. Double click in the Alias column for each Tag to add an Alias
 - i. Add the **Alias for Realistic1 as temp.**
 - ii. Add the **Alias for Realistic2 as pressure.**
 - b. Set the **Point count to 100.**
 - c. Under **Most Recent**, select **MIN** from the dropdown.
 - d. Set **Polling to 2.**
 - e. The Tag History binding returns a **Dataset**. You will see the format type in the Binding Preview in the lower left.

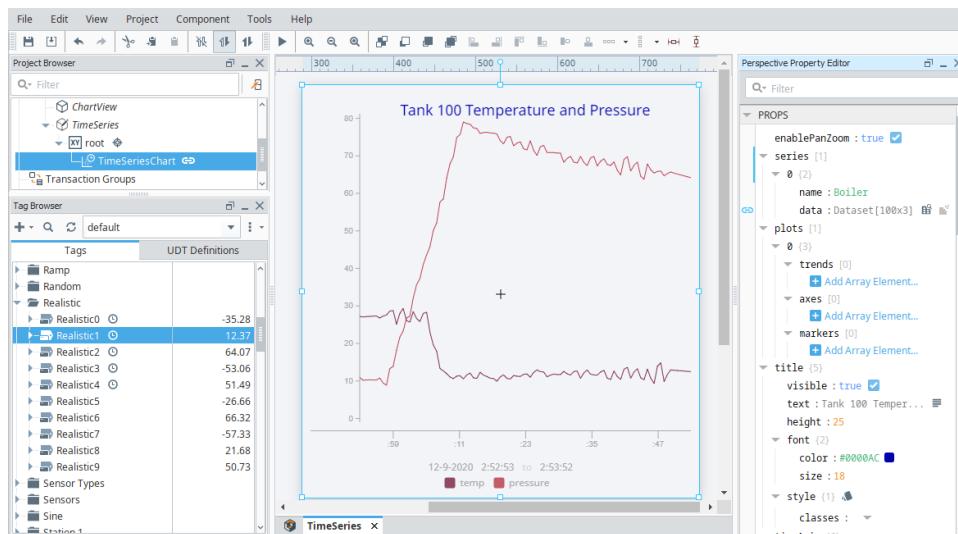
6. Click **OK**.



7. Now you have Tag History data in your Time Series Chart.

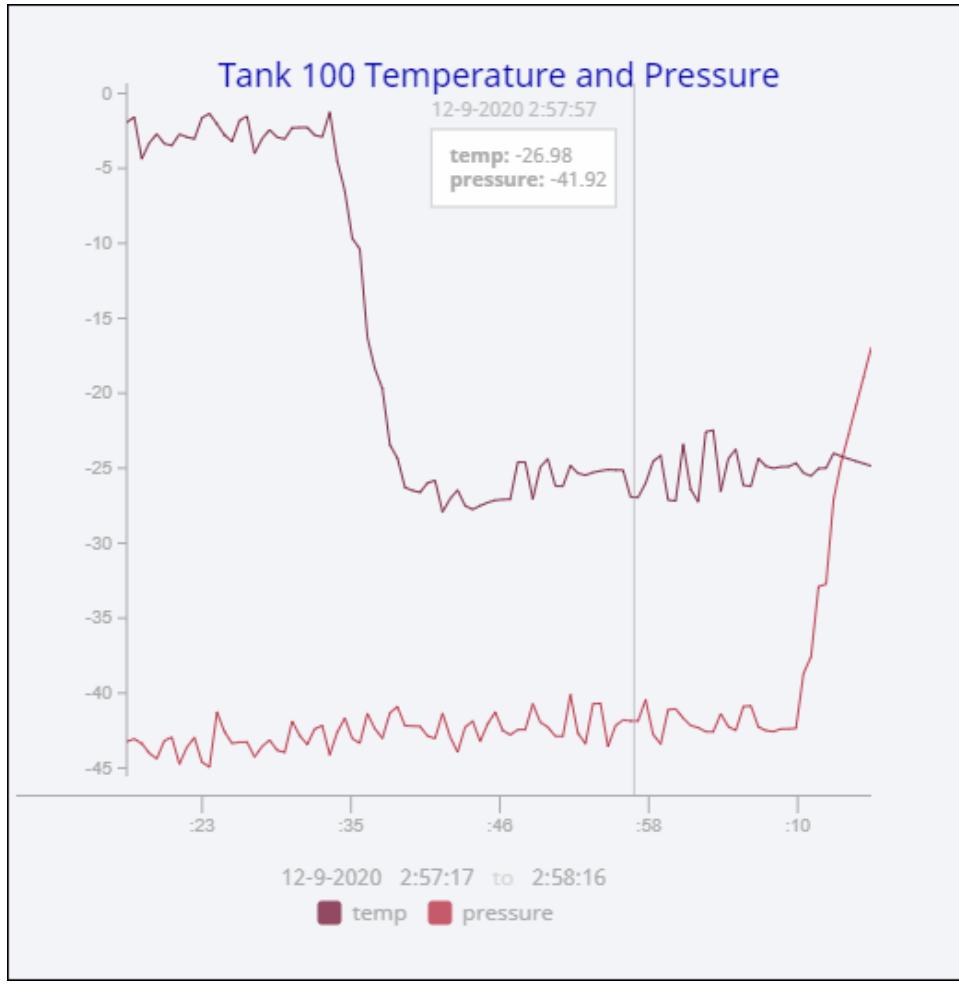
8. To add a title, scroll to the **Title** object in the PROPS section and set the following values:

- title.visible** - Set to **true**.
- title.text** - Enter a title: **Tank 100 Pressure and Temp Tracking**.
- legend.visible** - Set to **true**.

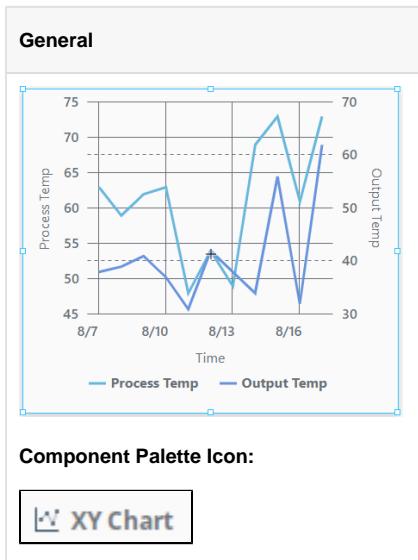


9. Save your project.

10. In **Preview Mode**, when you hover over the chart you will see a timestamp and Temp and Pressure values representing the current x-trace position.



Perspective - XY Chart



Description

The XY Chart displays data trends. It provides a flexible way to display either timeseries or X-Y data by entering data in the **dataSources** property. It is fully customizable in its appearance, from labels, colors, line widths, legend, scroll bars, text styles, and more.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description																		
dataSources	Objects that are the data source for the chart. When configured to show a date or time on the x-axis, the chart expects that each entry in a source is sorted in chronological order. It is highly advised that you sort the contents of any given data source.																		
title	Chart title configuration. <table border="1"><thead><tr><th>Name</th><th>Description</th></tr></thead><tbody><tr><td>text</td><td>The chart title text.</td></tr><tr><td>appearance</td><td>Appearance related title options.<table border="1"><thead><tr><th>Name</th><th>Description</th></tr></thead><tbody><tr><td>color</td><td>Color for the title.</td></tr><tr><td>font</td><td>Font settings.<table border="1"><thead><tr><th>Name</th><th>Description</th></tr></thead><tbody><tr><td>size</td><td>Specifies the size of the font in pixels (px) or points (pt). If you enter just a number, Perspective assumes the value is in pixels.</td></tr><tr><td>weight</td><td>Sets how thick or thin characters in the text are displayed.</td></tr></tbody></table></td></tr></tbody></table></td></tr></tbody></table>	Name	Description	text	The chart title text.	appearance	Appearance related title options. <table border="1"><thead><tr><th>Name</th><th>Description</th></tr></thead><tbody><tr><td>color</td><td>Color for the title.</td></tr><tr><td>font</td><td>Font settings.<table border="1"><thead><tr><th>Name</th><th>Description</th></tr></thead><tbody><tr><td>size</td><td>Specifies the size of the font in pixels (px) or points (pt). If you enter just a number, Perspective assumes the value is in pixels.</td></tr><tr><td>weight</td><td>Sets how thick or thin characters in the text are displayed.</td></tr></tbody></table></td></tr></tbody></table>	Name	Description	color	Color for the title.	font	Font settings. <table border="1"><thead><tr><th>Name</th><th>Description</th></tr></thead><tbody><tr><td>size</td><td>Specifies the size of the font in pixels (px) or points (pt). If you enter just a number, Perspective assumes the value is in pixels.</td></tr><tr><td>weight</td><td>Sets how thick or thin characters in the text are displayed.</td></tr></tbody></table>	Name	Description	size	Specifies the size of the font in pixels (px) or points (pt). If you enter just a number, Perspective assumes the value is in pixels.	weight	Sets how thick or thin characters in the text are displayed.
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cornerRadius	The corner radius.	value: numeric																				
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background	Background color and opacity for the tool tip.	object																				
		fill	Fill settings.	optional																		
			<table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>color</td><td>The fill color for the columns in this series. See Color Selector.</td><td>color</td></tr> <tr> <td>opacity</td><td>The column opacity.</td><td>value: numeric</td></tr> </tbody> </table>	Name	Description	Property Type	color	The fill color for the columns in this series. See Color Selector .	color	opacity	The column opacity.	value: numeric										
Name	Description	Property Type																				
color	The fill color for the columns in this series. See Color Selector .	color																				
opacity	The column opacity.	value: numeric																				
		stroke	Stroke settings.	optional																		
			<table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> </table>	Name	Description	Property Type																
Name	Description	Property Type																				

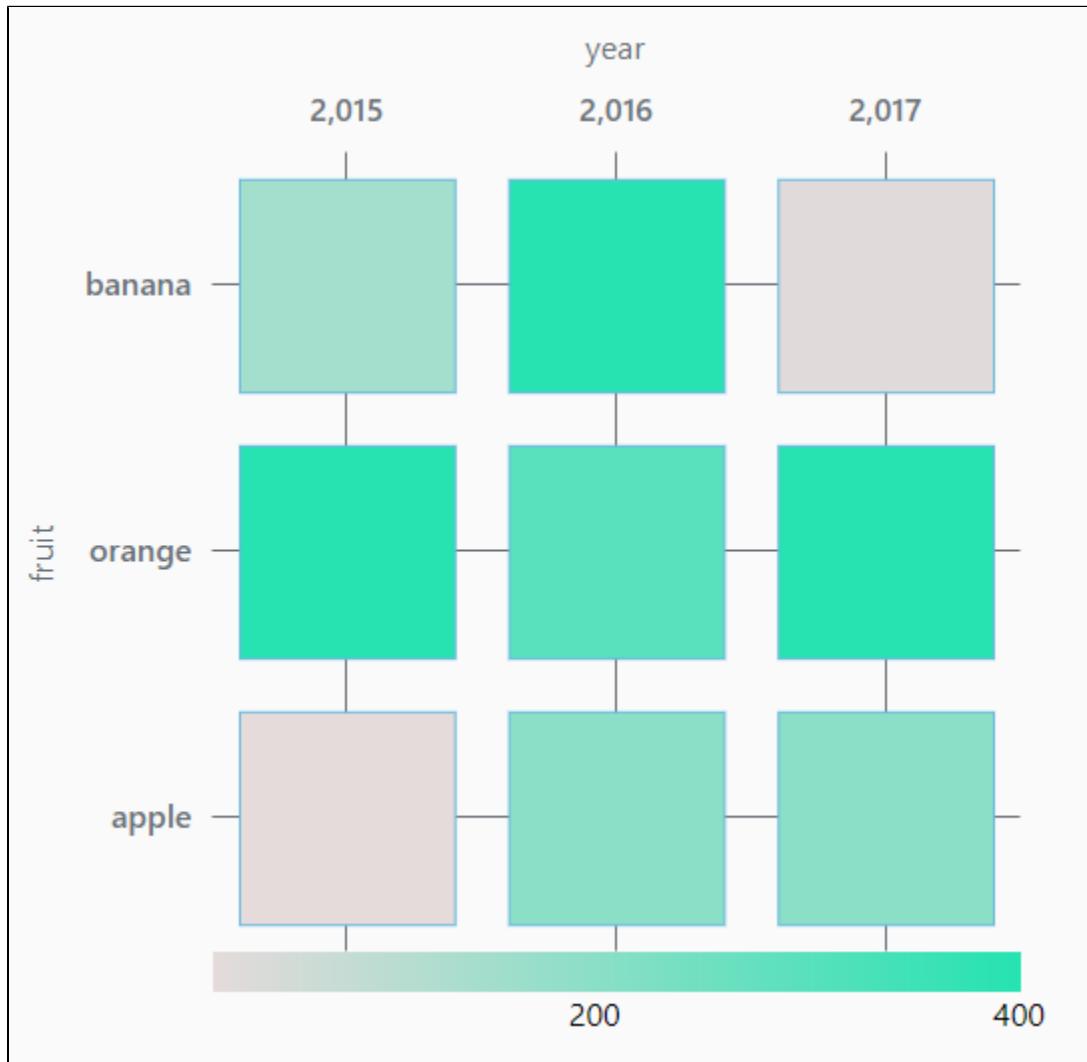
Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Examples

Example 1

This example demonstrates how to configure a Heatmap, where the value of each cross axis is represented as a color along a gradient. This style of chart is largely accomplished by setting the series "render" property to "column", and enabling "heatRules".



The data used in this example is shown in the code block below: The x-axis is set to the "year" key, while the y-axis is set to the "fruit" key. The "dataField" property under "heatRules" is set to the "count" key.

year - the x-axis
fruit - the y-axis
count - determines the color used in the block.

```
[  
  {  
    "year": 2015,  
    "fruit": "apple",  
    "count": 300  
  },  
  {  
    "year": 2015,  
    "fruit": "orange",  
    "count": 400  
  },  
  {  
    "year": 2015,  
    "fruit": "banana",  
    "count": 200  
  },  
  {  
    "year": 2016,  
    "fruit": "apple",  
    "count": 300  
  },  
  {  
    "year": 2016,  
    "fruit": "orange",  
    "count": 400  
  },  
  {  
    "year": 2016,  
    "fruit": "banana",  
    "count": 200  
  },  
  {  
    "year": 2017,  
    "fruit": "apple",  
    "count": 300  
  },  
  {  
    "year": 2017,  
    "fruit": "orange",  
    "count": 400  
  },  
  {  
    "year": 2017,  
    "fruit": "banana",  
    "count": 200  
  }]
```

```

        "count": 20
    },
    {
        "year": 2015,
        "fruit": "orange",
        "count": 400
    },
    {
        "year": 2015,
        "fruit": "banana",
        "count": 150
    },
    {
        "year": 2016,
        "fruit": "apple",
        "count": 200
    },
    {
        "year": 2016,
        "fruit": "orange",
        "count": 300
    },
    {
        "year": 2016,
        "fruit": "banana",
        "count": 400
    },
    {
        "year": 2017,
        "fruit": "apple",
        "count": 200
    },
    {
        "year": 2017,
        "fruit": "orange",
        "count": 400
    },
    {
        "year": 2017,
        "fruit": "banana",
        "count": 30
    }
]

```

Notable Property Configurations

The example requires both an X axis and a Y axis. In addition to a series

PROPS Path	Property Description	Value
xAxes.0.render	Makes the chart group values in the X Axis, and provides equal padding between each category. Partially responsible for rendering boxes on the chart.	category
yAxes.0.render	Makes the chart group values in the Y Axis, and provides equal padding between each category. Partially responsible for rendering boxes on the chart.	category
series.0.render	When combined with "category" renders for the X and Y axes, allows the categories boxes to be rendered on the chart.	column
series.0.column.appearance.heatRules.enabled	Makes the chart change the color on each category based on dataField key ("count", in our example), applying the min and max colors.	true
series.0.column.appearance.heatRules.max	The property represents which color to use for higher values.	#26E3B1
series.0.column.appearance.heatRules.min	The property represents which color to use for lower values.	#E5DBDB (pick a color you want to represent low colors)
series.0.column.	Determines which key in the underlying data should be used to determine the	count

appearance.heatRules. color of th
dataField

Example Configuration

The JSON string below can be used to replicate the heatmap example. Simply copy the contents of the code block below (**double click** on any part of the JSON to select all of it) , and paste it into a container in your designer.

```
[  
  {  
    "type": "ia.chart.xy",  
    "version": 0,  
    "props": {  
      "legend": {  
        "enabled": false  
      },  
      "xAxes": [  
        {  
          "name": "year",  
          "label": {  
            "enabled": true,  
            "text": "year",  
            "color": ""  
          },  
          "visible": true,  
          "tooltip": {  
            "enabled": true,  
            "text": "",  
            "cornerRadius": 3,  
            "pointerLength": 4,  
            "background": {  
              "color": "",  
              "opacity": 1  
            }  
          },  
          "inversed": false,  
          "render": "category",  
          "category": {  
            "break": {  
              "enabled": false,  
              "startCategory": "",  
              "endCategory": "",  
              "size": 0.05  
            }  
          },  
          "date": {  
            "baseInterval": {  
              "enabled": false,  
              "timeUnit": "hour",  
              "count": 1,  
              "skipEmptyPeriods": false  
            },  
            "range": {  
              "max": "",  
              "min": "",  
              "useStrict": false  
            },  
            "break": {  
              "enabled": false,  
              "startDate": "",  
              "endDate": "",  
              "size": 0.05  
            },  
            "inputFormat": "yyyy-MM-dd kk:mm:ss",  
            "format": "M/d"  
          },  
          "value": {  
            "range": {  
              "max": "",  
              "min": "",  
              "useStrict": false  
            }  
          }  
        }  
      ]  
    }  
  }]
```

```

},
"logarithmic": false,
"break": {
  "enabled": false,
  "startValue": 0,
  "endValue": 100,
  "size": 0.05
},
"format": "#,###.##"
},
"appearance": {
  "opposite": true,
  "inside": false,
  "labels": {
    "color": "",
    "opacity": 1
  },
  "grid": {
    "color": "",
    "opacity": 1,
    "dashArray": "",
    "minDistance": 60,
    "position": 0.5
  },
  "font": {
    "size": "",
    "weight": 500
  }
}
],
"yAxes": [
{
  "name": "fruit",
  "label": {
    "enabled": true,
    "text": "fruit",
    "color": ""
  },
  "visible": true,
  "tooltip": {
    "enabled": true,
    "text": "",
    "cornerRadius": 3,
    "pointerLength": 4,
    "background": {
      "color": "",
      "opacity": 1
    }
  },
  "inversed": false,
  "render": "category",
  "category": {
    "break": {
      "enabled": false,
      "startCategory": "",
      "endCategory": "",
      "size": 0.05
    }
  },
  "date": {
    "baseInterval": {
      "enabled": false,
      "timeUnit": "hour",
      "count": 1,
      "skipEmptyPeriods": false
    },
    "range": {
      "max": "",
      "min": "",
      "useStrict": false
    }
  }
}
]
}

```

```

        },
        "break": {
            "enabled": false,
            "startDate": "",
            "endDate": "",
            "size": 0.05
        },
        "inputFormat": "yyyy-MM-dd kk:mm:ss",
        "format": "M/d/yyyy HH:mm:ss"
    },
    "value": {
        "range": {
            "max": "",
            "min": "",
            "useStrict": false
        },
        "logarithmic": false,
        "break": {
            "enabled": false,
            "startValue": 0,
            "endValue": 100,
            "size": 0.05
        },
        "format": "#,###.##"
    },
    "appearance": {
        "opposite": false,
        "inside": false,
        "labels": {
            "color": "",
            "opacity": 1
        },
        "grid": {
            "color": "",
            "opacity": 1,
            "dashArray": "",
            "minDistance": null,
            "position": 0.5
        },
        "font": {
            "size": "",
            "weight": 500
        }
    }
},
"series": [
{
    "name": "count",
    "label": {
        "text": "Process Temp"
    },
    "visible": true,
    "hiddenInLegend": false,
    "defaultState": {
        "visible": true
    },
    "data": {
        "source": "data",
        "x": "year",
        "y": "fruit"
    },
    "xAxis": "year",
    "yAxis": "fruit",
    "zIndex": 0,
    "tooltip": {
        "enabled": true,
        "text": "{name}: [bold]{valueY}[/]",
        "cornerRadius": 3,
        "pointerLength": 4,
        "background": {
            "color": "#fff",
            "border": "1px solid #ccc",
            "padding": 5
        }
    }
}
]
}

```

```
        "color": "",
        "opacity": 1
    },
},
"render": "column",
"candlestick": {
    "open": {
        "x": "",
        "y": ""
    },
    "high": {
        "x": "",
        "y": ""
    },
    "low": {
        "x": "",
        "y": ""
    },
    "appearance": {
        "fill": {
            "color": "",
            "opacity": 1
        },
        "stroke": {
            "color": "",
            "opacity": 1,
            "width": 1
        },
        "stacked": false,
        "deriveFieldsFromData": {
            "fill": {
                "color": "",
                "opacity": ""
            },
            "stroke": {
                "color": "",
                "opacity": "",
                "width": ""
            }
        },
        "heatRules": {
            "enabled": false,
            "max": "",
            "min": "",
            "dataField": ""
        }
    }
},
"column": {
    "open": {
        "x": "",
        "y": ""
    },
    "appearance": {
        "fill": {
            "color": "",
            "opacity": 1
        },
        "stroke": {
            "color": "",
            "opacity": 1,
            "width": 1
        },
        "stacked": false,
        "width": null,
        "height": null,
        "deriveFieldsFromData": {
            "fill": {
                "color": "",
                "opacity": ""
            },

```

```

    "stroke": {
      "color": "",
      "opacity": "",
      "width": ""
    }
  },
  "heatRules": {
    "enabled": true,
    "max": "#26E3B1",
    "min": "#E5DBDB",
    "dataField": "count"
  }
},
"line": {
  "open": {
    "x": "",
    "y": ""
  },
  "appearance": {
    "connect": true,
    "tensionX": 1,
    "tensionY": 1,
    "minDistance": 0.5,
    "stroke": {
      "width": 3,
      "opacity": 1,
      "color": "",
      "dashArray": ""
    },
    "fill": {
      "opacity": 0,
      "color": ""
    }
  },
  "bullets": [
    {
      "enabled": false,
      "render": "circle",
      "width": 10,
      "height": 10,
      "label": {
        "text": "{value}",
        "position": {
          "dx": 0,
          "dy": 0
        }
      },
      "fill": {
        "color": "",
        "opacity": 1
      },
      "stroke": {
        "color": "",
        "opacity": 1,
        "width": 1
      },
      "rotation": 0,
      "tooltip": {
        "enabled": true,
        "text": "{name}: [bold]{valueY}[/]",
        "cornerRadius": 3,
        "pointerLength": 4,
        "background": {
          "color": "",
          "opacity": 1
        }
      },
      "deriveFieldsFromData": {
        "fill": {
          "color": "",
          "opacity": ""
        }
      }
    }
  ]
}

```

```

        },
        "stroke": {
            "color": "",
            "opacity": "",
            "width": ""
        },
        "rotation": ""
    },
    "heatRules": {
        "enabled": false,
        "max": 100,
        "min": 2,
        "dataField": ""
    }
}
],
]
}
},
"stepLine": {
    "open": {
        "x": "",
        "y": ""
    },
    "appearance": {
        "connect": true,
        "tensionX": 1,
        "tensionY": 1,
        "minDistance": 0.5,
        "stroke": {
            "width": 3,
            "opacity": 1,
            "color": "",
            "dashArray": ""
        },
        "fill": {
            "opacity": 0,
            "color": ""
        }
    },
    "bullets": [
        {
            "enabled": true,
            "render": "circle",
            "width": 10,
            "height": 10,
            "label": {
                "text": "{value}",
                "position": {
                    "dx": 0,
                    "dy": 0
                }
            },
            "fill": {
                "color": "",
                "opacity": 1
            },
            "stroke": {
                "color": "",
                "opacity": 1,
                "width": 1
            },
            "rotation": 0,
            "tooltip": {
                "enabled": true,
                "text": "{name}: [bold]{valueY}[/]",
                "cornerRadius": 3,
                "pointerLength": 4,
                "background": {
                    "color": "",
                    "opacity": 1
                }
            }
        }
    ]
}
}

```

```

        "deriveFieldsFromData": [
            "fill": {
                "color": "",
                "opacity": ""
            },
            "stroke": {
                "color": "",
                "opacity": "",
                "width": ""
            },
            "rotation": ""
        },
        "heatRules": [
            "enabled": false,
            "max": 100,
            "min": 2,
            "dataField": ""
        }
    }
],
"style": {
    "marginRight": "100px",
    "paddingRight": "100px"
},
"dataSources": {
    "data": [
        {
            "year": 2015,
            "fruit": "apple",
            "count": 20
        },
        {
            "year": 2015,
            "fruit": "orange",
            "count": 400
        },
        {
            "year": 2015,
            "fruit": "banana",
            "count": 150
        },
        {
            "year": 2016,
            "fruit": "apple",
            "count": 200
        },
        {
            "year": 2016,
            "fruit": "orange",
            "count": 300
        },
        {
            "year": 2016,
            "fruit": "banana",
            "count": 400
        },
        {
            "year": 2017,
            "fruit": "apple",
            "count": 200
        },
        {
            "year": 2017,
            "fruit": "orange",
            "count": 400
        }
    ]
}

```

```

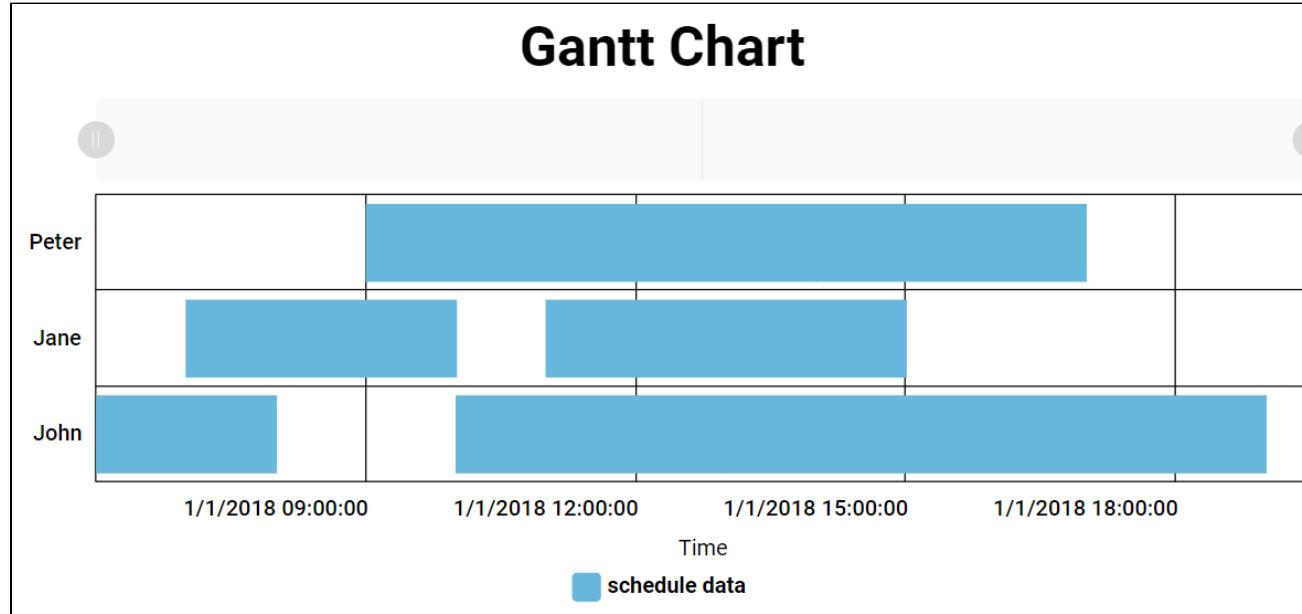
        "year": 2017,
        "fruit": "banana",
        "count": 30
    }
]
},
"meta": {
    "name": "XYChart"
},
"position": {
    "basis": "536px"
},
"custom": {}
}
]

```

Example 2

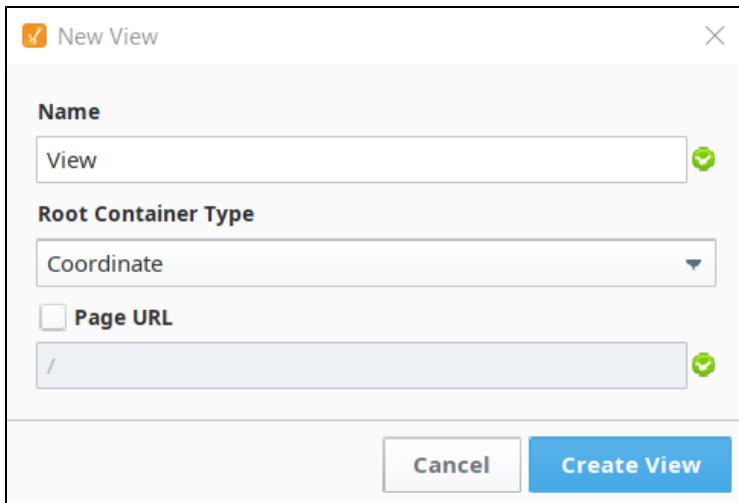
XY Chart Gantt Style Example

In addition to basic data plotting, an XY Chart can be used to plot horizontal bar across different lanes, in this fashion:

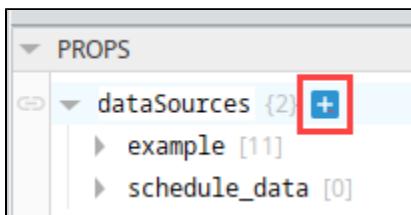


This can be useful when it comes to machine downtime scheduling, shift scheduling, and maintenance scheduling. To achieve this functionality with the XY Chart, follow the example below:

1. From the Perspective section of the Project Browser on your Designer, right click on the Views folder and select **New View...** to create a new view.
2. This will bring up the New View window. Give your view a name and select the Coordinate Root Container Type. The Page URL setting will remain unchecked for this example.



3. From the Perspective Component Palette, drag and drop a XY Chart onto your newly created view.
4. Click to select your newly added XY Chart and from the property editor, click on the + icon next to the **dataSources** property and select Array to create a new data source array and name it `schedule_data`.



5. Right click on your newly created `schedule_data` dataSource and paste the following:

```
[
  {
    "name": "John",
    "fromDate": "2018-01-01 08:00",
    "toDate": "2018-01-01 10:00",
    "color": "colorSet.getIndex(0).brighten(0)"
  },
  {
    "name": "John",
    "fromDate": "2018-01-01 12:00",
    "toDate": "2018-01-01 15:00",
    "color": "colorSet.getIndex(0).brighten(0.4)"
  },
  {
    "name": "John",
    "fromDate": "2018-01-01 15:30",
    "toDate": "2018-01-01 21:30",
    "color": "colorSet.getIndex(0).brighten(0.8)"
  },
  {
    "name": "Jane",
    "fromDate": "2018-01-01 09:00",
    "toDate": "2018-01-01 12:00",
    "color": "colorSet.getIndex(2).brighten(0)"
  },
  {
    "name": "Jane",
    "fromDate": "2018-01-01 13:00",
    "toDate": "2018-01-01 17:00",
    "color": "colorSet.getIndex(2).brighten(0.4)"
  },
  {
    "name": "Peter",
    "fromDate": "2018-01-01 11:00",
    "toDate": "2018-01-01 14:00",
    "color": "colorSet.getIndex(1).brighten(0.6)"
  }
]
```

```

        "toDate": "2018-01-01 16:00",
        "color": "colorSet.getIndex(4).brighten(0)"
    },
{
    "name": "Peter",
    "fromDate": "2018-01-01 16:00",
    "toDate": "2018-01-01 19:00",
    "color": "colorSet.getIndex(4).brighten(0.4)"
}
]

```

Note: Any data that you wish to plot on the XY Chart to build a Gantt Chart needs to come in the format specified by the **schedule_data** property above.

6. Set XY Chart's variables **cursor.series** and **scrollbars.horizontal.series** to "schedule data".
7. Set the X axes properties as follows:
 - a. Configure the X axes date format by setting the property **xAxes[0].date.format** to be a date format that works for you. For this example, we chose **date time** from the dropdown, which sets it to "M/d/yyyy HH:mm:ss".
 - b. Set the properties **xAxes[0].appearance.grid.minDistance** to NULL.
8. Set the Y axes properties as follows:
 - a. Delete the **yAxes[1]** property since it will not be used.
 - b. Set the property **yAxes[0].name** to "Operator".
 - c. Disable the Y axes label by setting the **yAxes[0].label.enabled** property to false.
 - d. Set the **yAxes[0].label.text** property to "Schedule Data".
 - e. Set the property **yAxes[0].render** to "category".
 - f. Set your **yAxes[0].appearance.grid.position** to "0".
9. Set the series properties as follows:
 - a. Delete the **series[1]** property since it will not be used.
 - b. Set your **series[0].name** to "schedule data". This links your Horizontal Scroll bar from step 6 to your chart's series.
 - c. Set your **series[0].data.source** to "schedule_data". This links your chart's series to your data source from step 4.
 - d. Configure your **series[0].data.x** to be "toDate" and your **series[0].data.y** to be "name".
 - e. Configure your **series[0].xAxis** to be "time" and your **series[0].yAxis** to be "Operator".
 - f. Set your **series[0].render** property to "column".
 - g. Your **series[0].column.open.x** property must be set to "fromDate".
 - h. Finally, to help with data visualization, set your **series[0].tooltip.text** to "{name}: [bold]{fromDate} - {toDate}{/}".
10. Save your project.
11. Put the Designer into Preview mode to see the chart in action.

Following these steps should result in the chart below:

Perspective - Container Palette

Container Components

Container components provide a way of laying out and organizing components within a View. The different container types support different layout strategies. Containers are essential to creating responsive applications, and they allow your applications to gracefully display information across a wide variety of screen sizes and orientations.

The following is a complete list of Container components, and a link pointing to a page containing the component's description, properties, and an example of how to configure it.

In This Section ...

Perspective - Breakpoint Container

General

The screenshot shows the Perspective component palette with the 'Breakpoint Container' component selected. It displays three items labeled 'Tank 1', 'Tank 2', and 'Tank 3'. Each item consists of a small image of a tank, a progress bar indicating a percentage (50%, 98%, 25%), and a line chart below it. A vertical scroll bar is visible on the right side of the palette.

Component Palette Icon:

Breakpoint



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Breakpoint Container

[Watch the Video](#)

Description

The Breakpoint Container is a simple container whose purpose is to swap subcontainers based on a 'breakpoint' in pixels. This allows for a very simple responsive design that removes one container and replaces it with another when the breakpoint (typically viewport width) is reached. With the Breakpoint container, you can define completely different content to render for each breakpoint. This is in contrast to a container such as the column container, where the content for each breakpoint is identical but the layout of it changes according to screen size. See also [Breakpoint Containers](#)

Breakpoint Containers are ideal to use in cases where you want completely different [components](#) available between a mobile user or a desktop user, since the [components](#) in each breakpoint are completely separate instances. Thus, if you're attempting to make a responsive view, and a Flex Container isn't quite giving you the result you're looking for, a Breakpoint Container may be a better fit.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description	Property Type
breakpoint	Width (in pixels) breakpoint declarations for child layouts. When the container is sized below minWidth, child position rules will fall back to the next set breakpoint rules.	value: numeric
style	Use Style to customize the visual style of the component. The Style menu contains all the tools for modifying text, background, margins, borders, and more. You can also specify a style class .	object

Scripting Functions

2728

- Description

Returns an ArrayList, which contains references to all components inside of the container.

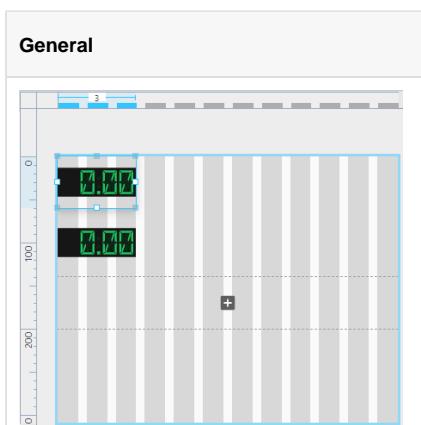
- Parameters

none

- Return

[ArrayList](#) - An ArrayList of components in the container. The resulting ArrayList can be iterated over via a for-loop.

Perspective - Column Container



Component Palette Icon:



Column Container

[Watch the Video](#)

Description

The Column Container is a 12 column grid layout, where components can be organized into columns which alter their layout depending on screen viewport size. A Column container provides a way to create a single set of components that can be arranged up to three ways depending on the width of the session. See also [Layouts for Column Containers](#).

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type									
breakpoints	Width breakpoint declarations for child layouts. When the container is sized below minWidth, child position rules will fall back to the next set breakpoint rules. <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>name</td><td>Name of the breakpoint.</td><td>value: string</td></tr><tr><td>minWidth</td><td>Minimum width for this breakpoint.</td><td>value: numeric</td></tr></tbody></table>	Name	Description	Property Type	name	Name of the breakpoint.	value: string	minWidth	Minimum width for this breakpoint.	value: numeric	array
Name	Description	Property Type									
name	Name of the breakpoint.	value: string									
minWidth	Minimum width for this breakpoint.	value: numeric									
gutters	Settings for the gutters, which are the amount of space, in pixels, to place between child components. <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>vertical</td><td>Vertical gutter setting between child components.</td><td>value: numeric</td></tr><tr><td>horizontal</td><td>Horizontal gutter setting between child components.</td><td>value: numeric</td></tr></tbody></table>	Name	Description	Property Type	vertical	Vertical gutter setting between child components.	value: numeric	horizontal	Horizontal gutter setting between child components.	value: numeric	object
Name	Description	Property Type									
vertical	Vertical gutter setting between child components.	value: numeric									
horizontal	Horizontal gutter setting between child components.	value: numeric									
style	Sets a style for this component. The Style menu contains all the tools for modifying text, background, margins, borders, and more. You can also specify a style class .	object									

Scripting Functions

- Description

Returns an ArrayList, which contains references to all components inside of the container.

- Parameters

none

- Return

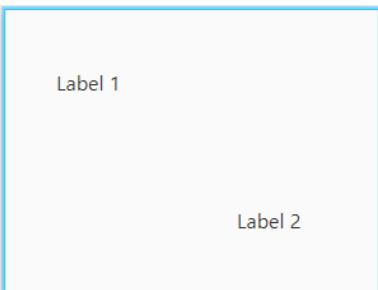
[ArrayList](#) - An ArrayList of components in the container. The resulting ArrayList can be iterated over via a for-loop.

Example

For an example of using Column containers, see [Column Containers](#).

Perspective - Coordinate Container

General



Component Palette Icon:



Coordinate Container

[Watch the Video](#)

Description

The Coordinate Container makes a component's size and location relative to its parent's size and location. Components can be fixed size, or optionally grow/shrink proportionally when the view is stretched. See also [Coordinate Containers](#).

Coordinate Containers are ideal to use in cases where you need [components](#) to overlap each other, such as adding a component on top of another (z-axis) to act as an overlay. They're also useful in cases where you do **not** want [components](#) within to resize - for example, building a diagram where each element is a separate component.

Components placed on coordinate containers can be rotated. The Rotate property has been moved to the Position Properties section of the Perspective Property Editor. For more information, see [Working with Perspective Components](#).

This feature is new in Ignition version **8.1.2**

[Click here](#) to check out the other new features

The Coordinate Container component has two pre-configured [variants](#):

- Fixed - Child layouts will be in fixed coordinate space.
- Percent - Child layout will be stretched to different size containers.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Props

Name	Description	Property Type
mode	Whether child layouts should always be in fixed coordinate space, or stretched relative to different container sizes: fixed or percent.	value: string dropdown
aspectRatio	Only applied in percent mode. Optional dimensions, in x:y format to apply to maintain container aspect ratio for different sizes. Empty string (or non x:y input) will disable this mode.	value: string
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object

Scripting Functions

- Description

Returns an ArrayList, which contains references to all components inside of the container.

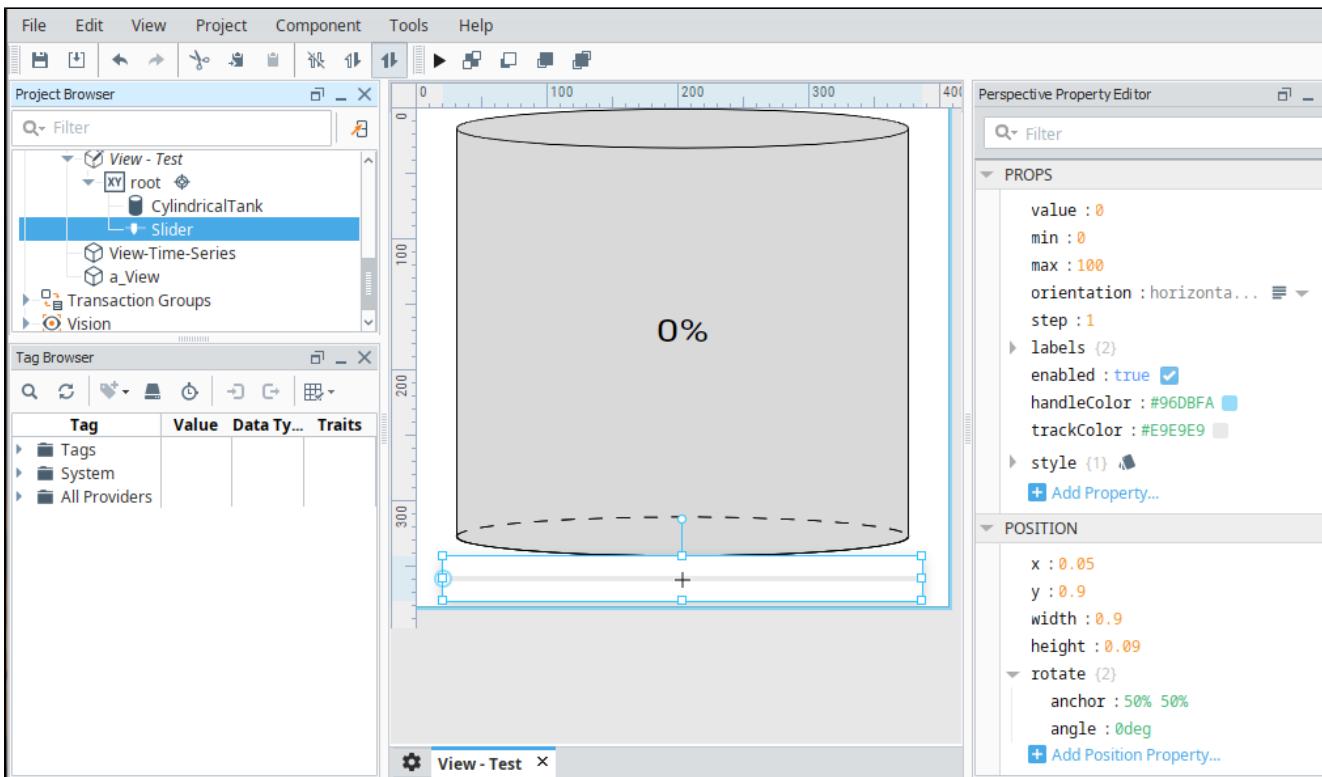
- Parameters

none

- Return

[ArrayList](#) - An ArrayList of components in the container. The resulting ArrayList can be iterated over via a for-loop.

Example



In this example, we have a Coordinate container with a Cylindrical Tank component and a Slider component. We've set the container property to percent so that the components will grow and shrink with the container size.

Container properties:

Property	Value
props.mode	percent

Cylindrical Tank properties:

Property	Value
position.x	0.05
position.y	0
position.width	0.9
position.height	0.9

Slider properties:

Property	Value
position.x	0.05
position.y	0.9
position.width	0.9
position.height	0.09

For more information and examples for Coordinate Containers, refer to [Coordinate Containers](#).

Perspective - Flex Container

General

Station Vault 37



Component Palette Icon:



Description

The Flex Container provides an efficient way to lay out, align, and distribute space among components in the container particularly when their size is unknown or dynamic. The Flex Container can alter a component's width and height to best fill the available space to accommodate all types of devices and screen sizes. It expands components to fill available free space, or shrinks them to prevent overflow. For more information, see [Flex Containers](#).

This feature is new in Ignition version **8.1.2**

[Click here](#) to check out the other new features

The Flex Container component has two pre-configured variants:

- Row - Child layout will be in rows.
- Column - Child layout will be in columns.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Props

Name	Description	Property Type
direction	Direction of the child layout. Options are row, row-reverse, column, column-reverse.	value: string
wrap	Whether the container should allow children to wrap to the next line if space has run out. Options are nowrap, wrap, wrap-reverse.	value: string



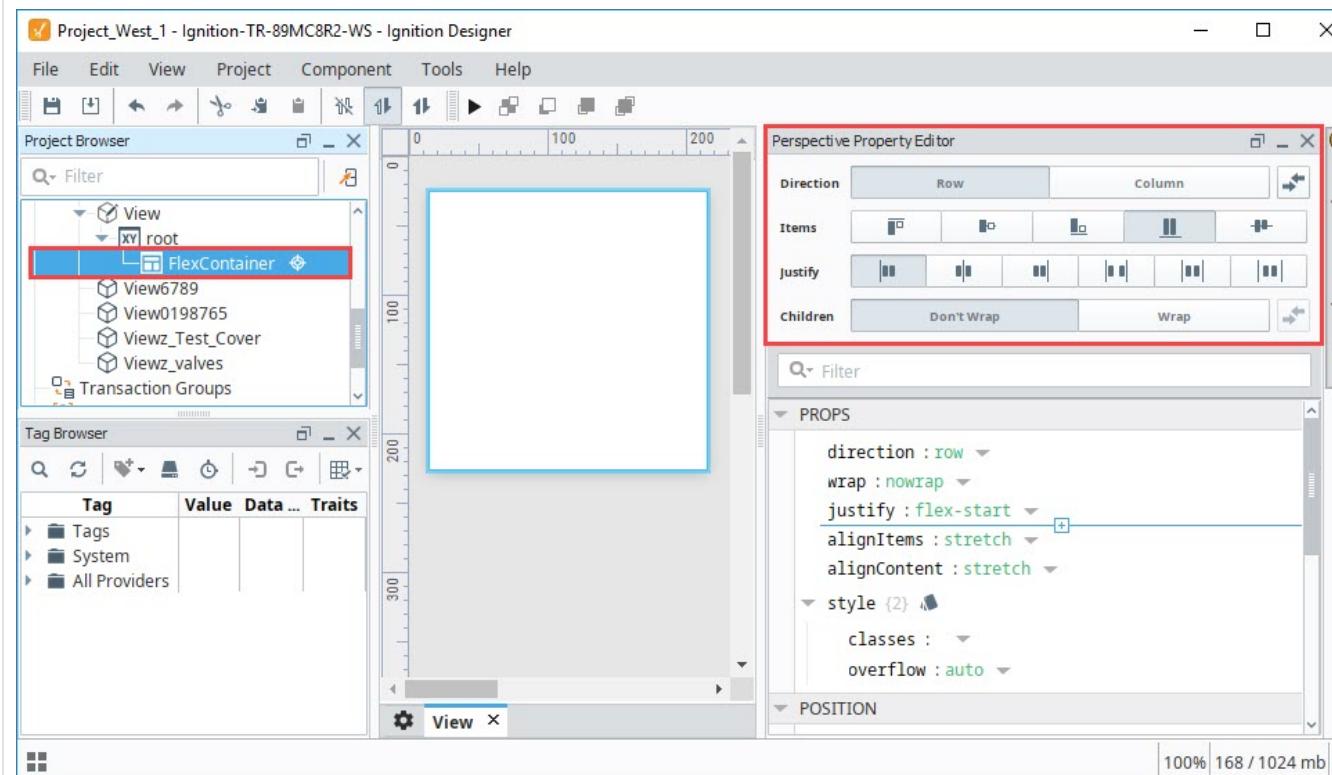
Flex Container

[Watch the Video](#)

justify	Adjusts placement of children along the main axis when there is extra space, which may be used to fill areas before, after, or in-between: flex-start, flex-end, center, space-between, space-around, space-evenly.	value: string
alignItems	Adjusts placement of children along the cross axis when there is extra space: flex-start, flex-end, center, baseline, stretch.	value: string
alignContent	Adjusts alignment of wrapped content when there is free space in the cross axis: flex-start, flex-end, center, space-between, space-around, stretch.	value: string
style	Use Style and Classes to customize the visual style of the component. The Style menu contains all the tools for modifying text, background, margins, borders, and more. You can also specify a style class .	object

Property User Interface

When a Flex container is deep selected, there is a Graphical User Interface (GUI) at the top of the Perspective Property Editor that enables you to set the container's properties. Functionality is similar to that of the properties in the Props Tree, but you may find the visual interface easier or quicker to use.



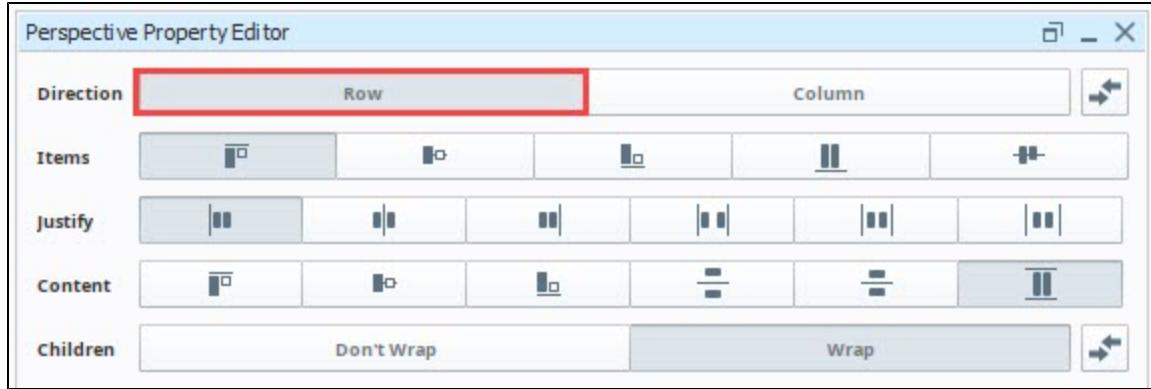
Direction

This sets the direction for the child layout. Options are **Row** or **Column**. When the **Reverse** icon is selected, the contents of this container are displayed in reverse order.

Direction: Row

The following table shows the icons and properties they represent when **Direction: Row** is selected. The icon that's displayed if Reverse order is selected is also shown.

Note: Left/right/top/bottom notes in the descriptions refer to non-reversed directions.
The phrase "when there is extra space" means when no components have are stretching to fill the space. ie: when no components have "grow" greater than 0.



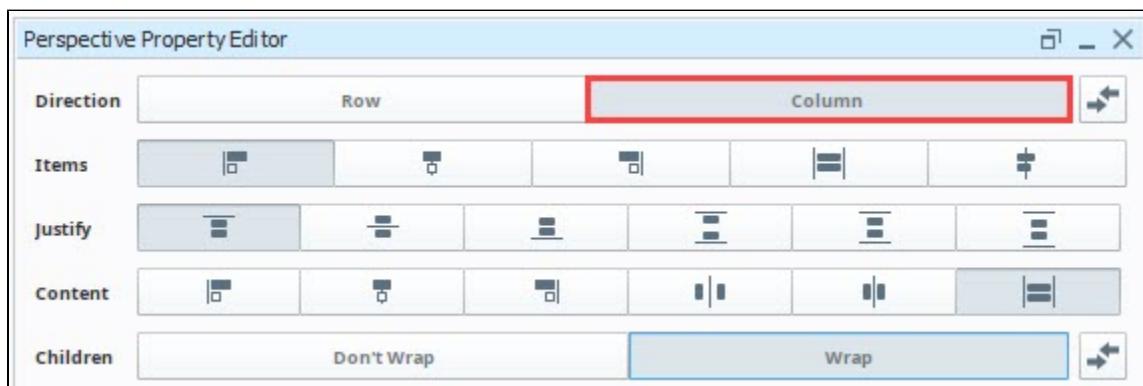
Items			
Row Icon	Row Reversed Icon	Property	Description
		Flex Start	Child items are placed along the start (top) of the container when there is extra space.
		Center	Child items are placed along the center of the container when there is extra space.
		Flex End	Child items are placed along the end (bottom) of the container when there is extra space.
		Stretch	Child items are stretched from top to bottom of the container.
		Baseline	Child items are placed so the baseline of the text matches for all of them when there is extra space.
Justify			
Row Icon	Row Reversed Icon	Property	Description
		Flex start	Adjusts placement of children to the start (left) of the container when there is extra space. If reversed, children are placed along the right.
		Center	Adjusts placement of children along the center of the container when there is extra space.
		Flex End	Adjusts placement of children along the end (right) of the container when there is extra space. If reversed, children are placed along the left.
		Space Between	Adjusts placement of children with space in between them reaching to the edges of the container when there is extra space.
		Space Around	Adjusts placement of children with even spacing in between them with some space along the edges when there is extra space.
		Space Evenly	Adjusts placement of children with even spacing in between them and the edges of the container when there is extra space.
Children			
Icon	Property	Description	
N/A	Don't Wrap	If there are more components than the width allows, shrink them.	
N/A	Wrap	If there are more components than the width allows, wrap onto the next line.	
	Reverse Wrap	Toggle to reverse the direction of wrap from top-down to bottom-up	

Content (Only applicable when Children:Wrap is selected.)

Row Icon	Row Reversed Icon	Property	Description
		Flex start	Adjusts placement of wrapped content to the start (top) of the container when there is free space.
		Center	Adjusts placement of wrapped content to the middle of the container when there is free space.
		Flex End	Adjusts placement of wrapped content to the end (bottom) of the container when there is free space.
		Space Between	Adjusts placement of wrapped content evenly with space in between each wrapped line, reaching to the edges (top and bottom) of the container when there is extra space.
		Space Around	Adjusts placement of wrapped content evenly with space in between each wrapped line and the edges (top and bottom) of the container when there is extra space.
		Stretch	Adjusts placement of wrapped content evenly with space in between each wrapped line and after the last line (bottom) of the container when there is extra space.

Direction: Column

The following table shows the icons and properties they represent when **Direction: Column** is selected. The icon that's displayed if Reverse order is selected is also shown.



Items

Column Icon	Column Reversed Icon	Property	Description
		Flex start	Child items are placed along the start (left) of the container when there is extra space.
		Center	Child items are placed along the center of the container when there is extra space.
		Flex End	Child items are placed along the end (right) of the container when there is extra space.
		Stretch	Child items are stretched from left to right of the container.
		Baseline	Child items are placed so the baseline of the text matches for all of them when there is extra space.

Justify

Column Icon	Column Reversed Icon	Property	Description

		Flex start	Adjusts placement of children to the start (top) of the container when there is extra space. If reversed, children are placed along the bottom.
		Center	Adjusts placement of children along the center of the container when there is extra space.
		Flex End	Adjusts placement of children along the end (bottom) of the container when there is extra space. If reversed, children are placed along the top.
		Space Between	Adjusts placement of children with space in between them reaching to the edges of the container when there is extra space.
		Space Around	Adjusts placement of children with even spacing in between them with some space along the edges when there is extra space.
		Space Evenly	Adjusts placement of children with even spacing in between them and the edges of the container when there is extra space.
Children			
Icon		Description	
N/A		Don't Wrap	If there are more components than the width allows, shrink them.
N/A		Wrap	If there are more components than the width allows, wrap onto the next line.
		Reverse	Toggle to reverse the direction of wrap from top-down to bottom-up
Content (Only applicable when Children:Wrap is selected.)			
Column Icon	Column Reversed Icon	Property	Description
		Flex start	Adjusts placement of wrapped content to the start (left) of the container when there is free space.
		Center	Adjusts placement of wrapped content to the middle of the container when there is free space.
		Flex End	Adjusts placement of wrapped content to the end (bottom) of the container when there is free space.
		Space Between	Adjusts placement of wrapped content evenly with space in between each wrapped line, reaching to the edges (left and right) of the container when there is extra space.
		Space Around	Adjusts placement of wrapped content evenly with space in between each wrapped line and the edges (left and right) of the container when there is extra space.
		Stretch	Adjusts placement of wrapped content evenly with space in between each wrapped line and after the last line of the container when there is extra space.

Scripting Functions

- Description

Returns an ArrayList, which contains references to all components inside of the container.

- Parameters

none

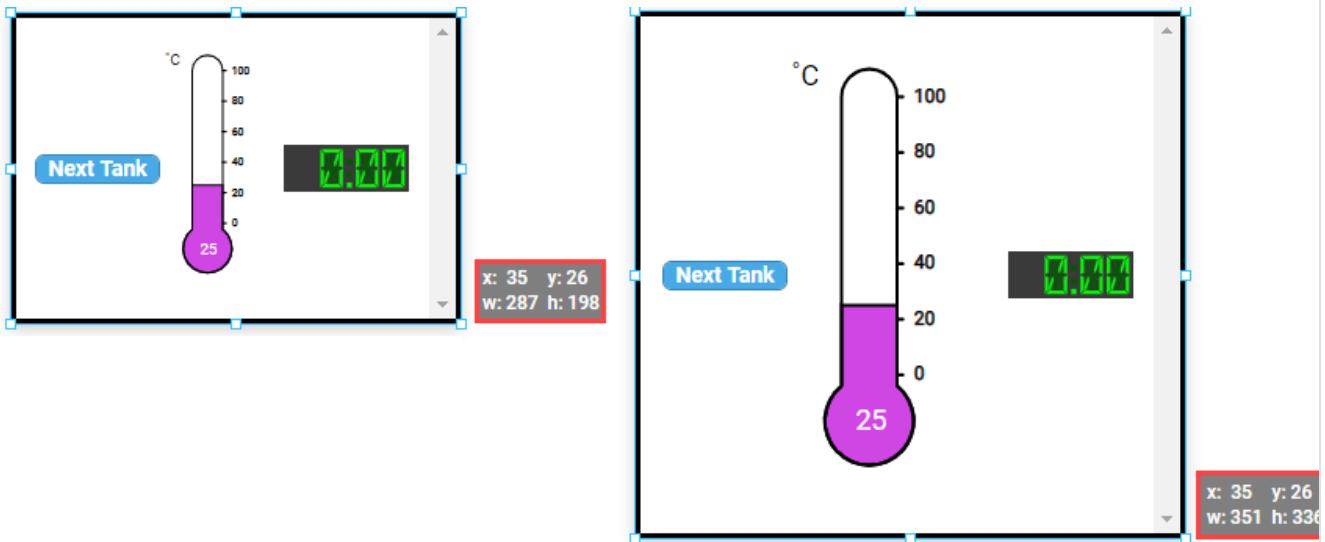
- Return

[ArrayList](#) - An ArrayList of components in the container. The resulting ArrayList can be iterated over via a for-loop.

Example

For more information and examples for Flex Containers, refer to [Flex Containers](#).

In the following example, we have three components inside a Flex container: Button, Thermometer, and LED Display. The position properties for the Button and LED Display are set so that their size will not change if the Flex container is resized. However, the Thermometer will shrink or grow depending on the Flex container size.



The following properties are set for the Flex Container:

Property	Value
props.direction	row
props.wrap	nowrap
props.justify	space-between
props.alignItems	center
props.alignContent	flex-start

The following properties are set for the Button component within the container:

Property	Value
props.text	Next Tank
position.grow	0
position.shrink	0
position.basis	80px

The following properties are set for the Thermometer component within the container:

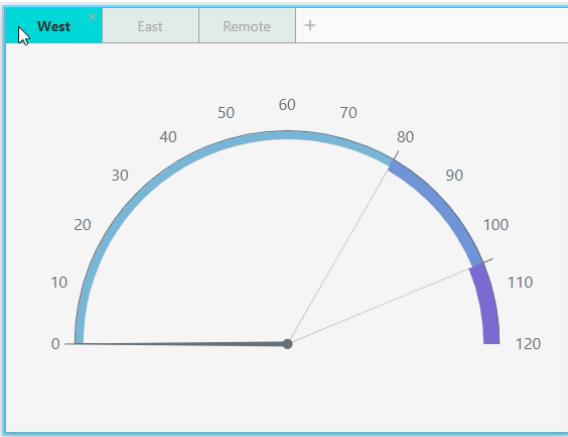
Property	Value
props.direction	row
position.grow	1
position.shrink	1
position.basis	50%

The following properties are set for the LED Display component within the container:

Property	Value
position.grow	0
position.shrink	0
position.basis	80px

Perspective - Tab Container

General



Component Palette Icon:



Tab Container

[Watch the Video](#)

Description

The Tab Container uses tabs as navigation buttons arranged together with the selected tab highlighted. Only one component can be displayed in each tab. See also [Tab Containers](#).

This feature is new in Ignition version **8.1.2**
[Click here](#) to check out the other new features

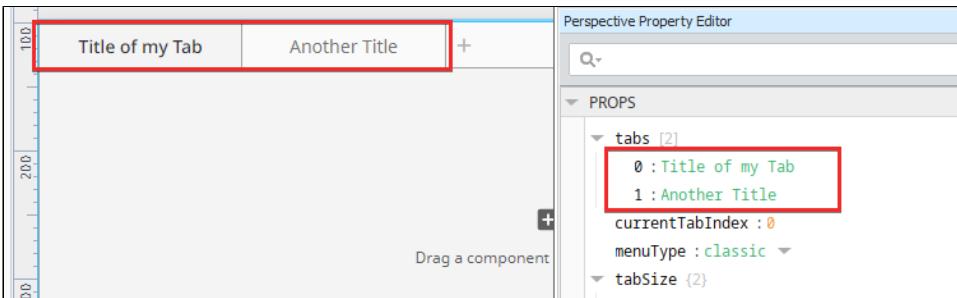
The Tab Container component has two pre-configured variants:

- Classic - Layout is a traditional menu with boxed tabs.
- Modern - Layout has no borders around each tab and shows selection with an underline.

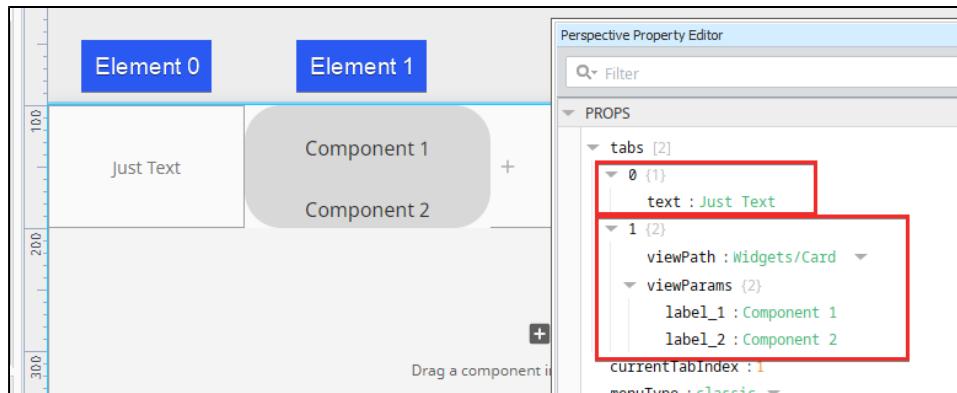
Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description
tabs	Responsible for the number of tabs in the container. Adding additional elements to this array will result in an additional tab being rendered. In addition, each element is responsible for determining the content of the tab: either text or an embedded view. By default, the component array, set to a value type. Providing a string to the element will set the text on the tab.



If the element is changed to an object data type, then the text on the tab can be set by adding a **text** value member to the object and prov below. Alternatively, **viewPath** (value data type) and **viewParams** (object data type) can be added to the element, which allows you to re pass parameters to it. Element 1 below demonstrates the idea.



currentTabIndex	Which index in tabs array is currently active.									
menuType	If the type is 'classic', a traditional menu with boxed tabs is shown. If the type is 'modern', it has no borders around each tab and shows se									
tabSize	Default size allotted to a single tab. If a container width does not allow, tab width will shrink from this size accordingly. <table border="1" data-bbox="267 1320 840 1467"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>width</td><td>Width in pixels for the tab size.</td><td>value: numeric</td></tr> <tr> <td>height</td><td>Height in pixels for the tab size.</td><td>value: numeric</td></tr> </tbody> </table>	Name	Description	Property Type	width	Width in pixels for the tab size.	value: numeric	height	Height in pixels for the tab size.	value: numeric
Name	Description	Property Type								
width	Width in pixels for the tab size.	value: numeric								
height	Height in pixels for the tab size.	value: numeric								
menuStyle	Opens the Style menu to change Tab properties: Text, Background, Margin and Padding, Border, and Misc.									
contentStyle	Sets a style for the content frame component. Full menu of style options is available. You can also specify a style class .									
tabStyle	Additional styling to apply to all tabs depending active (selected) or inactive state. <table border="1" data-bbox="267 1700 840 1900"> <thead> <tr> <th>Name</th><th>Description</th></tr> </thead> <tbody> <tr> <td>active</td><td>Sets a style for a tab when it is the active tab. The Style menumenu contains all the tools for modifying text, background, margin and padding, border, and more. You can also specify a style class.</td></tr> <tr> <td>inactive</td><td>Sets a style for tabs that are inactive. The Style menu contains all the tools for modifying text, background, margins, borders, and more. You can also specify a style class.</td></tr> </tbody> </table>	Name	Description	active	Sets a style for a tab when it is the active tab. The Style menumenu contains all the tools for modifying text, background, margin and padding, border, and more. You can also specify a style class .	inactive	Sets a style for tabs that are inactive . The Style menu contains all the tools for modifying text, background, margins, borders, and more. You can also specify a style class .			
Name	Description									
active	Sets a style for a tab when it is the active tab. The Style menumenu contains all the tools for modifying text, background, margin and padding, border, and more. You can also specify a style class .									
inactive	Sets a style for tabs that are inactive . The Style menu contains all the tools for modifying text, background, margins, borders, and more. You can also specify a style class .									
style	Sets a style for this component. Full menu of style options is available. You can also specify a style class .									

User Interaction

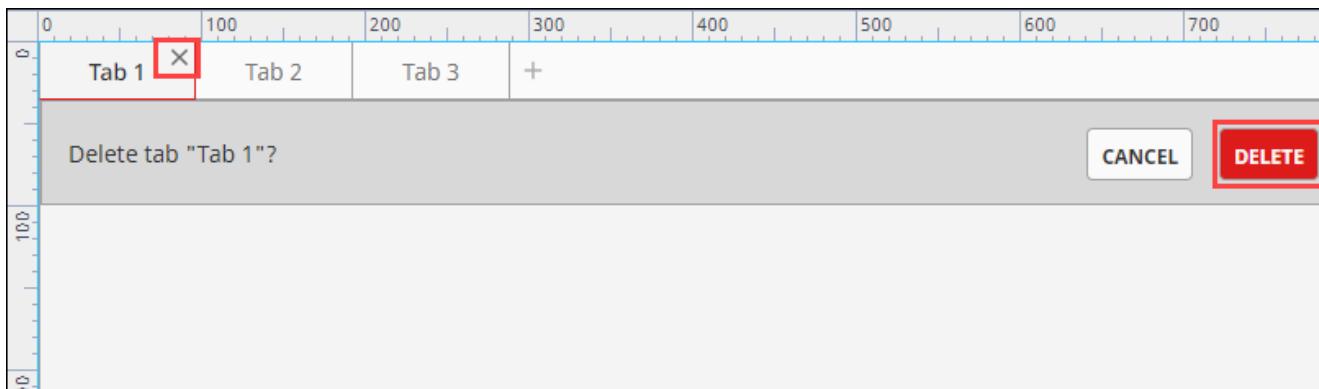
The Tab container has some additional ways to interact with it besides just with the Property Editor. The Tab container has two tabs preconfigured. To add or remove tabs, you can do so by interacting with the tabs themselves, or by adding or removing elements in the `tabs` array.

Adding Components to Tabs

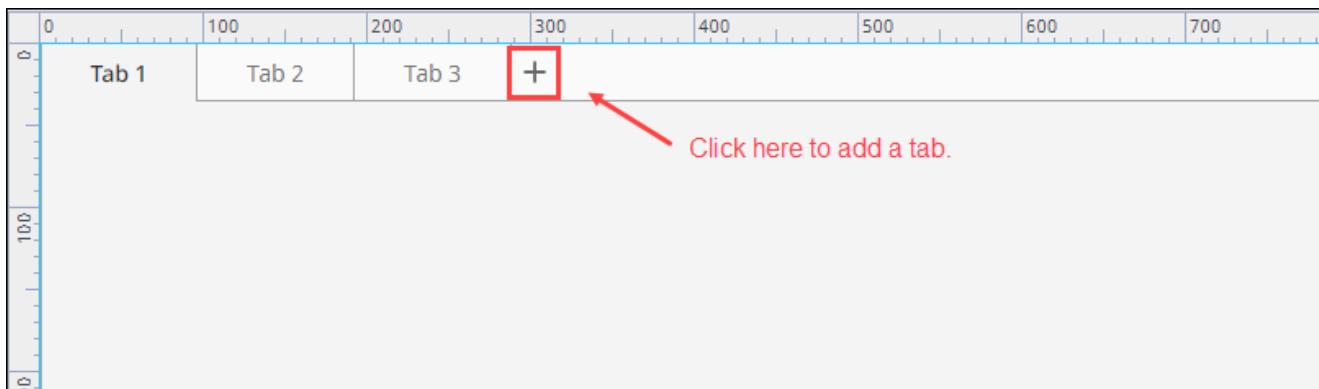
To add a component to a tab, deep select the Tab container, then drag a component onto it.

Adding and Deleting Tabs

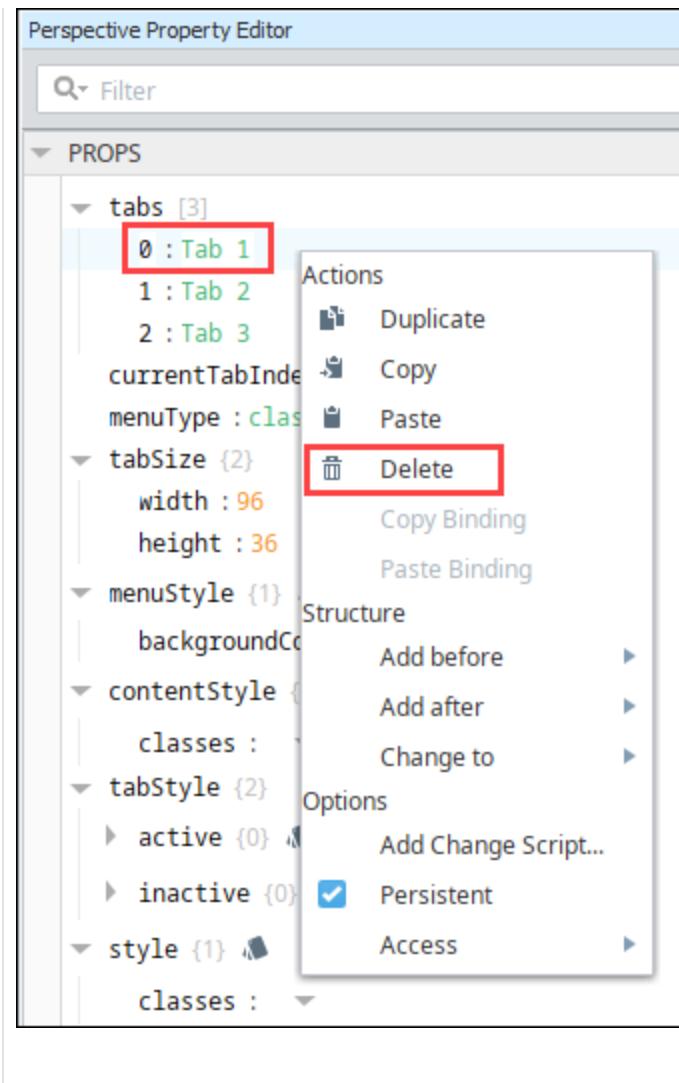
To delete a tab, click on the "X" to the right of the tab itself.



To add a tab, click on the Add icon to the right of the tabs:



You can also use the right-click menu in the Property Editor. Just right click on the tab you want to work with. You'll see options for copying, pasting,



Scripting Functions

- Description

Returns an ArrayList, which contains references to all components inside of the container.

- Parameters

none

- Return

[ArrayList](#) - An ArrayList of components in the container. The resulting ArrayList can be iterated over via a for-loop.

Example

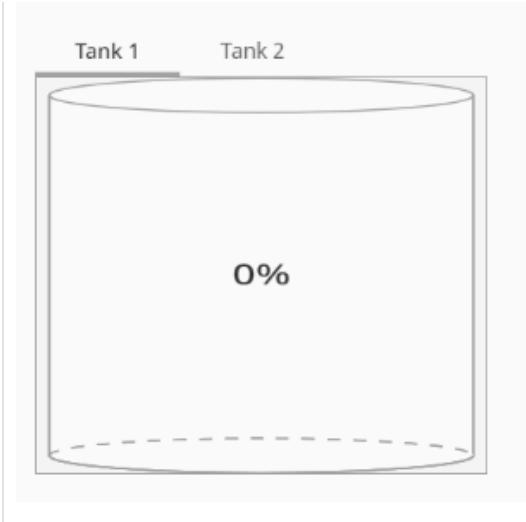


In this example, the default (Classic variant) Tab Container is used. Three tabs are set up in the Tab Container component. Tab 3 is active and contains a Map component.

Property	Value
props.tabs.0	Tab 1
props.tabs.1	Tab 2
props.tabs.2	Tab 3
props.menuStyle.backgroundColor	#D5D5D5
tabStyle.active.backgroundColor	#00FFFF
tabStyle.active.fontWeight	bold
tabStyle.inactive.backgroundColor	#CCFFFF
tabStyle.inactive.fontWeight	lighter

Example 2

In this example, the default (Modern variant) Tab Container is used. Two tabs are set up in the Tab Container component, each with a Cylindrical Tank component.



Property	Value
props.tabs.0	Tank 1
props.tabs.1	Tank 2
props.menuType	modern

Perspective - Display Palette

Display Components

Perspective offers a variety of components that display static and dynamic information.

Here is a complete list of Display components, and a link pointing to a page containing the component's description, properties, and an example of how to configure it.



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**Display
Components**

[Watch the Video](#)

In This Section ...

Perspective - Alarm Journal Table

General

Event Time	Event Id	Source	Event State	Priority
01/13/2020 13:47:17	66464cb1-50d3-43f8-8996-f00...	prov:default:/tag/Motor...	Active	High
01/13/2020 13:47:25	37c85076-b6c8-4b79-8536-e6fff...	prov:default:/tag/Motor...	Active	High
01/13/2020 13:47:35	0beb640-06c7-4f97-bc39-1d92...	prov:default:/tag/Motor...	Active	High
01/13/2020 13:47:45	a213a658-8426-4e46-87a7-157...	prov:default:/tag/Motor...	Active	High
01/13/2020 13:47:56	364550ea-2ffd-4643-b57f-1e367...	prov:default:/tag/Motor...	Active	High
01/13/2020 13:47:17	a2546d50-994c-4321-b75b-4bc5...	prov:default:/tag/Motor...	Ack	High
01/13/2020 13:47:25	eb6e4e3f-59c3-49a6-bd52-427b9...	prov:default:/tag/Motor...	Ack	High

Component Palette Icon:



Description

The Perspective Alarm Journal Table displays the history of the alarm system. It can be configured to show active, cleared, and acknowledged events.

The Perspective Alarm Journal Table has a number of configuration options that can be used to filter on realtime and historical alarm data, and change how the component displays those alarms. When you first drag the Alarm Journal Table into the Designer, by default, the table will show you the last 8 hours of alarm journal data. You can interface with the journal table in the Designer, in Preview Mode of the Designer, and in a Perspective Session.

The Alarm Journal Table provides a host of filtering properties that allow you to filter on various parts of alarms and view the details. All the alarm states are visible by clicking the Filter button on the table. There is also a search bar where you can enter text to further refine your filter criteria so you have less alarm events to scroll through. The Alarm Journal Table can filter for alarm events in either Realtime or Historical using the Date Range feature.

You can change the columns that are displayed, the order of the columns, and/or the column width in Preview Mode and in a Perspective Session. Right-click on the table header to show/hide columns. Click and drag the margins of the columns to resize their width. You can also sort table columns in ascending or descending order by simply clicking the up or down arrows next to each column header.

Note: The [Alarm Journal](#) must first be set up with a valid [database](#) connection for the [Alarm Journal](#) Table to see [alarm](#) history from the [data base](#).

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
name	The name of the alarm journal to query. Default is "Journal".	value: string
refresh Rate		value: numeric

	<p>This feature is new in Ignition version 8.1.0 Click here to check out the other new features</p>																						
	The rate at which the table will poll for updates in milliseconds.																						
enableHeader	Enables the table header. Default is true.	value: boolean																					
enableDetails	Enables the details action. Default is true.	value: boolean																					
toolbar	Settings for the toolbar. <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>enabled</td><td>Enables the visibility of the table toolbar. Default is true.</td><td>value: boolean</td></tr> <tr> <td>enableDateRange</td><td>Enables the visibility of the date range toggle. Default is true.</td><td>value: boolean</td></tr> <tr> <td>enableFilter</td><td>Enables the visibility of the text filter toggle. Default is true.</td><td>value: boolean</td></tr> <tr> <td>enableFilterResults</td><td>Enables the visibility of the filters results count message. Default is true.</td><td>value: boolean</td></tr> <tr> <td>enablePreFilters</td><td>Enables the visibility of the prefilter toggle. Default is true.</td><td>value: boolean</td></tr> <tr> <td>enableConfiguration</td><td>Enables the visibility of the configuration toggle. Default is true.</td><td>value: boolean</td></tr> </tbody> </table>	Name	Description	Property Type	enabled	Enables the visibility of the table toolbar. Default is true.	value: boolean	enableDateRange	Enables the visibility of the date range toggle. Default is true.	value: boolean	enableFilter	Enables the visibility of the text filter toggle. Default is true.	value: boolean	enableFilterResults	Enables the visibility of the filters results count message. Default is true.	value: boolean	enablePreFilters	Enables the visibility of the prefilter toggle. Default is true.	value: boolean	enableConfiguration	Enables the visibility of the configuration toggle. Default is true.	value: boolean	object
Name	Description	Property Type																					
enabled	Enables the visibility of the table toolbar. Default is true.	value: boolean																					
enableDateRange	Enables the visibility of the date range toggle. Default is true.	value: boolean																					
enableFilter	Enables the visibility of the text filter toggle. Default is true.	value: boolean																					
enableFilterResults	Enables the visibility of the filters results count message. Default is true.	value: boolean																					
enablePreFilters	Enables the visibility of the prefilter toggle. Default is true.	value: boolean																					
enableConfiguration	Enables the visibility of the configuration toggle. Default is true.	value: boolean																					
dateFormat	A date format string to be applied against dates. Options are none, date in the format "10/15/2018", time in format "3:59:00 PM", or date time in format "10/15/208 15:59:00".	value: string																					
responsive	Responsive layout configuration. Rows are converted to cards. While in responsive layout, disables or removes certain table features that are no longer applicable. <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>enabled</td><td>Enables responsive layout. Default is false.</td><td>value: boolean</td></tr> <tr> <td>breakpoint</td><td>Width in pixels that triggers change in responsive layout.</td><td>value: numeric</td></tr> </tbody> </table>	Name	Description	Property Type	enabled	Enables responsive layout. Default is false.	value: boolean	breakpoint	Width in pixels that triggers change in responsive layout.	value: numeric	object												
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Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Extension Functions

This feature is new in Ignition version **8.1.0**
[Click here](#) to check out the other new features

- Description

Called for each event before it is displayed in the table, allowing you to hide or show each alarm event (row) in the table. Provides an opportunity to write a more complex filter than what's normally provided to the component. Return False to exclude an alarm event from the table.

- Parameters

`ComponentModelScriptWrapper.SafetyWrapper` self- A reference to the component that is invoking this function.

`PyAlarmEvent alarmEvent` - The alarm event itself. Call `alarmEvent.get('propertyName')` to inspect properties on the event. Common properties: 'name', 'source', 'priority'.

- Return

`Boolean` - The function must return either a True or False for every alarm event in the table. True will show the alarm. False will hide the alarm.

- Scope

Session

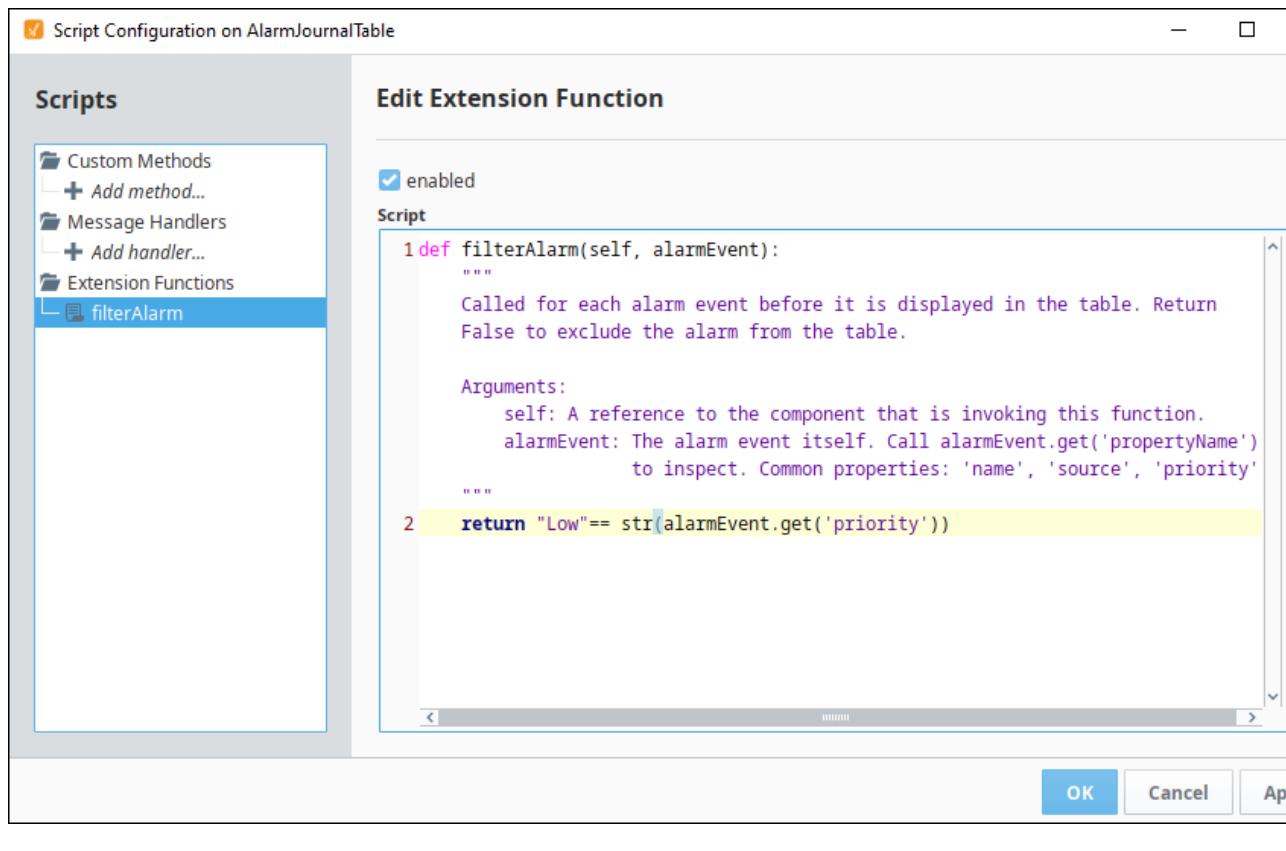
Examples

With the built-in `alarmEvent` object all [alarm event properties](#) are accessible to this function, and can be used to help determine if any given event should appear on the table. Furthermore, Associated Data (also known as custom alarm properties) can be examined from the same event.

```
# Replace Property Name below with a the name of the property you wish to filter on.
if alarmEvent.get('Property Name'):
    return True
# It's important that you return a False value for the events you don't want to see in the table.
else:
    return False
```

You could also condense the code example above by using something like the following:

```
return "Low"== str(alarmEvent.get('priority'))
```



Examples

For examples and additional information on usage of the Alarm Journal Table, see [Alarming in Perspective](#).

Perspective - Alarm Status Table

General

11 ACTIVE 0 SHELVED					
FILTERS (3): Active, Unacknowledged X Active, Acknowledged X Clear, Unacknowledged X Remove All					
22 results within filters					
Active Time	Display Path	Priority	State	Name	
02/04/2020 18:34:07	Writeable/Writeable/Integer1/Low Tank Level	Critical	Active, Unacknowledged	Low Tank Level	
02/06/2020 09:04:07	Speed/High Speed	Critical	Active, Unacknowledged	High Speed	
02/04/2020 18:34:07	Tank Level 2/Low SP2	Critical	Active, Acknowledged	Low SP2	
02/11/2020 15:17:10	Sine/Sine2/Low Level	Critical	Cleared, Unacknowledged	Low Level	
02/11/2020 15:33:49	Sine/Sine2/Low Level	Critical	Cleared, Unacknowledged	Low Level	

Component Palette Icon:



Description

The Perspective Alarm Status Table displays the current state of the alarm system. It can be configured to show active, unacknowledged, cleared, and acknowledged alarm states. The Alarm Status Table allows you to view currently active alarm events in the system, providing an easy way to inspect the alarm details, shelve alarms, and acknowledge them.

[Acknowledgement](#) is handled by selecting (checking) alarms and pressing the "Acknowledge" button. If any of the selected alarms require acknowledgement notes, then a popup window will be presented in which the operator must add notes to the acknowledgement.

The Alarm Status Table provides a host of [filtering](#) properties that allow you to filter on various parts of alarms and view the details. All the alarm states are visible by clicking the Filter button on the table. There is also a search bar where you can enter text to further refine your filter criteria so you have less alarm events to scroll through.

[Shelving](#) is supported by pressing the "Shelve" button when an alarm is selected and choosing a time duration. This temporarily removes the alarm from the entire alarm system (not just the local client) while you are working to resolve the issue. When the duration time is up, if the alarm is still active, it will pop back into the alarm system. The duration times shown to the user are customizable by editing the values inside the "shelvingTimes" property in the Property Editor. The alarms that have been shelved can be un-shelved by pressing the Unshelve Selected Alarms button at the bottom of the table or the modal in the row of the unshelved alarm.

You can change the columns that are displayed and the column width in Preview Mode and in a Perspective Session. Right-click on the table header to show/hide columns. Click and drag the margins of the columns to resize their width. You can also sort table columns in ascending or descending order by simply clicking the up or down arrows next to each column header. [Sorting on alarm State and Priority](#) in the Alarm Status Table sorts in descending order. All the other columns the sort order is alphanumerical.

Note: For information on how to configure the Vision Alarm Status Table refer to [Alarming in Perspective](#).

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
refreshRate	This feature is new in Ignition version 8.1.0 Click here to check out the other new features	value: numeric

	The rate at which the table will poll for updates in milliseconds.																									
enableHeader	Enable table header. Default is true.	value: boolean																								
enableDetails	Enable active events table details action. Default is true.	value: boolean																								
enableAcknowledge	Enable acknowledge action. Default is true.	value: boolean																								
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Perspective Component Events

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Extension Functions

This feature is new in Ignition version **8.1.0**

[Click here](#) to check out the other new features

- Description

Called for each event before it is displayed in the table, allowing you to hide or show each alarm event (row) in the table. Provides an opportunity to write a more complex filter than what's normally provided to the component. Return False to exclude an alarm event from the table.

- Parameters

`ComponentModelScriptWrapper.SafetyWrapper self`- A reference to the component that is invoking this function.

`PyAlarmEvent alarmEvent` - The alarm event itself. Call `alarmEvent.get('propertyName')` to inspect properties on the event. Common properties: 'name', 'source', 'priority'.

- Return

`Boolean` - The function must return either a True or False for every alarm event in the table. True will show the alarm. False will hide the alarm.

- Scope

Session

Examples

With the built-in `alarmEvent` object all [alarm event properties](#) are accessible to this function, and can be used to help determine if any given event should appear on the table. Furthermore, Associated Data (also known as custom alarm properties) can be examined from the same event.

```
# Replace Property Name below with a the name of the property you wish to filter on.
if alarmEvent.get('Property Name'):
    return True
# It's important that you return a False value for the events you don't want to see in the table.
else:
    return False
```

You could also condense the code example above by using something like the following:

```
return "Low" == str(alarmEvent.get('priority'))
```

Script Configuration on AlarmStatusTable

Edit Extension Function

enabled

Script

```
1 def filterAlarm(self, alarmEvent):
    """
    Called for each alarm event before it is displayed in the table. Return
    False to exclude the alarm from the table.

    Arguments:
        self: A reference to the component that is invoking this function.
        alarmEvent: The alarm event itself. Call alarmEvent.get('propertyName')
                    to inspect. Common properties: 'name', 'source', 'priority'
    """
    2 return "Low" == str(alarmEvent.get('priority'))
```

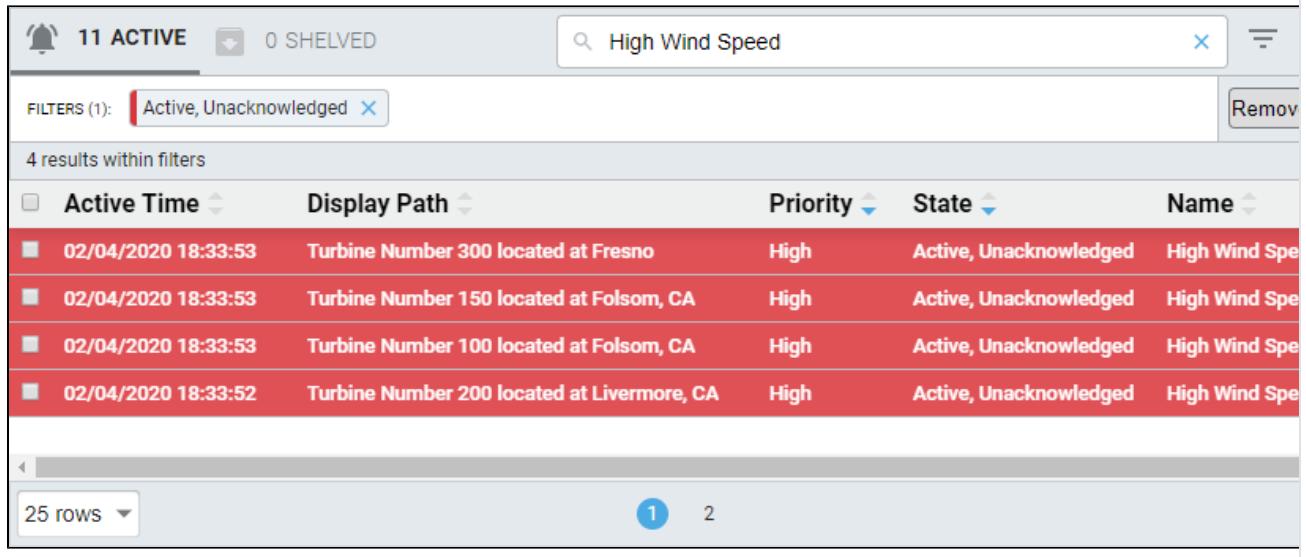
OK Cancel Apply

Examples

Example 1

In a Perspective Session, click on the **Filter** button  to filter on alarm states and/or use the **Search Bar**  to target more specific alarm events. Select from the **Configuration Settings**  to change the column headers to display the alarm event data you're interested in.

This example uses the Search Bar to find any text with 'High Wind Speed' in the Active,Unacknowledged alarm state.



Active Time	Display Path	Priority	State	Name
02/04/2020 18:33:53	Turbine Number 300 located at Fresno	High	Active, Unacknowledged	High Wind Spe
02/04/2020 18:33:53	Turbine Number 150 located at Folsom, CA	High	Active, Unacknowledged	High Wind Spe
02/04/2020 18:33:53	Turbine Number 100 located at Folsom, CA	High	Active, Unacknowledged	High Wind Spe
02/04/2020 18:33:52	Turbine Number 200 located at Livermore, CA	High	Active, Unacknowledged	High Wind Spe

25 rows ▾ 1 2

Example 2 Alarm Status Table Row Styles

In the Designer, you can change row styles to be different colors for the different priorities for each alarm state. In this example, the rowStyle for the Critical priority for the activeAcked alarm state was changed to green.

The screenshot shows the Siemens SIMATIC Manager interface. On the left is a table titled "Alarms" with columns: Active Time, Display Path, Priority, State, and Source. There are three rows: 1. Active Time: 08/02/2019 13:29:13, Display Path: High Temp/High Temp, Priority: Critical, State: Active, Unacknowledged, Source: prov:default:/tag:High Temp:/alm:High Temp. 2. Active Time: 08/02/2019 08:30:54, Display Path: Tank Level 2/Low SP2, Priority: Critical, State: Active, Unacknowledged, Source: prov:default:/tag:Tank Level 2:/alm:Low SP2. 3. Active Time: 08/02/2019 08:30:28, Display Path: Speed/High Speed, Priority: Critical, State: Active, Acknowledged, Source: prov:default:/tag:Speed:/alm:High Speed. A color palette is overlaid on the table, showing a green square at the top. The Perspective Property Editor on the right shows the "rowStyles" section with two entries: "activeUnacked" and "activeAcked". Both entries have a "critical" priority entry with a "backgroundColor" of "#008000" (green). A red arrow points from the "backgroundColor" entry of the "activeAcked" style to the green square in the palette.

Perspective - Barcode

General



Value

Component Palette Icon:



Description

The Barcode component enables you to display text as a barcode. The component supports 105 different barcode types including Code 128, QR code, EAN-8, and ISBN.

This feature is new in Ignition version **8.1.2**
[Click here](#) to check out the other new features

The Barcode component has two pre-configured [variants](#): Code 128 and QR Code.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description				Property Type																																				
value	Value to be encoded as a barcode.				value: numeric																																				
type	What barcode specification to use, currently there are 105 formats supported including Code 128, QR code, EAN-8, and ISBN. <table border="1"><thead><tr><th>A-B</th><th>C</th><th>D</th><th>E-G</th></tr></thead><tbody><tr><td>auspost</td><td>channelcode,</td><td>daft</td><td>ean13</td></tr><tr><td>azteccode</td><td>codablockf,</td><td>databarexpanded</td><td>ean13composite</td></tr><tr><td>azteccodecompact</td><td>code11</td><td>databarexpandedcomposite</td><td>ean14</td></tr><tr><td>aztecrunre</td><td>code128</td><td>databarexpandedstacked</td><td>ean2</td></tr><tr><td>bc412</td><td>code16k</td><td>databarexpandedstackedcomposite</td><td>ean5</td></tr><tr><td></td><td>code2of5</td><td>databarlimited</td><td>ean8</td></tr><tr><td></td><td>code32</td><td>databarlimitedcomposite</td><td>ean8composite</td></tr><tr><td></td><td>code39</td><td>databaromni</td><td>flattermarken</td></tr></tbody></table>				A-B	C	D	E-G	auspost	channelcode,	daft	ean13	azteccode	codablockf,	databarexpanded	ean13composite	azteccodecompact	code11	databarexpandedcomposite	ean14	aztecrunre	code128	databarexpandedstacked	ean2	bc412	code16k	databarexpandedstackedcomposite	ean5		code2of5	databarlimited	ean8		code32	databarlimitedcomposite	ean8composite		code39	databaromni	flattermarken	value: string
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		code39ext	databaromniccomposite	gs1-128	
		code49	databarstacked	GS1-128	
		code93	databarstackedcomposite	gs1-128composite	
		code93ext	databarstackedomni	gs1-cc	
		codeone	databarstackedomniccomposite	gs1datamatrix	
		coop2of5	databartruncated	gs1datamatrixrectangular	
			databaretruncstedcomposite	gs1northamericancoupon	
			datalogic2of5	gs1qrcode	
			datamatrix		
			datamatrixrectangular		
			datamatrixrectangularextension		
			dotcode		
H-J	K-P	Q-Z			
hanxin	kix	qrcode			
hibcazteccode	leitcode	rationalizedCodabar			
hibccodeableblockf	mailmark	raw			
hibccode128	matrix2of5	royalmail			
hibccode39	maxicode	sscc18			
hibcdatamatrix	micropdf417	symbol			
hibcdatamatrixrectangular	microqrcode	telepen			
hibcmicropdf417	msi	telepennumeric			
hibcpdf417	onicode	ultracode			
hibcqr code	pdf417	upca			
iata2of5	pdf417compact	upcacomposite			
identcode	pharmacode	upce			
industrial2of5	pharmacode2	upcecomposite			
interleaved2of5	planet				
isbn	plessey				
ismn	posicode				
issn	postnet				
itf14	pzn				
japanpost					
displayValue	If true, the barcode's value will be displayed as text.				value: boolean
valuePosition	If displayValue is true, this property determines where the value should be displayed. Options are top or bottom; default is bottom.				value: string
valueStyle	Sets a style for the display value for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .				object
errorStyle	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .				object
style	Sets an overall style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .				object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Examples

Example 1



Property	Value
props.value	014113910613
props.type	upca
props.displayValue	true
props.valuePosition	bottom
props.valueStyle.fontFamily	Verdana
props.valueStyle.fontSize	18px

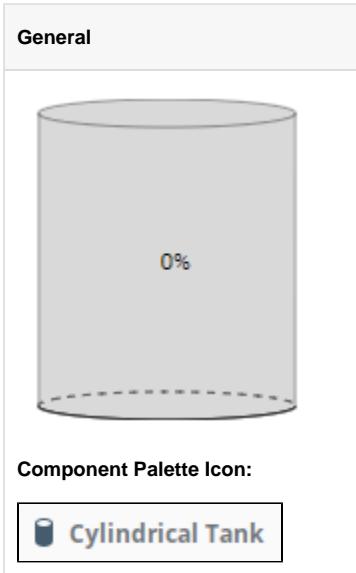
Example 2



Property	Value
props.value	http://inductiveautomation.com
props.type	qrcode
props.displayValue	true
props.valuePosition	top
props.valueStyle.color	#2747C7
props.valueStyle.fontFamily	sans-serif

props.valueStyle.fontSize	14px
props.valueStyle.fontWeight	bold
props.style.paddingTop	12px
props.style.borderColor	D97700

Perspective - Cylindrical Tank



Description

A component that looks like a 3D cylindrical tank with some liquid inside. Component can be configured so that the "liquid" rises and falls as the 'value' property changes. Full menu of [style options](#) is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a [style class](#).

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

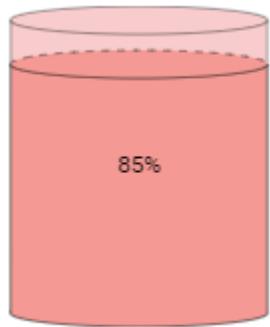
Name	Description	Property Type
value	Numeric value of the tank's level.	value: numeric
capacity	Total capacity of the tank. Default is 100.	value: numeric
liquidColor	Color used to render the filled part of the tank. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector .	color
tankColor	Color of the non-filled tank section. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector .	color
liquidOpacity	The opacity of the liquid in the tank. 0 is fully transparent, 1 is fully opaque. Default is 0.5.	value: numeric
liquidWarningColor	The warning color of the liquid in the tank. See Color Selector .	color
tankWarningColor	The tank warning color. See Color Selector .	color
warning	The warning threshold indicates by turning a pale red when its reached or exceeded its set value. Default is 100.	value:

threshold		numeric									
strokeWidth	The stroke width, in pixels, for the outside of the tank. Default is 1.	value: numeric									
valueDisplay	<p>Value display configuration. Renders and styles a value overlay in the tank.</p> <table border="1"> <thead> <tr> <th>Name</th> <th>Description</th> <th>Property Type</th> </tr> </thead> <tbody> <tr> <td>enabled</td> <td>Whether valueDisplay is shown. Default is true.</td> <td>value: boolean</td> </tr> <tr> <td>style</td> <td>Modify the valueDisplay style using the style properties. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class.</td> <td>object</td> </tr> </tbody> </table>	Name	Description	Property Type	enabled	Whether valueDisplay is shown. Default is true.	value: boolean	style	Modify the valueDisplay style using the style properties. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object	object
Name	Description	Property Type									
enabled	Whether valueDisplay is shown. Default is true.	value: boolean									
style	Modify the valueDisplay style using the style properties. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object									
style	Sets a style for this cylindrical tank. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object									

Perspective Component Events

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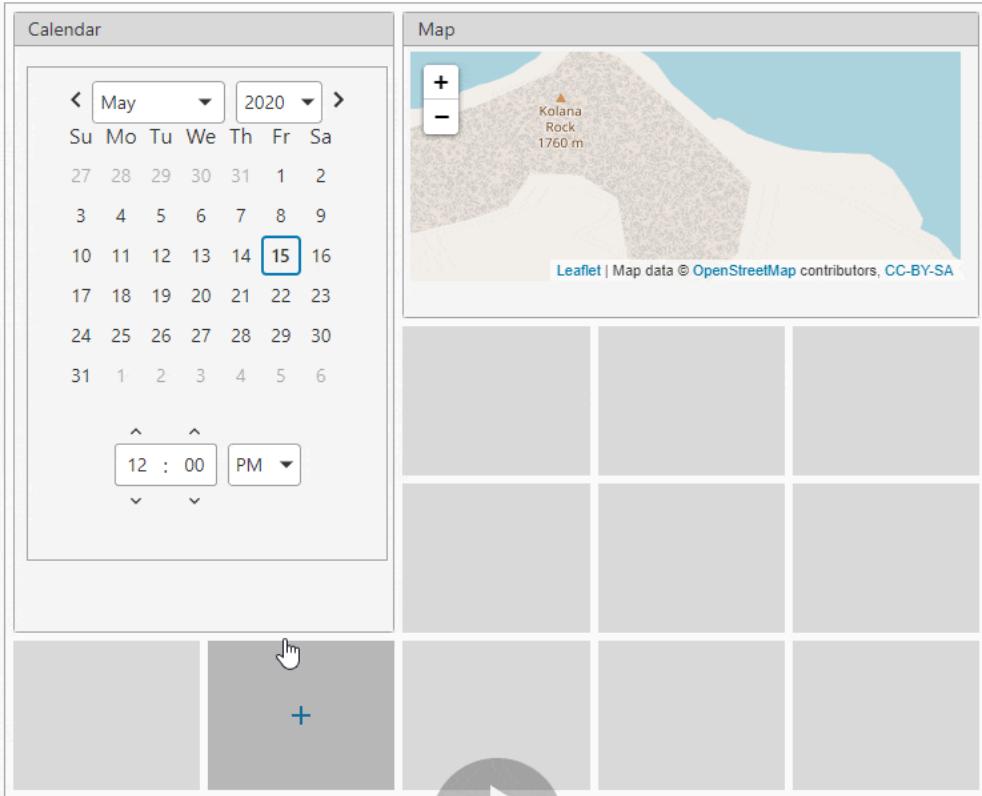
Example



Property	Value
props.value	85
props.capacity	100
props.warningThreshold	80

Perspective - Dashboard

General



Component Palette Icon:



Description

The Dashboard component exposes layout capabilities to end users in a Perspective session so they have the ability to customize their dashboard layout for their individual needs. Widgets are configured in the Designer by designers and made available to Perspective session users. The Dashboard component uses a grid system based off of CSS grid specifications to position and place widgets. The Property Editor of the Dashboard component is where the designer controls the general layout of the grid by specifying the responsive mode: fixed or stretch, if the dashboard is editable, and if each widget is configurable and available in a Perspective session.

End users can choose from a list of pre-configured widgets to configure their dashboards in a Perspective session. They can add, remove, resize, move around, and configure widgets, including the ability to interact with widgets in a session such as entering text in a text field, displaying/hiding components in a widget, and even use parameters to pass a property to a specified view.

To learn more, refer to [Configuring a Dashboard](#).

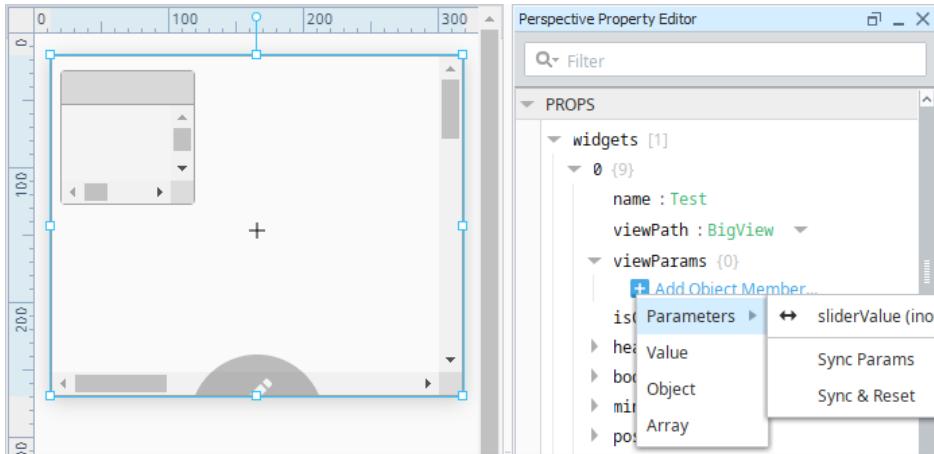
Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description
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pack	<p>This feature is new in Ignition version 8.1.4 Click here to check out the other new features</p> <p>Enables widget packing algorithm. When disabled, widgets can be placed anywhere on the Dashboard and the component will not try to rearrange them in an optimal layout.</p>																		
grid	<p>The grid layout mode defines the responsive behavior of the grid and its cells: fixed and stretch.</p> <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>fixed</td><td>In fixed mode, the grid's dimensions can be greater or less than the full dimensions of its containing element, and its cells are given a static size, effectively creating a scrollable grid when cells overflow beyond the containing elements dimensions.</td><td>value: string</td></tr> <tr> <td>stretch</td><td>In stretch mode, the grid's dimensions are restricted to the full dimensions of its containing element, and its cells consume one free unit of space, effectively growing and shrinking with the containing element.</td><td>value: string</td></tr> </tbody> </table>	Name	Description	Property Type	fixed	In fixed mode, the grid's dimensions can be greater or less than the full dimensions of its containing element, and its cells are given a static size, effectively creating a scrollable grid when cells overflow beyond the containing elements dimensions.	value: string	stretch	In stretch mode, the grid's dimensions are restricted to the full dimensions of its containing element, and its cells consume one free unit of space, effectively growing and shrinking with the containing element.	value: string									
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stretch	In stretch mode, the grid's dimensions are restricted to the full dimensions of its containing element, and its cells consume one free unit of space, effectively growing and shrinking with the containing element.	value: string																	
isEditing	Controls the runtime edit mode of the dashboard component. Stays in sync with the edit/play toggle control located at the bottom of the component.																		
editingToggle	Whether to display the dashboard editing toggle option. When disabled, hides the built in edit/play toggle control located at the bottom of the component. Disable this if you'd like to implement your own toggle that updates the <code>isEditing</code> prop in a controlled fashion. Default is true.																		
fixed	Visible when the grid mode is <code>fixed</code> .																		
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isConfigurable	Whether this widget is configurable during runtime. If enabled, dashboard is in edit mode, the toggle becomes available when the widget is selected which is used to configure the widgets view. When toggled on, the configuring view parameter will be true.	value: boolean															
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availableWidgets	An array of widgets as configuration objects that are available to the user. When a widget is added to the dashboard via the add widget modal, this configuration object is copied to the widgets in use array, and act as the widgets defaults.																																																																					
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Perspective Component Events

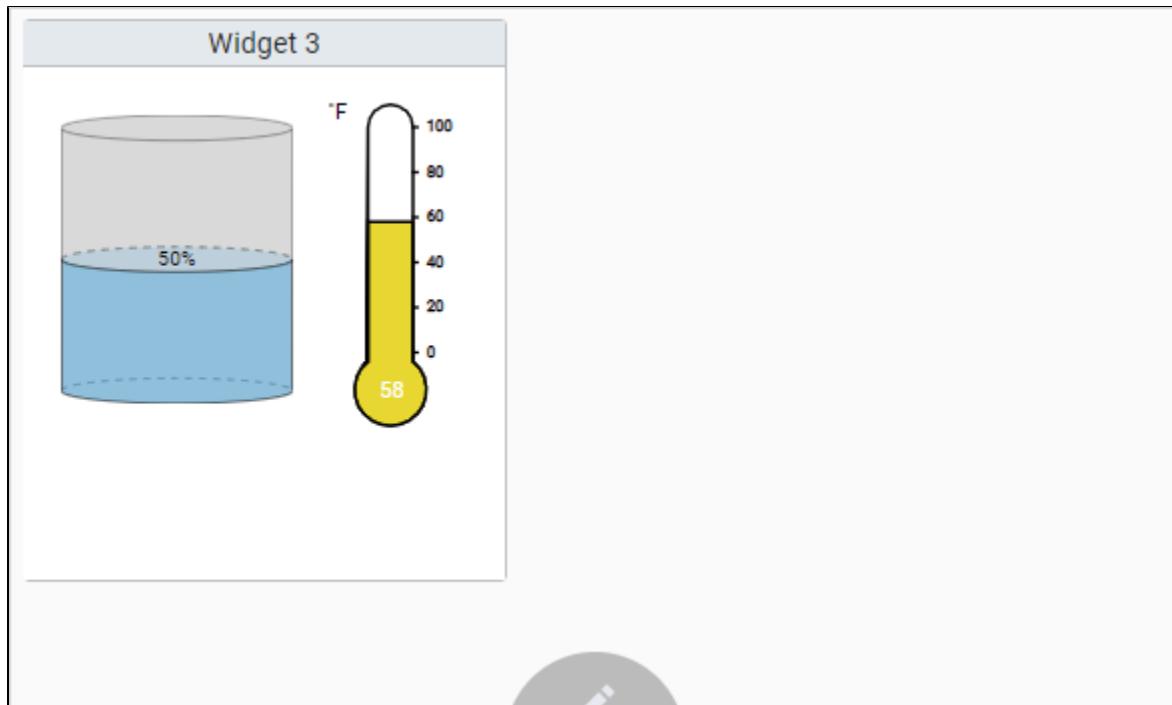
The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Examples

In addition to the demonstration below, learn more about the Dashboard component on the [Configuring a Dashboard](#) page.

Demonstration

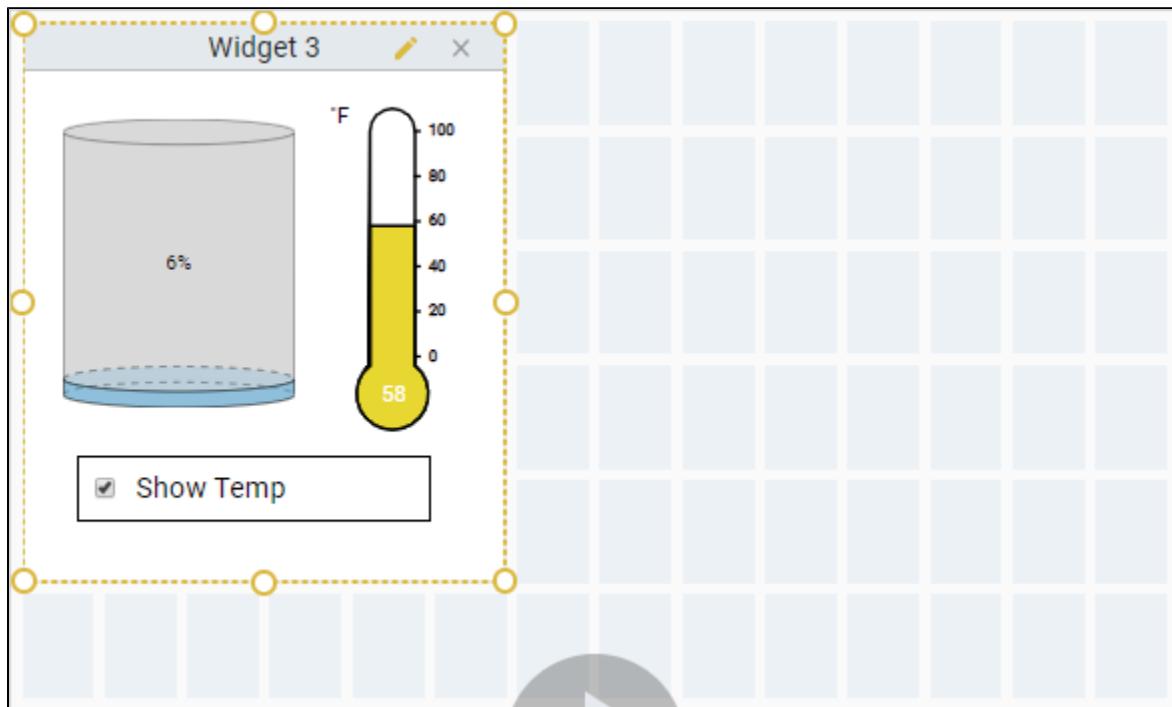
This image shows the dashboard in a Perspective Session with one widget.



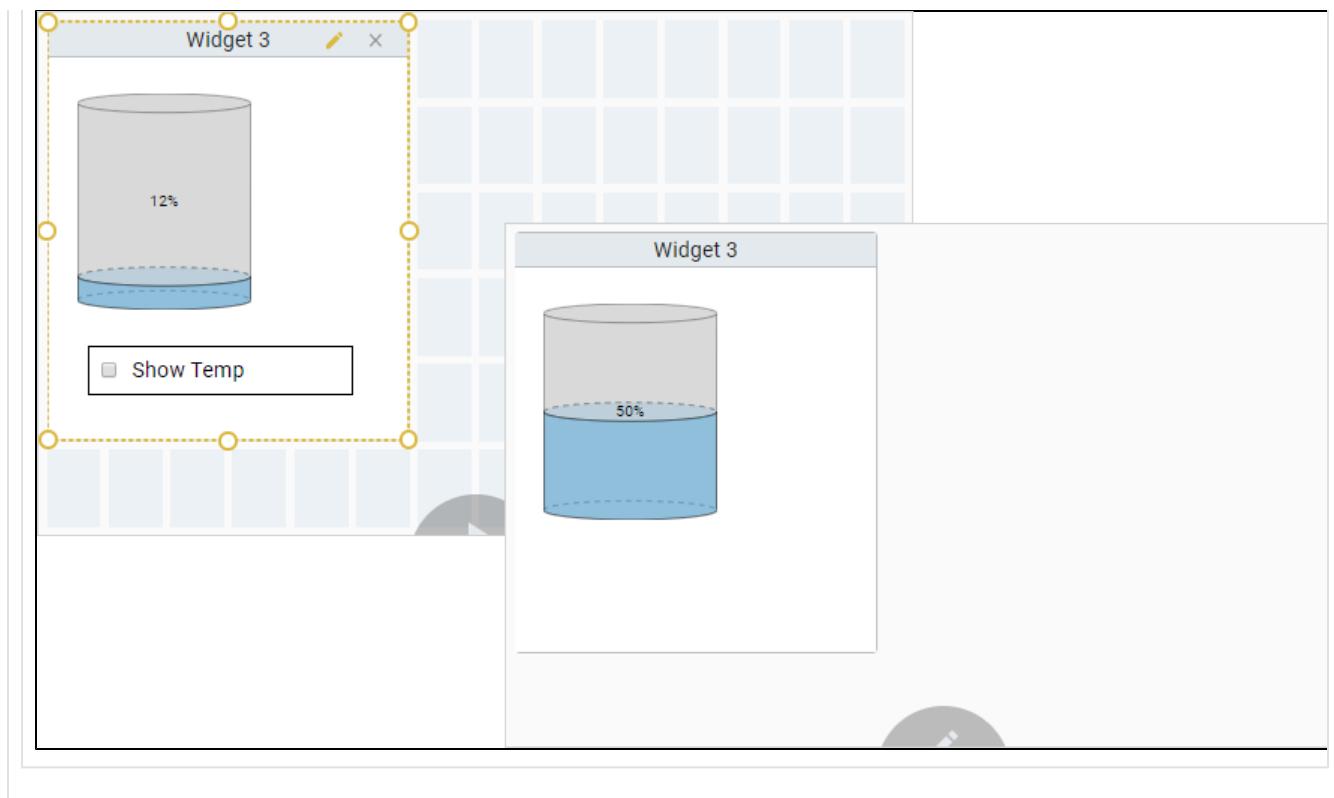
Property	Value
props.grid	stretch
props.isEditing	true
props.editingToggle	true
props.stretch.rowCount	6
props.stretch.columnCount	14
props.widgets.0.name	Widget 3
props.widgets.0.viewPath	Widget 3
props.widgets.0.isConfigurable	true
props.widgets.0.header.enabled	true
props.widgets.0.header.title	Widget 3
props.availableWidgets.2.viewPath	Widget 3
props.availableWidgets.2.isConfigurable	true

props.availableWidgets[2].name	Widget
props.availableWidgets[2].header.enabled	true
props.availableWidgets[2].header.title	Widget 3

This same example also allows the user to interact with the widget in Edit mode when the 'isConfigurable' property is set to 'true.' The view uses a 'configuring' parameter to go into 'configuring' mode allowing users to configure the widget. It allows the user to show/hide the Thermometer showing the temperature of the Tank by simply checking/unchecking the ShowTemp checkbox.



By unchecking Show Temp, the Thermometer component is removed from the widget on the dashboard in a Perspective Session.



Configuring a Dashboard

The Dashboard exposes widgets to end users in a [Perspective Session](#) so they can customize their dashboard layout for their individual needs. Widgets are [views](#) that are pre-configured in the Designer and made available to Perspective Session users. End users have the flexibility to add, remove, resize, move around, and even configure widgets in the dashboard of their Perspective Session without having access to the Designer. Users can interact with widgets in a session on both desktop and mobile devices. There may be some minor variances in how a user can interact with their dashboard between desktop and mobile devices, but the principle is still the same.

Configuring a Dashboard Component

Configuring a Dashboard starts with designing widgets and having a selection of pre-configured widgets for users to choose from to configure their individual dashboards. Designers create the widgets and make them available for end users to use in their individual dashboards. By making the widgets available using the 'availableWidgets' property, the widget overlay modal is populated with a searchable list of all the available widgets a user can add to their dashboard. The dashboard component contains a host of additional properties that can be configured based on the end-user requirements.

The [Dashboard component](#) uses a grid system based off of CSS grid specifications to position and place your widgets. The Property Editor settings of the Dashboard component control the general layout of the grid. They specify the responsive mode: fixed or stretch, if the dashboard is editable, and if each widget is configurable and available in a Perspective session. The image below shows one widget on a dashboard in the Designer along with some of its properties.

To learn more about Dashboard properties, refer to the [Dashboard component](#) page.

The screenshot shows the Perspective Property Editor interface. On the left is a dashboard canvas with a 5x8 grid. A single widget, labeled "Widget 3", is placed in the top-left cell of the grid. This widget contains a cylinder gauge showing "21%" and a thermometer gauge showing "58 °F". The dashboard has scroll bars on the right and bottom. At the bottom of the dashboard area, there are tabs for "Dashboard 2" and "Widget 3". On the right side of the screen is the "Perspective Property Editor" window. It has a header bar with a close button. Below the header is a search bar labeled "Filter". Underneath is a tree view labeled "PROPS". The "grid" property is set to "stretch". The "widgets" array contains one item, "Widget 3", which is further expanded to show properties like "name", "viewPath", "viewParams", "isConfigurable" (checked), "header", "body", "minSize", "position", and "style". There is also a "+ Add Array Element..." button and an "availableWidgets" section. Other collapsed sections include "POSITION", "CUSTOM", and "META".

Setting Up a User Dashboard

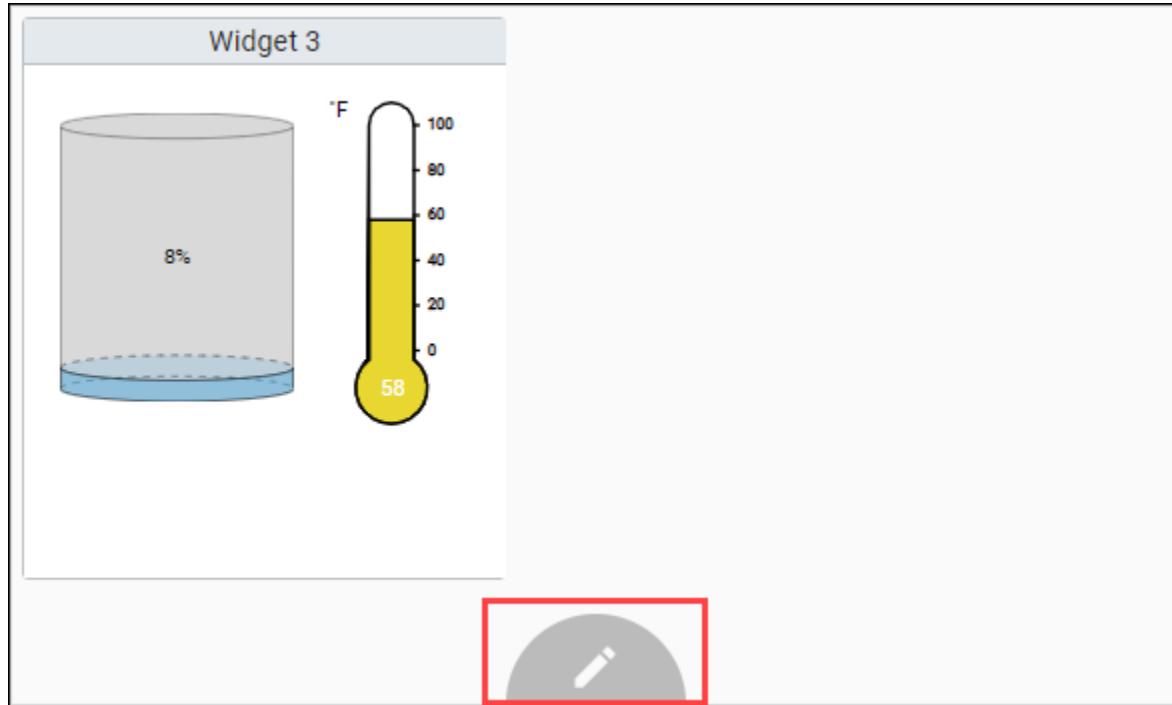
On this page ...

- [Configuring a Dashboard Component](#)
- [Setting Up a User Dashboard](#)
 - [Adding a Widget](#)
 - [Removing a Widget](#)
 - [Moving a Widget](#)
 - [Resizing a Widget](#)
- [Configuring a Widget](#)
 - [Setting a Widget as Configurable in the Designer](#)
 - [Creating a Configurable View in the Designer](#)
- [Saving Perspective Session Edits and Populating Widgets](#)

Setting up a dashboard starts with users choosing from a list of pre-configured widgets to configure their dashboards in a Perspective Session based on their individual needs.

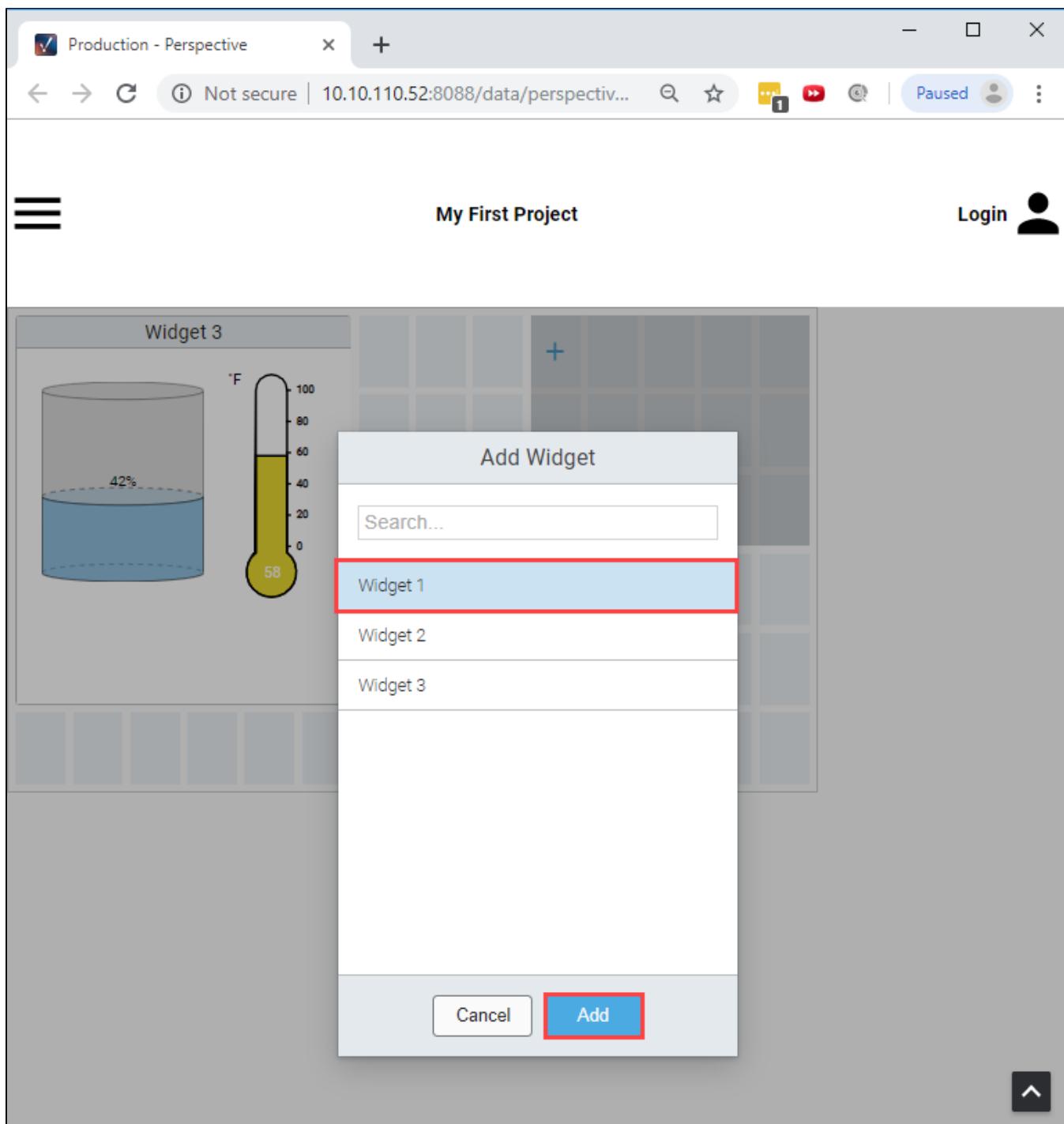
To edit the dashboard in a Perspective Session, the user can put the dashboard into Edit mode by clicking the Edit icon at the bottom of the dashboard and deciding what widgets they want, where they want them, and how they want them configured. They can add, remove, resize and configure widgets, including the ability to interact with widgets such as entering text in a text field or displaying/hiding components in a widget. You can also remove this control entirely and implement your own by configuring the 'editingToggle' property on the component. Refer to the [Dashboard component](#) properties for more details.

The following sections on this page describe how to setup your own dashboard.



Adding a Widget

There are two ways a user can add a widget in a Perspective Session: by clicking on a single grid cell, or by dragging a grid cell over multiple grid cells that opens an add widget overlay as shown in the image below. Both ways result in displaying the add widget modal which provides a searchable list of all of the available widgets a user may add to their dashboard.

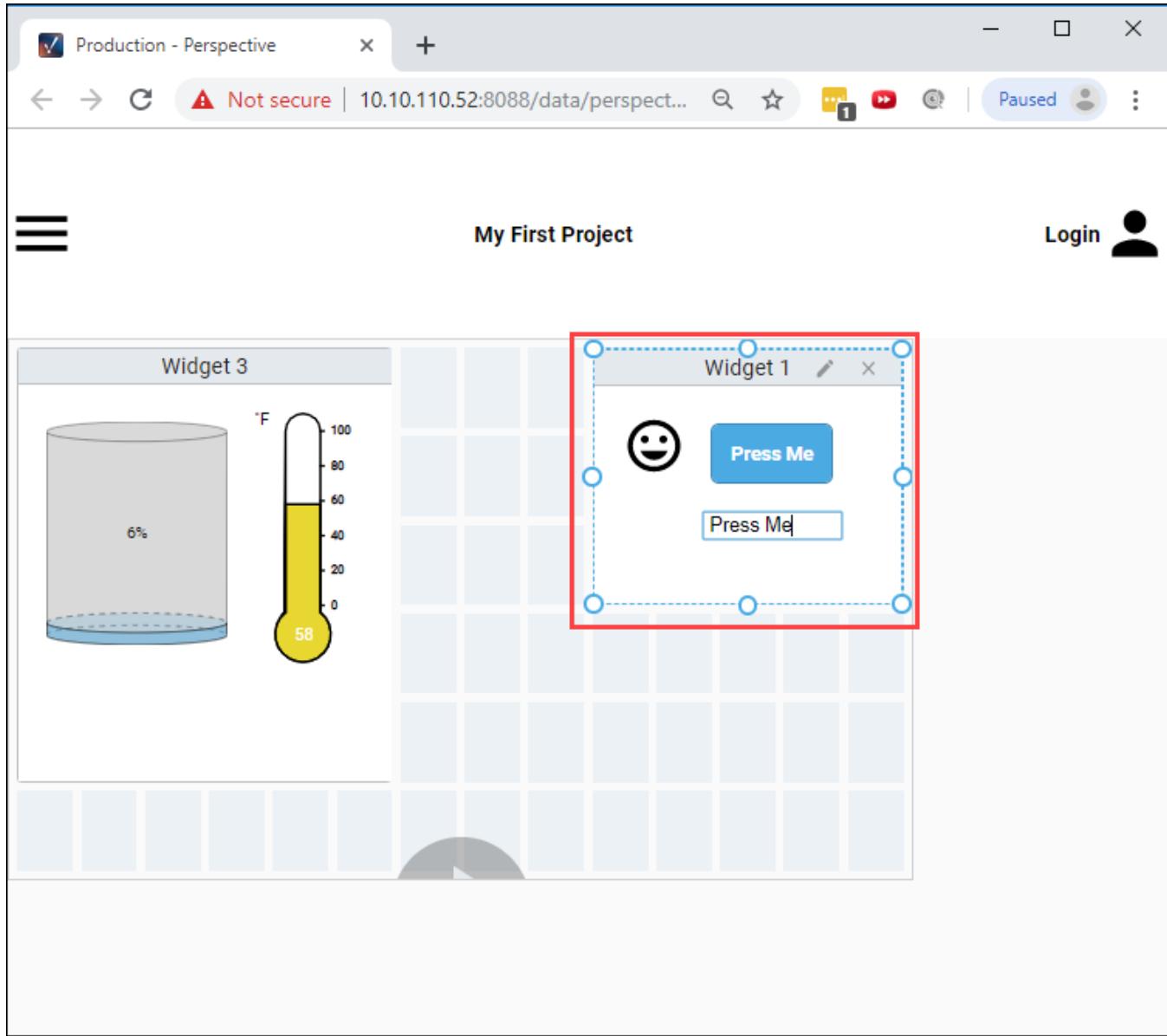


Dragging a grid cell creates an add widget overlay that specifies the desired dimensions of the widget to add. If the desired widget position overlaps other widgets, the overlapped widgets will be moved to any available space on the dashboard. Widgets do not overlap when being added, resized, and moved unless there happens to be no space for a widget so that it is placed within the grid.

Widget's Minimum Dimensions

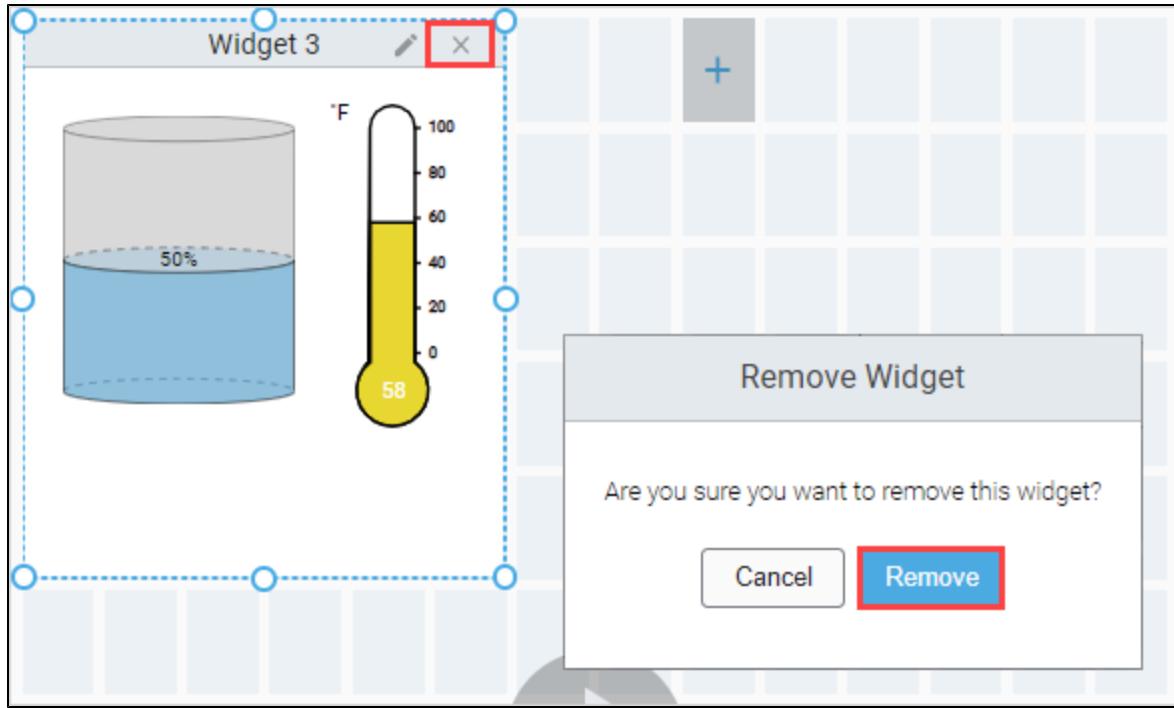
When adding a widget, if the desired dimensions are less than the configured minimum dimensions, the desired dimensions will get overridden by the minimum dimensions. If a single grid cell is clicked, the configured default dimensions will be applied, if and only if, the default meets the required minimum dimensions, otherwise the minimum dimensions are applied. By default, the minimum and default dimensions for a widget are 1x1.

On mobile devices, activating a grid cell requires a long-press of about a second. Once a grid cell is activated, you can then drag to create the add widget overlay. The image below shows Widget 1 dropped over the multiple selected grid cells in the dashboard. You'll notice the active widget has a dashed blue border.



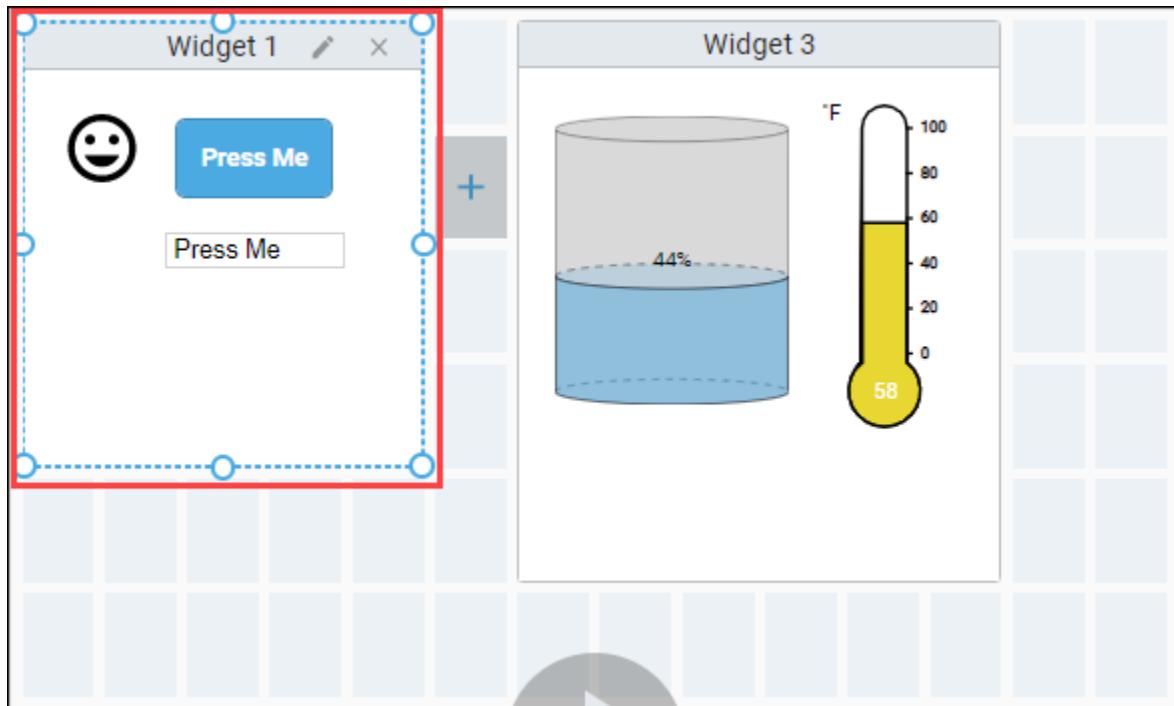
Removing a Widget

Click the **Edit** icon, select the widget, and you'll notice the widget has a dashed blue border indicating the widget is active, then click the **Delete 'x'** icon in the top right corner to remove the widget from the dashboard. You will then be prompted with a confirmation modal to delete the widget. Click **Remove**.



Moving a Widget

Put the dashboard in Edit mode, select the widget so that it becomes active (dashed blue border). Drag the widget to the desired position. As you move the widget, any overlapped widgets will be repositioned into the first available space.



Resizing a Widget

To resize a widget, put the dashboard in Edit mode, then simply select the widget you'd like to resize and drag one of the resize handles. If, while resizing, the widget overlaps other widgets, the overlapped widgets will be repositioned into the first available space.

Configuring a Widget

The dashboard allows your users to configure a widget in a Perspective Session. To do this, you need make a few changes to your view and Dashboard component configuration.

Setting a Widget as Configurable in the Designer

To make a view allow configuration, you need to set the **isConfigurable** property for each widget that needs to be configured. This will set a param value on your view (in the runtime) that you can use to create a configuration display in your view. The purpose of this parameter is to avoid having to make a separate widgets for each possible variation of the same view.

1. Select the Dashboard component.
2. Expand the **availableWidgets** parameter, and expand the array object for the widget that you want to make configurable.
3. Set the **isConfigurable** property to 'true' for this widget.

Creating a Configurable View in the Designer

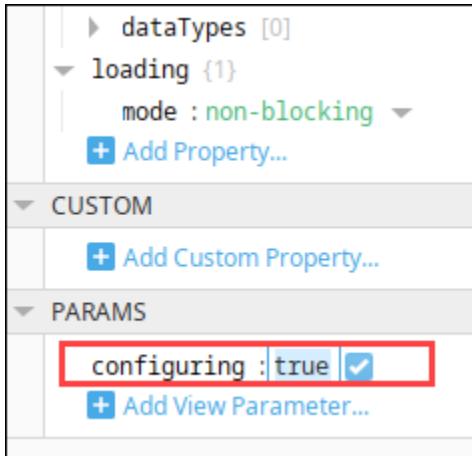
To make a view configurable, you need to do a bit of work to alter what is in the view. This is possible because the Dashboard component was created to use a parameter named **configuring** that is set to 'true' when the widget is in put into configuration mode. The idea here is to have a second 'mode' or 'display' version of the view that has controls on it to effect the primary display. The best way to do this is to create two containers in your view; one for configuration, and one for display. You can then bind the visibility on each container so only one is shown at a time.

To learn more about using parameters to pass properties, refer to the [Perspective Component Properties](#) page. You will not need to pass any value into the param though, it is done automatically for you if you get the param name correct.

1. Create a new Coordinate view. For the example, we named our Configurable_View.

2. **Note:** If you use a Flex container, some of the settings will be different further down in the example.

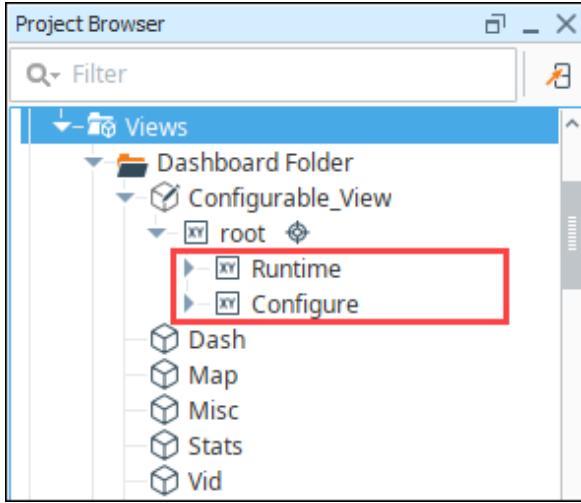
In the Property Editor, add a view param. Name the param '**configuring**' and set the value to 'true'. Note the spelling and (lack of) capitalization.



3. Drag a Coordinate Container component inside your view. Give the container a good name like 'Runtime.'
4. Add any display components you want.

Note: If you started from an existing view, move all existing components into the new container then make the container fill your entire view.

- a. Deep Select the Configure container.
 - b. Drag a Cylindrical Tank component into it.
 - c. Bind the value property to a Tag.
 - d. Drag a Temperature Gauge component into it.
 - e. Bind the value property to a Tag.
5. We need to create a second new container in the view for your configuration. **Duplicate** the Runtime container. Give the container a good name like 'Configure.' This container will be a sibling to the Runtime container, not inside the Runtime container.



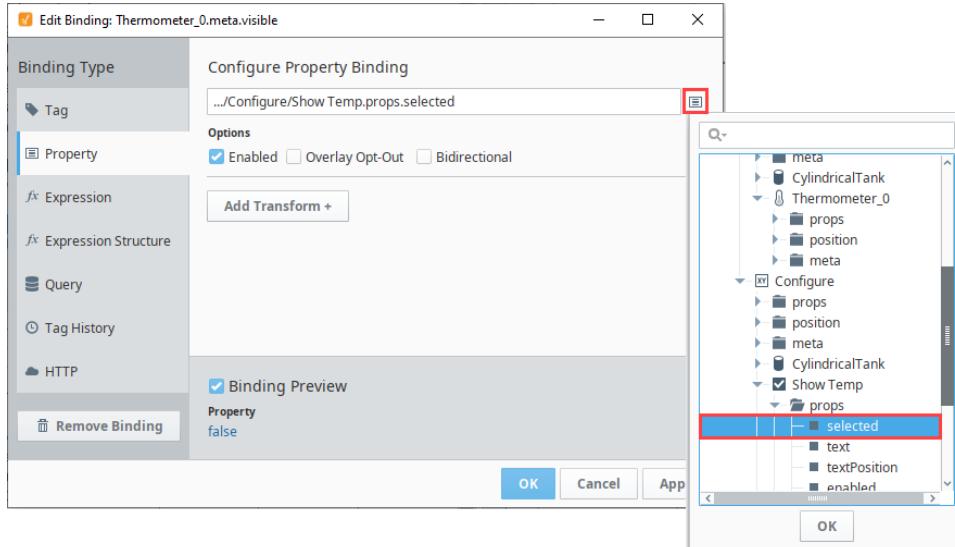
6. Add a Checkbox to toggle the temperature component visibility.

Note: If you started with an existing view, this step is completely up to you. You will decide what should be configurable and create controls for that in your configuration container. For example, you could create a list of Tags for the user to select between and display only the selected Tags on a chart.

- Deep Select the Configure container.
- Drag a **Checkbox** component into it.
- Set the Name and Text to "Show Temp".

7. Now we need to alter the Runtime container components to listen to our new controls.

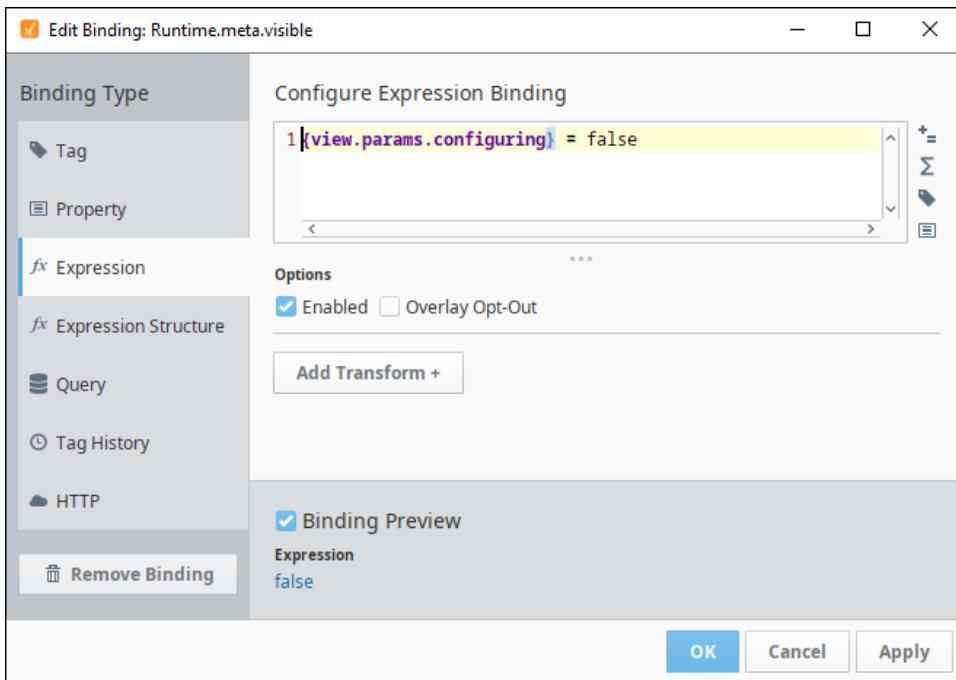
- Deep Select the Runtime Container.
- Select the Temperature Gauge component.
- In the Property Editor under META, bind the **Visible** property to the Selected value of the Show Temp Checkbox component.



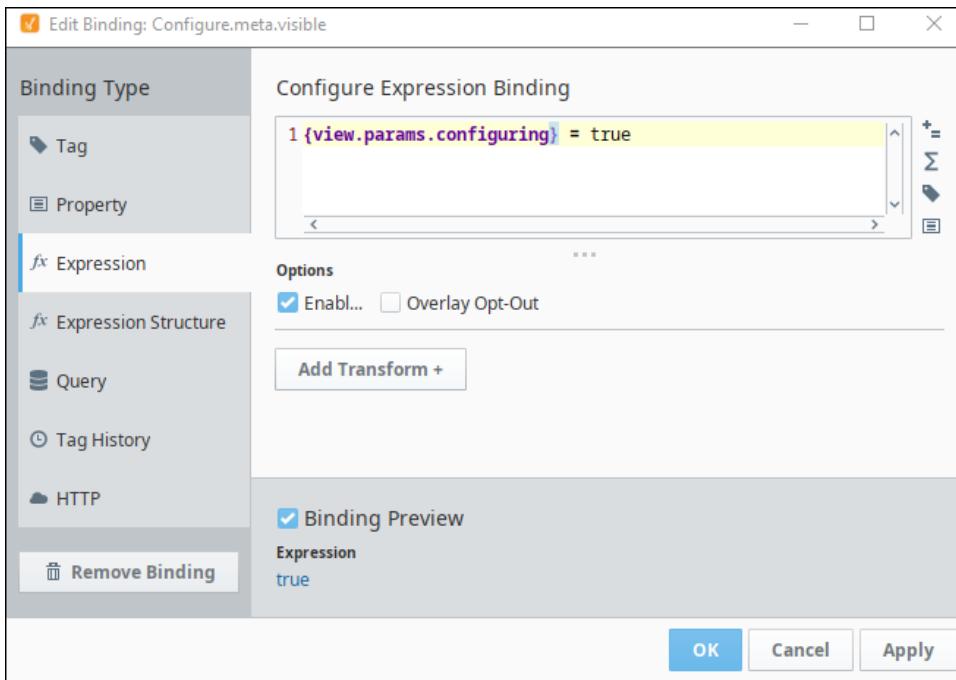
8. Now we just need to show one container at at time.

Note: If you used a Flex container at the start of this example, then use the 'display' property instead of the 'visible' property in the following steps.

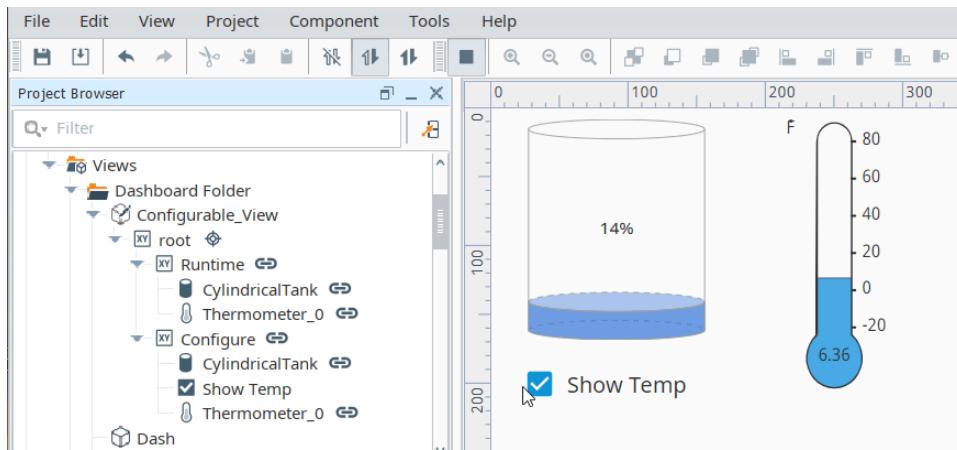
- Bind the 'visible' property for the Runtime container using an expression. It should be true when the `configuring` param is false.



- b. Bind the 'visible' property for the Configure container using an expression. It should be true when the `configuring` param is true.



9. Save your project and then put the Designer into Preview mode. When you click on the Temp Show button, you'll see the Temperature component appear or disappear.

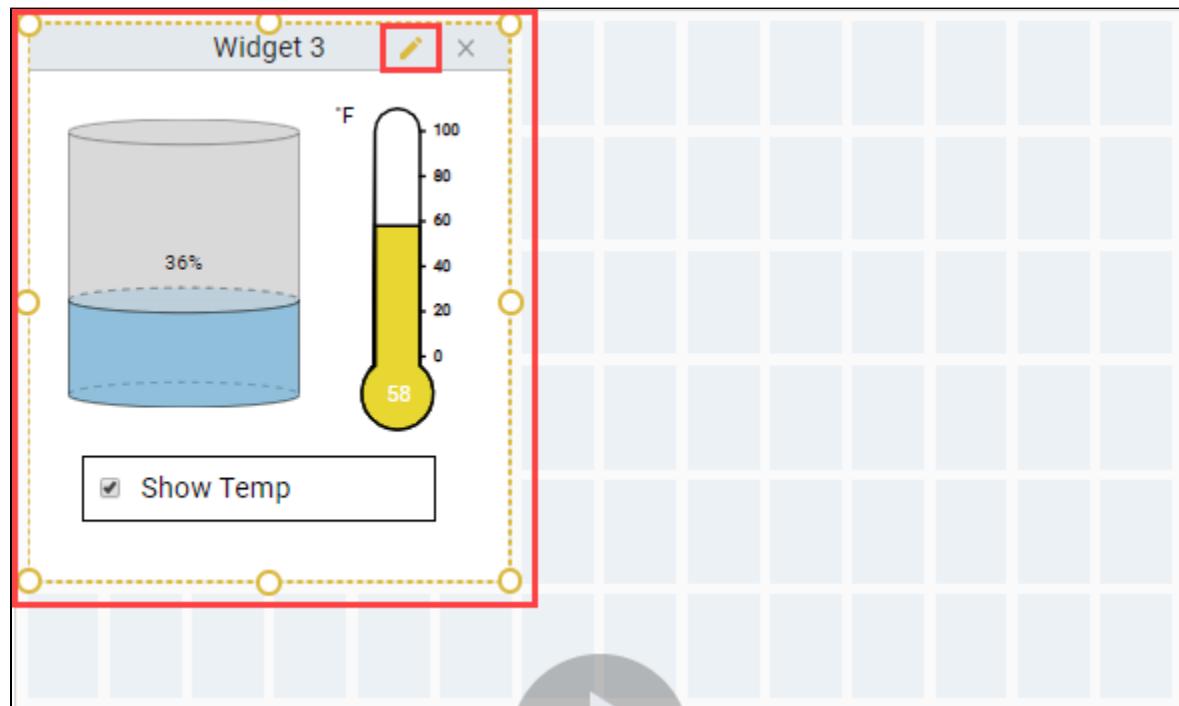


10. Now you can use this view in your dashboard.

Configuring in the Dashboard Component in the Runtime (Perspective Session)

This section is for the people using the Dashboard in a Perspective Session.

1. To use a configurable widget in the runtime, put the dashboard in Edit mode and select the widget you'd like to configure.
2. Click the edit icon (pencil) in the top right corner of the widget. The widget's border will change colors from blue to orange (shown in the image below).
3. The view changes to show the 'configuring' mode you set up previously for the view, allowing users to configure the widget.



Saving Perspective Session Edits and Populating Widgets

Edits that an end user makes in their dashboard in a Perspective Session are not automatically saved and do not persist when the end user's session restarts. A session can be refreshed within the same session. One possible solution for populating widgets for the next editing session is to add a property change script on the 'widgets' prop to listen for changes and then write that value back to a database along with any user information derived from the active session. The value of the 'widgets' prop will be an array of QualifiedValues, which you'll need to handle accordingly. In similar fashion, consider adding an 'onStartup' event action that will query the database and then populate the 'widgets' prop with the users last saved configuration and optionally populate the 'availableWidgets' prop (possibly for varying user roles).

Related Topics ...

- Perspective Dashboard Component
- Passing Parameters
- Views and Containers

Perspective - Icon

General



Component Palette Icon:



INDUCTIVE
UNIVERSITY

Icons

[Watch the Video](#)

Description

The Icon is an image path commonly used to augment a label or text property of a component by placing an image next to it.

The materials icon library is a primary source for icons, see <https://fonts.google.com/icons?selected=Material+Icons>. You can also add your own custom repository of icons. For more information, see [Images, SVGs, and Icons in Perspective](#).

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
path	Shorthand path to icon source, in format: library/iconName (i.e., material/3d_rotation). The materials icon library is a great source for icons, see https://fonts.google.com/icons?selected=Material+Icons .	value: string
color	Color of the icon. See Color Selector .	color
style	Sets a style for this component. Full menu of style options is available. You can also specify a style class .	object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Examples

Example 1



Property	Value
props.color	#00AC00

Example 2



Property	Value
props.path	material/record_voice_over
props.color	#000088
props.style.borderstyle	ridge
props.style.borderColor	#FFAC47
props.style.borderWidth	6px

Perspective - Image

General



Component Palette Icon:



INDUCTIVE
UNIVERSITY

Images

[Watch the Video](#)

Description

The Image component displays either vector or raster format images, such as a jpeg, gif, png, or svg. For examples see [Images, SVGs, and Icons in Perspective](#).

When attempting to show images from the [Image Management Tool](#) on this component, you'll need to prefix `/system/images/` to the path. For example:

```
/system/images/Builtin/icons/48/about.png
```

External Images

The Image component can also be used to show external images stored relative to the local file system on the client. The file path is similar to having your browser view a local document:

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description	Property Type
source	<p>The image source URL. It could be a URL to an image on the internet or Gateway, or even an embedded image. You can find images in the Image Management tool and copy their path for this source property. Format: <code>/system/images/<imagepath></code></p> <p>For example, the <code>Builtin/icons/16/about.png</code> image path would be <code>/system/images/Builtin/icons/16/about.png</code></p> <p>In addition, source can be set to a Base64 encoded image</p>	value: string
altText	An alternate text for the image if the image cannot be displayed because of a slow connection, an error in the source attribute, if the user uses a screen reader, or some other reason.	value: string
fit	Whether or not the image will size to fit. When in percent mode, the parameters are used to fit based on the percentage of the width and height. When in absolute mode, the image will fit the width and height sizes in pixels.	object

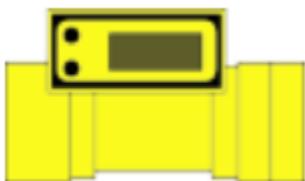
	<table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>mode</td><td>Can be one of the following modes: none, fill, contain, cover, percent, or absolute.</td><td>value: string</td></tr> <tr> <td>width</td><td>Width of the image in pixels.</td><td>value: numeric</td></tr> <tr> <td>height</td><td>Height of the image in pixels.</td><td>value: numeric</td></tr> <tr> <td>scroll</td><td>If false, scrolling is not enabled.</td><td>value: boolean</td></tr> </tbody> </table>	Name	Description	Property Type	mode	Can be one of the following modes: none, fill, contain, cover, percent, or absolute.	value: string	width	Width of the image in pixels.	value: numeric	height	Height of the image in pixels.	value: numeric	scroll	If false, scrolling is not enabled.	value: boolean	
Name	Description	Property Type															
mode	Can be one of the following modes: none, fill, contain, cover, percent, or absolute.	value: string															
width	Width of the image in pixels.	value: numeric															
height	Height of the image in pixels.	value: numeric															
scroll	If false, scrolling is not enabled.	value: boolean															
tint	Enables you to tint the entire image a color. <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>enabled</td><td>Turn tint on (true) and off (false).</td><td>value: boolean</td></tr> <tr> <td>color</td><td>If the tint filter is on, this is the color of the tint. See Color Selector.</td><td>color</td></tr> </tbody> </table>	Name	Description	Property Type	enabled	Turn tint on (true) and off (false).	value: boolean	color	If the tint filter is on, this is the color of the tint. See Color Selector .	color	object						
Name	Description	Property Type															
enabled	Turn tint on (true) and off (false).	value: boolean															
color	If the tint filter is on, this is the color of the tint. See Color Selector .	color															
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. Classes are predefined styles in a project.	object															

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Examples

Example 1



Property	Value
props.source	/system/images/Builtin/Flow/Flow 7.png
props.fit.mode	contain
props.tint.enabled	true
props.tint.color	#FFF00
position.width	150
position.height	115

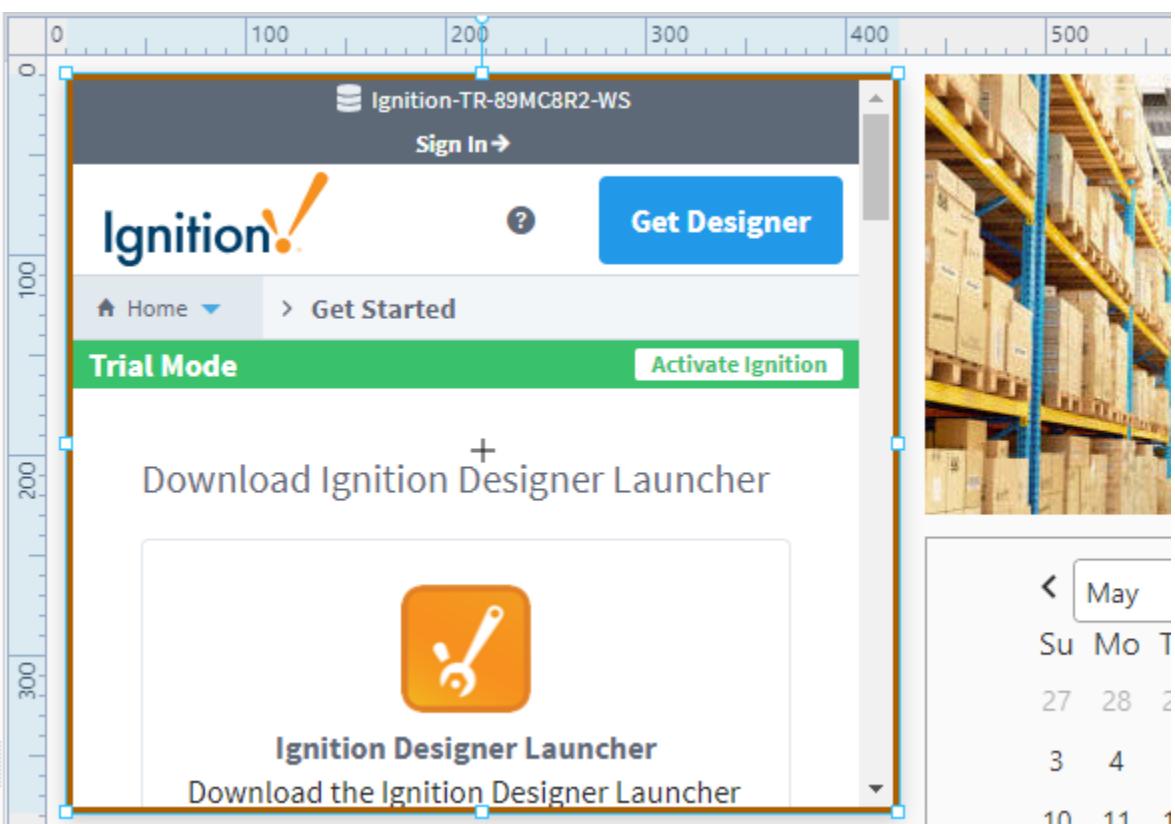
Example 2



Property	Value	Style Category
props.source	https://inductiveautomation.com/static/images/logos/inductive-automation-logo.png	N/A
props.style.borderStyle	solid	border
props.style.borderWidth	1px	border

Perspective - Inline Frame

General



The screenshot shows the Ignition Designer Launcher page embedded within an Inline Frame component. The page features a header with the Ignition logo and a 'Sign In' button. Below the header, there's a 'Trial Mode' banner with an 'Activate Ignition' button. The main content area has a heading 'Download Ignition Designer Launcher' with a large orange button containing a wrench icon. Below this button, the text 'Ignition Designer Launcher' and 'Download the Ignition Designer Launcher' is visible. To the right of the frame, there's a small image of warehouse shelving and a calendar for May.

Component Palette Icon:



Description

The Inline Frame component enables you to display a webpage within the component, allowing another HTML page to be embedded in the view. Note that many websites will not support rendering if they're inside a frame, such as this component. Websites choose to opt in to this via the `x-frame-options` HTTP header, which all browsers support. The `x-frame-options` header is designed to help prevent a class of web security attacks called Clickjacking. Thus, if a given page returns a DENY or SAMEORIGIN value for `x-frame-options`, then a web browser will refuse to render the content in the iframe on your Perspective page.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
------	-------------	---------------

src	The source URL of the webpage you want to embed in this frame.	value: string
allowFullScreen	Whether or not to allow embedded webpage to display full screen. Default is false.	value: boolean
referrerPolicy	Referrer Policy is used to determine what information is sent along with the requests. The referral value is stripped when going from a page using HTTPS to a page using the HTTP protocol. This is because this is the default setting for the Referrer Policy if nothing is specified. Technically, this is "no-referrer-when-downgrade," which means it will strip the referral when downgrading to an insecure request like switching from HTTPS to HTTP. You don't have to use the default setting, though. Options as follows: <ul style="list-style-type: none"> • no-referrer • no-referrer-when-downgrade • origin • origin-when-cross-origin • unsafe-url 	value: string
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object
border	Specifies how the border property is set on the webpage inside the Inline Frame. The default is unset. To set a border, use the borderStyle property in Style on this component. Using the borderStyle property on the component overrides the border property.	value: string

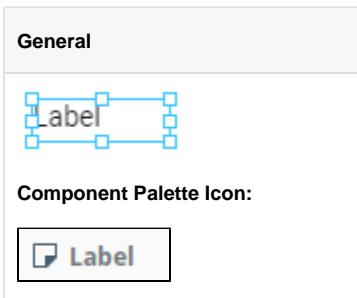
Perspective Component Events
 The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Example



Property	Value
props.src	https://www.youtube.com/embed/hYXUZeLw5ek
props.allowFullScreen	true
props.referrerPolicy	origin
props.style.borderStyle	ridge
props.style.borderWidth	6px
props.style.borderColor	#FF8C00

Perspective - Label



Description

The Label component displays text and can be customized with a full menu of [style options](#) for the appearance of text, background, border, color, etc. You can use bindings to display additional information on the Label component.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
text	Text to display.	value: string
alignVertical	Vertical alignment of the text within the component (top, center, or bottom), based on the dimensions of the component. Default is top.	value: string
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Example

The time is: 9:52 AM

Property	Value	Style Category
props.text	(Expression Binding) <pre>"The time is : "+dateformat(now(),"h:mm a")</pre>	N/A

props.style.borderStyle	groove	border
props.style.padding	12px	margin and padding

Perspective - LED Display

General



Component Palette Icon:



Description

The LED Display is a stylized numeric and/or alphanumeric label. It has two visual styles: 7-segment and 14-segment and supports nine common number format patterns. Use the value property to enter numeric and/or alphanumeric characters.

This feature is new in Ignition version **8.1.2**

[Click here](#) to check out the other new features

TLED Display component has two pre-configured **variants**:

- 14 Segment - Appearance is that of an LED with 14 light segments.
- 7 Segment - Appearance is that of an LED with 7 light segments.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
value	Value to be displayed.	value: numeric
segmentFormat	Style of each character/digit and the number of segments that compose the character. There are two different visual styles: 7 segment and 14 segment. Default is 14 segment.	value: string
numberFormat	Format of display for numeric characters, including commas, decimal places, percent, etc. There are nine options available from a dropdown list. Default is #,##0.00.	value: string
backgroundColor	Background color of the LED display. Default is #3A3A3A. See Color Selector .	color
diodeOnColor	Color of LED segments when switched on. Default is #00FF00. See Color Selector .	color
diodeOffColor	Color of LED segments when switched off. Generally different from display background color to preserve analog look. See Color Selector .	color
locale	Localization code that determines rules for commas, decimals, etc. Default is en-US.	value: string
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component

events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

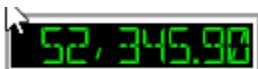
Examples

Example 1



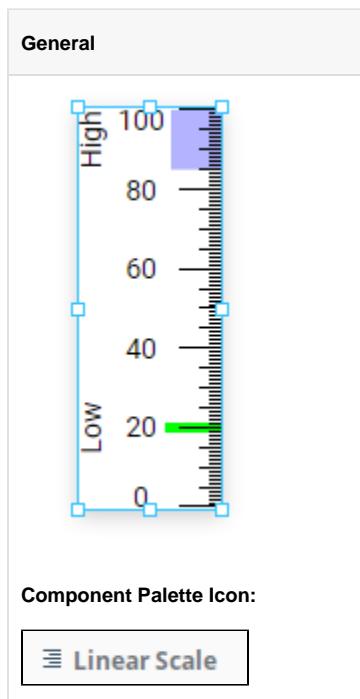
Property	Value
props.value	12/34
props.segmentFormat	7 segment
props.backgroundColor	#D5D5D5
props.diodeOnColor	#0062FF
props.OffColor	#0062FF1A

Example 2



Property	Value	Style Category
props.value	52,345.9	N/A
props.numberFormat	#,##0.00	N/A
props.backgroundColor	#000000	N/A
props.diodeOnColor	#00FF00	N/A
prop.diodeOffColor	#000000	N/A
props.style.borderStyle	groove	border
props.style.padding	2px	margin and padding

Perspective - Linear Scale



Component Palette Icon:

 Linear Scale

Description

The Linear Scale component displays a series of tick marks and labels that represent a range between a minimum value and a maximum value. It also displays indicators that represent a value or range of values, correctly positioned on the linear scale.

Linear Scale component allows floating point tick marks such as 0.25, 0.5, 0.75, 1.25, etc.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type												
minValue	The minimum value displayed on the scale.	value: numeric												
maxValue	The maximum value displayed on the scale.	value: numeric												
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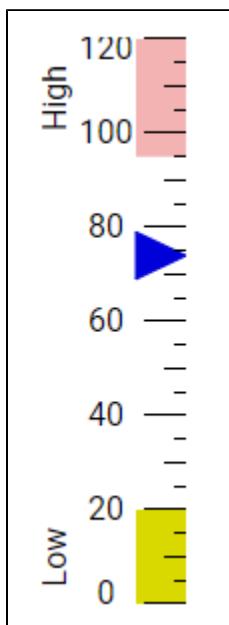
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	indicatorStyle	Indicator style can be set to line, wedge, or range. Line is similar to a tick mark. Wedge displays a triangular shape. Range displays a rectangular range along the scale as measured by the property extent. Default is range.	value: string dropdown	
	extent	If indicatorStyle is set to range, this is the extent along the scale that the indicator is placed. Default is 15.	value: numeric	
mirror	Aligns the scale to the opposite side of the component. Default is false.		value: boolean	
reverse	Inverts the order of the scale values so min to max is ordered in reverse. Default is false (minimum to max).		value: boolean	
style	Sets a style for this scale. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .		object	

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Example

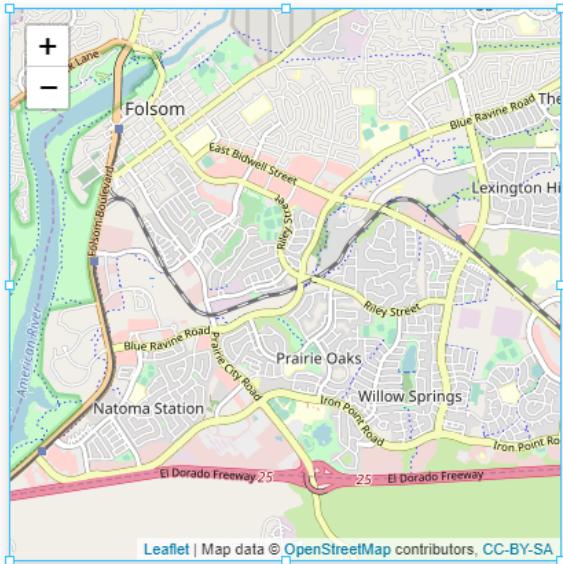


Property	Value
props maxValue	120
props minorTicks span	10
props fineTicks span	5
props indicators 0 value	95
props indicators 0 color	#D90000
props indicators 0 extent	25
props indicators 1 value	00
props indicators 1 indicatorStyle	range
props indicators 1 color	#D9D900

props.indicators.1.extent	20
props.indicators.2.value	74
props.indicators.2.indicatorStyle	wedge
props.indicators.2.color	#0000D9

Perspective - Map

General



Component Palette Icon:



Description

The Map component provides a powerful, mobile-friendly, and interactive map. Settings can be customized to control the initial view, zoom, mouse interaction, keyboard interaction and more.

The Map component is based on the Leaflet open-source JavaScript library for interactive maps. For more information on Leaflet, see <https://leafletjs.com/reference-1.6.0.html>.



Map

[Watch the Video](#)

User Interaction

The Map component properties have impact on the way a user can interact with a table in the runtime.

Interaction	Description
Zoom	Depending on the property settings, users can zoom the Map component in several ways: <ul style="list-style-type: none">Shift and drag the mouse to a rectangular shape.Double click to zoom in and Shift double-click to zoom out.Roll the scroll wheel up to zoom in and down to zoom out.Press the + (plus) key to zoom in and the - (minus) key to zoom out.
Pan	Depending on the property settings, users can pan across the Map component in multiple ways: <ul style="list-style-type: none">Use the keyboard arrow keys to pan left, right, up, down.Use the mouse to click and drag the map.
Popups	Depending on property settings, users may see the following popup actions.

- Popups close when they click on the map.
- Popups close when they use the escape key.
- Popups open as they scroll past certain areas of the map.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description											
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init	center	Sets the latitude and longitude for the initial state of the map. <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>lat</td><td>Latitude value for the map.</td><td>value: numeric</td></tr> <tr> <td>lng</td><td>Longitude value for the map.</td><td>value: numeric</td></tr> </tbody> </table>	Name	Description	Property Type	lat	Latitude value for the map.	value: numeric	lng	Longitude value for the map.	value: numeric	object
Name	Description	Property Type										
lat	Latitude value for the map.	value: numeric										
lng	Longitude value for the map.	value: numeric										
zoom	Initial map zoom level. Percentage value from 1 to 100. Default is 13.	value: numeric										
location	Map location. <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>enabled</td><td>Enables geolocation. Default is false (disabled).</td><td>value: boolean</td></tr> <tr> <td>showHeadingIndicator</td><td>Enables the heading indicator. Default is true.</td><td>value: boolean</td></tr> </tbody> </table>	Name	Description	Property Type	enabled	Enables geolocation. Default is false (disabled).	value: boolean	showHeadingIndicator	Enables the heading indicator. Default is true.	value: boolean		
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enabled	Enables geolocation. Default is false (disabled).	value: boolean										
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zoom	controls	Whether zoom controls are added to the map. Default is true.										
	delta	Controls how much the map's zoom level will change after a zoomIn() or zoomOut() or the user presses + or - on the keyboard. Values smaller than 1 allow for greater granularity.										
	onBoxZoom	Enables the map to be zoomed to a rectangular area defined by pressing the shift key while dragging the mouse. Default is false.										
	onDoubleClick	Enables the map to be zoomed in by double-clicking on it and zoomed out by pressing the shift key while double clicking.										
	onScrollWheel	Enables the map to be zoomed in and out using the mouse scroll wheel. Default is true.										
	snap	Forces the map's zoom level to be a multiple of this value. Applicable after fitBounds() or a pinch-zoom.										
	max	Maximum zoom level of the map. Default is null.										
	min	Minimum zoom level of the map. Default is null.										
	animation	Animation settings for the map.										

		<table border="1"> <tr> <td>enabled</td><td>Whether the map zoom animation is enabled.</td><td>value: boolean</td></tr> <tr> <td>threshold</td><td>Won't animate zoom if the zoom difference exceeds this value. Default is 4.</td><td>value: numeric</td></tr> </table>	enabled	Whether the map zoom animation is enabled.	value: boolean	threshold	Won't animate zoom if the zoom difference exceeds this value. Default is 4.	value: numeric																										
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attribution	Enables an attribution control on the map. Default is true.																																	
closePopupsOn Click	When set to true, popups will close when a user clicks anywhere else on the map. Default is true.																																	
trackResize	Enables the map to automatically handle browser window resizing. Default is false.																																	
keyboarddNav	Enables navigation of the map with keyboard arrow key and with the + (plus) and - (minus) keys. The + key zooms in; the - key zooms out.																																	
keyboar dPanDe lta	The number of pixels to pan when keyboard a arrow key is pressed. Default is 80.																																	
dragging	Enables the map to be dragged with a mouse/touch. Default is true.																																	
fadeAnimation	Enables the fade animation. Default is true.																																	
layers	Settings for the map UI, vector, and raster layers that can be displayed on top of the map.	<table border="1"> <thead> <tr> <th>Name</th><th>Description</th></tr> </thead> <tbody> <tr> <td>raster</td><td>Map raster layers. <table border="1"> <thead> <tr> <th>Name</th><th>Description</th></tr> </thead> <tbody> <tr> <td>tile</td><td>Settings enable you to load and display tile layers on the map. The tile provider can be customized to change. 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					color	Fill color.	
					opacity	Fill opacity.	
					rule	Presentation attribute defining the algorithm to use to determine the inside part of the shape. Options are nonzero or evenodd.	
	rectangle	An array of rectangle layers.					
					Name	Description	
					rectangles	An array of rectangle bounds each consisting of two corners that create a single rectangle.	
					smoothFactor	How much to simplify each rectangle on the zoom level.	
					noClip	Disables rectangle clipping.	
					stroke	Stroke settings.	
						Name	Description
						enabled	Whether to draw stroke along the path. Set it to false to disable borders.
						color	Stroke color.
						weight	Stroke width in pixels.
						opacity	Stroke opacity (0-1).
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						dashOffset	Defines the distance in the dash patter to start the dash.
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						lineJoin	A string that defines the shape to be used at the corners of the stroke. Options are round, arc, bevel, miter, or miter-clip.
	fill	Fill settings for the individual rectangle layer.					
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					enabled	Whether to fill the pattern with color.	
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path	Path of view to display.	value: string																																																	
params	Parameters to be passed to the view. Names in this object must match input parameters defined on the view.	object																																																	
direction	Direction where to open the tooltip. Possible values are: right, left, top, bottom, center, auto. Auto will dynamically switch between right and left according to the tooltip position on the map.																																																		
permanent	Whether to open the tooltip permanently or on a mouseover.																																																		
sticky	If true, the tooltip will follow the mouse instead of being fixed at the feature center.																																																		
opacity	Tooltip opacity.																																																		
	popup	Popup configuration for this marker.																																																	
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					enabled	Enable marker popup.									
					content	The popup content to display.									
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					pan	Popup pan configuration. <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>auto</td><td>Set it to false if you don't want the map to do panning animation to fit the opened popup. value: boolean</td><td></td></tr></tbody></table>	Name	Description	Property Type	auto	Set it to false if you don't want the map to do panning animation to fit the opened popup. value: boolean				
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					closeButton	Controls the presence of a close button in the popup.									
					autoClose	Set to false if you want to override the default behavior of the popup closing when another popup is opened.									
					closeOnEscapeKey	Set to false if you want to override the default behavior of the escape key for closing the popup.									
					closeOnClick	Set if you want to override the default behavior of the popup closing when user clicks on the map.									
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transparentBackground	If enabled, disables the default background color.																							
shadow	If enabled, displays a box shadow around the view.																							

other	Other map layers.	
	Name	Description
	geoJSON	GeoJSON objects to include as a feature layer. Hint: Try an HTTP binding. For more information, see http://

style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and misc
-------	---

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Map Parameters

Because this component uses the Leaflet library, there are several common objects you'll want to be aware of when using the the callable methods on this component. Each of these "objects" is just a Python dictionary with specific keys. However, we'll name and document these objects below.

An object representing a point at a certain latitude and longitude. For the purposes of interacting with the map component, this object is typically a Python dictionary.

```
# Example
{ lat:50, lng:30 }
```

Option	Type	Default	Description
lat	Number	None	Numerical value representing a latitude value.
lng	Number	None	Numerical value representing a longitude value.

A Python dictionary containing keys that can modify the panning behavior on the Map component. The contents of this dictionary are listed below, but the original explanation can be [found in Leaflet's documentation](#).

Option	Type	Default	Description
animate	Boolean	false	If true, panning will always be animated if possible. If false, it will not animate panning, either resetting the map view if panning more than a screen away, or just setting a new offset for the map pane (except for panBy which always does the latter).
duration	Number	0.25	Duration of animated panning, in seconds.
easeLinear	Number	0.25	The curvature factor of panning animation easing (third parameter of the Cubic Bezier curve). 1.0 means linear animation, and the smaller this number, the more bowed the curve.
noMoveStart	Boolean	false	If true, panning won't fire movestart event on start (used internally for panning inertia).

A Python dictionary containing keys that can modify the zooming behavior on the Map. The contents of this dictionary are listed below, but the original explanation can be [found in Leaflet's documentation](#).

Option	Type	Default	Description
animate	Boolean	false	If true, panning will always be animated if possible. If false, it will not animate panning, either resetting the map view if panning more than a screen away, or just setting a new offset for the map pane (except for panBy which always does the latter).

A Python dictionary containing keys that can modify the zooming behavior on the Map. The contents of this dictionary are listed below, but the original explanation can be [found in Leaflet's documentation](#).

Option	Type	Default	Description
paddingTopLeft	Point	[0, 0]	Sets the amount of padding in the top left corner of a map container that shouldn't be accounted for when setting the view to fit bounds. Useful if you have some control overlays on the map like a sidebar and you don't want them to obscure objects you're zooming to.
paddingBottomRight	Point	[0, 0]	The same for the bottom right corner of the map.
padding	Point	[0, 0]	Equivalent of setting both top left and bottom right padding to the same value.
maxZoom	Number	null	The maximum possible zoom to use.

Scripting Functions

- Description

Returns the geographical center of the map in latitude and longitude.

- Parameters

Nothing

- Return

[LatLng](#) Returns the geographical center of the map view as { lat: number, lng: number }.

- Scope

Session

- Description

Returns the current zoom level of the map view as a number.

- Parameters

Nothing

- Return

[Numeric](#) Returns the current zoom level of the map view as a number.

- Scope

Session

- Description

Returns the geographical bound of the map as a dictionary.

- Parameters

Nothing

- Return

[Dictionary](#) A dictionary containing the following keys:

```

north: number
northEast:
LatLngeast: number
southEast: LatLng
south: number
southWest: LatLng
west: number
northWest: LatLng

```

- Scope

Session

- Description

Returns a string with bounding box coordinates in a 'South West longitude, South West latitude , North East longitude, North East latitude' format.

- Parameters

Nothing

- Return

[String](#) Returns the bounding box of the map as a string.

- Scope

Session

- Description

Increases the zoom of the map by delta.

- Parameters

[Numeric](#) delta - The numerical value to increase the zoom by. If omitted, uses the value of props.zoom.delta. [optional]

[Dictionary](#) options - A dictionary of parameters to use during the zoom, typically containing a single key, animate. See [Perspective - Map#ZoomOptions](#). [optional]

- Return

Nothing

- Scope

Session

- Description

Decreases the zoom of the map by delta.

- Parameters

[Numeric](#) delta - The numerical value to increase the zoom by. If omitted, uses the value of props.zoom.delta. [optional]

[Dictionary](#) options - A dictionary of parameters to use during the zoom, typically containing a single key, animate. See [Perspective - Map#ZoomOptions](#). [optional]

- Return

Nothing

- Scope

Session

- Description

Zooms the map while keeping a specified geographical point on the map stationary (e.g. used internally for scroll zoom and double-click zoom)

- Parameters

[Dictionary](#) point - The geographic point that the map will zoom around. See [Perspective - Map#LatLng](#). [required]

[Numeric](#) zoom- The numerical value to increase the zoom by. If omitted, uses the value of props.zoom.delta. [optional]

[Dictionary](#) options - A dictionary of parameters to use during the zoom, typically containing a single key, animate. See [Perspective - Map#ZoomOptions](#). [optional]

- Return

Nothing

- Scope

Session

- Description

Sets a map view that contains the given geographical bounds with the maximum zoom level possible

- Parameters

Dictionary latLngBounds - A dictionary consisting of two LatLng objects. The LatLng objects combined represent the geographical bounds the map view should be set to. [required]

Dictionary options - A dictionary of parameters used to manipulate the FitBound settings. See [Perspective - Map#FitBounds](#). [optional]

- Return

Nothing

- Scope

Session

- Description

Sets a map view that mostly contains the whole world with the maximum zoom level possible.

- Parameters

Dictionary options - A dictionary of parameters used to manipulate the FitBound settings. See [Perspective - Map#FitBounds](#). [optional]

- Return

Nothing

- Scope

Session

- Description

Pans the map to a given center.

- Parameters

Dictionary latLng - The geographic point to pan to. [required]

Dictionary options - A dictionary of parameters used to modify the panning behavior. See [Perspective - Map#PanOptions](#). [optional]

- Return

Nothing

- Scope

Session

- Description

Pans the map by a given number of pixels (animated).

- Parameters

Dictionary point - The geographic point to pan to. The dictionary should contain an 'x' and 'y' key, both with numeric values. [required]

Dictionary options - A dictionary of parameters used to modify the panning behavior. See [Perspective - Map#PanOptions](#). [optional]

- Return

Nothing

- Scope

Session

- Description

Sets the view of the map (geographical center and zoom) performing a smooth pan-zoom animation.

- Parameters

Dictionary latLng - A Python Dictionary representing the coordinates to fly to. [required]

Numeric zoom - Sets the zoom level to transition to during the flight. If omitted, uses the value on props.zoom.delta. [optional]

Dictionary options - A dictionary of panning options to use. See [Perspective - Map#PanOptions](#). [optional]

- Return
 - Nothing
- Scope
 - Session
- Description
 - Sets the view of the map with a smooth animation like flyTo, but takes a bounds parameter like fitBounds.
- Parameters
 - [Dictionary](#) latLngBounds - A dictionary consisting of two LatLng objects. The LatLng objects combined represent the geographical bounds the map view should be set to. [required]
 - [Dictionary](#) options - A dictionary of panning options to use. See [Perspective - Map#PanOptions](#). [optional]
- Return
 - Nothing
- Scope
 - Session
- Description
 - Pans the map to the closest view that would lie inside the given bounds (if it's not already), controlling the animation using the options specific, if any.
- Parameters
 - [Dictionary](#) latLngBounds - A dictionary consisting of two LatLng objects. The LatLng objects combined represent the geographical bounds the map view should be set to. [required]
 - [Dictionary](#) options - A dictionary of panning options to use. See [Perspective - Map#PanOptions](#). [optional]
- Return
 - Nothing
- Scope
 - Session
- Description
 - Pans the map the minimum amount to make the latLng visible.
- Parameters
 - [Dictionary](#) latLng - A Python dictionary representing the coordinates to pan to. [required]
 - [Dictionary](#) options - A dictionary of panning options to use. See [Perspective - Map#PanOptions](#). [optional]
- Return
 - Nothing
- Scope
 - Session
- Description
 - Returns height and width of the Map component.
- Parameters
 - Nothing
- Return
 - [JSON Object](#) Returns a Python dictionary. Contains two items: `height` and `width`.
- Scope
 - Session

Scripting Example

```
def doMapStuff(self):
    map = self.getSibling("Map")
    coordinateBounds = {'corner1': {'lat': 39.086798, 'lng': -120.069014}, 'corner2': { 'lat': 38.815319, 'lng': -119.787519 }}
    latLngTahoe = {'lat': 39.086798, 'lng': -120.069014 }
    latLngInductive = {'lat': 38.652511, 'lng': -121.189438 }
    zoomPanOptions = { 'animate': True, 'duration': 3, 'easeLinearity': 0.25, 'noMoveStart': False }
    fitBoundsOptions = { 'padding': { 'x': 100, 'y': 100 }, 'animate': True, 'duration': 3 }
    panPixels = { 'x': 200, 'y': 200 }

    print map.getCenter()
    # Returns the geographical bounds visible in the current map view as latLngBounds

    map.flyTo(lat_lng = latLngTahoe, options = zoomPanOptions)
    # Sets the view of the map with a smooth animation like flyTo, but takes a bounds parameter like
fitBounds
```

Component Methods

Interaction event. Fired when the a marker is clicked. Returns the unique name of the marker.

- Object Path
 - event.name
- Type
 - String
- Description
 - The name of the marker.

Interaction event. Fired when the map is clicked. Returns the lat and lng of the mouse click as it translates on the map.

- Object Path
 - event.lat
- Type
 - Numeric
- Description
 - The latitude of where on the map the user clicked.

- Object Path
 - event.lng
- Type
 - Numeric
- Description
 - The longitude of where on the map the user clicked.

Interaction event. Fires as the mouse moves over the map. Returns lat and lng of mouse as it translates on the map.

- Object Path
 - event.lat
- Type
 - Numeric

- Description

The latitude of where the mouse moved.

- Object Path

event.lng

- Type

Numeric

- Description

The longitude of where the mouse moved.

Map state event. Fired when the map zoom is about to change (e.g. before zoom animation). Returns the zoom level.

- Object Path

event.zoom

- Type

Numeric

- Description

What the zoom level on the map was *before* zooming.

Map state event. Fired repeatedly during any change in zoom level, included zoom and fly animations. Returns the zoom level.

- Object Path

event.zoom

- Type

Numeric

- Description

What the zoom level was changed to.

Map state event. Fired when the map has changed, after any animations. Returns the zoom level.

- Object Path

event.zoom

- Type

Numeric

- Description

What the zoom level on the map was *after* zooming.

Map state event. Fired when the view of the map starts changing (e.g., user starts dragging the map). Returns the map center as lat and lng.

- Object Path

event.lat

- Type

Numeric

- Description

The latitude of the center of the map *before* moving.

- Object Path

event.lng

- Type

Numeric

- Description

The longitude value for the center of the map *before* moving.

Map state event. Fires repeatedly during any movement on the map, include pan and fly animations. Returns the map center as lat and lng.

- Object Path

event.lat

- Type

[Numeric](#)

- Description

The latitude value for the center of the map *during* moving.

- Object Path

event.lng

- Type

[Numeric](#)

- Description

The longitude value for the center of the map *during* moving.

Map state event. Fired when the center of the map stops changing (e.g. user stopped dragging the map). Returns the new map center as lat and lng.

- Object Path

event.lat

- Type

[Numeric](#)

- Description

The latitude value for the center of the map *after* moving.

- Object Path

event.lng

- Type

[Numeric](#)

- Description

The longitude value for the center of the map *after* moving.

Map state event. Fires when the map size has changed. Returns the map size as oldSize and newSize.

- Object Path

event.oldSize

- Type

[PyJsonObjectAdapter](#) Returns an object that's functionally similar to a Python dictionary. Contains two two values: height and width.

- Description

The starting size of the map before the resize.

- Object Path

event.newSize

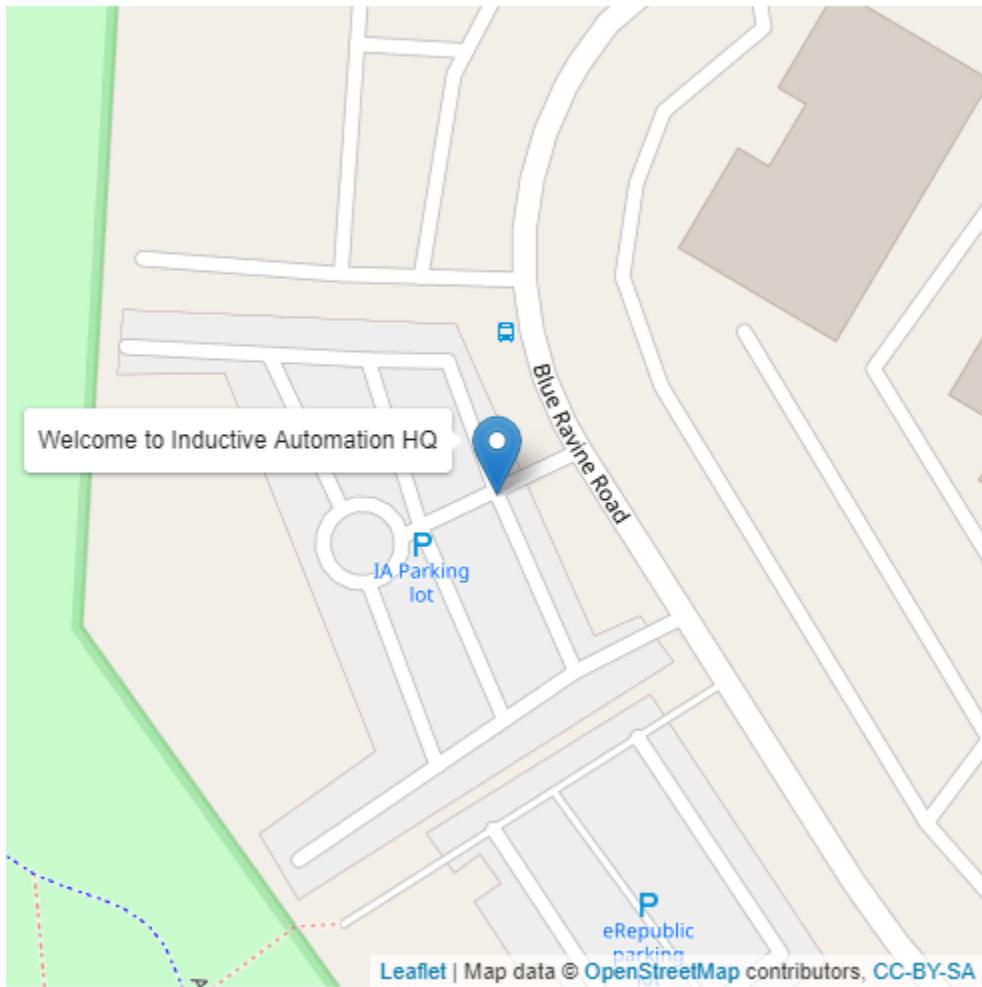
- Type

[PyJsonObjectAdapter](#) Returns an object that's functionally similar to a Python dictionary. Contains two two values: height and width.

- Description

The new size of the map.

Example



Property	Value
props.init.center.lat	38.65256
props.init.center.lng	-121.189028
props.init.center	18
props.zoom.controls	false
props.layers.ui.marker.0.lat	38.65256
props.layers.ui.marker.0.lng	-121.189028
props.layers.ui.marker.0.tooltip.enables	true
props.layers.ui.marker.0.tooltip.content	Welcome to Inductive Automation HQ

Perspective - Markdown

General

This is **Markdown**

Use Markdown for formatting such as **bold** or *italic*.

Or even ~~strike-through~~ a sentence

The quarterly results look great!

- First item
- Second item
- Third item
- Fourth item

Component Palette Icon:



Description

The Markdown component allows users to format any type of text so it is publishable as plain text without looking like it's been marked up with tags or formatting instructions. The Markdown component provides a lightweight formatting language which is easy to write and easy to read. Markdown's formatting syntax only addresses issues that can be conveyed in plain text. For any marked up content that is not covered by Markdown's syntax, you can use HTML. You can even change the color of text in the component with HTML tags using the 'source' prop in the Property Editor as shown in Example 2.

To learn more about how to use Markdown component for publishing plain text, refer to the following articles: [Markdown Basics](#) and [Markdown Node Types](#).

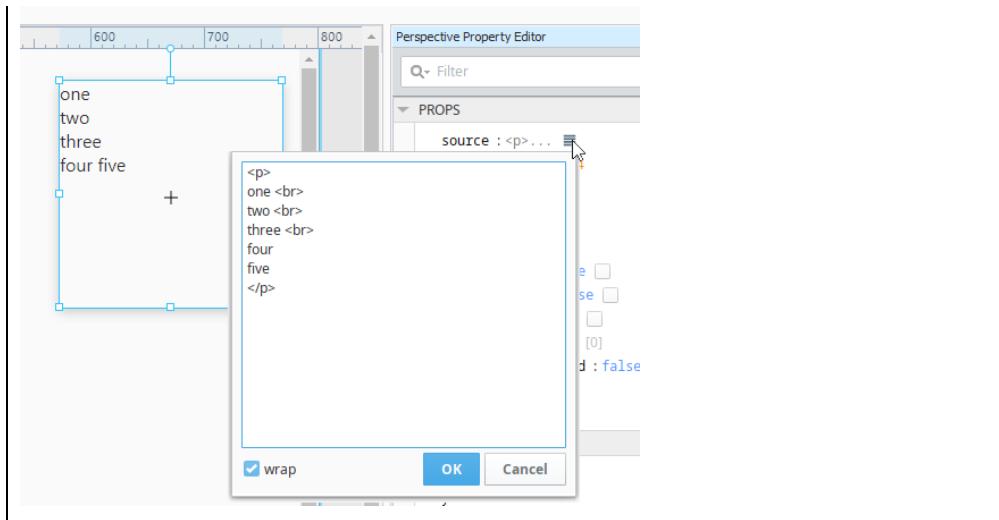
Manually Adding Line Breaks

If you would like to manually add line breaks, the most direct approach would be to disable the `escapeHTML` property, and add your own paragraph and line break elements. Once disabled, you can add line breaks as seen below:

Value of "source"

```
<p>
one <br>
two <br>
three <br>
four
five
</p>
```

Because there isn't a line break between "four" and "five", they're on the same line.



Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description	Property Type
source	Text annotated with markdown syntax to display.	value: string
section Spacing	Number of pixels of vertical space between each section or header.	value: numeric
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object
markdw n	Lightweight formatting language that is easy to write and easy to read.	object
Name	Description	Property Type
sourcePos	If true, will keep track and log source positioning for debugging purposes. Default is false.	value: boolean
escapeHtml	Setting to false will cause HTML to be rendered. Be aware that setting this to false might cause security issues if the input is user-generated. Use at your own risk. Default is true.	value: boolean
skipHtml	Setting to true will skip inlined and blocks of HTML. Default is false.	value: boolean
disallowedTypes	Defines which types of nodes should be disallowed (not rendered).	array
unwrapDisallowed	Setting to true will try to extract/unwrap the children of disallowed nodes. For instance, if disallowing Strong, the default behavior is to simply skip the text within the strong altogether, while the behavior some might want is to simply have the text returned without the strong wrapping it. Default is false.	value: boolean
renders	Renders in a browser as plain text.	object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Examples

Example 1

Markdown [basic syntax](#) link.
From <https://www.markdownguide.org/>.
Text formatting examples:

Heading 1

Heading 2

Heading 3

Bold text

Italic text

Bold and Italic text

Line of plain text

Many other formatting options are listed online.

Property	Value
props.source	MARKDOWN source: Markdown **[basic syntax](https://www.markdownguide.org/basic-syntax/)** link. From < https://www.markdownguide.org >. Text formatting examples: # Heading 1 ## Heading 2 ### Heading 3 ** Bold text** *Italic text*

Bold and Italic text

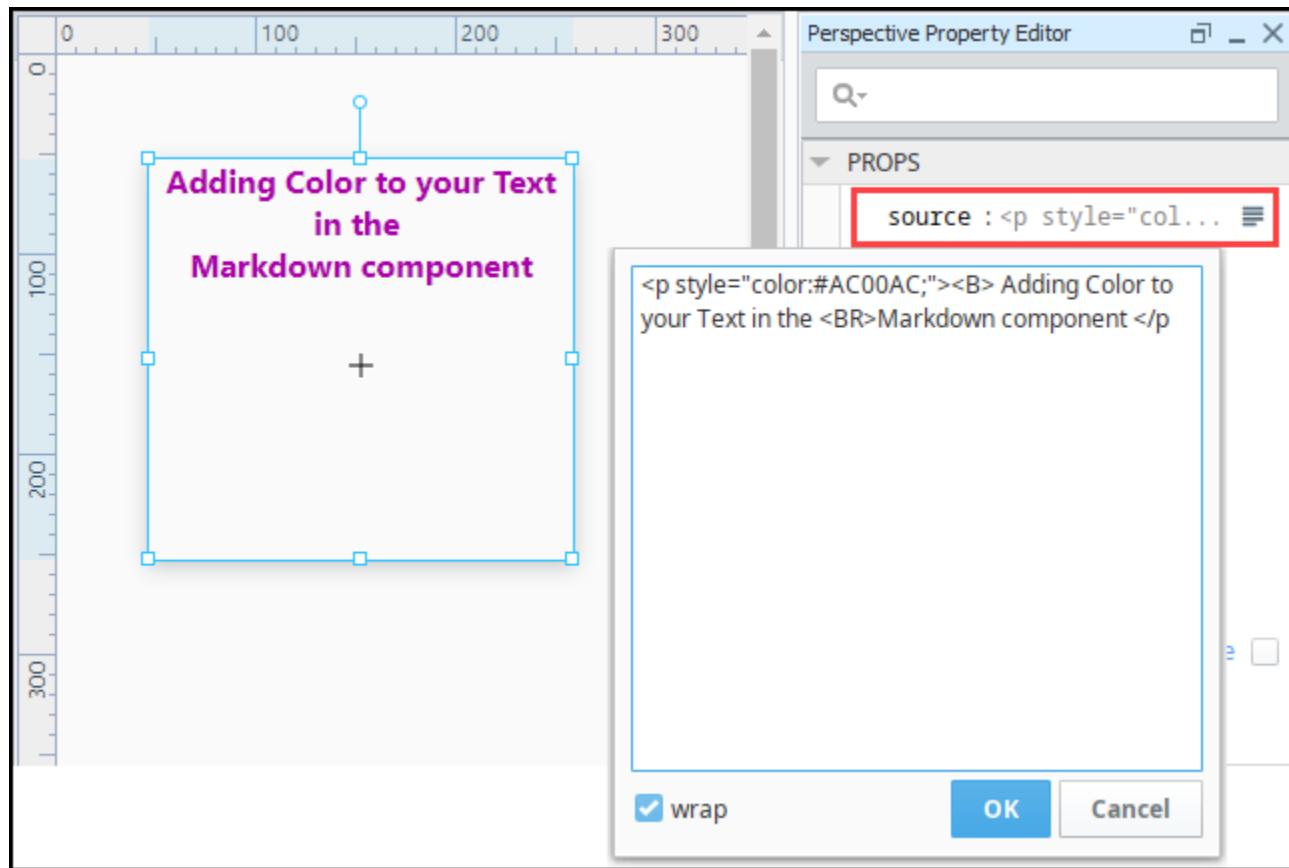
Line of plain text

Many other formatting options are listed online.

Example 2

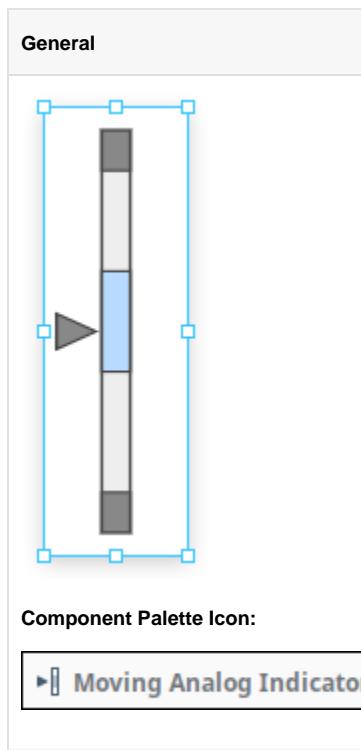
The following code was used in the example below and pasted into the 'source' property of the Markdown component.

```
<p style="color:#AC00AC;"><B> Adding Color to your Text in the <BR>Markdown component </p>
```



Adding Color to your Text
in the
Markdown component

Perspective - Moving Analog Indicator



Description

The Moving Analog Indicator displays an analog value in context with other information about that value so that you can visually and quickly see if the value is in the normal range or not. The current value is shown as an arrow pointing at a bar with segments showing the desired operating range, low and high alarm ranges, and interlock ranges.

The Moving Analog Indicator component allows for extremely fast information delivery. At a glance, it is obvious to an operator whether or not the value is where it should be, or if it needs attention. If the value is in one of its alarm ranges, then that range can be set to change color to get attention.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
processValue	Current value of the process.	value: numeric
setpointValue	Current value of the setpoint.	value: numeric
minValue	The minimum value shown on the indicator. Default is 0.	value: numeric
maxValue	The maximum value shown on the indicator. Default is 100.	value: numeric
desiredHigh	The upper limit of the desired range. Default is 65.	value: numeric

desiredLow	The lower limit of the desired range. Default is 40.	value: numeric												
highAlarm	Value above indicating a high alarm. Default is 90.	value: numeric												
highHighAlarm	Value above indicating a high-high alarm. Default is null.	value: numeric												
highInterlock	Value above when an interlock will be activated. Default is null.	value: numeric												
lowAlarm	Value below indicating a low alarm. Default is 10.	value: numeric												
lowLowAlarm	Value below indicating a low-low alarm. Default is null.	integer												
lowInterlock	Value below when an interlock will be activated. Default is null.	integer												
desiredRangeColor	Color for the area in the desired range. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector .	color												
defaultRangeColor	Color for the area not defined as a range. See Color Selector .	color												
inactiveAlarmColor	Color for the inactive alarm range. See Color Selector .	color												
level2AlarmColor	Color for the active level 2 alarm (high or low). See Color Selector .	color												
level1AlarmColor	Color for the active level 1 alarm (high-high or low-low). See Color Selector .	color												
interlockColor	Color for the interlock range. See Color Selector .	color												
indicatorColor	Color for the process indicator value. See Color Selector .	color												
setpointColor	Color for setpoint value marker. See Color Selector .	color												
label	Numeric value displayed as text next to the indicator. <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>visible</td><td>Whether to display the label. Default is false.</td><td>value: boolean</td></tr> <tr> <td>format</td><td>Format of numeric value in label, including commas, decimal places, etc. Options as follows:<ul style="list-style-type: none"> • #,##0 • #,##0.0 • #,##0.00 • 0 • 0.0 • 0.00 • #,##0% </td><td>value: string dropdown</td></tr> <tr> <td>style</td><td>Sets a style for the label property. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class.</td><td>object</td></tr> </tbody> </table>	Name	Description	Property Type	visible	Whether to display the label. Default is false.	value: boolean	format	Format of numeric value in label, including commas, decimal places, etc. Options as follows: <ul style="list-style-type: none"> • #,##0 • #,##0.0 • #,##0.00 • 0 • 0.0 • 0.00 • #,##0% 	value: string dropdown	style	Sets a style for the label property. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object	object
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style	Sets a style for the label property. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object												
selectOutline	Border settings for the outline surrounding each range area. Options as follows: <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>color</td><td>Sets the color for the outline surrounding the range borders. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector.</td><td>color</td></tr> </tbody> </table>	Name	Description	Property Type	color	Sets the color for the outline surrounding the range borders. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector .	color	object						
Name	Description	Property Type												
color	Sets the color for the outline surrounding the range borders. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector .	color												

	width	Sets the width of the outline surrounding the range borders in pixels.	value: numeric
reverse indicator		Displays the process value indicator on the opposite side of the scale. Default is false.	value: boolean
style		Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object

Perspective Component Events

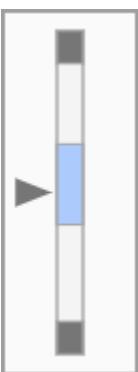
The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Examples

Example 1

The alignment of the component is based on the height and width of the component.

Height > Width



Width >



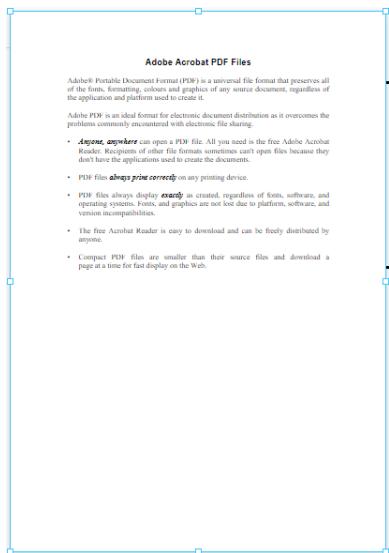
Example 2



Property	Value
props.processValue	96
props.highHighAlarm	96
props.reverseIndicator	true
props.label.visible	true

Perspective - PDF Viewer

General



Component Palette Icon:



Description

The PDF Viewer component displays a PDF that's hosted on a web server by providing a URL to the source property. A simple approach is to create either a File Resource or Mounted Folder within [Web Dev](#), and set the source on the component to the resource's endpoint.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
source	Path to the .pdf file to be displayed. Expects a URL to a PDF hosted on a web server.	value: string
page	The current page being displayed.	value: numeric
pageCount	The number of pages the pdf contains. Read only.	value: numeric
showPage Number	If true, the current page number and page count will be shown at the bottom of the component.	value: boolean
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object



PDF Viewer

[Watch the Video](#)

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Scripting Functions

- Description

This function will reload the PDF in the PDF Viewer component.

- Parameters

`string` name - The name of the PDF.

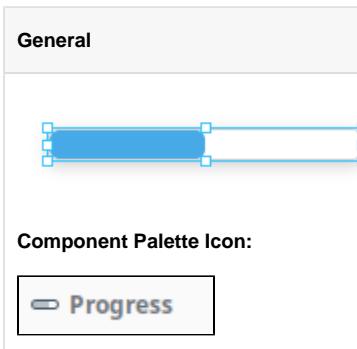
- Return

Nothing

- Scope

Session

Perspective - Progress



Description

The Progress bar visually indicates the progress of a task. It is used to display any value that has an upper and lower bound. Custom settings are available for the track and the bar.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description	Property Type									
min	The minimum value of the progress indicator. If the value reaches the max, the progress indicator will be completely filled. Must be less than the max. Default is 0.	value: numeric									
max	The maximum value of the progress indicator. If the value reaches the max, the progress indicator will be completely filled. Must be greater than 0.0. Default is 100.	value: numeric									
value	The current value representing the current progress. Must be greater than 0.0 and less than the value set in max. Default is 50.	value: numeric									
mode	Determines if the component should show a determinate state, or an indeterminate loading state. When set to determinate, shows the progress of the value relative to the min and max properties.	value: string									
bar	Settings for the bar. <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>color</td><td>A convenience property for setting the base color of the bar. This can also be accomplished by using the prop.bar.style to set the background color.</td><td>object</td></tr><tr><td>style</td><td>Sets a style for the bar. Full menu of style options is available. You can also specify a style class.</td><td>object</td></tr></tbody></table>	Name	Description	Property Type	color	A convenience property for setting the base color of the bar. This can also be accomplished by using the prop.bar.style to set the background color.	object	style	Sets a style for the bar. Full menu of style options is available. You can also specify a style class .	object	object
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track		Settings for the track.	object																		
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Name	Description	Property Type																			
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style	Sets a style for the track when mode is indeterminate. Full menu of style options is available.	object																			
valueDisplay		Value display configuration. Renders and styles a value overlay above the progress bar.	object																		
		<table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> </table>	Name	Description	Property Type																
Name	Description	Property Type																			

	enabled	If true, will show the value display.	value: boolean	
	format	Format to apply to value, which is then used in the value display.	value: string	
	justify	Horizontal alignment of the displayed value.	value: string	
	style	Sets a style for the track. Full menu of style options is available. You can also specify a style class .	object	
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .		object	

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

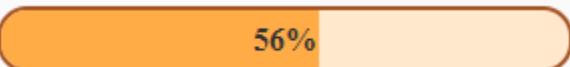
Examples

Example 1



Property	Value
max	100
value	80

Example 2

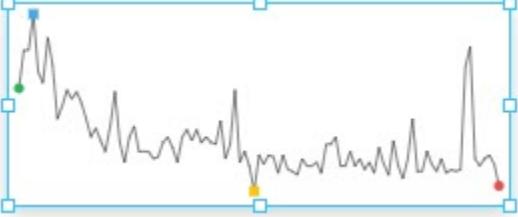


Property	Value
max	100
value	56
mode	determinate
bar.color	#FFAC47
track.color	#FFE8CC
track.borderStyle	solid
track.borderWidth	2
track.borderBottomLeftRadius	15
track.borderBottomRightRadius	15
track.borderTopRightRadius	15
track.borderTopLeftRadius	15
track.borderColor	#A45324
valueDisplay.enabled	true
valueDisplay.format	percent

valueDisplay.justify	center
valueDisplay.fontFamily	Merriweather
valueDisplay.fontSize	14px

Perspective - Sparkline

General



Component Palette Icon:



Description

The Sparkline chart is a minimalistic chart component that displays a line-chart history for a single datapoint. Sparklines were invented by Edward Tufte as a way to show a great deal of contextual information in a very small amount of space. Sparklines are typically used to display the recent history (up to current time) of a datapoint so that the viewer can quickly discern the recent trend of a datapoint: is it rising? falling? oscillating? etc..

To use a sparkline, bind its Data property either to a Tag Historian realtime query, or to a database query. There should be two columns in this dataset: the first one a date column, the second a number. Each row will become a datapoint on the chart, and the dataset must be sorted by time in ascending order.

Instead of using axes to convey scale, the Sparkline can display a band of color across the back of the chart which indicates the desired operating range of the datapoint. In this way, it is instantly obvious when a value is in its expected range, above that range, or below. The sparkline automatically configures its internal axes based on the data given to it. To display a desired range, fill in the `props.desired.high` and `props.desired.low` properties.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description	Property Type
points	Data points to plot. Accepts the following: May be a dataset, or an array of values or of objects containing X or Y coordinates. Also may be a string formatted with X and Y values separated by a comma. <ul style="list-style-type: none">An array of numbers containing X or Y coordinates.A string of space delimited points where x and y are separated by a comma, i.e. '0,20 1,35 2,15'An array of objects, where each object contains an x and a y property, and where each property's value is a number.A dataset of a single column of number type.A dataset of two columns, the first representing the x value and the second column representing the y value. The first column can be either of type number or type date. Dates and Timestamps are converted to unix timestamps which is used as the x value.	array or dataset
color	Color of the line. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Col or Selector .	color
width	Thickness of the line, in pixels.	value: numeric
opacity	The opacity of the line ranging from 0 to 1. 0 is fully transparent, 1 is fully opaque.	value:

			numeric																																																																	
dashArr ay	The pattern of dashes and gaps used to paint the stroke. It's a list of comma separated lengths (in pixels) and percentages (percentage of the total stroke length) that specify the lengths of alternating dashes and gaps. If an odd number of values is provided, then the list of values is repeated to yield an even number of values. Thus, "5,3,2" is equivalent to "5,3,2,5,3,2".		array																																																																	
range	Settings for the upper and lower edge of the chart.		object																																																																	
	<table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>high</td><td>A fixed value for the upper edge of the chart as a number.</td><td>value: numeric</td></tr> <tr> <td>low</td><td>A fixed value for the lower edge of the chart as a number.</td><td>value: numeric</td></tr> </tbody> </table>	Name	Description	Property Type	high	A fixed value for the upper edge of the chart as a number.	value: numeric	low	A fixed value for the lower edge of the chart as a number.	value: numeric																																																										
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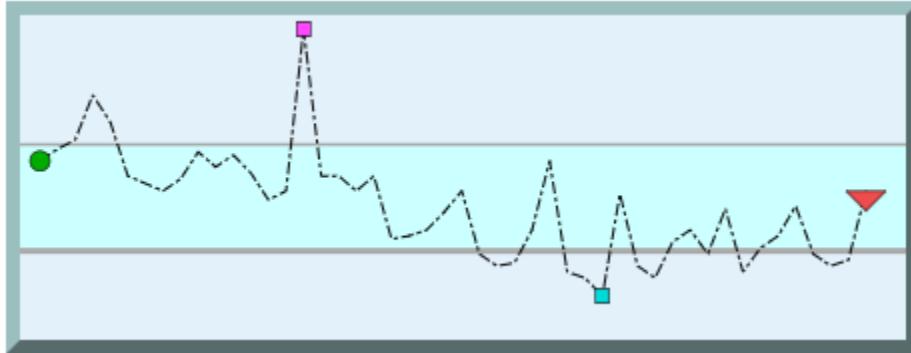
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Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Example

This example demonstrates what changes to the various marker properties can do. In addition, the desired range has been enabled.



Property	Value
props.width	1
props.dashArray	6 2 2 2
props.desired.high	60
props.desired.low	25
props.desired.stroke.color	#AAAAAA
props.desired.stroke.width	3
props.desired.stroke.opacity	3
props.desired.fill.color	#CCFFF
props.desired.fill.opacity	4
props.marker.first.shape	circle
props.marker.first.size	10
props.marker.first.stroke.color	#000000
props.marker.first.fill.color	#00AC00
props.marker.last.shape	triangle
props.marker.last.size	20
props.marker.last.stroke.color	#000000
props.marker.last.fill.color	#EF4D4D
props.marker.low.shape	square
props.marker.low.size	7
props.marker.low.stroke.color	#000000
props.marker.low.fill.color	#0D9D9
props.marker.high.shape	square
props.marker.high.size	7

props.marker.high.stroke.color	#000000
props.marker.high.fill.color	#FF47FF
props.style.backgroundColor	#E2F1Fa
props.style.borderStyle	outset
props.style.borderWidth	7px
props.style.borderColor	#9BBFBF

Perspective - Table

General

city	country	population
Folsom	United States	77,271
Helsinki	Finland	635,591
Jakarta	Indonesia	10,187,595
Madrid	Spain	3,233,527
Prague	Czech Republic	1,241,664
San Diego	United States	1,406,630
San Francisco	United States	884,363
Shanghai	China	24,153,000
Tokyo	Japan	13,617,000
Washington, DC	United States	658,893
Wellington	New Zealand	405,000

Component Palette Icon:

 Table



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Table

[Watch the Video](#)

Description

The Table component provides a powerful and flexible means of displaying your database data in tabular form. Properties enable you to customize the data content, style, navigation, and user interaction of your table.

User Interaction

The Table component properties have impact on the way a user can interact with a table in the runtime.

Interaction	Description
Column Resizing	When configured through the designer via the corresponding column config, a column can be resized during runtime. The resize handle exists in a 36px swath centered on the end of the header cell. Hovering over this area will change the mouse cursor to column resizing. Dragging the resize handle will display a resize guide effectively providing a visual for the new column position as the user drags. These changes in width will not persist, and are merely for the convenience of the user.
Sorting	When sorting is enabled on a column and the table head is enabled, a sort indicator will display to the right of the header cell content. The sort indicator will display the sort direction. <ul style="list-style-type: none">• Single Sort - Enabled by double clicking on a header cell.• Multi Sort - Enabled by holding down Shift then double-clicking on multiple header cells.
Selection	When selection is enabled, a user may select table data based upon the table's selection configuration. In the browser, selection is indicated by a light blue overlay rendered on cells. The root selection, or most recently selected cell has a light blue border. The root selection corresponds with the selected column and selected row properties of the table component's selection configuration. <ul style="list-style-type: none">• Single - Single mouse click enabled.• Single Interval - Shift and single mouse click enabled.• Multiple Interval - Command/Ctrl + shift and single mouse click enabled.
Editing	

	<p>When editing is enabled on an individual cell, a user can edit a cell by performing the interaction specified by the 'allow edit on' property of the table component. When in edit mode, an editing cell with the corresponding cells content will be presented for edit. To commit this edit, the user must press the return or enter key. To exit the edit, the user may either press the escape key or select another table cell. When an edit is committed, the edited data is sent to the cell edit extension function of the table component</p>
Paging	<p>When paging is enabled, a user may use the provided buttons to navigate between available pages and also jump to a specific page within range.</p> 
Filtering	<p>When filtering is enabled, a user may filter all of the data, not just the data being displayed when pagers are enabled, of the table component. If paging also happens to be enabled, the table will automatically page jump if it becomes necessary so that it does not display an empty page.</p>
Freeze a Column	<p>If the table head property is enabled, a user can freeze a column by holding down Alt and double clicking the column header. This action "freezes" the column within the bounds of the table so that the user may scroll to perform data comparisons. To unfreeze a column, hold down Alt and double click on the column header of the frozen column or of the source column. A frozen column can be dragged horizontally within the bounds of the table by selecting and dragging with the mouse. It is possible to freeze as many columns as a user may like. The user is not confined to freezing columns that are only visible when at scroll start position.</p>
Freeze a Row	<p>A user may freeze an individual row by holding down 'alt' and double clicking on the desired row within the table body. This will fix the table row within the bounds of the table. To unfreeze, perform the same operation on either the frozen row or the source row. A frozen row can be dragged vertically within the bounds of the table by selecting and dragging with the mouse. The user is not confined to freezing rows that are only visible when at scroll start position.</p>
Coloring /Look	<p>The table is made up of various subareas (rows, cells, etc). To aid with styling the component, these subareas have dedicated style objects that can be used to change the look. Furthermore, some parts of the table's property model allow for more fine tuned control of the look.</p> <p>For example, changing the color of all the rows on table can be accomplished by setting a background color on the <code>rows.style</code> object. However, if you wanted to alternate colors on each row, you could instead look towards the <code>rows.striped.color</code> object, which allows you to pick colors for even and odd rows separately.</p>

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
data	<p>Can be a dataset, an array of arrays, or an array of objects. The preferred (recommended) data is either a dataset or an array of objects. Individual data items can be a string, a number, or an object with reserved keys.</p> <p>Object data items must have a value property. Optionally they can also have properties to indicate the style for the object and whether it is editable.</p> <pre>city: { value: 'Folsom', editable: true, style: { backgroundColor: 'grey', classes: [] '' } }</pre>	array
virtualiz		value:

ed	<p>Enables virtualization of table rows, which is an optimization method that only shows a portion of the underlying data on the chart at a time.</p> <p>While enabled, the table will only be populated with a smaller subset of data: just the visible rows, and a few rows above and below. The idea being the component will be populated with new records as the user scrolls down the listing, assuming there are enough records to necessitate a scrollbar.</p> <p>Enabling virtualization generally results in a performance gain in the session, in cases where the data property is populated with a large amount of content, as the table will only have to "load" a small subset of content. The trade off is that the table will need to load records as the user scrolls, so scrolling quickly may not feel as "smooth" when compared to disabling virtualization.</p>	boolean																					
selection	<p>When Selection is configured, a user will be able to select table data based upon the table's selection configuration. Similar to Vision module, you can select single, single interval, and multiple interval selection modes. The current selection and selection data is written back to the table components property tree. With the exception of the selection data property, the selection properties are bidirectional, meaning that if you were to change the value of the selected column property, it should be reflected in the table component.</p> <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>mode</td><td>This option determines if only one row, cell, or column can be selected at once. Options are single, single interval, and multiple interval.</td><td>value: string</td></tr> <tr> <td>enableRowSelection</td><td>This option is used in conjunction with the Column Selection allowed flag in order to determine whether whole rows, whole columns, or both (single cells) are selectable. Can be set to true or false. Default is true.</td><td>value: boolean</td></tr> <tr> <td>enableColumnSelection</td><td>This option is used in conjunction with the Row Selection allowed flag in order to determine whether whole rows, whole columns, or both (single cells) are selectable . Can be set to true or false. Default is false.</td><td>value: boolean</td></tr> <tr> <td>selectedColumn</td><td>The index of the first selected column, or null if none.</td><td>value: numeric</td></tr> <tr> <td>selectedRow</td><td>The index of the first selected row, or null if none.</td><td>value: numeric</td></tr> <tr> <td>data</td><td>An array of objects representing the current selection.</td><td>array</td></tr> </tbody> </table>	Name	Description	Property Type	mode	This option determines if only one row, cell, or column can be selected at once. Options are single, single interval, and multiple interval.	value: string	enableRowSelection	This option is used in conjunction with the Column Selection allowed flag in order to determine whether whole rows, whole columns, or both (single cells) are selectable. Can be set to true or false. Default is true.	value: boolean	enableColumnSelection	This option is used in conjunction with the Row Selection allowed flag in order to determine whether whole rows, whole columns, or both (single cells) are selectable . Can be set to true or false. Default is false.	value: boolean	selectedColumn	The index of the first selected column, or null if none.	value: numeric	selectedRow	The index of the first selected row, or null if none.	value: numeric	data	An array of objects representing the current selection.	array	object
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footerGroups	Footer Groups are additional footers that display above the main table footer. Each footer group equates to a single row which consists of individual cells containing title text. <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>title</td><td>Text displayed in the footer group.</td><td>value: string</td></tr> <tr> <td>span</td><td>You can use the span property to instruct individual cells to span multiple columns of the table. However, footer group cells cannot span more than the available columns. If you specify more columns in the span property than are actually available in the table, the cell will only span the remaining space.</td><td>value: numeric</td></tr> <tr> <td>justify</td><td>Justify content horizontally. Options are left, right, and center.</td><td>value: string</td></tr> <tr> <td>align</td><td>Aligns the content vertically. Options are top, center, or bottom.</td><td>value: string</td></tr> <tr> <td>style</td><td>Sets a style that applies to footer. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class.</td><td>object</td></tr> </tbody> </table>	Name	Description	Property Type	title	Text displayed in the footer group.	value: string	span	You can use the span property to instruct individual cells to span multiple columns of the table. However, footer group cells cannot span more than the available columns. If you specify more columns in the span property than are actually available in the table, the cell will only span the remaining space.	value: numeric	justify	Justify content horizontally. Options are left, right, and center.	value: string	align	Aligns the content vertically. Options are top, center, or bottom.	value: string	style	Sets a style that applies to footer. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object	object
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columns	<p>The Columns property allows for granular column-by-column configurations, indicating how each column should be displayed in the table. When a Column Config option is present, the table reflects that custom configuration. When empty, the table component displays all available columns.</p> <p>Column configs enable the you to customize the table component's display and how users will be able to interact with the table in the runtime.</p> <p>A single cell of a Table component can be a whole view instead of just a simple value (like a string).</p> <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>field</td><td>A string that matches this column config with a table column. This string must correspond to the default column name of the column.</td><td>value: string</td></tr> <tr> <td>visible</td><td>Toggles column visibility. Allows table columns to be invisible to users, but data will be available to view params and selection.</td><td>value: boolean</td></tr> </tbody> </table>	Name	Description	Property Type	field	A string that matches this column config with a table column. This string must correspond to the default column name of the column.	value: string	visible	Toggles column visibility. Allows table columns to be invisible to users, but data will be available to view params and selection.	value: boolean	array									
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	dateForm at	Date format string used when render mode is set to date. Options are none, date [10/15/1018], time [3:59:00 PM], or date time [10/15/2018 15:59:00]	value: strin g																
	width	The width of this column. If resize is enabled, specifies the column width on initial load. User can override this in the runtime if the Resizable option is enabled.	value: num eric																
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Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Component Events

This `onEditCellCommit` event is used with a `runAction` script on a table to take user entry and store it in the table or a database.

Provides a chance do something once a user has typed something into a cell. The user must commit the new value (generally achieved by pressing the Enter/Return key) before the event will trigger.

Additionally, the cell must first be editable (`props.data[rowNumber][columnName].editable` is set to true). The first cell in the default dataset on a newly created instance of the component demonstrates where the `editable` property must be positioned.

Note: This component event is designed to be used in tandem with a script runAction. Within the script action, special properties and methods are available on the **event** object, which is passed to the script action as a parameter.

- Object Path
 - event.column
- Type
 - String
- Description
 - The name of the column under which the cell was edited.
- Object Path
 - event.row
- Type
 - Number
- Description
 - The row index number (zero based) of the cell that was edited.
- Object Path
 - event.value
- Type
 - Any
- Description
 - The value that was typed into the cell.

Example - Change the value in a cell

```
# This example will set the value of a cell, based on what the user typed into it.

# Get the value that was typed into the cell
valueToSet = event.value

# We need to set a value in a particular cell. The event object contains row and column
properties
# that report the position of the cell that was edited.
self.props.data[event.row][event.column] = valueToSet
```

This `onSelectionChange` event will trigger when the selection in the chart changes.

Note:

The `onSelectionChange` event will fire on startup or mount if props do not equal the table components default selection config.

This component event is designed to be used in tandem with a script runAction. Within the script action, special properties and methods are available on the **event** object, which is passed to the script action as a parameter.

- Object Path
 - event.selectedColumn
- Type
 -

String or null

- Description

The name of the column that the selected cell is located under.

- Object Path

event.selectedRow

- Type

Number or null

- Description

The row index of the selected row (zero based)

- Object Path

event.data

- Type

Array

- Description

Represents the currently selected entries. The contents of the array is based on the enabledRowSelection and enableColumnSelection properties as represented on the table below. The actual resulting value may include additional values if the selection mode on the table is set to "single interval" or "multiple interval".

enabledRowSelection	enableColumnSelection	Resulting return type	Example Output
True	False	An array containing a number of JSON objects that each represent a single row. Each JSON object contains one key-value pair for each column on the table.	[{"city": "Folsom", "country": "United States", "population": 77271}]
False	True	An array of JSON objects, where each object represents a separate row in the selected column. Each object contains a single key-value pair, where the key is the column name and the value is the value of the cell.	[{"city": "Folsom"}, {"city": "Helsinki"}, {"city": "Jakarta"},]
True	True	An array containing a single JSON object, which can be treated like a Python dictionary.	[{"city": "Folsom"}]

This onEditCellStart event fires when the user starts editing a cell. For onEditCellStart , the value is the initial value before any edits.

Note: This component event is designed to be used in tandem with a script runAction. Within the script action, special properties and methods are available on the **event** object, which is passed to the script action as a parameter.

- Object Path

event.column

- Type

String or number

- Description

The column the editing cell is positioned under.

- Object Path

event.row

- Type

Number

- Description

The row index of the selected row (zero based).

- Object Path

event.rowIndex

- Type

Number

- Description

The row index as it is represented in the current visible data. Useful in cases where some of the rows are hidden, such as when filtering.

- Object Path

event.value

- Type

Any

- Description

The value of the cell before editing began.

This onEditCellCancel event is fired when the user has canceled a cell edit and has exited editing mode by effectively pressing the escape key.

Note: This component event is designed to be used in tandem with a script runAction. Within the script action, special properties and methods are available on the **event** object, which is passed to the script action as a parameter.

- Object Path

event.column

- Type

String

- Description

The column name of the cell being edited.

- Object Path

event.row

- Type

Number

- Description

The row index of the selected row (zero based).

- Object Path

event.rowIndex

- Type

Number

- Description

The row index as it is represented in the current visible data. Useful in cases where some of the rows are hidden, such as when filtering.

- Object Path

event.value

- Type

[Any](#)

- Description

The value of the cell before editing began.

This onRowClick event is fired when a row in the table is clicked.

Note: This component event is designed to be used in tandem with a script runAction. Within the script action, special properties and methods are available on the **event** object, which is passed to the script action as a parameter.

- Object Path

event.row

- Type

[Number](#)

- Description

The row index of the selected row (zero based).

- Object Path

event.rowIndex

- Type

[Number](#)

- Description

The row index as it is represented in the current visible data. Useful in cases where some of the rows are hidden, such as when filtering.

- Object Path

event.value

- Type

[PlainObject](#)

- Description

The rows value as a JSON object.

This onRowDoubleClick event is triggered when a row in the table is double clicked.

Note: This component event is designed to be used in tandem with a script runAction. Within the script action, special properties and methods are available on the **event** object, which is passed to the script action as a parameter.

- Object Path

event.row

- Type

[Number](#)

- Description

The row index of the selected row (zero based).

- Object Path

event.rowIndex

- Type

[Number](#)

- Description

The row index as it is represented in the current visible data. Useful in cases where some of the rows are hidden, such as when filtering.

- Object Path

event.value

- Type

PlainObject

- Description

The rows value as a JSON object.

This onSubviewExpand event is triggered when a row subview is expanded.

Note: This component event is designed to be used in tandem with a script runAction. Within the script action, special properties and methods are available on the **event** object, which is passed to the script action as a parameter.

- Object Path

event.row

- Type

Number

- Description

The row index of the selected row (zero based).

- Object Path

event.rowIndex

- Type

Number

- Description

The row index as it is represented in the current visible data. Useful in cases where some of the rows are hidden, such as when filtering.

- Object Path

event.value

- Type

PlainObject

- Description

The rows value as a JSON object.

This onSubviewCollapse event is triggered when a row subview is collapsed.

Note: This component event is designed to be used in tandem with a script runAction. Within the script action, special properties and methods are available on the **event** object, which is passed to the script action as a parameter.

- Object Path

event.row

- Type

Number

- Description

The row index of the selected row (zero based).

- Object Path

event.rowIndex

- Type

[Number](#)

- Description

The row index as it is represented in the current visible data. Useful in cases where some of the rows are hidden, such as when filtering.

- Object Path

event.value

- Type

[PlainObject](#)

- Description

The rows value as a JSON object.

Example

For examples of the Table component, please see the following pages:

- [Displaying a SubView in a Table](#)
- [Table Column Configurations](#)

Displaying a SubView in a Table

In a Perspective Table component, you have the option to enable subviews. When a subview is set up, you can click on the Expand icon in the table and have another view be displayed without closing the first view. This example sets up a table with several cities and statistics. When the Expand icon is selected for a city, a Map component will be displayed showing the location of the city on the map.

This example focuses on using a map component in a subview on the table, but the larger implication here is that subviews in table rows can receive values from each row in the table, and utilize them with property bindings, allowing each subview to contain data unique to from the row. The image below shows what our finished view will look like.

The screenshot shows a Perspective Table component. The table has columns: city, country, population, lat, and lng. The rows are:

city	country	population	lat	lng
Folsom	United States	77,271	38.68	-121.18
Jakarta	Indonesia	10,187,595	-6.21	106.85
Madrid	Spain	3,233,527	40.41	-3.70

The row for Madrid is expanded, revealing a map of Madrid with various neighborhoods labeled. Below the map, there is a detailed table for Madrid:

▶	Prague	Czech Republic	1,241,664	50.07
▶	San Diego	United States	1,406,630	32.71
▶	San Francisco	United States	884,363	37.78

At the bottom of the table, there is a small information icon (i).

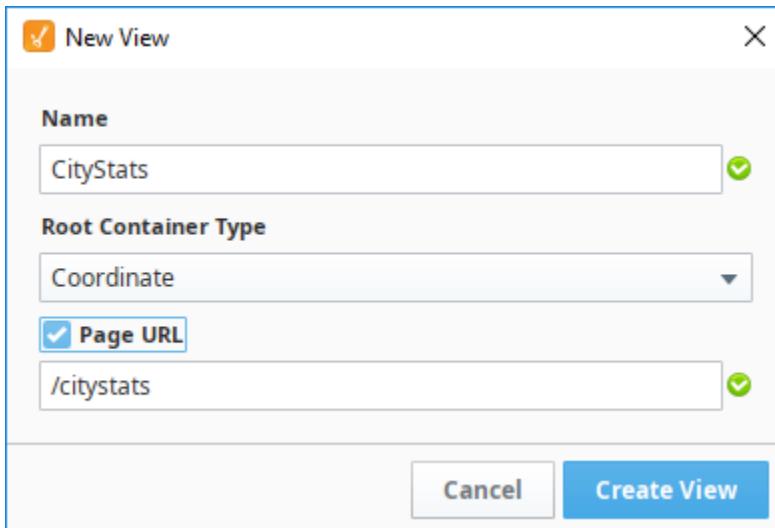
On this page ...

- [Create a View for the Table Data](#)
- [Create a View for Displaying the Map](#)
- [Use the Maps View as a Subview for the Table](#)

Create a View for the Table Data

We'll start by creating a view that will contain the table.

1. Right click on Views to [create a view](#). In the example, we named ours **CityStats**. Set it as a Coordinate layout and check the Page URL option if you want to create a page for this view (you can always add a page later if you want to).



2. Drag a Table component onto the view.

3. The table needs to have Latitude and Longitude data for the map to show that location. Highlight and copy the following data:

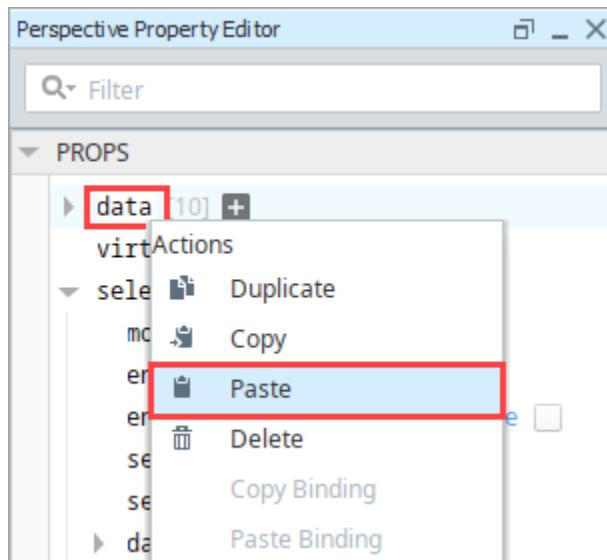
```
[
  {
    "city": "Folsom",
    "country": "United States",
    "population": 77271,
    "lat": 38.678287,
    "lng": -121.177318
  },
  {
    "city": "Jakarta",
    "country": "Indonesia",
    "population": 10187595,
    "lat": -6.208404,
    "lng": 106.849087
  },
  {
    "city": "Madrid",
    "country": "Spain",
    "population": 3233527,
    "lat": 40.41498,
    "lng": -3.702002
  },
  {
    "city": "Prague",
    "country": "Czech Republic",
    "population": 1241664,
    "lat": 50.073453,
    "lng": 14.450091
  },
  {
    "city": "San Diego",
    "country": "United States",
    "population": 1406630,
    "lat": 32.713832,
    "lng": -117.158616
  },
  {
    "city": "San Francisco",
    "country": "United States",
    "population": 884363,
    "lat": 37.776379,
    "lng": -122.423501
  },
  {
    "city": "Shanghai",
    "country": "China",
    "population": 24153000,
    "lat": 31.227167,
    "lng": 121.498839
  },
  {
    "city": "Tokyo",
    "country": "Japan",
    "population": 13617000,
    "lat": 35.69042,
    "lng": 139.746457
  },
  {
    "city": "Washington, DC",
    "country": "United States",
    "population": 658893,
    "lat": 38.90598,
    "lng": -77.04882
  },
  {
    "city": "Wellington",
    "country": "New Zealand",
    "population": 405000,
    "lat": -41.284336,
    "lng": 174.770572
  }
]
```

```

        "lng": 174.770488
    }
]

```

4. Right click on the data property of the Table component and select **Paste**.

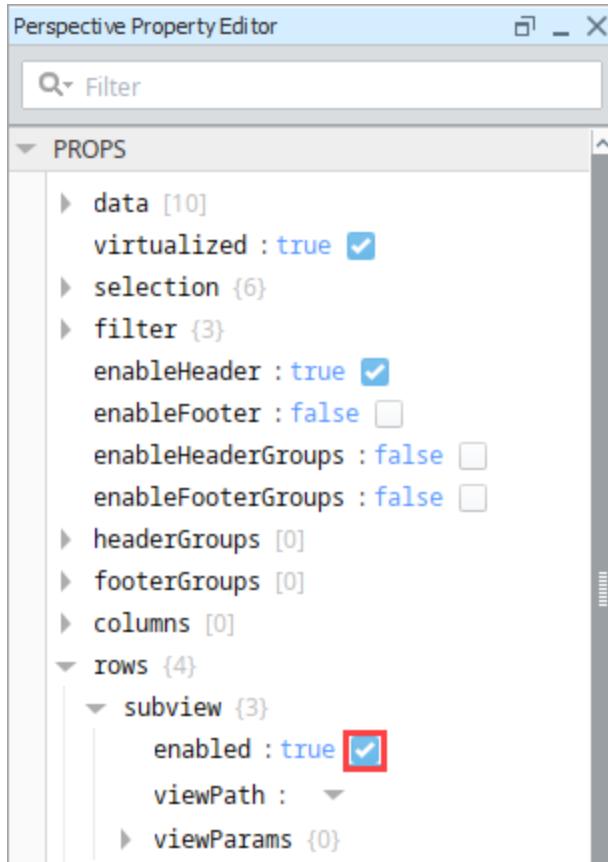


5. Your table will now display the data for 10 rows and 5 columns.

The screenshot shows a table component in the application interface. The table has 10 rows and 5 columns, with the following data:

city	country	population	lat	lng
Folsom	United States	77,271	38.68	-121.18
Jakarta	Indonesia	10,187,595	-6.21	106.85
Madrid	Spain	3,233,527	40.41	-3.70
Prague	Czech Republic	1,241,664	50.07	14.45
San Diego	United States	1,406,630	37.71	-117.14
San Francisco	United States	884,363+	37.78	-122.42
Shanghai	China	24,153,000	31.23	121.50
Tokyo	Japan	13,617,000	35.69	139.75
Washington, DC	United States	658,893	38.91	-77.05
Wellington	New Zealand	405,000	-41.28	174.77

6. Next, enable the **Subview** property under props.rows.



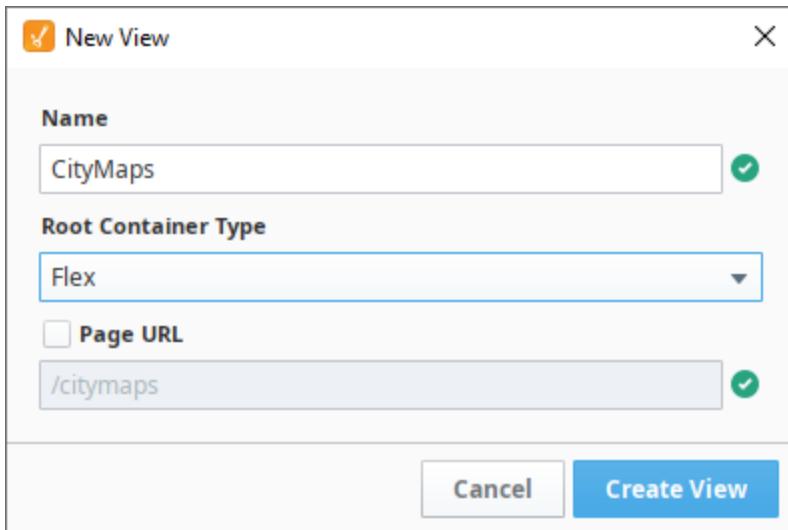
7. The table now has **Expand ▶** icons for each row.

city	country	population	lat	lng
▶ Folsom	United States	77,271	38.68	-121.18
▶ Jakarta	Indonesia	10,187,595	-6.21	106.85
▶ Madrid	Spain	3,233,527	40.41	-3.70
▶ Prague	Czech Republic	1,241,664	50.07	14.45
▶ San Diego	United States	1,406,630	37.71	-117.14

Create a View for Displaying the Map

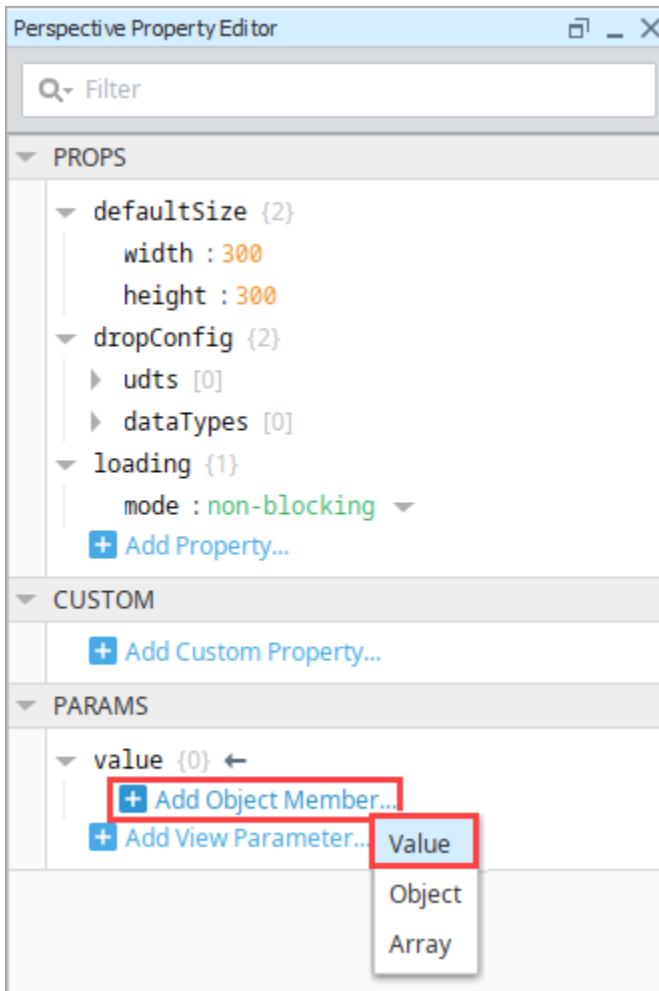
Next we'll make the view that will be display a map of the cities in our table.

1. In the Project Browser, right click on Views to [create a view](#). Name the new view **CityMaps**. Set it as a **Flex** layout, so the map easily takes up all available space. Lastly, do not check the Page URL option, as we don't need a corresponding page.



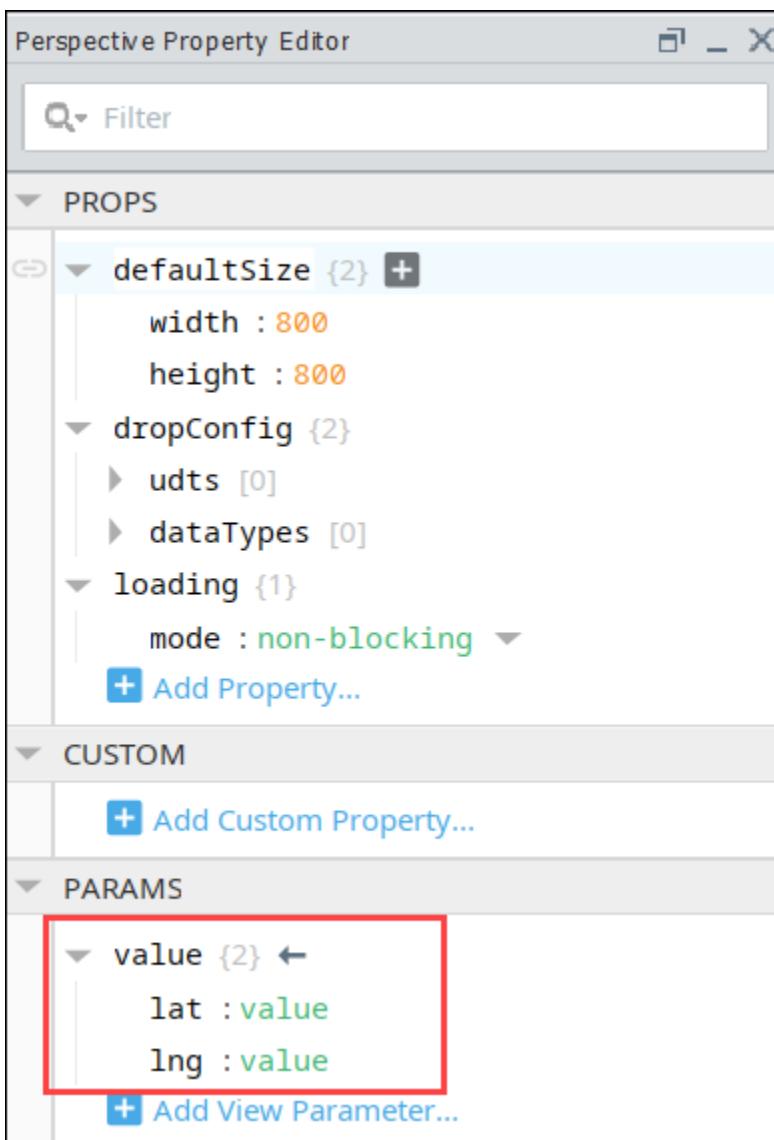
2. Drag a Map component onto the **CityMaps** View.
3. Set the Map's **Grow** property to "1" so it resizes to take up the entire view.
4. Click on the **CityMaps** view in the Project Browser. In the Property Editor, click the **+ Add View Parameter** link under **Params** and choose **Object**.
5. Double click on key, and enter **value** as the object name.
6. Next, we'll add two parameters to that value object.

a. Click **+ Add Object Member** link under Params and choose **Value**.



- b. Double click on key, and enter "lat". This matches the lat (latitude) column from the Table on the CityStats view. This name must *exactly* match the column name in the table.

- c. Click the **Add Object Member**  icon next to value and choose **Value**.
- d. Double click on key, and enter "lng". This matches the lng (longitude) column from the Table on the CityStats view. This name must exactly match the column name in the table.

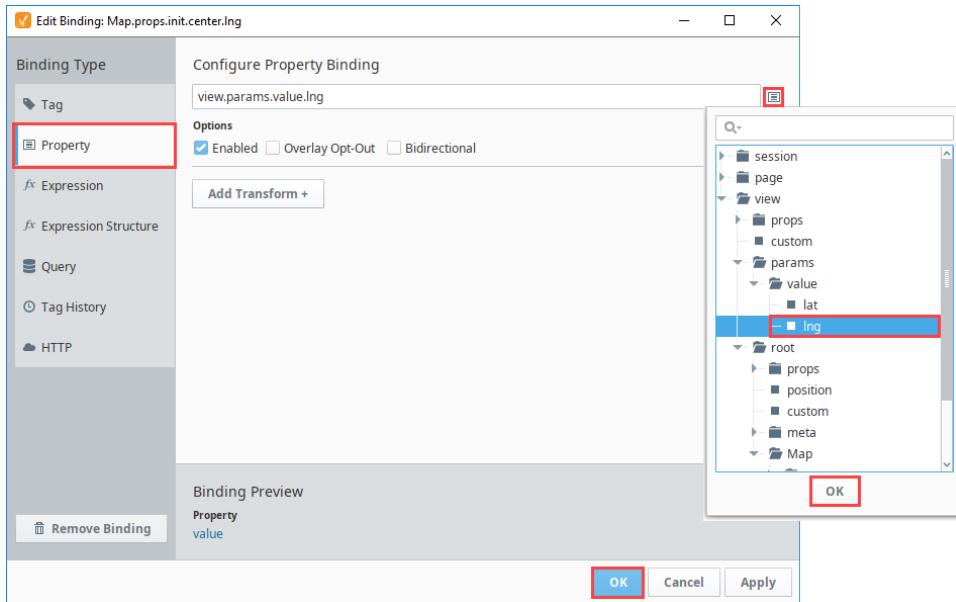


7. Next select the Map component. We need to set the map's initial geographic center to the view parameters. In the Property Editor, expand the **init.center** property.
 - a. Click on the **Binding**  icon next to the **lat** property.
 - b. On the Edit Binding screen, select **Property** as the binding type.
 - c. Click the **Browse Properties**  icon. Navigate to view, the params, the value, and then the **lat** property.
 - d. Click **OK**, then click **OK** again to save the binding.

Note: At this point, the init.center.lat property is bound to view.params.value.lat where view.params.value.lat's value is "value" instead of a valid latitude number. This will cause a Component Error which is expected.

- e. Click on the **binding**  icon next to the **lng** property.
- f. On the Edit Binding screen, select **Property** as the binding type.
- g. Click the **Browse Properties**  icon. Navigate to view, the params, the value, and then the **lng** property.
- h. Click **OK**, then click **OK** again to save the binding.

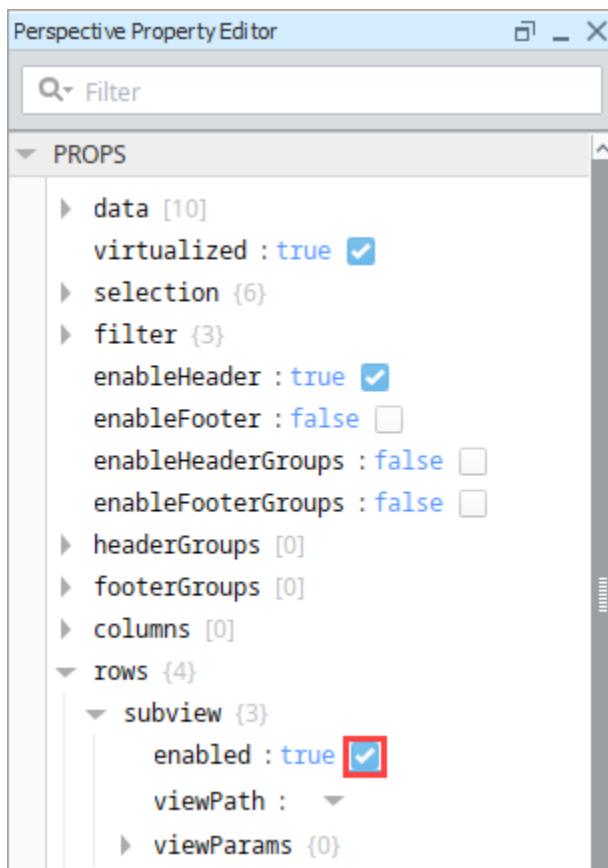
Note: At this point, the init.center.lng property is bound to view.params.value.lng where view.params.value.lng's value is "value" instead of a valid longitude number. This will cause a Component Error which is expected.



Use the Maps View as a Subview for the Table

Lastly, we need to tell the CityStats View to use CityMaps as itsSubview.

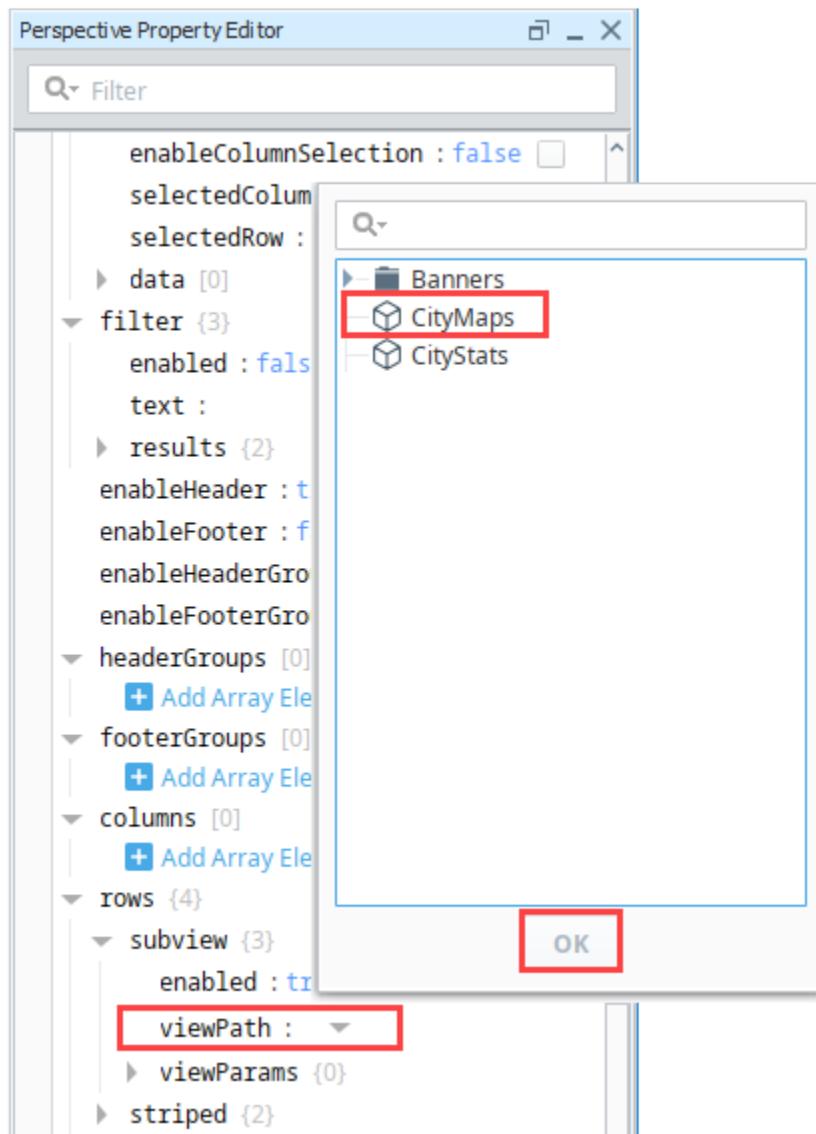
1. On the CityStats View, select the **Table** component.
2. In the Property Editor, scroll down to the **rowsSubview.enabled** property.
3. Next, enable the "enabled" property.



As a result, you'll notice the table now has **Expand** ▶ icons for each row.

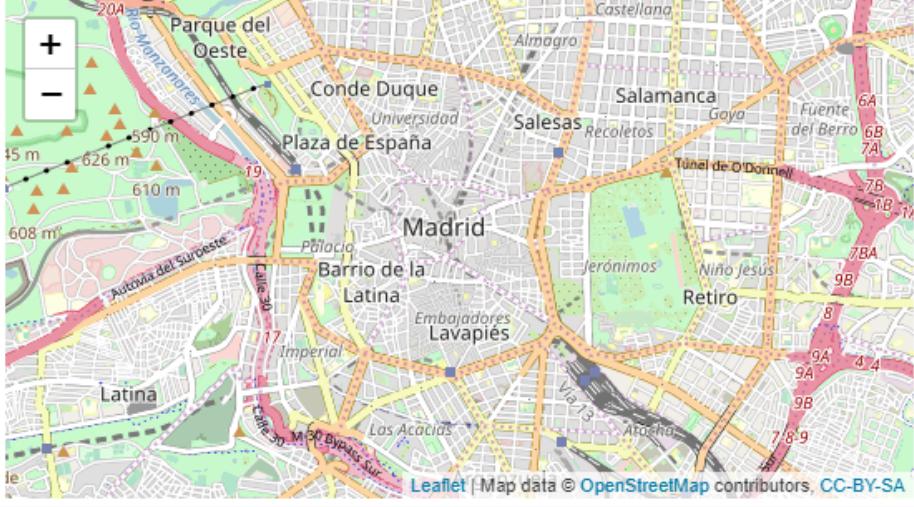
city	country	population	lat	lng
Folsom	United States	77,271	38.68	-121.18
Jakarta	Indonesia	10,187,595	-6.21	106.85
Madrid	Spain	3,233,527	40.41	-3.70
Prague	Czech Republic	1,241,664	50.07	14.45
San Diego	United States	1,406,630	37.71	-117.14

4. Next, find `rowsSubview.viewPath`, and click the dropdown to see a list of possible views. Choose **CityMaps** from the list and click **OK**.



5. Save your project.

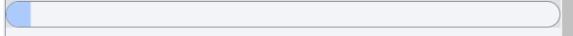
6. Put the Designer into **Preview** mode. Click on the **Expand** icon next to one of the cities. You'll see a map of the city appear underneath the table row for that city. To close the map, click the **Collapse** icon.

city	country	population	lat	long
► Folsom	United States	77,271	38.68	-121.18
► Jakarta	Indonesia	10,187,595	-6.21	106.85
▼ Madrid	Spain	3,233,527	40.41	-3.70
 <small>Leaflet Map data © OpenStreetMap contributors, CC-BY-SA</small>				
► Prague	Czech Republic	1,241,664	50.07	14.45
► San Diego	United States	1,406,630	37.71	-117.14
► San Francisco	United States	884,363	37.78	-122.42
► Shanghai	China	24,153,000	31.23	121.50
► Tokyo	Japan	13,617,000	35.69	139.75
▼ Washington, DC	United States	658,893	38.91	-77.05

1

Table Column Configurations

In a Perspective Table component, you have the ability to replace a cell with something other than just text or a number. Instead, you can have the column render other objects altogether such as progress bars or a view. This page contains several examples of changing how a column renders.

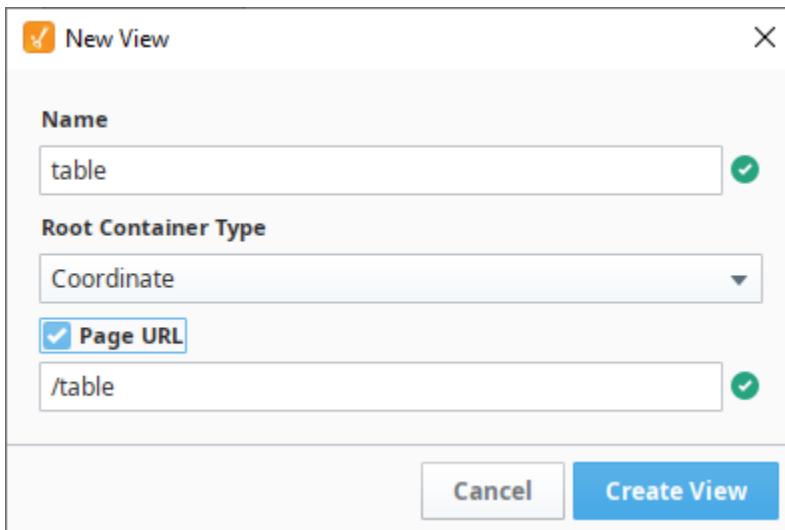
city ▾	country ▾	population ▾
▶ Tunis	Tunisia	1,056,247
▶ Yerevan	Armenia	1,060,138
▶ Prague	Czech Republic	1,241,664
▼ Dallas	United States	1,317,929
Dallas		
United States		
		
▶ Milan	Italy	1,359,905
▶ San Diego	United States	1,406,630
▶ Guadalajara	Mexico	1,495,189
▶ Montreal	Canada	1,649,519
▶ Manila	Philippines	1,780,148
▶ Shiraz	Iran	1,869,001
▶ Jakarta	Indonesia	10,187,595
▶ Cairo	Egypt	10,230,350

On this page ...

- [Replacing a Value in a Cell with a Progress Bar](#)
- [Embedding a View in a Table Cell](#)

Replacing a Value in a Cell with a Progress Bar

1. In the Project Browser, right click on Views to [create a view](#). In this example, the view will be named **table**. Set it to have a **Coordinate** Root Container Type.



2. Drag a Perspective Table component onto your table view. We'll use the default population information that the component is initially configured with.
3. Add three array elements to the columns property of your table as shown in the Property Editor.

The screenshot shows a table component in a perspective editor. The table has three columns: 'city', 'country', and 'population'. The first row ('Folsom') is highlighted with an orange background. The 'population' column contains numerical values. To the right of the table is the 'Perspective Property Editor' window, which displays the component's configuration. A red box highlights the 'columns' array under the 'PROPS' tab, specifically the element at index 2, which is set to '2 [22]'.

city	country	population
Folsom	United States	77,271
Helsinki	Finland	635,591
Jakarta	Indonesia	10,187,595
Madrid	Spain	3,233,527
Prague	Czech Republic	1,241,664
San Diego	United States	1,406,630
San Francisco	United States	884,363
Shanghai	China	24,153,000
Tokyo	Japan	13,617,000
Washington, DC	United States	658,893
Wellington	New Zealand	405,000
Delhi	India	11,034,555
Dhaka	Bangladesh	14,399,000
Lagos	Nigeria	16,060,303
Karachi	Pakistan	14,910,352

4. There is a **field** property inside each of the three columns array elements. Set the "field" property values to match each of the column names in your table. This is how we associate a column in the table (which is really just a key in the underlying data on the table) with one of these custom column configurations.
 - a. Enter a **field** property value of "**city**" for the "**0**" column's element.
 - b. Enter a **field** property value of "**country**" for the "**1**" column's element.
 - c. Enter a **field** property value of "**population**" for the "**2**" column's element.
5. Let's display a progress bar on the table to show the population value. To do this, go to the columns array element for "population" and set its **render** property to "**number**" and set its **number** property to "**progress**" as shown in the image below.

```
▼ columns [3]
  ▶ 0 {22}
  ▶ 1 {22}
  ▶ 2 {22}
    field : population
    visible : true 
    editable : false 
    render : number 
    justify : auto 
    align : center 
    resizable : true 
    sortable : true 
    sort : none 
    number : progress 
  ▼ progressBar {5}
    max : 30,000,000
    min : 0
    ▶ bar {2}
    ▶ track {2}
    ▶ value {4}
    ▾
```

6. Set the **progressBar.max** value to 30,000,000 to account for cities with a large population.

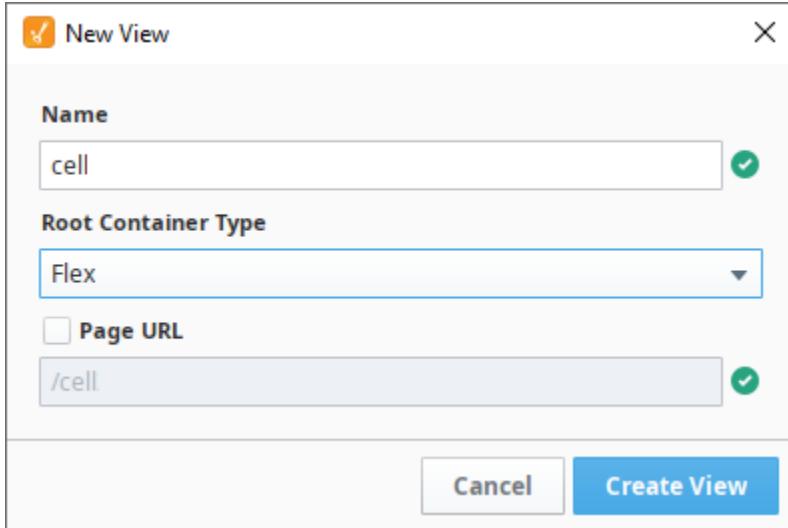
7. The table will look like this after the above configurations are applied.

city	country	population
Folsom	United States	77,271
Helsinki	Finland	635,591
Jakarta	Indonesia	10,187,595
Madrid	Spain	3,233,527
Prague	Czech Republic	1,241,664
San Diego	United States	1,406,630
San Francisco	United States	884,363
Shanghai	China	24,153,000
Tokyo	Japan	13,617,000
Washington, DC	United States	658,893
Wellington	New Zealand	405,000
Delhi	India	11,034,555
Dhaka	Bangladesh	14,399,000
Lagos	Nigeria	16,060,303
Karachi	Pakistan	14,910,352
Istanbul	Turkey	14,025,000
Cairo	Egypt	10,230,350
Mexico City	Mexico	8,974,724
London	United Kingdom	8,825,001
New York City	United States	8,622,698
Tehran	Iran	8,154,051

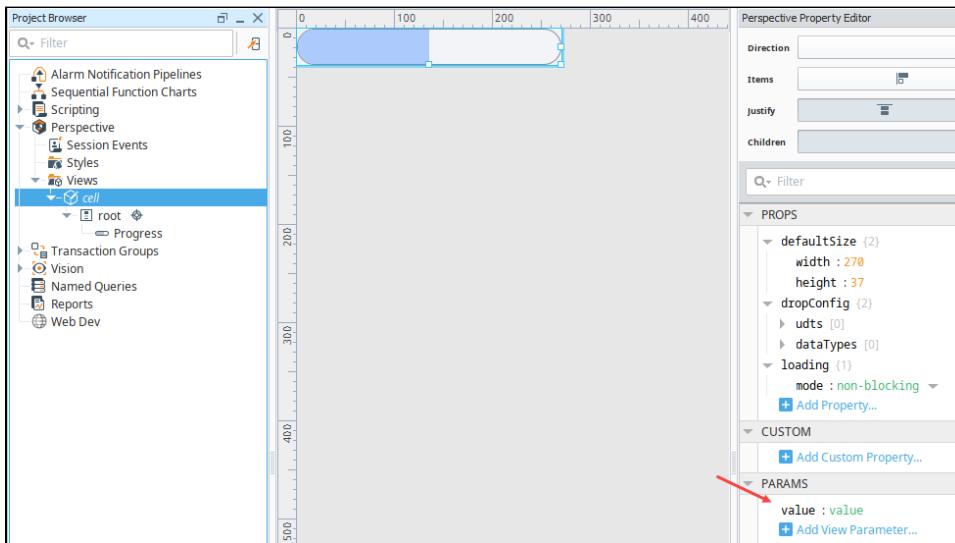
Embedding a View in a Table Cell

In a Perspective Table, it is possible to embed a view inside a table cell. In this example, instead of using the table's built-in progress bar, we'll embed a view that contains a custom progress bar, using the [Progress](#) component.

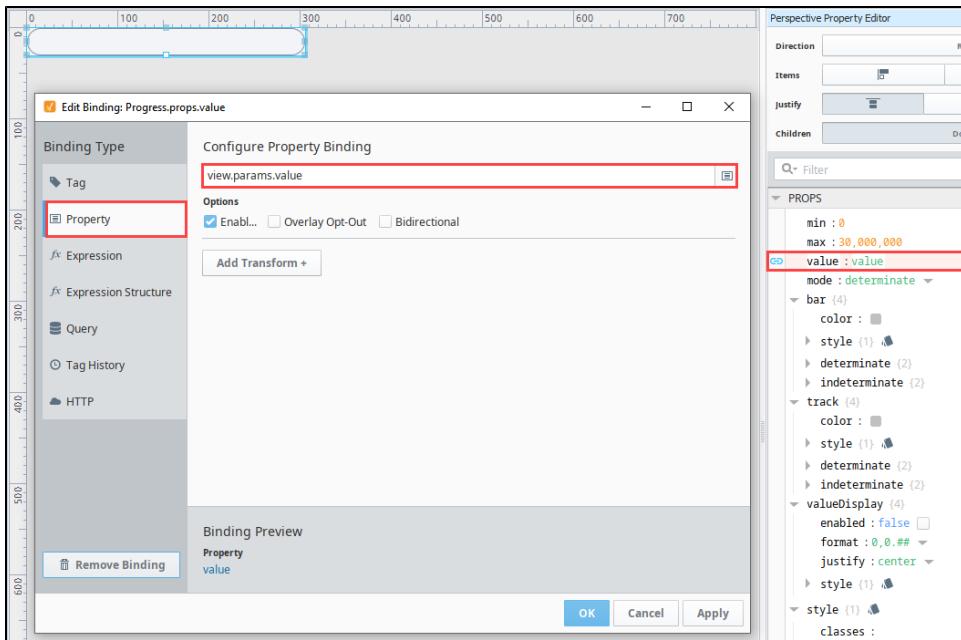
- Let's create the cell view first. In the Project Browser, right click on Views to create a view. In this example, the view will be named **cell**. Set it as a **Flex** layout.



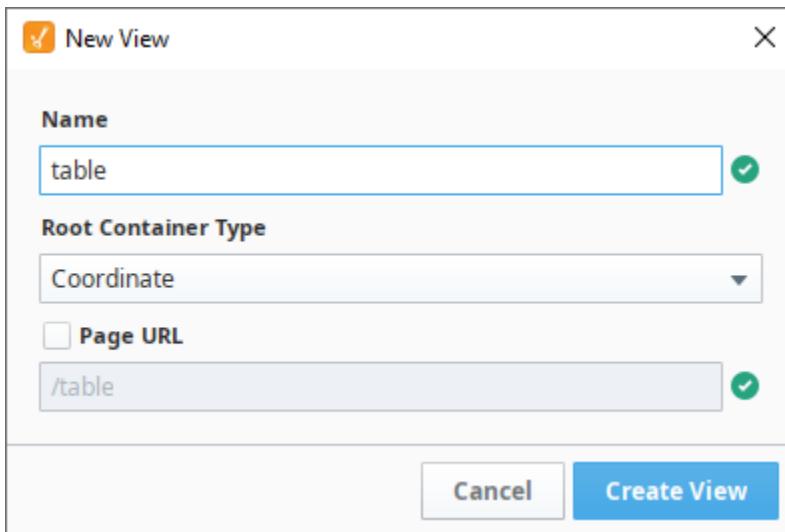
- Drag and drop a **Progress Bar** component onto the cell view.
- Select the Progress Bar component and set the **position.grow** property to "1" so that the bar takes up as much space in the container as possible.
- In the Project Browser, select "**cell**" view, and resize the view so it is closer in size to the cell in the table on our "**table**" view.
- Create a view parameter named "**value**" by clicking on the "**Add View Parameter**" option while your view is selected in the Project Browser as shown below.



- On the Progress Bar component, set its **max** property value to 30,000,000 to account for large values.
- Bind the Progress Bar's **value** property to the view parameter created in Step 3 as shown below.



8. Now let's create our table view. Right click on Views to [create a view](#). In this example, name the view **table**. Set it to have a **Coordinate Root Container Type**.



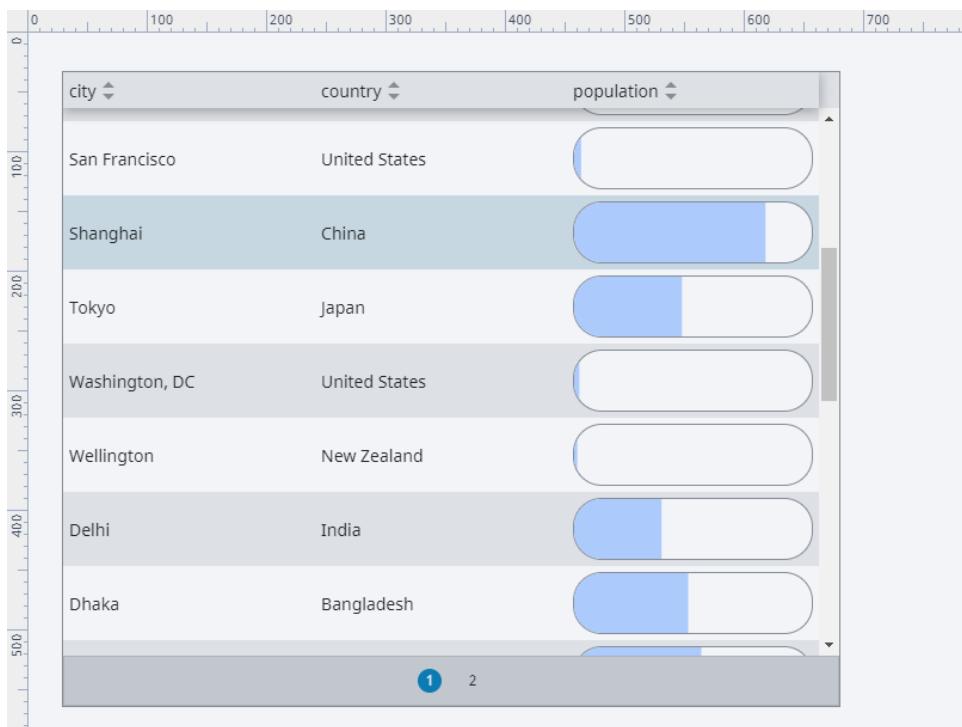
9. Drag a [Perspective Table](#) onto the table view. The default population information that comes on the factory configured table component will be used.
 10. Add three array elements to the columns property of the table like as shown in Property Editor as shown in the image below.

The screenshot shows a table component in the Perspective Property Editor. The table has three columns: 'city', 'country', and 'population'. The 'population' column is currently selected, highlighted with a blue background. The 'PROPS' panel on the right shows the configuration for this table. A red box highlights the 'columns' property, which contains three array elements: [0], [1], and [2]. Each element has a 'field' property set to 'population'.

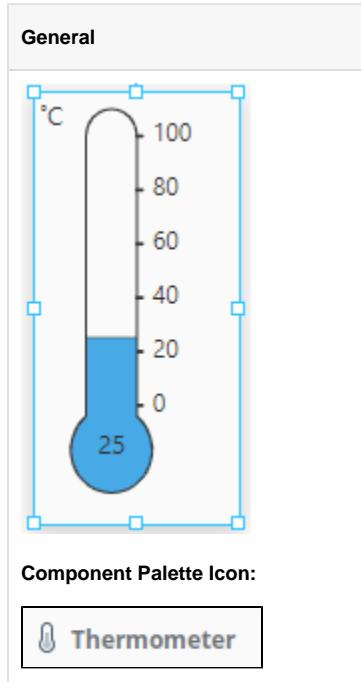
11. There is a **field** property inside each of the three column array elements. Set the field values to match each of the column names in your table.
 - a. Enter a **field** property value of "city" for the "0" column's element.
 - b. Enter a **field** property value of "country" for the "1" column's element.
 - c. Enter a **field** property value of "population" for the "2" column's element.
12. The **cell view** is going to be embedded into the **Population cell** values. Go to the column array element with the "field" value of "**population**" and set its "render" value to "**view**" and its "**viewPath**" to "**cell**" as shown below.

The screenshot shows the configuration for the third column ('population') in the table. The 'columns' array has three elements: [0], [1], and [2]. Element [2] is selected. Its properties are shown in the PROPS panel. The 'render' property is set to 'view' (highlighted with a red box), and the 'viewPath' property is set to 'cell' (also highlighted with a red box).

13. After the population column is pointed to the cell view, the population number from the table cell will be passed to the cell view. Since the cell view's Progress Bar has its value property bound to the cell view's input parameter, the population value will then be displayed on the table by the Progress Bar in the cell view. If you wanted to resize the progress bar, simply change the "**height**" and "**width**" properties under the **defaultSize** property on the "**cell**" view.



Perspective - Thermometer



Description

The Thermometer component displays a temperature value depicted as a level in a mercury thermometer. Three temperature intervals can optionally be defined with their own colors so that the mercury color changes based on the temperature range that it is in. Full menu of [style options](#) is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a [style class](#).

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

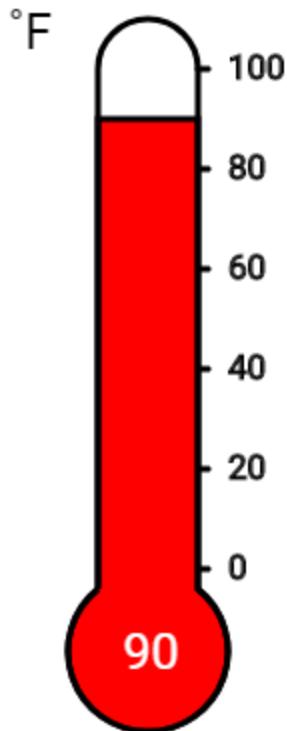
Name	Description	Property Type
thermometerColor	Color of the outline of the thermometer. Default is black.	color
mercuryColor	Color of the mercury. See Color Selector .	color
axisLabel Color	The color of the thermometer's y-axis label. Default is black. See Color Selector .	color
strokeWidth	Width of the lines used to draw the thermometer in pixels.	value: numeric
highBound	The high boundary value for the whole thermometer.	value: numeric
lowBound	The lower boundary value for the whole thermometer.	value: numeric
value	The value to display in the thermometer. The mercury level and value label will change to reflect this.	value: numeric
unit	A string to describe the units for the current value label. Options are "F" for Fahrenheit or "C" for Celsius.	value: string

		dropdown												
valueFont color	The color of the current value. See Color Selector .	color												
valueFont	The font to use for the current value label.	object												
	<table border="1"> <thead> <tr> <th>Name</th> <th>Description</th> <th>Property Type</th> </tr> </thead> <tbody> <tr> <td>fontSize</td> <td>Size of the font for the current value.</td> <td>value: numeric</td> </tr> </tbody> </table>	Name	Description	Property Type	fontSize	Size of the font for the current value.	value: numeric							
Name	Description	Property Type												
fontSize	Size of the font for the current value.	value: numeric												
intervals	Defines the upper and lower bounds for each interval.	object												
	<table border="1"> <thead> <tr> <th>Name</th> <th>Description</th> <th>Property Type</th> </tr> </thead> <tbody> <tr> <td>color</td> <td>Color of the mercury in the thermometer. See Color Selector.</td> <td>color</td> </tr> <tr> <td>high</td> <td>High bound value for the interval.</td> <td>value: numeric</td> </tr> <tr> <td>low</td> <td>Low bound value for the interval.</td> <td>value: numeric</td> </tr> </tbody> </table>	Name	Description	Property Type	color	Color of the mercury in the thermometer. See Color Selector .	color	high	High bound value for the interval.	value: numeric	low	Low bound value for the interval.	value: numeric	
Name	Description	Property Type												
color	Color of the mercury in the thermometer. See Color Selector .	color												
high	High bound value for the interval.	value: numeric												
low	Low bound value for the interval.	value: numeric												
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object												

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Example



Property	Value
props.unit	F
props.mercuryColor	#8AFF8A
props.intervals.1.high	45
props.intervals.0.color	#0000FF
props.intervals.1.color	#CCCCFF
props.intervals.2.color	#FF0000
props.intervals.2.low	85
props.value	90

Perspective - Tree



Description

The Tree component displays a tree hierarchy based on an array of objects. Icons can be chosen for the nodes of the tree, and different icons can be used when a node is expanded or collapsed.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type															
items	An array of objects, each of which represents a node on the tree. <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>label</td><td>Label text for the list item.</td><td>value: string</td></tr><tr><td>expanded</td><td>Whether or not the tree appears with all levels expanded.</td><td>value: boolean</td></tr><tr><td>data</td><td>String data for list item.</td><td>value: string</td></tr><tr><td>items</td><td>An array of objects, each of which represents a child node on the tree.</td><td>array</td></tr></tbody></table>	Name	Description	Property Type	label	Label text for the list item.	value: string	expanded	Whether or not the tree appears with all levels expanded.	value: boolean	data	String data for list item.	value: string	items	An array of objects, each of which represents a child node on the tree.	array	array
Name	Description	Property Type															
label	Label text for the list item.	value: string															
expanded	Whether or not the tree appears with all levels expanded.	value: boolean															
data	String data for list item.	value: string															
items	An array of objects, each of which represents a child node on the tree.	array															
interactable	If set to false, the tree is displayed but the user can't interact with it in the runtime. Default is true.	value: boolean															
selection	Holds the item index path of the current selection.	value: string															
selectionData	Array of objects containing the data and index path for all currently selected items. <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>itemPath</td><td>Index path.</td><td>value: numeric</td></tr><tr><td>value</td><td>I am string data for the item.</td><td>value: string.</td></tr></tbody></table>	Name	Description	Property Type	itemPath	Index path.	value: numeric	value	I am string data for the item.	value: string.	array						
Name	Description	Property Type															
itemPath	Index path.	value: numeric															
value	I am string data for the item.	value: string.															

appearance	Settings for the appearance of the tree.				object	
	Name	Description				
	textOverflow	Setting indicating whether overflowing text should cause the entire tree to scroll horizontally or whether the text should be truncated with an ellipsis. Default is scroll.				
	expandIcons	Settings for the expand icons . Options as follows:				
	collapsed	Icon appearance when path is collapsed.			object	
	Name	Description		Property Type		
	path	Path to the icon source, in format: library/iconName. The materials icon library is a the primary source for icons, see https://fonts.google.com/icons?selected=Material+Icons .		value: string		
	Color	Fill color to apply to the icon.		string		
	expanded	Icon appearance when path is expanded.			object	
	Name	Description		Property Type		
	path	Path to the icon source, in format: library/iconName. The materials icon library is a the primary source for icons, see https://fonts.google.com/icons?selected=Material+Icons .		value: string		
	Color	Fill color to apply to the icon.		string		
	empty	Icon appearance when path is empty.			object	
	Name	Description		Property Type		
	path	Path to the icon source, in format: library/iconName. The materials icon library is a the primary source for icons, see https://fonts.google.com/icons?selected=Material+Icons .		value: string		
	Color	Fill color to apply to the icon.		string		
	style	Sets a style for the icon. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .		object		

available. You can also specify a [style class](#).

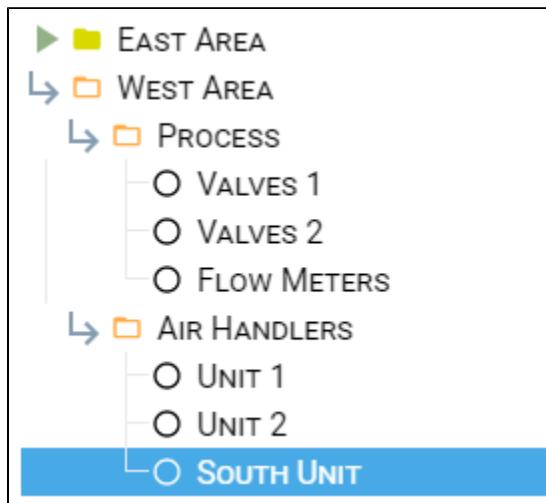
default NodeIcons	Settings for the node icons. Options as follows:																																																																				
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rowHeight	Height, in pixels, of each row/node of the tree. Default is 24.		value:																																																																		

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style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .		object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

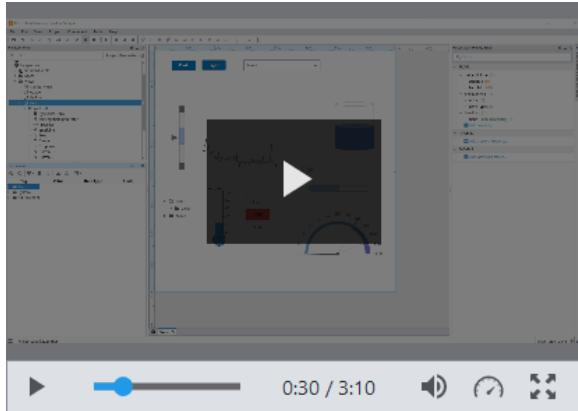
Example



Property	Value
appearance.defaultNodeIcons.collapsed.path	material/Play_arrow
appearance.defaultNodeIcons.collapsed.color	#D9D900
appearance.defaultNodeIcons.expanded.path	material/subdirectory_arrow_right
appearance.defaultNodeIcons.expanded.color	#FFAC47
appearance.defaultNodeIcons.empty.path	material/panorama_fish_eye
appearance.defaultNodeIcons.empty.color	#000000

Perspective - Video Player

General



Component Palette Icon:



Description

The Video Player component enables you to embed video or a live feed in Perspective views. In a view, the component displays either a live feed from an IP camera or a web hosted video file that is accessible from your gateway. The component is wrapped in a skin that gives you control over the style of the video controls and a uniform experience across browsers. Video controls can also be hidden (available on hover) to allow for a simple, clean video display.

The component requires a URL to a video or live feed. This also includes files placed on a [WebDev](#) mounted folder or file resource, which can be used to serve video files.

Designer Playback

The Designer contains an instance of JxBrowser to display your views as you build them. There are a [few codecs that JxBrowser does not support](#). Because of this, you may find that some videos do not play or display correctly while in the Designer. This is *only* a limitation of the codecs available to the Designer. The video will work as expected in a client session assuming it supports the required codec.

Note: This component plays embedded media files, which is not supported by the Safari 14 web browser. As a result, Sessions running in Safari 14 will not be able to utilize video playback on this component.

Mobile Platform Restrictions

Due to security restrictions on some mobile platforms (and in certain use cases), there are some special behaviors to be aware of when using this component.

iOS

All iOS devices require user interaction (touch, click, etc) to play the video. For this reason, the `controls.play` parameter will not play or pause the video. That must be done by the user clicking the play button. Because of this restriction, this platform also will only use the native look of the player (as determined by the web browser), rather than the custom look that is provided by the Perspective module.

iOS and Android Tablet:

On these platforms, security restrictions surround the use of the `controls.autoplay` property. Video content can only be automatically played if there is no audio. Because of this restriction, the `controls.mute` property must also be set to true.

Fullscreen Mode (all desktop and mobile platforms):

When in fullscreen mode, the native look of the player (determined by the web browser) is used as opposed to the custom look provided by the Perspective module. Because of this, the `controls.play` parameter will not play or pause the video. That must be done via user action (click, touch, etc).

User Interaction

The Video Player component properties have impact on the way a user can interact with it in the runtime.

Interaction	Description
Viewing on a Mobile Device with Android	On Android, you'll get the same experience as the desktop display with one exception; when going into fullscreen mode, you'll be presented with the native video control for a cleaner fullscreen experience on that platform.
Viewing on a Mobile Device with iOS	On iOS, you'll get the native video control for standard and fullscreen mode.

Controls

The following controls are available to the user in a session.

Icon	Definition	Description
	Play	Starts the video play.
	Pause	Pauses the video play.
	Playback Speed	Sets the speed of the playback. Options are .25, .5, Normal, 1.25, 1.5, 2, 5, and 10 (for example, .5 is half speed, 2 is double speed, etc.).
	Sound On	Sound is turned on for the video. Clicking on this icon brings up a sliding bar with which you can adjust the volume.
	Sound Off	Sound is turned off for the video.
	Time elapsed/Time remaining	Displays the time elapsed in the video and the time remaining.
	Full Screen	Expands the video to full screen.
	Original size	Returns the video to original screen size. You can also press the Esc key to return to original size.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description	Property Type
source	The path to the source of the video or live feed.	value: string

liveFeed	Used to toggle the component to display a live feed. If set to true, the poster, autohideControls, controls, and status properties will be hidden as they pertain only to a video file.	value: boolean																														
poster	The path to an image that will display as the background image of the video file when the video has not yet loaded. (Hidden if props.liveFeed is set to true.)	value: string																														
autohideControls	Used to toggle the visible state of the control bar when displaying a video file. If set to true, the control bar will be displayed only when the mouse is hovered over the video. (Hidden if props.liveFeed is set to true.)	value: boolean																														
controls	Properties that are used to provide settings and interaction points with a video file. (Hidden if props.liveFeed is set to true.)	object																														
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controlStyle	Sets a style for the controls on this component: the control bar, all controls, error messaging, context menus, and control popups. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. Classes are predefined styles in a project.	object																														
style	Sets a style for the background display of the component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object																														

Perspective Component Events

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Perspective - Embedding Palette

The following components function a bit differently, but what they all have in common is that each component can be embedded in multiple views of a project.

The Carousel component allows you to display a selection of rotating views. An Embedded View is an instance of a view that is used as a component within another view. The Flex Repeater component lets you easily create multiple instances of components for display in another view, each having the same look, feel, and functionality of the original components.

Here is a complete list of the embedding components, and a link pointing to a page containing the component's description, properties, and an example of how to configure it.

[In This Section ...](#)

Perspective - Accordion

General

- ▼ TANKS
- ▼ MOTORS
- ▼ MAP

Component Palette Icon:

 Accordion

Description

The Accordion Component allows the embedding of expandable/collapsible views which can be toggled with a click or a tap of their headers. The headers may contain text or a view.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description		
expansionMode	Determines how many items can be expanded at a given time. Options are 'single' and 'multiple'. When using 'single' any item that's currently using 'multiple', items that are expanded will remain open until they are collapsed.		
items	An array of items in the accordion. Each item has a separate header and body configurations. <table border="1"><thead><tr><th>Name</th><th>Description</th></tr></thead></table>	Name	Description
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	<p>expanded</p> <p>Determines if the the accordion body expanded. Set to true to expand, false to collapse.</p>																																												
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	style	Sets a style for the content. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .							
	height	The height of the header.							
	reverse	Reverses the order of the toggle and header content, (i.e., from left side to the right side).							
	style	Sets a style for the header. Full menu of style options is available for text, background, margin and padding, miscellaneous. You can also specify a style class .							
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	height	The height of the body.							
	style	Sets a style for the body. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .							
unusedSpaceStyle	Sets a style for the empty area at the bottom of the accordion. Full menu of style options is available. You can also specify a style class .								
style	Sets a style for this component. Full menu of style options is available. You can also specify a style class .								

Perspective Component Events

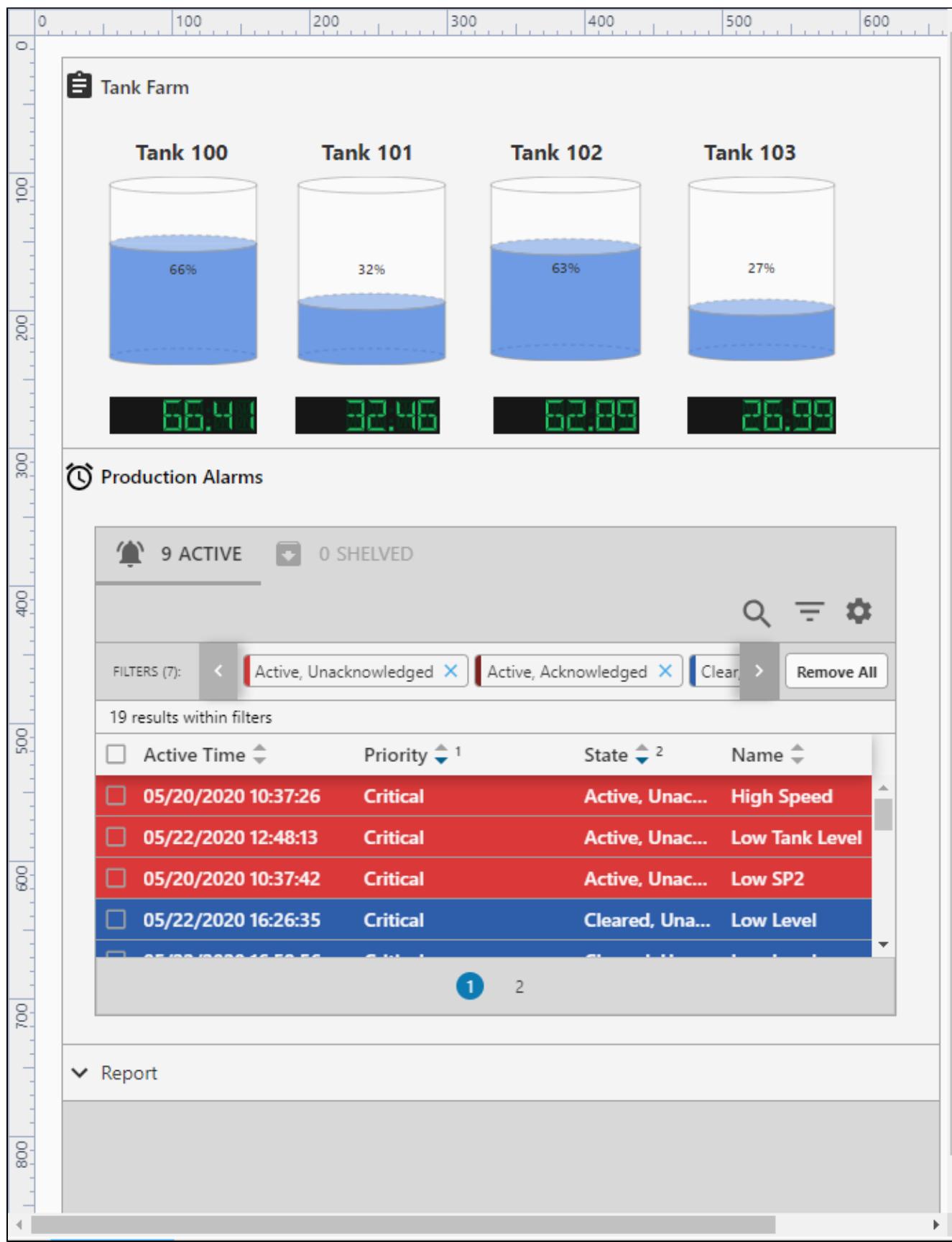
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Example

This Accordion example has three multiple embedded expandable and collapsible views. Each view can be expanded or collapsed by clicking on their headers. The Tank Farm and the Production Alarms views are both expanded while the Report view is collapsed.

The three views used in the accordion example are working views and the component was configured to use these existing views. Configuring the accordion component is just a matter of how you want to present the information on the component, and then to configure its properties.

Preview Mode



Property Settings

Property	Value
expansionMode	multiple
props.items.0.header.toggle.expandedIcon.path	material/assignment
props.items.0.header.toggle.collapsedIcon.path	material/expand_more
props.items.0.header.content.type	text
props.items.0.header.content.text	Tank Farm
props.items.0.body.viewPath	Tank Farm
props.items.0.body.style.marginTop	3px
props.items.0.body.style.margin	10px
props.items.1.header.toggle.expandedIcon.path	material/alarm
props.items.1.header.toggle.collapsedIcon.path	material/expand_more
props.items.1.header.content.type	text
props.items.1.header.content.text	Production Alarms
props.items.1.body.viewPath	Production Alarms
props.items.1.body.style.marginTop	3px
props.items.1.body.style.margin	10px
props.items.2.header.toggle.expandedIcon.path	material/info
props.items.2.header.toggle.collapsedIcon.path	material/expand_more
props.items.2.header.content.type	text
props.items.2.header.content.text	Report
props.items.2.body.viewPath	Report4
props.items.2.body.style.marginTop	3px
props.items.2.body.style.margin	10px

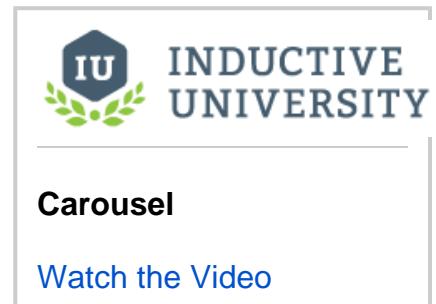
Perspective - Carousel

General



View 1

Component Palette Icon:



Description

The Carousel component allows you to display a selection of rotating views at a defined rate with a link to the view on a page in your project. The Carousel component can automatically cycle through the views or a user can click through the views on demand, either way, still providing a link to the view on a page.

This version updates how the component handles drag transition ("swiping" across embedded views). Only common rotational angles are supported (90, 180, 270, 360) for drag transitions. If the Carousel's rotation doesn't match one of those angles, then drag transition is disabled.

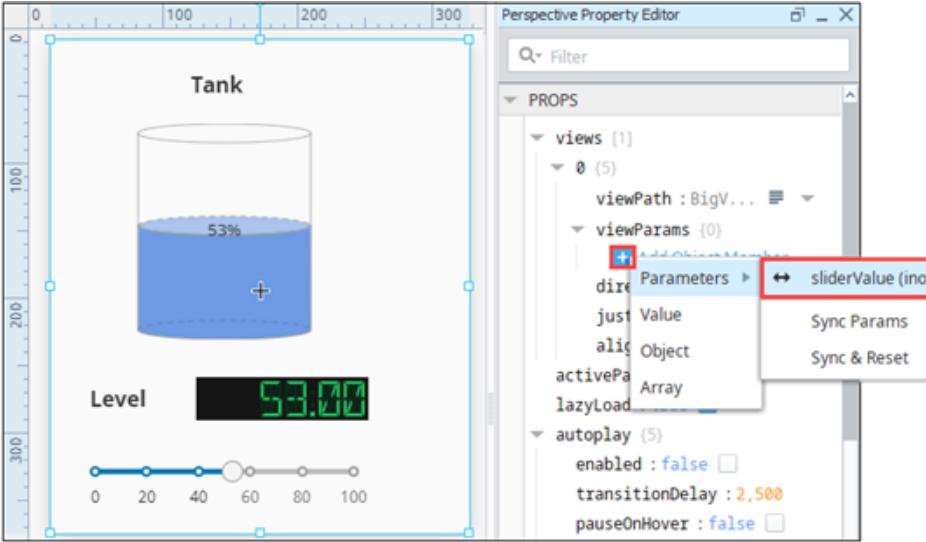
Here are a few best practices when working with the Carousel component.

- Components such as the Video Player and Map are performance intensive components and should not be embedded in the Carousel since they can hurt session performance.
- Avoid embedding views containing carousels in a carousel. This can become confusing for users.
- Avoid embedding views that contain iFrame components. It's easy for content embedded in an iFrame to steal focus from other components. Also, depending on the content in the iFrame, it may impact performance.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type				
views	Visible area of a page. Can have multiple views in the carousel component.					
	<table border="1"><thead><tr><th>Name</th><th>Description</th></tr></thead><tbody><tr><td>viewPath</td><td>The path of the view to render in this carousel</td></tr></tbody></table>	Name	Description	viewPath	The path of the view to render in this carousel	value: string
Name	Description					
viewPath	The path of the view to render in this carousel					

	<p>viewParams</p> <p>Parameters to provide to this rendered view.</p> <div style="background-color: #f2e0aa; padding: 5px;"> <p>This feature is new in Ignition version 8.1.4 Click here to check out the other new features</p> </div> <p>As of 8.1.4 a dropdown list of parameters is available when the user clicks the Add Object Member  icon. This makes it easy to add parameters from the rendered view.</p> 	object																		
direction	Direction of the child layout. Options are row or column.	value: string																		
justify	Adjusts placement of view along the main axis. Options are flex-start, flex-end, or center.	value: string																		
alignItems	Adjusts placement of view along the cross axis. Options are flex-start, flex-end, or center.	value: string																		
activePane	Active pane being displayed.																			
lazyLoad	Load views on demand or progressively.																			
autoplay	Settings controlling the rotation of views in the carousel.	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>enabled</td><td>If true, the carousel will automatically rotate the views according to the transitionDelay.</td><td>value: boolean</td></tr> <tr> <td>transitionDelay</td><td>Delay (in ms) at which slides scroll through the carousel when autoplay is true.</td><td>value: numeric</td></tr> <tr> <td>pauseOnHover</td><td>Pauses autoplay when user hovers the mouse over the view.</td><td>value: boolean</td></tr> <tr> <td>pauseOnFocus</td><td>Pauses autoplay on focus.</td><td>value: boolean</td></tr> <tr> <td>pauseOnDotHover</td><td>Pauses autoplay when user hovers the mouse over the dot for the view.</td><td>value: boolean</td></tr> </tbody> </table>	Name	Description	Property Type	enabled	If true, the carousel will automatically rotate the views according to the transitionDelay.	value: boolean	transitionDelay	Delay (in ms) at which slides scroll through the carousel when autoplay is true.	value: numeric	pauseOnHover	Pauses autoplay when user hovers the mouse over the view.	value: boolean	pauseOnFocus	Pauses autoplay on focus.	value: boolean	pauseOnDotHover	Pauses autoplay when user hovers the mouse over the dot for the view.	value: boolean
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behavior	Behavior and interaction related carousel options.	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>transitionSpeed</td><td>The speed (in ms) at which the carousel transitions between slides.</td><td>value: numeric</td></tr> <tr> <td>fade</td><td>Enables slides to fade in and out of view on transition</td><td>value: boolean</td></tr> <tr> <td>mobileSwipeable</td><td>Enables swiping on mobile devices to change slides.</td><td>value: boolean</td></tr> <tr> <td>desktopDraggable</td><td>Enables scrolling via drag the desktop.</td><td>value: boolean</td></tr> </tbody> </table>	Name	Description	Property Type	transitionSpeed	The speed (in ms) at which the carousel transitions between slides.	value: numeric	fade	Enables slides to fade in and out of view on transition	value: boolean	mobileSwipeable	Enables swiping on mobile devices to change slides.	value: boolean	desktopDraggable	Enables scrolling via drag the desktop.	value: boolean			
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	reverse	Reverses the slide order.	value: boolean
style		Sets a style for this component. Full menu of style options is available. You can also specify a style class .	

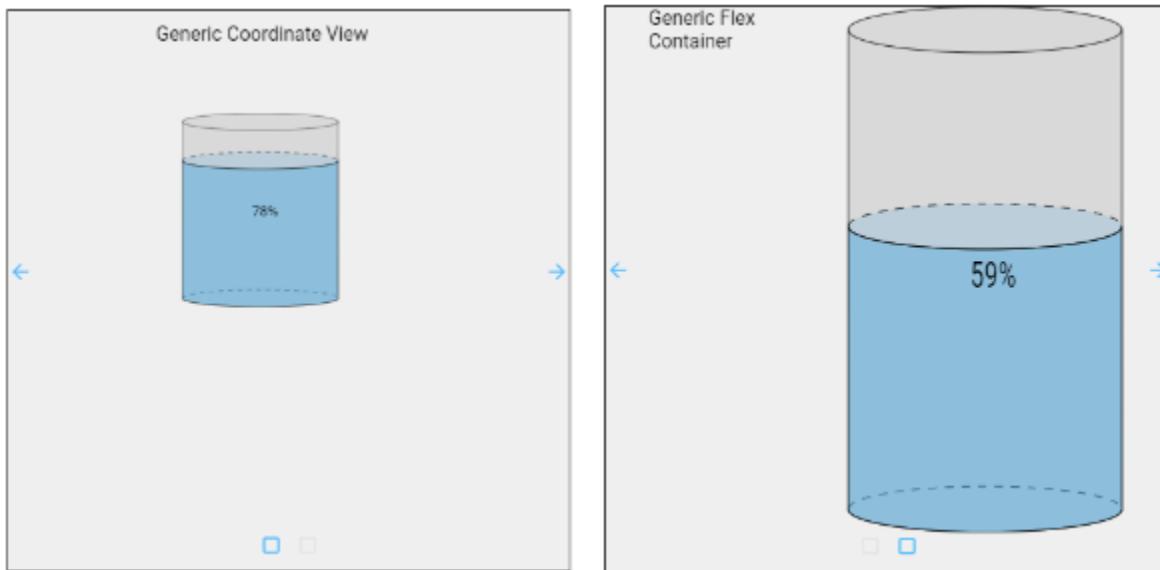
Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Examples

In addition to the examples below, please see the [Carousel Component Example](#) page for a more thorough example of using the Carousel component.

Example 1



In this example we made two view containers: one is a coordinate container and the other is flex container.

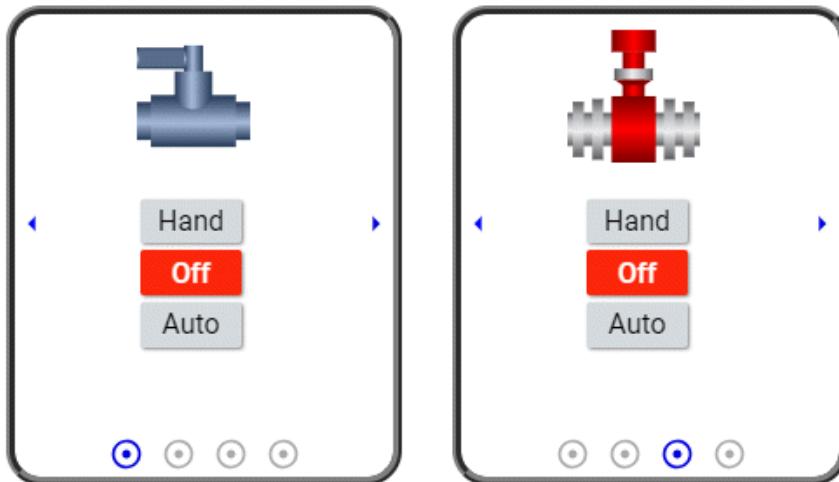
The containers are named "generic_coordinate" and "generic_flex" accordingly. Each has a Label component and a Cylindrical Tank component. The label's text Property shows the name of the view it is in. The tank's Value property shows a level above 20. The Flex view is set to display as a row. We did not adjust any other settings on these two generic screens.

Once the two view containers were set up, we created the Carousel with the following properties and values:

Property	Value	Style Category
props.views.0.viewPath	generic_coordinate	N/A
props.view.1.viewPath	generic_flex	N/A
props.autoplay.enabled	true	N/A
props.autoplay.pauseOnHover	true	N/A
props.appearance.useDefaultViewWidth	false	N/A
props.appearance.useDefaultViewHeight	false	N/A
props.appearance.dots.iconPath	/system/images/material/crop_square	N/A
props.appearance.arrows.enabled	true	N/A

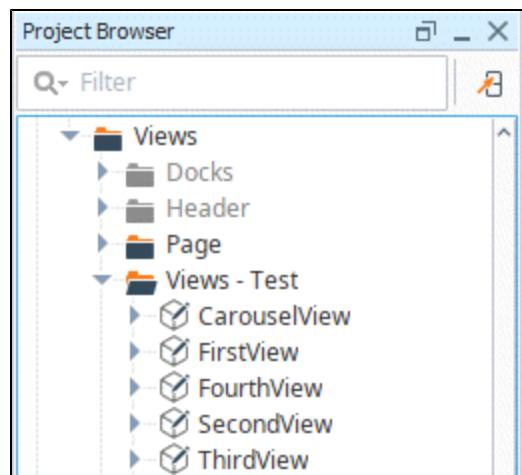
props.style.borderStyle	solid	border
props.style.borderWidth	1px	border
props.style.backgroundColor	#EFEFEF	background

Example 2



In this example we have set up a Carousel component that enables users to quickly move between four views showing valves and multistate buttons. The views must be created before the carousel but it doesn't matter what the contents of the views are. You could use any combination of views including duplicates. They are named as follows in the "Views - Test" folder:

- Views - Test/CarouselView
- Views - Test/FirstView
- Views - Test/SecondView
- Views - Test/ThirdView
- Views - Test/FourthView



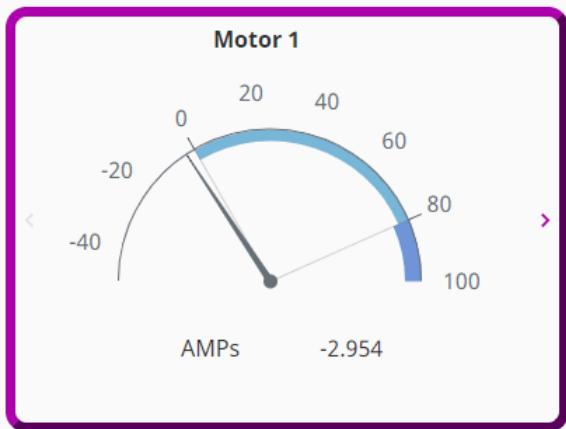
Properties used on the Carousel component are as follows:

Property	Value	Style Category
props.views.0.viewPath	Views - Test/FirstView	N/A
props.views.1.viewPath	Views - Test/SecondView	N/A
props.views.2.viewPath	Views - Test/ThirdView	N/A
props.views.3.viewPath	Views - Test/FourthView	N/A
props.autoplay.enabled	false	N/A
props.appearance.useDefaultViewWidth	true	N/A

props.appearance.useDefaultViewHeight	true	N/A
props.appearance.dots.enabled	true	N/A
props.appearance.dots.iconPath	material/adjust	N/A
props.appearance.dots.styles.active.fillColor	#0000D9	N/A
props.appearance.arrows.enabled	true	N/A
props.appearance.arrows.next.iconPath	material/arrow_right	N/A
props.appearance.arrows.next.fillColor	#0000D9	N/A
props.appearance.arrows.previous.iconPath	material/arrow_left	N/A
props.appearance.arrows.previous.fillColor	#0000D9	N/A
props.style.borderStyle	ridge	border
props.style.borderWidth	5px	border
props.style.borderRadius	20	border
props.style.borderColor	#808080	border

Carousel Component Example

Perspective offers strategies for dragging (or swiping) left and right as a way of navigating between views. The **Carousel** component is specifically for this strategy, which is perfect when working with several instances of the same view (including a dynamic number of them). Maybe you're looking for a way of collapsing a lot of content onto a small screen, and need a way of scrolling through it.



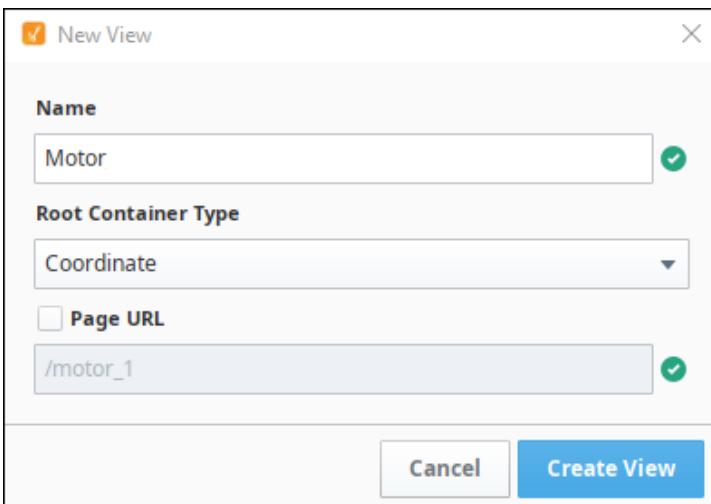
On this page ...

- [Initial Project Setup](#)
- [Set Up the Carousel View](#)

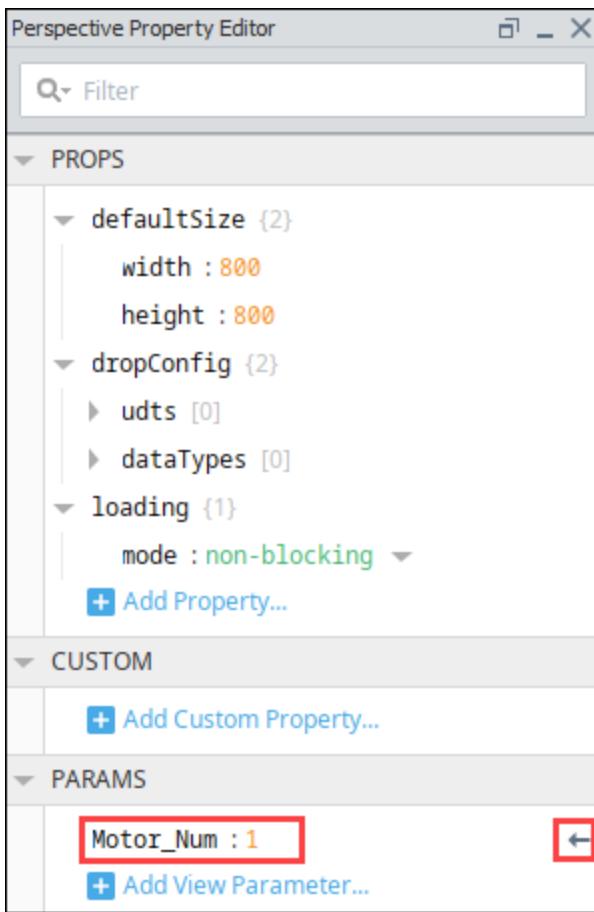
Initial Project Setup

Configuring side scrolling through a carousel is pretty straightforward. First we'll create three views for the carousel to scroll through.

1. In the Project Browser, right click on Views and select the **NewFolder** option. We named our folder "Carousel Example".
2. Right click on the Carousel Example folder and select the **NewView** option.
Name: **Motor**
Layout: **Coordinate**
Page URL: unchecked

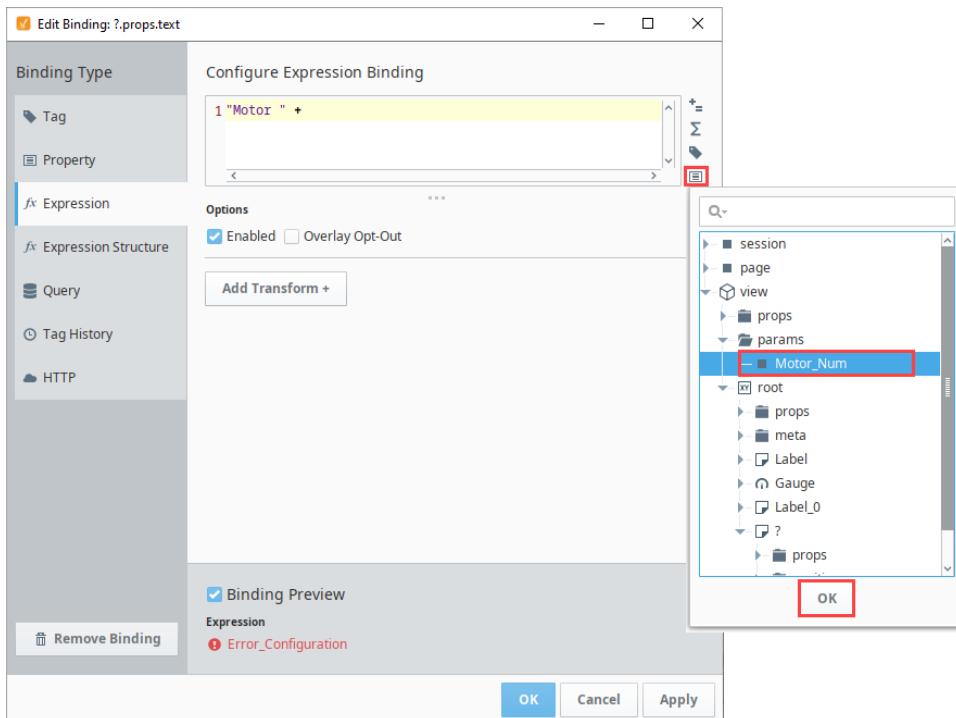


3. Click **Create View**.
4. Next we'll create a view parameter that we can use for the motor number. In the Property Editor under PARAMS, click on the **Add View Parameter** icon.
 - a. Select **value**.
 - b. Change "key" to "Motor_Num".
 - c. Change "value" to "1".
 - d. Make sure the arrow icon is facing to the left, as an input parameter.

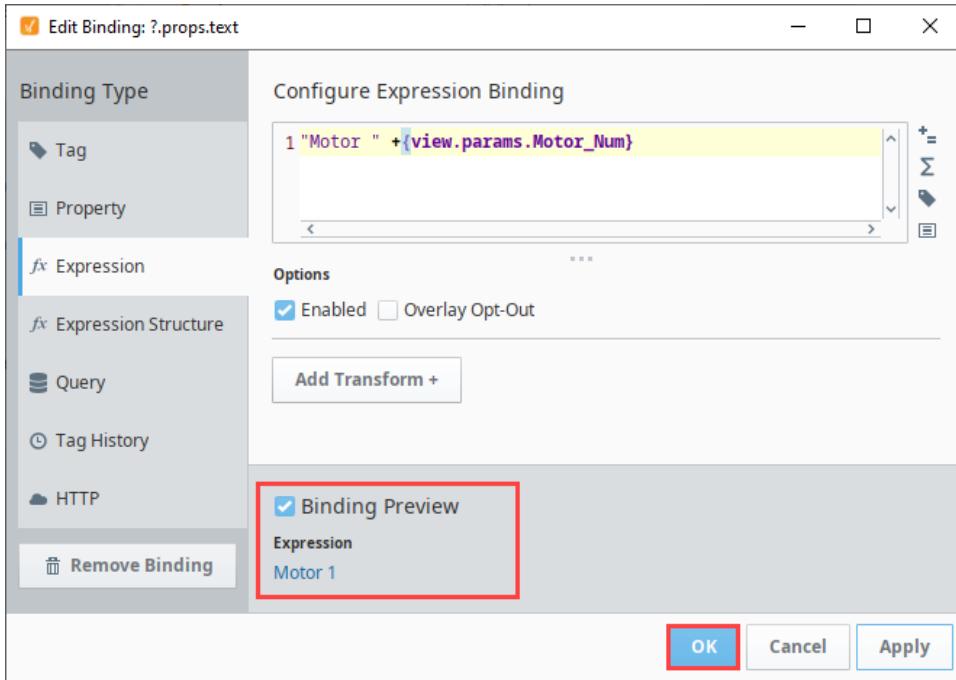


5. Next we'll make a title that will change depending on the Motor that's being displayed. Drag a Label component onto the view.
6. Bind the text property to the view parameter as follows:

- a. Click the **binding** icon next to the text property.
- b. Select **Expression** as the binding type.
- c. Enter the following: "Motor " +
- d. Click the **Property** icon then scroll down and select the Motor_Num view parameter.

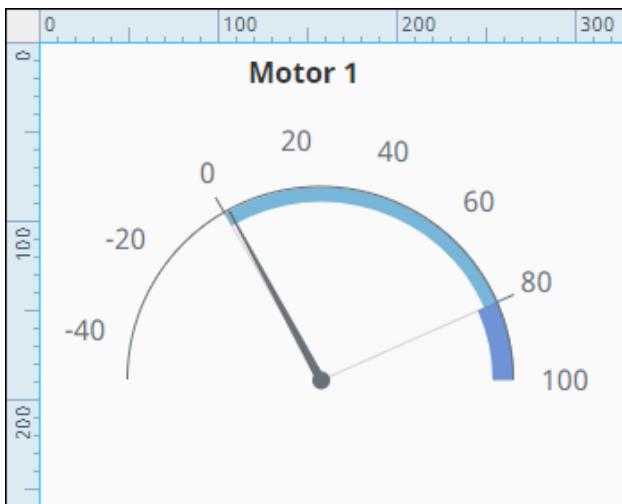


- e. Click **OK**. You'll now see the binding preview shows "Motor 1."

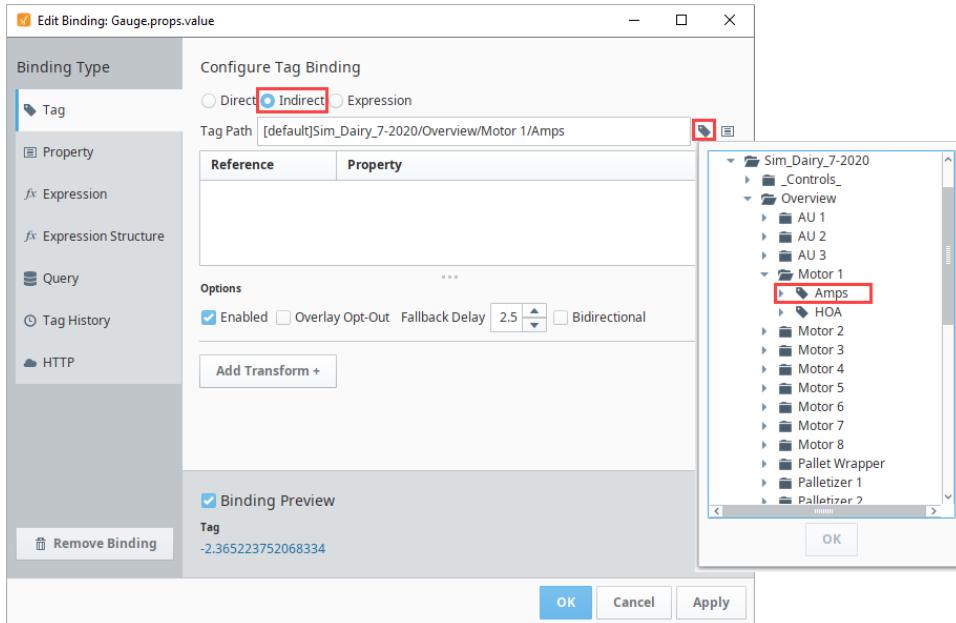


- f. Click **OK** to save the binding.

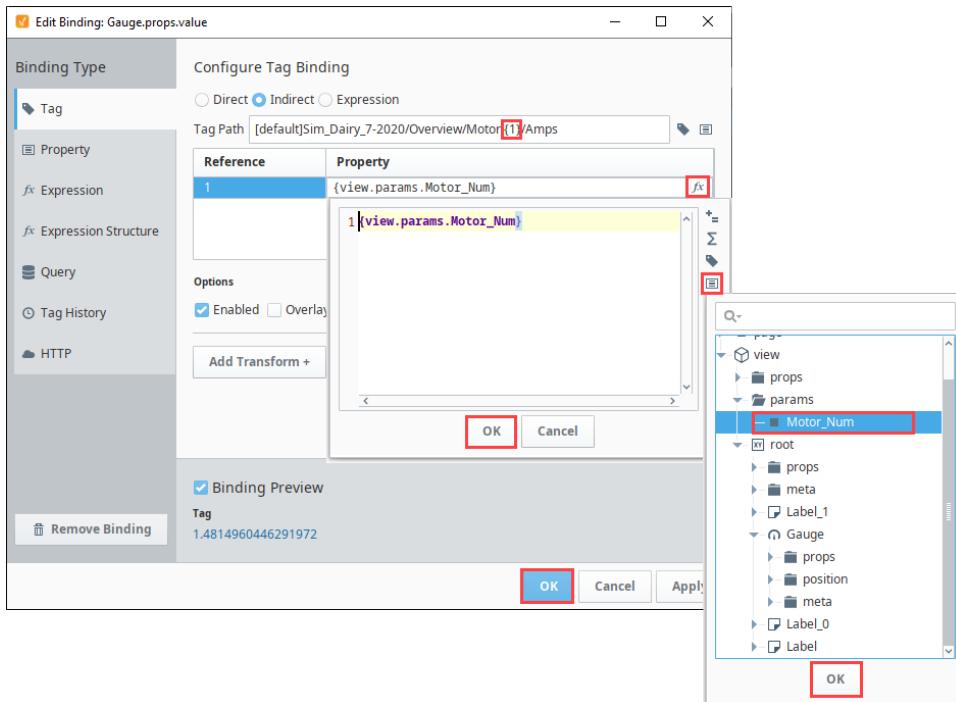
7. Next we'll setup a Gauge component to display motor Amps. Drag a Gauge component onto the view.
8. Align the Motor label so that it is approximately centered above the Gauge component.
9. In the Property Editor, expand the outerAxis properties. Change the properties as follows:
minValue: -50
maxValue: 100



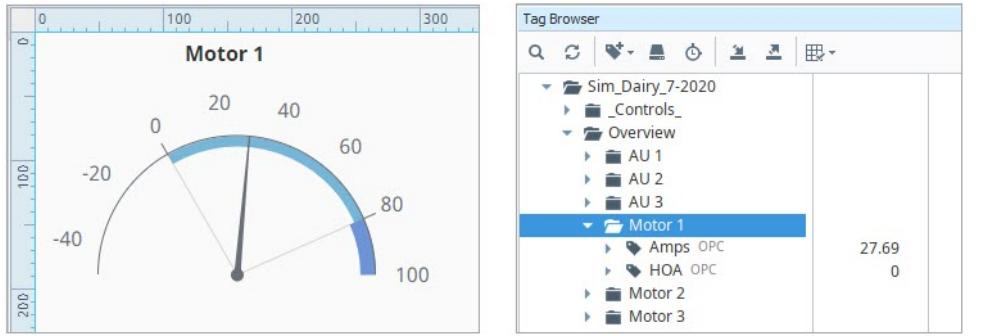
10. Now we'll set up an indirect Tag binding using one of the motor Tags in the Dairy simulator. (For more information, see [Programmable Device Simulator](#).) Select the Gauge component.
 - a. In the Property Editor, click the **binding** icon next to the value property. On the Configure Tag Binding page set the following:
 - b. Choose **Tag** as the binding type.
 - c. Select the **Indirect** option.
 - d. Next to the Tag Path field, click on the **Tag** icon and navigate to the the Motor 1/Amps Tag in the [Dairy simulator program](#).
 - e. Click **OK**.



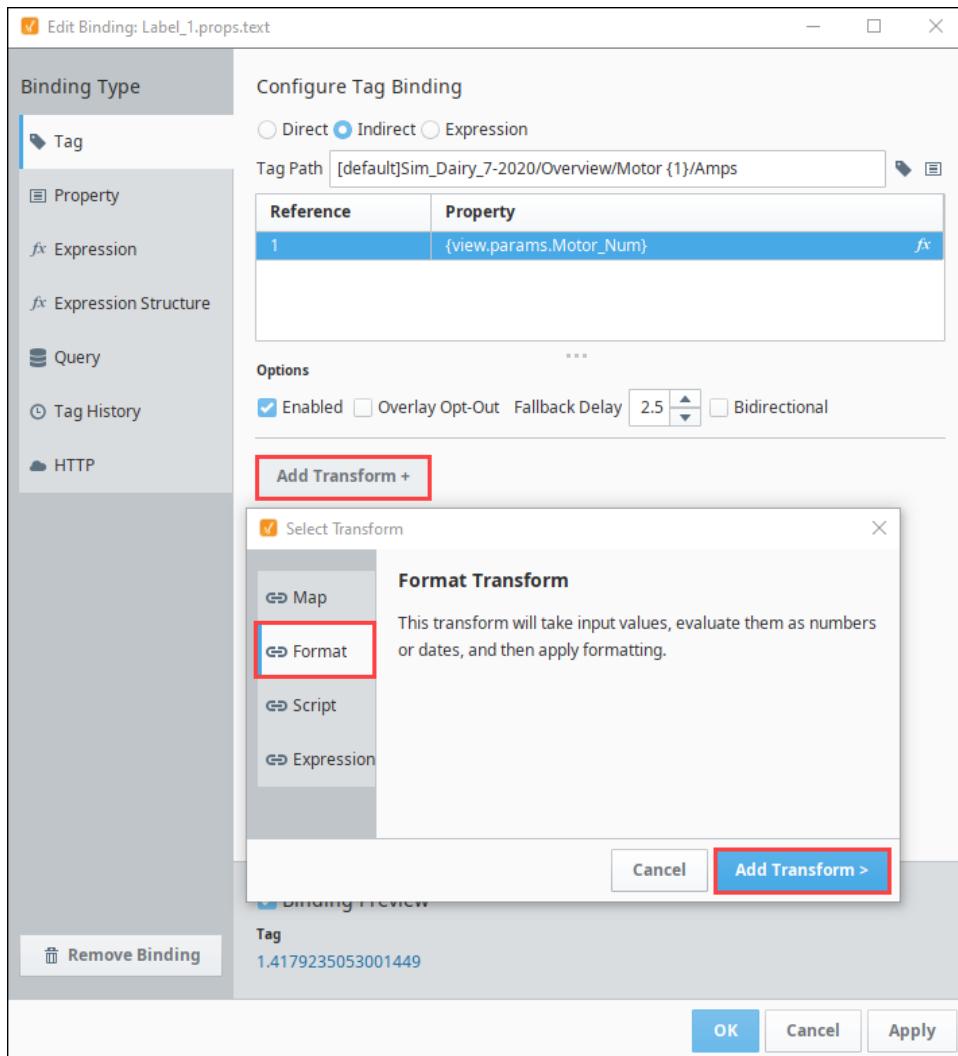
- f. In the **Tag Path** field, replace the 1 with {1}.
- g. In the References list, under **Property**, click on the **Functions** **fx** icon.
- h. Click the **Properties** **E** icon.
- i. Scroll to the view parameters and select **Motor_Num**. Click **OK**.
- j. Click **OK** again. You'll see the binding in the preview area.
- k. Click **OK** to save the binding.



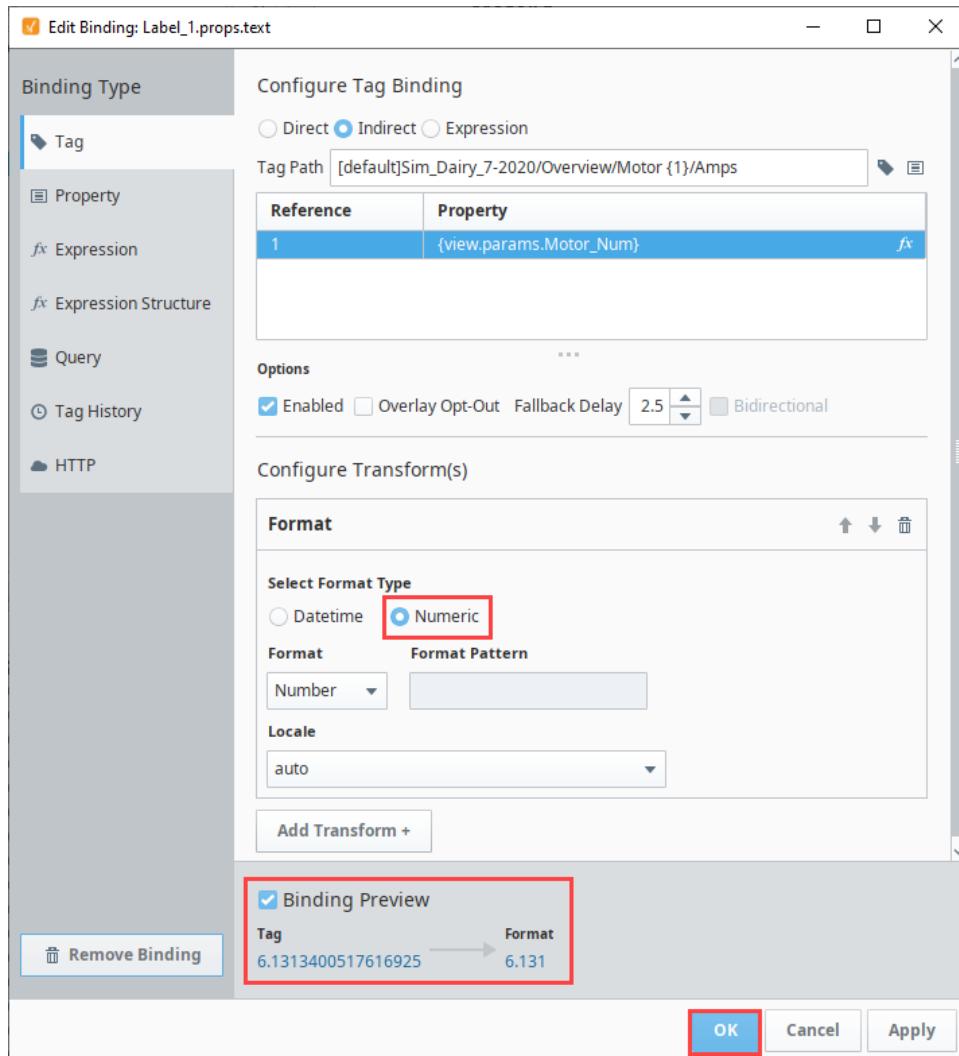
11. The Gauge now displays the value of the AMPS Tag.



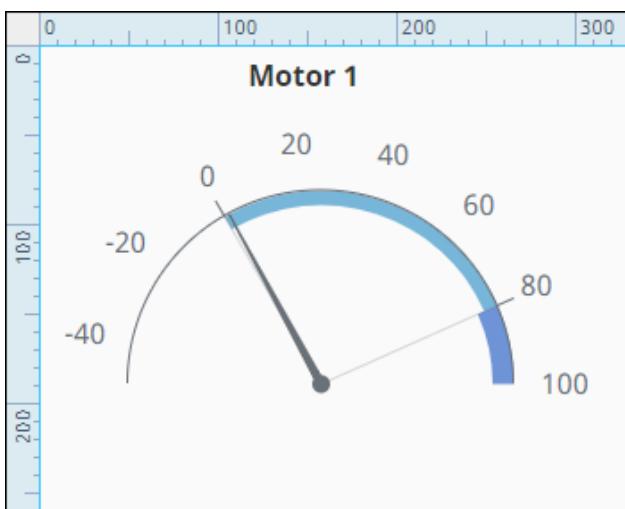
12. Drag a Label component onto your view. Place it under the Gauge component and change the text property to "AMPS".
13. Drag another Label component onto your view and place it next to the AMPS label. We'll set up a similar indirect Tag binding on this label.
 - a. Select this Label and click the **binding** icon next to the value property.
 - b. Select **Tag** as the binding type and click the **Indirect** radio button.
 - c. Next to the Tag Path field, click on the **Tag** icon and navigate to the the Motor 1/Amps Tag in the Dairy simulator program.
 - d. Click **OK**.
 - e. In the Tag Path field, replace the 1 with {1}.
 - f. In the References list, under Property, click on the **Functions** icon.
 - g. Click the **Properties** icon.
 - h. Scroll to the view parameters and select Motor_Num. Click **OK**.
 - i. Click **Apply**. You'll see the binding in the preview area.
 - j. For this Label component we don't want the full Tag value displayed. So we'll add a Transform to limit it to two decimal points. Click on **Add Transform**.
 - k. Select **Format**, then click **Add Transform**.



- I. Select **Numeric** as the Format type. The displayed value will now be shortened to just two decimal points. You can see the format in the Binding Preview.
 m. Click **OK** to save the binding.



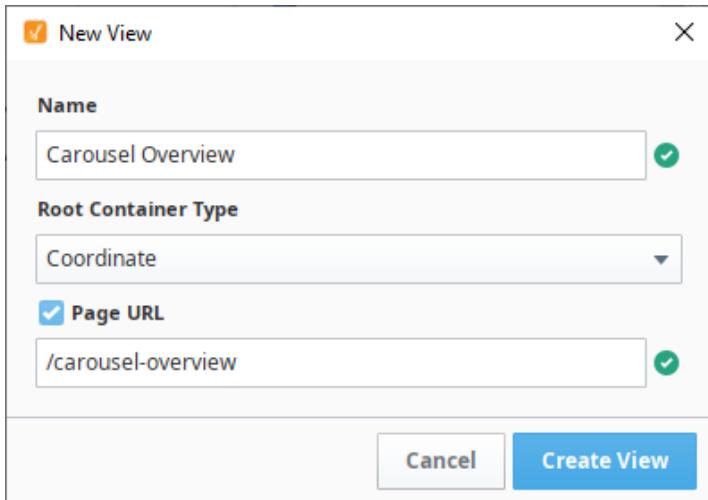
14. Your view should look something like this now:



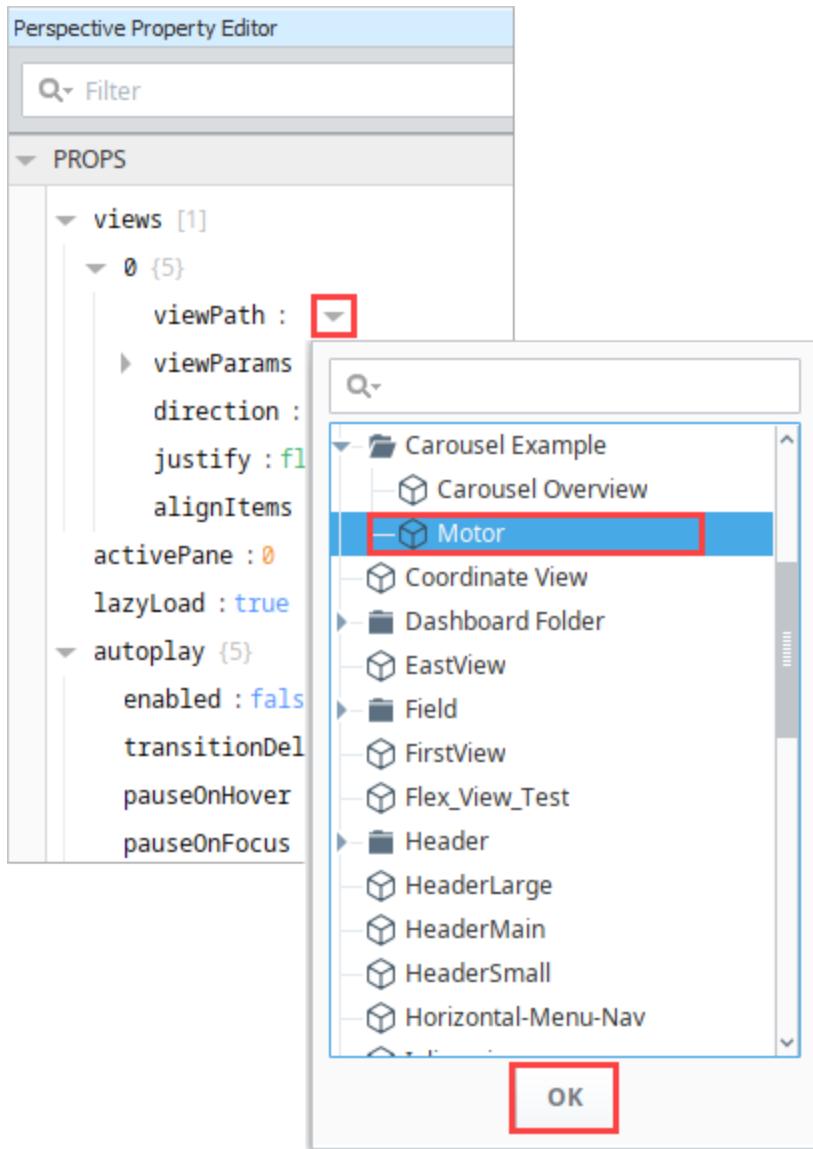
Set Up the Carousel View

Now we'll set up a view that holds the Carousel component.

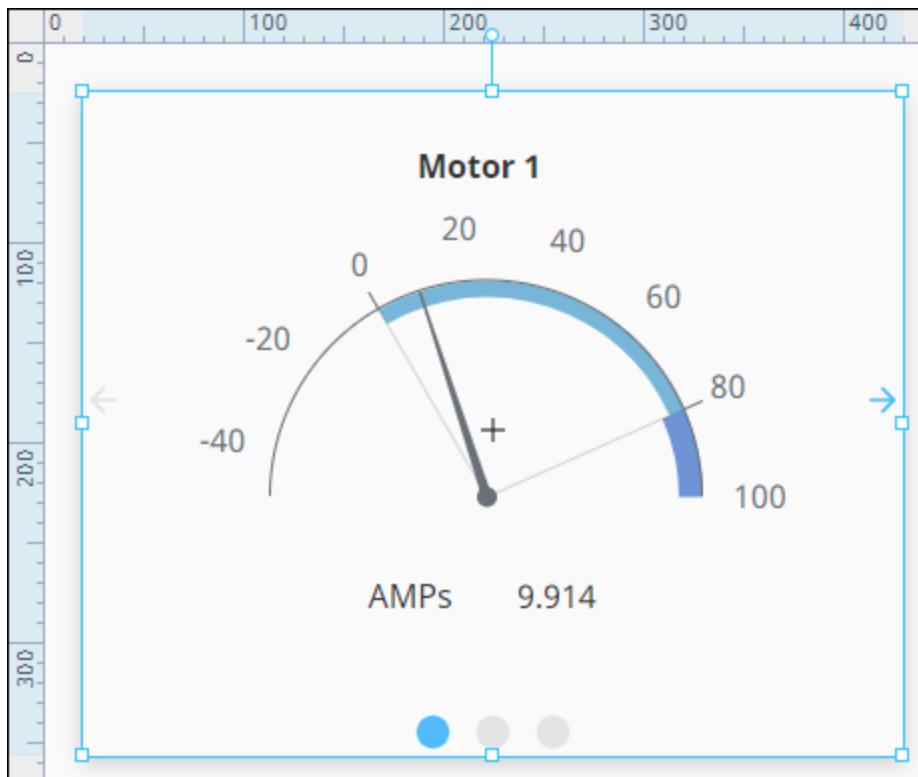
1. Right click on the Carousel Example folder and select the **NewView**  option
2. Name the View Carousel Overview. Check the Page URL option.
3. Click **Create View**.



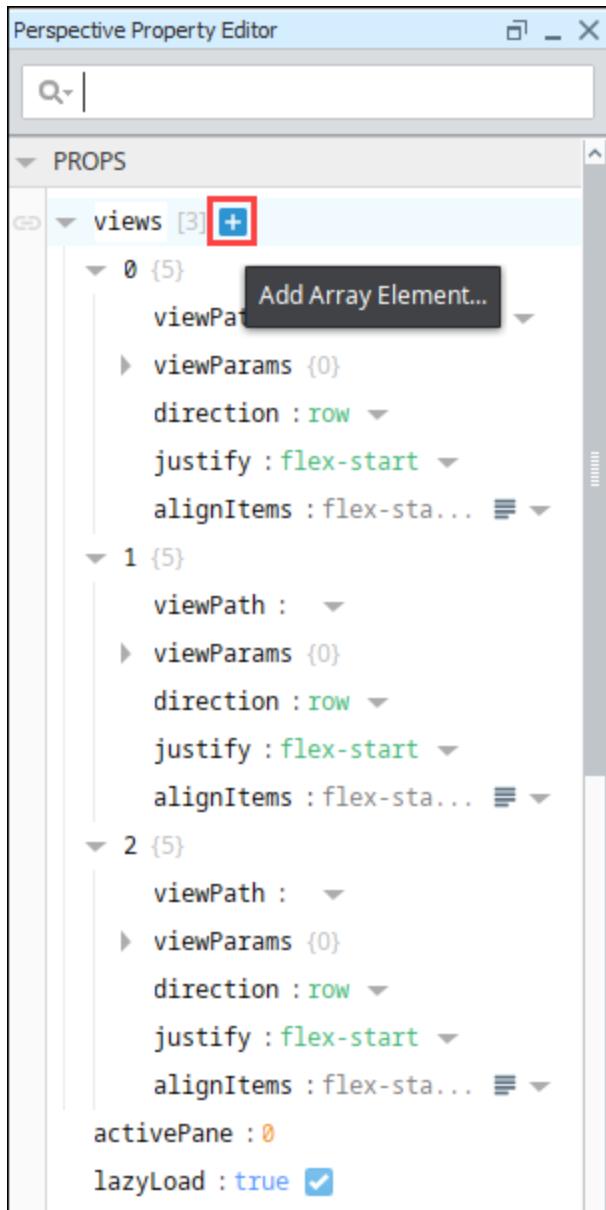
4. Drag a Carousel component onto the view.
5. In the Property Editor, expand the props.views.0.viewPath property.
6. Click the **Expand**  icon in the viewPath property and select the Motor view.



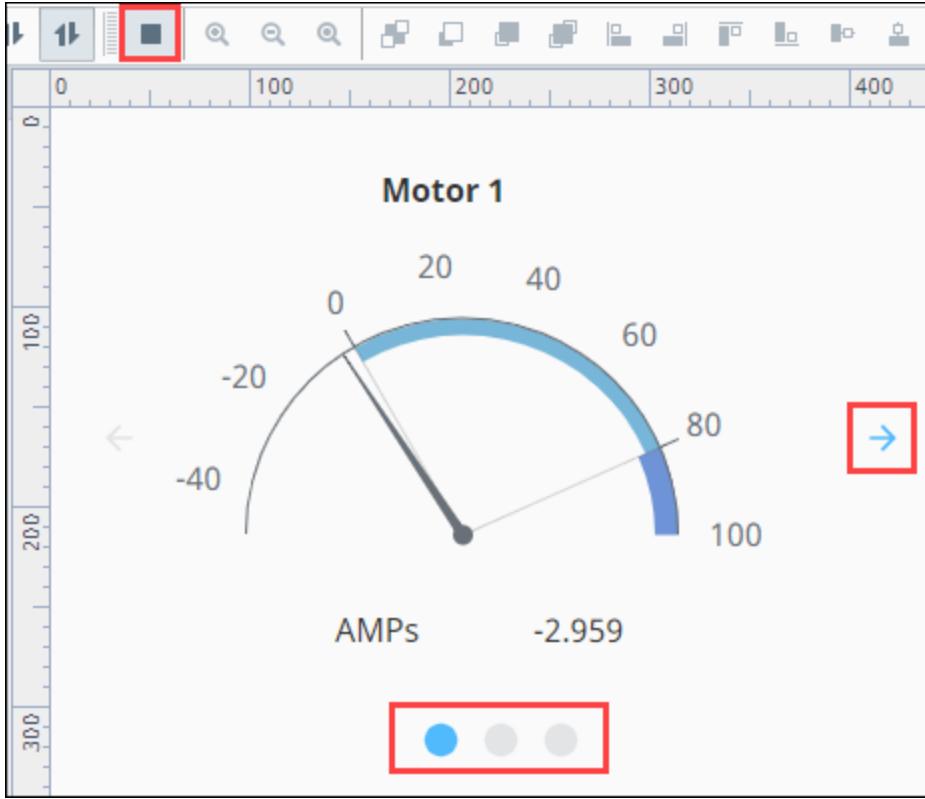
7. Under viewParams, click the Add icon then choose value.
8. Replace "key" with "Motor_Num" and replace "value" with "1".
9. Click **OK**. The Motor view now appears in the Carousel component. You may need to expand your Carousel component slightly to fit the Motor view in without scrollbars.



10. Next we'll add two more views. Click on the Add icon two times.



11. Under the props.views.1.viewPath property, choose the **Motor** view.
 - a. Under viewParams, click the **Add** icon then choose value.
 - b. Replace "key" with "Motor_Num" and replace "value" with "2". This will point this instance to the Motor 2/AMPS Tag.
 - c. Click **OK**.
12. Under the props.views.2.viewPath property, choose the **Motor** view.
 - a. Under viewParams, click the **Add** icon then choose value.
 - b. Replace "key" with "Motor_Num" and replace "value" with "3". This will point this instance to the Motor 3/AMPS Tag.
 - c. Click **OK**.
13. Save your project.
14. Put the Designer into Preview mode. Click the left right arrows or the dots to scroll between the three Motor views.

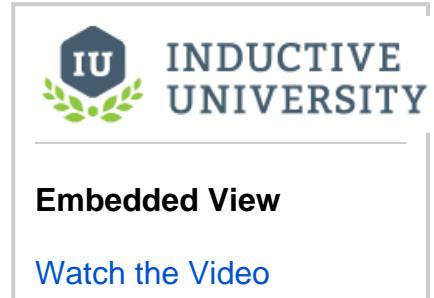
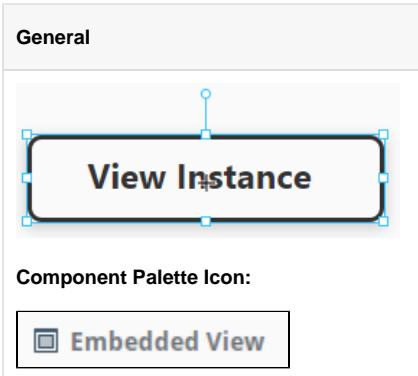


15. We decided to change a few properties on the Carousel to update the appearance. Here are the settings we used:

Property	Value
props.appearance.dots.enabled	false
props.appearance.arrows.next.iconPath	material/navigate_next
props.appearance.arrows.next.fillColor	#AC00AC
props.appearance.arrows.previous.iconPath	material/navigate_before
props.appearance.arrows.previous.fillColor	#AC00AC
props.style.borderStyle	outset
props.style.borderColor	#AC00AC
props.style.borderWidth	7
props.style.borderTopLeftRadius	15
props.style.borderTopRightRadius	15
props.style.borderBottomLeftRadius	15
props.style.borderBottomRightRadius	15

16. Put the Designer into Preview mode. Click the next or previous arrow to scroll between the three Motor views.

Perspective - Embedded View



Description

The Embedded view component allows you to include an entire view inside another. Using this component allows you to select a view to display, and to pass parameters into the view. Because of this, views can easily act as templates for information.

For example, you could create a tank view and embed several into another, larger view that shows an overview of the facility.

The embedded view is different than a container because you cannot alter the contents of a view using the Embedded View. A new container would allow you to create a new grouped set of components.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description	Property Type
path	Path of the view to load in wrapper.	value: string
params	Parameters for the view. If passing parameters into the embedded view, the names here must match the parameters on that view. <div style="background-color: #ffd700; padding: 5px; border: 1px solid black; width: fit-content;"><p>This feature is new in Ignition version 8.1.4 Click here to check out the other new features</p></div> <p>As of 8.1.4 a dropdown list of parameters is available when the user clicks the Add Object Member  icon. This makes it easy to add parameters from the embedded view. See also Embedded Views.</p>	object

Perspective Property Editor		
<input type="text"/> Filter		
PROPS		
	path : Big View ▾ params {0} ▾ + Add Object Member useD Parameters ▶ ← Test (input) useD Value ← Test_2 (input) sty Object ← Test_3 (input)	
useDefaultViewWidth	Use of view's default width instead of adjusting based on the content's width.	value: boolean
useDefaultViewHeight	Use of view's default height instead of adjusting based on the content's width.	value: boolean
style	Sets a style for this component. Full menu of style options is available. You can also specify a style class .	object

Example

The dashboard features a top section with three components:

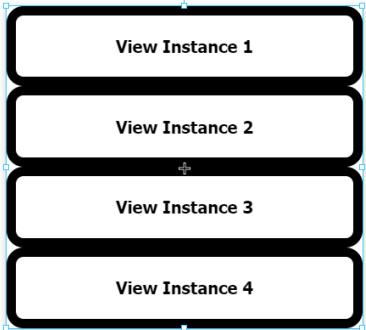
- Map Component:** A Leaflet map showing a street network with several blue circular markers. One marker is highlighted with a callout labeled "Valve 1".
- Valve Control Panel:** A vertical stack of controls for a valve, including a blue valve icon at the top, followed by buttons for "Hand", "Off" (which is highlighted in red), and "Auto", and three small circular status indicators below.
- Embedded View:** A box containing a line graph titled "Pressure Trending - Overview". The graph shows a fluctuating line with three colored markers: green, magenta, and cyan. A red arrow points from the text "Embedded View" to the bottom right corner of this box.

In this example, there is a Map component and a Carousel component on the top of the page. Underneath them, we've placed an Embedded View component. The idea was to embed this overview to give users a quick visual reference to bigger picture trends for the site. This example assumes you have a view already created named "Pressure Trend Overview". Here are the properties for just the Embedded View:

Property	Value	Style Category
props.path	Pressure Trend Overview	N/A
props.style.backgroundColor	#FFE8CC	background
props.style.borderStyle	groove	border
props.style.borderWidth	6px	border

Perspective - Flex Repeater

General



The screenshot shows the Ignition Perspective component palette. A 'Flex Repeater' component is selected, displaying four instances labeled 'View Instance 1' through 'View Instance 4'. Each instance is contained within a rounded rectangle with a black border and a white background.

Component Palette Icon:



A small icon representing the Flex Repeater component, featuring a grid-like pattern with a central square.



INDUCTIVE UNIVERSITY

Flex Repeater

[Watch the Video](#)

Description

The Flex Repeater component lets you easily create multiple instances of views for display in another view. When first dropped on a view, the Flex Repeater looks like any other empty container. Set the '**path**' to the component that you want to create multiple instances of, and then under '**instances**' add an object for each instance that you want to create. The '**object**' will usually contain one or more parameters that will be passed into that particular instance.

This feature is new in Ignition version **8.1.2**
[Click here](#) to check out the other new features

The Flex Repeater component has two pre-configured [variants](#):

- Row - Repeated views will be arranged in a row.
- Column - Repeated views will be arranged in a column.

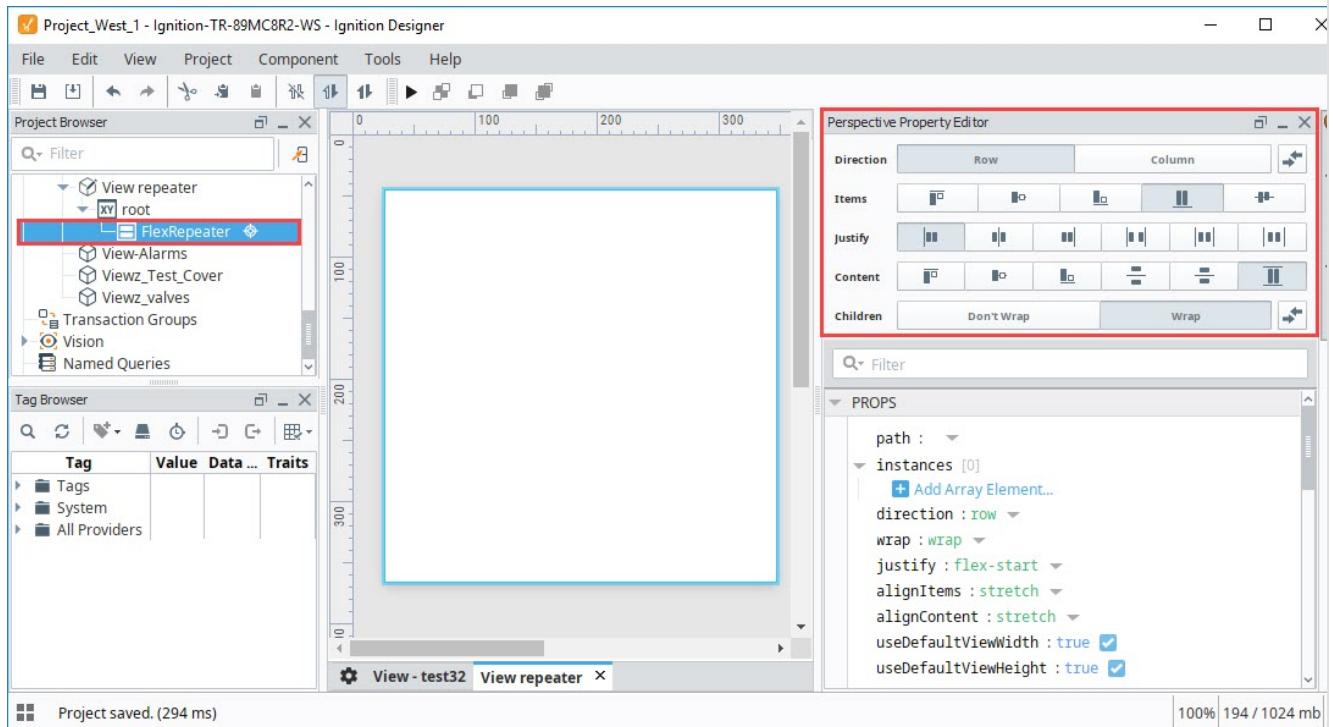
Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description	Property Type						
path	Path to the desired view to display.	value: string						
instances	<p>Number of instances of the view that you want to display in the container. Each instance can contain an instanceStyle and instancePosition property. Changing these properties will override any styles and position settings applied by elementStyle and elementPosition.</p> <p>This is where a value property can be added that matches up with a parameter in the view to pass in a value.</p> <table border="1" style="width: 100%; border-collapse: collapse;"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td></td><td></td><td></td></tr></tbody></table>	Name	Description	Property Type				array
Name	Description	Property Type						

	<table border="1"> <tr> <td>instanceStyle</td><td>Sets a style for this instance of a view. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class.</td><td>object</td></tr> <tr> <td>instancePosition</td><td>Position properties such as grow, shrink, or basis that would apply to all instances. See Flex Containers.</td><td>object</td></tr> </table> <p>This feature is new in Ignition version 8.1.4. Click here to check out the other new features</p>	instanceStyle	Sets a style for this instance of a view. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object	instancePosition	Position properties such as grow, shrink, or basis that would apply to all instances. See Flex Containers .	object							
instanceStyle	Sets a style for this instance of a view. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object												
instancePosition	Position properties such as grow, shrink, or basis that would apply to all instances. See Flex Containers .	object												
	<p>As of 8.1.4 a dropdown list of parameters is available when the view being displayed has view parameters. This makes it easy to add, delete, or synchronize parameters from that view.</p>													
direction	Direction of layout of repeated views. Options are row, row-reverse, column and column-reverse.	value: string												
wrap	Whether the container should allow instances to wrap to the next line if space has run out. Options are nowrap, wrap, wrap-reverse.	value: string												
justify	Adjusts placement of instances along the main axis when there is extra space, which may be used to fill areas before, after, or in-between: flex-start, flex-end, center, space-between, space-around, space-evenly.	value: string												
alignItems	Adjusts placement of instances along the cross axis when there is extra space: flex-start, flex-end, center, baseline, stretch.	value: string												
alignContent	Adjusts alignment of wrapped content when there is free space in the cross axis: flex-start, flex-end, center, space-between, space-around, stretch.	value: string												
useDefaultViewWidth	Use view's default width instead of adjusting based on the content's width.	value: boolean												
useDefaultViewHeight	Use view's default height instead of adjusting based on the content's height .	value: boolean												
elementStyle	Sets a style for this element. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object												
elementPosition	Sets a position for this element. Element position properties that apply to all instances, unless overridden by instancePosition. See Flex Containers .	object												
	<table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>grow</td><td>grow and shrink control the way that a component responds to changes in the flex container's width or height. For columns row controls what happens when additional space is available. See Flex Containers.</td><td>value: numeric</td></tr> <tr> <td>shrink</td><td>shrink controls what happens when the component does not have enough space to fulfill its basis. See Flex Containers.</td><td>value: numeric</td></tr> <tr> <td>basis</td><td>Controls the default size of a component along the flex repeater's direction. You can enter the value in pixels (e.g. 75px), as a percentage of the total length of the container (e.g. 50%), or you can use auto. All components configured to auto will equally share the available space in the container.</td><td>value: numeric</td></tr> </tbody> </table>	Name	Description	Property Type	grow	grow and shrink control the way that a component responds to changes in the flex container's width or height. For columns row controls what happens when additional space is available. See Flex Containers .	value: numeric	shrink	shrink controls what happens when the component does not have enough space to fulfill its basis. See Flex Containers .	value: numeric	basis	Controls the default size of a component along the flex repeater's direction. You can enter the value in pixels (e.g. 75px), as a percentage of the total length of the container (e.g. 50%), or you can use auto. All components configured to auto will equally share the available space in the container.	value: numeric	
Name	Description	Property Type												
grow	grow and shrink control the way that a component responds to changes in the flex container's width or height. For columns row controls what happens when additional space is available. See Flex Containers .	value: numeric												
shrink	shrink controls what happens when the component does not have enough space to fulfill its basis. See Flex Containers .	value: numeric												
basis	Controls the default size of a component along the flex repeater's direction. You can enter the value in pixels (e.g. 75px), as a percentage of the total length of the container (e.g. 50%), or you can use auto. All components configured to auto will equally share the available space in the container.	value: numeric												
style	Sets a style for the Flex Repeater. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object												
	<table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>classes</td><td>Sets a style class for the Flex Repeater.</td><td>object</td></tr> <tr> <td>overflow</td><td>Options are auto, visible, scroll, or hidden.</td><td>value: string</td></tr> </tbody> </table>	Name	Description	Property Type	classes	Sets a style class for the Flex Repeater.	object	overflow	Options are auto, visible, scroll, or hidden.	value: string				
Name	Description	Property Type												
classes	Sets a style class for the Flex Repeater.	object												
overflow	Options are auto, visible, scroll, or hidden.	value: string												

When a Flex Repeater is deep selected, there is a Graphical User Interface (GUI) at the top of the Perspective Property Editor that enables you to set the container's properties. Functionality is similar to that of the properties in the Props Tree, but you may find the visual interface easier or quicker to use.



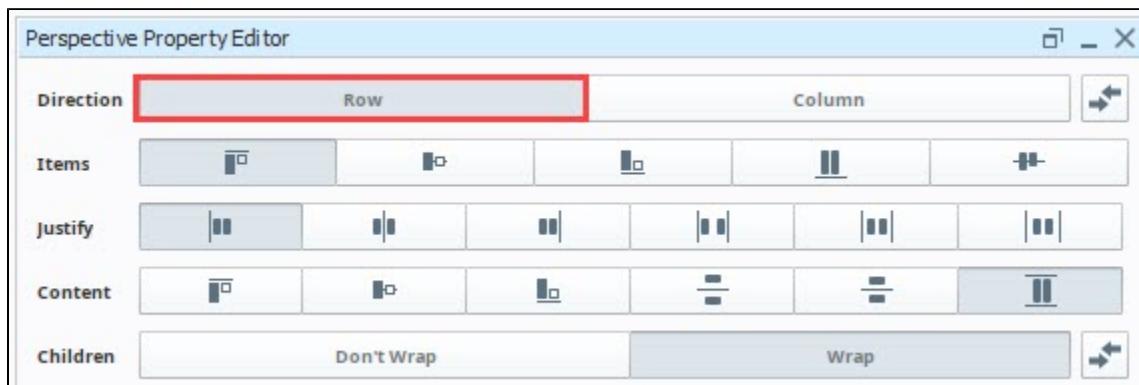
Direction

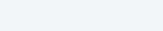
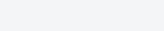
This sets the direction for the child layout. Options are **Row** or **Column**. When the **Reverse**  icon is selected, the contents of this container are displayed in reverse order.

Direction: Row

The following table shows the icons and properties they represent when **Direction: Row** is selected. The icon that's displayed if Reverse order is selected is also shown.

Left/right/top/bottom notes in the descriptions refer to non-reversed directions. The phrase "when there is extra space" means when no components have are stretching to fill the space (i.e., when no components have "grow" greater than 0).

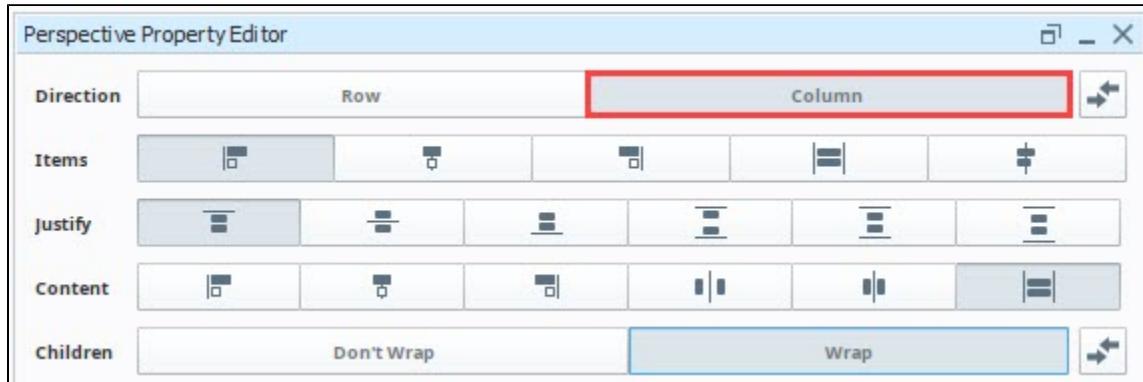


Items			
Row Icon	Row Reversed Icon	Property	Description
			

		Flex Start	Child items are placed along the start (top) of the container when there is extra space.
		Center	Child items are placed along the center of the container when there is extra space.
		Flex End	Child items are placed along the end (bottom) of the container when there is extra space.
		Stretch	Child items are stretched from top to bottom of the container.
		Baseline	Child items are placed so the baseline of the text matches for all of them when there is extra space.
Justify			
Row Icon	Row Reversed Icon	Property	Description
		Flex start	Adjusts placement of children to the start (left) of the container when there is extra space. If reversed, children are placed along the right.
		Center	Adjusts placement of children along the center of the container when there is extra space.
		Flex End	Adjusts placement of children along the end (right) of the container when there is extra space. If reversed, children are placed along the left.
		Space Between	Adjusts placement of children with space in between them reaching to the edges of the container when there is extra space.
		Space Around	Adjusts placement of children with even spacing in between them with some space along the edges when there is extra space.
		Space Evenly	Adjusts placement of children with even spacing in between them and the edges of the container when there is extra space.
Children			
Icon	Property	Description	
N/A	Don't Wrap	If there are more components than the width allows, shrink them.	
N/A	Wrap	If there are more components than the width allows, wrap onto the next line.	
	Reverse Wrap	Toggle to reverse the direction of wrap from top-down to bottom-up	
Content (Only applicable when Children:Wrap is selected.)			
Row Icon	Row Reversed Icon	Property	Description
		Flex start	Adjusts placement of wrapped content to the start (top) of the container when there is free space.
		Center	Adjusts placement of wrapped content to the middle of the container when there is free space.
		Flex End	Adjusts placement of wrapped content to the end (bottom) of the container when there is free space.
		Space Between	Adjusts placement of wrapped content evenly with space in between each wrapped line, reaching to the edges (top and bottom) of the container when there is extra space.
		Space Around	Adjusts placement of wrapped content evenly with space in between each wrapped line and the edges (top and bottom) of the container when there is extra space.
		Stretch	Adjusts placement of wrapped content evenly with space in between each wrapped line and after the last line (bottom) of the container when there is extra space.

Direction: Column

The following table shows the icons and properties they represent when **Direction: Column** is selected. The icon that's displayed if Reverse order is selected is also shown.



Items			
Column Icon	Column Reversed Icon	Property	Description
		Flex start	Child items are placed along the start (left) of the container when there is extra space.
		Center	Child items are placed along the center of the container when there is extra space.
		Flex End	Child items are placed along the end (right) of the container when there is extra space.
		Stretch	Child items are stretched from left to right of the container.
		Baseline	Child items are placed so the baseline of the text matches for all of them when there is extra space.
Justify			
Column Icon	Column Reversed Icon	Property	Description
		Flex start	Adjusts placement of children to the start (top) of the container when there is extra space. If reversed, children are placed along the bottom.
		Center	Adjusts placement of children along the center of the container when there is extra space.
		Flex End	Adjusts placement of children along the end (bottom) of the container when there is extra space. If reversed, children are placed along the top.
		Space Between	Adjusts placement of children with space in between them reaching to the edges of the container when there is extra space.
		Space Around	Adjusts placement of children with even spacing in between them with some space along the edges when there is extra space.
		Space Evenly	Adjusts placement of children with even spacing in between them and the edges of the container when there is extra space.
Children			
Icon	Description		
N/A	Don't Wrap	If there are more components than the width allows, shrink them.	
N/A	Wrap	If there are more components than the width allows, wrap onto the next line.	
	Reverse	Toggle to reverse the direction of wrap from top-down to bottom-up	

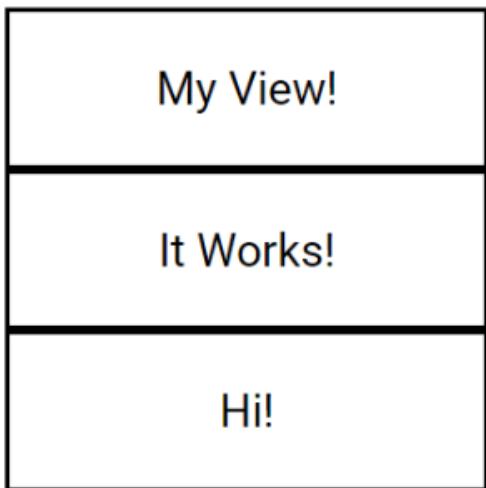


Content (Only applicable when Children:Wrap is selected.)			
Column Icon	Column Reversed Icon	Property	Description
		Flex start	Adjusts placement of wrapped content to the start (left) of the container when there is free space.
		Center	Adjusts placement of wrapped content to the middle of the container when there is free space.
		Flex End	Adjusts placement of wrapped content to the end (bottom) of the container when there is free space.
		Space Between	Adjusts placement of wrapped content evenly with space in between each wrapped line, reaching to the edges (left and right) of the container when there is extra space.
		Space Around	Adjusts placement of wrapped content evenly with space in between each wrapped line and the edges (left and right) of the container when there is extra space.
		Stretch	Adjusts placement of wrapped content evenly with space in between each wrapped line and after the last line of the container when there is extra space.

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Example



1. In order to use the Flex Repeater, you need a view that will be shown inside the repeater. To do this, we made a new View with a Coordinate layout called "RepeatedView".
 - a. In the Project Browser, select the new View
 - b. In the Property Editor. Under **PARAMS**, select **Add View Parameter**, select a property type of **Value**.
 - c. Rename the parameter from "key" to "labelText".
 - d. Select the **root** container for the view, and set the **mode** property to "percent".
2. Add a Label component to the view, and configure a property binding on its **text** property to the **labelText** parameter we just created. We set the component's **alignVertical** property to "center", and we stretched the label to fill the entire view. We also configured some styling on the Label:

Style Category	Value

borderStyle	solid
fontSize	30px
textAlign	center

3. Now we can configure our Flex Repeater. Drag a Flex Repeater component onto the view, then set the following properties:

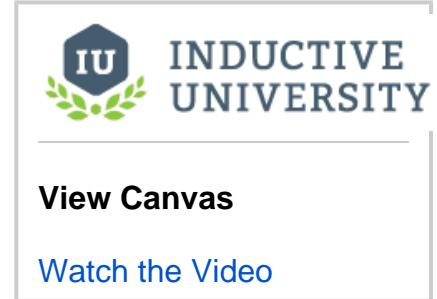
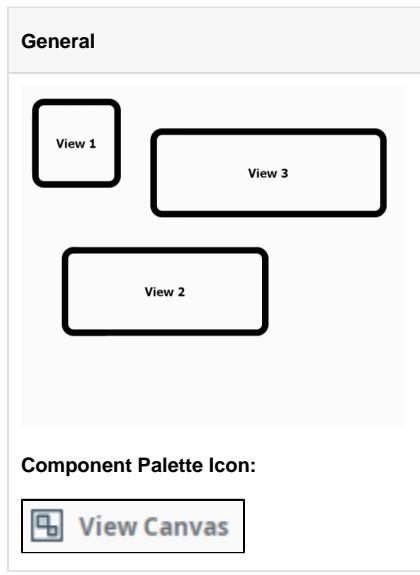
Property Name	Value
path	RepeatedView
direction	Column
useDefaultViewWidth	false
useDefaultViewHeight	false

4. Finally, create three **object** members in the **instances** array. Add a **labelText** property to each object of type **value**, and replace the value strings to the desired strings to show. Here's how the property editor looks for our Flex Repeater:



5. You should now see the Flex repeater populated as shown in the image above.

Perspective - View Canvas



Component Palette Icon:



Description

The View Canvas component can display multiple Perspective views, each positioned on a coordinate based system. The component offers smooth transition animations when views are relocated. Familiarity with CSS is helpful in taking full advantage of this component.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description		
instances	Array of views to display in the canvas.		
	Name	Description	Property Type
	position	Mode that defines how the element is positioned within the canvas. For position absolute, the view is placed within the canvas based on its top, left, bottom, right positions. Views that are positioned absolute do not participate in the flow of the document. For position relative, the view is placed within the canvas placed in the normal document flow and then offset by its top, left values. This is the same with left and right. Options are relative or absolute. Default is absolute.	value: string
	top	The top position of the view.	value: numeric
	left	The left position of the view.	value: numeric
	bottom	The bottom position of the view. Note: If both top and bottom are set, bottom is respected only if position is set to absolute and height is unspecified.	value: numeric
	right	The right position of the view. Note: If both left and right are set, left is respected only if position is set to absolute and height is unspecified.	value: numeric
	zIndex	The z-order position of the view.	value: numeric
	width	The width of the view.	value:

			numeric
	height	The height of the view.	value: numeric
	viewPath	Path to the view you want to display.	value: string
	viewParams	The parameters of the view. This feature is new in Ignition version 8.1.4 Click here to check out the other new features As of 8.1.4 a dropdown list of parameters is available when the user clicks the AddObject Member  icon. This makes it easy to add parameters from the rendered view.	object
	style	Sets a style for this view. Full menu of style options is available. You can also specify a style class .	object
transitionSettings	Transition settings on each view. The properties affected by transition settings are top, left, bottom, right, and zIndex.		
	Name	Description	Property Type
	duration	Duration of the transition. Units are seconds or milliseconds.	value: numeric
	timingFunction	Mathematical function that defines how fast one-dimensional values change during the transition. The transition can be described as a cubic Bezier or steps function. The presets for cubic Bezier functions are linear, ease, ease-in, ease-in-out, and ease-out. The presets for steps functions are step-start and step-end.	value: string
enableTransitions	Determines whether transitions should play when transitions are defined.		
defaultStyle	Sets a style for all views. Full menu of style options is available. You can also specify a style class .		
style	Sets a style for the canvas. Full menu of style options is available. You can also specify a style class .		

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Component Events

Event is fired when a view instance is clicked.

- Object Path
event.index
- Type
Number
- Description
The index of the view instance.
- Object Path
event.params
- Type

[Dictionary](#)

- Description

The position of the view instance in relation to the canvas.

- Object Path

`event.path`

- Type

[String](#)

- Description

The path of the view instance.

- Object Path

`event.position`

- Type

[JSON Object](#)

- Description

A JSON Object representing the current position values.

- Object Path

`event.position.top`

- Type

[Number](#)

- Description

The top position of the view instance.

- Object Path

`event.position.left`

- Type

[Number](#)

- Description

The left position of the view instance.

- Object Path

`event.position.bottom`

- Type

[Number](#)

- Description

The bottom position of the view instance.

- Object Path

`event.position.right`

- Type

[Number](#)

- Description

The right position of the view instance.

- Object Path

event.size

- Type

[JSON Object](#)

- Description

A JSON Object representing the current size.

- Object Path

event.size.width

- Type

[Number](#)

- Description

The width of the view instance.

- Object Path

event.size.height

- Type

[Number](#)

- Description

The height of the view instance.

Perspective - Input Palette

Input Components

Perspective provides a host of Input components that allow users to enter or select data, and even control a device.

Here is a complete list of Input components, and a link pointing to a page containing the component's description, properties, and an example of how to configure it.



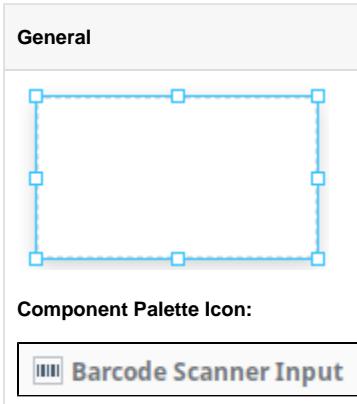
INDUCTIVE
UNIVERSITY

Input Components

[Watch the Video](#)

In This Section ...

Perspective - Barcode Scanner Input



Description

The Barcode Scanner Input component awaits for input from a barcode scanner. The component was designed for keyboard wedge scanners, as the component provides dedicated prefix and suffix properties to define scanner input. As such, it can be useful to think of the Barcode Scanner Input component as a specialized text field that does not require focus, and uses characters to decide when to accept and reject text input.

The scanner component is continuously listening, waiting for the prefix and suffix characters to be entered. Once triggered, the component will load the scanned barcode string (excluding the prefix and suffix) into the data property for processing. The regex property can be used to extract specific fields from a scan, or validate data from the scan.

The component has a grey, dashed border as a default, and accepts a variety of style settings, including border, background color, etc.

Properties

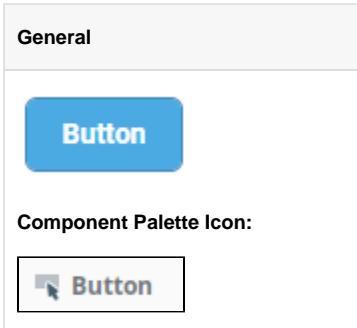
Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
prefix	String that marks the start of the barcode scan capture.	value: string
suffix	String that marks the end of the barcode scan capture.	value: boolean
regex	Regex describing format of scans. The first capture will be used as barcode.	object
window	Length of buffer to monitor for regex match.	value: numeric
data	Barcode scans returned from scanner.	array
dataStyle	Sets a style for data returned to this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object
style	Sets a style for this component. Full menu of style options is available text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class . Styles can be set on the component before a value is scanned.	object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Perspective - Button



Description

The Button component is a versatile component, that is used to initiate some sort of action in response to being pressed. It can be used for showing status, as well. For example, you can configure buttons to be active or inactive, change color, text or any other property, and you can alter these configurations in response to conditions in your project. Button components support icons as well. For an example, see Example 2 below.

To get buttons to do things, you configure one or more Actions that occur following an Event. For instance, you might call a [Script action](#) on the `onActionPerformed` component event, which triggers when the button is pressed.

This feature is new in Ignition version **8.1.2**
[Click here](#) to check out the other new features

The Button component has three pre-configured [variants](#): Primary and Secondary.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type						
text	Text to display on a button.	value: string						
textStyle	Style properties that are directly applied to the text within the Button component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object						
primary	Toggle between default primary and secondary button style. Default is true.	value: boolean						
enabled	Enables button interaction. Default is true.	value: boolean						
image	An optional image embedded in the button. <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>source</td><td>The image source URL. It could be a URL to an image on the internet or Gateway, or even an embedded image. For an image already in the Image Management console, use <code>/system/images/{path to your image}</code>. For example: <code>/system/images/Builtin/icons/24/lightbulb_on.png</code></td><td>value: string</td></tr></tbody></table>	Name	Description	Property Type	source	The image source URL. It could be a URL to an image on the internet or Gateway, or even an embedded image. For an image already in the Image Management console, use <code>/system/images/{path to your image}</code> . For example: <code>/system/images/Builtin/icons/24/lightbulb_on.png</code>	value: string	object
Name	Description	Property Type						
source	The image source URL. It could be a URL to an image on the internet or Gateway, or even an embedded image. For an image already in the Image Management console, use <code>/system/images/{path to your image}</code> . For example: <code>/system/images/Builtin/icons/24/lightbulb_on.png</code>	value: string						

	icon	An image path used to augment the writingState of the component by placing an image next to it.	object									
		<table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>path</td><td>Shorthand path to icon source, in format: library /IconName. The materials icon library is a primary source for icons, see https://fonts.google.com/icons?selected=Material+Icons.</td><td>value: string</td></tr> <tr> <td>color</td><td>Color of the icon. Can also assign color in "fill" of the style property. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector.</td><td>color</td></tr> </tbody> </table>	Name	Description	Property Type	path	Shorthand path to icon source, in format: library /IconName. The materials icon library is a primary source for icons, see https://fonts.google.com/icons?selected=Material+Icons .	value: string	color	Color of the icon. Can also assign color in "fill" of the style property. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector .	color	
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path	Shorthand path to icon source, in format: library /IconName. The materials icon library is a primary source for icons, see https://fonts.google.com/icons?selected=Material+Icons .	value: string										
color	Color of the icon. Can also assign color in "fill" of the style property. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector .	color										
	width	Width of the button image in pixels.	value: numeric									
	height	Height of the button image in pixels.	value: numeric									
	position	Horizontal position of the image within the button relative to the text: left, center, right, top, or bottom.	value: string									
	style	Sets a style for the image. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object									
align	Aligns the text and image (if present) along the cross axis. Vertical if imagePosition is top or bottom, otherwise it's horizontal. Options are start, center, end, and stretch. Default is center.	value: string										
justify	Justifies the text and image (if present) along the main axis. Horizontal if the imagePosition is top or bottom, otherwise it's vertical. Options are start, center, end, space-around, space-between, and space-evenly. Default is center.	value: string										
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object										

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Examples

Example 1



Property	Value
props.text	Complete
props.image.source	/system/images/Builtin/icons/48/check2.png
props.image.position	right
props.textStyle.color	#000000
props.justify	space-evenly
props.style.backgroundColor	#D5D5D5
props.style.borderStyle	solid

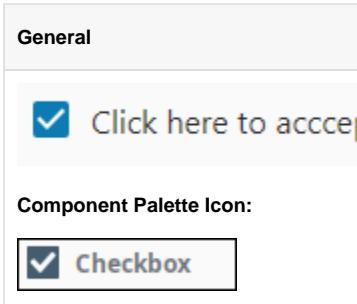
props.style.borderColor	#000000
props.style.borderWidth	2px

Example 2



Property	Value
props.text	Save
props.textStyle.color	#00AC00
props.image.source	/system/images/Builtin/icons/48/disk_green.png
props.image.position	top
props.image.width	40
props.image.height	40
props.align	end
props.justify	space-between
props.style.backgroundColor	#FFFFFF
props.style.borderStyle	inset
props.style.borderWidth	5px
props.style.borderColor	#00AC00

Perspective - Checkbox



Description

A Checkbox is a familiar component that represents a bit - it is either on (selected) or off (not selected). In addition, the 'triState' property can be enabled, adding a third state to represent an indeterminate value. It is functionally equivalent to the Toggle Switch component.

This feature is new in Ignition version **8.1.2**
[Click here](#) to check out the other new features

The Checkbox component has two pre-configured [variants](#): Text Right and Text left.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description	Property Type
selected	Output value for checkbox.	value: boolean
text	Label for the checkbox.	value: string
textPosition	Where to place the label text in relation to the checkbox: top, right, bottom, or left.	value: string
enabled	Whether the user can currently interact with the checkbox. Note: If the component is disabled, scripts can still run on the component. For example, if you add a script action to the onClick event, the script will fire when the user clicks on the Checkbox.	value: boolean
triState	Whether the checkbox supports a third state of "indeterminate" - effectively 'null' or 'no choice'.	value: boolean
checkedIcon	Settings for the appearance of the check box's icon when it is selected (checked).	object
Name	Description	Property Type
path	Path to the icon source, in format: library/iconName. For more information on icons, see the Images, SVGs, and Icons in Perspective page.	value: string
color	Settings for the fill color for the checked icon.	object

	<table border="1"> <tr> <td>enabled</td><td>Color of the icon when enabled. Can be a named color.</td><td>value: string</td></tr> <tr> <td>disabled</td><td>Color of the icon when disabled. Can be a named color.</td><td>value: string</td></tr> </table>	enabled	Color of the icon when enabled. Can be a named color.	value: string	disabled	Color of the icon when disabled. Can be a named color.	value: string																
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style	<p>Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class.</p>	object																					

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Examples

Example 1

Checkbox 1

Property	Value
props.text	Checkbox 1
props.textPosition	left
props.triState	true

Example 2



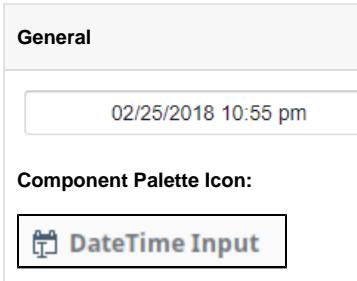
Property	Value
props.text	Checkbox 2
props.textPosition	left
props.selected	null

Example 3



Property	Value
props.text	Checkbox 3
props.textPosition	top
props.enabled	false
props.selected	false

Perspective - DateTime Input



Description

A DateTime Input is an easy way to select a date from a popup calendar. Similar to the DateTime Picker component, it takes up much less real estate on the screen. Configure the date and time format in the Property Editor using the 'formattedValue' property.

This feature is new in Ignition version **8.1.2**

[Click here](#) to check out the other new features

The DateTime Input component has two pre-configured [variants](#):

- Date and Time - Opens a calendar from which users can select a date and time.
- Time - Enables users to set a time using the up and down arrows on the component.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
value	Current date/time as a Date object or timestamp in milliseconds.	value: string
formatte dValue	Date and time in configured format.	value: string
inputPro ps	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous.	object
modalSt yle	Style applied to the Date picker modal (popup). Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object
pickerTy pe	Whether to display and enable picker for date only, time only, or both date and time.	value: string
minDate	Minimum date/time as a Date object or timestamp in milliseconds. If null, the minimum date is 10 years in the past from today.	value: string
maxDate	Maximum date/time as a Date object or timestamp in milliseconds. If null, the minimum date is 10 years in the future from today	value: string
format	Template for formatting date display - must be valid moment.js format, e.g., 'MM/DD/YYYY h:mm a'.	value: string
enabled	'False' will disable any interaction with the calendar.	value: boolean

Note: If the component is disabled, scripts can still run on the component. For example, if you add a script action [scri pt action](#) to the onClick event, the script will fire when the user clicks on the calendar..

placeholder	Text for input field to display when no date/time is selected.	value: boolean
locale	Code for localization of language and formatting. Use the dropdown to select language.	value: string
dismissOnSelect	Determines if the date picker should be dismissed when a date is selected.	value: boolean
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

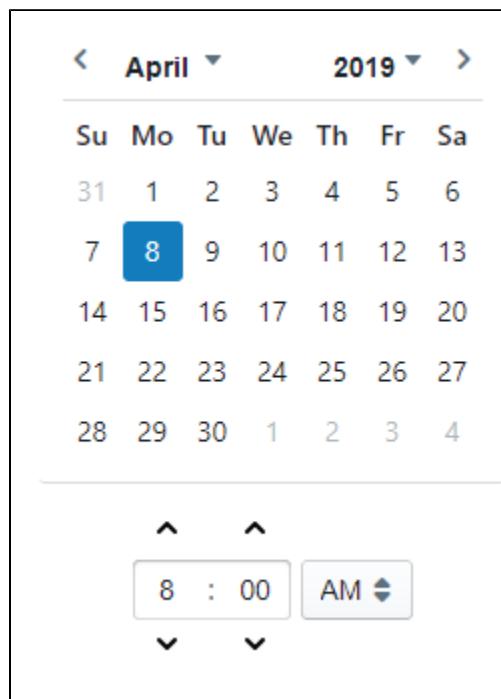
Example

03 / 29 / 2019

Property	Value	Style Category
props.pickerType	date	N/A
props.format	MM/DD/YYYY	N/A
props.style.borderWidth	solid	border
props.style.borderColor	#00AC00	border
props.style.borderWidth	2px	border

Perspective - DateTime Picker

General



Component Palette Icon:



Description

The DateTime Picker component uses the calendar to select the date and time. You can choose the "pickerType" to set both date and time, or just date. Configure the date and time format in the Property Editor using the `formattedValue` property. To use the DateTime Picker, select the month, date, and time on the component.

This feature is new in Ignition version **8.1.2**
[Click here](#) to check out the other new features

The DateTime Picker component has two pre-configured variants:

- Date and Time - Enables users can select a date and time on a calendar.
- Date - Enables users can select a date on a calendar.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

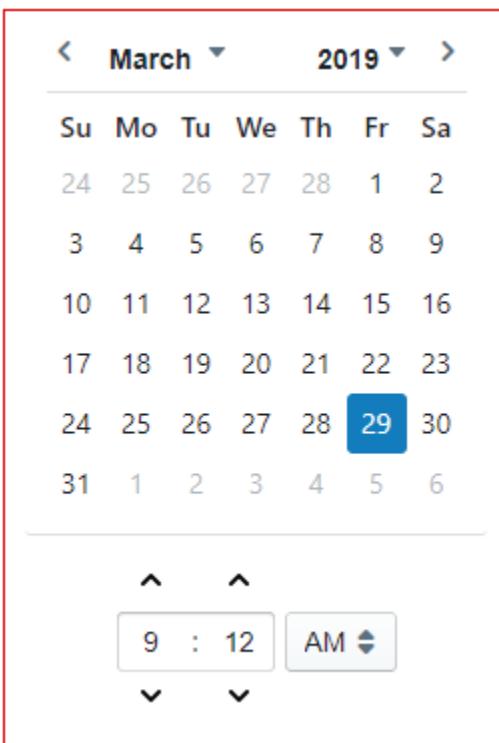
Name	Description	Property Type
value	Current date/time as a Date object or timestamp in milliseconds.	value:

		dropdown
formatte dValue	Date and time in configured format.	value: string
pickerT ype	Whether to display and enable picker for date only or for both date and time.	value: string
minDate	Minimum date/time as a Date object or timestamp in milliseconds. If null, the minimum date is 10 years in the past from today.	value: string
maxDate	Maximum date/time as a Date object or timestamp in milliseconds. If null, the minimum date is 10 years in the future from today.	value: string
format	Template for formatting date display - must be valid moment.js format, e.g., 'MM/DD/YYYY h:mm a'.	value: string
locale	Code for localization of language and formatting. Use the dropdown to select language.	value: string
enabled	'False' will disable any interaction with the calendar. Note: If the component is disabled, scripts can still run on the component. For example, if you add a script action to the onClick event, the script will fire when the user clicks on the DateTime Picker.	value: boolean
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

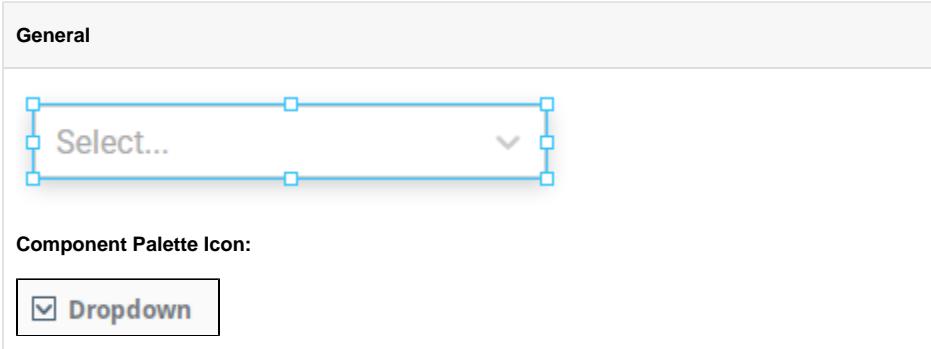
Example



Property	Value	Style Category

props.format	MM/DD/YY hh:mm:ss a	N/A
props.style.borderWidth	solid	border
props.style.borderColor	1px	border
props.style.borderColor	#D90000	border

Perspective - Dropdown



Description

The Dropdown component is a great way to display a list of choices in a limited amount of space. The current selection is shown, and the choices are presented when the user clicks on the dropdown button. There is also the capability to search for an element by typing the name of that element in the dropdown field. If the element is present, it will appear as you are typing and you can select it. If the element doesn't exist, you can define text to display that the text is not found by configuring the `noResultsText` property.

The choices that are displayed in the Dropdown depend on what Elements are defined in the `options` property of the Property Editor. The `placeholder` property defines what text is shown before any of the choices are selected. For example, you can have the word 'Select...' to inform the user to select any of the Elements from the dropdown list.

There is also a `multiSelect` property which allows the user to select multiple elements from the dropdown. Selected elements can be deleted by clicking the 'x' icon.

This feature is new in Ignition version **8.1.2**

[Click here](#) to check out the other new features

The Dropdown component has two pre-configured `variants`:

- Single Selection - Default layout that displays a list of choices of which the user can select one.
- Multi-Selection - Layout with a list of choices of which the user can select more than one.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type						
value	The result of current selections (input) after any processing.	variable, based on which item in props. <code>options</code> property is selected.						
options	And array of objects for each dropdown option. <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>value</td><td>Actual value to be matched by the input or selection. The type of this property is initially a Value-type, but it can be converted to an Object-type or Array-type. Doing so will populate the PROPS.value property with the entire object/array, allowing a single selection on the dropdown to return multiple values</td><td>variable</td></tr></tbody></table>	Name	Description	Property Type	value	Actual value to be matched by the input or selection. The type of this property is initially a Value-type, but it can be converted to an Object-type or Array-type. Doing so will populate the PROPS.value property with the entire object/array, allowing a single selection on the dropdown to return multiple values	variable	array
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	label	Text to display in the menu representing this option.	value: string																																												
	isDisabled	Whether this option is currently disabled from selection. If set to true, option will not be selectable, and will use a grey font (assuming another text color isn't being applied)	value: boolean																																												
multiSelect	Enable multiple selected values. Default is false.		value: boolean																																												
placeholder	Settings for the text displayed when value is empty.		object																																												
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search	Enter text to start search.	object															
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noResultsText	Text to display in dropdown when no option matches the search. Default is "No results found."	value: string															
searchParam	The text being searched for.	value: string															
showClearIcon	Whether to display a button that the user can use to clear the selection. Default is false.	value: boolean															
allowCustomOptions	Whether a user may enter a custom value to be submitted. Default is false.	value: boolean															
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object															
dropdownOptionStyle	Sets a style for the dropdown options. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object															

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Examples

Example 1



Property	Value
props.options.0.value	[default]_Dairy_/Bldg25/valve1
props.options.0.label	Valve 1
props.options.1.value	[default]_Dairy_/Bldg25/valve2
props.options.1.label	Valve 2
props.options.2.value	[default]_Dairy_/Bldg25/valve3

props.options.2.label	Valve 3
props.options.3.value	[default]_Dairy_/_Bldg25/valve4
props.options.3.label	Valve 4
props.placeholder.text	Select a Valve...
props.placeholder.color	#0000AC
props.placeholder.icon.path	material/grade
props.placeholder.icon.color	#008000
props.style.borderStyle	solid
props.style.color	#0000D9
props.style.fontFamily	garamound
props.style.fontSize	16px
props.style.fontWeight	bold
props.style.borderWidth	2px
props.style.borderColor	#008000
props.style.borderRadius	8px
props.dropdownOptionStyle.color	#008000
props.dropdownOptionStyle.fontSize	14px
props.dropdownOptionStyle.fontWeight	bold
props.dropdownOptionStyle.textAlignment	right

Example 2

In this example, we have a dropdown list with an expression binding on the options property. There is also a label on the view with the word "Email" as its text.

A default email address of j_smith@companyname.com is set as the starting value for the component.

As the user starts entering characters for an email address, the dropdown list provides typeahead options of the entered text plus three possible email options, '@cn.com', '@companyname.com', or '@gmail.com'.

Email

s_jones@cn.com

s_jones@companyname.com

s_jones@gmail.com

[Create "s_jones"](#)

Property	Value
value	j_smith@companyname.com
options	(Bound to an expression. See example below.)
props.search.enabled	true

transform code

```
# suggest auto-completed options for an email address
options = []
# skip if blank
if value:
    # check for @ symbol and suggest email address if not present
    if "@" not in value:
        options.append({ "value":value+"@cn.com", "label":value+"@cn.com"})
        options.append({ "value":value+"@gmail.com", "label":value+"@gmail.com"})
        options.append({ "value":value+"@companyname.com", "label":value+"@companyname.com"})
    # check for extension (.com) and suggest extensions if not present
    elif ".com" not in value and ".net" not in value and ".org" not in value:
        options.append({ "value":value+".com", "label":value+".com"})
        options.append({ "value":value+".net", "label":value+".net"})
        options.append({ "value":value+".org", "label":value+".org"})
# return a list of suggested options
return options
```

Edit Binding: Dropdown.props.options

Binding Type
Configure Expression Binding

Tag
Property
Expression
Expression Structure
Query
Tag History
HTTP

Configure Expression Binding

```
1 this.props.search.searchParam}
```

Options

Enabled
 Overlay Opt-Out

Configure Transform(s)

Script

```
2 # suggest auto-completed options for an email address
3   options = []
4   # skip if blank
5   if value:
6     # check for @ symbol and suggest email address if not present
7     if "@" not in value:
8       options.append({ "value":value+"@cn.com", "label":value+"@cn.com"})
9       options.append({ "value":value+"gmail.com", "label":value+"@gmail.com"})
10      options.append({ "value":value+"@companyname.com", "label":value+"@companyname.com"})
11      # check for extension (.com) and suggest extensions if not present
12      elif ".com" not in value and ".net" not in value and ".org" not in value:
13        options.append({ "value":value+".com", "label":value+".com"})
14        options.append({ "value":value+".net", "label":value+".net"})
15        options.append({ "value":value+".org", "label":value+".org"})
16      # return a list of suggested options
17      return options
```

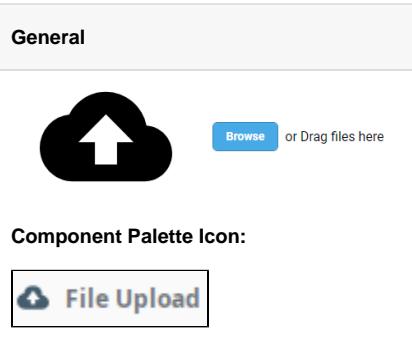
Add Transform +

Binding Preview
Expression → Script

Remove Binding
OK
Cancel
Ap

2959

Perspective - File Upload



Component Palette Icon:



Description

The File Upload component allows users to upload files to the Gateway from a Perspective session. These files can be handled and saved via a script action on the `onFileReceived` component event.

The component has three different appearances based on its width: at its smallest, the component appears as a simple "Cloud" icon, and converts to a "Browse" button at larger widths.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description	Property Type									
maxUploads	The maximum number of concurrent (simultaneous) uploads to allow. Default is 5.	value: integer									
supportedFileTypes	An array of string values, indicating what file types are allowed to be uploaded. Example values are "pdf" or "txt".	array									
fileSizeLimit	Specifies the maximum size of each uploaded file, in megabytes (MB). Default is 10 MB.	value: integer									
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object									
fileUploadIcon	Determines the icon used when the File Upload component is small. <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>path</td><td>Shorthand path to icon source, in format: library/iconName (i.e., material /arrow_right). The materials icon library is the default source for icons in Ignition. See https://fonts.google.com/icons?selected=Material+Icons.</td><td>value: string</td></tr><tr><td>color</td><td>Color of the icon. Here for convenience, may instead assign 'fill' in the styles property. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector.</td><td>color</td></tr></tbody></table>	Name	Description	Property Type	path	Shorthand path to icon source, in format: library/iconName (i.e., material /arrow_right). The materials icon library is the default source for icons in Ignition. See https://fonts.google.com/icons?selected=Material+Icons .	value: string	color	Color of the icon. Here for convenience, may instead assign 'fill' in the styles property. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector .	color	object
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Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Component Events

Provides a chance to handle file data uploaded to the component.

Note: This component event is designed to be used in tandem with a script action. Within the script action, special properties and methods are available on the **event** object, which is passed to the script action as a parameter.

- Object Path
 - event.file.name
- Type
 - String
- Description
 - The name of the uploaded file.
- Object Path
 - event.file.size
- Type
 - Integer
- Description
 - The size of the uploaded file in bytes.
- Object Path
 - event.file.copyTo()
- Description
 - Saves the uploaded file at a location accessible to the Gateway.
- Parameters
 - String filePath - The path to where the file should be saved on the Gateway.
- Return
 - none
- Object Path
 - event.file.getBytes()
- Description
 - Fetches the incoming file data. Suitable for further data processing.
- Parameters
 - none
- Return
 - byteArray - The raw data of the incoming file.
- Object Path
 - event.file.getString()
- Description
 -

Fetches the incoming file data and attempts to parse it as a string via UTF-8 (Eight-bit UCS Transformation Format) encoding.
Defaults to UTF-8 (super common), but can use other character sets. Passed as a string, for example `getString("UTF_16BE")`.

- Parameters

none

- Return

`byteArray` - The raw data of the incoming file.

This event is fired when the user has cleared all uploads, but not while uploads are still in progress.

Note: This component event is designed to be used in tandem with a script action. Within the script action, special properties and methods are available on the `event` object, which is passed to the script action as a parameter.

- Object Path

`event.file.name`

- Type

`String`

- Description

The name of the uploaded file.

- Object Path

`event.file.size`

- Type

`Integer`

- Description

The size (in bytes) of the uploaded file.

Example

For an example, see [Download and Upload Files](#) page.

Download and Upload Files

Downloading and uploading files from a Perspective session typically involves storing and retrieving files from a database. A table will store all of the available files, and each row of the table represents a new file. This allows for long term storage that is accessible from any project.

The examples on this page show suggested methods of uploading files from a session, as well as how to download them.

Query Examples

Before following along with the examples on this page, you'll need to create a table in the database that will hold the files. This process can vary by database, along with the column datatypes.

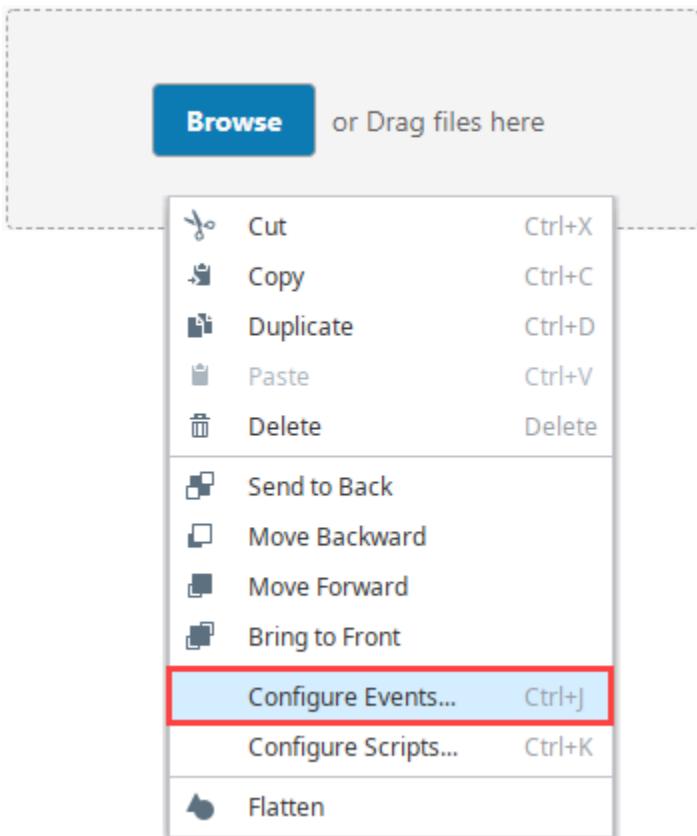
For the sake of brevity, the example assumes the files will be stored and retrieved from a SQL Server database. You may need to modify the query examples on this page if using a different database. The "files" database table used by these examples contains the following columns:

- **id** - integer, primary key, identity
- **filename** - varchar (255)
- **filedata** - varbinary (MAX)

Uploading a File

To upload a file in Perspective, we will want to use the [File Upload component](#). This allows us an easy way to manage the upload.

1. Add the File Upload component to a view. The File Upload component has everything we need to upload a file into the database.
2. Right click on the File Upload component and select **Configure Events**.



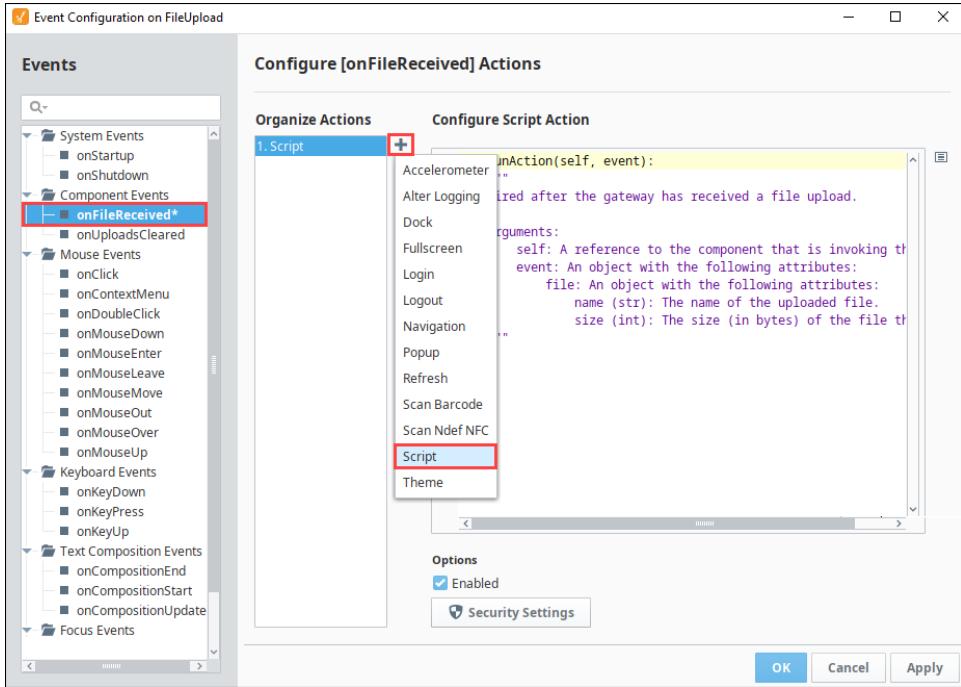
3. Select the `onFileReceived` event and click the **Add** icon to add a script action to it.

On this page ...

- [Query Examples](#)

[Uploading a File](#)

[Downloading a File](#)



4. Add the following script to the script action:

```
# Grab the file name and data
filename = event.file.name
filedata = event.file.getBytes()

# Use a query to insert the file
query = "INSERT INTO files (filename, filedata) VALUES(?, CONVERT(varbinary(MAX), ?))"
args = [filename, filedata]
system.db.runPrepUpdate(query, args)
```

As mentioned [above](#), the query will also vary based on the database used.

5. Click **OK**. You can test out the upload functionality by dragging a file onto the File Upload component, either from a session, or the designer while it's in preview mode.

Downloading a File

To download a file that is stored in the database in Perspective, we will want to use the [system.perspective.download](#) function. This will allow us to download the file data that we receive from the database.

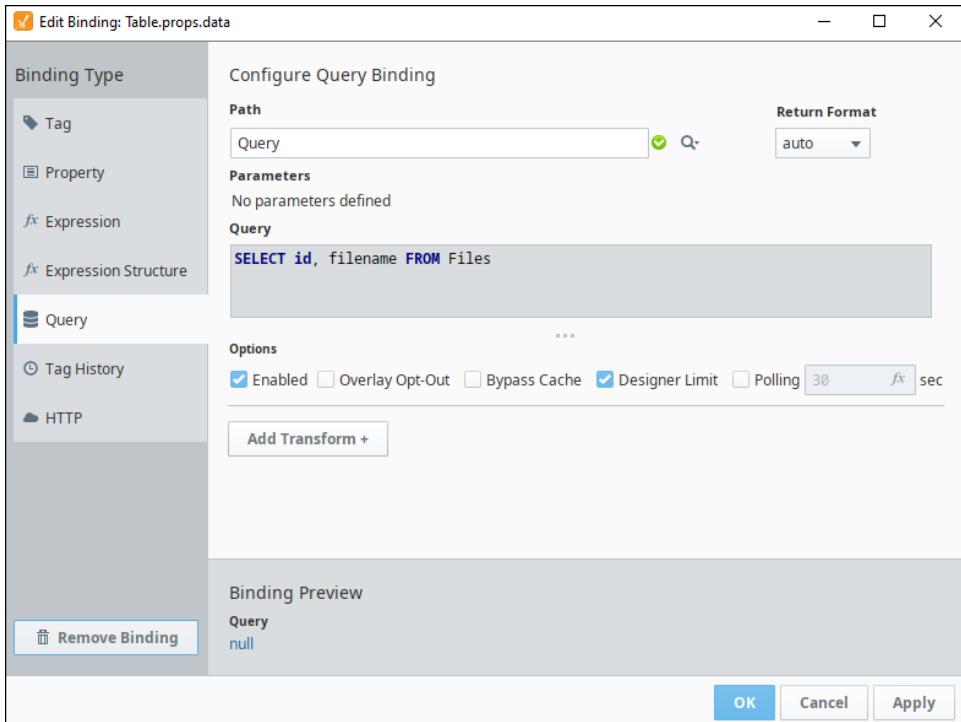
This example will show you how to do several things:

- Create a [named query](#), that will return the contents of our file database table
- Create a table component, that shows a listing of potential files to download, using the named query above in conjunction with a Named Query Binding.
- Add a button component, that will allow users to download a file, assuming one of the rows in the table component are selected.

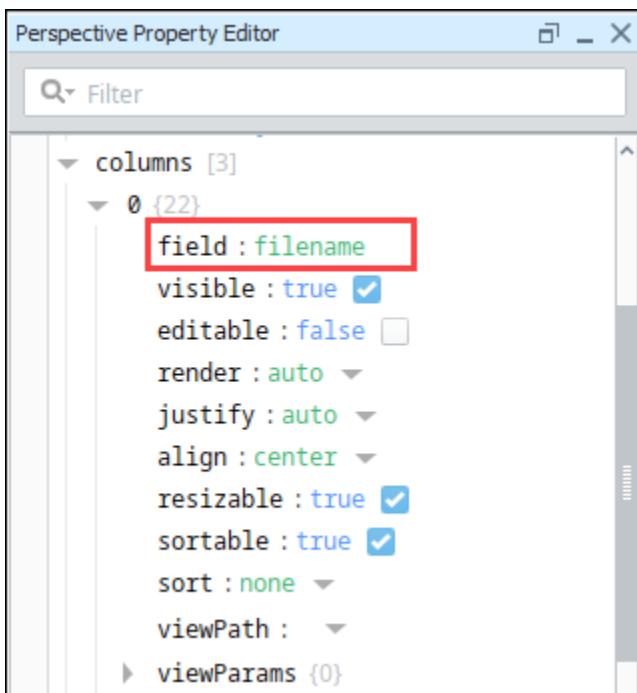
1. Create a Named Query that we will use to pull a list of files out of the database table. We're using a named query here since a named query binding is the easiest way to run a query when the view loads.
The query should pull out the id of the row which we can use to later query the data, as well as the filename which the user can use to identify the file.

```
SELECT id, filename FROM Files
```

2. On a view, add a Table component. This will display a list of all files we currently have in the database table.
3. On the Table's **data** property, set up a binding. The binding should be a Query type, and it should use the query that we just made. We want to return the data in a JSON format, and you can enable polling so that it automatically updates if new files get uploaded.



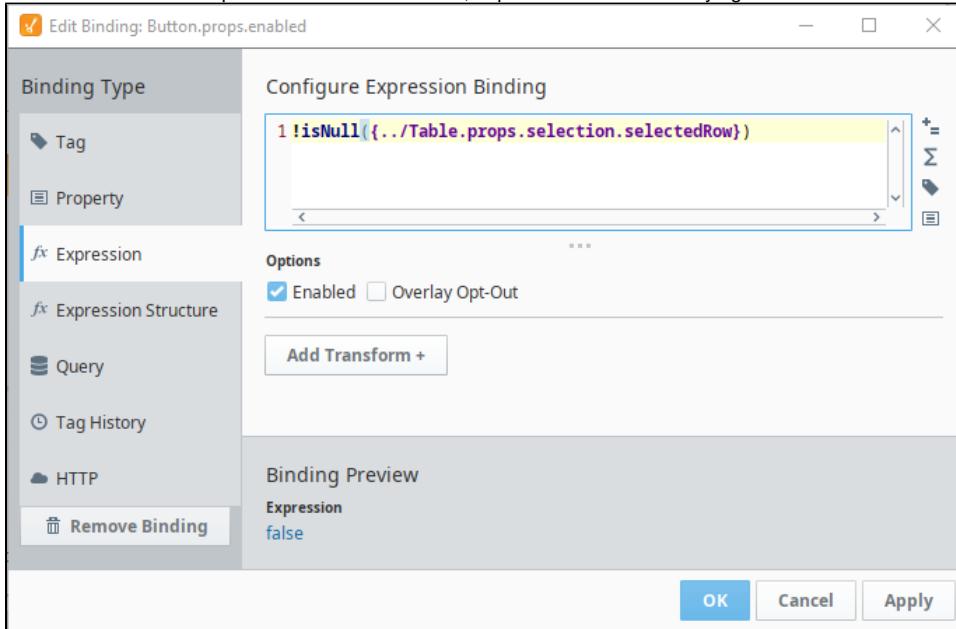
4. On the Table's columns property, add an array element. Set **columns.0.field** to the name of the column that holds the filename. This will display only the filename column, as the id column does not need to be visible.



5. Add a Button to the view. This button will be used to download the file after the user has made a selection. However, we also want to make sure the user can't press the button unless a row in the table is selected.
6. On the Button's enabled property, configure a binding. The binding type should be an expression. The expression should check to see if the Table's selected row is null, and invert it.

```
!isNull({.../Table.props.selection.selectedRow})
```

This will disable the component if no row is selected, to prevent the user from trying to download without making a selection.



7. Right click on the Button and go to **Configure Events**.

8. Select the onActionPerformed event, click the **Add +** icon to add a script action to it.
9. Add the following script to the script action:

```
# Grab the selected row
selectedRow = self.getSibling("Table").props.selection.selectedRow

# Use the selected row to grab the id of the file at that row
id = self.getSibling("Table").props.data[selectedRow].id

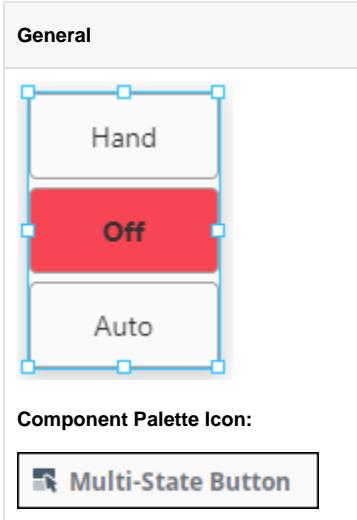
# Use the id to grab the file data out of the database, along with its corresponding name.
query = "SELECT filename, filed़ata FROM Files WHERE id = ?"
args = [id]
data = system.db.runPrepQuery(query, args)

# Pull out the file name and data
filename = data[0][0]
filedata = data[0][1]

# Download the file
system.perspective.download(filename, filedata)
```

10. Test the script by selecting a row in the table and clicking on the button while in Preview mode.

Perspective - Multi-State Button



Description

The Multi-State button is really a series of two or more buttons, arranged in a column or row. Each button represents an integer-valued state. Each state defines two styles for a button: the selected style, and the unselected style. Each button is automatically displayed with the correct style based on the current state (the value of Indicator Value). When a button is pressed, its state's value is written to the Control Value.

When the Multi-State Button is dragged to a container, it is pre-configured with 'defaultSelectedStyle' and 'defaultUnselectedStyle properties'. These styles can be changed or deleted.

This feature is new in Ignition version **8.1.2**
[Click here](#) to check out the other new features

The Multi-State Button component has two pre-configured variants:

- Column - Default layout with options in a column format.
- Row - Layout with options in a row format.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type			
controlValue	Bind this to the Tag that controls the state. (Typically, this is bound to the same location as the indicatorValue property.)	value: numeric			
indicatorValue	Bind this to the Tag that indicates the current state. (Typically, this is bound to the same location as the controlValue property).	value: numeric			
states	The value that will be written to controlValue when any of the buttons are clicked. Shows a list of the possible states for the component. You can add, remove, and change the order of each state listed. Each state has two default visual styles applied for each button: Selected Style and Unselected Style. The Multi-State Button has default visual styles defined for both the selectedStyle and unselectedStyle. (Refer to 'defaultSelectedStyle' and 'defaultUnselectedStyle' properties in this table).	object			
<table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property</th></tr></thead></table>			Name	Description	Property
Name	Description	Property			

		Type
	text	Text displayed on the button.
	value	Value assigned to the state.
	selectedStyle	Style settings for the button when it is selected. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .
	unselectedStyle	Style settings for the button when it is not selected. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .
orientation	Physical position of the button: Column or Row.	boolean
defaultSelectedStyle	Default selected style. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object
defaultUnselectedStyle	Default styles for unselectedStyles when any of the buttons are <i>not</i> selected. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object
primary	Toggles between the default primary and secondary button style.	value: boolean
enabled	If true, the user is able to interact with the buttons. Note: If the component is disabled, scripts can still run on the component. For example, if you add a script action to the onClick event, the script will fire when the user clicks on the buttons.	value: boolean
buttonGap	Space, in pixels, between each button in a group.	value: numeric
endButtonCornerRadius	Amount to round the end of the corners of the first and last button.	value: numeric
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

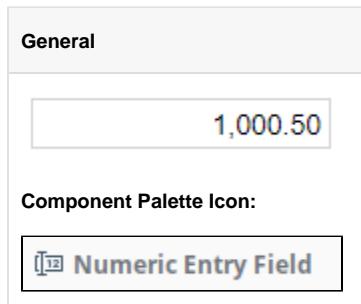
Example



Property	Value
props.indicatorValue	(property binding)
props.states.0.text	Open
props.states.0.value	2
props.states.0.selectedStyle.backgroundColor	#FFF809
props.states.1.text	Close

props.states.1.value	0
props.states.1.selectedStyle.backgroundColor	#FF8C00
props.states.2.text	Auto
props.states.2.value	1
props.states.2.selectedStyle.backgroundColor	#62ED2A
props.states.3.text	Bypass
props.states.3.value	4
props.states.3.selectedStyle.backgroundColor	#FF0000
props.orientation	row
props.buttonGap	8
props.endButtonCornerRadius	2

Perspective - Numeric Entry Field



Description

The Numeric Entry Field is similar to the standard Text Field, except that it is specialized for use with numbers. When the 'enabled' property is set to true, it allows users to alter the value on the component. There are three different modes for how users can edit the value in the component: direct, protected or by clicking an edit button. To change the value, click once in the field for 'direct' mode, double click for 'protected' mode, and click on the Edit icon for the 'button' mode. When done, press enter or leave the field, and the field becomes editable again. When the 'enabled' property is false, the field is not editable even when it receives input focus.

This feature is new in Ignition version **8.1.2**
[Click here](#) to check out the other new features

The Numeric Entry Field component has three pre-configured [variants](#):

- Direct - Default design of the field.
- Protect - Requires a double-click or long-press to enter edit mode.
- Button - Clicking the button brings up a popup window, allowing the user to edit the value from the popup, or cancel the edit.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description	Property Type				
value	Value as number or numeric string to display.	value: numeric				
format	The formatting string to be applied to the input value. Options are currency, number, integer, four decimal precision, percent, scientific, accounting, financial, currency, currency (rounded), duration, abbreviation, or ordinal. A list of format specifiers can be found here .	value: string				
mode	<p>This feature is new in Ignition version 8.1.2 Click here to check out the other new features</p> <p>The Numeric Entry Field supports locale-specific formatting, allowing changes to the session's locale to update how numbers are formatted on the Numeric Entry Field. Note that the localization conversion occurs automatically <i>after</i> the initial format specifiers are applied.</p> <table border="1"><thead><tr><th>Mode</th><th>Description</th></tr></thead><tbody><tr><td>Direct</td><td>Requires no special action to enter edit mode simply click in the field.</td></tr></tbody></table>	Mode	Description	Direct	Requires no special action to enter edit mode simply click in the field.	value: string
Mode	Description					
Direct	Requires no special action to enter edit mode simply click in the field.					

	<p>Protect ed</p> <p>Requires a double-click or long-press to enter edit mode.</p>													
	<p>Button</p> <p>Places an Edit  icon next to the Numeric Entry Field. Clicking the button brings up a popup window, allowing the user to edit the value from the popup, or cancel the edit.</p> <p>The value in the component may only be edited via the popup.</p>													
align	Aligns the input value right or left.	value: boolean												
inputBo unds	<p>Max and min bounds configuration.</p> <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>maximum</td><td>The max allowable value.</td><td>value: numeric</td></tr> <tr> <td>minimum</td><td>The min allowable value.</td><td>value: numeric</td></tr> <tr> <td>invalidS tyle</td><td>Sets an invalid style when the min or max values are out of bounds for this component. Modify the invalidStyle using the style properties. Full menu of style options is available. You can also specify a style class as an invalid style.</td><td>object</td></tr> </tbody> </table>	Name	Description	Property Type	maximum	The max allowable value.	value: numeric	minimum	The min allowable value.	value: numeric	invalidS tyle	Sets an invalid style when the min or max values are out of bounds for this component. Modify the invalidStyle using the style properties. Full menu of style options is available. You can also specify a style class as an invalid style.	object	object
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placeho lder	Text to be displayed when value is empty.	value: string												
tooltipT ext	Mousing over this button will display a tooltip with this text, if present.	value: string												
enabled	<p>Indicates if user should be allowed to alter the value.</p> <p>Note: If the component is disabled, scripts can still run on the component. For example, if you add a script action to the onClick event, the script will fire when the user clicks on the Numeric Entry Field.</p>	value: boolean												
contain erStyle	<p>This feature is new in Ignition version 8.1.2 Click here to check out the other new features</p> <p>Sets a style for the outer area of the component. Ideal for adding padding between the outer area and the numeric display/input.</p>	object												
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object												

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Examples

Example 1

45.7



This example shows the component set to "button" mode, providing a button to click on when entering a new value.

Property	Value
props.value	45.678
props.format	#0.0
props.mode	button
props.align	center
props.placeholder	setpoint

Example 2



This example demonstrates the placeholder property, showing a default entry in cases where the value is null.

Property	Value
props.value	null
props.format	#0.0
props.mode	button
props.align	center
props.placeholder	setpoint

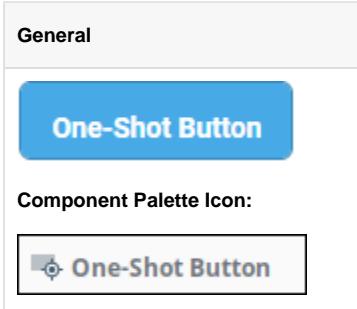
Example 3



This example demonstrates the format property, allowing custom formatting to be applied to the value in the component.

Property	Value
props.value	0.2345
props.format	0.0#%
props.mode	direct
props.align	right
props.placeholder	setpoint

Perspective - One-Shot Button



Description

The One-Shot Button is designed to send of a write, and wait for a response, disabling the button until something resets the 'value' property on the component.

When the 'value' property and the 'setValue' property are equal, the component transitions to the writing state. Once 'value' and 'setValue' are no longer equal, the button returns to the ready state.

This feature is new in Ignition version **8.1.2**

[Click here](#) to check out the other new features

The One-Shot Button component has three pre-configured [variants](#):

- Primary - Default design of the button.
- Secondary - A secondary design for the button.
- Require Confirm - Default design of the button but requires confirmation from user before action is submitted.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
value	<p>The current value displayed on the component. Should be bound bi-directionally to a Tag. Default is 0.</p> <p>This feature is new in Ignition version 8.1.4</p> <p>Click here to check out the other new features</p> <p>As of 8.1.4 the property type for value can be numeric, boolean, string, or null.</p>	value: numeric, boolean, string, or null.
setValue	<p>The value to set when the button is pushed. Default is 1.</p> <p>This feature is new in Ignition version 8.1.4</p> <p>Click here to check out the other new features</p> <p>As of 8.1.4 the property type for setValue can be numeric, boolean, string, or null.</p>	value: numeric, boolean, string, or null.
primary	Toggle between the default primary and secondary button style. Default is true.	value: boolean
enabled	<p>Whether the user can interact with the One-Shot Button. If disabled, the component cannot be used. Default is true.</p> <p>Note: If the component is disabled, scripts can still run on the component. For example, if you add a script action to the onClick event, the script will fire when the user clicks on the One-Shot Button.</p>	value: boolean

readyState	<p>Displays the readyState value on the component.</p> <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>text</td><td>The text of the button while it's value is not being written.</td><td>value: string</td></tr> <tr> <td>style</td><td>Modify readyState style using the style properties. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class.</td><td>object</td></tr> <tr> <td>icon</td><td> <p>The Icon is an image path used to augment the readyState of the component by placing an image next to it.</p> <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>path</td><td>Shorthand path to icon source, in format: library /IconName. The materials icon library is a primary source for icons, see https://fonts.google.com/icons?selected=Material+Icons.</td><td>value: string</td></tr> <tr> <td>color</td><td>Color of the icon. Can also assign color in "fill" of the style property. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector.</td><td>color</td></tr> <tr> <td>style</td><td>Modify the readyState style using the style properties. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class.</td><td>object</td></tr> </tbody> </table> </td><td>object</td></tr> </tbody> </table>	Name	Description	Property Type	text	The text of the button while it's value is not being written.	value: string	style	Modify readyState style using the style properties. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object	icon	<p>The Icon is an image path used to augment the readyState of the component by placing an image next to it.</p> <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>path</td><td>Shorthand path to icon source, in format: library /IconName. The materials icon library is a primary source for icons, see https://fonts.google.com/icons?selected=Material+Icons.</td><td>value: string</td></tr> <tr> <td>color</td><td>Color of the icon. Can also assign color in "fill" of the style property. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector.</td><td>color</td></tr> <tr> <td>style</td><td>Modify the readyState style using the style properties. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class.</td><td>object</td></tr> </tbody> </table>	Name	Description	Property Type	path	Shorthand path to icon source, in format: library /IconName. The materials icon library is a primary source for icons, see https://fonts.google.com/icons?selected=Material+Icons .	value: string	color	Color of the icon. Can also assign color in "fill" of the style property. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector .	color	style	Modify the readyState style using the style properties. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object	object	object
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text	The text of the button while its value is being written. Default is "Writing...".	value: string																								
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icon	<p>An image path used to augment the writingState of the component by placing an image next to it.</p> <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>path</td><td>Shorthand path to icon source, in format: library /IconName. The materials icon library is a primary source for icons, see https://fonts.google.com/icons?selected=Material+Icons.</td><td>value: string</td></tr> <tr> <td>color</td><td>Color of the icon. Can also assign color in "fill" of the style property. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector.</td><td>color</td></tr> <tr> <td>style</td><td>Modify icon style using the style properties. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class.</td><td>object</td></tr> </tbody> </table>	Name	Description	Property Type	path	Shorthand path to icon source, in format: library /IconName. The materials icon library is a primary source for icons, see https://fonts.google.com/icons?selected=Material+Icons .	value: string	color	Color of the icon. Can also assign color in "fill" of the style property. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector .	color	style	Modify icon style using the style properties. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object	object												
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style	Modify icon style using the style properties. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object																								
confirm	If enabled, a message that asks the user to approve the requested operation.	object																								

	enabled	If true, a confirmation box will be shown. Default is false.	value: boolean	
	text	Message to show user if confirmation is enabled. Default is "Are you sure?"	value: string	
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .			object

Perspective Component Events

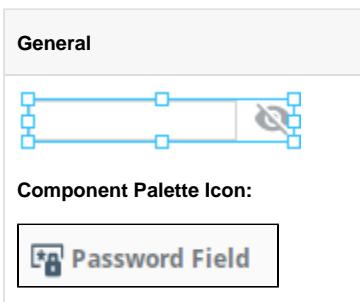
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Example



Property	Value	Style Category
props.readyState.text	Start Process	N/A
props.readyState.icon.path	material/trending_flat	N/A
props.readyState.icon.color	#008000	N/A
props.writingState.text	Starting	N/A
props.writingState.style.backgroundColor	#8AFF8A	background

Perspective - Password Field



Description

The Password Field component is similar to a Text Field component. It allows users to enter their password text. When the Password field is empty, you can create a placeholder that informs user to "Login". You can also enable the "allowReveal" property to allow users to view their password entry.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
text	Password text.	value: string
placeholder	Text displayed when password text is empty.	value: string
enabled	Whether the user can alter the password text. Default is true. Note: If the component is disabled, scripts can still run on the component. For example, if you add a script action to the onClick event, the script will fire when the user clicks on the Password Field.	value: boolean
allowReveal	Whether the user can temporarily remove the password mask, revealing the password.	value: boolean
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Example

Enter Password



Property	Value	Style Category
props.placeholder	Enter Password	N/A
props.borderStyle	solid	border
props.borderColor	#D90000	border
props.borderWidth	3px	border
props.fontSize	14px	text
propsfontWeight	bold	text

Perspective - Radio Group

General



Component Palette Icon:



Description

The Radio Group allows you to create multiple radio buttons in a single container. The number of radio buttons in the group is determined by the number of elements in the "radios" object. Only one radio button in a group may be selected at a time. Radio groups are a good way to let the user choose just one of a number of options. If multiple selections are expected, the [Checkbox](#) or [Dropdown](#) components can be used.

This feature is new in Ignition version **8.1.2**.

[Click here](#) to check out the other new features

The Radio Group component has three pre-configured [variants](#):

- Text Right - Default layout with text on the right of the radio button.
- Text Left - Layout with text on the left of the radio button.
- Multiple - Layout with multiple radio buttons and text on the right.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

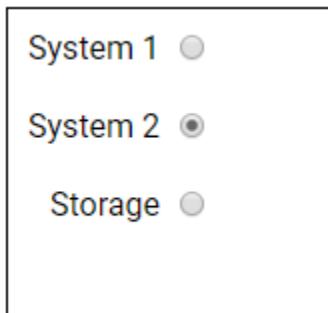
Name	Description	Property Type												
value	The value of the selected radio.	string, integer, boolean, or null												
radios	List of radios that make up this group. <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>text</td><td>Text to pair with this radio.</td><td>value: string</td></tr><tr><td>selected</td><td>If 'true,' this radio is selected.</td><td>value: boolean</td></tr><tr><td>value</td><td>The value of the radio to be evaluated when selected.</td><td>value: numeric</td></tr></tbody></table>	Name	Description	Property Type	text	Text to pair with this radio.	value: string	selected	If 'true,' this radio is selected.	value: boolean	value	The value of the radio to be evaluated when selected.	value: numeric	array
Name	Description	Property Type												
text	Text to pair with this radio.	value: string												
selected	If 'true,' this radio is selected.	value: boolean												
value	The value of the radio to be evaluated when selected.	value: numeric												
orientation	Placement of the Radio Button: row or column. Default is row.	value: string												
align	Align radios along the cross axis. Vertical if orientation is set to row; horizontal if orientation is set to column.	value: string												
justify	Justify radios along the main axis. Horizontal if orientation is set to row; vertical if orientation is set to column.	value: string												
textPosition	Where to place the label text in relation to the Radio Button: top, right, bottom, or left. Default is right.	value: string												

enabled	If true, user is allowed to select a radio. Default is true.	value: boolean																					
Note: If the component is disabled, scripts can still run on the component. For example, if you add a script action to the onClick event, the script will fire when the user clicks on the Radio Button.																							
selectedIcon	Settings for the appearance of the radio's icon when it is selected.	object																					
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unselectedIcon	Settings for the appearance of the radio's icon when it is not selected.	object																					
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style	Sets a style for the icon. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object																					
radioStyle	<p>This feature is new in Ignition version 8.1.4 Click here to check out the other new features</p> <p>Sets a style for the radio buttons. Full menu of style options is available including margin and padding, border, shape and miscellaneous.</p>	object																					
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object																					

Perspective Component Events

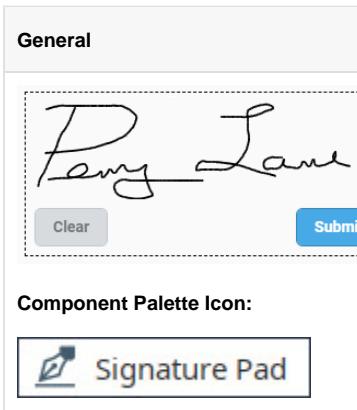
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Example



Property	Value	Style Category
props.radios.0.text	System 1	N/A
props.radios.0.value	5	N/A
props.radios.1.text	System 2	N/A
props.radios.1.value	10	N/A
props.radios.2.text	Storage	N/A
props.radios.2.value	15	N/A
props.orientation	column	N/A
props.textPosition	left	N/A
props.style.borderStyle	solid	border
props.style.borderWidth	1px	border
props.style.borderColor	#000000	border

Perspective - Signature Pad



Description

The Signature Pad component enables users to draw a signature and “submit” it. Submitting a signature triggers a component event, enabling Ignition to do something with the signature.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description			Property Type											
enabled	Enables the canvas, clear button, and submit button. When enabled, component scripting functions for clearSignature and submitSignature are also enabled.			value: boolean											
pad	Settings for the pad.			value: object											
	<table><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>pen</td><td>Settings for the pen.</td><td>value: object</td></tr><tr><td>color</td><td>Color used to draw the lines with the pen. You can set the color with a HEX, RGB, or HSL value. See also Color Selector Reference.</td><td>value: color</td></tr><tr><td>width</td><td>Width (in pixels) of the line drawn by the pen.</td><td>value: numeric</td></tr></tbody></table>	Name	Description	Property Type	pen	Settings for the pen.	value: object	color	Color used to draw the lines with the pen. You can set the color with a HEX, RGB, or HSL value. See also Color Selector Reference .	value: color	width	Width (in pixels) of the line drawn by the pen.	value: numeric		
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width	Width (in pixels) of the line drawn by the pen.	value: numeric													
	<table><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>canvas</td><td>Settings for the canvas.</td><td>value: object</td></tr><tr><td>clearColor</td><td>Color used to paint over the signature pad when cleared. Default is transparent. You can set the color with a HEX, RGB, or HSL value. See also Color Selector Reference.</td><td>value: color</td></tr><tr><td>style</td><td>Sets a style for this property. Full menu of style options is</td><td>object</td></tr></tbody></table>	Name	Description	Property Type	canvas	Settings for the canvas.	value: object	clearColor	Color used to paint over the signature pad when cleared. Default is transparent. You can set the color with a HEX, RGB, or HSL value. See also Color Selector Reference .	value: color	style	Sets a style for this property. Full menu of style options is	object		
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style	Sets a style for this property. Full menu of style options is	object													

		available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .															
actionBar	Settings for the actionBar.		value: numeric														
	<table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>position</td><td>Action bar position relative to the canvas. Options are top, bottom, left, or right. Default is bottom.</td><td>value: string</td></tr> </tbody> </table>	Name	Description	Property Type	position	Action bar position relative to the canvas. Options are top, bottom, left, or right. Default is bottom.	value: string										
Name	Description	Property Type															
position	Action bar position relative to the canvas. Options are top, bottom, left, or right. Default is bottom.	value: string															
submitButton	Settings for the submit button.	object															
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clearButton	Settings for the clear button.	object															
	<table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>text</td><td>Text to display on the button. Default is clear.</td><td>value: string</td></tr> <tr> <td>enabled</td><td>Enables clear button interaction. This does not affect the submitSignature component scripting function.</td><td>value: boolean</td></tr> <tr> <td>primary</td><td>Toggle between the default primary and secondary button style.</td><td>value: boolean</td></tr> <tr> <td>style</td><td>Sets a style for this property. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class.</td><td>object</td></tr> </tbody> </table>	Name	Description	Property Type	text	Text to display on the button. Default is clear.	value: string	enabled	Enables clear button interaction. This does not affect the submitSignature component scripting function.	value: boolean	primary	Toggle between the default primary and secondary button style.	value: boolean	style	Sets a style for this property. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object	
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primary	Toggle between the default primary and secondary button style.	value: boolean															
style	Sets a style for this property. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object															
style	Sets a style for this property. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object															
status	Settings for the status of the component.	object															
	<table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>touched</td><td>True when the signature pad contains a signature.</td><td>value: boolean</td></tr> </tbody> </table>	Name	Description	Property Type	touched	True when the signature pad contains a signature.	value: boolean										
Name	Description	Property Type															
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Scripting Functions

- Description

Clears the current signature on the component

- Parameters
 - None
- Return
 - Nothing
- Scope
 - Session
- Description
 - Submits the signature, triggering the onSignatureSubmitted component event.
- Parameters
 - None
- Return
 - Nothing
- Scope
 - Session

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Component Events

Event is fired after the Gateway has received a submitted signature.

Note: This component event is designed to be used in tandem with a run action script. Within the script action, special properties and methods are available on the event object, which is passed to the script action as a parameter.

- Object Path
 - `event.signature`
- Type
 - `String`
- Description
 - Base64-encoded PNG **DataURL** of the submitted signature.
- Object Path
 - `event.signatureFile.name`
- Type
 - `String`
- Description
 - A name for the signature file.
- Object Path
 - `event.signatureFile.size`
- Type
 - `Integer`
- Description

The size of the signature image file in bytes.

- Object Path

`event.signatureFile.copyTo()`

- Description

Saves the uploaded signature file at a location accessible to the Gateway.

- Parameters

`String filePath` - The path to where the file should be saved on the Gateway.

- Return

`none`

- Object Path

`event.signatureFile.getBytes()`

- Description

Returns a bytearray of the image, allowing the signature file to be saved from the session (with `system.perspective.download()`).

- Parameters

`none`

- Return

`byteArray` - The raw data of the incoming file.

- Object Path

`event.file.getString()`

- Description

Fetches the incoming file data and attempts to parse it as a string via UTF-8 (Eight-bit UCS Transformation Format) encoding. Defaults to UTF-8 (super common), but can use other character sets. Passed as a string, for example `getString("UTF_16BE")`.

- Parameters

`none`

- Return

`byteArray` - The raw data of the incoming signature file.

This event is fired when the Gateway has received a signal that the signature has been cleared.

Note: This component event is designed to be used in tandem with a run action script. Within the script action, special properties and methods are available on the `event` object, which is passed to the script action as a parameter.

- Object Path

`event`

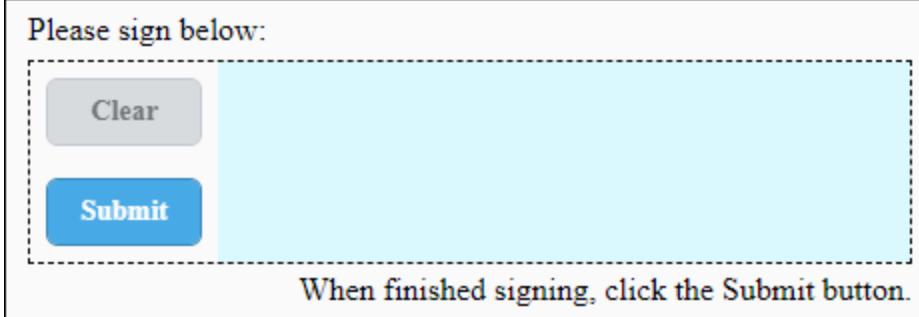
- Type

`Null`

- Description

An empty event object.

Example



In this example we set a few properties to customize the look of the Signature Pad. The buttons are on the left. The blue background is set with the prop.canvas.clearColor property, which enables the color to show up in our project but not get saved as part of the signature. Lastly, we put two Label components above and below the Signature Pad with signing instructions.

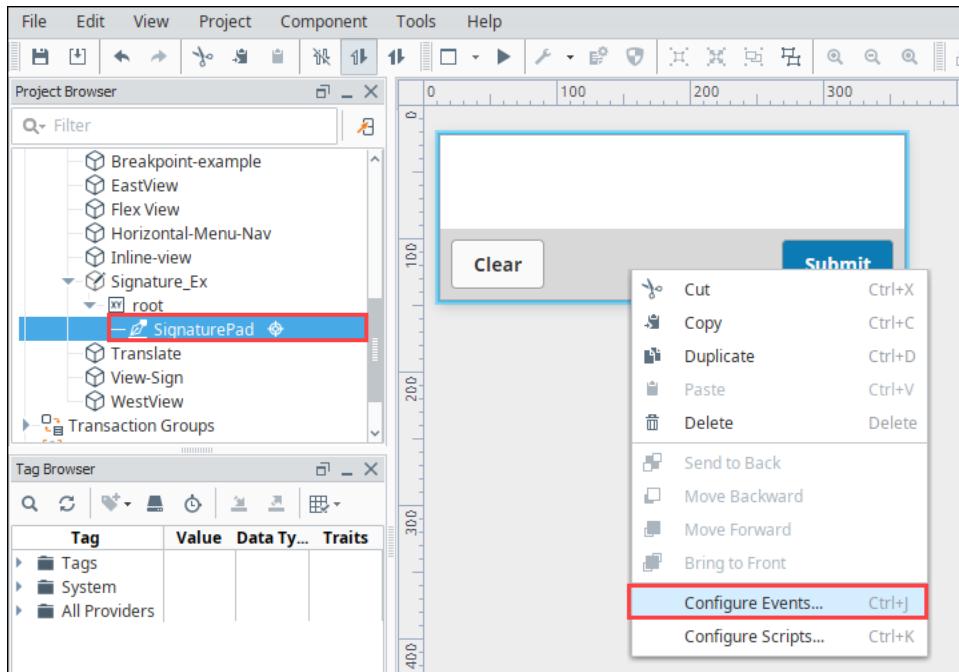
Property	Value
props.enabled	true
props.canvas.clearColor	#DAF9FF
props.actionBar.position	left
props.actionBar.submitButton.text	Submit
props.actionBar.submitButton.enabled	true
props.actionBar.submitButton.primary	true
props.actionBar.submitButton.style.fontFamily	Merriweather
props.actionBar.clearButton.text	Clear
props.actionBar.clearButton.enabled	true
props.actionBar.clearButton.primary	true
props.actionBar.clearButton.style.fontFamily	Merriweather
props.style.borderWidth	dashed
props.style.borderWidth	1pt

Example 2

The following example downloads the signature image when a user clicks the Submit button on the component.

To set this up, do the following:

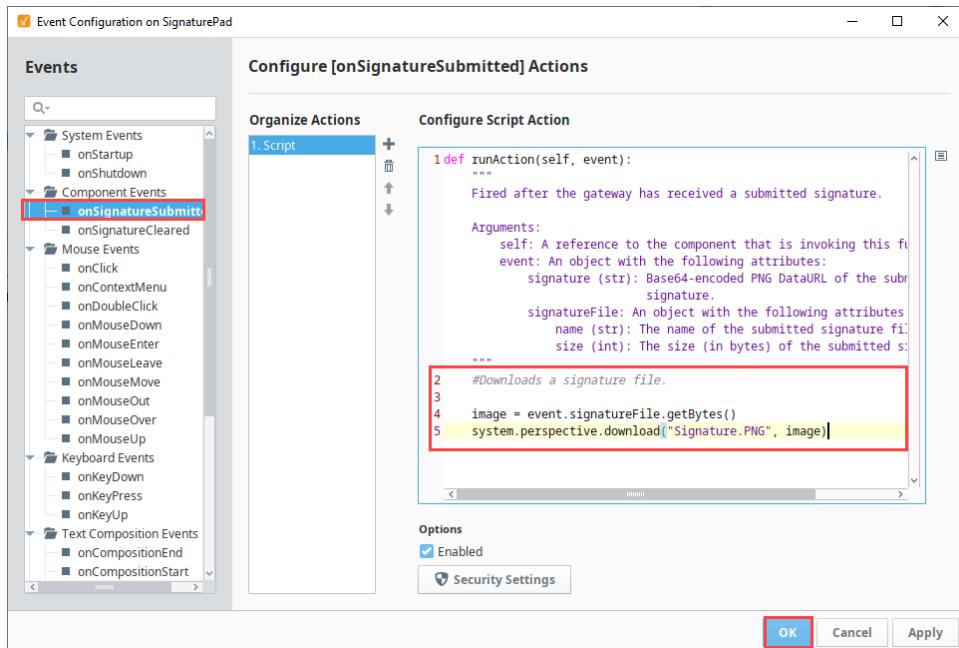
1. Drag a Signature component onto a Perspective view. Make sure it's a view that has a URL.
2. Right click on the component and select **Configure Events**.



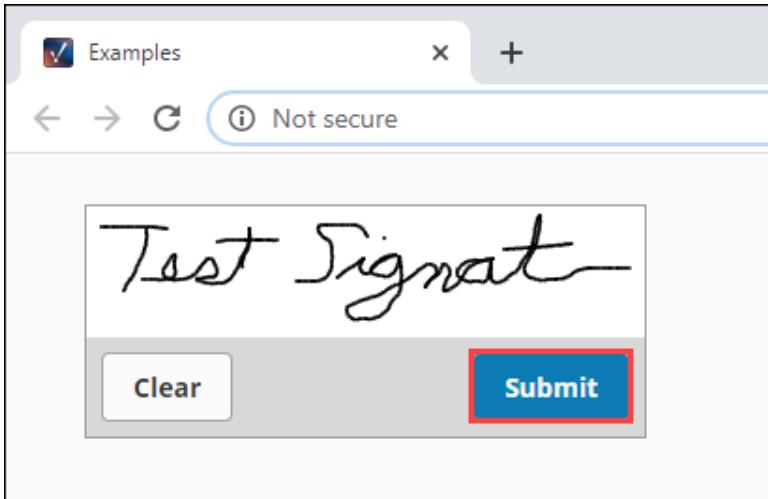
3. Select the **OnSignatureSubmitted** event .
4. Click the **Add** icon and select **Script**.
5. In the Configure Script Action box, add the following script:

```
#Downloads a signature file.

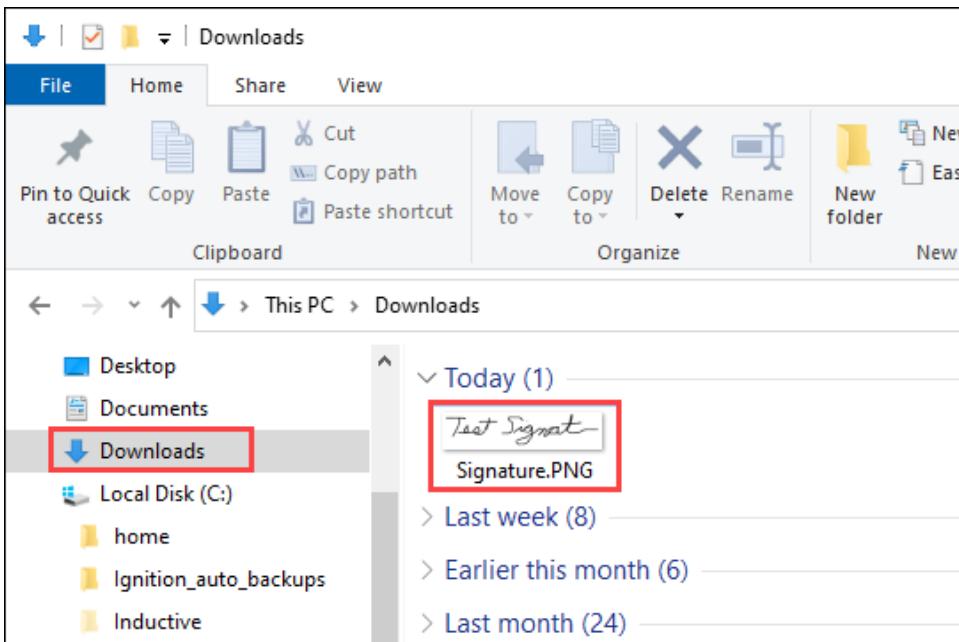
image = event.signatureFile.getBytes()
system.perspective.download("Signature.PNG", image)
```



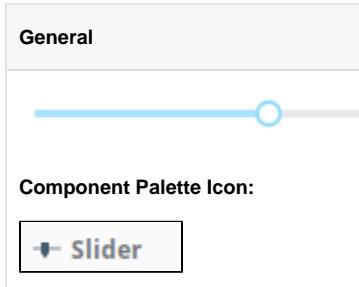
6. Click **OK** to save the script.
7. Save your project.
8. Open a Perspective Session with the view that has the Signature Pad component.
9. Sign the component and click Submit.



10. An image file is saved to your computer. In this example, we're running Ignition on Windows. The file Signature.PNG appears in our Downloads folder:



Perspective - Slider



Component Palette Icon:

Slider

Description

The Slider component lets the user drag an indicator along a scale to choose a value in a range. Enable the "show" and "interval" properties under "labels" to visually display the values within a range. The slider can be configured to orient horizontally or vertically with the "orientation" property.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description	Property Type									
value	Value represented by slider handle. Current value of the slider.	value: numeric									
min	The minimum value for the slider scale: all the way left or down.	value: numeric									
max	The maximum value for the slider scale: all the way right or up.	value: numeric									
orientation	Specifies whether the slider track is aligned vertically or horizontally.	value: boolean									
step	Intervals along track at which a value may be set. Specifies the size of increments between values of the slider. Note: This does not force the value into that step size. Setting the slider value manually or through a binding will cause it to show the actual value.	value: numeric									
labels	Label settings along the track. <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>show</td><td>If true, displays labels at periodic values along track.</td><td>value: boolean</td></tr><tr><td>interval</td><td>Interval at which to display periodic labels along track.</td><td>value: numeric</td></tr></tbody></table>	Name	Description	Property Type	show	If true, displays labels at periodic values along track.	value: boolean	interval	Interval at which to display periodic labels along track.	value: numeric	object
Name	Description	Property Type									
show	If true, displays labels at periodic values along track.	value: boolean									
interval	Interval at which to display periodic labels along track.	value: numeric									
enabled	Whether slider interaction is currently active. Note: If the component is disabled, scripts can still run on the component. For example, if you add a script action to the onClick event, the script will fire when the user clicks on the Slider.	value: boolean									
handleColor	Color of slider handle. Can be chosen from color wheel, chosen from color palette, or entered as RGB or HSL value. See Color Selector .	color									
trackCol	Color of slider track. See Color Selector .	color									

	or	
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Example

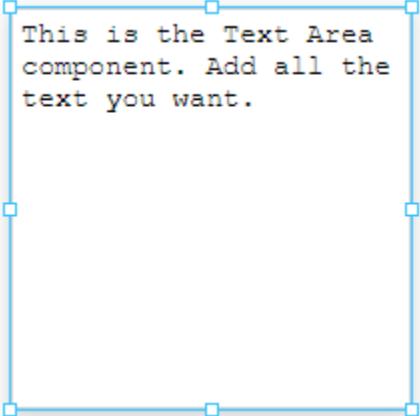


Property	Value
props.value	65
props.orientation	vertical
props.step	5
props.labels.show	true
props.labels.interval	10
props.handleColor	#8AFF8A
props.trackColor	#CCFFFF

[Component Test - WIP](#)

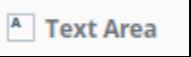
Perspective - Text Area

General



This is the Text Area component. Add all the text you want.

Component Palette Icon:



Description

Suitable for multi-line text display and editing. Will scroll vertically on demand. Horizontal scroll is determined by the "wrap" property.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
text	Text to display.	value: string
placeholder	Text displayed when Text Area is empty.	value: string
enabled	If true, user is allowed to alter text. Note: If the component is disabled, scripts can still run on the component. For example, if you add a script action to the <code>onClick</code> event, the script will fire when the user clicks on the Text Area.	value: boolean
deferUpdates	When true, updates to <code>props.text</code> will be deferred until focus is lost or enter is pressed.	value: boolean
rejectUpdatesWhileFocused	When true, <code>props.text</code> will not accept updates from external sources while focused.	value: boolean
resize	Sets whether text is resizable, and if so, in which direction: none, both, horizontal, or vertical.	value: string
wrap	Specifies how to wrap text: hard, soft, or off. (Soft wrap is the break resulting from a line wrap or word wrap.)	value:

	Hard wrap is an intentional break, which moves text to the next line, or creates a new paragraph).	string
style	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Example

```
Data Point 01: xy4, zBeta 3
Data Point 02: xy12, zBeta 45
Notes: Example of how a longer sentence can wrap around to the next line. Enter was pressed between each of these three lines.
```

Lab Data Entry:

This example shows the Text Area in two states: the top image is with text entered and the bottom image is without text entered.

Property	Value
props.text	<pre>Data Point 01: xy4, zBeta 3 Data Point 02: xy12, zBeta 45 Notes: Example of how a longer sentence can wrap (or not) around to the next line. Enter was pressed between each of these three lines.</pre>
props.placeholder	Lab Data Entry
props.wrap	off

Perspective - Text Field



Description

The Text Field component is used for input of any single-line text. This component will accept any alpha-numeric input.

If you need a field that accepts multiple lines of text, see the [Perspective - Text Area](#) component. If you're looking for a numeric field, see the [Perspective - Numeric Entry Field](#) component.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type
text	Text to display.	value: string
placeholder	Text displayed when Text Field is empty.	value: string
enabled	If true, user is allowed to alter text. Note: If the component is disabled, scripts can still run on the component. For example, if you add a script action to the <code>onClick</code> event, the script will fire when the user clicks on the Text Field.	value: boolean
deferUpdates	When true, updates to <code>props.text</code> will be deferred until focus is lost or enter is pressed.	value: boolean
rejectUpdatesWhileFocused	When true, <code>props.text</code> will not accept updates from external sources while focused.	value: boolean
styles	Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object

User Interaction

The Text Field component properties have impact on the way a user can interact with a table in the runtime.

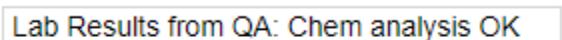
Interaction	Description
Enabled	When the enabled property is set to true, a user can edit the text field in the runtime. The user must double click on the field or press enter in order to edit the field. When done, press enter or leave the field, and the text field becomes non-editable again.

	When the enabled property is set to false, it is not editable even when it receives input focus.
General	The Text Field also supports the reject updates during edit feature. This feature ignores updates coming from property bindings while the component is being edited by a user.

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Example



Lab Results from QA: Chem analysis OK

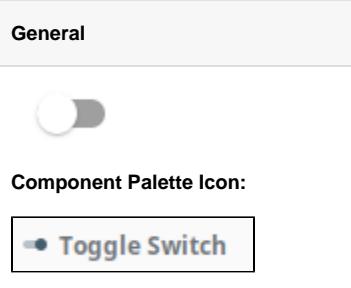


Single Line Entry

This example shows the Text Field in two states: the top image is with text entered and the bottom image is without text entered.

Property	Value
props.text	Lab Results from QA: Chem Analysis OK
props.placeholder	Single Line Entry

Perspective - Toggle Switch



Component Palette Icon:

Toggle Switch

Description

The Toggle Switch represents a bit: on (selected) or off (not selected). By default, when the switch is selected the color is blue. It is gray when it is not selected. Logically, this component is very similar to the [Checkbox](#) component.

This feature is new in Ignition version **8.1.2**

[Click here](#) to check out the other new features

The Toggle Switch component has three pre-configured [variants](#):

- No Text - Default layout with no text.
- Text Right - Layout with text on the right of the Toggle Switch.
- Text Left - Layout with text on the left of the Toggle Switch.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties](#) page.

Name	Description	Property Type												
selected	The selected state of the Toggle Switch.	value: boolean												
label	Settings for the label for the Toggle Switch. <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>text</td><td>Text for the Toggle Switch.</td><td>string</td></tr><tr><td>position</td><td>Text position relative to the Toggle Switch: right or left.</td><td>value: boolean</td></tr><tr><td>style</td><td>Modify text style using the style properties. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class.</td><td>object</td></tr></tbody></table>	Name	Description	Property Type	text	Text for the Toggle Switch.	string	position	Text position relative to the Toggle Switch: right or left.	value: boolean	style	Modify text style using the style properties. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object	object
Name	Description	Property Type												
text	Text for the Toggle Switch.	string												
position	Text position relative to the Toggle Switch: right or left.	value: boolean												
style	Modify text style using the style properties. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object												
color	Color settings for the Toggle Switch when it is selected and unselected. <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>selected</td><td>Color of the Toggle Switch when selected (on). Can be chosen from color wheel,</td><td>color</td></tr></tbody></table>	Name	Description	Property Type	selected	Color of the Toggle Switch when selected (on). Can be chosen from color wheel,	color	object						
Name	Description	Property Type												
selected	Color of the Toggle Switch when selected (on). Can be chosen from color wheel,	color												

		chosen from color palette, or entered as RGB or HSL value. See Color Selector .	
	unselected	Color of the Toggle Switch when unselected (off). See Color Selector .	color
enabled		Whether the user should be allowed to alter the Toggle Switch's selected state. Default is true. Note: If the component is disabled, scripts can still run on the component. For example, if you add a script action to the onClick event, the script will fire when the user clicks on the Toggle Switch.	value: boolean
style		Sets a style for this component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Example

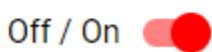
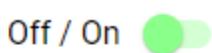


Image above shows both selected and deselected positions for the following properties.

Property	Value
props.label.text	Off / On
props.label.position	left
props.color.selected	#FF0000
props.color.unselected	#8AFF8A

Perspective - Navigation Palette

One of the most important aspects to consider when developing a Perspective application is a solid navigation design so the user knows where they are, where they've been, and where they are going.

The following navigational components provide you with design strategy options to navigate within a Perspective Session, a link pointing to a page containing the component's description, properties, and an example of how to configure it.

[In This Section ...](#)

Perspective - Horizontal Menu

General



Component Palette Icon:



Description

Horizontal Menu component enables you to build a menu structure by setting up multiple links to different page URLs from the component. The Horizontal Menu occupies a large amount of horizontal space and a comparatively small amount of vertical space. The menu starts with a list of root-level menu items that make up the main display area of the component.

If you have more menu items than will fit the width of the component, arrow buttons appear to enable you to scroll left and right through all menu items. The control can also be disabled as a whole.

Each menu item can be configured with a target that will serve as either a link to a page that should be shown (e.g. “/my-page”), or a link to an external web page (e.g. “<http://www.inductiveautomation.com/>”). They can also be given a list of child menu items that will show temporarily in a popup as the user is interacting with them. Additionally, menu items can be labeled, disabled, and be given an icon to show to the left of their label.

Properties

Most Properties have binding options. For more information on Bindings, see [Types of Bindings in Perspective](#). This section only documents the Props Category of properties. The other Categories are described on the [Perspective Component Properties page](#).

Name	Description			Property Type								
items	Configure items representing the main menu items.			array								
	<table border="1"><thead><tr><th>Name</th><th>Description</th><th>Property Type</th></tr></thead><tbody><tr><td>enabled</td><td>Whether this option is currently enabled to perform its action or render its submenu.</td><td>value: boolean</td></tr><tr><td>target</td><td>A url (external) or mounted path to a page. If "items" is empty (no subtree to this item), this will navigate to that location. Entering Page paths without the leading "/" will open pages in a new tab. If provided, the action to be taken when clicked. If a page should be shown, an example target would be “/my-page”. If an external web page should be shown, an example target would be “http://www.google.com/”.</td><td>value: string</td></tr></tbody></table>	Name	Description	Property Type	enabled	Whether this option is currently enabled to perform its action or render its submenu.	value: boolean	target	A url (external) or mounted path to a page. If "items" is empty (no subtree to this item), this will navigate to that location. Entering Page paths without the leading "/" will open pages in a new tab. If provided, the action to be taken when clicked. If a page should be shown, an example target would be “/my-page”. If an external web page should be shown, an example target would be “ http://www.google.com/ ”.	value: string		
Name	Description	Property Type										
enabled	Whether this option is currently enabled to perform its action or render its submenu.	value: boolean										
target	A url (external) or mounted path to a page. If "items" is empty (no subtree to this item), this will navigate to that location. Entering Page paths without the leading "/" will open pages in a new tab. If provided, the action to be taken when clicked. If a page should be shown, an example target would be “/my-page”. If an external web page should be shown, an example target would be “ http://www.google.com/ ”.	value: string										
	<table border="1"><thead><tr><th>items</th><th>Configure items representing child menu items from this option. If defined, a submenu will branch from here with these options.</th><th>object</th></tr></thead><tbody><tr><td>enabled</td><td>Whether this option is currently enabled to perform its action or render its submenu.</td><td>value:</td></tr></tbody></table>	items	Configure items representing child menu items from this option. If defined, a submenu will branch from here with these options.	object	enabled	Whether this option is currently enabled to perform its action or render its submenu.	value:					
items	Configure items representing child menu items from this option. If defined, a submenu will branch from here with these options.	object										
enabled	Whether this option is currently enabled to perform its action or render its submenu.	value:										

			boolean									
target	A url (external) or mounted path to a page. If "items" is empty (no subtree to this item), this will navigate to that location.	value: string										
items	Configure items representing child menu items from this option. If defined, a submenu will branch from here with these options.	array										
icon	Icon image appended to the left of the menu item. <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Property Type</th></tr> </thead> <tbody> <tr> <td>path</td><td>Shorthand path to icon source, in format: library/iconName. The materials icon library is a the primary source for icons, see https://fonts.google.com/icons?selected=Material+Icons.</td><td>value: string</td></tr> <tr> <td>color</td><td>Color of the icon. Can also assign the "fill" property in styles. Can be chosen from color wheel, chosen from color palette, or entered as R GB or HSL value. See Color Selector.</td><td>color</td></tr> </tbody> </table>	Name	Description	Property Type	path	Shorthand path to icon source, in format: library/iconName. The materials icon library is a the primary source for icons, see https://fonts.google.com/icons?selected=Material+Icons .	value: string	color	Color of the icon. Can also assign the "fill" property in styles. Can be chosen from color wheel, chosen from color palette, or entered as R GB or HSL value. See Color Selector .	color	object	
Name	Description	Property Type										
path	Shorthand path to icon source, in format: library/iconName. The materials icon library is a the primary source for icons, see https://fonts.google.com/icons?selected=Material+Icons .	value: string										
color	Color of the icon. Can also assign the "fill" property in styles. Can be chosen from color wheel, chosen from color palette, or entered as R GB or HSL value. See Color Selector .	color										
label	Text to display for this menu item label.	value: string										
Style	Sets a style for this item. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object										
enabled	If true, the component is enabled/active. Default is true.	value: boolean										
itemStyle	Sets a style for all the items in the component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object										
style	Sets a style for the entire component. Full menu of style options is available for text, background, margin and padding, border, shape and miscellaneous. You can also specify a style class .	object										

Perspective Component Events

The [Perspective Event Types Reference](#) page describes all the possible component event types for Perspective components. Not all component events support each Perspective component. The [Component Events and Actions](#) page shows how to configure events and actions on a Perspective component. Component scripting is handled separately and can be accessed from the Component menubar or by right clicking on the component.

Component Methods

Fired when an item is selected.

- Object Path
 - event.enable
 - Type
 - Boolean

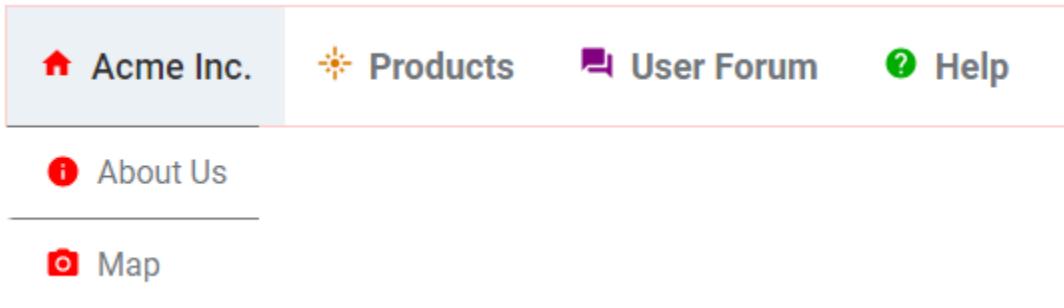
- Description
Whether the item interacted with is enabled.
- Object Path
event.label
- Type
String
- Description
Text to display for this option.
- Object Path
event.label
- Type
List
- Description
A list containing the item indexes leading to the item that was clicked.
- Object Path
event.target
- Type
String
- Description
A url (external) or a mounted path to a page.

Examples

In addition to the examples below, learn more about the Horizontal Menu component on the [Navigating with the Horizontal Menu Component](#) page.

Example 1

This example shows a Horizontal Menu with four items. The first item also has two subitems. Each item links to a webpage. Icons are taken from the Material Design icons that can be found here: <https://material.io/tools/icons/>.



Top Level Properties

Property	Value
props.items.0.enabled	true
props.items.0.target	https:// (link to Acme home)

props.items.0.icon.path	material/home
props.items.0.icon.color	#FF0000
props.items.0.label	Acme Inc.
props.items.1.enabled	true
props.items.1.target	link to products
props.items.1.icon	material/flare
props.items.1.color	#D97700
props.items.1.label	Products
props.items.2.enabled	true
props.items.2.target	link to forum
props.items.2.icon.path	material/forum
props.items.2.icon.color	#800080
props.items.2.label	User Forum
props.items.3.enabled	true
props.items.3.target	link to help
props.items.3.icon.path	material/help
props.items.3.icon.color	#00AC00
props.items.3.label	Help
props.style.borderStyle	solid
props.style.color	#FF4747
props.style.fontSize	18px
props.style.fontWeight	bold
props.style.borderWidth	1pc
props.style.borderColor	#FFCCCC

Sub Level Properties of Item 0

Property	Value
props.items.0.items.0.target	link to about
props.items.0.items.0.icon.path	material/info
props.items.0.items.0.icon.color	#FF0000
props.items.0.items.0.label	About Us
props.items.0.items.0.target	/screen_2
props.items.0.items.0.enabled	true
props.items.0.items.1.target	link to about
props.items.0.items.1.icon.path	material/local_see
props.items.0.items.1.icon.color	#FF0000
props.items.0.items.1.label	Map
props.items.0.items.1.target	link to map
props.items.0.items.1.enabled	true

Example 2