**formattext**

*Setting of text processor section*

**Syntax:**

**formattext**

<variable 1> = <{text 1}>;

<variable 2> = <{text 2}>;

**end;**

**Description:**

Setting of text pre-processor section. The section is executed prior to initialization start-up (as well as operators of conditional compilation). The text embraced in curly brackets is replaced with property settings of the object and is assigned to the variable.

**Example 1:**

|  |  |
| --- | --- |
|  | **formattext**  TextLabel.Value = {sig\_name};  **end**; |

The text of this example is written in the text editor window of graphics container script (named as “Transducer”), whose purpose is to display the transducer value on the mnemonic diagram. The value is displayed by means of TextLabel graphics primitive of “Text” type. “sig\_name” (signal name) property of text type has been created in the “Transducer” graphical window, whose value is set to “y231”. Prior to initialization start-up, text pre-processor section is processed. At the same time, the text embraced in curly brackets (“sig\_name” in this case) is replaced with the value of this property, i.e. “y231”. If such variable is available then y231 variable value is assigned to “Value” field of TextLable graphics primitive.

**Example 2:**

|  |  |
| --- | --- |
|  | **formattext**  **ifdef** ISST1  SET1 = {Name1}\_L1\_SET;    **endif**  **end**; |

*SET1* variable is formed in the example from *Name1* variable and *\_L1\_SET* postfix.