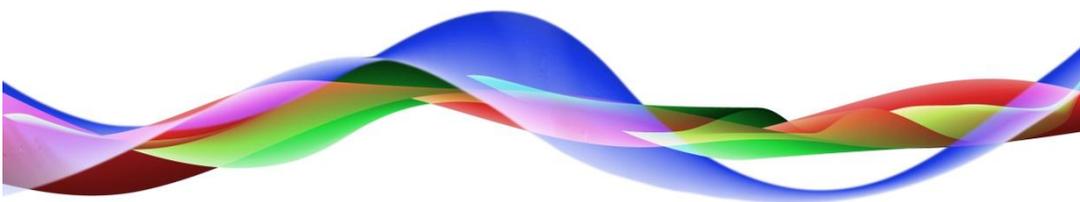


11 Meta Gadgets

vsmStudio

Manual



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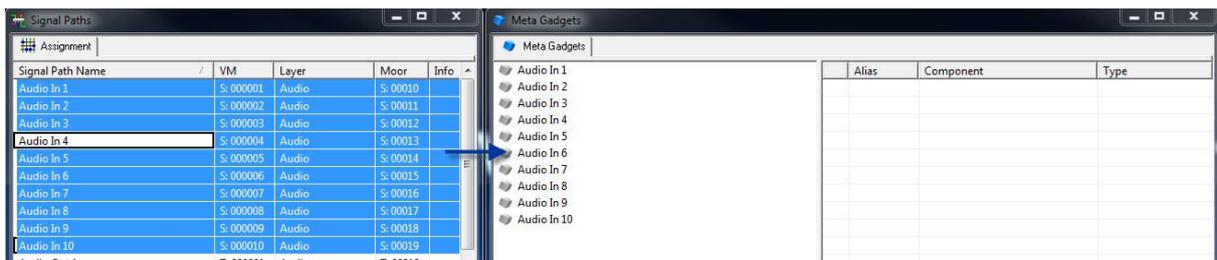
In the vsmStudio software, Gadgets (see chapter 10) and other objects can be assigned to signals directly using meta gadgets. With Dynamic Attachment Scripts, it is possible to refer from a signal to an object deposited in a meta gadget. meta gadgets containing objects, such as signals, GP-I/Os, Gadget parameters, etc. are called meta gadget containers. Meta gadgets are also used by some modules.



Opening meta gadgets

The icon to open *Meta Gadgets* is located directly to the right of the gadget symbol (see chapter 19).

1 Display of Meta Gadget Containers



Drag and drop signal paths into meta gadgets

The meta gadget view is divided into two parts: The required files from the signal path list (see chapter 5.1 Signal Path List) are placed on the left side. Initially, the meta gadget containers are coloured grey to show that the containers are empty and contain no meta gadgets. As soon as a specific object is assigned to a signal, the container's colour changes to blue.



Meta gadget container

The meta gadgets assigned to the currently selected signal path are shown on the right side.

2 Objects in Meta Gadget Containers

The following objects can be placed in a meta gadget container:

- Physical and virtual signals (see chapter 5)
- GP-I/Os (see chapter 15)
- Storage discs
- Gadget parameter (see chapter 10).

As with gadgets (see chapter 10), the names of the meta gadgets can be changed through an entry in the field *Alias*. If the meta gadgets to be added are not signals, they can be dragged and dropped directly onto the name of the meta gadget container on the left side.

Both meta gadget containers and meta gadgets can be deleted by pressing *Ctrl X*.

