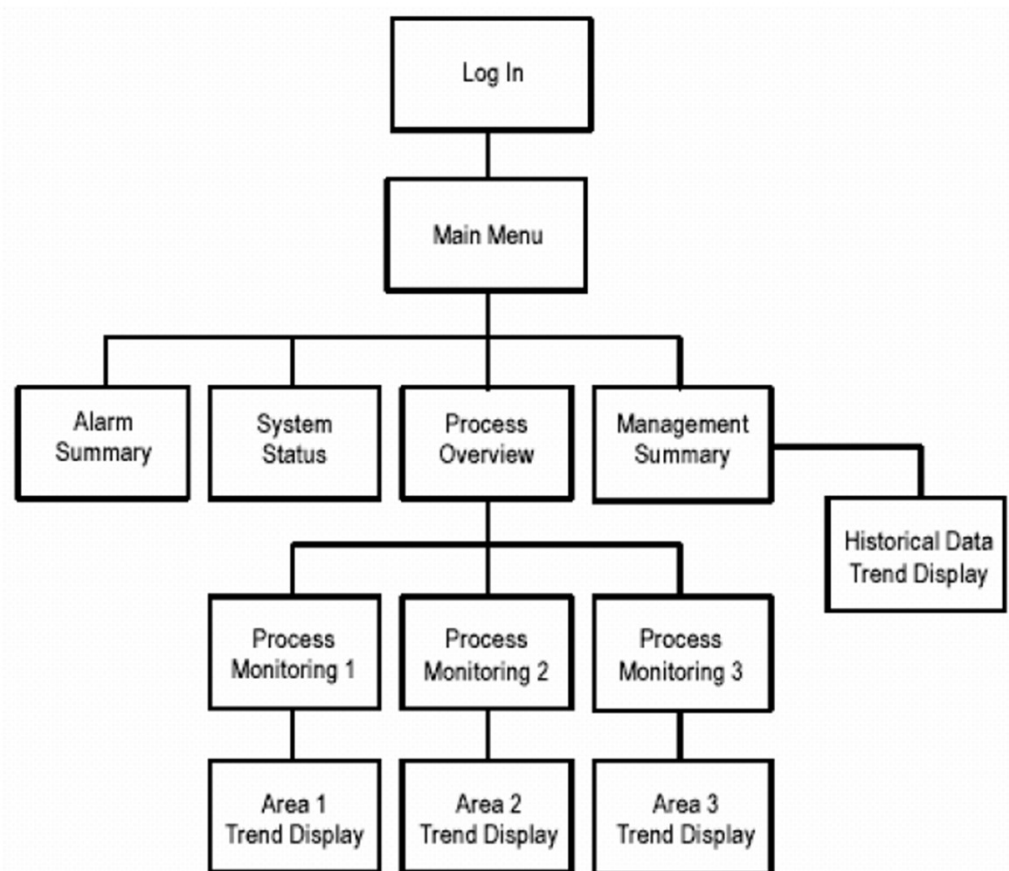# Display Navigation

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Display Navigation

- The term display navigation refers to the way the operator moves between the graphic displays that make up an application.

- To set up display navigation for your application:

  - Develop a hierarchy of graphic displays, to chart how users will navigate the application.

  - Determine which users will have access to which parts of the application.

  - Create graphic objects that the operator can use to navigate the application.

  - Use the **Remote Display Number** connection to automatically control display changes. The use of this connection is optional. Assign it in the **Global Connections** editor.

  - In the **Startup** editor, specify the graphic displays to open when the application starts.

  - Set up security so that only authorized users have access to the application or parts of the application.

Hierarchy of displays

- A hierarchy of displays is a series of graphic displays that provide progressively more detail as users move through them.

- Design your display hierarchy to meet the needs of the various users, including managers, supervisors, and operators.
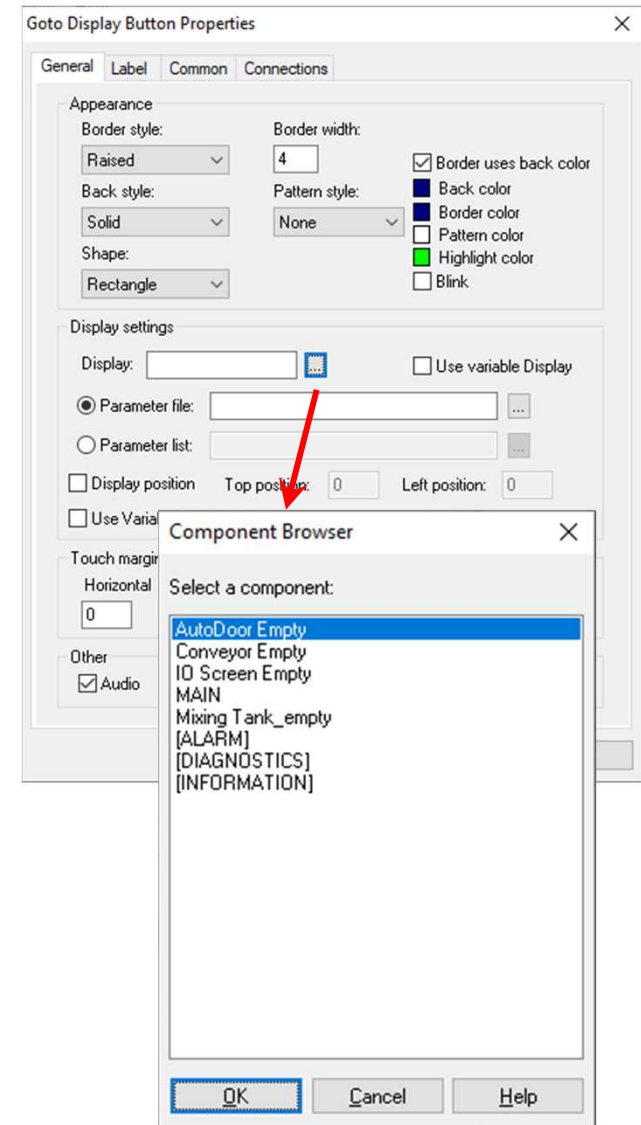
Graphic objects for Display Navigation

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| Use this object	To do this
Goto display button	Open the specified graphic display.
Return to display button	Close the current display and open the previous display.
Close display button	Close the current display. Can send a value to a tag when the display closes.
Display list selector	Provide a list of graphic displays so the operator can select which display to open.
Shutdown button	Stop the application and exit FactoryTalk View ME Station.

Goto display buttons

Swagelok
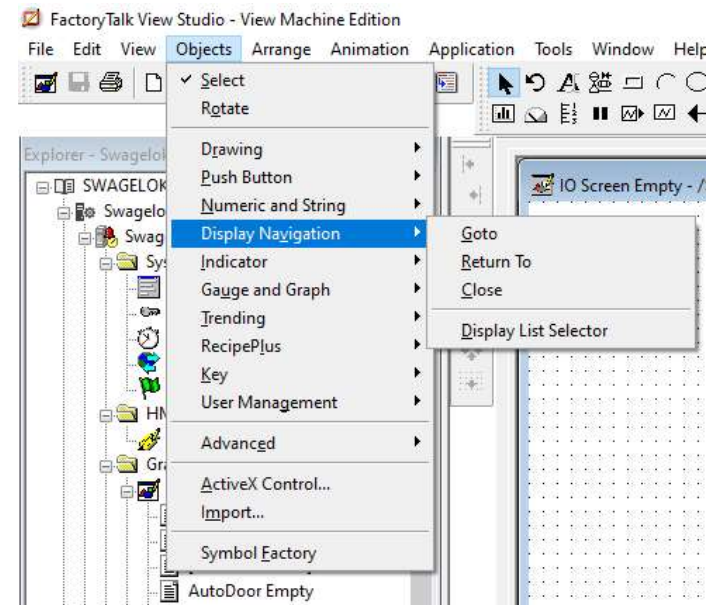
- When you set up a Goto display button, specify the graphic display to open when the operator presses the button at runtime.

- The specified display does not open if the operator does not have security access for the display.

- You can also assign a parameter file or parameter list that assigns tags to tag placeholders on the display when the display opens.

- The Goto display button's behavior at runtime also depends on which types of graphic displays are already open and which type of display it is opening:

    – If the graphic display assigned to the button is a Replace display, it closes any open On Top or Replace displays. It does not close any On Top displays that use the **Cannot Be Replaced** option.

    – If the display assigned to the button is already open, but does not have focus, pressing the button gives the display focus.

Goto Display Button Properties ✕

General | Label | Common | Connections

Appearance

Border style:	Border width:
Raised	4	☑ Border uses back color
Back style:	Pattern style:	■ Back color
Solid	None	■ Border color
		☐ Pattern color
Shape:		■ Highlight color
Rectangle		☐ Blink

Display settings

Display: [   ] ☐ Use variable Display

◉ Parameter file: [   ] [...]

◯ Parameter list: [   ] [...]

☐ Display position   Top position: 0   Left position: 0

☐ Use Varia

Component Browser ✕

Touch margin

Horizontal   Select a component:

[0]

AutoDoor Empty
Conveyor Empty
IO Screen Empty
MAIN
Mixing Tank_empty
[ALARM]
[DIAGNOSTICS]
[INFORMATION]

Other

☑ Audio

[OK]   [Cancel]   [Help]

Return to display buttons

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- When the operator presses a return to display button at runtime, the graphic display that the button is on closes and the display that was previously open reopens.

- The return to display button only goes back to the most recent display. It does not go back through a series of displays.

  - If the graphic display that is closing is a Replace display, the display closes and the previously opened Replace display opens. Any On Top displays that were previously open with the Replace display are not reopened.

 - Recommended that you use return to display buttons in **Replace displays only.**
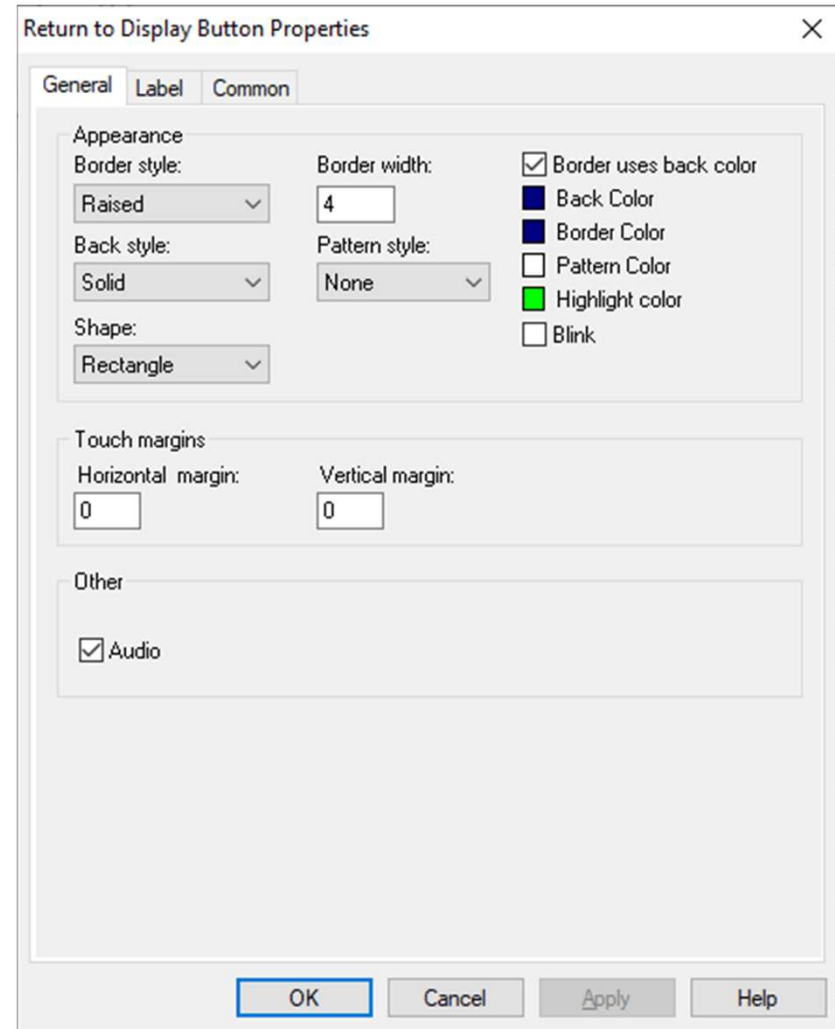
Close display buttons

- When the operator presses a close display button at runtime, the graphic display that the button is on closes. You can set up the button to write out a value when the display closes.

- Only use close display buttons in **On Top** displays.
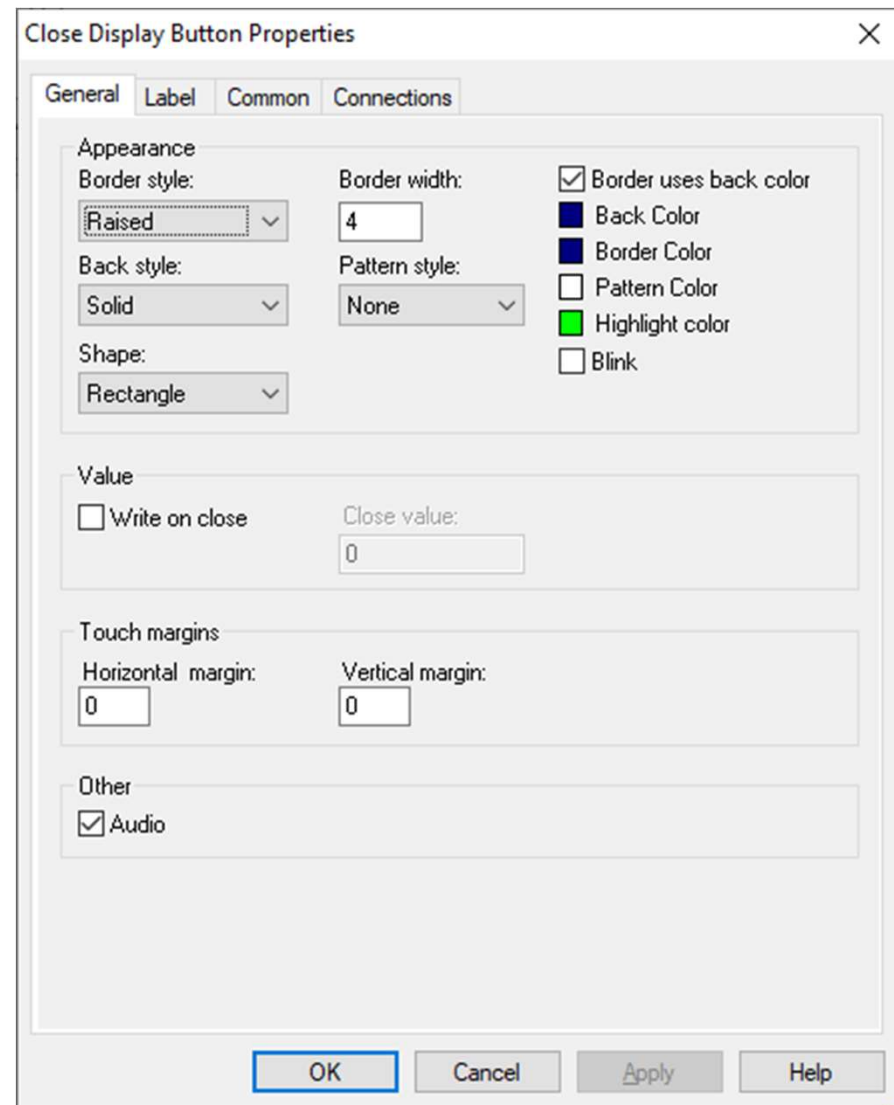
Display list selectors

- Use the display list selector to show a list of graphic displays that the operator can choose from. The operator can scroll through the list and select the graphic display to open.

- The operator can scroll through the list and select displays using the key button graphic objects, or, if the list has the input focus, by using the arrow keys and Enter key on a keypad or external keyboard.

- You can link key buttons to a specific display list selector, or set up the buttons to work with whichever object is selected in the graphic display.
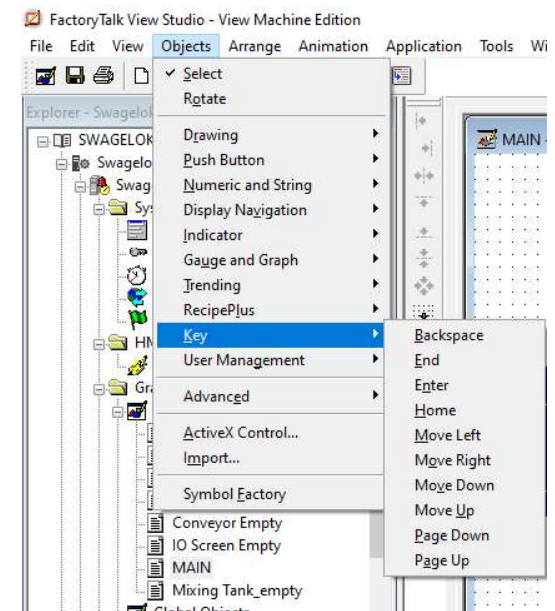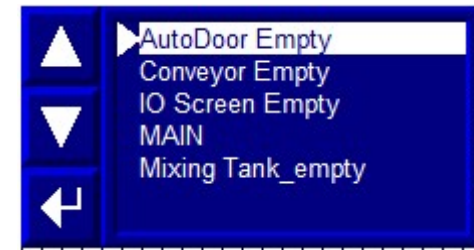
Shutdown buttons

- When the operator presses the shutdown button at runtime, the application stops and FactoryTalk View ME Station closes.

- To prevent an unauthorized user from stopping the application, assign visibility animation to the shutdown button. Or, place the button in a display that only authorized users have access to.

To create a shutdown button

1. In the Graphics Display editor, from the Objects menu, select Advanced > Shutdown.

2. Drag the mouse to position and draw a rectangle the general size and location you want the button to be.

3. Double-click the button to open its Properties dialog box.

4. In the Properties dialog box, specify how the button looks.