

Here is what I am trying to accomplish:

UDT

I have a UDT called "House" with different members



I have 2 instances of this UDT: MyHouse1 and MyHouse2

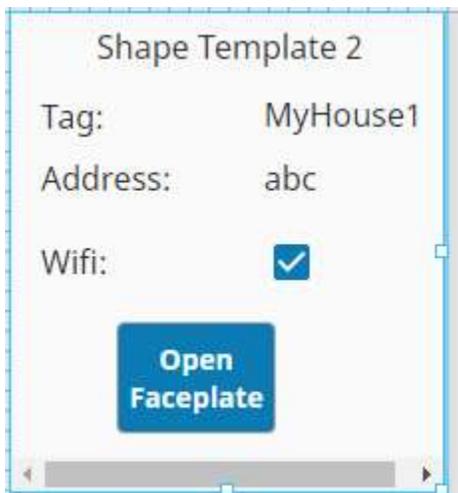


I want to create a shape template which when clicked opens a template faceplate.

I will have a main view with different instances of the shape template. One for MyHouse1 and another for MyHouse2

Perspective does not have a "template" like vision. It only has views. I made a "template" view called Shape_Template2:

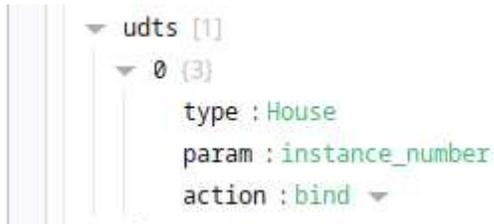
Shape_Template2



On this view, under "PARAMS", I have defined a variable called instance_number to be used for indirect addressing:



To make this a “template”, I have also made the following changes to the UDT folder within “PROPS”



I have bound the components on this shape with indirect addressing:

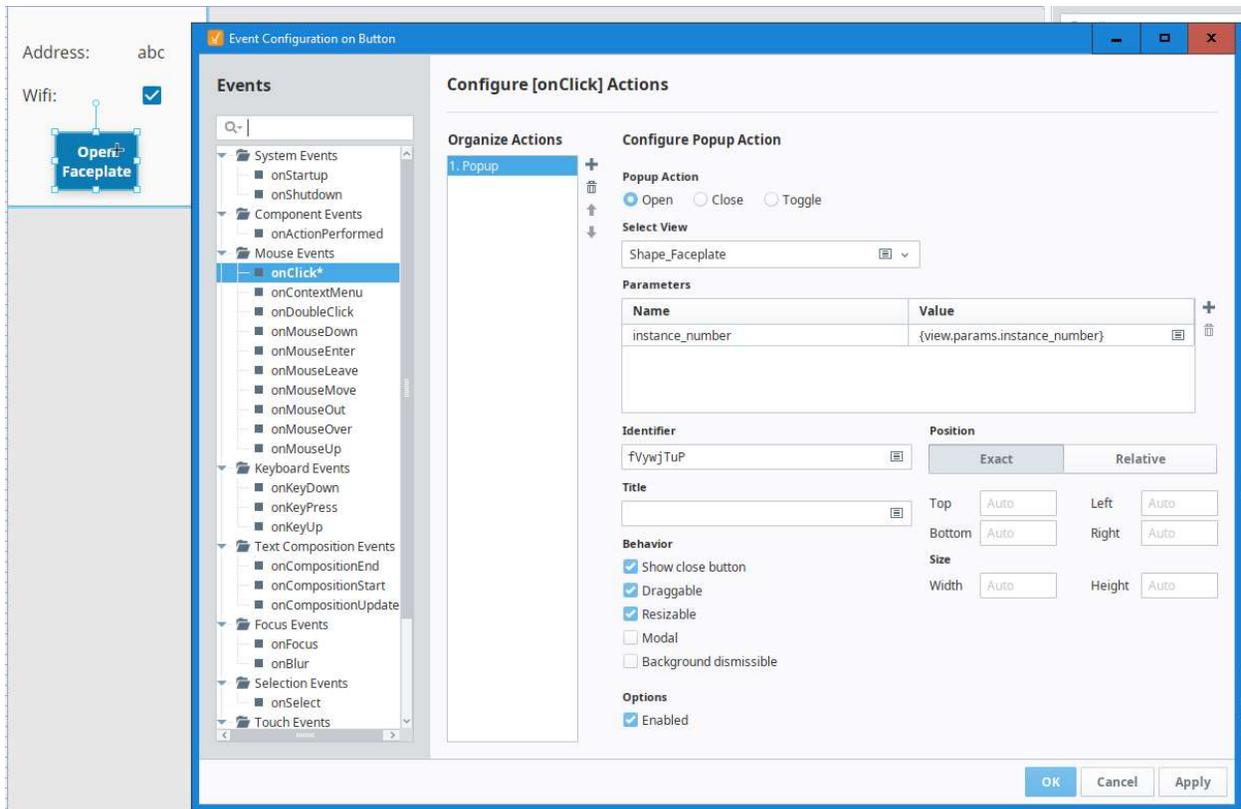
e.g. the “address” field text is bound to the “address” member of the UDT.

Instance_number is the indirect addressing that refers to MyHouse1 and MyHouse2



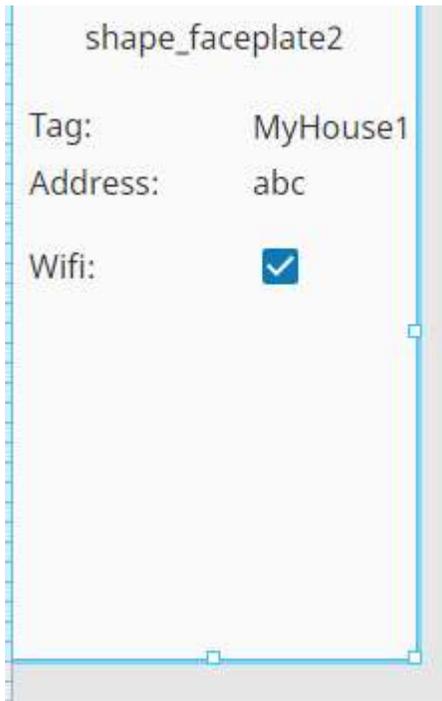
This “Shape_Template2” opens up a faceplate called “Shape_Faceplate2”

The button the shape faceplate has a mouse onclick event that passes the variable “instance_number” to the faceplate.



Shape Faceplate2

This faceplate will open up when the faceplate button is clicked on the shape. This is a separate view



On this view, under "PARAMS", I have defined a variable called instance_number to be used for indirect addressing:



I have bound the components on this shape with indirect addressing:

e.g. the address field text is bound to the address member of the UDT.

Instance_number is the indirect addressing that refers to MyHouse1 and MyHouse2

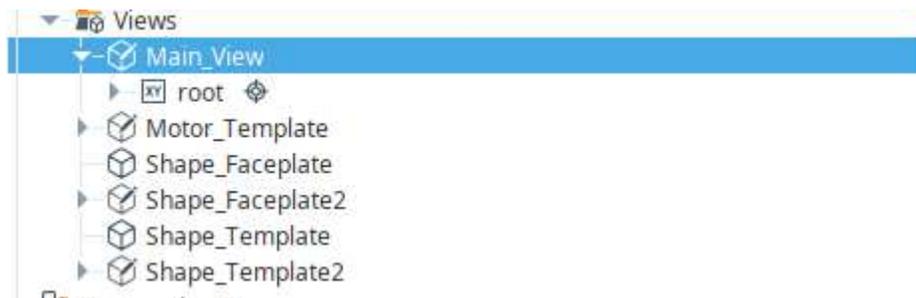


I now create a main view which will contain instances of my template as embedded views. I now have 3 views:

Main_View

Shape_faceplate2

Shape_Template2



I open Main_View. I drag and drop Shape_Template2 twice so they become embedded views on Main_view.



On the main_view, For each embedded view, I tie it to the correct UDT instance i.e MyHouse1 and MyHouse2. This is done on the right hand side in the property editor:



Here is my main view at runtime:



Both the shape templates show the correct info and when the open faceplate buttons are clicked they open the specific faceplate.

Issues:

For perspective, I have pieced this together from videos and forms. There is no specific video for doing this. Is this the correct approach? Vision has very specific steps on doing this.

From other forms in vision, passing the entire UDT is very heavy on the system so I have used indirect addressing.

My application can have up to 30-40 embedded vies in a view. Will my solution result in any performance issues?

Is there a better way to do this?

Currently I can only open up one faceplate at a time

My project and tags are attached