

Here is what I am trying to accomplish:

UDT

I have a UDT called “House” with different members

Tags			
Data Types			
House			
SubUDT			
SubUDT_Tag Memory			Integer
Address Memory			String
Doors Memory			Integer
Wifi Memory			Boolean
Windows Memory			Integer

I have 2 instances of this UDT: MyHouse1 and MyHouse2

MyHouse1 House		House
Myhouse2 House		House

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

Shape Template 2

Tag: MyHouse1

Address: abc

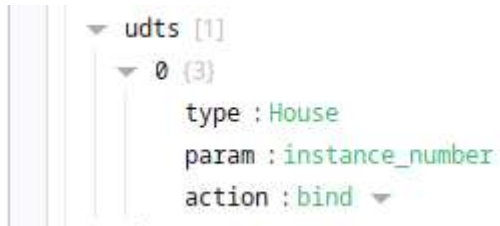
Wifi: ☒

Open Faceplate

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



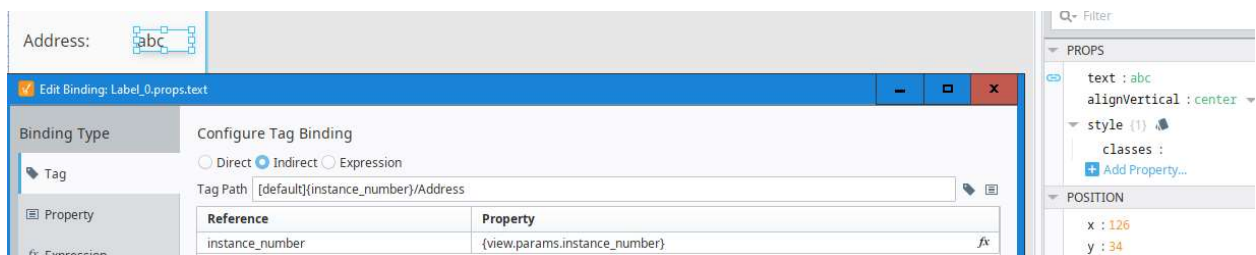
To make this a “template”, I have also made the following changes to the UDT folder within “PROPS”



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

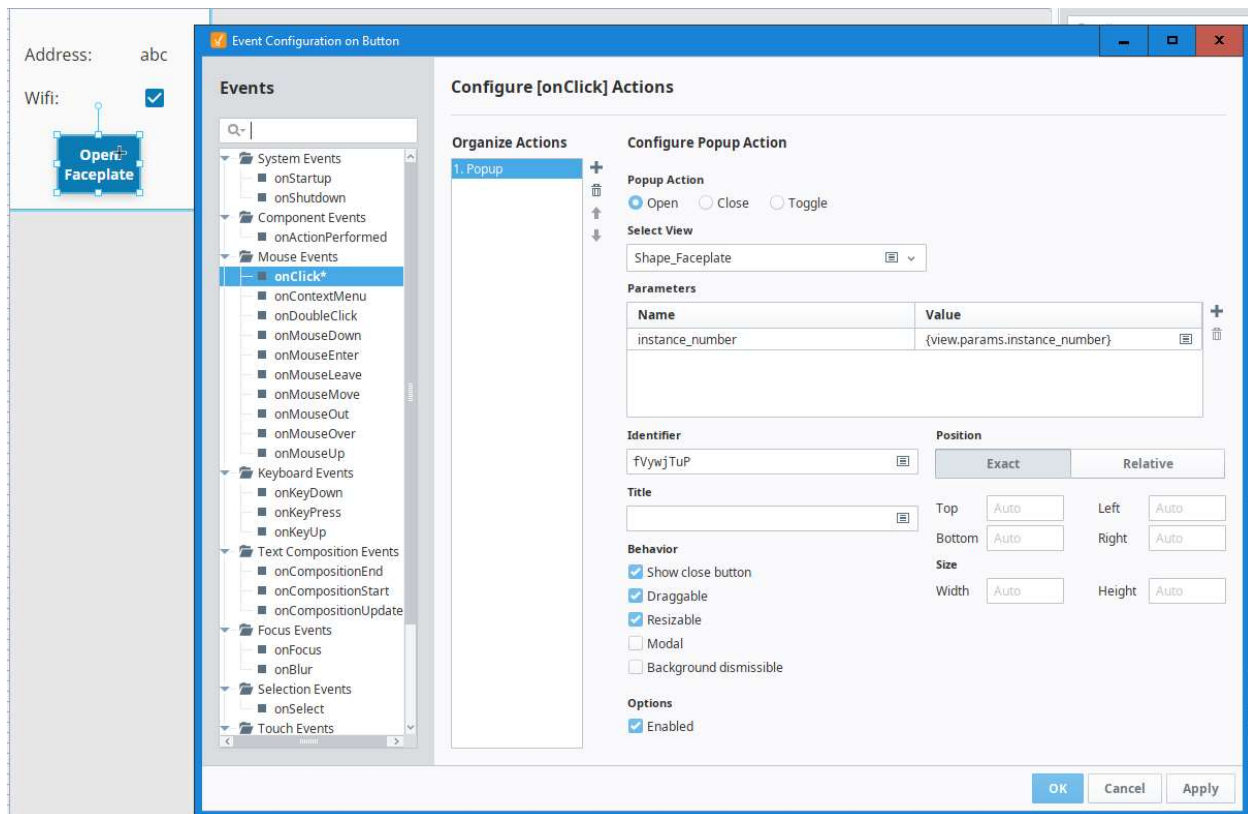
e.g. the “address” field text is bound to the “address” member of the UDT.

Instance_number is the indirect addressing that refers to MyHouse1 and MyHouse2



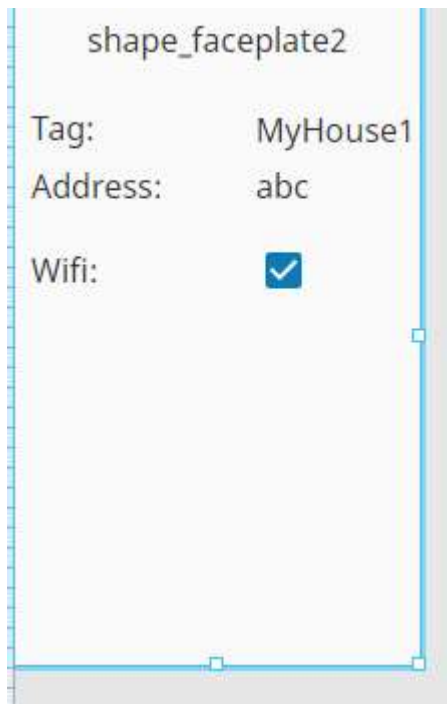
This “Shape_Template2” opens up a faceplate called “Shape_Faceplate2”

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

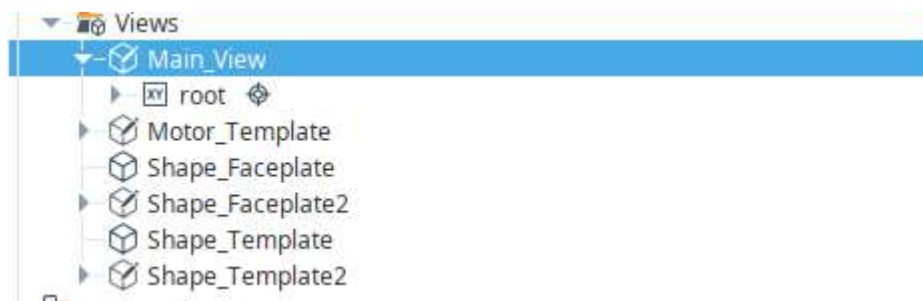


I now create a main view which will contain instances of my template as embedded views. I now have 3 views:

Main_View

Shape_faceplate2

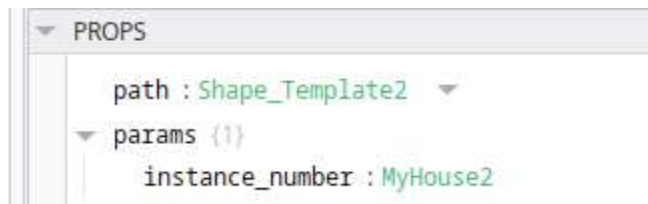
Shape_Template2



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:

Shape Template 2

Tag: MyHouse1

Address: abc

Wifi: ☒

Open Faceplate

Shape Template 2

Tag: MyHouse2

Address: def

Wifi: ☐

Open Faceplate

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shape_faceplate2

Tag: MyHouse2

Address: def

Wifi: ☐

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