

## PSO 添加或修改精灵文本描述

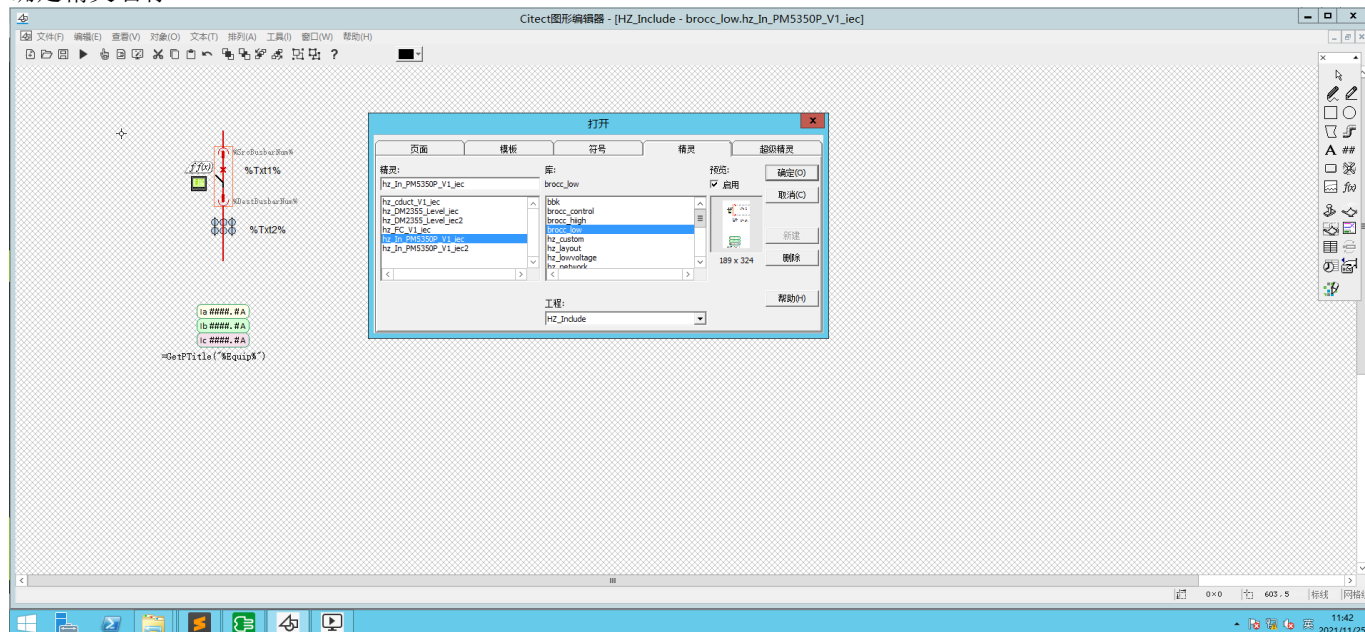
### 问题描述:

PSO 如何添加或修改精灵文本描述

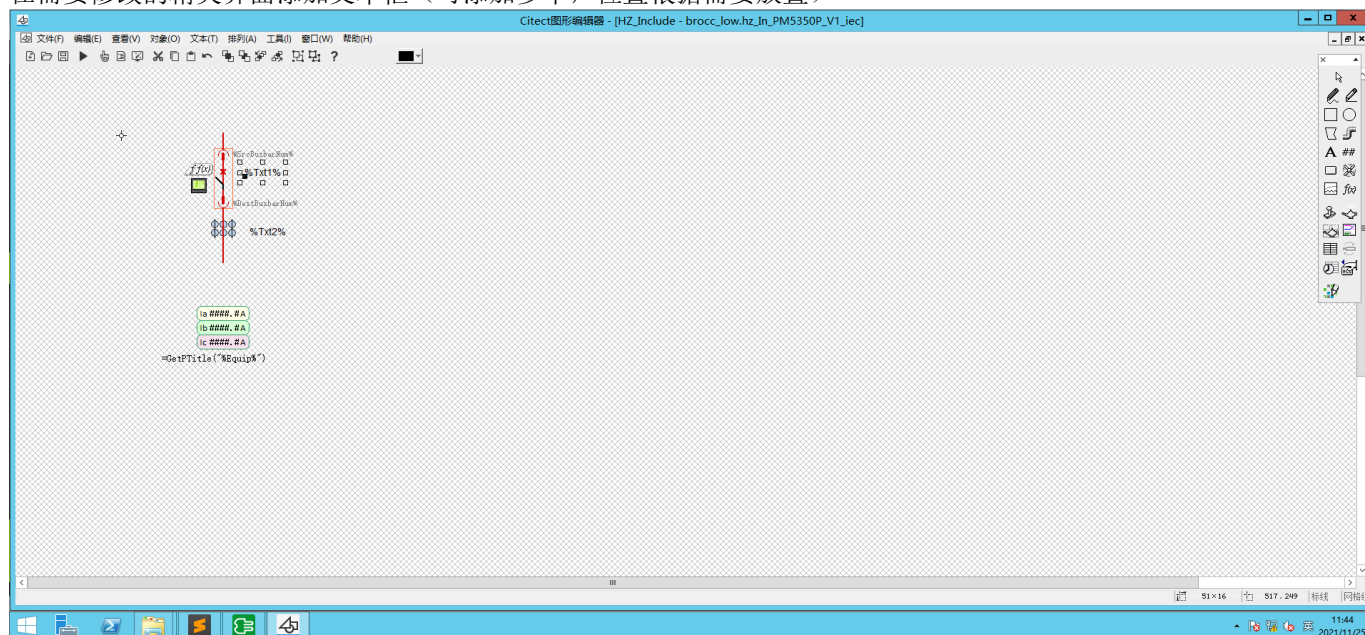
### 解决方案:

步骤如下:

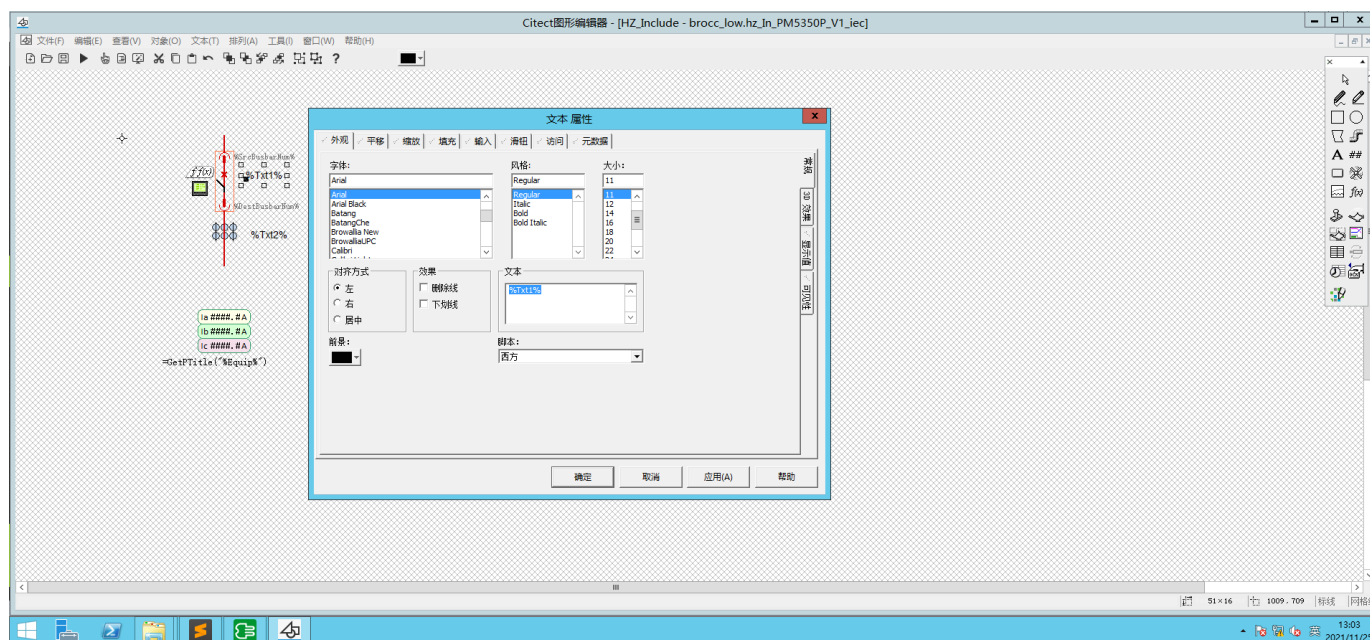
#### 1、确定精灵名称



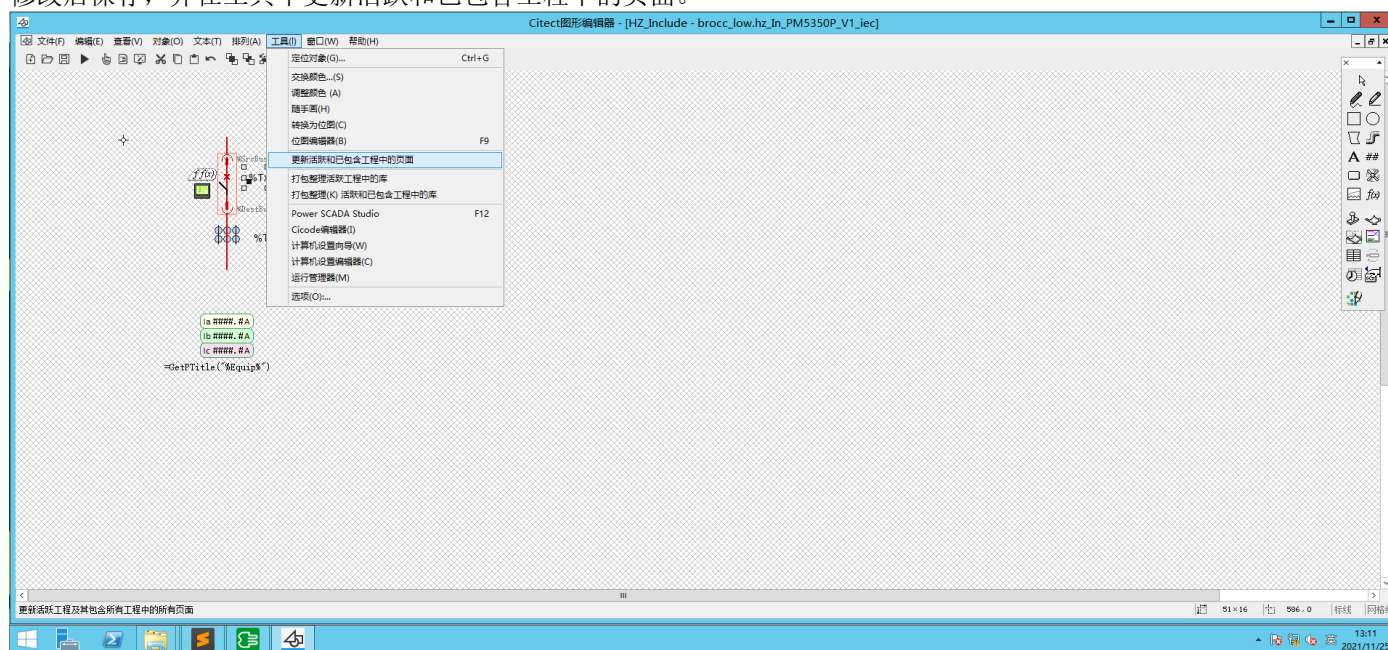
#### 2、在需要修改的精灵界面添加文本框（可添加多个，位置根据需要放置）



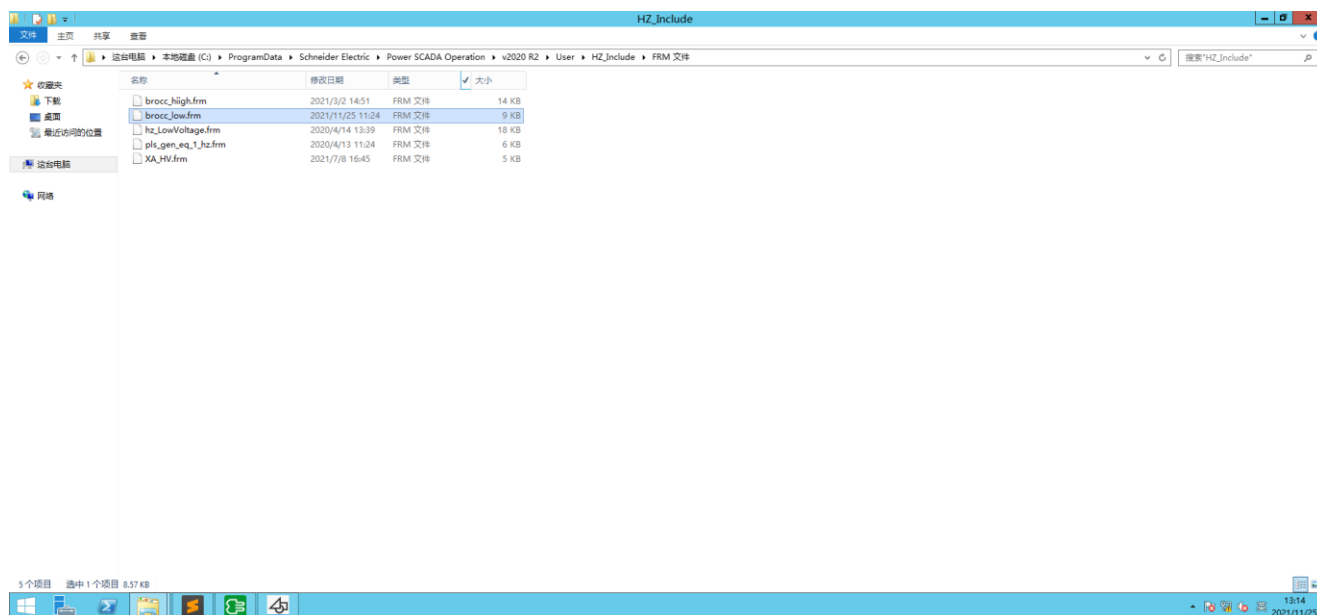
#### 3、双击精灵，打开精灵属性菜单，在文本处填写%XXX%，XXX 为任意字符。如果有多个文本，注意每个文本内容不能重复。



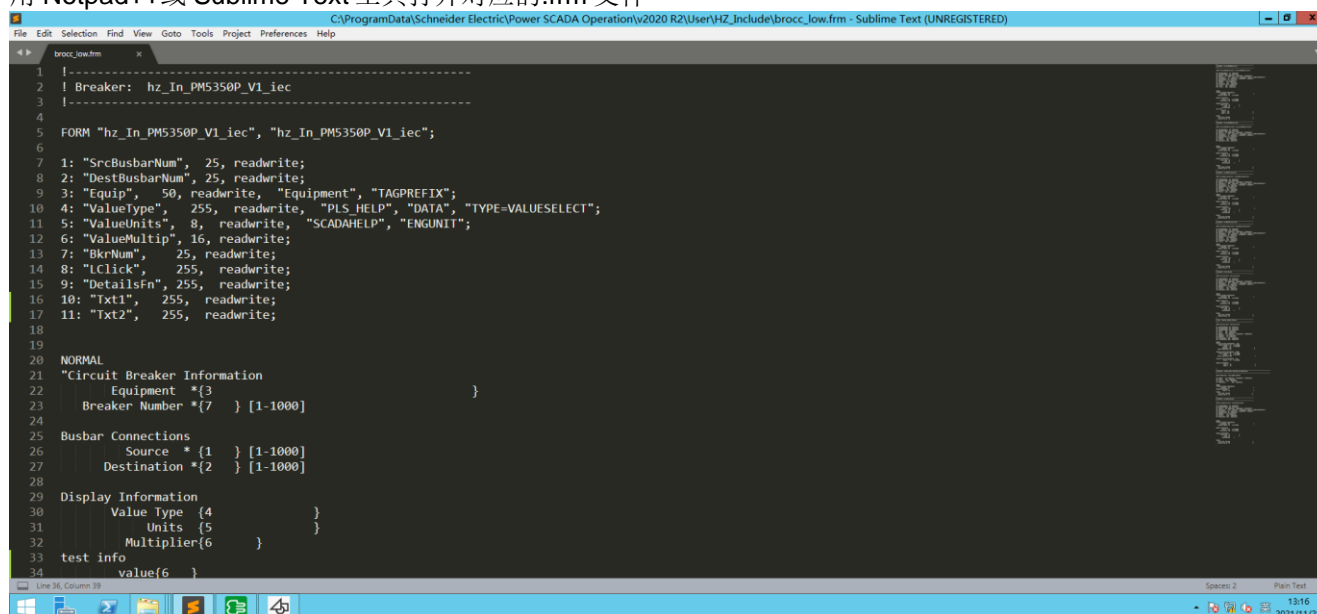
4、修改后保存，并在工具中更新活跃和已包含工程中的页面。



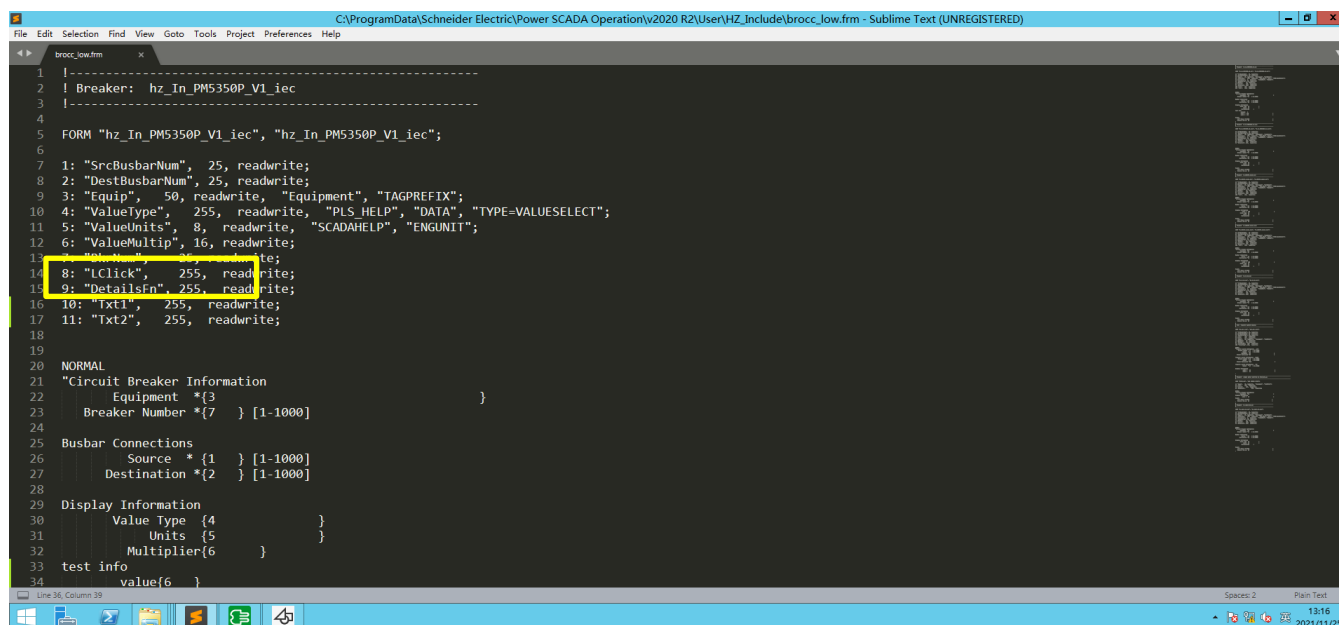
5、在以下路径找到对应精灵的.frm 文件 C:\ProgramData\Schneider Electric\Power SCADA Operation\v2020 R2\User\HZ\_Include



## 6、用 Notepad++ 或 Sublime Text 工具打开对应的 .frm 文件



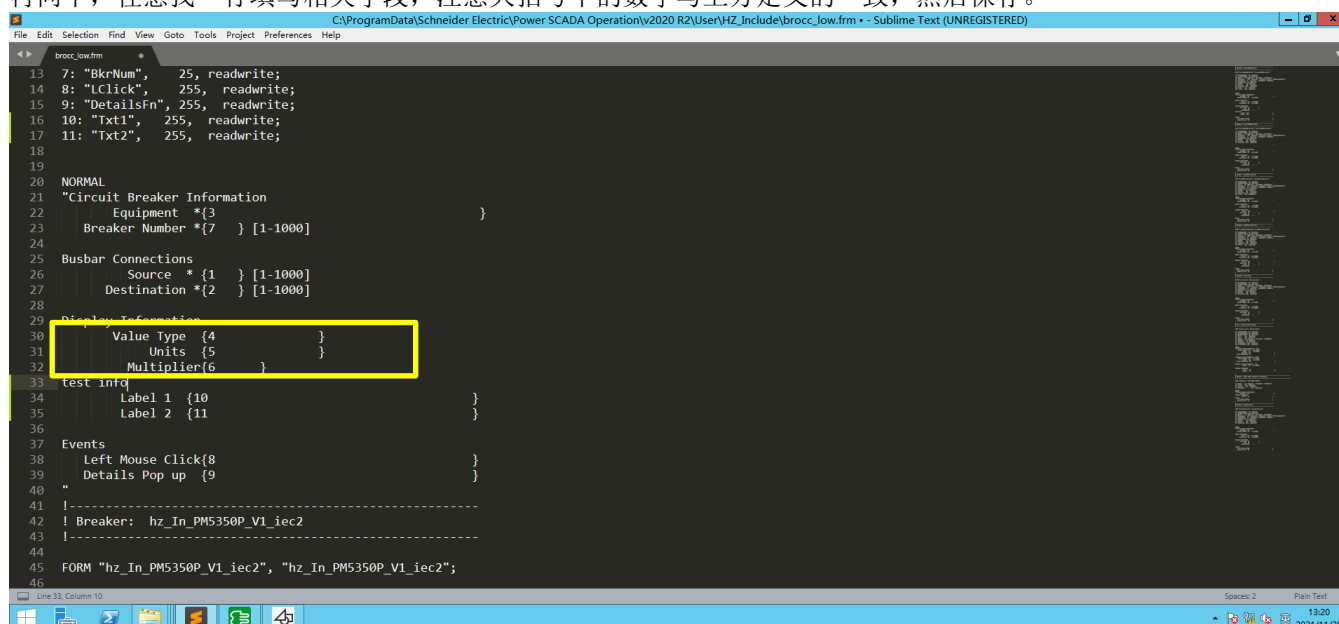
## 7、找到对应的精灵名字，在它下面添加或更改需要的内容，如本例需要加两行文本，则在下图中自行添加两行，注意图中两行双引号中的字符要与之前修改精灵时定义的文本一致。



```

1 |-----
2 | Breaker: hz_In_PM5350P_V1_iec
3 |-----
4
5 FORM "hz_In_PM5350P_V1_iec", "hz_In_PM5350P_V1_iec";
6
7 1: "SrcBusbarNum", 25, readwrite;
8 2: "DestBusbarNum", 25, readwrite;
9 3: "Equip", 50, readwrite, "Equipment", "TAGPREFIX";
10 4: "ValueType", 255, readwrite, "PLS_HELP", "DATA", "TYPE=VALUESELECT";
11 5: "ValueUnits", 8, readwrite, "SCADAHELP", "ENGUNIT";
12 6: "ValueMultipl", 16, readwrite;
13 7: "DetailsFn", 255, readwrite;
14 8: "lClick", 255, readwrite;
15 9: "DetailsFn", 255, readwrite;
16 10: "Txt1", 255, readwrite;
17 11: "Txt2", 255, readwrite;
18
19
20 NORMAL
21 "Circuit Breaker Information
22   Equipment *{3
23   Breaker Number *{7 } [1-1000]
24
25 Busbar Connections
26   Source * {1 } [1-1000]
27   Destination *{2 } [1-1000]
28
29 Display Information
30   Value Type {4
31   Units {5
32   Multiplier{6
33 test info
34   value{6
  
```

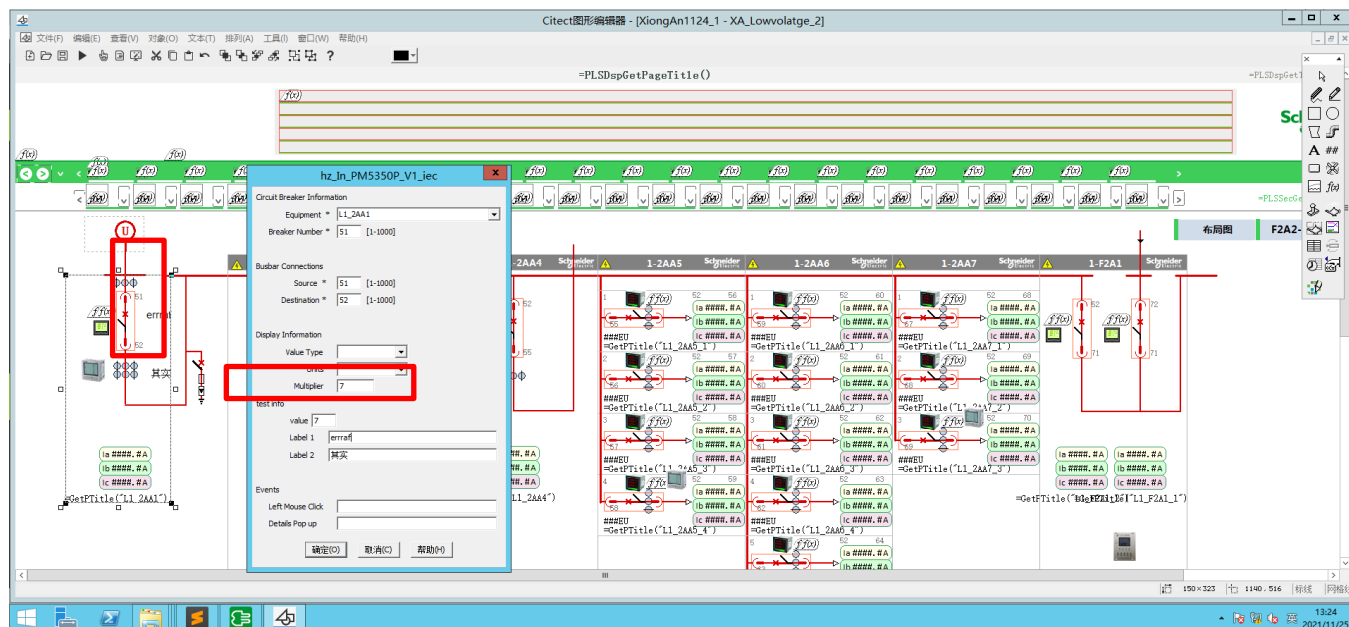
8、再向下，任意找一行填写相关字段，注意大括号中的数字与上方定义的一致，然后保存。



```

13 7: "BkrNum", 25, readwrite;
14 8: "lClick", 255, readwrite;
15 9: "DetailsFn", 255, readwrite;
16 10: "Txt1", 255, readwrite;
17 11: "Txt2", 255, readwrite;
18
19
20 NORMAL
21 "Circuit Breaker Information
22   Equipment *{3
23   Breaker Number *{7 } [1-1000]
24
25 Busbar Connections
26   Source * {1 } [1-1000]
27   Destination *{2 } [1-1000]
28
29 Display Information
30   Value Type {4
31   Units {5
32   Multiplier{6
33 test info
34   Label 1 {10
35   Label 2 {11
36
37 Events
38   Left Mouse Click{8
39   Details Pop up {9
40
41 |-----
42 | Breaker: hz_In_PM5350P_V1_iec2
43 |-----
44
45 FORM "hz_In_PM5350P_V1_iec2", "hz_In_PM5350P_V1_iec2";
46
  
```

9、此时再打开图形页面，双击修改过的精灵，就会多出刚刚增加的文本框，可以填写任意字符。



- 10、运行项目后就可以看到添加的文字  
注：该方法也可用于更改精灵的其他属性