

Creating and using your own dialog

In Codesys it is possible to customize and edited the standard dialogs.



This library can also be downloaded via our [forge](#), [CODESYS Examples: VisuDialogs](#)

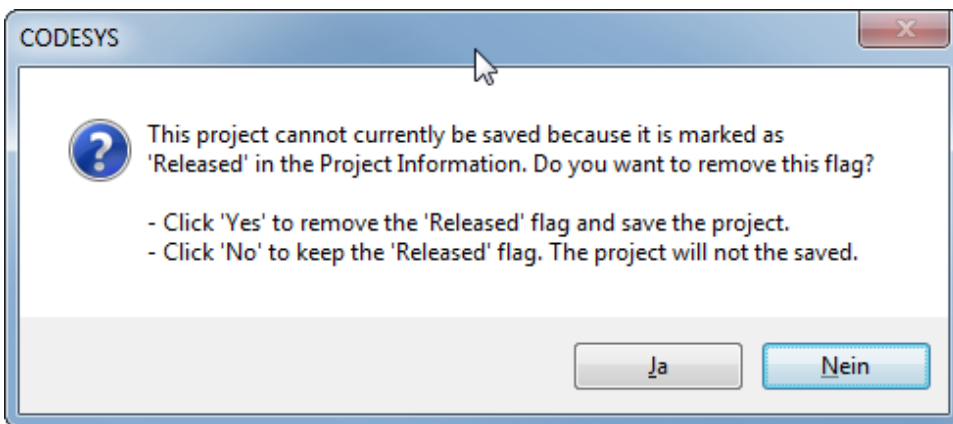
The lib "Library Manager" can be found (per default installation) here:

C:\Program Files (x86)\3S CODESYS\CODESYS\Projects\Visu\Dialogs\VisuDialogs.library

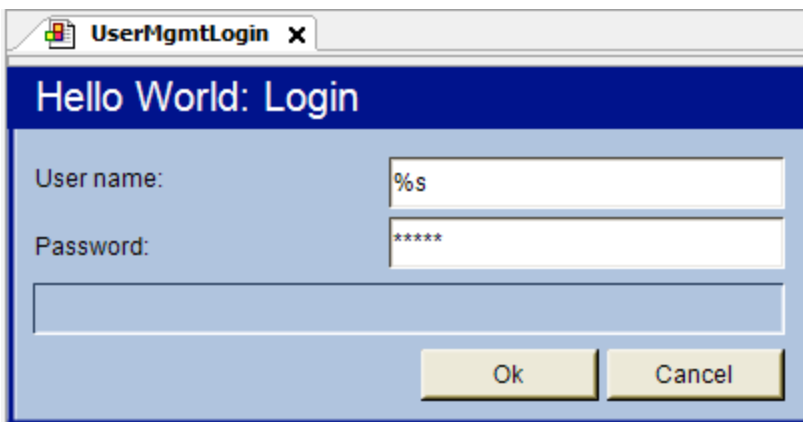
In the following example, the color of a login dialog is to be adjusted.

Creating and using your own dialog

- Open the existing library.
- Save the project/library under a different name (in this example 'DemoVisuUserMgmtDialogs.library').
- During the saving procedure, you will be informed that the library is marked as release.



- Confirm this dialog with Yes.
- Modify the dialog, e.g. header and color.



- Open the project information dialog (Menu Project\Project Information) and modify the title and standard namespace.

Project Information

File Summary Properties Statistics Licensina Sianina

Company: System

Title: DemoVisuUserMgmtDialogs

Version: 3.5.10.0 ☐ Released

Library Categories: Intern|Visu ...

Default namespace: DemoDialogs

Author: 3S-Smart Software Solutions GmbH

Description: This library contains example dialogs for the visualization user management functionality.

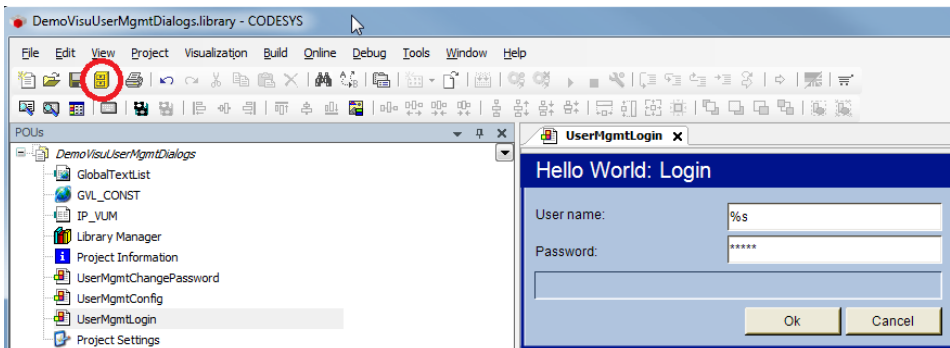
The fields in bold letters are used to identify a library.

☐ Automatically generate 'Library Information' POUs

☐ Automatically generate 'Project Information' POUs

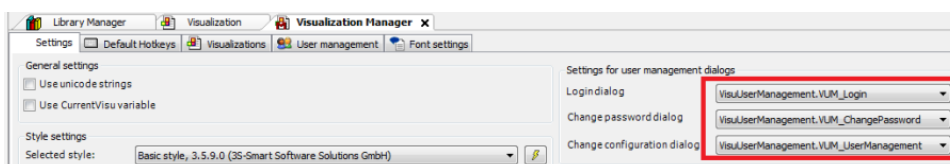
OK Cancel

- Save and install the new library.

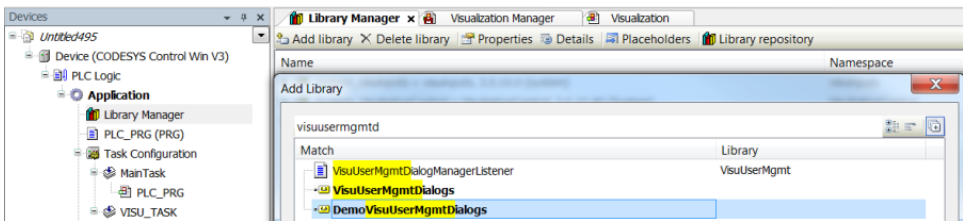


Using the new dialog

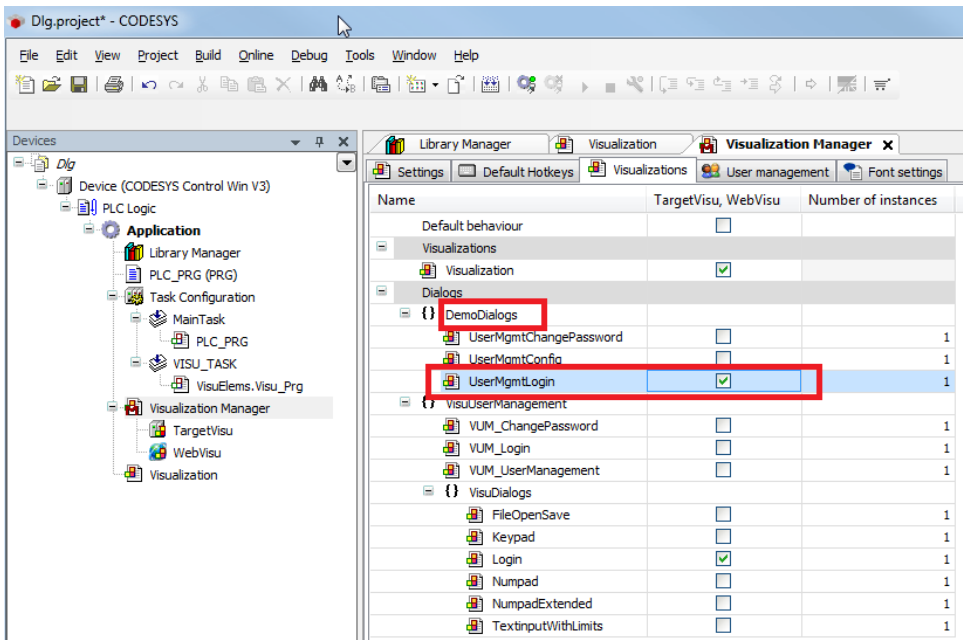
- Create a test project.
- Insert the object "Visualization" under the application.
- Insert a user management via the visualization manager.
- Create a user.
- The project must now be closed and opened again. The standard dialogs are now available.



- Insert the new library via the library manager.



- Make your dialog available in the visualization manager (tab "Visualizations").



- Close and open the visualization manager.
- Your dialog is then available.

