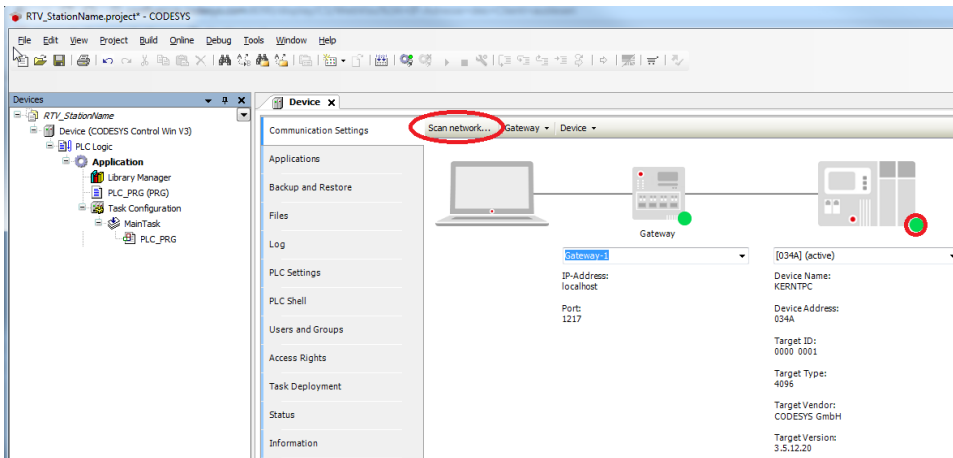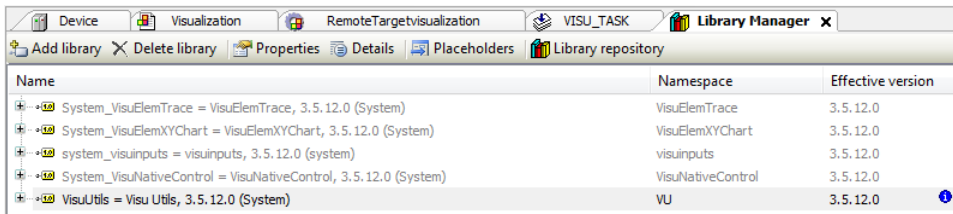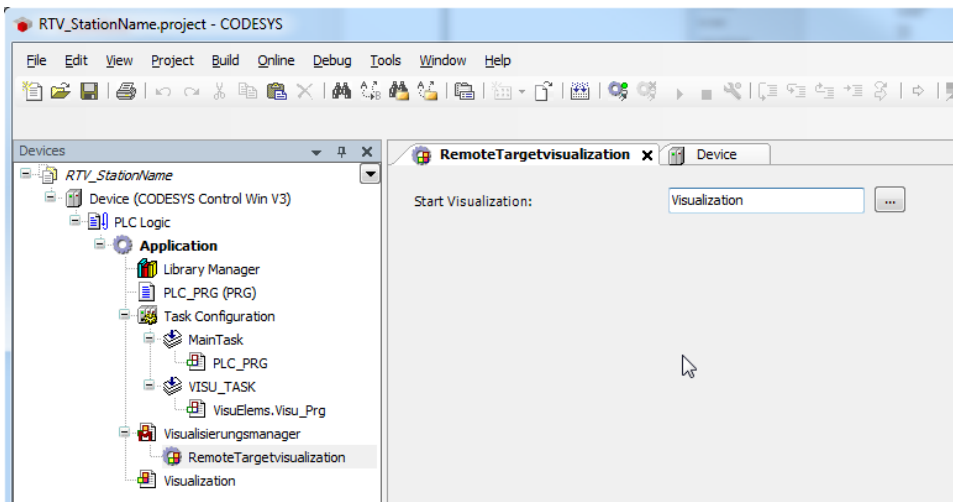# RemoteTargetVisu: Reading the Client Name

- Create a "Standard project" and select *CODESYS Control Win V3* as the device.
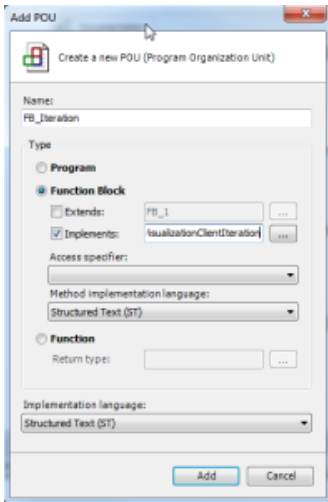- Define the target system by means of the *Network scan*.

- Open the *Library Manager* and add the following library:
  VisuUtils

- Insert a visualization in the device tree.
  Then the *Visualization Manager* is inserted with the visu types *TargetVisu* and *WebVisu*.
  Delete both of these are add a *RemoteTargetvisualization*. Then assign the *Visualization* to it as the start page.
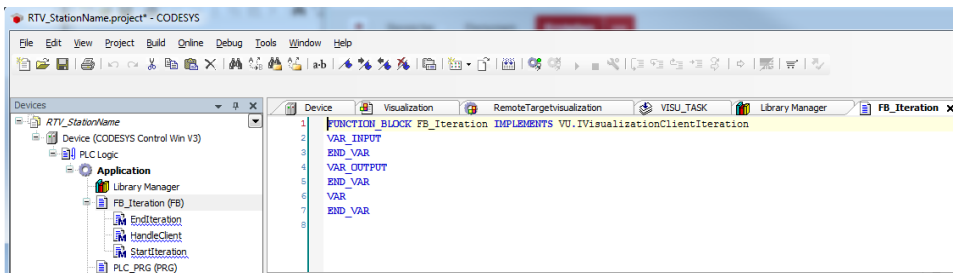 In addition, a *VISU_TASK* is also created automatically.

- Create a new FB named *FB_Iteration* and implement the *VU.IVisualizationClientIteration* interface.

The following methods are created automatically with the FB:
EndIteration
HandleClient
StartIteration

- Adapt the *FB_Iteration* function block as follows:

Declaration

```
FUNCTION_BLOCK FB_Iteration IMPLEMENTS VU.IVisualizationClientIteration
VAR_INPUT
END_VAR
VAR_OUTPUT
END_VAR
VAR
        sRtvName1 : STRING;
END_VAR
```

- Adapt the *HandleClient* method as follows:

Declaration

```
(* This method will be called for each client that is currently within the list
 of active visualization clients.

 .. note:: Please remark that this method will be called from VISU_TASK*)
METHOD HandleClient
VAR_INPUT
    (* The object representing the according client. Will not be 0.*)
    itfClient    : VU.IVisualizationClient;
END_VAR
```

Implemen
tation

```
IF itfClient.ClientType = VU.VisuClientType.RemoteTargetVisualization THEN
    sRtvName1 := itfClient.GetClientName();
END_IF
```

- Adapt the POU *PLC_PRG* as follows:

Declaration

```
VAR
    fbIteration                        : FB_Iteration;
    fbIterateClients         : VU.FbIterateClients;
END_VAR
```
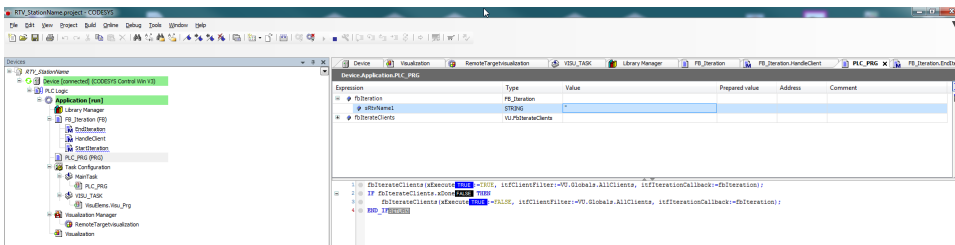
Implemen
tation

```
fbIterateClients(xExecute:=TRUE, itfClientFilter:=VU.Globals.AllClients, itfIterationCallback:
=fbIteration);
IF fbIterateClients.xDone THEN
    fbIterateClients(xExecute:=FALSE, itfClientFilter:=VU.Globals.AllClients,
itfIterationCallback:=fbIteration);
END_IF
```

- Load the project to the controller and start it.

- Open the *targetvisuremote.cfg* file and add the following entries to the *CmpVisuHandlerRemote* section:

  [CmpVisuHandlerRemote]
  VisuClient.Name=CodesysRemoteClient1

- After the remote target visu is started, the specified name is shown in the project: