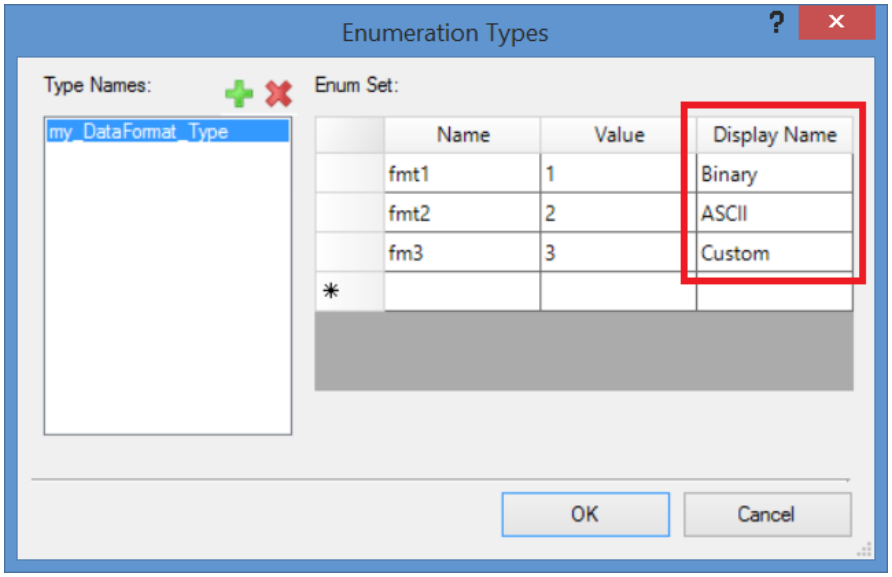
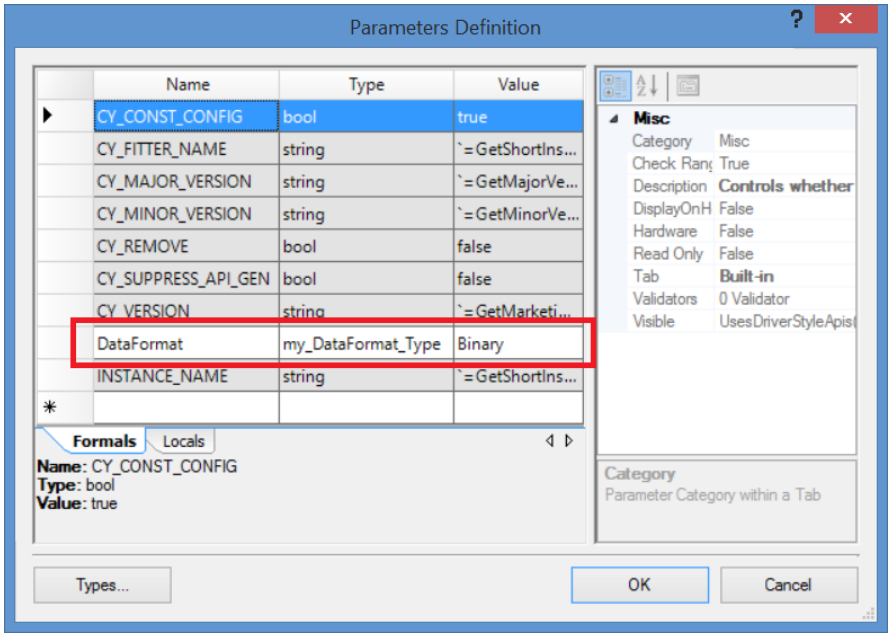
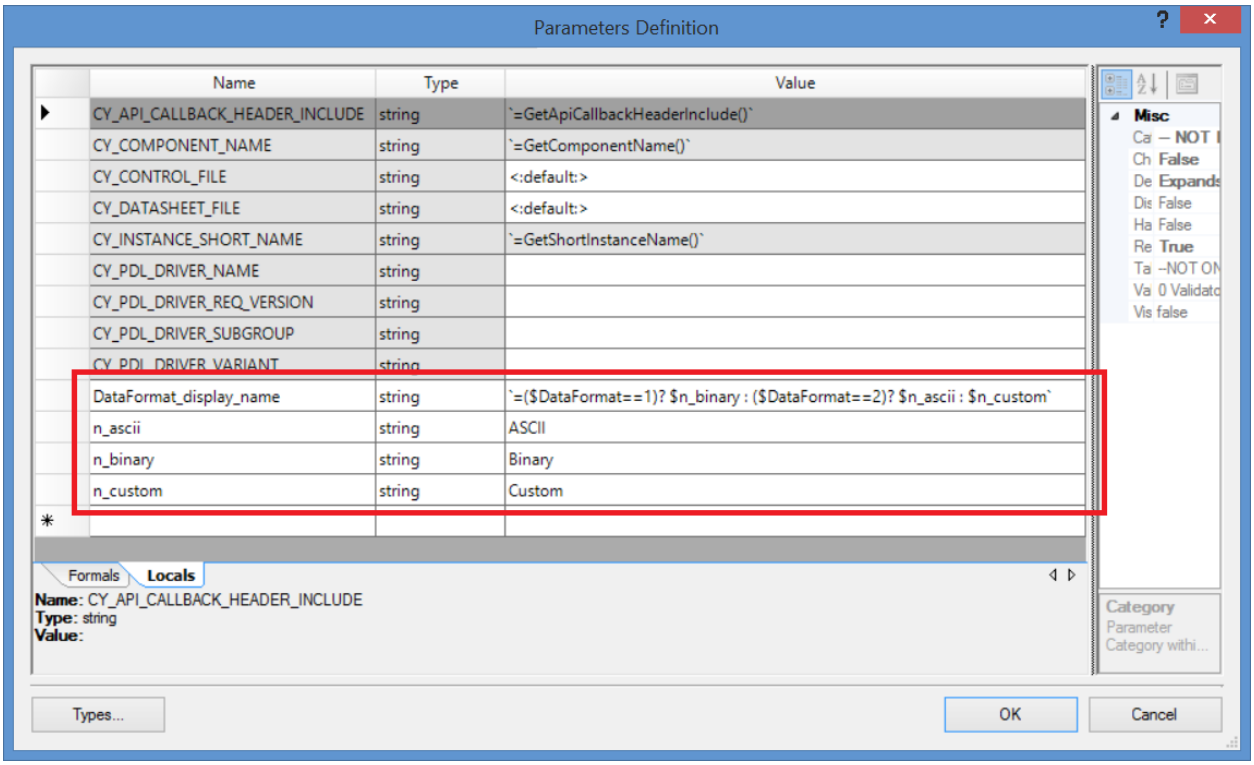
Display Name For enumeration problem

Display Names are listed in the Type definition. There is no way to extract Display Names and use them in code without the Customizer. But there is an option to overcome this issue.

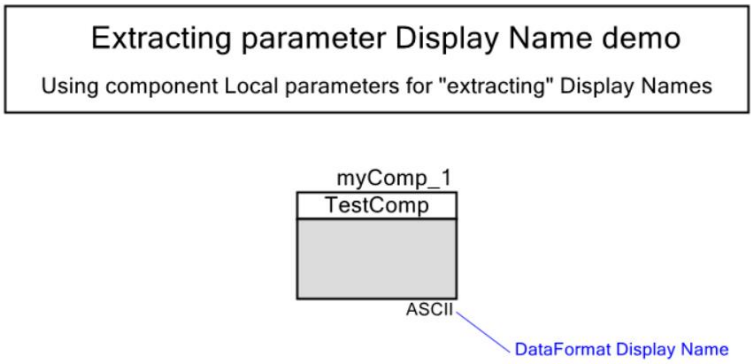




Let's create a Local parameters with same duplicate names as Display Name listed above: "Binary", "ASCII", "Custom". Another local parameter DataFormat_dsplay_name will conditionally return the DisplayName as needed:



Now DataFormat_dsplay_name can be used anywhere in the project to pass DisplayName parameter. Example of using DisplayName in schematic:



Example of using DisplayName in the header file:

```
13
14
15  #ifndef `$INSTANCE_NAME`_H
16  #define `$INSTANCE_NAME`_H
17
18
19  #include <project.h>
20
21
22
23  /***************************************
24  *        read-only parameters
25  ***************************************/
26
27  #define `$INSTANCE_NAME`_DataFormat                `=$DataFormat             ` // data format: 1-binary / 2-ASCII / 3-Custom
28  #define `$INSTANCE_NAME`_DataFormat_dispaly_name   `=$DataFormat_display_name` // dispaly name: binary / ASCII / Custom
29
30
31
```

Header file after compilation:

```
14
15  #ifndef myComp_1_H
16  #define myComp_1_H
17
18
19  #include <project.h>
20
21
22
23  /***************************************
24  *        read-only parameters
25  ***************************************/
26
27  #define myComp_1_DataFormat                2 // data format: 1-binary / 2-ASCII / 3-Custom
28  #define myComp_1_DataFormat_dispaly_name   ASCII // dispaly name: binary / ASCII / Custom
29
30
```