

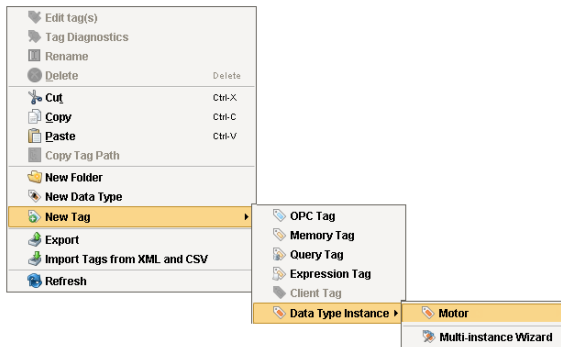
Creating UDT Instances

Creating instances of UDTs is virtually identical to creating other types of Tags using the **New Tag** menu. Unlike standard Tags, it is likely that you'll have to modify attribute values or override certain member properties in order to make the instance unique.

To Create a UDT Instance

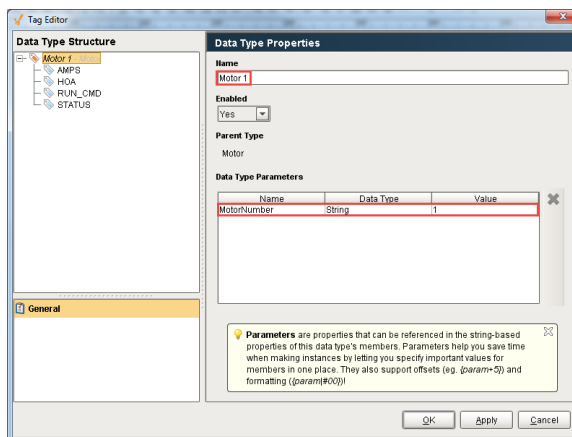
Once a **UDT definition** is created, you can create an instance of the UDT as an actual Tag in Ignition. Now that you have the Motor UDT created from the previous section, let's create a UDT instance.

1. In the **Tag Browser**, right-click on **Tags** and select **New Tag > Data Type Instance > Motor** to create a new instance.



2. Assign the new instance a name, **Motor 1** and enter a value for the MotorNumber parameter that is used in the configuration of the UDT Motor.

- Assign the **MotorNumber** parameter a value of **1** for **Motor 1**.
- Click **OK**, and the Motor 1 instance is created in Ignition.



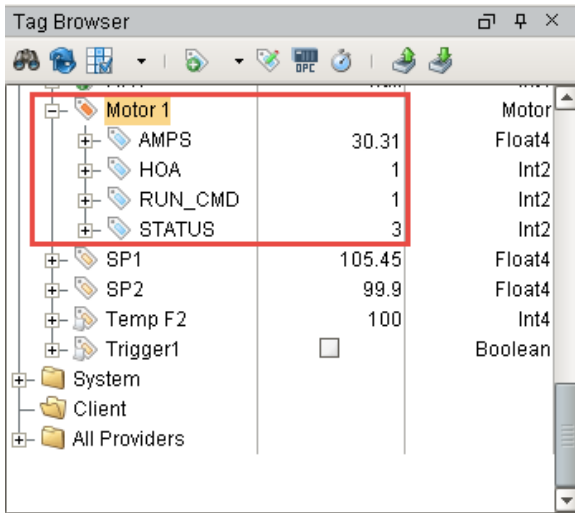
3. From the **Tag Browser**, expand **Motor 1** to verify that the Tags are working correctly.



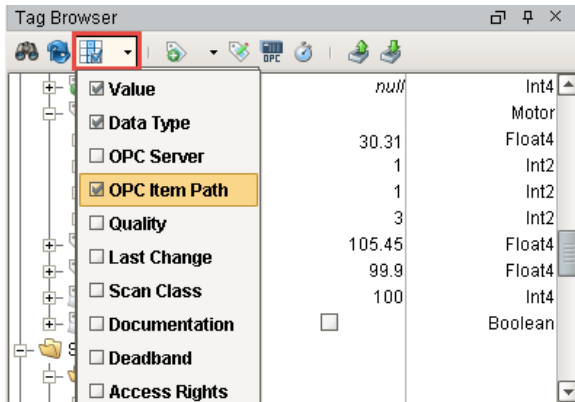
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Creating UDT Instances

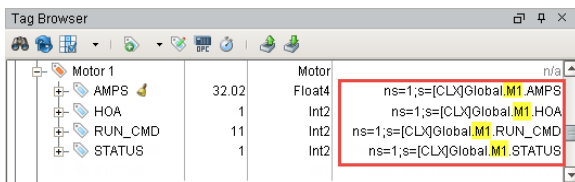
[Watch the Video](#)



4. In the **Tag Browser**, check the **OPC Item Path** to see how Ignition translated the path for the MotorNumber parameter, and verify that it is correct and of good quality. From the **Tag Browser**, select **Motor 1**, click the **Column Selector**, and check **OPC Item Path** from the dropdown.

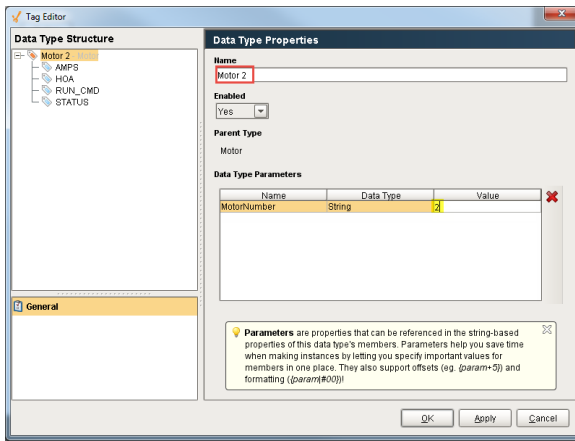


You can see that Ignition displays the **MotorNumber (M1)** correctly.

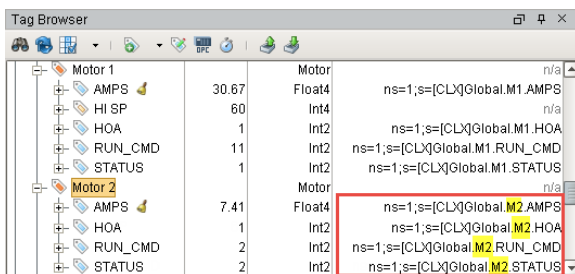


5. To create another instance of Motor 1, **copy** and **paste Motor 1** in the Tag folder to create **Motor 2**.

Open the **Tag Editor** and modify the **MotorNumber** value from **1** to **2** to point to a different Motor (i.e., Motor 2). Click **OK**.



6. To confirm Motor 2 is working correctly, open the **Tag Browser** and expand **Motor 2**.



Creating UDT Instances is really simple once you have a UDT definition in place.

Related Topics ...

- [UDT Multi-Instance Wizard](#)