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Global Label

Global Labels are text strings that can be used in the whole project. All devices that use a certain global label show the same text.

Global Labels can be used in:

- channel labels
- selector lists
- TFT elements
  - Transparents
  - user defined buttons
- Ember+

To insert a Global Label in a Label box use braces with the Global Label number, for example `{1}` for Global Label number 1 in complete length.
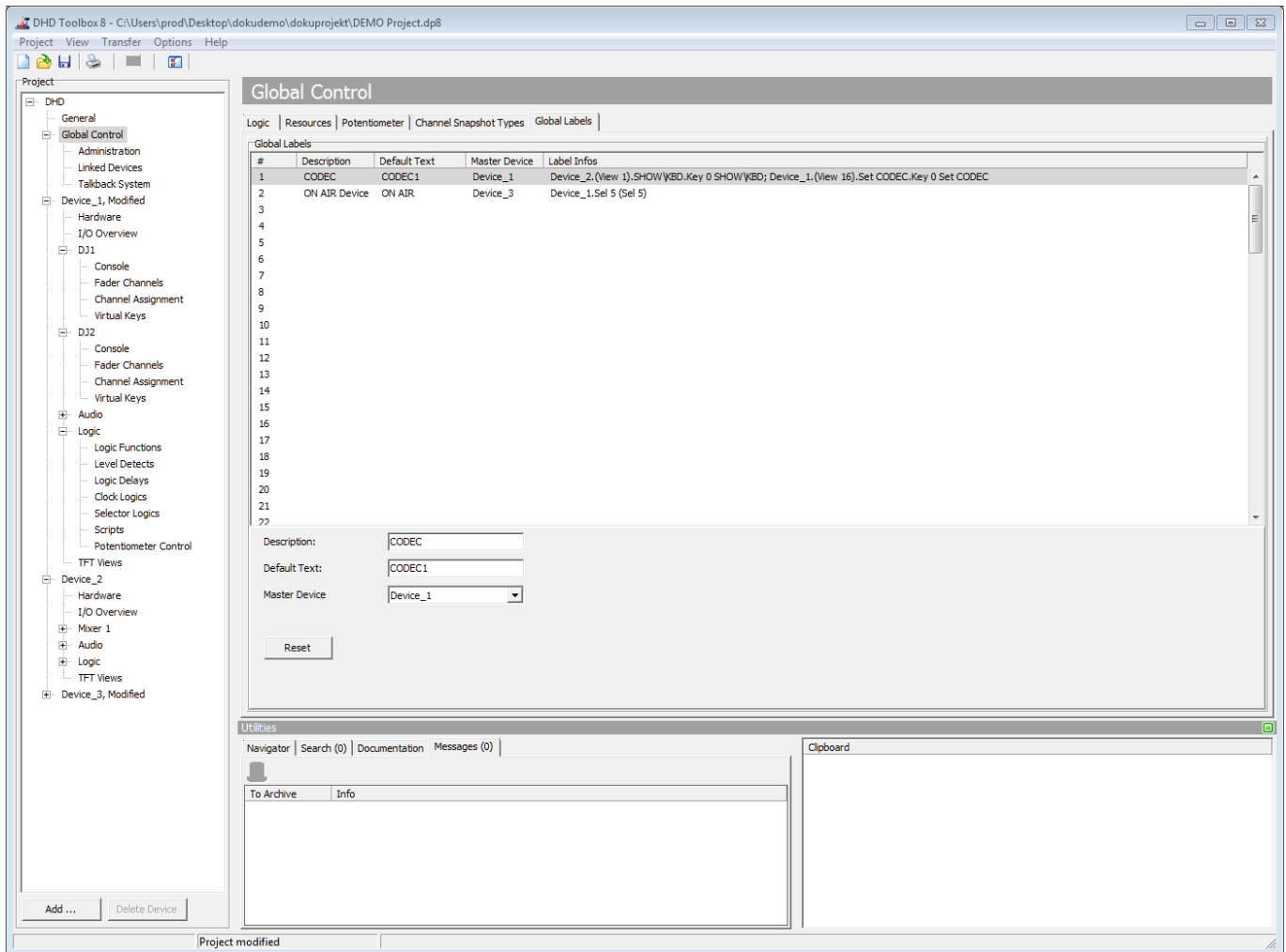
Global Labels can be limited to a certain number of characters. Just add the number of characters, separated by a colon `:` to the Global Label number - for example `{1:16}` will show only the first 16 characters of Global Label number 1.

Global Labels can be set by:

- TFT Keyboard (`Show keyboard` options)
- Selector (`Assign to Global Label` option, see Selectors)
- Ember+
- Routing Software

Each Global Label is defined with `Default Text`, `Description` and a `Master Device`.

The `Label Infos` column shows you, which device and which elements set / modify the Global Label.

Global Labels, Editing Global label options

Page Title: Global Label

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