

# Modified data

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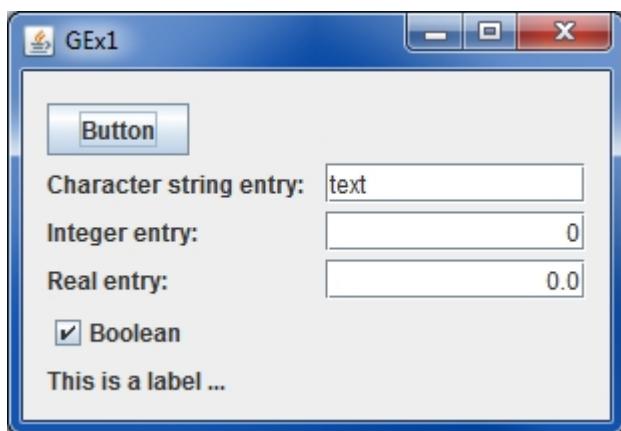
Sometimes, a "**\***" character appears just after a label of an entry data widget. In fact, it occurs when the data has been modified by user by comparison to a "saved" value. More precisely, this "saved" value corresponds:

- either to the default value at the first display (the one used at the instantiation),
- or to the data loaded (resp. saved) when reading (resp. writing) a file => after reading (resp. writing) a file, the "**\***" character disappears

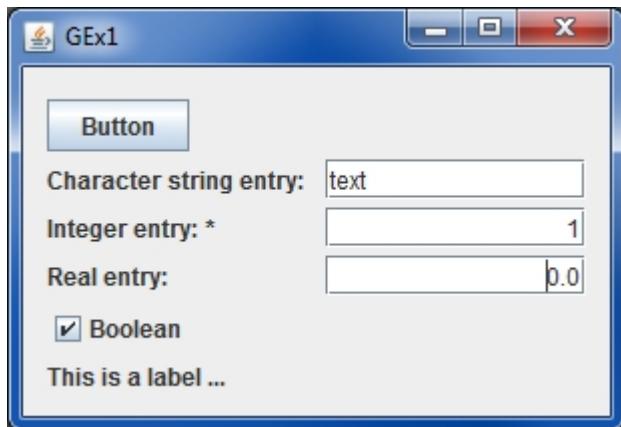
When a unit is changed, as the data is not actually changed because the value stored in memory is not changed and no "**\***" character appears.

Idem, if the user enter a "new" value which, in fact, corresponds to the "saved" value, the "**\***" character will disappear :

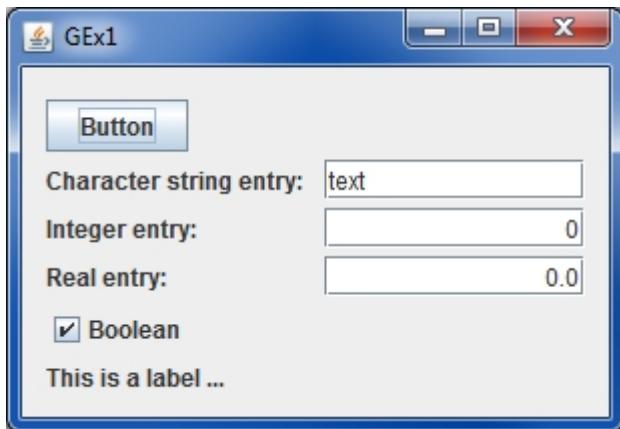
For example, imagine that the initial value of an integer is 0.



Then, if the user will enter "1" as a new value => "**\***" character appears



At last, if the same user will reenter "0", the "\*" character will disappear



It is possible to manage locally this mechanism using the following methods:

- `setDisplayIsModifiedIndicator(DisplayIndicatorStatus)`, the status being « Automatic », « Always » or « Never »
- `setSavedValue()` to change manually the saved value => if the saved value is the same as the current displayed one, the "\*" character will disappear

## Management with read/write and copy/paste functions

The "\*" character could also appeared (or not) after reading or writing a configuration file (see [GReadWrite interface and data files management](#) topic). It is managed by using a flag set to true or false :

- when calling `GFileManipulation.readConfig()` method, if the flag is set to false, an "\*" will appear (of course, if the read value is different of the previous one)
- on the contrary, by using the `GFileManipulation.writeConfig()` method, if the flag is set to true, the "\*" will disappear after writing the configuration file (considering the reference configuration is then the one described in the file).

But of course, you may decide another way to run ...

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