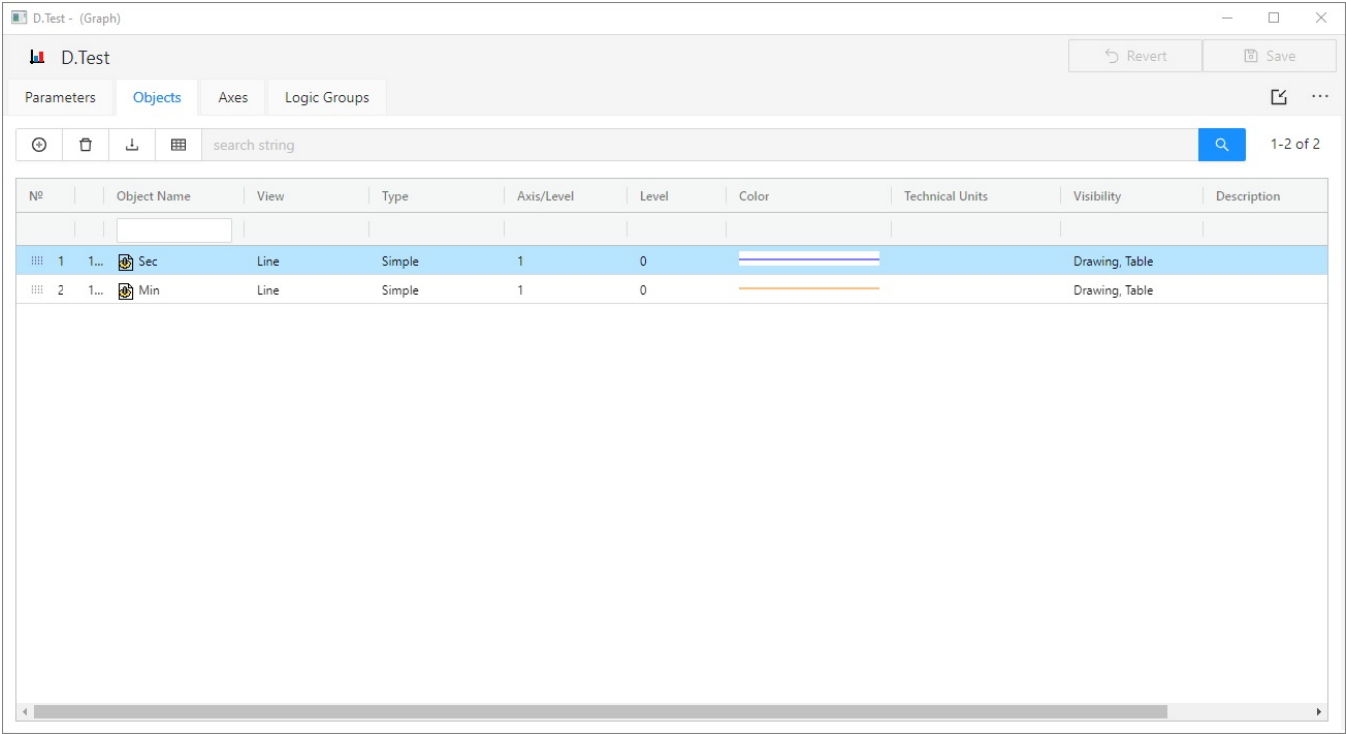# Objects (D2000/Work with D2000 HI/Configuration in HI Process/Configuration of Compositions, Graphs and Reports/Graphs/Configuration)

A graph can display the flows of up to 99 object values. The tab **Objects** in the dialog box is used for configuration of flows.

To configurate the selected object, open the window **Detail** by double click.

Objects

List of objects to display their flows in the graph. The list consists of the following columns:

Nr.	Serial number of the object.
O.	Order of the object drawing. It is set in the Detail dialog box, in the section **Drawing -** the parameter **Order**.
Object name	To change the object name, type the new name into **the Alternate Graph Object** row in the Detail dialog box.
Type	Graphic flow type with the drawing mode mark placed before (the parameters Types of graphic flow and Drawing in the configuration dialog box Detail). **Note:** For additive/subtractive types of flows, the column also shows the number of ancestor of the given flow (see the parameter Ancestor in object configuration). *Example:* <table><tr><td>0/-</td><td>No fixed ancestor defined, the system cannot find any object as a correct ancestor (given flow is the first additive/subtractive graphic flow in the list of objects).</td></tr><tr><td>0 /1</td><td>No fixed ancestor defined, the nearest object to be its ancestor is the object with the serial number of 1 (automatically found by the system).</td></tr><tr><td>2</td><td>The ancestor defined - the object with the serial number of 2.</td></tr></table>

Axis /Level	- for analogue axis - number of axis used for the object's flow. - for digital axis - level of the digital axis (the parameter Digital axis description in the Detail dialog box)
Level	Number of object's level. *Options:* <table><tr><td>0</td><td>Level value is generated automatically so that the graph can have its own level (such levels are displayed bellow ALL levels with explicitly specified level values). Exceptions: - additive objects belong to the same level as the first additive object - points lying on the same digital axis belong to one level </td></tr><tr><td>1 .. 99</td><td>Any of these numbers will assign a graph to a particular level, which, if the option is activated, will be displayed in order from the top to the bottom of the graph window depending on the rising level value, i.e. levels with higher level values will be displayed bellow levels with lower level values.</td></tr></table>
Color (s)	Drawing colors as well as additional information (the parameters Color, Style, Width and Pattern in the Detail dialog box).
Technical units	Technical units of the object (the parameter Units in the Detail dialog box).
Visibility	Informs about showing/hiding the parameters in the graph window. These parameters are checked in the Detail dialog box.
Description	Object description (parameter Description in the Detail dialog box).

Change order

Hold and move the icon up/down ⁝⁝⁝⁝ to change the order of objects in the list. The order defined in the list will be displayed in the graph table.

Add object

To add another object into the graph, click the ⊕ button on the **Objects** tab. After double click on the Object name of selected object, the dialog box appears. It contains the list of every object that can be selected for the graph.

Delete

The button [🗑] deletes the selected object.

Export

The button [⤓] shows the list of option to export the list into TXT, CVS or PDF file.

Configuration of selected object

To define settings for displaying the object values in the graph, open the dialog box Detail by double click on the left mouse button on each parameter (*View, Type, Axis/Level, Color, ...*).

Note: The caption **Active graph** is displayed in the tab if at least one object of the list is active object (see the parameter Active graph object in the Object configuration dialog box).

> ⓘ **Related pages:**
>
> Configuration of graphs
> Object configuration