Starting the Event by Clicking the Graphic Object in Picture

Starting the event by clicking the graphic object in the picture

In process D2000 GrEditor, it is possible to connect an object of Event type to control (e.g. by pressing the mouse button). There is the input field intended to enter a text parameter in the palette Connect object - the tab **Control**.

Clicking an object configured in this way (necessary assumption - running process D2000 Event Handler, that is the parent of the given event) will start the event instance. In this case, the predefined local variables are to be filled, as follows:

Predefined variable name	Variable type	Meaning
_FROM_HIP	ALIAS _FROM_HIP	Alias is initialized as the reference to an object of HIP type (Human interface), where the picture is opened in. *
_HIP_PAR_STR	TEXT _HIP_PAR_STR	Text parameter.
_HIP_USER_DESC	TEXT _HIP_USER_DESC	Description of the logged-on user, enhanced with the computer name.

* The parameter _FROM_HIP can be used for communication with the D2000 HI process, the instance was started from.

For example the action

MESSAGE **"Event Start" ON _FROM_HIP**

displays for the user the text message "Event Start".

Note:
In version 4.5 and higher, it is better to use The Active picture for interactive communication with users.