

Starting the Event by Clicking the Graphic Object in Picture

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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.