


# Insert an ActiveX Object into the Picture

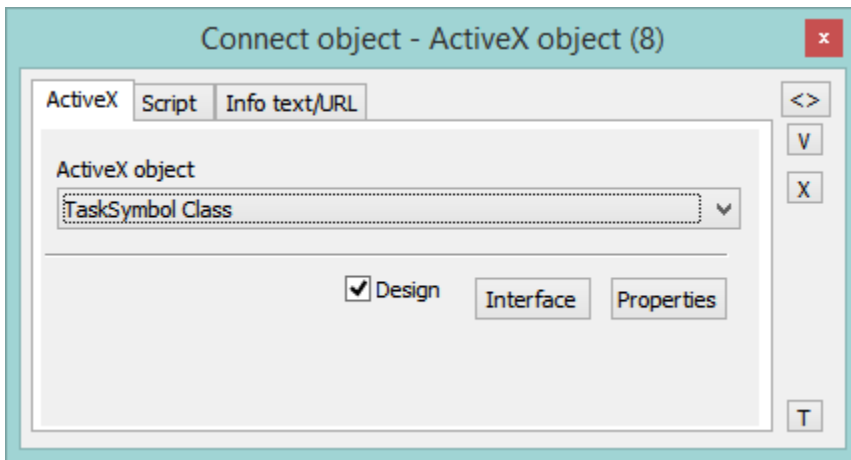
## Insert an ActiveX object into the picture

### Insert an ActiveX object

1. In the [Drawing toolbar](#), click on the button **ActiveX object** .
2. Point the mouse cursor to the position of the first corner of the ActiveX object and click.
3. Point the mouse cursor to the position of the diametric corner of the ActiveX object and click.

The configuration and selection of an ActiveX object is being performed in the palette [Connect object](#).

### ActiveX



#### ActiveX control

The list contains all ActiveX objects, which are available in the operating system.

#### Design

If the option is checked, the ActiveX object is disabled - in the process [D2000 GrEditor](#), the ActiveX objects do not react to pressing the keys or clicking the mouse buttons (for some ActiveX objects, it is required during modification - change position in the picture, ...).  
If the option is not checked, the behaviour of the ActiveX object is the same as in the process [D2000 HI](#).

#### Interface

The button opens the dialog box to view the interface of the ActiveX object (methods, variables, events, ...).

#### Properties

Clicking the button opens the dialog box allowing to set available parameters of the ActiveX object. The appearance and available parameters depend on a particular ActiveX object (they do not have to be implemented by the author of given ActiveX object).

### Script

#### Reference variable

Specifies the name of the ActiveX object in the form of a reference variable for use in the picture script.

#### Metadata

The assignment of application data ([metadata](#)) to a graphic object. If the object contains some metadata, the name of the first record will be displayed in the button. Multiple records are indicated by "...".

#### Event

The listbox allows the user to select an [active picture event](#) for the ActiveX object. The listbox contains the following active picture events:

- [OnClick](#)
- [OnAXEvent](#)

Event Handler

The button opens the active picture script to define the active picture event specified by the parameter **Event**.

## Info text/URL

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### Info text

Text to display as a tooltip when the user points the mouse cursor to the ActiveX objects in the picture opened in process [D2000 HI](#).

Possibility to use the [Dictionary](#) (to open press **CTRL+L**).

### URL

Definition of URL address to open a web page from a picture. The address may also be set in the picture script by the function [%HI\\_SetOBJURL](#).



#### Related pages:

[ActiveX objects](#)

[ActiveX objects manipulation functions](#)