

# Modes of Control Connected Object

## Modes to control connected object

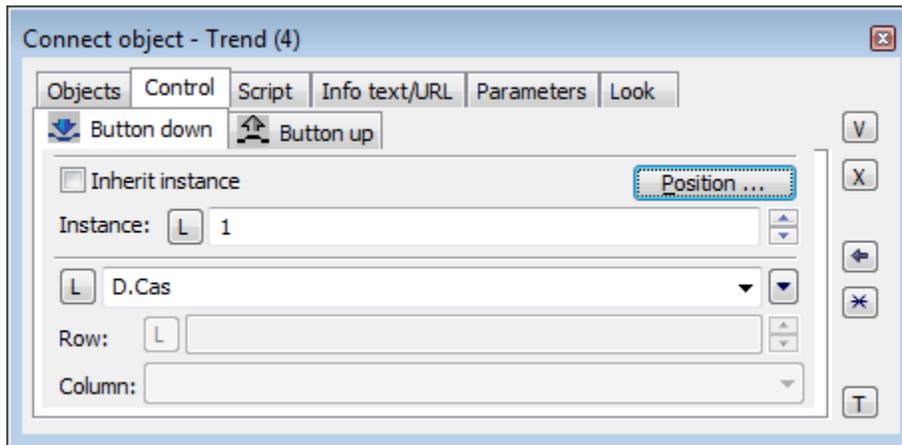
You can select one of three modes to control D2000 system objects:

- [Set directly](#)
- [Open window](#)
- [Set value](#)

The mode **Set directly** is designed for quick setting of values of D2000 system objects of numerical types. Clicking the graphic object in the picture, opened in process [D2000 HI](#), opens the control window reduced to one input field. Entering a value into the input field, you can directly set the value to the object. To set the value, press the key ENTER. To interrupt entering the value, press the key ESC.

The mode **Open window** means that clicking on the graphic object in the picture, opened in process [D2000 HI](#), opens the control window of connected object. The type of the control windows depends on the type of connected object.

For objects of [Picture](#) and [Graph](#) types, the mode enables to open their information windows on the [D2000 HI](#) desktop. In the palette, there will be displayed the button **Position**, that allows user to define a position of the information window on the [D2000 HI](#) desktop.



Inherit instance

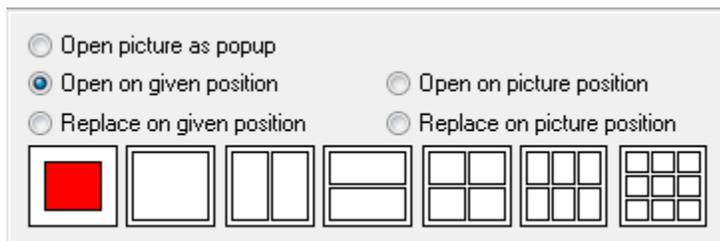
The parameter **Inherit instance** enables multiple opening of the same object (graph, picture) with the same instance number.

Instance number

The parameter **Instance** enables multiple opening of the same object (graph, picture) with different instance number. It can be used only for active picture / graph, because only this object can detect its current instance number and modify its contents or behaviour according to the number. Such object detects the instance number by calling the function `%HI_GetSelfInstanceID` from the script. Multiple object instantiation is used in connection with structured variables, where current instance number can determine used row of the structure describing some repeating object.

Position ...

The button **Position** enables to define the position of the graphic information window on the [D2000 HI](#) desktop. Clicking the button opens the following dialog box:



The red rectangle defines the position of the information window after opening on the [D2000 HI](#) desktop and behaviour of the picture, from which the window is opened.

- **Open picture as popup** - the parameter is enabled only for objects of *Picture* type. Picture connected to view will be opened after clicking the object you connect (button) as a dialog picture with no title bar. Clicking out of the picture area closes it. **Warning:** Pictures, which are used as popup should not be used anymore (e.g. as a part of other pictures, or not to be closed from script).
- **Open on given position** - the window will be opened on defined position on the [D2000 HI](#) desktop.
- **Replace on given position** - the window will be opened on defined position and the picture will be closed.

- **Open on picture position** - the window will cover the picture.
- **Replace on picture position** - the window will cover the picture and the picture will close. The exception is when the window is opened from a subpicture. Then this subpicture is replaced by the window just being opened.

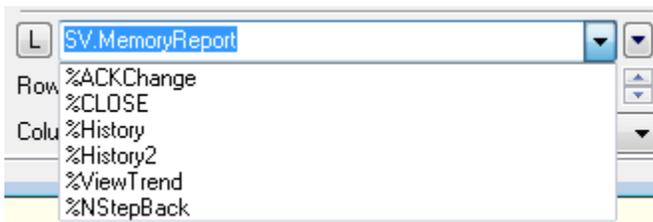
The mode **Set value** represents setting of a value to the object.

A value defined in the input field is set to the defined object. There are implemented the following ways to set the value:

- numerical value for analogue and integer output tags (e.g. 150, 25.5),
- the string KVIS for system alarms (objects of *Alarm* type) - it allows to acknowledge the particular alarm by means of graphic object,
- the strings ON, OFF, ONOFF for binary output tags (objects of *Boolean* type).

String	Object value change
ON	Object value is set to TRUE.
OFF	Object value is set to FALSE.
ONOFF	Reverse value (from TRUE to FALSE or from FALSE to TRUE).

The connecting to control cannot be always only the connecting D2000 system object to the graphic object. In the palette [Connect object](#) - tab **Control**, you can select one of the following functions:



- **%ACKChange** - acknowledgement of all values of all objects in the picture. The attribute of values, whose last change have not been acknowledged by the operator is NoAckValue.
- **%CLOSE** - closing the picture.
- **%History** - [history of picture](#).
- **%History2** - [history of picture](#) - it shows the history in the range of one hour from the entered time interval (only start time interval can be set in the dialog window (1)).
- **%MovePicture** - Change the position of the picture using the mouse. Only available in left mouse button action (D2000 V12.2N)
- **%ViewTrend** - displaying of the flow of connected object in the dynamic graph.
- **%ToggleNotes** - Visible / hide notes in picture (D2000 V12.2N)
- **%NStepBack** - navigator function - previous view.
- **%Read\_MDD.INI** - reading MDD.INI file defining HI behavior at multi-monitor workplace (D2000 V12.5N)

## Requirements

<b>Minimum supported version</b>	D2000 V12.2N, D2000 V12.5N
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**Related pages:**

[Connecting graphic objects to control](#)