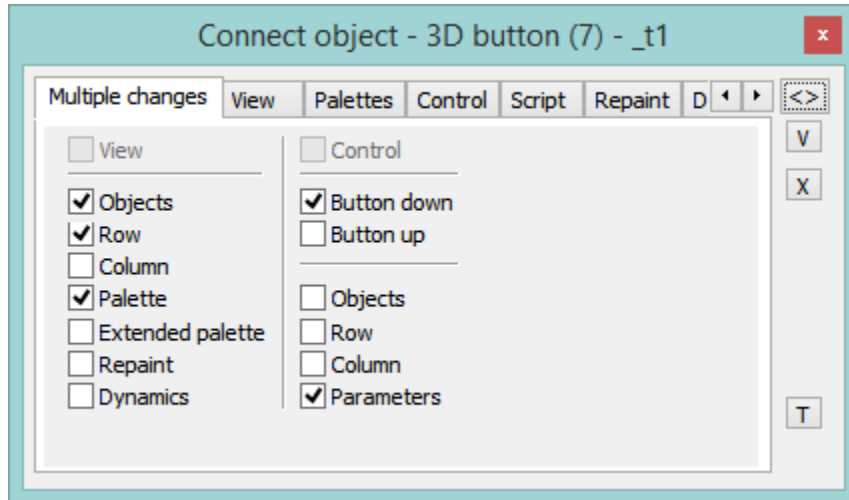


# Connecting a Selection of Graphic Objects

## Connecting the selection of graphic objects

Process [D2000 GrEditor](#) allows the user to set or modify connection parameters for several graphic objects ([selection of graphic objects](#)) at the same time.

The connection parameters for a selection of graphic objects are being configured in the palette [Connect object](#) - the tab **Multiple change**.



The palette contains the following tabs:

[Multiple change](#)  
[View](#)  
[Control](#)  
[Palettes](#)  
[Script](#)  
[Repaint](#)  
[Dynamics](#)  
[Info text/URL](#)

## Multiple change

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### View

If the parameter is checked, all the parameters defined in the tabs [View](#), [Repaint](#) and [Dynamics](#) will be used for the group of graphic objects (as well as you check all the parameters placed in the column below this parameter).

### Objects

The parameter allows to define the parameter **Connected object** (tab [View](#)) for group of graphic objects.

### Row

The parameter allows to define the parameter **Row** (tab [View](#)) for group of graphic objects.

### Column

The parameter allows to define the parameter **Column** (tab [View](#)) for group of graphic objects.

### Palette

The parameter allows to define the parameter **Palette** (tab [View](#)) for group of graphic objects.

### Extended palette

The parameter allows to define the parameter **Extended palette** (tab [View](#)) for group of graphic objects.

### Repaint

The parameter allows to define the repaint parameters (tab [Repaint](#)) for group of graphic objects.

Dynamics

The parameter allows to define the repaint parameters for dynamic view (tab [Dynamics](#)) for group of graphic objects.

Control

If the parameter is checked, all the parameters defined in the tabs *Control* will be used for group of graphic objects (as well as you check all the parameters placed in the column below the parameter, except the parameters **Button down** and **Button up**).

Button down

The parameter allows to set the parameter **Button down** (tab [Control](#)) for group of graphic objects.

Button up

The parameter allows to set the parameter **Button up** (tab [Control](#)) for all the graphic objects.

Objects

The parameter allows to define the parameter **Connected object** (tab [Control](#)) for group of graphic objects.

Row

The parameter allows to define the parameter **Row** (tab [Control](#)) for group of graphic objects.

Column

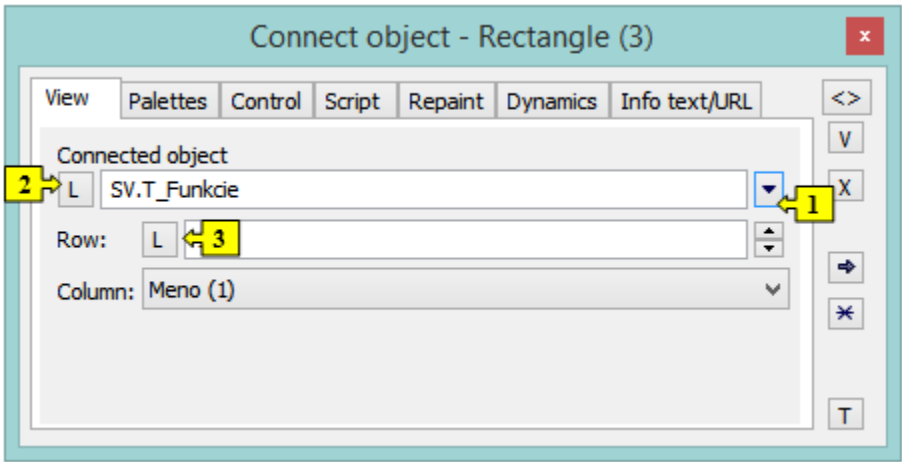
The parameter allows to define the parameter **Column** (tab [Control](#)) for group of graphic objects.

Parameters

The parameter allows to define some parameters (tab [Control](#)) for all the graphic objects in the group - e.g. **Set directly**, **Open window**, **Set value**, **Position**. The parameters **Inherit instance** and **Instance** can not be defined for all the graphic objects in the group.

**Note:** When you define the connection parameters for the group of graphic objects, only the applicable parameters for individual graphic objects will be used.

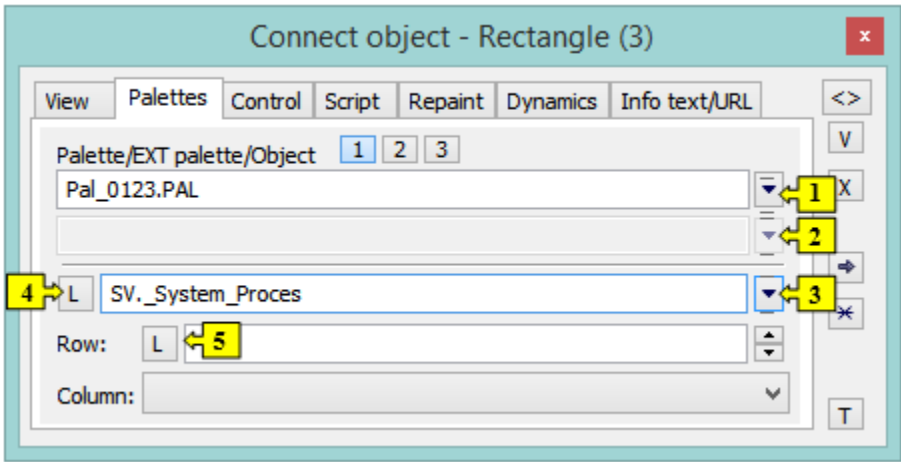
View



1, 2	Allow to select an object (1) or a local variable (2), you want to connect to view
3	Selects a dynamic value of a local variable row.
Column	Selection of a column of the local variable
Index	Allows to choose a row of the local variable.

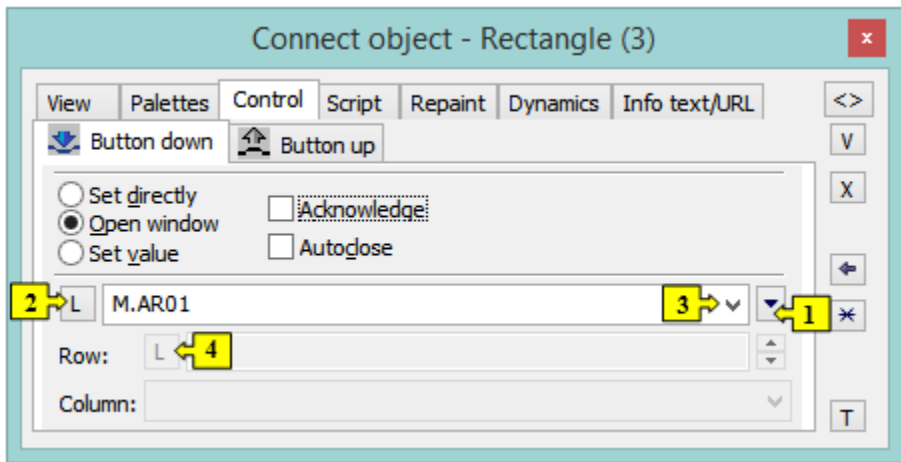
For more information on connecting the object to view see the topic [Connecting objects to view](#).

Palettes



1	Enables to choose a display palette that will define displaying the object in process D2000 HI - optional parameter.
2	Selection of the extended display palette that will define some additional options of displaying the object in process D2000 HI (optional parameter; can be only specified for graphic objects of <i>Text</i> , <i>Bitmap</i> and <i>Button</i> type).
3, 4	Enables to select an object (3) or a local variable (4) which should be connected.
Column	Selection of a column of the local variable.
Index	Allows to choose a row of the local variable.
5	Allows to select a dynamic value of the local variable row.

Control





1, 2	Selection of an object (1) or a local variable (2), which should be connected to control the graphic object.
3	Enables to select a function instead of the object: <ul style="list-style-type: none"><li>• <b>%ACKChange</b> - acknowledgement of all values of objects in the picture. The state of the values, whose last change has not been acknowledged by operator, is NoAcknValue.</li><li>• <b>%CLOSE</b> - closing the picture.</li><li>• <b>%ViewTrend</b> - displaying the flow of connected object in a <a href="#">dynamic graph</a>.</li><li>• <b>%NStepBack</b> - calling the navigator function - previous look.</li></ul>

<b>Column</b>	Selection of the column of the local variable.
<b>Index</b>	Allows to choose the row of the local variable.
<b>4</b>	Allows to select a dynamic value of a local variable row.



### Button down

Control the graphic object by clicking over a graphic object in process [D2000 HI](#). It can have two states:

- Object is connected - blue icon 
- Object is not connected - black icon 

### Button up

Control the graphic object by releasing the mouse button over a graphic object in process [D2000 HI](#). It can have two states:

- Object is connected - blue icon 
- Object is not connected - black icon 

### Set directly

Fast setting of values of numerical type objects. Clicking the selection of graphic objects (in the picture opened in [D2000 HI](#)) opens the control window reduced to one input field. Entering the value into the input box sets the value as the value of connected object. To acknowledge the value, press the Enter key. Entering the value can be interrupted by pressing the Esc key.

### Open window

Clicking the group of graphic objects (in the picture opened in [D2000 HI](#)) opens the control window of the connected object. The type of the control window depends on the type of connected object.

In case of graphic information windows (pictures, graphs), this type of control allows to open these windows on [D2000 HI](#) desktop. The button [Position](#) appears in the tab. It allows to define the position of the graphic information window in [D2000 HI](#).

### Set value

Setting of the value for the object. The value, defined in the input field, will be set for selected object. There are implemented the following ways on how to set the value:

- ON - object value will be set to TRUE
- OFF - object value will be set to FALSE
- ONOFF - object value will be set to the opposite value (from TRUE to FALSE and from FALSE to TRUE)
- KVIS - object value will be set to KVIS (alarm acknowledgement)

### Acknowledgement

If the option is checked, then any change of the object attribute will have to be acknowledged by an operator in [D2000 HI](#).

### Autoclose

If checked, the change of object attribute will close the control window in [D2000 HI](#).

For more information on connecting the object to control see the topic [Connecting objects to control](#).

## Script

### Reference variable

Definition of a reference variable for use in the script.

Metadata

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 "...".

### OnClick Event Handler ...

Definition of the event [OnClick](#).

## Repaint

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The tab **Repaint** defines the way on how to repaint the group of graphic objects in the picture when the value of connected object has changed. And how to repaint it while blinking. The tab contains the following methods:

### All object area

All the selection of graphic object together with its background will be repainted.

### Object

Only the selection of graphic object will be repainted.

### Object with background

Object with a rectangle as a background will be repainted. This background rectangle takes a background color.

## Dynamics

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### Draw dynamic part only

If checked, only the part of object, that corresponds to the last change of connected object, will be redrawn.

### Min. / Max.

When the value of connected object is within the interval, the size of the selection of graphic object will be changed.

### Direction

Dynamic drawing direction:

- From centre
- To centre
- From centre horizontally
- From centre vertically
- Left to right
- To bottom
- Right to left
- Bottom to top

### Cancel dynamic drawing

Cancels defined settings for dynamic drawing of the selection of graphic objects.

For more information on connecting the object to dynamic drawing see the topic [Connecting the object to dynamic view](#).

## Info text

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### Info text

A text to be displayed as a tooltip when user points the mouse cursor to the group of graphic objects (in the picture opened in [D2000 HI](#)). Possibility to use the [Dictionary](#) (to open, press **CTRL+L**).

### URL

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



#### Related pages:

[Connecting graphic objects](#)