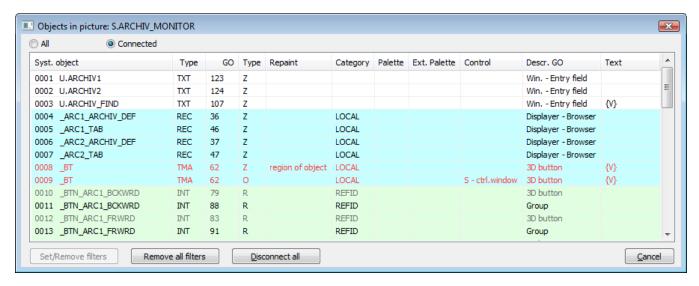
# List of Objects Connected to the Picture

## List of objects connected to the picture

Process D2000 GrEditor allows a user to display information about all objects that are connected to the picture either to control or to view.

### To display information about connected objects

- Click the button **List of connections** in the Main toolbar.
- 2. It opens the dialog box containing information about objects in the picture.
- 3. Click the button Connected.



Information about connected objects is displayed in the table containing the following columns.

Syst. object	Line number and the name of D2000 system object that is connected to given graphic object.
Туре	Object value type.
GO	Graphic object ID.
Туре	Connection type:      Z - connection to view     O - connection to control     R - connected reference variable     P - palette's control object
Repaint	Method to repaint the graphic objects after changing the connected object value.
Category	Local variable category.
Palette	Name of used display palette or bitmap palette.
Ext. palette	Name of used extended palette.
Control	Control parameters - for more info see the article below "Information on control".
Descr. GO	Graphic object name.
Text	Text used in graphic object.  Note: For graphic object of Tab control type, the tab name is displayed.

### Colors in the list:

According to selected category, local variables in the list differs by appropriate colors:

- LOCAL basic local variable
- INOUT input-output local variable used for passing parameters between pictures
- REFID reference local variable used for object identification in picture script

INDEX - indexed local variable that specifies a row of structured variable

Black text represents the unfiltered (visible) objects and red text filtered objects (invisible). If the object belongs to some group, the text is written in lighter color.

#### Information on control

The column Control contains information on graphic object parameters relating to control - connection to control.

[action on] - [control mode]

[action on] - controlling of the connected object can be a reaction to any user's action performed on given graphic object in process D2000 HI:

- S pressing the mouse button over graphic object (button down)
- P releasing the mouse button over graphic object (button up)

[control mode] - mode to control connected object.

If connected object is a graphic information window (picture, graph) or a composition, the column Control can contain one of the following information:

- open the option Open on given position
- open2 the option Replace on given position
- open over the option Open on picture position
- change the option Replace on picture position

For more information on position of graphic information window on the D2000 HI desktop, see the topic Modes to control connected object.

If the option **Set directly** (quick value setting of D2000 system objects of *Integer* type) is selected to control connected object, the column *Control* contains the string **small ctrl. window**.

If the option **Open window** (control by means of dialog window) is selected to control connected object, the column *Control* contains the string **ctrl.** window

If the option **Set value** is selected, the column *Control* contains one of the following information:

- set => value setting of object value without acknowledgement
- set! => value setting of object value with acknowledgement

#### To disconnect all connections

The button **Disconnect all** is used to disconnect all connections of graphic objects and object connected to the picture. Clicking the button opens the dialog box to confirm disconnecting - the button **Yes**. If you change your mind, click the button **No**.



Related pages:

List of objects in the picture List of graphic objects used in the picture Connecting graphic objects