## **Graphic Objects (GrEditor Settings)**

## GrEditor settings - Graphic objects

The tab Gr. Objects allows to set some of the parameters for creating and editing of graphic objects.

💷 Gr. Editor Settings 🛛 💽				
ſ	Workplace Pictures	Gr. Objects		
	Objects copying —		References	
	Horizontal shift	10	Name	
	Vertical shift	10	O UUID	
	Copy connection			
	<ul> <li>Row increment for structures</li> </ul>			
<ul> <li>Column increment for structures</li> </ul>				
Increment for instance				
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The meaning of the parameters included in the tab Gr. Objects is listed in the following table.

Parameter	Meaning	
Horizontal shift	Sets a horizontal shift of a copy from original (copied) object.	
Vertical shift	Sets a vertical shift of a copy from original (copied) object.	
References	Method of checking the references to D2000 objects: <ul> <li>Name - by object name</li> <li>UUID - by object UUID</li> </ul> The meaning of this parameter is when copying the objects between gr. editors that run on different applications.	
Copy connection	Enables / disables to copy the connection parameters when copying the graphic objects.	
Row increment for structures	Enables / disables to increase the row number when copying the connections to structures.	
Column increment for structures	Enables / disables to increase the column number when copying the connections to structures.	
Increment for instance	Enables / disables to increase the instance number when copying the graphic objects.	

## Related pages:

Graphic Editor settings