

Bar Displayer

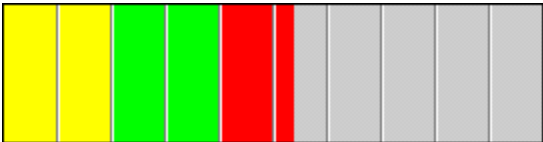
Bar displayer

Bar displayer allow to displays the value of an object by means of a color bar, that is filled in dependence on the value of connected object either left to right or bottom up. You can define the maximum and minimum limits and another limits (up to 6), where


Min < limit 1 < limit 2 < limit 3 < limit 4 < Max

Each segments (a space between two adjacent limits) can be drawn in different color. Bar also can be divided to segments with the same width. The division do not depends on defined limits and allows easy readability of the displayer.

The following figure shows the bar displayer equally divided into six limits (0, 20, 40, 60, 80 and 100) with a frame and segmentation (five segments with the same width).

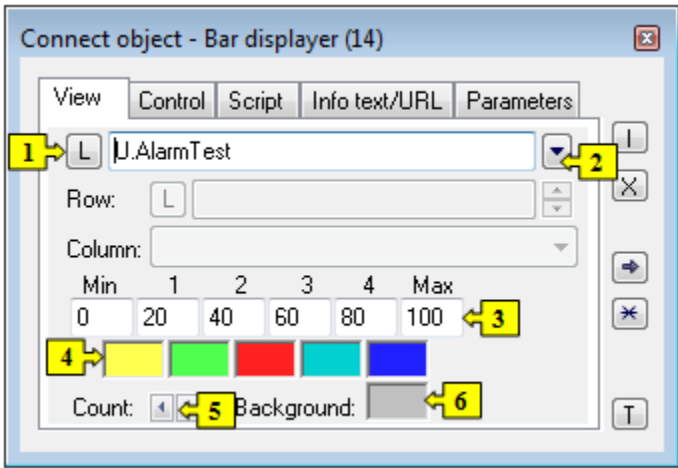


To create bar displayer

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1. In the [Drawing toolbar](#), click the button **Bar displayer**.
 2. Point the mouse cursor to the position of the first displayer corner and click.
 3. Point the mouse cursor to the position of the diagonal displayer corner and click.

The parameters of a bar displayer are being defined in the palette [Connect object](#) through the following tabs.

View



1,	Object (2) or a local variable (1), whose value you want to display in the bar displayer. For object of Structured variable type, you must define the column name (the parameter Column) and the row number (the parameter Row). For object of Value array type you must define the item (the parameter Row), whose value will be displayed. Row Value can be also given dynamically - using a indexed local variable (the button L).
3	Values for individual limits.
4	Colors for drawing individual sectors.
5	Number of limits.
6	Background color of the displayer.

Control

The parameters placed on the tab are identical with the parameters on the tab [Control](#) of the **Connect object** palette.

Script

Reference variable

Specifies the name of the displayer in the form of reference variable for use in the picture 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 "...".

Event

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

- [OnClick](#)
- [OnMouseDown](#)
- [OnMouseEnter](#)
- [OnMouseLeave](#)
- [OnUserInput](#)

Event Handler

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

Info text/URL

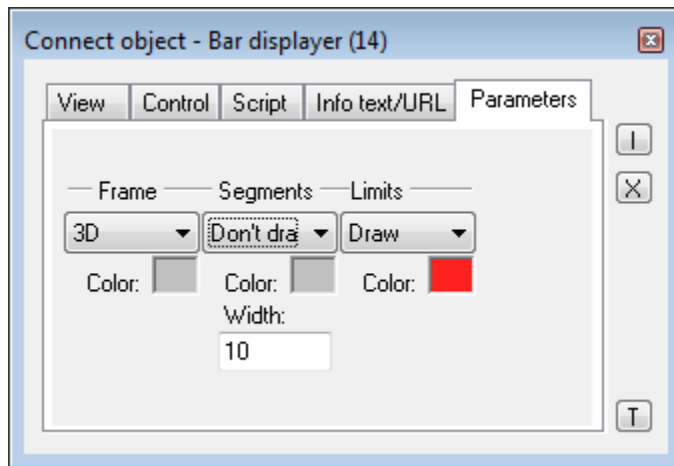
Info text

Text to display as a tooltip when user points the mouse cursor to the displayer 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 be set also in the picture script by the function [%HI_SetOBJURL](#).

Parameters



Frame, Segments and Limits

Type of drawing (or non-drawing) particular parts of the bar displayer.

- **Don't draw** - the part is not drawn.
- **Draw** - the part is drawn by single line.
- **3D** - the part is drawn by 3D line.

Color

Colors of corresponding parts of the bar displayer. Colors can be changed only when the option *Draw* is selected for particular part of the bar displayer.



Related pages:

[Displayers](#)

[Graphic object manipulation functions](#)