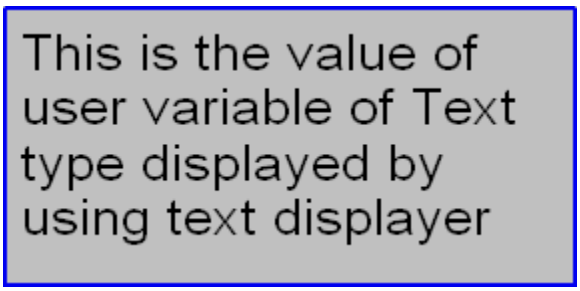
Text Displayer

Text displayer

Text displayer allows to display the value of a text object of D2000 system - user variable, I/O tag and structured variable.

An example of text displayer displayed in process D2000 HI:

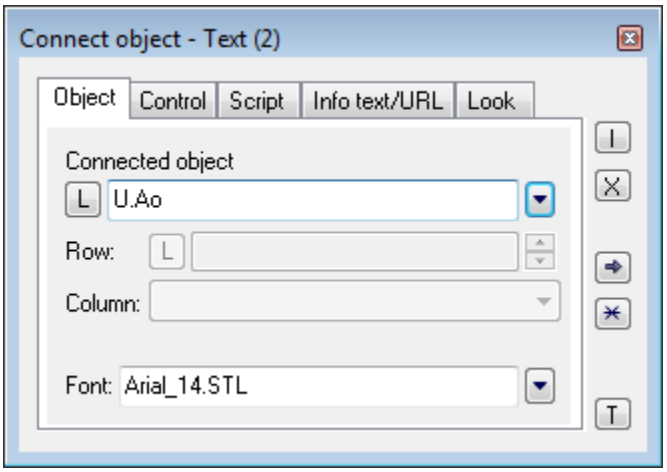


To create the text displayer

1. In the Drawing toolbar, click the button **Text** .
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 text displayer are being configured in the palette Connect object through the following tabs.

Object



Connected object

Object of *Text* type (user variable, I/O tag or structured variable) to display in the displayer.

For object of Structured variable type, you must define column name (the parameter **Column**) and row number (the parameter **Row**). For object of Value array type you must define a item (the button **L**), whose value will be displayed.

Font

Selection of a text font for displayed text.

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 an 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

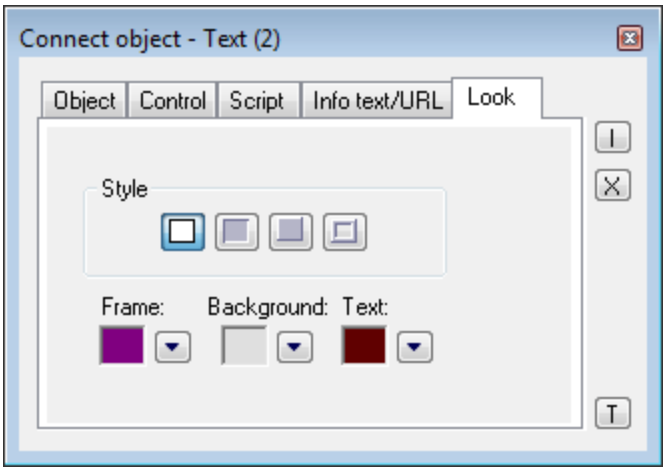
Info text

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.

Look



Style

Style of the pointer displayer.

	Displayer is drawn with the frame and background.
	3D effect - sunk displayer.
	3D effect - raised displayer.
	Displayer is drawn with 3D frame.

Frame, Background and Text

The parameters **Frame** and **Background** allows to define colors for the parts (frame, background and text) of the pointer displayer. Color is defined by selecting from the color palette opened by clicking the button placed right from the color sample of correspondent parameter.

Related pages:

Displayers
Graphic object manipulation functions