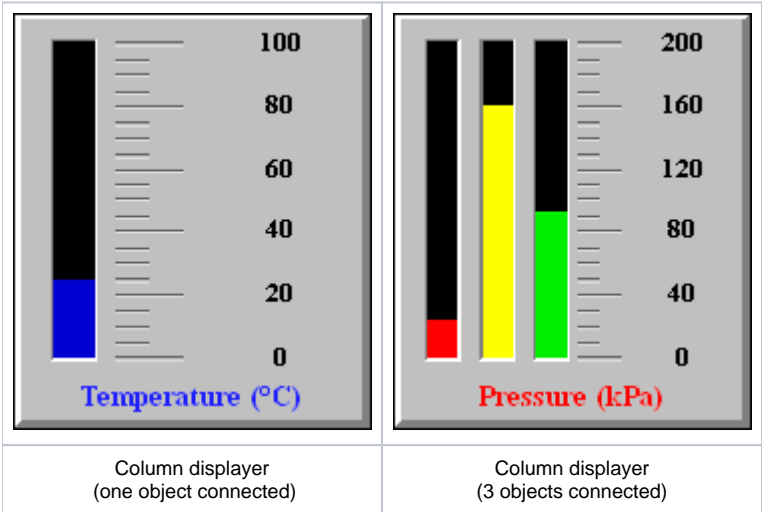


Column Displayer


Column displayer

Column displayer shows the value of connected object(s) by means of a single-colored column, which changes its height according to value changes.

Examples of column displayer displayed in process [D2000 HI](#):

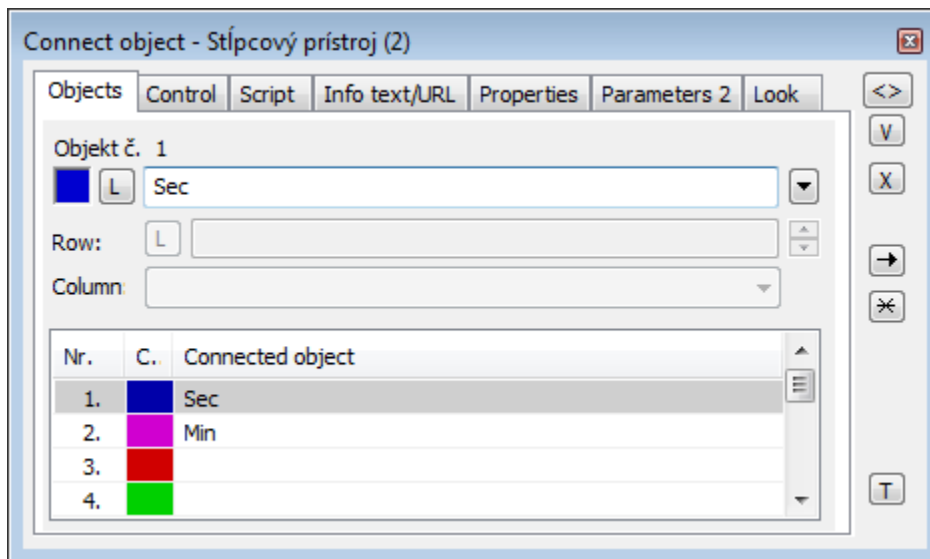


To create the column displayer

1. In the [Drawing toolbar](#), click the button **Column 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 for connecting a column displayer are being configured in the palette [Connect object](#) through the following tabs.

Objects



Object nr. 1 up to Object nr. 12

Each column displayer can display the values of as many as 12 objects. So the tab **Objects** contains input edit boxes allowing to define 12 objects. To define the objects to display in the displayer either enter their names or select them from a list opened after clicking the button placed right from the input box. The number of columns in the displayer depends on the number of connected objects.

Color for displaying given object is defined by clicking the button placed left from the input box.

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](#) you must define an item (the button **L**), whose value will be displayed.

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 a [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

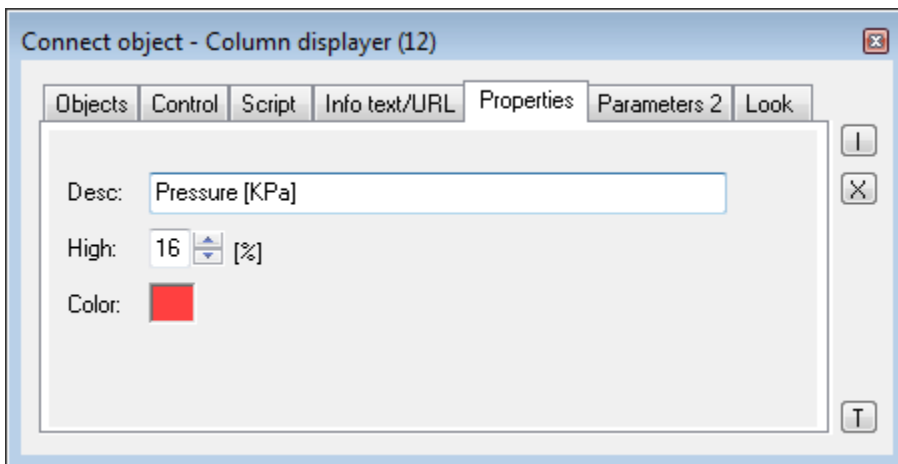
Info text

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](#).

Properties



Desc

Input edit box to enter a description of the column displayer. In this box, it is possible to use so-called format masks, which allow to display individual attributes of complex value of D2000 system object. In this way, an description can display e.g. current value of connected object. For more information see the topic [Format masks](#).

Possibility to use the [Dictionary](#) (to open press **CTRL+L**).

Note: By using a format mask in a description of the column displayer containing several connected objects, there will be just displayed an attribute of the first connected object - the parameter **Object nr. 1**.

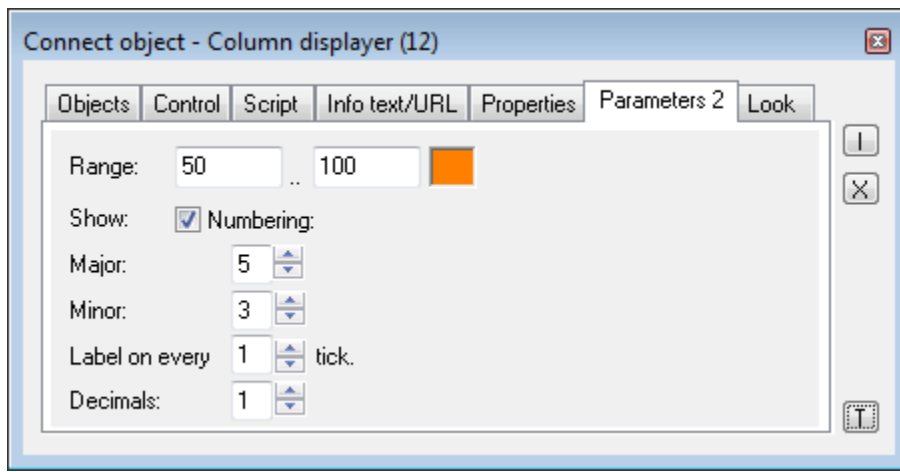
Height

Height (percentage 5-50) of the part of the displayer, where the description is displayed.

Color

Definition of a description color.

Parameters 2



Range

Definition of a scale range of the column displayer. The color sample to select a color for the scale is placed right from the input boxes **Range**.

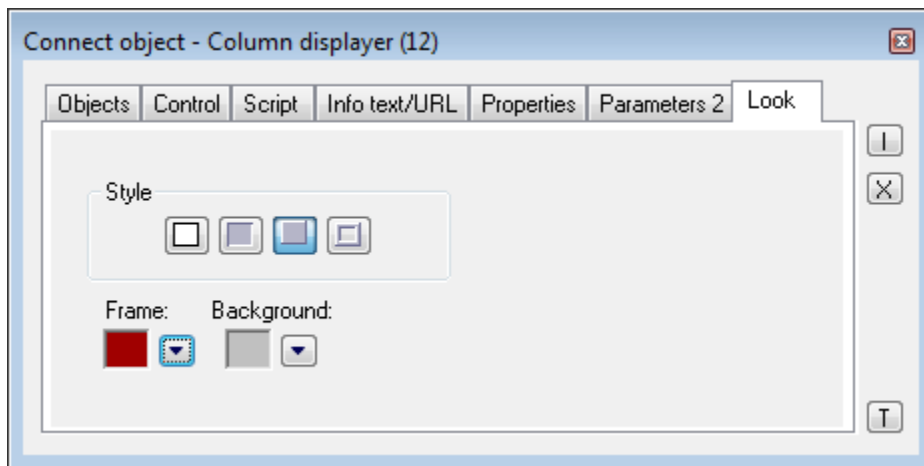
Show

Show / hide the displayer scale.

Numbering

The parameters **Major** and **Minor** defines a number of ticks of the column displayer scale. The parameter **Label on every** defines a density of labelling. Number of decimal places for can be defined in the parameter **Decimals**.

Look



Style

Style of the column displayer.

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

Frame and Background

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

Note relating to D2000 Thin Client

Column displayer is not implemented in Thin Client.
For more rules see the page [Drawing rules and object properties for D2000 Thin Client](#).



Related pages:

[Displayers](#)

[Graphic object manipulation functions](#)