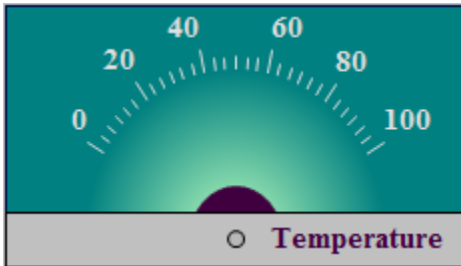# Pointer Displayer

Pointer displayer

Pointer displayer shows the value of one object by means of the pointer, which turns in dependence on a value change of connected object.

An example of pointer displayer displayed in process D2000 HI:
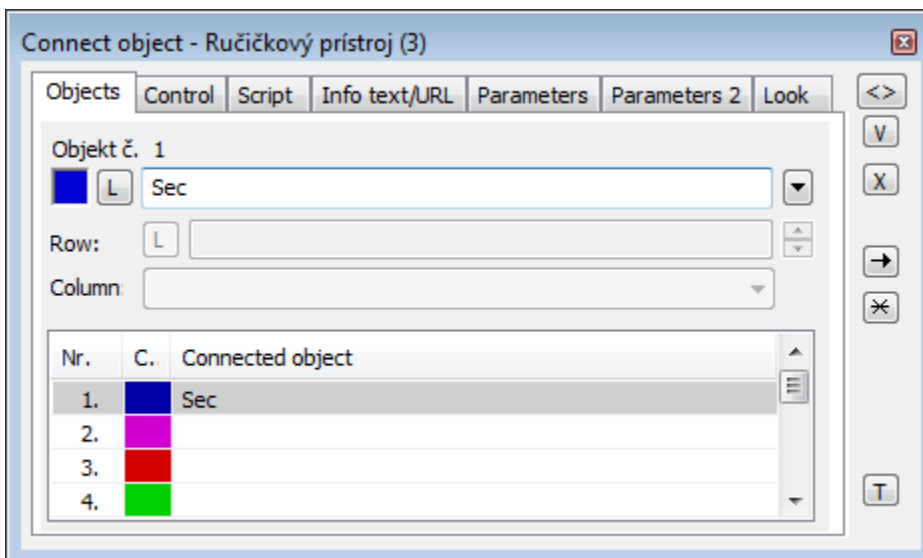

To create the pointer displayer

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

Objects

Object nr. 1 up to Object nr. 12

Each pointer displayer can display the values of as many as 12 objects. So the tab **Objects** contains input edit boxes to define 12 objects. To define the objects either entering their names or select them from a list opened after clicking the button placed right from the input box.

If you define more than one object for the displayer, the displayer will consist of several subdisplayers. Number of the subdisplayers depends on the number of defined connected objects. However, the subdisplayers are not individual graphic objects and therefore all configuration parameters are common for all the subdisplayers. Then the pointer displayer, in dependence on its height and width, is sectioned either vertically or horizontally.

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 the 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.

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**.
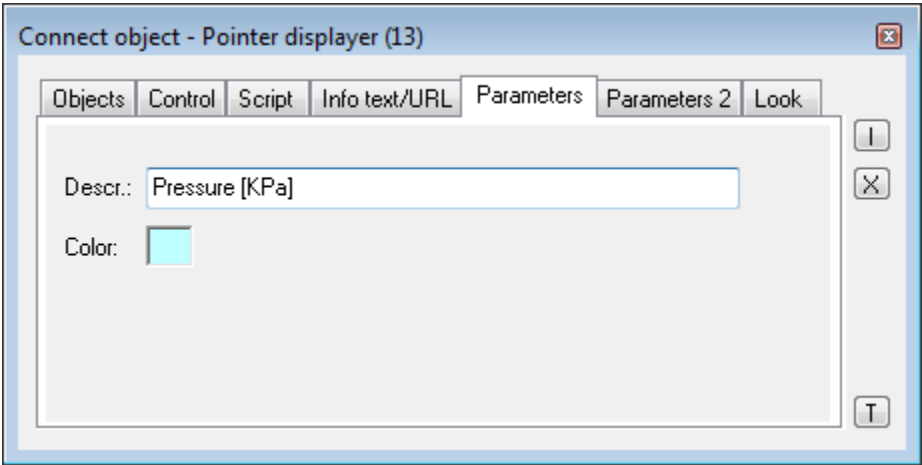
Info text/URL

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.
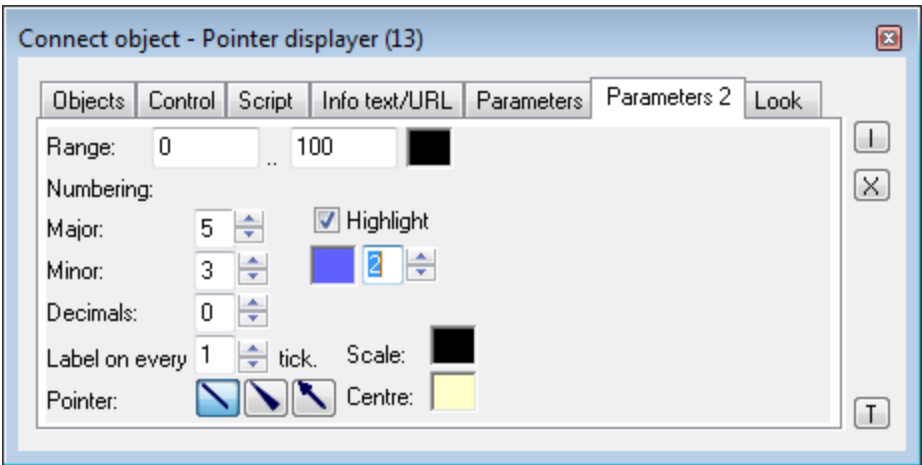
Parameters

Descr.

Input edit box to enter a description of the pointer 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 pointer displayer containing of several connected objects, there will be displayed an attribute for each connected object - the parameters **Object nr. 1 up** to **Object nr. 12**.

Color

Clicking on the color sample opens the color palette. Selected color will be used for defined description of the pointer displayer.

Parameters 2

Range

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

Numbering

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

Pointer

Selection of the pointer.

Highlight

Enable / disable of highlight, setting of its intensity (in the range of 1 to 3) and color.
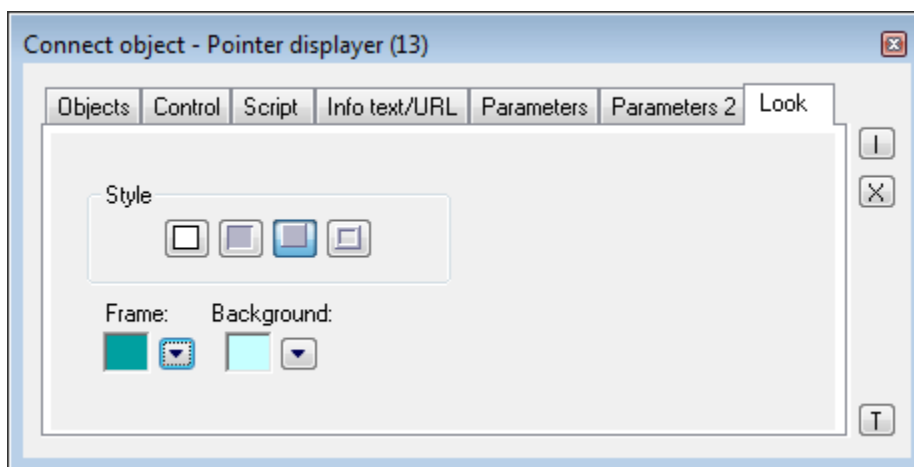
Dial

Selection the color of the scale from the color palette.

Centre

Color setting.

Look

Style

Definition of a style of the pointer 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 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.

Note relating to D2000 Thin Client

Pointer 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