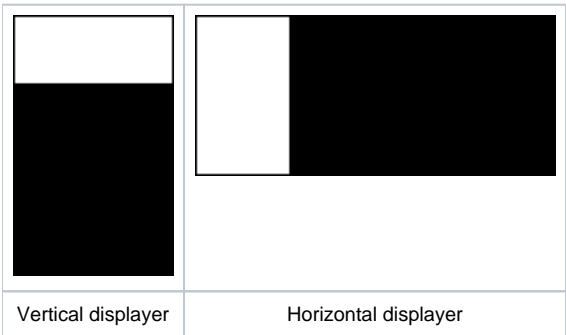


# Vertical and Horizontal Displayers



## Vertical and horizontal displayers

Analogous to pie diagram, vertical and horizontal displayers express the contribution of a value to a total. Each value is represented by a bar, whose height (weight) corresponds to a total value.

Examples of vertical and horizontal displayers displayed in process [D2000 HI](#):

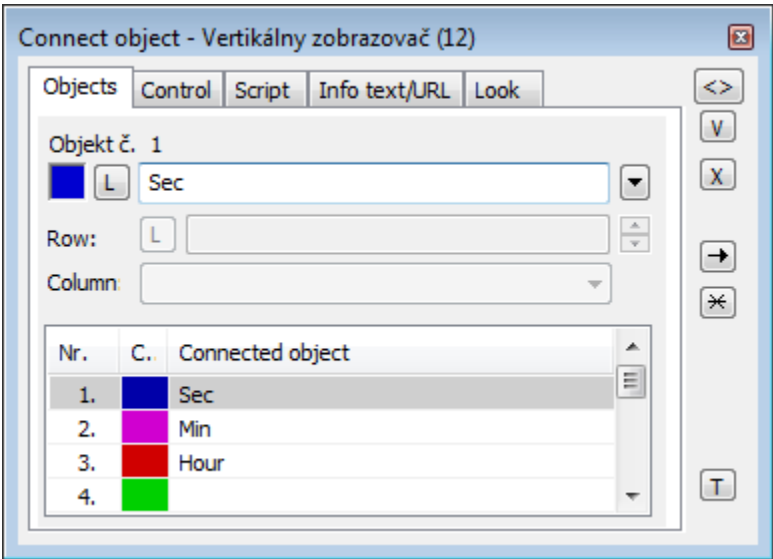


### Create the vertical / horizontal displayer

1. In the [Drawing toolbar](#), click the button **Vertical displayer**  or **Horizontal 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 an vertical / horizontal displayer are being configured in the palette [Connect object](#) through the following tabs.

### Objects



Object nr. 1 up to Object nr. 12

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

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 a item (the button **L**), whose value will be displayed.

## Control

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The parameters placed on the tab are identical with the parameters on the tab *Control* of the **Connect object** palette.

## Script

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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

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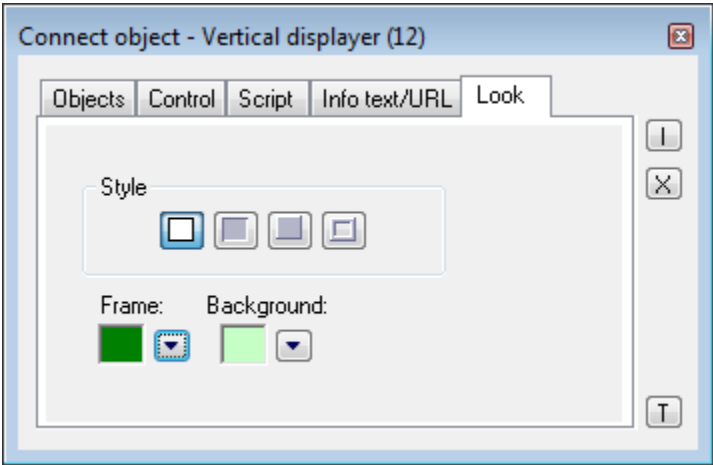
Info text

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 vertical / horizontal 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 vertical / horizontal 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](#)