


List of Objects Connected to the Picture

List of objects connected to the picture

Process [D2000 GrEditor](#) allows a user to display information about all objects that are connected to the picture either to control or to view.

To display information about connected objects

1. Click the button **List of connections**  in the [Main toolbar](#).
2. It opens the dialog box containing information about objects in the picture.
3. Click the button **Connected**.

Objects in picture: S.ARCHIV_MONITOR										
<input type="radio"/> All <input checked="" type="radio"/> Connected										
Syst. object	Type	GO	Type	Repaint	Category	Palette	Ext. Palette	Control	Descr. GO	Text
0001 U.ARCHIV1	TXT	123	Z						Win. - Entry field	
0002 U.ARCHIV2	TXT	124	Z						Win. - Entry field	
0003 U.ARCHIV_FIND	TXT	107	Z						Win. - Entry field	{V}
0004 _ARC1_ARCHIV_DEF	REC	36	Z		LOCAL				Displayer - Browser	
0005 _ARC1_TAB	REC	46	Z		LOCAL				Displayer - Browser	
0006 _ARC2_ARCHIV_DEF	REC	37	Z		LOCAL				Displayer - Browser	
0007 _ARC2_TAB	REC	47	Z		LOCAL				Displayer - Browser	
0008 _BT	TMA	62	Z	region of object	LOCAL				3D button	{V}
0009 _BT	TMA	62	O		LOCAL			S - ctrl.window	3D button	{V}
0010 _BTN_ARC1_BCKWRD	INT	79	R		REFID				3D button	
0011 _BTN_ARC1_BCKWRD	INT	88	R		REFID				Group	
0012 _BTN_ARC1_FRWRD	INT	83	R		REFID				3D button	
0013 _BTN_ARC1_FRWRD	INT	91	R		REFID				Group	




Buttons: Set/Remove filters, Remove all filters, Disconnect all, Cancel


Information about connected objects is displayed in the table containing the following columns.

Syst. object	Line number and the name of D2000 system object that is connected to given graphic object.
Type	Object value type.
GO	Graphic object ID.
Type	Connection type: <ul style="list-style-type: none">• Z - connection to view• O - connection to control• R - connected reference variable• P - palette's control object
Repaint	Method to repaint the graphic objects after changing the connected object value.
Category	Local variable category.
Palette	Name of used display palette or bitmap palette.
Ext. palette	Name of used extended palette.
Control	Control parameters - for more info see the article below " Information on control ".
Descr. GO	Graphic object name.
Text	Text used in graphic object. Note: For graphic object of Tab control type, the tab name is displayed.

Colors in the list:

According to selected category, local variables in the list differs by appropriate colors:

-  **LOCAL** - basic local variable
-  **INOUT** - input-output local variable used for passing parameters between pictures
-  **REFID** - reference local variable used for object identification in picture script

-  **INDEX** - indexed local variable that specifies a row of [structured variable](#)

Black text represents the unfiltered (visible) objects and red text filtered objects (invisible). If the object belongs to some group, the text is written in lighter color.

Information on control

The column **Control** contains information on graphic object parameters relating to control - connection to control.

[**action on**] - [**control mode**]

[action on] - controlling of the connected object can be a reaction to any user's action performed on given graphic object in process [D2000 HI](#):

- **S** - pressing the mouse button over graphic object (button down)
- **P** - releasing the mouse button over graphic object (button up)

[control mode] - mode to control connected object.

If connected object is a graphic information window ([picture](#), [graph](#)) or a [composition](#), the column *Control* can contain one of the following information:

- **open** - the option **Open on given position**
- **open2** - the option **Replace on given position**
- **open over** - the option **Open on picture position**
- **change** - the option **Replace on picture position**

For more information on position of graphic information window on the [D2000 HI](#) desktop, see the topic [Modes to control connected object](#).

If the option **Set directly** (quick value setting of D2000 system objects of *Integer* type) is selected to control connected object, the column *Control* contains the string **small ctrl. window**.

If the option **Open window** (control by means of dialog window) is selected to control connected object, the column *Control* contains the string **ctrl. window**.

If the option **Set value** is selected, the column *Control* contains one of the following information:

- **set => value** - setting of object value without acknowledgement
- **set! => value** - setting of object value with acknowledgement

To disconnect all connections

The button **Disconnect all** is used to disconnect all connections of graphic objects and object connected to the picture. Clicking the button opens the dialog box to confirm disconnecting - the button **Yes**. If you change your mind, click the button **No**.



Related pages:

- [List of objects in the picture](#)
- [List of graphic objects used in the picture](#)
- [Connecting graphic objects](#)