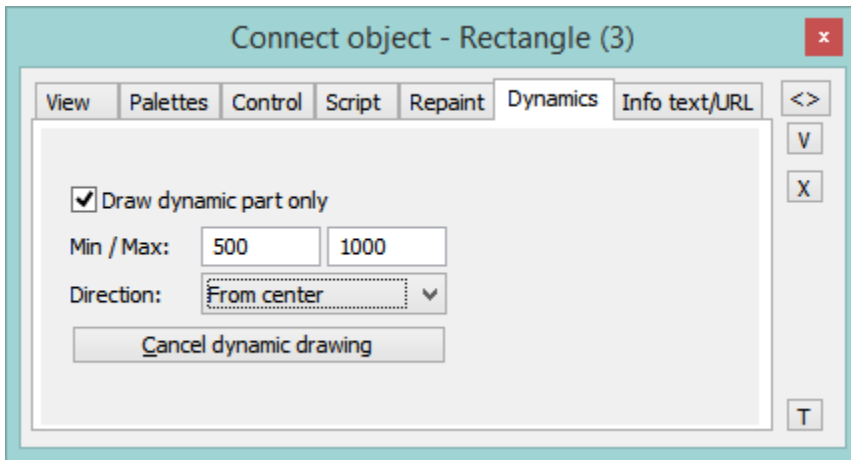


Connecting to Dynamic View

Connecting to dynamic view

Some graphic objects, in dependence on the value of connected object, can change its shape. For the graphic objects, the palette [Connect object](#) contains extra parameters of dynamic view - the tab **Dynamics**.



Draw dynamic part only

If the option is checked, there will be redrawn only the part of object, that corresponds to the last change of connected object.

Min. / Max.

When the value of connected object is within the interval, the size of the graphic object can be changed.

Direction

Selection of a dynamic drawing direction:

- From center
- To center
- From center horizontally
- From center vertically
- Left to right
- To to bottom
- Right to left
- Bottom to top

Cancel dynamic drawing

Cancelling of defined settings for dynamic drawing of the graphic object.

Connecting to dynamic view can be used for graphic objects of the following types: [line](#), [multiline](#), [arc](#), [3-point arc](#), [rectangle](#), [polygon](#), [circle](#), [ellipse](#), [3D button](#), [3D frame](#) and [cube](#).

Dynamic view can be used only for D2000 system objects, which get either integer or real values.

Note: Graphic object of the types *Line*, *Multiline*, *Arc* and *3-point arc* can be used only if their width is at least 2 pixels.



Related pages:

[Connecting graphic objects to view](#)