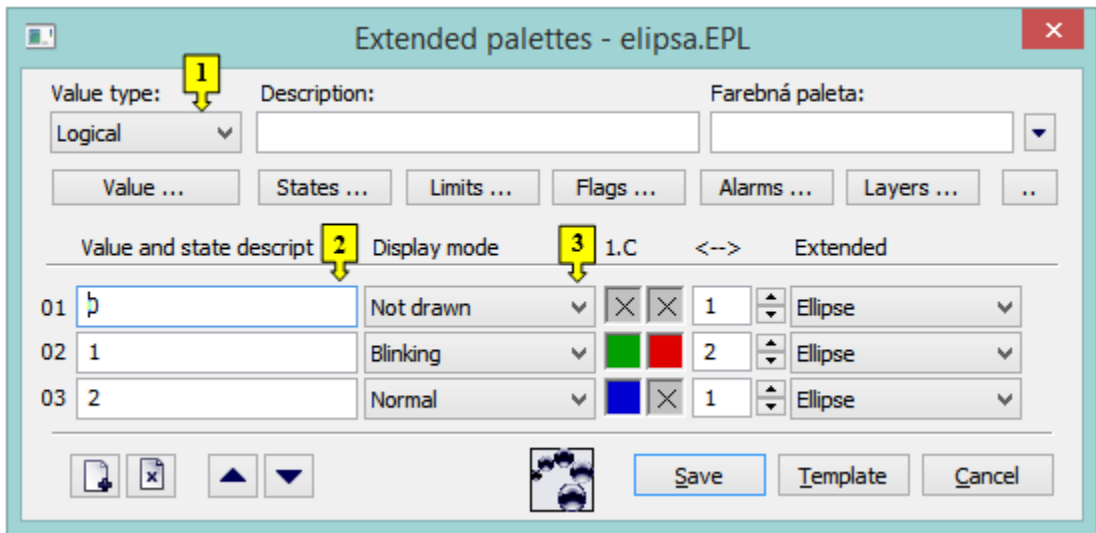


# Configuration Dialog Box (D2000/Creating Graphic Presentation Windows/D2000 GrEditor/Graphic Objects /Connecting Graphic Objects/Configuration of Palettes /Configuration of Extended Palettes)

## "Extended palettes" configuration dialog box

Extended palette is being configured in the following dialog box. Dialog box can be opened by clicking on a particular palette in dialog box for object selection that is available in process [D2000 GrEditor](#) via menu [Configuration Gr -> Extended palettes](#).



|   |  |
|---|--|
| 1 | Selection of object value type.  |
| 2 | Each extended palette line represent one <a href="#">status script</a> and a group of extended graphic object parameters which are to be applied to graphic object if the script is valid. It is possible to define up to 30 rows. |
| 3 | Select of display mode.  |

### Description

A text string describing the bitmap palette. Possibility to use the [Dictionary](#) (to open press **CTRL+L**).

### Buttons to select keywords

Clicking on some of these buttons (**States**, **Limits**, **Flags**, **Alarms**, **Layers**) opens a list of the keywords for status script. Separate the keywords by a comma. The button is used to enter a range. More detailed description is mentioned in the chapter [Status script](#).

### Definition of extended graphic object parameters


For each extended palette line, it is possible to define the following parameters (1 up to 6):






|   |   |
|---|---|
| 1 | Keyword which creates the <a href="#">status script</a> . |
|---|---|

|   |   |
|---|---|
| 2 | Selection of mode to display the extended graphic object.   |
| 3 | Selection of first color of the extended graphic object.  |
| 4 | Selection of second color of extended graphic object.   |
| 5 | Setting the width / distance of extended graphic object.  |
| 6 | Selection of extended graphic object type: <ul style="list-style-type: none"> <li>• <b>Use previous</b> - keeps the last valid extended graphic object.</li> <li>• <b>None</b> - uses no extended graphic object.</li> <li>• <b>Rectangle</b> - extended graphic object of <i>Rectangle</i> type.</li> <li>• <b>Circle</b> - extended graphic object of <i>Circle</i> type.</li> <li>• <b>Ellipse</b> - extended graphic object of <i>Ellipse</i> type.</li> <li>• <b>Strikeout</b> - extended graphic object <i>Strikeout</i> - x-shape.</li> <li>• <b>RoundRect</b> - extended graphic object of <i>Rectangle</i> type with rounded corners.</li> <li>• <b>Arrows &lt;</b> - drawing of arrows over the objects of <i>Line</i> type towards the starting point. Parameter &lt;--&gt; defines the distance between the centers of arrows.</li> <li>• <b>Arrows &gt;</b> - drawing of arrows over the objects of <i>Line</i> type towards the end point. Parameter &lt;--&gt; defines the distance between the centers of arrows.</li> <li>• <b>Arrows &lt; &gt;</b> - drawing of arrows over the objects of <i>Line</i> type in both directions. Parameter &lt;--&gt; defines the distance between the centers of drawing the arrows.</li> </ul> |

Colors, corresponding to the item 4, is being defined for the display modes *Slow blink*, *Blink* and *Quick blink*. The extended graphic object is then alternately drawn in the colors defined by the parameters **1.C** (the item 3) and **2.C** (the item 4).

Left-click on the item to define a color opens the [color palette](#) (default label of the items is  ).  
Right-click on an item to define a color opens the menu containing three items:

- **Select color** - opens the [color palette](#) (as well as left mouse click on item). Item label: selected color.
- **Use previous** - the parameter will not be used, there will be used last valid parameter value. Item label :  .
- **Default color** - the same value as when defining the graphic object. Item label:  .

The palette parameters, which are not predefined (labelled by  ), are to be displayed according to last valid palette line.

## Modes to display extended graphic objects

For each extended palette line, there is defined a method to display defined extended graphic object. The method defines how the extended graphic object will be drawn in the picture opened in process [D2000 HI](#). The following table contains all the available methods.

| Display method                              | Drawing  |
|---|--|
| Use previous                                | There is used the method defined for last valid status script.   |
| Normal                                      | The extended graphic object is drawn in first color - the item 3.  |
| Not drawn                                   | The extended graphic object is not drawn.  |
| Blinking<br>Slow blinking<br>Quick blinking | The extended graphic object is blinking - it is alternately drawn by first color ( <b>1.C</b> - the item 3) and second one ( <b>2.C</b> - the item 4). |



### Related pages:

[Configuration of palettes](#)  
[Configuration of extended palettes](#)  
[Use of extended palettes](#)