Functions (Active Pictures)

Active picture - Functions

In the case of an active picture, the standard set of functions, used for mathematical expressions, is extended with ESL functions and specialized functions for work with an active picture and its parts. Functions are used for the active picture within the frame of which the script is implemented.
Active picture functions are divided into the following groups:

- Active picture manipulation functions - they allow to influence the active picture behaviour, to work with structures connected to the active picture and to set the popup menu of the picture.
- Graphic object manipulation functions - functions for work with graphic objects, displayers and Windows controls in the active picture.
- ActiveX object manipulation functions - functions for work with ActiveX objects.

Note: The D2000 System allows to use of JAVA language to write the applications. The equivalents of active picture functions are stated in the extra HTML files available in the D2000 System installation directory - subdirectory **Help**.

> ⓘ **Related pages:**
>
> Active pictures