
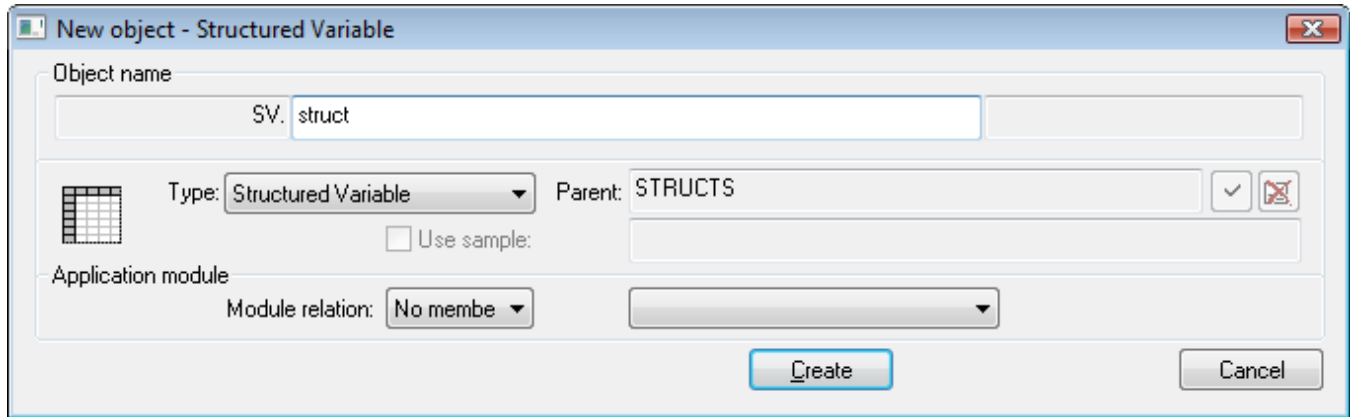


# Creating a new object

1. Click the button  **New object** in the [selection window](#).
2. In the following opened dialog box, define the basic parameters of the new object - name, type, parent object or sample object.



## Object name

Each object in the system D2000 has its name, that uniquely identifies it. Complete object name consists of four basic parts:

**module.prefix.name.suffix**

A name, entered in the input field **Object name**, is automatically extended with the prefix, suffix and module name which it belongs to, after defining the object type (**Type** item). Prefix and suffix depend on the application configuration.

For names of all objects, there are valid the same rules for entering (name means complete object name including prefix and suffix):

- Names of objects are in the form of ASCII strings.
- Maximum length of object name is 64 characters (objects of [Application module](#) type - 15 characters).
- Each object name must begin with a letter.
- Object name can contain letters (**A** up to **Z**), numbers (**0** up to **9**) and these special characters: point (.) and underscore (\_).

## Type

Defines the object type. Object type is selected from the list of available object types. The list is in alphabetical order.

**Note:** After opening the dialog box, there is shown the same object type as the object type in the selection window.

## Parent

The parent object selection. The relations Parent-Child within the frame of the object architecture of D2000 system you can find in the topic [DODM architecture layout](#).

If the checkbox **Use sample** is enabled, the parent will be entered the same as it is for the sample object.

## Button

Deletes the selected parent and sets default one.

## Use sample

If any object was selected in the selection window, it will be offered as the sample object for the new one. If the checkbox **Use sample** is enabled, the features of the new object will be equal to the sample one.

## Module relation

Object classification to the application module and type of its membership:

- No member
- Private
- Public