

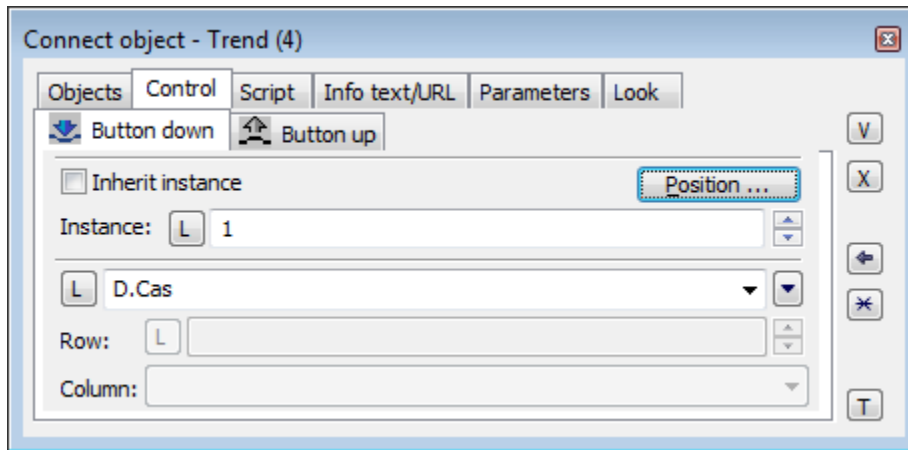
# Connecting to Control

## Connecting graphic objects to control

Connecting to control allows the creation of a relation of the graphic object to a D2000 system object. Then by means of the graphic object opened in the [D 2000 HI](#) process, you can control, i.e. set a value or other attributes of complex object value.

### Connecting the graphic object to control

1. Select the graphic object, you want to connect to control.
2. In the palette [Connect object](#) - tab **Control** - define the following parameters:
  - Select a D2000 system object or a local variable (button **L**), whose attributes will be controlled by the graphic object.
  - Select one of the mode to control the object: **Set directly**, **Open window**, **Set value**. For the option **Set value** you must enter a value into the input field displayed in the palette. For more information on the control modes see the topic [Modes to control connected object](#).
  - Select the type of reaction - **Button down** (when you press the mouse button above the graphic object in the [D2000 HI](#) process) or **Button up** (when you release the mouse button above the graphic object in the [D2000 HI](#) process).
  - If required to confirm a change of the object attribute, which is performed in the [D2000 HI](#) process, check the button **Acknowledge**. If the option **Autoclose** is checked, the control window will be automatically closed after changing any of the object attributes in the [D2000 HI](#) process.



3. To confirm all defined parameters click the button **T**.

**Note 1:** Clicking the button **I** sets all the parameters according to the parameters of the last connected object.

**Note 2:** Controlling of [Windows control - The push button](#) is activated only when clicking. It is generated when pushing and releasing the mouse button (i.e. clicking).



#### Related pages:

[Connecting graphic objects](#)

[Modes to control connected objects](#)