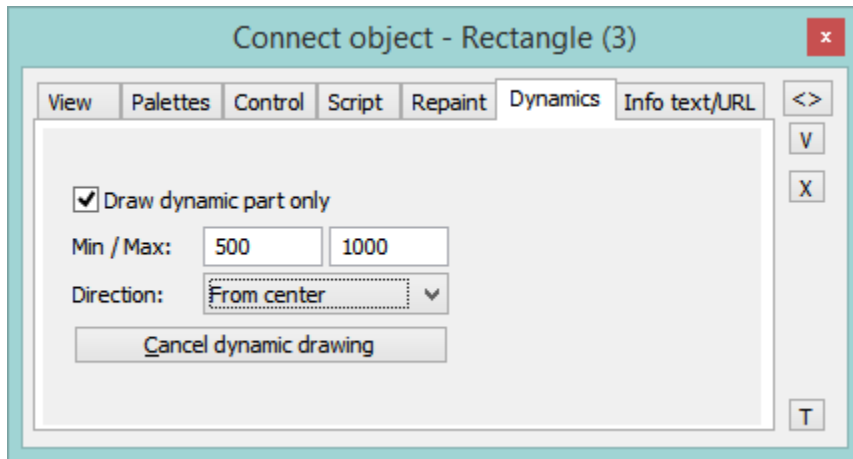


# Connecting to Dynamic View

## Connecting to dynamic view

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



### Draw the dynamic part only

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

### Min. / Max.

When the value of the 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 objects 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](#)