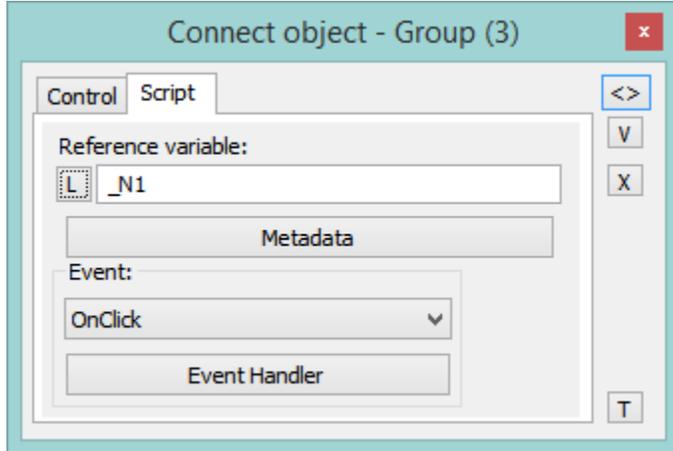


# Connect Object

## "Connect object" palette

The palette **Connect object** is used to create the relations between graphic objects and D2000 system objects. Defining these relations allows, in process [D2000 HI](#), to display and control real values of monitored technology with the use of graphic objects.

After selecting the object, its type and the internal identifier are displayed in the header. If the object has some reference variable, its name is also displayed.



The palette **Connect object**, in dependence on the graphic object type, may comprise the following tabs.

Tab	Meaning
<a href="#">View</a>	Parameters for connecting the graphic object to view. The selection of D2000 system object, selection of a display palette and, for some of the graphic objects, also extended palette. You must define a column and row for objects of <i>Structured variable</i> type.
<a href="#">Palettes</a>	Setting the palette or EXT palette and a control object for this graphical element.
<a href="#">Control</a>	Parameters for connecting the graphic object to control.
<a href="#">Script</a>	Assigning a reference variable to the script, opening the script to define the event handler.
<a href="#">Repaint</a>	Selection of a method to repaint the graphic object connected to the view.
<a href="#">Dynamics</a>	Configuration of the parameters for dynamic objects displaying (for some graphic objects only).
<a href="#">ActiveX</a>	Selection and setting of an ActiveX object inserted into the picture.
<a href="#">Info text /URL</a>	Settings of so-called info object - a text, that will be displayed as a tooltip when you point the mouse cursor on the graphic object in picture <a href="#">D2000 HI</a> . The setting of the URL address.
<a href="#">Select</a>	Definition of a condition for selection and sorting.
<a href="#">Parameters</a>	Configuration of the graphic object (for <a href="#">Displayers</a> ).
<a href="#">Properties</a>	Configuration of the graphic object (for <a href="#">Windows controls</a> ).
<a href="#">Look</a>	Definition of appearance of the graphic object.
<a href="#">Others</a>	Configuration of other, not often used parameters of <i>Browser</i> displayer.
<a href="#">Multiple change</a>	Defining the same connection parameters for a group of graphic objects, or modification of common parameters.

The palette contains several buttons placed on the right side, which are used to ...

	Select the D2000 system object to connect.
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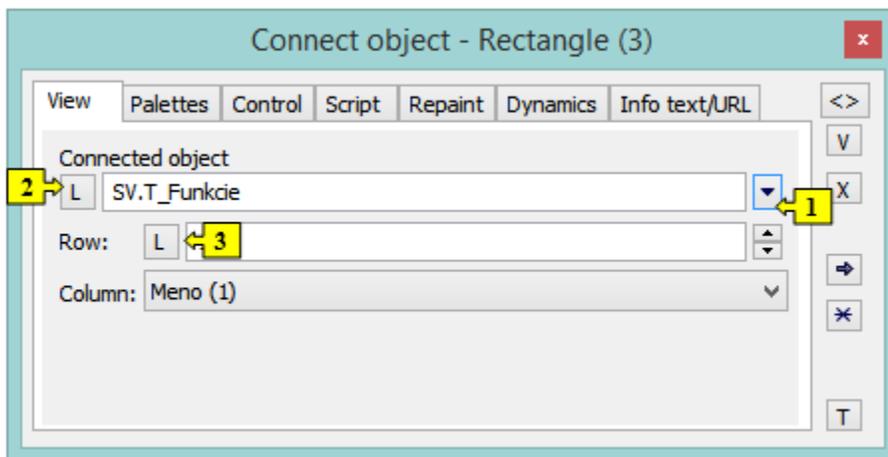
	Use the parameters of the last selected object (template).
	Undo the changes.
	Synchronize connections - if the tab <b>View</b> is displayed, the parameters (selected object, column and index) will be copied into the tab <b>Control</b> and vice versa.
	Disconnect (remove) the connection - in the selected tab only.
	Test the correctness of connection parameters - all parameters in all tabs.
	Opens the <a href="#">Object properties</a> palette. This functionality works also vice-versa, i.e. in the <b>Object properties</b> palette opens <b>Connect object</b> palette.

**Note:**

The following descriptions of the tabs are not comprehensive. Depending on the object type, some of the parameters, displayed in the tabs, could be disabled.

Parameters used especially for a specific type of graphic object are described in detail in the particular chapter.

## View

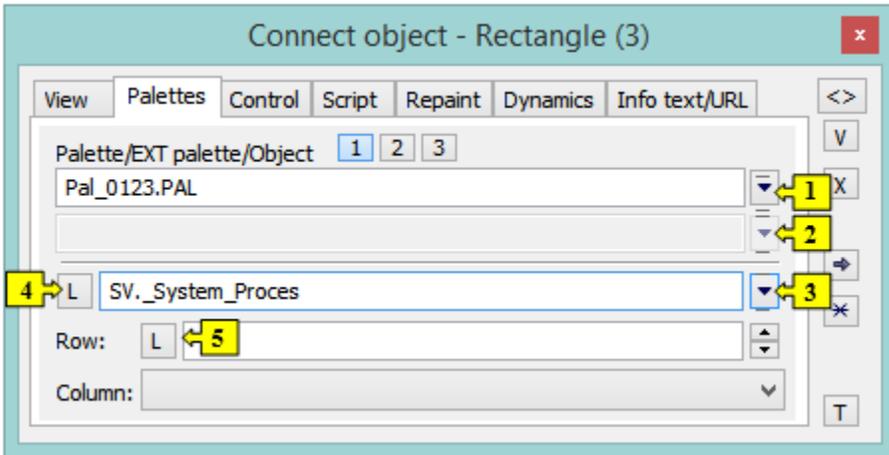


1, 2	Allow to select an object (1) or a local variable (2), you want to connect to view.
3	Selects a dynamic value of a local variable row.
Column	Selection of a column of the local variable.
Row	Allows choosing a row of the local variable.

For more information on connecting the object to view see the topic [Connecting objects to view](#).

## Palettes

- A number of palettes in the object: 3; each of the three buttons enables one to select the particular palette.
- Properties: N objects can be connected to one graphic object. A display palette will be added to each attached object.
- **Only the first object is used for real display** (other objects only select graphic attributes from palettes)
- Displaying in HI: After modification of any object, application of all palettes is needed (or modify only the attributes redefined by the palette with the changed object)
- Expected usage: Each palette controls the different graphic attributes (*forecolor*, *textcolor*, *backcolor*, *visibility*, ...) - otherwise there could occur a collision of formulas.

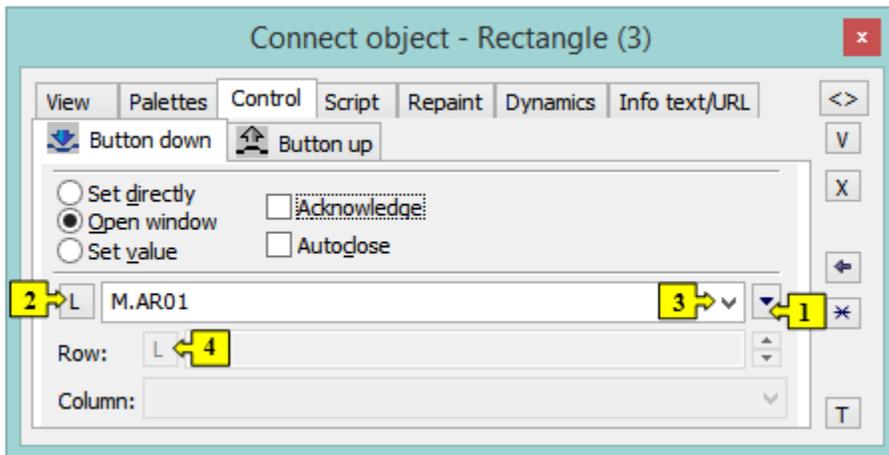


1	Button to choose a display palette that will define displaying the object in the process D2000 HI - optional parameter
2	Button to select an extended display palette, which defines some additional options for displaying the object in the process D2000 HI (optional parameter; it can be used only for graphic objects of <i>Text</i> , <i>Bitmap</i> and <i>Button</i> type).
3, 4	Enables you to select an object (3) or a local variable (4), you want to connect.
Column	Selection of a column of the local variable.
Row	Allows choosing a row of the local variable.
5	Allows selecting a dynamic value of a local variable row.

## Control

Objects can be controlled by clicking or releasing the mouse button over a graphic object. To select the method of controlling, click either **Button down** tab or the **Button up** tab. It can have two states:

- The object is connected - blue icon 
- The object is not connected - black icon 



1, 2	Selection of an object (1) or a local variable (2), you want to connect to the control.
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3	<p>Enables to select a function instead of the connected object:</p> <ul style="list-style-type: none"> <li>• <b>%ACKChange</b> - acknowledges the values of all objects in the picture. The state of the values, whose last change has not been acknowledged by an operator, is NoAcknValue.</li> <li>• <b>%CLOSE</b> - closing the picture.</li> <li>• <b>%History</b> - <a href="#">history of the picture</a>.</li> <li>• <b>%History2</b> - <a href="#">history of the picture</a> - it shows the history in the range of one hour from the entered time interval (only the beginning time interval can be set in this dialog window (1)).</li> <li>• <b>%MovePicture</b> - Change the position of the picture using the mouse. Only available in left mouse button action (D2000 V12.2N)</li> <li>• <b>%ViewTrend</b> - displaying the flow of connected objects in a <a href="#">dynamic graph</a>.</li> <li>• <b>%ViewTrendAdd</b> - displaying the flow of connected objects in a <a href="#">dynamic graph</a> in another window.</li> <li>• <b>%ToggleNotes</b> - Visible / hide notes in picture (D2000 V12.2N)</li> <li>• <b>%NStepBack</b> - calling the navigator function - previous view.</li> </ul>
Column	Selection of a column of the local variable.
Row	Allows choosing a row of the local variable.
4	Allows selecting a dynamic value of the local variable row.

### Set directly

Quick setting of the values of numerical type objects. Clicking the graphic object (in the picture opened in the process [D2000 HI](#)) opens the control window reduced to one input field. You can directly enter the value of the connected object. To acknowledge the value, press the Enter key. If you want to cancel this action, press Esc.

### Open window

When clicking the graphic object (in the picture opened in the process [D2000 HI](#)), it opens the control window of the connected object. The type of control window depends on the type of connected object.

In the case of graphic information windows (pictures, graphs), this type of control allows opening these windows on the [D2000 HI](#) desktop. The button [Position](#) appears in the tab. It allows us to define the position of the graphic information window in the process [D2000 HI](#).

### Set value

Sets a value for the object. The value, defined in the input field, will be set for the selected object. The following methods of setting the value are implemented:

- ON - object value will be set to TRUE
- OFF - object value will be set to FALSE
- ONOFF - object value will be set to the opposite value (from TRUE to FALSE and from FALSE to TRUE)
- KVIT - object value will be set to KVIT (alarm acknowledgement)

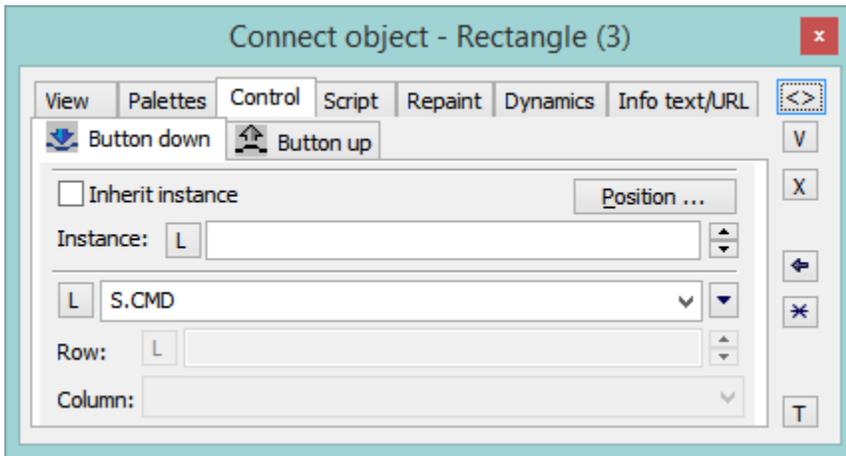
### Acknowledgement

If the option is checked, then any change of the object attribute will have to be acknowledged by an operator in the process [D2000 HI](#).

### Autoclose

If it is checked, the change of the object attribute will close the control window in the process [D2000 HI](#).

For objects of [Picture](#) and [Graph](#) types, the palette contains the button **Position**, which allows to define a position of the information window on the [D2000 HI](#) desktop.



### Inherit instance

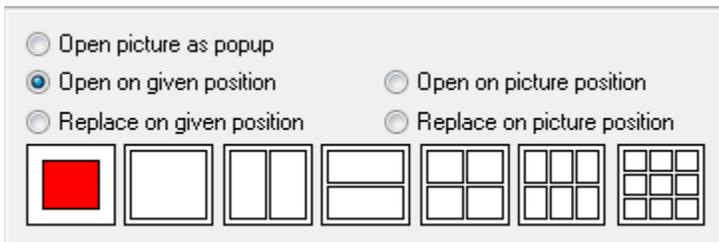
The parameter **Inherit instance** allows the multiple opening of the same object (graph, picture) with the same instance number.

### Instance number

The parameter **Instance** allows multiple object instantiation with different instance numbers. It can be used only for active picture/graph because only these objects can detect their current instance number and modify their contents or behaviour according to this number. These objects detect the instance number by calling the function `HI_GetSelfInstanceID` from the script. Multiple object instantiation is used in connection with structured variables, where the instance number can determine the currently used row of a structure, which describes a certain repeated object.

### Position...

The button **Position** allows defining the position of the graphic information window on the [D2000 HI](#) desktop. Clicking the button opens the following dialog box:



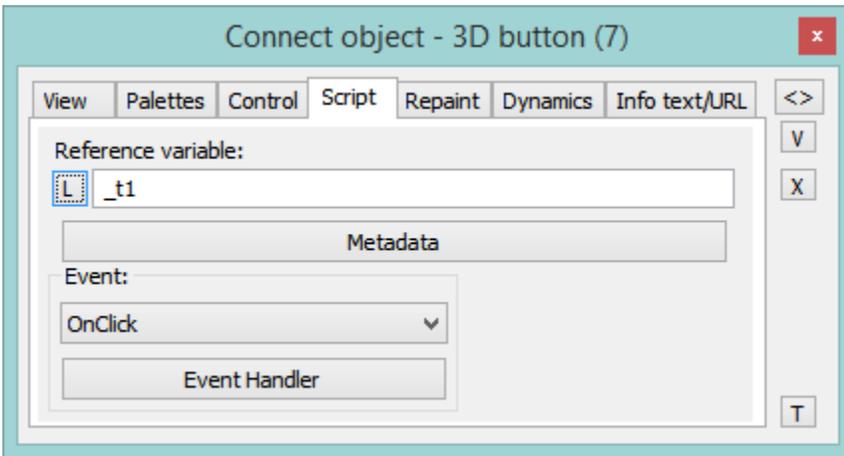
The red rectangle defines the position of the information window after opening on the [D2000 HI](#) desktop and the behaviour of the picture, from which the window is opened.

- **Open picture as popup** - the parameter is enabled only for objects of *Picture* type. The picture, connected to view, will be opened after clicking on the object you connect (button) as a dialog picture with no title bar. To close it, click outside the picture area. **Warning:** The pictures, which are used as popups, should not be used in any other way (e.g. as a part of other pictures, or opened from a script).
- **Open on given position** - the window will be opened on a defined position on the [D2000 HI](#) desktop.
- **Replace on given position** - the window will be opened on the defined position and the picture will be closed.
- **Open on picture position** - the window will cover the picture.
- **Replace on picture position** - the window will cover the picture and the picture will be closed.

For more information on connecting the object to control, see the topic [Connecting objects to control](#).

## Script

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### Reference variable

Defines a reference variable for use in the script.

### Metadata

The application data ([metadata](#)) can be assigned to each graphic object and to a column of the Browser displayer in the System D2000 application. These metadata are used as a storage room for data. The records are stored in a key/value format (the key and value are text). The value assigned to a key can be gained by calling the functions [%HI\\_GetMetadata](#) and [%HI\\_GetColumnMetadata](#). If the object contains some metadata, the name of the first record will be displayed on the button. Multiple records are indicated by "...".

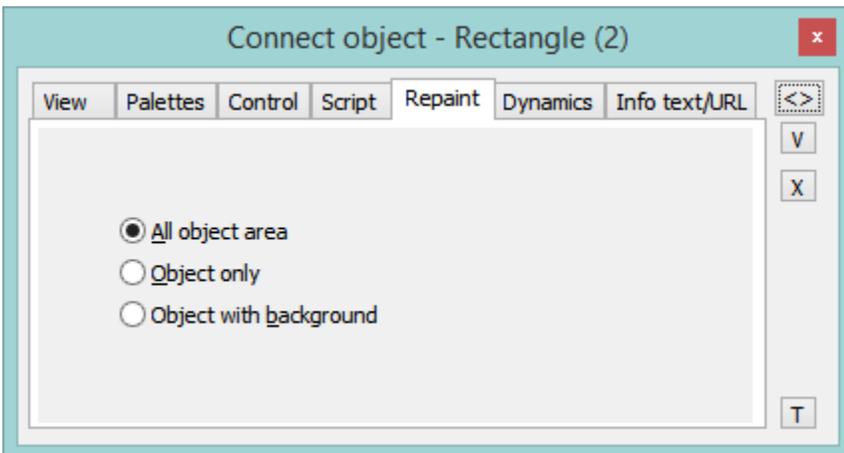
### Event

Selection of a [picture event](#) for a graphic object from the list. The contents of the list depend on the type of graphic object.

### Event Handler

Defines the picture event.

### Repaint



The tab **Repaint** defines a repaint method of the graphic object in the picture after changing the value of the connected object. It also defines how to repaint it while blinking. The tab contains the following options.

### All object area

All the graphic objects together with its background will be repainted.

### Object

Only the graphic object will be repainted.

### Object with background

Objects with a rectangle as a background will be repainted. This background rectangle takes a background color.

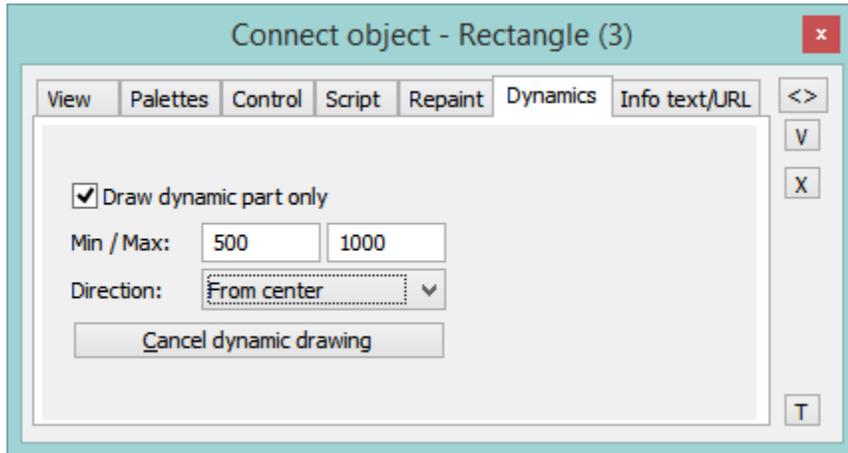
## Note relating to D2000 Thin Client

Parameters are not implemented.

For more rules see the page [Drawing rules and object properties for the D2000 Thin Client](#).

## Dynamics

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### Draw dynamic part only

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

### Min./Max.

When the value of the connected object is within the interval, the size of the graphic object will be changed.

### Direction

The direction of a dynamic drawing:

- From centre
- To centre
- From centre horizontally
- From centre vertically
- Left to right
- To bottom
- Right to left
- Bottom to top

### Cancel dynamic drawing

Cancels the defined settings for a dynamic drawing of the graphic object.

For more information on connecting the object to dynamic drawing see the topic [Connecting the object to dynamic view](#).

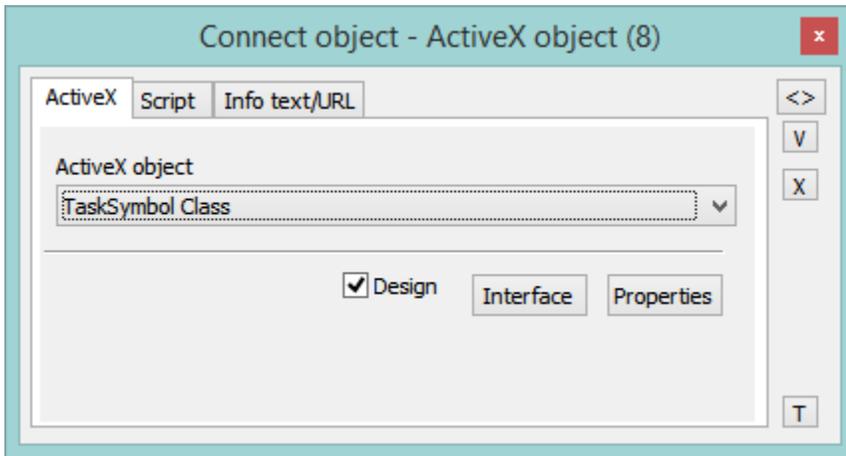
## Note relating to D2000 Thin Client

Parameters are not implemented.

For more rules see the page [Drawing rules and object properties for the D2000 Thin Client](#).

## ActiveX

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### ActiveX control

Selection of an ActiveX object. The dropdown box contains a list of ActiveX objects, which are available in the operating system.

### Design

If the option is checked, the ActiveX object is disabled - in the environment of process [D2000 GrEditor](#), the object does not react to pressing any keys or clicking the mouse buttons (it is necessary to carry out any editing actions for some ActiveX objects - change position, ...). Otherwise, the behaviour of the ActiveX object is the same as in [D2000 HI](#).

### Interface

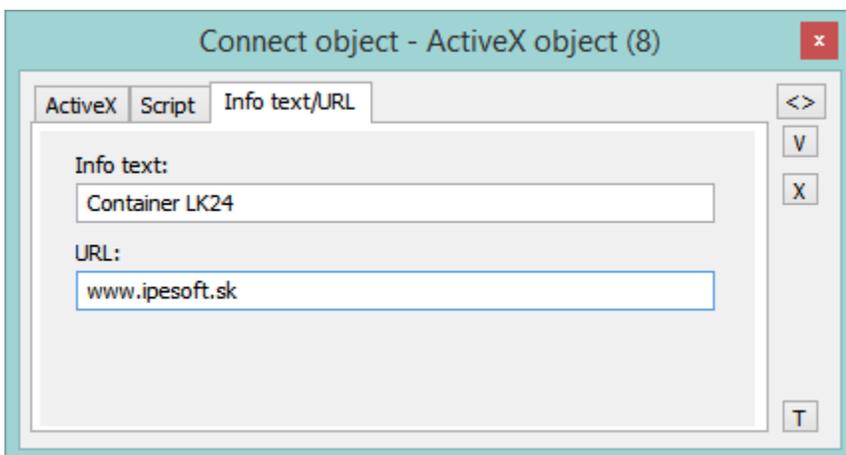
The button opens the dialog box to view the interface of the ActiveX object (methods, variables, events, ...).

### Properties

Clicking the button opens the dialog box to edit the properties of the ActiveX object (if it is allowed by the author of the object). The appearance and properties of the dialog box depend on the ActiveX object (they do not have to be implemented by the author of the given ActiveX object).

For more information on inserting an ActiveX object into a picture see the topic [Inserting an ActiveX object](#).

### Info text/URL



### Info text

A text to be displayed as a tooltip when the user points the mouse cursor to the graphic object in the picture [D2000 HI](#). It is allowed to use format masks in the text to display information about the connected object. If there are multiple objects connected in the graphic object, then the information from the first one is displayed.

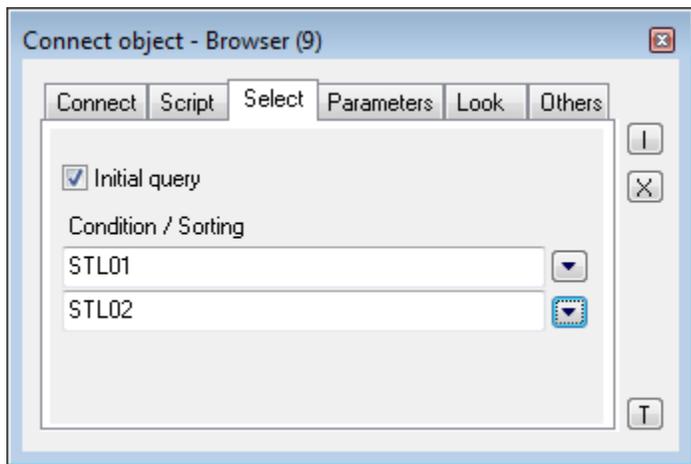
Possibility to use the [Dictionary](#) (to open press **CTRL+L**).

### URL

Definition of URL address to open a web page from a picture. The address may be set also in the picture script by the function `%HI_SetOBJURL`.

## Select

The tab **Select** may be used only for objects of [Database table](#) type and allows to define a selection condition and a sorting condition.



### Initial query

If checked, the condition specified below is applied to the table immediately after opening a picture and the table is filled with the items matching the criteria. Otherwise, after opening a picture the table remains empty. The desired condition is still available, though. However, to be applied, the function `%HI_RefreshData` must be called.

### Condition

The input edit box defines a selection condition. A result set will include the objects matching the given mask. Condition syntax is identical to the syntax of condition following the clause **WHERE** in the SQL command **SELECT** (e.g. `NAME= 'Test'` or `VALUE < 32.5`).

Entering the condition `#empty#` does not read any data into the Browser (it can be used to open a Browser, whose condition is generated automatically on opening the picture from the script).

### Sorting

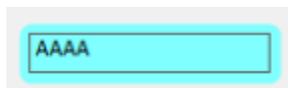
The input edit box defines a sorting condition. Selected rows will be sorted by the given condition. Condition syntax is the same as the syntax of a condition following the clause **ORDER BY** of the SQL command **SELECT** (e.g. `NAME` - sorting by the column `NAME` in ascending order or `VALUE DESC` - sorting by the column `VALUE` in ascending order).

## Parameters/Parameters 2

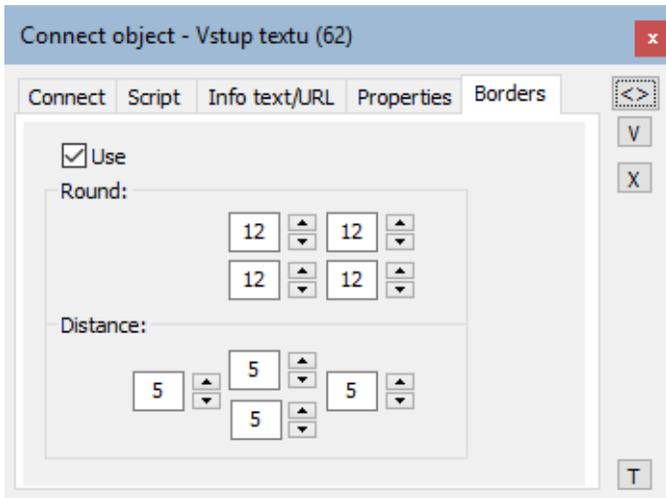
The tab enables defining the parameters of a particular displayer. For a detailed description of the parameters see the chapter [Displayers](#).

## Borders

Windows controls can have a rounded rectangle border around them, for example, text input:



Border parameters are entered in the Connect object window in the Borders tab control:



### Use

Parameters and their use are only available after setting this option.

### Round

Set the degree of rounding of the corners of a graphic object (0-99). A value of 0 means that the object has no rounded corners. The maximum rounding angle is 99. Option 4 allows to define the rounding of each corner separately.

### Distance

Defines the distance of the elements' windows from the borders of the object space.

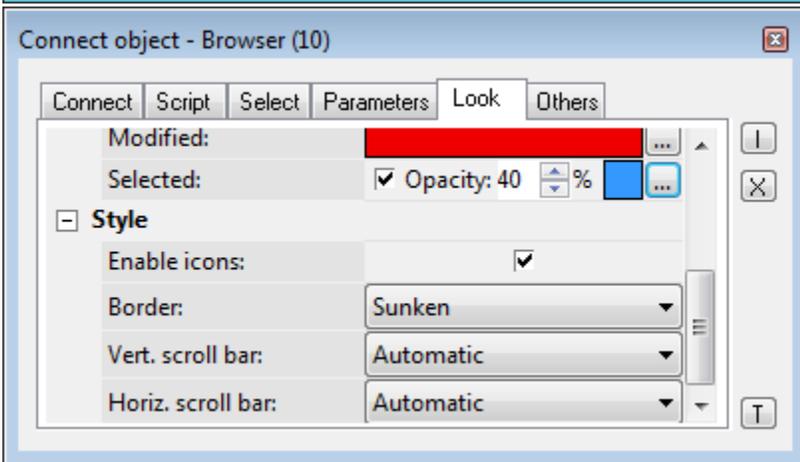
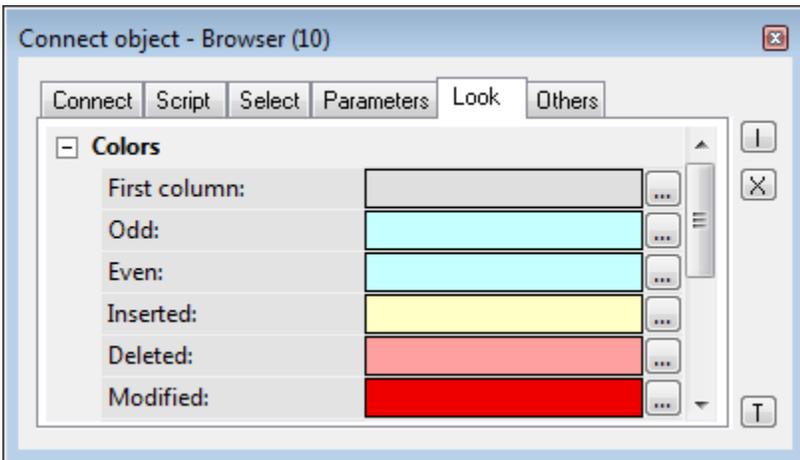
## Properties

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The tab allows to define the parameters of particular Windows control. For a detailed description of the parameters see the chapter [Windows controls](#).

### Look

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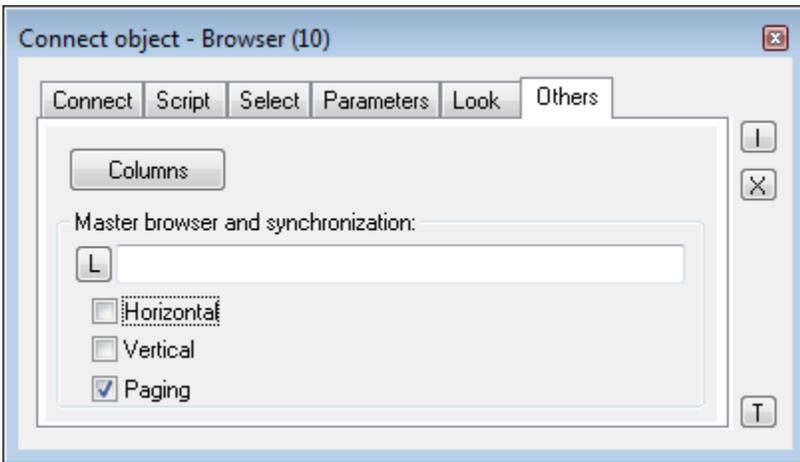


The tab **Look** allows defining of the appearance of the Browser.

Parameter	Meaning
First column	Color of the first column.
Odd	Color of odd lines.
Even	Color of even lines.
Inserted	Color of inserted values.
Deleted	Color of deleted values.
Modified	Color of modified values.
Grid	Show/hide the grid.
Frame	Frame type (None, Thin, 3D).
Horiz. scroll bar	Displaying the horizontal scroll bar (Never, Automatic, Always).
Vertic. scroll bar	Displaying the vertical scroll bar (Never, Automatic, Always).

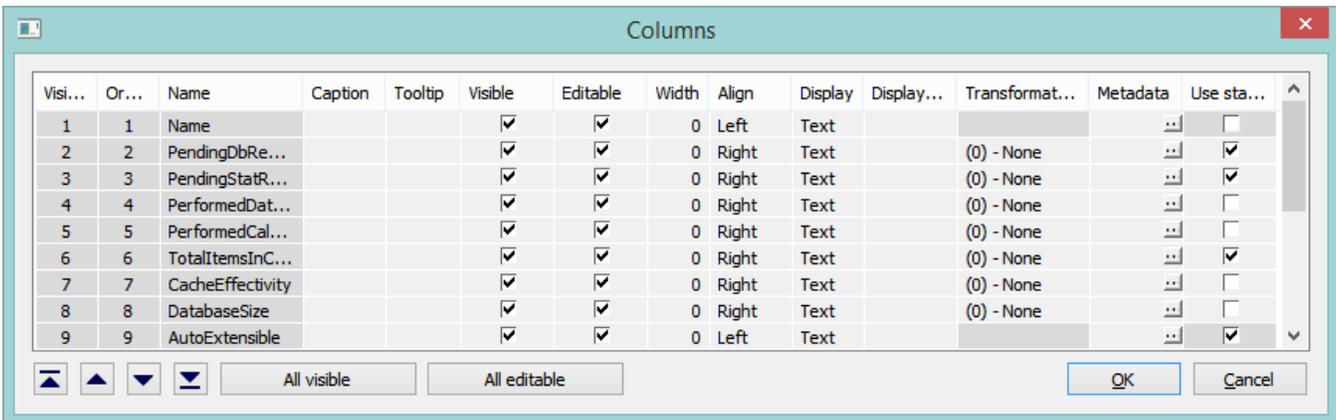
## Others

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## Columns

The button **Columns** opens the following dialog box allowing to define parameters for displaying individual columns.



Column	Meaning
Visible order	The order of structure columns for displaying in the Browser window.
Order in the structure	The order of columns in the structure definition (it cannot be changed).
Name	Name in the structure definition.
Caption	Column name, that will be displayed in the Browser window.
Visible	Shows/hides the column in the Browser window.
Editable	Enable/disable editing values of the column.
Width	Column width.
Align	Alignment of text in the columns.
Checkbox	Shows/hides the checkbox for values of <i>Boolean</i> type.
Displ. palette	Selection of a <a href="#">display palette</a> (double-clicking the item opens the list of display palettes).
Trans. palette	Selection of a <a href="#">transformation palette</a> (clicking the item opens the dropdown box containing defined transformation palettes)
Metadata	Allows configuring <a href="#">metadata</a> in the dialog box.

The buttons  and  allow changing the order of columns in the browser window.

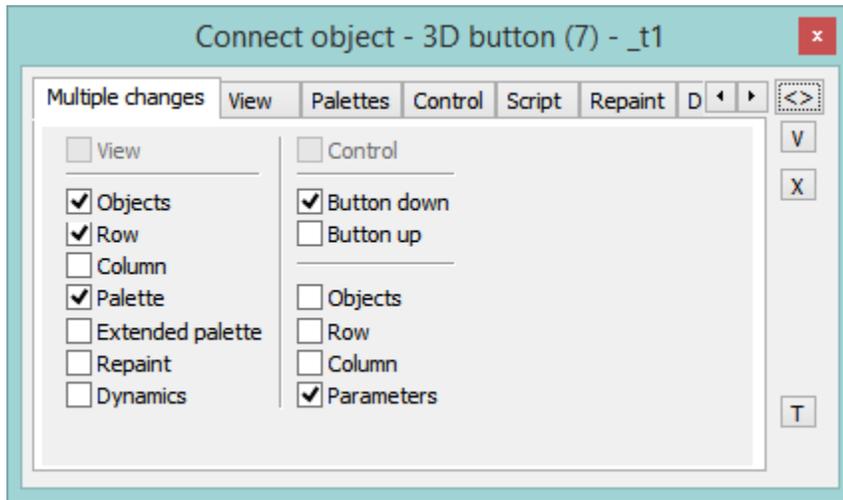
The button **All visible** shows/hides all columns in the browser window.

The button **All editable** enables/disables editing values of all columns in the browser window.

## Master browser

Definition of a model browser, the defined browser will be synchronized with. Synchronization is related to either horizontal shifting (the parameter **Horizontal**) or vertical shifting (the parameter **Vertical**) of the browser using scroll bars.

## Multiple change



### View

If checked, all the parameters defined in the tabs [View](#), [Repaint](#) and [Dynamics](#) are to be used for the selection of graphic objects (the same as when you check all the parameters placed in the column below the parameter).

### Objects

The parameter allows to define the parameter **Connected object** (the tab [View](#)) for all the graphic objects in the selection.

### Row

The parameter allows to define the parameter **Row** (the tab [View](#)) for all the graphic objects in the selection.

### Column

The parameter allows to define the parameter **Column** (the tab [View](#)) for all the graphic objects in the selection.

### Palette

The parameter allows to define the parameter **Palette** (the tab [View](#)) for all the graphic objects in the selection.

### Extended palette

The parameter allows to define the parameter **Extended palette** (the tab [View](#)) for all the graphic objects in the selection.

### Repaint

The parameter allows to define the repaint parameters (the tab [Repaint](#)) for all the graphic objects in the selection.

### Dynamics

The parameter allows to define the repaint parameters for dynamic view (the tab [Dynamics](#)) for all the graphic objects in the selection.

### Control

If the parameter is checked, all the parameters defined in the tabs *Control* are to be used for the selection of graphic objects (the same as when you check all the parameters placed in the column below the parameter, except the parameters **Button down** and **Button up**).

### Button down

The parameter allows setting the parameter **Action on** to the value of **Button down** (the tab [Control](#)) for all the graphic objects in the selection.

### Button up

The parameter allows to set the parameter **Action on** to the value of **Button up** (the tab [Control](#)) for all the graphic objects in the selection.

### Objects

The parameter allows to define the parameter **Connected object** (the tab [Control](#)) for all the graphic objects in the selection.

### Row

The parameter allows to define the parameter **Row** (the tab [Control](#)) for all the graphic objects in the selection.

### Column

The parameter allows to define the parameter **Column** (the tab [Control](#)) for all the graphic objects in the selection.

### Parameters

The parameter allows to define some parameters (the tab [Control](#)) for all the graphic objects in the selection - e.g. **Set directly**, **Open window**, **Set value**, **Position**. The parameters **Inherit instance** and **Instance** cannot be defined for all the graphic objects in the selection.

**Note:** When you define the connection parameters for a selection of graphic objects, only the applicable parameters for individual graphic objects will be used.



#### Related pages:

[GrEditor environment](#)  
[Palettes](#)