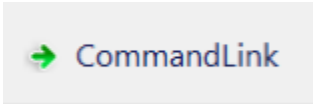# CommandLink

Windows control - CommandLink

Windows control – CommandLink serves to generate an event by the user after mouse-clicking over its surface. This event can be used in the schema script.

Example

1. In the Drawing toolbar click the button CommandLink [icon].
2. Point the mouse cursor to the position of the first displayer corner and click.
3. Point the mouse cursor to the position of the diametric displayer corner and click.

CommandLink parameters are being configured in the palette Connect object through the following tabs:

Connect

The Windows control has no value and therefore the parameters on this tab are meaningful only for the description of the Windows control (see the parameter Text).

Connected object

Name of connected object
When you connect an object to a *Structured variable* you must define an item. Unique item position in a structured variable is defined by the column name (the parameter **Column**) and the row number (the parameter **Row**). For the object of *Value array,* you must define an item.

Control

The CommandLink as the only Windows control has enabled a bookmark Control and allows direct control of objects after pressing a button without the need to define the script. For a more detailed description of the bookmark, refer to the chapter Connecting Object to Control.

Script

Reference variable

Serves to name CommandLink in the form of a reference variable for use in a script.

Metadata

Assignment of application data (metadata) to a graphic object. If the object contains some metadata, the name of the first record will be displayed in the button. Multiple records are indicated by ",...".

Event

The list box allows a user to select an active picture event for the CommandLink. The list box contains the following active picture events:

- OnClick
- OnGotFocus
- OnLostFocus
- OnMouseDown
- OnMouseEnter
- OnMouseLeave
- OnUserInput

Note for application D2000 Thin client

The **OnUserInput** event handler is not implemented in Thin Client.

More Rules on the Drawing Rules and Object Properties page for the D2000 Thin Client.

Event handler

The button opens the active picture script to define the active picture event specified by the parameter **Event**.
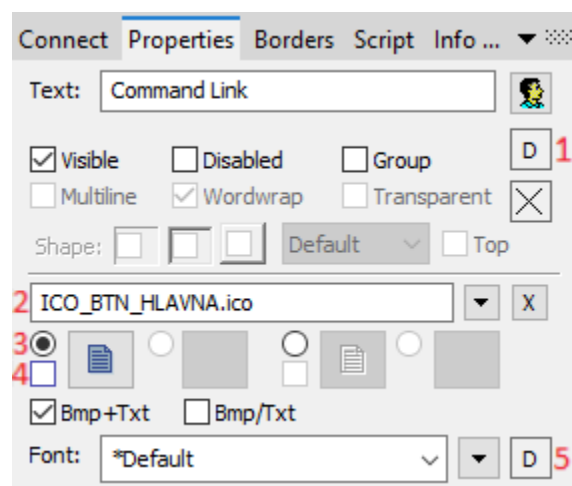
Info text/URL

Info text

Define Text to display as a tooltip when the user points the mouse cursor to the button in the scheme opened in the D2000 HI process. 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 also be set in the scheme script by the function %HI_SetOBJURL.

Parameters

Text

This parameter is used to define text displayed on the button. The string may also display current so-called live values of the object defined by the parameter Connected object but such strings must be defined in a special format - for detailed information see the chapter Format masks.

Possibility to use the Dictionary (to open press CTRL+L).

You can also define a hotkey for the button - underlined character. To create an underlined character enter the character **&** (ampersand) before the required character. The button on the preview has therefore the Text parameter set to **&OK**. The character that is underlined then serves in combination with the Alt key when viewing the D2000 HI scheme as a shortcut - hotkey. The button displayed above contains the underlined character **O**, so the hotkey is **ALT+O**. The hotkey performs the same effect as clicking the mouse button.
Note: Using hotkeys doesn't work in schemes of MDI type (the parameter **Window type** - the option MDI Window) if such a scheme is not a subscheme of another scheme.

Visible

If the parameter is checked, the group object will be visible after first opening the picture in the D2000 HI process. The parameter can be controlled from the script using the function%HI_SetVisible.

Disabled

If the parameter is checked, the group box will be disabled after first opening the picture in the D2000 HI process. The parameter can be controlled from the picture script using the function %HI_SetEnable.

Group

The parameter allows you to set the group box as the first control of a group of Windows controls.

Background color

Background color. If the field contains the letter D the default color from the windows is used.

Multiline

It is not used.

Wrapping

It is not used.

Transparent

It is not used.

Look

It is not used.

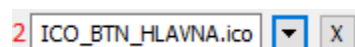**Horizontal location**

It is not used.

Up

It is not used.

Bitmaps

Buttons enable displaying (according to the state they are in) 1-2 bitmaps.

The window for assigning bitmaps contains a selection filed of a bitmap (2) for the selected button state.

This field contains the name of a bitmap, the button opening the selection window and the button ending the selection (x). Ending the connection is possible also by entering the non-existing name of the bitmap.

Under the selection field, there is a field of bitmaps for possible button states,

where (3) defines with which state (allowed or prohibited) we will work in the selection field. The middle button is not allowed for CommandLInk. An illustration of individual states:

State selection is for some states (not for prohibited states) possible also by clicking into a display of the used bitmap; and the start of the selection by double-clicking into a display of the used bitmap.

Note: When using a color bitmap, Windows system converts it to a monochromatic one, and therefore we recommend using monochromatic bitmaps to avoid distortion of the color bitmap.

Note relating to D2000 Thin Client

A thin client can not align a bitmap on the button vertically.

More Rules on the Drawing Rules and Object Properties page for the D2000 Thin Client.

Note: When using a color bitmap, Windows is used to convert this bitmap to a black-and-white bitmap, so it is recommended to use monochrome bitmaps.

Note relating to D2000 the Thin Client

The thin client does not support **Bmp2**.
More Rules on the Drawing Rules and Object Properties page for the D2000 Thin Client.

BMP+Text

When a bitmap is defined, both the map and text are displayed. Placement is a bitmap and text next to it.

BMP/Text

When a bitmap is defined, both the map and text are displayed. Placement is a bitmap and text under it.

Font

 Clicking the button on the right opens a list of defined text styles. The style selected from this list is used to describe the button. The right part of the dialog box contains a list of text styles, the left part of a sample of the selected style. Learn more about text styles in Configuring text styles.

Note: You can change the font from a script using the function %HI_SetFontStyle.

Text color

Text color and its selection. If the letter D is in the box, the default color from the windows is used.

ⓘ **Related pages:**

　　Windows controls
　　Grafic object manipulation funcions