




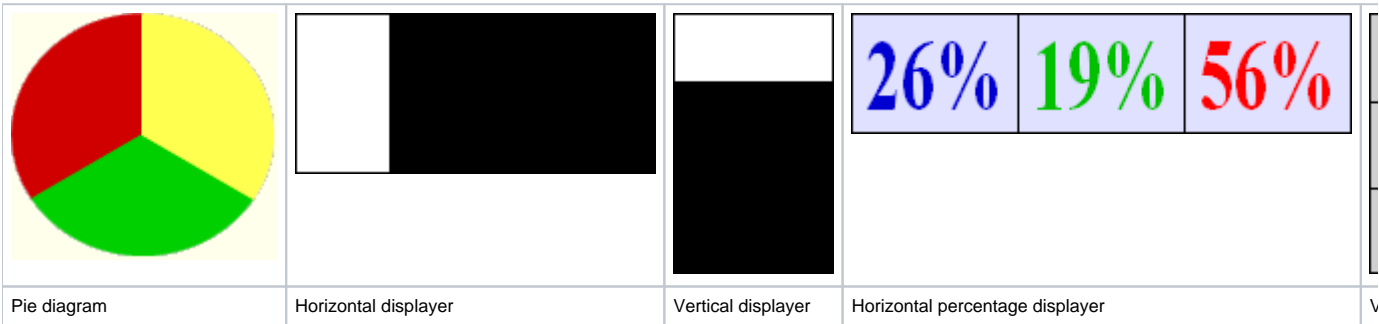


# Proportional displayer


Proportional display expresses the contribution of a value to a total. Total is created by the sum of values of all objects displayed in the diagram. There are 5 display types available:

- 1.  Pie diagram
- 2.  Horizontal displayer
- 3.  Vertical displayer
- 4.  Horizontal percentage displayer
- 5.  Vertical percentage displayer

Examples of a proportional display displayed in the [D2000 HI](#) process:

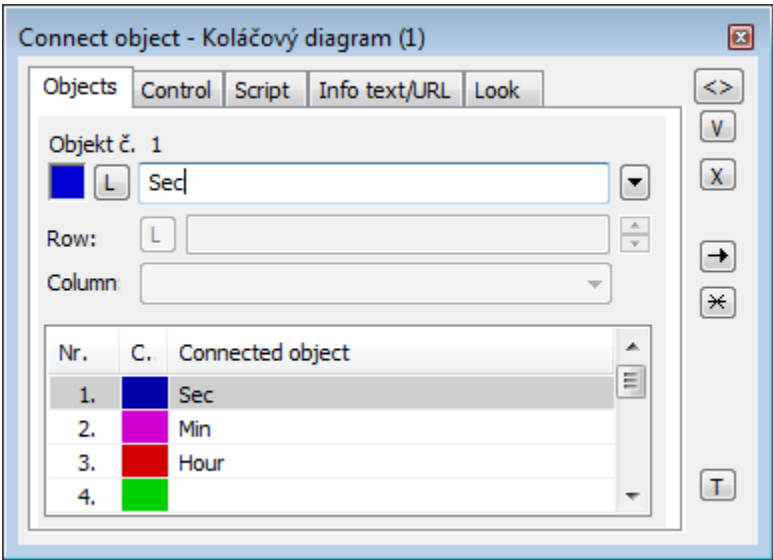


## Create pie diagram

- 1. In the [Drawing toolbar](#), click the **Pie diagram** .
- 2. Point the mouse cursor to the position of the first diagram corner and click.
- 3. Point the mouse cursor to the position of the diametric diagram corner and click.

The parameters for connecting a pie diagram are being configured in the palette [Connect object](#) through the following tabs.

## Objects



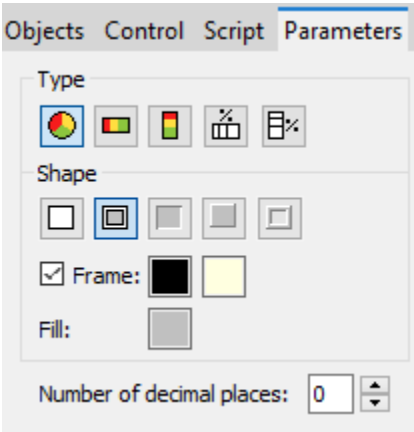
Object nr. 1 up to Object nr. 12

Each displayer of the *Pie diagram* type can display the values of as many as 12 objects. So the tab **Objects** contains input edit boxes allowing to define 12 objects. To define the objects to display in the displayer either enter its names or select them from a list opened by clicking the button placed right from the input box.

Color for displaying the given object is defined by clicking the button placed left from the input box.

For the object of the *Structured variable* type, you must define the column name (the parameter **Column**) and the row number (the parameter **Row**). For the object of the *Value array* type, you must define an item (the button **L**) whose value will be displayed.

## Parameters



### Type

	Pie diagram	Each value is represented by a sector whose size corresponds to the total value.
	Horizontal displayers	Each value is represented by a bar whose weight corresponds to the total value.
	Vertical displayer	Each value is represented by a bar whose height corresponds to the total value.
	Horizontal percentage displayer	Each value is represented by a percentage placed in the corresponding section of the displayer.
	Vertical percentage displayer	Each value is represented by a percentage placed in the corresponding section of the displayer.

### Appearance

	A diagram is drawn with a frame and background.
	A diagram is drawn with a double frame and background.
	3D effect - sunken diagram.
	3D effect - raised diagram.
	A diagram is drawn with a 3D frame.

### Frame and Fill

The parameters **Frame** and **Fill** allow us to define colors for the parts (frame and fill) of the proportional display. Color is defined by selecting from the *color palette* opened by clicking the color sample of the corresponding parameter. The frame can be switched on/off as necessary for the Pie diagram.

### Number of decimal places

The number of decimal places for percentages is displayed in the displayer.

## Control

The parameters placed on the tab are identical to the parameters on the tab [Control](#) of the **Connect object** palette.

## Script

---

### Reference variable

Specifies the name of the displayer in the form of a reference variable for use in the picture 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 on the button. Multiple records are indicated by ",...".

### Event

The list box allows a user to select the [active picture event](#) for the displayer. The list box contains the following active picture events:

- [OnClick](#)
- [OnMouseDown](#)
- [OnMouseEnter](#)
- [OnMouseLeave](#)
- [OnUserInput](#)

### 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

Text to display as a tooltip when the user points the mouse cursor to the displayer in the picture opened in the [D2000 HI](#) process.  
Possibility to use the [Dictionary](#) (to open press **CTRL+L**).

### URL

Definition of the 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](#).

## Requirements

Minimum supported version	D2000 V12.1N
---------------------------	--------------



#### Related pages:

[Displayers](#)

[Graphic object manipulation functions](#)