

Text Displayer

Text displayer

Text displayer allows displaying the value of a text object of the D2000 system - user variable, I/O tag and structured variable.

An example of a text displayer displayed in the [D2000 HI](#) process:

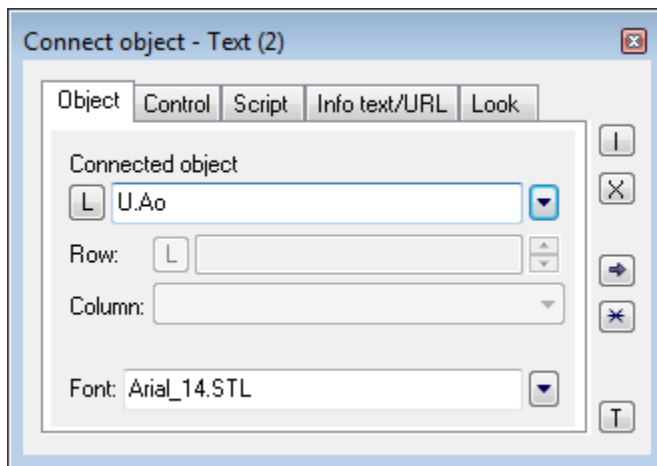
This is the value of
user variable of Text
type displayed by
using text displayer

To create the text displayer

1. In the [Drawing toolbar](#), click the button **Text** .
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 diagonal displayer corner and click.

The parameters of a text displayer are being configured in the palette [Connect object](#) through the following tabs.

Object



Connected object

The object of *Text* type (user variable, I/O tag or structured variable) to display in the displayer.

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

Font

Selection of a text font for displayed text.

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 in the button. Multiple records are indicated by ",...".

Event

The listbox allows the user to select an [active picture event](#) for the displayer. The listbox 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

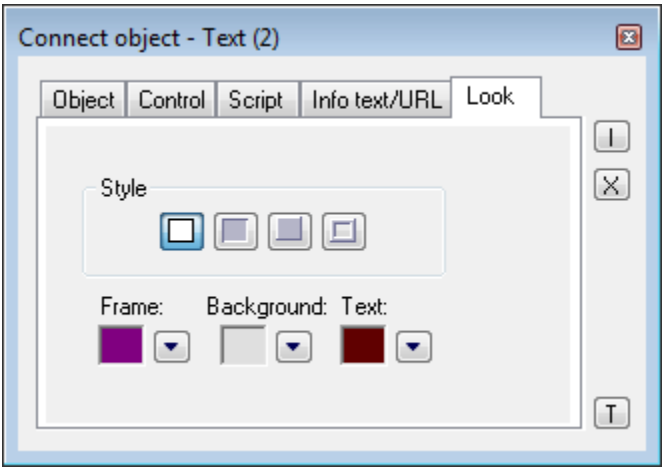
Info text

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 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](#).

Look



Style

Style of the pointer displayer.

	Displayer is drawn with the frame and background.
	3D effect - sunk displayer.
	3D effect - raised displayer.
	Displayer is drawn with 3D frame.

Frame, Background and Text

The parameters **Frame** and **Background** allow defining colors for the parts (frame, background and text) of the pointer displayer. Color is defined by selecting from the [color palette](#) opened by clicking the button placed right from the color sample of the correspondent parameter.



Related pages:

[Displayers](#)

[Graphic object manipulation functions](#)