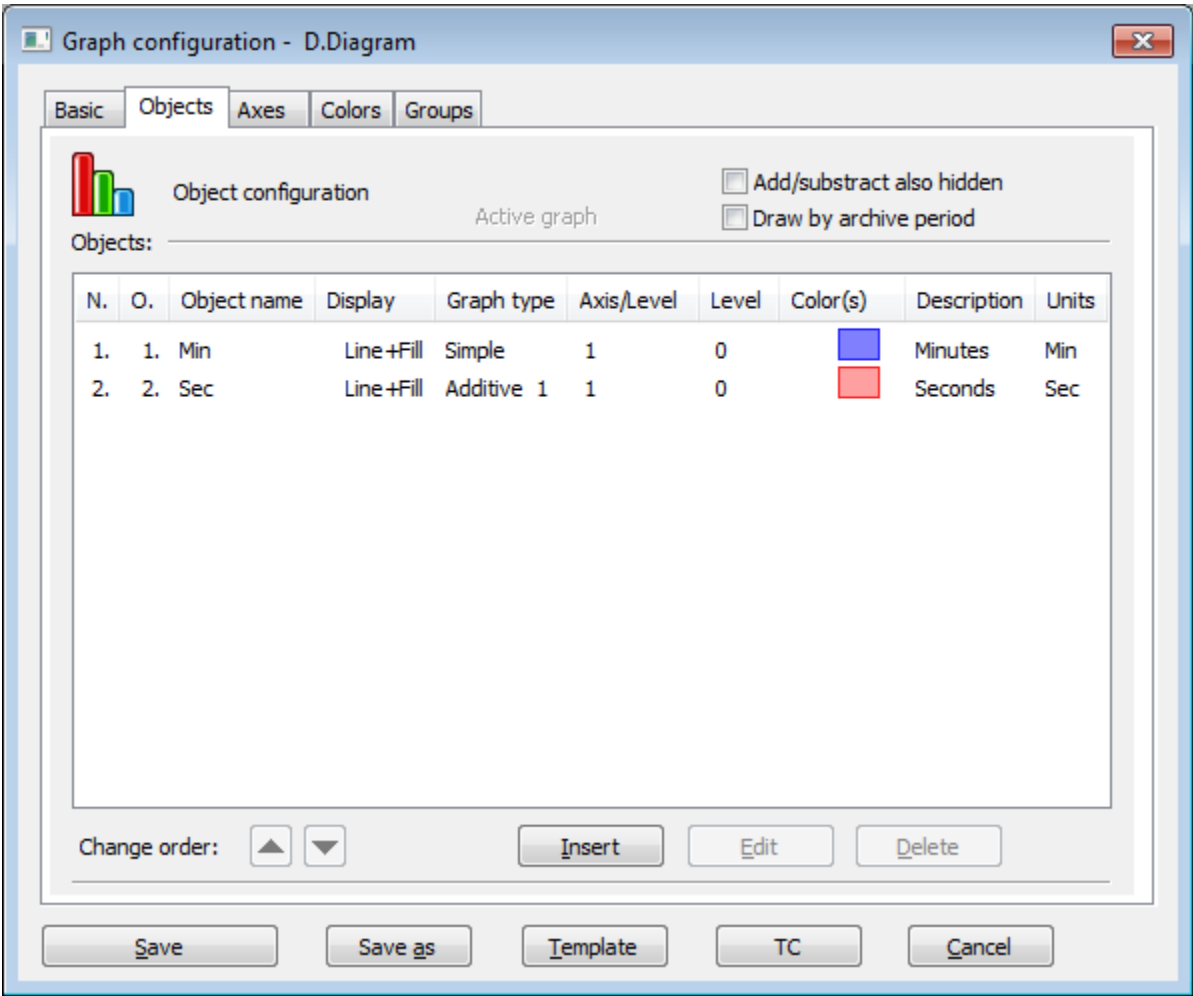


# Objects (D2000/Work with D2000 HI/Configuration in HI Process/Configuration of Compositions, Graphs and Reports/Graphs/Configuration)

## Description of "Graph configuration" dialog box - Objects

A graph can display the flows of up to 99 object values. The tab **Objects** in the dialog box is used for configuration of flows.



The buttons are accessible when some object is chosen in the list.

While an object is modified (in [Object configuration](#) dialog window) most of the buttons are disabled. An edited object can be changed by doubleclick in the list of object or by selecting the object and clicking on **Edit** button.

### Add/subtract also hidden

If the parameter is checked, all additive (subtractive) graphic flows, which are hidden [using the button 2](#) in the graph window, will be added/subtracted into /from the graph.

### Draw by archive period

If checked, the flows of periodical archive data in the graph are to be drawn by the stored time of the data (see the parameter **Stored time** in the configuration of object of *Historical value* type).



### Objects

List of objects to display their flows in the graph. The list consists of the following columns:

Nr.	Serial number of the object. The number is also in the header of <a href="#">Object configuration</a> dialog box.
-----	---

<i>O.</i>	Order of the object drawing. It is set in the <a href="#">Object configuration</a> dialog box - parameter <b>Drawing order</b> .						
<i>Object name</i>	Object name (the parameter <a href="#">Object name</a> in the <a href="#">Object configuration</a> dialog box).						
<i>Gr. type</i>	<p>Graphic flow type with the drawing mode mark placed before (the parameters <a href="#">Types of graphic flow</a> and <a href="#">Drawing</a> in the <a href="#">Object configuration</a> dialog box).</p> <p><b>Note:</b> For additive/subtractive types of flows, the column also shows the number of ancestor of the given flow (see the parameter <a href="#">Ancestor</a> in object configuration).</p> <p><i>Example:</i></p> <table border="1"> <tr> <td>0/-</td><td>No fixed ancestor defined, the system cannot find any object as a correct ancestor (given flow is the first additive/subtractive graphic flow in the list of objects).</td></tr> <tr> <td>0/1</td><td>No fixed ancestor defined, the nearest object to be its ancestor is the object with the serial number of 1 (automatically found by the system).</td></tr> <tr> <td>2</td><td>The ancestor defined - the object with the serial number of 2.</td></tr> </table>	0/-	No fixed ancestor defined, the system cannot find any object as a correct ancestor (given flow is the first additive/subtractive graphic flow in the list of objects).	0/1	No fixed ancestor defined, the nearest object to be its ancestor is the object with the serial number of 1 (automatically found by the system).	2	The ancestor defined - the object with the serial number of 2.
0/-	No fixed ancestor defined, the system cannot find any object as a correct ancestor (given flow is the first additive/subtractive graphic flow in the list of objects).						
0/1	No fixed ancestor defined, the nearest object to be its ancestor is the object with the serial number of 1 (automatically found by the system).						
2	The ancestor defined - the object with the serial number of 2.						
<i>Axis /Level</i>	<ul style="list-style-type: none"> <li>for analogue axis - number of axis used for the object's flow (the parameter <a href="#">Assigned axis</a> in the <a href="#">Object configuration</a> dialog box)</li> <li>for digital axis - level of the digital axis (the parameter <a href="#">Digital axis level and description</a> in the <a href="#">Object configuration</a> dialog box)</li> </ul>						
<i>Level</i>	<p>Number of object's level.</p> <p><i>Options:</i></p> <table border="1"> <tr> <td>0</td><td>Level value is generated automatically so that the graph can have its own level (such levels are displayed bellow ALL levels with explicitly specified level values). Exceptions: <ul style="list-style-type: none"> <li>additive objects belong to the same level as the first additive object</li> <li>points lying on the same digital axis belong to one level</li> </ul> </td></tr> <tr> <td>1. . 99</td><td>Any of these numbers will assign a graph to a particular level, which, if the option is activated, will be displayed in order from the top to the bottom of the graph window depending on the rising level value, i.e. levels with higher level values will be displayed bellow levels with lower level values.</td></tr> </table>	0	Level value is generated automatically so that the graph can have its own level (such levels are displayed bellow ALL levels with explicitly specified level values). Exceptions: <ul style="list-style-type: none"> <li>additive objects belong to the same level as the first additive object</li> <li>points lying on the same digital axis belong to one level</li> </ul>	1. . 99	Any of these numbers will assign a graph to a particular level, which, if the option is activated, will be displayed in order from the top to the bottom of the graph window depending on the rising level value, i.e. levels with higher level values will be displayed bellow levels with lower level values.		
0	Level value is generated automatically so that the graph can have its own level (such levels are displayed bellow ALL levels with explicitly specified level values). Exceptions: <ul style="list-style-type: none"> <li>additive objects belong to the same level as the first additive object</li> <li>points lying on the same digital axis belong to one level</li> </ul>						
1. . 99	Any of these numbers will assign a graph to a particular level, which, if the option is activated, will be displayed in order from the top to the bottom of the graph window depending on the rising level value, i.e. levels with higher level values will be displayed bellow levels with lower level values.						
<i>Color (s)</i>	Drawing colors as well as additional information (the parameters <a href="#">Color</a> , <a href="#">Style</a> , <a href="#">Width</a> and <a href="#">Pattern</a> in the <a href="#">Object configuration</a> dialog box).						
<i>Description</i>	Object description (parameter <a href="#">Description</a> in the <a href="#">Object configuration</a> dialog box).						
<i>Units</i>	Technical units of the object (the parameter <a href="#">Units</a> in the <a href="#">Object configuration</a> dialog box).						

## Change order

The buttons  and  allow to change the order of objects in the list. The order defined in the list will be displayed in the [graph table](#).

## Insert

Allows to add a new object into the graph. Clicking the button opens the [Object configuration](#) dialog box that enables to define settings for displaying the object values in the graph.

## Edit

Dialog box [Object configuration](#) is opened by selecting of required object and clicking on **Edit** button, or double clicking of left mouse button on this object.

Point on the line, not Structured Array, can be edited by double clicking of right mouse button.

## Delete

Deletes the selected object.

**Note:** The caption **Active graph** is displayed in the tab if at least one object of the list is active object (see the parameter [Active graph object](#) in the [Object configuration](#) dialog box).



### Related pages:

[Configuration of graphs](#)  
[Object configuration](#)