

# Structures (HI)

The common title **Structure** is used for two types of objects in the process [D2000 HI: Structured variables](#) and **Database tables**. The term *structure* is used to mark both types of the objects in this chapter.

**Structured variables** are used for work with memory structured objects. **Database tables** allows you to work with objects of Database type. To work with these objects the client process [D2000 DBManager](#) must run in the D2000 System.

Operator can work with structures in two ways:

- in structure window - [direct opening of a structure](#) from the menu or toolbar,
- in picture - using a displayer of [Browser](#) type that is placed in the picture.



## Related pages:

[Structures in the structure window](#)  
[Browser displayer](#)  
[Controlling structures in the structure window](#)  
[Controlling structures using Browser displayer](#)  
[Structure export](#)