

# Graphic Objects (D2000 GrEditor)

## Graphic objects

Graphic objects are not the objects of the D2000 System. They are inserted into the pictures to carry out their tasks. They can perform various functions - displaying the values of connected D2000 System Objects in various ways (color change, text value change, bitmap change, blinking, hiding the graphic object, ...), displaying various ActiveX objects and Windows controls, etc. Using graphic objects allows to set values of other objects, open objects and compositions, control the picture functionality, etc.



### Related pages:

[Drawing graphic objects](#)

[Editing graphic objects](#)

[Connecting D2000 system objects](#)

[Grid](#)

[Selecting and editing system colors](#)