

# Picture/Componet

## Picture displayer


Picture displayer allows to place a embedded picture (subpicture) into a picture.

## Componet displayer

A component is a picture that is assigned to component groups. It is characterized by using external local variables and preview of component while selecting from a list of components.


### To create Picture displayer

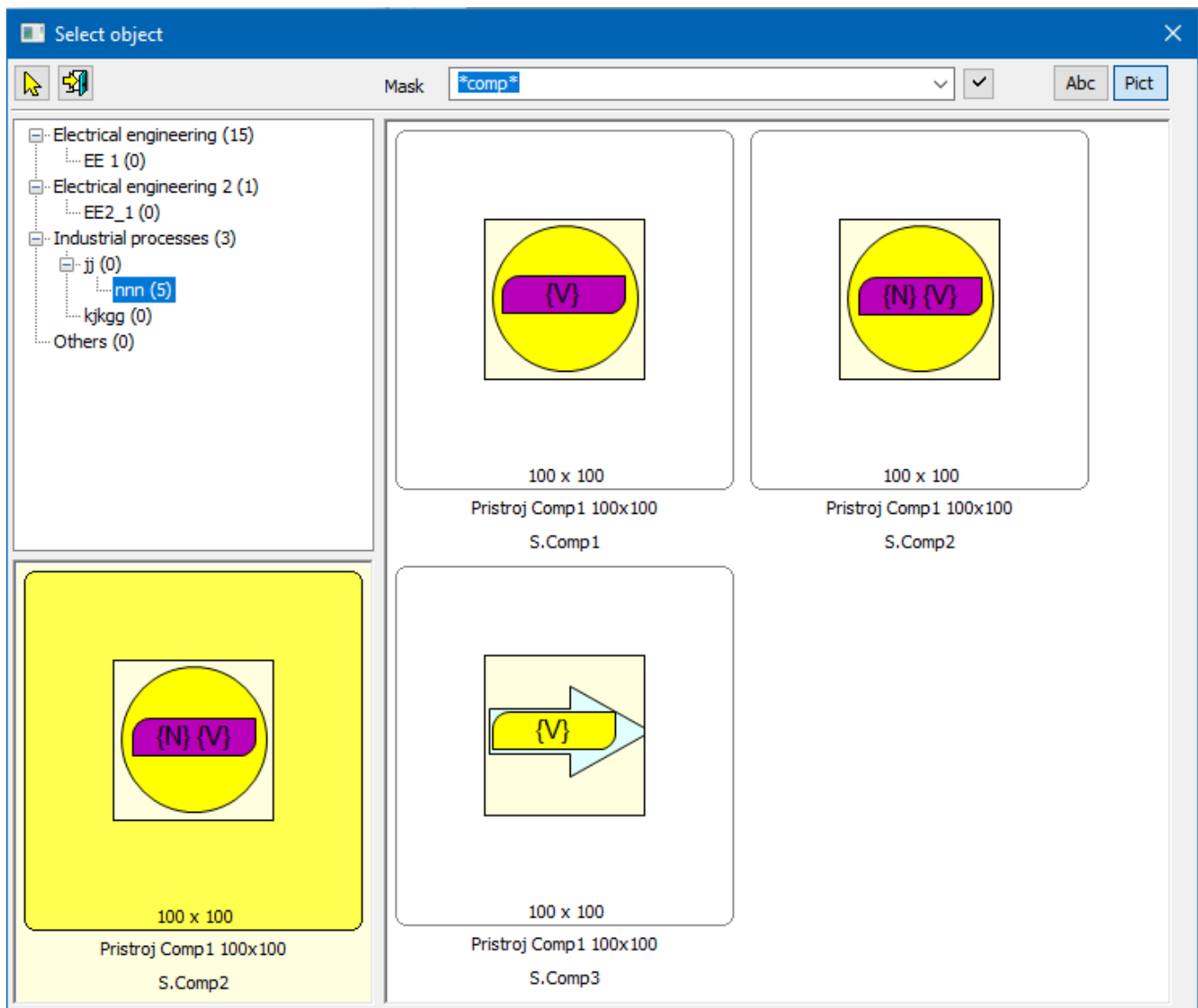


1. In the [Drawing toolbar](#), click the button **Picture** .
2. Point the mouse cursor to the point of the first displayer corner and click.
3. Point the mouse cursor to the point in picture and click.

### To create Component displayer

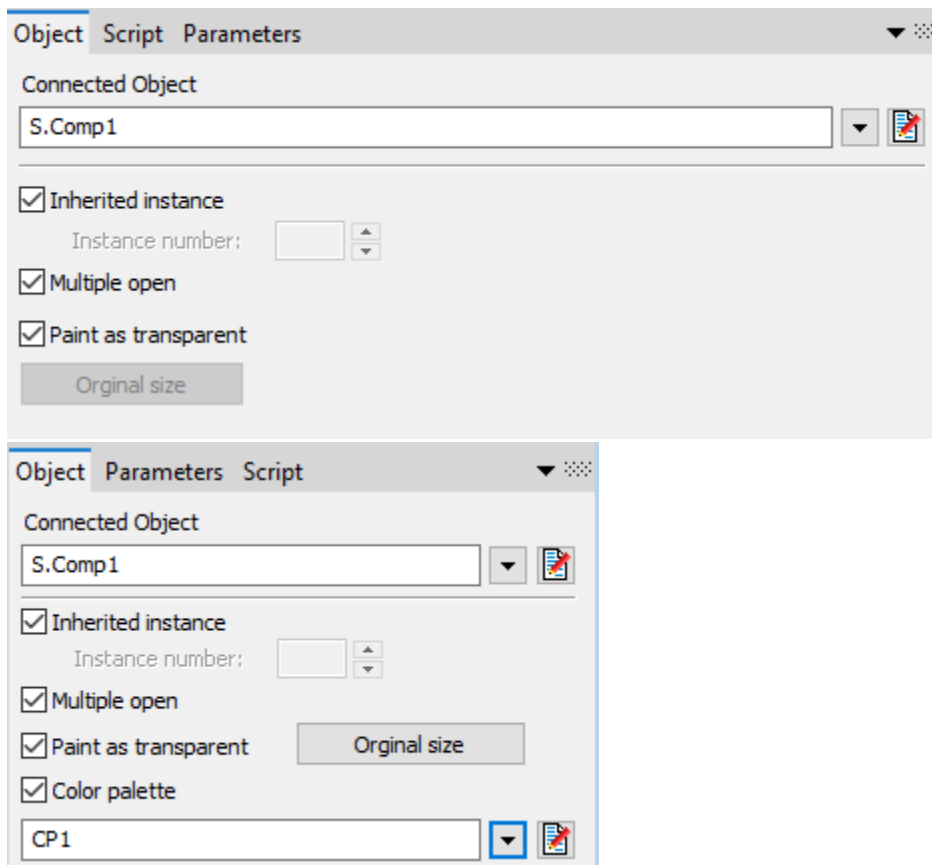


1. In the [Drawing toolbar](#), click the button **Componet** .
2. Select a component from the component selection window..
3. Point the mouse cursor to the point of the diagonal displayer corner and click.



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

## Object



## Connected object

Object of [Picture](#) type to display in the displayer. If *Inherited instance* is checked, the instance number of picture, opened in the displayer (subpicture), is the same as the instance of parent picture (picture that contain this displayer). If it is inactive, the instance number may be entered directly to the *Instance number*. Checkbox *Multiple open* enables opening the subpicture of the same instance number in the multiple parent pictures simultaneously.

### Inherited instance

If the parameter is checked, the instance number of the subpicture displayed in the displayer will be the same as the instance number of the picture.

### Instance number

Instance number of the subpicture. The parameter is enabled if the parameter **Inherited instance** is not checked.

### Multiple open

Multiple opening of the subpicture with the same instance number in several pictures.

### Paint as transparent

If the parameter is checked, the background of the displayed scheme will be transparent.

### Color palette

Allows you to set the color palette

## Script

### Reference variable

Specifies the name of the displayer in the form of 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 user to select a [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**.

**Note relating to D2000 Thin Client**

**Picture displayer** does not allow the event handler (OnClick, etc.) as it is in D2000 HI.  
For more rules see the page [Drawing rules and object properties for D2000 Thin Client](#).

The picture script can contains calls of RPC procedures on the assumption, that a reference variable is connected to Picture displayer in the tab [Script](#).  
The syntax of such a call is e.g.:

CALL [\_RefVarID] ProcName

From the picture script, you can change the picture linked to the displayer using the function [%HI\\_SetConnectedObj](#). The function can be also used for objects linked to displayers of *Report* and *Graph* types.

**Parametre**

The tab in the upper part configures the binding of the selected external variable from the table of the attached schema.

ObjectScriptParameters

L

U.Re3





Row:

L

Column:

Text:

External va...	Value type	Attached value	Link to object
_a_value	INT	U.Re3	
_A_Value2	INT	SV.AA[2]^obj(1)	Min
_b_value	INT	U.Sec	
_B_Value2	INT	"5"	
_rec	STRUCT	SV.AA[1]	
_Value	BOOL	U.Bool	

	A button for selecting a local variable whose value the progress bar will display.
	The name of the bound variable
	Button for selecting the object whose value will be displayed by the progress bar.
	Edit object
Row	The row of the bound variable
Column	The column of the bound variable
Text	If an object is not attached, the external variable will be initialized with the specified constant
	Copy object parameters



Insert object parameters - only for those that have the same external variable name

Table:

External variable	The name of the external variable
Value type	The value type of the external variable
Connected value	Attached object or value
Object reference	In the case where the attached object is a structured variable whose cell refers to another object. The name of the object is displayed here.

**Note:**

Subpicture keeps the properties of pictures, except for:

1. Subpicture may not contain a displayer of Report type.
2. To close a subpicture, there is not called the event [OnClose](#). There is called only the event *OnClose* of the picture.



**Related pages:**

[Displayers](#)

[Active picture manipulation functions](#)

[Graphic object manipulation functions](#)