


# Splitter

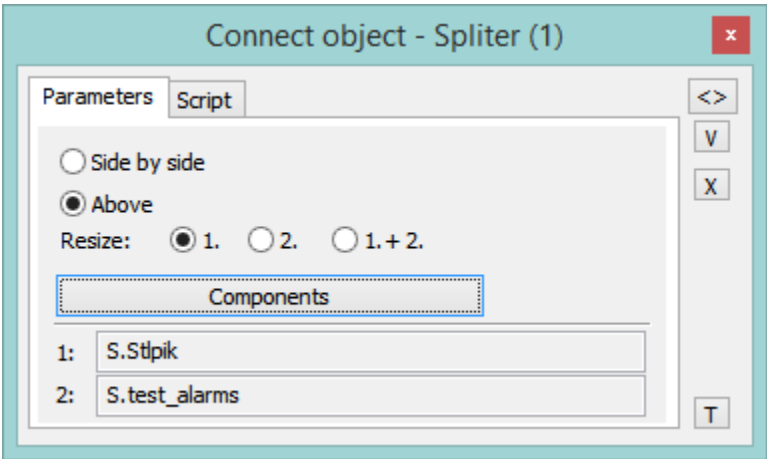
**Splitter** enables to connect two objects of *Picture* or *Graph* type and display in the two windows, and to split the space between them.

## Creating the Splitter

1. In the [Drawing toolbar](#) click on the button **Splitter** .
2. Point the mouse cursor to the position of the first splitter corner and click.
3. Point the mouse cursor to the position of the diagonal splitter corner and click.

The parameters for connecting the progress bar displayer are being configured in the palette [Connect object](#) through the following tabs:

## Parameters

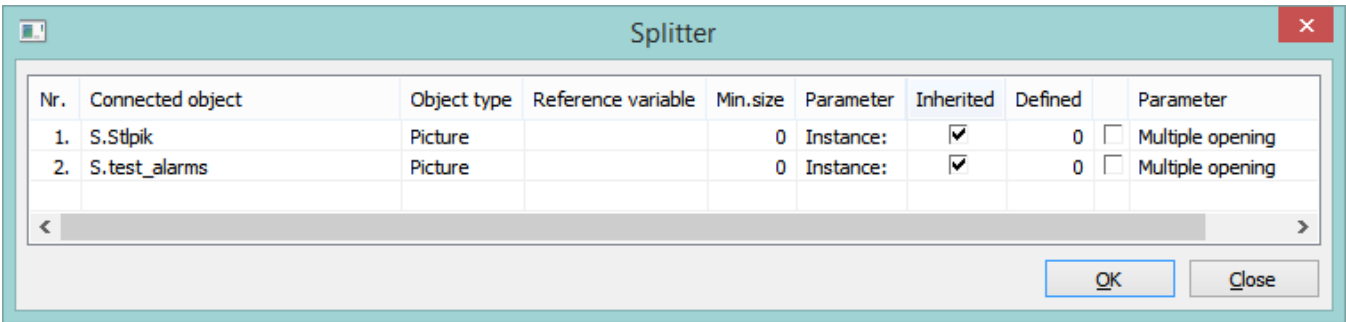


The windows may be stacked side by side or above each other.

The parameter **Resize** defines which window will be resized when changing the size of splitter:

- 1. - only first window is resized,
- 2. - only second window is resized,
- 1.+ 2. - both windows are resized according to their size in the splitter.

The **Components** button enables to open the dialog window for defining the components of splitter and their parameters. The object is selected from the list of objects, which opens after double clicking the appropriate field.



Meaning of columns in the dialog window:

Column	Meaning
Nr.	Number of component.
Connected object	Name of object that is connected for displaying. When double clicking the field it causes opening the list of objects.
Object type	Type of object that will be displayed in the given part of splitter. There are two types - Picture and Graph. <b>Note:</b> Type of object is set automatically according to object that is selected in the given line ( <i>Connected object</i> column). If no object is defined in the line, there is necessary to define the type of object in a script.

<b>Reference variable</b>	Name of reference variable, which is assigned to the object for use in the script. When clicking the name of object it generates the OnClick event.
<b>Min. size</b>	Minimum reduction of object.
<b>Parameter</b>	Column contains the type of parameter for the columns <i>Inherited</i> or <i>Defined</i> depending on the type of object: <ul style="list-style-type: none"> <li>• for pictures - instance,</li> <li>• for graph - number of line.</li> </ul>
<b>Inherited</b>	For pictures - if it is marked, the instance number of the picture, opened in a window (subpicture), will be the same as a parent picture (the picture which contains the splitter). If it is inactive, the instance number may be entered directly to the <i>Defined</i> column.  For graphs - the parameter is intended for <a href="#">active graph</a> only and allows to define the row number of all <a href="#">active graph objects</a> in the graph. The row number can be entered directly to the <i>Defined</i> column or derived from the current instance number of picture ( <i>Inherited</i> column). Number of row can be also changed from the script of picture by <a href="#">%HI_SetGraphRowNr</a> scrip action.
<b>Defined</b>	For pictures - instance number of picture opened in the splitter.  For graphs - parameter is intended for <a href="#">active graph</a> only and allows to define the row number of all <a href="#">active graph objects</a> in the graph.
<b>Parameter</b>	Type of parameter ( <i>Multiple opening</i> or <i>Control elements</i> ) depending on type of object: <ul style="list-style-type: none"> <li>• for pictures - enables / disables opening the subpicture with the same instance number in the multiple parent pictures simultaneously,</li> <li>• for graphs - shows / hides the control elements in the graph.</li> </ul> <p><b>Note:</b> To enable / disable the parameter, mark the checkbox in the previous column.</p>

## Script

Reference variable

Specifies the name of the splitter 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 ",...".

Entry

The list allows user to select a active picture [event](#) for the splitter. The list contains the following active picture events:

- [OnClick](#)
- [OnMouseDown](#)
- [OnMouseEnter](#)
- [OnMouseLeave](#)

Event handler

The button opens the active picture script to define the active picture event specified by the parameter **Event**.



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