


# Graph

## Graph displayer

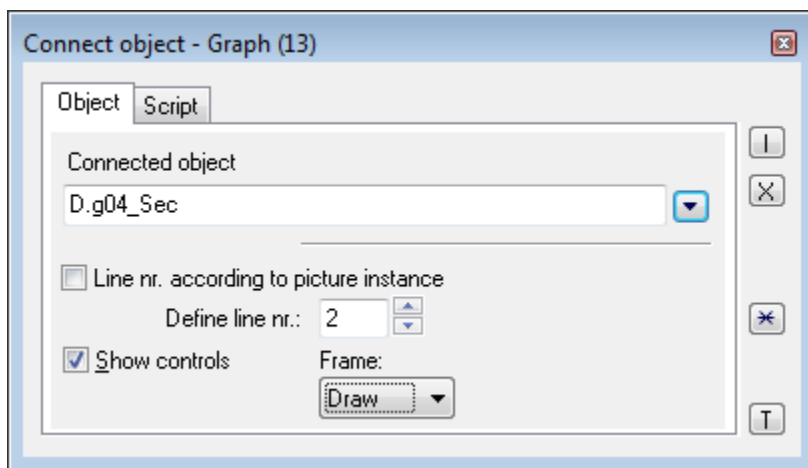
Graphs are objects of D2000 system, which allow to display the time flow of monitored logging values in a graphic form.

### To create Graph displayer

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

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

### Object



Connected object

Object of [Graph](#) type to display in the displayer.

Line nr. according to picture instance

The parameter is intended for [active graph](#) only. If it is checked, the row number of of all [active graph objects](#) in the graph will be derived from the current picture instance number.

Define line nr.

The parameter is intended for [active graph](#) only and allows to define the row number of of all [active graph objects](#) in the graph directly. The parameter is enabled only if the parameter **Line nr. according to picture instance** is not checked.

#### Note:

Line number can be also changed from the picture script using the action [%HL\\_SetDiatRowNr](#).

### Note relating to D2000 Thin Client

The parameter is not supported in Thin Client.

For more rules see the page [Drawing rules and object properties for D2000 Thin Client](#).

Show controls

Show / hide the controls of the graphic flow.

### Note relating to D2000 Thin Client

The parameter is not supported in Thin Client.

For more rules see the page [Drawing rules and object properties for D2000 Thin Client](#).

Frame

Allows to show / hide the frame. There are the following options:

- Don't draw
- Draw
- 3D

## Note relating to D2000 Thin Client

The parameter is not supported in Thin Client.

For more rules see the page [Drawing rules and object properties for D2000 Thin Client](#).

## Script

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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:

- [OnGraphBtnClick](#)
- [OnNewDiaTrendTime](#)
- [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

No Event handler is implemented in Graph displayer.

For more rules see the page [Drawing rules and object properties for D2000 Thin Client](#).

From the picture script, you can change the graph linked to the displayer using the function [%HI\\_SetConnectedObj](#). The function can be also used for objects linked to displayer of [Picture/Componet](#) types.



### Related pages:

[Displayers](#)  
[Active picture manipulation functions](#)  
[Graphic object manipulation functions](#)