Placing Graphical Objects in Layouts

Method for positioning a graphical object in a Visual Adelia layout, using the Place (positioning box) dialog box.

To place one or more graphical objects in the layout and at the same time link them to a logical property, you must:

1. Select one or more properties from the logical property list.
2. Select an object from the graphical object list (the cursor will take the form of the icon representing the graphical object).
3. Move the cursor to the point in the layout where the graphical object is to be placed.
4. Click the left mouse button to place the object in the layout.

Note: While the cursor has the appearance of the selected icon, each time you click the left mouse button another object of that type will be placed in the layout. Each object is created with the same name, to which a sequence number is added. To return to select mode, click the right mouse button.

The positioning result will vary, depending on the type of graphical object selected:

**If the object does not have a VALUE property**

The positioning operation will produce exactly the same result as when positioning using the Graphical palette.

**If the object has a VALUE property**

The positioning procedure creates a link between the logical property and the graphical object.

Additionally, if the Specify the associated variable box is checked in the Layout manager tab in the Options of the editor dialog box, the "Associated variable" field in the graphical object's Adelia properties tab will be completed with the guide word for the logical property's associated variable.

The graphical object will also have this name.

If several properties are selected, each click places a new object linked to the first selected logical property.

The property is then deselected.

When there are no more selected properties, the procedure reverts to that used when placing objects from the graphical palette.