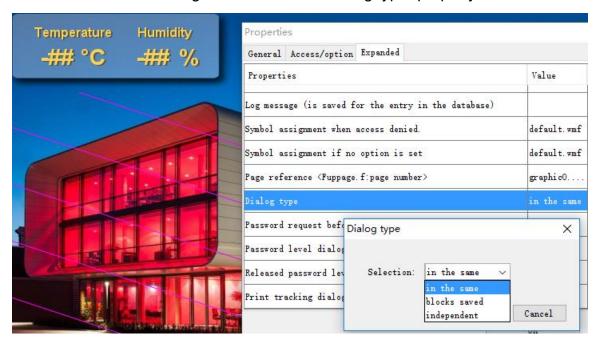
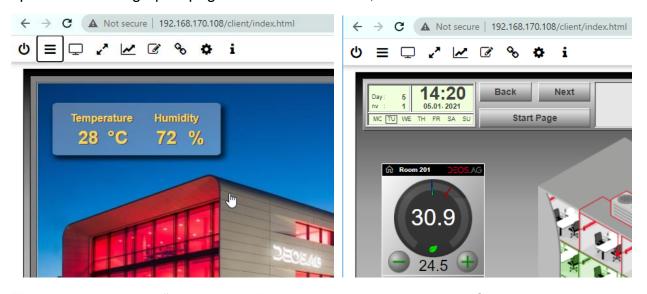
TT210104 - FUP - Graphic Dialog01 and DialogCall01 Properties

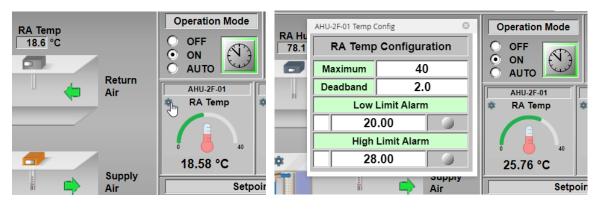
- 1. Graphic element "Dialog01" is used to show other graphic page (e.g. from the macro library) in your custom graphic page, and "DialogCall01" is a button that you can click to open another graphic page. Please refer to "TT190102-FUP-Dialog and Dialog Call" for details
- 2. Let's take a look at "DialogCall01" first. The "Dialog type" property has 3 selections



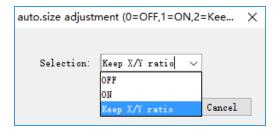
3. The default selection is "in the same", which is used to navigate to other graphic page. This opens the linked graphic page in the same window, like below



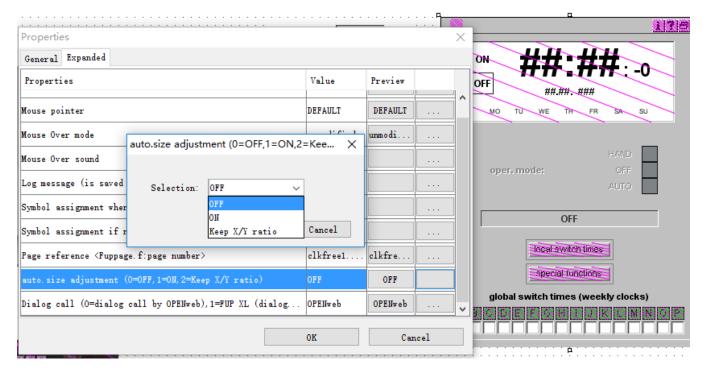
4. The second option is "blocks saved" which open a popup window for the linked graphic page



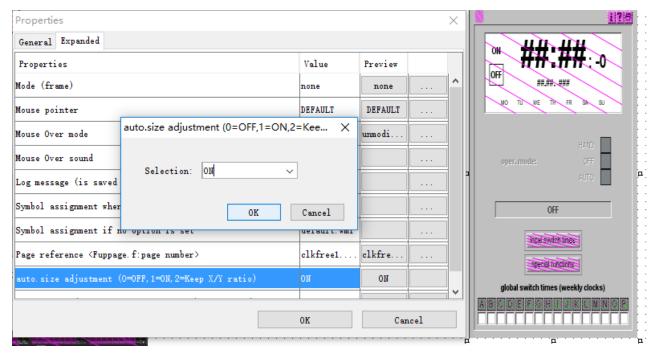
- 5. The "blocks saved" option block the operation of the main graphic page, until you close the popup window. The 3rd option "independent" open a new independent window for the linked graphic page, so you can freely operate both graphic pages at the same time
- 6. For graphic element "Dialog01", the "Auto size adjustment" also has 3 selections



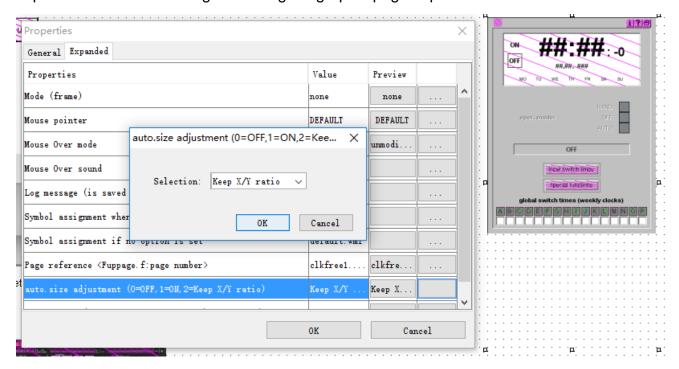
7. The default selection is "OFF", which keep the dialog size exactly the same as the original graphic page automatically.



8. The second option is "ON", which allows you to set the size freely as you want, and the graphic will resize based on your requirement



9. The 3rd option is "Keep X/Y ratio", which also allow you to set the size freely, but it will keep the aspect ratio fixed according to the original graphic page aspect ratio



- 10. Using this option allows you to resize the dialog (i.e. the whole graphic page, either make it bigger or smaller) easily, so it is a very useful option for you and your customers
- 11. The last property for "Dialog01" is the "Dialog Call" type. The default is by "OPENweb", and normally you don't need to change it. If you don't use OPENweb, and if you encounter some issue when viewing the Dialog01 graphic in HTML browser (e.g. Chrome), you can try to set it to "FUP XL" and it may help to solve the issue

