

To make a block with distance and visibility controlled by a Block Table

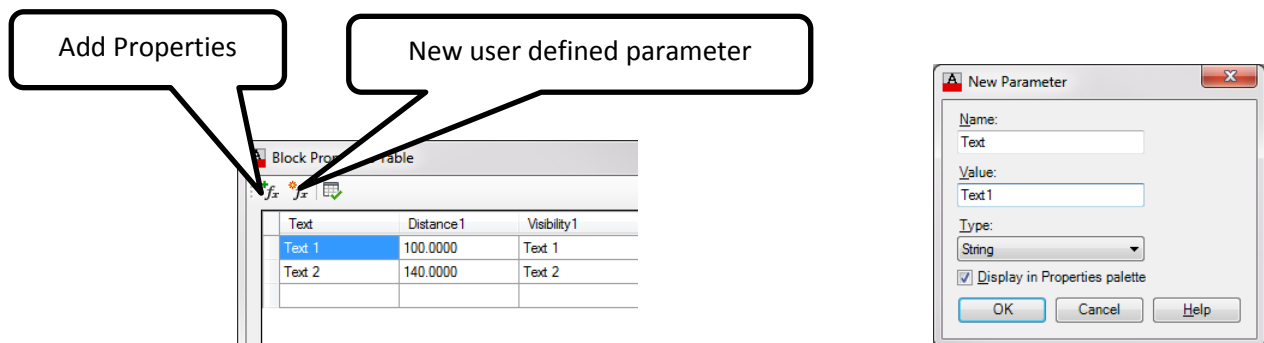
First add a Visibility state parameter set, and make the 2 visibility states Text1 and Text2. Hide relevant objects in either state.

Add a linear stretch that affects the height of the rectangle with a linear parameter going from top to bottom, and a corresponding stretch frame.

Both those parameters will be controlled by a Block Properties Table, so select them and set Show Properties to No and Number of grips to 0 in the Properties Palette.

Now Add the Block Properties Table, and double click the grip to open the table.

The first column should display the available choices to the user, and for this you use a user defined parameter. Click the new user defined parameter icon and give the parameter a name, set the type to string, and set the value to the text displayed for the first option. In the block shown, the parameter is called the same as the visibility state, but it does not have to be identical.



The next column can control the size of the rectangle. Click the add properties icon, and select Distance1 (assuming this is the name of the linear parameter). Type in the distance in the base state, and make sure that this is corresponding to the actual value defined by the geometry.

Repeat this for the visibility state.

Finally fill out the values in the second row of the table, and check the block to see that it is working as expected.