Table

A table is a graphic object containing a defined number of rows and columns. The first row and column of the table shown in the figure are separated from the others by double lines and the outline of the table is created by a 3D frame.

To create a table

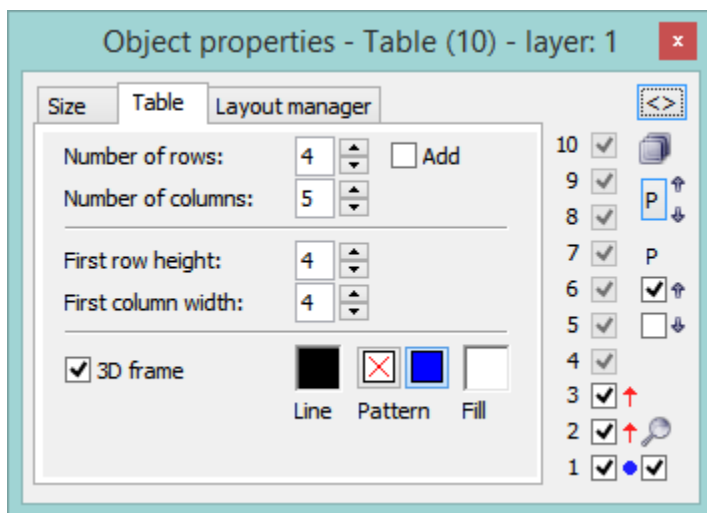1. In the Drawing toolbar, click the button **Table**.
2. Point the mouse cursor to the position of the first table corner and click.
3. Point the mouse cursor to the position of the diametric table corner and click.

Text strings inserted into table cells are graphic objects of **Text** type.

Table parameters

Table parameters are being defined in the palette Object properties.

Number of rows

The spin box defines the number of rows in the table (1-99).

Number of columns

The spin box defines the number of columns in the table (1-99).

Add

If the option is checked, increasing the number of rows (columns) will not change the size of rows (columns). If the option is not checked, the table keeps its size and increasing the number of rows (columns) will change the size of rows (columns) - reduce in size.

First row height

The spin button defines the height of the first table row (1-99). If the parameter is other than zero, the first row is separated from the others by the double line. If the parameter is zero, the double line is not drawn.

First column width

The spin button defines the width of the first table column (1-99). If the parameter is other than zero, the first column is separated from the others by the double line. If the parameter is zero, the double line is not drawn.

3D frame

Enables/disables drawing the 3D frame outlining the table.

Line

Selection of line color. Clicking the color sample opens the color palette. Clicking on a color in the palette sets the color as the line color.

Pattern

Enables/disables drawing the pattern.

Fill

Selection of a color for the fill.

Note relating to D2000 Thin Client

The drawing of the **Table** is not supported in Thin Client.
For more rules see the page Drawing rules and object properties for the D2000 Thin Client.

> ⓘ **Related pages:**
>
> Drawing graphic objects
> Graphic object manipulation functions