Menu Bar (D2000 GrEditor)
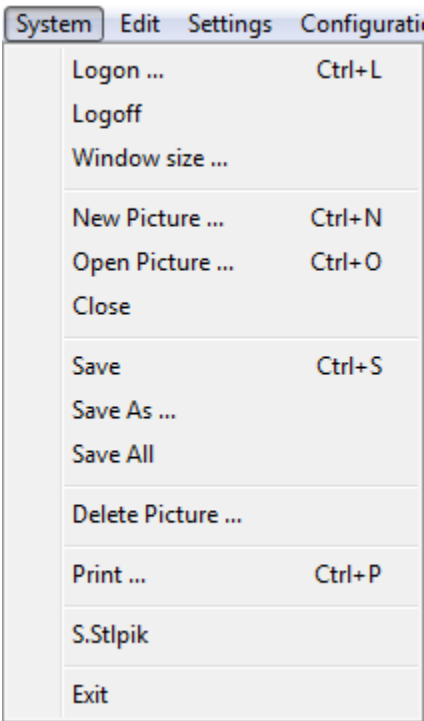
GrEditor environment - menu bar

The menu bar includes the items:

- System
- Edit
- Settings
- Configuration Gr
- Configuration D2000
- Utils
- Window
- Help

System menu
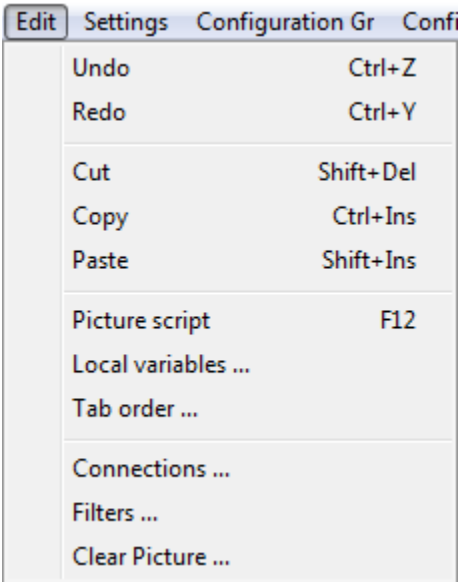
The menu **System** allows to log on and log off for a user, create, open close save, delete pictures and exit the process D2000 GrEditor.

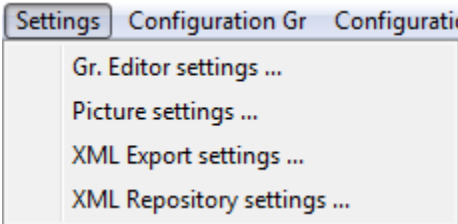| Logon	Logon for work in the process D2000 GrEditor.
Logoff	Logoff after finishing work with the process D2000 GrEditor.
Window size	Setting the size of the active window according to resolution.
New Picture...	Create a new picture.
Open Picture...	Open a picture.
Close	Close the opened picture.
Save	Save the opened picture.
Save As...	Save the opened picture with another name.
Save All	Save all opened pictures.
Delete Picture	Delete the selected picture.
Print...	Print edited picture.
[History]	List of last edited pictures. The list can contain at most eight (8) pictures.
Exit	Exit GrEditor.

Edit menu

The menu **Edit** allows performing some basic edit actions.

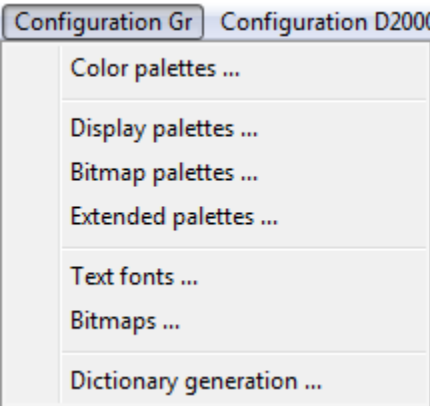| Undo	Undo - cancel last performed action.
Redo	Redo - repeated execution of the last action cancelled by the action Undo.
Cut	Cut out a selected object (selection of objects).
Copy	Copy the selected object (selection of objects).
Paste	Insert the selected object (selection of objects) from the ClipBoard into the edited picture.
Picture script...	Edit the picture script.
Local variables...	Edit the picture's local variables.
Tab order...	Set the order of windows controls.
Connections...	Open the list of object connections in the picture.
Filters	Filtrate the visible objects in pictures depending on some attribute of these objects.
Clear Picture...	Delete all objects in the edited picture.

Settings menu

The menu **Settings** allows you to set up the parameters of the process D2000 GrEditor and the parameters of the edited picture.

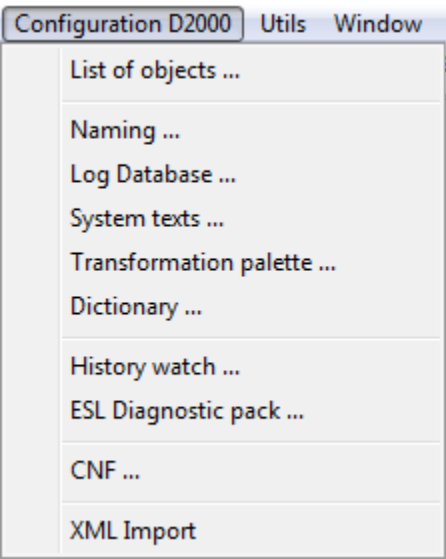| Gr.Editor settings...	Set up the D2000 GrEditor parameters.
Picture settings ...	Set up the picture parameters (size, background color, background bitmap, pattern, etc.).
XML Export settings ...	Settings for XML export of the objects.
XML Repository settings..	Settings for XML Repository.

Configuration Gr menu

Using the items of the menu **Configuration** it is possible to create, modify and delete the items stated below. *Transformation palette*, *System Messages* and *Log Database* are being configured through the D2000 CNF process.

Color palettes...	Create, modify and delete color palettes.
Display palettes...	Create, modify and delete display palettes.
Bitmap palettes...	Create, modify and delete bitmap palettes.
Extended palettes...	Create, modify and delete extended palettes.
Text fonts...	Create, modify and delete text fonts.
Bitmaps...	Add, update and delete bitmaps.
Dictionary generation	Open the dictionary generation dialog for selected objects.

Configuration D2000 menu

Using the items of the menu **Configuration D2000** it is possible to create, modify and delete the items stated below.
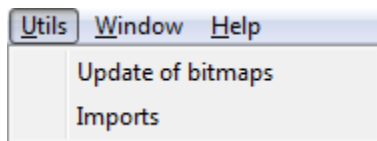

List of objects	The selection window involves the list of the D2000 System objects, which may be categorized according to object type, membership in the logical groups and simple filter.
Naming	Definition of prefixes and suffixes for the objects of the D2000 System. You can find more information in the chapter Naming.
Log Database	Allows configuring the log database parameters.
System texts...	Allows changing the names of system messages.

Transformation palettes...	Create, modify and delete transformation palettes.
Dictionary	Dictionary enables one to define the languages and keywords and texts that are assigned to the particular keywords.
History watch	Enables to browse the object modification history.
ESL Diagnostic pack	Shows detailed information about the running instances of objects of Event and Picture type.
CNF...	Edit object in the process D2000 CNF.
XML Import	Activates XML Import of the objects through the import dialog window.

Utils menu

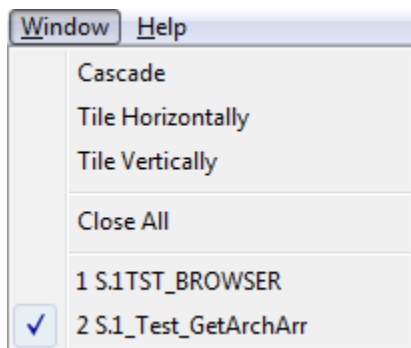The menu **Utils** contains tools for working with bitmaps.

Update of bitmaps	Bitmap synchronisation according to the directory **Bitmaps** and adding new (or modified) bitmaps to the D2000 system. The bitmaps are to be sent to the processes D2000 HI and D2000 GrEditor and then the bitmaps are to be redrawn.

If at least one *.DLL* file for importing external pictures in different graphic formats is placed in the subdirectory **\Bin** of the program files\ directory, the menu **Utils** will contain the item **Imports**. Nowadays, the D2000 systems provide partial support for importing Autocad-DXF format files and there is also a defined interface for writing import *.DLL* files (description of the interface is supplied on demand).

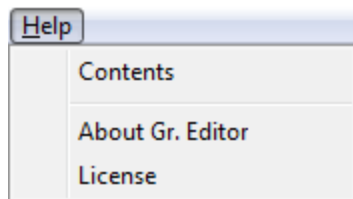| Imports	Import pictures in different graphic vector formats.
	Note 1: When importing, the picture, to which the other pictures should be imported, must be opened.
	Note 2: Import drivers for the process D2000 GrEditor are *.dll* files and their names must begin with the prefix **Imp_**. They must be placed in the subdirectory **\Bin** of the program files directory. It is possible to add other drivers during the process run.

Window menu

The menu **Window** allows you to arrange the windows of pictures opened on the GrEditor desktop.

Cascade	All windows opened on the desktop will be arranged in a cascade.
Tile Horizontally	All windows opened on the desktop will be arranged one above another (x-size of the windows will be maximized).
Tile Vertically	All windows opened on the desktop will be arranged one next to another (y-size of the windows will be maximized).
Close All	Close all windows opened on the desktop.
[Opened pictures]	The bottom part of the menu contains the names of all windows opened on the desktop. An active window is a window with the symbol ✔ before its name.

Help menu

The menu **Help** allows opening the D2000 html Help (the item **Contents**) and dialog box that provides information about status and range of license.

Help

Contents

About Gr. Editor

License

ⓘ **Related pages:**

GrEditor environment
GrEditor - title bar
GrEditor - toolbars
GrEditor - desktop
GrEditor - status bar