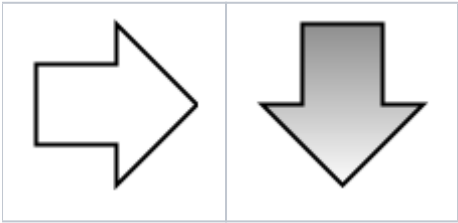# Arrow

Arrow is a polygon in shape arrow. The following figures show examples of regular polygon.

To create an arrow

1. In the **Drawing** toolbar, click the button ⇨ **Arrow**.
2. Point the mouse cursor to the position of the first point and click.
3. Point the mouse cursor to the position of the diametric rectangle point and click. The direction of the arrow is determined by the location of this point and can be changed in the object parameters.

Arrow parameters

Arrow parameters are being defined in the palette Object properties. The arrow has several identical parameters as a rectangle.

Note relating to D2000 Thin Client

The events are not implemented for the object **Arrow** in Thin Client.
For more rules see the page Drawing rules and object properties for D2000 Thin Client.

Requirements

Minimum supported version	D2000 V12.1N

ⓘ **Related pages:**

Drawing graphic objects
Graphic object manipulation functions