

# Menu Bar (D2000 GrEditor)

## GrEditor environment - menu bar

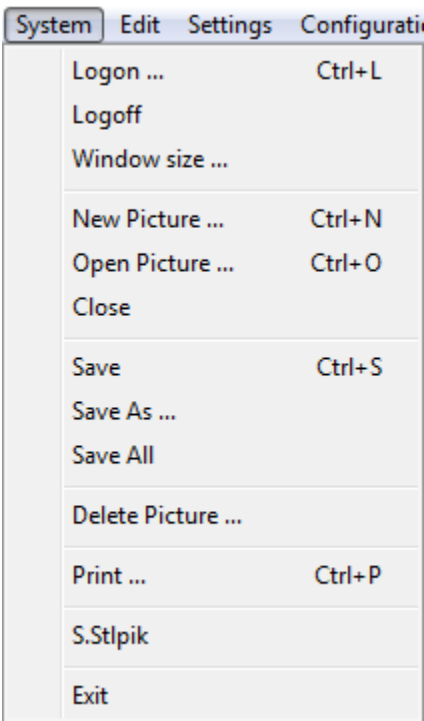
The menu bar includes the items:

- [System](#)
- [Edit](#)
- [Settings](#)
- [Configuration Gr](#)
- [Configuration D2000](#)
- [Utils](#)
- [Window](#)
- [Help](#)

### System menu

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The menu **System** allows to log on and log off for an user, create, open close save, delete pictures and exit the process [D2000 GrEditor](#).

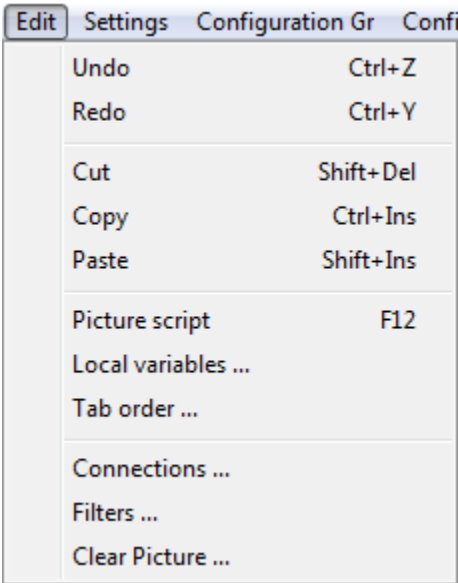


Logon	<a href="#">Logon</a> for work in the process <a href="#">D2000 GrEditor</a> .
Logoff	<a href="#">Logoff</a> after finishing a work with the process <a href="#">D2000 GrEditor</a> .
Window size	<a href="#">Setting a size of active window according to resolution</a> .
New Picture...	<a href="#">Create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

### Edit menu

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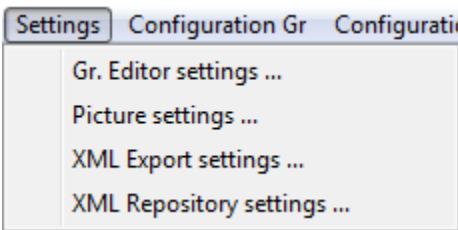
The menu **Edit** allows to perform some basic edit actions.



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

## Settings menu

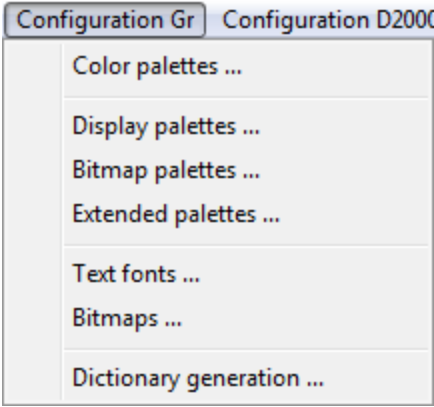
The menu **Settings** allows to set up the parameters of the process [D2000 GrEditor](#) and the parameters of edited picture.



Gr.Editor settings...	Set up the <a href="#">D2000 GrEditor parameters</a> .
Picture settings ...	Set up the <a href="#">picture parameters</a> (size, background color, background bitmap, pattern, etc.).
XML Export settings ...	<a href="#">Settings</a> for XML export of the objects.
XML Repository settings..	<a href="#">Settings</a> for XML Repository.

## Configuration Gr menu

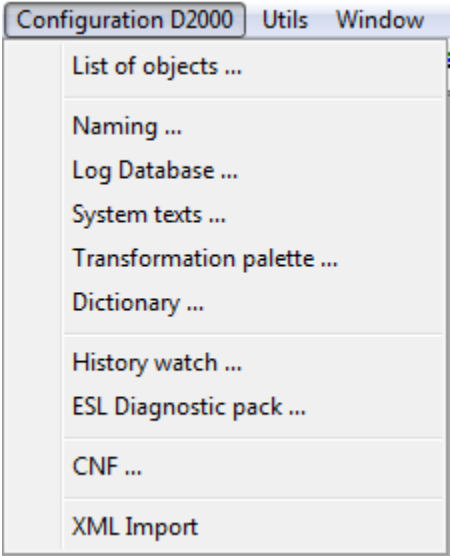
Using the items of the menu **Configuration** it is possible to create, modify and delete the items stated below. *Transformation palette*, *System Messages* and *Log Database* are being configured through the [D2000 CNF](#) process.



Color palettes...	Create, modify and delete <a href="#">color palettes</a> .
Display palettes...	Create, modify and delete <a href="#">display palettes</a> .
Bitmap palettes...	Create, modify and delete <a href="#">bitmap palettes</a> .
Extended palettes...	Create, modify and delete <a href="#">extended palettes</a> .
Text fonts...	Create, modify and delete <a href="#">text fonts</a> .
Bitmaps...	Add, update and delete <a href="#">bitmaps</a> .
Dictionary generation	Open the <a href="#">dictionary generation</a> 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.

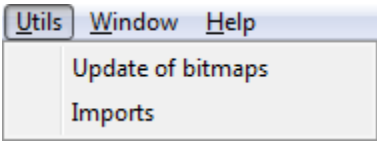


List of objects	Selection window involves the list of D2000 System objects, which may be categorized according to object type, a membership in the logical groups and simple filter.
Naming	Definition of prefix and suffix for the objects of D2000 System. You can find more information in the chapter <a href="#">Naming</a> .
Log Database	Allow to <a href="#">configure</a> the log database parameters.
System texts...	Allow to <a href="#">change</a> the names of system messages.
Transformation palettes...	Create, modify and delete <a href="#">transformation palettes</a> .
Dictionary	<a href="#">Dictionary</a> enables to define the languages and key words and texts that are assigned to the particular key words.
History watch	Enables to browse the <a href="#">object modification history</a> .
ESL Diagnostic pack	Shows <a href="#">detailed information</a> about the running instances of objects of Event and Picture type.
CNF...	Edit object in the process <a href="#">D2000 CNF</a> .

XML Import	Activates XML Import of the objects through the <a href="#">import dialog window</a> .
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## Utils menu

The menu **Utils** contains tools for work with [bitmaps](#).



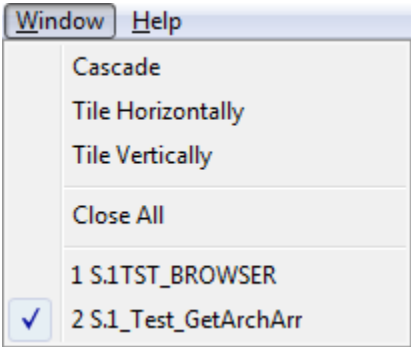
Update of bitmaps	Bitmap synchronisation according to the directory <b>Bitmaps</b> and adding new (or modified) bitmaps to the D2000 system. The bitmaps are to be sent to the processes <a href="#">D2000 HI</a> and <a href="#">D2000 GrEditor</a> and then the bitmaps are to be redrawn.
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If 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 contains the item **Imports**. Nowadays, D2000 systems provides for a partial support for [importing of Autocad-DXF format files](#) and there is also defined the interface for writing import *.DLL* files (description of the interface is supplied on demand).

Imports	Import pictures in different graphic vector formats. <b>Note 1:</b> When importing, the picture, to which the other pictures should be imported, must be opened. <b>Note 2:</b> Import drivers for the process <a href="#">D2000 GrEditor</a> are <i>.dll</i> files and their names must begin with the prefix <b>Imp_</b> . They must be placed in the subdirectory <b>\Bin</b> of the <a href="#">program files directory</a> . It is possible to add another drivers during the process run.
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## Window menu

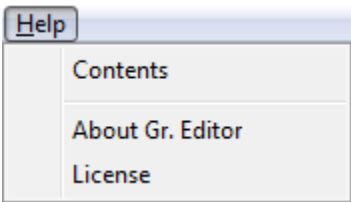
The menu **Window** allows to arrange the windows of pictures opened on the GrEditor desktop.



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. Active window is the window with the symbol ✓ before its name.

## Help menu

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



**Related pages:**

[GrEditor environment](#)

[GrEditor - title bar](#)

[GrEditor - toolbars](#)

[GrEditor - desktop](#)

[GrEditor - status bar](#)