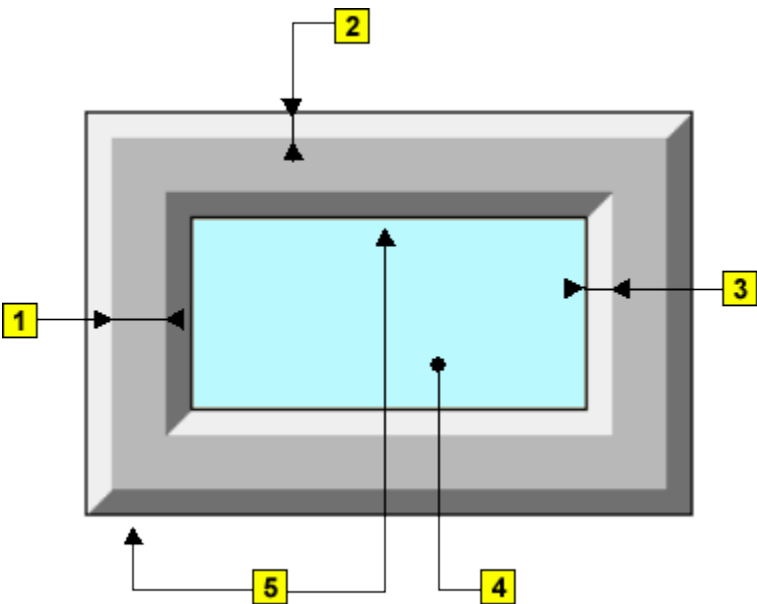


3D Frame


3D frame

Frame is a 3D graphic object. An example of a frame is shown in the following figure.



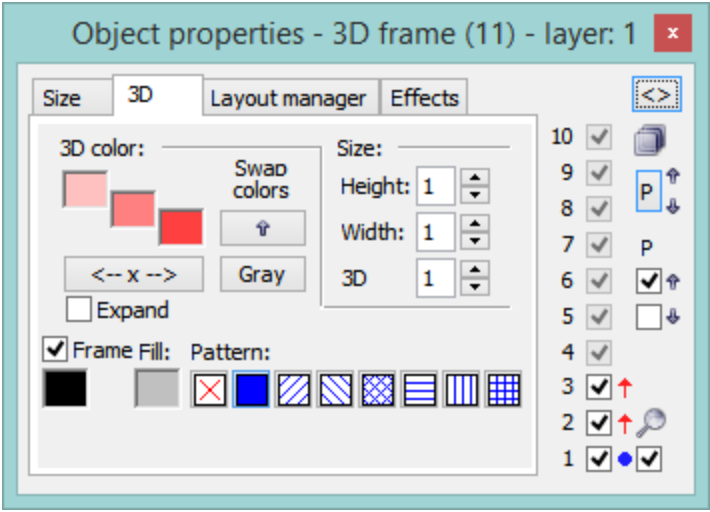
1	3D frame width
2	3D frame height
3	3D object down-grade
4	3D object fill
5	Frame

Creating 3D frame

1. In the [Drawing toolbar](#), click on the button  **3D frame**.
2. Point the mouse cursor to the first position of the 3D frame and click.
3. Point the mouse cursor to the diametric point of the 3D frame and click.

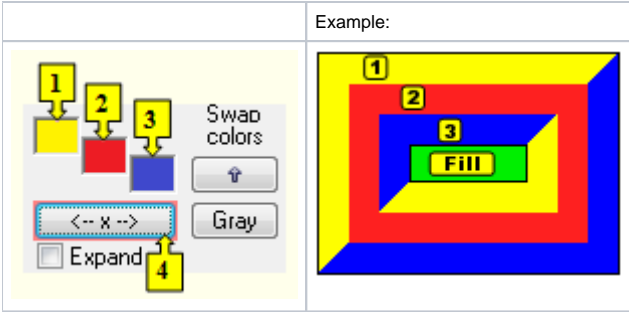
3D frame parameters

3D frame parameters are being defined in the palette [Object properties](#).

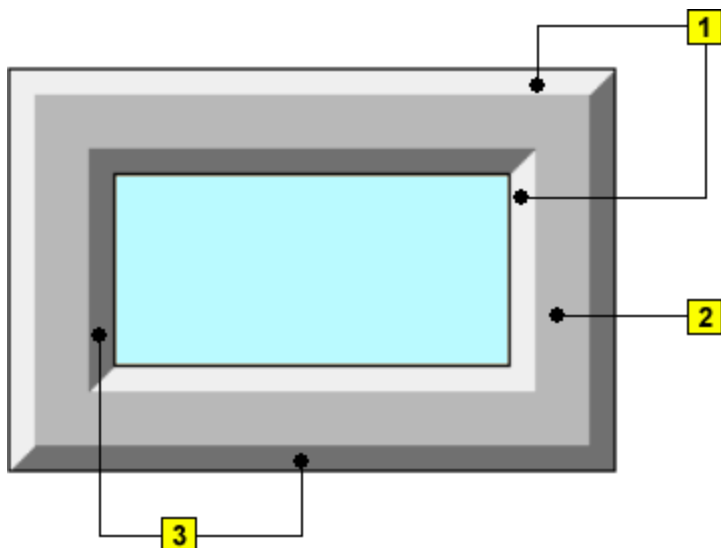


3D color

Definition of 3D frame colors.



1	1st color of the 3D frame (see the example above).
2	2nd color of the 3D frame (see the example above).
3	3rd color of the 3D frame (see the example above).
Swap colors	Exchange of 1st color (1) for 3rd color (3).
4	Selection of 2nd color. The 1st and 3rd colors are to be defined automatically as follows: <ul style="list-style-type: none">• 1st color - 5th color item before 2nd color item selected in the color palette• 2nd color - 5th color item after 2nd color item selected in the color palette
Gray	Automatic setting of 3D colors in grey shades.
Expand	It disables 1. and 3. color. These colors are calculated according to 2. color.



Frame

Setting of a color of the graphic object frame (outline).

Fill

Selection of a color of the graphic object fill.

Pattern

Selection of a pattern - none, full, cross-hatching,

Size

Height

The spin button to define a height of the graphic object (1-99).

Width

The spin button to define a width of the graphic object (1-99).

3D

The spin button to define a down-grade of the graphic object (1-99).

Note relating to D2000 Thin Client

Drawing of **3D frame** is not supported in Thin Client.

For more rules see the page [Drawing rules and object properties for D2000 Thin Client](#).



Related pages:

[Drawing graphic objects](#)

[Graphic object manipulation functions](#)