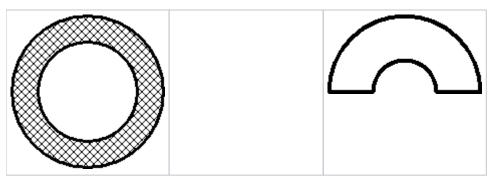
Ring

Ring is a graphic object bounded by two concentric circles and two lines. It is created by a difference between two circle sectors with various diameters under the same angle, the following figures shows examples of ring.



To create a ring

- 1. In the **Drawing** toolbar, click the button Rin
- 2. Point the mouse cursor to the point of the ring centre and click.
- 3. An auxiliary circle will appear. Define the diameter of the inner circle of the ring and click.
- 4. Next auxiliary circle will appear. Define the diameter of the outer circle of the ring and click.
- 5. A line, whose one point is the centre of the ring will appear. Define the ring begin point and click.
- 6. Define the ring angle and click.

Hint: To create a ring at an angle equal to multiple of 45°, hold down the Shift key when drawing.

Ring parameters

Ring parameters are being defined in the palette Object properties. The parameters are the same as the parameters of a rectangle, except the parameter **R** ound.

Note relating to D2000 Thin Client

Drawing of **Ring** 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