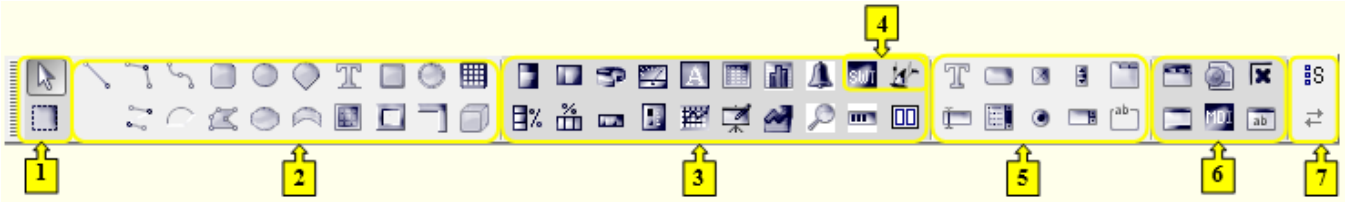
Drawing Graphic Objects

Drawing graphic objects

Using the buttons from the Drawing toolbar allows to create graphic objects such as lines, rectangles, ellipses, cubes, texts, etc. This chapter describes methods to create individual graphic objects and their parameters.

The following figure shows the **Drawing** toolbar.



Each button, except the first two buttons (**1**) (they allow to select either individual graphic objects or a group of graphic objects in the picture) represents one type of graphic object. The buttons involve the basic graphical elements (**2**), Displayers (**3**), objects in JVM (**4**), Windows controls (**5**), ActiveX controls and buttons related to Thin Client (**6**). The last two buttons (**7**) enable to arrange a user group of buttons in the toolbar.

Related pages:

General rules for drawing graphic objects