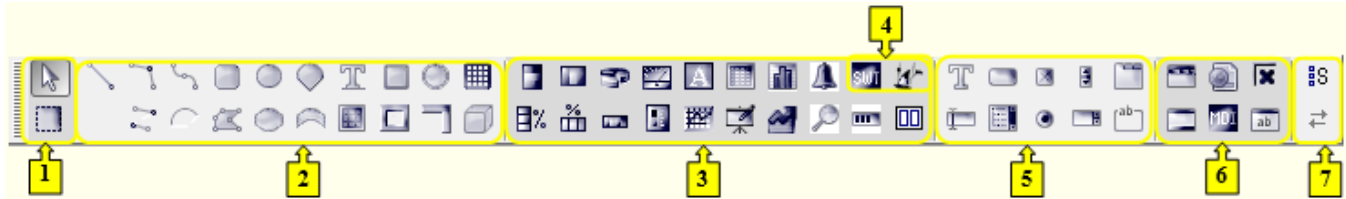


Drawing Graphic Objects

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](#)