


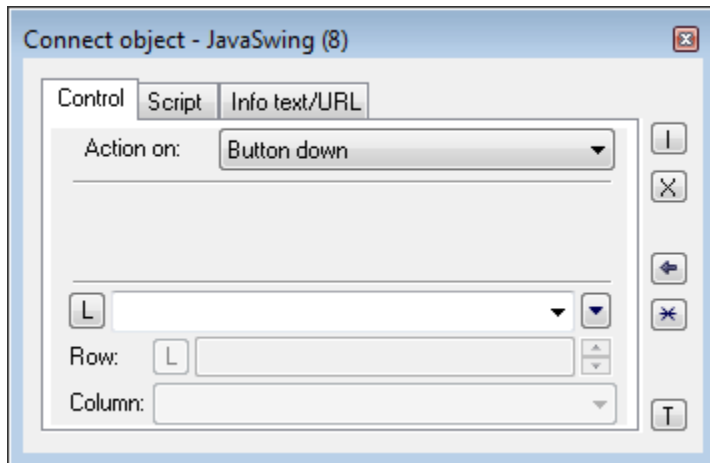
# JavaSwing

JavaSwing is an object in JVM (Java Virtual Machine) that represents a parent window for graphic objects created in Java. It allows to create the elements of graphical user interface within the picture script run by [graphic library](#).

## Creating JavaSwing object

1. In the [Drawing toolbar](#) click the button **JavaSwing** .
2. Point the mouse cursor to the position of the first object corner and click.
3. Point the mouse cursor to the position of the diagonal object corner and click.

## Control



The parameters placed on the tab are identical with the parameters on the tab [Control](#) of the **Connect object** palette.

## Script

### Reference variable

Specifies the name of JavaSwing object in the form of reference variable for use in the picture script.

### Metadata

Assignment of application data ([metadata](#)) to a graphic object. If the object contains some metadata, the name of the first record will be displayed in the button. Multiple records are indicated by "...".

### Event

Parameter is not important for JavaSwing.

## Info text/URL

### Info text

Text to display as a tooltip when user points the mouse cursor to the object in the picture opened in process [D2000 HI](#). Possibility to use the [Dictionary](#) (to open press **CTRL+L**).

### URL

Definition of URL address to open a web page from a picture. The address may be set also in the picture script by the function [%HI\\_SetOBJURL](#).

## Note relating to D2000 Thin Client

Java Swing can not be implemented 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](#)