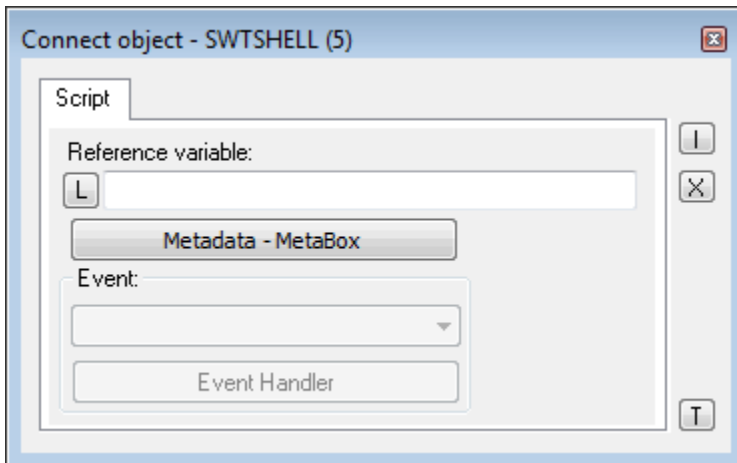# SWTShell

SWTShell 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 Standard Widget Toolkit (SWT).

Creating SWTShell

1. In the Drawing toolbar click the button **SWTShell** [SWT] .
2. Point the mouse cursor to the position of the first SWTShell corner and click.
3. Point the mouse cursor to the position of the diagonal SWTShell corner and click.

Script

Reference variable

Specifies the name of SWTShell 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 SWTShell.

Note relating to D2000 Thin Client

SWT Shell 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