Main

Main toolbar

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The meaning of individual buttons of the Main toolbar is listed in the following table.

\square	Creates a new picture <u>></u>
	Opens a picture <u>>></u> .
	Saves the picture <u>></u>
8	Saves all pictures opened on the desktop.
÷	Prints the picture.
	Picture settings <u>></u>
	Configuration of color palettes.
80	Configuration of display palettes
88	Configuration of bitmap palettes <u>></u> .
۲	Configuration of extended palettes <u>></u>
Т	Configuration of text fonts
<mark>.2</mark> 2	Configuration of bitmaps.
ENF	Edits objects in the process D2000 CNF.
*	Cuts out a selected graphic object (selection of graphic objects) and inserts into ClipBoard.
	Copies selected graphic object (selection of graphic objects) to the ClipBoard.
Ē.	Pastes copied graphic object (selection of graphic objects) from the ClipBoard into the picture.
	Copies object's parameters. If a graphic object is selected, its parameters will be copied to the clipboard. If no graphic object is selected, the default parameters for all graphic objects will be copied to Clipboard. If several graphic objects are selected, the parameters of the active object will be copied to the clipboard. Object position parameters (except for object size) and text are not copied.
۲ <mark>۵</mark>	Sets object parameters - object parameters from Clipboard will be set if the selected object(s) are the same type as the graphic object, the parameters of which were copied to Clipboard. Object position parameters (besides the object size) and text are not copied.
¢,	Sets common object parameters - object parameters from Clipboard will be set for the selected object(s). Position parameters (except for size) of text are not to be set.
S	Undo - cancels last performed action.

\bigcirc	Redo - repeats the execution of the last performed action cancelled by the action Undo.
~	Show/hide "Drawing" toolbar
»	Show/hide Object Properties
L;	Select a pointer
₽	Grid settings <u>>></u> .
	Shows / hides the grid <u>></u> .
	Aligns graphic objects to the grid <u>></u> .
7	Sets the filter of objects.
0	Sets the zoom of the picture.
Ø	Sets the active layer in the picture.
Ø	Sets all the layers in the picture.
۵	Edits picture local variables
25	Edits the picture script.
8	Shows all connections in the picture.
123	Defines the order of windows controls (tab order) 🔌
Ъ	Group the graphic objects —
멉	Ungroup the graphic objects <u>></u> .
Ъ	Regroup the previous group <u>></u>
	Drawing subpictures and components
₽	Bring the object one step closer to the front <u>></u> .
P	Send the object one step toward the back —
۴	Bring the object to the front <u>></u> .
2	Send the object to the back <u>>></u> .
₽	Align the graphic objects to the left <u>></u>

Align the graphic objects to the centre (x) \rightarrow
Align the graphic objects to the right $\underline{\gg}$
The same width of objects
Distance by two first objects at X-axis direction <u>></u> .
Distance by the first and last object at X-axis direction <u>></u> .
Align the graphic objects to the top $\xrightarrow{\gg}$.
Align the graphic objects in the middle (y)
Align the graphic objects to the bottom <u>>></u> .
The same height of objects
Distance by the first two objects in the Y-axis direction
Distance by the first and last object in the Y-axis direction <u>>></u> .
Flip the graphic objects horizontal —
Flip the graphic objects vertical <u>></u>
Flip the graphic objects left (D2000 V12.2.67N)
Flip the graphic objecst right (D2000 V12.2.67N)
Dictionary.
Usage of the term from language 🛄 🛤 🔚 🌉

Requirements

Minimum supported version		D2000 V12.2.67N
(i) Rela	lated pages:	
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