

# Drawing

## "Drawing" toolbar

The toolbar **Drawing** allows you to create - draw graphic objects. It also contains, except buttons for drawing, buttons for selecting graphic objects created in the picture. The buttons of the drawing toolbar may be hidden/displayed. A principle is described in the section [How to hide/display buttons in the drawing toolbar](#).

The meaning of buttons is described in the following table.


	Select a graphic object <a href="#">»</a>
	Select a region of graphic objects <a href="#">»</a>
	Line <a href="#">»</a>
	Multiline <a href="#">»</a>
	Disjointed multiline <a href="#">»</a>
	Arc <a href="#">»</a>
	3-point arc <a href="#">»</a>
	Rectangle <a href="#">»</a>
	Polygon <a href="#">»</a>
	Circle <a href="#">»</a>
	Circle sector <a href="#">»</a>
	Ring <a href="#">»</a>
	Ellipse <a href="#">»</a>
	Text <a href="#">»</a>
	Bitmap <a href="#">»</a>
	3D multiline <a href="#">»</a>
	3D button <a href="#">»</a>
	3D frame <a href="#">»</a>
	3D radio button <a href="#">»</a>

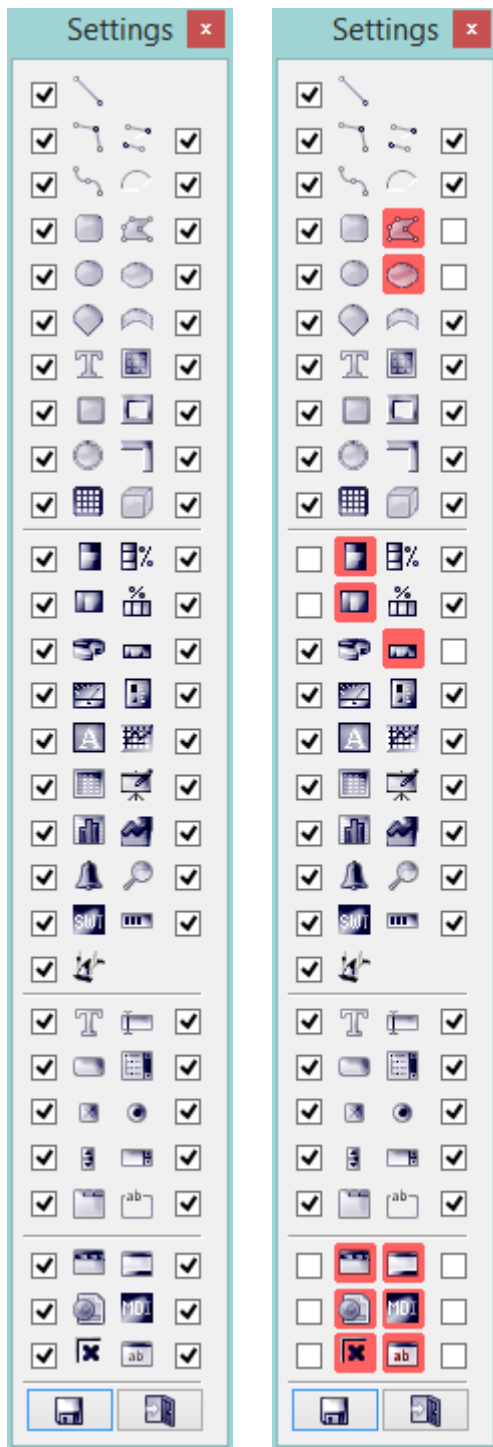
	Table <a href="#">»</a>
	Cube <a href="#">»</a>
	Vertical displayer <a href="#">»</a>
	Vertical percentage displayer <a href="#">»</a>
	Horizontal displayer <a href="#">»</a>
	Horizontal percentage displayer <a href="#">»</a>
	Pie diagram <a href="#">»</a>
	Bar displayer <a href="#">»</a>
	Pointer displayer <a href="#">»</a>
	Column displayer <a href="#">»</a>
	Text displayer <a href="#">»</a>
	Trend displayer <a href="#">»</a>
	Browser displayer <a href="#">»</a>
	Graph displayer <a href="#">»</a>
	XY Graph <a href="#">»</a>
	Picture displayer <a href="#">»</a>
	Alarms displayer <a href="#">»</a>
	Logging displayer <a href="#">»</a>
	Progress bar displayer <a href="#">»</a>
	Splitter <a href="#">»</a>
	Static text <a href="#">»</a>
	Text entry field <a href="#">»</a>
	Push button <a href="#">»</a>
	Tree view <a href="#">»</a>
	Check button <a href="#">»</a>


	Radio button >>
	Spin button >>
	List box >>
	Tab control >>
	Group box >>
	Active X object >>
	SWTShell >>
	JavaSwing >>
	WebFrame displayer >>
	EDA Debugger >>

## How to hide/display buttons in the drawing toolbar

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A user may display/hide the buttons in the **Drawing** toolbar as necessary. After clicking  **Settings** button in the **Drawing** toolbar, the window with all the buttons for drawing graphic objects opens. By default, all buttons are marked, i.e. they are displayed in the toolbar. Users may, in an easy way, unmark the required buttons that will not be displayed in the **Drawing** toolbar. Unmarked buttons are highlighted in red color.



The button  **Switch** is used to activate the user settings of buttons in the **Drawing** toolbar. Click again on this button to display all buttons. This button is available only if some of the buttons in the **Drawing** toolbar are hidden.



Related pages:

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