

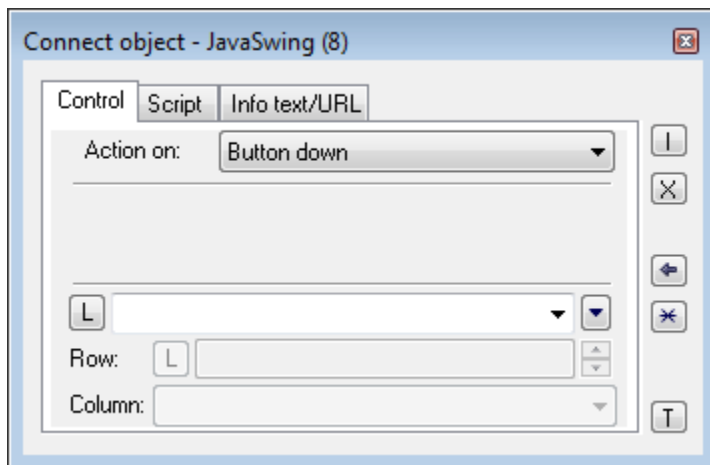
JavaSwing

JavaSwing is an object in JVM (Java Virtual Machine) that represents a parent window for graphic objects created in Java. It allows creating of the elements of a graphical user interface within the picture script run by the [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 to the parameters on the tab [Control](#) of the **Connect object** palette.

Script

Reference variable

Specifies the name of the JavaSwing object in the form of a 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

The parameter is not important for JavaSwing.

Info text/URL

Info text

Text to display as a tooltip when the 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 also be set 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 the D2000 Thin Client](#).



Related pages:

[Drawing graphic objects](#)

[Graphic object manipulation functions](#)