Line

Line is a simple graphic object defined by two points.

To create a line
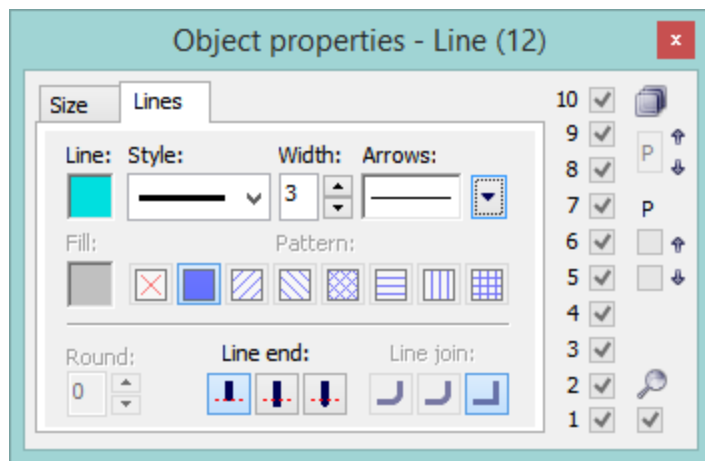
1. In the **Drawing** toolbar, click the button [icon] **Line**.
2. Point the mouse cursor to the position in the picture, where the line will begin and click.
3. Point the cursor to the position, where the line will end and click.

Tips:
To create horizontal, vertical lines or lines at an angle equal to multiple of 45°, hold down the Shift key when drawing.
Hold down the Ctrl key when drawing a line, the begin point of the next created line will be the same as the end point of the previous one.

Line parameters

Parameters of the line are being defined in the palette Object properties.

Line

Selection of a line color. Clicking the color sample placed below the caption opens the color palette. Clicking a color in the palette sets the color as the color of the line.

Style

Selection of a line style. The list contains several line styles - e.g. solid line, dash line, dotted line, dot-and-dashed line.

Warning:

Drawing and behaviour of lines of *Dotted line* style depends on the operating system. In D2000 systems, running under Windows 2000, using a zoom does not change a width of dash line.
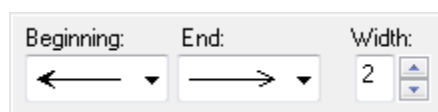
Width

Definition of a line width from 1 to 40.

Arrows

Clicking the button [icon] shows the items to define arrow shapes of the begin and end points of the line.

Arrow shapes are being defined in the dropdown boxes **Beginning** and **End**. The spin button **Width** (1-3) defines an arrow size, where 1 is minimum and 3 is maximum.

Line end

Definition of a line end. A style of line end is defined by clicking corresponding button. The styles are shown in the following figure.
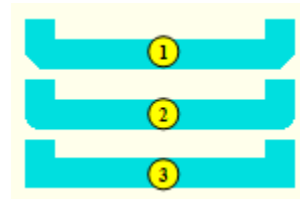
Buttons of line end styles   View of the line end styles

Line join

Definition of a line join style (For multilines only).

Note relating to the D2000 Thin Client

The events are not implemented for the object **Line** 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