


# JavaSwing

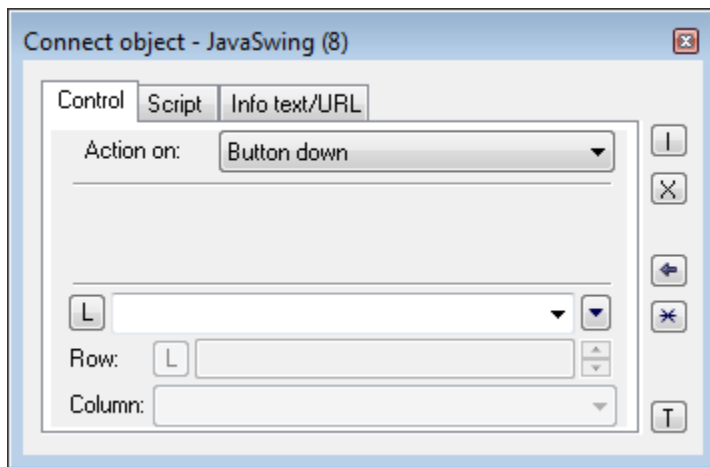
JavaSwing is an object in JVM (Java Virtual Machine) that represents a parent window for graphic objects created in Java. It allows creating of the elements of a graphical user interface within the picture script run by the [graphic library](#).

## 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

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The parameters placed on the tab are identical to the parameters on the tab [Control](#) of the **Connect object** palette.

## Script

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### 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

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### 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](#)