

# Rectangle

A rectangle is a graphic object defined by two opposite points (corners). When defining the rectangle parameters you can set the rounding of the corners. The size of the parameter is defined in the palette [Object properties](#) - the spin button **Round**.

No round used for the rectangle corners (the value of 0)

Maximal round for the rectangle corners (the value of 99)

## To create a rectangle

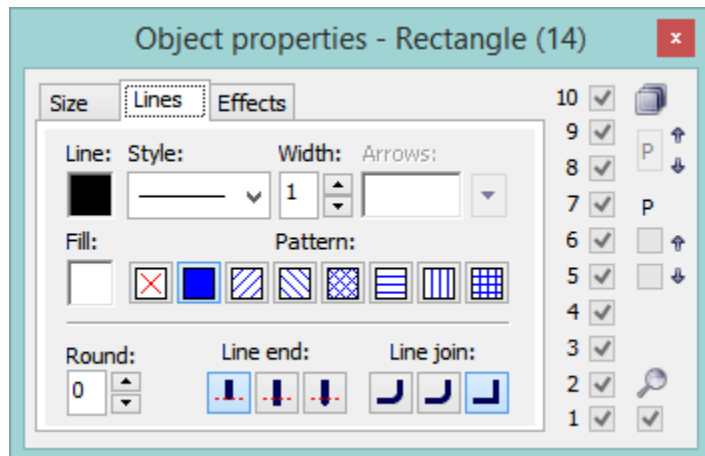


1. In the [Drawing toolbar](#), click the button **Rectangle**.
2. Point the mouse cursor to the position of the first rectangle point and click.
3. Point the mouse cursor to the position of the diametric rectangle point and click.

**Tip:** To create a square, hold down the Shift key when drawing.

## Rectangle parameters

The parameters 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 on the color in the palette sets the color as the color of the line.

Style

Selection of a line style for the rectangle. 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 0 to 99. 0 means an invisible line.

Fill

Selection of a rectangle fill.

Pattern

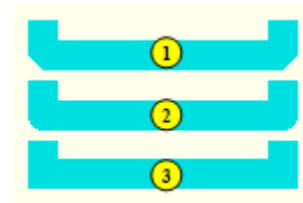
Selection of a fill pattern of the graphic object. Clicking a button with corresponding pattern will fill the graphic object with this pattern in the color defined in the parameter **Fill**.

Round

Setting of a radius value for the corners of the graphic objects (0-99). The value of 0 means, that the corners will not be rounded.

Line join

Definition of a line join style.



#### Related pages:

[Drawing graphic objects](#)

[Graphic object manipulation functions](#)