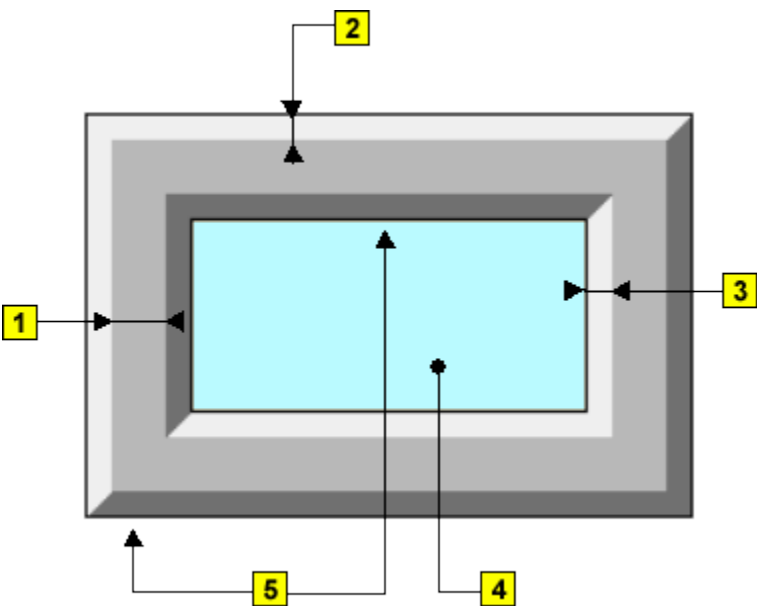


3D Frame


3D frame

The frame is a 3D graphic object. An example of a frame is shown in the following figure.



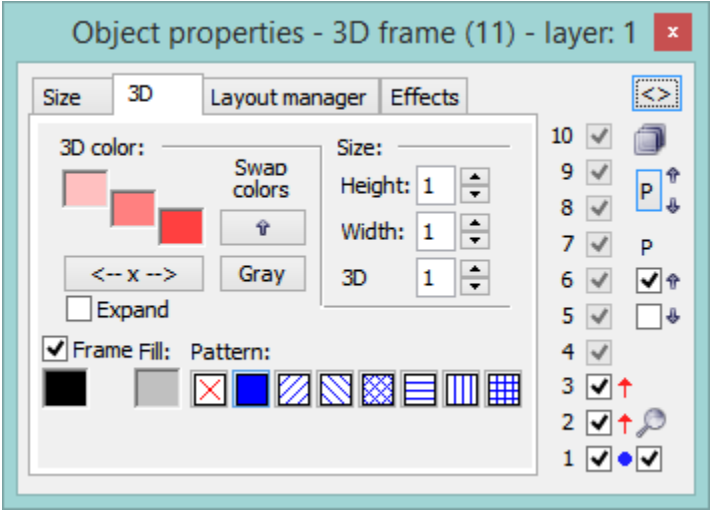
1	3D frame width
2	3D frame height
3	3D object down-grade
4	3D object fill
5	Frame

Creating 3D frame

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

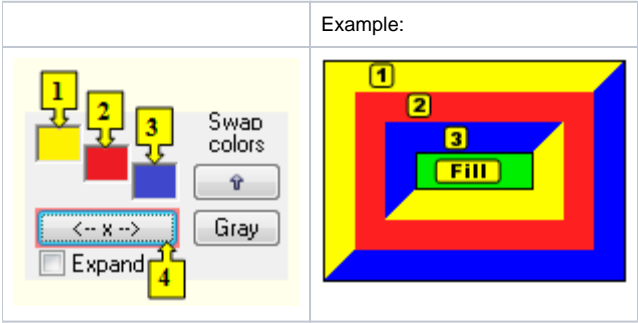
3D frame parameters

3D frame parameters are being defined in the palette [Object properties](#).

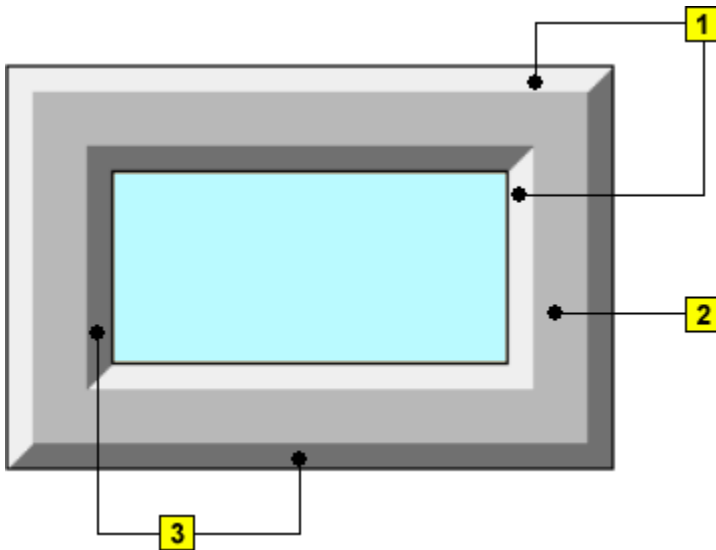


3D color

Definition of 3D frame colors.



1	1st color of the 3D frame (see the example above).
2	2nd color of the 3D frame (see the example above).
3	3rd color of the 3D frame (see the example above).
Swap colors	Exchange of 1st color (1) for 3rd color (3).
4	Selection of 2nd color. The 1st and 3rd colors are to be defined automatically as follows: <ul style="list-style-type: none">• 1st color - 5th color item before 2nd color item selected in the color palette• 2nd color - 5th color item after 2nd color item selected in the color palette
Gray	Automatic setting of 3D colors in gray shades.
Expand	It disables 1. and 3. color. These colors are calculated according to 2. color.



Frame

The setting of a color of the graphic object frame (outline).

Fill

The selection of a color of the graphic object fill.

Pattern

The selection of a pattern - none, full, cross-hatching,

Size

Height

The spin button defines the height of the graphic object (1-99).

Width

The spin button defines the width of the graphic object (1-99).

3D

The spin button defines a downgrade of the graphic object (1-99).

Note relating to D2000 Thin Client

The drawing of the **3D frame** is not supported 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](#)