Rectangle object

Rectangle objects are used as background for a text, pictures etc. Place a rectangle on the page by selecting the rectangle tool from the toolbox and then drag the object from one corner to the diagonal opposite corner using the left mouse button.

 Rectangle object with green background and solid red border.

Local menu   **for the rectangle object:**

The rectangle object adds the following menu items to the local menu:

Background color
> Changes the rectangle background color. Use a button in the color dialog to set   a transparent color.

Frame color
> Changes the color of the frame surrounding the rectangle. Use a button in the color dialog to set a transparent color.

Line style
> Determines the design of the border around the rectangle. The width is indicated in units answering to the medi8or co-ordinates system. I.e. if the width is 2, the frame will be 2 units wide when the physical screen resolution is 1024 x 786.

Rectangle objects can react to the following events:

Move into
Move out of
Mouse down
Mouse up
Hide object
Timer
Show object

See also:

Events

Toned rectangle object

Toned rectangle objects can be used as background for a text, pictures etc. Back- ground objects are normally created in other design programs. We have added a few designer objects to medi8or for the sake of convenience. Place a toned rectangle object on the page by selecting the toned rectangle tool from the toolbox and then drag the object from one corner to the diagonal opposite corner using the left mouse button.

Toned rectangle object with black top color an blue bottom color.

Lines may appear in the toned rectangle objects when medi8or is used in a system equipped with a 32k/65k graphic adapter. This is not an error in medi8or. when it is not possible to show the selected color, the Windows graphic driver will show a similar color. To compensate, it is necessary to tone the colors with a pattern from the top to the bottom of the screen. Medi8or will do so automatically if a system containing more than 256 colors is used. In medi8or designer the rectangle will not be corrected until it is tested,. The toned rectangle objects are therefore shown without correction in the design phase. The rectangle is saved in memory as a bitmap. It will therefore take up space. If no space is available the color correction is not used. A toned rectangle with a resolution of 800x600 takes up 1.4 Mbytes!

Toned rectangle objects can react to the following events:

Move into
Move out of
Mouse down
Mouse up
Hide object
Timer
Show object

Local menu   for toned rectangle object:

The toned rectangle object adds the following menu items to the local menu:

Top and bottom color

>   Changes the colors of the rectangle.

See also:

Events
Event dialog
Actions
Toolbox