

# Text & Graphic Inspector

Before you can manipulate text and graphic objects with the mouse you have to select the mouse mode *Text & Graphic*.

In the following description *Object* stands for Textfields or Graphics. The Object type can be selected by the button matrix in the middle of the inspector (from left to right: text, rectangles, circles, lines, four different arrows, four bezier curves, and symbols )

## **Adding New Objects**

Click inside your plotwindow but outside all other objects, and drag the object to the desired position.

## **Moving Objects**

Click inside an existing object in your plotwindow and drag the object to the new position.

## **Changing Objects**

After selecting an object inside your plotwindow (simply by clicking) the object will be marked with light gray signs (text appears in the inspectors text edit field) and you can edit the attributes in the inspector. When this is done click the *Set* button and the edited object appears in the plot window. You can also edit objects by clicking and dragging one of the gray signs.

## **Removing Objects**

Clicking the *Remove* button removes the currently selected object and clicking the *Remove All* button removes all

objects .

### **Duplicating Objects**

Clicking the *Duplicate* button duplicates the currently selected object .

### **Absolute/Relative Radio Button**

The Absolute/Relative switch allows two kinds of objects. Absolute means that the objects have a fixed position inside the plotframe. Relative objects move with the plot coordinates.

### **Free Lines Radio Button**

Until *Off* is selected in the *Free Line* radio button only horizontal and vertical lines are allowed.

## **Symbol Slider**

This slider selects the line type (dash type) for rectangles, circles, lines, arrows and curves and the symbol type (visibles in the previewer).

## **Symbol Width**

Defines the arrow and symbol width (visible in the previewer).

## **Line Width**

Defines the line width for all graphic objects.

## **Text Angle**

Defines the text angle.

## **Text Orientation**

Defines the text orientation.

## **Font**

Defines the font for text objects (look up in the *Font* help text).