The User Shapes Tool

This tool creates drawing objects defined by procedure code written by you or another Igor user. For details see the **DrawUserShape** operation and for examples choose File→Example Experiments→Programming→User Draw Shapes.

Drawing Environment Pop-Up Menu

TheDrawing Environment icon allows you to change properties such as line thickness, color, fill pattern, and other visual attributes.

You can change the attributes of existing objects, or you can change the default attributes of objects you are yet to create.

To change the attributes of existing objects, first select them. Then use the Drawing Environment pop-up menu to modify the attributes.

To change the default attributes of objects yet to be created, make sure no objects are selected. Then use the Drawing Environment pop-up menu to change attributes. From that point on, all new objects will have the new attributes, until you change them again.

The items in the menu do not affect all types of objects. The Fill Mode and Fill Color commands affect only enclosed shapes. The Line Dash and Line Arrow commands do not affect rectangles and ovals.

You can invoke the Modify Draw Environment dialog to change multiple attributes by choosing All from the Drawing Environment pop-up menu or by double-clicking an object.

Double-clicking multiple selected objects or groups of object with the selector tool also invokes the Modify Draw Environment dialog. In this case, the properties shown are those of the *first* selected object but if you change a property then all selected objects are affected.

Double-clicking a single drawing object with the selector tool invokes a specific dialog for objects of that type.

Drawing Layer Pop-up Menu

The Drawing Layer pop-up menu selects the active drawing layer. You can create and edit drawing objects in the active drawing layer only. See **Drawing Layers** on page III-68 for details.

Mover Pop-Up Menu

The Mover pop-up menu performs various actions:

- Changing the front-to-back relationship of drawing objects in a given layer
- Aligning drawing objects or controls to each other
- Distributing the space between drawing objects or controls
- Grouping and ungrouping drawing objects
- Retrieving drawing objects or controls that are off screen

Use the Bring to Front, Send to Back, Forward and Backward commands to adjust the drawing order within the current drawing layer.

The Align command adjusts the positions of all the selected drawing objects relative to the first selected object. This works on controls as well as drawing objects.

The Distribute command evens up the horizontal or vertical spacing between selected objects. The original order is maintained. This operation is especially handy when working with buttons or other controls in a user-defined panel. This works on controls as well as drawing objects.

The Retrieve command is used to bring offscreen objects back into the viewable area. You can retrieve an offscreen object by selecting it from the Retrieve submenu of the Mover pop-up menu. Alternatively, if you press Option (*Macintosh*) or Alt (*Windows*) and select an object from the resulting pop-up menu, Igor selects