DrawRect

DrawRect [**/W=***winName*] *left*, *top*, *right*, *bottom*

The DrawRect operation draws a rectangle in the target graph, layout or control panel within the rectangle defined by *left*, *top*, *right*, and *bottom*.

Flags

/W=*winName* Draws to the named window or subwindow. When omitted, action will affect the active window or subwindow. This must be the first flag specified when used in a Proc or Macro or on the command line.

When identifying a subwindow with *winName*, see **Subwindow Syntax** on page III-92 for details on forming the window hierarchy.

Details

The coordinate system as well as the rectangle's thickness, color, dash pattern and other properties are determined by the current drawing environment. The rectangle is drawn in the current draw layer for the window, as determined by SetDrawLayer.

See Also

Chapter III-3, **Drawing**.

SetDrawEnv, **SetDrawLayer**, **DrawAction**, **BezierToPolygon**

DrawRRect

DrawRRect [**/W=***winName*] *left*, *top*, *right*, *bottom*

The DrawRRect operation draws a rounded rectangle in the target graph, layout or control panel within the rectangle defined by *left*, *top*, *right*, and *bottom*.

Flags

/W=*winName* Draws to the named window or subwindow. When omitted, action will affect the active window or subwindow. This must be the first flag specified when used in a Proc or Macro or on the command line.

When identifying a subwindow with *winName*, see **Subwindow Syntax** on page III-92 for details on forming the window hierarchy.

Details

The coordinate system as well as the rectangle's rounding, thickness, color, dash pattern and other properties are determined by the current drawing environment. The rounded rectangle is drawn in the current draw layer for the window, as determined by SetDrawLayer.

See Also

Chapter III-3, **Drawing**.

The **SetDrawEnv**, **SetDrawLayer** and **DrawAction** operations.

DrawText

DrawText [**/W=***winName*] x_0, y_0, *textStr*

The DrawText operation draws the specified text in the target graph, layout or control panel. The position of the text is determined by ($x0$, $y0$) along with the current textxjust, textyjust and textrot settings as set by **SetDrawEnv**.