Displays Draw Reference

Use drawing tools to build graphics and visuals.

Displays Draw (Reference) is the integrated environment combining visual design (Drawing workspace) and behavior programming (CodeBehind workspace) for creating interactive displays:

- **Drawing Tab** (default) - Visual editor
- **CodeBehind Tab** - Script editor

Changes in either workspace are part of the same display configuration.

Key Features
Creating Displays
Child Workspaces

Key Features

- Unified display development
- Real-time preview
- Online configuration changes
- Cross-platform support (WPF/HTML5)
- Integrated debugging

Creating Displays

1. Navigate to **Displays Draw**
2. Click **New Document**
3. Configure display properties
4. Switch between Drawing/CodeBehind tabs as needed
5. Save to persist both visual and code changes

Child Workspaces

Drawing Workspace

Visual design environment with:

- Shape tools and components
- Symbol library integration
- Dynamic property binding
- Real-time data connections

See Drawing Workspace Reference

CodeBehind Workspace

Programming environment with:

- C#/VB.NET/JavaScript support
- Event handling methods
- Runtime logic
- Data manipulation

See Display CodeBehind (Reference)

In this section...
