Drawing Workspace Reference

Work within the drawing workspace.

How-to Guides **Pillars** **Operator** **Displays** Workspace | CodeBehind

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Drawing Workspace (Reference) provides visual design tools for creating displays with shapes, components, symbols, and dynamic data bindings in an integrated graphical environment.

Drawing Workspace provides:

- Vector drawing tools
- Component library
- Symbol integration
- Dynamic properties
- Grid alignment
- Layer management

Access via **Displays** **Draw** **Drawing Tab** (default tab).

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Drawing Workspace (Compact view)

Ccompact variant (single “main row” sketch) that fits narrow Confluence pages. It still shows the five key boxes: **Folders** **Components** **Canvas** **Tags Panel** **Properties Panel**, plus slim rows for **Breadcrumbs** and **Mode Tabs**.

Left Nav *module icons*	**Breadcrumbs:** `Drawing / Display / MainPage` • *page switcher* • *test/run* List | **Draw** | Layouts | ClientSettings			
Top bars	**Mode:** Drawing | CodeBehind			
Folders *(component types)* Elements Charts Editors Gauges Images Industrial Icons Interaction Modules Shapes Viewer Symbols	**Components** *(filtered list)* Button, CheckBox, ComboBox, DataGrid, Label, ListBox, NumericTextBox, PushButton, RadioButton, …	**Canvas** *(drawing area)* grid / zoom / rulers	**Drag Tags to Display** map tags / symbols	**Drawing Properties** appearance / settings

Drawing Workspace (Detail)

- **Left Navigation (product modules):** quick access to other areas (Displays, Tags/UNS, Historian, Alarms, Reports, Settings…).
- **Top Bars:** standard menus/toolbars (kept high-level here).

- **Path / Breadcrumbs:** Drawing / Display / MainPage with **page switcher combo** and **test/run icons**; right-side shortcuts to **List | Draw | Layouts | ClientSettings**.
- **Mode Tabs: Drawing** and **CodeBehind** (this sketch focuses on Drawing).
- **Folders panel:** categories of visual components (Charts, Editors, Gauges, Images, Industrial Icons, Interaction, Modules, Shapes, Viewer, Symbols).
- **Components list:** items filtered by the selected folder; drag-and-drop onto the canvas.
- **Drawing area (canvas):** main work surface (grid/zoom, top/left toolbars).
- **Right panels: Drag Tags to Display** (tag/symbol mapping) and **Drawing Properties** (appearance, options, display settings).

<table>
<tr><td rowspan="6">Left Navigation
(product module icons)

• Home / Project
• Displays

• Tags / UNS
• Historian

• Alarms
• Reports
• Settings

• …</td><td colspan="3">Path / Breadcrumbs — <code>Drawing / Display / MainPage</code> | page switcher combo | test/run icons (Play, Preview, etc.) Quick switch: Displays List | Draw | Layouts | ClientSettings</td></tr>
<tr><td colspan="3">Top Bars — menus & toolbars (no detail).</td></tr>
<tr><td colspan="3">Mode Tabs — Drawing | CodeBehind (focus here on Drawing)</td></tr>
<tr><td>Folders
(component types)</td><td>Components
(filtered by folder)</td><td colspan="2">Drawing Area
(canvas)</td></tr>
<tr><td>Search box

• Elements
• Charts
• Editors
• Gauges
• Images
• Industrial Icons
• Interaction

• Modules
• Shapes
• Viewer
• Symbols

Views:
In Solution / Library</td><td>(List filtered by selected folder)

Button, CheckBox, ComboBox, DataGrid, Label, ListBox, NumericTextBox, PasswordBox, PushButton, RadioButton, …

Drag from here onto the canvas.</td><td>Canvas
(grid/zoom rulers & toolbars along top/left)</td><td>Drag Tags to Display
(map tags / symbols)

Drawing Properties
Appearance, Tool Options, Display Settings…</td></tr>
<tr><td colspan="3">Tip: Use breadcrumbs (top-right) to jump between List, Draw, Layouts, and ClientSettings without opening the left navigation.</td></tr>
</table>

Workspace TOOLBARS

Document Toolbar

Tool	Function	Description
Save	Persist changes	Saves current modifications

Save As	Duplicate	Create copy with new name
New Document	Create display	Start fresh display
Preview	Test view	Visual preview without runtime
Tree View	Hierarchy	Display content structure
Discard Changes	Revert	Return to last saved state

Drawing Toolbar (Left Panel)

Selection Tools

Tool	Purpose	Usage
Selection	Select/move objects	Click to select, Ctrl+Click for multiple, Double-click for properties
Direct Selection	Edit within groups	Select group members, edit polyline points
Hand	Pan view	Drag to navigate canvas

Shape Tools

Tool	Creates	Modifier Keys
Rectangle	Rectangular shapes	Shift for square
Ellipse	Circular shapes	Shift for circle
Polygon	Multi-sided shapes	Click for points
Polyline	Connected lines	Click for vertices
GridLine	Alignment guides	Snap to grid

Input/Output Tools

Tool	Purpose	Configuration
Button	Theme-based button	Auto-styled
PushButton	Custom button	User colors
TextBlock	Display text	Output only
TextBox	Input/output field	Bidirectional

Symbol Tools

Tool	Action	Result
Create Symbol	Convert to symbol	New library item
Edit Symbol	Modify existing	Update properties
Break Apart	Decompose symbol	Individual elements

Object Toolbar (Top)

Alignment Tools

Tool	Function	Applies To
Align Left/Center/Right	Horizontal alignment	Selected objects

Align Top/Middle/Bottom	Vertical alignment	Selected objects
Space Evenly	Distribute spacing	Multiple objects

Arrangement Tools

Tool	Function	Effect
Bring to Front	Layer order	Move to top
Send to Back	Layer order	Move to bottom
Group/Ungroup	Object management	Combine/separate

Transform Tools

Tool	Function	Options
Rotate	Angular rotation	90° increments
Flip H/V	Mirror object	Horizontal/Vertical
Resize	Scale dimensions	Width/Height

Boolean Operations

Tool	Result	Use Case
Union	Combine shapes	Merge objects
Intersect	Overlap only	Common area
Exclude	Remove overlap	Cut out
XOR	Non-overlap	Exclusive areas

Grid and Guides

Grid Settings

- **Show/Hide** - Toggle visibility
- **Snap to Grid** - Force alignment
- **Grid Spacing** - Adjust intervals
- **Thumb Size** - Control points

Rulers

- Toggle with grid settings
- Measure in pixels
- Guide placement

Components Panel (Left)

Categories

Data Visualization

- AlarmViewer, TrendChart, DataGrid
- BarChart, PieChart, XYChart

Input Controls

- Button, CheckBox, ComboBox
- TextBox, Slider, DatePicker

Gauges

- CircularGauge, LinearGauge
- Compass, SemiCircle

Viewers

- WebBrowser, PdfViewer
- ReportViewer, HTML5Control

Navigation

- Menu, PageSelector
- AssetsTree, AlarmAreas

Usage

1. Select component category
2. Drag component to canvas
3. Configure properties
4. Bind to data

Properties Sidebar (Right)

Property Sections

Section	Controls	Purpose
Appearance	Fill, Line, Opacity	Visual styling
Layout	Position, Size	Dimensions
Text	Font, Content	Typography
Transform	Rotation, Skew	Effects
Display Settings	Mode, Background	Display config

Dynamic Properties

Double-click element to open:

- **Settings Tab** - Static properties
- **Dynamics Tab** - Runtime behavior

Tags Panel (Right)

Features

- Expand/collapse tree
- Filter by name
- Drag to bind data
- Real-time values

Binding Data

1. Locate tag in tree
2. Drag to element
3. Auto-creates binding
4. Configure in properties

Selection Behavior

Multi-Selection

- **Primary** (blue handles) - Reference object
- **Secondary** (gray handles) - Additional selections

Selection Methods

- Click - Single select
- Ctrl+Click - Add to selection
- Shift+Click - Range select
- Drag box - Area select

Best Practices

1. **Use Grid Alignment** - Consistent spacing
2. **Group Related Elements** - Easier management
3. **Name Objects** - Clear identification
4. **Lock Completed Areas** - Prevent changes
5. **Use Symbols** - Reusable components
6. **Organize Layers** - Logical z-order
7. **Test Preview** - Verify appearance

Keyboard Shortcuts

Action	Shortcut	Context
Select All	Ctrl+A	Canvas
Copy	Ctrl+C	Selected
Paste	Ctrl+V	Canvas
Duplicate	Ctrl+D	Selected
Delete	Del	Selected
Group	Ctrl+G	Multiple
Ungroup	Ctrl+U	Group
Undo	Ctrl+Z	Any
Redo	Ctrl+Y	Any

Performance Tips

- Limit grouped objects depth
- Optimize image sizes
- Reduce transparency layers
- Simplify complex paths
- Use symbols for repetition
- Minimize gradients

Troubleshooting

Objects not selectable:

- Check if locked
- Verify layer order
- Look for grouping
- Test selection tool

Alignment issues:

- Enable grid display
- Check snap settings
- Use alignment tools
- Verify anchor points

Component problems:

- Confirm compatibility
- Check data binding
- Review properties

- Test in preview

In this section...

Toolbars and Panels

Toolbars

The **toolbar** at the top provides functionalities like undoing, redoing, Git synchronization, and tag management. Directly below, the **Document toolbar** focuses on actions related to document management, such as saving and previewing content hierarchies. On the left, the **Drawing toolbar** offers tools for creating and manipulating graphical elements, from drawing basic shapes to configuring dynamics. At the top of the Draw area is the **Object toolbar**, which is designed for adjusting and aligning screen elements, with options ranging from zooming to layering and locking elements. The **Comp onents Panel** is a guide to User Interface components, allowing users to drag and drop tools like charts and buttons onto their workspace. Lastly, the **Drawing Properties** table aids in customizing objects and detailing sections like appearance, layout, and content formatting to help users define every aspect of their designs.

Document toolbar

On the Draw Environment, underneath the Solution toolbar there are basic actions buttons such as those for saving modifications and adding new displays. The table outlines key document actions, from saving and creating new documents to previewing content hierarchies.

Action		Description
	Save	Retains the current modifications made to the document, ensuring no loss of recent edits.
	Save As	Allows users to store the document under a different name or location, creating a duplicate.
	New Document	Initiates a fresh, blank document for a new start.
	Preview Document	Provides a visual representation for users to review the document's final appearance.
	Tree View Document	Displays the document's content in a hierarchical format for structured navigation.
	Discard Changes	Reverts the document to its last saved state, discarding unsaved modifications.

Drawing toolbar

The Drawing toolbar is on the left side of the Draw area. Use these buttons to draw shapes, add buttons, create alarm windows, and more. The tools offer functionalities for selecting and manipulating graphical elements. The "Selection tool" facilitates the selection of individual or multiple objects and provides access to the "Dynamics configuration." The "Direct Selection tool" allows users to modify the properties of objects within a group and handle polyline points. The "Hand tool" adjusts the view through dragging. There are also tools for drawing basic shapes such as rectangles, ellipses, polygons, and polylines. Users can add gridlines, design buttons, manage text input/output, and work with symbols – creating, editing, or decomposing them into foundational elements.

Tool	Description

	Selection tool	Select individual or multiple objects; access "Dynamics configuration" with a double-click. • Click on an object to select it. • CTRL+click selects multiple objects and object groups. Hold the CTRL key as you click on each object. • Shift+click to choose a main object from a group of selected objects. • Click on an open area of the display and highlight several elements to select a group of elements. • Double-click on an object to open the "Dynamics configuration" window that provides settings for dynamic object properties. **Multiple Elements Selection** When multiple elements are selected, the one with the BLUE adorners is the Primary Selection. It is the last object to be included in the selection. When performing alignment or resizing commands, that object serves as the reference, and some properties in the sidebar are applied only to this primarily selected object.

	Direct Selection tool	• Use this tool to select an object inside a group and modify its properties. Click on the object once to select it.
		• You can also add, remove, and modify the points in a Polyline with the Direct Selection Tool.
		  ◦ To move the point, click on the point to select it and hold down the left mouse button. Drag the point to its new position.
		  ◦ Double-click on a point to add a new point adjacent to the selected point.
		  ◦ Right-click on a point to delete the selected point.

	Hand tool	Drag to adjust the view.
	Edit Properties	Display property dialog for chosen object.
	Rectangle	Draw a rectangle.
	Ellipse	Draw an ellipse.
	Polygon	Draw a polygon.
	PolyLine	Draw a polyline.
	GridLine	Add a gridline.
	Button with Themes Colors	Generate a button with theme-based colors.
	PushButton with Custom Colors	Generate a pushbutton with custom colors.
	Textblock Output	Introduce a text output section.

	TextBox Input or Output	Creates a text input/output (I/O) object. To link the I/O object with a tag, double-click the I/O object and change its Linked Value
	Create a New Symbol with Selected Elements	Convert chosen elements into a new symbol.
	Edit Selected Symbol	Access properties of the chosen symbol.
	Break apart Selected Symbols to its elements	Decompose the symbol into its foundational elements.

Object toolbar

The Object toolbar is on the top of the Draw area. This toolbar allows users to adjust and align elements on the screen, offering capabilities ranging from grid adjustments for alignment to zooming in or out for improved viewability. Users can group or ungroup elements, merge shapes in various ways (Union, Intersect, Exclude, Exclusive-Or), and align them based on different parameters (left, center, right, top, bottom). Layering is facilitated through options to move elements frontward or backward and adjust their Z-order. Resizing and rotation options, along with horizontal and vertical flipping, offer further customization. Finally, there are functions to lock or unlock elements, ensuring design integrity, and options to show or hide specific elements for better work clarity.

Control		Description
	ExpandComponentsPanel	Expand components panel.
	CollapseComponentsPanel	Collapse components panel.

	Grid definition	Adjusts the underlying grid used for aligning elements. **Show/Hide Gridlines:** You can choose to turn grids on and off. You can also adjust spacing (between grids) and thumb size. **Snap to Gridlines**: This option disallows free movement of the objects - they'll necessary match the gridlines. **Show/Hide Rulers**: You can turn on rulers to help guide your design.
	ScreenZoom	Allows for zooming in or out on the screen view. The editor opens its first display at 100%, and later displays keep the current zoom. To start at another zoom: close every FrameworX Designer on the computer; in `Documents\FrameworX\ToolsSettings\Designer\UIState.settings.json`, change only the number after `"DefaultDrawZoomPercent":` to a whole number from 10 to 800; then start the Designer again. That zoom also applies to each display opened in a separate window and to the first display opened after a dashboard. Dashboards always open at 100%. When an AI assistant drives the Designer, Fit to screen does not go below this zoom. The setting is added to the file the first time the Designer closes. Older Designer versions remove it, so check the value after using one. If the file is no longer valid JSON, the Designer resets all its preferences.
	Group	Binds multiple elements together to be treated as one.
	UngroupResizingChildren	Separates elements that were grouped together, keeping the children objects with their current sizes
	UngroupRestoringSizes	Ungroup the elements, restoring the children objects to their original sizes.
	Union	Combines two or more shapes into a single shape.
	Intersect	Creates a shape from the overlapping areas of two shapes.
	Exclude	Creates a shape by removing the overlapping areas of two shapes.

	Exclusive-Or	Forms a shape from the non-overlapping parts of two shapes.
	AlignLeft	Aligns selected elements to the left.
	AlignHorizontalCenter	Aligns selected elements to the horizontal center.
	AlignRight	Aligns selected elements to the right.
	AlignTop	Aligns selected elements to the top.
	AlignVerticalCenter	Aligns selected elements to the vertical center.
	AlignBottom	Aligns selected elements to the bottom.
	MoveToTheFront	Moves selected elements to the front of the layer stack.

	MoveToTheBack	Moves selected elements to the back of the layer stack.
	ChangeZ-Order	Adjusts the layering order of selected elements.
	ResizeWidth	Resizes the width of selected elements.
	ResizeHeight	Resizes the height of selected elements.
	RotateClockwise	Click this option the rotate clockwise.
	SpaceEvenlyHorizontal	Evenly spaces selected elements horizontally.

	Space Evenly Vertical	Evenly spaces selected elements vertically.
	Flip Horizontally	Flips the selected elements horizontally.
	Flip Vertically	Flips the selected elements vertically.
	Lock element	Prevents changes to the selected element.
	Unlock element	Allows changes to a previously locked element.
	Unlock all elements	Allows changes to all previously locked elements.

	Show all elements	Reveals all elements, including hidden ones.
	Hides selected element	Hides the currently selected element.

Panels

Components Panels

This table provides a comprehensive overview of the User Interface (UI) components, ranging from data visualization tools like charts and gauges to standard interaction elements such as buttons and text boxes. Technically, each component has a distinct function, whether it's rendering graphical data, facilitating user input, or displaying information in structured formats. Functionally, users can easily integrate these components into their design by dragging and dropping them onto the draw area, allowing for an efficient design experience.

Component	Description
AlarmAreas	A UI element for alarm organization used for alarms management. It displays the alarm tree. Simply drag and drop onto the draw area.
AlarmViewer	An alarm window designed for alarms visualization. It efficiently displays alarms within an interface. Drag and drop to use.
AssetsTree	A UI component that displays asset hierarchies, giving a clear view of asset structures. To use, drag and drop onto the draw area.
DataGrid	A tabular UI component essential for showing structured data in rows and columns with sorting/filtering capabilities. Drag and drop to use.
BarChart	A graphical tool for visualizing data using bars to compare data sets. Use by dragging and dropping onto the draw area.
BulletChart	A bullet graph that compares one KPI value with a target over shaded bands (new in 10.1.6). Runs in the Rich Client and in the web client (HTML5). Drag and drop to use.
ControlChart	An SPC control chart (individuals or subgroup means) with center line, control limits and rule violations flagged (new in 10.1.6). Runs in the Rich Client and in the web client (HTML5). Drag and drop to use.
DrillingChart	A specialized visualization tool for displaying drilling trends, providing insights into drilling operations. Drag and drop to use.
FunnelChart	A funnel or pyramid of stages, each sized by its value (new in 10.1.6). Runs in the Rich Client and in the web client (HTML5). Drag and drop to use.
GanttChart	A tool for visualizing and tracking project tasks, showcasing tasks and their dependencies on a timeline. Drag and drop to use.
HeatMapChart	A grid of rows and columns whose cells are colored by value (new in 10.1.6). Runs in the Rich Client and in the web client (HTML5). Drag and drop to use.
HistogramChart	A process-capability histogram with specification limits and capability indexes (new in 10.1.6). Runs in the Rich Client and in the web client (HTML5). Drag and drop to use.
ParetoChart	Columns sorted by value with a cumulative-percent line, for downtime reasons or defect causes (new in 10.1.6). Runs in the Rich Client and in the web client (HTML5). Drag and drop to use.
PieChart	A circular tool that visualizes data, dividing it into slices to compare parts of a whole. Drag and drop to use.
RadarChart	A radar (spider) chart that compares several measurements on radial axes (new in 10.1.6). Runs in the Rich Client and in the web client (HTML5). Drag and drop to use.

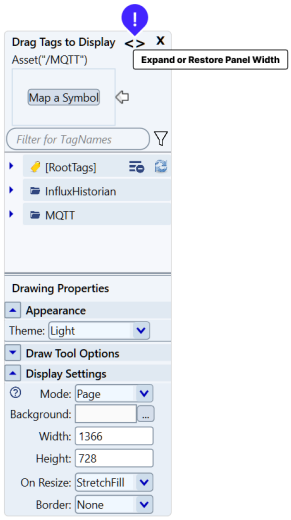
SankeyChart	Flows between named nodes, drawn as ribbons whose width is proportional to each flow. Runs in the Rich Client and in the web client (HTML5) (web support new in 10.1.6). Drag and drop to use.
SparklineChart	A small trend with no axes, for KPI tiles and asset cards (new in 10.1.6). Runs in the Rich Client and in the web client (HTML5). Drag and drop to use.
TrendChart	A tool designed to analyze time-based data patterns by plotting data points on a time axis. Simply drag and drop to use.
WaterfallChart	Floating columns that show how increases and decreases add up to a running total (new in 10.1.6). Runs in the Rich Client and in the web client (HTML5). Drag and drop to use.
XY Chart	A Cartesian chart for comparing two variables by plotting them on X and Y axes. Use by dragging and dropping onto the draw area.
ChildDisplay	A UI tool that shows nested hierarchies, effectively representing parent-child UI relations. Drag and drop to use.
HTML5Control	A tool for embedding and displaying HTML5 content with CSS and JS support. Drag and drop onto the draw area for usage.
PdfViewer	A specialized viewer for displaying PDF documents. Drag and drop onto the draw area to use.
ReportViewer	A dynamic tool for displaying and managing structured reports. Use by dragging and dropping onto the draw area.
WebBrowser	An embedded browser for web content rendering and navigation. Simply drag and drop to use.
WPFControl	A tool for embedding and displaying WPF elements and components. Use by dragging and dropping onto the draw area.
ArcPointerCircular	A UI element designed for circular pointers, used to indicate values on circular displays. Drag and drop to use.
CenterValueCircular	A display feature for circular gauges that showcases core values centrally. Drag and drop onto the draw area for usage.
CircularGauge	A gauge component that visualizes data in a circular format. Drag and drop to use.
Compass	A navigation tool essential for displaying directional information. Drag and drop onto the draw area to use.
LinearGauge	A straight-line gauge component useful for displaying data in a linear fashion. Drag and drop to use.
SemiCircleCircular	A half-round gauge that displays data in a semi-circular format. Drag and drop onto the draw area to use.
BrushEditor	A UI editor for customizing and visualizing graphical brush designs. Drag and drop onto the draw area to use.
Button	An interactive UI element that triggers specified actions when pressed. Use by dragging and dropping onto the draw area.
CheckBox	A togglable UI component used for binary choices. Drag and drop onto the draw area for usage.
ComboBox	A drop-down list component that lets users select an item from a list. Drag and drop to use.
DatePicker	A tool designed for users to select specific dates. Drag and drop onto the draw area for usage.
DateTimePicker	A combined tool for users to select specific dates and times. Drag and drop to use.
ListBox	A list display component that showcases items for user interaction. Drag and drop to use.
MaskedTextBox	A text input tool that accepts input in a predefined pattern or format. Drag and drop onto the draw area to use.
NumericTextBox	A text input component tailored for numerical values. Drag and drop onto the draw area to use.
PushButton	An activatable UI element that executes specific actions upon activation. Drag and drop to use.
RadioButton	A UI component for making single choices from a set, ensuring only one can be active at a time. Drag and drop to use.
Slider	A value selection tool on a scale, allowing users to adjust values within a range. Drag and drop to use.
TextBlock	A component for displaying uneditable, static text content. Drag and drop onto the draw area for usage.
TextBox	A text input UI tool that lets users type and modify text. Drag and drop onto the draw area to use.
TimePicker	A specialized tool allowing users to select specific hours and minutes. Drag and drop to use.
Menu	A list of selectable items or actions presented to the user. Drag and drop onto the draw area for usage.
MenuItem	An individual selectable item within a menu. Typically added to a Menu component for functionality.
PageSelector	A navigation tool for transitioning between different pages or views. Drag and drop to use.

MapsGMap	A geographical map component for displaying location data using the GMap provider. Drag and drop to use.
RangeCircularGauge	A gauge feature that showcases a specified range within circular gauges. Drag and drop onto the draw area to use.
Circle	A geometrical component used for displaying a circular shape. Drag and drop onto the draw area to use.
Ellipse	An oval-shaped component for visualization. Drag and drop onto the draw area for usage.
Hexagon	A six-sided geometric component used to display a hexagonal shape. Drag and drop onto the draw area to use.
Rectangle	A four-sided geometric component for displaying a rectangular shape. Simply drag and drop onto the draw area for usage.

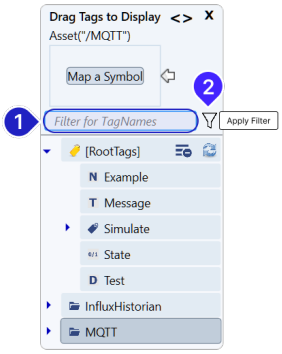
Tags Panel

The Tags Panel allows you to drag and drop data points onto displays, quickly design real-time, data-driven interfaces with low coding, organize and manage data tags for efficient application development, and easily customize dashboards for monitoring and analytics purposes.

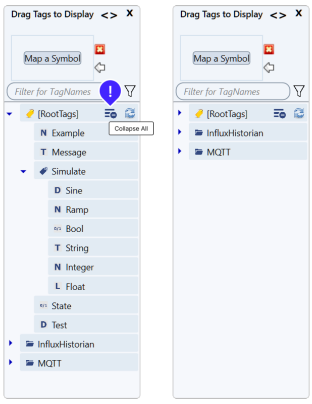
Button to Expand or Restore Panel Width



Filter for Tag names



Button to Collapse All Tags on Panel



Drawing Properties

The table provides an overview of Drawing Properties sections utilized in object customization on draw environment. "Appearance" dictates the visual style, while "Border Radius" defines corner curvature. "Connections" indicates connectivity capabilities, and "Contents Align" manages internal content alignment. "Display Settings" prescribes the object's presentation mode, and "Dynamics Clipboard" offers tools for dynamic configurations. "Layout" establishes position and dimensions, while "Replace Tags/Strings" facilitates tag and string substitutions. The "Text" section handles content formatting, "Transform" applies visual effects, and "Type" determines the object's classification within systems. Each section encompasses specific parameters or options tailored to its purpose.

Property section	Description
Appearance	Customize object look using themes and properties: Fill, Line, Opacity. Includes TextShadow option.
Border Radius	Adjust corner curvature with X (horizontal) and Y (vertical) values.
Connections	Decide if an object connects elements. Checkbox to enable/disable.
Contents Align	Manage content alignment within an object: options like left, right, and center.
Display Settings	Set object presentation: Page, Popup modes. Customize background, size, borders.
Dynamics Clipboard	Tools for dynamic properties. Buttons to fetch and apply configurations.
Layout	Set position and size using parameters: Left, Top, Width, Height.
Replace Tags/Strings	Replace tags and strings. Selections from object namespaces with multiple replace options.
Text	Manage text content and appearance. Options include font, localization, and text wrapping.
Transform	Apply visual effects: DropShadow, Rotation, Skew. Customizable parameters for each effect.

Type	Classify objects for categorization within larger systems.

In this section...