Drawing Tools

DGLux offers standard drawing tools that allow you to create vector graphics in Design Mode. With an array options such as gradients and filters, users can design detailed dashboard for a aesthetically pleasing user experience.

	A. Selector Tool	Selected by default, this tool allows you to select visual and non-visual components on your canvas.
	B. Skew Tool	This tool is used to skew the selected object on your canvas. Using Pan Handles available on the selected object, the user can apply desired skew effects.
	C. Pan Tool	When Zoomed In, this tool allows you to 'grab and pan' the canvas, an alternative to scroll bars.
	D. Rectangle	This tool allows you to draw a standard rectangle shape.
	E. Rounded Rectangle	This tool allows you to draw a rectangle shape with adjustable radius' for each corner.
	F. Ellipse	This tool allows you to draw an ellipse shape.
	G. Polygon	This tool allows you to draw individual vertices for a polygon shape.
	H. Quadratic Bezier	This tool allows you to draw individual vertices for a quadratic bezier shape.
	I. Line	This tool allows you to draw a single line segment.
	J. Polyline	This tool allows you to draw a multiple segment line.
	K. Default Pen and Fill	This tool allows you to set the default Pen and Fill to be applied to newly drawn shapes.
	L. Zoom	This tool allows you to zoom in and out of your canvas.

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