

Oracle Graphics V6

SECTION	TITLE	PAGE
One	Introduction	2
	- What is Graphics?	3
	- Understanding Graphics Terminology	5
Two	Graphics 6 Interface	6
	- Graphics 6 Interface	7
	- Object Navigator	10
	- Layout Editor	21
Three	Creating Charts	22
	- Types of Charts	23
	- Creating a Chart	28
	- Anatomy of a Chart	47
	- <i>Exercise One</i>	49
Four	Working with the Layout Editor	51
	- Layers	52
	- Menu Bar	54
	- Layout Editor	55
	- Shortcut Bar	57
	- Views	59
	- Rulers and Grids	60
	- Tool Palette	62
	- Using the Tools	64
	- Importing Objects	66
Five	Modifying the Chart	70
	- Axes	71
	- Date and Number Formats	75
	- Frame	78
	- Field Templates	83
	- Reference Lines	86
	- Chart Properties	88
	- Query Filters	89
	- <i>Exercise Two</i>	91
Six	Templates	94
	- Chart Templates	95
Seven	Parameters	98
	- Introduction to Parameters	99
	- Creating a Parameter	102
	- Using Parameters	105
	- <i>Exercise Three</i>	107
	- Using Parameters... continued	109
	- <i>Exercise Four</i>	111
Eight	Triggers	113
	- What Are Triggers?	114
	- Types of Triggers	115
	- Program Units	120
	- Creating Triggers	121
Nine	Built-in Packages and Constructs	128
	- Packages	129
	- Constructs	130
	- Constructs - Subprograms	131
	- <i>Exercise Five</i>	142
Ten	Help Facility	144
	- Help Facility	145

SECTION	TITLE	PAGE
Eleven	Standards	151
	- Within Layout Model	152
	- Program Units and Displays	154
Twelve	Additional Functions	155
	- Exporting Data	156
	- Graphics Compiler	158
	- Attaching Libraries	161
	- Error Handling	162
Thirteen	Incorporating Graphics into Forms and Reports	168
	- Incorporating Graphics into Reports	169
	- Incorporating Graphics into Forms	175
	- <i>Exercise Six</i>	181

