
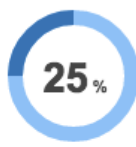

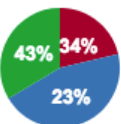
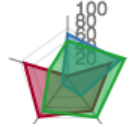
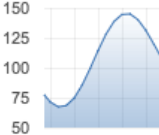

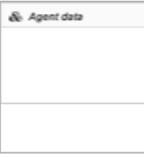



# Structure

Structure - displays children objects.

Add widget  Memory /Root/Staging/Memory ✕

<b>Counter</b> 91	<b>Ring</b> 	<b>Level</b> 	<b>Object/Link:</b> <input type="text" value="Memory /Root/Staging/Memory"/> <b>Diagram type:</b> <input type="text" value="Block horizontal"/> <b>Depth:</b> <input type="button" value="-"/> <input type="text" value="1"/> <input type="button" value="+"/>  <input type="button" value="Add"/> <input type="button" value="Cancel"/>
<b>Circle</b> 	<b>Radial</b> 	<b>Chart</b> 	
<b>Structure</b> 	<b>Section</b> 	<b>Button</b> 	

All objects in the system are [represented as the hierarchy](#). This widget allows to draw a tree of the children objects with the given depth as:

- block horizontal diagram;
- block vertical diagram;
- mind map;
- force field.