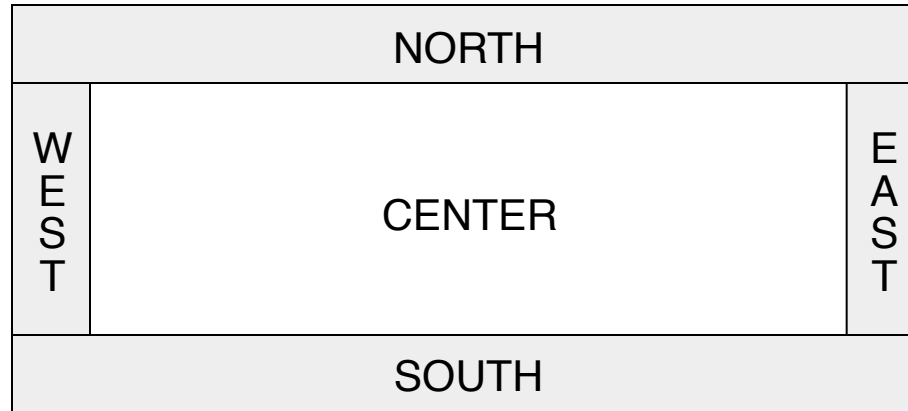


Window Regions

In graphics or console **Program**, window divided into 5 regions:



- The **CENTER** region is typically where the action takes place.
- **ConsoleProgram** adds a console to the **CENTER** region
- **GraphicsProgram** puts a **GCanvas** there.
- Other regions visible only if you add an interactor to them.
- Interactors are placed in *Control Bars*