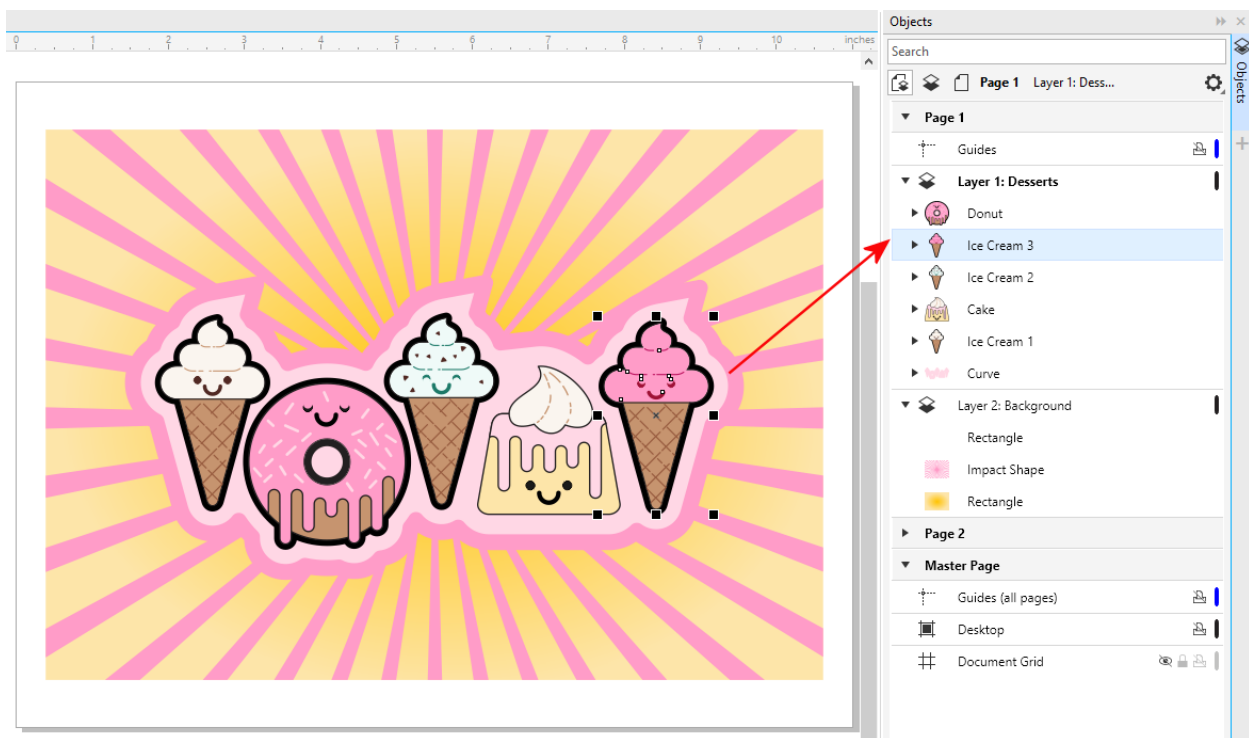


## Managing Objects, Layers and Pages with the Objects Docker

What used to be the **Object Manager** docker in previous versions of CorelDRAW was replaced by the **Objects** docker in CorelDRAW 2019. The intuitive interface of this new docker makes it easy to find elements within your design. And the new view mode options enable you to choose which objects you want displayed in the docker, at any point during your workflow.

The **Objects** docker lists every element in the document, on every layer and on every page.

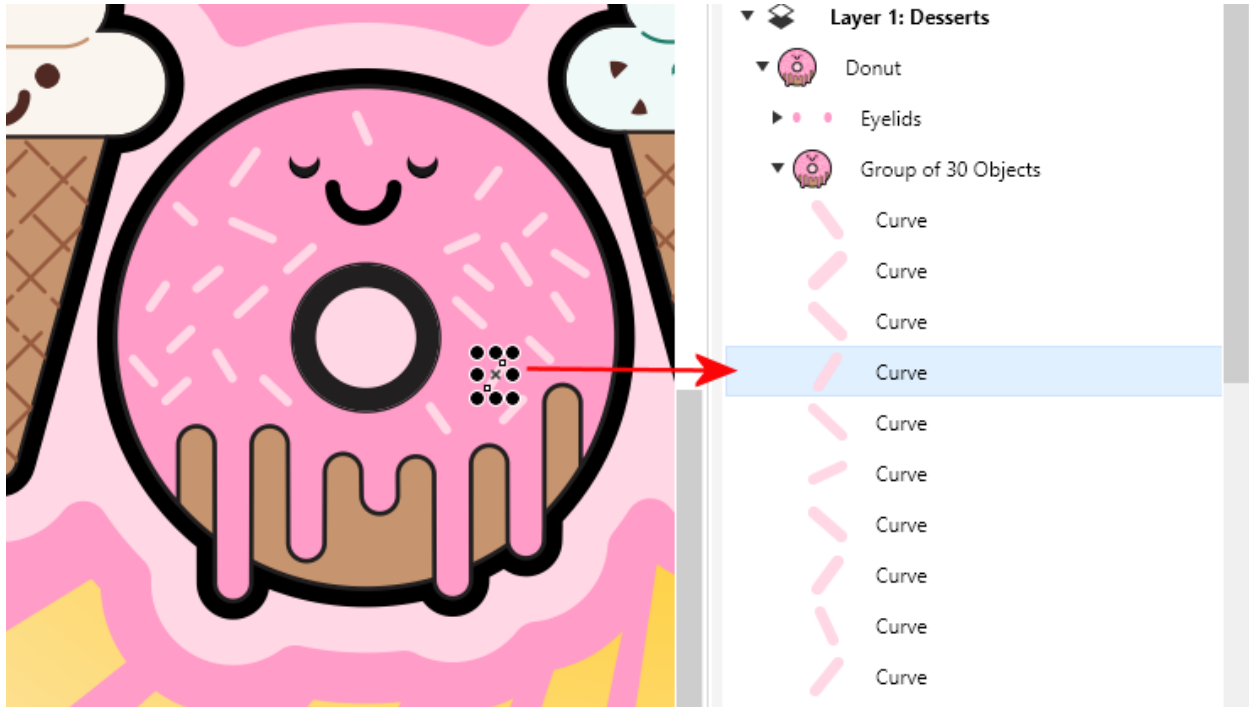
- Selecting an object in the docker also selects it in the document.
- Selecting an object on a different page in the docker will open that page in the document.
- Hold down the **Shift** key to select a consecutive set of objects
- Hold down the **Ctrl** key to select non-consecutive objects one by one (as long as they are on the same page).



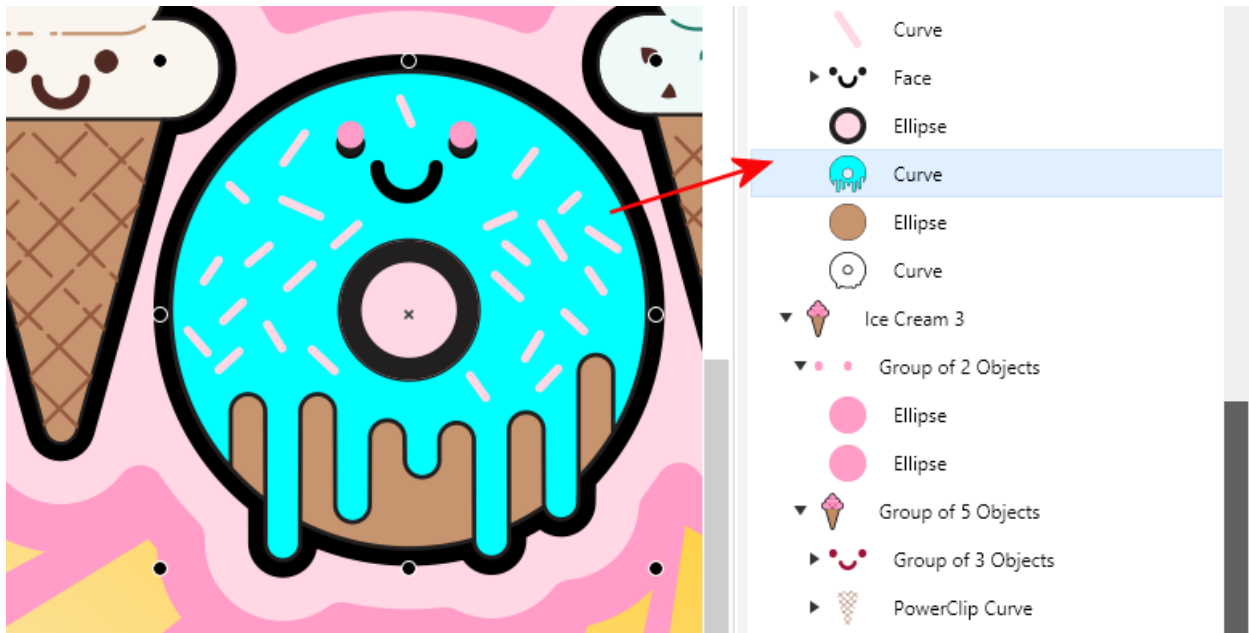
### Navigating the Objects Docker

The **Objects** docker provides a thumbnail image of each object, whether it is a group, curve, shape, etc. This makes it much easier to find a specific element in a document.

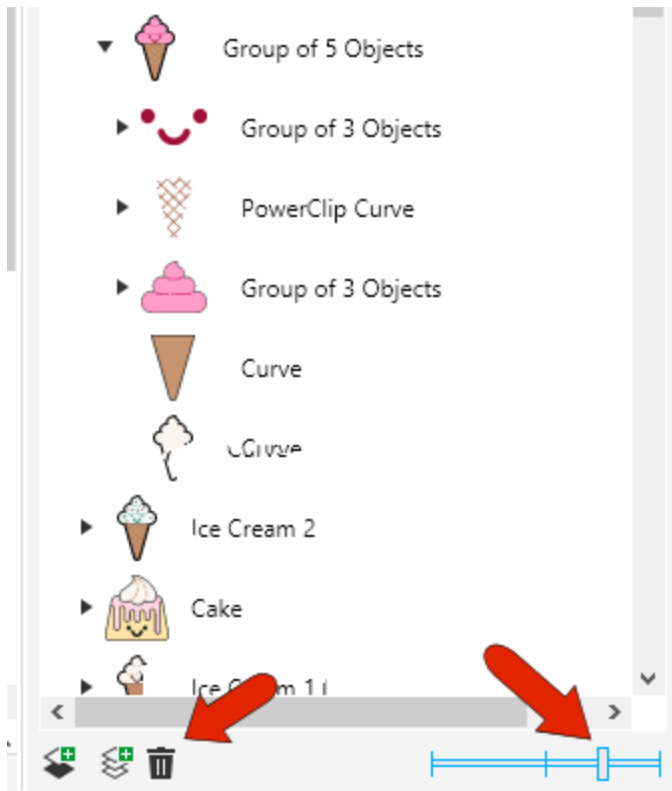
Even identical objects, such as the sprinkles inside the doughnut, can be identified by differences in size or orientation.



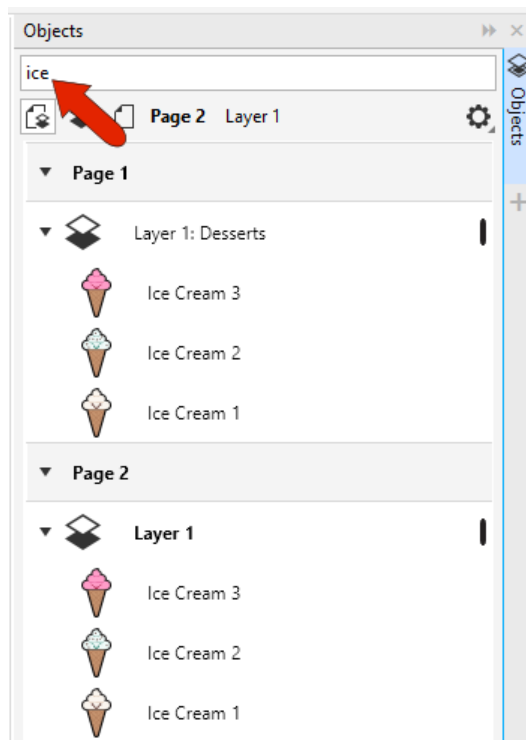
Thumbnail previews update in real time. If you select an object and change its color, that color updates immediately in the dock as well.



You can adjust the size of the thumbnails with the slider at the bottom of the dock. Right next to the slider are also options to add new layers or master layers, or to delete objects or layers selected in the dock.



You can rename any object, layer or page, by right-clicking on it and choosing **Rename**. Assigning identifying names, rather than keeping the default group or curve or shape name, makes it easy to use the search field at the top to filter the list to show specific objects. In this example, searching for “ice” will list all objects with ice in their names, across both pages.



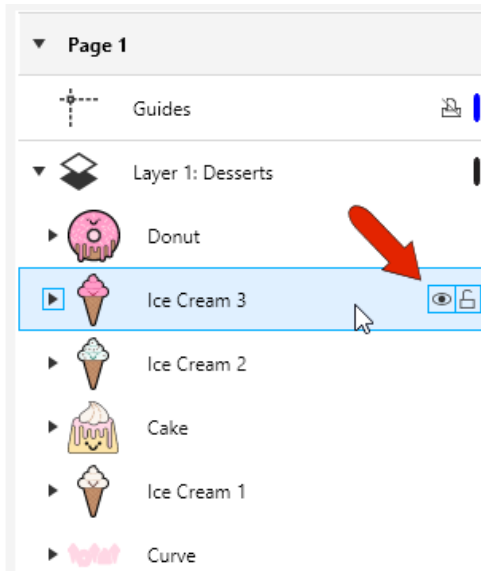
Clearing the search field brings back the entire list.

Drag and drop is also enabled in this docker. If you drag an object into a different order, the order will be changed in the document as well.

Objects can also be dragged onto different pages. You can also reorder objects within groups, or move objects out from a group, or into a group.

## Locking and Hiding

If you hover over an object or group in the docker, you will see icons on the right for hiding and locking.



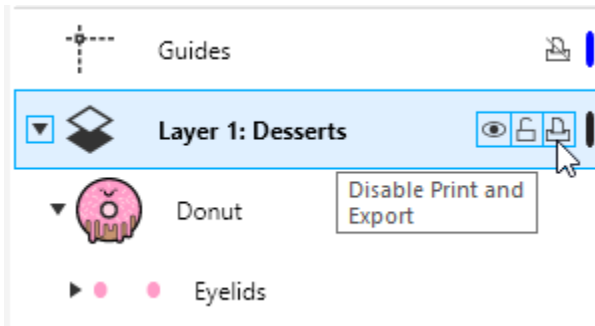
If you **hide** an object, it will be hidden in the document, but its **visibility icon** remains displayed in the docker.



Click on the hide icon again to show the object.

**Locking** objects is similar - the **lock icon** remains displayed for locked objects. Re-clicking the lock icon toggles locking on and off.

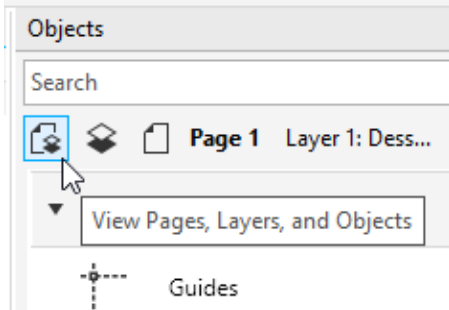
**Guides and layers** have an additional icon, to enable print and export. By default, this is **off** for guides and **on** for layers.



You can also **hide** or **lock** layers and guides.

## View Options

The icons across the top of the **Objects** docker can be used to adjust the list view. The default is **View Pages, Layers, and Objects**, which shows everything across all pages.



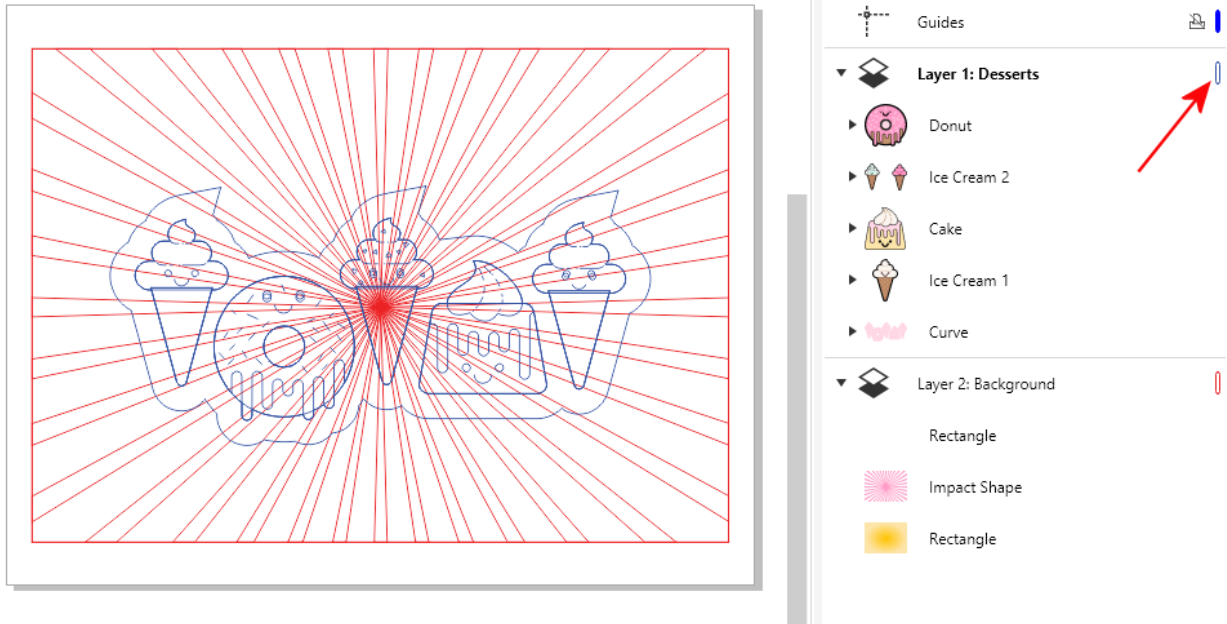
**View Layers and Objects** shows everything on the active page, and there is a drop-down to change the page.

**View Pages** shows each page, without listing what's on the page. This is useful for navigating throughout multi-page documents.

The Objects docker also supports **wireframe** colors. Each layer has a color bar to the right.

- Click once on the color bar to open the color window and select a wireframe color.
- Hold down the **Ctrl** key and click on the color bar to toggle wireframe view on and off.
- You can switch just one layer to wireframe view, making it easy to work with objects on other layers.

- Or you can display all layers in wireframe view, making it easy to check whether all of objects are on the correct layers.



If you right-click on any element in the **Objects** docker you will see a context-sensitive menu for that item. For example, right-clicking on a page in the **Objects** docker gives options to insert, duplicate, rename, or delete pages. The context menus for layers and objects will each have relevant options for those items as well.

