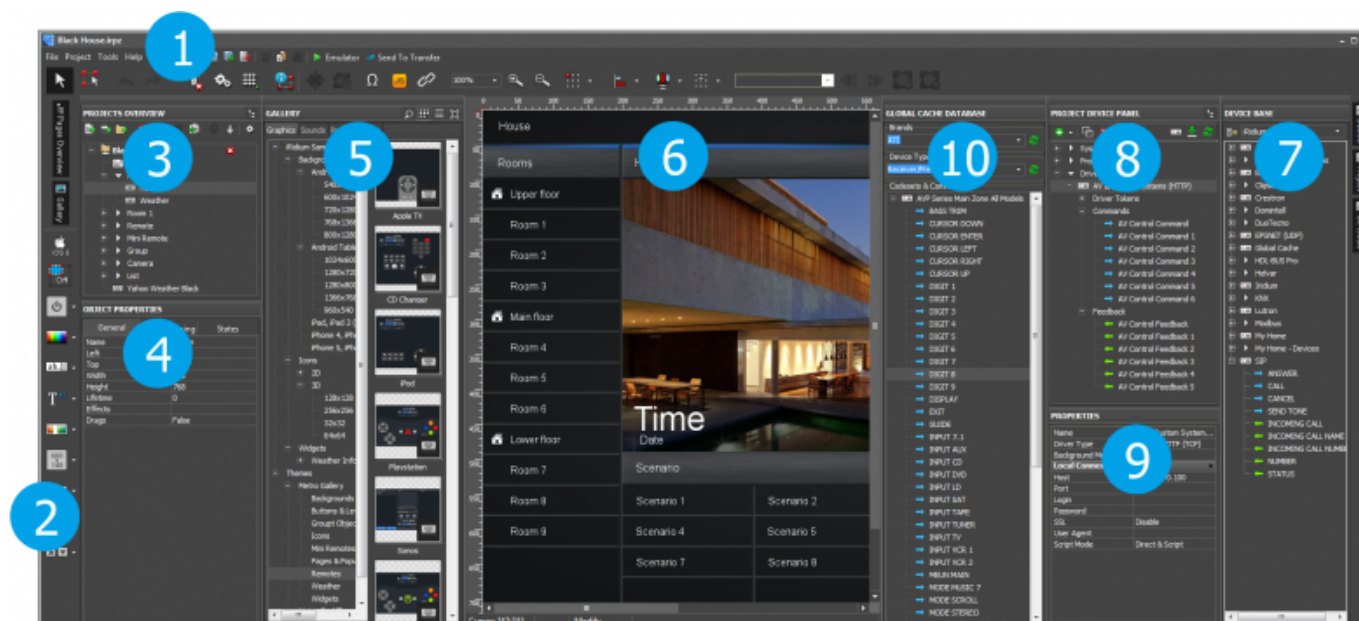


After starting [iRidium GUI Editor](#) you can see the workspace which consists of several zones:



1. **Tool Box**: contains main Editor tools and shifts to settings.
2. **Box of drawing tools**: contains tools for fast drawing of graphic items. After selecting a style and indicating the scaling possibility, you can add buttons, levels and other objects in projects fast and easy.
3. **Project Overview**: displays the structure of the project graphic part, enabling you to add new items to it (pages, popups, folders).
4. **Object Properties**: the part of the Project Overview panel. It contains information about the selected GUI object – a page, popup or graphic item.
5. **Gallery**: the gallery of images and sounds which can be used when creating an interface.
6. **Workspace**: displays appearance of pages and popups selected in Project Overview. Here graphic items for project pages and popups are placed. The commands to items are also assigned here.
7. **Device Base**: the database of built-in iRidium drivers (products). It includes tools for creating drivers for users and additional databases of script drivers.
8. **Project Device Panel**: displays the drivers used in the project and all their commands and channels. The commands can be dragged into the editor workspace (on items).
9. **Properties**: the part of the Project Device Panel. The properties of the selected driver, command or channel are set up here.
10. **Global Caché Cloud**: the database of IR commands for using with Global Caché converters.