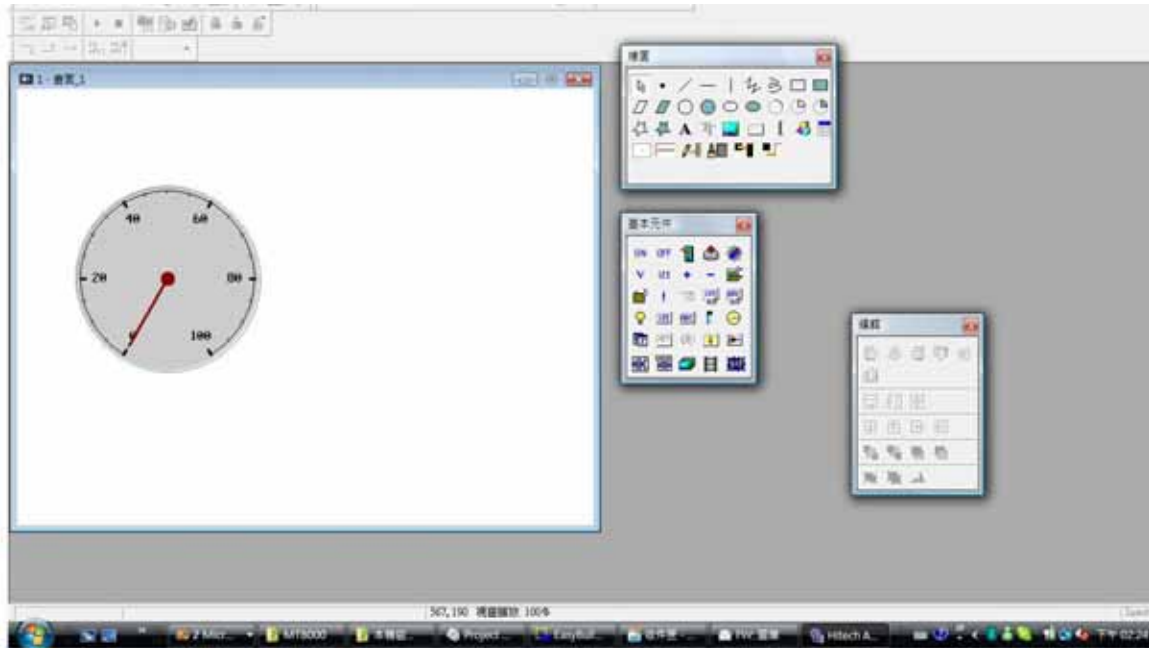


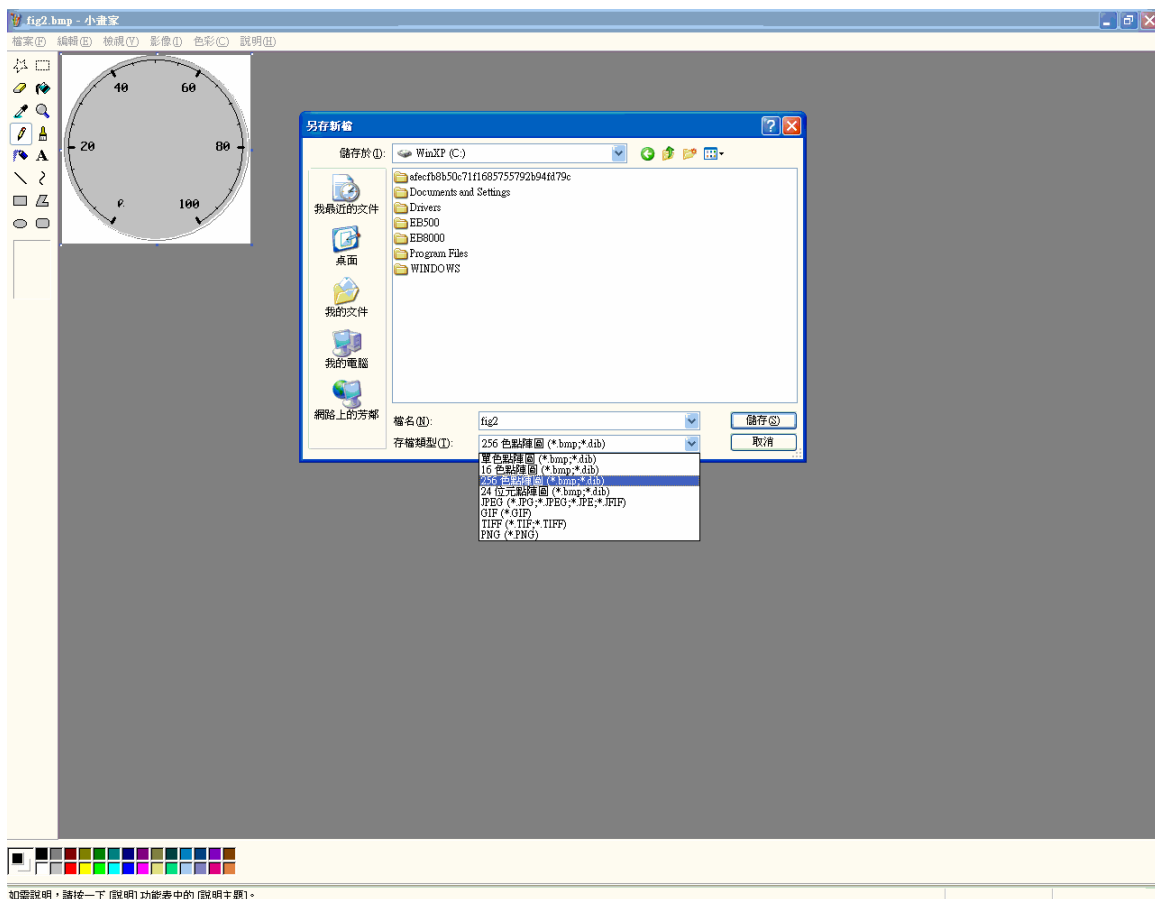
Chapter 17. Building the Background Picture Library

User can intercept figure into EB500 bitmap library that can be regarded as a necessary pattern as editor project. The demonstration step is as follows:

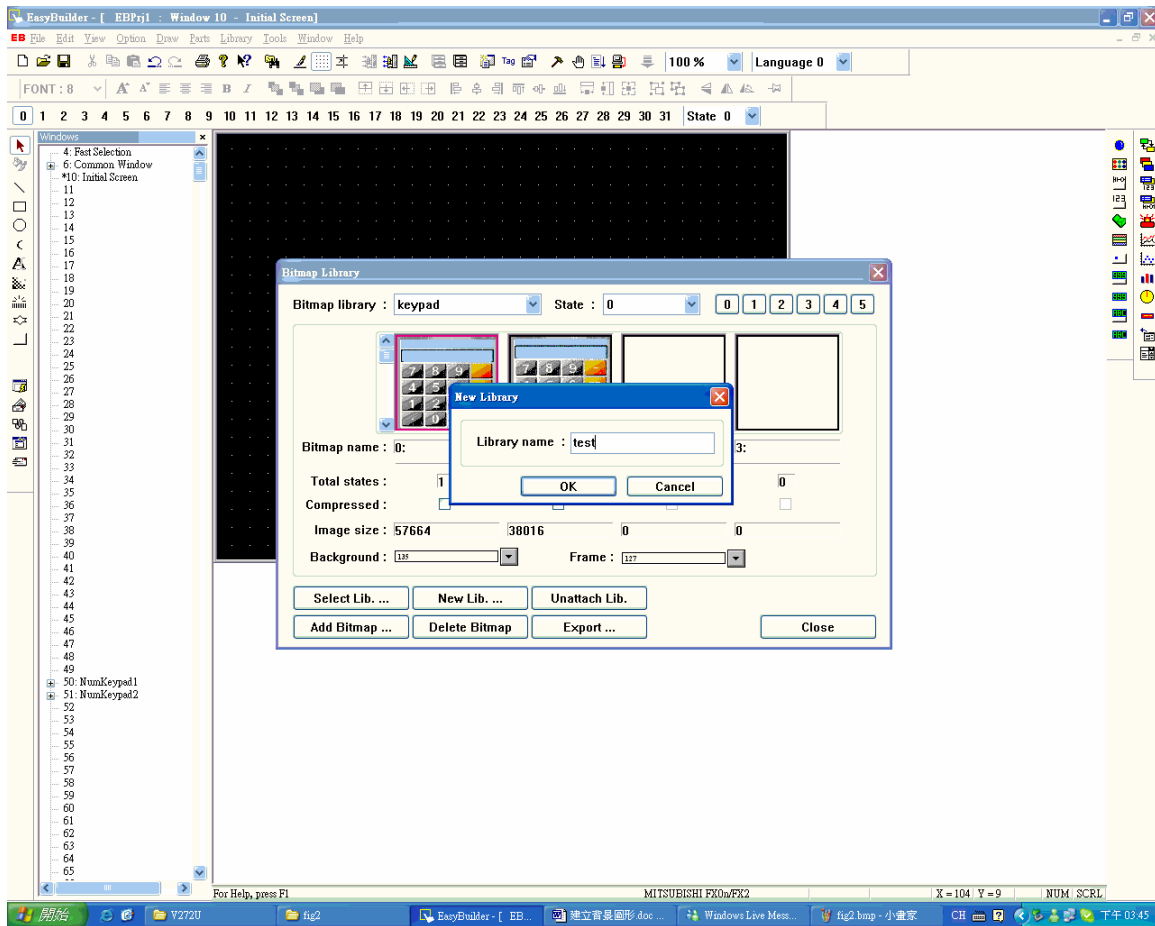
1. First ,figure that intercepting needs. Clicking the [PrtScn SysRq] on the keyboard, it can intercept all screen picture from the monitor



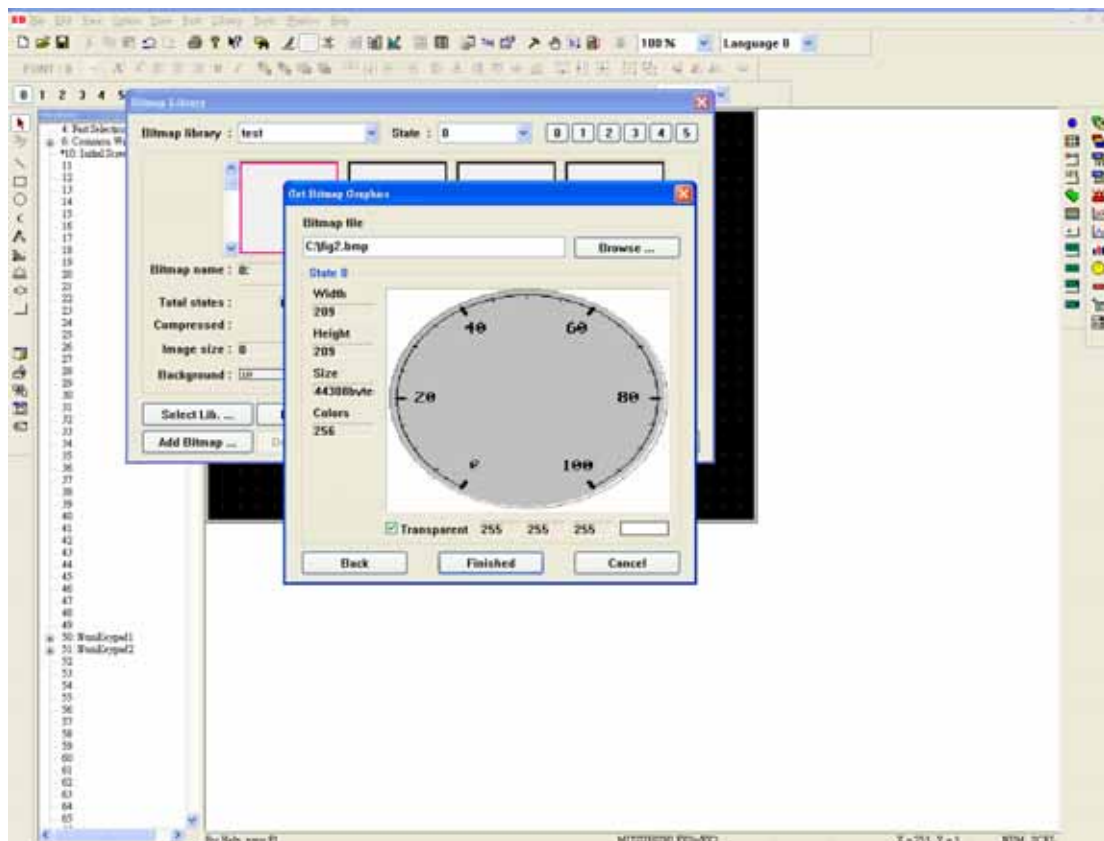
2. After intercepting figure, using Paint to edit picture, please save a new file name and root for saving the picture. (Precaution: the Saving file have to be 256 bmp)

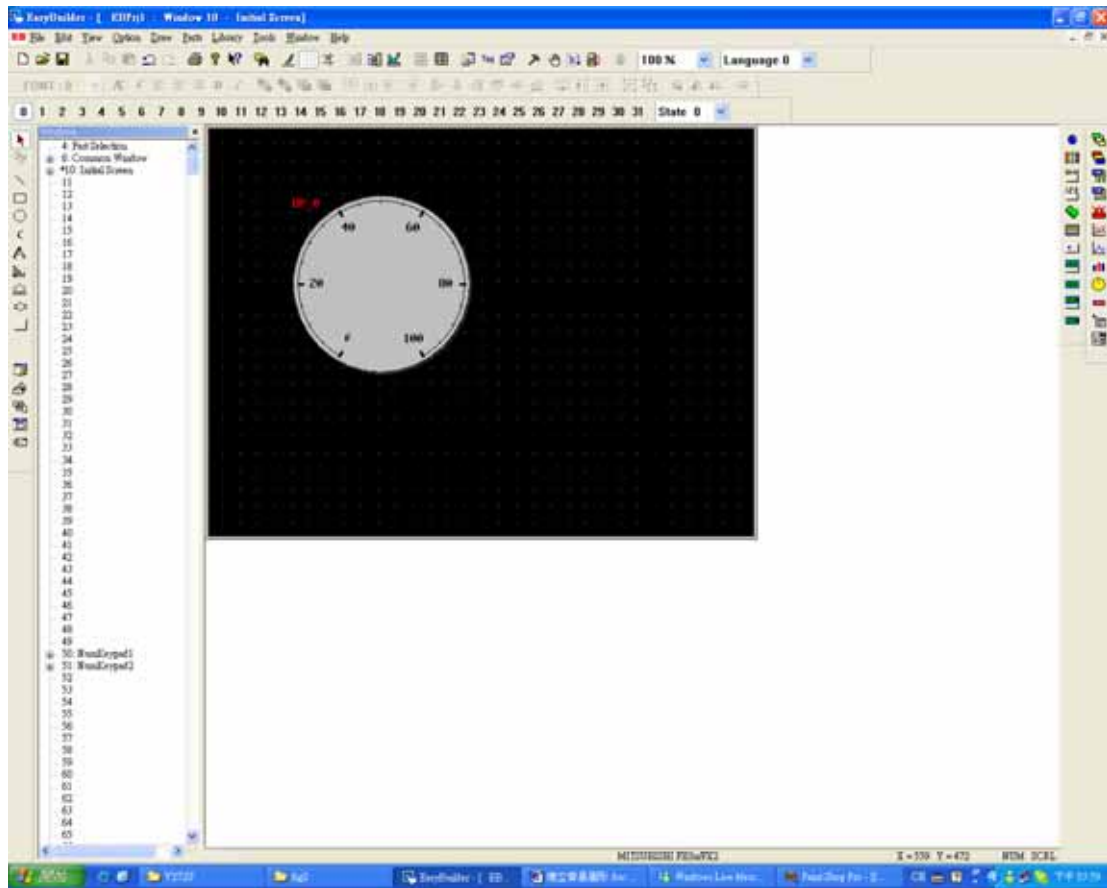


3. Open EB500, call up bitmap library and create a new library. (The new library is named test.)

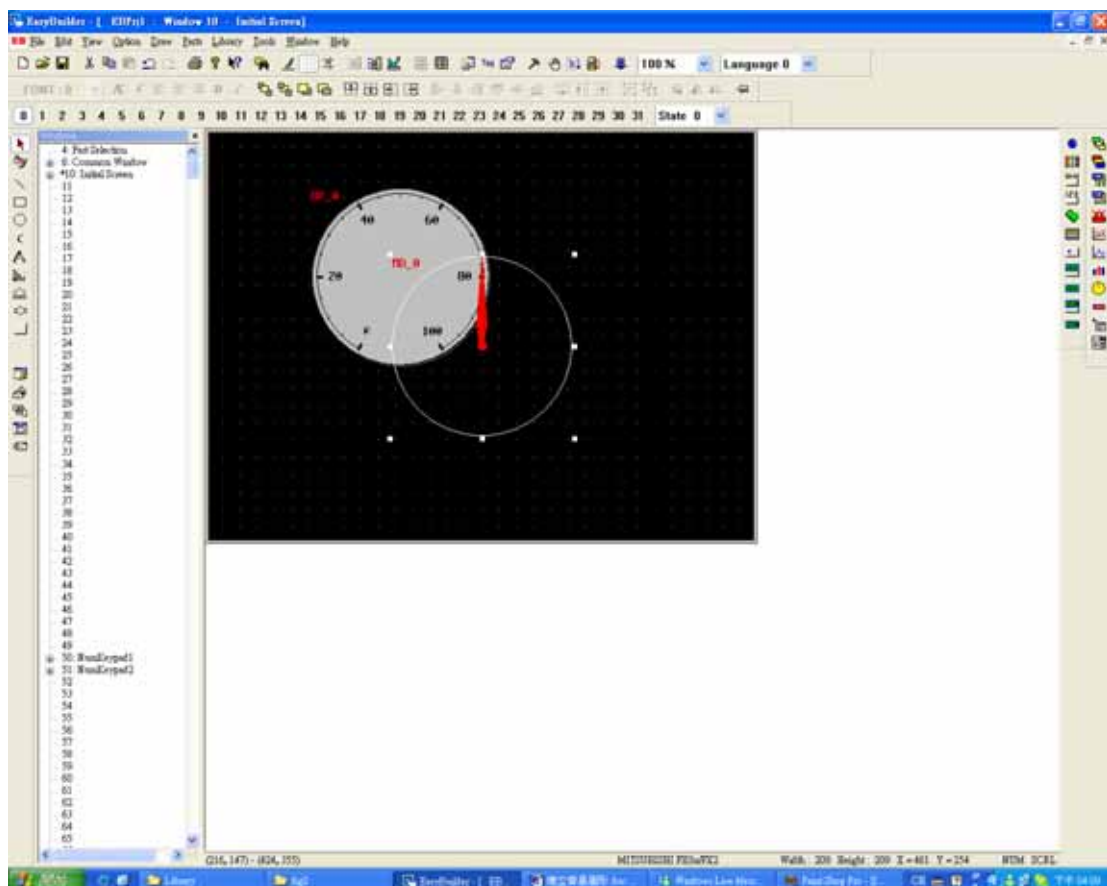


4. In test library, please add a new bitmap, check Transparent and select color white in Background, the color is depend on the background of picture.

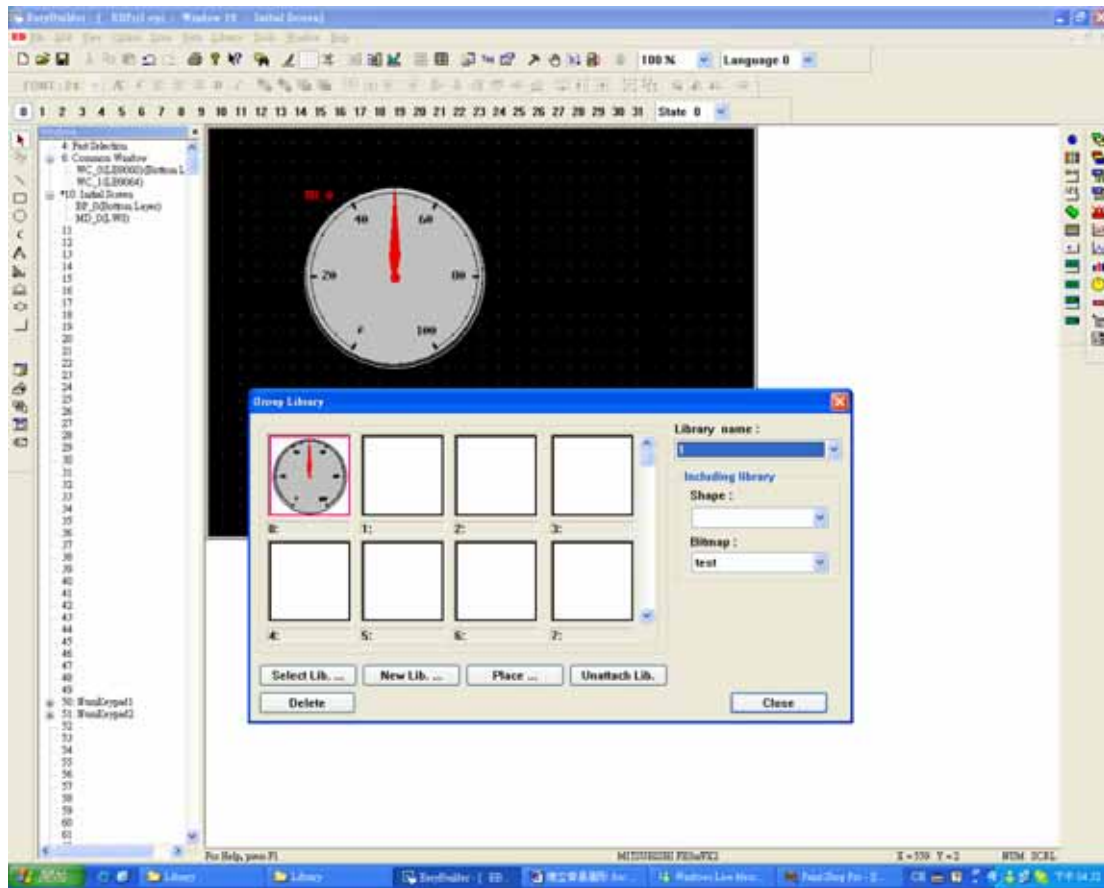




5. Adding Meter Display object, adjust bitmap and meter size to be the same size and position, and then save to Group Library.



6. After saving to Group library, user can click up this picture to use in the project.



7. Each Library will be save in EB500/Library folder.

