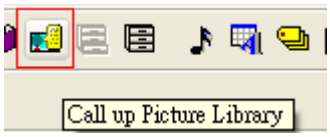
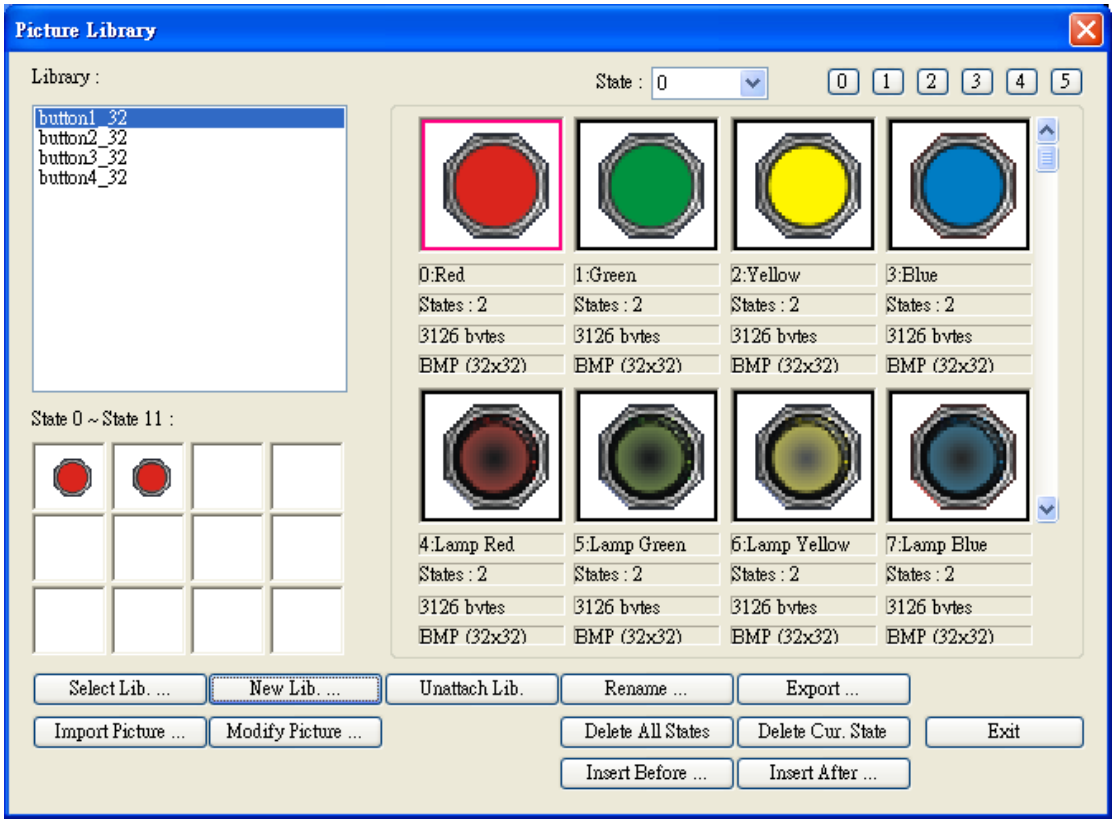
Chapter 15 Picture Library

1. Introduction of picture Library

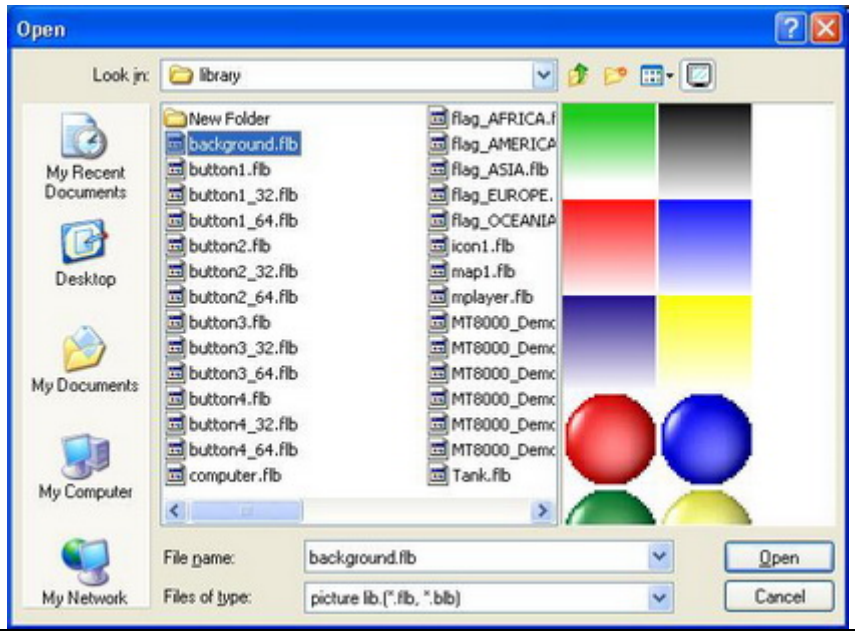
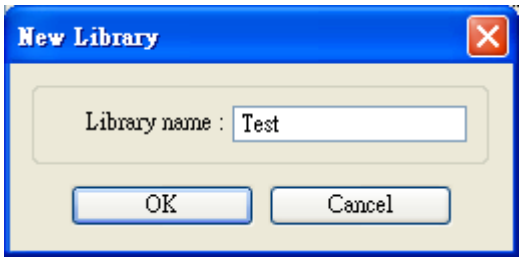
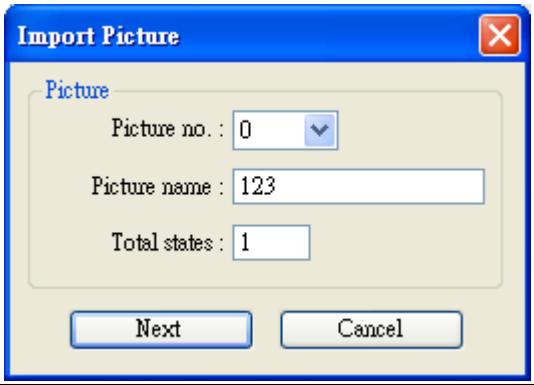
The EB8000 provides Picture Library functions to add the visual effects of objects. Each Picture includes a maximum of 256 states.

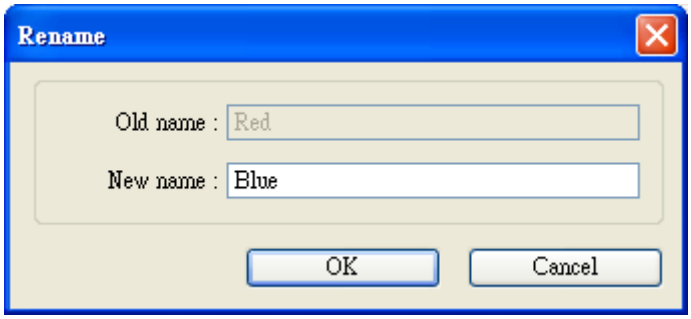
Click the “Picture Library” button on the toolbar, and the “Picture Library” dialogue box will display.





Library	This is to select the source of a graph from the Picture Library which has been added into the current project
State	This is to select the state that the existing graph wants to display. When there is no picture displayed in the window, it means that the picture does not exist or the state of the picture is not defined yet
Select Lib. …	For user to select the existing Picture Library to add to the current

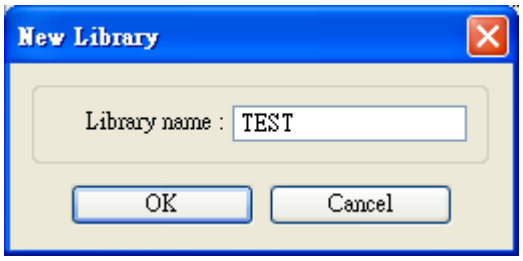
	project. On the right side of dialogue, user can preview the content of library. 
New Lib. …	For user to add a new empty Picture Library. 
Unattach Lib.	To delete the Picture Library in [Library] from the current project
Import Picture…	To add a new picture to the Picture Library 
Modify Picture…	To modify the state of picture
Rename …	For user to rename the selected picture

	
Export …	It is used to export the selected picture to the appointed place
Delete All States	To delete all of states of picture
Delete Cur. State	To delete current state of picture
Insert Before…	To insert a picture before the state of picture
Insert After…	To insert a picture after the state of picture

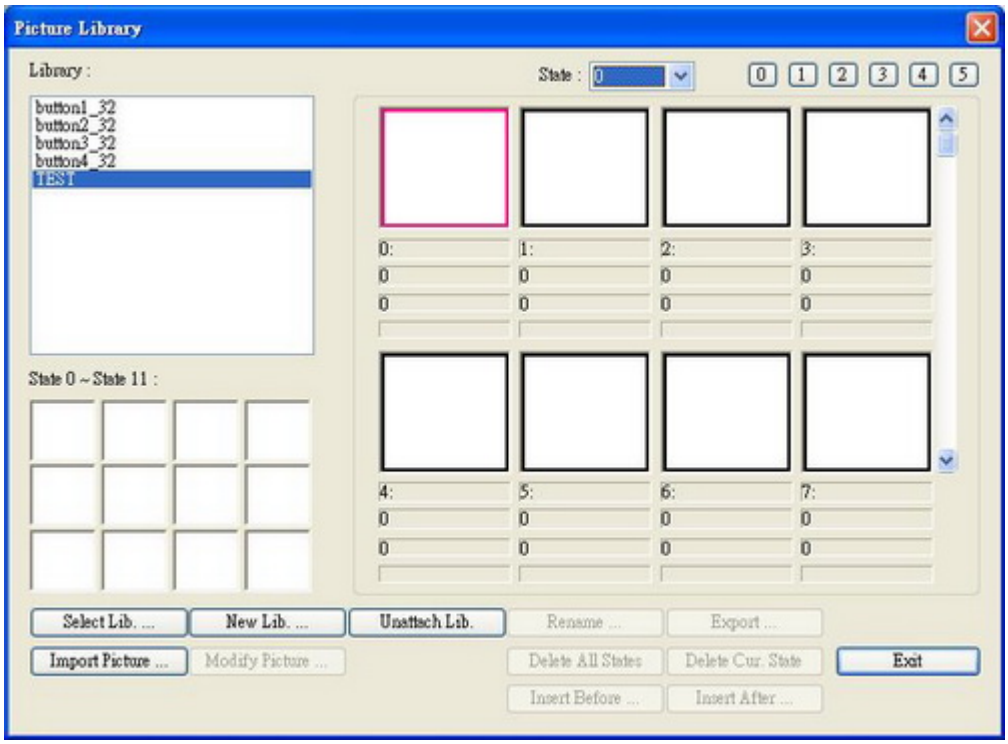
2. Creating Picture library

Here an example of adding a picture with two states to a new Picture Library.

Step 1
Click [New Lib. …] and input the name of the new Picture Library.

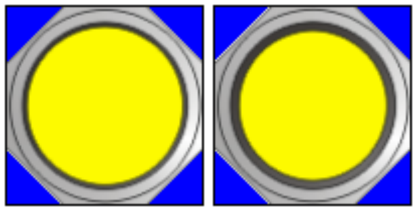


And then, a new Picture Library “TEST” will be added to the Picture Library Manager dialogue box, but at this moment, there are no pictures in the library.

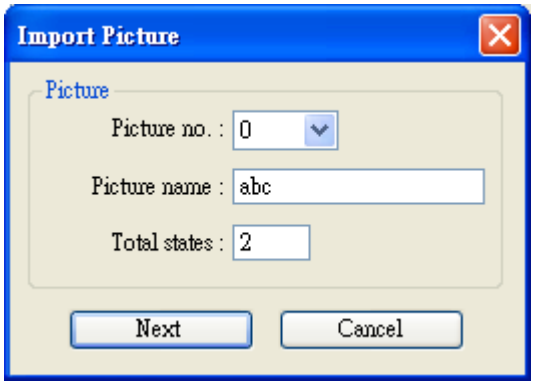


Step 2

Suppose the two graphs in the following picture are used to represent the state 0 and the state 1 respectively.

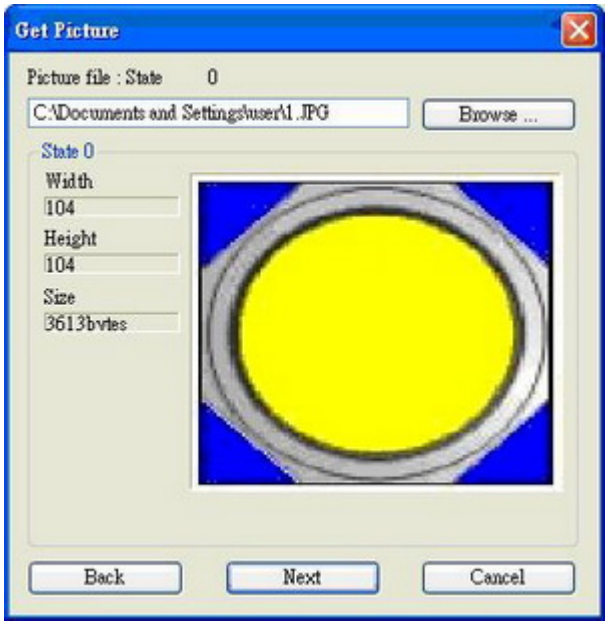


Click the [Import Picture…] button, and then set [Total states] for 2, meaning the picture includes 2 states, and click [Next].



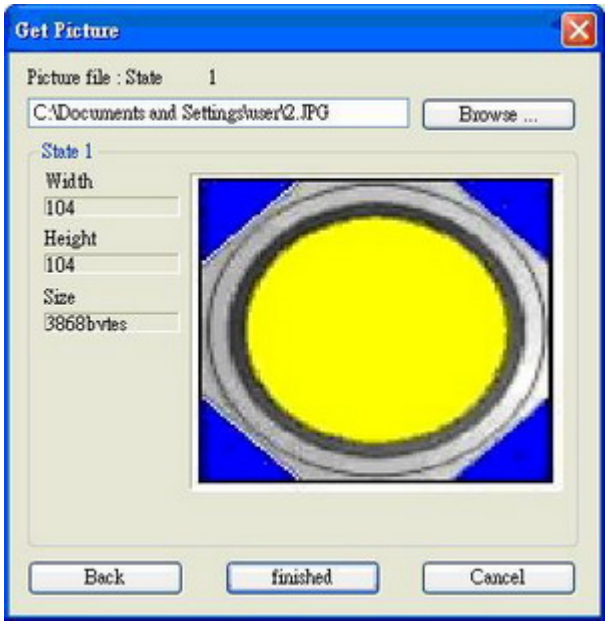
Step 3

Click [Browse…] to select the source of a picture which state is 0. After the setting of state 0 is completed, click the [Next] to continue the setting of the other state.

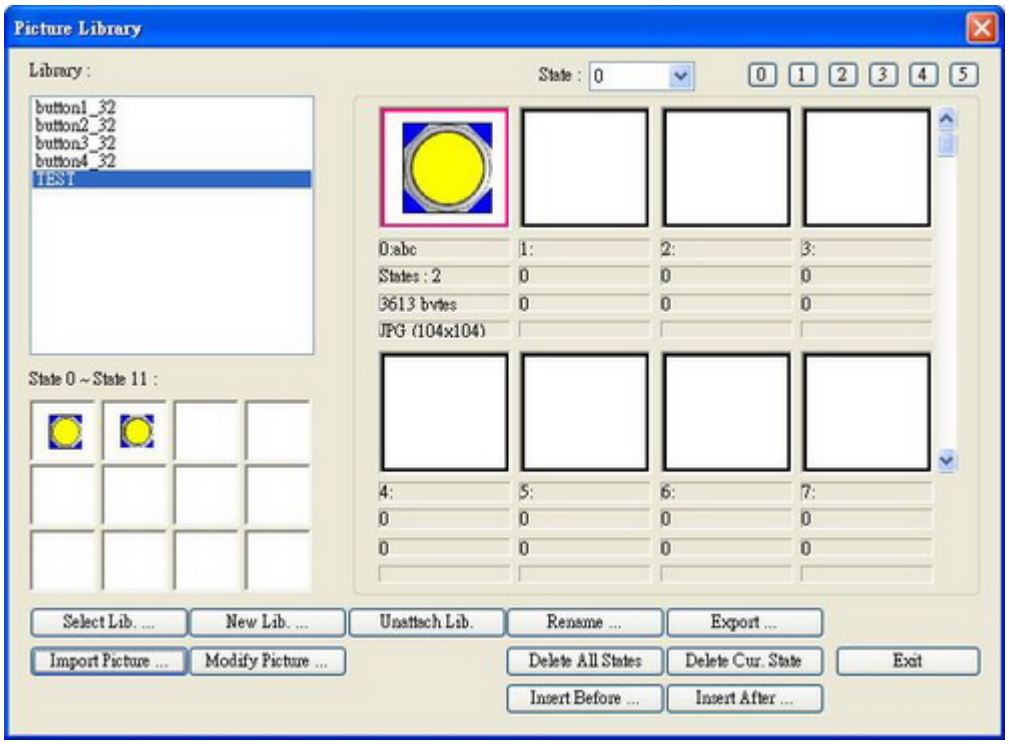


Step 4

Same as the Step3, select the source of a picture of which the state is 1.The work of creating a picture with two states is completed after clicking the [Finished].



After all of the settings are completed, a picture named “abc” can be found in the Picture Library Manager, and from the information user can know the picture is JPG format and with two states.


Picture Library
Library :
button1_32
button2_32
button3_32
button4_32
TEST
State 0 ~ State 11 :
State :
0
0 1 2 3 4 5
0:abc
States : 2
3613 bytes
JPG (104x104)
1:
2:
3:
4:
5:
6:
7:
Select Lib. ...
New Lib. ...
Unattach Lib.
Rename ...
Export ...
Import Picture ...
Modify Picture ...
Delete All States
Delete Cur. State
Exit
Insert Before ...
Insert After ...