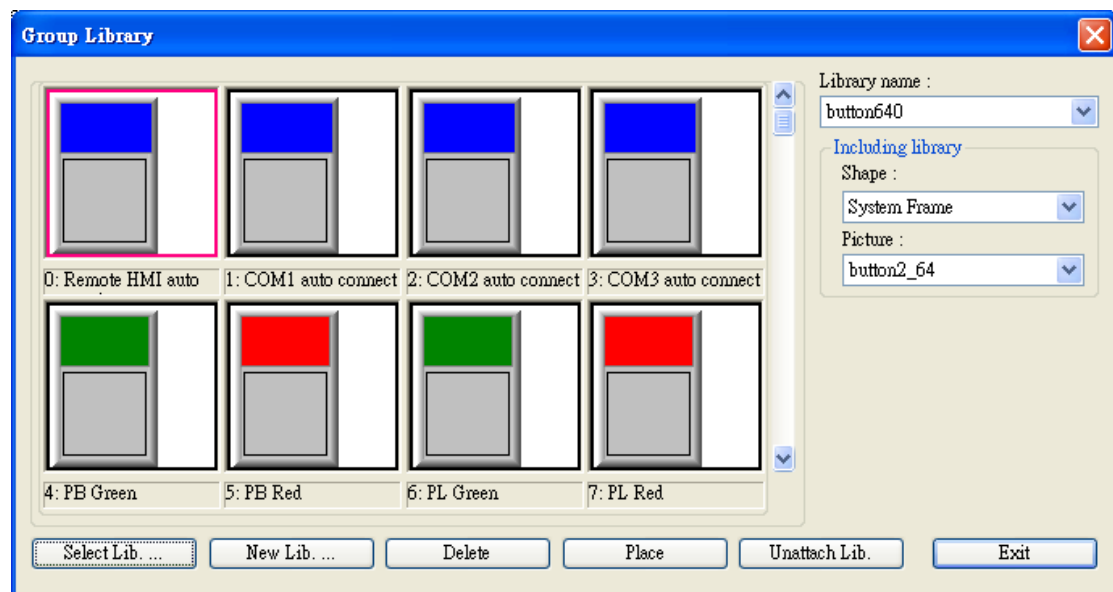


Chapter 16 Group Library

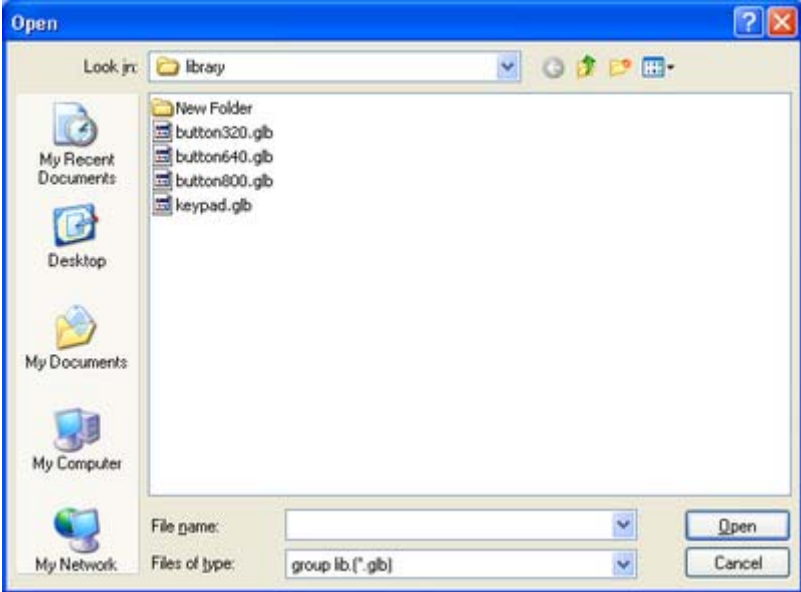
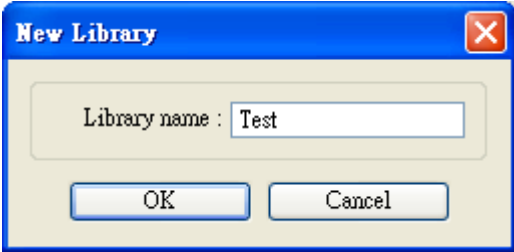
1. Introduction of Group Library

The EB8000 provides Group Library functions to save groups of objects from project. Group library can combine such as bitmaps, shapes, and animation to a group. That's say it can speeds up project development.

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



Library name	This is to select the source of a library from the Group Library which has been added into the current project
Including library	It mean which shape and picture library be included in group library
Select Lib....	For user to select the existing Group Library to add to the current project

	
<p>New Lib....</p>	<p>For user to add a new Group Library</p> 
<p>Delete</p>	<p>To delete the current library</p>
<p>Place</p>	<p>To place the library to current project</p>
<p>Unattach Lib....</p>	<p>To delete the Group Library in [Library name] from the current project</p>

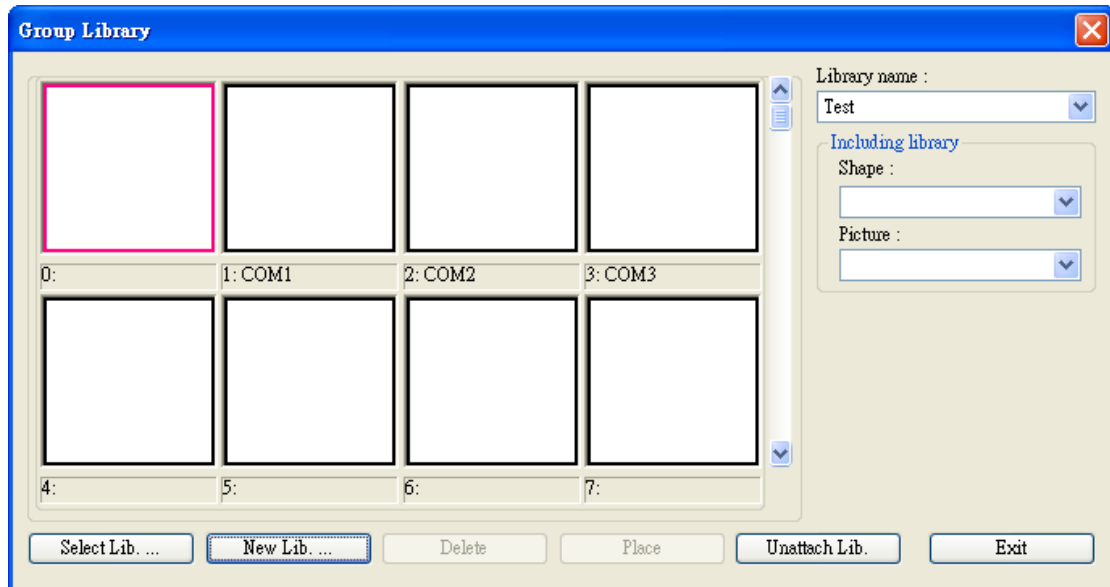
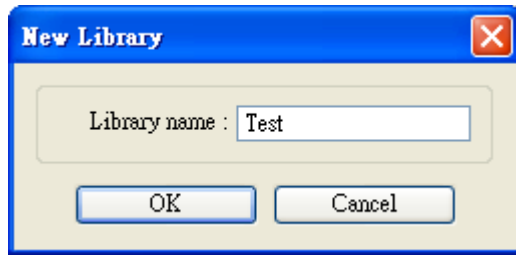
2. Creating Group library

Here an example of adding graph to a new Group Library.

Step 1

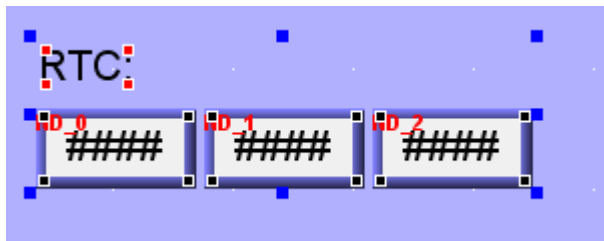
Click [New Lib. ...] and input the name of the new Group Library.

And then, a new Group Library “Test” will be added to the Group Library Manager dialogue box.



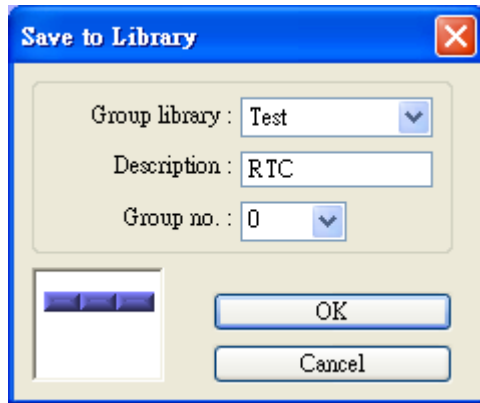
Step 2

Suppose a text object and three numeric display objects want to be added to group library.

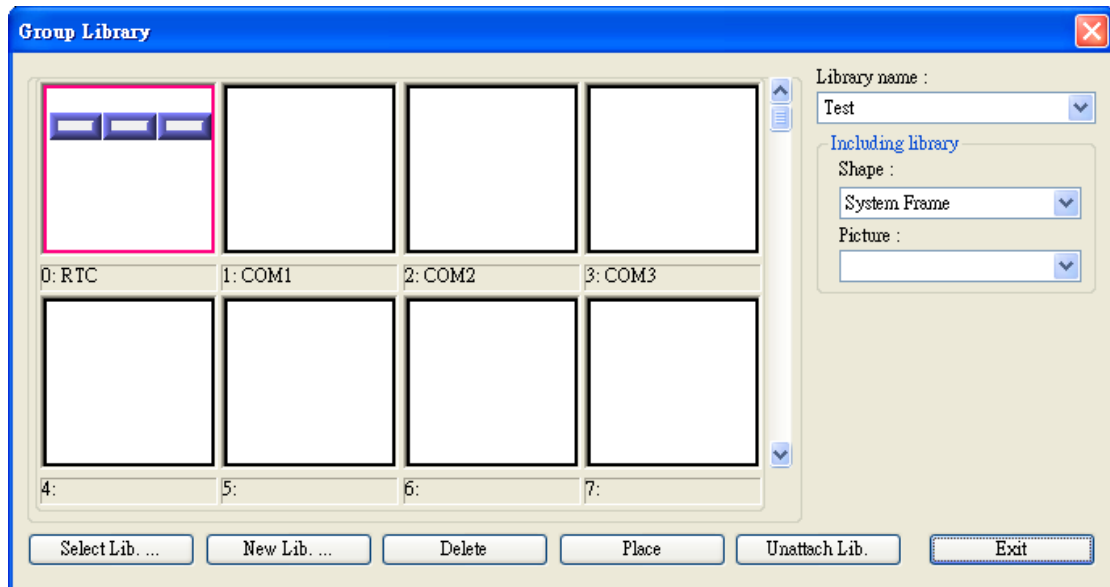


After select all of object and click “Save to library”

To select the Group library name and Group no., also fill in the Description.
As follow



After clicking OK, a new library will be added into Group Library named "Test"



Note: The Group Library cells don't have state selection