Images Control Reference

Insert and manage images and icons.

The drawing environment allows you to use any image on various elements, such as rectangles, ellipses, and other shapes. The solution file includes all images used in your applications. You can also load images from external files while the solution is running. The display tools allow you to manage the images quickly and apply them to displays. This document provides information on how to use images in displays.

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Working with Images Library

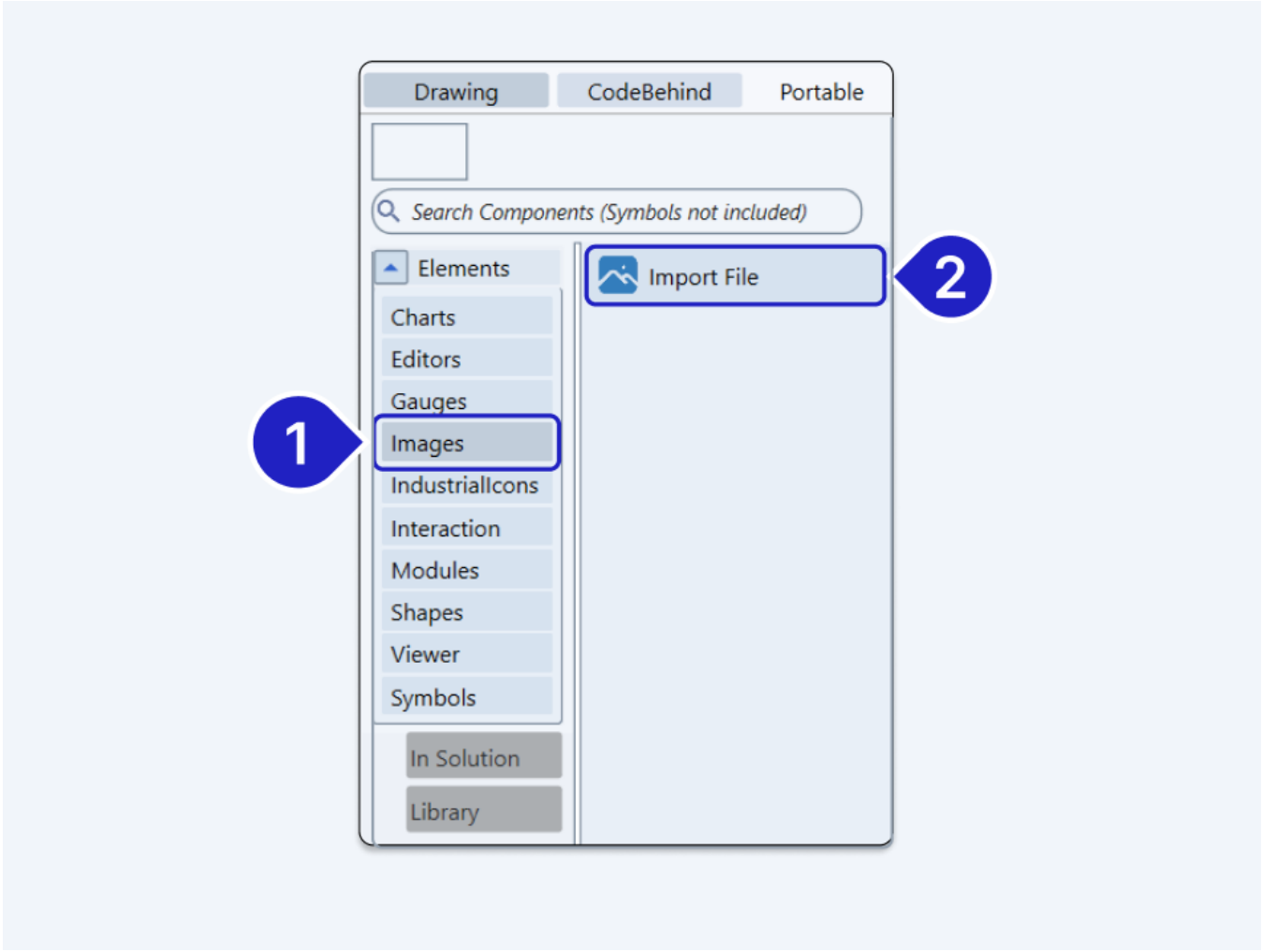
There are three main repositories for reusable graphical elements: the Images Library, the Symbol Factory Library, and the Local Symbols Gallery.

Images are used to insert an external image file (icon, wallpaper, object, or background image) from your computer into the project configuration. They can be managed under **Displays** **Images**. Once imported, the original file is no longer needed.

Adding an Image to the Solution

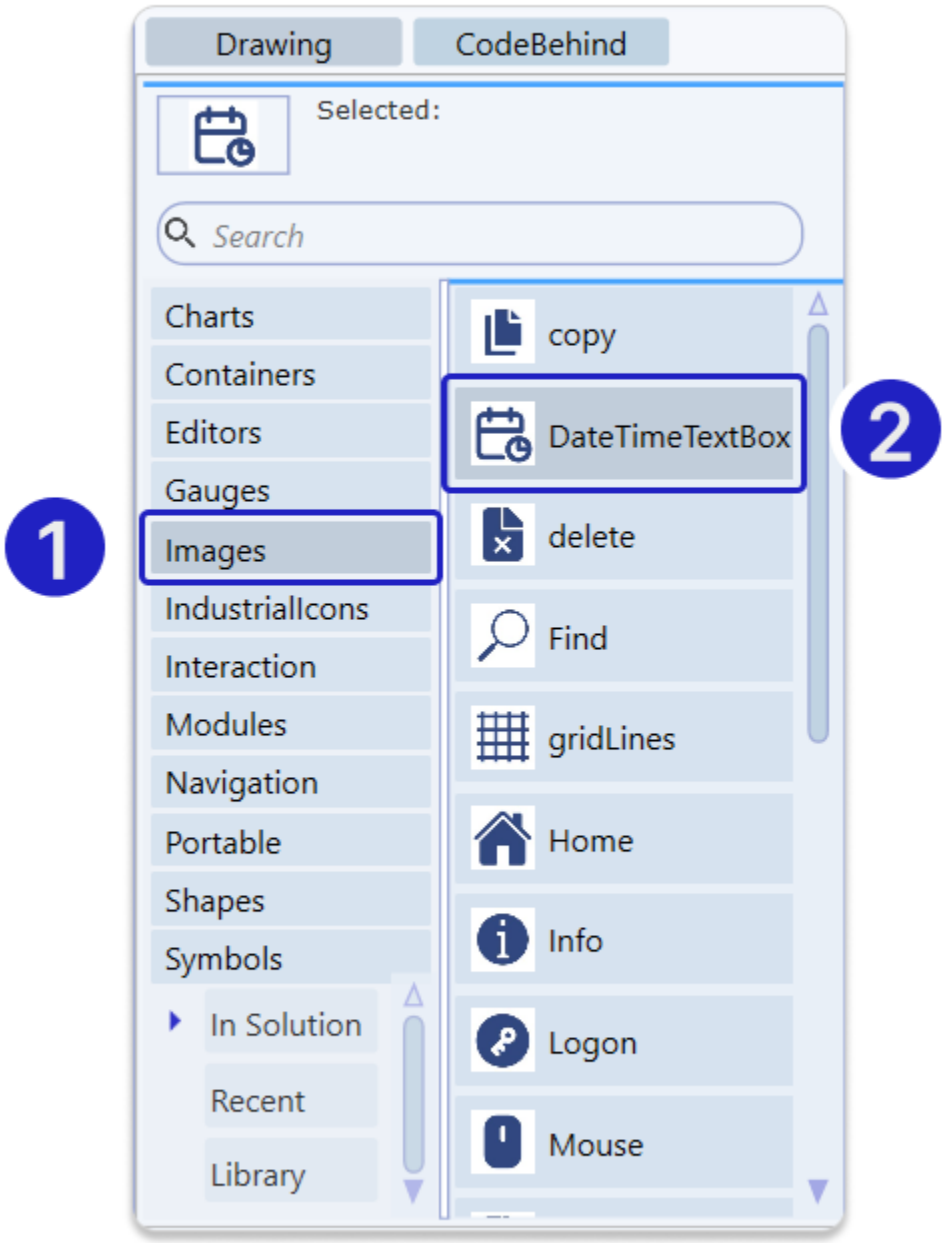
You can import Images to the solution by using the Images / Import File feature in Displays / Draw.

1. Go to **Displays** **Draw**.
2. On the Components Panel, select **Images**, then Import File.
3. Then you can choose the Image to be imported to the solution using the explorer.



Adding an Image to a Display

1. After importing the image using the method described above or via the Displays > Images page, the images will now be available within the Solution.
2. Click or drag-and-drop it on the Drawing area to use it.



Configuring Image Brushes

Images can be used as color brushes for any drawing object and can also serve as the color or FillColor dynamic attributes. You can use UNIFORM or FILL for image stretching.

The image can be applied to any graphical shape in the display. When a new image is inserted into the drawing area, it becomes the fill for the rectangle. Double-click it to open the configuration window.

Image Settings	
Field	**Description**
Fill	Sets the content to fill the rectangle. Click to change the following options: **Stretch:** changes the stretch to **None**, **Fill**, **Uniform**, or **UniformToFill**. **TileMode:** determines how the image is repeated or tiled within the shape. The options are **None**, **Tile**, **FlipX**, **FlipY**, and **FlipXY**. **Viewport:** changes the position of the image. Also, changes the width and height. **Select Resource...:** searches a new image to fill the rectangle.
Line	If checked, applies a color to the rectangle's edge.
IsConnector	Indicates whether the graphical element functions as a connector. When enabled, this setting allows the element to act as a link or connection point between other elements in the drawing.

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