

Image

Use this basic rule to display images in the dialog.

This chapter covers the following topics:

- Maintaining the Image Rules
 - Overview of Options
 - Defining Constant and Dynamic Images
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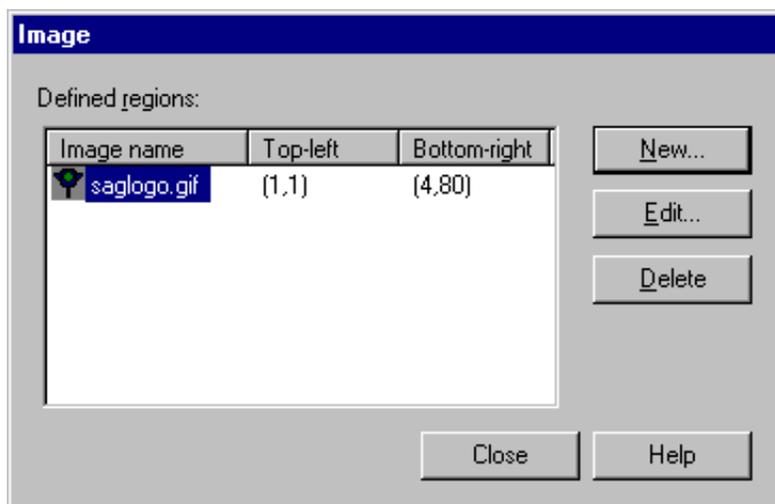
Maintaining the Image Rules

The images can be stored in any folder of the rules repository. See *General Information on Image Files* in the documentation *Defining the Rules Using the SDK*.

▶ To display all defined Image rules

- From the **Basic** menu, choose **Image**.

The Image dialog box appears. When this dialog box is shown, a check mark is shown next to the **Image** command.



When images have already been defined, the defined regions are shown in this dialog box. The scope window then shows the outlines of all defined images.

The color red in the symbol to the left of each defined region indicates that this rule has been disabled. A symbol with the color green indicates that the rule is enabled.

The following command buttons are available:

| | |
|---------------|---|
| New | Add a new Image rule (see below). |
| Edit | Modify the selected Image rule. Alternative: double-click an Image rule. |
| Delete | Delete the selected Image rule. Alternative: choose Delete from the Edit menu or press DEL to delete the selected Image rule. |

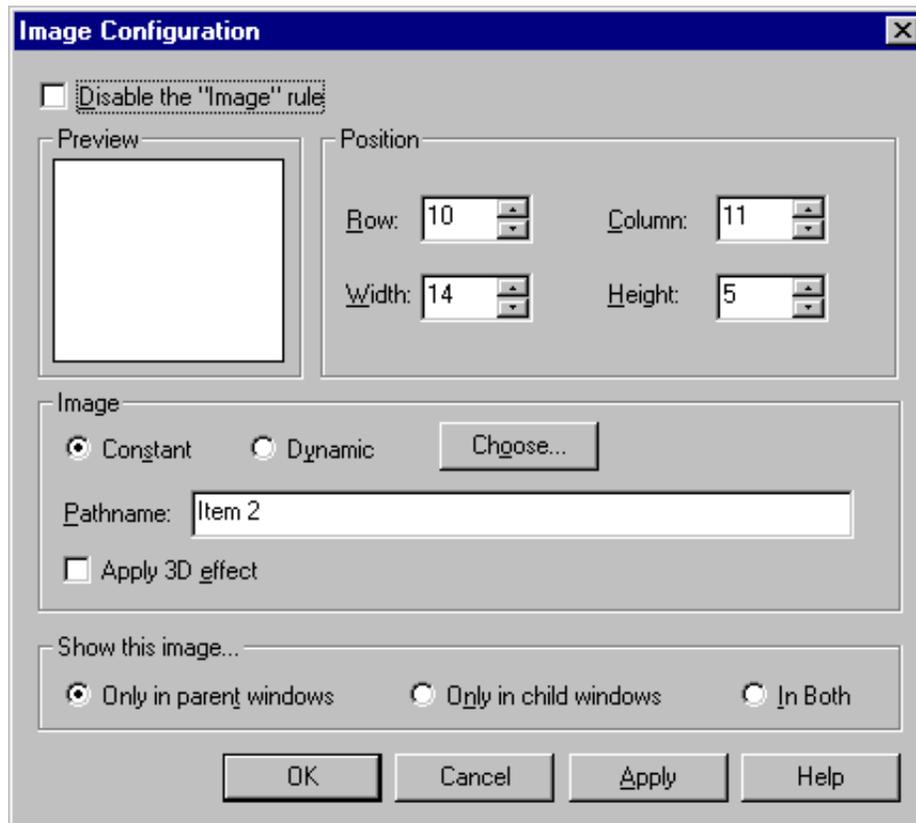
 **To add an Image rule**

1. Make sure that the screen file that is to be used as a template is shown in the scope window.
2. Display the Image dialog box as described above.
3. Choose the **New** button.
4. In the scope window, use the mouse to select the region that is to contain the image.

The Image Configuration dialog box appears.

5. Specify all required information as described below.
6. Choose the **OK** button.

Overview of Options



Disable the Image rule

When this check box is selected, this Image rule is disabled.

Preview

Only applies to constant images. Shows the image defined in the **Pathname** text box.

Position

The dialog position (row, column, width and height) at which the image is to be inserted. This is the region that has been selected using the mouse. Using the spin buttons, you can manually adjust the values.

Constant / Dynamic / Pathname

Select one of the following option buttons: **Constant** or **Dynamic**. See the description below for further information.

Apply 3D effect

When this check box is selected, the image is shown with a 3D effect.

Show this image

Select an option button to define whether the image is to be shown

- only in parent windows,
- only in child windows, or
- in both parent and child windows.

Defining Constant and Dynamic Images

A constant image always shows the content of the same file.

A dynamic image shows the content of a file that has the same name as the string that is found in the defined region of the screen. For example, when the content of this field is a user ID, an image that has the same name as this user ID will be displayed.

▶ To define a constant image

1. Select the **Constant** option button.
2. Choose the **Choose** button.

The Open dialog box appears.

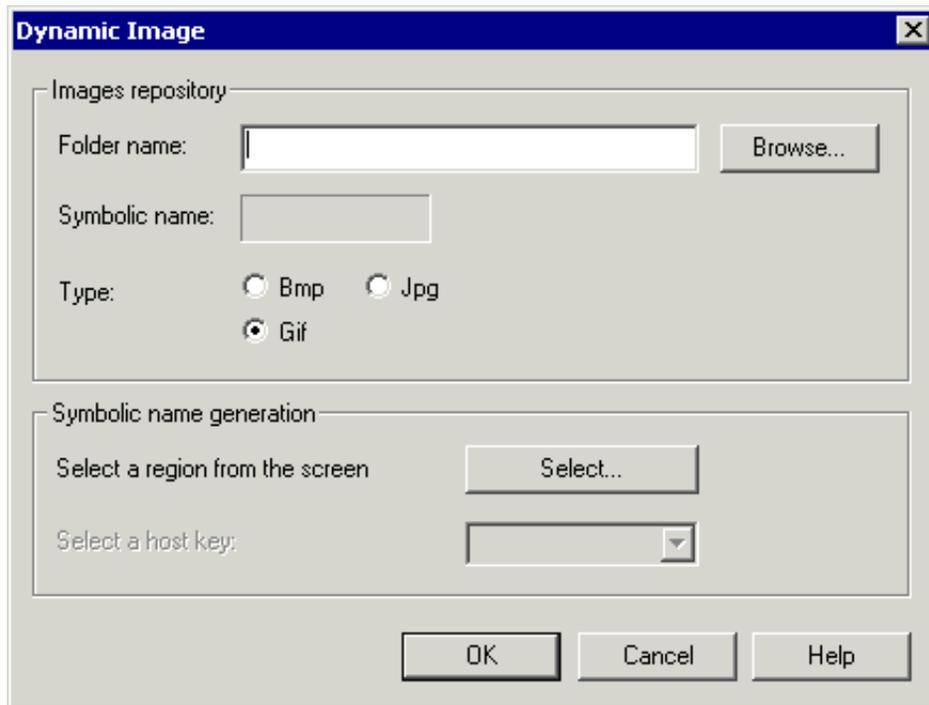
3. Select the desired image.
4. Choose the **Open** button.

The path is now shown in the **Pathname** text box.

▶ To define a dynamic image

1. Select the **Dynamic** option button.
2. Choose the **Choose** button.

The Dynamic Image dialog box appears.



3. Specify a folder in your rules repository (relative to the root folder of the rules repository), or choose the **Browse** button to select the folder from a dialog box.

This is the folder containing your image files.

4. Select the option button for the desired type (**Bmp**, **Gif** or **Jpg**).

This is the extension of the image files that are to be used.

5. Choose the **Select** button.
6. Select a region in the scope window.

The content of this region is then used to display an image with the same name as the character found in the defined region. The location of the defined region is now shown in the **Symbolic name** text box. It is enclosed in percent (%) signs.

Note:

The **Select a host key** drop-down list box is not available for this rule.

7. Choose the **OK** button.

The path is now shown in the Image Configuration dialog box.