Using image files

1. Summary

XGT Panel supports a variety of image file types (BMP, JPG, GIF, WMF, PCX, ICO, etc) based on 6500 colors.
Specially, users can pick an image directly from the object. Thus diverse and beautiful data screens can be achieved.

Here, we will explain how to use bit switch and lamp briefly.
Executing the sample screen data 'use image files.xpd' at XP-Builder will help you understand.

2. Making the screen data

(1) Place a bit switch on the screen and select the displayed category. Press 'Open' in the screen.

(2) Select the image that you would like to use. (Select each image for On/Off)

On status image

Off status image

(3) Enter any caption.

(4) Create a bit lamp following above steps.

On status image

Off status image

(5) Arrange it following above procedures.

3. Verify through simulations

Select this icon among XP-Builder's toolbar.
If there were errors in data screen, the following message will be displayed.

In case of no error, following simulator will be operated.

STOP!
Using many image files may expand your screen data storage. In order to make an effective screen data, use JPG images that are easily compressed.

4. User tips!

☞ re-use images

If the image were used, it automatically registers in the graphic library.

(a) Select the graphic library icon from the tool bar.
The Graphic library window will be displayed.

(b) Automatically appears in the user category

(c) Images that were used during the above process
(1) ~ (4) will be saved.

Once images were registered to the graphic library, they can be used in other objects.
For instance, those images can be used following below procedures to make bit messages.

(a) Press Library

(b) Select User Category

(c) Select images.

(d) Press OK.

(e) The selected image will be displayed

Moreover images are not limited to object usages alone. It can also be utilized as a general picture.

☞ Checking memory space

For the case image files were used, you may have to check for memory space. XGT Panel's maximum allowance is 10MB. Thus exceeding its capacity will result in transfer-failures of screen data to XGT Panel.

Press the icon from the toolbar

You will be able to check for current memory usage.