

CROUZET TOUCH

HOW TO CREATE A PICTURE LIBRARY



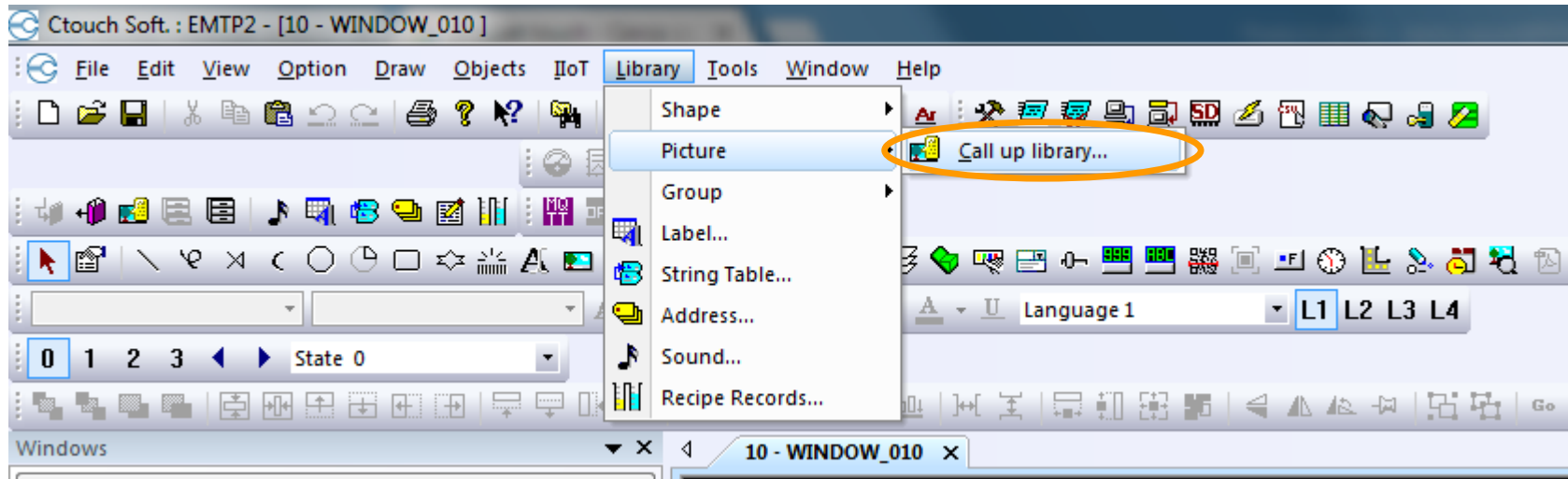
SUMMARY

- How to create a picture library
- How to create a new object

HOW TO CREATE A PICTURE LIBRARY

How to create a picture library

- In order to create a new library of custom objects click on *Library > Picture > Call up library* in the tool bar



How to create a picture library

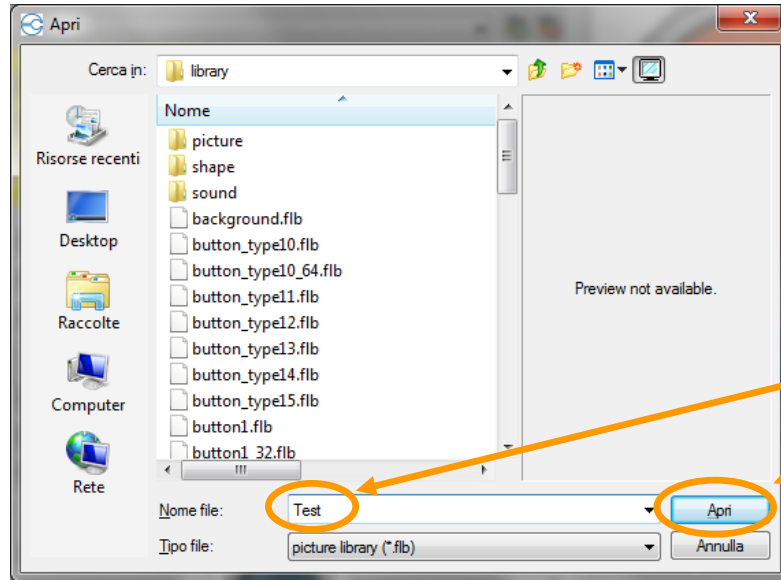


Clicking on *Call up library* will bring up the following window. Objects and their pictures can be saved in the *Project* (empt file) or in a *Library* on your PC.

Click on *Library* tab

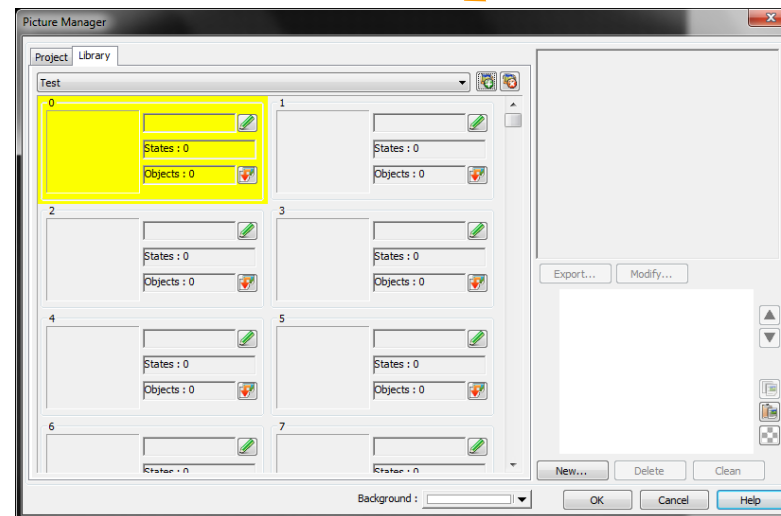
To create a new library click on the *New Library* icon

How to create a picture library



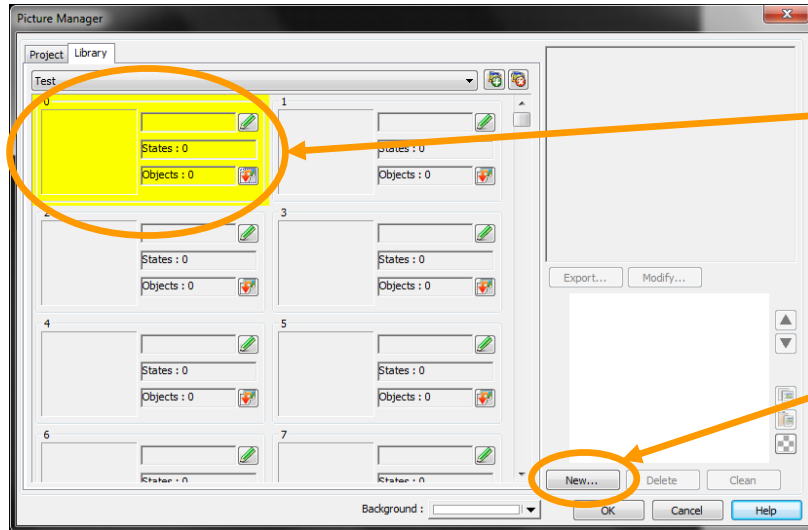
Once you click on *New Library* enter the name of the new library (*Test* in our example) and click on *Open*.

This will create a new empty library file (with .flb extension).

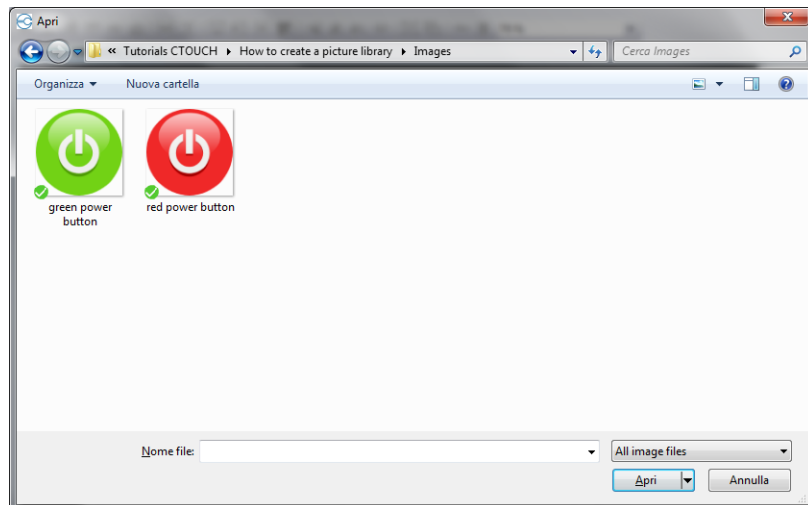


HOW TO CREATE A NEW OBJECT

How to create a new object

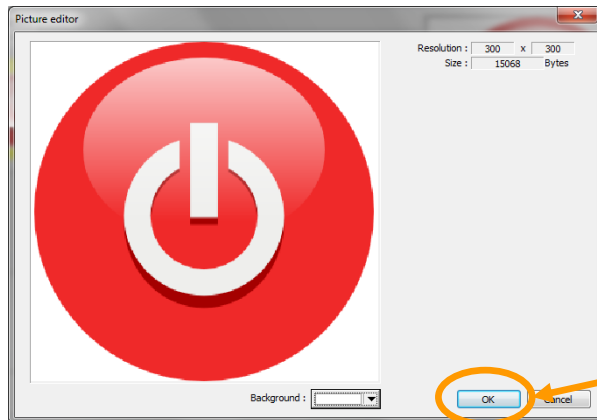
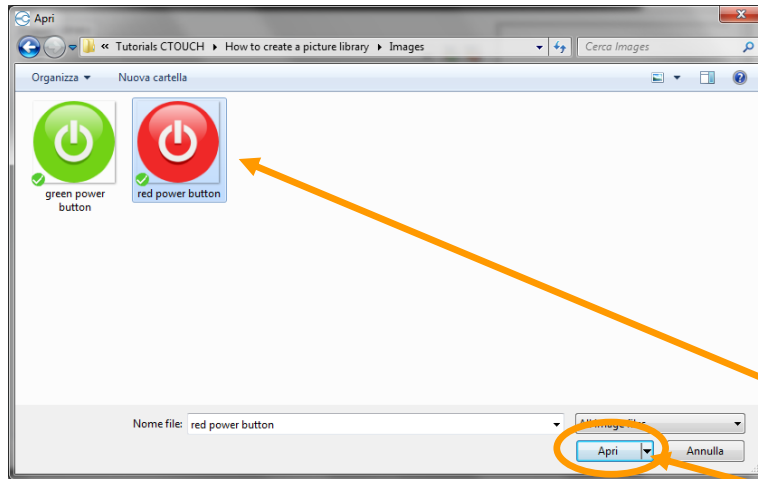


To add a new picture to the library select one of the available objects (selected object is in yellow) and click on *New...*



By clicking on *New...* you will be asked to select a picture for state 0 from a folder on your PC. Browse to the folder with the pictures you want to use

How to create a new object

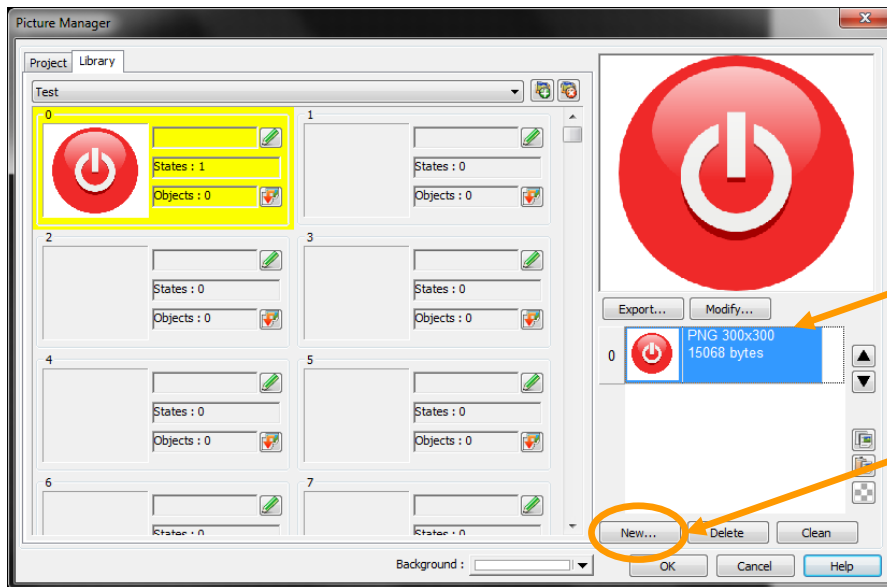


To create an object (lamp, pushbutton...) each picture needs to be linked to a state which will be driven by the variables associated to the object.

We will create a 2 state object showing a red power button on state 0 and a green power button on state 1.

Select the file *red power button* and click on *Open* then on *OK* to add it to state 0

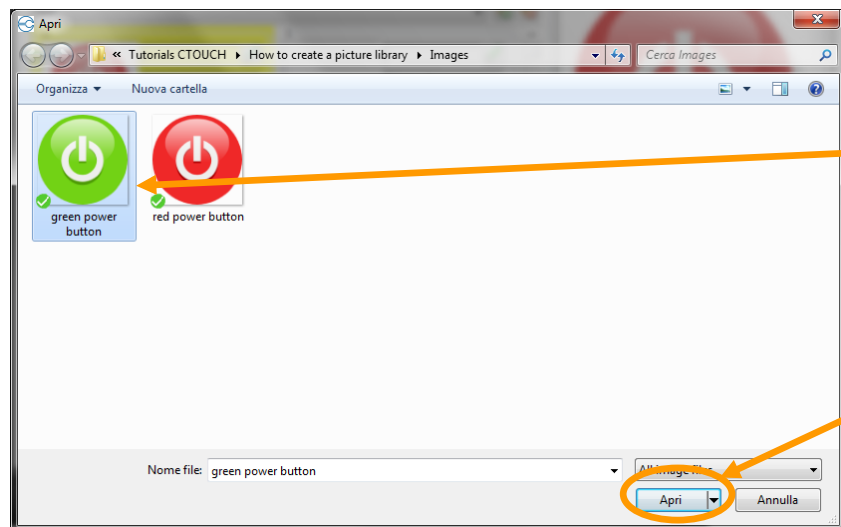
How to create a new object



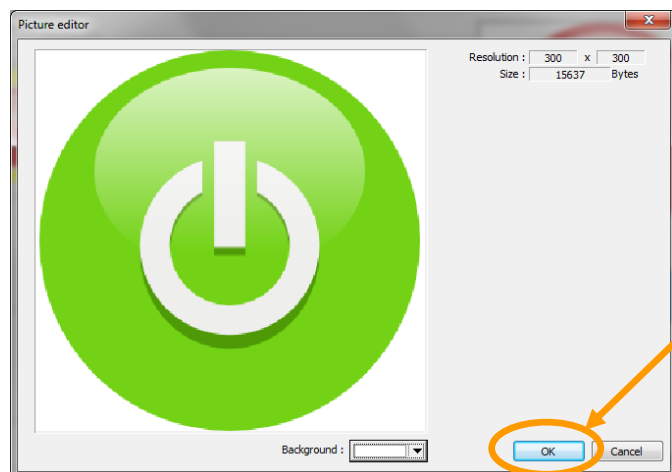
The picture of a red button has been added to the state 0 of the selected object.

Click on *New...*

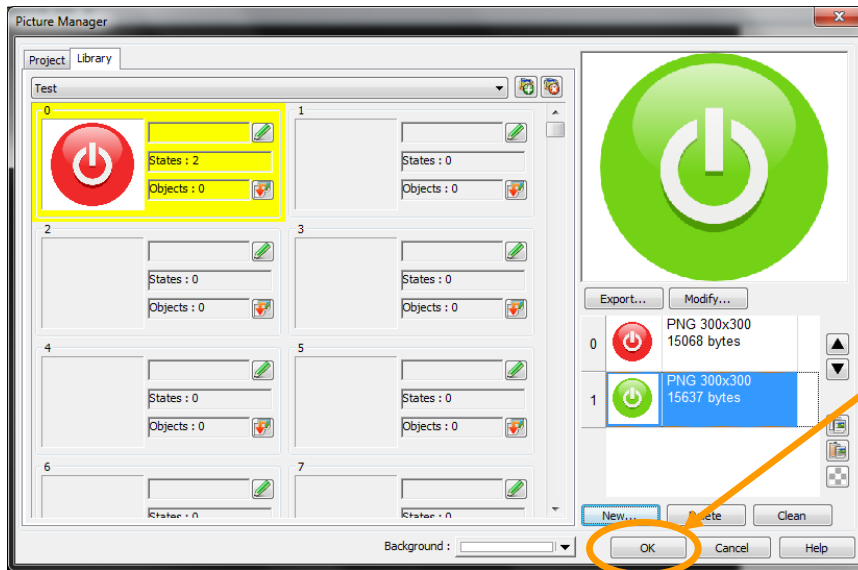
How to create a new object



Select the file *green power button* and click on *Open* then on *OK* to add it to state 1



How to create a new object

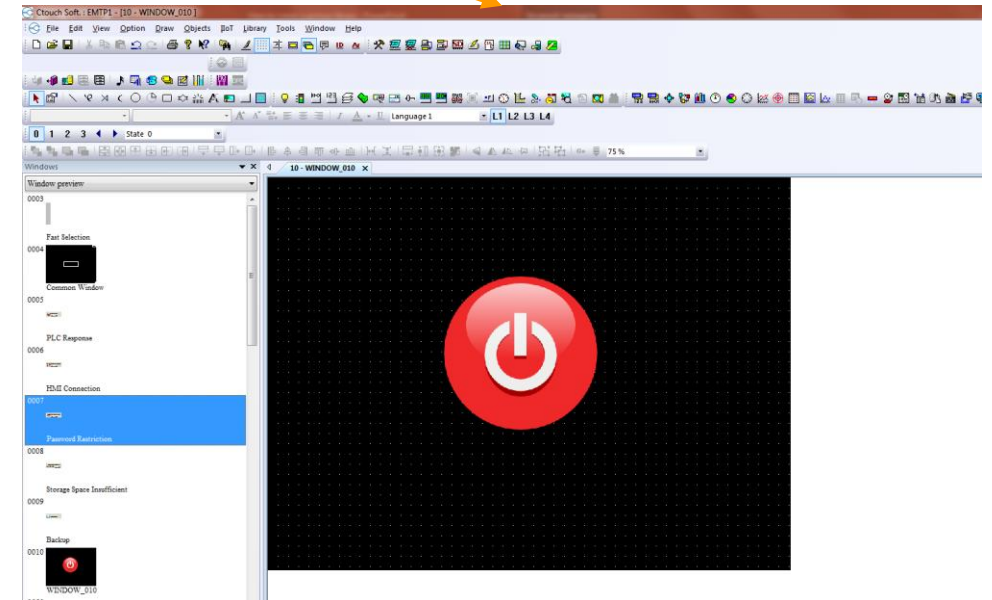
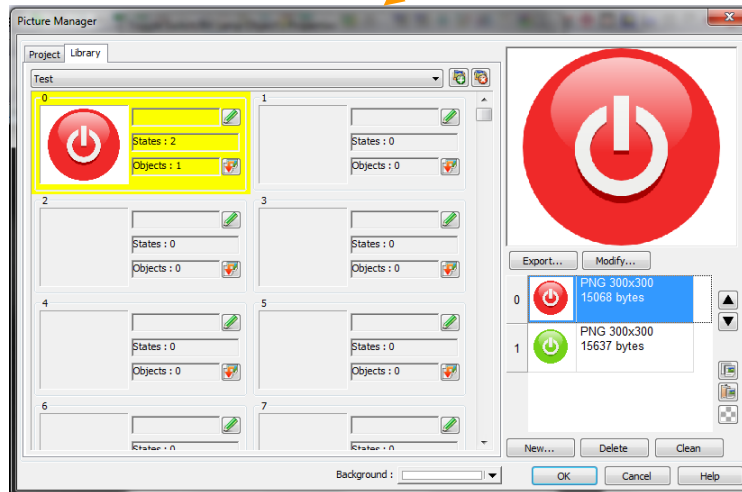
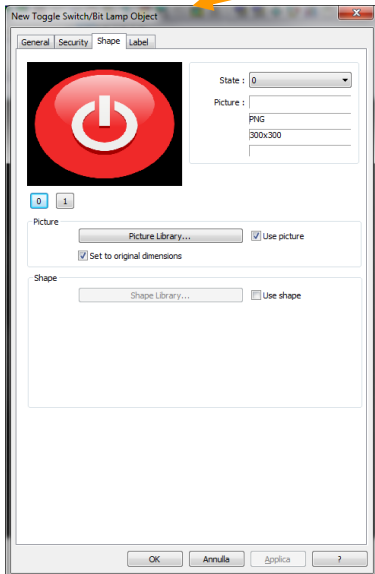


The picture of a green power button has been added to state 1. Click OK to finish and save the library.

You can add more states to the object by clicking on New... and repeating the steps shown above until you reach the desired number of states.

How to create a new object

You can now use the new object in your program. The new object can be used for a toggle switch. Select the object from the picture library, assign it to a variable and place it on your project page



THANK YOU FOR YOUR ATTENTION

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