14. Shape Library and Picture Library

This chapter explains how to build Shape Library and Picture Library.

14.1.   Overview

EasyBuilder Pro provides Shape Library and Picture Library for visual effects on objects.
Picture Manager provides two modes: [Project] and [Library]. Pictures in [Project] mode will be stored in .emtp project file. Pictures in [Library] mode will be stored in EasyBuilder Pro libraries, or the user-defined directory.
Each Shape or Picture includes up to 256 states. This chapter explains how to build Shape Library and Picture Library.

☞ For more information about using libraries while creating an object, see "9 Object General Properties".
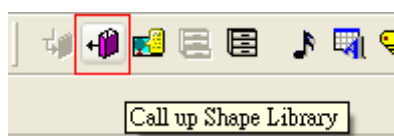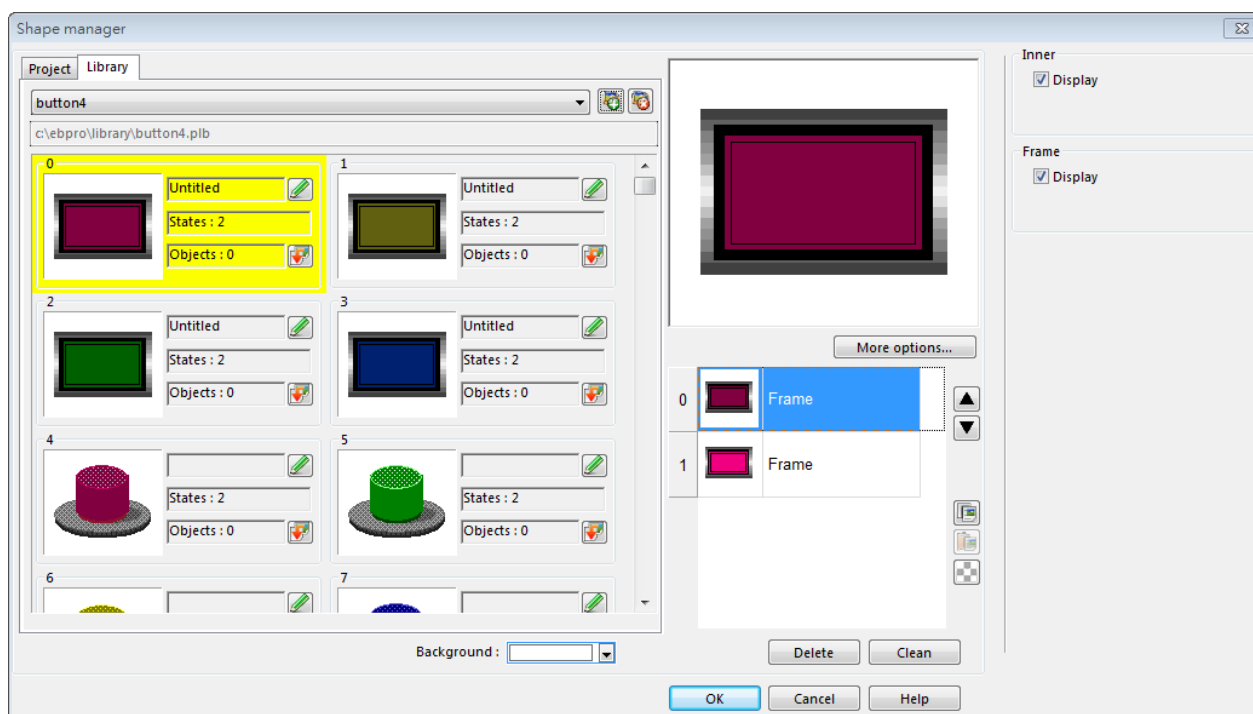
14.2.   Building Shape Library

Shapes are vector graphics constructed by lines, curves or polygons. A Shape can have more than one state, and each state includes two parts: frame and inner, as shown in the following figure.
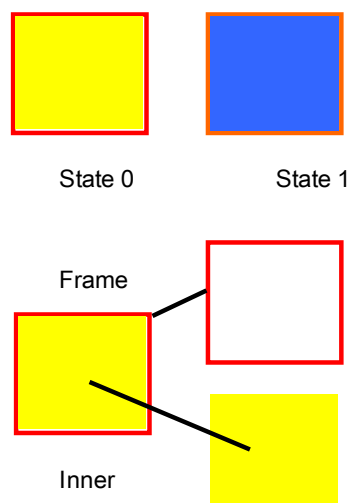
14.2.1.   Shape manager

An object can use frame, inner or both. Click [Project] » [Shape], and the [Shape manager] dialog box appears.

| Setting	Description
Project	The Shape edited here will be saved in .emtp. Up to 1000 Shapes can be added.
Library	The Shape edited here will be saved to the library directory on PC and will not be saved to .emtp project file.
New library	Include existing .plb shape library files or create a new one. To create an empty library, enter a new file name and click [Open]. Up to 40 library files can be added.
Unattach library	Exclude currently selected library.
Copy to project	Copy the selected Shape to [Project]. Only the shapes that do not belong to the System Libraries can be copied. Shapes in System Frame/System Button/System Lamp/System Pipe cannot be copied.
Background	Select and preview the background color of the Shape. The color is only displayed in [Shape manager] dialog box, and is not displayed when placing the object in the screen.
More options	Set the color and style of [Inner], [Frame], and

[Pattern].	
▲ ▼	Move the Shape to the previous / next state.
🖼 **Copy**	Copy the selected Shape.
📋 **Paste**	Paste the copied Shape.
▦ **Insert transparent state**	Insert a blank state after the selected state.
Delete	Delete the selected state of the shape.
Clean	Delete all the states of the selected shape.
OK	Confirm to save the edited Shape.
Cancel	Cancel the editing event.
Help	Open help files.

✎**Note**

■ The color of [Inner] and [Frame] can be selected in Shape Library. The selection of [Pattern Style] is only available in System Frame / System Button Library.
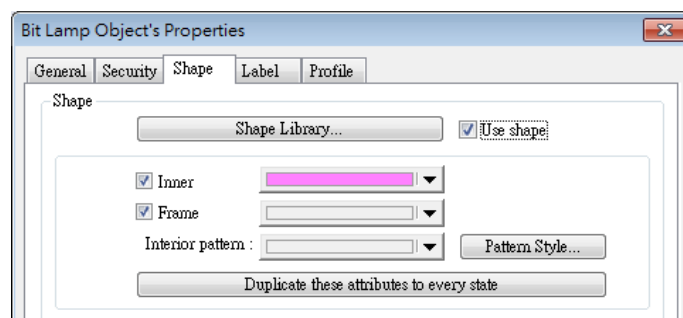
■ cMT Series supports using gradient patterns in [Pattern Style], as follow:
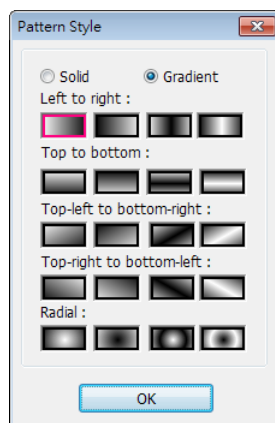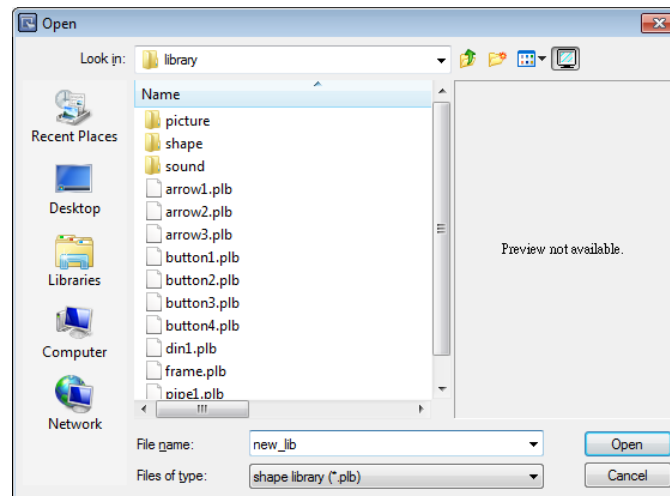

14.2.2.   Steps to Build Shape Library

The following explains how to create a new Shape Library and add a Shape with two states into

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the library.

1. Click [New library] and enter the name of the new Shape Library, for example, "new_lib".

2. Click [Open], a popup dialog appears; click [Yes] to create the file.

3. A new Shape Library [new_lib] is added in [Shape manager], and its directory is shown below the name. This library is empty now as shown in the following figure.
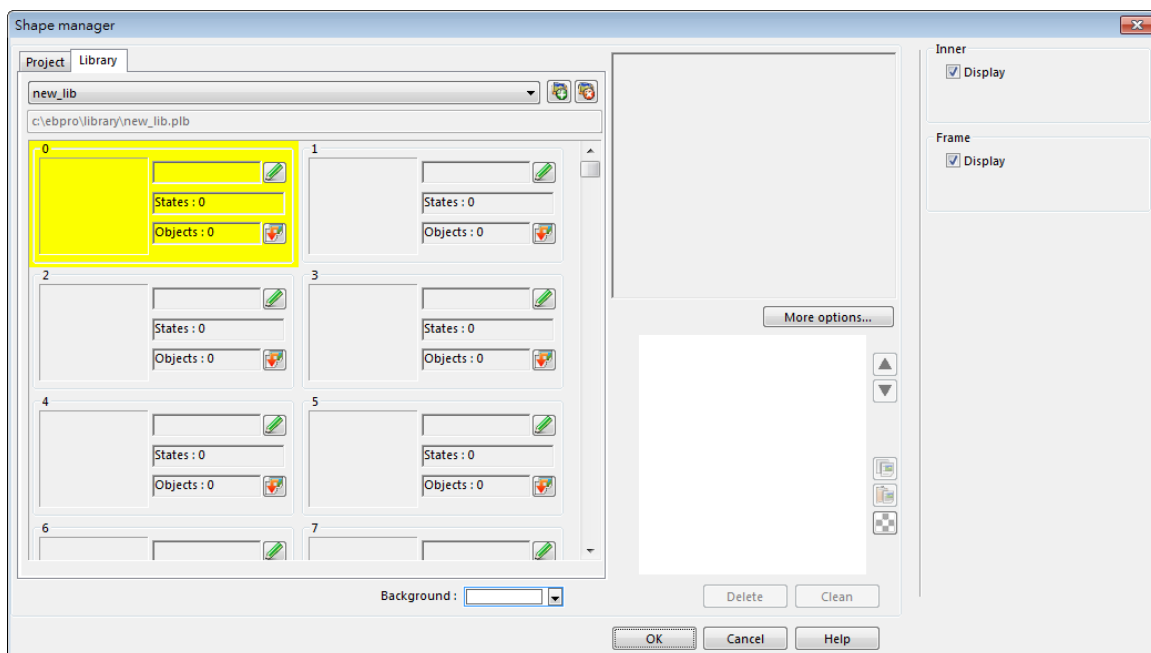
4. Add a state to the selected Shape. First, use the drawing tools to draw a frame and inner in the window and select the frame to add to the Shape Library.
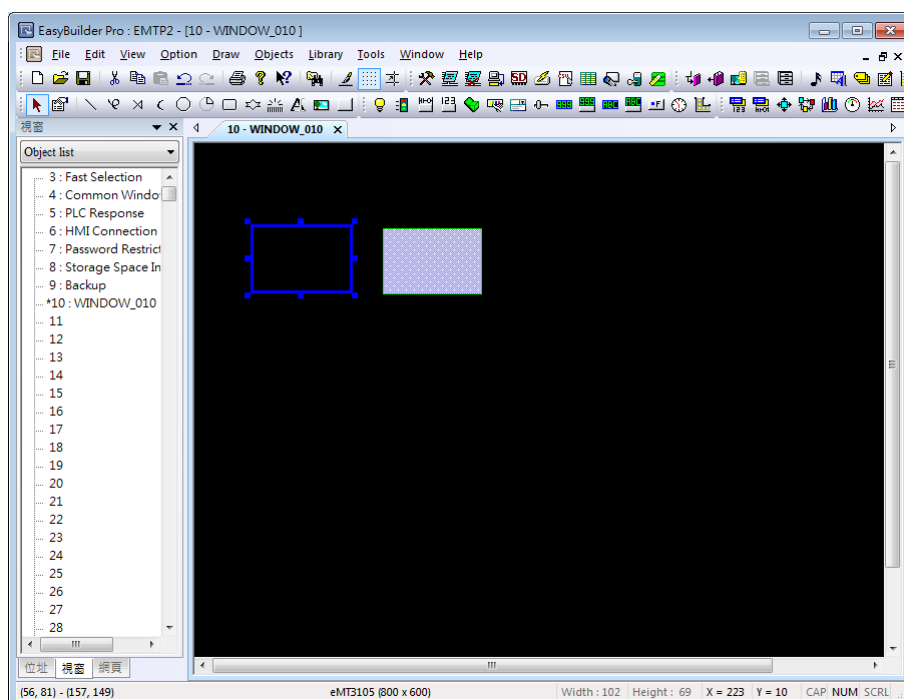
5. Click [Project] » [Shape] » [Save to shape] button in the toolbar, select [new_lib], and select a number in this library. The selected number is highlighted yellow.

6. Save the Shape as [Frame], select [Insert], and click [Save].
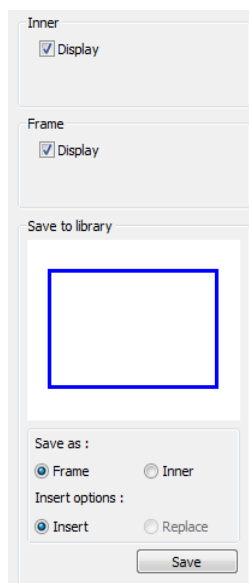
Setting	Description
Inner	Displays the inner of the Shape.
Frame	Displays the frame of the Shape.
Save to library	**Save as Frame**
	Saves the Shape as a frame.
	Save as Inner
	Saves the Shape as inner.

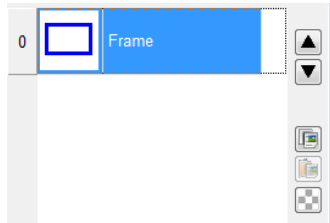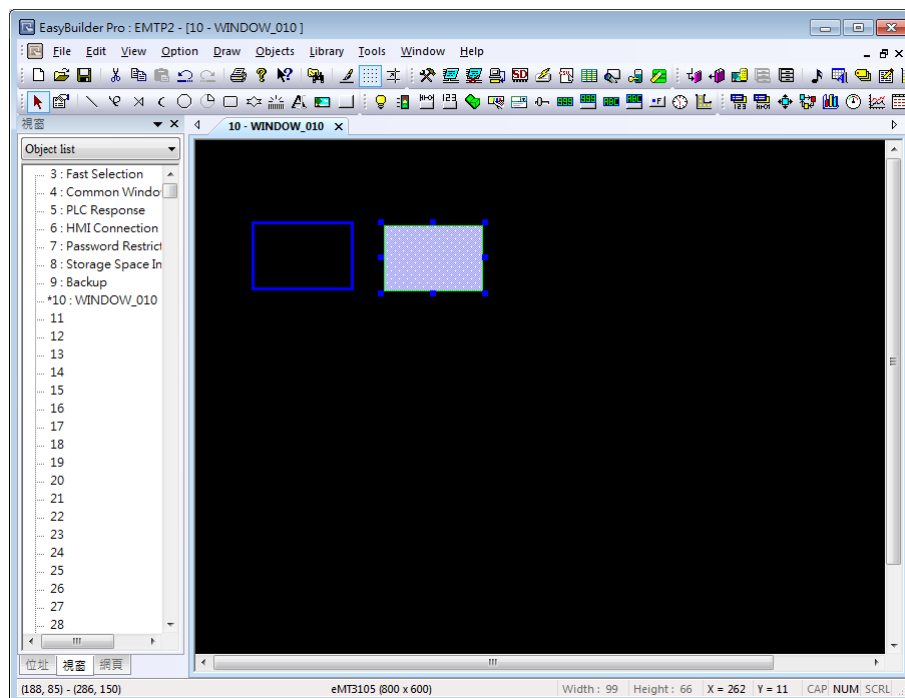|	**Insert**
	Inserts the Shape to be a new state.
	Replace
	Replaces a state with this Shape.
Save	Saves the settings above.

7. The following shows that a state of the Shape is added, and is defined as a frame.
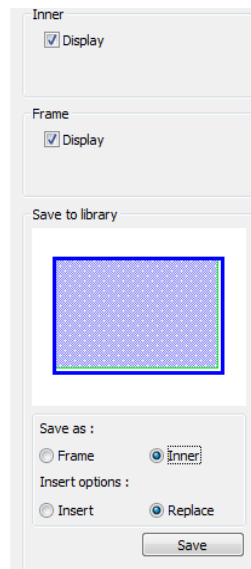

8. Create the shape to be saved as inner. Select the shape drawn in the window.


9. Click [Save to Shape Library] button in the toolbar, select [new_lib], and select the same number as in creating the frame in this library. The selected number is highlighted yellow.
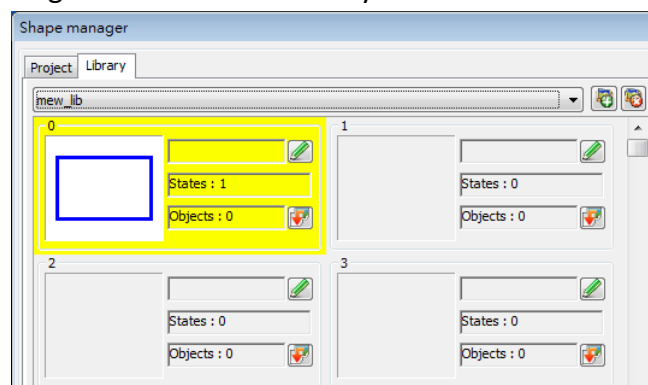

10. Save the Shape as [Inner], select [Replace], and click [Save].

11. A state of a Shape can include [Inner], [Frame], or both. The state 0 of the Shape shown in the following figure includes both frame and inner. Click [OK], the state 0 of the Shape is created.
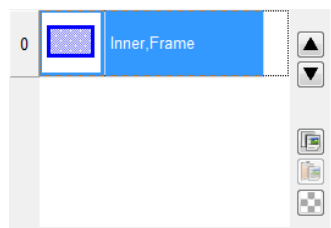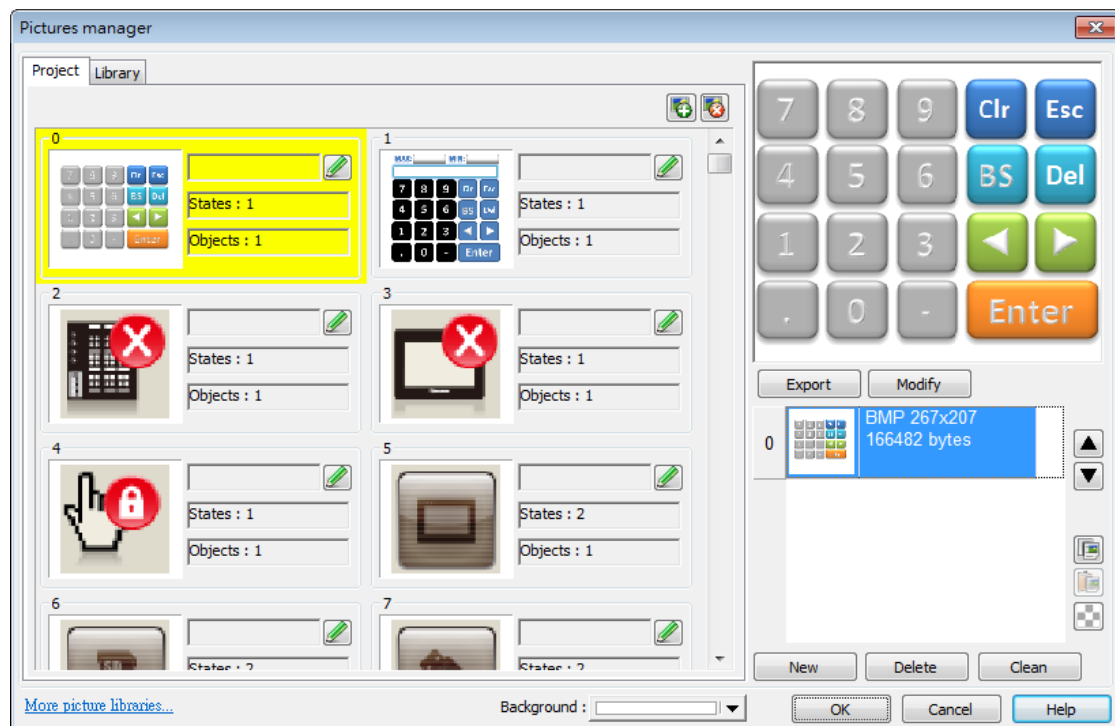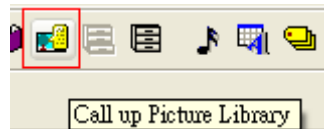

12. Follow the steps of creating state 0 and insert a new state set to state 1 as shown in the following figure. The Shape now has two states, click [OK] to finish setting.
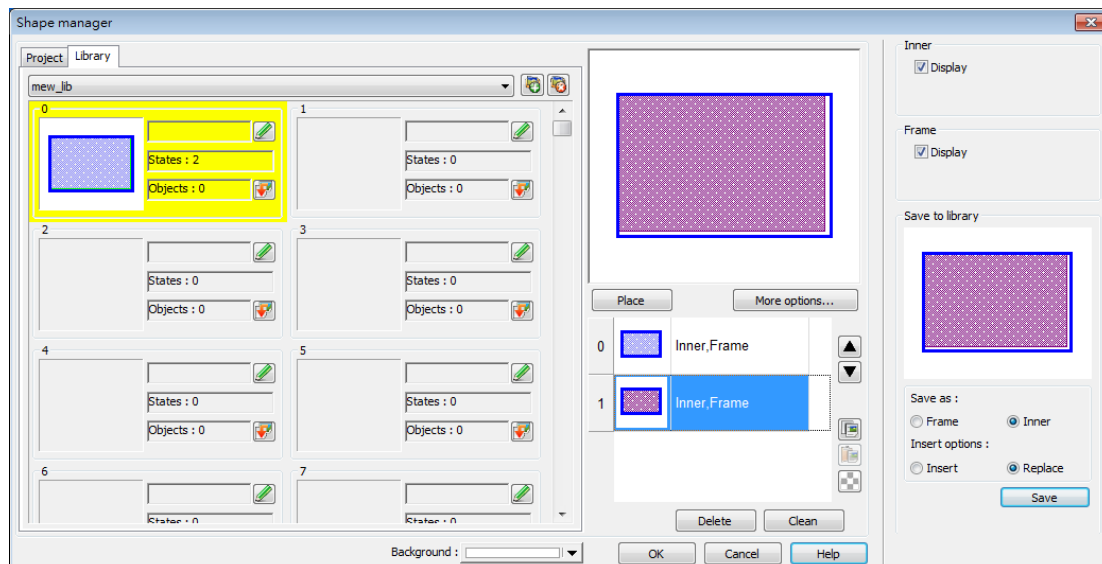
14.3.   Building Picture Library

14.3.1.   Picture manager

Click [Project] » [Picture] button in the toolbar and the [Picture manager] dialog box appears.

Setting	Description
Project	The Picture edited here will be saved in .emtp. Up to 1000 Pictures can be added.
Library	The Picture edited here will be saved to the library directory on PC and will not be saved to .emtp project file.
New library	Add the existing .flbx and .flb picture library files. To add a new library that does not exist, enter a new file name and click [Open], an empty library file is created. Up to 40 library files can be added.
Unattach library	Delete the currently selected library.

|	
🔍 **Browse libraries**	Search for path and view the pictures in the path.
📥 **Copy to project**	Copy the Picture to [Project].
Background	Select the background color of the Picture. The color is only displayed in [Picture manager] dialog box, and is not displayed when placing the object in the screen.
More picture libraries	Log in to Weintek Official Website to download more libraries.
Export	Export the selected Picture.
Modify	Modify the settings of the selected Picture.
▲ ▼	Move the Picture to the previous / next state.
📋 **Copy**	Copy the selected Picture.
📋 **Paste**	Paste the copied Picture. The Picture copied to the clipboard can be imported to the library by pasting.
▦ **Insert transparent state**	Insert a blank state after the selected state.
New	Add a new Picture.
Delete	Delete the selected Picture.
Clean	Delete all the Pictures listed here.
OK	Confirm to save the edited Shape.
Cancel	Cancel the editing event.
Help	Open help files.

✎ Note

■ The supported picture formats are .bmp, .jpg, .gif, .dpd, .svg and .png. When adding a gif animation file in Picture Library, the loop times of this animated Picture can be set.
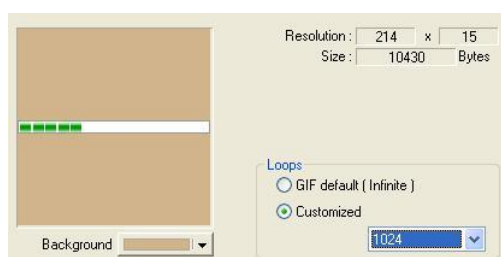
14.3.2.   Steps to Build Picture Library

The following example explains how to create a new Picture Library and add a Picture with two states into the library.
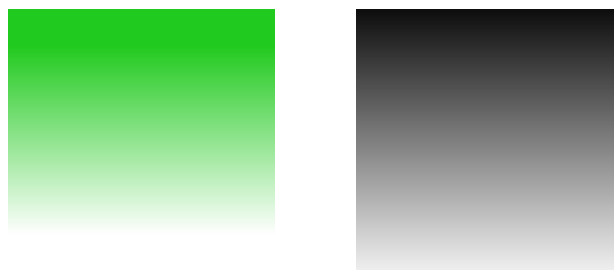
1.   Click [New library] and enter the name of the new Picture Library.
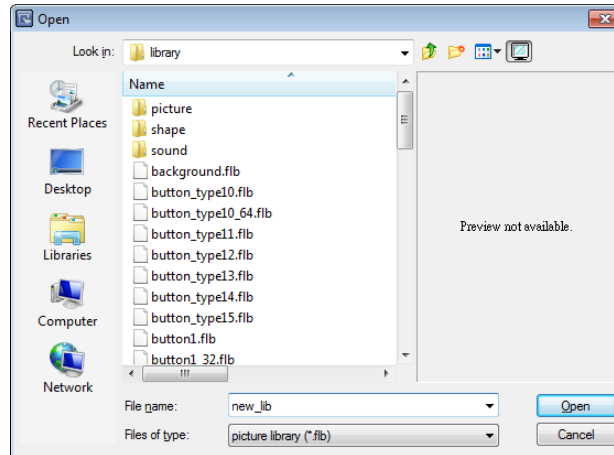
2.   Click [Open], a popup dialog appears; click [Yes] to create the file.

3.   A new Picture Library [new_lib] is added in [Picture manager]. This library is empty as shown in the following figure.
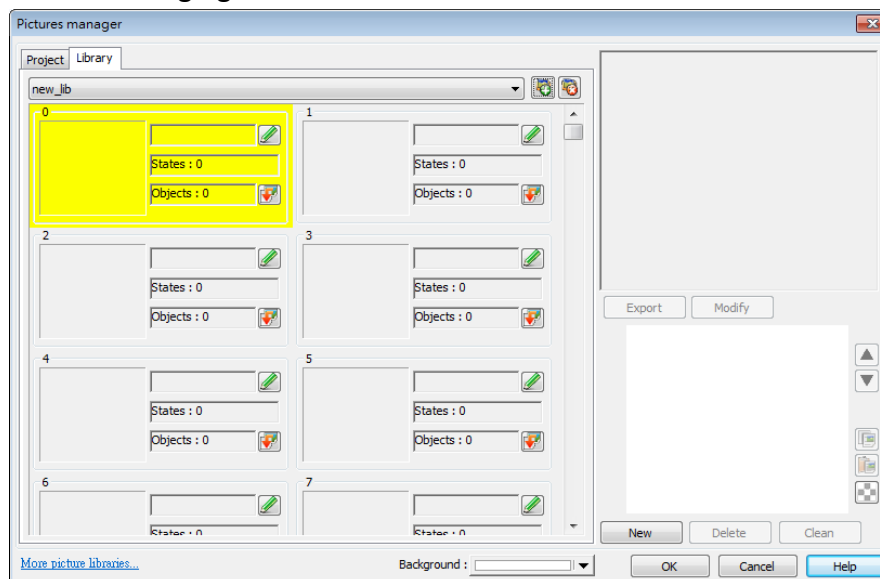

*4.*   Draw the two pictures below to represent state 0 and state 1 respectively.

5.   Select [new_lib], and select a number in this library. The selected number is highlighted yellow.

6. Click [New], and select the picture for state 0.

7. When the following dialog box is shown, select [Enable] check box to use transparent color. Set to RGB (121, 121, 121), the corresponding color in the picture below will be transparent. Or, click on a desired area with mouse to be the transparent area, the system will show the RGB of the clicked area automatically.
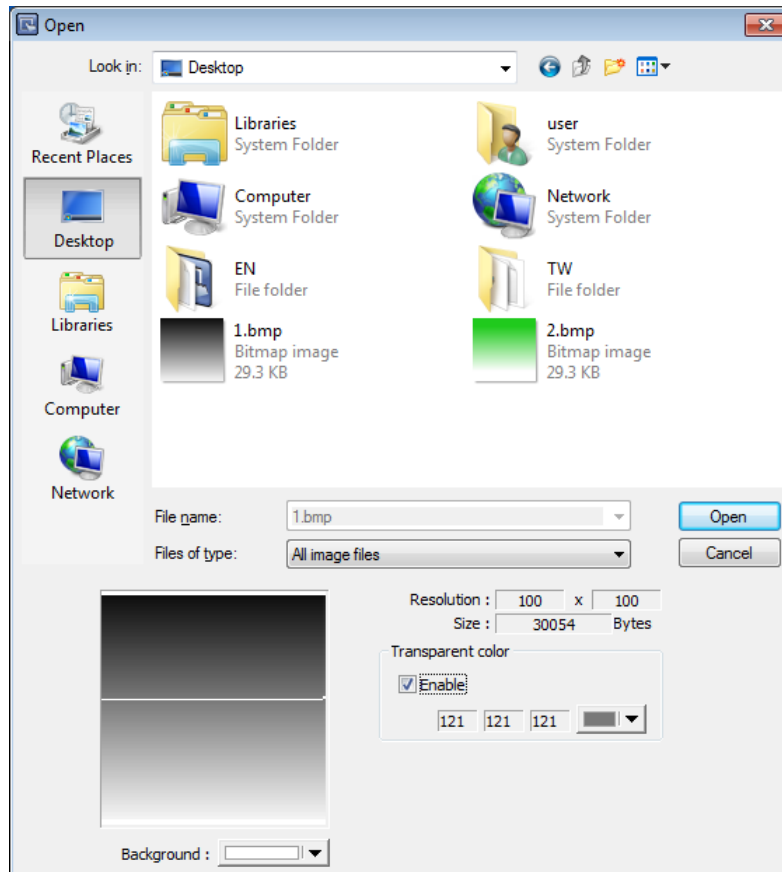
8. The Picture of state 0 is created. Follow the steps of creating state 0 to create state 1 by clicking [New] as shown in the following figure.
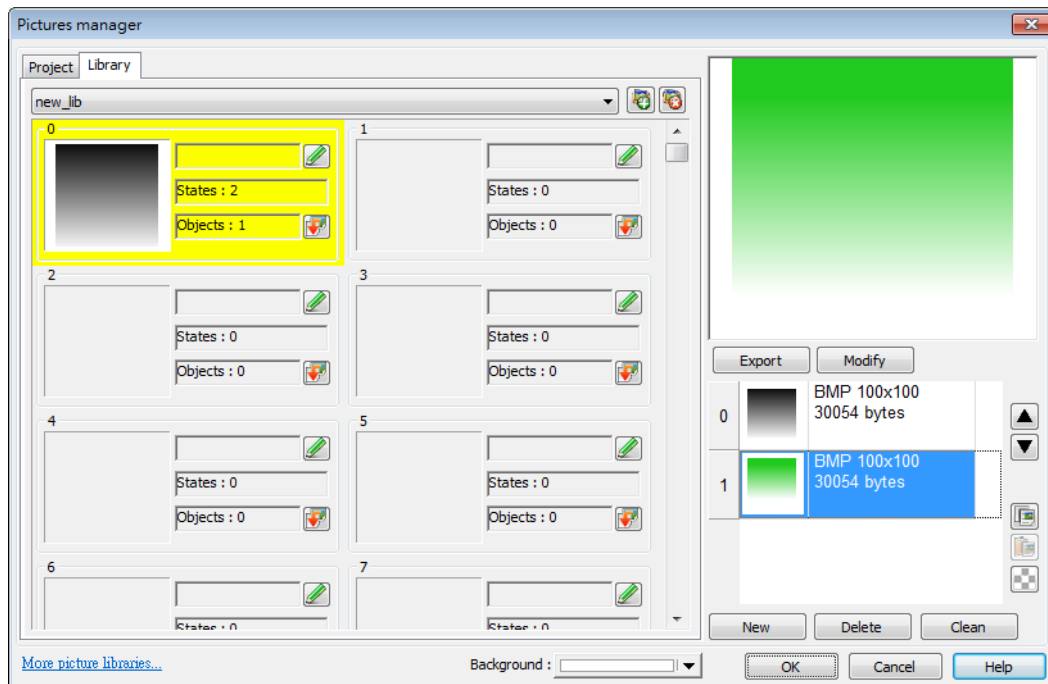
9. When finished, a complete Picture is created, click [OK]. In [Picture manager] dialog box it shows that the newly added Picture Number 0 is a bitmap picture with two states.
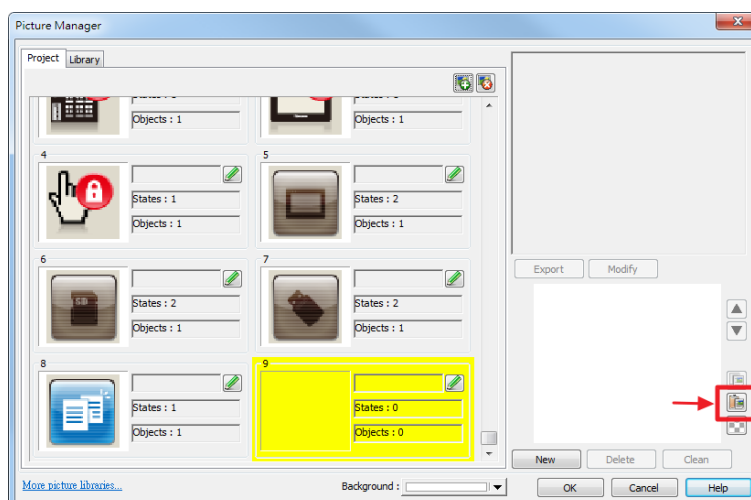
14.3.3. Steps to Import Picture by Pasting

The following example explains how to import a Picture into the library by pasting the picture from the clipboard.
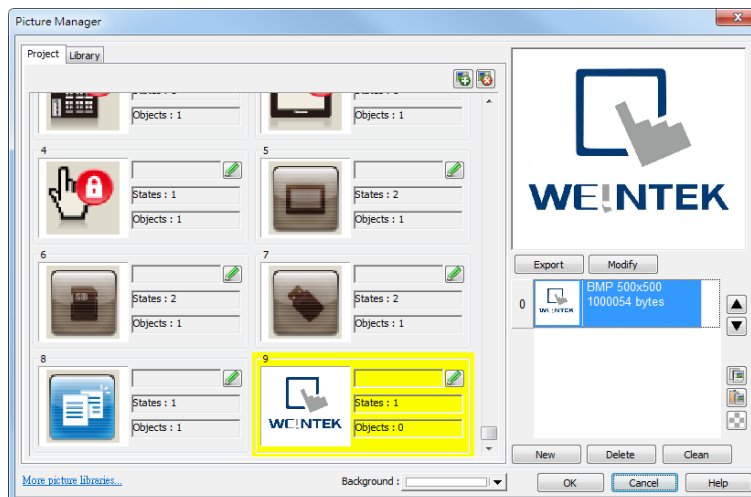
1. Copy the following picture to the clipboard.

2. Click the Paste icon on the right side.

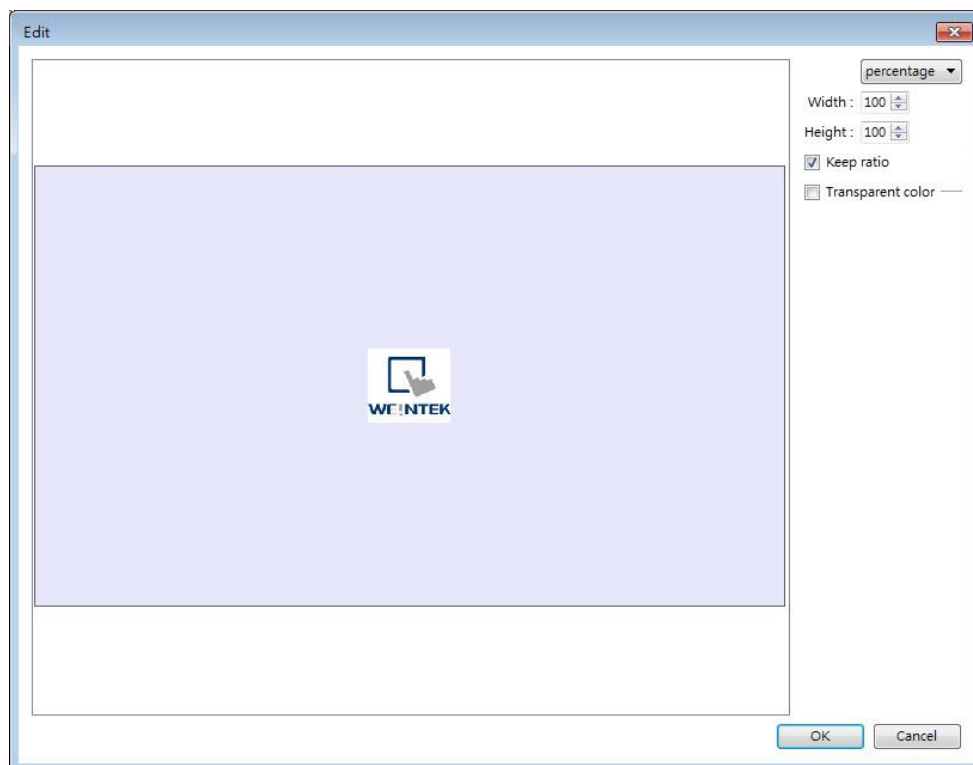*3.* The Pictur can be easily imported to the library.

Pasting a picture directly from the clipboard into the project editing window is possible.

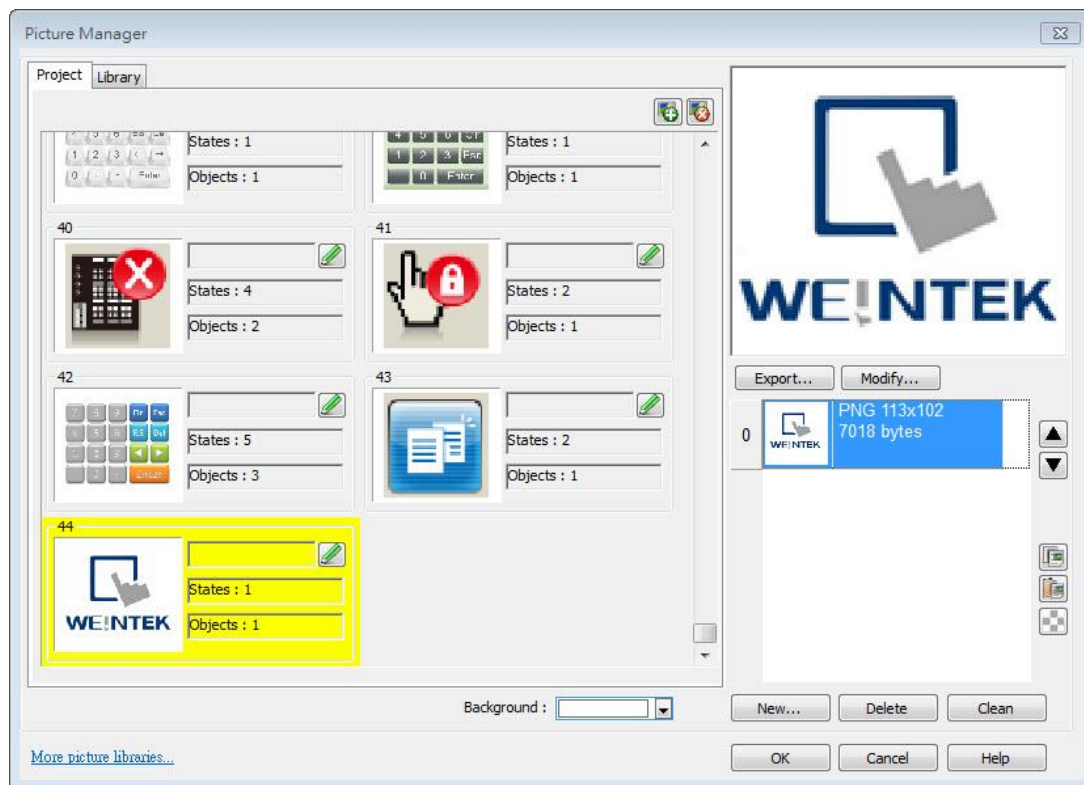*1.* If the picture below is already in the clipboard.

2. Pressing Ctrl+V key in the editing window will open the following dialog box.

3. The picture will be pasted into the editing window after clicking OK.

4. Double clicking the picture and open Picture Library, the picture can be found in the

Project tab in Picture Manager.

Note

■ Transparent color can only be set for .bmp, .dpd, and .jpg picture files.

14.4. Immediate Modification and Preview

Shape Library / Picture Library settings windows are opened in the editing window. The user can immediately change the picture used by an object or multiple objects, and certain libraries support immediate color change.
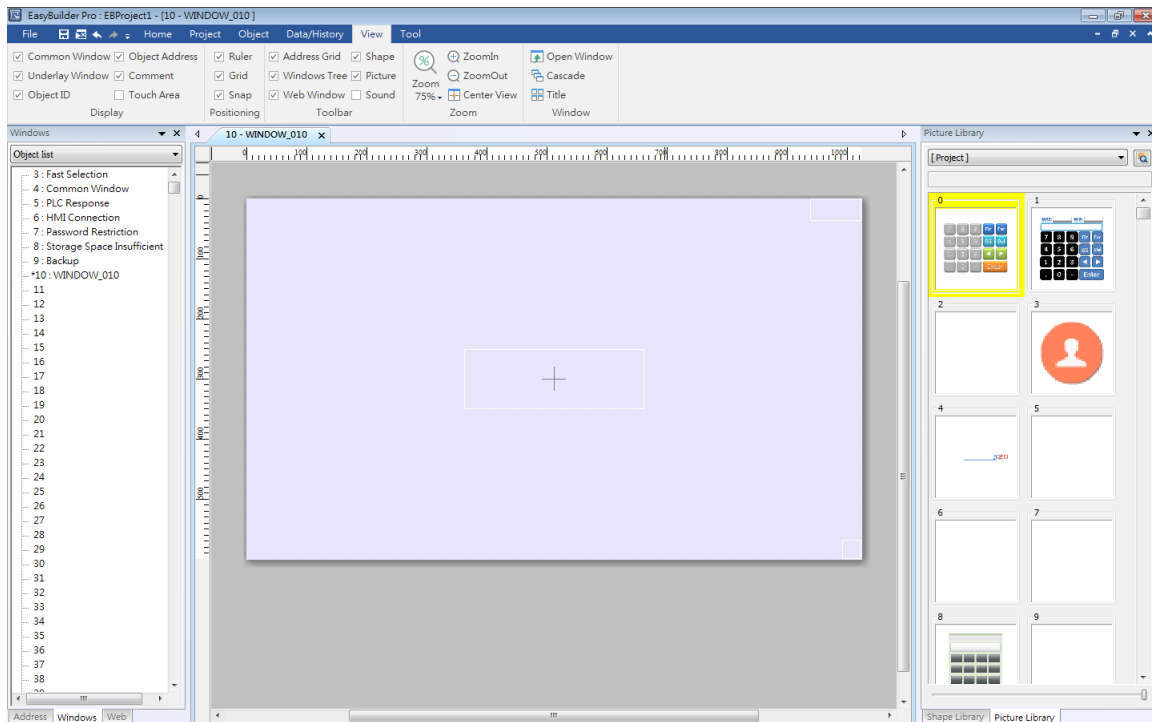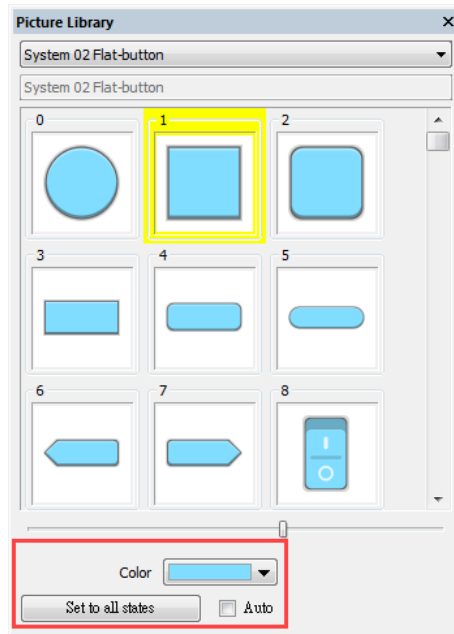
14.4.1.   Replacing a Picture

1.   Click the object or objects whose picture is to be replaced.
2.   Locate a new picture in Picture Library window and click the lower-right corner of that picture.
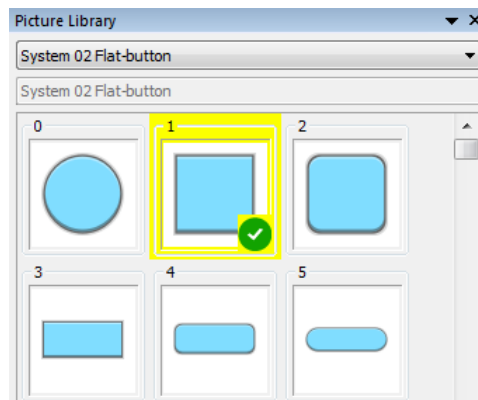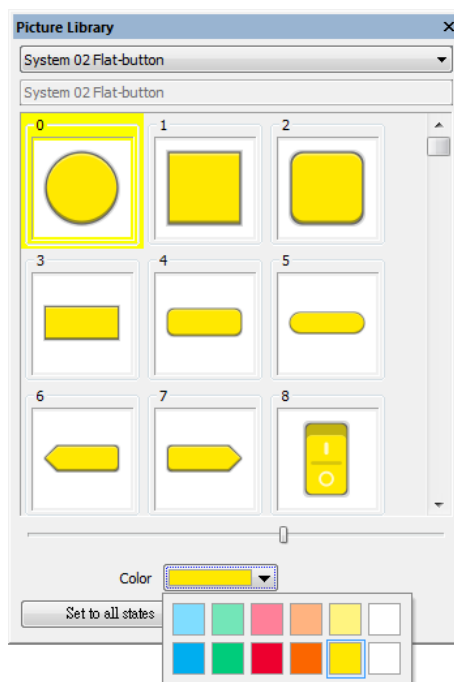

14.4.2.   Replacing a Color

The [Color] drop-down list appears when the selected library supports immediate color change.

1. Select an object or objects whose color is to be replaced.
2. Select a color from the Color drop-down list.

3. Click the lower-right corner ✓ of the new picture to apply.

Setting	Description
Set to all states	Apply the selected color to all states of the object that use the same picture.
Auto	Automatically execute [Set to all states].

14.4.3.   Extended Features

● In the settings window, dragging the slider leftward or rightward can make the thumbnail of the pictures smaller or bigger.
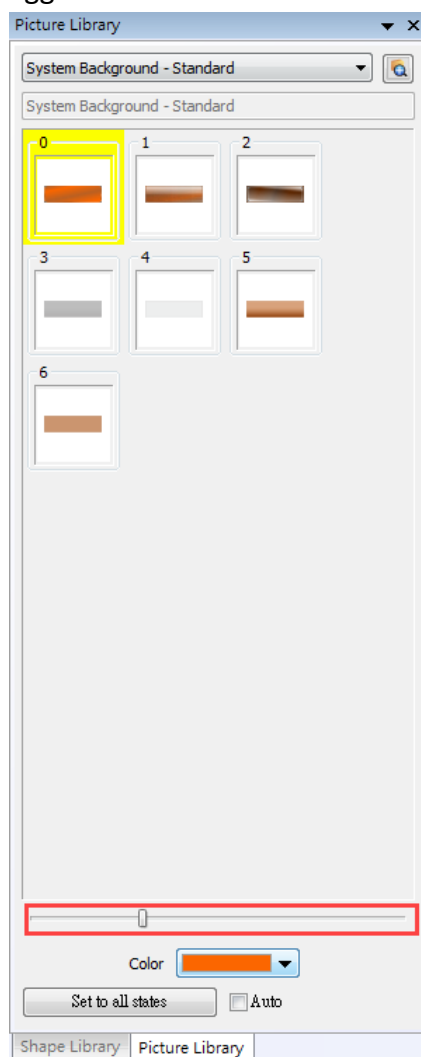
● Immediate preview can be achieved by:
1. Select an object.
2. Press and hold the Shift key on the keyboard.
3. Select a picture in the library to preview, and release the Shift key to return to current picture.
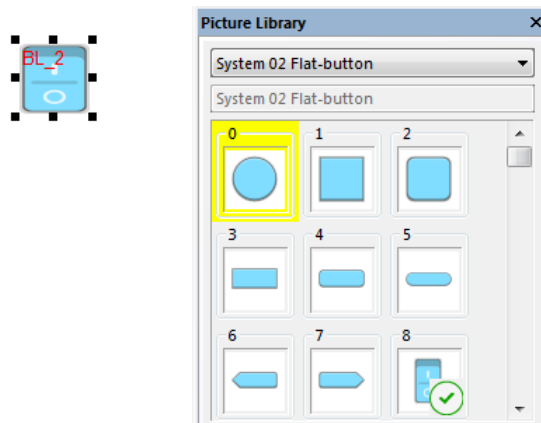
14.4.4. Docking a Window

Users can drag the Shape / Picture Library window to a desired destination position. When dragging the window, a semi-transparent outline of the window shows where the window will be docked when releasing the mouse cursor at that point.