

# TUTORIAL

## Design an Image Widget

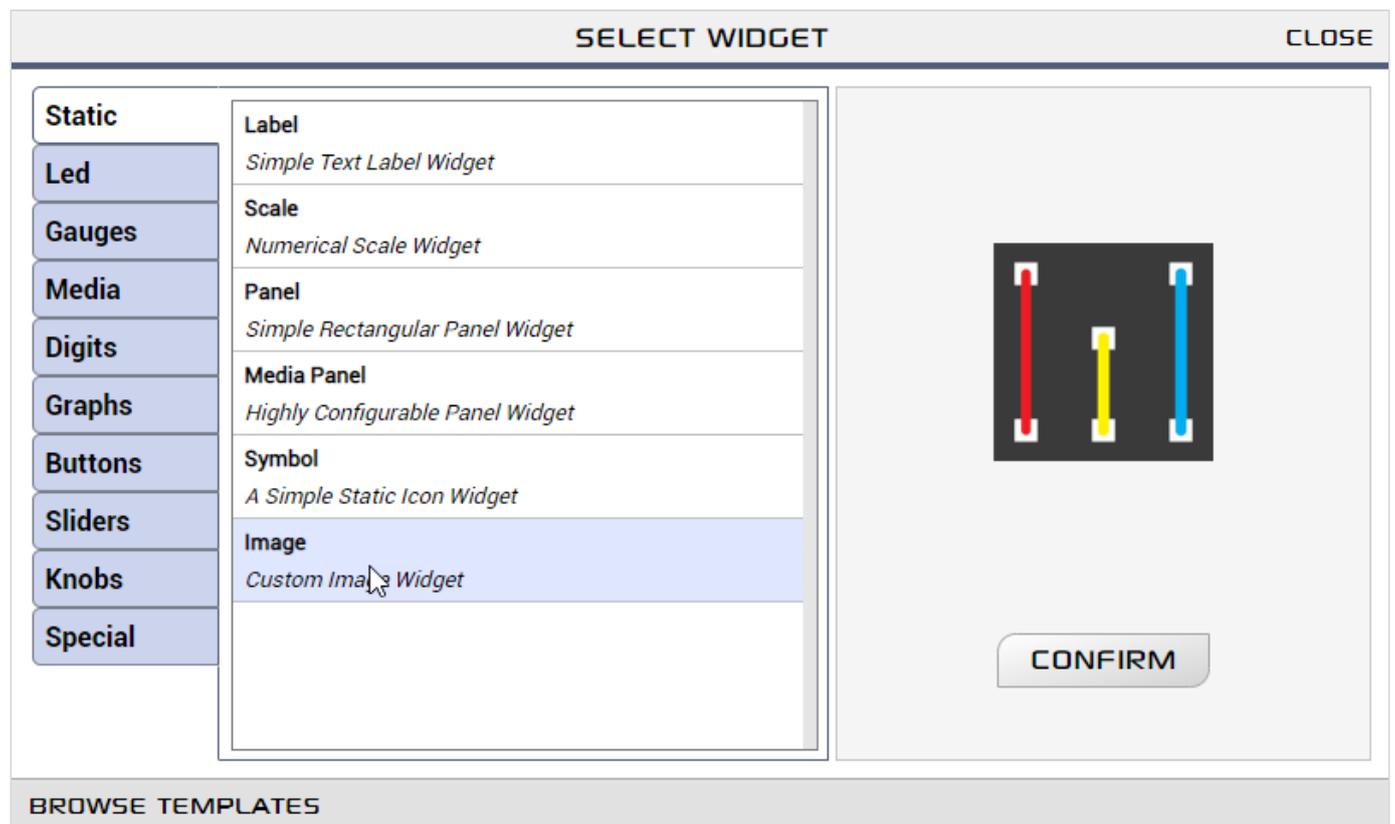
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# Introduction

The Image widget allows you to easily display an image on the TIMI module.



This tutorial requires basic knowledge about using the graphics editor. This includes adding widgets and modifying widget properties during design time. For more information regarding this, refer to the [Graphics Editor](#) manual.

## Note

Static widgets can only be modified during design time

# Widget Properties

## Size and Position

### Left and Top

Position of a widgets can be changed by entering values for the *Left* and *Top* properties.

Left	60
Top	31

Alternatively, the widget can be positioned by simply clicking and dragging into the desired position.

If the width or height of the Image widget is set to the maximum size of the display top or left dragging will not function.

### Width and Height

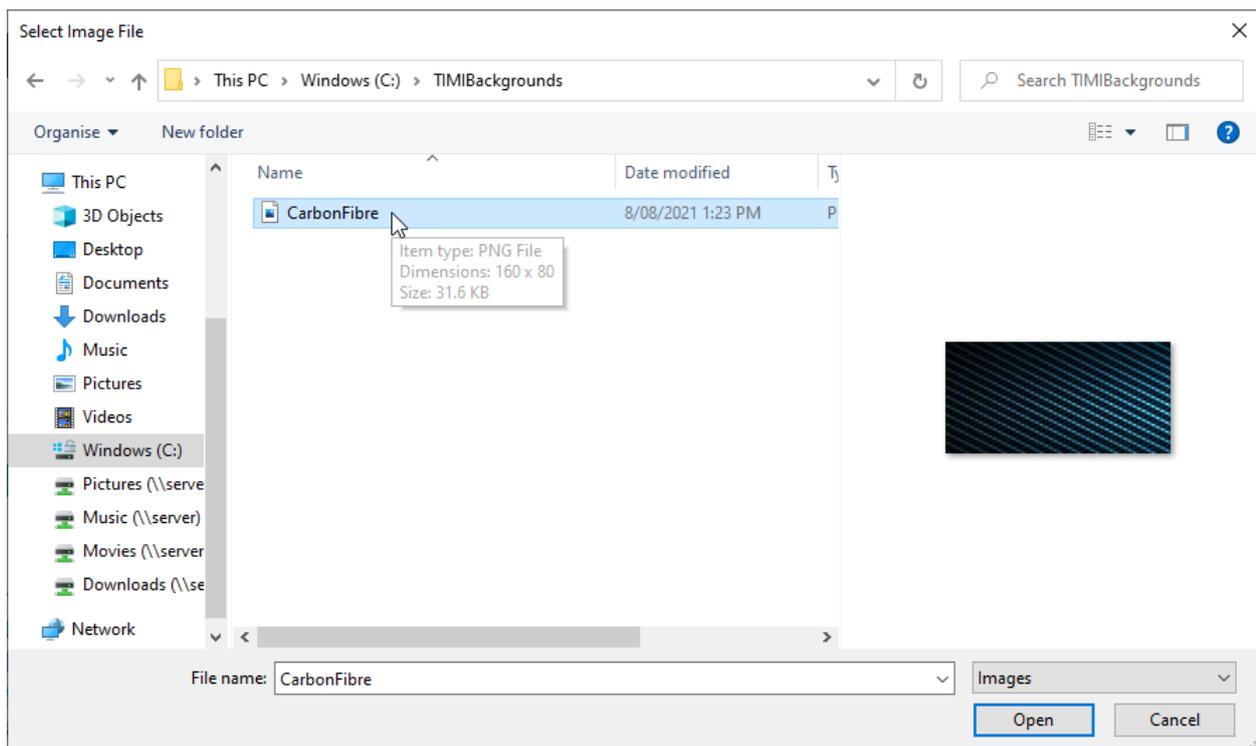
For the Image widget, the size properties, *Width* and *Height*, can be changed by entering the value of a known width and Height in pixels.

Width	160
Height	30

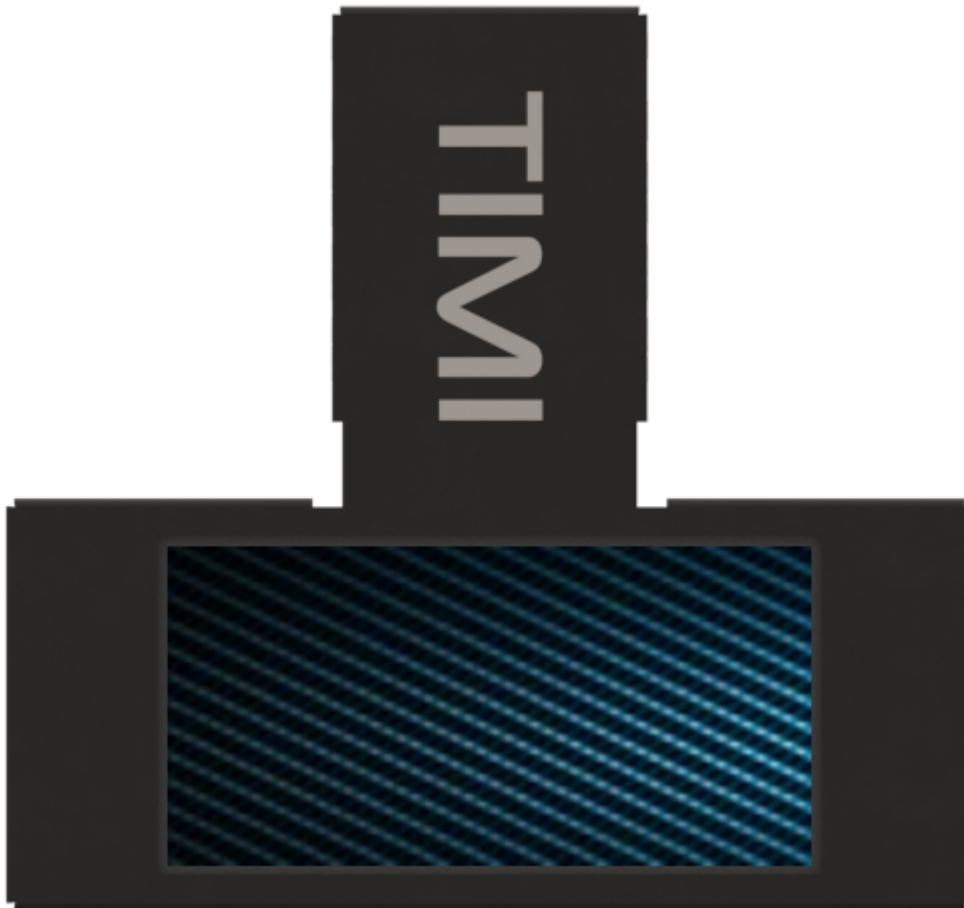
Or the width and height can be simply changed by dragging the red dotted widget outline to the required size.

### Source

The Source for the Image widget can be selected by clicking on the Source property. A file open dialogue will appear allowing you to browse for an image file.



After clicking on Open the image will be placed into the Image widget and stretched to the set dimensions.

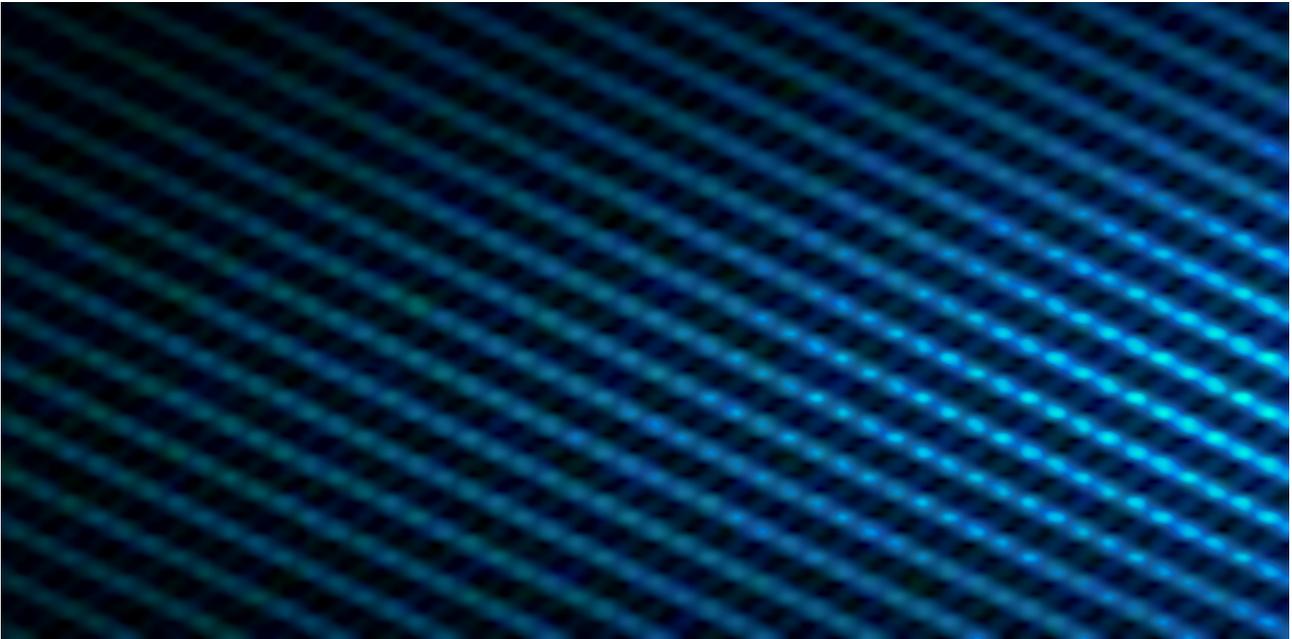


If needed, the image can be re-positioned and re-sized.

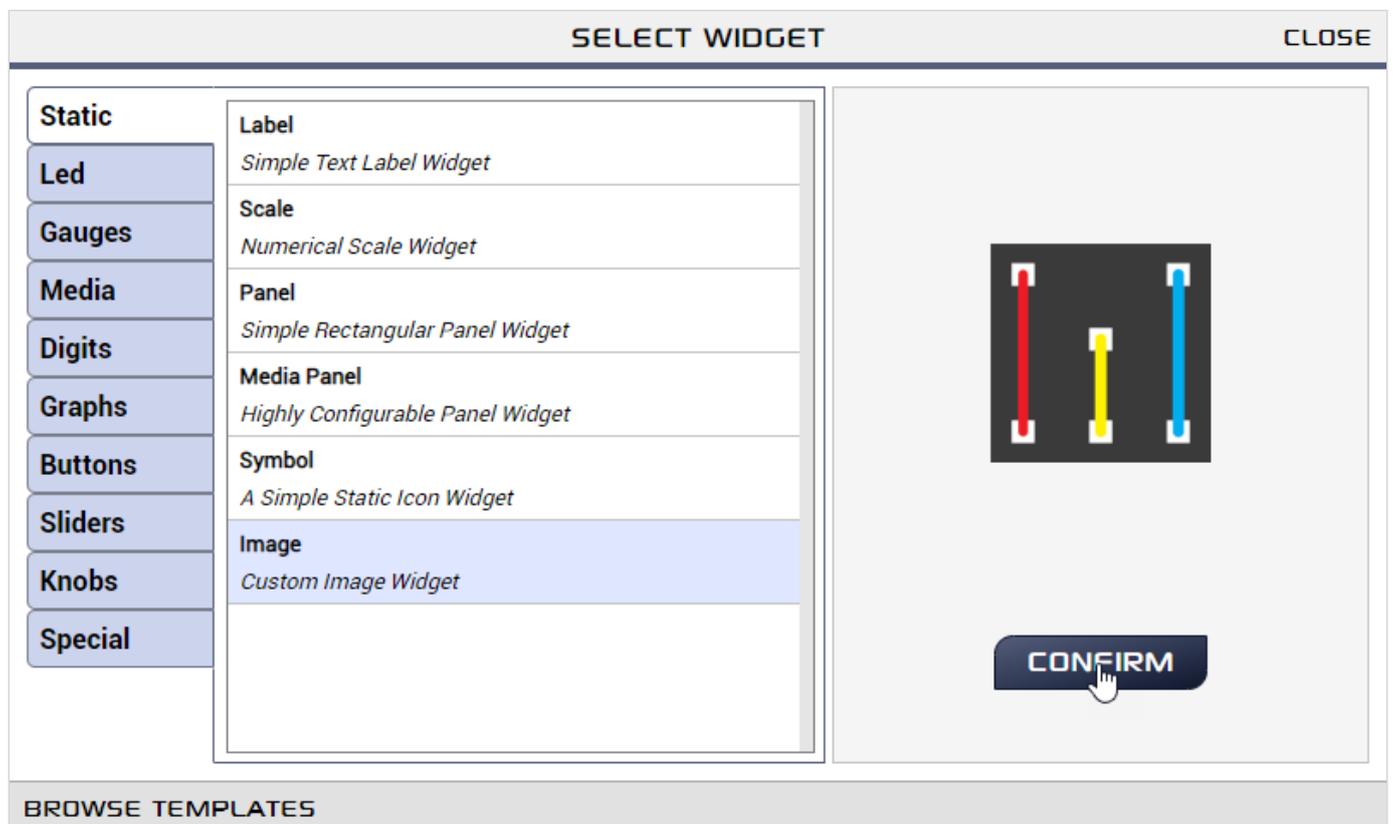
## Demonstration

For this demonstration we will use an Image widget as an attractive background with a Media Panel widget, a Media Gauge D widget and a Scale widget. For instructions on how to add a widget, refer to this [discussion](#).

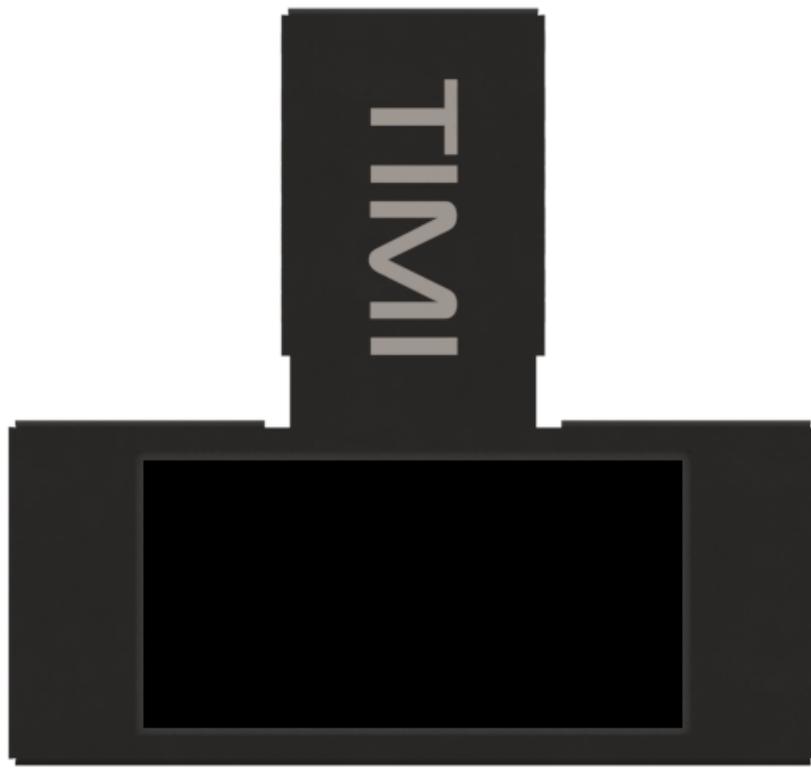
You can [download](#) the image below as your background image or alternatively use an image of your own.



Click on Add Widget from the Graphics menu and select the Image Widget then click on CONFIRM as shown.

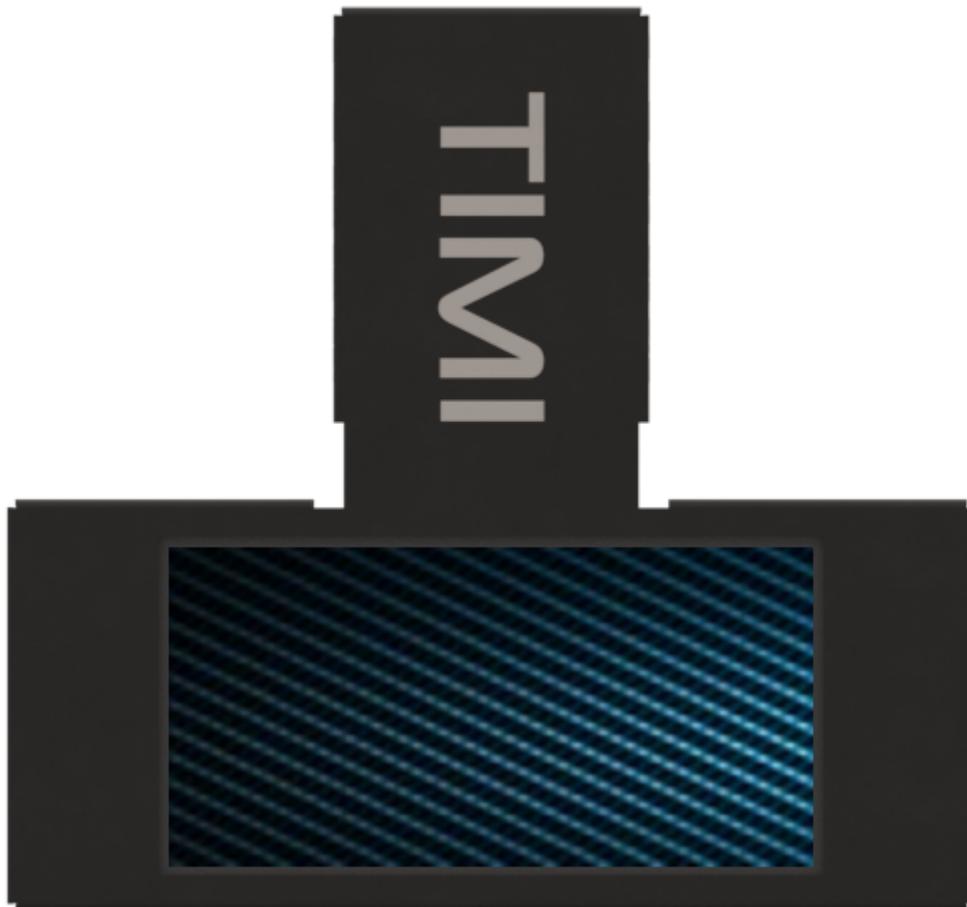


and set the properties as shown.

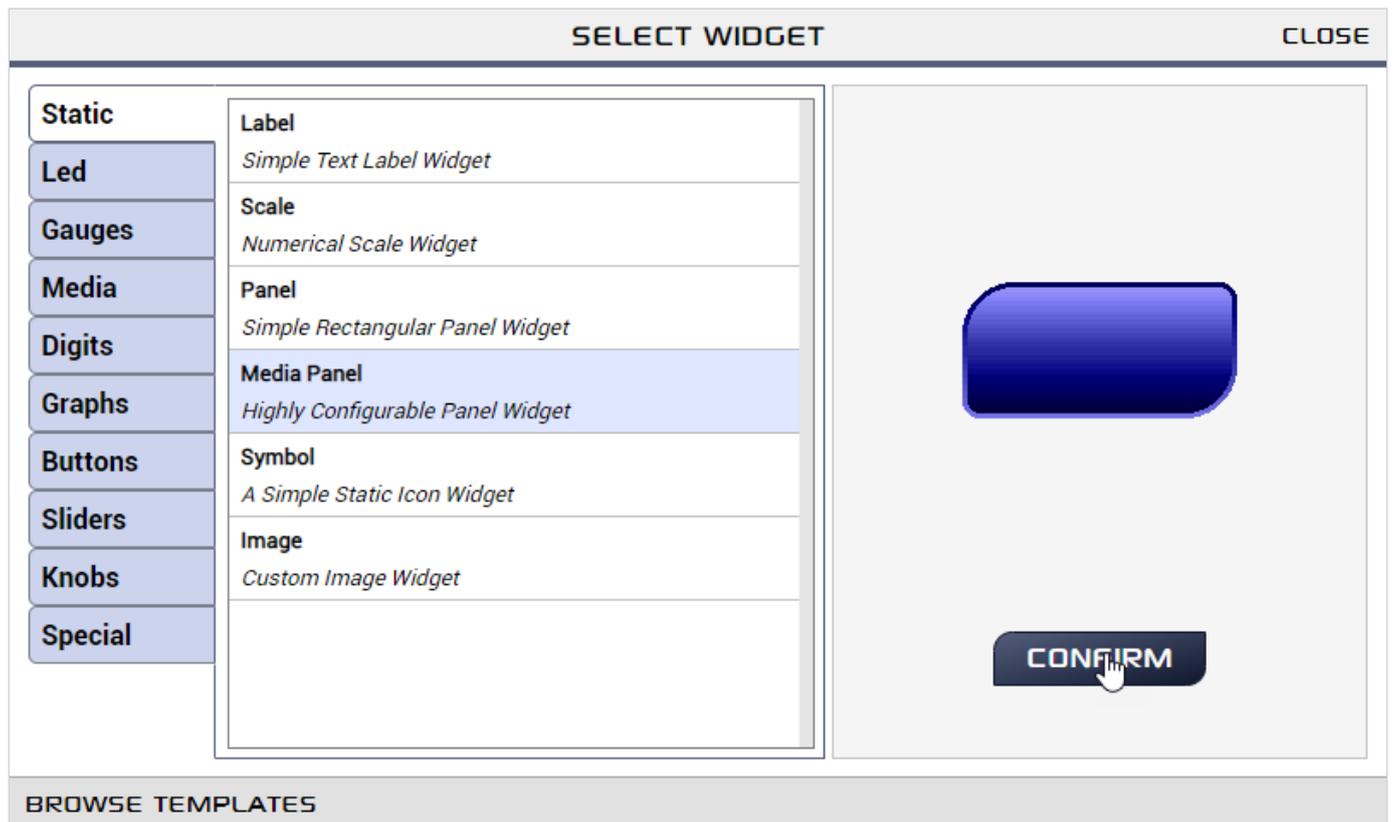


Property	Value
Name	Image0
Left	0
Top	0
Width	160
Height	80
Source	

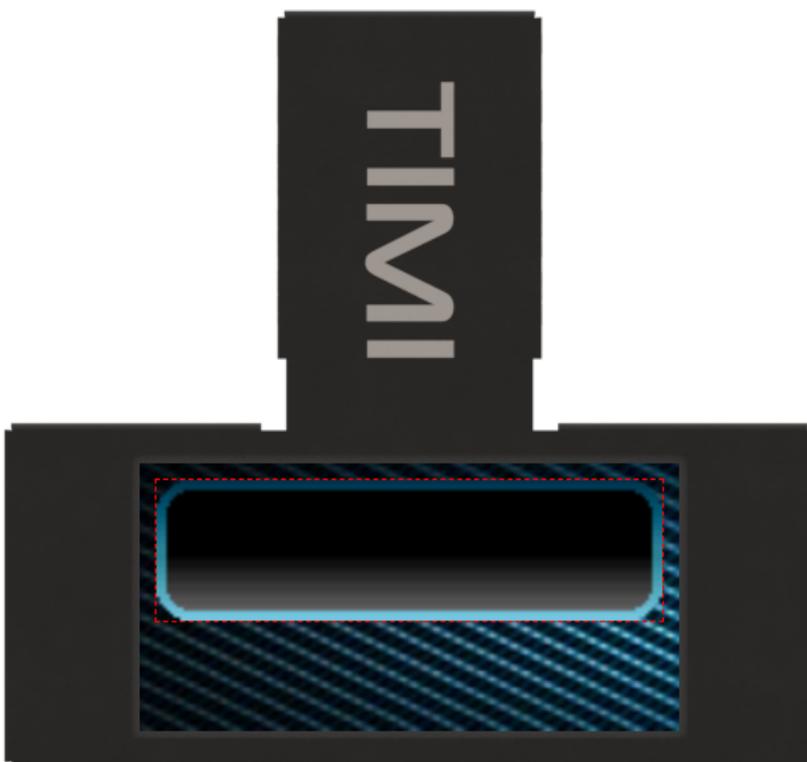
Click on the Source Property and navigate to your image file then click on Open



Next, add a Media Panel Widget.

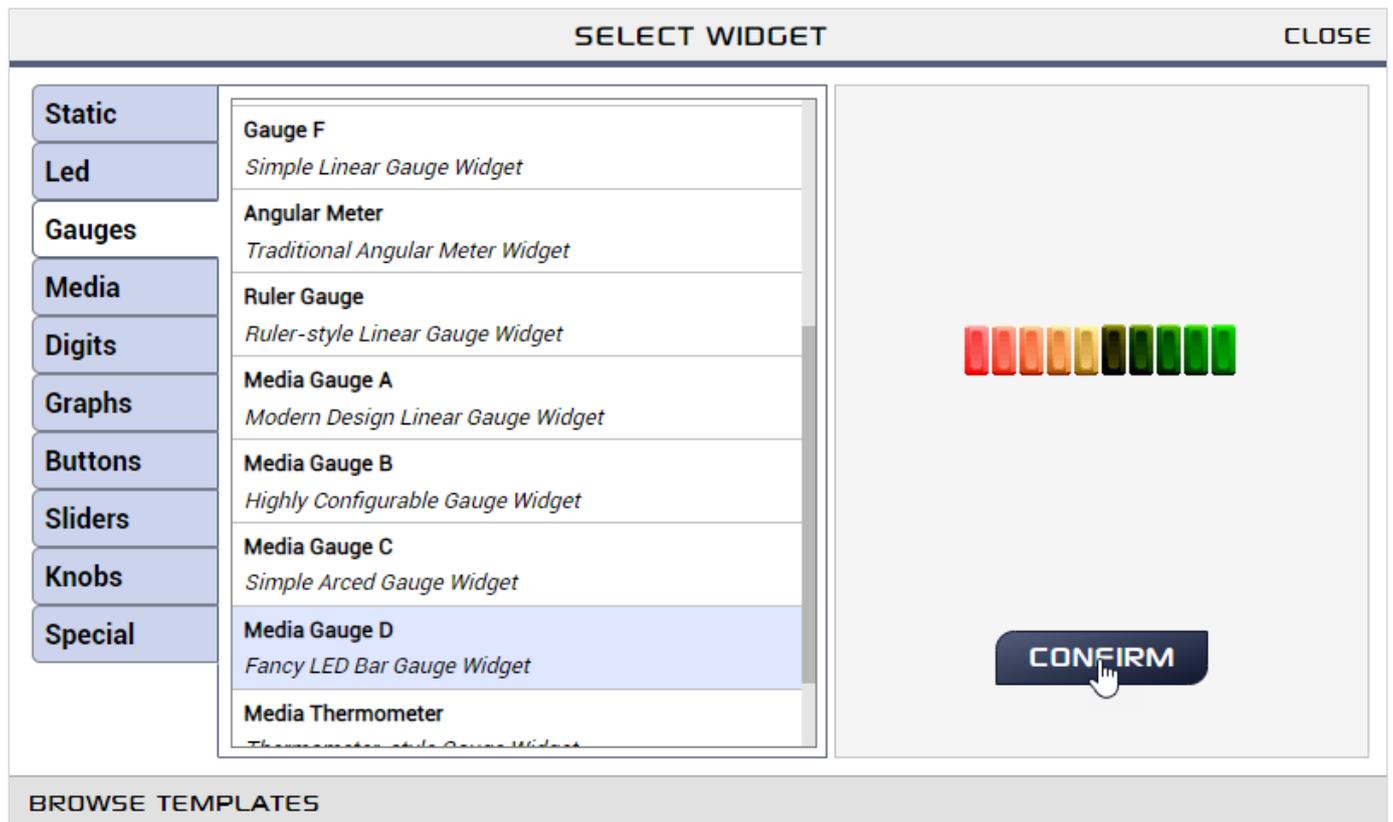


and set the properties as shown.

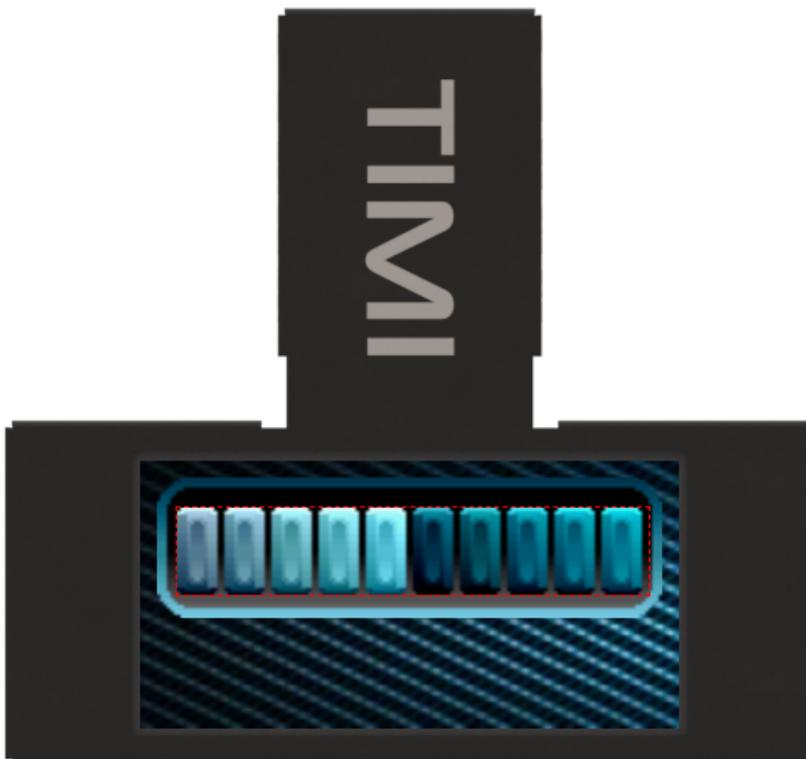


Property	Value
Name	MediaPanel0
Left	5
Top	5
Width	150
Height	42
Panel Color	 #000000 [0x0000]
Panel Style	Sunken
Panel Gradient Level	30
Bevel Color	 #28879F [0x2C33]
Bevel Style	Sunken
Bevel Gradient Level	20
Bevel Thickness	3
Top Left Corner Radius	10
Top Right Corner Radius	10
Bottom Left Corner Radius	10
Bottom Right Corner Radius	10

Next, add a Media Gauge D widget from the Graphics / Add Widget / Gauges tab.

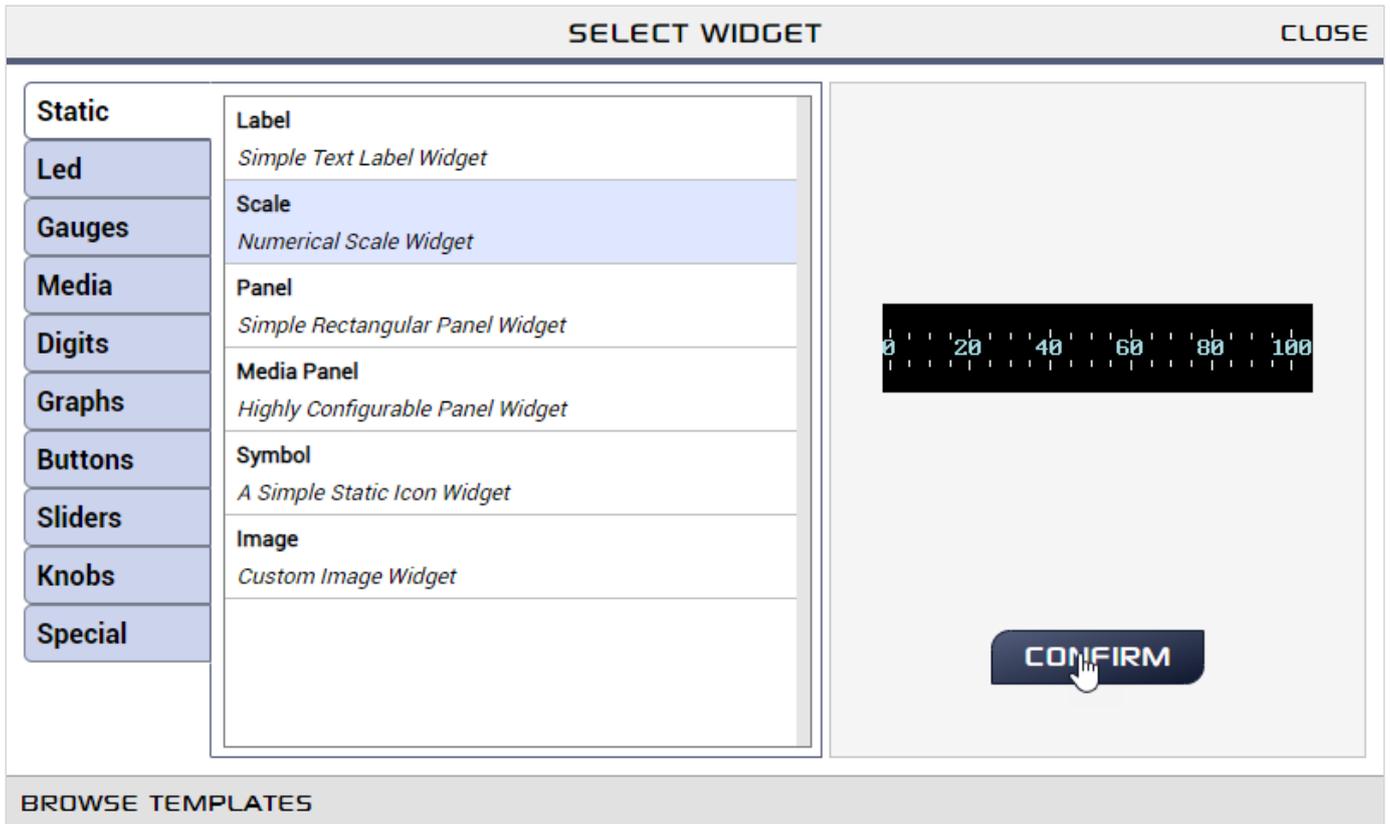


and set the properties as shown.

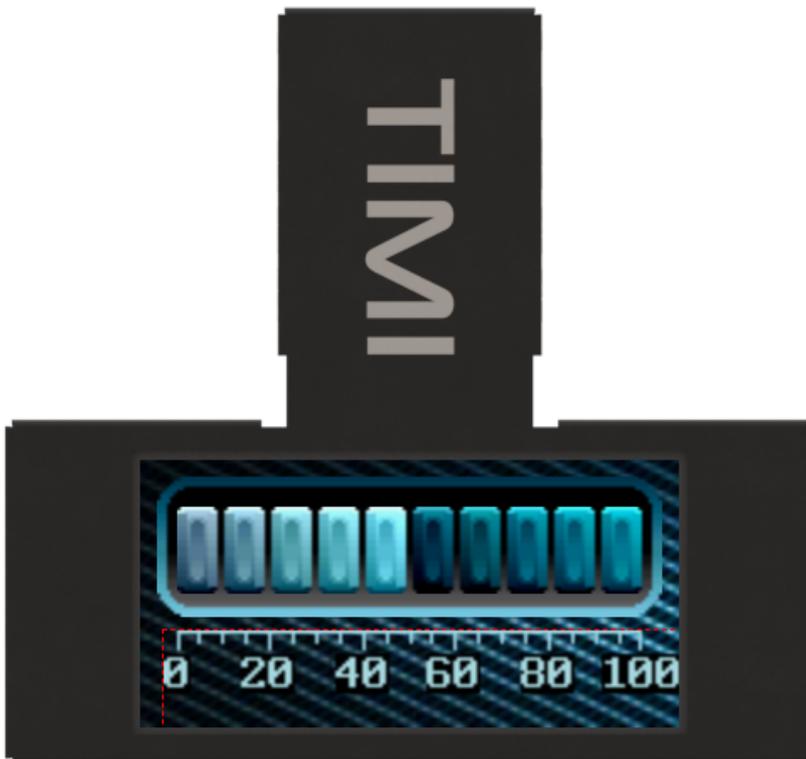


Property	Value
Name	MediaGaugeD0
Left	11
Top	14
Width	140
Height	26
Range	100
Direction	Normal ▾
Active Start Color	 #002E42 [0x0168]
Active End Color	 #00E1FF [0x071F]
Inactive Color	 #000000 [0x0000]
Inactive Mode	Darken ▾

And Finally add a Scale widget from the Graphics / Add Widget / Static tab.



and set the properties as shown.



Property	Value
Name	Scale0
Left	7
Top	51
Width	154
Height	30
Background Color	■ #000000 [0x0000]
Center Gap	0
Minimum	0
Maximum	100
Scale Location	Bottom/Right ▾
Scale End Align	No ▾
Show Zero	Yes ▾
Font	Built-in FONT3 ▾
Font Color	■ #A8D8E0 [0xAEDC]
Tick Location	Bottom/Right ▾
Tick Color	■ #A0DBEE [0xA6DD]
Major Tick Length	5
Minor Tick Length	3
Major Tick Count	5
Minor Tick Count	3