



# ViSi Genie How to Add Background Objects

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## Description

This application note serves as a quick reference manual for beginners who are unfamiliar with the Genie objects under the **Backgrounds** pane and the procedure for adding them to a project.

Before getting started, the following are required:

- Any of the following 4D Picaso display modules:

<a href="#">uLCD-24PTU</a>	<a href="#">uLCD-28PTU</a>	<a href="#">uVGA-III</a>
<a href="#">gen4-uLCD-24PT</a>	<a href="#">gen4-uLCD-28PT</a>	<a href="#">gen4-uLCD-32PT</a>

and other superseded modules which support the ViSi Genie environment.

- The target module can also be a Diablo16 display

<a href="#">gen4-uLCD-24D</a>	<a href="#">gen4-uLCD-28D</a>	<a href="#">gen4-uLCD-32D</a>
<a href="#">Series</a>	<a href="#">Series</a>	<a href="#">Series</a>
<a href="#">gen4-uLCD-35D</a>	<a href="#">gen4-uLCD-43D</a>	<a href="#">gen4-uLCD-50D</a>
<a href="#">Series</a>	<a href="#">Series</a>	<a href="#">Series</a>
<a href="#">gen4-uLCD-70D</a>		
<a href="#">Series</a>		
<a href="#">uLCD-35DT</a>	<a href="#">uLCD-43D Series</a>	<a href="#">uLCD-70DT</a>

Visit [www.4dsystems.com.au/products](http://www.4dsystems.com.au/products) to see the latest display module products that use the Diablo16 processor.

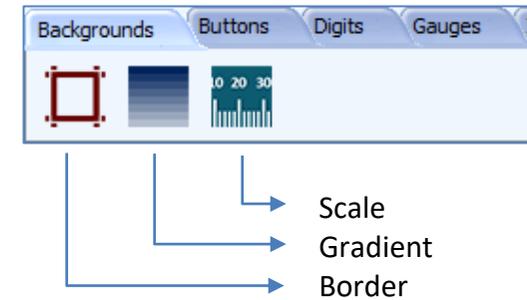
- [4D Programming Cable](#) / [μUSB-PA5/μUSB-PA5-II](#) for non-gen4 displays (uLCD-xxx)
- [4D Programming Cable](#) & [gen4-IB](#) / [gen4-PA](#) / [4D-UPA](#), for gen-4 displays (gen4-uLCD-xxx)
- [micro-SD \(μSD\)](#) memory card
- [Workshop 4 IDE](#) (installed according to the installation document)
- When downloading an application note, a list of recommended application notes is shown. It is assumed that the user has read or has a working knowledge of the topics presented in these recommended application notes.

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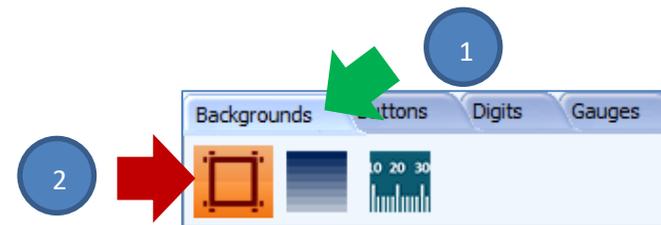
# 1 The Backgrounds Pane

Currently there are three objects under the Backgrounds pane.



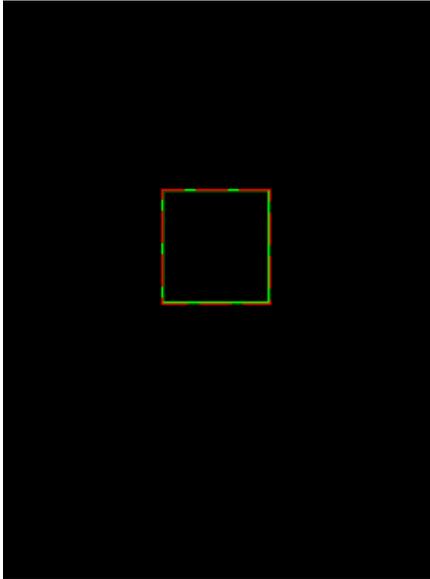
## 1.1 How to Add a Border

### 1.1.1 Select the Object Icon



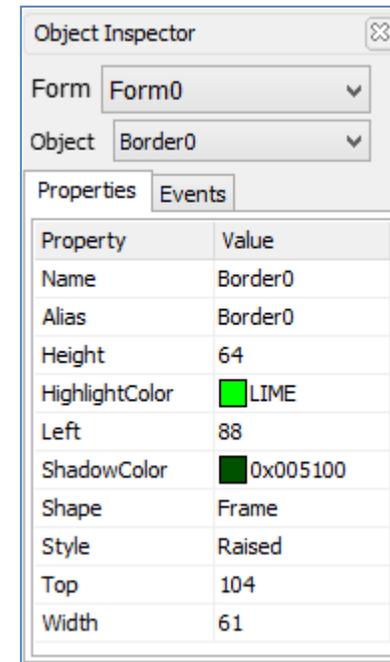
### 1.1.2 Click on the WYSIWYG Screen

Upon clicking on the WYSIWYG screen, a border object is created. This is **Border0**.



### 1.1.3 Properties of the Object

Many of the property names are self-explanatory. The user is encouraged to experiment with the property values.



### 1.1.4 Relevant Application Notes

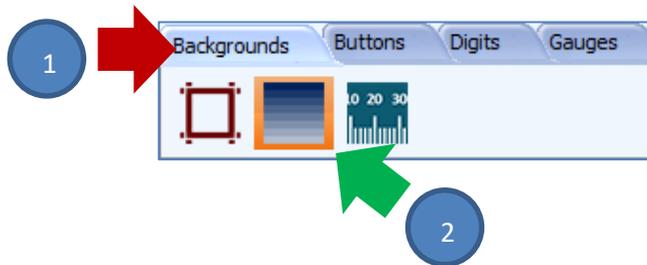
For actual usage or application of this object please see the following application note/s.

[ViSi-Genie User Images](#)

[ViSi Genie Single Trace Scope](#)

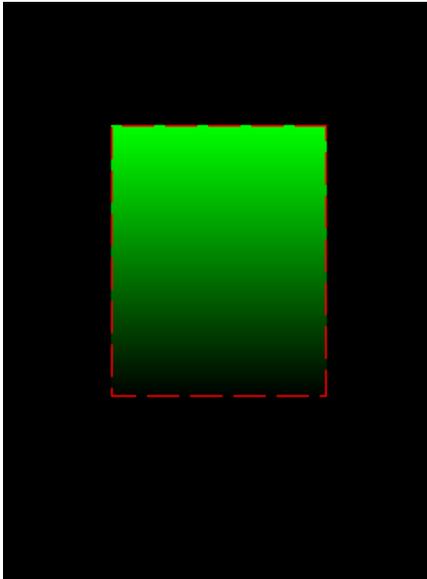
## 1.2 How to Add a Gradient

### 1.2.1 Select the Object Icon



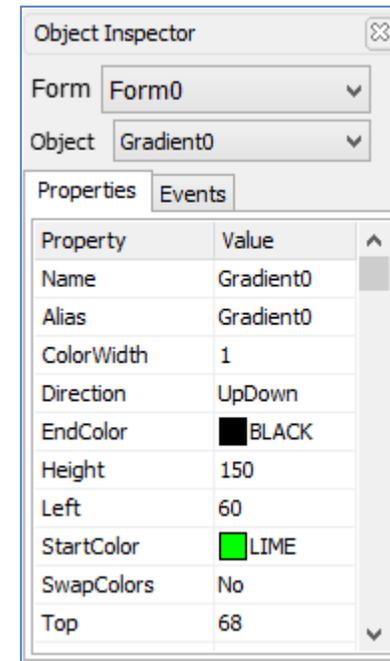
### 1.2.2 Click on the WYSIWYG Screen

Upon clicking on the WYSIWYG screen, a gradient object is created. This is **Gradient0**.



### 1.2.3 Properties of the Object

Many of the properties are self-explanatory. The user is encouraged to experiment with the property values.



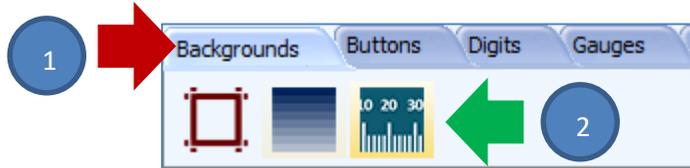
### 1.2.4 Relevant Application Notes

For actual usage or application of this object please see the following application note/s.

[ViSi-Genie Spectrum](#)

## 1.3 How to Add a Scale

### 1.3.1 Select the Object Icon



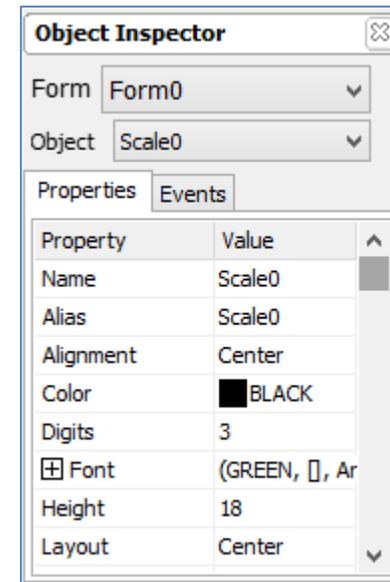
### 1.3.2 Click on the WYSIWYG Screen

Upon clicking on the WYSIWYG screen, a scale object is created. This is **Scale0**.



### 1.3.3 Properties of the Object

Many of the properties are self-explanatory. The user is encouraged to experiment with the property values.



### 1.3.4 Relevant Application Notes

For actual usage or application of this object please see the following application note/s.

[ViSi Genie Single Trace Scope](#)

[ViSi-Genie Tank](#)

[ViSi-Genie Spectrum](#)

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