

## TECHNICAL NOTE

**Maple Model(s)**

**Title**

**TN5108**

Graphic HMIs

Multi-State Picture/Shape

P/N: 0907-5108

Rev. 00 Date: 07/17/2015



### Summary

In order to use different colors or backgrounds in EZware exceeding two states, a custom picture or shape must be created. This document shows how to create these pictures and shapes in the EZware libraries.

### Solution

There is a need to create a word lamp with 10 states with differing colors of button, but the objects in EZware generally only have two states. In order to create differing colors, a picture or shape must be created in the libraries to then assign the image to the word lamp.

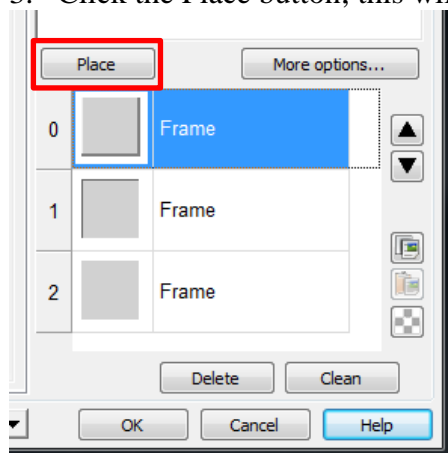
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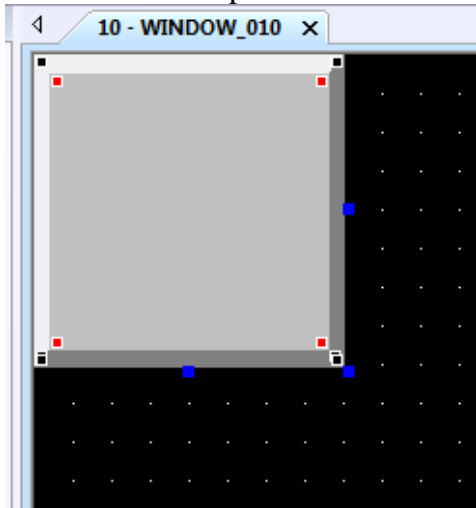
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### To Add and Use a Shape from the Shape Library

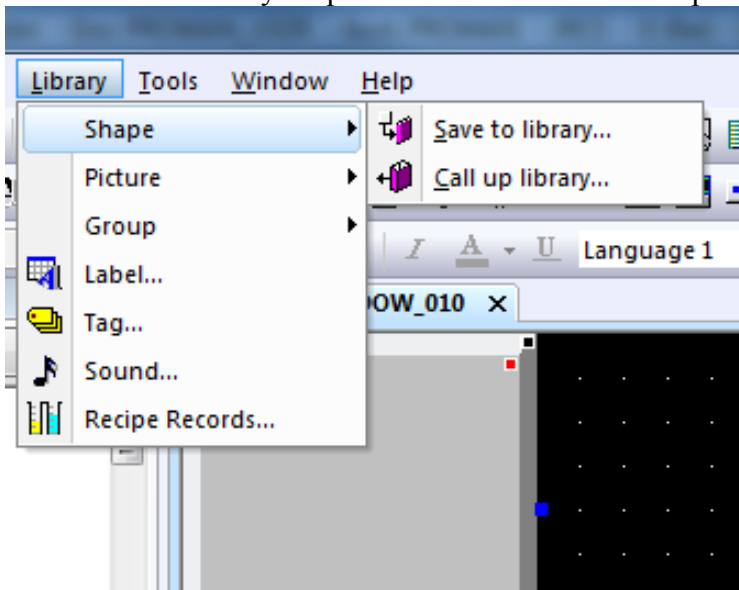
1. In EZware go to the Library drop down menu > Shape > Call Up Library...
2. Select a shape from the shape library to duplicate.  
NOTE: This cannot be done with shapes in any of the "System" libraries.
3. Click the Place button; this will place the shape on the development window.



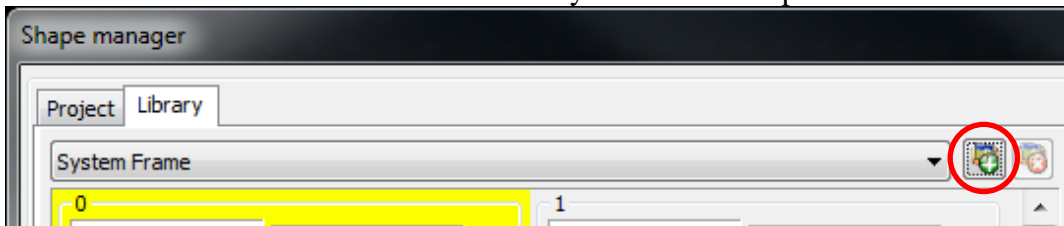
4. Import a shape into the shape library:  
Do not group the shapes. Select the entire shape by clicking and dragging the selection box around the whole shape



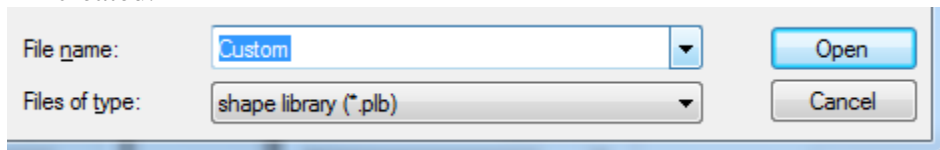
5. Go to the Library drop down menu and select Shape > Save to library...



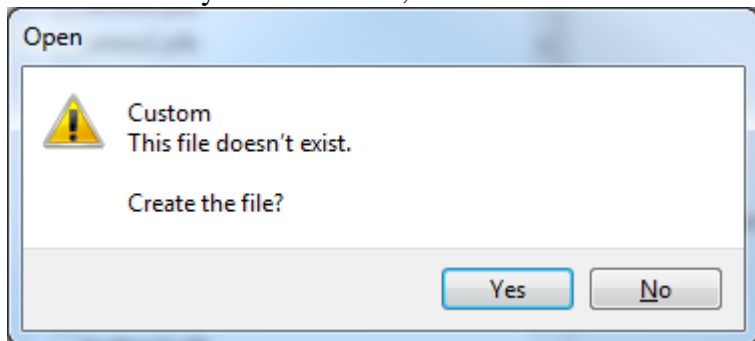
6. It is recommended to create a new library for custom shapes. Click the New Library button.



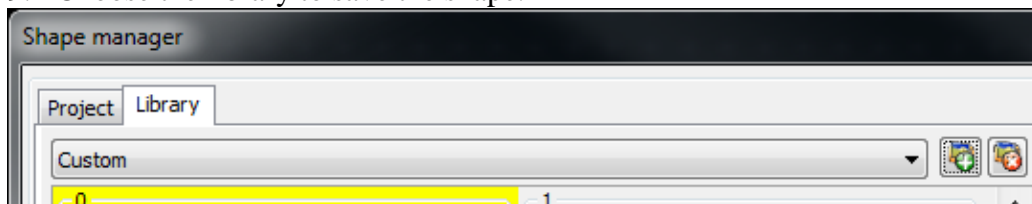
7. Enter a file name for your new library then click open. In this example, a library named custom is created.



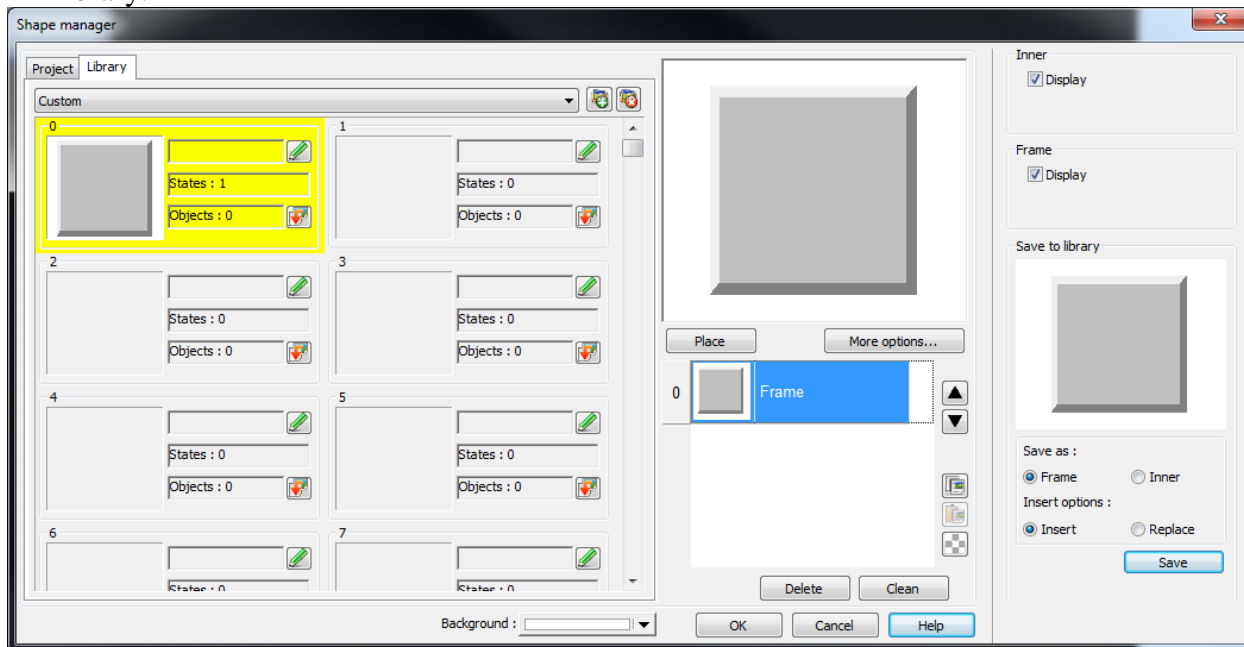
8. If the library does not exist, select Yes to create the library.



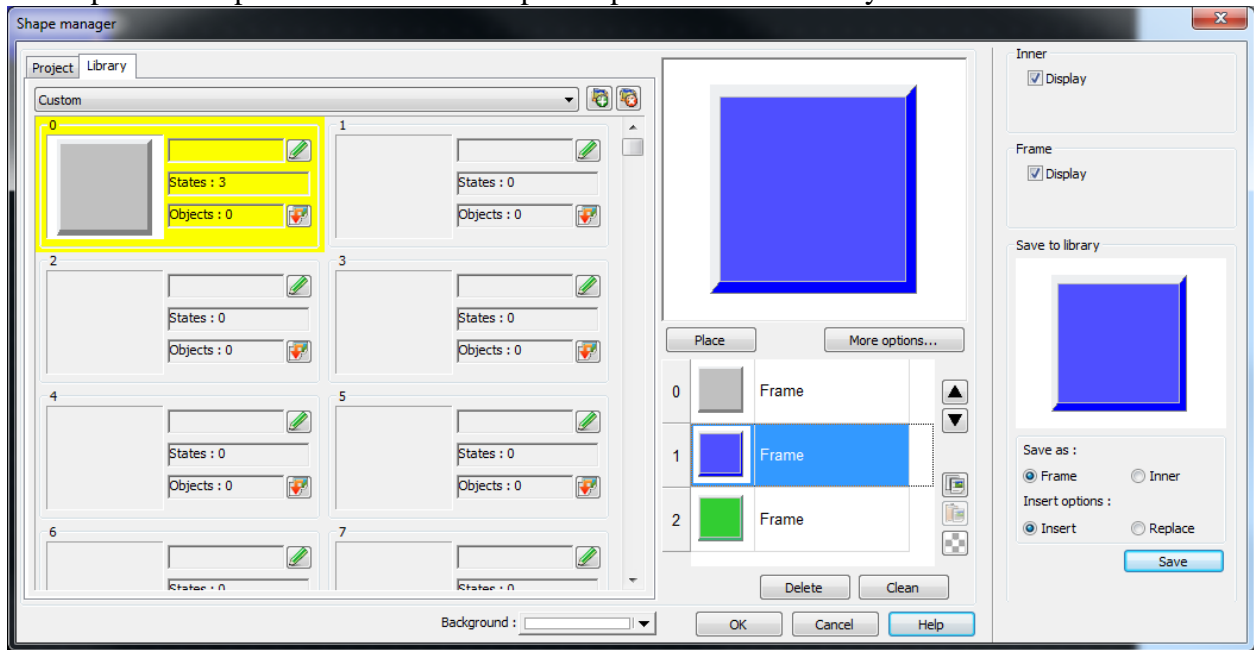
9. Choose the library to save the shape.



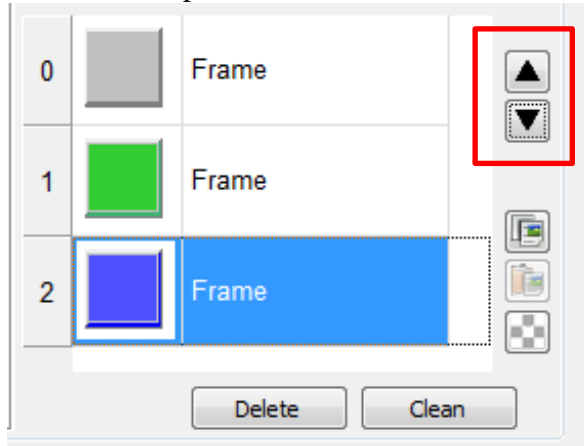
10. Click save on the right side of the shape manager to save the shape to the location selected in the library.



11. Repeat the steps above to save multiple shapes to the one library location

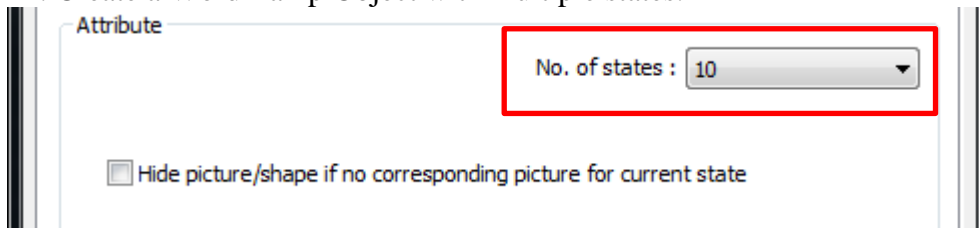


12. Use the Up/Down arrows to move a selected state to a different position in the shape library states.

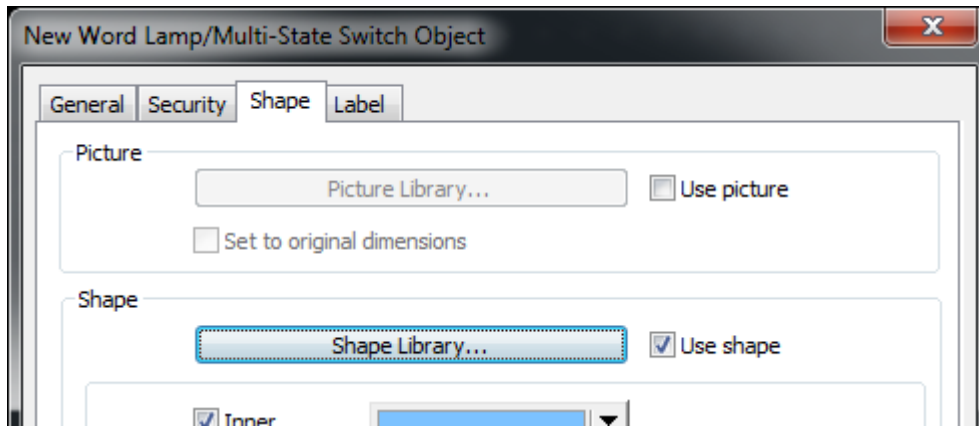


13. Click okay to complete creation of the library shape.

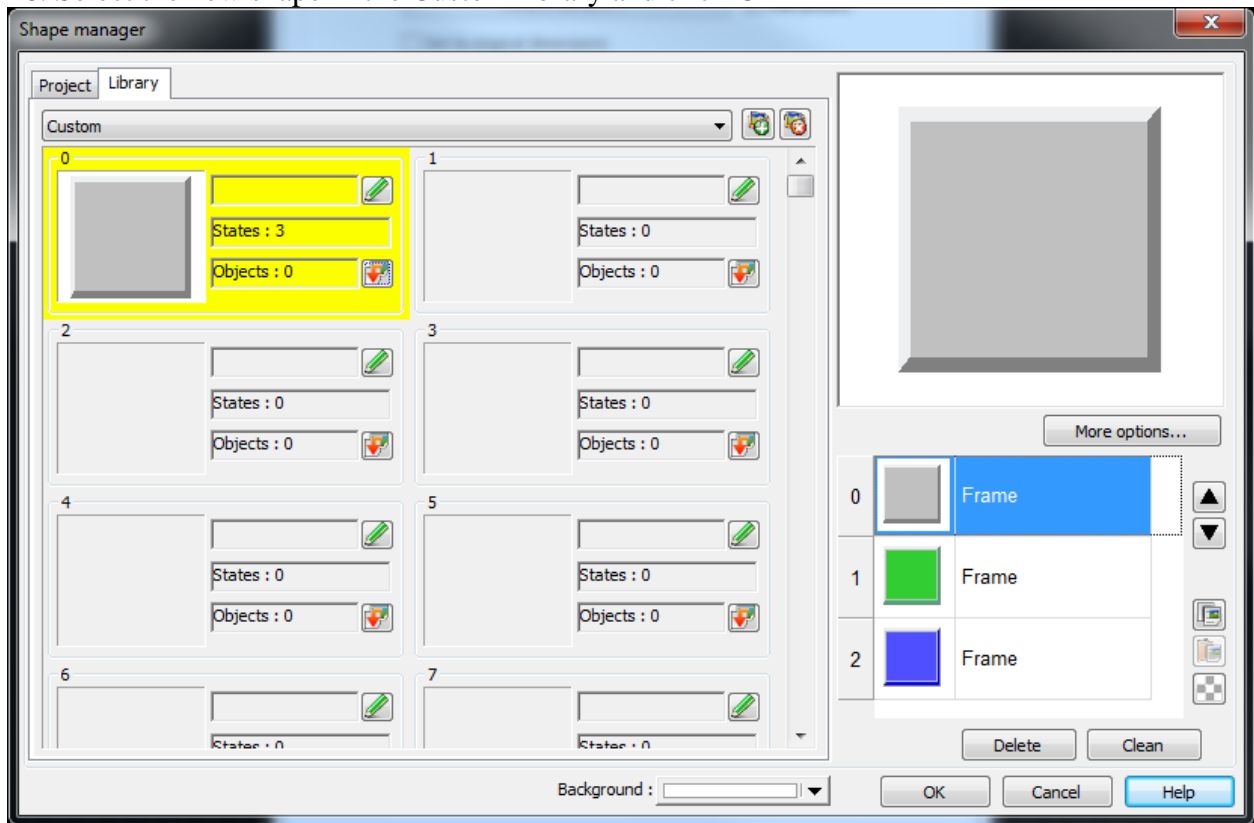
14. Create a Word Lamp Object with multiple states.



15. Go to the Shape tab and tick the Use Shape checkbox then click the Shape Library... button



16. Select the new shape in the Custom library and click OK



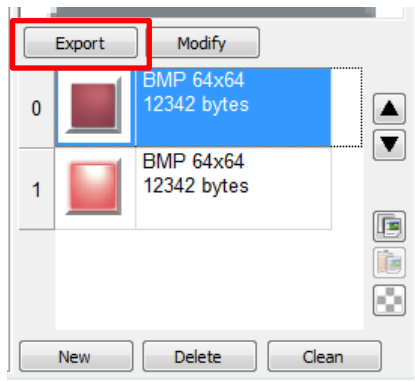
17. Click OK and place the Word Lamp on the development screen. During runtime, the value in the read address of the word lamp will dictate which shape state is displayed (value 0 will display state 0; value 1 will display state 1, etc.).



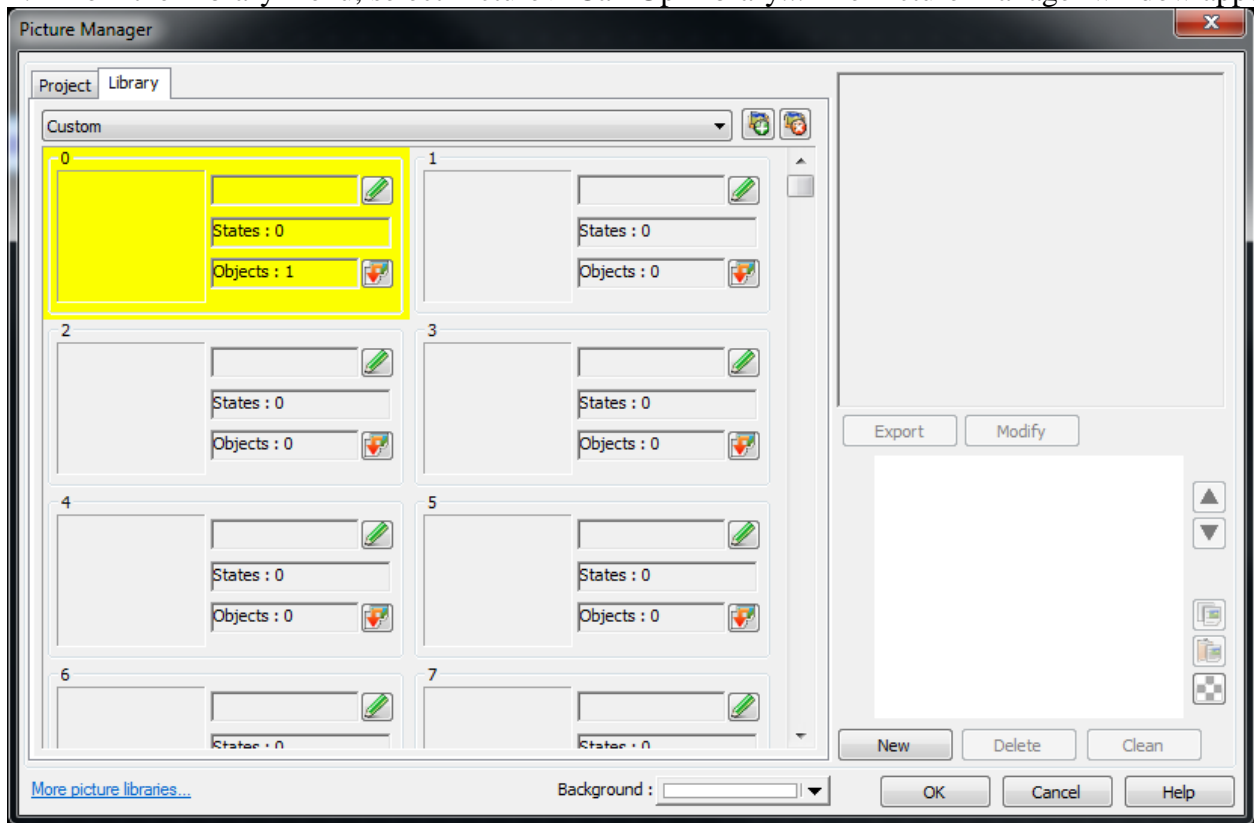
## To Add and Use a Picture from the Picture Library

1. If an image to import is preselected, move to step 2.

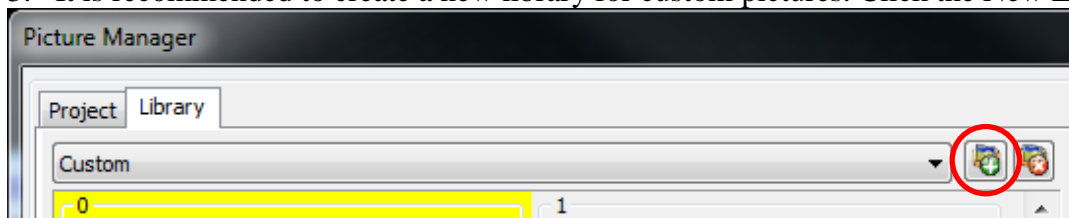
To modify a picture in the library, select the export button from the picture manager, save the picture to a known folder on the PC and edit the file with an external image editor like Microsoft Paint.



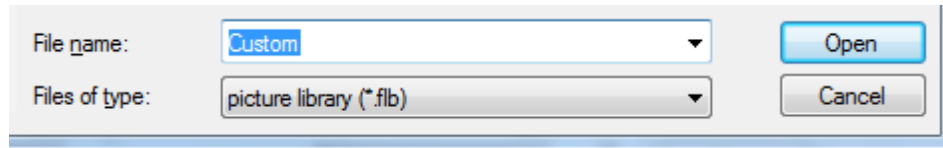
2. From the Library menu, select Picture > Call Up Library... The Picture Manager window appears.



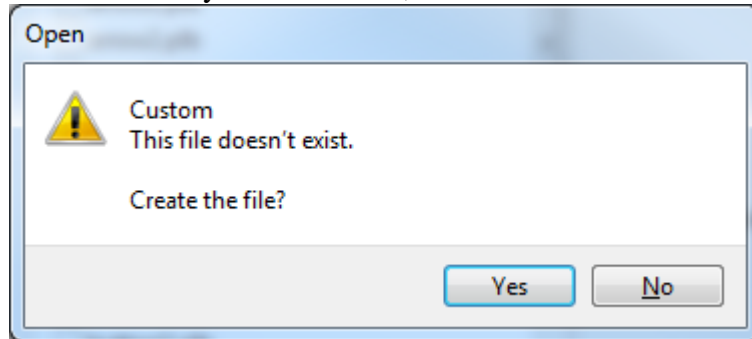
3. It is recommended to create a new library for custom pictures. Click the New Library button.



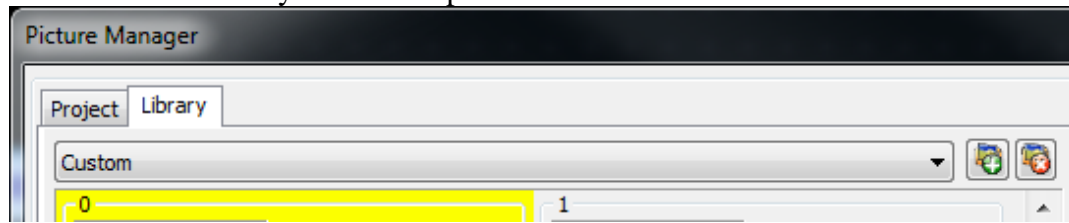
4. Enter a file name for your new library then click open. In this example, a library named custom is created.



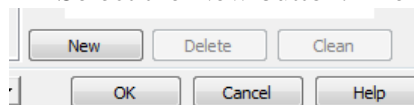
5. If the library does not exist, select Yes to create the library.



6. Choose the library to save the picture.

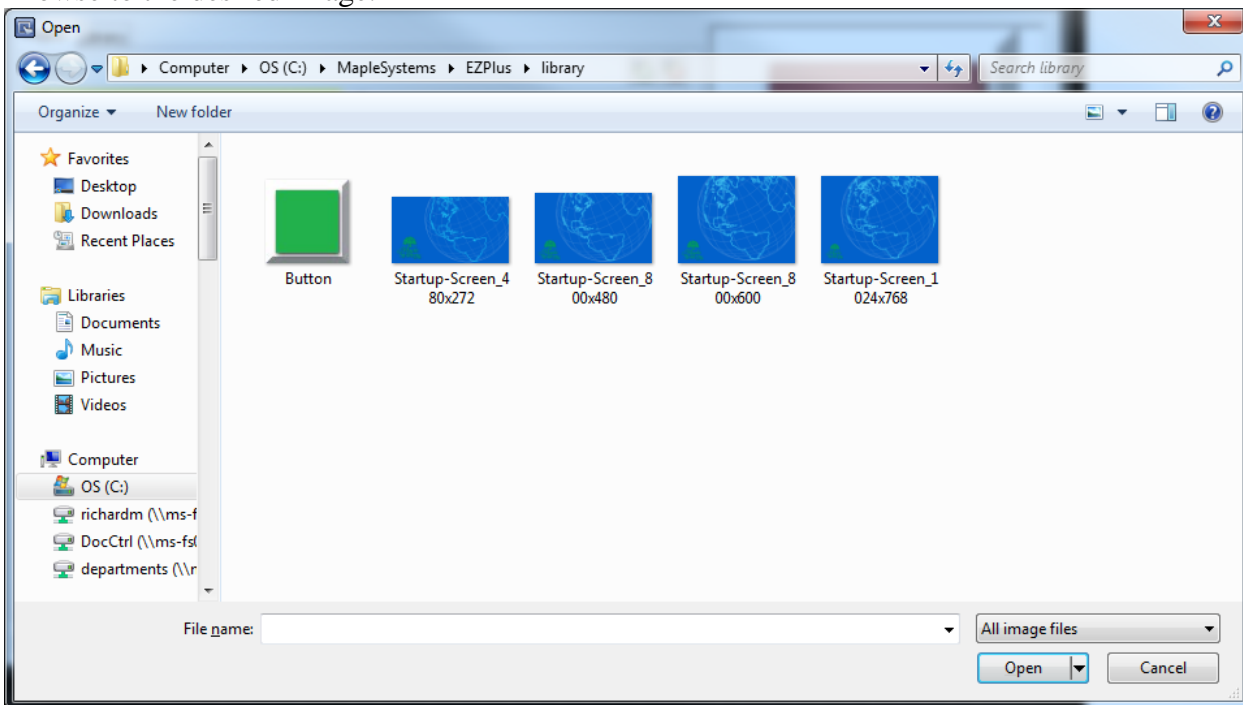


7. Click the location in which the new Picture is to reside. Location 0 is selected above. Select the New button. The Open dialog appears.

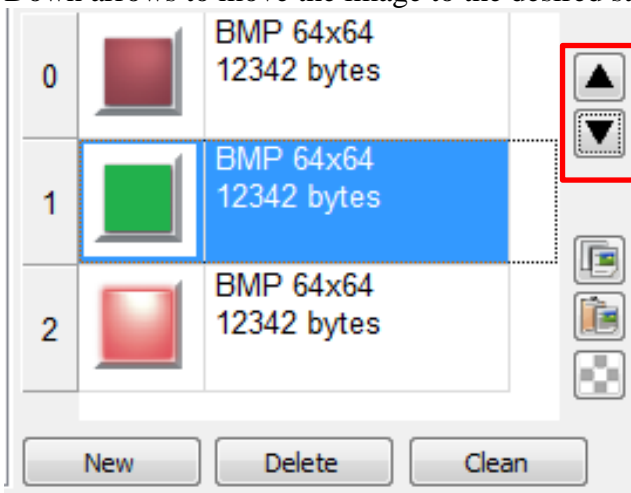


NOTE: at least one Picture Library must be attached to the project, or the Import Picture button is disabled.

8. Browse to the desired image.

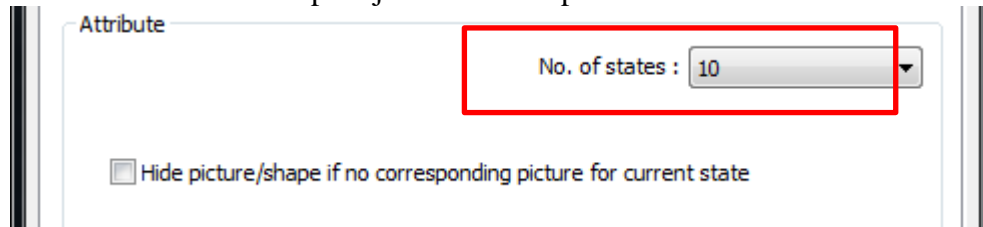


9. Click Open. The picture will be loaded into the state below the selected state. Use the Up and Down arrows to move the image to the desired state.



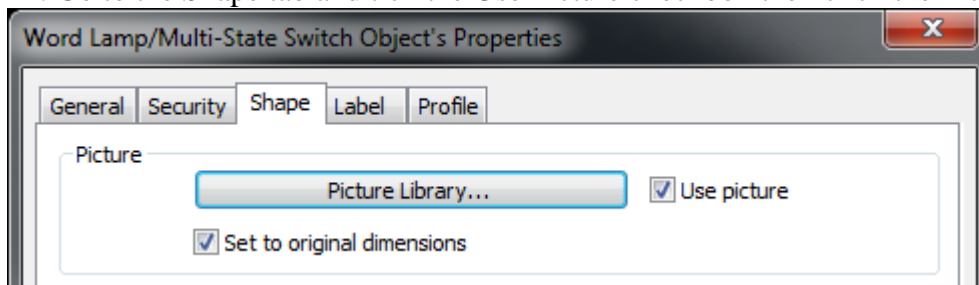
10. Repeat the steps above until all desired pictures have been added.

11. Create a Word Lamp Object with multiple states.

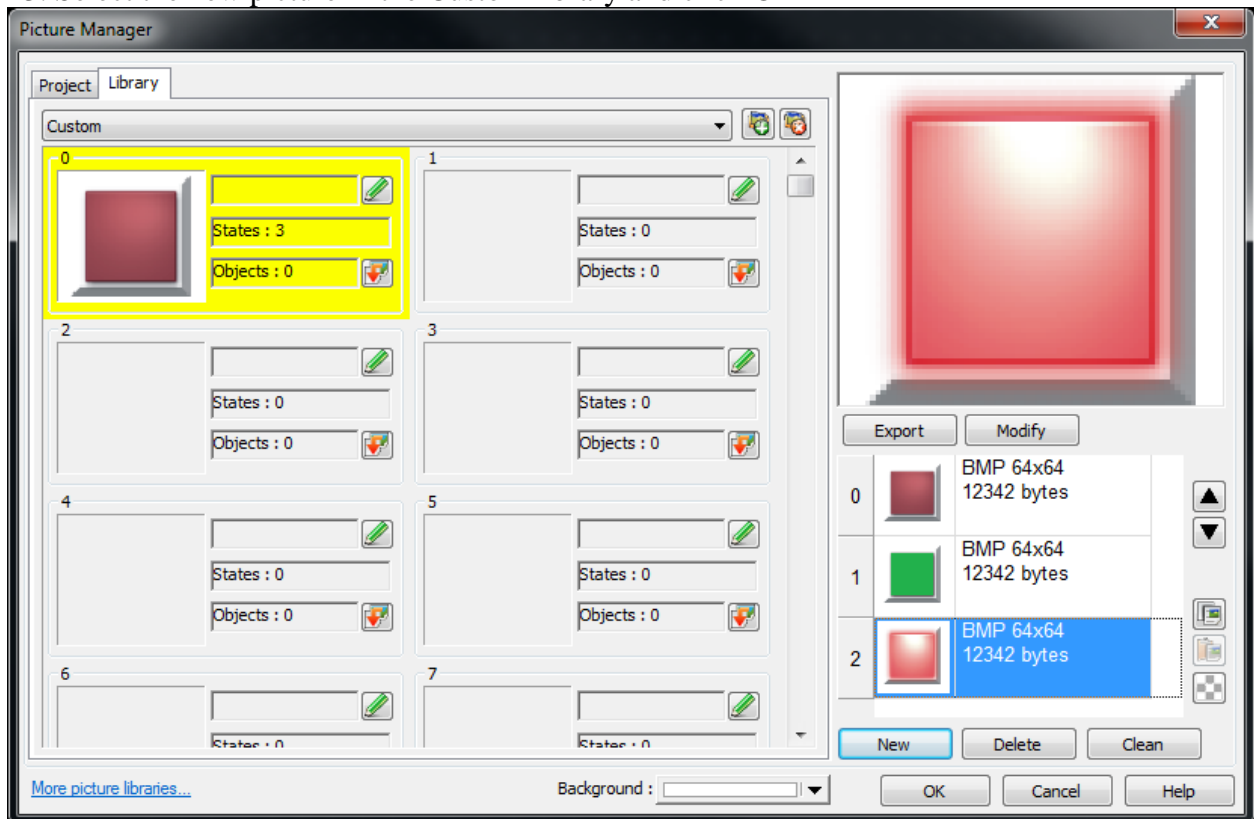




12. Go to the Shape tab and tick the Use Picture checkbox then click the Picture Library... button



13. Select the new picture in the Custom library and click OK



14. Click OK and place the Word Lamp on the development screen. During runtime, the value in the read address of the word lamp will dictate which shape state is displayed (value 0 will display state 0; value 1 will display state 1, etc.).

