DIAView

Gallery

2019/04/12
YANGYANG

Outline

- The concepts of gallery overview and classification
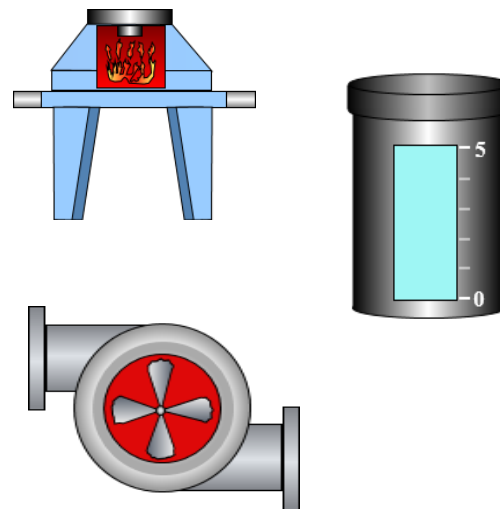
- Gallery graphics

- Gallery custom function
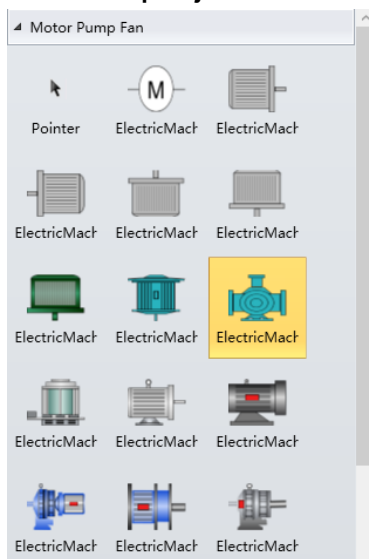
- Gallery script

Purpose
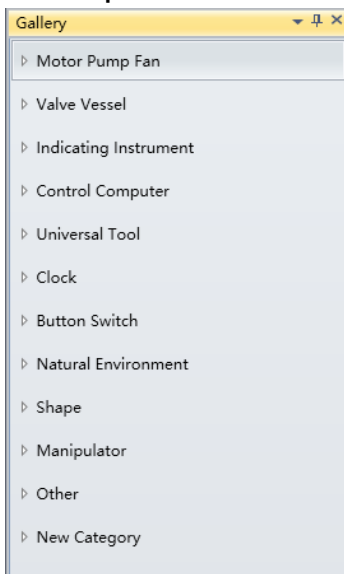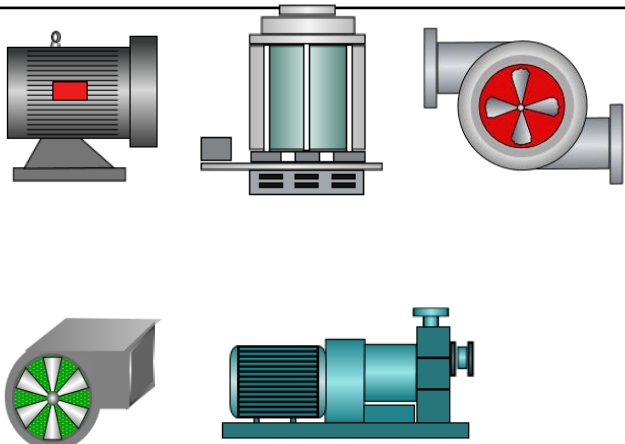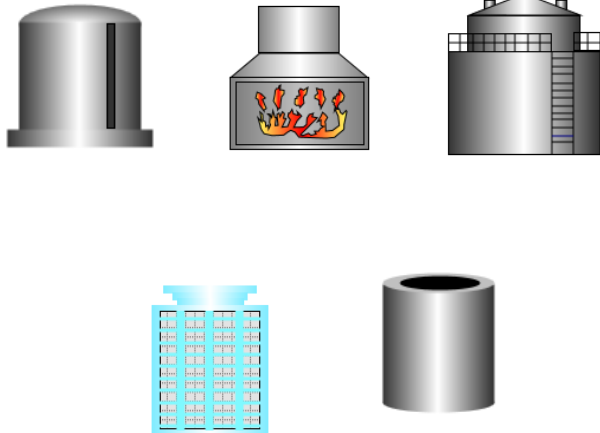
In this chapter, you will learn …..

     … More about gallery overview

     … More about the use of gallery

     … More about the custom creation of the gallery

- **Gallery overview classification**

- Use of gallery

- Gallery custom function

- Gallery Script

➢ **What is Gallery?**

- The gallery contains a collection of commonly used **graphic models** and **user-defined graphic collections** that come with the DIAView configuration software, such as indicators, button switches, valve containers, motor pump fans, etc.
- Users can create their own commonly used graphic models and add them to the graphic library in. Most graphic animations of the gallery have connections to variables, which allows for quicker and more convenient project creation.

Motor/Pump/Fan	Valve/Vessel
The motor pump fan contains various types of motors, fans, different shapes of fan blades, pumps, filters, air valves and other graphics.	The valve container is composed of different types of tanks and sinks, valves, pipes with different connection directions, bends, and heaters and stirring kettles.

- **Gallery overview classification**

- Use of gallery

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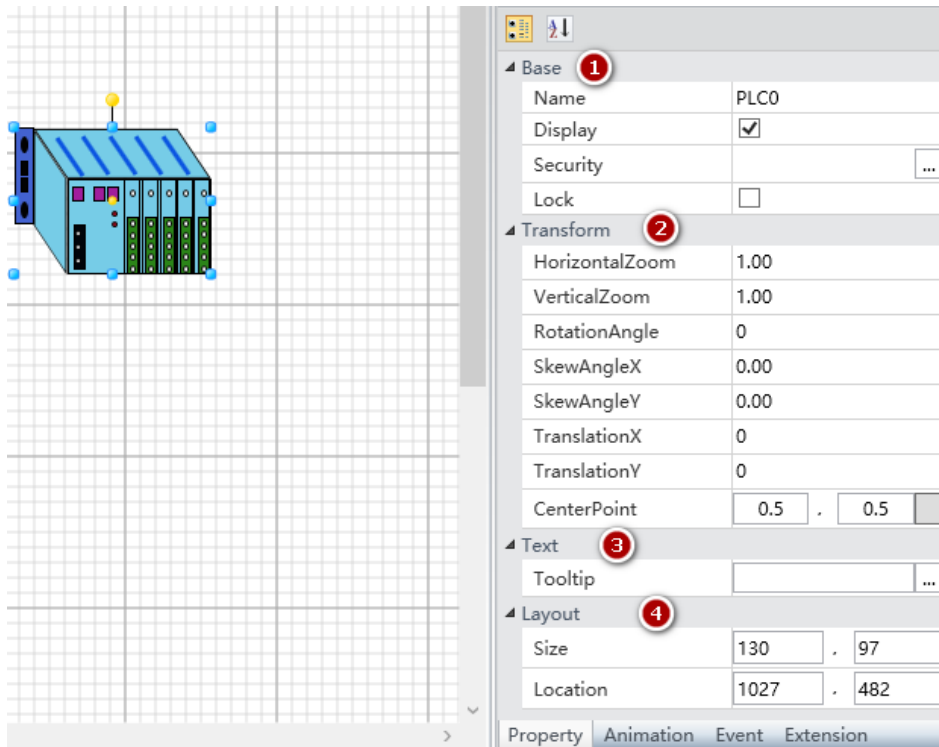
- Gallery Script

➤ **Examples of use of the gallery:**

① Click on the desired combination graphic in the gallery

② Drag the graphic to the desired position or click the position of the artboard where you want to combine the graphics, and adjust the size and other basic properties of the combined graphics

Use of gallery
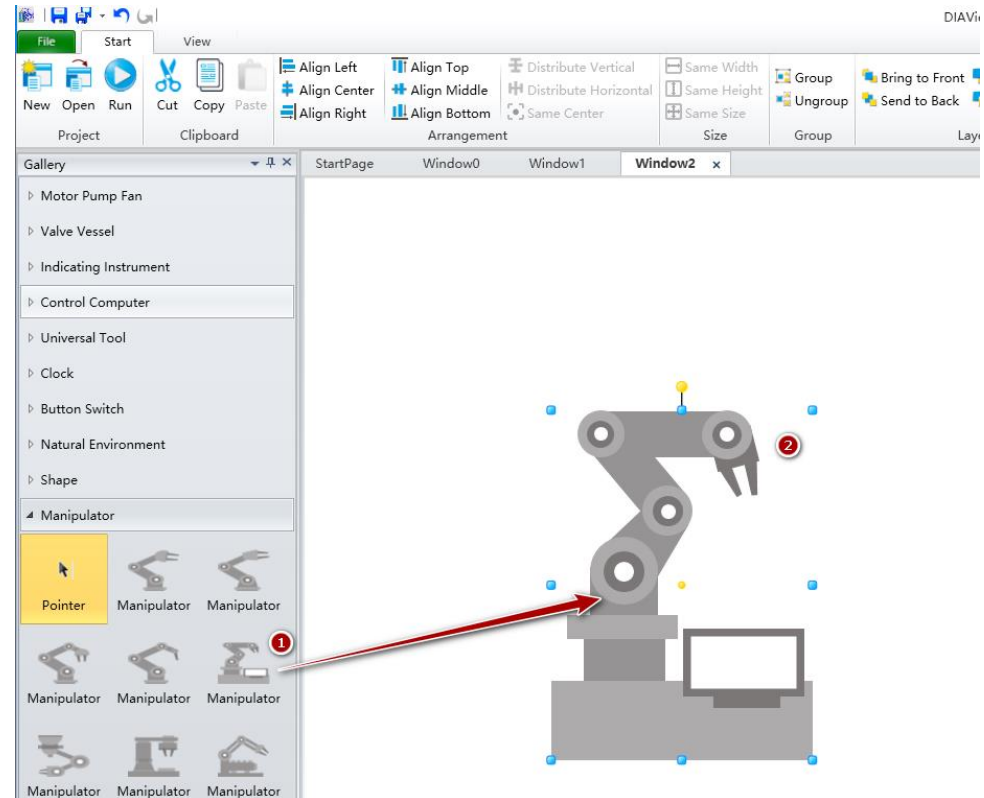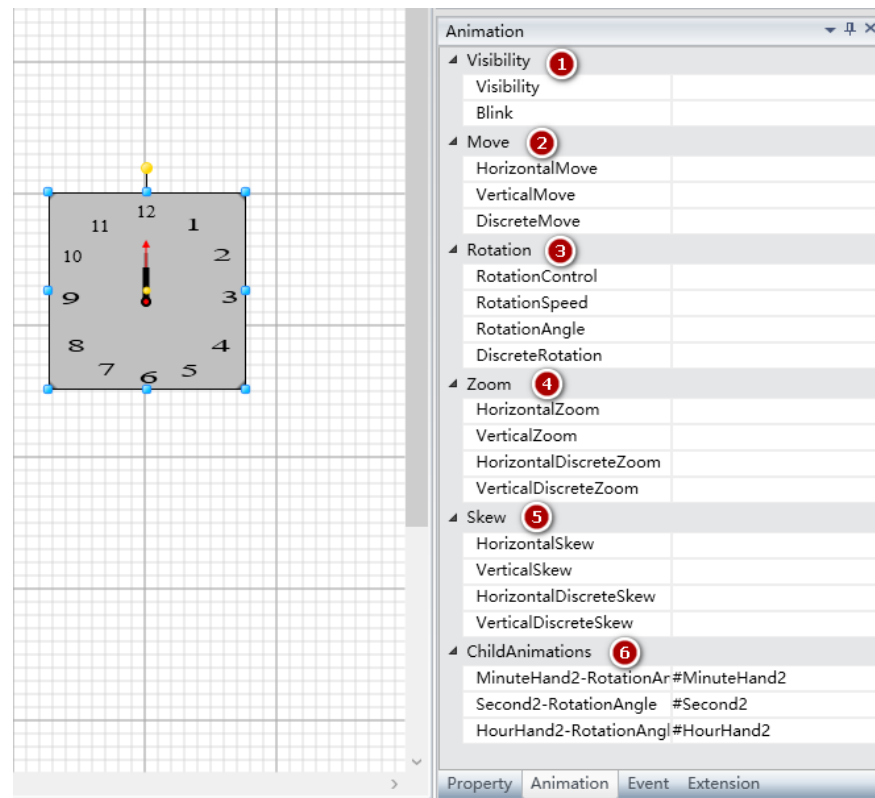
> **Example of graphic property setting:**

Select the graphic in the gallery

① Basic: Contains the name that can be modified, whether it is displayed, whether it is locked from being modified, and the setting of the security zone.

② Conversion: Including graphic transformation, scaling, distortion, offset, and rotation angle and center point.

③ Text: You can fill in the prompt label

④ Layout: You can see the coordinates and size of the graphic in the canvas here, or adjust the coordinates and size of the graphic here.

Base ①	
Name	PLC0
Display	☑
Security	...
Lock	☐
Transform ②	
HorizontalZoom	1.00
VerticalZoom	1.00
RotationAngle	0
SkewAngleX	0.00
SkewAngleY	0.00
TranslationX	0
TranslationY	0
CenterPoint	0.5 . 0.5
Text ③	
Tooltip	...
Layout ④	
Size	130 . 97
Location	1027 . 482

Property Animation Event Extension
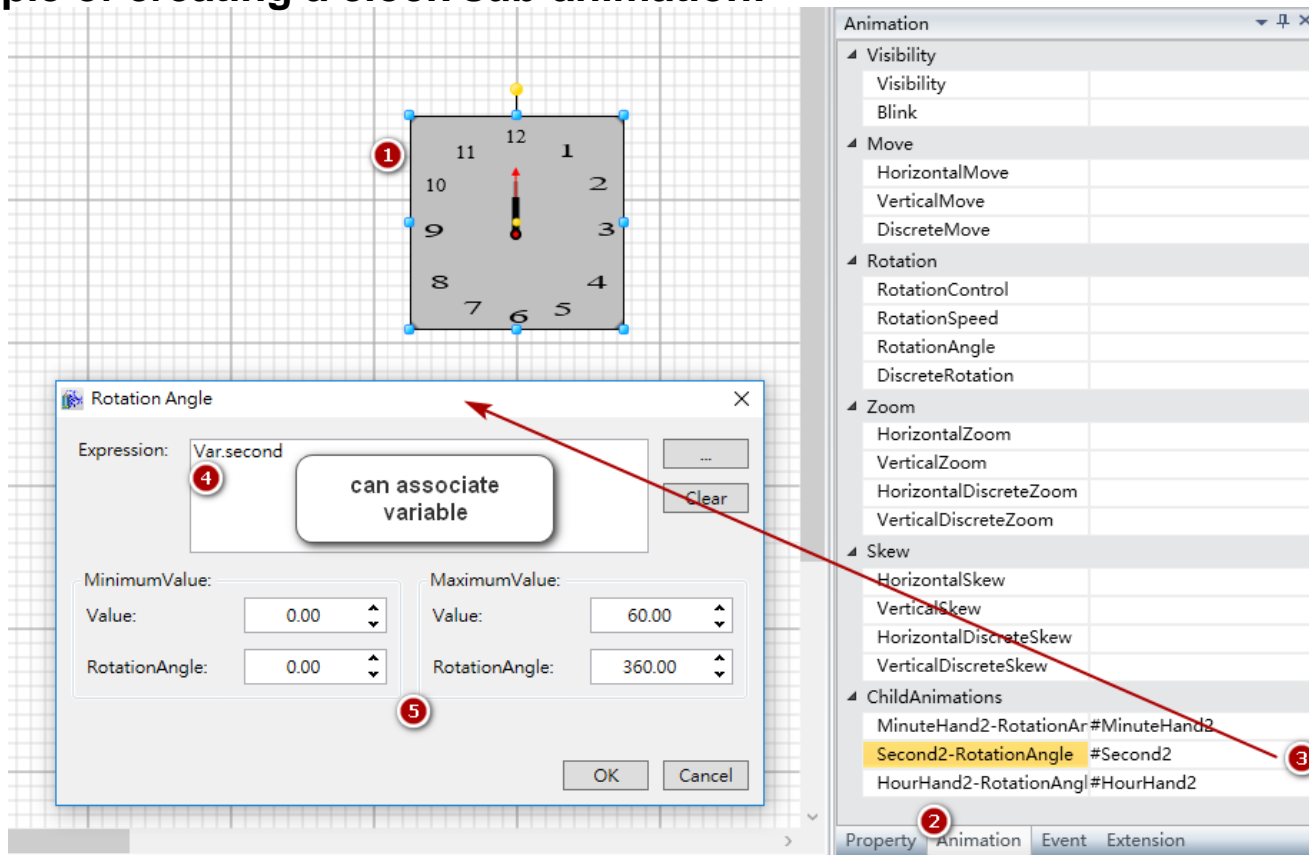
> **Examples of graphic animation:**

Select the graphic in the gallery

① **Visibility:** You can choose whether it is visible or blinking.

② **Move:** You can select the moving direction of the graph.

③ **Rotation:** includes start and stop of rotation, speed, angle and discrete rotation

④ **Zoom:** includes horizontal, vertical and discrete zoom.

⑤ **Skew:** Select the skew direction, including horizontal and vertical and discrete skew.

⑥ **Sub-graphic animation:** The sub-graphic animation corresponding to the graphics in different galleries is different, for example, the rotation animation of the pointer corresponding to the hour, minute and second in the clock in the figure.

➢ **Example of creating a clock sub-animation:**

- Gallery overview classification

- Use of gallery

- **Gallery custom function**

- Gallery Script

Gallery custom function

> **What is the Gallery custom function?**
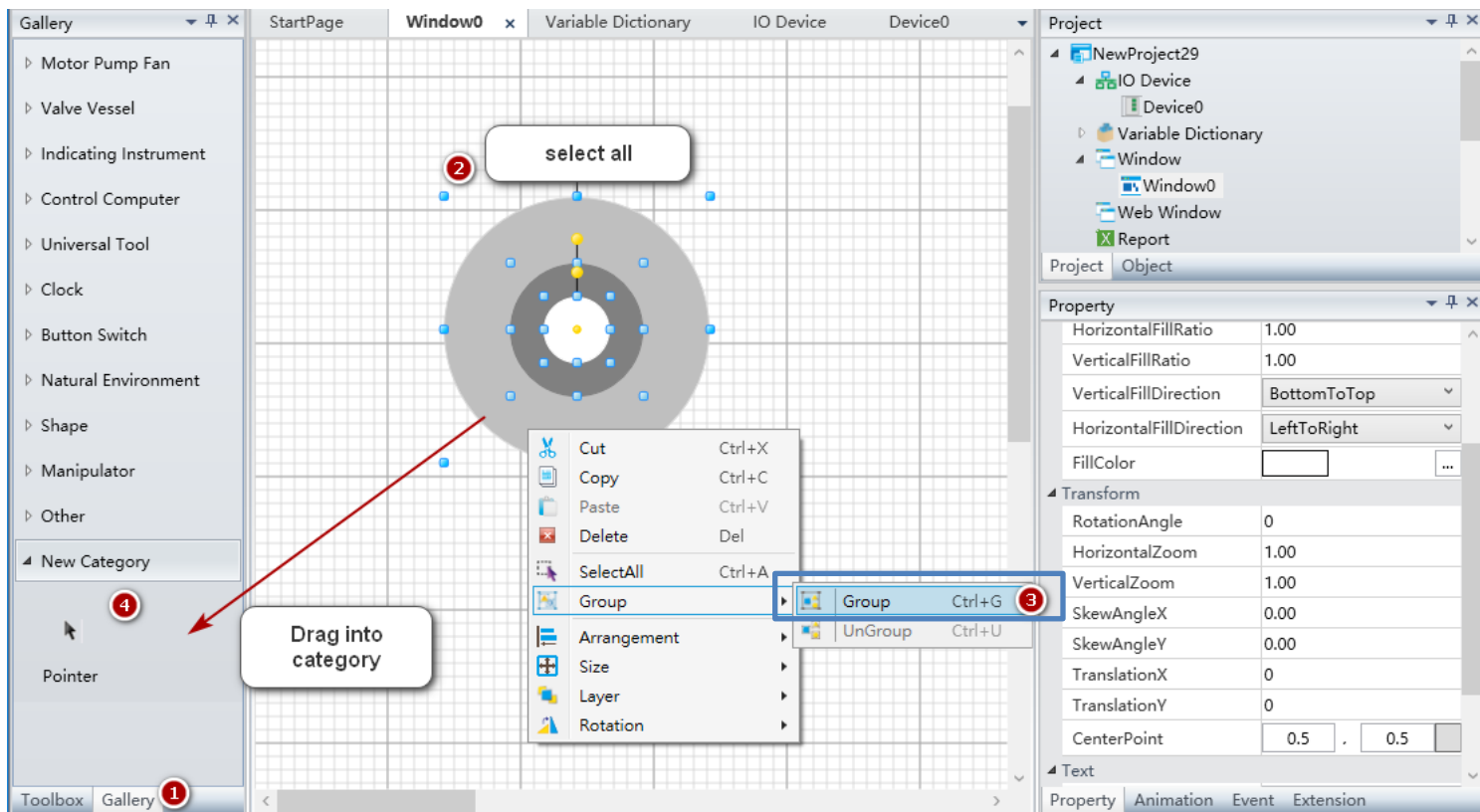
The gallery custom function is a characteristic function of the gallery, and users can add gallery graphics according to their own habits.

(1)Draw the graphics and change the properties.

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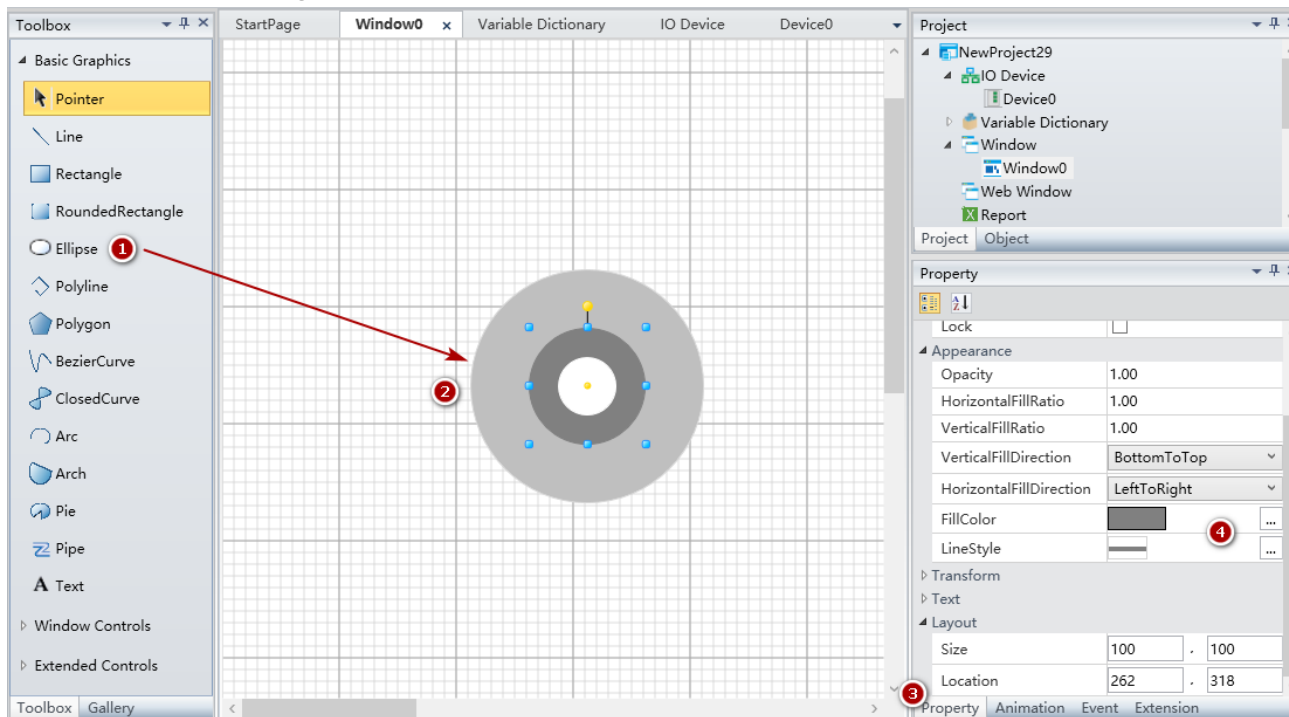
Gallery custom function

(2) Combine graphics and drag into the gallery.

Gallery custom function

(3) Rename the combined graphics

Gallery custom function

(4) Export to Image

- Gallery overview classification

- Use of gallery

- Gallery custom function

- **Gallery Script**

Gallery Script

➢ Gallery graphics are only vector graphics, property animation can be directly configured, no script events need to be added in normal use.

- The library graphics are the same as the basic graphics method scripts, and you can directly refer to the basic graphics.

- If you need to add a change attribute script in the project, the steps are as shown in the figure
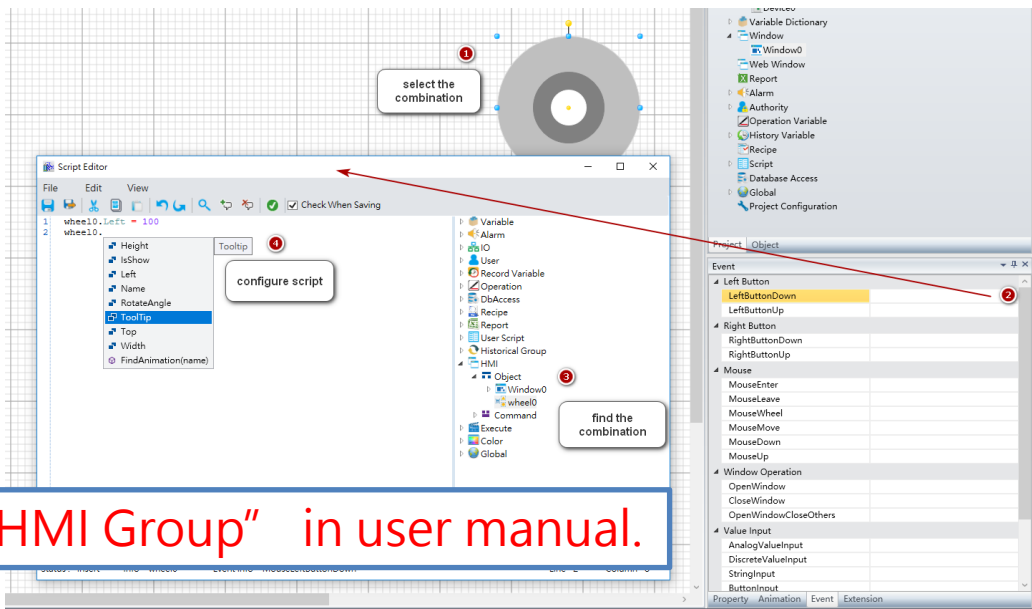
※Refer to the section "20.3 HMI Group" in user manual.

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