

DIView

Gallery

2019/04/12
YANGYANG



- The concepts of gallery overview and classification
- Gallery graphics
- Gallery custom function
- Gallery script

In this chapter, you will learn

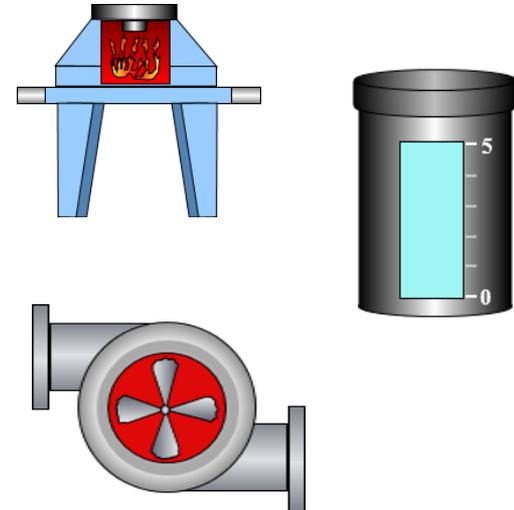
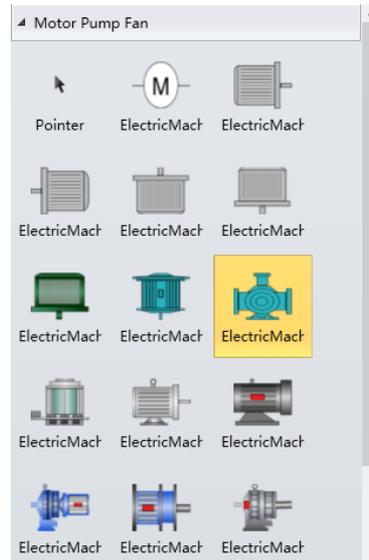
- ... More about gallery overview
- ... More about the use of gallery
- ... More about the custom creation of the gallery

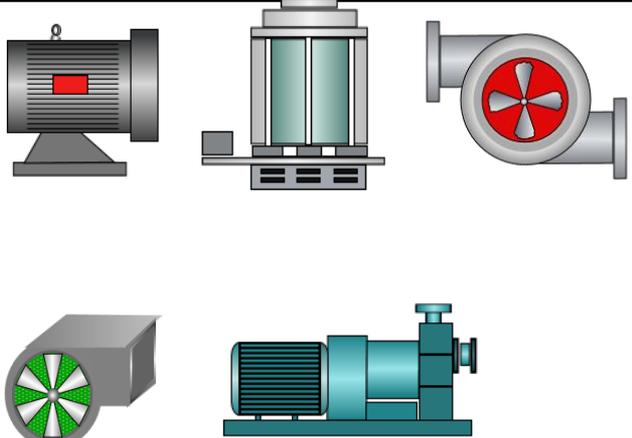
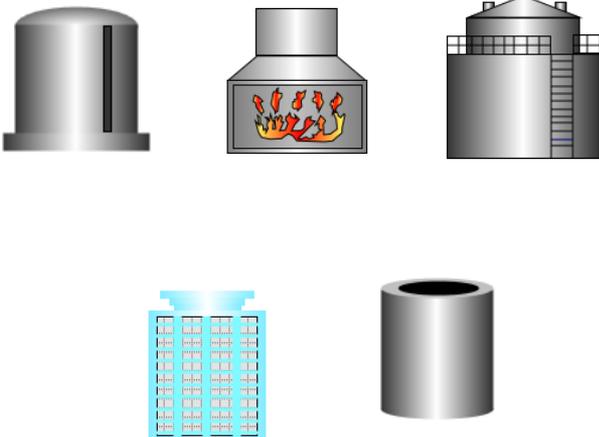


- Gallery overview classification
- Use of gallery
- Gallery custom function
- Gallery Script

➤ 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.



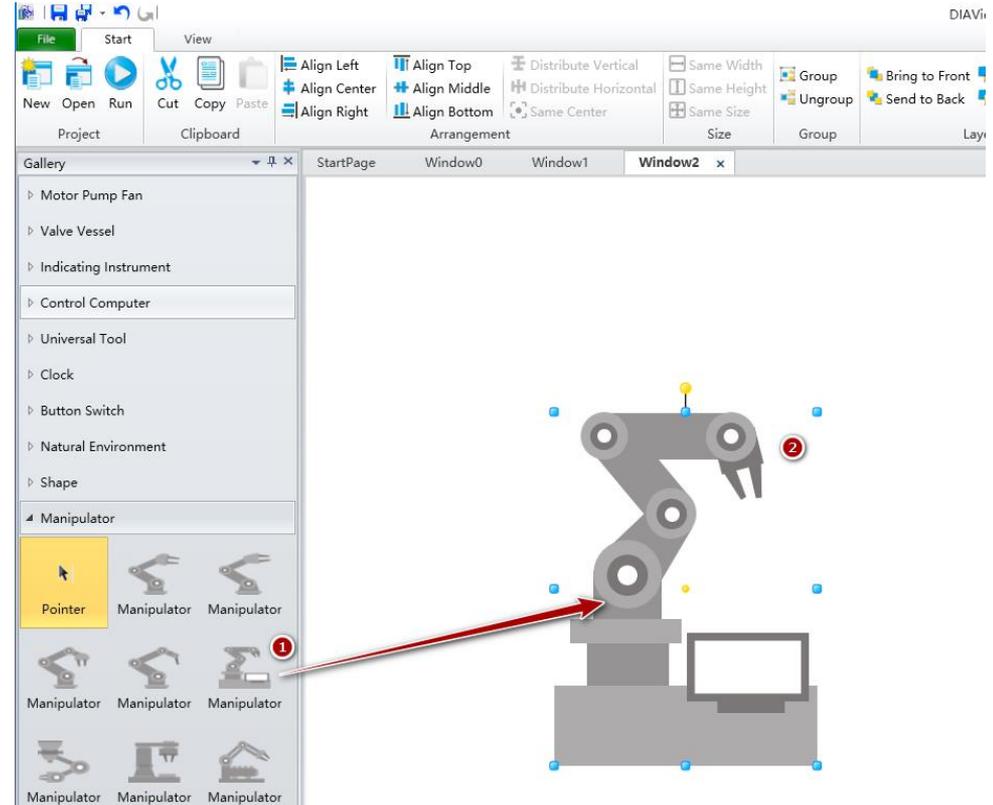
Motor/Pump/Fan	Valve/Vessel
<p>The motor pump fan contains various types of motors, fans, different shapes of fan blades, pumps, filters, air valves and other graphics.</p>	<p>The valve container is composed of different types of tanks and sinks, valves, pipes with different connection directions, bends,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



- Gallery overview classification
- Use of gallery
- Gallery custom function
- Gallery Script

➤ Examples of use of the gallery:

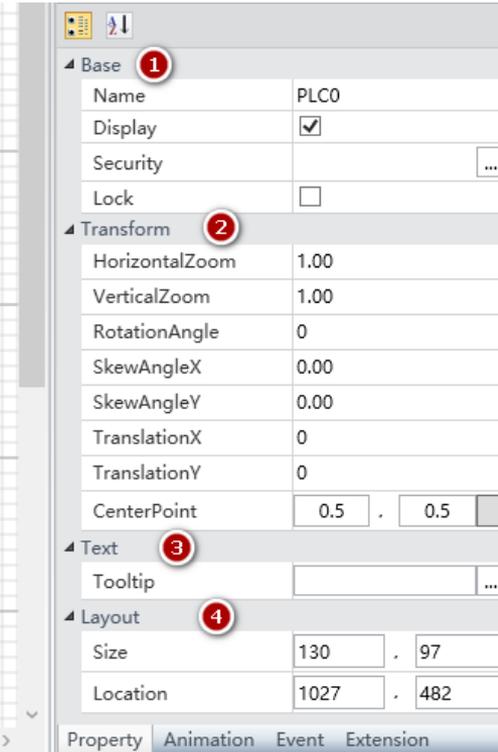
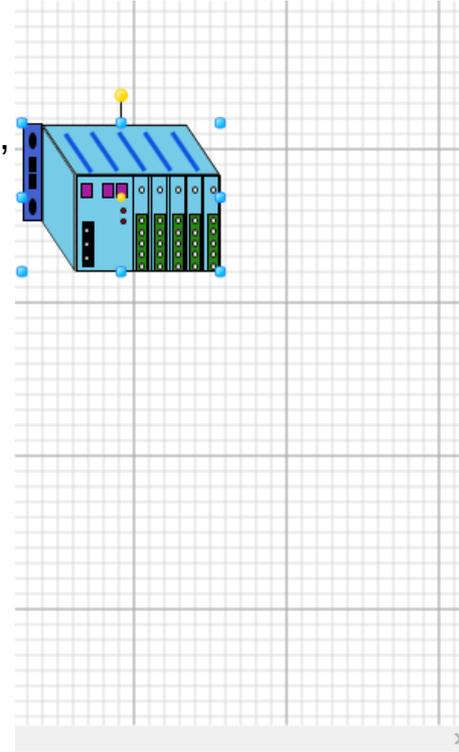
- ① Click on the desired combination graphic in the gallery
- ② Drag the graphic to the desired position or click the position of the artboard where you want to combine the graphics, and adjust the size and other basic properties of the combined graphics



➤ 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.



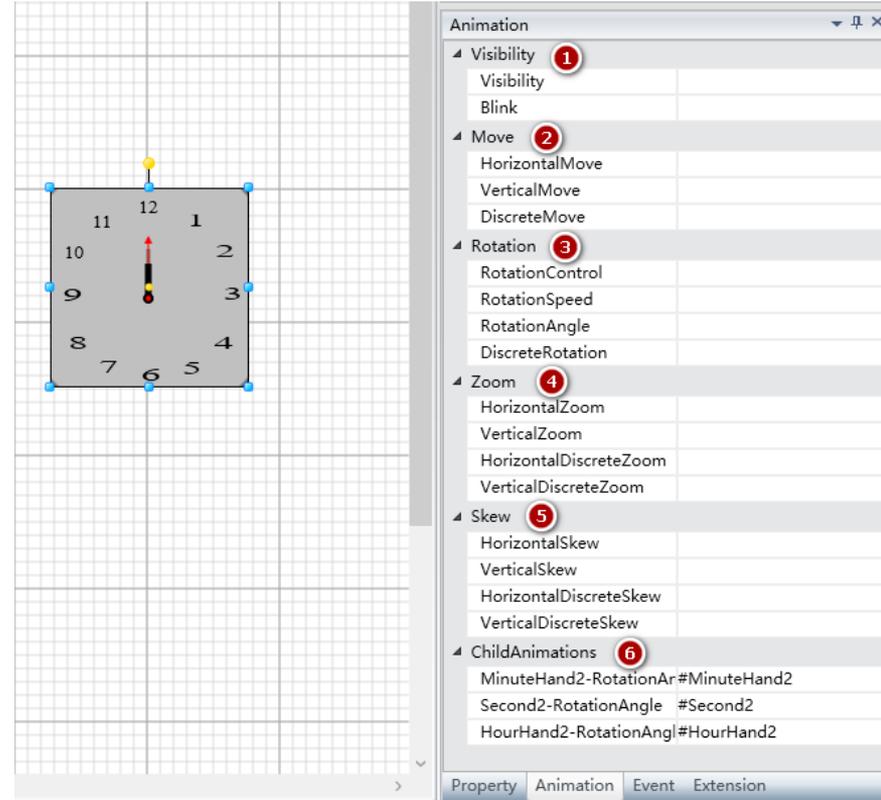
Section	Property	Value
Base (1)	Name	PLC0
	Display	<input checked="" type="checkbox"/>
	Security	...
	Lock	<input type="checkbox"/>
Transform (2)	HorizontalZoom	1.00
	VerticalZoom	1.00
	RotationAngle	0
	SkewAngleX	0.00
	SkewAngleY	0.00
	TranslationX	0
	TranslationY	0
	CenterPoint	0.5 . 0.5
Text (3)	Tooltip	...
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.



The screenshot displays a software interface with a grid background. On the left, a clock face is shown with numbers 1 through 12. A red arrow points upwards from the center, and a yellow dot is positioned at the top of the grid. On the right, an 'Animation' gallery panel is visible, listing various animation types with red circled numbers 1 through 6 indicating specific options:

- 1. Visibility
- 2. Move (HorizontalMove, VerticalMove, DiscreteMove)
- 3. Rotation (RotationControl, RotationSpeed, RotationAngle, DiscreteRotation)
- 4. Zoom (HorizontalZoom, VerticalZoom, HorizontalDiscreteZoom, VerticalDiscreteZoom)
- 5. Skew (HorizontalSkew, VerticalSkew, HorizontalDiscreteSkew, VerticalDiscreteSkew)
- 6. ChildAnimations (MinuteHand2-RotationAr#MinuteHand2, Second2-RotationAngle #Second2, HourHand2-RotationAngl#HourHand2)

At the bottom of the gallery panel, there are tabs for 'Property', 'Animation', 'Event', and 'Extension'.

➤ Example of creating a clock sub-animation:

The image shows a software interface for creating a clock sub-animation. A clock face is displayed on a grid. A dialog box titled "Rotation Angle" is open, showing the expression "Var.second" (marked with a red circle 4) and a dropdown menu for "RotationAngle" set to "0.00" (marked with a red circle 5). A red arrow points from the "RotationAngle" dropdown to the "Second2-RotationAngle" entry in the "Animation" gallery (marked with a red circle 3). The "Animation" gallery (marked with a red circle 2) lists various animation types, including "Rotation" and "Zoom".

Rotation Angle

Expression: Var.second

can associate variable

Clear

MinimumValue: Value: 0.00

MaximumValue: Value: 60.00

RotationAngle: 0.00

RotationAngle: 360.00

OK Cancel

Animation

- Visibility
 - Visibility
 - Blink
- Move
 - HorizontalMove
 - VerticalMove
 - DiscreteMove
- Rotation
 - RotationControl
 - RotationSpeed
 - RotationAngle
 - DiscreteRotation
- Zoom
 - HorizontalZoom
 - VerticalZoom
 - HorizontalDiscreteZoom
 - VerticalDiscreteZoom
- Skew
 - HorizontalSkew
 - VerticalSkew
 - HorizontalDiscreteSkew
 - VerticalDiscreteSkew
- ChildAnimations
 - MinuteHand2-RotationAr #MinuteHand2
 - Second2-RotationAngle #Second2**
 - HourHand2-RotationAngl #HourHand2

Property Animation Event Extension

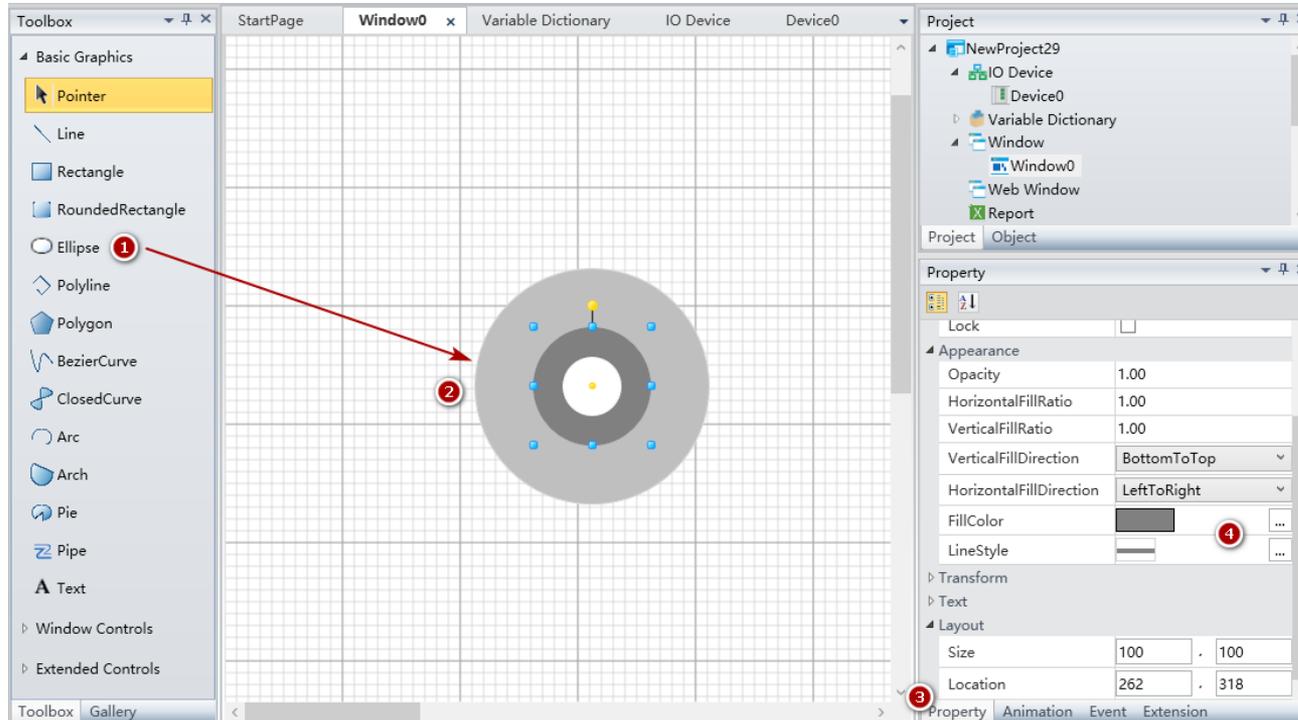


- Gallery overview classification
- Use of gallery
- **Gallery custom function**
- Gallery Script

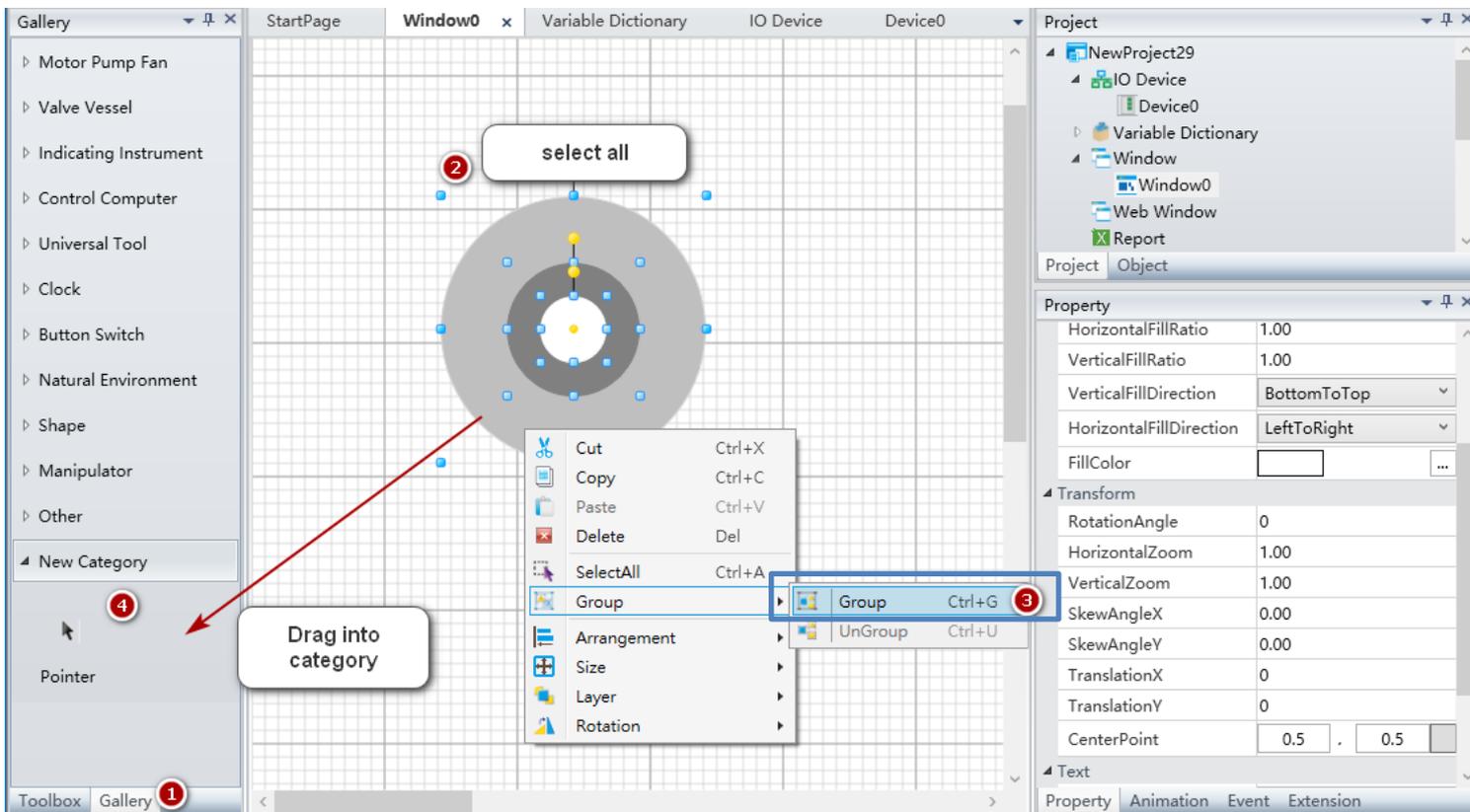
➤ What is the Gallery custom function?

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

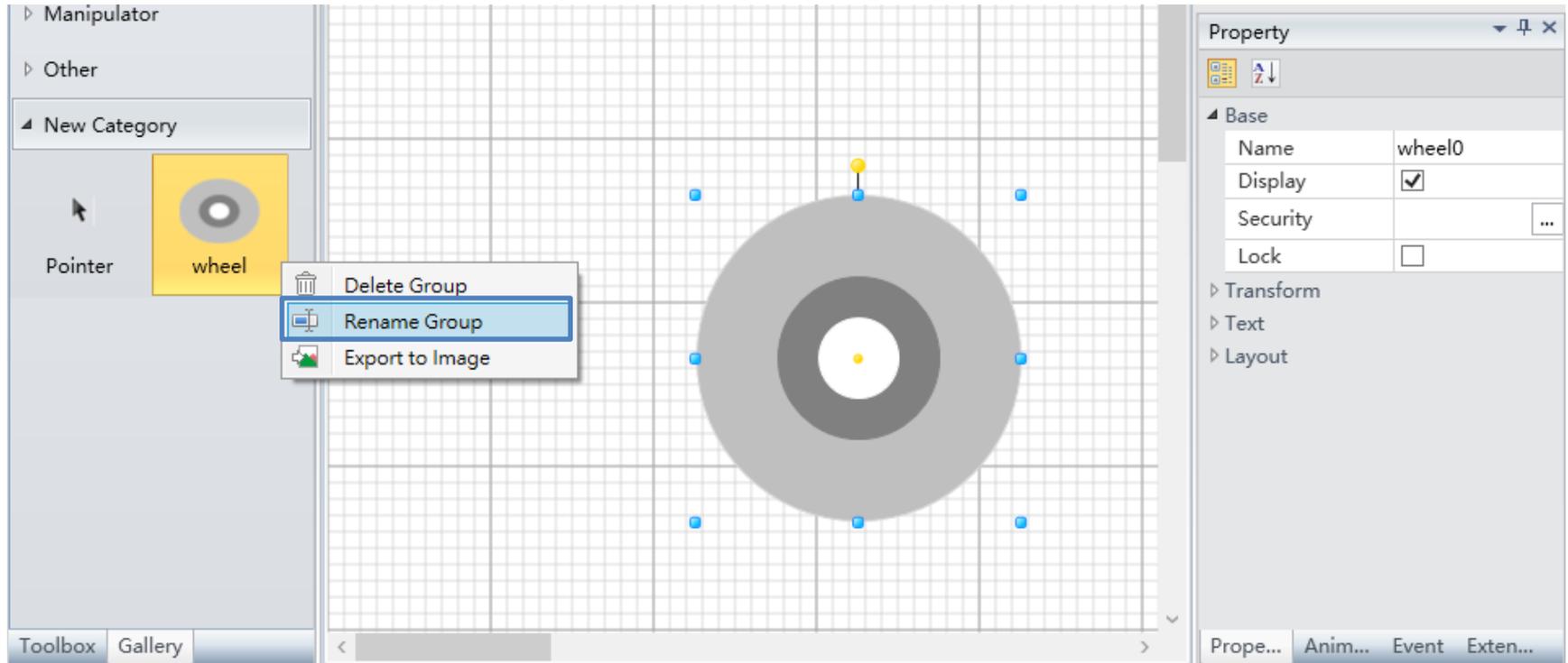
(1) Draw the graphics and change the properties.



(2) Combine graphics and drag into the gallery.



(3) Rename the combined graphics



The screenshot displays a software interface with a central grid workspace. On the left, a 'Toolbox' panel shows a 'Gallery' tab with a 'New Category' section containing a yellow square icon labeled 'wheel'. A context menu is open over the 'wheel' icon, with the 'Rename Group' option selected. The central workspace shows a gray circular graphic with a white center and a yellow dot, surrounded by blue dots. On the right, a 'Property' panel is visible, showing the following table:

Property	
Base	
Name	wheel0
Display	<input checked="" type="checkbox"/>
Security	...
Lock	<input type="checkbox"/>
Transform	
Text	
Layout	

At the bottom of the interface, there are tabs for 'Prope...', 'Anim...', 'Event', and 'Exten...'.

(4) Export to Image

The screenshot illustrates the 'Export to Image' workflow in the software. The interface includes a Gallery, a workspace, a Project tree, and a Property window.

- 1:** The 'Pointer' object is selected in the 'New Category' section of the Gallery.
- 2:** The selected object is dragged into the workspace.
- 3:** The object in the workspace is selected using the 'select all' command.
- 4:** A context menu is opened over the object, and the 'Export to Image' option is selected.
- 5:** A 'Save As' dialog box is shown, with the file name 'wheel.png' and the save type 'PNG (*.png)'.

The Project tree on the right shows the following structure:

- Project
- Object
- NewProject29
 - IO Device
 - Device0
 - Variable Dictionary
 - Window
 - Window0
 - Web Window
 - Report

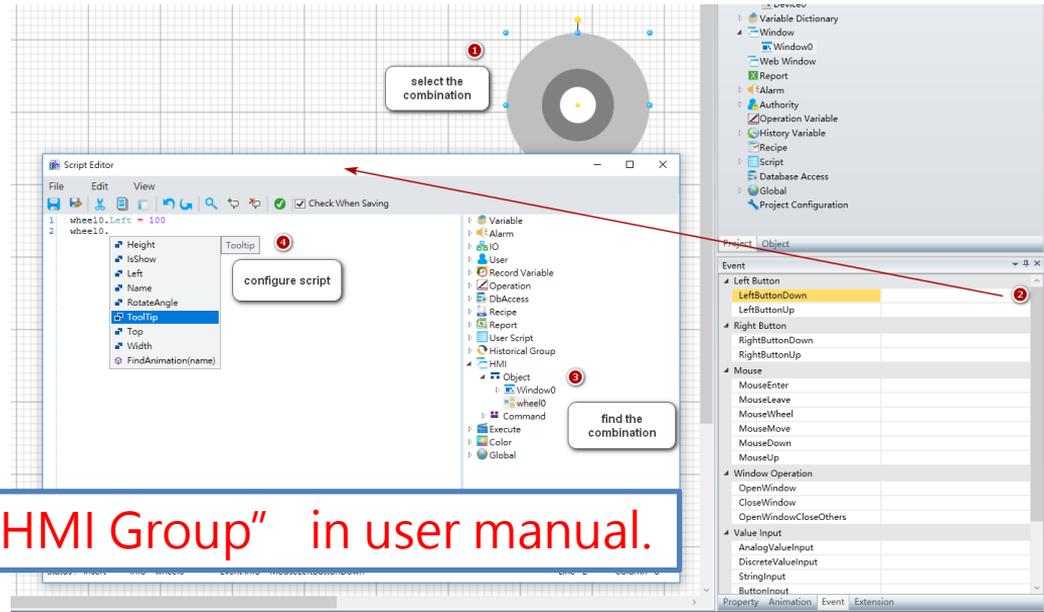
The Property window for the selected object shows the following values:

Property	Value
HorizontalFillRatio	1.00
VerticalFillRatio	1.00
VerticalFillDirection	BottomToTop
HorizontalFillDirection	LeftToRight



- Gallery overview classification
- Use of gallery
- Gallery custom function
- 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.

Smarter. Greener. Together.

To learn more about Delta, please visit www.deltaww.com.

