

DIView

Gallery

2019/04/12
YANGYANG



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

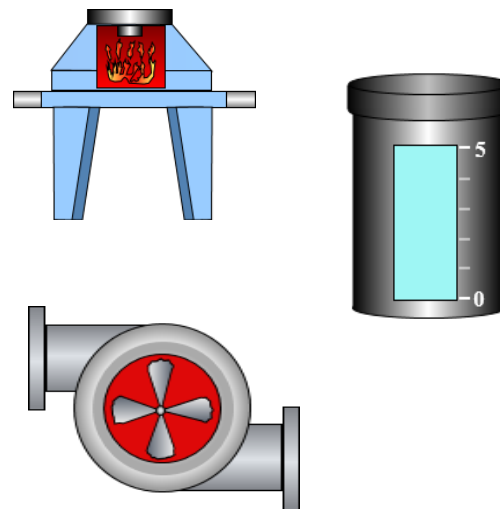
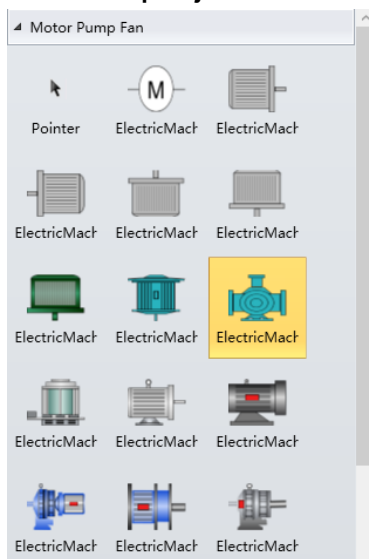
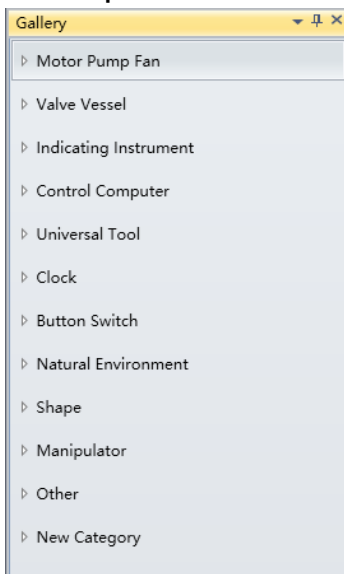
In this chapter, you will learn

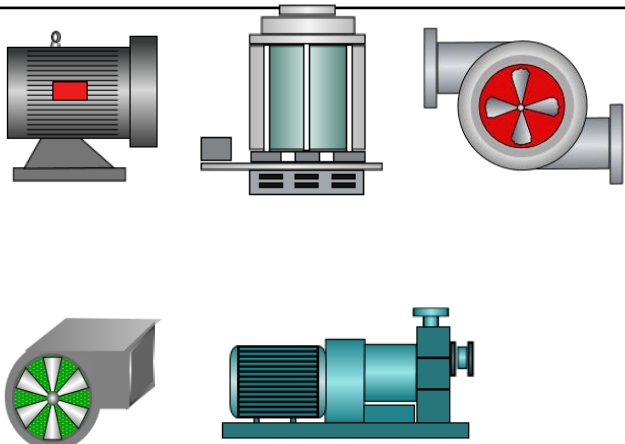
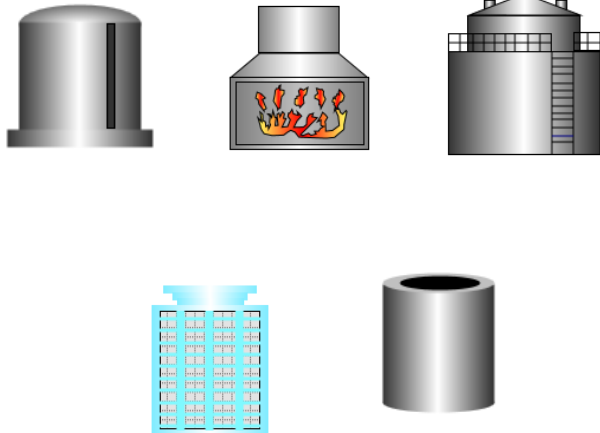
- ... More about gallery overview
- ... More about the use of gallery
- ... More about the custom creation of the gallery

- 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.



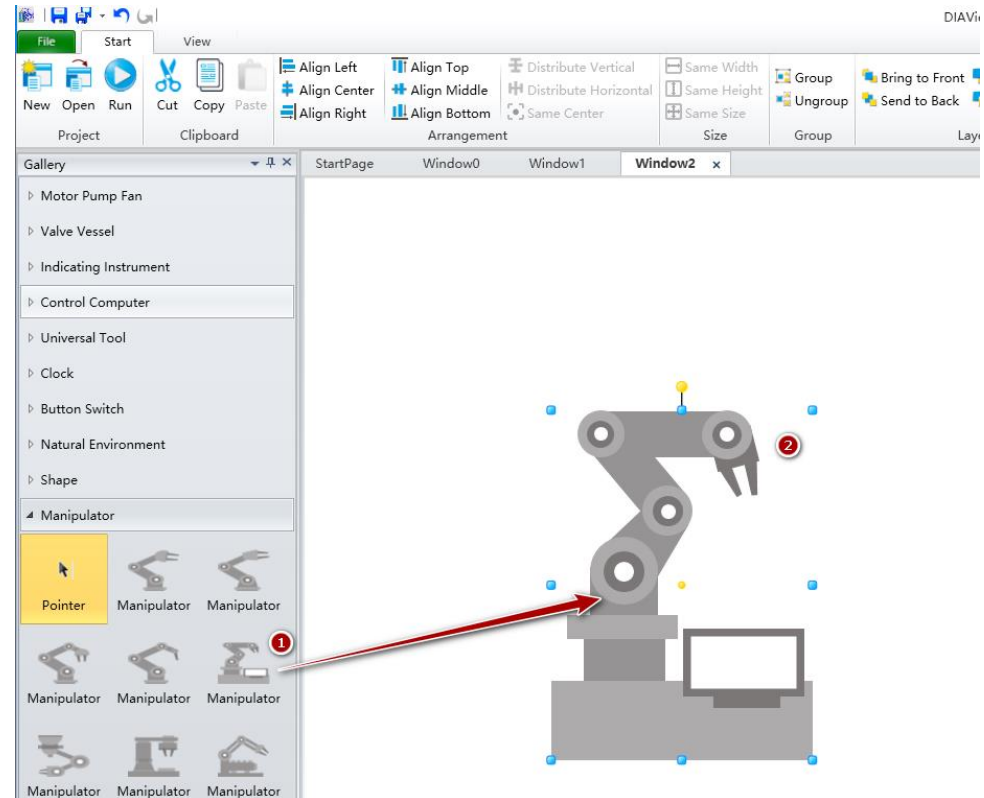
Motor/Pump/Fan	Valve/Vessel
<p>The motor pump fan contains various types of motors, fans, different shapes of fan blades, pumps, filters, air valves and other graphics.</p>	<p>The valve container is composed of different types of tanks and sinks, valves, pipes with different connection directions, bends,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



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

➤ Examples of use of the gallery:

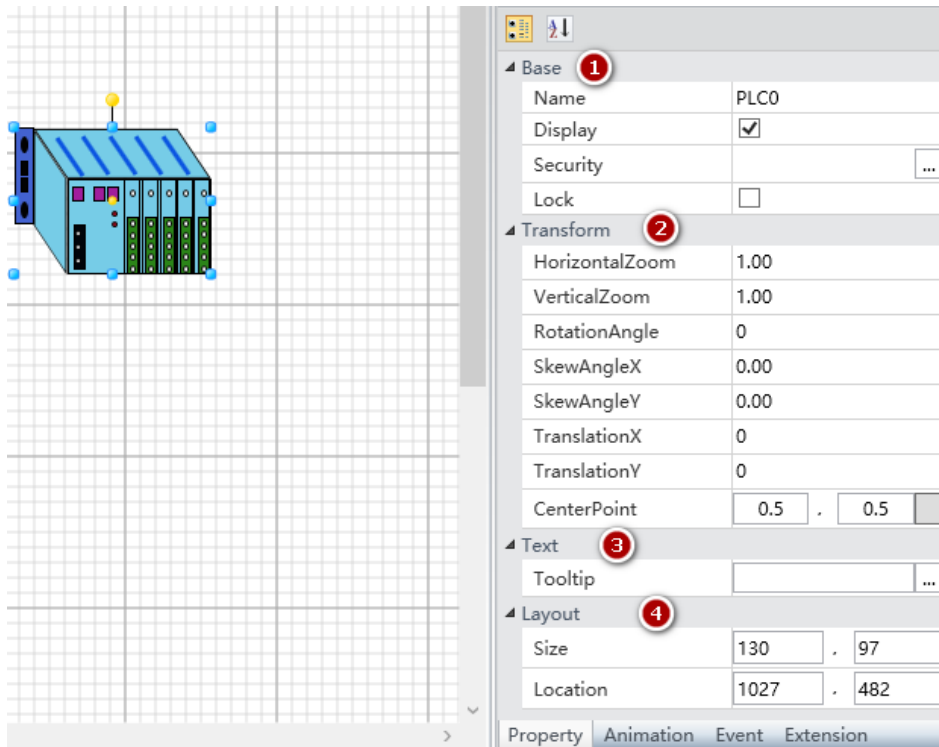
- ① Click on the desired combination graphic in the gallery
- ② Drag the graphic to the desired position or click the position of the artboard where you want to combine the graphics, and adjust the size and other basic properties of the combined graphics



➤ Example of graphic property setting:

Select the graphic in the gallery

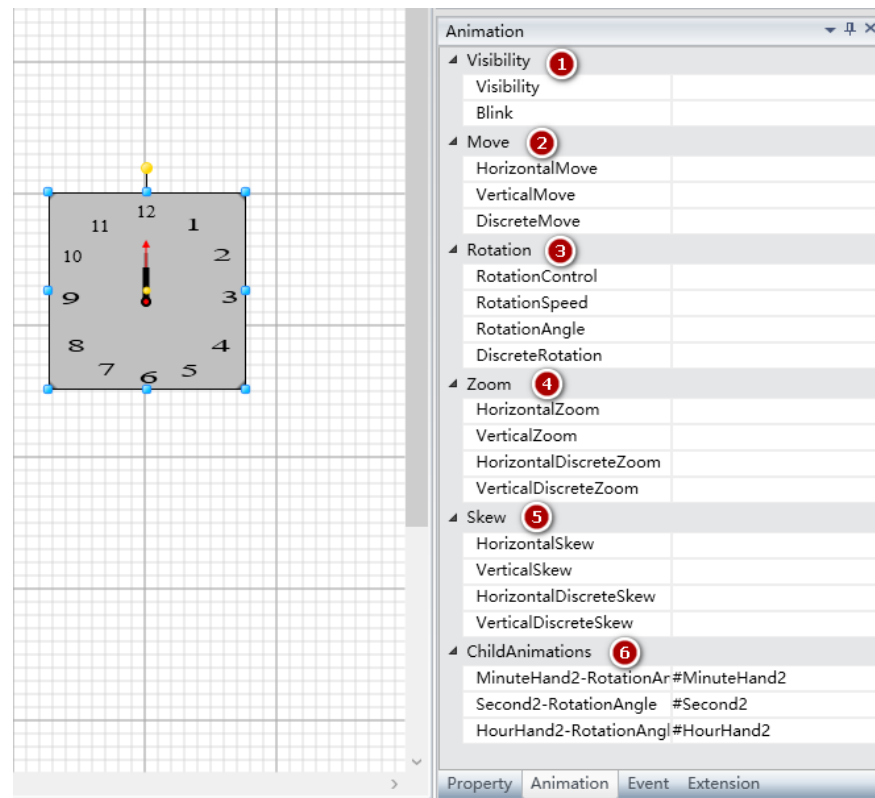
- ① Basic: Contains the name that can be modified, whether it is displayed, whether it is locked from being modified, and the setting of the security zone.
- ② Conversion: Including graphic transformation, scaling, distortion, offset, and rotation angle and center point.
- ③ Text: You can fill in the 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.



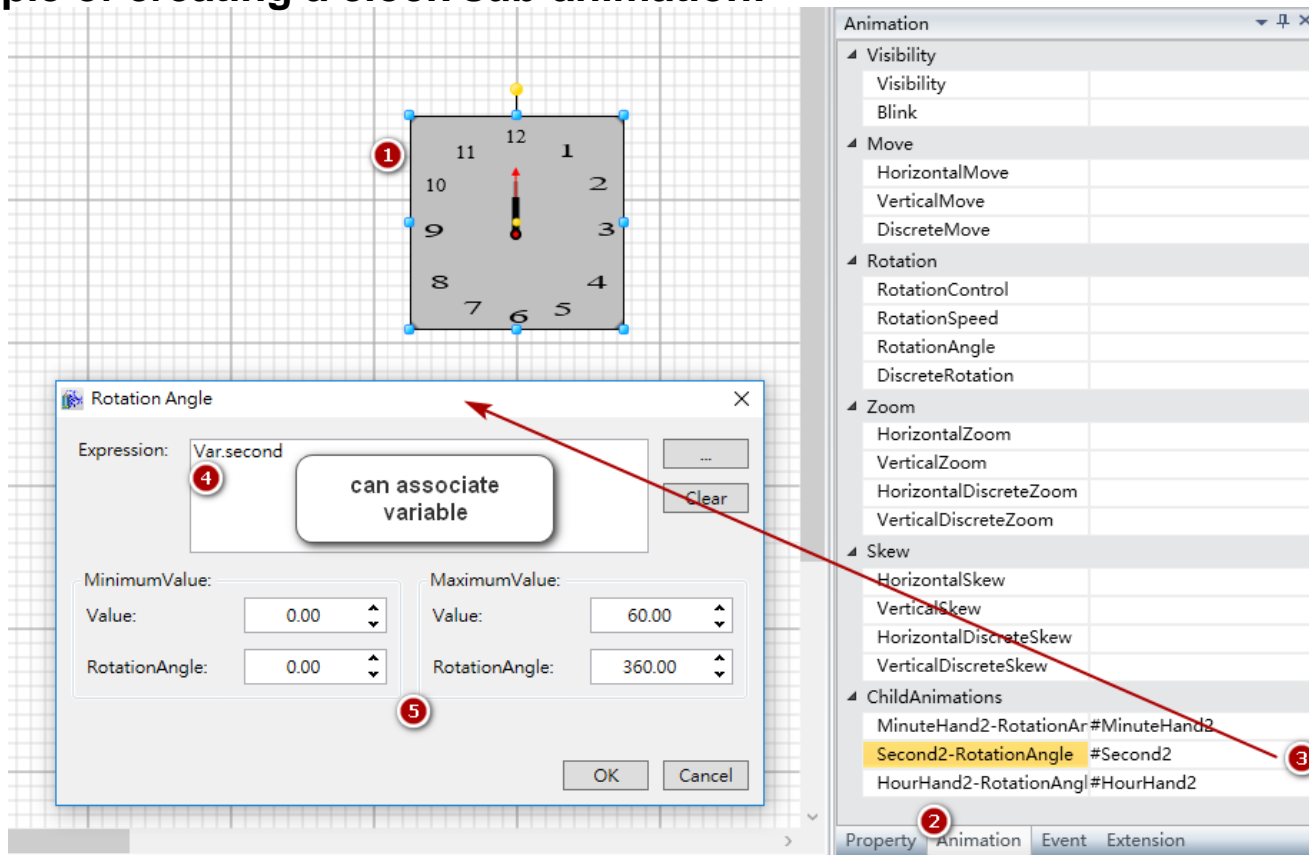
➤ Examples of graphic animation:

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:



can associate variable

Expression: Var.second

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

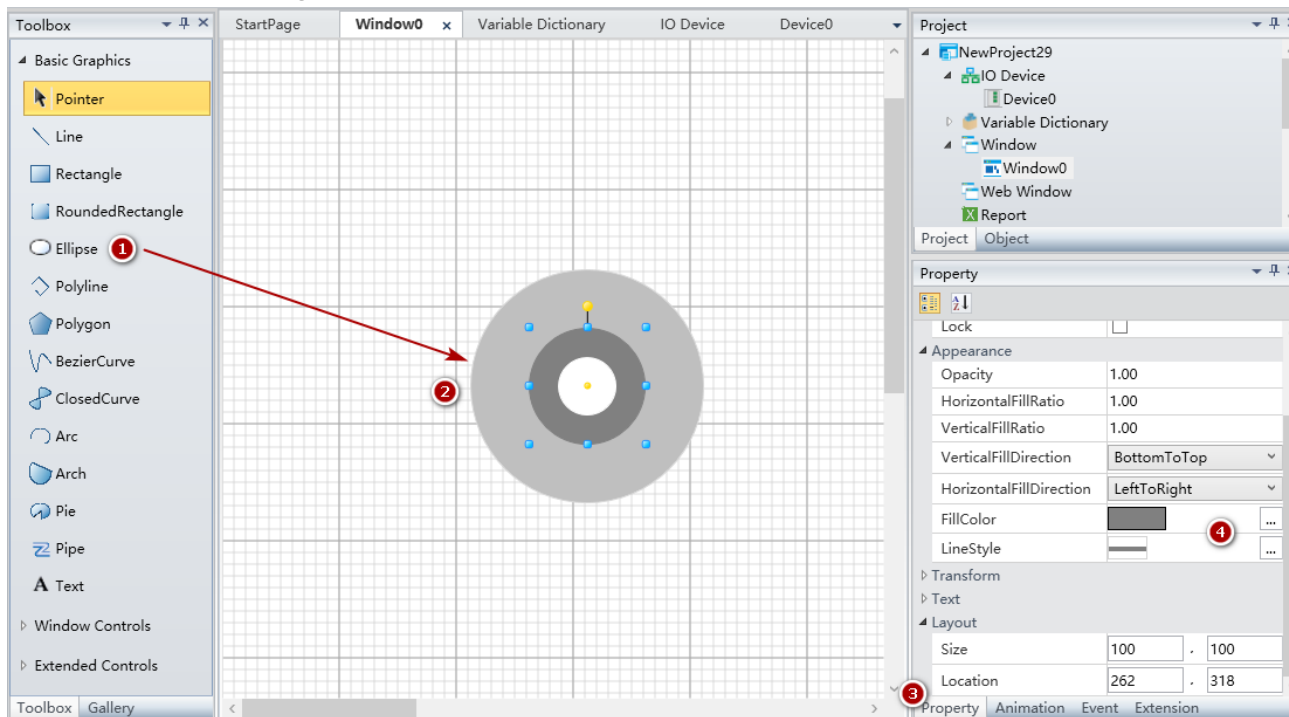
- Gallery overview classification
- Use of gallery
- **Gallery custom function**
- Gallery Script

Gallery custom function

➤ What is the Gallery custom function?

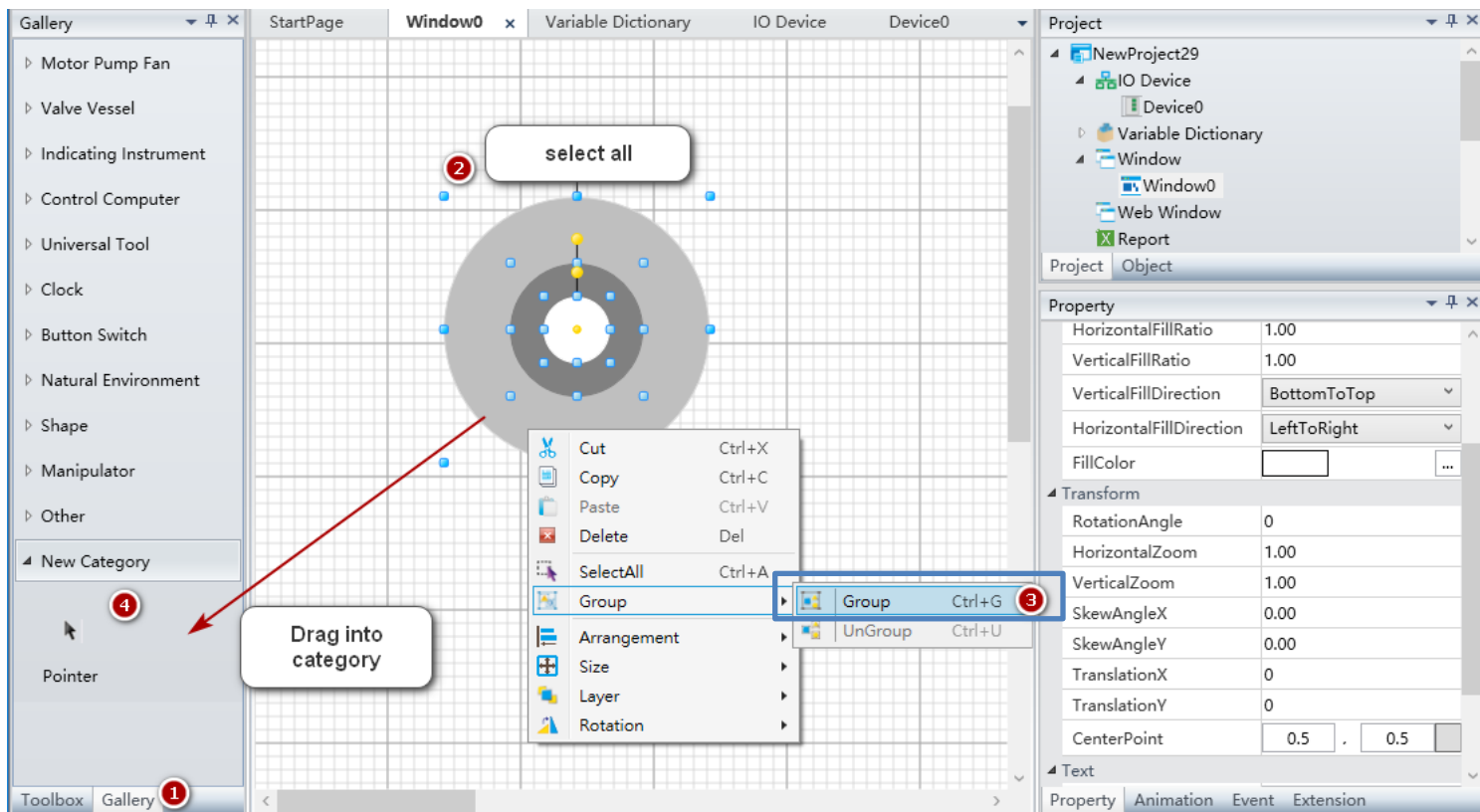
The gallery custom function is a characteristic function of the gallery, and users can add gallery graphics according to their own habits.

(1) Draw the graphics and change the properties.



Gallery custom function

(2) Combine graphics and drag into the gallery.



The screenshot illustrates the process of combining graphics and dragging them into the gallery. The interface includes a Gallery panel on the left, a central workspace with a diagram, and a Project/Property panel on the right.

Gallery Panel (Left): Lists various components like Motor Pump Fan, Valve Vessel, Indicating Instrument, Control Computer, Universal Tool, Clock, Button Switch, Natural Environment, Shape, Manipulator, and Other. A 'New Category' button is highlighted with a red circle (4). A red arrow points from the 'Group' option in the context menu to this button.

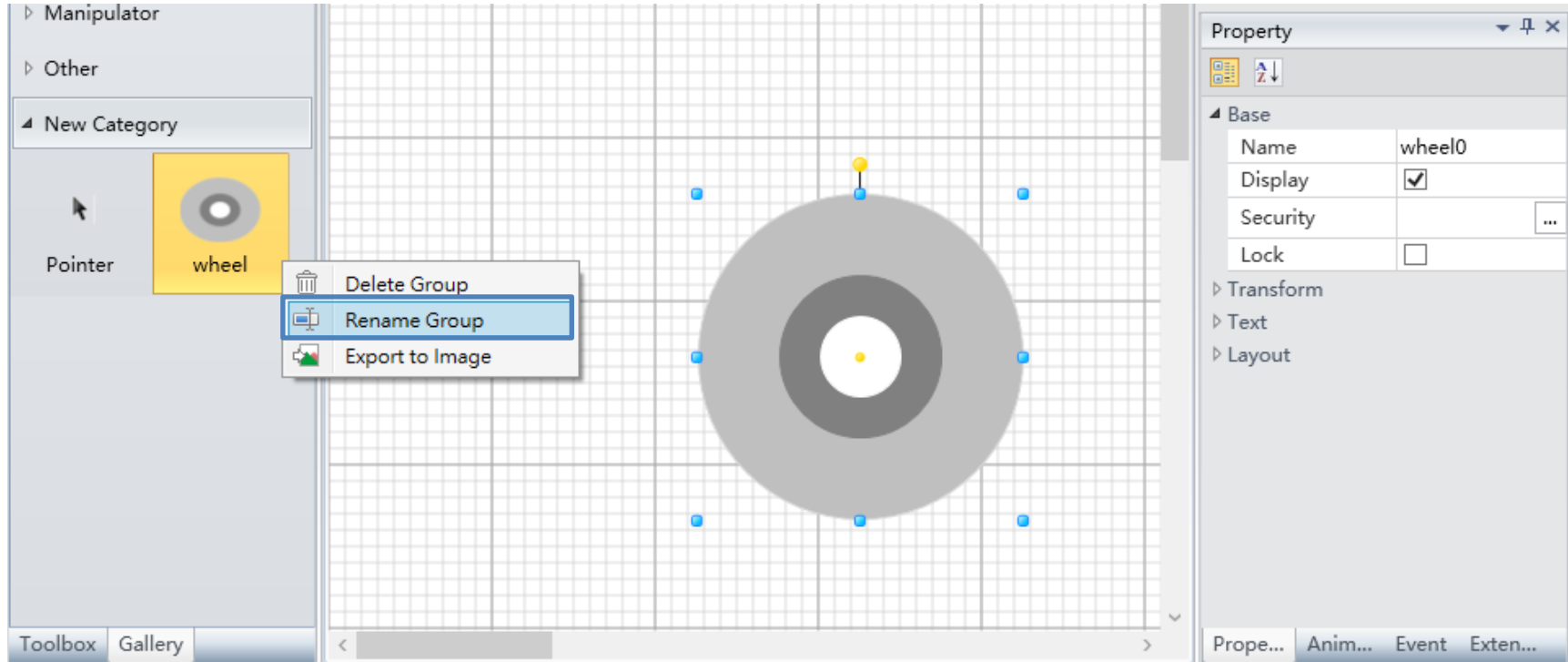
Central Workspace: Displays a diagram of a circular component with a central yellow dot and surrounding blue dots. A 'select all' button is visible above the diagram. A red circle (2) is placed near the diagram.

Context Menu: A right-click menu is open over the diagram, showing options: Cut (Ctrl+X), Copy (Ctrl+C), Paste (Ctrl+V), Delete (Del), SelectAll (Ctrl+A), Group (Ctrl+G), UnGroup (Ctrl+U), Arrangement, Size, Layer, and Rotation. The 'Group' option is highlighted with a red circle (3).

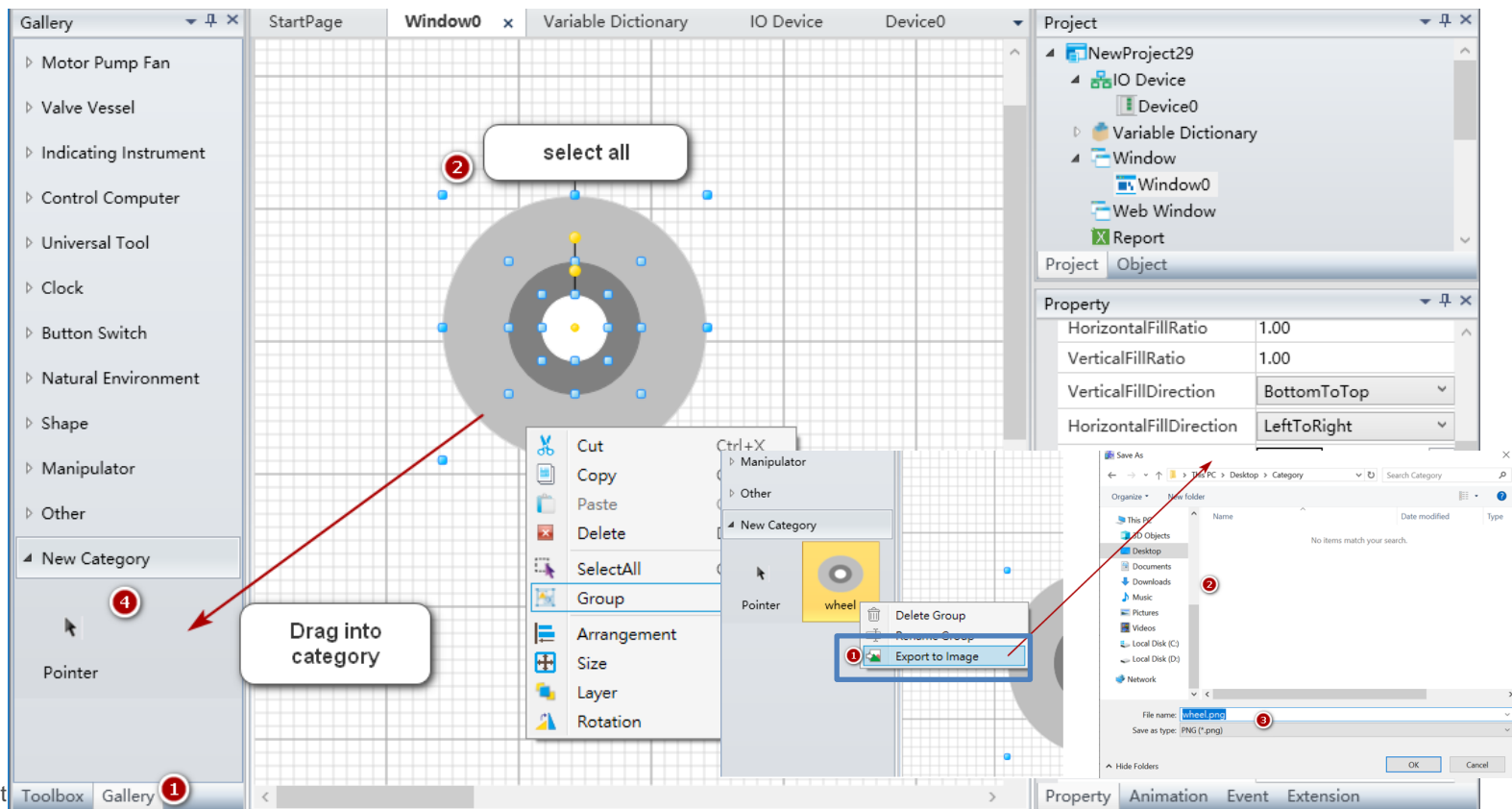
Project/Property Panel (Right): Shows the project structure for 'NewProject29' and the properties of the selected object. The 'Property' tab is active, displaying various settings like HorizontalFillRatio, VerticalFillRatio, VerticalFillDirection, HorizontalFillDirection, FillColor, and Transform properties (RotationAngle, HorizontalZoom, VerticalZoom, SkewAngleX, SkewAngleY, TranslationX, TranslationY, CenterPoint).

Bottom Panel: Includes a 'Toolbox' and a 'Gallery' tab, with the 'Gallery' tab highlighted by a red circle (1).

(3) Rename the combined graphics



(4) Export to Image



The screenshot illustrates the 'Export to Image' process in the Delta software. The interface consists of several panels:

- Gallery:** Located on the left, it contains a list of categories such as 'Motor Pump Fan', 'Valve Vessel', 'Indicating Instrument', 'Control Computer', 'Universal Tool', 'Clock', 'Button Switch', 'Natural Environment', 'Shape', 'Manipulator', and 'Other'. The 'New Category' section is highlighted with a red circle (1), and a 'Pointer' object is shown below it.
- Workspace:** The central area displays a diagram of a 'wheel' object. A context menu is open over this object, showing options like 'Cut', 'Copy', 'Paste', 'Delete', 'SelectAll', 'Group', 'Arrangement', 'Size', 'Layer', and 'Rotation'. The 'Export to Image' option is highlighted with a red circle (1).
- Project Panel:** Located on the right, it shows the project structure. The 'Object' tab is selected, and the 'Property' panel below it displays various settings like 'HorizontalFillRatio', 'VerticalFillRatio', 'VerticalFillDirection', and 'HorizontalFillDirection'.
- Save As Dialog:** A 'Save As' dialog box is open, showing the file name 'wheel.png' and the save type 'PNG (*.png)'. The dialog is titled 'Save As' and has a 'File name' field and a 'Save as type' dropdown. A red circle (2) is placed on the 'File name' field, and a red circle (3) is placed on the 'Save as type' dropdown.

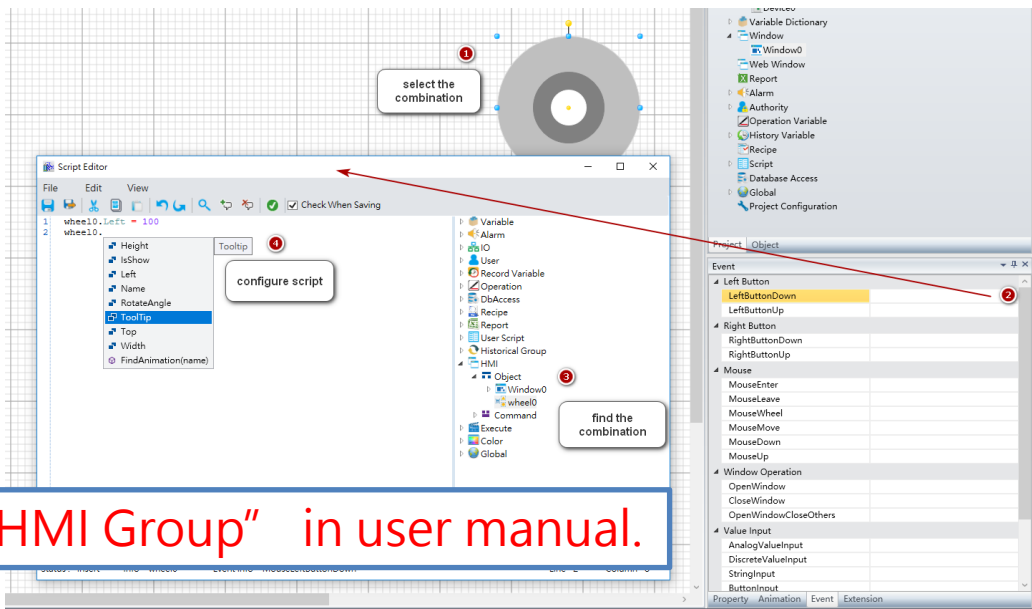
Red arrows and numbered circles (1, 2, 3, 4) indicate the sequence of steps for exporting the image:

- Click on 'Export to Image' in the context menu.
- Click on the 'File name' field in the 'Save As' dialog.
- Click on the 'Save as type' dropdown in the 'Save As' dialog.
- Click on the 'Pointer' object in the 'New Category' section of the Gallery.

A text box with the label 'Drag into category' and an arrow points to the 'Pointer' object in the Gallery.

- 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.

