



Illumination Software Creator Tutorial : Using The Image Library

So you want to add graphics to your application, you say?

Luckily, Illumination Software Creator makes that incredibly easy thanks to the Image Library.

The Image Library is a simple way to add, modify and work with images within your application.

To get you started, let's work through a quick example of how to add an image to your project and display it on a window.

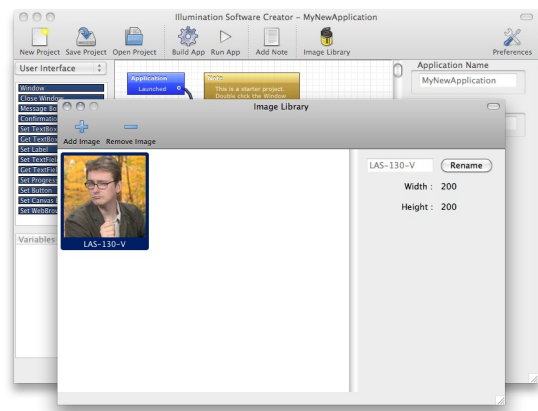
Step 1) Add An Image

When you run Illumination Software Creator you'll notice a toolbar button on the top right that looks a bit like a roll of film and says "Image Library". Click that and, as if by magic, the Image Library is opened.

The Image Library itself is a very simple thing. You can add and remove any .jpeg image you like, as well as rename and get information on the various image.

For now, simply add an image (any old jpeg will do).

When you've got at least one image in the Library, close the Library.



Step 2) Add A Canvas

In order to actually display images in a window, you'll need a Canvas.

Double click on the Window block to open the Window Editor and select "HTML5 – Web" from the drop down box at the top. (This tells the Window Editor that we want to design the user interface layout for the HTML5 version of the app – though what we learn here works exactly the same for all types of applications.)

Then drag a "Canvas" control from the list on the left to the window layout. Place it anywhere you like. Then close the Window Editor.

Step 3) Set Canvas Picture

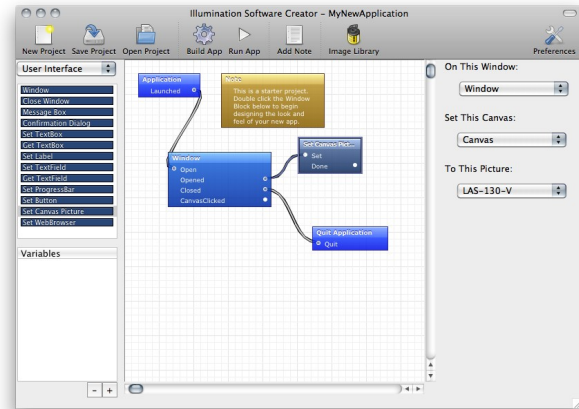
In order to show a picture, we need to use the "Set Canvas Picture" block.

With “User Interface” selected in the top left hand corner drop down box, drag “Set Canvas Picture” from the list of blocks on the left to the main project grid.

Now draw a line from the Window block's “Opened” output to the Set Canvas Picture block's “Set” input. This tells your application to set the canvas picture when this window is opened.

Now select the “Set Canvas Picture” block. Select the Window and Canvas you wish to display the picture on using the drop down boxes on the right.

Then choose which picture you wish to display from the Image Library from the bottom drop down box.



Step 4) Enjoy the fact that you are done.

That's really it. There's nothing left to do except run your application and enjoy.