


Chapter 5 Display Graphics

5.1 Create a new picture window

Click on the “New window” button  then select “File Window”, as shown in image 5-1 and 5-2 in below.

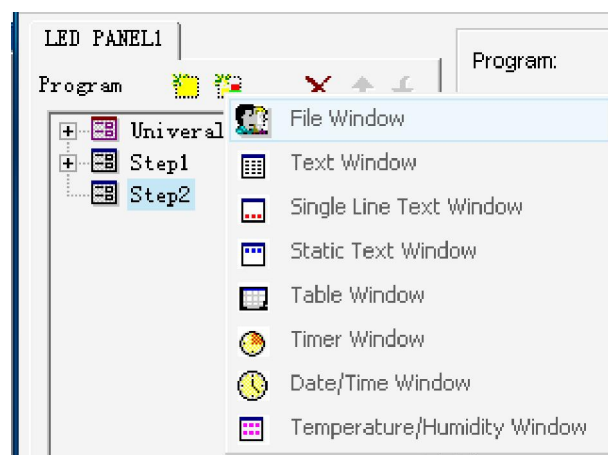


Figure 5-1

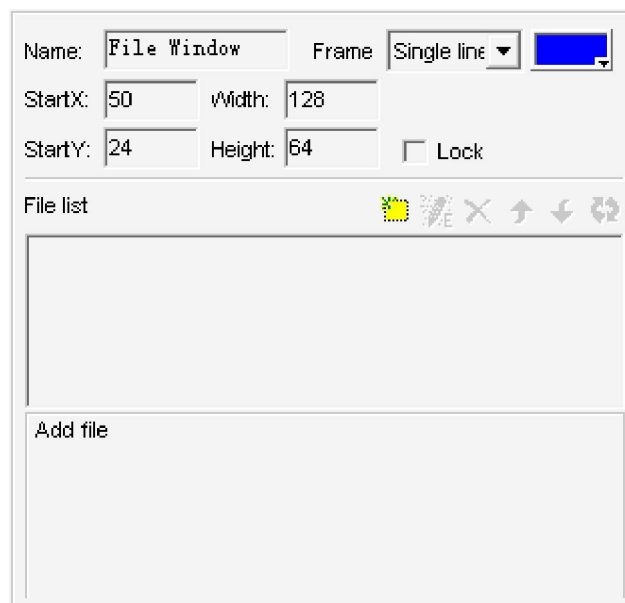


Figure 5-2

5.2 Setup graphics window

As shown in image 5-2, the upper part is for setting up program properties.

Name: program's name

Frame: choose frame and color

Starting point X: x-coordinate of the starting point


Starting point Y: y-coordinate of the starting point

Width: setup program's width

Height: setup program's height

Lock: lock program window to prevent it from moving.

5.3 Import files

Click on the “add file” button  (in the lower part of image 5-2) to open file dialog box (as shown in image 5-3), select the formats of picture files in the drop-down list. Then import the file that you want. When selecting a picture, you can preview it in the right-side frame.

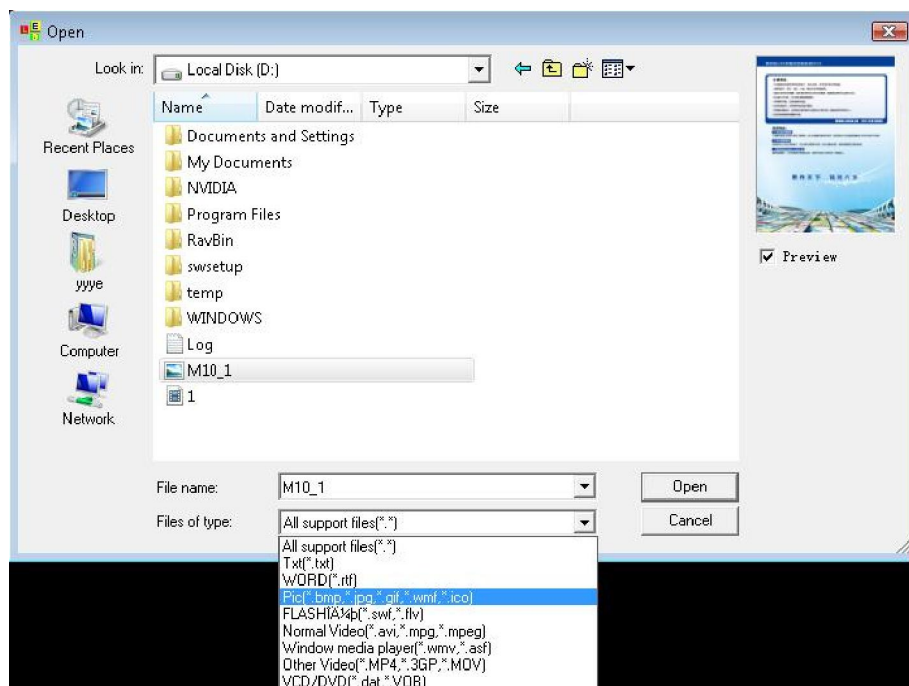


Figure 5-3

5.4 Setup graphics options

After adding the graphics, please setup options for it, as shown in image 5-4 in below. Options include background color, action, and effect, etc.

Backgr	<input type="text" value="Black"/>		
Action	<input type="text" value="Random"/>	Effect	<input type="text" value="Stretch"/>
Speed	<input type="text" value="3"/>	Stay	<input type="text" value="30"/> 1/10s
Clear	<input type="text" value="Random"/>	Clr speed	<input type="text" value="3"/>

Figure 5-4