Overlapping Graphics

This technical note describes a new feature included in the Designer software version 5.08; the new function increases the graphic editing capabilities of the Designer software allowing you to place dynamic graphic objects over static bitmaps.

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1. Introduction

The Dynamic Graphics tool of the Designer software lets you configure a dynamic sequence of images that UniOP will show according to the numeric value of an attached controller variable. Versions of Designer older than 5.08 allow putting Dynamic Graphics fields only over an empty area of the screen. Starting from Designer 5.08 it will be possible to position Dynamic Graphic fields over static background bitmaps. Creating animated images will be easier and effective.
Overlapped Dynamic Graphics and static bitmaps works with any firmware version supporting graphics.

2. Overlapping Dynamic Graphics to Static Bitmaps

The procedure to follow to create Dynamic Graphics fields overlapping static bitmaps is described below.

- Import in the project page a static bitmap that already shows the elements you want to animate;
- Make the dynamic graphics elements that will represent the animation. They are basically the bitmaps that will be used later on the Dynamic Graphic objects.
- Create the Dynamic Graphic fields over the static bitmap imported in the project page.

3. Application Example

As an example, Figure 1 shows a Designer project page containing a large static bitmap.
Our goal is displaying the tanks using different colors according to the value of the process variables in the PLC.
Once the bitmap has been imported, the Transparent Graphic tool should be used to make it transparent.

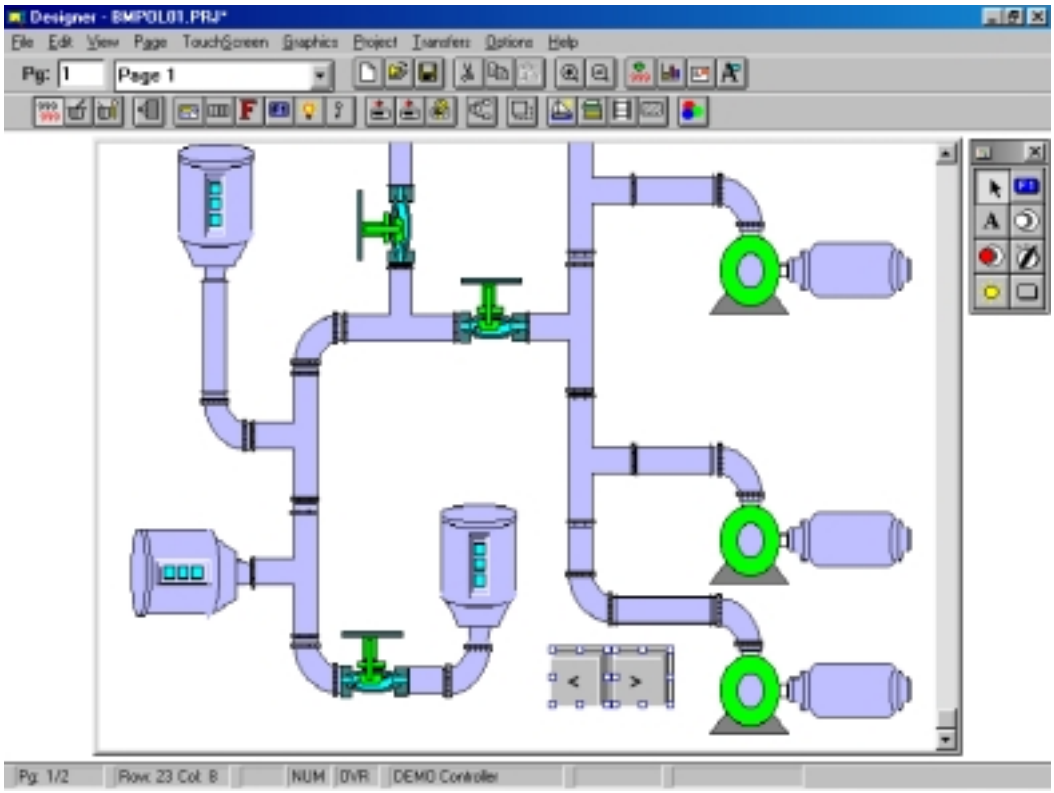

Figure 1

Figure 2 shows the same Designer screen after adding some static text and some numeric fields. Note that the Transparent Graphics button is pressed.

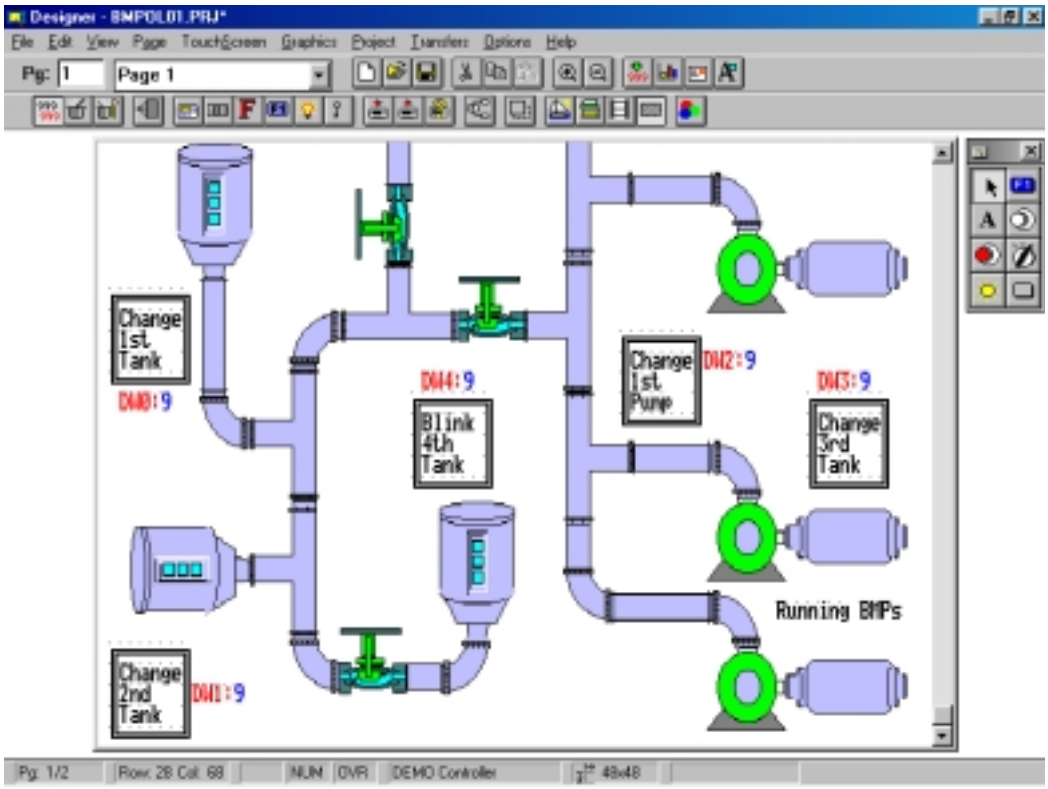

Figure 2

The next step is to define the areas where the Dynamic Graphic fields are to be displayed. Figure 3 shows the project page after the creation of the Dynamic Graphics fields.

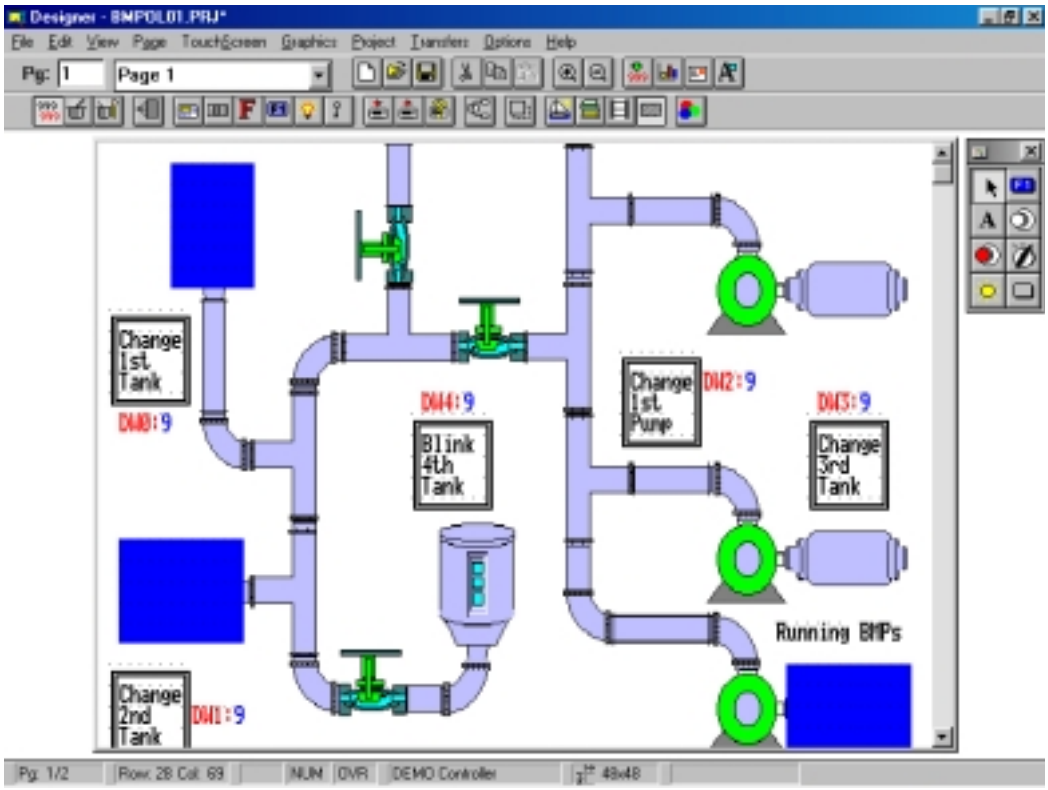

Figure 3

The bitmap images to be used in the Dynamic Graphics fields should be carefully created in order to match exactly the details of the static bitmap.
Figure 4 shows the bitmaps included in the dynamic field added on the upper left corner of the project page.

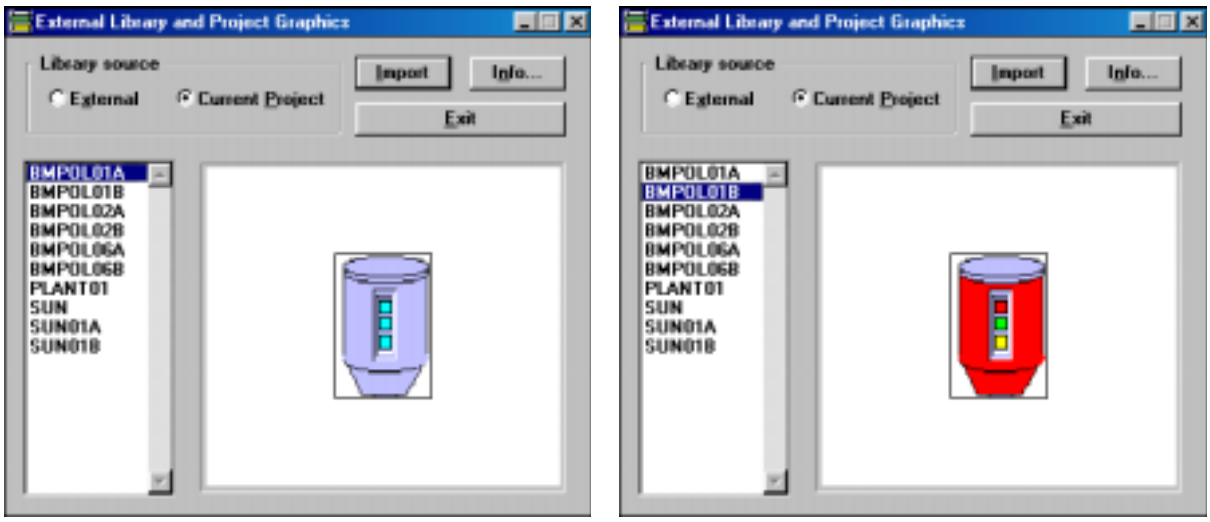

Figure 4

Note that the Dynamic Graphics fields and the bitmaps they use, will have to snap to the character based grid of the page.

4. Touch Cells over Static Bitmaps

Transparent and three-dimensional touch cells can be defined over static bitmap images as shown in Figure 5.

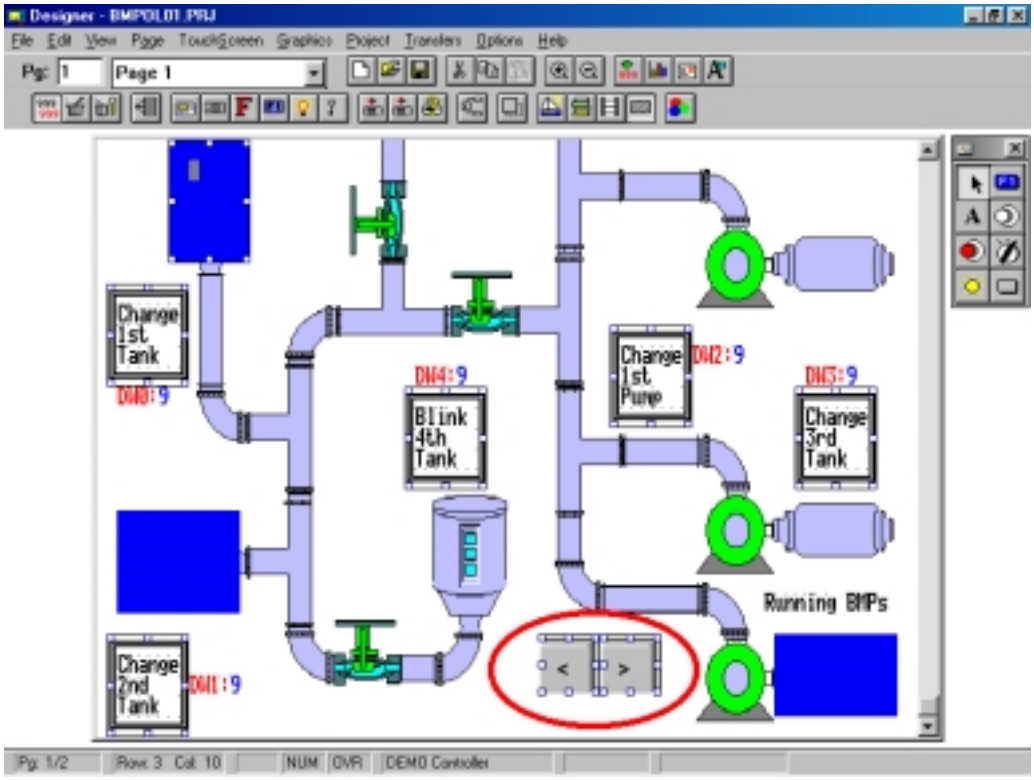

Figure 5