



Appearance White Paper

Document Information

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1. Scope

This document details ADISRA SmartView options to control the graphic objects appearance.

2. Summary

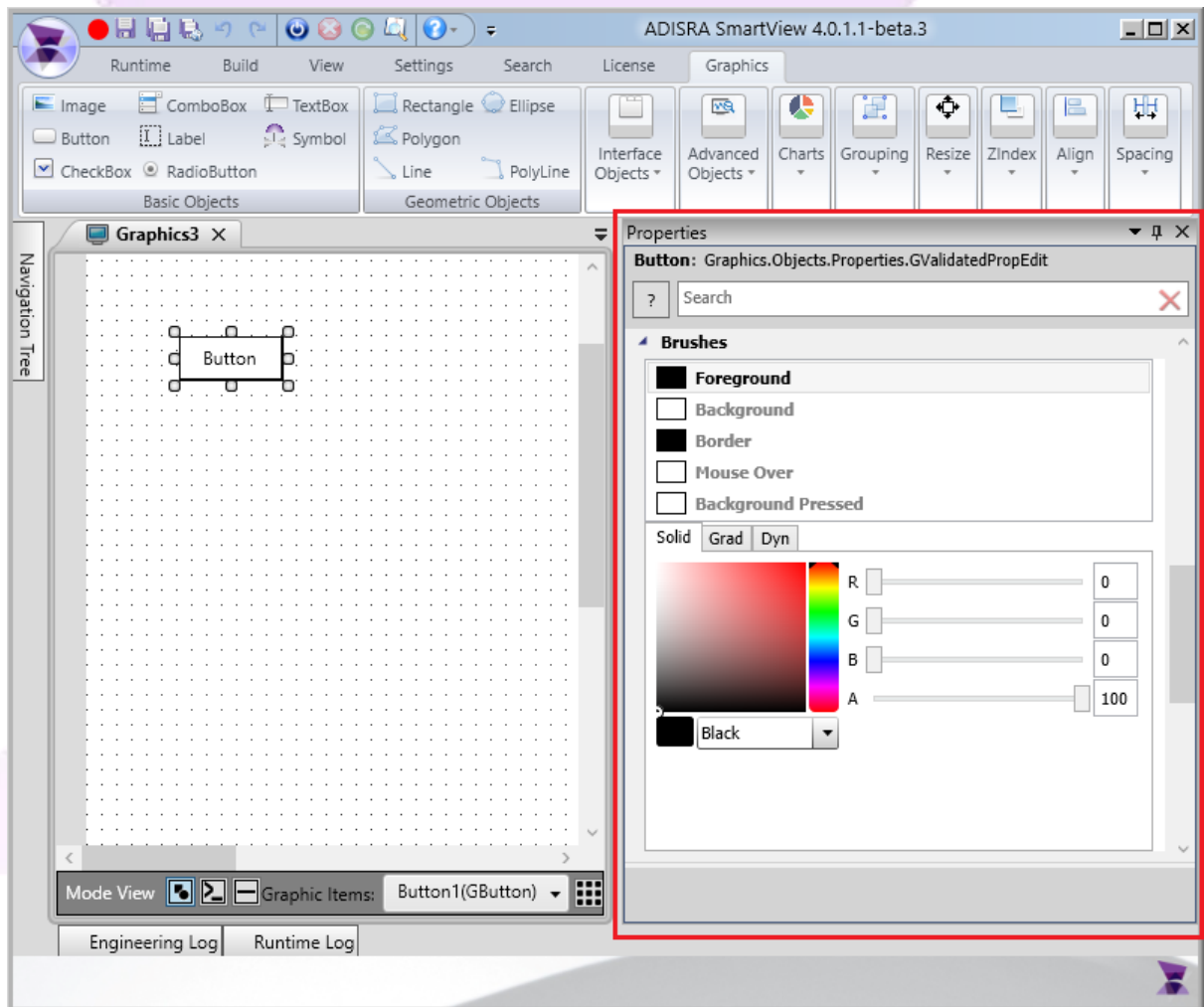
The ADISRA SmartView appearance options enable the user to change any graphic object within the project. The options may vary depending on the type of the graphic object, but in general, it includes:

- Changing the object's colors.
- Adding an image to it.
- Changing its size.
- Adding a border and changing the border style.
- Making it dynamic while the program is running, in other words, the color or image change whenever something happens.

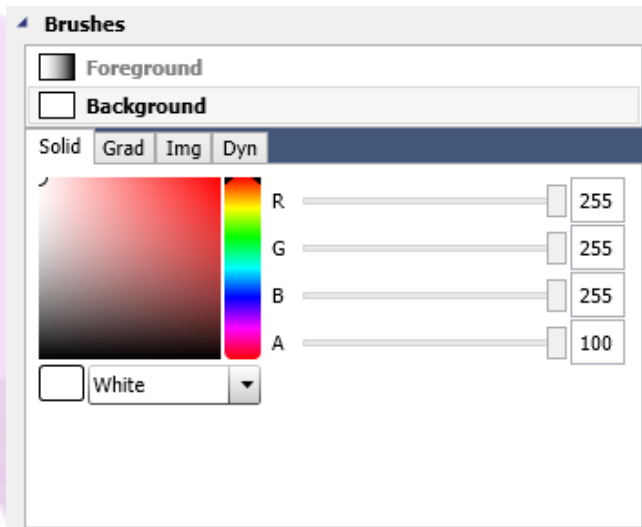
3. Brushes

“Brushes” is the area on the graphic or graphic object properties that allows you to control an object's colors and appearance.

To access the Brushes area, select a created object and scroll the property grid.

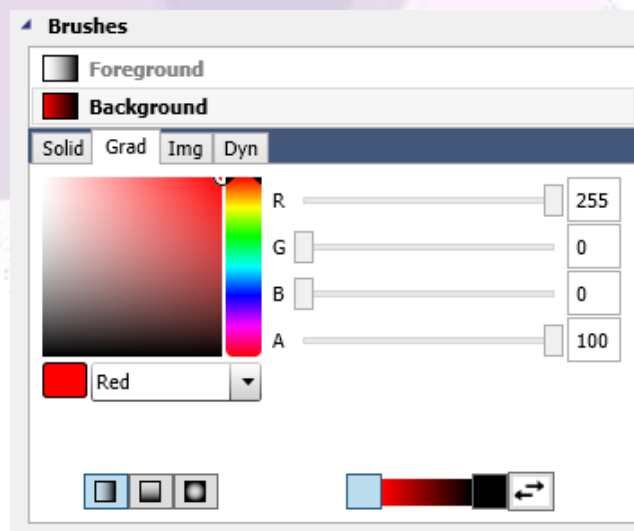


Below are some common configurations that can be used with most graphics objects. Some graphic objects may have different options to change their appearance depending on how they work. For example, the Button Object you may change its color when the mouse is over or when you click it.



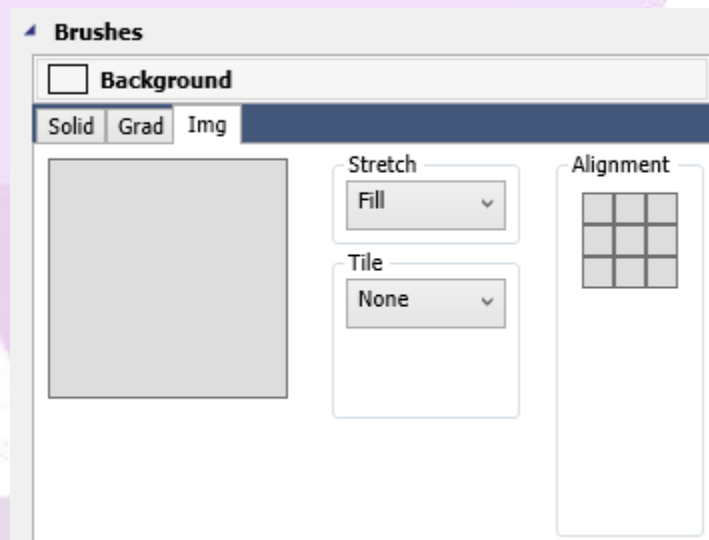
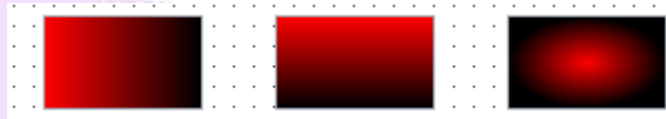
3.1. Solid Color

You may choose a color in different ways: use the combo box to select an existing color, use the visual guide to select a specific color, or use the sliders and text box to select a value for each color channel (Red, Green, Blue and Alpha).



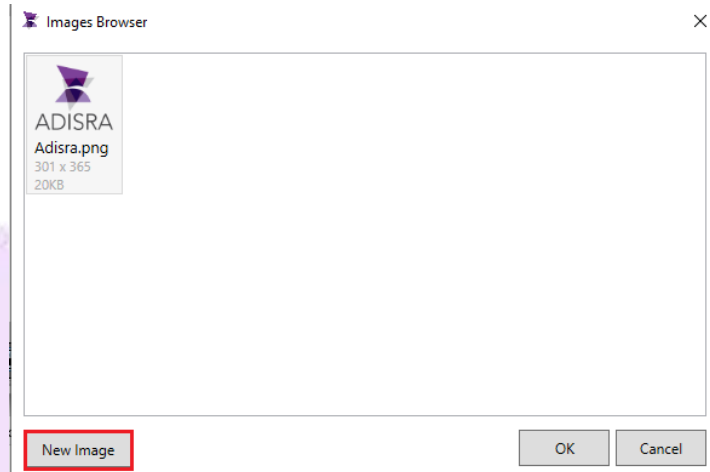
3.2. Gradient Color

You may choose a gradient color in the same way the Solid color was selected in the previous section. However, there are some additional options, you can change the gradient flow and the gradient colors. Below are the differences with the gradient background's available:

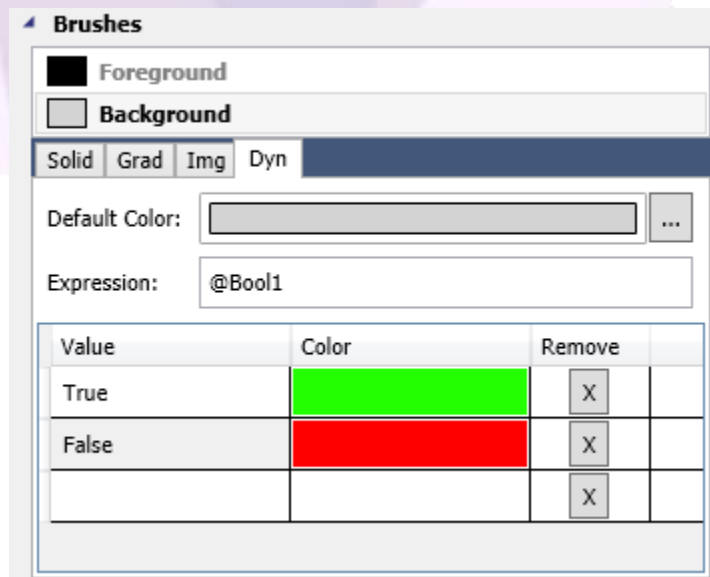
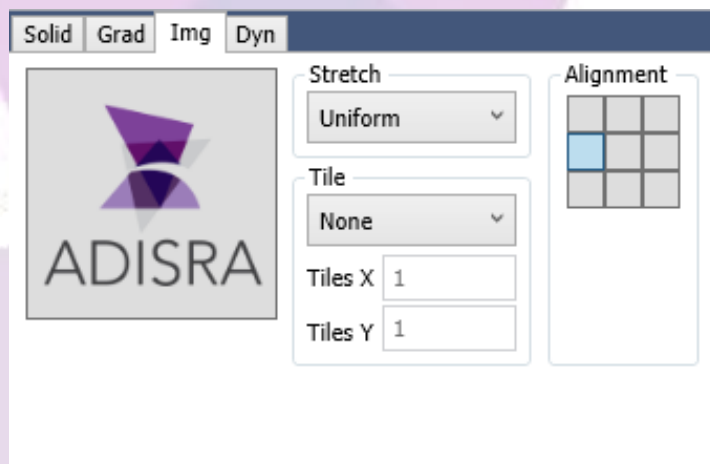


3.3. Image

You may choose an image by clicking the gray square as shown above. This action will open the images browser window where you can choose an image that has already been added to the project or click the “New Image” button to choose an image from your computer.

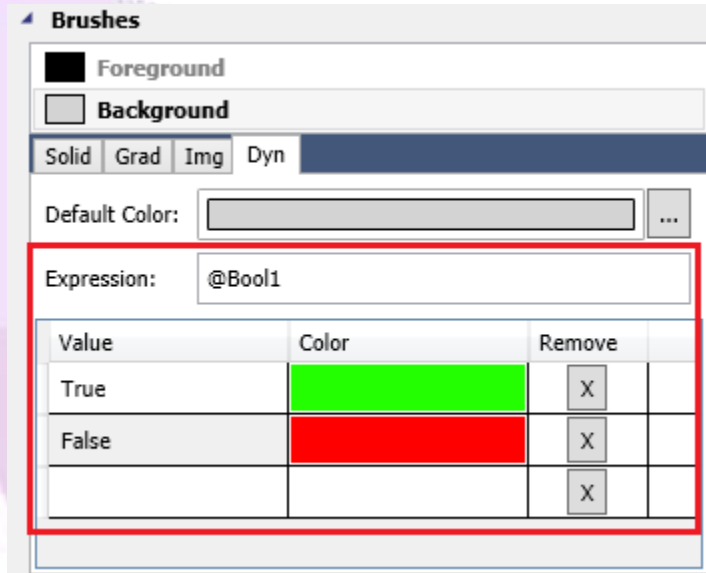


You may also configure the stretch mode, tile mode (repetitions) and the alignment of the image inside the object.



3.4. Dynamic

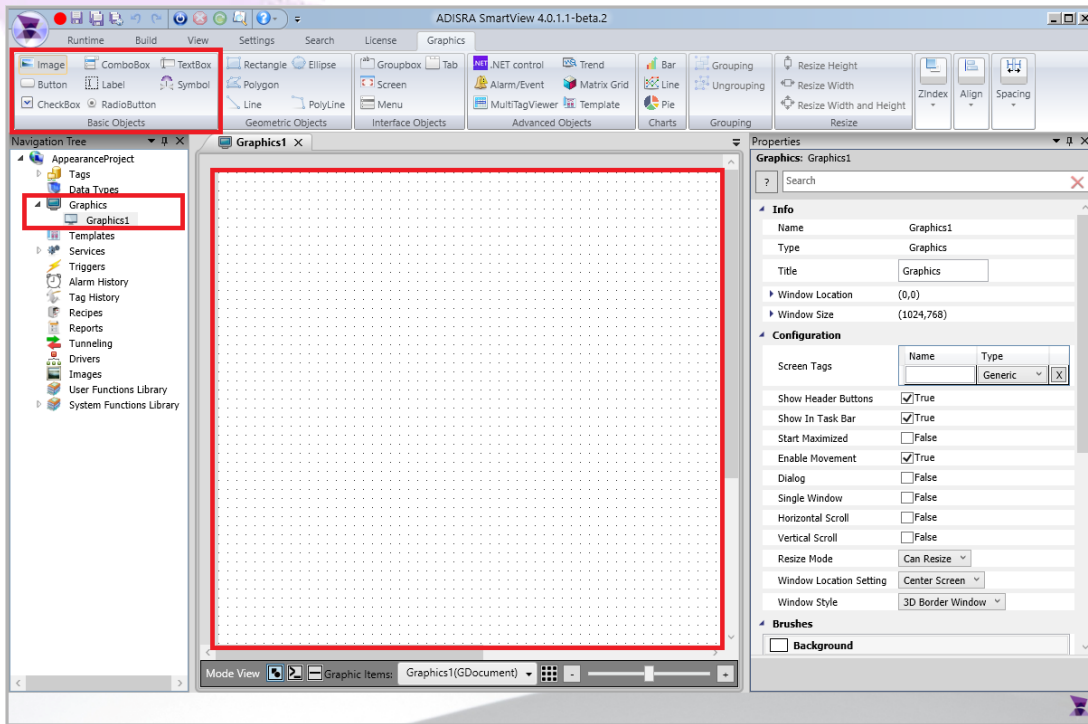
You may choose ways to make colors change based on values that an expression or tag you choose on the expression field receives while the program is running.



You may use the default color option to indicate which color the object should be if the expression or tag does not match any of the configured values.

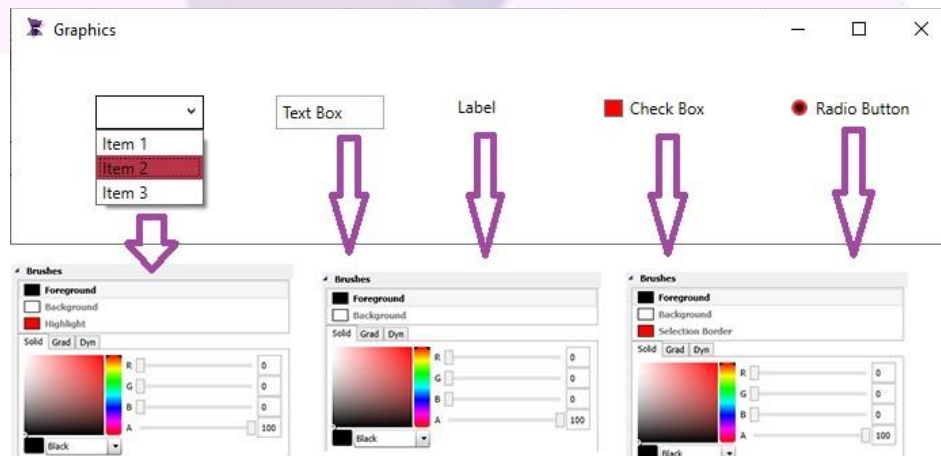
4. Basic Objects

To create a Basic Object, create or open a graphic document, select the object you want to create and click on the graphic area:



4.1. Common Brushes Configurations

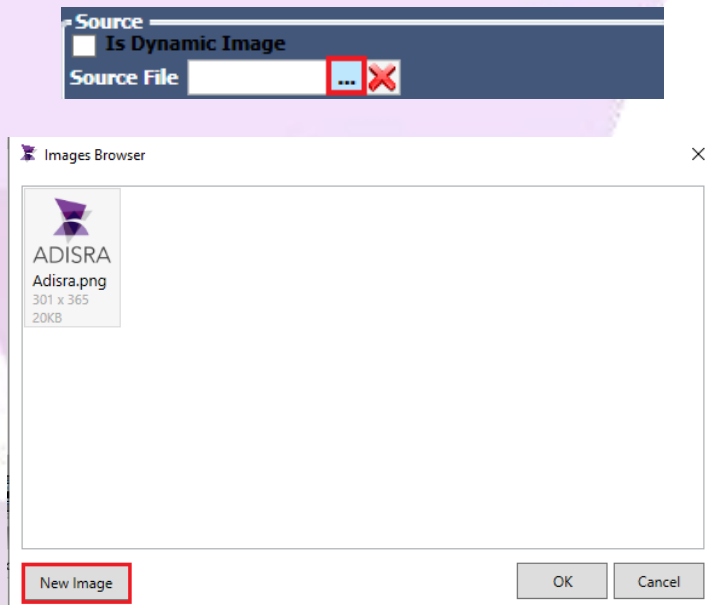
Below, we will show practical ComboBox, TextBox, Label, CheckBox and RadioButton Objects examples:



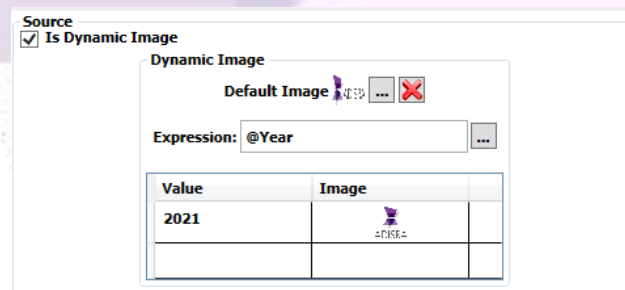
4.2. Image Object

Within the Image Object properties configuration area, there are options that you may select:

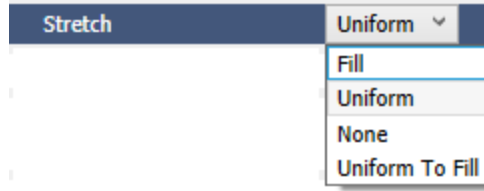
- Choose an image for the object. To select, click the “...” button and the images browser window will open, there you can choose an image that has already been added to the project or click the “New Image” button to choose an image from your computer.



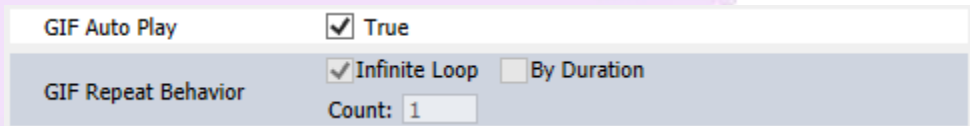
- Determine if the image is dynamic. Setting an image as dynamic makes it change between the images you set according to the values from the expression or tag you choose in the expression text field.



- Choose how the image will stretch itself to fit the object bounds if the size is changed.



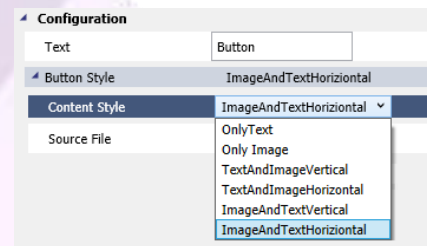
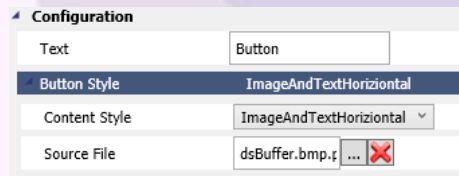
- Change the GIF options if the image you have chosen is a GIF. You may choose if it is going to play once it loads and the number of times the GIF will repeat its play behavior.



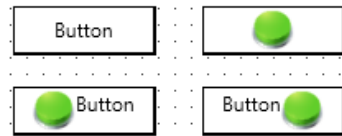
4.3. Button Object

Within the Button Object properties, you may:

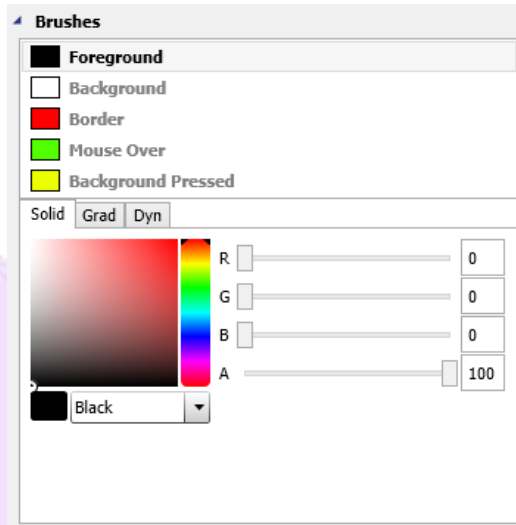
- In the configuration area, change the Button Style. Changing the Button Style includes what the button will show inside, for example, if it will show a text, an image, or both.



See some examples below:



- Change the Button additional Brushes configurations like the example below will show.

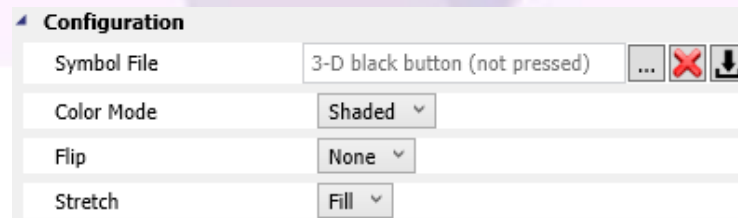


Based on the configurations above, the result shown in the image below will occur. Image number 1 shows that the chosen background color is white, image number 2 shows that, when your mouse is over the button, the background color will change to green, and on image number 3, when you press the button, the background color will change to yellow.



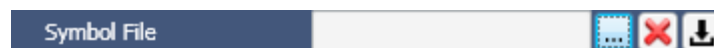
4.4. Symbol Object

There are four major options for a symbol object's appearance:

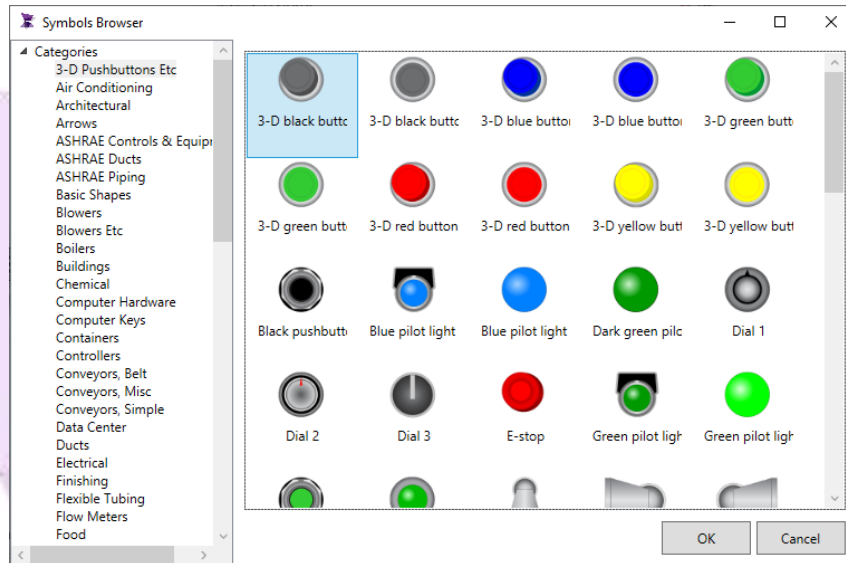


4.4.1. Symbol File

Configures the Symbol file for the Symbol Object.

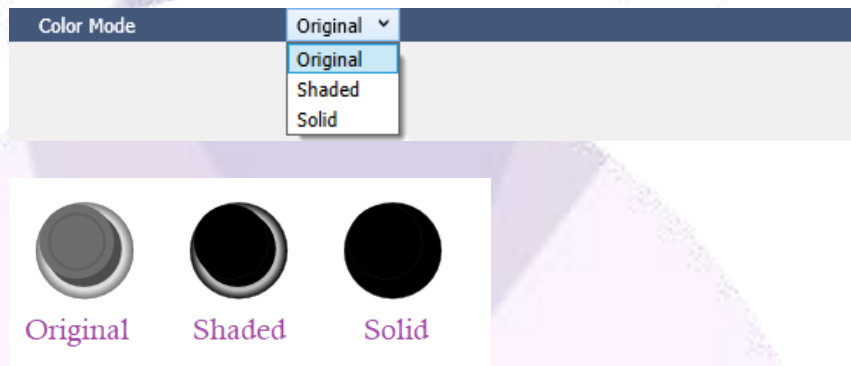


Click the “...” Button to open the Symbols Library and choose one of the symbols available:

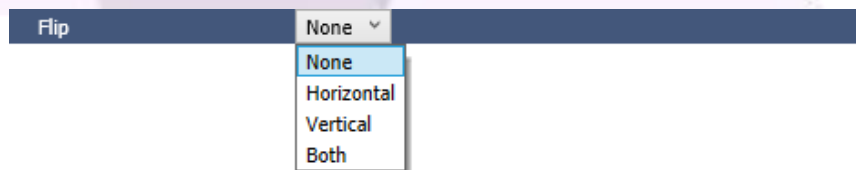


4.4.2. Color Mode

Configures the Color Mode of a Symbol Object:

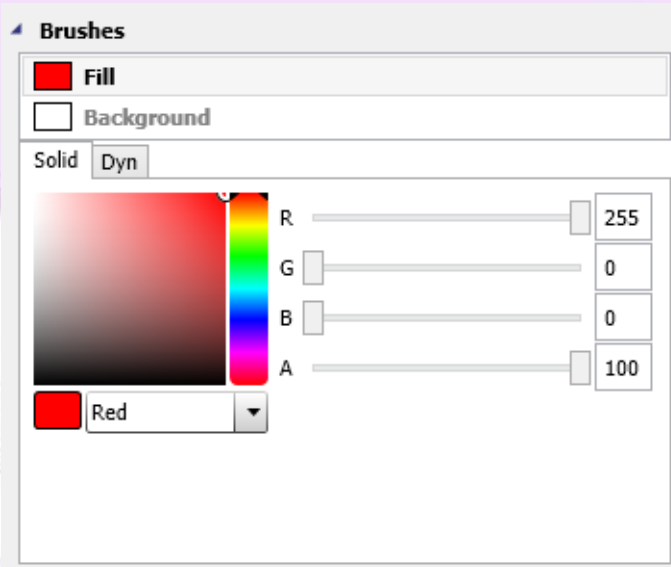


4.4.3. Flip Mode





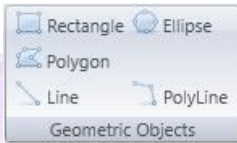
The symbol object also has the brushes configuration, but it is only available if the color mode is shaded or solid, please see the examples below:



4.4.4. Stretch Mode

Like the image object, the Symbol Object has a stretch option that works the same way. The options provided change how the image will stretch to fit the Object bounds.

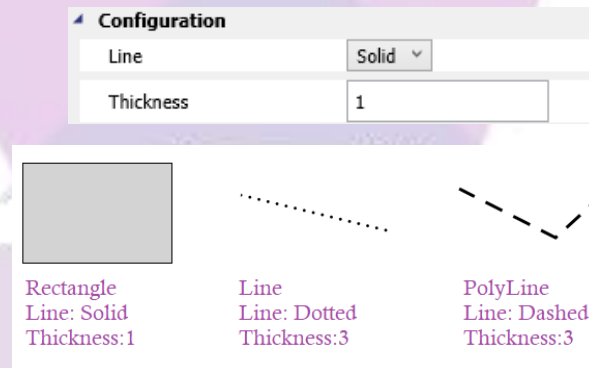
5. Geometric Objects



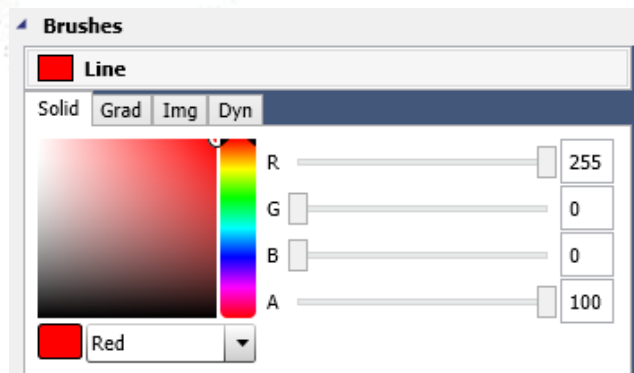
5.1. Common Configurations

Below we will show some common configurations that can be used with all geometric objects.

In the properties of all geometric objects there are the options “Line” and “Thickness”, they control the line\border style of the objects:



The geometric objects also have brushes configurations, in this section we will talk only about the Line\Border, it is the same configuration but has different names, it is called Line for the line and polyline objects, and it is called Border for the rectangle, ellipse, and polygon objects.

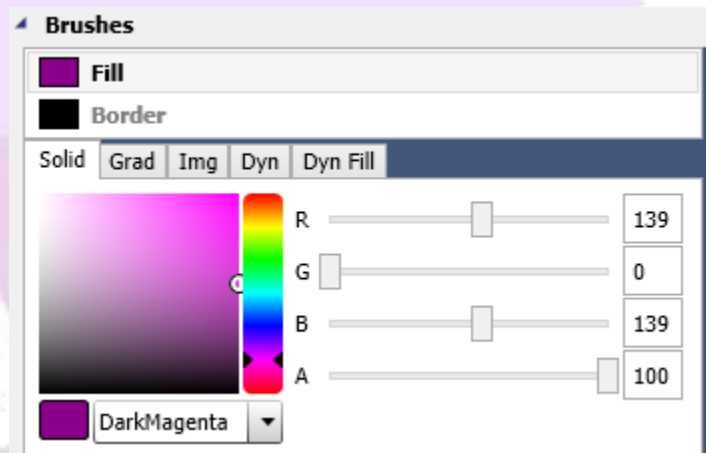




5.2. Fill Brush Configurations

Below we will show the fill configuration for the rectangle, ellipse, and polygon objects.

In the brushes area there is the fill configuration with the same option seen in the Brushes chapter:



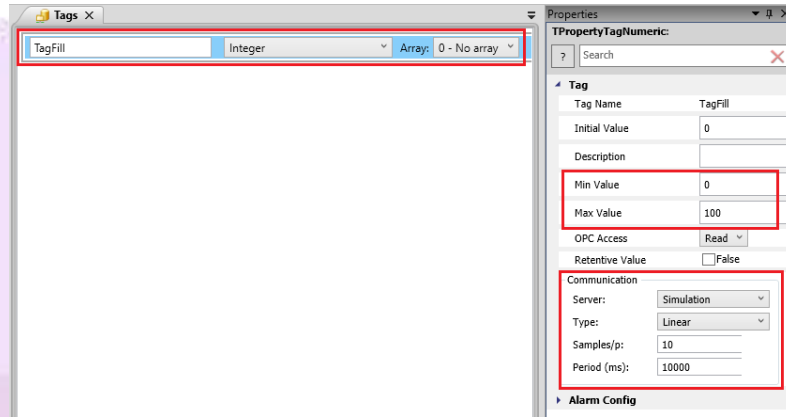
See some examples below:



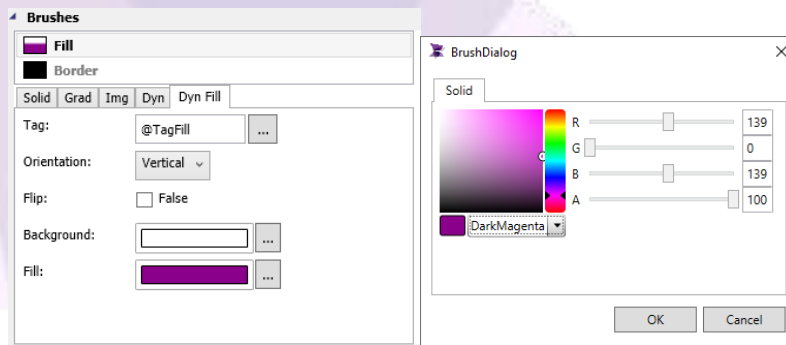
5.2.1. Dyn Fill

There is one extra configuration exclusive to these objects the Dynamic Fill, this property allows the user to modify the fill of an object during Runtime based on the value of a tag, the object will be filled during Runtime according to the Tag or Screen Tag value, the min and max value of the tag will represent 0% and 100%, so if a tag min value is 0 and the max value is 100, when the tag value is 50 the object will be 50% filled.

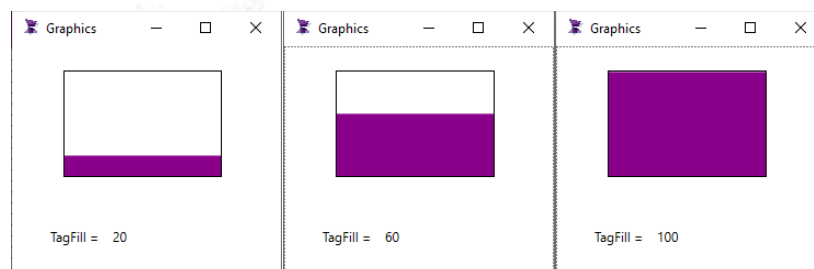
For this example, first we will create a tag “TagFill” and configure the minimum value to 0 and the max value to 100, and in the communication area, configure to be a Linear Simulation, like the image below:



Now in the properties of the geometric object, in the brushes area, select Fill and Dyn Fill, select the configured tag in the “Tag” field, you can choose the orientation vertical or horizontal, and can also flip the orientation, by clicking the “...” button of the background and fill field will open the “BrushDialog” window where you can configure a solid color just like in the “Brushes” chapter:



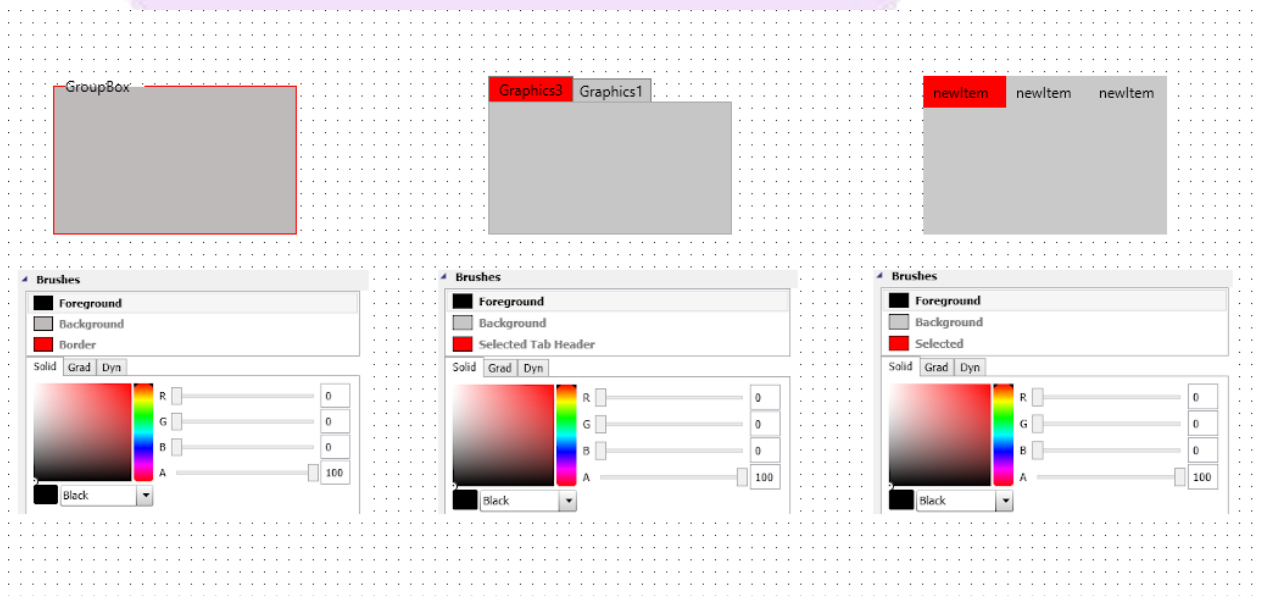
This will be the result:



6. Interface Objects



Below we will show practical examples of the Groupbox, Tab and Menu Objects configured:



NOTE: The "Screen" object does not have brushes options.

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