

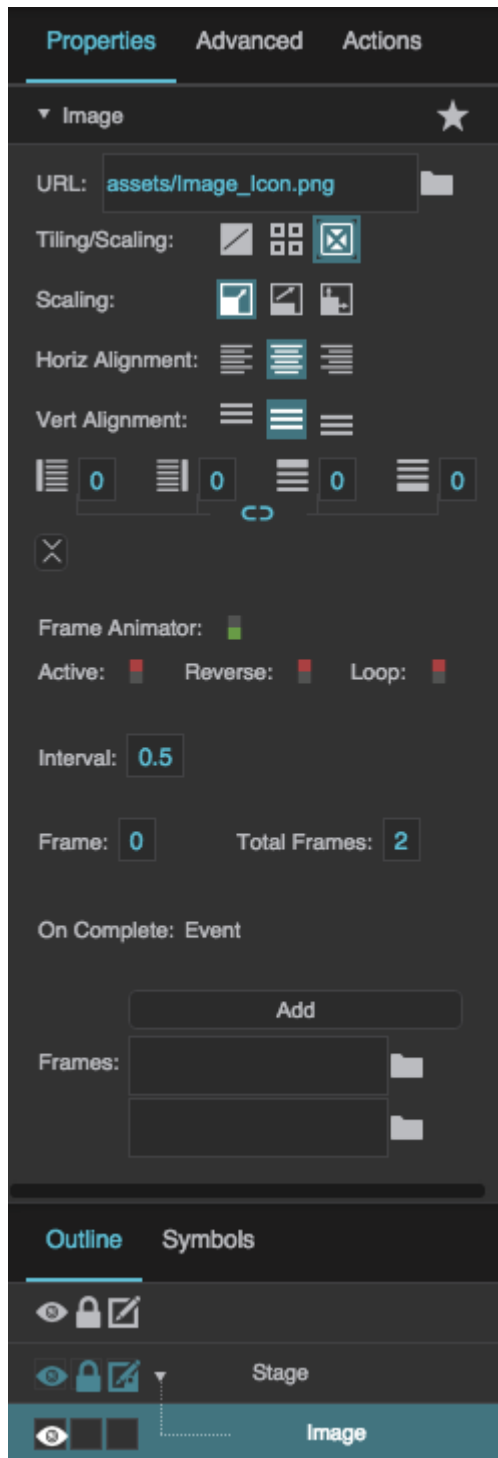
# Image Properties

These properties affect the contents of the image component.

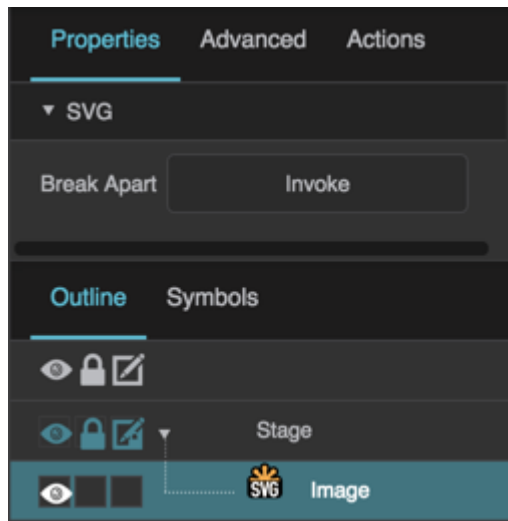
For a guide to using the image component, see [Image](#).



Image components are also affected by [Common Properties](#).



The Image properties in the Property Inspector



The SVG properties in the Property Inspector

## Image Properties

Click to display/hide all elements

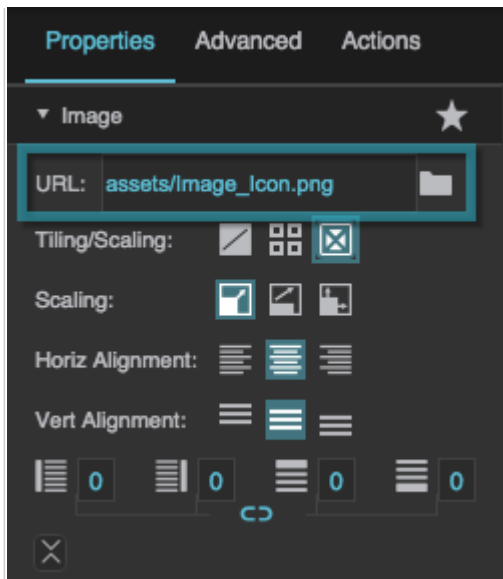
### URL

Defines the path where the image is located. Click the folder icon to select or upload an image, or enter a relative URL within the project, such as `assets/image.png`. You can also enter any absolute URL, even if it is outside of your project or DGLux.

You can also drag the file from your computer:

1. Drag the image onto DGLux5.
2. When prompted to upload the image, click Yes. Your image is uploaded. It can be found under the `assets` folder in the Project Tree.

You can use any image format that is supported by the user's browser.



*The URL property*

## Tiling/Scaling

Determines whether the image tiles (repeats to fill the container) or scales (changes size to match the container).

### No Tiling

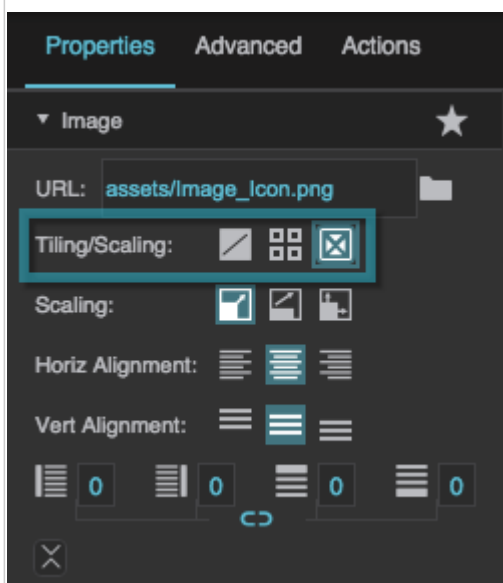
The image does not tile or scale. An image larger than its container is clipped.

### Tiling

The image tiles to fill the container either horizontally, vertically, or both horizontally and vertically.

### Scaling

The image scales to the size of the container.



*The Tiling/Scaling property*

## Tiling Options

Determines whether the image tiles (repeats to fill the container) horizontally, vertically, or both horizontally and vertically.

### Repeat

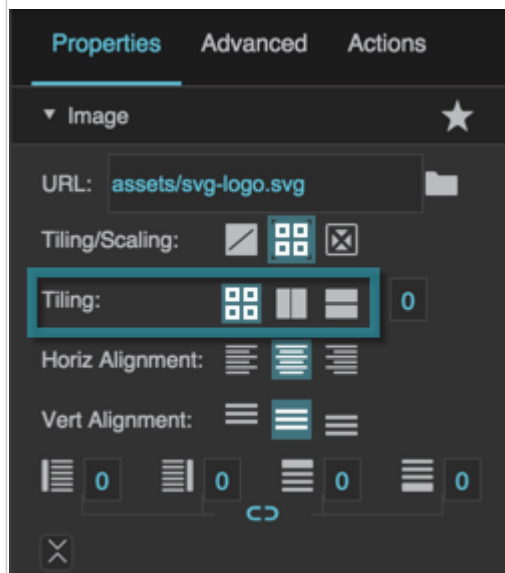
The image tiles horizontally and vertically.

### Repeat Horizontally

The image tiles horizontally only. One row of tiles appears.

### Repeat Vertically

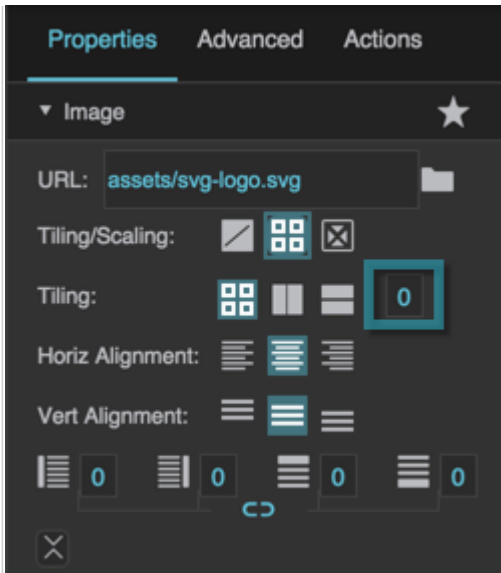
The image tiles vertically only. One column of tiles appears.



*The Tiling Options*

## Tiling Angle

If Repeat Horizontally or Repeat Vertically is selected, changing this value causes tiles to repeat along an angle. Valid values are between  $-45$  and  $45$ .



The Tiling Angle property

### Scaling Options

Determines how the image scales (changes size to match the container).

#### **Contain**

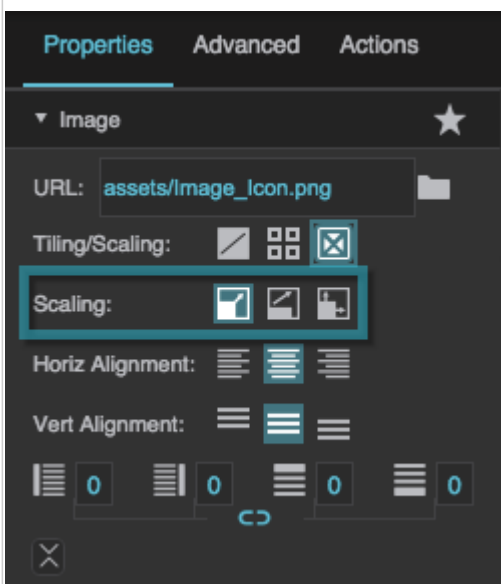
The image scales while maintaining its aspect ratio. Part of the container might be empty.

#### **Cover**

The image scales to fill the container while maintaining its aspect ratio. Any part of the image that overflows the container is clipped.

#### **Stretch**

The image stretches to cover the container. The image's aspect ratio is not maintained.



The Scaling Options

## Horizontal Alignment

Determines how images or tiles are horizontally aligned.

### ≡ Left

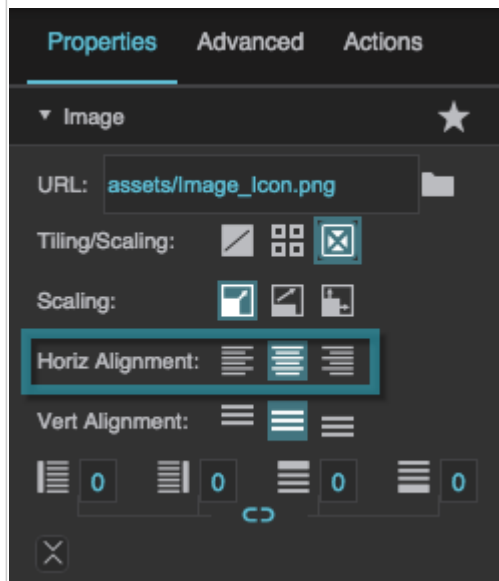
The leftmost edge of the image or tiles is justified to the left container boundary.

### ≡ Center

The image or tiles are horizontally centered.

### ≡ Right

The rightmost edge of the image or tiles is justified to the right container boundary.



*The Horizontal Alignment property*

## Vertical Alignment

Determines how images or tiles are vertically aligned.

### ≡ Top

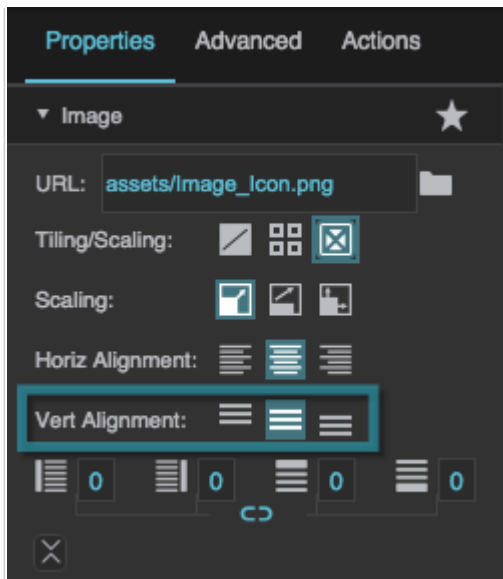
The topmost edge of the image or tiles is justified to the top container boundary.

### ≡ Middle

The image or tiles are vertically centered.

### ≡ Bottom

The bottommost edge of the image or tiles is justified to the bottom container boundary.

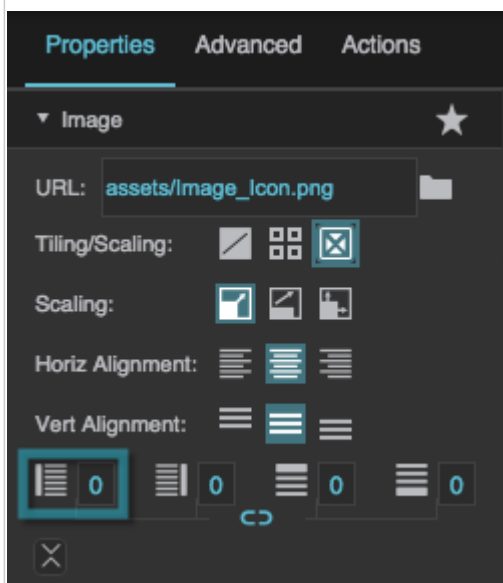


*The Vertical Alignment property*

## Left Padding

Defines a number of pixels of space between the left container boundary and the leftmost edge of the content. Negative numbers are not allowed.

Paddings are part of an object's width and height. See [Borders, Padding, and Content Size](#).



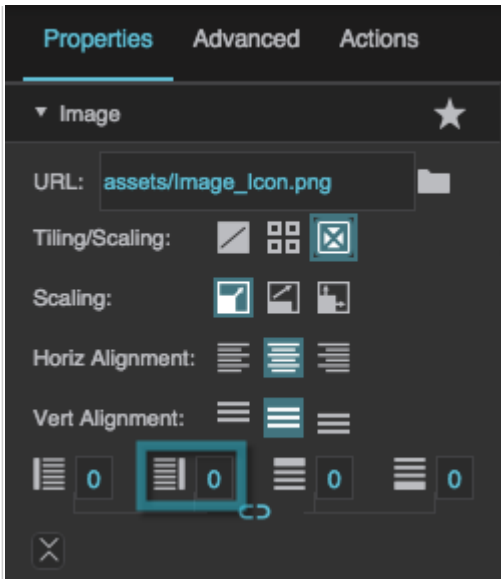
*The Left Padding property*

## Right Padding

Defines a number of pixels of space between the right container boundary and the rightmost edge of the content. Negative numbers are not allowed.

Paddings are part of an object's width and height. See [Borders, Padding, and Content Size](#).



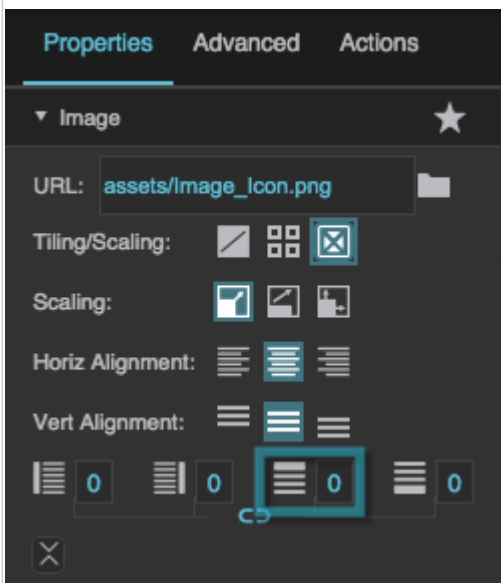


*The Right Padding property*

## Top Padding

Defines a number of pixels of space between the top container boundary and the topmost edge of the content. Negative numbers are not allowed.

Paddings are part of an object's width and height. See [Borders, Padding, and Content Size](#).

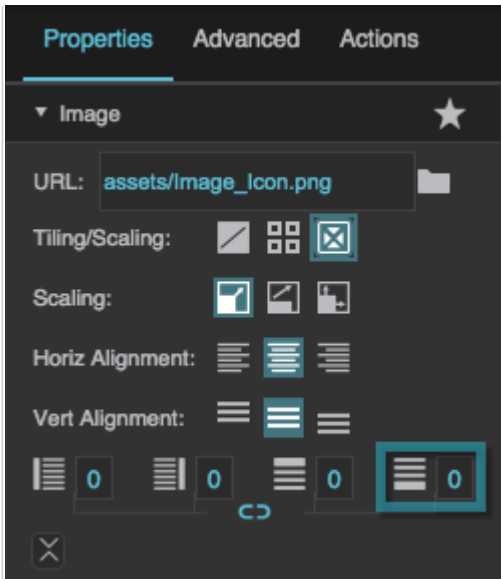


*The Top Padding property*

## Bottom Padding

Defines a number of pixels of space between the bottom container boundary and the bottommost edge of the content. Negative numbers are not allowed.

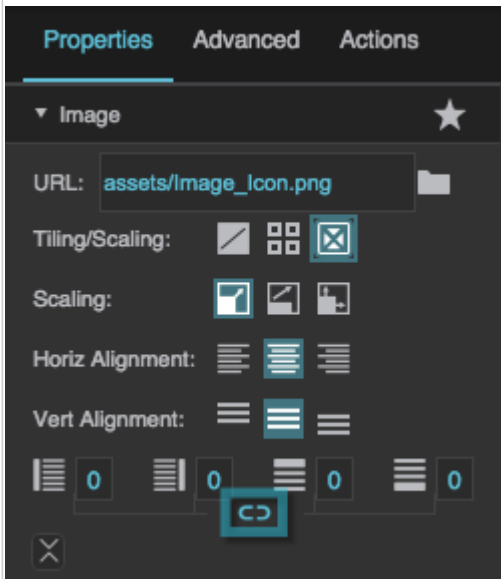
Paddings are part of an object's width and height. See [Borders, Padding, and Content Size](#).



The Bottom Padding property

## Link Paddings

Links all four padding editors so that their values are equal.



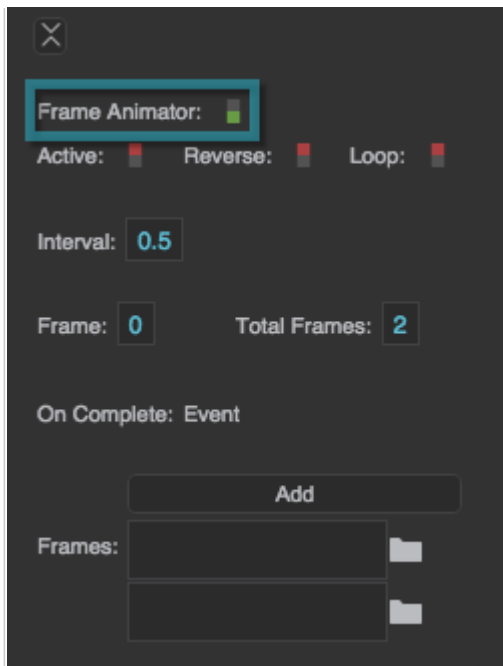
The Link Paddings property

## Frame Animator

Specifies whether the image component animates a specified list of frames.

The image defined by the URL property is displayed only when the animation is not active.

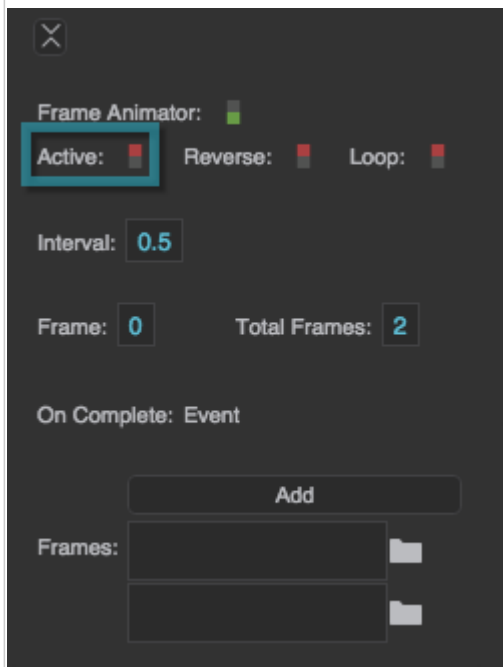
Frame animators can be used to create moving images, such as a running fan or moving dampers.



*The Frame Animator property*

## Active

Sets or returns whether the animation is currently running.



*The Active property*

## Reverse

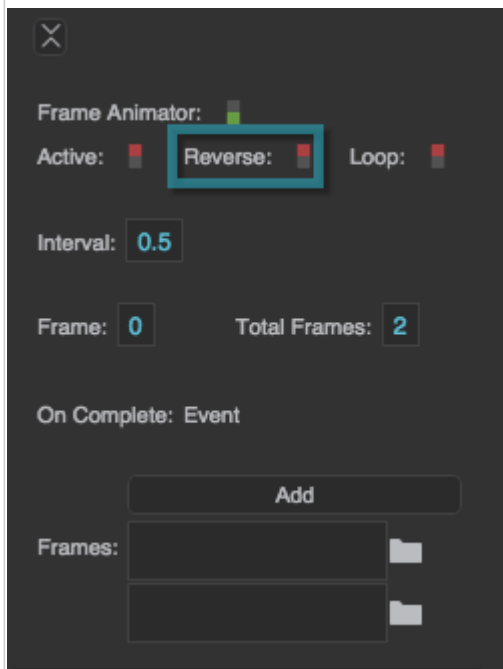
Determines whether the animation frames are displayed in reverse.

## TRUE

The topmost frame in the Property Inspector appears first in the animation sequence.

**FALSE**

The bottommost frame in the Property Inspector appears first in the animation sequence.



*The Reverse property*

**Loop**

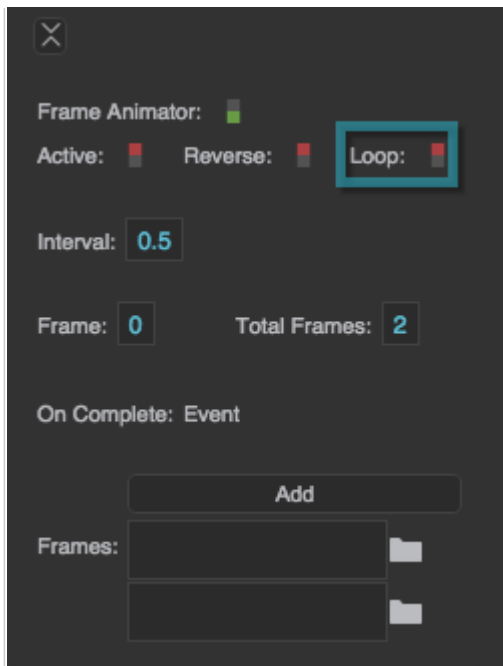
Determines whether the animation sequence is repeated.

**TRUE**

As soon as it is complete, the animation starts again.

**FALSE**

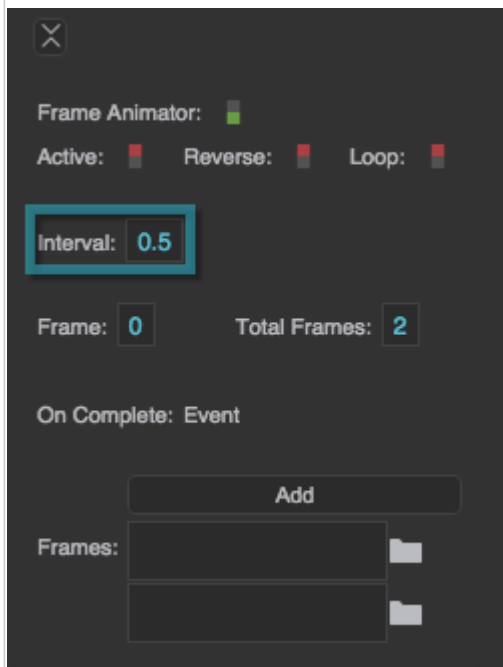
The animation happens once, and then the image defined for the image component is displayed.



*The Loop property*

## Interval

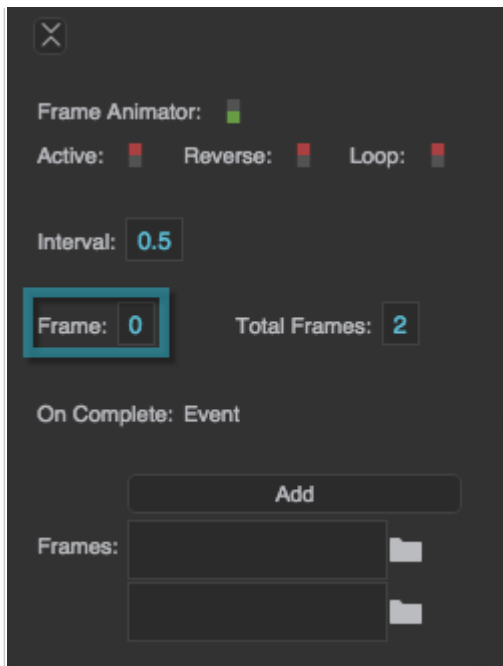
Defines how long each frame is displayed, in seconds.



*The Interval property*

## Frame Index

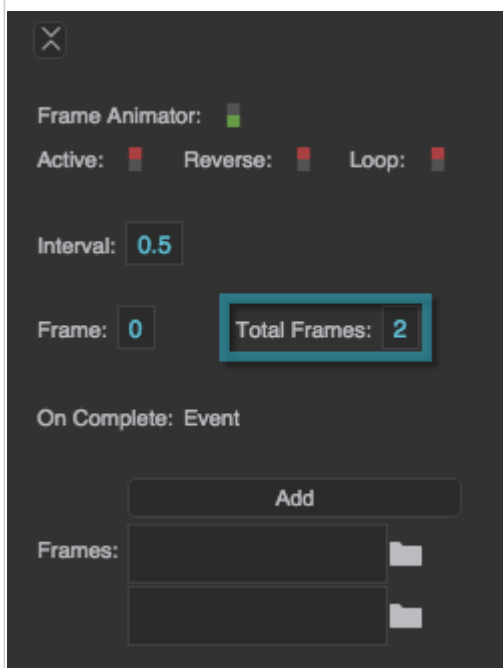
Returns the index of the frame currently displayed in the animation. The image defined by the URL property is 0, the topmost frame in the animation sequence is 1, and so on. This is a read-only property, so changing it manually does nothing.



*The Frame Index property*

## Total Frames

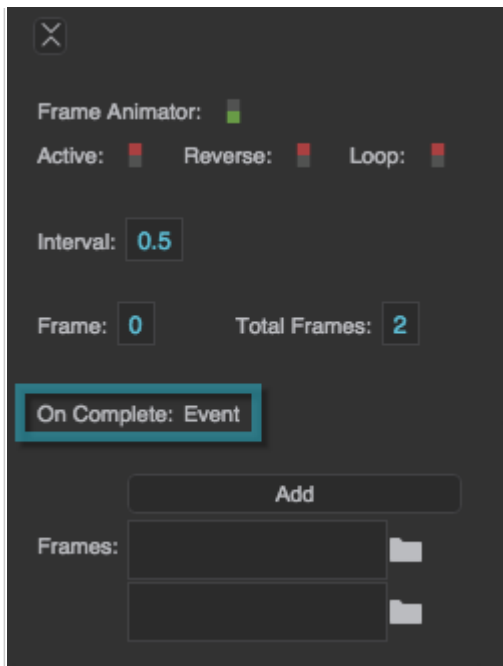
Returns the number of frames in the animation, not including the image. This is a read-only property, so changing it manually does nothing. Add frames by clicking the Add button.



*The Total Frames property*

## On Complete

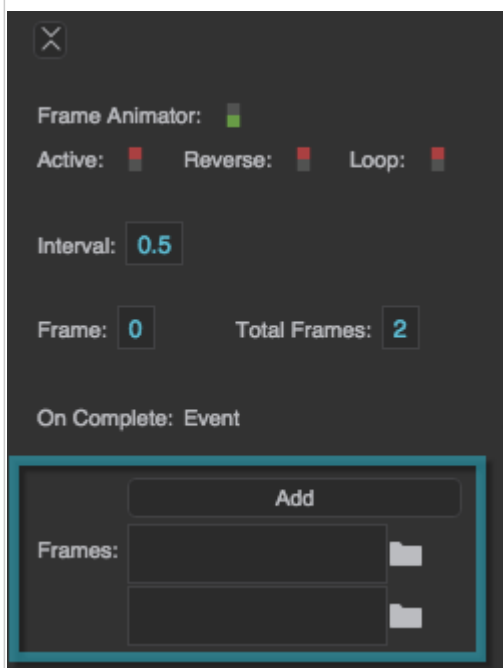
Triggers an event on completion of this animation. Can be used to invoke actions or trigger other events.



*The On Complete property*

## Frames

Specifies the paths to each of the frames in the animation sequence. Click Add to add frames, and then specify an image path for each frame.

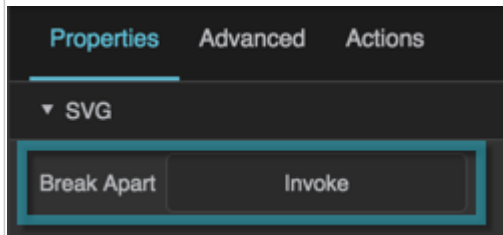


*The Frames property*

# SVG Properties

## Break Apart

Separates an SVG into its component vectors to allow you to edit it within DGLux5. This property is available only for image components that contain an SVG image.



*The Break Apart property*

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