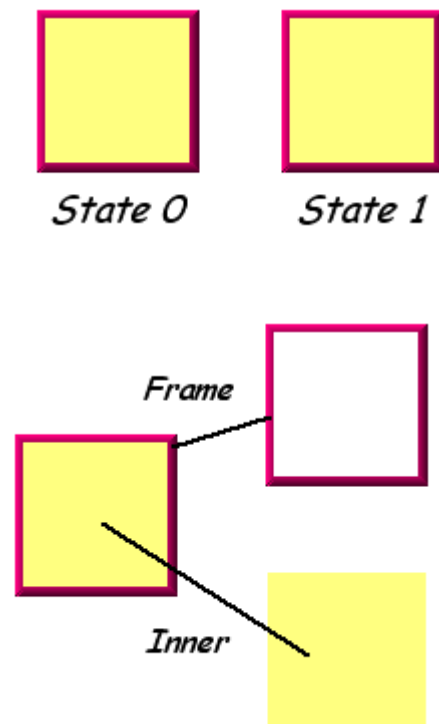


Chapter 14 Shape Library

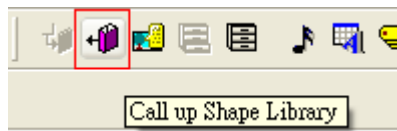
1. Introduction of Shape Library

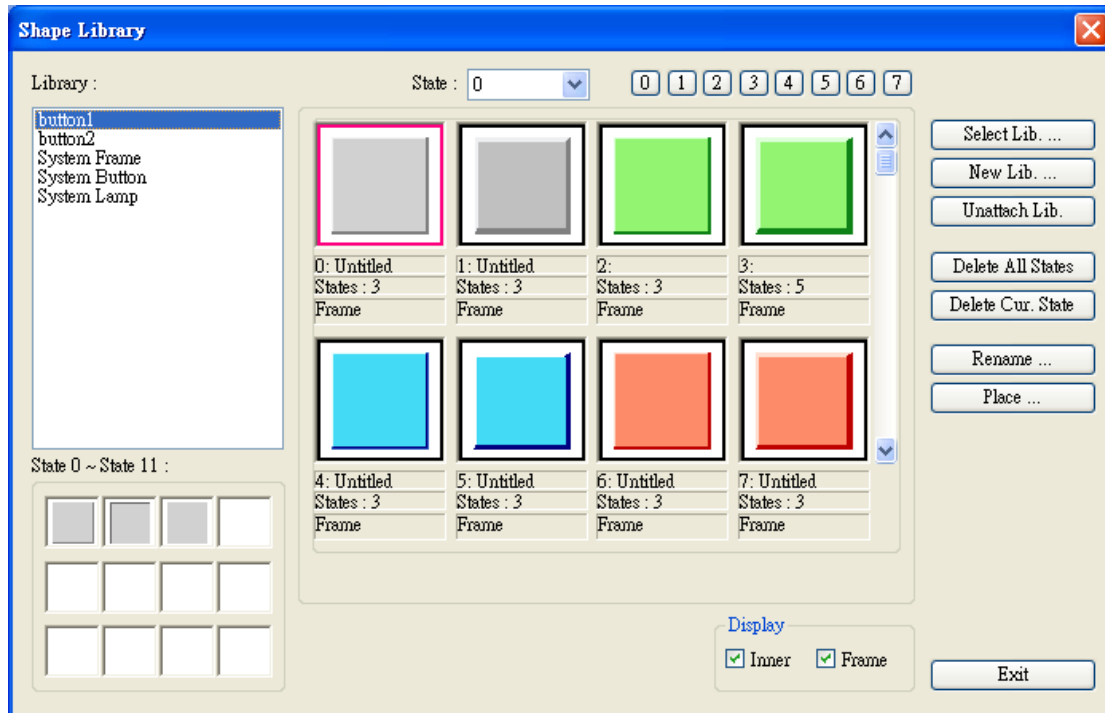
The EB8000 provides Shape Library functions to add the visual effects of objects. Each Shape includes a maximum of 256 states.

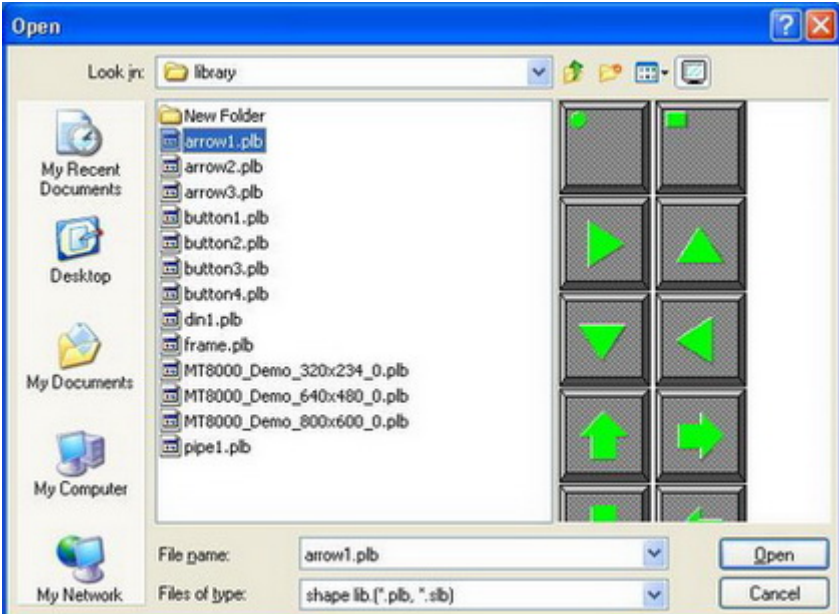
Shape is a graph composed of lines, rectangles, circles and other drawing objects. A complete Shape is likely to be more than one state, and each state can include two parts: frame and inner. See the picture below.


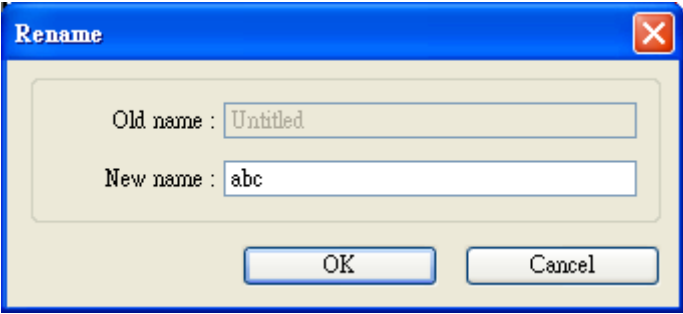
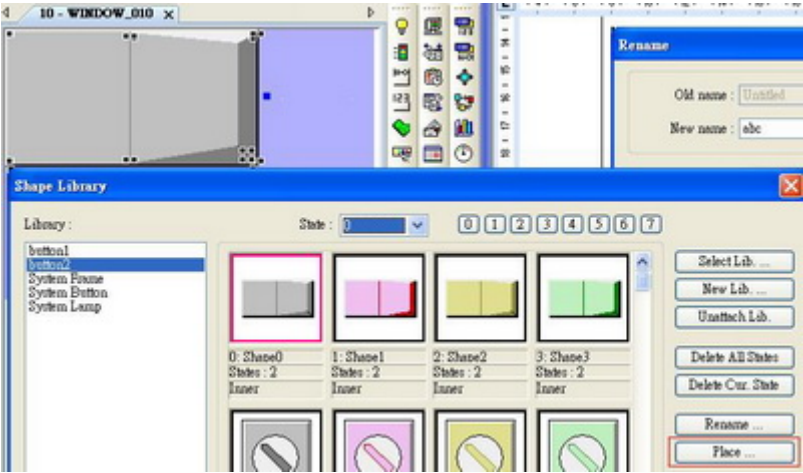


An object can be set to use alternatively the Shape's frame or inner, or to use both at the same time. Click the "Shape Library" button on the toolbar, and the "Shape Library" dialogue box will display.





Library	This is to select the source of a Shape from the Shape Library which has been added into the current project
State	This is to select the state that the existing Shape wants to display. When there is no Shape of a Graph display in the window, it means that the Shape does not exist or the state of the Shape is not defined yet.
Select Lib. ...	<p>For user to select the existing Shape Library to add to the current project.</p> <p>On the right side of dialogue, user can preview the content of library</p> 

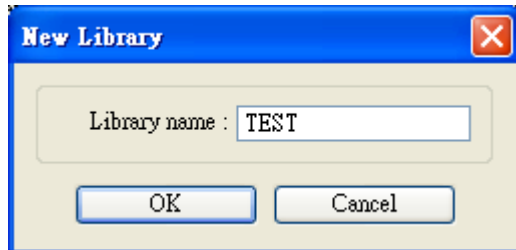
<p>New Lib. ...</p>	<p>Click the button, and the following picture will display for user to add a new empty Shape Library</p> 
<p>Unattach Lib.</p>	<p>For user to delete the Shape Library in [Library] from the current project.</p>
<p>Delete All States</p>	<p>To delete all of stats of shape</p>
<p>Delete Cur.State</p>	<p>To delete current state of shape</p>
<p>Rename ...</p>	<p>For user to rename the selected Shape.</p> 
<p>Place ...</p>	<p>This button is used to export the selected Shape to the window in operation. See the picture below.</p> 

2. Creating Shape Library

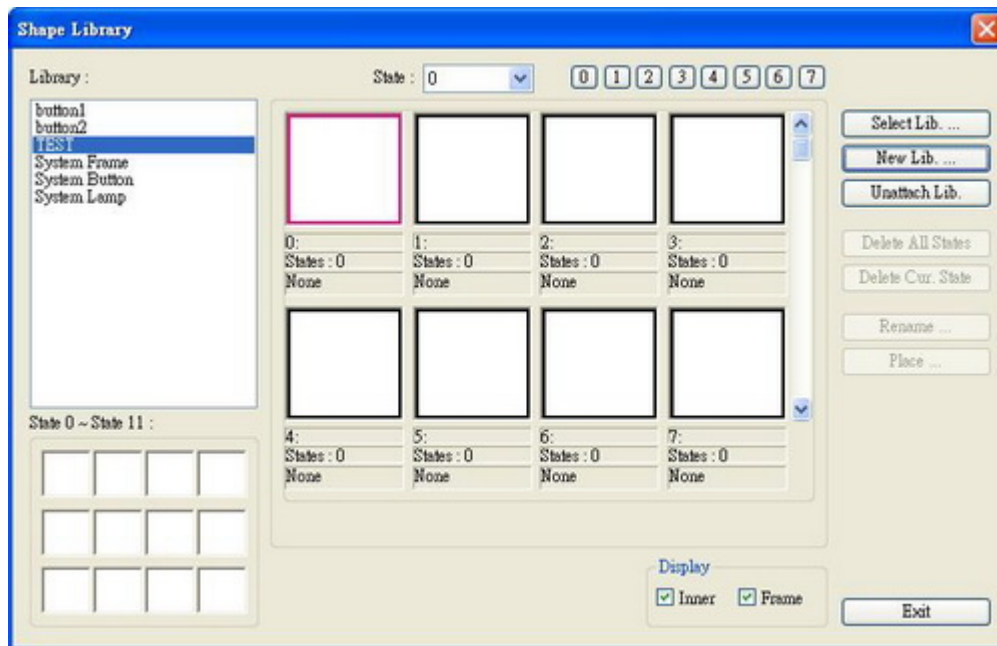
Here an example of adding a Shape with two states to a new Shape Library.

Step 1

Click [New Lib. ...] and input the name of the new Shape Library.

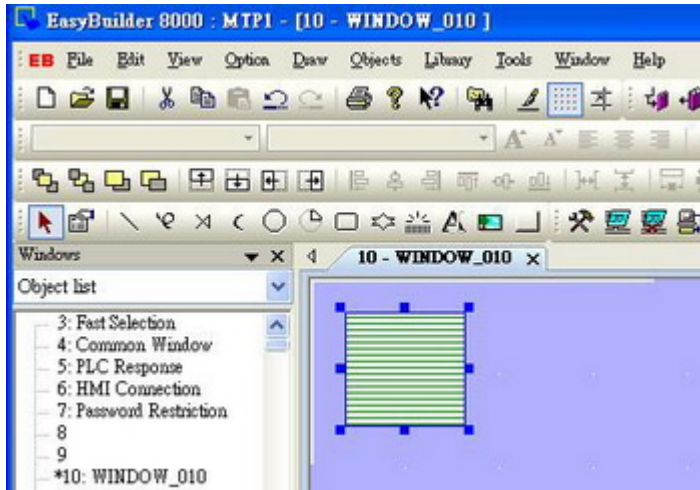


A new Shape Library “TEST” will be added to the Shape Library Manager dialogue box, but at this moment, there is no Shape in the library.

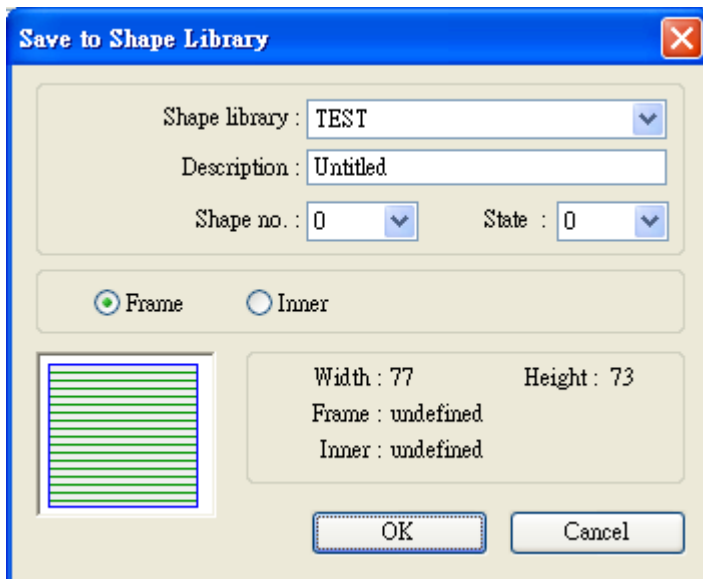


Step 2

Adding a state to the selected Shape. First of all, using the drawing tools to draw a graph in the window and select the graph which wants to be added to the Shape Library.



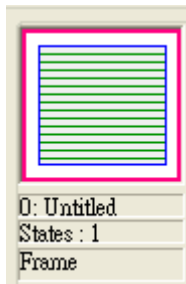
And then, click the “Save Objects to Shape Library” button on the toolbar and the following dialogue box will display.



Shape library	To select the Shape Library for the graph to add, and here the Shape Library “TEST” is selected
Description	The name of the Shape
Shape no.	To select the Shape out of the Shape Library “TEST” where the graph will be added
State	To select the state of the Shape which the graph wants to be.

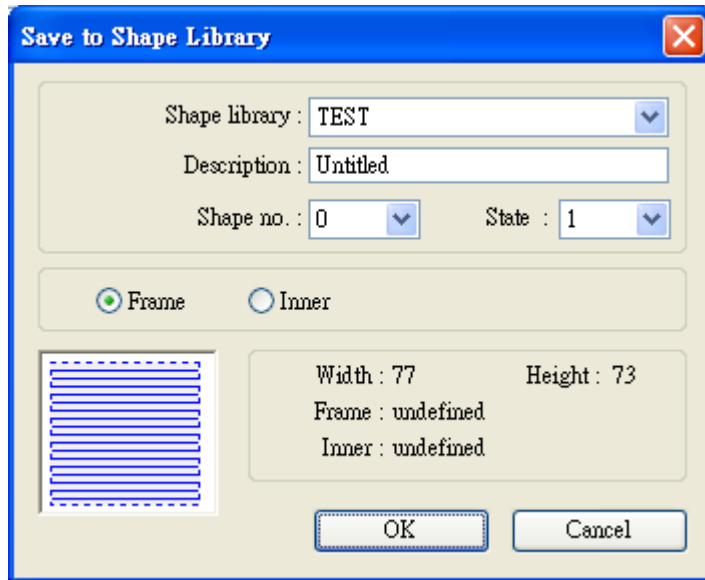
	Here the state is set for 0. The EB8000 provides 256 states for each Shape
Frame	When [Frame] be selected, the graph will become a frame for the Shape
Inner	When [Inner] be selected, the graph will become an inner for the Shape

After clicking the OK button, the graph will be added to the Shape Library; besides, it also shows that the Shape No.0 has only one state.



Step 3

The same process as Step 2, but the new graph has to be defined as state 1, refer to the following picture.



After all of settings are completed, a Shape is created. See the following picture.

