

分類/Classification	□ tDS □ tGW		D PETL/tET/t	PET DS/PDS/PI	PDS 🗆 tM	□ tM-752N	
	□ I/O Card		U VXC Card	□ VxComm	🗹 Otł	ner (TouchPAD)	
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Q: How do I set the background of a picture to transparent on the

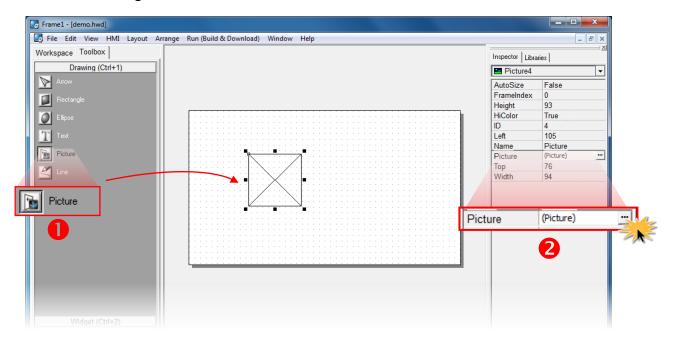
TouchPAD?

A: The following is a detailed description of how to set the background of a picture to transparent:

1. To create a transparency effect for the background of a picture, we must set the TouchPAD so that the specified color is not displayed on the screen.

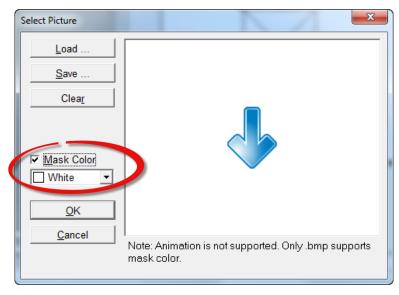
Step 1: Click the **"Picture"** object in the **"Drawing"** section of the **"Toolbox**" pane, and then click the desired position on the design frame to place the image. Use the resize handles to change the size of the image as required.

Step 2: In the **"Inspector"** pane for the picture object, click the **"""** button for the "**Picture**" field to open the **"Select Picture**" dialog box.

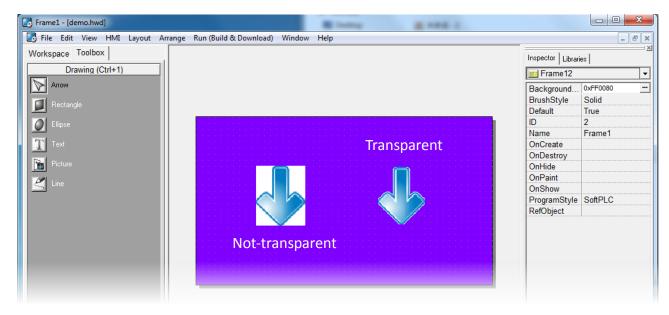




Step 3: In the "**Select Picture**" dialog box, click the "<u>L</u>oad..." button to select a picture and check the "**Mask Color**" option, and then select the color that is to be displayed as transparent from the color drop-down menu, white in this example. As shown in the image below, the background color for the arrow is white. When the "Mask Color" option is set to white the background will become transparent when displayed on the screen. Note that the transparency effect is currently only supported for .bmp format image files. The color values for image files in other formats may be changed after they are decoded, which may cause a mismatch in the selected mask color.



Step 4: To better demonstrate the effect, the **background color** of the frame has been set to purple. The white background for the arrow image on the left has not been masked, while the background for the one on the right is masked. It can be seen that the background of the arrow on the right is now shown as transparent.





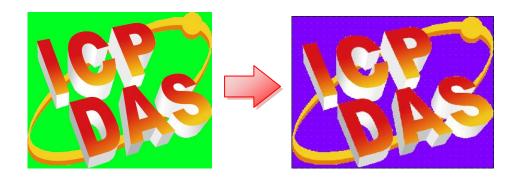
Step 5: To improve the transparency effect, it is recommended that any images are processed first using an external image editing application before importing the image into HMIWorks.

To demonstrate this, the ICP DAS logo is used as an example, as shown below:

When the **Mask Color** option is set to white, the transparency effect can obviously be seen, but the result looks bad. This is because the transition of the color from the background to the main figure in the image is not precisely defined. To the naked eye, it may look like it is white, but actually it is not and there is a gradient of colors that can't be accurately masked. Consequently, the transparency effect produces an unacceptable result.



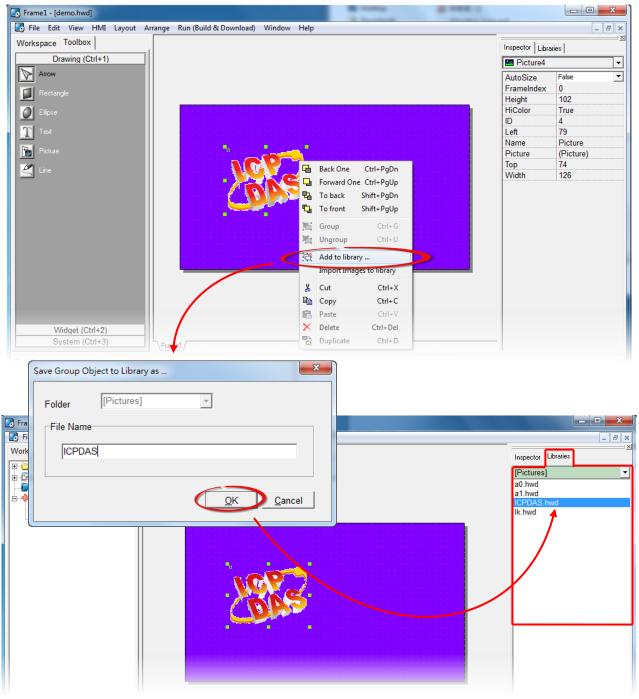
The solution to this phenomenon is to adjust the background so that it is a single color (e.g., green) that is completely different to any colors that exist in the main image. Then, when the **Mask Color** option is used to mask the new single color, a better quality outcome can be achieved.



2. Limitations to adding images with a transparency into Libraries.

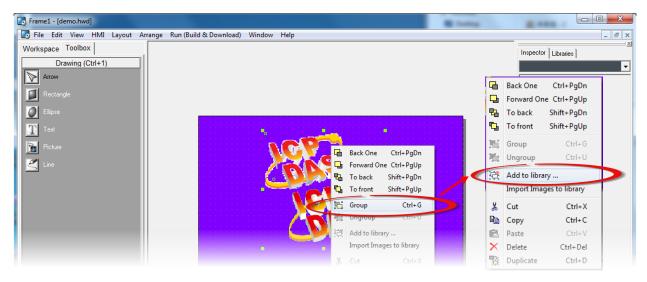
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If we want the **Mask Color** takes effect when adding an **image** to a **libraries**, only one image can be added to a library when you use the **"Add to library..."** option from the shortcut menu when right-clicking on the image component.





If more than one image is grouped together and the group is then added to the library, the transparency effect will go abnormal become corrupted, even though it may appear to be normal in HMIWorks, it will be displayed differently after it is downloaded into the TouchPAD.



The following is a demonstration of this limitation using the two logo images from the example above:

The original two images	Set the Mask Color for each	After the images are downloaded to		
	image, and then group them	the TouchPAD, it can be seen that		
	together and add them to the	there is an error relating to the		
	library.	transparency where only one image		
		has a transparent background.		
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3. ObjectList and Transparency

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When adding images with a transparent background into an ObjectList, HMIWorks automatically generates an image containing the exact background cutting from the frame at the widget's location. This is why it costs additional memory space to support transparent pictures in an ObjectList.

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