Amtiri

REFERENCE MANUAL

Images

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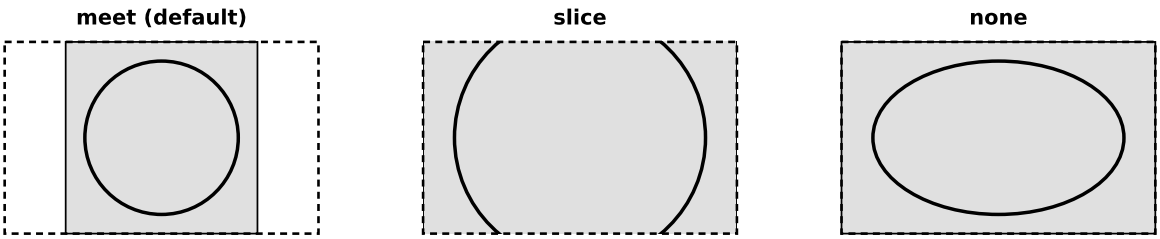
Two widgets show a picture uploaded into the dashboard: **Image** for pictures made of pixels, such as a photo or a logo, and **SVG** for drawings, such as a plant diagram or a whole screen's background. Both keep the file inside the dashboard itself, so it travels with every export and transfer of the dashboard, and both fit it into their box the same way.

Widget	Palette tile	Stored type	Shows	Typical use
Image	Image	`Image`	An uploaded picture, stored as PNG	A logo, a photo of the equipment
SVG	SVG	`SVG`	An uploaded SVG drawing, stored as text	The screen's background, a process diagram

Both widgets also have the properties every widget shares: see Properties every widget shares. Their own three settings sit in the **Image** block of the setup panel: a preview, a file picker, and two choice boxes without captions for the fit.

How a picture fits its box

When the picture and the box have different proportions, two settings decide what happens. `scale` chooses between fitting and covering, and `aspectRatio` chooses where the picture sits:



The dashed line is the widget's box. With xMidYMid the picture is centred; xMin and xMax pin it to the left or right edge, YMin and YMax to the top or bottom edge. With none the alignment does not matter.

`scale`	The picture
`meet` (default)	Fits inside the box whole. The box shows empty bands where their proportions differ
`slice`	Covers the whole box. What overflows is cut off

`aspectRatio`	Where the picture sits
`xMidYMid` (default)	Centred both ways
`xMinYMin` … `xMaxYMax`	`xMin`, `xMid` or `xMax` pins it to the left, the middle or the right; `YMin`, `YMid` or `YMax` to the top, the middle or the bottom. With `meet` this places the picture in its band; with `slice` it chooses the part that stays
`none`	Fills the box exactly, stretched or squeezed to its proportions. `scale` does not matter

The choice boxes list the names in capitals, `XMIDYMID` or `MEET`, and in English only. The first sets `aspectRatio`, the second `scale`. Changing them, or the file, can be undone and enables Save, like any other edit.

Image

An image shows a picture made of pixels. Pick the file in the Image block: PNG, JPEG, GIF, BMP and the other formats Java can read. The picture is converted to PNG and stored in the dashboard as text, so a photo usually takes more room than the file it came from. An animated GIF keeps its first frame. Until a file is chosen, the widget shows a placeholder picture, in the editor and in the viewer.

- **Size and place** come from the box: a new image is 80 × 32 px, centred on the point where it was dropped. The offsets `dX`, `dY`, `dWidth` and `dHeight` move and resize it in the viewer.
- **Every repaint encodes the picture again.** A view repaints each time a variable it shows changes, and every repaint turns the picture into PNG once more. A large picture on a busy screen therefore costs the server work at every change. Keep Image for small pictures, such as a logo, and use an SVG for large pictures and backgrounds.

Properties

Key	Editor label (English)	Formula or value	Result type	Default	Meaning
`image`	Image: the file picker	Value	A PNG picture, stored as Base64 text	Empty: a placeholder picture	The picture to show
`aspectRatio`	Image: the first choice box, without a caption	Value	`none`, `xMinYMin`, `xMidYMin`, `xMaxYMin`, `xMinYMid`, `xMidYMid`, `xMaxYMid`, `xMinYMax`, `xMidYMax` or `xMaxYMax`	`xMidYMid`	Where the picture sits in the box; `none` stretches it to the box
`scale`	Image: the second choice box, without a caption	Value	`meet` or `slice`	`meet`	`meet` fits the whole picture inside the box; `slice` covers the box and cuts off the rest

Styling

- **Element**: one SVG `<image>`. `styles` applies to it.
- **Default styles**: `{}`, none.
- **Keys that work**: `opacity` and `cursor`.
- **Keys to avoid**: `fill` and `stroke`, which do not colour a picture, and `x`, `y`, `width` and `height`, which some browsers take as the image's geometry and draw instead of its box.

The widget reads no style key itself.

Styled example. A camera snapshot, dimmed while the camera is offline:

```
Styles   {opacity:if(CAM_1_ONLINE,1,0.4)}
```

SVG

An SVG widget shows a drawing. Pick a file whose name ends in `.svg` in the Image block; any other file is ignored. The drawing is stored in the dashboard as the text of the file. Until a file is chosen, the widget shows a placeholder picture.

- **It is shown as a picture.** Scripts and links inside the drawing do nothing, and it cannot load other files. Text in it is drawn with the fonts of the viewer's device, so convert text to paths in the drawing program when its look matters.
- **Styles are never applied.** The setup panel offers no Styles field, and a `styles` stored in the record changes nothing. Change the look in the drawing itself, draw shapes over it, and show or hide it with `visible`. The offsets `dX`, `dY`, `dWidth` and `dHeight` do move and resize it in the viewer.
- **A drawing stays sharp** at every zoom, and repainting it costs little, which makes it the widget for large pictures.
- **Use it as the background.** A drawing of the whole screen goes **last** in the widget list, because the first widget is drawn on top and the last underneath everything. Make its box the size of the canvas, and draw it in the canvas's proportions: a drawing of 1920 × 1080 on a canvas of 1920 × 1080 fills it with `meet`, without bands. See How dashboards draw and refresh for the paint order and the canvas size.

Properties

Key	Editor label (English)	Formula or value	Result type	Default	Meaning
`image`	Image: the file picker	Value	SVG text	Empty: a placeholder picture	The drawing to show
`aspectRatio`	Image: the first choice box, without a caption	Value	`none`, `xMinYMin`, `xMidYMin`, `xMaxYMin`, `xMinYMid`, `xMidYMid`, `xMaxYMid`, `xMinYMax`, `xMidYMax` or `xMaxYMax`	`xMidYMid`	Where the drawing sits in the box; `none` stretches it to the box
`scale`	Image: the second choice box, without a caption	Value	`meet` or `slice`	`meet`	`meet` fits the whole drawing inside the box; `slice` covers the box and cuts off the rest

Styling

- **Element**: one SVG `<image>`. `styles` is never applied to it.
- **Default styles**: `{}`, none.
- **Keys that work**: none.
- **Keys to avoid**: all of them; they have no effect.

The widget reads no style key itself.

Styled example. A drawing cannot be styled, but a shape can be drawn over it. A red frame around the whole background while the plant is in alarm is a Rectangle with the canvas's box, placed before the SVG in the list so that it is drawn over it:

```
Styles   {fill:"none",stroke:if(PLANT_ALARM,"#DC2626","none"),stroke_width:8}
```

Next steps

- How dashboards draw and refresh
- Properties every widget shares
- Styling widgets
- Shapes and text

This page describes Data Orchester Dashboards 1.9.4.