

IMAGE VIEWER

msImage viewer :

Image viewer is to **display stored pictures**. These tools can handle many common file formats like PNG, BMP, JPG, JPEG, HEIC.

Properties of image viewer are mentioned below,

- ✓ Id*
- ✓ Savefield*
- ✓ Source*
- ✓ Loop

ID*:

It specifies the input id of a particular widget. Each and every widget must have an UNIQUE id. Id should accept only the numbers, alphabets and underscore.

It does not allow to type special characters in an ID and not allow to type negative integers.

Mandatory : TRUE

Example:

id - Test_123 (Will work)

id - **Test-@@** (Will not accept as a widget id)

id = **-123 or -test** (Will not accept as a widget id)

SAVEFIELD*:

This savefield property accept only the boolean values like, True or False. It is a mandatory field.

True - All the values are saved in database

False - Values are not saved in database

LOOP:

User can use this loop with in the image viewer then, it should mention the loop id in a particular image viewer's loop property.

User can mention the loop in ui and rule,

Syntax:

UI --> loop (Loop id is unique and user defined)

RULE --> screenid_widgetid of loop (Like this mentioned in rule)

Image viewer widget works within the loop.

PARENT GROUP:

Image viewer widget is also used within the parent group, but should follow some rules like parent group id is properly mentioned in ui and rule.

User can mention the parent group in ui and rule,

Syntax:

UI --> pgroup (Parent group id is unique and user defined)

RULE --> screenid_parentgroupid (Like this mentioned in rule)

Image viewer widget will work within the parent group.

ACTION NAME:

Actions available for the image viewer widget in framework 2.0 are mentioned below,

- Mandatory
- Optional
- Show
- Hide
- Enable
- Disable
- Setval

Mandatory*:

User cannot skip this field, if they can try to skip means cannot allowed to submit the form.

Mandatory field is mentioned as red asterisk symbol.

Syntax:

APPLY [Mandatory] ON [#screenid_widgetid]

Example:

APPLY [Mandatory] ON [#config_test_image viewer1]

Optional:

User can select or they can skip a particular widget, Which is allowed to submit a form.

Syntax:

APPLY [Optional] ON [#screenid_widgetid]

Example:

APPLY [Optional] ON [#config_test_image viewer1]

Show:

This image viewer will show/display to the user.

Syntax:

APPLY [Show] ON [#screenid_widgetid]

Example:

APPLY [Show] ON [#config_test_image viewer1]

Hide:

This rule is to hide a mentioned widget. So it is not visible to the user.

Syntax:

APPLY [Hide] ON [#screenid_widgetid]

Example:

APPLY [Hide] ON [#config_test_image viewer1]

Enable:

It enables the image viewer, so the user can able to select the option from the list and an enable action is used to activate the widget from disabled state.

Syntax:

APPLY [Enable] ON [#screenid_widgetid]

Example:

APPLY [Enable] ON [#config_test_image viewer1]

Disable:

It disables the image viewer widget. The user cannot select option from the list in this disable rule, and they appear blurred.

Syntax:

```
APPLY [Disable] ON [#screenid_widgetid]
```

Example:

```
APPLY [Disable] ON [#config_test_image viewer1]
```

Setvalue:

1. The user can set the value to "static," which means that when the form is initially opened, it displays the mentioned value in a specific image viewer.

But this is not constant, user can change/add the value by manually at run time.

Syntax:

Setvalue = ""

```
APPLY [SetValue] ON [#screenid_widgetid] VALUE [""];
```

Example:

Setvalue = "Source - http://15.207.195.177:85/Image/bunny.jpg" (So, this value is reflected in the initial page of the form)

```
APPLY [SetValue] ON [#config_test_image viewer1] VALUE ["Source -  
http://15.207.195.177:85/Image/bunny.jpg"];
```

2. User can pass the values through variable,

Syntax:

```
APPLY [SetValue] ON [$tempvariable] VALUE [""];
```

```
APPLY [SetValue] ON [#screenid_widgetid] VALUE [$tempvariable];
```

Example:

```
APPLY [SetValue] ON [$test] VALUE ["Source -  
http://15.207.195.177:85/Image/bunny.jpg"];
```

```
APPLY [SetValue] ON [#config_test_image viewer1] VALUE [$test];
```

3. User can get values from the another widget,

Syntax:

```
APPLY [SetValue] ON [#screenid_widgetid] VALUE [#screenid_widgetid];
```

Example:

```
APPLY [SetValue] ON [#config_test_image viewer1] VALUE [#config_test_image viewer2];
```

EVENT NAME:

Events in rule files are,

- ✓ Load
- ✓ Change

Load:

This event is should display all the values while loading on an initial page.

Syntax:

```
APPLY [Enable] ON [#screenid_widgetid] VALUE ["image viewer1"];
```

Example:

```
FIELD_BEGIN [NAME = "config_test"]  
RULE_BEGIN [NAME = "Initial Load", ORDER = "1"]  
APPLY [Enable] ON [#config_test_1] VALUE ["image viewer1"];  
RULE_END  
FIELD_END
```

Change:

Change event is triggered when the value of the widget is changed by the user.

Syntax:

```
IF ((#screenid_widgetid != ""))  
BEGIN  
APPLY [Hide] ON [#screenid_widgetid];  
END  
ELSE  
BEGIN
```

```
APPLY [Show] ON [#screenid_widgetid];  
END
```

Example:

```
FIELD_BEGIN [NAME = "config_test_1"]  
RULE_BEGIN [NAME = "condition1", ORDER = "1"]  
IF ((#config_test_1 != ""))  
BEGIN  
APPLY [Hide] ON [#config_test_2];  
END  
ELSE  
BEGIN  
APPLY [Show] ON [#config_test_2];  
END  
RULE_END  
FIELD_END
```

ORIENTATION:

In an application displays the form in 2 ways. They are,

- ✓ Vertical orientation
- ✓ Horizontal orientation

Vertical orientation:

An application shows in portrait mode.

Horizontal orientation:

An application shows in landscape mode.