Opendiem Training

Technical Note
Designer, Creating a Website Template

Opendiem-TECH-0007

| Revision	5.0.1		
Status	Initials	Date	Comment
Released	RAC	06/21/2011	Initial Release

Technical Notes, Setting Up a Quick Website Template in Designer

Introduction

By using a third party graphical editor software program like Photoshop, Fireworks, Paint, CorelDraw, etc. you can speed up your Designer project implementation.

Example of background template image using Adobe Fireworks

Use of layers is recommended when creating your template image (but not required). Start with a blank canvas sized to fit your Designer project screen size. A good size for viewing from a laptop is 1024x768 pixels.
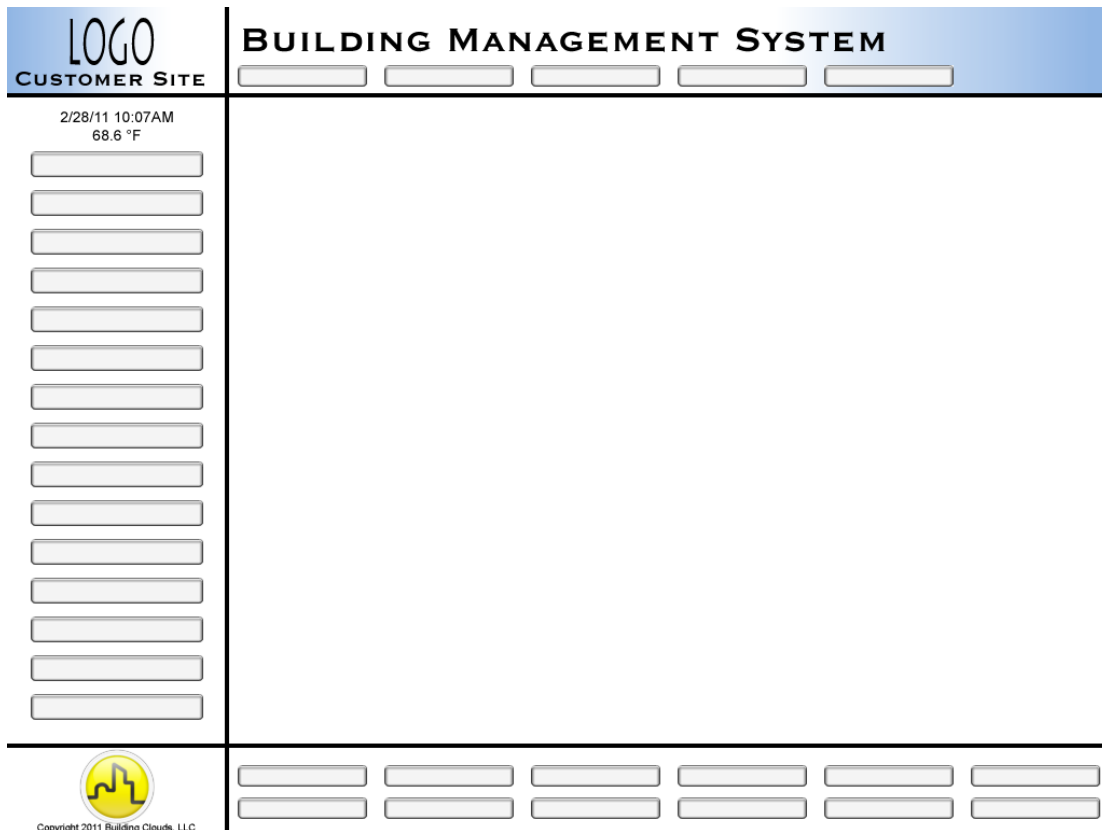

Example Template (.jpg format)

Engine   Connect   Designer

1. After creating and then exporting (or "Save-As") your file in either .jpg or .gif format, place your file into the Opendiem Designer image library.
   a. The default path is: C:\ProgramData\Building Clouds\Opendiem\Library\Images\Graphics\
      i. You may want to add a new folder here for your custom graphic files.
   b. After you have placed your file in the appropriate folder, "Right Click" on the file and choose "Properties". You will need to ensure the proper permissions are set by clicking on the "Unblock" button. This will ensure that Java handles the file permissions properly. See below:
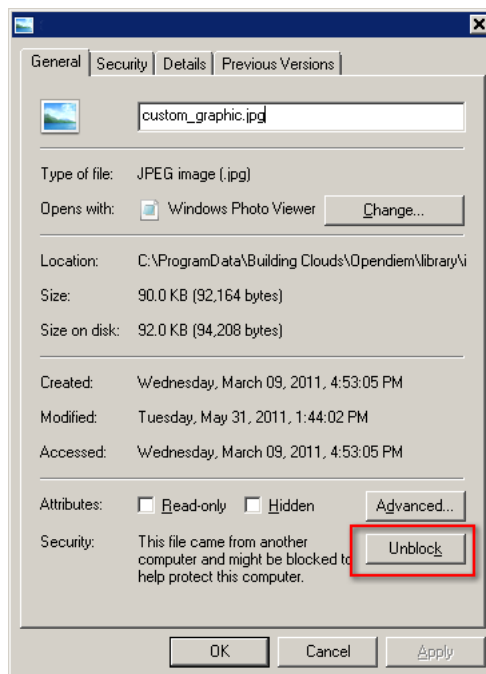
   c. You may need to repeat this step if you have additional custom graphics you wish to add to your project.

2. Now we are ready to create a new, or open an existing project in Designer.
   a. For this project we will assume an existing project with screens set at 1024x768 pixels.
      i. A review of this process can be found in Opendiem Training Document #0002.
3. The new background graphic you created will be used as the bottom layer for your Designer screens.
   a. Place your image using the "image" button, then drawing an outline of the approximate size and shape of your image file. You can position the image precisely from the Properties menu, General tab. Set your Position and Size as: X=0; Y=0; W=1024; H=768.
4. After placing and positioning your image you may want to "Lock" the layer it resides on to prevent accidentally moving the image during subsequent editing of the screen.
5. Additional graphical elements, data values, etc can now be placed on your screen.

Notes:

Version 5.00 November 2010

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