

# ImageSwitcher and ActiveImage

ImageSwitcher is a predefined subtype of UI config. It is a simple, yet flexible and powerful animation tool. You can use ImageSwitcher to represent the state or the enumeration value of a runtime object. To easily create an «ImageSwitcher» element, specify a represented Classifier, and create as many attributes and different States as you wish to see them animate. Each attribute is called an «ActiveImage» and has the following properties

- **Image**  
An image that will be used in animation either from browsing the file or dragging the image directly from a web browser.
- **activeElement**  
An element that will use an image once it is activated. An active image represents a State of a runtime object, whereas an activeElement is the state of a Classifier represented by the ImageSwitcher. While the ImageSwitcher represents an enumeration, the activeElement is the enumeration literal owned by the enumeration.
- **onClick**  
A signal that will be triggered once an image is clicked.

## Related pages

- [Representing object states](#)
- [Representing enumeration values](#)