Applying image

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Ways to apply image on a symbol

You can apply an image on a symbol using:

- The Image Library tab
- The Select Image dialog
- The external resources

The Image Library tab

To apply an image on a symbol using the **Image Library** tab

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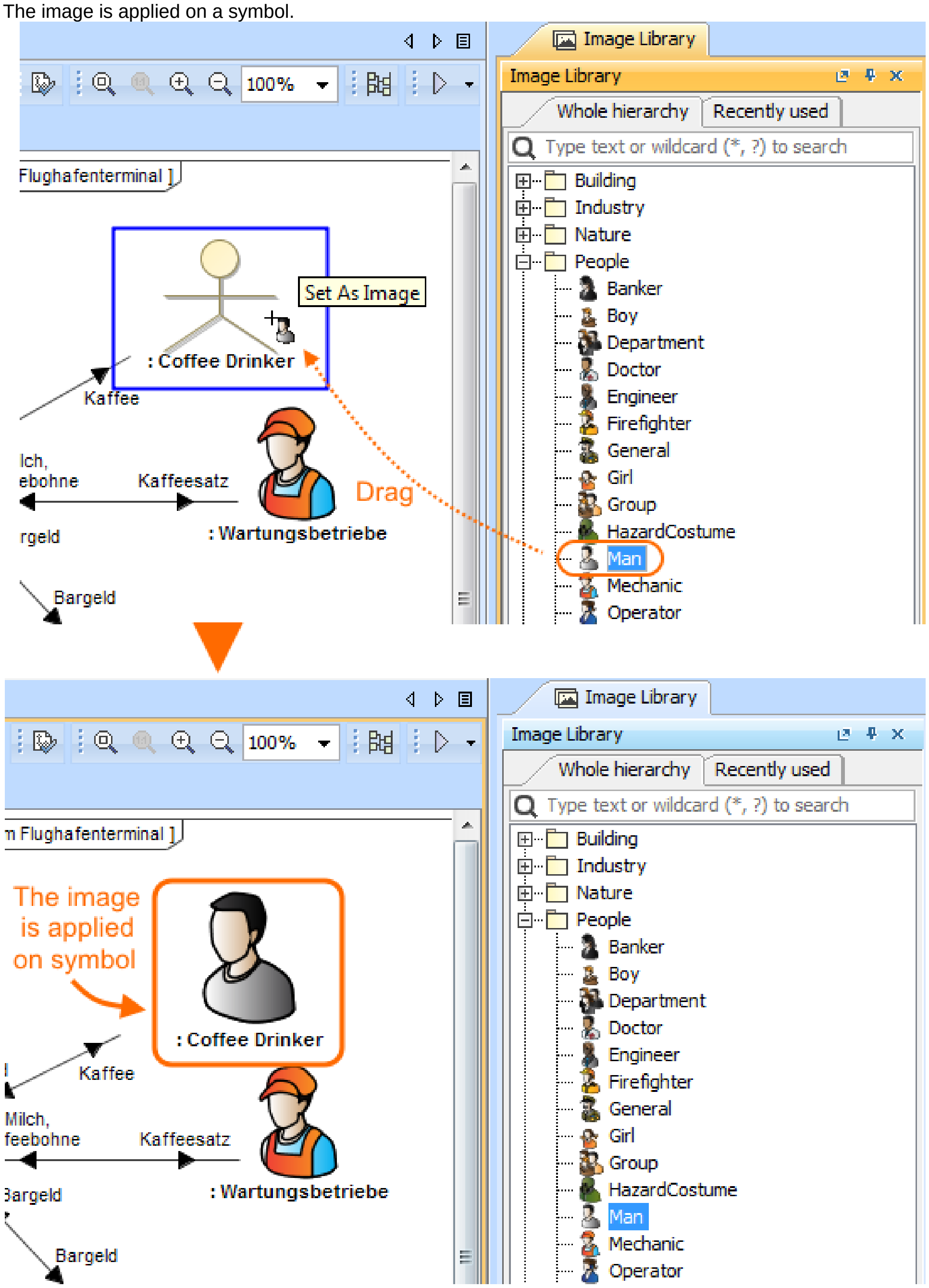
1. From the **Window** menu, select **Image Library.** The Image Library tab opens on the right side of the window.
2. Select the image you want to apply from the Image Library tab tree.

3. Drag the image directly on the symbol.
   The image is applied on a symbol.



The Select Image dialog

To apply an image on a symbol using **Select Image** dialog

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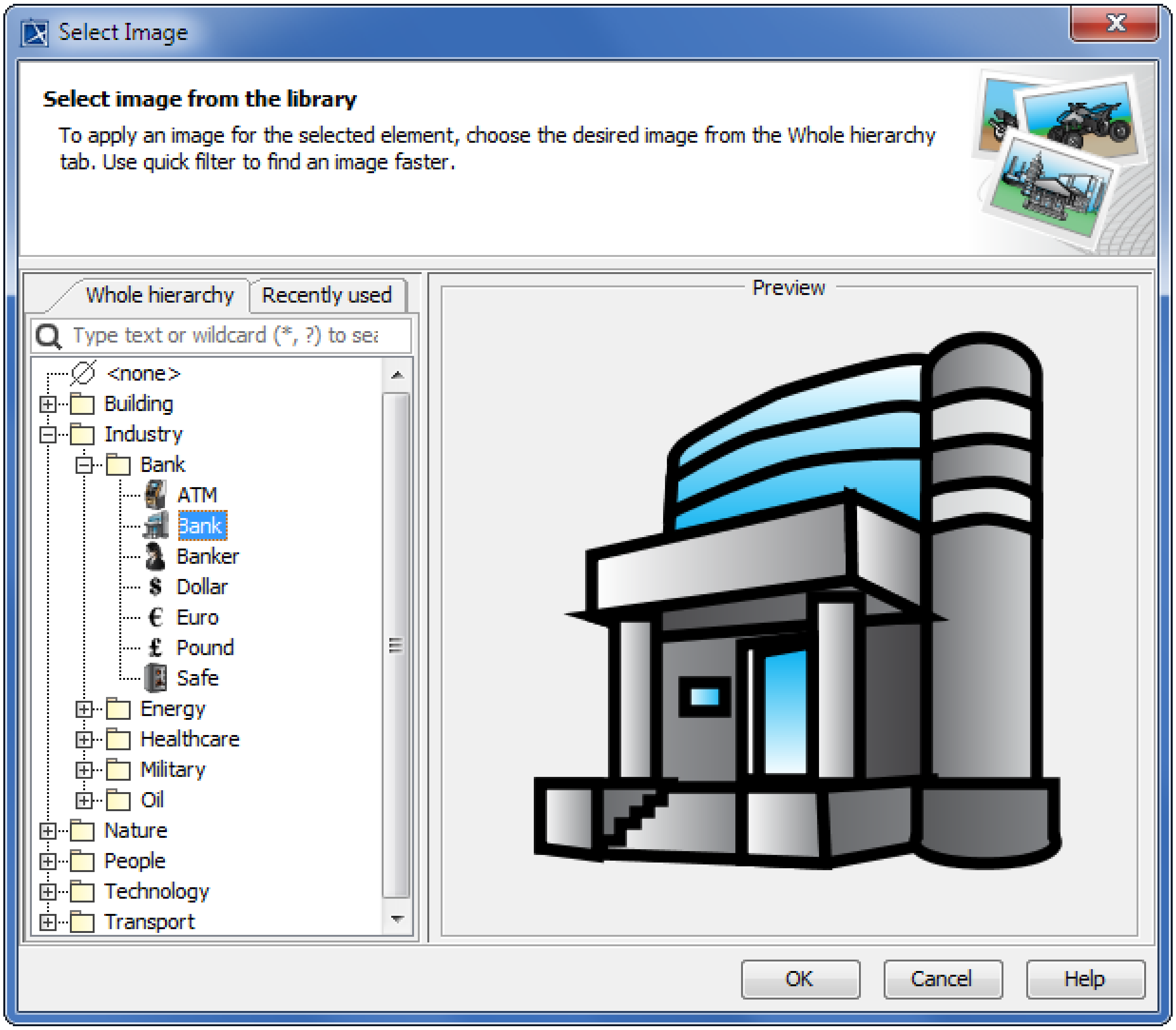
1. Open the **Select Image** dialog by doing one of the following:
   - Open the Specification window of any element, select **Image** (**Icon** for Stereotype) property cell and click .
   - Select Class, Actor, Port, Block, Part, Node, Performer, Concept Role, Stereotype, or Text Box ((HTML Text) on the diagram pane and click on the smart manipulator toolbar.

   > Only mentioned elements support the **Image Library** button on the smart manipulator by default. You can customize the smart manipulator of any other element.

2. Select the image you want to apply.
3. Click **OK**.


Select Image

Select image from the library

To apply an image for the selected element, choose the desired image from the Whole hierarchy tab. Use quick filter to find an image faster.

The image is applied on a symbol.

The external resources

To apply an image on a symbol from the external resources

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1. Select an image from any external resource (e.g. web browser, email).

   Image formats

   You can apply images of the following formats: .gif, .jpg, .jpeg, .svg, .png, .wmf.

2. Drag it directly on a symbol.
   The image is applied on a symbol.

   If the image that you applied on a symbol is large, you can resize that symbol to a preferred size automatically.

   To resize a symbol to a preferred size

   a. Select the symbol with an image applied.
   b. Click ▣ smart manipulator that appears at the right bottom side of the shape's horizontal border.

Applying image to Property or its type

When applying image to the Property shape (which type is specified) by dragging or selecting an image from the Image Library or other resources, and the **Type Selection Mode** is switched on, the image is applied to the Property type and the notification message is shown by default. For example, if you drag an image on the workplace Property shape that type is *Workplace* Class, the image will be applied to the Class but not to the Property.

Exceptions

- If the Property already has the image applied, the new image replaces it and is set to the Property but not to it's type.
- If the Property type already has an image applied, you cannot replace it with the new one by dragging it on Property shape.

To apply image to Property type

1. In the diagram palette, switch on the **Type Selection Mode**.
2. Select an image from the Image Library or other resources.
3. Drag selected image on the Property shape which:
   - Type is specified.
   - The Property is without image.
   - The Property type is without image.

   The image is applied to the Property type and the notification message is shown by default. You can specify to apply image on Property by changing the **Apply Image To** property value.

Symbol display mode

You can change the symbol display mode. How to change the stereotype name and its icon visibility on an element's shape >>

To specify the **Apply Image To** property value

1. On the main menu, select the **Options** > **Project**.
2. In the project Options dialog, find **Apply Image To** property.
3. Select one of the following value:
   - **Type and Notify** (default) - to apply image to Property type and after that show notification message on the right corner of the screen.
   - **Type** - to apply image to Property type.
   - **Property** - to apply image to Property.
4. Click **OK**.