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 element can be set to represent an active State, Action, or an Enumeration Literal.

onClick

A signal that will be triggered once an image is clicked.

Related pages

- Representing object states
- Representing enumeration values