

# Applying image

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## Ways to apply image on a symbol

You can apply an image on a symbol using:

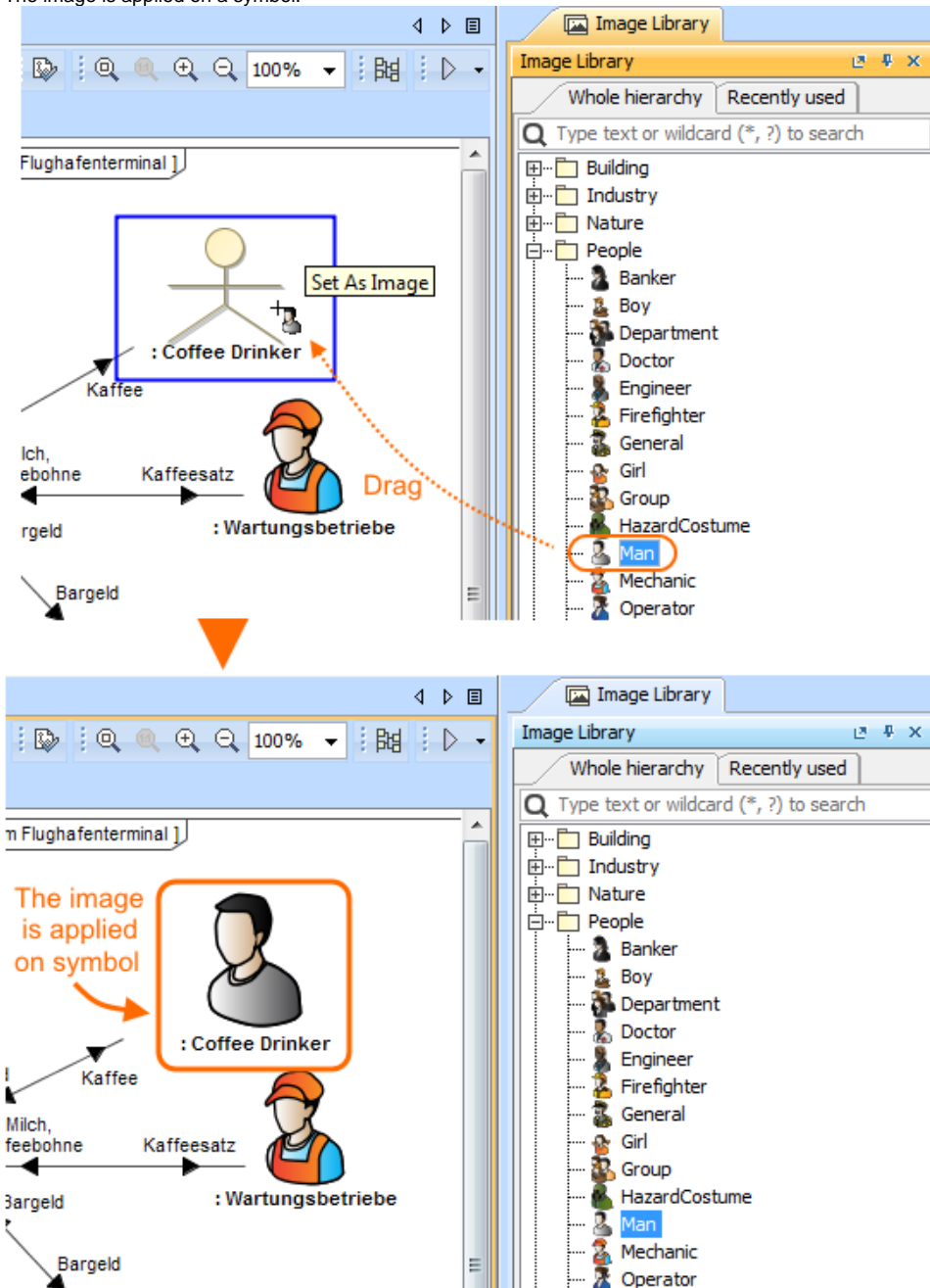
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## The Image Library tab

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.



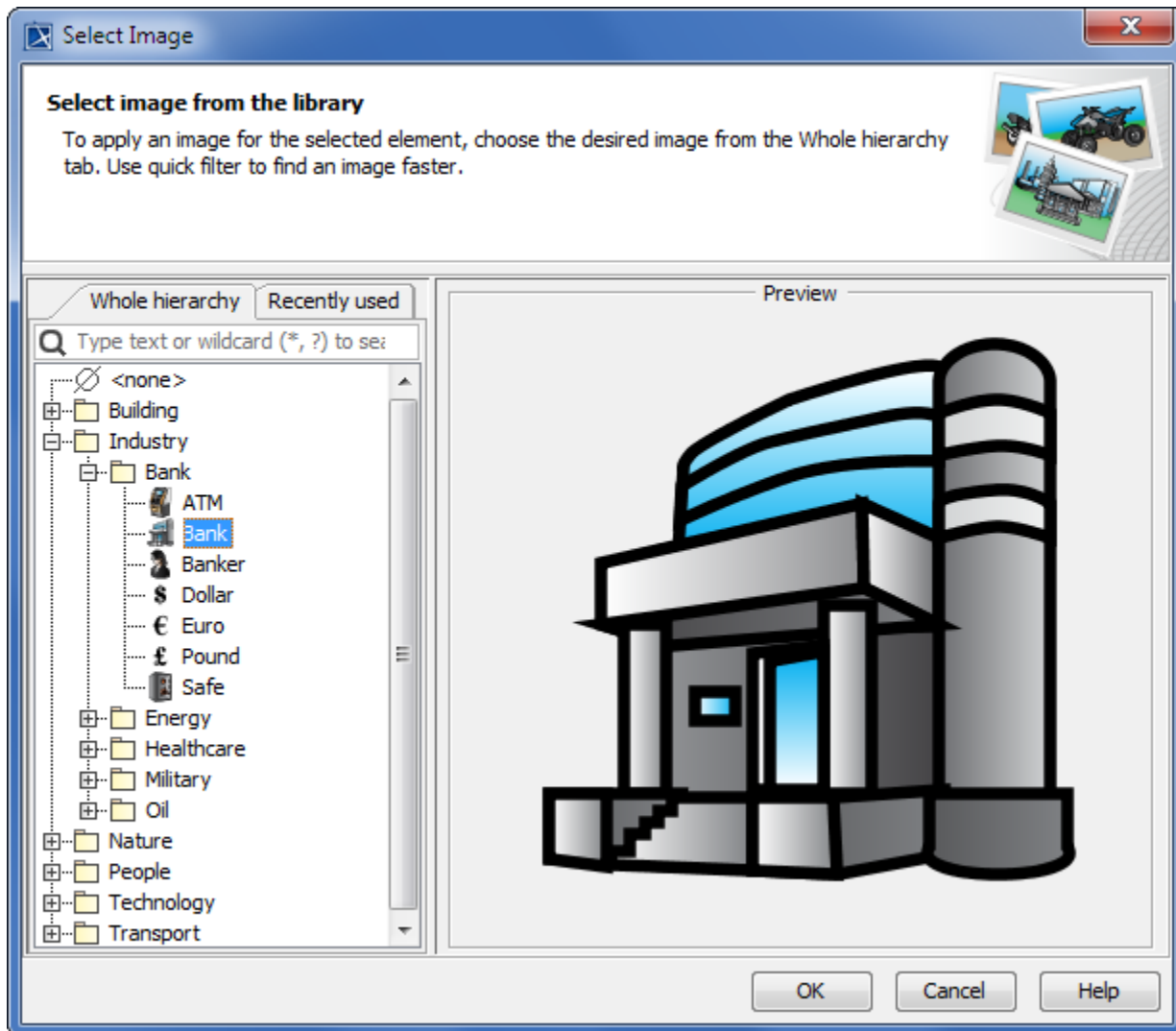
## The Select Image dialog

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

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**.




The image is applied on a symbol.

## The external resources

To apply an image on a symbol from the external resources

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

## 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 **Place 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 its type.

To apply image to Property type

- If the Property type already has an image applied, you cannot replace it with the new one by dragging it on Property shape.

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**.