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
 - 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

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- Representing enumeration values