16 Nov 2021

Image Gallery

version: 1.0.1

# **Overview**

Image Gallery component lets you view all the captured images.

## **Use case:**

Consider that you are developing any application in which we need to display images, in such cases this Image Gallery Component can be used.

## **Percentage of re-use:**

Approximately 85% reusable.

## **Features:**

* All the captured images displayed in a simple horizontally scrollable thumbnail format.
* Size of the thumbnail area dynamically decided based on number of images

# **Getting Started**

## **Prerequisites**

Before you start using the Image Gallery component, ensure the following:

• [HCL Foundry](https://manage.hclvoltmx.com/)

• Volt MX Iris

## **Platforms Supported**

#### Mobile

##### iOS

##### Android

#### Tablet & iPad

#### PWA & Responsive Web

## **Importing the app**

You can import the Forge components only into the apps that are of the Reference Architecture type.

**To import the Image Gallery component, do the following:**

#### Open your app project in Volt MX Iris.

#### In the Project Explorer, click the Templates tab. Graphical user interface, text, application  Description automatically generated

#### Right-click Components, and then select Import Component. The Import Component dialog box appears. Graphical user interface, text, application, Teams  Description automatically generated

#### Click Browse to navigate to the location of the component, select the component, and then click Import. The component and its associated widgets and modules are added to your project.



Once you have imported a component to your project, you can easily add the component to a form. For more information, refer [Add a Component to a Form](https://opensource.hcltechsw.com/volt-mx-docs/docs/documentation/Iris/iris_user_guide/Content/C_UsingComponents.html%22%20%5Cl%20%22add-a-component-to-a-form)

## **Building and previewing the app**

After performing all the above steps, you can build your app and run it on your device. For more information, you can refer to the [Building and Viewing an Application](https://opensource.hcltechsw.com/volt-mx-docs/docs/documentation/Iris/iris_user_guide/Content/Cloud_Build_in_VoltMX_Iris.html#cloud) section of the Volt MX User Guide.

You can then run your app to see the Image Gallery work in real time.

# **References**

## **Dynamic Usage**

You can also add **Image Gallery component** dynamically. To do so,

1. In the **Project Explorer**, on the **Projects** tab, click **Controllers** section to access the respective **Form Controller**. Create a method and implement the code snippet like the sample code mentioned below.

 /\*Creating a Component Object\*/

 var imageGalleryInstance = new com.voltmxsa.ImageGallery ({

 "clipBounds": true,

 "height": "100%",

 "id": "ImageGallery",

 "isVisible": true,

 "left": "0dp",

 "top": "0dp",

 "width": "100%",

 "zIndex":"1"

 }, {}, {

 });

 this.view.add(imageGalleryInstance);

 this.view.ImageGallery.flxItemSkin="sknFlxThumbBGWhite";

In the code snippet, you can edit the properties of the component as per your requirement. For more information, see Setting Properties.

2. **Save** the file.

 **Hidden Widgets**



## **B. Properties**

The properties provided on the **Component** tab allows you to customize the elements in the **Image Gallery** component. These elements can be UI elements, service parameters, and so on. You can set the properties from the Volt MX Iris Properties panel on the right-hand side. You can also configure these properties using a JavaScript code.

**General Properties**

**1. TextProperties**

**1. Title Text (lblTileText):** This Property can be used when we use hidden widgets

|  |  |
| --- | --- |
| **Description:** | Specifies the skin to be applied to the Flex container. |
| **Syntax:** | lblTitleText |
| **Type:** | String |
| **Read/Write:** | Read + Write |
| **Example:** | this.view.ImageGallery.lblTitleText = "PICK FROM DEVICE GALLERY"; |
| **Remarks:** | The default value for the property is “PICK FROM DEVICE GALLERY”. |

**2. Exposed Skins**

**1**.**flxpickfromGallerySkin:** This Property can be used when we use hidden widgets

|  |  |
| --- | --- |
| **Description:** | Specifies the skin to be applied to the Flex container. |
| **Syntax:** | flxpickfromGallerySkin |
| **Type:** | String |
| **Read/Write:** | Read + Write |
| **Example:** | this.view.ImageGallery.flxpickfromGallerySkin = "sknflx575ee7"; |
| **Remarks:** | The default value for the property is “sknflx575ee7”. |
|  |  |

**2. flxAddImageSkin:** This Property can be used when we use hidden widgets

|  |  |
| --- | --- |
| **Description:** | Specifies the skin to be applied to the Flex container. |
| **Syntax:** | flxAddImageSkin |
| **Type:** | String |
| **Read/Write:** | Read + Write |
| **Example:** | this.view.ImageGallery.flxAddImageSkin = "sknFlxThumbBGWhite"; |
| **Remarks:** | The default value for the property is “sknFlxThumbBGWhite”. |

 **3. lblTitleSkin:** This Property can be use when we use hidden widgets

|  |  |
| --- | --- |
| **Description:** | Specifies the skin to be applied to the label title skin. |
| **Syntax:** | lblTitleSkin |
| **Type:** | String |
| **Read/Write:** | Read + Write |
| **Example:** | this.view.ImageGallery.lblTitleSkin = "sknLblWhite"; |
| **Remarks:** | The default value for the property is “sknLblWhite”. |

**4. flxItemskin**

|  |  |
| --- | --- |
| **Description:** | Specifies the skin to be applied to the Flex container. |
| **Syntax:** | flxItemskin |
| **Type:** | String |
| **Read/Write:** | Read + Write |
| **Example:** | this.view.ImageGallery.flxItemskin = "sknFlxThumbBGWhite"; |
| **Remarks:** | The default value for the property is “sknFlxThumbBGWhite”. |

##  **C. API**

## This API sets data to the Image Gallery. You Need to pass the data as input parameter.

|  |  |
| --- | --- |
|  **Description:** | The API displays the Images. |
|  **Syntax**: | SetImage(ImageList,ImageType)/SetImage(ImageList) |
|  **Parameters:** | Json Array (with list of images) |
|  **Return Value:** | None |

Usage:

var ImageListArr=["image\_1.jpg","image\_2.jpg","image\_3.jpg","image\_4.jpg"];

**If Image type is base64:**

this.view.ImageGallery.setImage(ImageListArr, "base64");

**Else:**

this.view.ImageGallery.setImage(ImageListArr);

 **D. Events**

None of the Events are Exposed.

# **Revision History**

App version 1.0.1

## **Limitations:**

No Limitations.

## **Known Issues:**

## NA