**ImagePane Extender**

* [ImagePane Extender](http://redmine.digispot.ru/projects/digispot/wiki/%D0%AD%D0%BA%D1%81%D1%82%D0%B5%D0%BD%D0%B4%D0%B5%D1%80_ImagePane#%D0%AD%D0%BA%D1%81%D1%82%D0%B5%D0%BD%D0%B4%D0%B5%D1%80-ImagePane)
	+ [Application](http://redmine.digispot.ru/projects/digispot/wiki/%D0%AD%D0%BA%D1%81%D1%82%D0%B5%D0%BD%D0%B4%D0%B5%D1%80_ImagePane#%D0%9D%D0%B0%D0%B7%D0%BD%D0%B0%D1%87%D0%B5%D0%BD%D0%B8%D0%B5)
	+ [Features](http://redmine.digispot.ru/projects/digispot/wiki/%D0%AD%D0%BA%D1%81%D1%82%D0%B5%D0%BD%D0%B4%D0%B5%D1%80_ImagePane#%D0%9E%D1%81%D0%BE%D0%B1%D0%B5%D0%BD%D0%BD%D0%BE%D1%81%D1%82%D0%B8-%D1%80%D0%B0%D0%B1%D0%BE%D1%82%D1%8B)
		- Loading files and images
		- [Viewing images](http://redmine.digispot.ru/projects/digispot/wiki/%D0%AD%D0%BA%D1%81%D1%82%D0%B5%D0%BD%D0%B4%D0%B5%D1%80_ImagePane#%D0%9F%D1%80%D0%BE%D1%81%D0%BC%D0%BE%D1%82%D1%80-%D0%B8%D0%B7%D0%BE%D0%B1%D1%80%D0%B0%D0%B6%D0%B5%D0%BD%D0%B8%D0%B9)
		- [Linking images to database items](http://redmine.digispot.ru/projects/digispot/wiki/%D0%AD%D0%BA%D1%81%D1%82%D0%B5%D0%BD%D0%B4%D0%B5%D1%80_ImagePane#%D0%9F%D1%80%D0%B8%D0%B2%D1%8F%D0%B7%D0%BA%D0%B0-%D0%B8%D0%B7%D0%BE%D0%B1%D1%80%D0%B0%D0%B6%D0%B5%D0%BD%D0%B8%D0%B9-%D0%BA-%D1%8D%D0%BB%D0%B5%D0%BC%D0%B5%D0%BD%D1%82%D0%B0%D0%BC-%D0%B1%D0%B0%D0%B7%D1%8B-%D0%B4%D0%B0%D0%BD%D0%BD%D1%8B%D1%85)



**Application**

ImagePane Extender lets you load images to [MDB](http://redmine.digispot.ru/projects/digispot/wiki/%D0%9C%D0%91%D0%94) categories, view them and link images to database items. When forming information about X-Player state or during export of schedule to xml file, it will have the information about linked images written into it.



**Features**



**Loading files and images**

You can add images to any [MDB](http://redmine.digispot.ru/projects/digispot/wiki/%D0%9C%D0%91%D0%94) category by loading the needed files with the help of [File Browser](http://redmine.digispot.ru/projects/digispot/wiki/%D0%91%D1%80%D0%B0%D1%83%D0%B7%D0%B5%D1%80_%D1%84%D0%B0%D0%B9%D0%BB%D0%BE%D0%B2).



It is also possible to add images by opening the Object properties window. Here, on the **Images** tab, press **Add file...**, select needed files and specify [MDB](http://redmine.digispot.ru/projects/digispot/wiki/%D0%9C%D0%91%D0%94) category where you wish to place files to.





**Viewing images**

To view an image, select it and hit **space**, or, alternatively, select **Listen** from the context menu. A window with image will then appear.





**Linking images to database items**

You can only link images to those items that are [MBD](http://redmine.digispot.ru/projects/digispot/wiki/%D0%9C%D0%91%D0%94) objects, which means that their **DB ID** is not equal to zero ([General tab](http://redmine.digispot.ru/projects/digispot/wiki/%D0%97%D0%B0%D0%BA%D0%BB%D0%B0%D0%B4%D0%BA%D0%B0_%D0%9E%D0%B1%D1%89%D0%B8%D0%B5) of the Object properties window). For this, select the needed item and choose Object properties from the context menu. In the next window, go to the **Images** tab. Then click on **Add item…**.



The window **Select DB item** will now appear. Here you have to choose the needed files and click **OK**.



Now all images linked to this item will be displayed on the **Images** tab.



If needed, you can delete an image linked to the object by selecting the image and clicking on **Delete**.



This will only remove the image from the object’s properties, not from the database.

You can configure the list of displayed fields of the **DB** tabs in such a way that you will be able to see the number of linked files and paths to them. To do this, right-click on field names and the **List settings** window will appear. Then make two columns visible: **Number of images** and **Linked images**. Click **OK**. Now all information about linked images will be displayed in the list of database objects.



*Note. Information from “Number of images” and “Linked images” columns is exported when saving the schedule as XMl file, forming information about X-Player’s state and schedule editing log..*