

## Images

All imported images are in the **Image Pool**. The image pool is like most other pools - read about pools in general in the **Pool windows** topic.



**Important:**

The overall size of the image pool has a maximum of 200MB.

We advise that you keep the image pool as small as possible. For example, keep the maximum image size per image below 64MB. Do not exceed an image resolution higher than 1920 x 1080.

Images can be used for appearances. Read more in the **Create appearances** topic.



Example of the image pool



## Import Predefined Images

There are some predefined test pattern images that can be used. Custom images can also be imported - read [below](#).

Workflow:

Images can currently only be imported using the command line.

1. Navigate to the custom image pool:

```
MA User name[Fixture]> ChangeDestination Image "custom"
```

2. Now import the predefined library images:

```
MA User name@ShowData/ImagePools/Custom> Import lib "*.xml"
```

This command imports the image files from MA into the image pool.

3. Return to the command line root:

```
MA User name@ShowData/ImagePools/Custom> ChangeDestination Root
```

## Import Custom Images

Custom images can be imported and used in appearances.

### Requirement

The images need to be in a specific folder. The folder in the console is **/actual/shared/resource/lib\_images**

On a USB stick it is **grandMA3\shared\resource\lib\_images**

Workflow:

Images can be imported using the Image pool.

1. Edit an empty pool object.
2. Tap the **Import** button.
3. Change the drive to the desired source using the Drive button in the title bar.
4. Select the desired image.
5. Tap **Import**.
6. Close the **Edit Image** pop-up.

Before closing the Edit Image pop-up it is possible to edit the name.

## Delete Image From the Pool

Deleting images is like deleting any other pool object. The image disappears in any appearance where it might be used.

There are three common ways to delete the images.

### Delete an Image Using the Command Line

The important keyword for this is: **Delete**.

This is the syntax for deleting a single image:

#### **Delete Image image\_number**

It is also possible to delete a range of images using the standard range syntax (Thru, +, and -).

For example, if image 4 needs to be deleted:

```
MA User name[Fixture]> Delete Image 4
```

Or if image 5 to 10 needs to be deleted:

```
MA User name[Fixture]> Delete Image 5 Thru 10
```

### Delete an Image Using the Image Pool on a Screen

#### **Requirement:**

A visible image pool on one of the screens.

1. Press the **Delete** button.
2. Tap the image in the pool.

The image is deleted.

### Delete an Image Using the Swipecy Commands

#### **Requirement:**

A visible image pool on one of the screens.

1. Tap and hold the image you wish to delete.
2. Swipe out of the pool object without releasing the screen.
3. Swipe to the **Delete** swipecy and release the screen.



The image is deleted.