

Appendix 7 - Images

Table of Contents

IMAGES	3
TYPES OF IMAGES AND STANDARD IMAGE SIZES	3
PLACING IMAGES.....	3
HTML.....	3
JavaScript image “flip”.....	4
“Active” Page Building	4
ICONS.....	5
Sample view of Icons associated with transactions and/or events:	6
.GIF BUTTONS	6
.JPG BUTTONS	7

Images

Over 600 images are used to display the OIPA System's user screens properly. The majority of the images used are icons and buttons that help users quickly identify with functions, client information, and overall policy status. Below are the most common types of images used in your system:

Types of Images and Standard Image Sizes

AsIcons .GIF	Size = 15x15 pixels	
AsReverse .GIF	Size = 15x15 pixels	
AsButtons .GIF	Size = 36x36 pixels	
Push .GIF	Size = 82x32 pixels	
Push .JPG	Size = 99x22	

Placing Images

HTML

Images are placed with HTML tags in the system's .ASP pages. Also notice the JavaScript function calls in bold:

```
<td COLSPAN="2" ALIGN="RIGHT">
  <img SRC="../images/PushRefreshOut.GIF"
  NAME="pbRefresh"
  STYLE="cursor:hand;"
  BORDER="0"
  WIDTH="82"
  HEIGHT="32"
  ONMOUSEOVER="MouseOver(pbRefresh, 2);"
  ONMOUSEOUT="MouseOut(pbRefresh, 2);"
  ONMOUSEDOWN="MouseDown(pbRefresh, 2);"
  ONMOUSEUP="MouseUp(pbRefresh, 2);"
  ONCLICK="RefreshActivityScreen();"
</td>
```

JavaScript image “flip”

An image flip is a helpful effect for users. Some people call it a mouse rollover or an image rollover. The user rolls his or her mouse pointer over an image and it changes to a new image. When the mouse leaves the image, it changes back. This functionality enables buttons to appear *raised* or *pushed in* depending on the state of the mouse pointer. These functions are located in AdminServer/Lib/Java/AsCommon.js. In the previous HTML example, you will notice the “OnMouse” commands in the HTML programming that calls for the JavaScript function to flip the images.

“Active” Page Building

Many pages, such as the Activity Page, actually create a custom screen for display every time the page is loaded. Not all images are “hard coded” in HTML on a page, many are called by XML Business Rules as the system builds the custom page for that policy.

























Icons

Sample view of Icons associated with transactions and/or events:

Activity

Page 1 of 16 Page 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 Maximum Results: 10

Activity: **ABLStart** Add ☒ Auto-Process Process

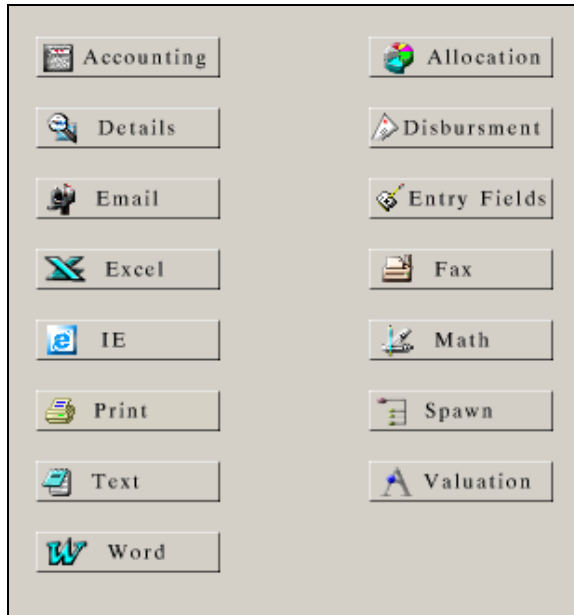
Activity (10)	Activity Date	Status	Amount	Attachments	Action
 AnnuityPayment	03/01/2002	Active	\$563.80		
 AnnuityPayment			\$563.80		
 AnnuityPayment	03/01/2002	Active	\$563.80		
 AnnuityPayment	02/01/2002	Active	\$557.20		
 AnnuityPayment	02/01/2002	Active	\$557.20		
 AnnuityPayment	02/01/2002	Active	\$557.20		
 Anniversary	02/01/2002	Active			
 Anniversary	02/01/2002	Active			
 Anniversary	02/01/2002	Active			
 QuarterlyStatement	01/01/2002	Active			

Each AsIcon.gif image relates to its own activity

.GIF Buttons



.JPG Buttons



Adding Images

Is your product changing? If new rules, guidelines, or transactions are added to your product, you may need new images to associate with the new functionality. If new images are needed for a new transaction called “MyMoney” on the Activity Screen, a programmer will add the Business Rules necessary for the new function to be available. Part of his/her job is to add [TransactionCosmetics](#):

```
<TransactionCosmetics>
  <Icon>AsIconMyMoney.GIF</Icon>
  <Button>AsButtonMyMoney.GIF</Button>
  <Reverse>AsReverseMyMoney.GIF</Reverse>
</TransactionCosmetics>
```

As you can see above, for a new transaction, you will need to create a total of three new images:

1. AsIconMyMoney.GIF
2. AsButtonMyMoney.GIF
3. AsReverseMyMoney.GIF

Steps to Add an Image to OIPA’s Image Directory

1. Create new images in a graphics program (Fireworks or Photoshop).
2. Make sure your new images are sized properly to standards. (If a new AsIcon.gif is added and has dimensions other than 15x15pixels, the new image will throw alignment of other icons off and page will display improperly. For proper page display, it is necessary to keep to image size standards as shown in section [11.1 - Standard Image Sizes](#).)
3. Export image to file: **AdminServer/images/**.
4. Add new image to [SourceSafe](#) directory.
5. Test image in system.