

Adding a file to the Image Library

Pega Platform™ allows you to customize the look-and-feel of your application by providing the ability to include your own logo, display an image on a button or link control, use custom sprites in the UI design, and determine what the user sees during a guardrail warning. To use custom icons or images to your Pega Platform application, you first need to add your binary file to the Image Library. To do this, create a Binary File rule to store your icon or image to the Pega Platform Image Library.

Requirements

Before you begin, determine where the images that you want to upload are located. For this example, images are in the local Windows directory C:\Images\Seasons.

You can then do these actions:

- [Create a Binary File rule](#)
- [Find your image in the Image Library](#)
- [Import an icon](#)

Create a Binary File rule

Image files are stored as binary file rules.

1. Create a Binary File rule in Designer Studio by selecting +Create > Technical > Binary File.

Binary File Record Configuration	
Label*	Identifier
<input type="text" value="Seasonal View Spring"/> <small>A short description or title for this record</small>	SeasonalViewSpring Edit
App Name (Directory)	File Type (extension)
<input type="text" value="OutdoorSeasonImages"/>	<input type="text" value="png"/>

2. Complete the fields on the rule form:
 - Label - The Binary File rule label and identifier
 - App Name - The directory where the image is stored in the Pega 7 Platform system
 - File Type - The binary file extension (do not include a period ".")
3. Click Create and Open to display file controls.
4. Click Upload File to open the file browser.
5. Browse for an image of the type specified in the New/Save as form, and then click Upload File.
6. If the file is treated as a sprite, select the check box, and then enter the icon width and height.
7. Click Save.

When the file save is successful, the image that was imported and added to the Image Library is displayed.

Image details

Treat image as a sprite



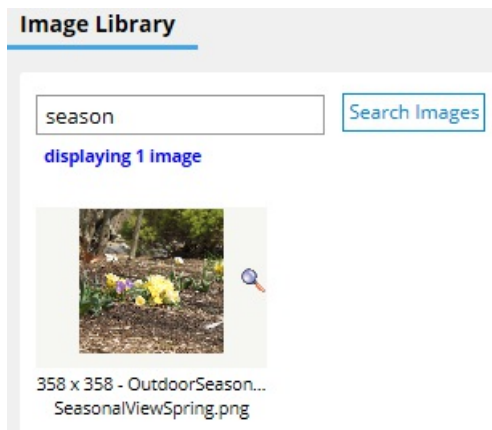
Width: 358 Height: 358

Note: Image preview updates on save

Find your image in the Image Library

After the image has been successfully uploaded and saved, you can find it in the Image Library.

1. Open the Image Library by selecting Dev Studio > Technical > User Interface > Image Library.
2. Search for the image by rule name or image (label) name.



Import an icon

When uploading an icon, use an image with a transparent background. This example uses the image DisplayImageButton.png.

1. Create a Binary File rule in Dev Studio by selecting +Create > Technical > Binary File.
2. Enter:
 - Label - The Binary File rule label and identifier
 - App Name - The directory where the image is stored in the Pega Platform system
 - File Type - The Binary File extension (do not include a period ".")
3. Upload a suitable image file that has a transparent background. In this example, an icon with the text "Display Image" is uploaded.
4. Select the Treat image as a sprite check box. Optionally, enter the icon width and height.

File controls

Upload File

Download file

Image details Treat image as a sprite

Icon width

Icon height

121

26

Display Image

Width: 121 Height: 26

Note: Image preview updates on save

5. Click Save to store the Binary File rule.