

Images & Maps

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Overview

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Using the Images & Maps configuration you can set load new images into Yellowfin, raster maps, and WMS layers. Raster maps are images with each zone specified as a unique colour which defines the zones to be replaced by heat map colouring.

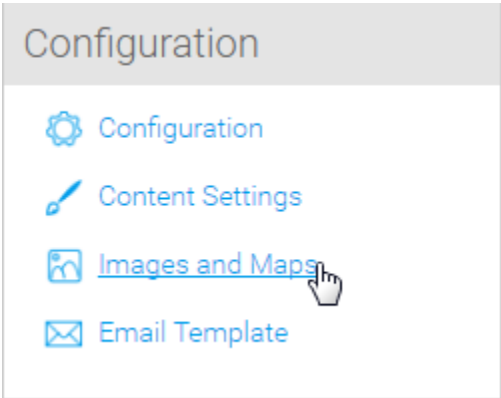


Image Types

In the Image list you will see an icon form both types of images supported:

	Basic images can be used as background images for Charts
	Maps which are used for generating heat maps.

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To load new images into your image library click the images and maps link from the administration panel as shown previously. This will open the image list table.

1. Click the **Add** button to open the 'add new image' page.
2. Type in the name and description of the image you wish to load and select 'Image' from the drop down.

A screenshot of a web form titled 'Image Details'. It contains three input fields: 'Name:' with the value 'Sample', 'Description:' with the value 'Image used for watermarking.', and 'Image Type:' with the value 'Image'. Below the form, there are buttons for 'Add', 'Edit', 'Copy', and 'Delete'. The 'Add' button is highlighted with a mouse cursor.

3. The page will now display the browse and upload section. Browse for your image file and click the upload link to load the image to the server.

A screenshot of the 'Image Details' form, showing the file upload section. It includes a 'File Name:' label, a 'Choose file' button, and the text 'fin.png'. To the right, there is an 'Upload File' link with an upward arrow icon, which is being clicked by a mouse cursor.

4. The image thumbnail will now be displayed. Click save to save your changes and return to the list.

Image Details		
File Name:	Choose file No file chosen	Upload File
File Name:	fin.png	
Dimensions:	700x712	
Thumbnail:		
Download Cancel Save		

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