



TDM5 - How To add an image

# Introduction

TDM5 offers the ability to create your own designs, this can be done using elements. Each element has its own properties which can be configured. With these elements you have the ability to create content based on your needs.

This article will describe how an image can be added. Additional articles regarding elements can be found in our knowledge base.

# Requirements

If you want to add an image to your page you need to meet the following requirements:

- Have access to: Designer > Pages and be able to create or edit a page.

# How To add an image

1. Login to your TDM5 environment.

2. Select “Designer”.



3. Select the menu option called “Pages”

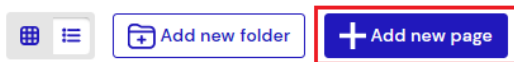


4. Open an existing page by selecting ‘Edit’ or create a new page using the ‘Add new page’ button

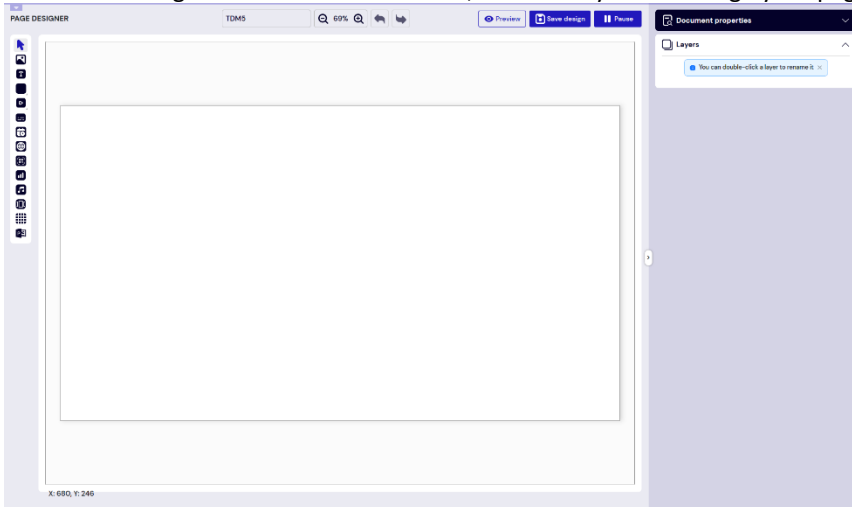
*Edit existing page:*



*Add new page:*



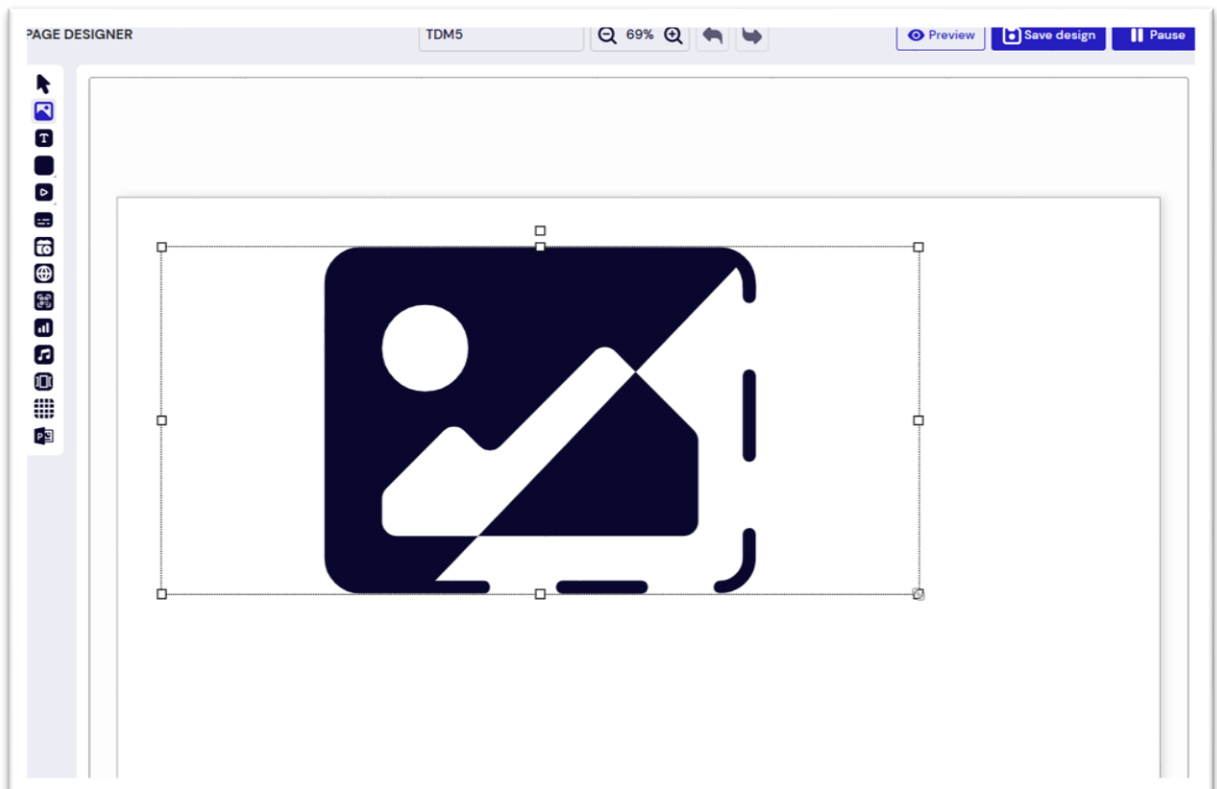
5. You will be navigated to the content editor, from here you can design your page.



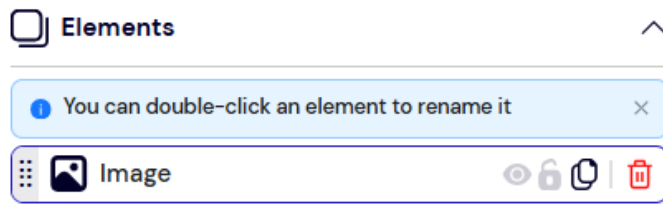
6. Select the 'image' element, this can be done by selecting it in the menu on the left side of the screen.



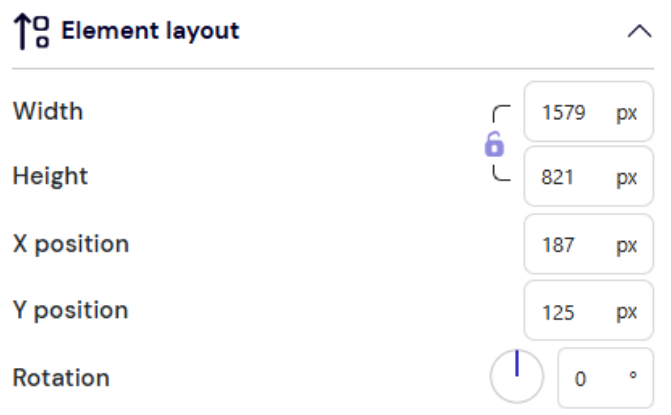
7. You can now draw a frame by clicking in the template editor, once this has been done you can decide the size of the element. Click again once you are happy with the size of the element.



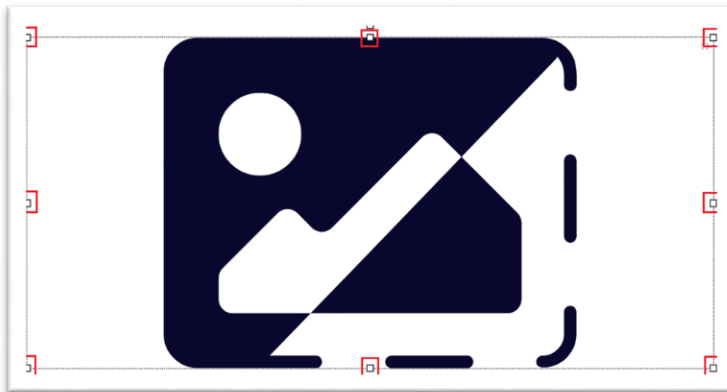
8. On the right side of the page you can configure the properties of the element. To change the name double click the element in the 'Elements' section.



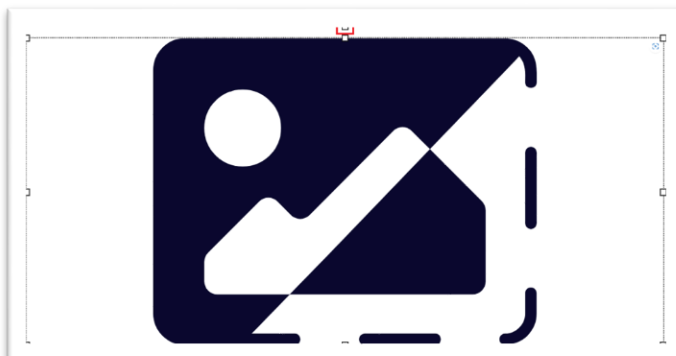
9. In the 'Element layout' section you can adjust the position of the element and set rotation in case needed.



The size can also be changed by selecting the border of the element.



Rotation can be set with the dot located at the top of the element.

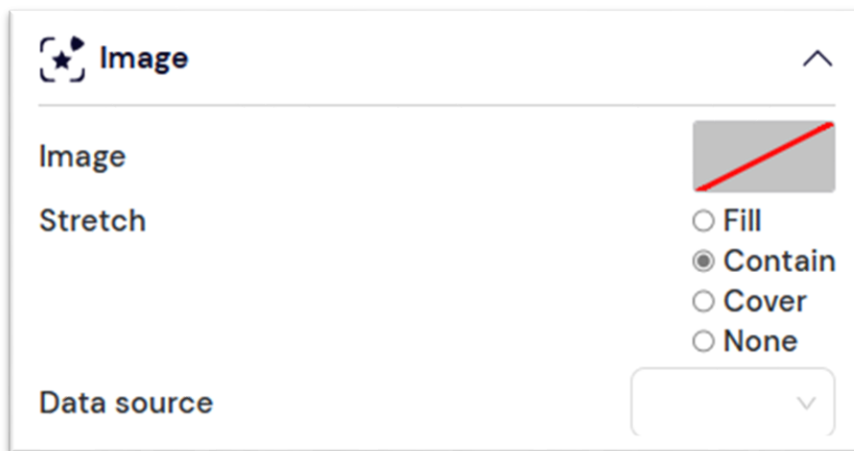


10. In the 'Colors & effects' section you have the ability to set 'Opacity' to make the image transparent.



11. In the 'Image' section you can link an image from your media library or link the element to a data source. Next to this you can configure what TDM5 should do with the image.

With the 'Contain' option the resolution of the image will be maintained, with 'Fill' the image will be stretched to fill the element size and with 'Cover' the image keeps its aspect ratio and fills the element.



12. In the 'Touch' section you can configure content which will be displayed as soon as someone is pressing the element. This can be useful in case the content is being displayed on a device with a touchscreen.



Once you have finished this step you have successfully added an image. It is possible to continue with your design and add additional elements if needed.