How to embed Pictures and Shapes into project file?

For a new project built by using EasyBuilder Pro, you only need to do step 1 as shown below.

Step 1. In EasyBuilder Pro main menu click [Option] » [Preferences] and then select the [Automatically make used pictures and shapes into the project library] check box. The pictures and shapes used after selecting this check box will be automatically embedded into the project file, whereas the pictures and shapes used before selecting this check box should be copied into the project library manually, as shown in the following steps.

Preferences	x
☑ Display Object ID	
☑ Display Common Window objects on Base Windows	
$\overline{\mathbb{V}}$ Display Underlay Window objects on Base Windows	
Using function key to make shape library object	
$\ensuremath{\overline{\ensuremath{\mathbb V}}}$ Automatically save and compile the project when download and simulate	
☑ Generate backup of project file before save	
$\overline{\mathbb{V}}$ Automatically make used pictures and shapes into the project library	
Save AutoRecover information	
OK Cancel	

Step 2. Click [Library] » [Picture] » [Call up library].

Step 3. Go to [Library] tab, click *signal constant states are set of the states are s*

Picture Manager Project Library - 🔊 🔞 keypad_type01_0 -States : 7 States : 1 Objects : 5 . Objects : 0 States : 2 States : 2 Modify... Export.. Objects : 20 -Objects: 0 . MP 64x64 2342 bytes T BMP 64x64 12342 bytes States : 2 States : 2 1 Objects : 14 . Objects : 1 . + Stat New... Delete Clean Rtatar OK Cancel Help More picture libraries. Background :

Step 4. If the picture is successfully copied, you will see this message: "All objects using this picture will refer to the new copy."

Step 5. Go to the [Project] tab, you will find the picture just copied, and it's

embedded into the project.

Picture Manager		
Project Library		
Objects : 24	Objects : 1	
OK States : 1 Objects : 2	States : 2 Objects : 2	
18 picture 108 States : 2 Objects : 2	19 States : 2 Objects : 0	Export Modify 0 BMP 64x64 12342 bytes BMP 64x64 T
20 States : 7 Objects : 5		1 12342 bytes
More picture libraries	Background :	OK Cancel Help

to project file one by one.



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Step 6. To embed a Shape, select [Library] » [Shape] » [Call up library], and then do Steps 3 to 5. Please note the by default the shapes are already embedded into the project file, therefore only the self-made shapes need to be manually copied.