

Working with images

Import and work with images.

Image FAQs

Q: I have imported some large PNG images and now my site seems very slow. Why is this?

A: PNG files are not an appropriate format for large images. PNG files are best used for small graphics where you need transparency. You should try to use JPEGs where possible. For an 800 x 600 image the difference between a JPEG may be 90% smaller than a PNG without appreciable loss of visual quality.

Q: Why does my PNG file not work properly?

A: Check that your PNG is a RGB format image. We support 24bit and 32 bit PNG files. We do not support 8 bit PNG files. For best results we recommend you use Photoshop's 'Save for web and devices' option to create the files.

Q: What size should my images be?

A: For best performance always use 72 dpi images and scale them to the correct size in Photoshop or some other image editor before you import them. If you import a large image in to BaseKit and then scale it down the image still retains it's full file size and this may make your web page slow to load.

Q: Can I use GIFs?

A: BaseKit does support GIFs but we recommend you do not use this format. Unless you need animation, use JPEG instead. If you do need to use GIFs, avoid scaling them within BaseKit.

Q: Is there a limit to how many images I can upload?

A: No, there is no limit. You can upload as many images as will fit within your storage allowance. Demo accounts have 10Mb of storage space, paid-for accounts have 1Gb or more.

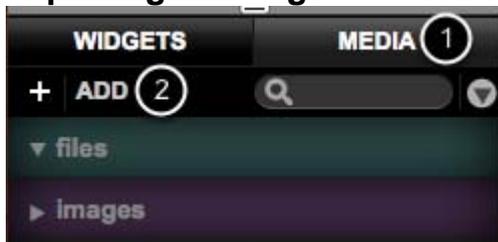
Q: How many images can I upload simultaneously?

A: You can upload up to 5 images in a single go.

Q: Can I place one image on top of another?

A: You may be able to use the Background Widget to do this.

Importing an image



Select the **Media tab (1)** and then click **Add (2)** to add an image.

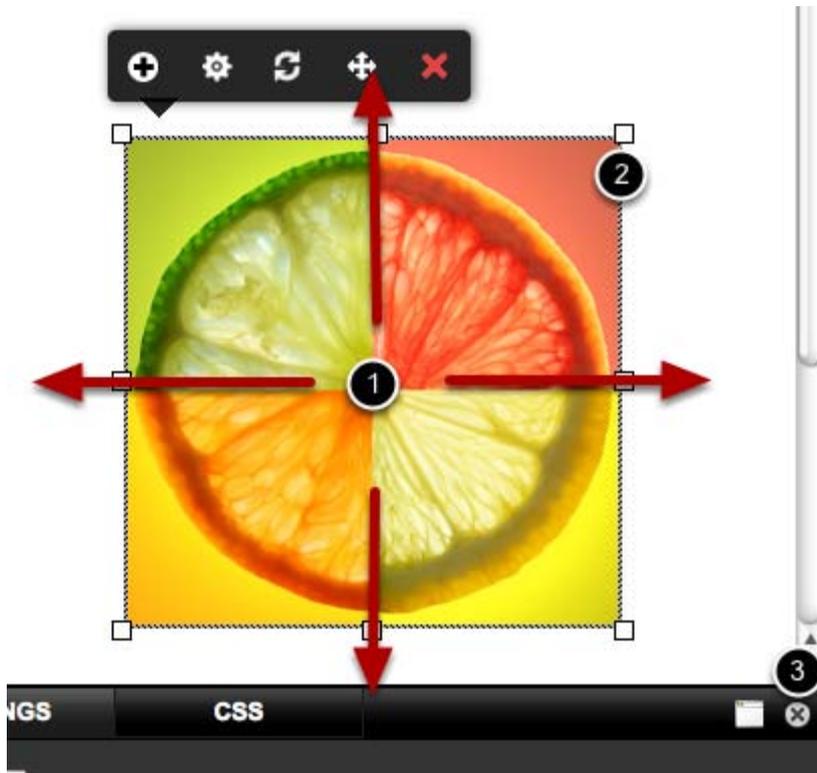
You can import JPEG or PNG format images. Generally it's best to use JPEG for photographs and PNG for graphics.

Note 1: If the Add Image button is not visible, this may indicate you need to re-install Adobe Flash player. Logout of BaseKit, go to <http://get.adobe.com/flashplayer/> and follow the installation

instructions.

Note 2: IE6 does not support PNG transparency. If you want IE6 compatibility do not use PNG transparency.

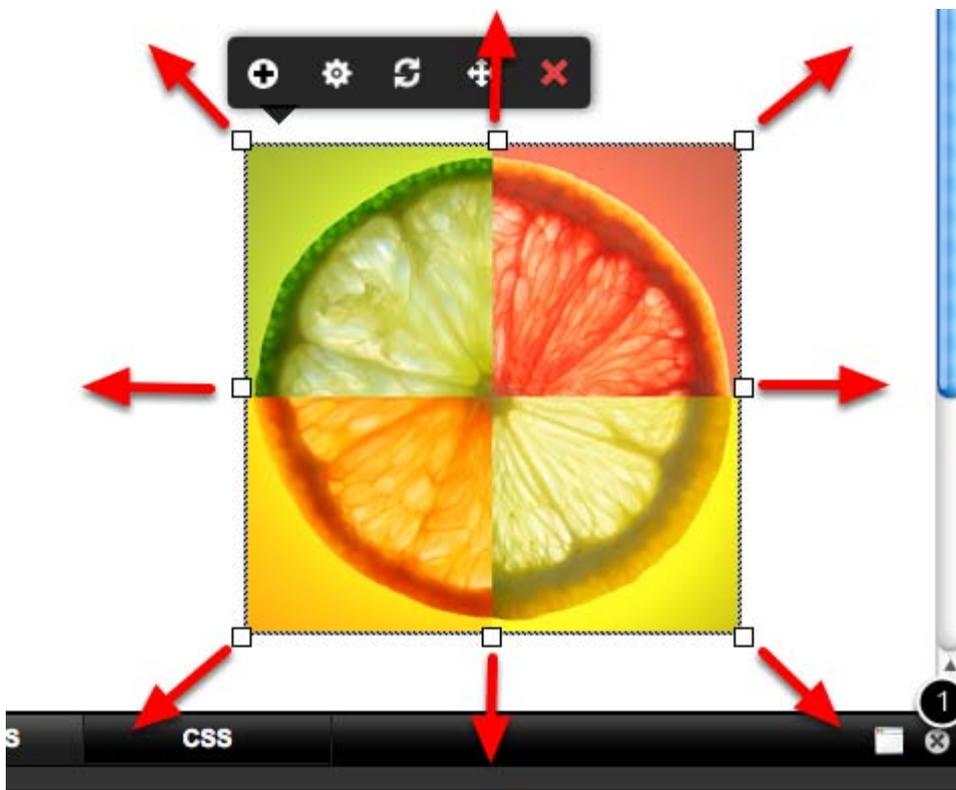
Positioning an image



Click and drag within the image (1) to move the image. Do not click on the borders or the handles (2).

The image will not move if the settings panel is open. Use the close button (3) to close the panel

Scaling an image

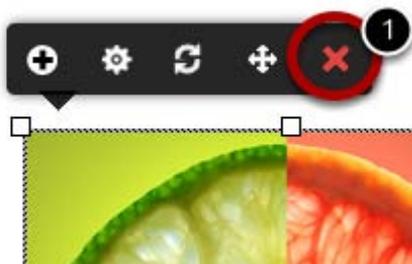


Click and drag on any of the handles to scale the image
The image will not scale if the settings panel is open. Use the close button (1) to close the panel.

Positioning two images next to each other

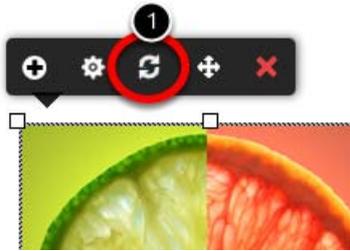
Use the **columns layout widget** to place images or any other widget alongside each other, or you could just drag one image by the side of other and the column will appear.
See [Columns layout widget XXX](#)

Deleting an image



To delete an image from the page, click the delete button (1). To remove the image from your site you must also delete it from the Images Tab.

Reset the scale of an image



Click the reset button (1) to reset the image to its original size

Change the image for another

With this button (1) you'll be able to see all the images you have in your library and change the current image for another.



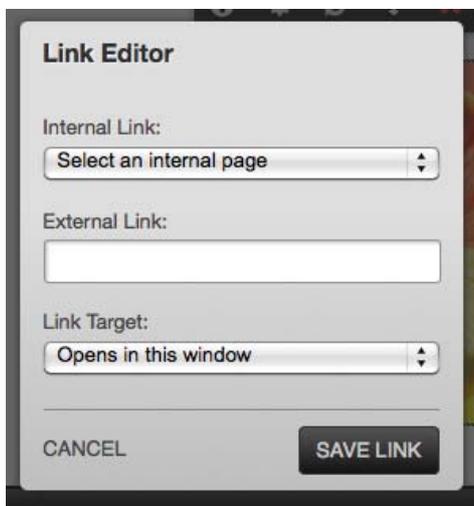
Add a link to an image



First click on the image configuration button (1) so the settings panel will be displayed.



Click the Add link button (1).



A window will display. Paste in the URL you want the image to link to or select one from the drop down menu.

See also

Creating an [image rollover XXX](#)

Creating an [image lightbox XXX](#)