Working with Images

EditLive! supports the addition of images into content from both the web and the local machines of users. Images can be added to content via EditLive!'s Insert Image dialog, via a copy and paste operation or via drag and drop.

Image Editing

Once an image has been inserted into EditLive! it can also be edited with the built in Image Editor - a feature of EditLive! Enterprise Edition. EditLive!'s built in image editor enables basic images, resamples images when they're resized (resulting in smaller file sizes) and enables EditLive! to be configured to limit the size (in pixels) of any local image added to the document.

EditLive!'s built in image editor provides the following functionality:

- Automatic resize and resampling of images to fit within specified size constraints.
- Automatic resampling of images when they are resized within EditLive!
- Crop images
- Flip image vertically and horizontally
- Rotate images
- Apply basic image effects

The Benefits of Enabling Image Upload

It is important to ensure that you enable image upload for local images with EditLive!. If image upload has not been enabled or is not correctly configured then local images will not be uploaded and appear as broken images within EditLive!'s content.

ⓘ **How Local Images are Added to EditLive!**

Local images can be added to content in EditLive! by the following means:

- Insertion via the Insert Image dialog
- Insertion as a background image (e.g. in the table properties dialog)
- Copy and paste from an external application (e.g. Microsoft Word)
- Drag and Drop of an image file
- Editing or resizing an image with EditLive!'s image editor

It is particularly important to enable local image upload to ensure that any images inserted into EditLive! via a copy and paste operation are preserved. When images are copied they are often stored as a local temporary file by the clipboard. Image upload enables EditLive! to upload these temporary files to the relevant server and adjust the URL to those files accordingly.

For more information on how to enable image upload in EditLive! see the documentation on HTTP Upload Support for Images and Objects.

Base64 Encoded Images

EditLive! 9 (version 9.0.2 and above) introduces support for the insertion of Base64 encoded images. Base64 encoding allows images to be embedded into EditLive! content, without the requirement that the image be uploaded to the server. Base64 encoded images can be added via inserting the data URI into the *Image URL* field in EditLive!'s Insert Image dialog, via a copy and paste operation or via drag and drop.

⚠ Editing operations will convert the Base64 encoded image to a regular image, requiring that the image be uploaded to preserve changes.