

GuilianiDemo Manual

A short description of the GuilianiDemo

Product:	Guiliani Technical Showcase (GuilianiDemo)
Release version:	2.5
Release date:	November 24, 2022

Table of contents

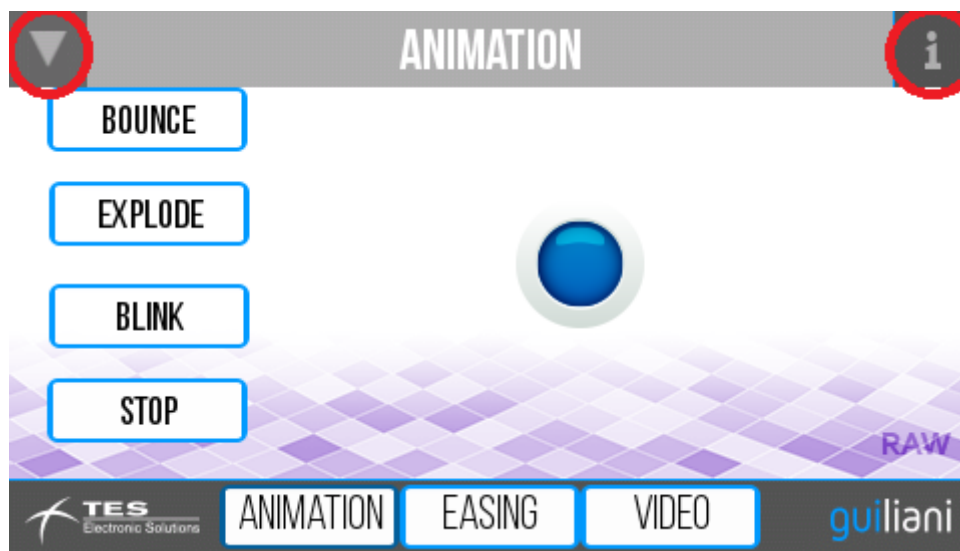
1	Introduction	2
2	Demo Description	3
2.1	Menu Bar	3
2.2	Screen Information	4
3	Edit example project on the computer.....	4
3.1	Open the Project file	7
3.2	Change Dialog	9
3.3	Add new Control	10
3.4	Changing Attributes.....	11
3.5	Run simulation.....	12
4	Export a project	15

1 Introduction

This document guides you through the contents of the GuilianiDemo and describes the screens and elements for interaction. Additionally there is a short exercise on how to change and export the project.

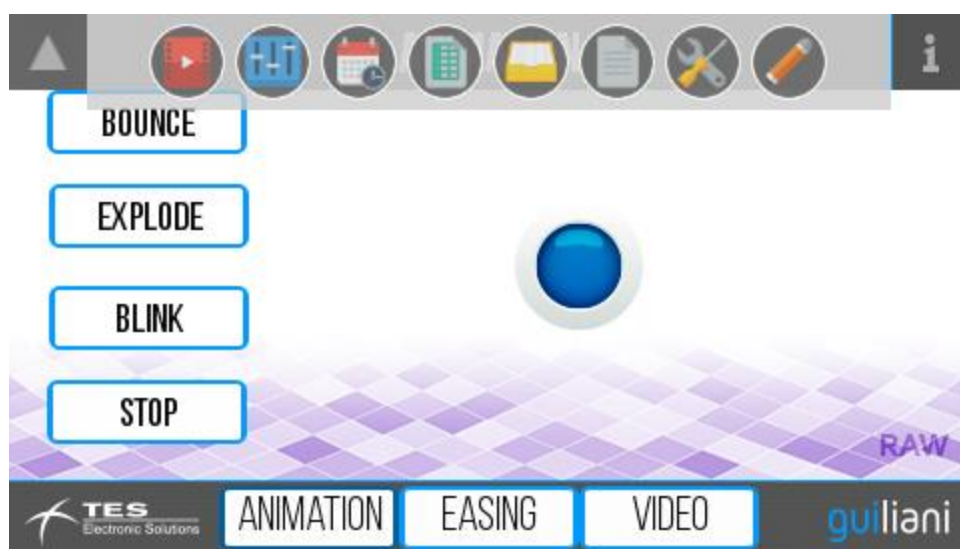
2 Demo Description

After starting the GuilianiDemo you will see a screen similar to the one below. On every screen there are two buttons to help you navigate through the demo. Additionally every screen has two or more buttons at the bottom to select the subpages of the screen.



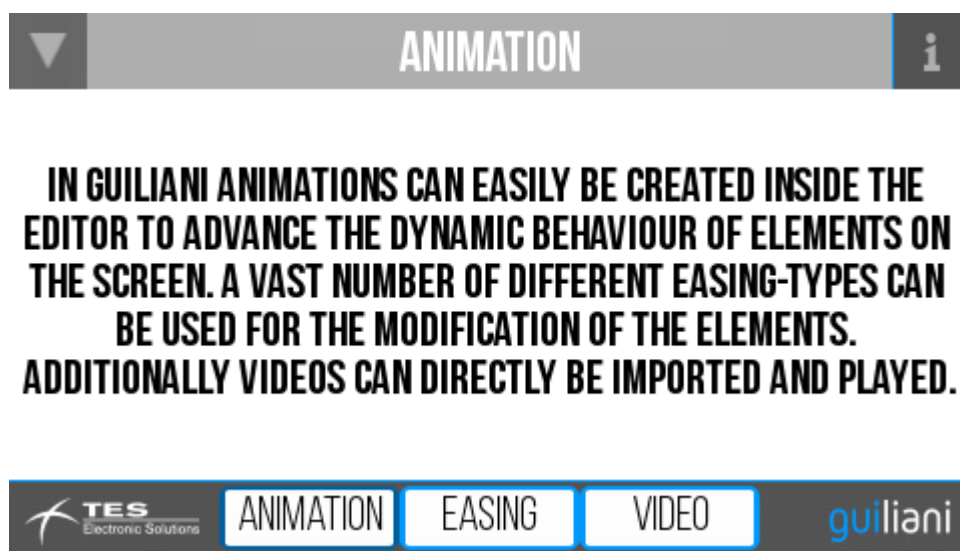
2.1 Menu Bar

In the upper left corner you see a triangle pointing down. Clicking on this will expand the menu, where you can navigate through the screens of the demo



2.2 Screen Information

In the upper right corner there is an i-symbol which will show a short description of the screen if clicked. Click it again to hide the text.



The screen are as follows:

- Animation: this screen shows some short animations, a variety of easing styles and a video
- Basic Controls: in this screen the most basic controls, like buttons, radio buttons and checkboxes are shown
- Advanced Controls: here more advanced controls like knobs and special sliders are shown
- Data Controls: three different data controls are shown chart, graph and plot
- Container: here several special containers are shown for grouping of greater amounts of controls
- Keyboard and Text: this screen shows the text-features of Guiliani. It shows a keyboard with input field and a resizable text field
- Settings: here you can switch the skin and language of the demo as well as activate or deactivate certain graphical settings
- Scratchpad: in this screen you can add your own controls and test their behavior

3 Edit example project on the computer

- Execute the file *GSE.exe*, located in the GSE-folder. This will open the *Guiliani Streaming Editor* (Fig. 2).

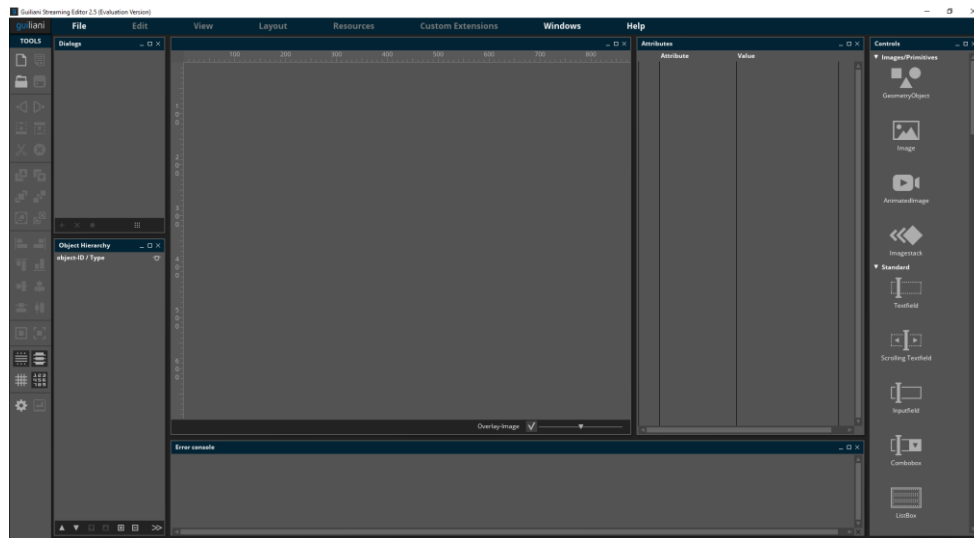


Fig. 1 Guiliani Streaming Editor

- If the shown windows are not automatically opened as shown in Fig. 2, please click on *Windows* and click on each of the options (Fig. 3).
- Additionally to that you can use the menu-item “Auto-Arrange Windows” to display all windows automatically arranged.

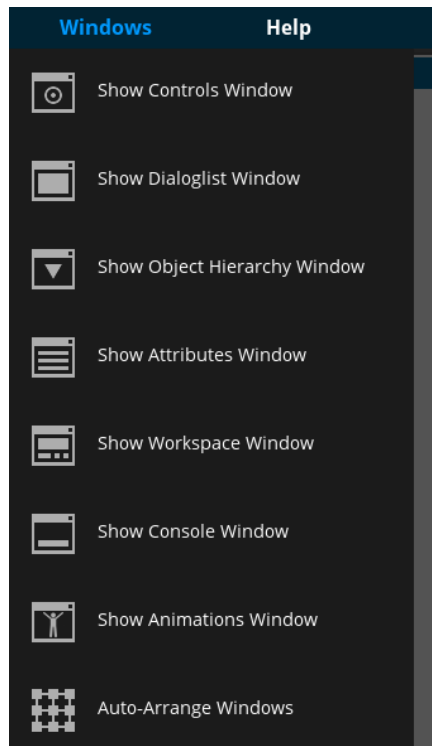


Fig. 2 Windows Menu

3.1 Open the Project file

- Click on *File* → *Open project* (Fig. 4).

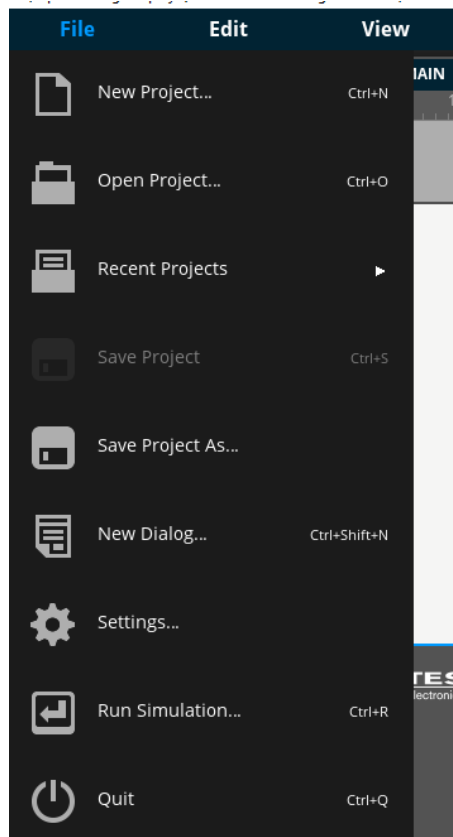


Fig. 3 Open project

- Find the folder where the SDK is located and open the folder GuilianiDemo inside SR_GuilianiDemo.
- Several different screen resolutions are available (Fig. 5). Depending upon the screen resolution, open the folder. Select the file *GuilianiDemo.gpr* (Fig. 6). Now the demo project is open and ready for being edited.

Note: the resolution 800x480 is taken for demonstration, but you can of course choose another resolution and proceed accordingly.

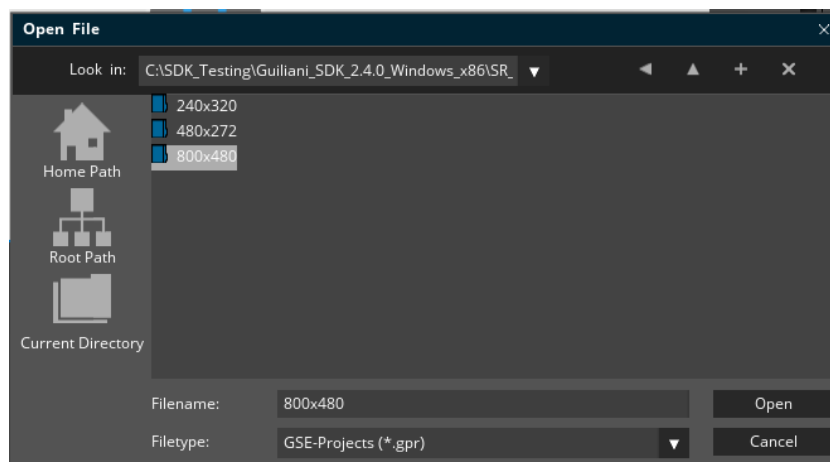


Fig. 4 Screen resolutions for GuilianiDemo project

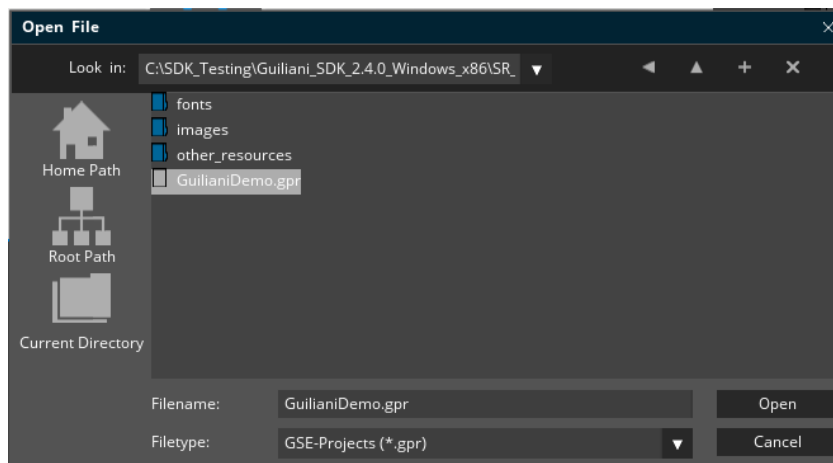


Fig. 5 Open GuilianiDemo project

3.2 Change Dialog

- Now we will add some functionality to the project:
- In the *Dialogs* window (Fig. 7), click on *Scratchpad*. It will open a nearly empty dialog, the Scratchpad (Fig. 8).

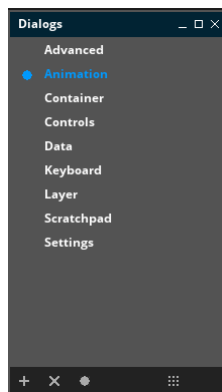


Fig. 6 Workspace window

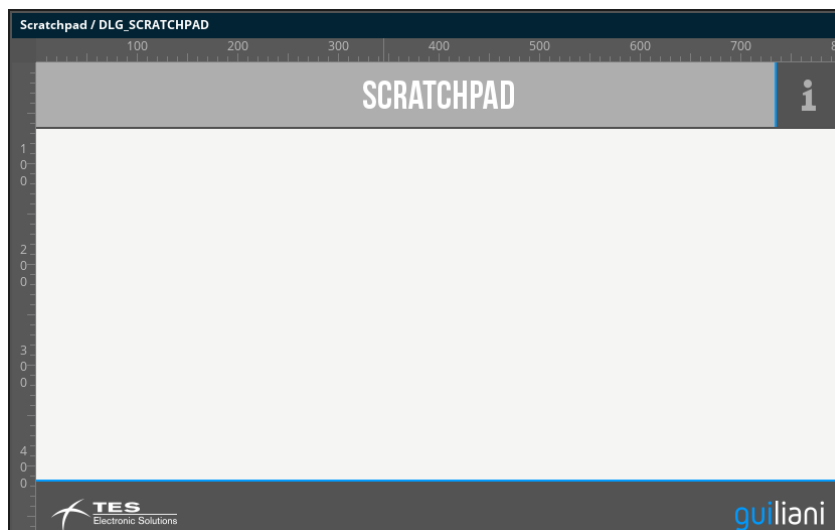


Fig. 7 Scratchpad dialog

3.3 Add new Control

- In the *Controls* window, click on the *Image stack* widget (Fig. 9).

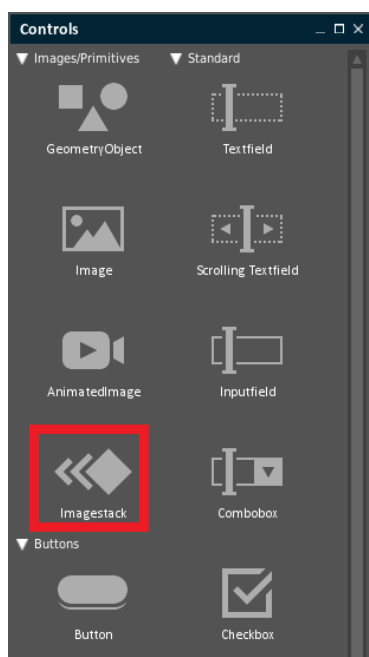


Fig. 8 Controls window

- It will be included in the window, place it the center (by clicking and dragging) and resize it, by clicking and dragging one of the corners of the widget (Fig. 10).

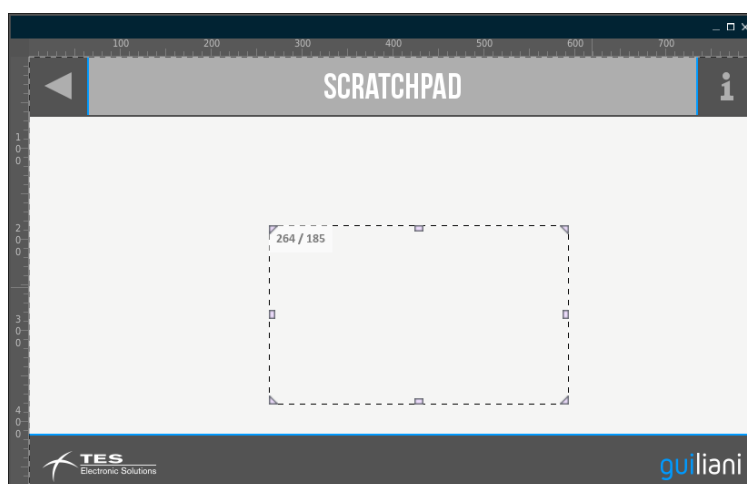


Fig. 9 Image stack widget

3.4 Changing Attributes

- In the *Attributes* window, unfold Images and click on the button *NumberOfImages* until it reaches 5 (Fig. 11).

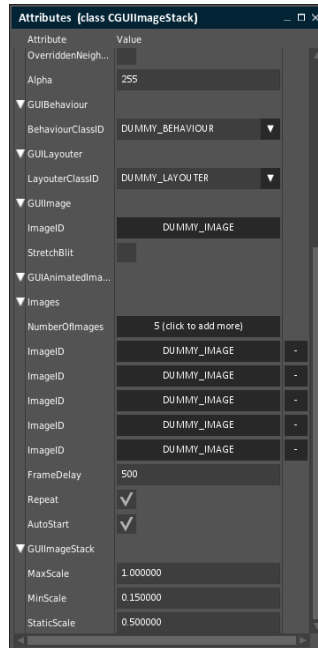


Fig. 10 Adding image ID's

- For each of the five buttons next to *ImageID*, click and choose an image from the *Image manager* window by double clicking (Fig. 12).

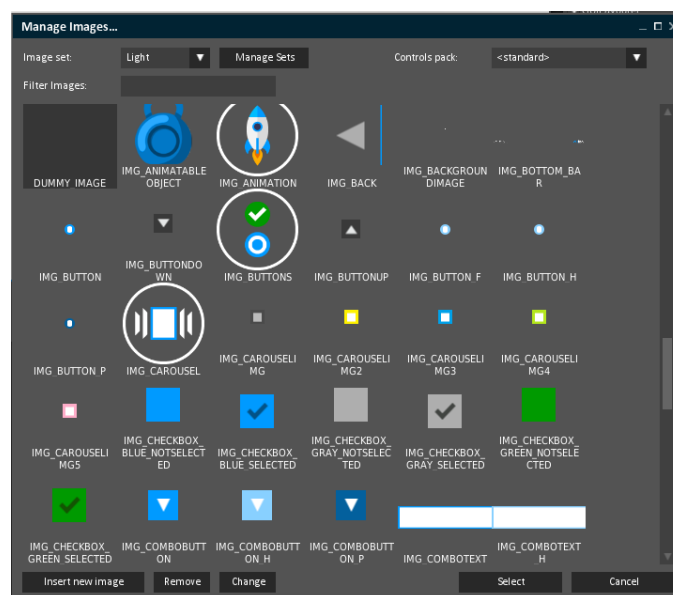


Fig. 11 Image manager window

3.5 Run simulation

- Save the changes in the project (Ctrl+S) and open the “Run Simulation”-window (Ctrl+R) and click on “Run”

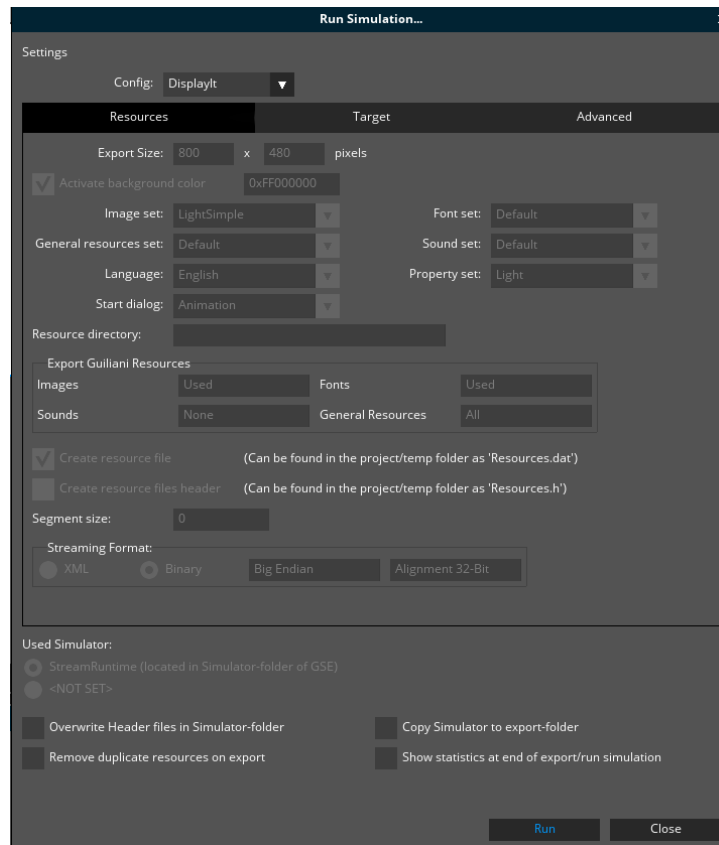


Fig. 12 Run simulation window

When the application has started you will see the following screen. Open the menu by clicking on the triangle pointing down in the upper left corner and click on the icon with an orange pen.

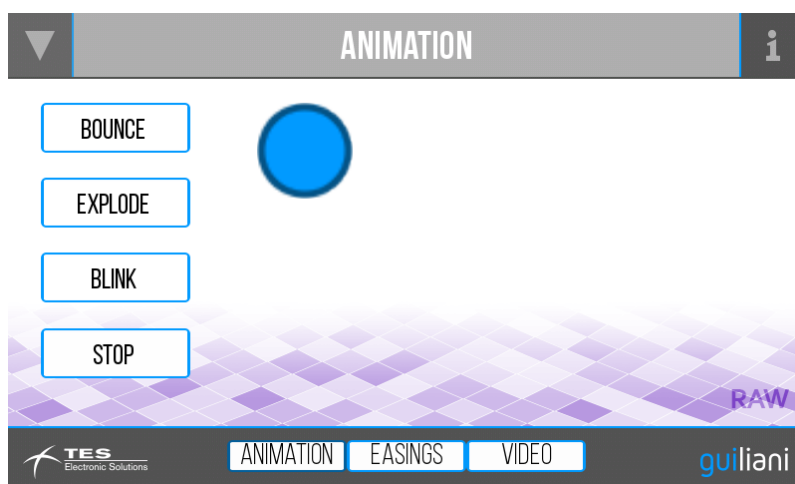


Fig. 13 Simulation

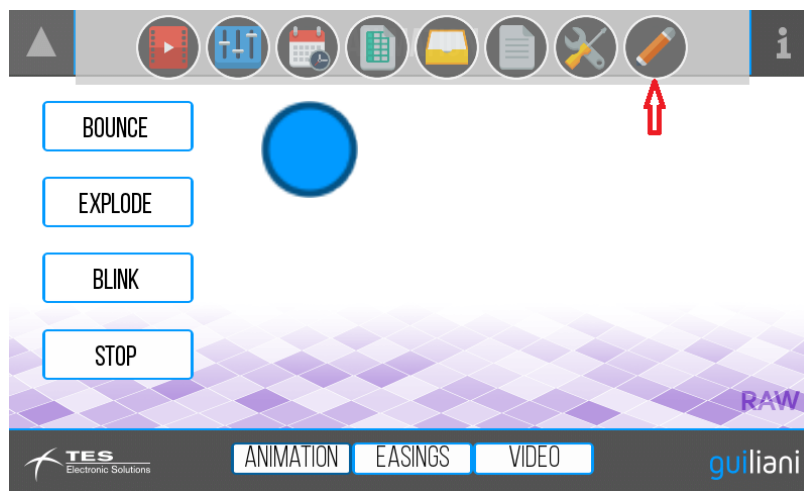


Fig. 14 Scratchpad dialog

For visualizing the different images loaded, drag the image with the mouse up or down (Fig. 15).

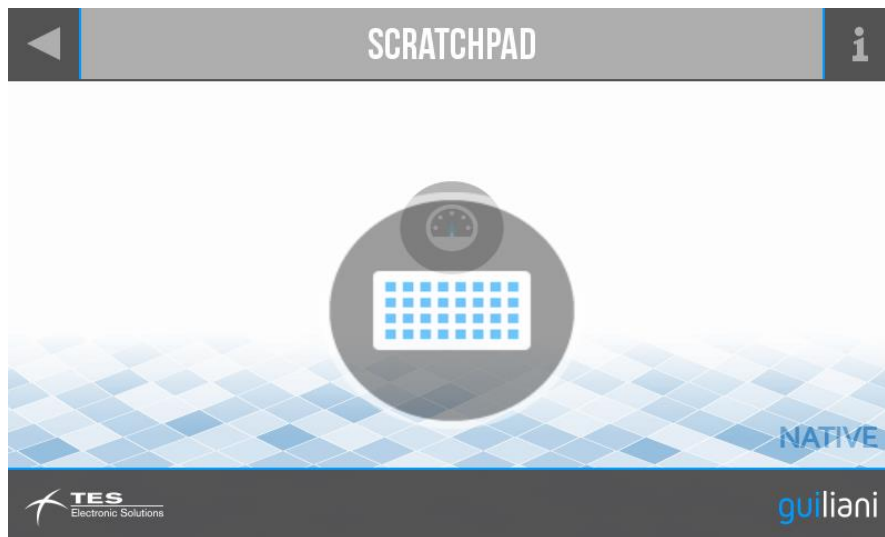


Fig. 15 Image stack in movement

- Stop the Simulator by clicking on the upper right corner of the Simulator Window frame.

4 Export a project

You can export your project (to let it run on the target board) by selecting Resources/Export from the menu (<Ctrl> + <e>) as marked in figure Export.

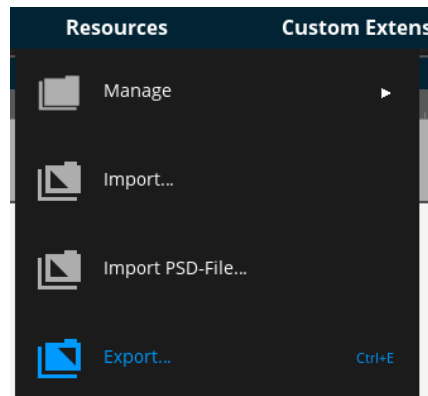


Fig. 16 Export

In the now opened window as shown in figure Export attributes, enter a valid path where your project should be saved. To select a folder, use the “...” button which will open the “folder dialog” window.

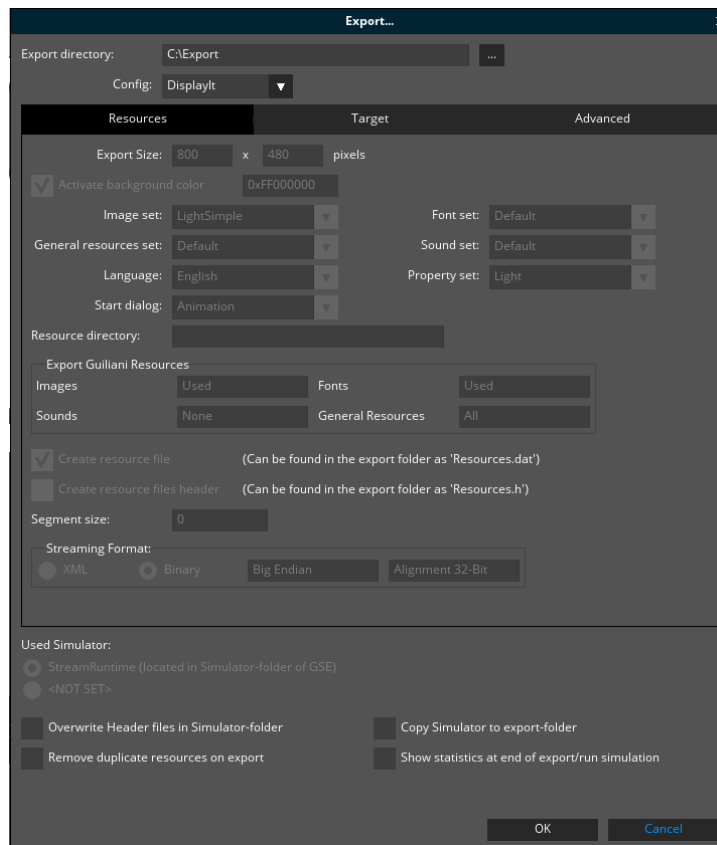


Fig. 17 Export attributes

By selecting “OK”, your project will be exported to the selected folder. This folder does now contain everything which is required to run your GUI.