EB GUIDE Studio

Readme: How to add examples of custom widgets

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1. Working with the examples of custom widgets in EB GUIDE Studio

EB GUIDE Studio offers the possibility to create custom widgets in addition to the basic widgets as for example **Rectangle**. Custom widgets allow more options for designing the visual appearance of your EB GUIDE model.

The following example widgets show, how a custom widget can look like:

► `Triangle`: adds a basic triangle-shaped widget for different design options

► `RippleEffect`: adds a ripple effect for special visual effects of the scene

The following instructions show you how to add the example widget `Triangle` to your EB GUIDE project.

NOTE   **Adding `RippleEffect` widget**

The same steps apply to adding the example widget `RippleEffect`.

Downloading the example widget `Triangle`

Step 1
Open the website www.elektrobit.com/ebguide and navigate to `Learn` > `Resources`.

Step 2
Download and extract the file `examples.zip`.

The following folders are extracted:

► cmake

► GLESv2

► widget_examples: containing the example widgets `RippleEffect` and `Triangle`.

Adding the `Triangle` widget to your EB GUIDE project

To add the widget to your EB GUIDE project, the `TriangleWidget.dll` has to be added to the resource files and to the libraries of all the affected profiles of the EB GUIDE project.

Step 1
Open the folder `...\widget_examples\TriangleWidget\Release` and copy the `TriangleWidget.dll` to the `$GUIDE_PROJECT_PATH/resources` directory.

Step 2
Start EB GUIDE Studio and open an EB GUIDE Studio project.

Step 3
Click 🔳 .

The project center opens.

Step 4
In the navigation area, click **Configure** > **Profiles**.

Step 5
Select a profile.

> Step 5.1
> Click ▶ to expand the libraries.
>
> The **Load** table with all included libraries is displayed.
>
> Step 5.2
> Under **Libraries** > **Load** click **Add**.
>
> Step 5.3
> In the **Location** drop-down list box select `MODEL_PATH`.
>
> Step 5.4
> Double-click the **Name** text box and enter `resources\TriangleWidget.dll`.

Step 6
Select the **Simulation** profile and repeat the steps 5.1 to 5.4. Repeat these steps also for all the other profiles of your EB GUIDE project using the `Triangle` widget.

For more information on how to work with widgets, refer to the user manual of EB GUIDE Studio chapter "Working with widgets".

Step 7
Save the project and close EB GUIDE Studio.

Step 8
Restart EB GUIDE Studio and open the project again.

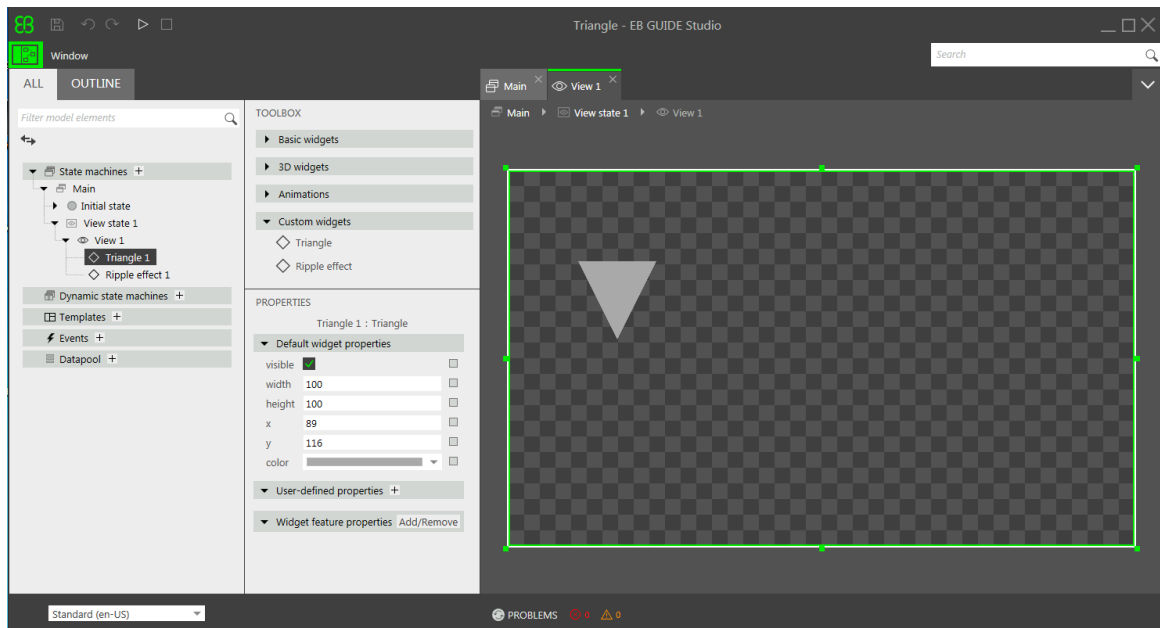The **Toolbox** now contains the category **Custom widgets** displaying the `Triangle` widget.

Figure 1. Toolbox with example widget `Triangle` and `RippleEffect`