

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**
- ▶ **GLSv2**
- ▶ **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.

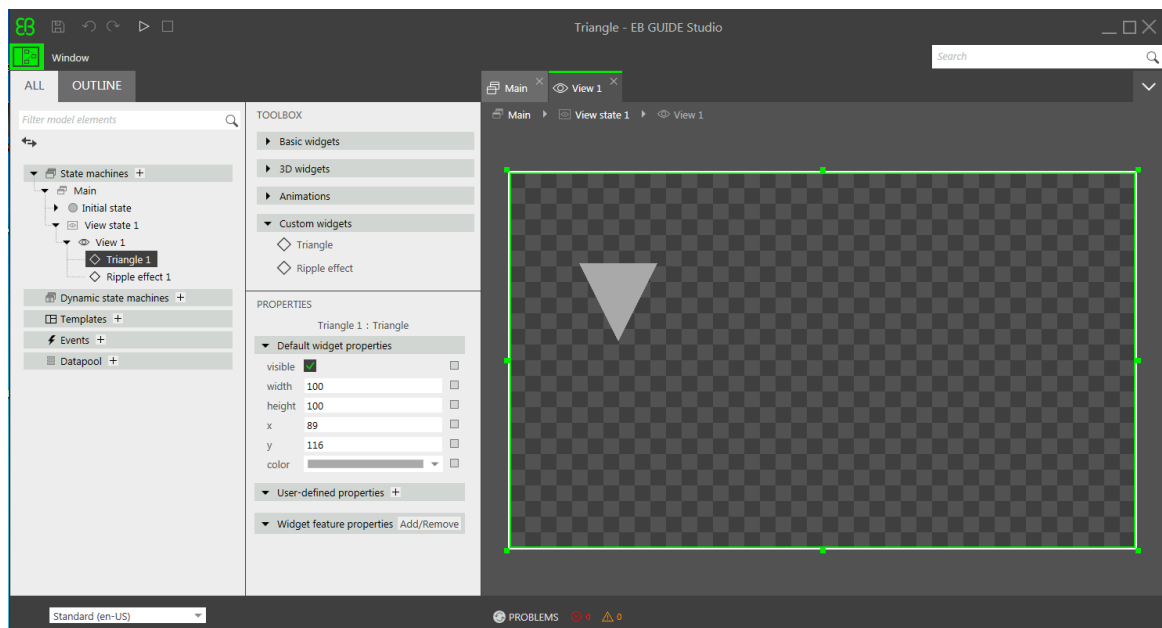


Figure 1. Toolbox with example widget Triangle and RippleEffect