EB GUIDE Studio

How-to: Adding examples of custom widgets to EB GUIDE Studio

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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.

NOTE	**Migration of EB GUIDE projects with custom widgets**
ⓘ	It is not possible to migrate an EB GUIDE project with added custom widgets from one EB GUIDE version to another. If your project contains custom widgets, update them with the correct version and then migrate your project. You can only use custom widgets if their version matches the used EB GUIDE version.

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

▶ `CrepuscularEffect`: adds a volumetric light scattering effect for special visual effects of the scene

▶ `CustomEffect`: adds a basic blur effect for special visual effects of the scene

The following instructions show you how to add the examples of custom widgets to your EB GUIDE project.

NOTE	**Default window layout**
ⓘ	All instructions and screenshots of this user manual use the default window layout. If you want to follow the instructions, we recommend to reset the EB GUIDE Studio window to default layout by selecting **Layout** > **Reset to default layout**.

👣 Downloading the example custom widgets

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

Step 2
In the **Download** section, go to **Custom widgets** and click the link **Download the custom widget example**.

Step 3
Unzip the downloaded file. The following folders are extracted:

▶ `cmake`

▶ `custom_widget_examples`: contains the respective source code of the example widgets

Adding the `Triangle` widget to your EB GUIDE project

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

NOTE   **Adding other custom widget examples**

The following instructions also apply to the other example widgets included in the `custom_widget_examples` file.

Step 1
Open the folder `...\custom_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
Open the tab **Model**.

Step 5.2
To load the custom widget insert the following code into the `model.json`.

```
{
  "gtf": {
    "model": {
      "pluginstoload": [
        "resources/TriangleWidget"
      ]
    }
  }
}
```

Step 6
Save the project and close EB GUIDE Studio.

Restart EB GUIDE Studio and open the project again.

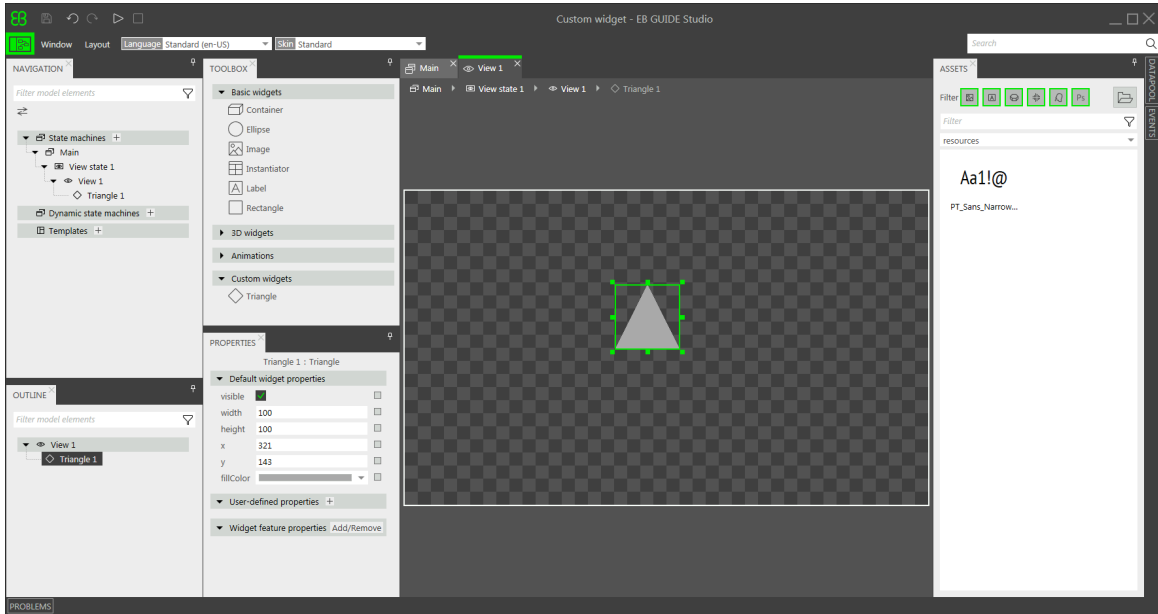The **Toolbox** now contains the category **Custom widgets** displaying the `Triangle` widget.

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