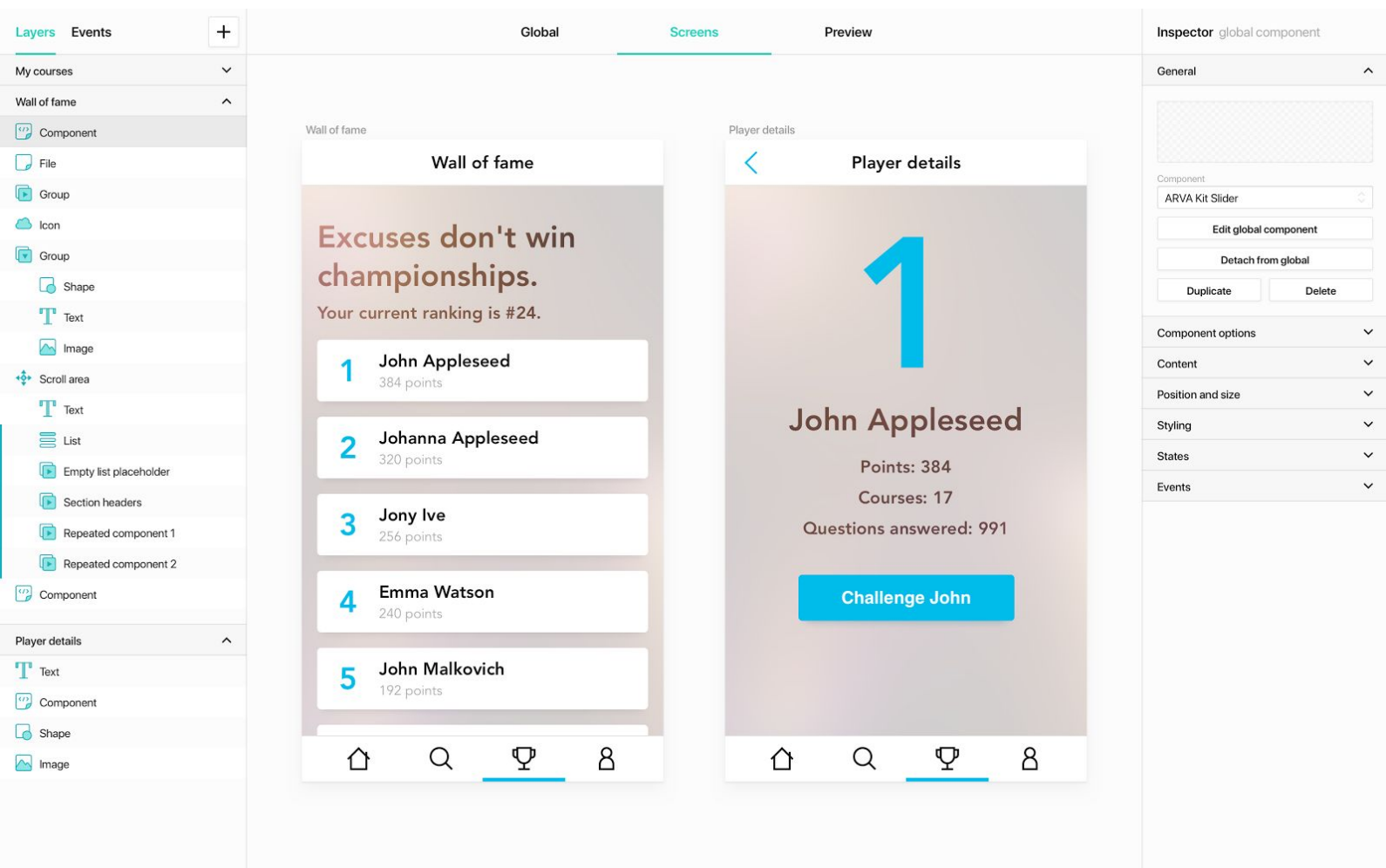# Arva Studio Features

This document provides an overview of the interface and features found in Studio. The image below aims to make the list of features more relatable.

# Studio Sections

**Global section**

In this section, you create global components, styles and variables that are reused throughout your application. In addition, you can export the application, manage the target devices, see the version history and more.

**Screens section**

This is where the action happens: ideas are turned into a working design. Screens, components, content, styling and the actions to connect everything together.

**Preview section**

Here, you preview your work interactively. If anything doesn't work well, a log of all events informs you how to solve the issues. The Preview section is also a great way to demo and record your application.

# Anatomy

### Top Menu
Choose between the Global, Screens and Preview sections. It also clarifies when the user is in a specific editing section, such as when editing a scroll area or an event.

### Viewer
The largest part of the screen is where the user can see and directly manipulate their application layers and events.

### Selector
This list gives you a complete overview of all your layers and events. Click any of them to view and edit their characteristics.

### Inspector
For every layer or event you select, the Inspector shows all the options. You can tweak your selection to have the right content, styling and behaviour.

# Panels

### Insert
From this menu, the user inserts components into the application. You have the choice between a new component from the Arva Kit library, reusing one of your existing components, or adding from the community driven Arva Hub which is comparable to an app store for components.

### Position and size
This panel provides fine tuning options for position and size, such as setting maximum sizes, locking aspect ratio and more.

### Colors
The Colors panel is often used and offers global colors, done the right way They're actively synced across all components that use them. Edit somewhere, apply everywhere.

### Animation editor
Smartly chosen default animations happen on every navigation from one screen to another, or when a component changes to different state. The Animation editor allows you to tweak all animations to your liking.

### Drag and drop editor
Finetune the behavior of the component that is dragged and dropped in its context. Studio gets rid of the usual complexity that surrounds drag and drop, while retaining the desired flexibility.

### Number/Text/Date editors
The value of a number, text or a date can be edited. This way you can calculate the points scored in a quiz, unify multiple pieces of text or find the number of days until Christmas.

### Condition editor
Some actions shouldn't be performed if the conditions aren't right. In the Condition editor, you can set the requirements for an action to happen.

# Editor Modes

### States editor

Components can have multiple states. A button can have a disabled and a pressed state. An input field can have a state where it provides feedback if the input is incorrect. The States editor allows you to create such constructions.

### Events editor

Events are the glue to make the application interactive and alive. They're triggered by either a human action or automatically. Every event can consist of one or more actions, such as navigation, changing the state of a component, changing a value, adding or removing from a list, performing drag and drop, media playback controls, export a file, perform an In-App Purchase or even actions with custom code.

### Scroll Area editor

A Scroll Area is a part of the screen where the user can scroll in either or both directions. The Scroll Area editor manages the contents of a Scroll Area, including lists that are based on actual data.

### Code Behind editor

In case you need a component or an event to have custom behaviour, you can use the Code Behind editor to implement your specific needs.

# Layer Types

- Shape
- Text
- Image
- Video
- Icon
- File
- Scroll Area
- Locked component
- Group

# Global

### Global editor preferences
This is where you get to choose the your preferences in the editing behavior, such as alignment guides, shortcuts and theme of the studio.

### Global app info
Pick the target platforms you need and hit export application. In global app info, you can also see the version history of your application.

### Global app assets (app icon, splash screen, background)
Assets that need to be defined for all apps are found here. Set the default app background, insert an app icon and a splash screen.

### Global variables
The global variables power the content in your application by allowing dynamic values, conditional logic and repeated components.

### Global styling
A consistent look and a maintainable design rely on reusable styling. In Arva Studio, the designer can set global styling for typefaces, shapes, images and icons.

### Global components
In the Screens editor, any selection of layers can be converted into a global component with the push of a button. Global components are edited in one place and automatically update all instances used in the application. When a component is global, one can easily access the Code Behind editor or share it with the Arva Hub community either as a paid or free component.

# Data Binding

After the designer is done crafting an interactive front-end, the data layer is integrated in a separate interface by a data cruncher. This process of connecting the dots between variables used in the design and external data sources will not distract designers from their workflow.