

Designing a GUI

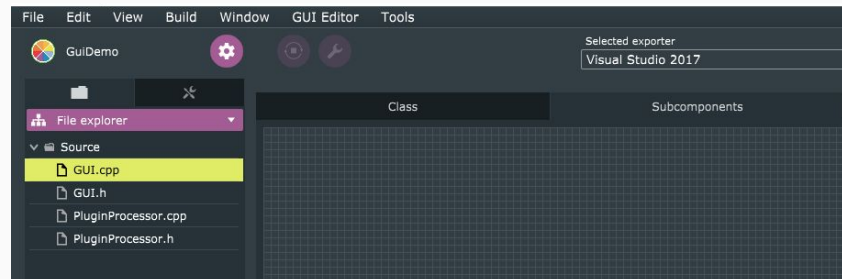
Using the JUICE GUI editor



Opening the editor

In the Source folder select your GUI .cpp file.

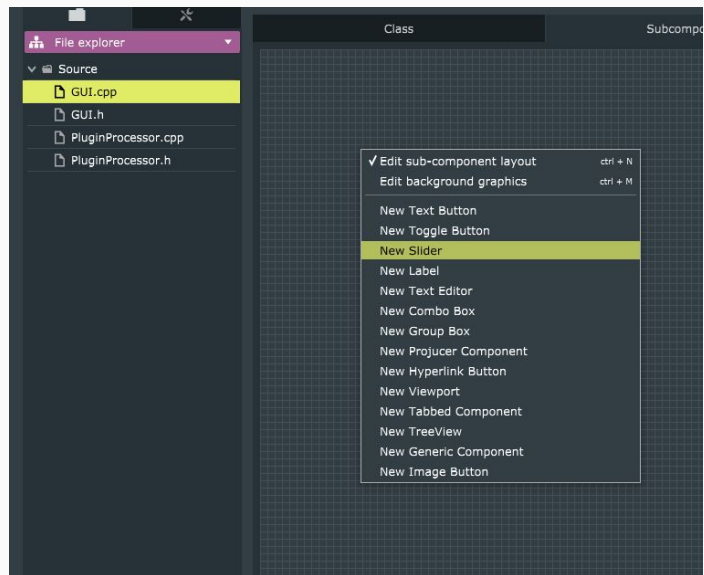
In the bar on the right, select Subcomponents.
This will open the GUI editor.



Adding controls

Let's add a slider

- Right click anywhere in the Canvas
- Select New Slider

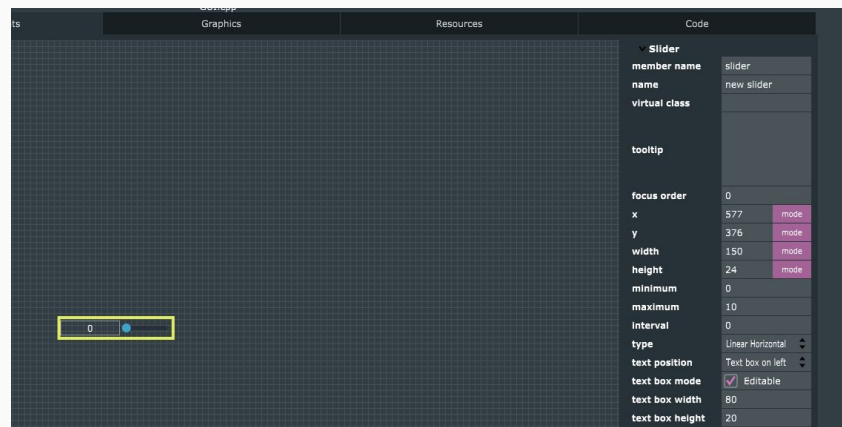


Styling controls

The slider is added to the canvas, on the right are all the options by which you can tweak the appearance.

Let's make it vertical instead of horizontal.

- Increase the size of the control by dragging the yellow box
 - Make sure that it will be large enough to fit the control when it's drawn vertically.
- In the options, select Type -> Linear Vertical

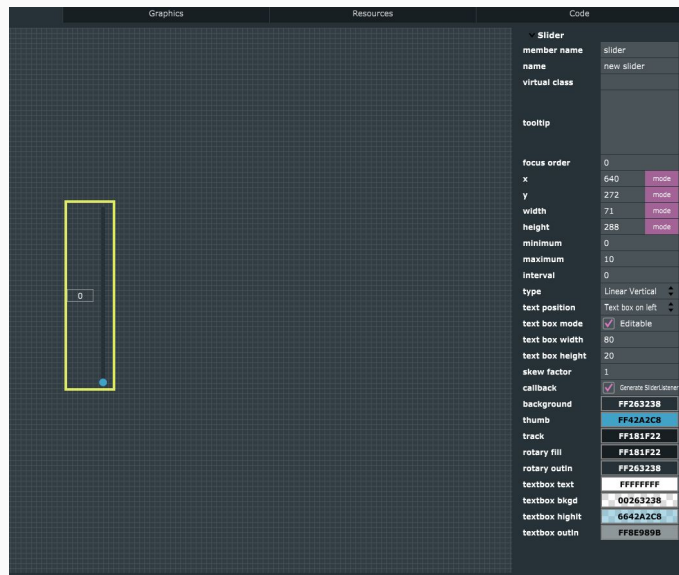


Styling controls

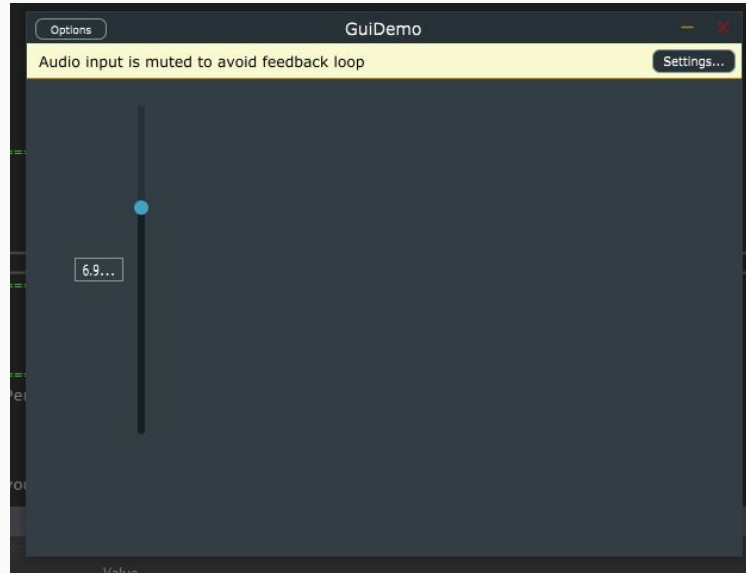
Now that the slider is added, let's test the application by running it in Visual Studio.

Make sure your controls are in the bounds of the screen, usually this is set to 600x400.

Save all your files before opening the project in Visual Studio.



The result



Done!

Now you are ready to create more complex interfaces using many types of controllers and components