

Neonatal GUI Documentation

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[1.0 -- Don Xu](#)

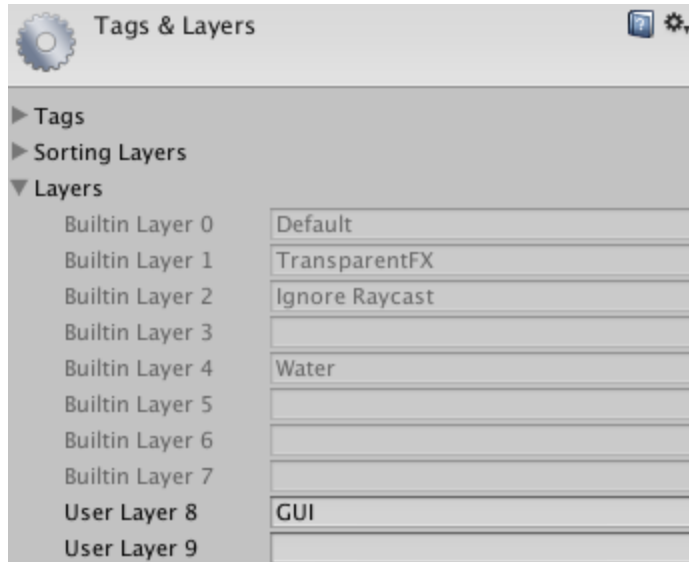
Introduction

Choice of GUI plugin

Daikon Forge GUI 1.0.15 f1

Setup Daikon Forge GUI

Please refer to “*DFGUI Readme.pdf*”, “Getting Started” section. Special notice: All GUI elements should be under GUI layer.



Scenes

IntroScreen

It provides case information and “BEGIN SCENARIO” button to go to the MainScene

MainScene

It provides five buttons: “Solicit Information”, “Physical Exam”, “Consult/Ancillary Services”, “Request Diagnostic Information” and “Perform Interventions”. Each of them lead to a different pop up page. For the specifics of GUI flow, please refer to “*neonatalGUIFlowchart.pdf*”.

Common Scripts

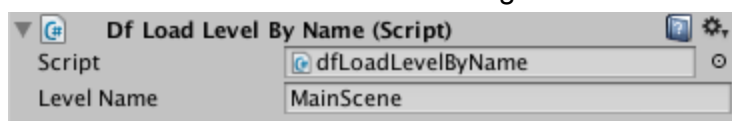
To use those pre-made scripts from Daikon Forge Library, simply attach them with a control (for example, a button). For full documentation of all scripts and controls, please refer to “*DFGUI Readme.pdf*”.

dfLoadLevelByName

This script handles scene transition

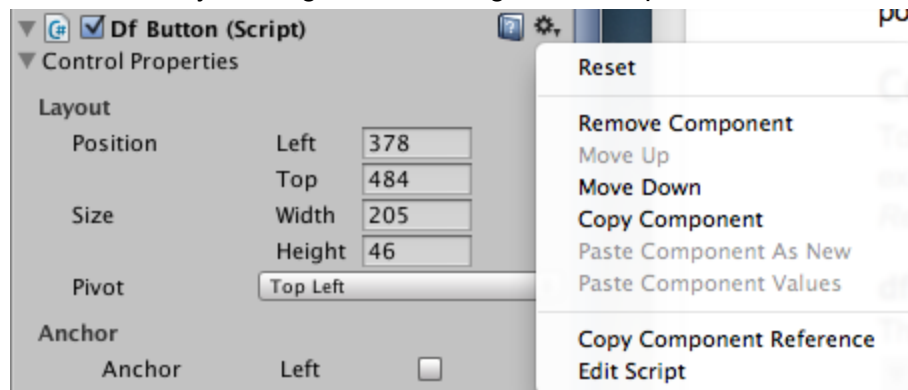
Variables

Level Name: indicate which scene to go to.



dfEventBinding

This script handles one control triggers another element. You can “Copy Component Reference” of a element by clicking on the setting of the script.



Variables

Data Source

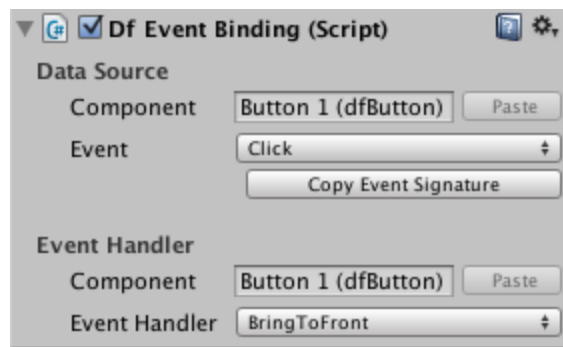
Component: indicate which Data Source drives the element. A “Paste” button is available for pasting component reference.

Event: indicate which event drives.

Event Handler

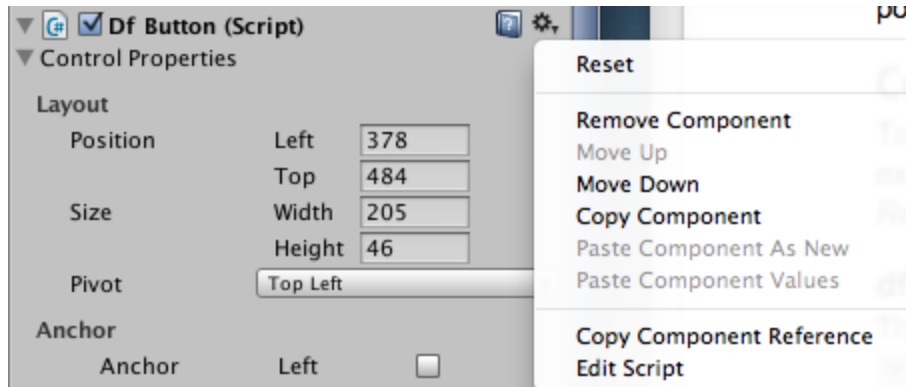
Component: indicate which element is driven. A “Paste” button is available for pasting component reference.

Event Handler: what state of the element is triggered.



dfEventDrivenPropertyBinding

This script links one property of an element to the property of the same or different element. You can “Copy Component Reference” of a element by clicking on the setting of the script.



Variables

Data Source

Component: indicate which Data Source drives the Data Target. A “Paste” button is available for pasting component reference.

Property: indicate which property the target is mapping from.

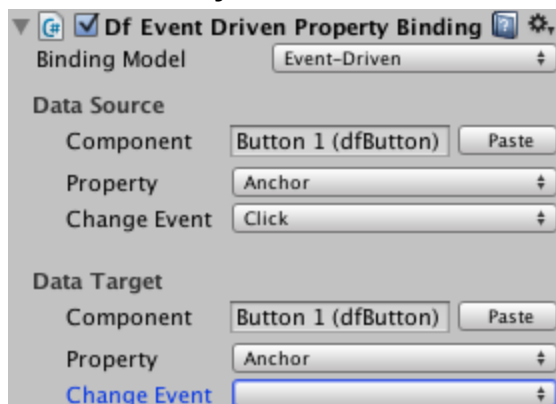
Change Event: indicate which event triggers the property change of Data Target.

Data Target

Component: indicate which element is driven. A “Paste” button is available for pasting component reference.

Property: indicate which property the target is mapping to.

Change Event: indicate which event triggers the property change of Data Source. **Do not indicate this if you don’t want the Data Target drives the Data Source.**



Versions

1.0 -- Don Xu

Covers the basics of using Daikon Forge GUI for Neonatal