Generalized Parameter Capture User Manual

The program is written using Qt Creator version 3.2.1 and Qt 5.3.2. Make sure this is the version you are using before running the program. Begin by importing the project into your Qt workspace.

How to import:

1. Open Qt Creator.
2. File->New Project or File->Select Qt Widgets Application-> Click Choose->Select a location on your computer
3. Copy and replace all of the files in our project into the workspace of your Qt project.
4. Right-click on your project in the Qt workspace, click ‘Add existing files’, and add all of the files you just moved into your directory.
5. Right-click on your project and click ‘Clean’.
6. Right-click on your project and click ‘Run qmake’.
7. Open main.cpp (probably contained in a ‘Sources’ folder).

The program is divided into two consecutive workflows. One workflow parses the GUI XML and creates a data representation. The second workflow takes the data representation and repopulates the GUI.

How to run the first workflow:

1. In the main method of main.cpp, make sure that ‘runSecondWorkflow’ method is commented out and that line ‘runFirstWorkflow’ is not commented.
2. (optional) To change the names of the model (-m), saver (-s), loader (-l), .ui file (-u), or directory (-d), click on the ‘Project’ tab in the left-hand sidebar of Qt Creator and click on the ‘Run’ tab.
3. (optional) Enter the changed names in the ‘Arguments’ dialog box in front of the respective dashed letter.
4. Run the program.
5. When the program prompts you to update files, click ‘Yes to all’.

How to run the second workflow:

1. Make sure that ‘runFirstWorkflow’ is commented out in main.cpp and ‘runSecondWorkflow’ is not commented.
2. Run the program.
3. When the GUI opens up, click ‘Load’ to repopulate using an existing XML data file (if one already exists).
4. Enter desired values into the GUI and click ‘Save’ to save the values entered for later use.
5. You may change the values in the GUI and click ‘Load’ to repopulate the fields with the previously saved values. You may also exit the GUI, run the program again, and click ‘Load’ to repopulate the fields.