

# Welcome

## User Interface Design

produced with an  
evaluation copy of  
GUI Design Studio

Tuesday, August 18, 2020  
4:57:10 PM

## Contents

1. Main	3
2. Main-old	4
2.1. Rectangle	5
3. Screen 1	6
3.1. Screen 1	7
3.2. Bitmap	8
3.3. Bitmap	8
3.4. Bitmap	8
4. Screen 2	9
4.1. Screen 2	10
4.2. Tab Panel	11
4.3. Tab Panel	13
4.4. Tab Panel	14
4.5. Tab Panel	14
4.6. List Box	14
5. Screen 3	15
5.1. Screen 3	16
5.2. "Panel" Web Panel	16
6. Header	17
6.1. Rectangle	17
6.2. Rectangle	17
6.3. "Welcome to GUI Design Studio" Text	17
6.4. "Welcome to GUI Design Studio" Text	17
6.5. "Screen 1 of 3" Text	17
7. Background	18

## 1. Main

<b>Design File</b>	Main.gui
<b>Last Modified</b>	Monday, March 1, 2010 12:24:30 PM
<b>Uses</b>	Screen 1.gui

## Welcome to GUI Design Studio

Screen 1 of 3

Use GUI Design Studio to design user interfaces and create interactive prototypes without writing any code.


**Hit F9 now to run this design project as an interactive slideshow!**

(Then take a look at the project files to see how it was constructed)

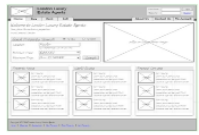
### Standard Windows



### Ribbon Bars



### Web



(Images produced from active GUI Design Studio projects)

Next

## 2. Main-old

Design File	Main-old.gui
Last Modified	Monday, October 3, 2005 8:56:02 PM

# Welcome to GUI Design Studio

### Introduction

This simple project provides a quick demonstration and a tiny flavour of what GUI Design Studio is all about.

### What you can do

Create virtually any user interface design by dragging and dropping elements and icons from the palette and importing graphic images.

Organise your designs within structured projects and pull in component designs from other projects and standard libraries.

Get early feedback and explore alternative designs. Annotate your designs and record notes as you work.

Create demonstration prototypes without coding by linking together screens to create storyboards like the one below.

### Running prototypes

When you 'run' a design, your chosen element (shown with the green border) is displayed in a simulation window.

Although you cannot interact with edit boxes and other controls, you can click on buttons to navigate between screens in various ways.

Hit F9 now to run the simulator on this design!

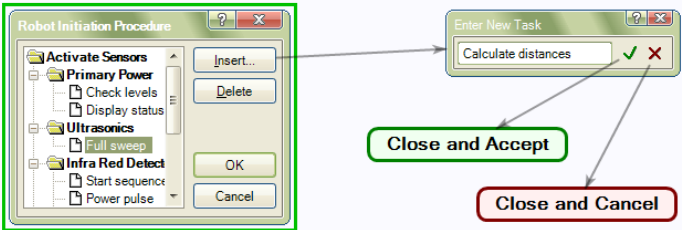
### Getting Started

Take the Quick Start Tutorial from the Help menu to get familiar with most of the features.

Then open the sample projects to see how they have been put together and read the Help manual to learn about more advanced topics.

### Annotations

You can easily annotate your designs using a variety of notations and choose to show or hide them as you work.



## Annotations

### Annotations

You can easily annotate your designs using a variety of notations and choose to show or hide them as you work.

## 2.1. Rectangle

# Welcome to GUI Design Studio

### Introduction

This simple project provides a quick demonstration and a tiny flavour of what GUI Design Studio is all about.

### What you can do

Create virtually any user interface design by dragging and dropping elements and icons from the palette and importing graphic images.

Organise your designs within structured projects and pull in component designs from other projects and standard libraries.

Get early feedback and explore alternative designs. Annotate your designs and record notes as you work.

Create demonstration prototypes without coding by linking together screens to create storyboards like the one below.

### Running prototypes

When you 'run' a design, your chosen element (shown with the green border) is displayed in a simulation window.

Although you cannot interact with edit boxes and other controls, you can click on buttons to navigate between screens in various ways.

Hit F9 now to run the simulator on this design!

### Getting Started

Take the Quick Start Tutorial from the Help menu to get familiar with most of the features.

Then open the sample projects to see how they have been put together and read the Help manual to learn about more advanced topics.

#### Robot Initiation Procedure

Activate Sensors

- Primary Power
  - Check levels
  - Display status
- Ultrasonics
  - Full sweep
- Infra Red Detect
  - Start sequence
  - Power pulse

Insert...

Delete

OK

Cancel

#### Enter New Task

Calculate distances

✓✗

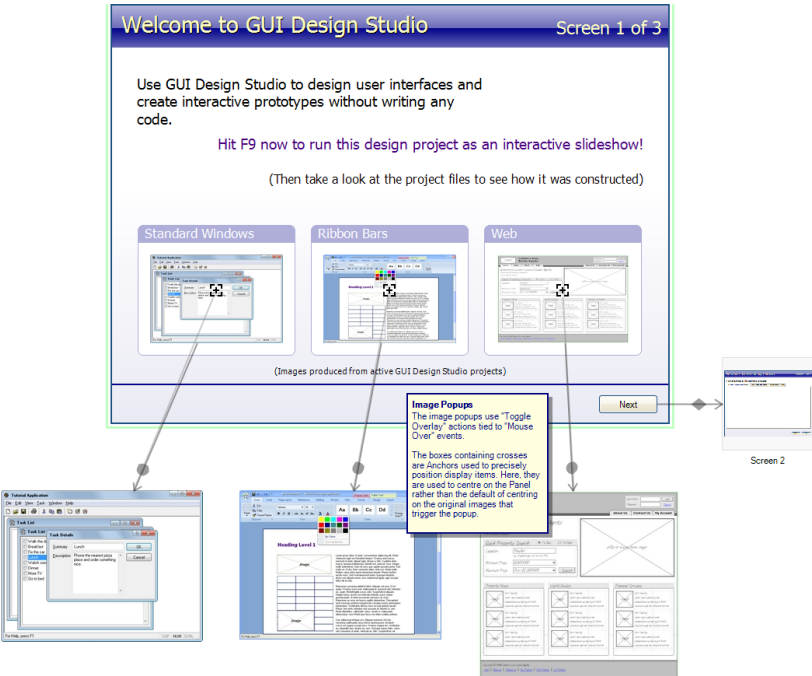
### Actions

From	ID	Condition	Action	Target
"Insert..." Button		Click	Modal Popup	"Enter New Task" Frame Window
Toolbar Button		Click	Cancel	
Toolbar Button		Click	Accept	

Page 5 of 18

3. Screen 1

Design File	Screen 1.gui
Last Modified	Monday, March 1, 2010 2:39:36 PM
Uses	Components\Header.gui Screen 2.gui
Used By	Main.gui Screen 2.gui



Annotations

Image Popups

The image popups use "Toggle Overlay" actions tied to "Mouse Over" events.

The boxes containing crosses are Anchors used to precisely position display items. Here, they are used to centre on the Panel rather than the default of centring on the original images that trigger the popup.

### 3.1. Screen 1

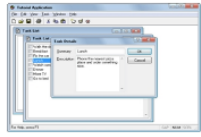
## Welcome to GUI Design Studio


Screen 1 of 3

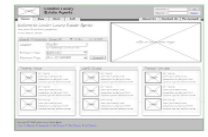
Use GUI Design Studio to design user interfaces and create interactive prototypes without writing any code.

Hit F9 now to run this design project as an interactive slideshow!

(Then take a look at the project files to see how it was constructed)

Standard Windows  


Ribbon Bars  


Web  


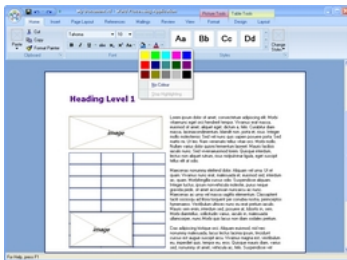
(Images produced from active GUI Design Studio projects)

Next

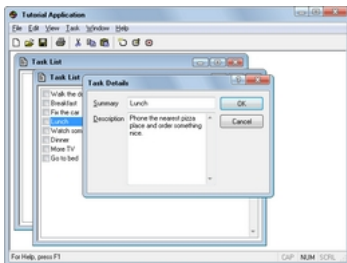
#### Actions

From	ID	Condition	Action	Target
"Next" Button		Click	Replace Top Window	Screen 2 (Design)
Bitmap		Mouse Over	Navigation:OverlayToggle	Bitmap
Bitmap		Mouse Over	Navigation:OverlayToggle	Bitmap
Bitmap		Mouse Over	Navigation:OverlayToggle	Bitmap

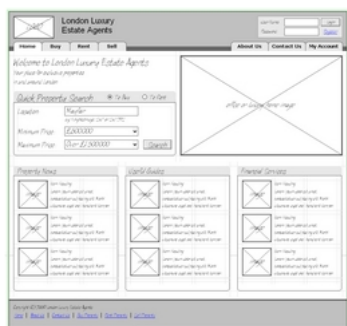
### 3.2. Bitmap



### 3.3. Bitmap



### 3.4. Bitmap

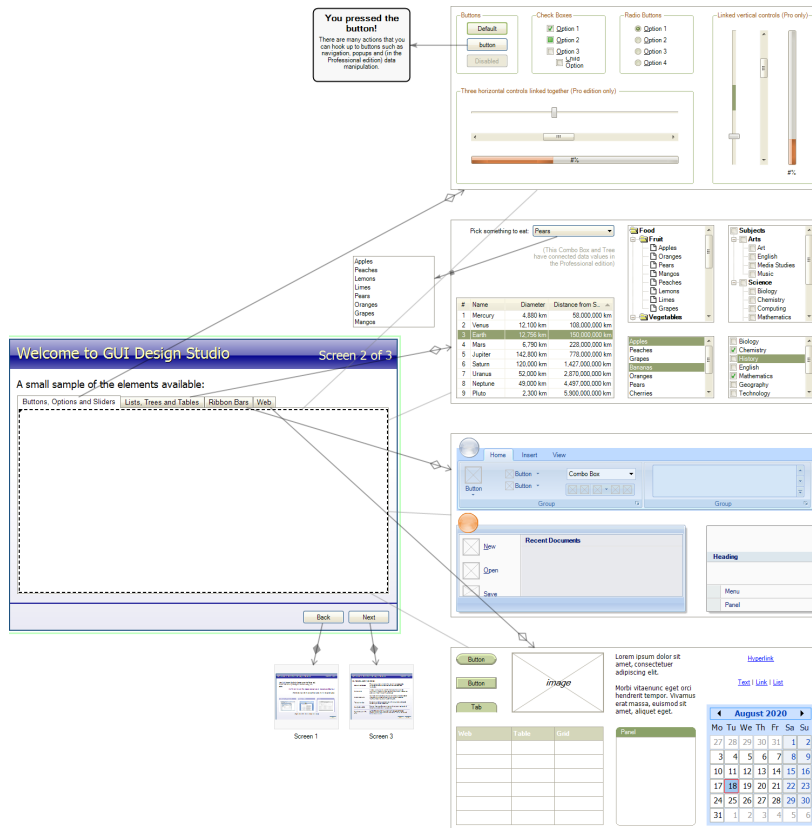


ed with an  
on copy of  
GUI Design Studio

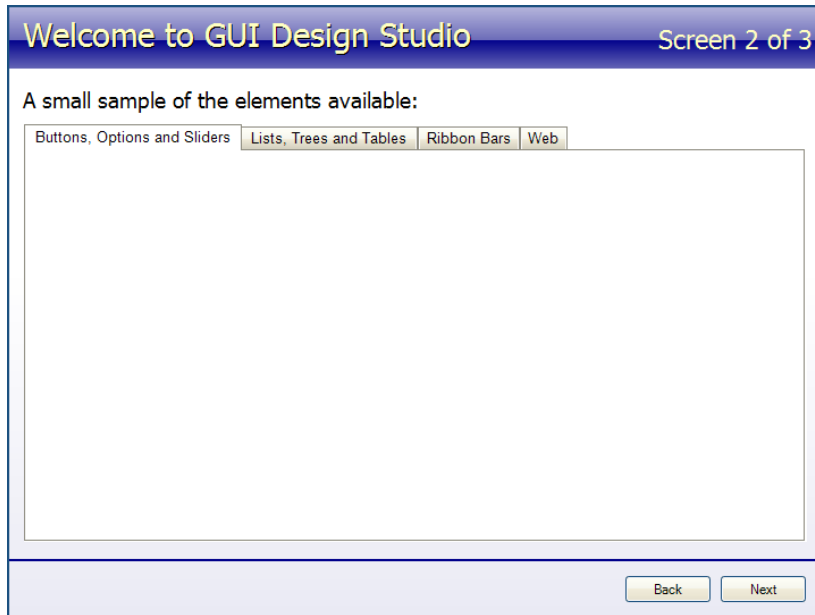


## 4. Screen 2

<b>Design File</b>	Screen 2.gui
<b>Last Modified</b>	Monday, March 1, 2010 9:39:12 PM
<b>Uses</b>	Components\Header.gui Screen 3.gui Screen 1.gui
<b>Used By</b>	Screen 1.gui



## 4.1. Screen 2

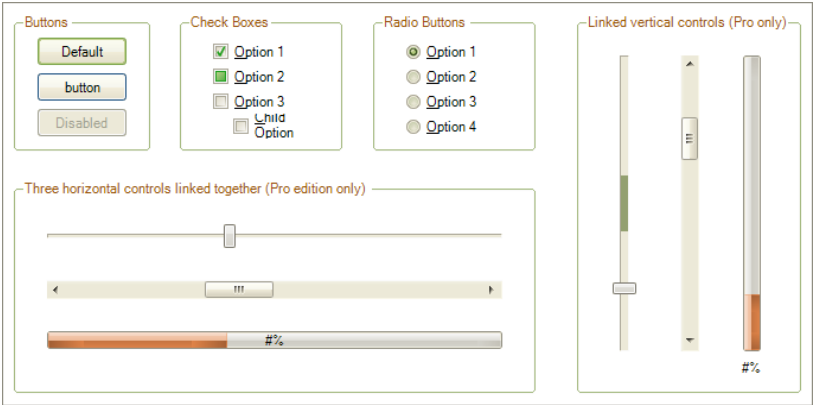


### Actions

From	ID	Condition	Action	Target
"Next" Button		Click	Replace Top Window	Screen 3 (Design)
"Back" Button		Click	Replace Top Window	Screen 1 (Design)
Horizontal Tab Bar : "Buttons, Options and Sliders"		Click	Replace Window	Tab Panel
Horizontal Tab Bar : "Lists, Trees and Tables"		Click	Replace Window	Tab Panel
Horizontal Tab Bar : "Ribbon Bars"		Click	Replace Window	Tab Panel
Horizontal Tab		Click	Replace Window	Tab Panel



Bar : "Web"				
-------------	--	--	--	--

4.2. Tab Panel



produced with an

#	ID	Name	Image	Description
-		"Child Option" Check Box		Enabled Condition: ParentOption
-		"Option 3" Check Box		Data Variable: ParentOption
-		Horizontal Progress Bar		Data Variable: HorzValue
-		Horizontal Scroll Bar		Data Variable: HorzValue
-		Horizontal Slider		Data Variable: HorzValue
-		Vertical Progress Bar		Data Variable: VertValue
-		Vertical Scroll		Data Variable:

		Bar		VertValue
-		Vertical Slider		Data Variable: VertValue

Actions

From	ID	Condition	Action	Target
"button" Button		Click	There are many actions that you can hook up to buttons such as navigation, popups and (in the Professional edition) data manipulation.	You pressed the button!

4.3. Tab Panel

Pick something to eat: 

Pears

(This Combo Box and Tree have connected data values in the Professional edition)

#	Name	Diameter	Distance from S.
1	Mercury	4,880 km	58,000,000 km
2	Venus	12,100 km	108,000,000 km
3	Earth	12,756 km	150,000,000 km
4	Mars	6,790 km	228,000,000 km
5	Jupiter	142,800 km	778,000,000 km
6	Saturn	120,000 km	1,427,000,000 km
7	Uranus	52,000 km	2,870,000,000 km
8	Neptune	49,000 km	4,497,000,000 km
9	Pluto	2,300 km	5,900,000,000 km

Food

Fruit

Apples

Oranges

Pears

Mangos

Peaches

Lemons

Limes

Grapes

Vegetables

Apples

Peaches

Grapes

Bananas

Oranges

Pears

Cherries

Subjects

Arts

Art

English

Media Studies

Music

Science

Biology

Chemistry

Computing

Mathematics

Biology

☒ Chemistry

☐ History

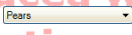
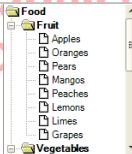
☐ English

☒ Mathematics

☐ Geography

☐ Technology

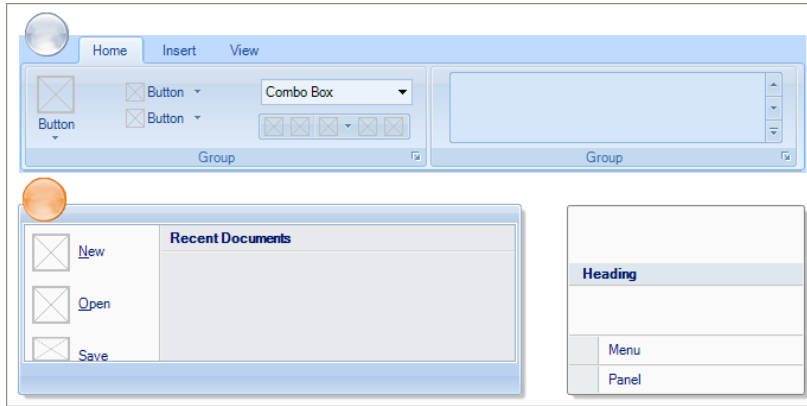
Elements

#	ID	Name	Image	Description
-		Combo Box		Data Variable: Food
-		Tree		Data Variable: Food

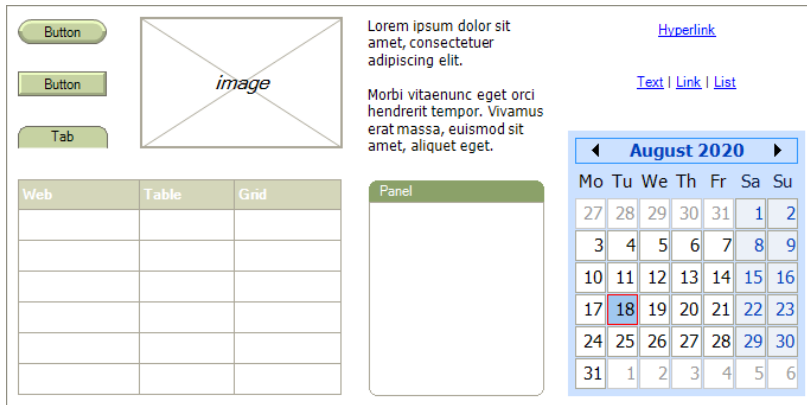
Actions

From	ID	Condition	Action	Target
Combo Box		Click	Modal Choice Popup	List Box

#### 4.4. Tab Panel



#### 4.5. Tab Panel



#### 4.6. List Box



## 5. Screen 3

<b>Design File</b>	Screen 3.gui
<b>Last Modified</b>	Monday, March 1, 2010 5:57:14 PM
<b>Uses</b>	Components\Header.gui
<b>Used By</b>	Screen 2.gui

Welcome to GUI Design Studio

Screen 3 of 3

**Key features used in this project:**

Sequenced Screens	This simple project contains 3 screens in a sequence using navigations to each subsequent screen and some "Back" navigation.
Components	A master component is used for the header bar to maintain consistency on each screen. Even so, the screen number text has been overridden in each instance of use.
Custom Elements	As an alternative to using a Component, a basic Custom Element was set up for use as the background on each screen then modified in each case to change the buttons.
Tabbed Interface	Screen 2 contains a tabbed area with 4 separate tabbed panels containing a variety of elements.
Navigation Actions	Popups, Message Boxes and general navigation are just a few of the actions available on mouse events.
Data Interaction (Pro only)	Some of the elements have been connected together using shared data and to enable other elements. This can also be used for workflow control.

BackFinish

Remember to look at the Project design files when you've finished!

BackEXIT

## 5.1. Screen 3

### Welcome to GUI Design Studio

Screen 3 of 3

Key features used in this project:

Sequenced Screens	This simple project contains 3 screens in a sequence using navigations to each subsequent screen and some "Back" navigation.
Components	A master component is used for the header bar to maintain consistency on each screen. Even so, the screen number text has been overridden in each instance of use.
Custom Elements	As an alternative to using a Component, a basic Custom Element was set up for use as the background on each screen then modified in each case to change the buttons.
Tabbed Interface	Screen 2 contains a tabbed area with 4 separate tabbed panels containing a variety of elements.
Navigation Actions	Popups, Message Boxes and general navigation are just a few of the actions available on mouse events.
Data Interaction (Pro only)	Some of the elements have been connected together using shared data and to enable other elements. This can also be used for workflow control.

BackFinish

### Actions

From	ID	Condition	Action	Target
"Finish" Button		Click	Exit	
		Mouse Over	Navigation:OverlayToggle	"Panel" Web Panel
"Back" Button		Click	Navigate Back	

## 5.2. "Panel" Web Panel

Remember to look at the Project design files when you've finished!



## 6. Header

<b>Design File</b>	Components\Header.gui
<b>Last Modified</b>	Monday, March 1, 2010 12:09:26 PM
<b>Used By</b>	Screen 1.gui Screen 2.gui Screen 3.gui

Welcome to GUI Design Studio Screen 1 of 3

### 6.1. Rectangle

Welcome to GUI Design Studio Screen 1 of 3

### 6.2. Rectangle

Welcome to GUI Design Studio Screen 1 of 3

### 6.3. "Welcome to GUI Design Studio" Text

Welcome to GUI Design Studio

### 6.4. "Welcome to GUI Design Studio" Text

Welcome to GUI Design Studio

### 6.5. "Screen 1 of 3" Text

Screen 1 of 3

## 7. Background

<b>Design File</b>	Custom Elements\Background.gui
<b>Last Modified</b>	Monday, March 1, 2010 12:13:30 PM

