Quest Developers Guide

# Introduction

Messaging

Processors

Long running processes

web

Client to server comms

# Architecture

# Composing Processors

# Composing Plugins

# Hud library

Hud.js

Provides core facilities for loading layouts and plugins. Also provides hook to the central hub on the server. The main page contains a hud div element that contains all the hud elements including the panel container. The panel container contains all panels

<div class="container-fluid" id="hud">

<div class="row full-height" id="panel-container">

🡨 panel frame gets rendered here 🡪

<div class="col-md-12 full-height" id="panel-0">

<div class="row full-height">

<div class="col-sm-12 full-height">

🡨 hudpanel gets rendered here 🡪

<div class="hud-panel" data-role="panel" **data-panel-role="0"** data-src="mini-top">

🡨 panel actions gets rendered here 🡪

<div class="hud-panel-content" data-role="panel-content">

🡨 panel actions gets rendered here 🡪

</div>

</div>

</div>

</div>

</div>

</div>

</div>

# Messages

Send using..

hud.sendLocal("MapBounds", map.getBounds());

Receive using

$("#sys\_hub").on("MapBounds", function (evt, data) {

..

});

|  |  |  |  |
| --- | --- | --- | --- |
| From | Message | Parameters |  |
| Hud | Swapped | panelSource,panelTarget |  |
| Hud | Resource.Available Resource.Busy Resource.Enroute |  |  |
|  | MenuChange | panelSource,  Menu |  |
|  |  |  |  |
|  |  |  |  |
| Map | MapBounds | getBounds object | Bounds changed |
|  |  |  |  |
|  |  |  |  |
| Any | ObjectSelected |  |  |
|  |  |  |  |
| Gaz | SearchResults |  |  |
|  |  |  |  |

Swapped