

Node-RED: More on GUI

APPLICATION INTERFACE CONTROLLER

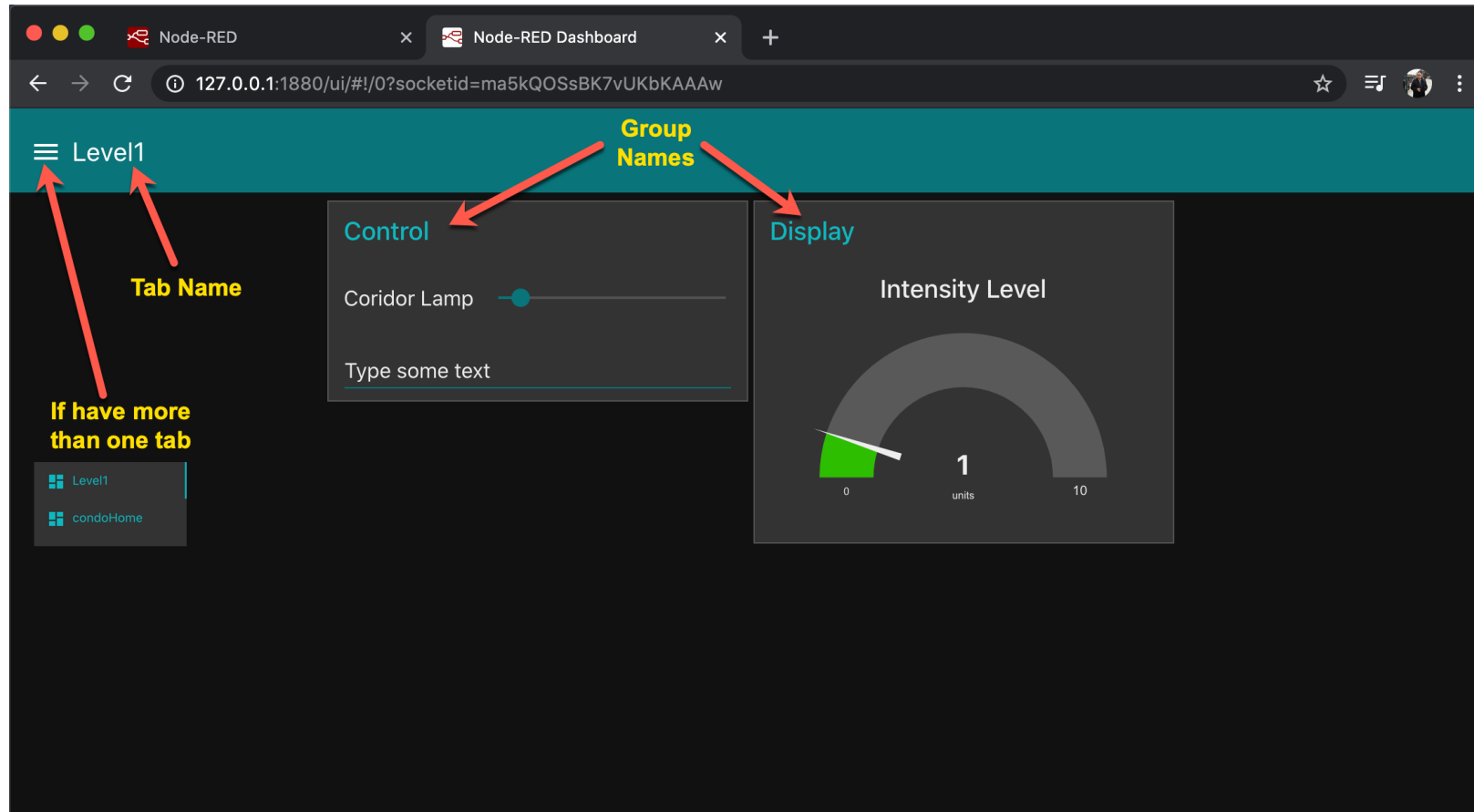
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Another exercise of UI dashboard.



You may have more than one display called **tab(s)** with different name(s).

Things to consider:

- Tab Name
→ the project name
- Group Name
→ group(s) under the tab name
- Label
→ the name on the dashboard
- Name
→ the name in the flow workspace

The screenshot shows the 'Edit slider node' dialog box. It has a title bar with 'Delete', 'Cancel', and 'Done' buttons. Below the title bar is a 'Properties' tab. The main content area contains the following fields and annotations:

- Group:** A dropdown menu showing '[Level1] Control'. A red arrow points to it with the text 'Select proper Tab i.e., [Level1]'.
- Size:** A text field with 'auto'.
- Label:** A text field with 'Coridor Lamp'. A red arrow points to it with the text 'Name on dashboard'.
- Tooltip:** A text field with 'optional tooltip'.
- Range:** A section with 'min' (0), 'max' (10), and 'step' (1) fields.
- Output:** A dropdown menu with 'continuously while sliding'.
- When changed, send:** A section with a checked checkbox and a 'Payload' field containing 'Current value'.
- Topic:** A text field.
- Name:** A text field with 'Main Slider'. A red arrow points to it with the text 'Name in Flow'.

At the bottom of the dialog is an 'Enabled' checkbox.

More on UI: Controlling the UI Dashboard Layout

Edit slider node

Delete Cancel Done

Properties

Select proper Tab i.e., [Level1]

Group [Level1] Control

Size auto

Label Corridor Lamp

Tooltip optional tooltip

Range min 0 max 10 step 1

Output continuously while sliding

If msg arrives on input, set slider to new payload value: ☒

When changed, send:

Payload Current value

Topic

Name Main Slider

Enabled

Edit slider node > Edit dashboard group node

Delete Cancel Update

Properties

Name Control

Tab Level1

Width 6

Display group name ☒

Allow group to be collapsed ☐

Enabled 4 nodes use this config On all flows

Edit slider node > Edit dashboard group node > Edit dashboard tab node

Delete Cancel Update

Properties

Name Level1

Icon dashboard

State Enabled

Nav. Menu Visible

The **Icon** field can be either a Material Design icon (e.g. 'check', 'close') or a Font Awesome icon (e.g. 'fa-fire'), or a Weather icon (e.g. 'wi-wu-sunny').

You can use the full set of google material icons if you add 'mi-' to the icon name. e.g. 'mi-videogame_asset'.

Enabled 3 nodes use this config On all flows

More on UI: Controlling the UI Dashboard Layout

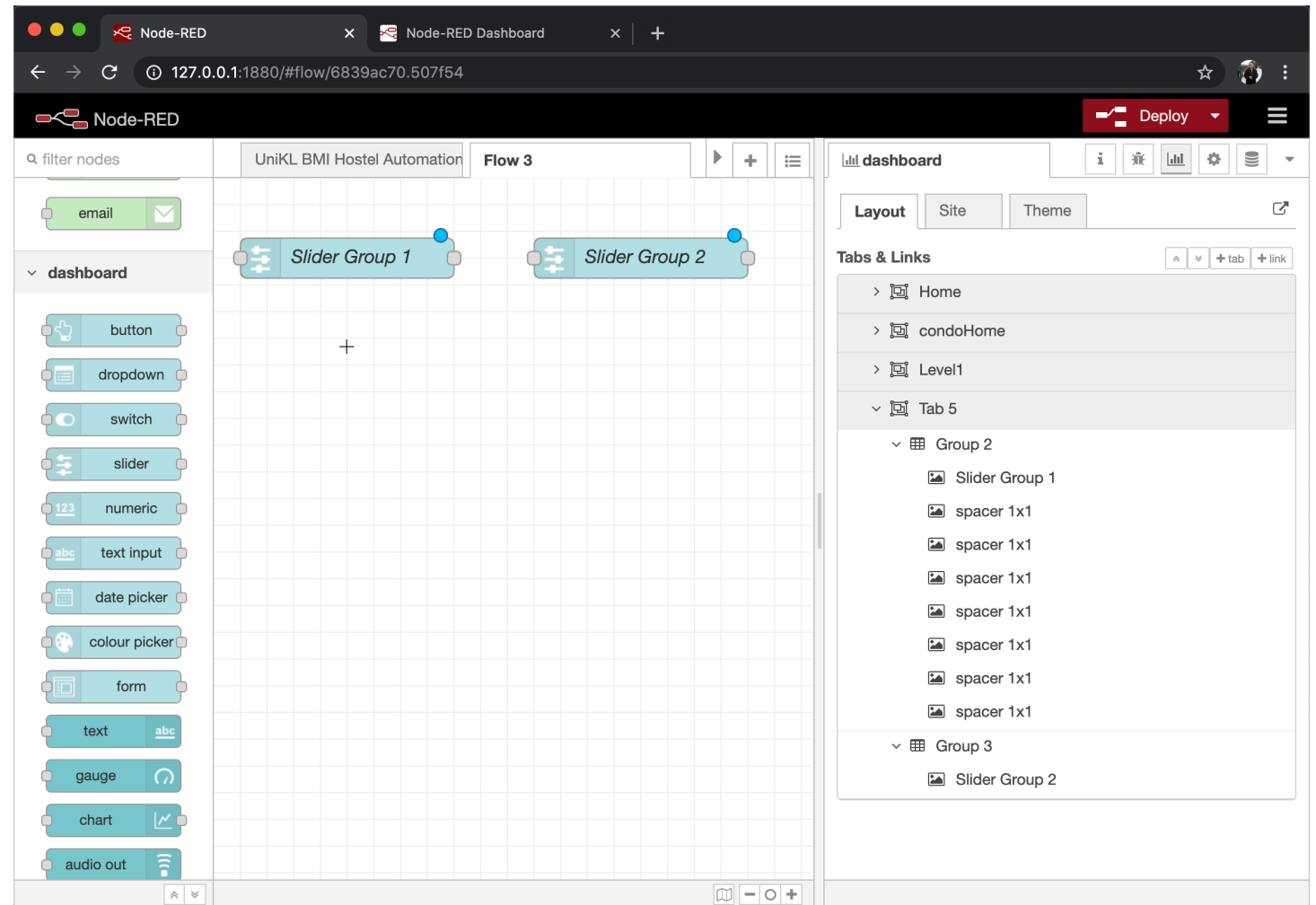
The screenshot displays a UI dashboard configuration interface. At the top, there is a header bar with the title 'dashboard' and several icons. Below the header, there are three tabs: 'Layout', 'Site', and 'Theme'. The 'Layout' tab is currently selected. The main area of the dashboard is titled 'Tabs & Links' and contains a hierarchical tree structure. The tree starts with a root node 'Home', which has a sub-node 'condoHome'. 'condoHome' has a sub-node 'Level1', which is expanded. 'Level1' has two sub-nodes: 'Control' and 'Display'. 'Control' is expanded and contains four sub-nodes: 'Main Slider', 'Type some text', 'slider', and 'gauge'. 'Display' is expanded and contains two sub-nodes: 'Intensity Level' and 'audio'. Below 'Level1', there are two more nodes: 'Tab 4' and 'Tab 5'. To the left of the tree, there are three callout boxes: 'Tab names' (red border), 'Group names' (green border), and 'Display Nodes' (yellow border). The 'Level1' node is highlighted with a red box, 'Control' with a green box, and 'Display' with a blue box. The sub-nodes under 'Control' and 'Display' are highlighted with yellow boxes.

More on UI: Controlling the UI Dashboard Layout

Example 1:

Hopefully you know what to do...

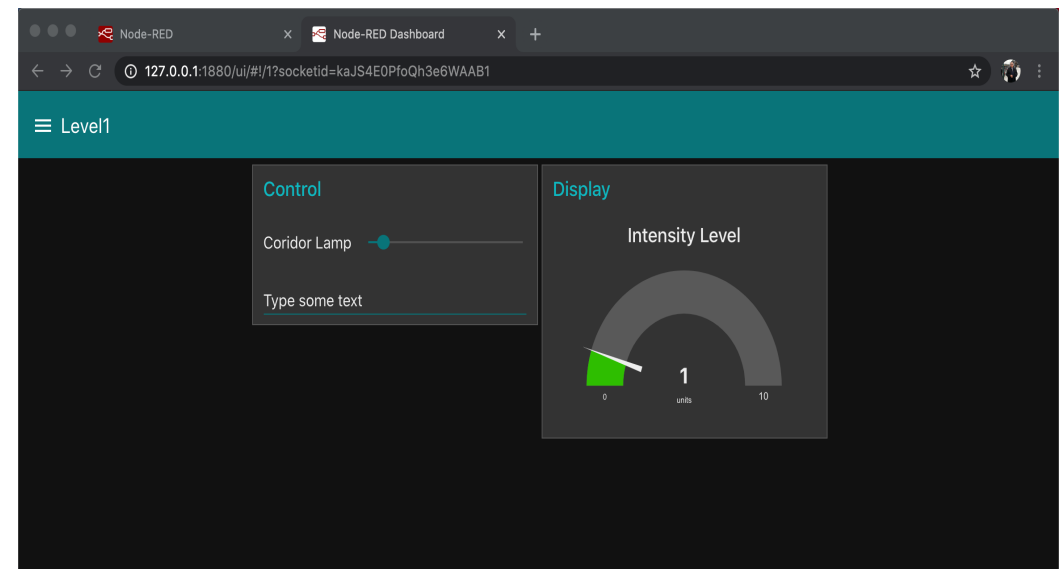
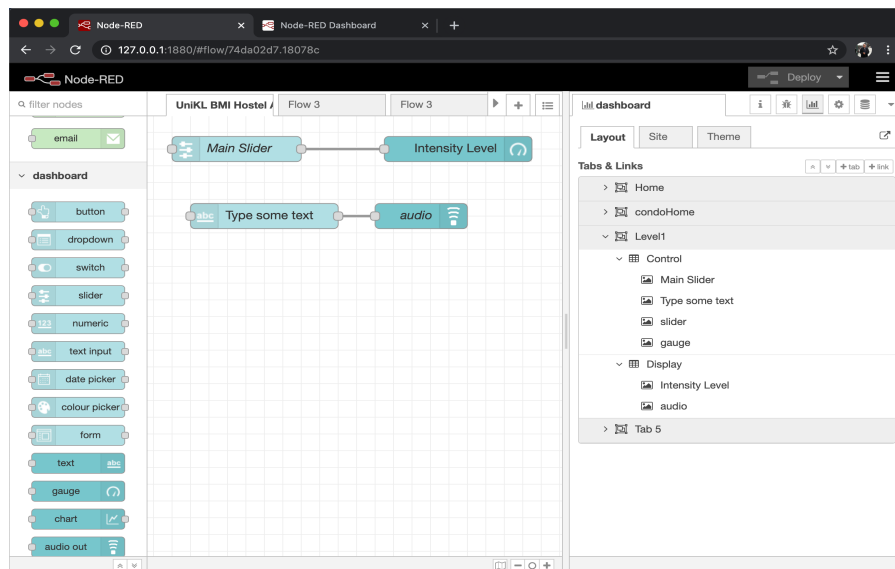
```
[{"id":"6839ac70.507f54","type":"tab","label":"Flow 3","disabled":false,"info":"","id":"45590238.47b11c","type":"ui_slider","z":"6839ac70.507f54","name":"Slider Group 1","label":"slider","tooltip":"","group":"7e11b40.f03364c","order":5,"width":0,"height":0,"passthru":false,"outs":"all","topic":"","min":0,"max":10,"step":1,"x":100,"y":60,"wires":[[]]},{id":"a1326168.b25a6","type":"ui_slider","z":"6839ac70.507f54","name":"Slider Group 2","label":"slider","tooltip":"","group":"dcb348aa.078308","order":0,"width":0,"height":0,"passthru":true,"outs":"all","topic":"","min":0,"max":10,"step":1,"x":320,"y":60,"wires":[[]]},{id":"7e11b40.f03364c","type":"ui_group","z":"","name":"Group 2","tab":"ec401695.8169b8","order":2,"disp":true,"width":6,"collapse":false},{id":"dcb348aa.078308","type":"ui_group","name":"Group 3","tab":"ec401695.8169b8","order":3,"disp":true,"width":6},{id":"ec401695.8169b8","type":"ui_tab","name":"Tab 5","icon":"dashboard","order":5}]
```



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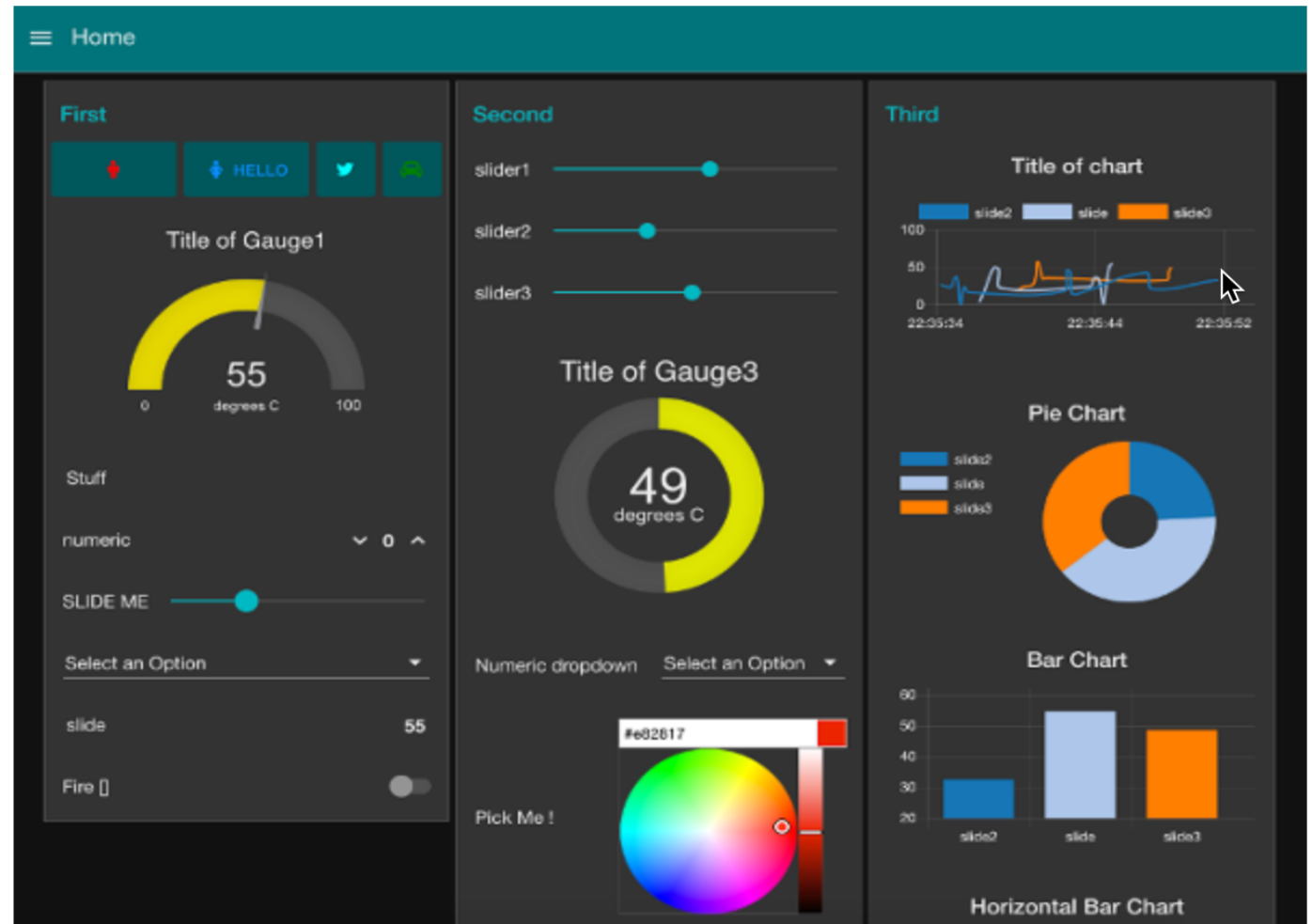
Exercise i.

Create a UI that will control Level1 activities. It must have 2 groups; Control & Display. The control element are a at the Control group, while the display and sound are at the Display group.



Exercise ii.

Produce the followings:



QnA

END