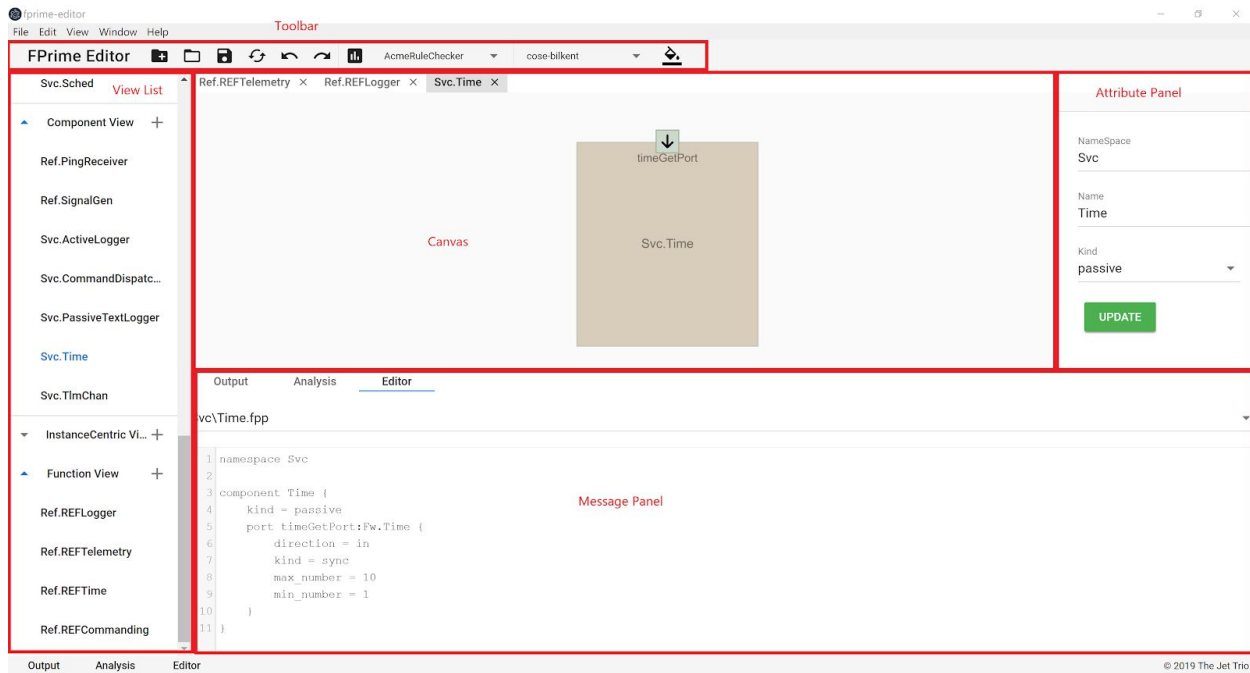


FPP Graphical Editor User Manual




The Jet Trio (Team NASA JPL)
Wei-Hsuan Wang, Daiyi Lyu, Minghui Tang





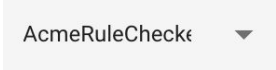
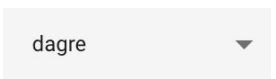

Tool Layout



The above image shows the layout of the tool. The layout consists of the following parts:

1. Toolbar

| Name | Icon | Description |
|--------------|---|---|
| New Project |  | Select a folder and create a new project in it. The folder should be empty. |
| Open Project |  | Select a project folder and read all the fpp files in it. |
| Save Project |  | Select a folder and save the current project to the folder. The folder should be empty. |

| | | |
|------------------------------|--|--|
| Recompile |  | Recompile the project according to the text. This button should be clicked if you want to apply the change on the text editor. |
| Undo |  | Undo the previous action. |
| Redo |  | Redo the previous undone action. |
| Analyze |  | Invoke the analyzer. |
| Select analyzer |  | Open a dropdown list of all the selectable model analyzers. |
| Select auto layout algorithm |  | Open a dropdown list of all the selectable layout algorithms. |
| Select color |  | Open a color picker to change the color of an element on the canvas. |

2. View List

This is a list of the elements in the model. Currently there are five categories of element:

- Data Type (DataType View)
- Port Type (PortType View)
- Component (Component View)
- Component Instance (InstanceCentric View)
- Functional Topology (Function View)

You can click on the view category name to expand or hide the elements under that view category.

3. Canvas

This is where all the graphical representations of the model will be. You can click on the element in the view list to switch between views. You can also click on the view tabs on top of the canvas to switch between views.

4. Attribute Panel

You can modify the attributes of an element through the attribute panel. After you click on an element on the canvas, the attribute panel will show the attributes of that element, and you can modify it. Remember to click the update button to apply the change.

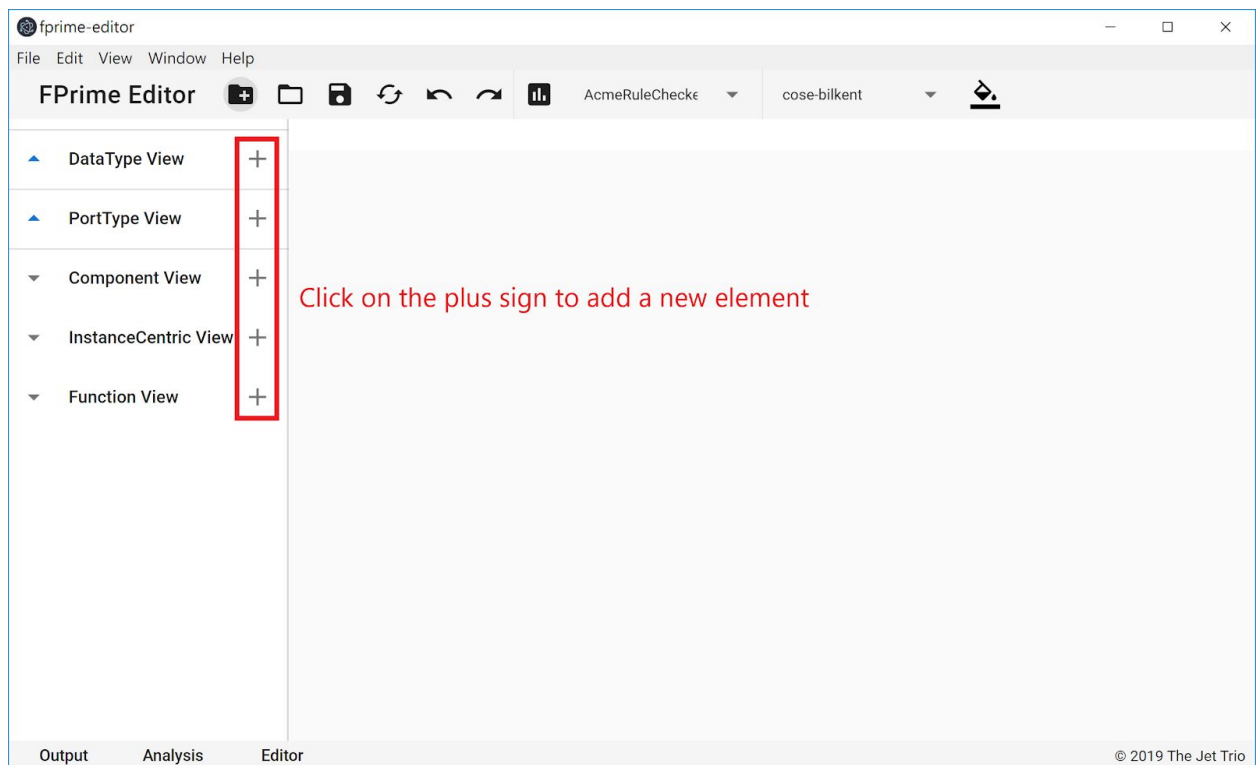
5. Message Panel

The message panel consists of three parts:

- Output window: This window shows the output message of the compiler after compilation.
- Analysis window: This window shows the output message of the analysis after invoking the analyzer.
- Text Editor: This is an interactive text editor. You can change the fpp source code here. Note that to apply any change done here, you have to click the **Recompile** button.

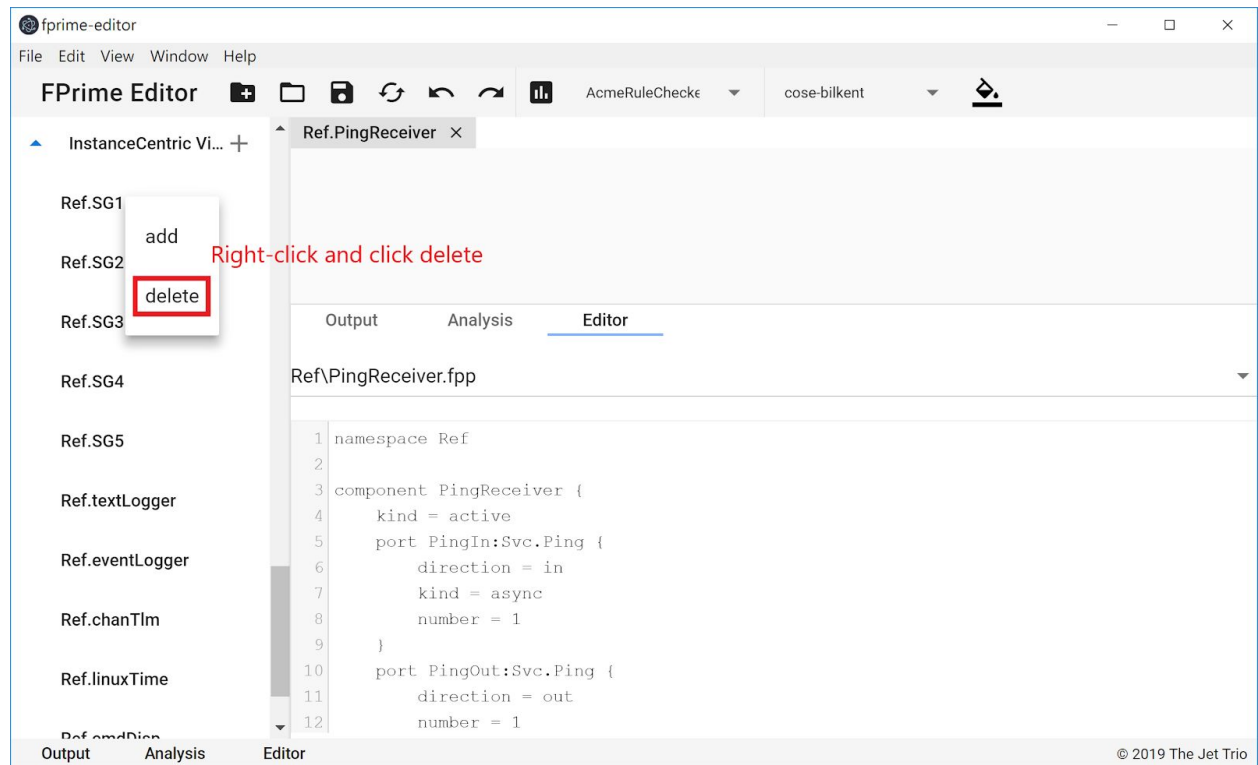
Add an Element to a View

To add an element, click on the plus sign next to the view name.



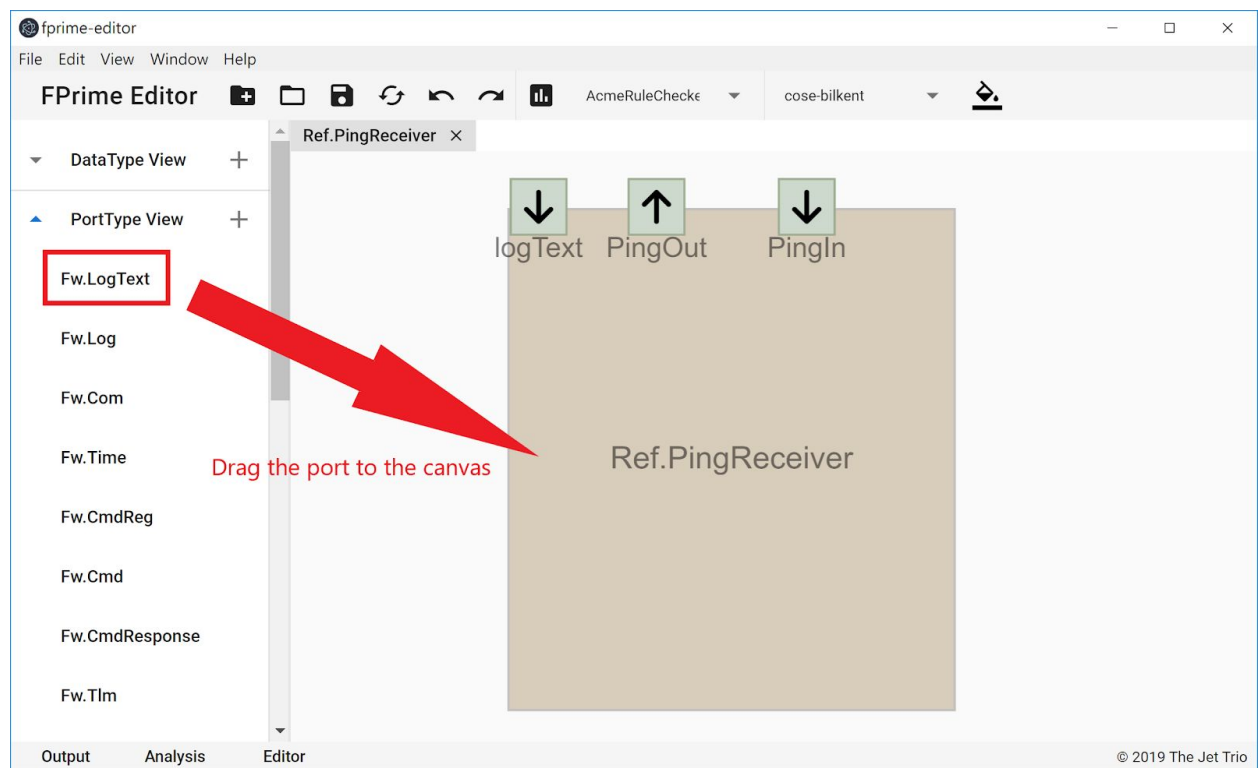
Delete an Element from a View

To delete an element, right-click on the element in the view list and select **delete**.



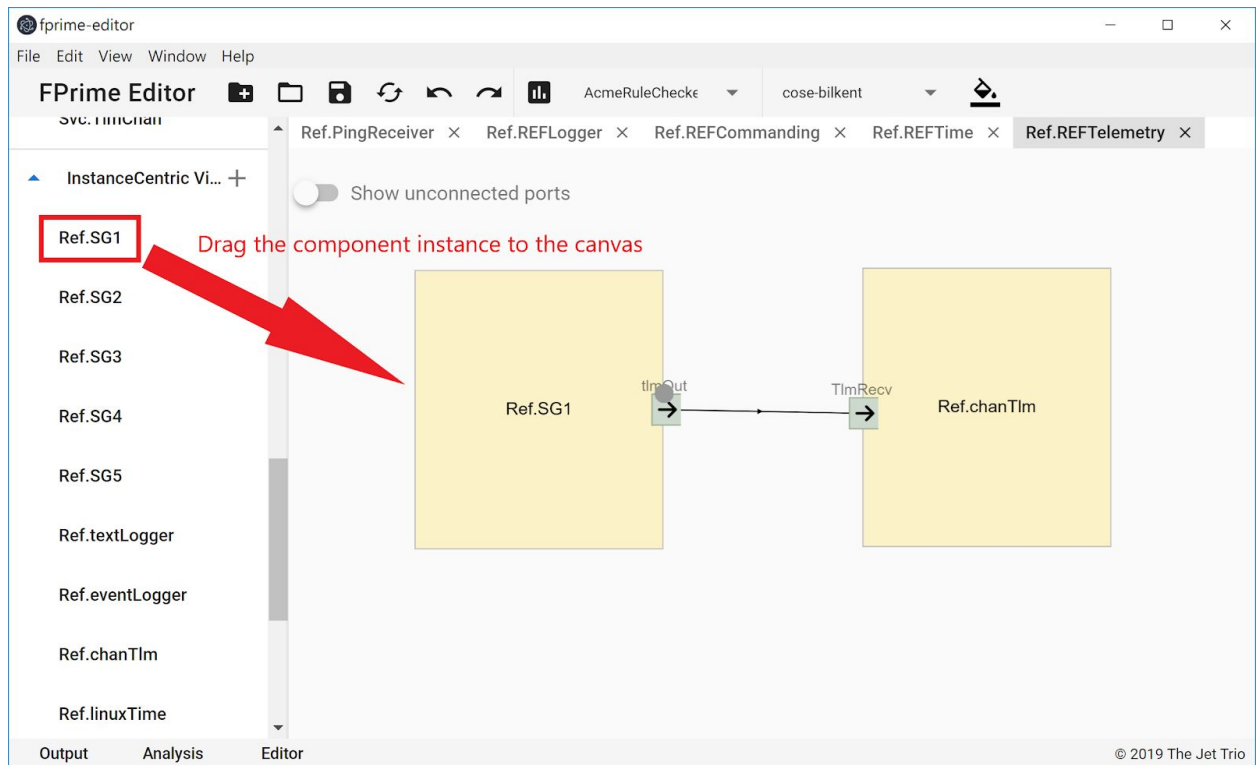
Add a Port to a Component

To add a port to a component, drag the port from the view list to the component on the canvas.



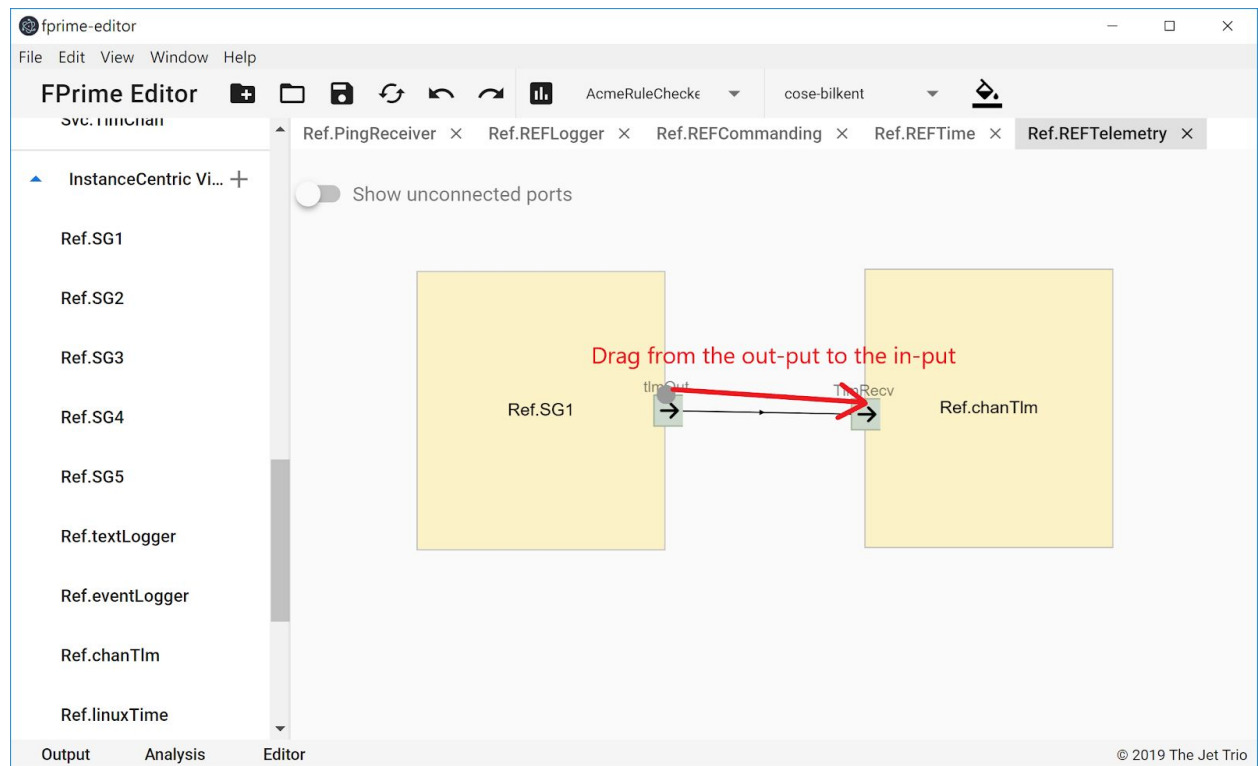
Add a Component Instance to a Functional Topology

To add a component instance to a functional topology, drag the component instance from the view list to the topology on the canvas.



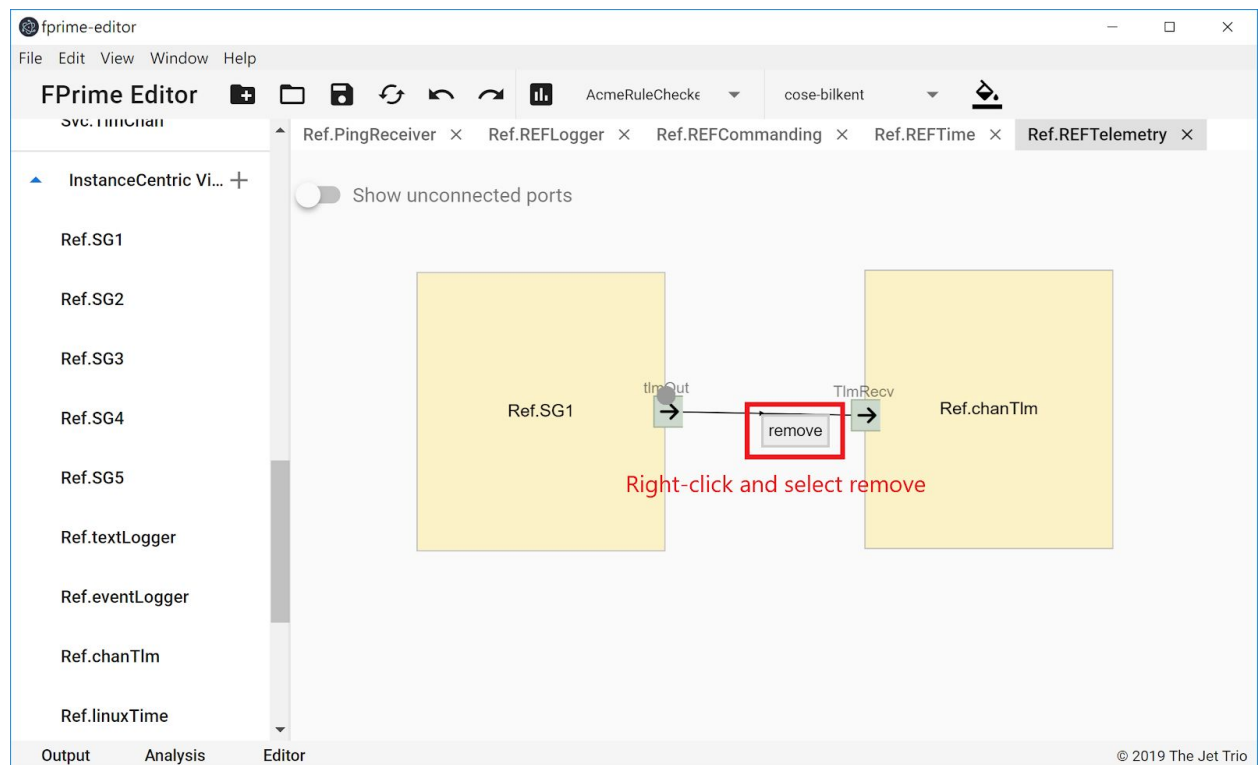
Add a Connection in a Functional Topology

To add a connection between two ports in a functional topology, hold the cursor and drag from the out-port to the in-port.



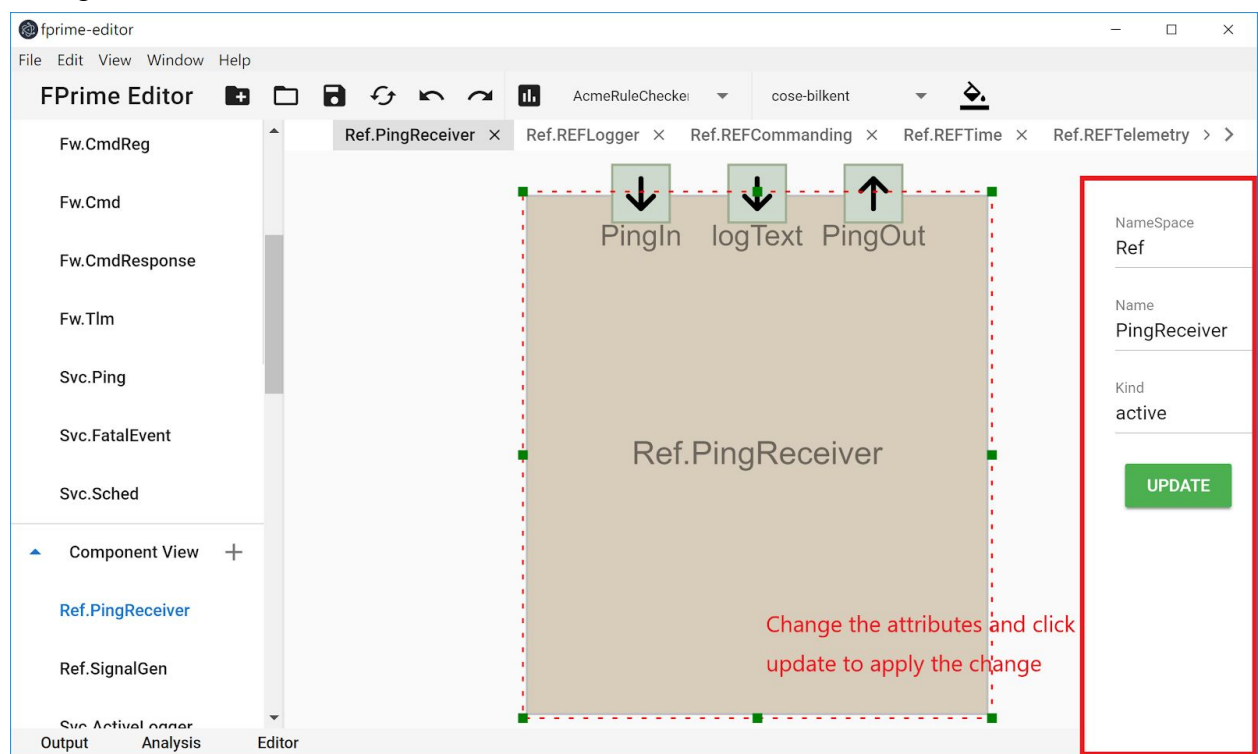
Delete a Connection in a Functional Topology

To delete a connection between two ports from a functional topology, right-click on the connection and select **remove**.



Modify Attributes

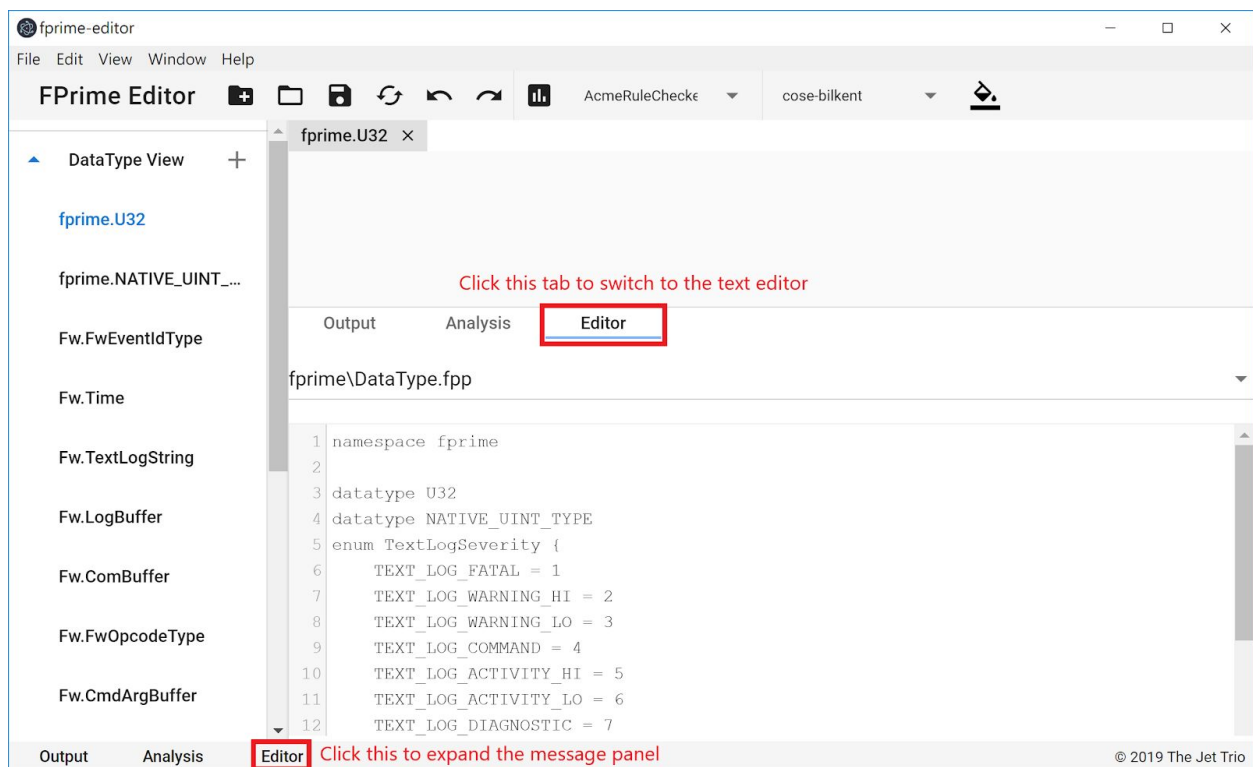
To modify the attributes of an element, click the element on the canvas and the attribute panel will show. You can edit the attributes and click **update** to apply the change.



Textual Editing

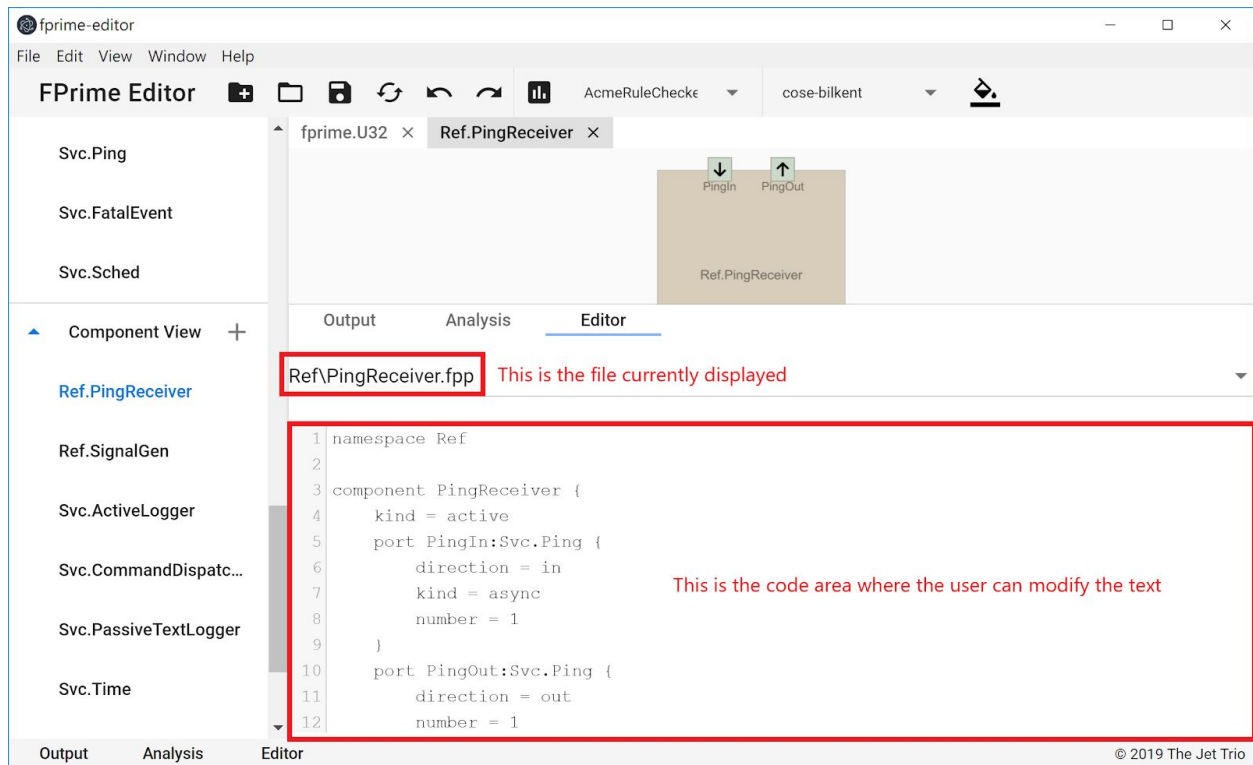
- Opening the text editor

The tool supports textual editing as well as graphical editing. The text editor window is hidden by default. You can click on the **Editor** button at the bottom to expand the message panel and click on the **Editor** tab to switch to the text editor.

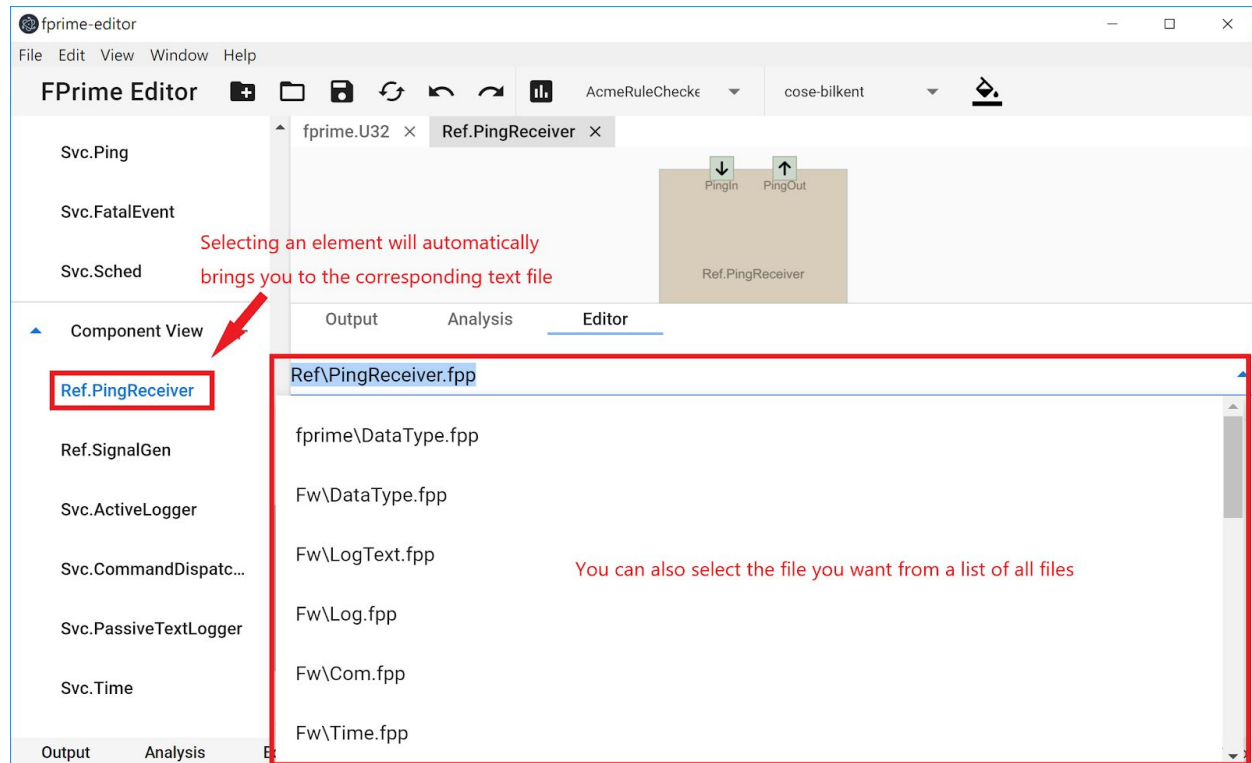


- Navigating through the text editor

The screenshot below shows the layout of the text editor, which consists of a file header and the text area.



You can navigate through different files by selecting the elements on the left or choosing from a list of all the files.



- Editing the text

Unlike graphical editing, the user have to explicitly click the **Recompile** button on the toolbar to recompile and apply the change.

