Overview

This tutorial describes how to configure a simple IVI solution using the file IVI_sample.psd. This file can be found in the following location:

...\2D\PSD\IVI_Sample.psd

- This sample uses the Smart Importer to import necessary images and create pre-configured Controls.
- RadioButtons will be organized inside a GroupBox so that only one RadioButton can be selected at a time.
- Behaviors will be configured using Fusion to create simple interactions.
- An animation will be created configuring key frames in Scene Composer's Animation Design.
- State Machine Editor is used to create transitions, and switching between Music and Navigation context. Necessary behaviors will be configured in Fusion.

Through this tutorial, users will learn the following:

Page	Theme	Main work content
Part 1	Basics of using Smart Importer to import a PSD file	Understanding how to use the Smart Importer to import a PSD file that was especially designed to be imported into Scene Composer. • Identify various Controls and apply them in Smart Importer. • Configure Control's properties like values, texts, alternative graphics for e.g. Slider, RadioButtons • Finally import the scene and prepare it for use in Scene Composer.
Part 2	Realization of a working RadioButtonGroup	Implementing a RadioButtonGroup where only one RadioButton can be selected at a time. • Configuring a GroupBox with a group of RadioButtons • Defining one of the RadioButtons will be defined to be the default selected object.

Part 3	Interaction using Slider, Progressbars and Buttons	Learning how to use Fusion to react on value changes and forward values using Scene Composer's predefined behaviors. • Creating interactivity between a Slider and a DigitalClock using the Forward Value behavior. • More interactivity between IconButtons sending a value to a ProgressBar which forwards the value to a TextValue Control. • Verify the correct functionality of the configured interactions in the Player.
Part 4	Creating an Animation	Exploring the creation of an animation in Scene Composer. • Introduction of Scene Composer's Animation Design and its panels. • Configuring animated properties for position and size. • Editing key frames. • Verify the animation in the Player.
Part 5	Basics of State Machine and Transition Control	Learning how to control state transitions using a state machine. • Configuring a global state machine and setting up transitions. • Controlling group nodes' visibility using OnEntry/OnExit actions. • Configuring the transitions to be triggered by button presses. • Verifying transitions and behaviors in the Player.

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