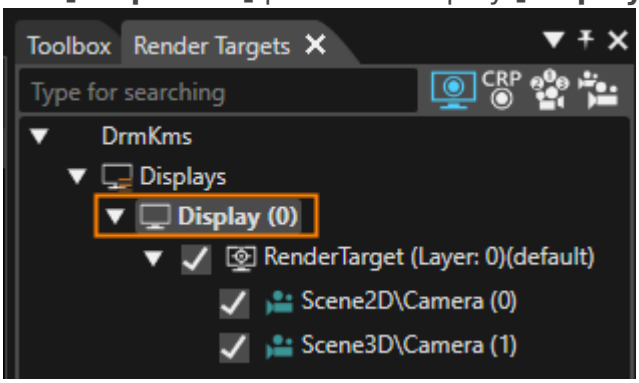
Part 1: Smart Importer

This section describes the creation of a new Solution. We will use the Smart Importer to import a Photoshop .psd file. Smart Importer will analyze the PSD file and try to identify which controls are included in the picture. The final assignment of controls (such as RadioButtons, DigitalClocks, CheckBoxes, etc.) however has to be performed manually. After some configuration effort Scene Composer Controls can be imported into your Scene Composer solution.

Creating a new Solution

1. Start Scene Composer and double-click on **[Empty]** from **[Samples and Templates]** on the startup screen.
   - A new solution will be created based on the Empty solution template.
2. In the **Render Targets** panel, select **[Display (0)]**.
   - The **[Properties]** panel will display **[Display]** properties.



3. In the **[Display]** section of the **[Properties]** panel configure the resolution as in the table below.

X Resolution	**640**
Y Resolution	960

4. Click **[Save solution...]** in the toolbar.
   - The Windows **[Save As]** dialog will appear.



5. In the **[Save As]** dialog choose a location and name for your solution and click **[Save]**.

- The solution is saved.

Using Smart Importer

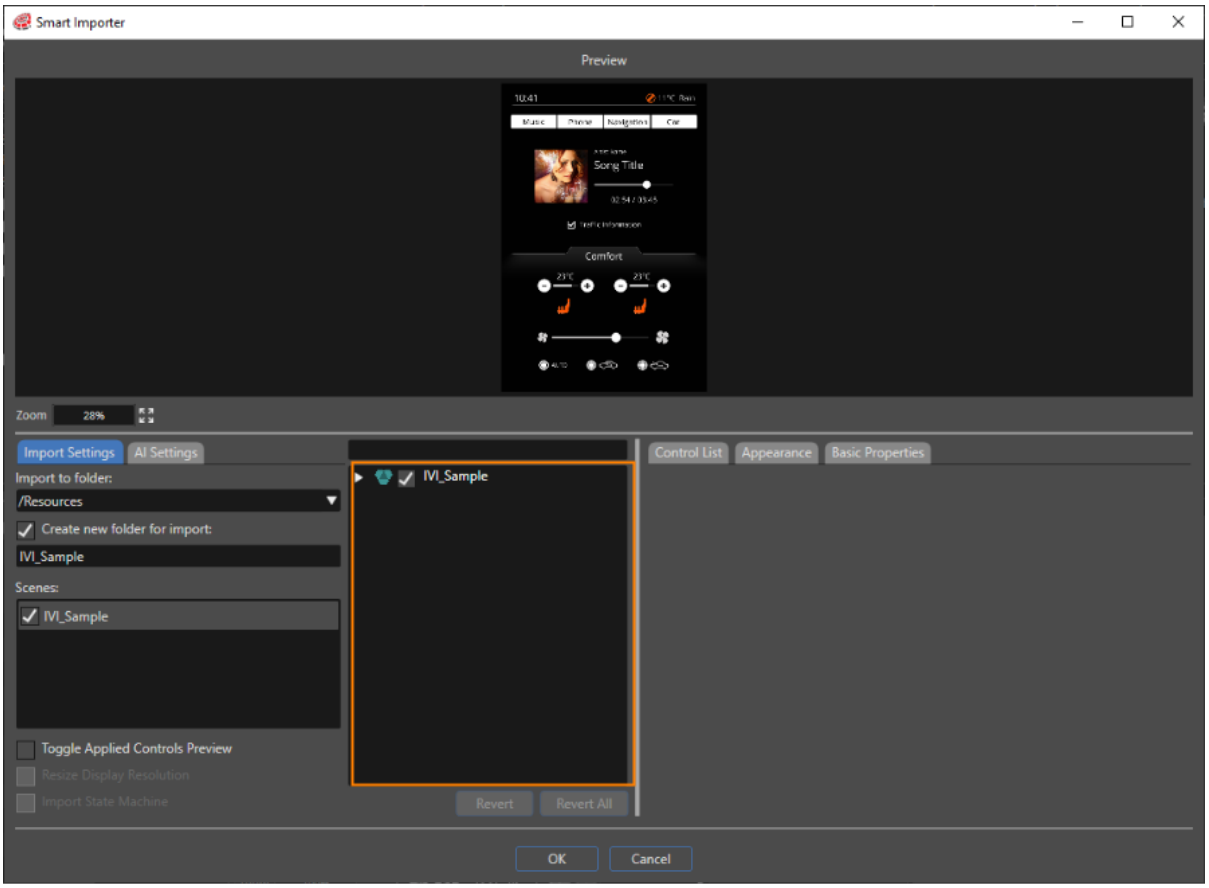
In our example we will use the Smart Importer to import a Photoshop .psd file. Smart Importer will analyze the PSD file and try to identify which controls are included in the picture. After some configuration effort you can directly create CGI Studio Controls wherever it is applicable.

Configuration of Header

1. Select **[Import > Smart Importer > From Local File...]** from the menu bar.
   - A Windows Open dialog titled **Smart Importer** will be opened.

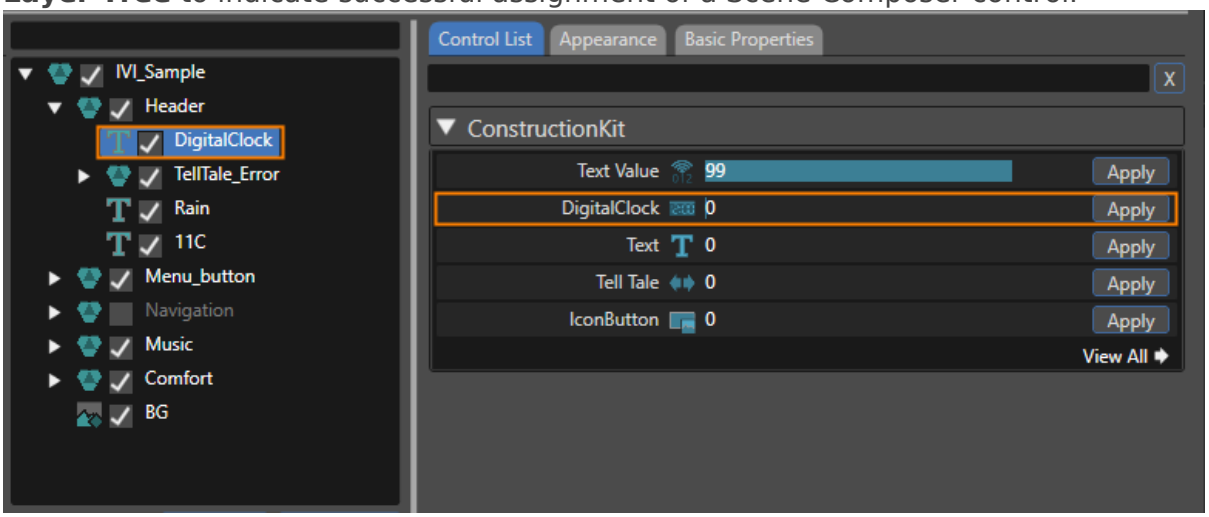
2. Select the following Photoshop file and press **[Open]**.
   - The **[Smart Importer]** window is opened (please be patient, this may take a while).
   - The Photoshop file's layers will be displayed in the **Layer Tree** area marked in orange in the image below.
   - The **Layer Tree** is displayed in tree style. Initially it is collapsed, but it can be expanded via double-clicking or using the triangle to the [IVI_Sample]'s left.

File path	<cgi-studio-root>\cgi_studio_content\2D\PSD\IVI_Sample.psd



3. Expanding the **Layer Tree** navigate to **[IVI_Sample > Header > DigitalClock]** and select **[DigitalClock]**.
   - In the **Smart Importer's Preview** the DigitalClock on the top left is marked with a yellow border.
   - The **Control List** to the right displays applicable Controls.

4. In the **[Control List]** click on the **[Apply]** button on the right side of the **[DigitalClock]** control (see image below).
   - Based on the Photoshop file's DigitalClock the Scene Composer control **DigitalClock** will be created when the import is done.
   - **DigitalClock** will be displayed in a different color and with a different icon in the **Layer Tree** to indicate successful assignment of a Scene Composer control.



5. Switch to the **[Basic Properties]** tab and tick the checkboxes noted in the table below.
   - After import the created SceneComposer Control **DigitalClock** will be configured with these property values.

ShowFull24Hours	TRUE
ShowSeconds	TRUE

6. In the **Layer Tree** select **[TellTale_Error].**
   - In the **Smart Importer's Preview** the TellTale_Error on the top right is marked with a yellow border.
   - The **Control List** panel to the right displays applicable Controls.

7. In the **Control List** panel click the **[Apply]** button next to **[Tell Tale]**.
   - The Scene Composer Control **TellTale** is applied to the Photoshop file's **TellTale_Error** layers.
   - In the **Appearance Tab** you can see that the **Telltale**'s properties **OnStateImage** and **OffStateImage** are automatically configured with the Photoshop file's layers OnStateImage and OffStateImage.
   - **TellTale_Error** as well as its OnStateImage and OffStateImage will be displayed in a different color and with different icon in the **Layer Tree** to indicate successful assignment of a Scene Composer control.

Configuration of Menu Buttons

1. In the **Layer Tree** expand **[Menu_button]**.
   - The **Layer Tree** displays 4 **TextButtons**, each of which has 3 images (NormalImage, PressedImage and FocussedImage).

2. In the **Layer Tree** select **TextButton_Car**.
   - The **Control List** offers a list of Controls to apply.

3. In the **Control List** apply the Scene Composer control **TextButton**.
   - In the **Appearance** tab you can see that NormalImage, PressedImage and FocussedImage have been configured automatically.
   - In the **Layer Tree** the **TextButton** has changed its color and its icon.

4. In the **[Basic Properties]** tab empty the textfield of the Text property (delete "Text...").
   - The textfield of property Text is empty.

5. Repeat the 3 steps above with the other **TextButtons** to achieve a configuration as in the table below.
   - The menu buttons are configured for importing.

Target Layer	Control List	Basic Properties

TextButton_Car	TextButton	Text	(blank space)
TextButton_Navigation	TextButton	Text	(blank space)
TextButton_Phone	TextButton	Text	(blank space)
TextButton_Music	TextButton	Text	(blank space)

Configuration of Music Tree

1. In the **Layer Tree** expand **[Music]**.
   - The **Layer Tree** displays among other things a Slider, DigitalClock_Time, DigitalClock_Total_Time and a CheckBox.

2. In the **Layer Tree** select the target layer. Apply the controls in the **[Control List]** tab and configure the property values in the **[Basic Properties]** tab according to the table below.
   - The controls of the Music part are configured for importing.

Target Layer	Control List	Basic Properties		
Slider	Slider	Value	Float	9000
		Minimum	Float	0
		Maximum	Float	18000
DigitalClock_Time	DigitalClock	ShowFull24Hours	Boolean	TRUE
		ShowSeconds	Boolean	FALSE
DigitalClock_Total_Time	DigitalClock	Time	UInt32	18000
		ShowFull24Hours	Boolean	TRUE
		ShowSeconds	Boolean	FALSE
CheckBox	CheckBox	Text	String	(blank space)

Configuration of Comfort Tree

1. In the **Layer Tree** expand **[Comfort > Seat_Left]**.
   - The **Layer Tree** displays among other things Seat_Left with TextValue_Temperature, Icon_Button_+, Icon_Button_-, ProgressBar and SeatHeating_Left.

2. In the **Layer Tree** select the **Seat_Left**'s target layer. Apply the controls in the **[Control List]** tab and configure the property values in the **[Basic Properties]** tab according to the table below.
   - The controls of Comfort's Seat_Left are configured for importing.

Seat_Left				
Target Layer	**Control List**	**Basic Properties**		
TextValue_Temperature	Text Value	Value	Float	23
		FormatText	String	%02d
Icon_Button_+	IconButton			
Icon_Button_-	IconButton			
ProgressBar	ProgressBar	Value	Float	23
		Minimum	Float	16
		Maximum	Float	28
SeatHeating_Left	CheckBox	Text	String	(blank space)

3. In the **Layer Tree** expand **[Comfort > Seat_Right]**.
   - The **Layer Tree** displays among other things Seat_Right with TextValue_Temperature, Icon_Button_+, Icon_Button_-, ProgressBar and SeatHeating_Left.

4. In the **Layer Tree** select the **Seat_Right**'s target layer. Apply the controls in the **[Control List]** tab and configure the property values in the **[Basic Properties]** tab according to the table below.
   - The controls of Comfort's Seat_Right are configured for importing.

Seat_Right				
Target Layer	**Control List**	**Basic Properties**		
TextValue_Temperature	Text Value	Value	Float	23
		FormatText	String	%02d
Icon_Button_+	IconButton			
Icon_Button_-	IconButton			
ProgressBar	ProgressBar	Value	Float	23
		Minimum	Float	16
		Maximum	Float	28
SeatHeating_Right	CheckBox	Text	String	(blank space)

5. In the Layer Tree expand **[Comfort > Fan]**.
   - The **Layer Tree** displays among other things a Slider.

6. In the **Layer Tree** select **Fan**. Apply the control in the **[Control List]** tab and configure the property values in the **[Basic Properties]** tab according to the table below.

- The controls of the Comfort's Fan are configured for importing.

Fan				
Target Layer	**Control List**	**Basic Properties**		
Slider	Slider			

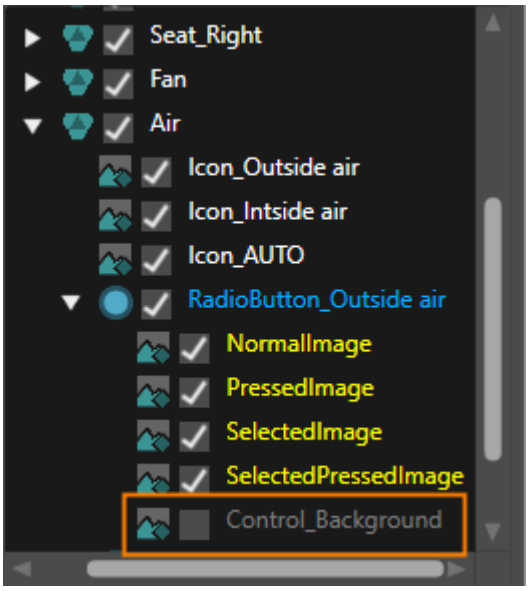
7. In the Layer Tree expand **[Comfort > Air]**.
   - The **Layer Tree** displays among other things a RadioButton_Outside air, RadioButton_Inside air and RadioButton_AUTO.

8. In the **Layer Tree** select **Air**. Apply the control in the **[Control List]** tab and configure the property values in the **[Basic Properties]** tab according to the table below.
   - The RadioButtons are configured for importing.

Air				
Target Layer	**Control List**	**Basic Properties**		
RadioButton_Outside air	RadioButton	Text	String	(blank space)
RadioButton_Inside air	RadioButton	Text	String	(blank space)
RadioButton_AUTO	RadioButton	Text	String	(blank space)

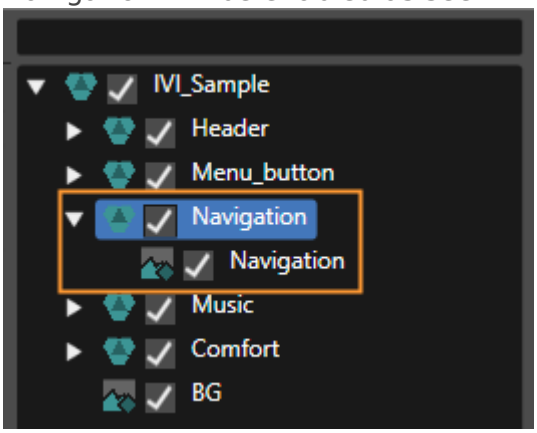
9. When expanding these **RadioButtons** in the Layer Tree, you can see that each of them contains a **Control_Background**. **Uncheck the checkbox** of these Control_Background images in the Layer Tree as seen in the image below.
   - All images for the RadioButtons are configured for importing

[Air] In the Layer Tree Panel	
Target Layer	**Configuration Details**
RadioButton_Outside air/Control_Background	disable (uncheck checkbox in Layer Tree)
RadioButton_Inside air/Control_Background	disable (uncheck checkbox in Layer Tree)
RadioButton_AUTO/Control_Background	disable (uncheck checkbox in Layer Tree)



Configuration of Navigation Tree

1. In the Layer Tree enable the Navigation tree by checking the checkbox to the left of **Navigation**.
   - Navigation will be enabled as seen in the image below.



Completing the Import

1. Since configuration is done now, click the **[OK]** button on the bottom of the **Smart Importer** window.
   - The Photoshop file will be imported with all configured controls and settings.
   - The imported content can be viewed in the Scene Composer's Solution Explorer.
   - The imported scene IVI_Sample will be displayed in the Scene Editor.
   - In the Scene Tree panel you can confirm that all configured controls and settings made in Smart Importer have been applied during the import.
2. In the Scene Tree panel right-click on the Navigation GroupNode and uncheck "Node Rendering Enabled" in the context menu. Alternatively press <Ctrl + E> on your keyboard.

- The Navigation GroupNode will not be rendered (i.e. displayed) by default.

3. In the Render Targets panel enable displaying the imported "IVI_Sample\DocumentView" camera in display design.
   - Rendering of camera "IVI_Sample\DocumentView" is enabled.

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