Controls and Behaviors

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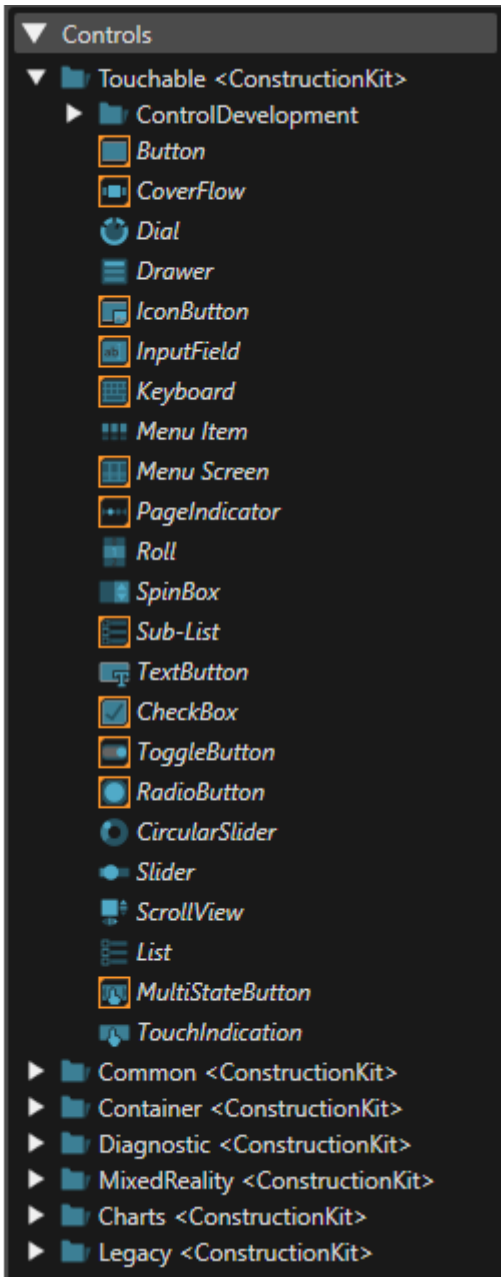
A Control is a reusable structure for a control that can have specific functionality. This means that a Control can exist of Behaviors (or Widgets). It is recommended that a Control is composed of Behaviors instead of Widgets because Behaviors are more flexible. There is no way to implement a Control as its functionality is delegated to the Behaviors it consists of. A Control is created in SceneComposer only while a Behavior must be implemented. It is possible to expose the properties of a Behavior to the Control which makes them public in the scene in which the Control exists.

More detailed information about Controls and Behaviors can be found in chapter Controls and Behaviors.

Predefined Controls

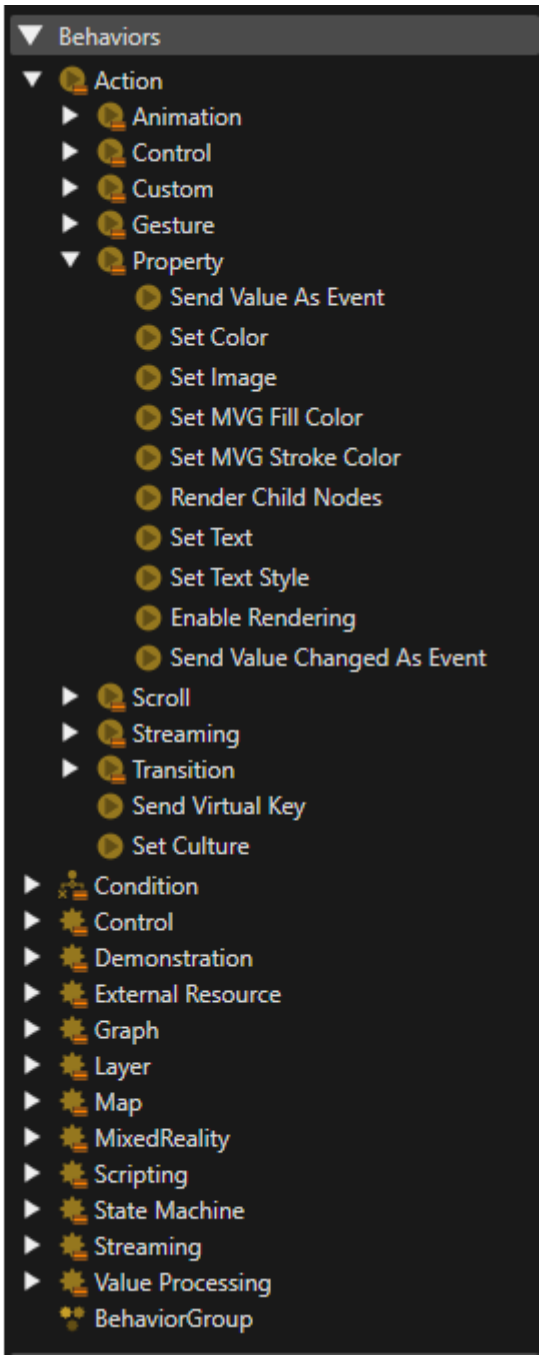
SceneComposer comes with a variety of predefined Controls. They are placed in the Construction Kit which is referenced in every sample Solution. They consist of HMI controls that allow to design a user interface in a simple way. Controls for Cluster- and IVI-HMIs exist. The IVI-Controls even react on touch-input. Sample Controls for IVI use cases are a button, list, slider, check-box and radio button. For Cluster-HMIs, Controls for telltales, progress-bars and gauges exist, for instance.

For a complete list of controls please refer to Predefined Controls.



Predefined Behaviors

SceneComposer also includes a huge variety of predefined Behaviors in order to add dynamics to a static scene structure. Behaviors can easily be used in Scene-Composer by people without any coding knowledge. With their configurable properties they can be adapted to apply in multiple different scenarios. Reacting on a user's input or setting a timer or a condition for a certain action, all those things can be configured using the predefined behaviors that are included in the Construction Kit that comes with CGI Studio SceneComposer. For a complete list of behaviors please refer to Predefined Behaviors.



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