# Smart Importer UseCase

This section describes various use cases for Smart Importer operations.

## Configure Scene Contents

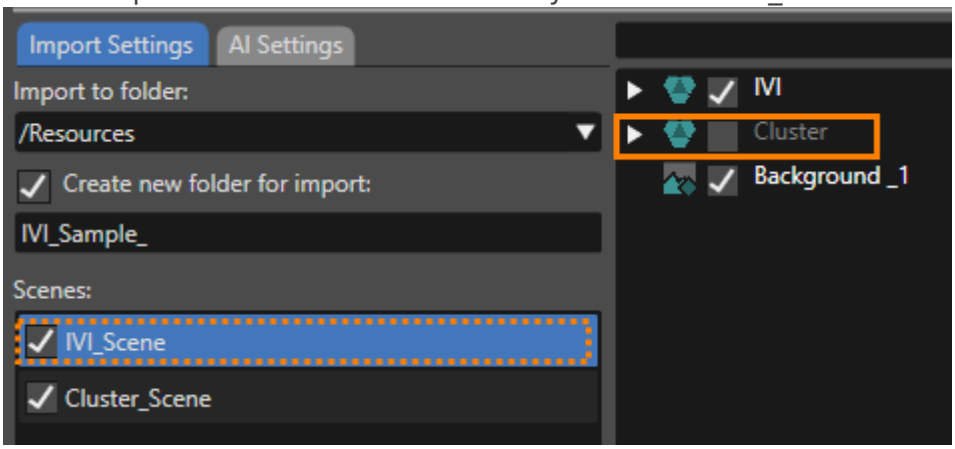
This section explains how to configure the contents by using an example that imports an image file consisting of two scenes, an In-Vehicle Infotainment (IVI) scene (e.g., music player and climate control) and a cluster scene.

- The IVI layer is an IVI scene consisting of a music player and air conditioning controls.
- The Cluster layer is a scene that contains only clusters.

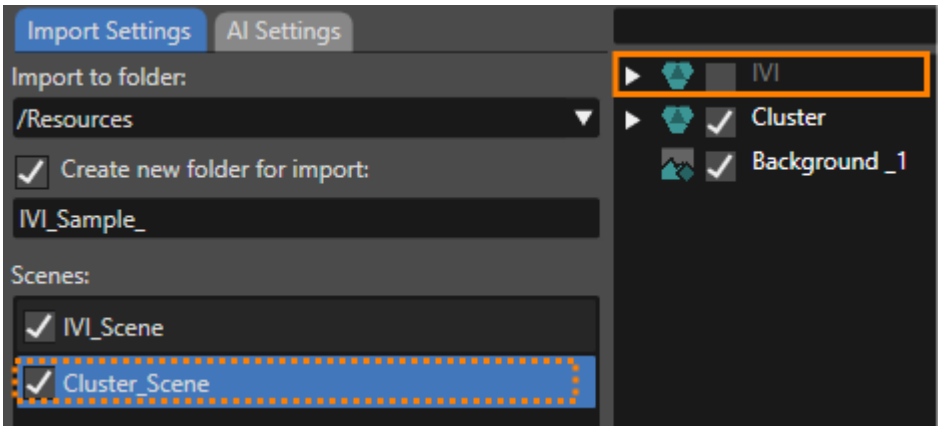
If the import file **IVI_Scene** contains the two layers described above, you can configure the two scenes to contain different elements by following these steps.

1. In the Smart Importer window's **Import Settings** tab, select **IVI** from **Scenes:** and select **Clone Scene...** from the context menu.
   - In the **Clone Scene...** dialog box, enter `Cluster_Scene` in the name field, and then click **OK**.
   - Two scenes, **IVI_Scene** and **Cluster_Scene**, appear under **Scenes**.

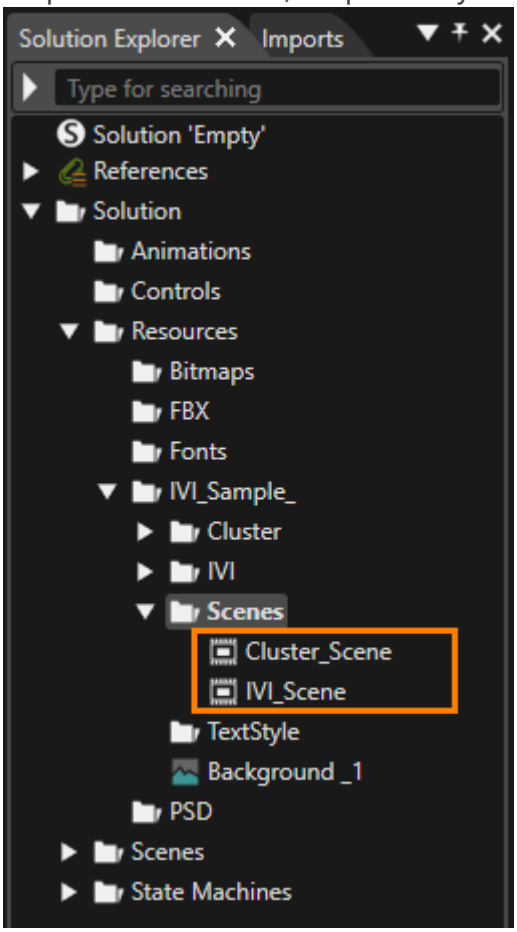
2. Select **IVI_Scene** from **Scenes**, and then clear the **Cluster** check box in the **Layer Tree**.
   - Smart Importer excludes the Cluster layer from the IVI_Scene scene structure.




3. Select **Cluster_Scene** from **Scenes**, and then clear the **IVI_Sample** check box in the **Layer Tree**.
   - Smart Importer excludes the IVI_Sample layer from the Cluster_Scene scene configuration.




4. Click **OK** in Smart Importer to perform the import.
   - You can see the imported scenes and resources in the **Solution Explorer** panel.
   - The **IVI_Scene** and **Cluster_Scene** scenes do not contain the layers specified in steps two and three, respectively.

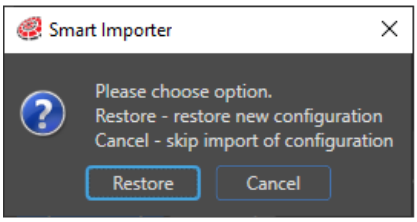


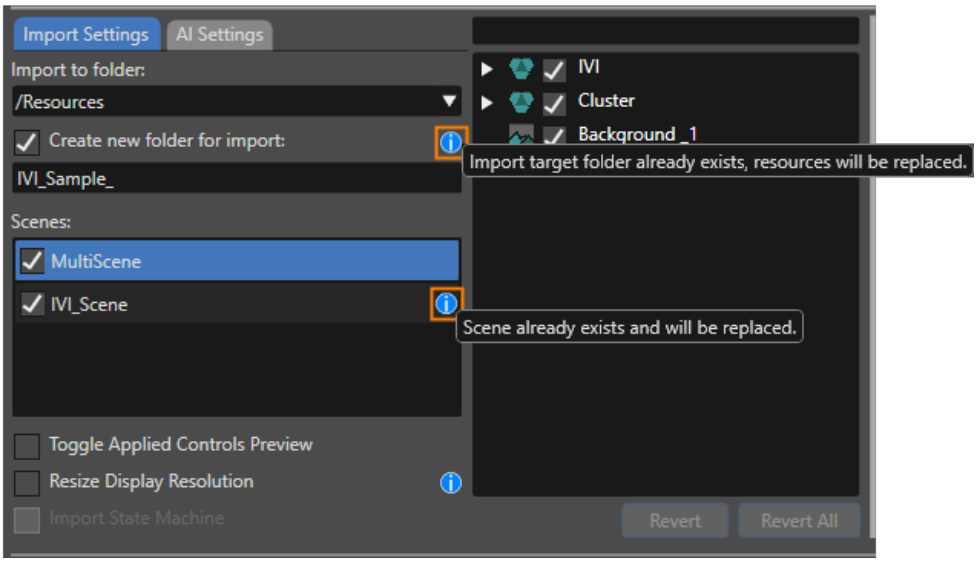

## Re-importing a file containing new images

If you reopen a previously imported file using **Restore**, and the file has the same name and path, Smart Importer loads the saved settings, including applied controls and appearance settings. If the destination folder or scene already exists, Smart Importer displays blue information icons (see orange frames in the image below). Hold the mouse cursor over these icons to display the necessary information in a tooltip. When you run the import with the current settings, Smart

Importer overwrites already imported resources and scenes, keeps the Layer Mapping settings and applied controls information, and updates the images in the Scene Composer solution to the latest image.

Dialog that is prompted when trying to re-import into the same folder



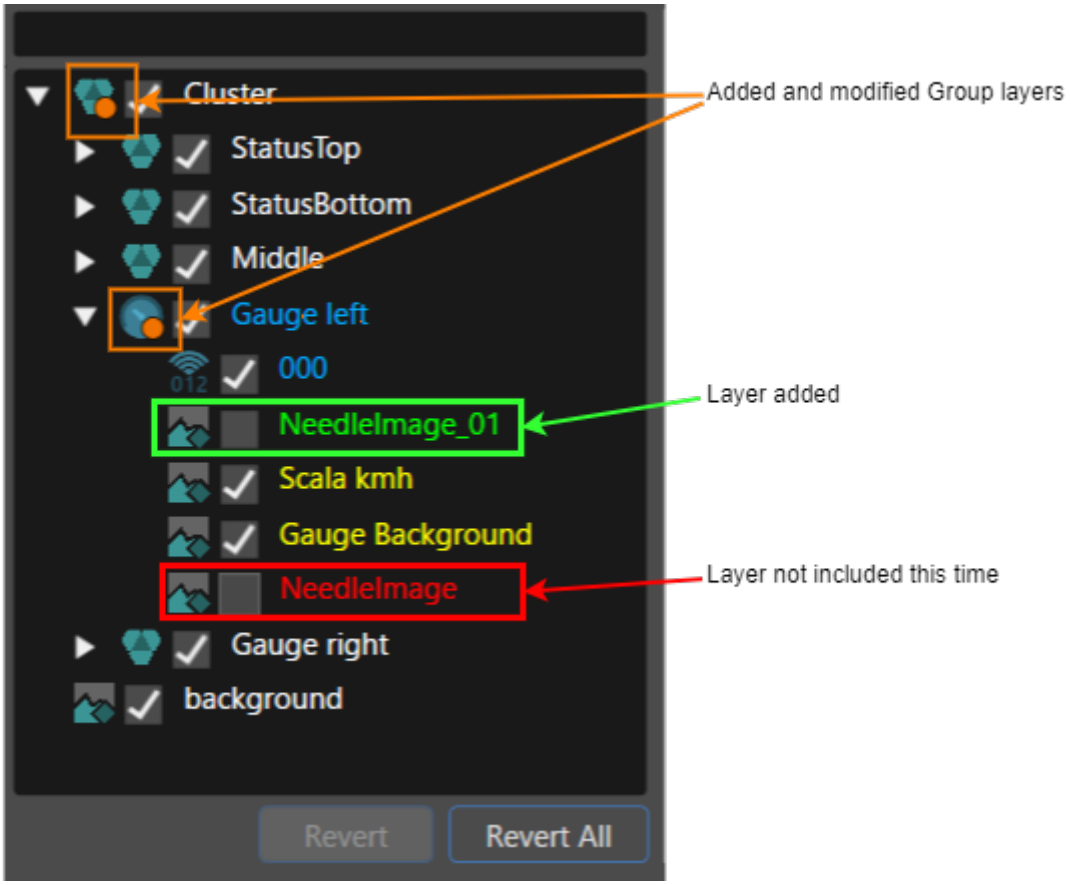

> If you want to import image content into the Scene Composer solution a second time, keeping the resources and scenes from both imports, select a different import location or a different scene name.

## Re-importing a file containing images with different layers

If you import a previously imported file, that has the same destination path and same file name, but a partially different layer structure, the **Layer Tree** in Smart Importer dialog appears as follows.

| | |
|---|---|
| Added or modified group layers | Smart Importer adds an orange icon to the Group Node icon. This symbol helps you identify groups that have been modified since the last import (see orange frame in the image below). |
| Control Assigned Bitmap | If you have already assigned a control to a bitmap node and another control uses that bitmap, Smart Importer displays the bitmap in yellow font. |
| Newly added layer | Smart Importer displays newly added layers in green font (see green frame in the image below).<br>Note that Smart Importer does not show newly added layers in **Preview**, it disables the check box in **Layer Tree** by default. To show the layer in **Preview**, select the check box. |

| | |
|---|---|
| Deleted Layer | Smart Importer displays in red font layers that existed in the previously imported file but do not exist in the current import file (see reed frame in the image below).<br>Smart Importer also disables the check boxes in **Layer Tree**. Since these layers are not included in the current import file, Smart Importer does not display these layers in **Preview**, even if you select them in **Layer Tree**. |




# Merging multiple scene settings

Smart Importer saves the settings that you apply during the import run in the solution along with the imported scene. This settings-saving behavior allows you to import various configurations into the solution by using a single import target file and eventually merge the configurations into a single configuration. The following example shows how to set this up.

## Creating Multiple Configurations

This section uses the Photoshop Document (PSD) file `Car_Cluster.psd` in the following location as an import example. Note that Smart Importer does not display the **New SPI configuration was found** dialog during each import operation because you specify a different import-destination folder.

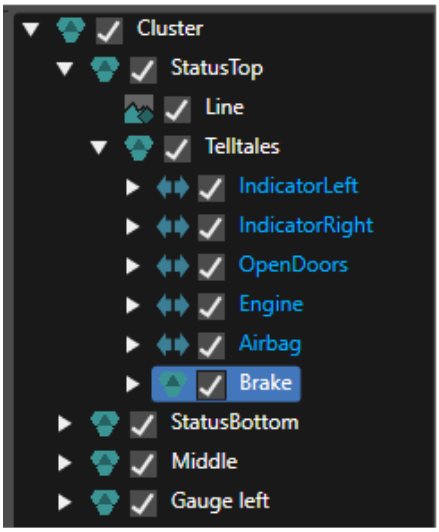
```
<root>\cgi_studio_content\2D\PSD\Car_Cluster.psd
```

1. Open the `Car_Cluster.psd` file in the Smart Importer and configure the Telltale control. Then, under **Import to Folder**, enter `/Resources/Cluster_Telltales` as the import destination and perform the import.
   - See **1. TellTale Settings** in the image below.

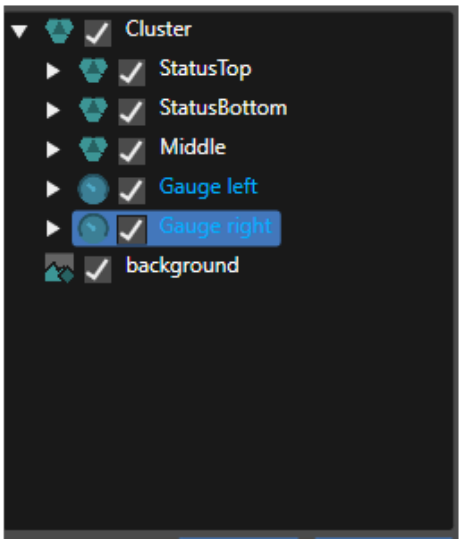
2. Re-open the same image file in the Smart Importer, this time setting the Gauge control. Enter `/Resources/Cluster_Gauge` as the import destination and perform the import.
   - See **2. Gauge Settings** in the image below.

3. Repeat the process for the ProgressBar control. Enter `/Resources/Cluster_ProgressBar` as the import destination and perform the import.
   - See **3. ProgressBar Settings** in the image below.

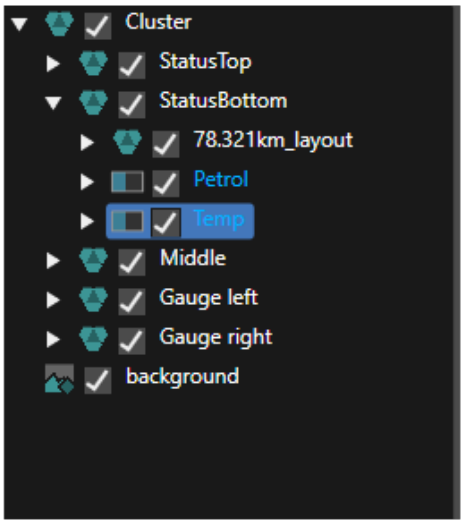
1. TellTale setting




2. Gauge setting



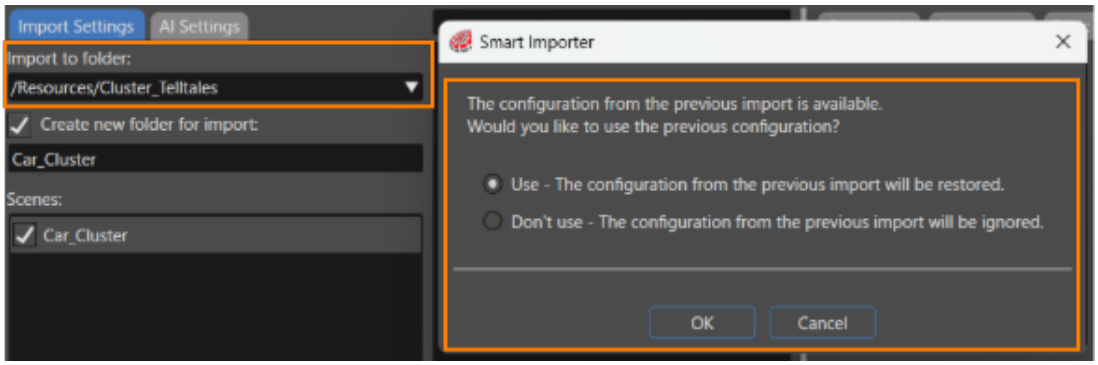

3. ProgressBar setting



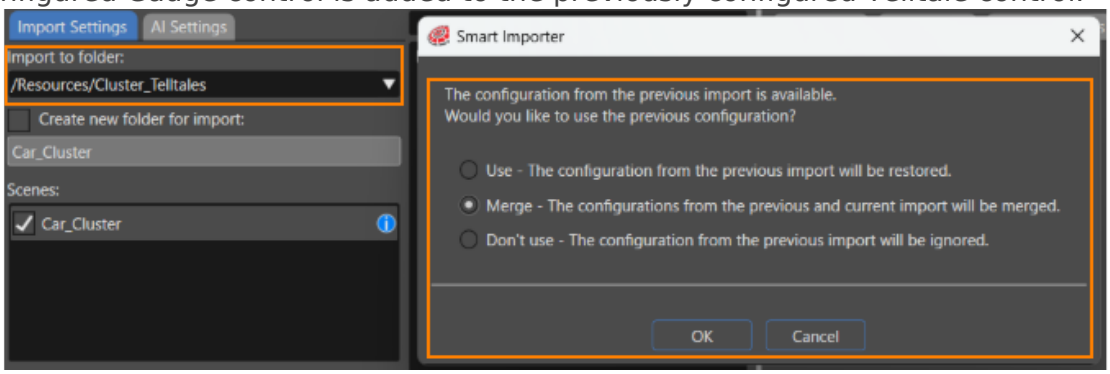

## Merge of multiple scene configurations

1. Open the `Car_Cluster.psd` file in the Smart Importer.

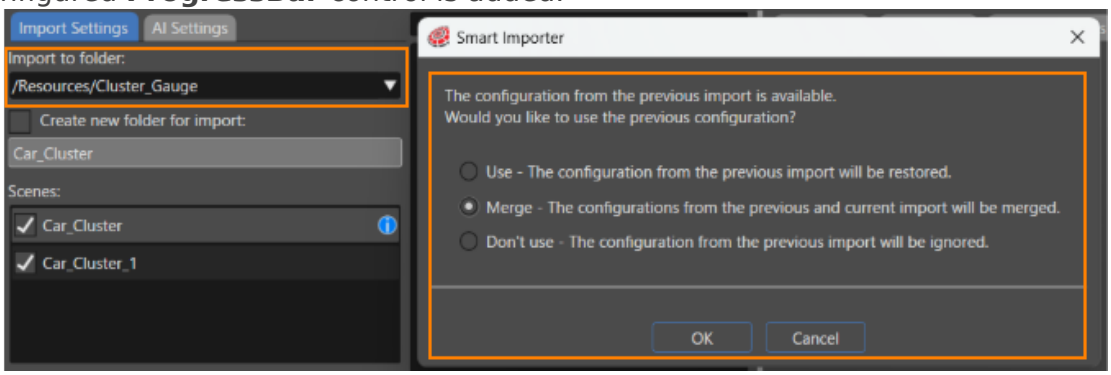
2. Enter `/Resources/Cluster_Telltales` in the **Import into folder** and clear the **Create new folder for import** check box.
   - The Smart Importer dialog appears.
3. Select **Use**, and then click **OK** to restore and apply the Telltale control settings.
   - A blue caution icon appears in **Scenes**.




4. Change the import destination to `/Resources/Cluster_Gauge`.
   - A dialog box similar to the one below appears.
5. Select **Merge**, and then click **OK**.
   - The configured Gauge control is added to the previously configured Telltale control.




6. Similarly, change the import destination to `/Resources/Cluster_ProgressBar`.
   - As in step 4, a dialog box similar to the one shown below appears.
7. Select **Merge,** and then click **OK**.
   - The configured **ProgressBar** control is added.




These steps create a configuration with the TellTale, Gauge, and ProgressBar controls applied.

## Configure a control image with multiple layers

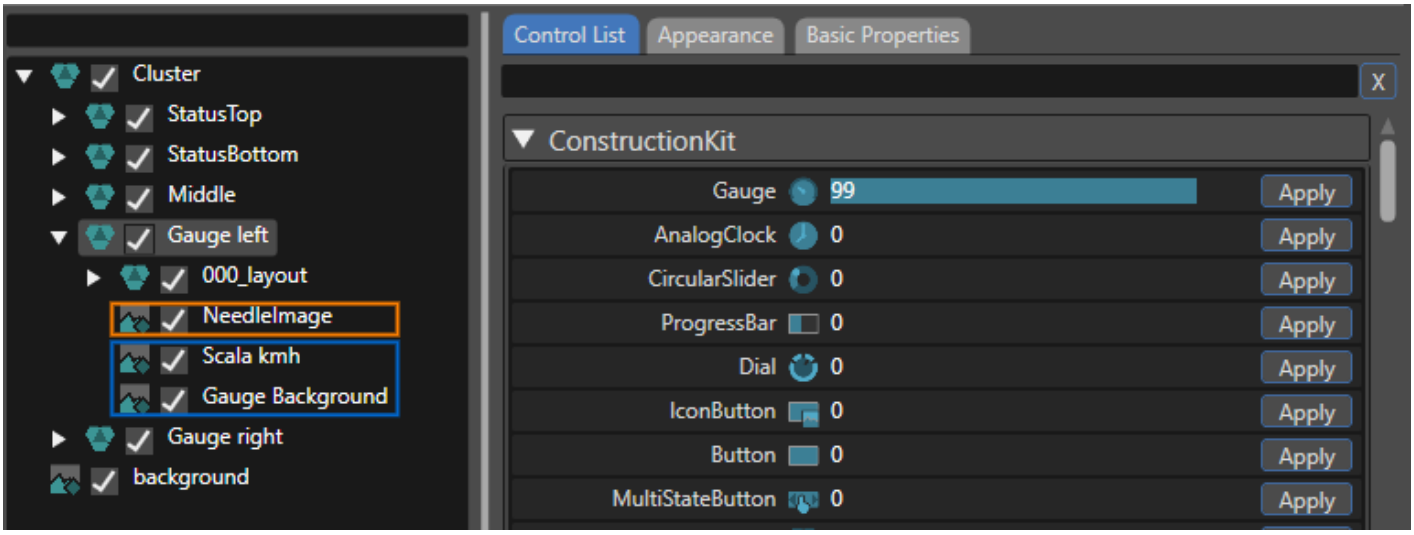
In some cases, the imported image file may contain a complex structure, where elements such as the gauge background and needle are composed of multiple images or layers. However, the Gauge control in Scene Composer requires only one image for the background and one for the needle. To support complex image configurations while preserving control settings, Smart Importer allows

multiple layers for each image used in the control.

This section uses the `Car_Cluster.psd` file as an example.

The Smart Importer window displays the following, after you selected `Car_Cluster.psd` as file to import with the Smart Importer (see also image below):

- The **Layer Tree** of the imported `Car_Cluster.psd` file
- **Gauge left** is the Gauge's root layer.
  - The orange framed layer contains the **Gauge needle**.
  - The blue framed layer contains the **background**.
- The **Control List** tab lists the artificial intelligence (AI) automatic-control-detection results.



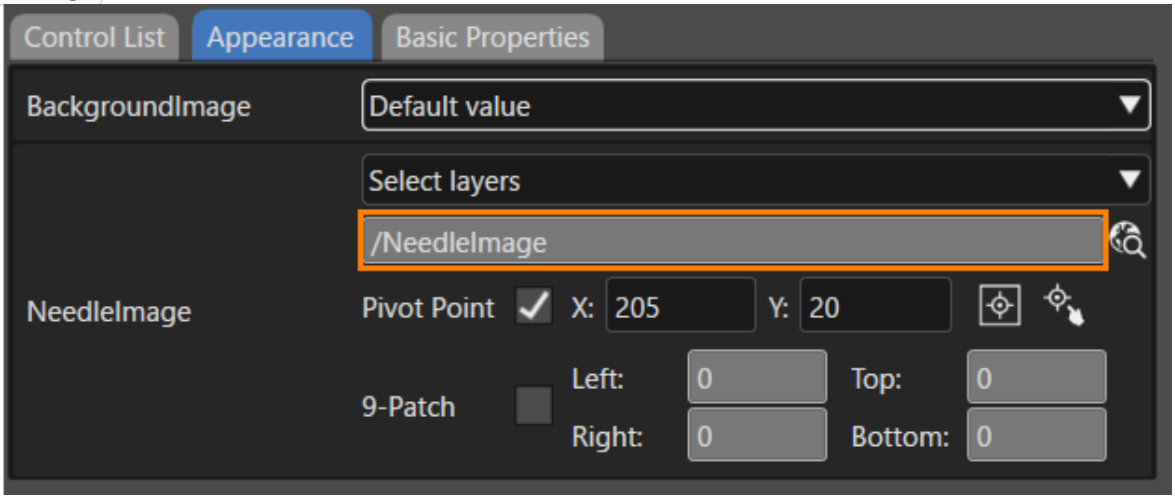

Follow the steps below to configure a Gauge control with a background image that has multiple layers:

1. In the **Layer Tree**, select the root layer of the target layer group (**Gauge left** in the image above).
   - Smart Importer lists the results of AI generated automatic control detection in the **Control List** tab.
2. In the Control List, find the Gauge control and click the **Apply** button next to the **Gauge** control.
   - Smart Importer assigns the **Gauge** control to the **Gauge left** layer group.
   - Smart Importer switches the focus to the **Appearance** tab.

     > When you select the root layer to which you apply the control, Smart Importer can configure the entire layer group, including all child layers.
     > To select multiple layers and set them all at once, hold `ctrl` or `shift` and click the target layer, or click and drag around the layer you want to select.

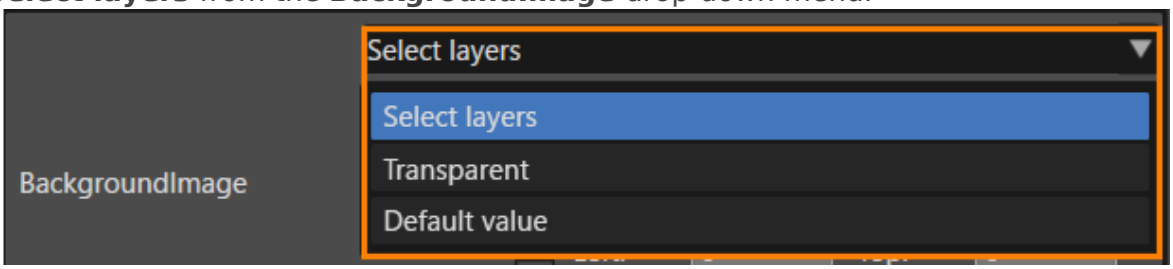
   - Smart Importer was able to configure the NeedleImage property with the NeedleImage layer, because the layer name of the file to import contains

`NeedleImage`.

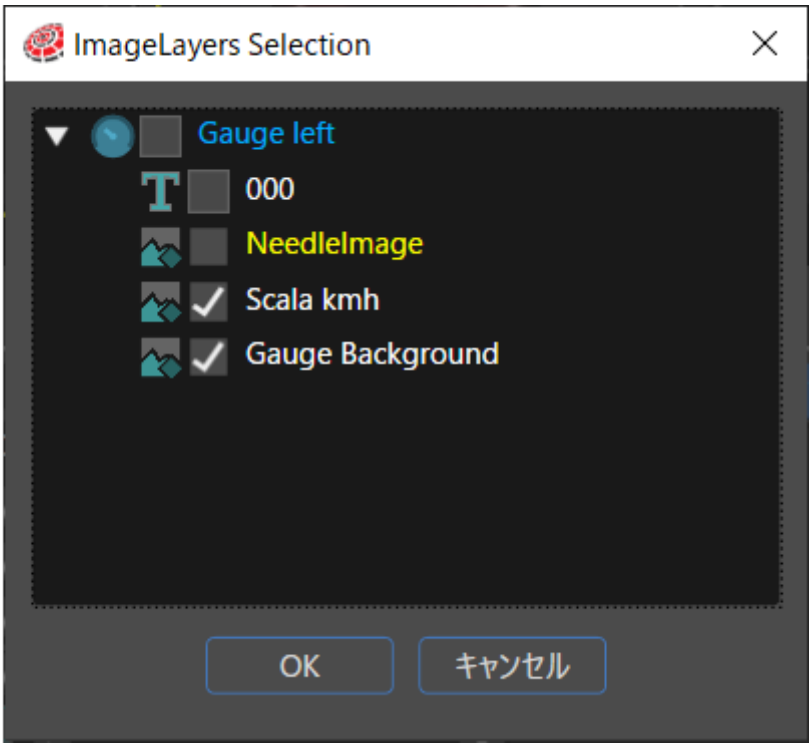



- The `Car_Cluster.psd` file contains multiple background-image layers.

3. Select **Select layers** from the **BackgroundImage** drop-down menu.

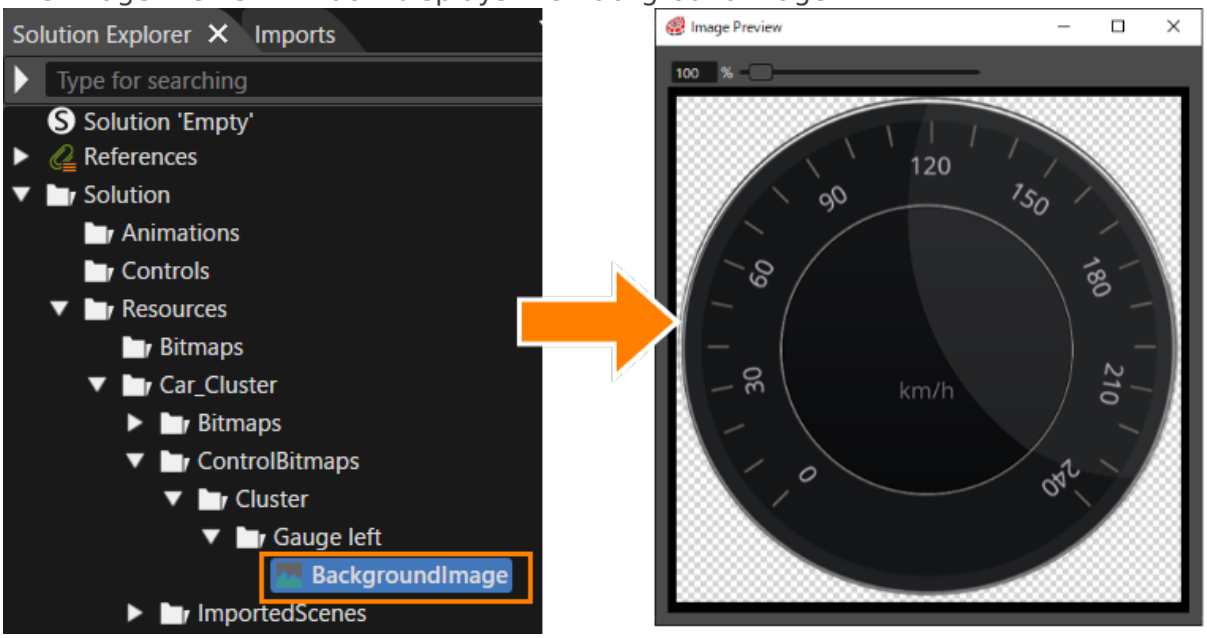



   - The **ImageLayers Selection** dialog box appears.
4. Select the layer you want to assign to **BackgroundImage** and click **OK**.




5. After you finished your configuration in Smart Importer, click **OK** to start the import.
   - Smart Importer creates a background image by merging the specified layers and creating a new BackgroundImage.
   - You can see this newly created image in the SceneComposer's Solution Explorer.

6. Double-click this image
    - The Image Preview window displays the BackgroundImage.




> Smart Importer places bitmaps merged from multiple layers for control properties in the **ControlBitmaps** folder in **Solution Explorer**.

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