in-place effect
shadow

out-of-place effect
shadow

120

120

layer set as effect target (rendering surface)

We need support for out-of-place effect we the following requirements:

1/ Property to specify the id of the item where the effect should be rendered on
2/ The effect target could be whether in the same or different window (quartz screen setup)
3/ As with in place effect (layer.effect), out-of-place effect should bind to source item position by default

Global Cluster layer

Effect layer

Speed management

Speed value Effect y/n	Speed unit Effect y/n		Gearbox Effect y/n

Widget#1

RPM value Effect y/n	RPM unit Effect y/n

Gauge#1

Gauge value Effect y/n	Gauge unit Effect y/n

Gauge#2

Gauge value Effect y/n	Gauge unit Effect y/n