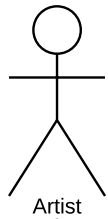


Supported types:
NUMBER (float with
range)
TEXT (QString)

DataNodes are
stored to UIP file
directly under the
main scene in the
main UIP file with
type and range info.

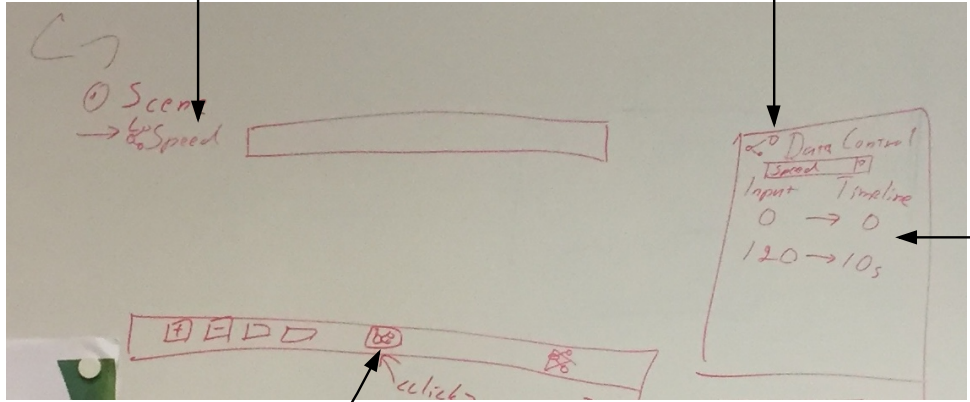
In Qt 3D Studio 1.0
NUMBER data nodes can
only be used to control a
timeline of a component (or
subpresentation or
presentation)



2. Timeline
DataNode is
created, first
NUMBER TYPE
item from the list of
defined data inputs
in the main project
UIP is used.

3. From Timeline
datanode properties
artist can select the
data node to control
the timeline from list
of data inputs (from
main project UIP)
with NUMBER type.

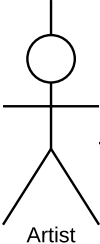
4. Artist is shown
how the range of
input values maps
to timeline



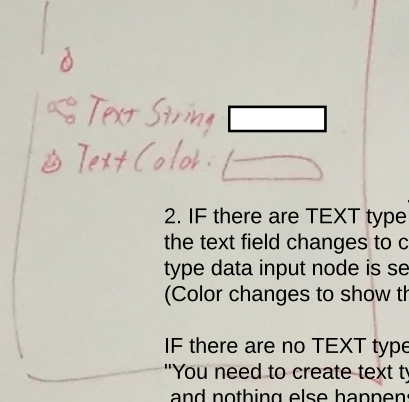
1. Clicks on "add data node to timeline button"

In Qt 3D Studio 1.0 TEXT data nodes can only be used as input to text fields.

2. Artist selects the TEXT type data input to be used.



1. Artist clicks on the DataInput icon of TextString in a text field.



2. IF there are TEXT type data node inputs, the text field changes to combobox. First TEXT type data input node is selected. (Color changes to show this is data input controlled)

IF there are no TEXT type data inputs, an error dialog is shown "You need to create text type data input before you can select this option" and nothing else happens.

