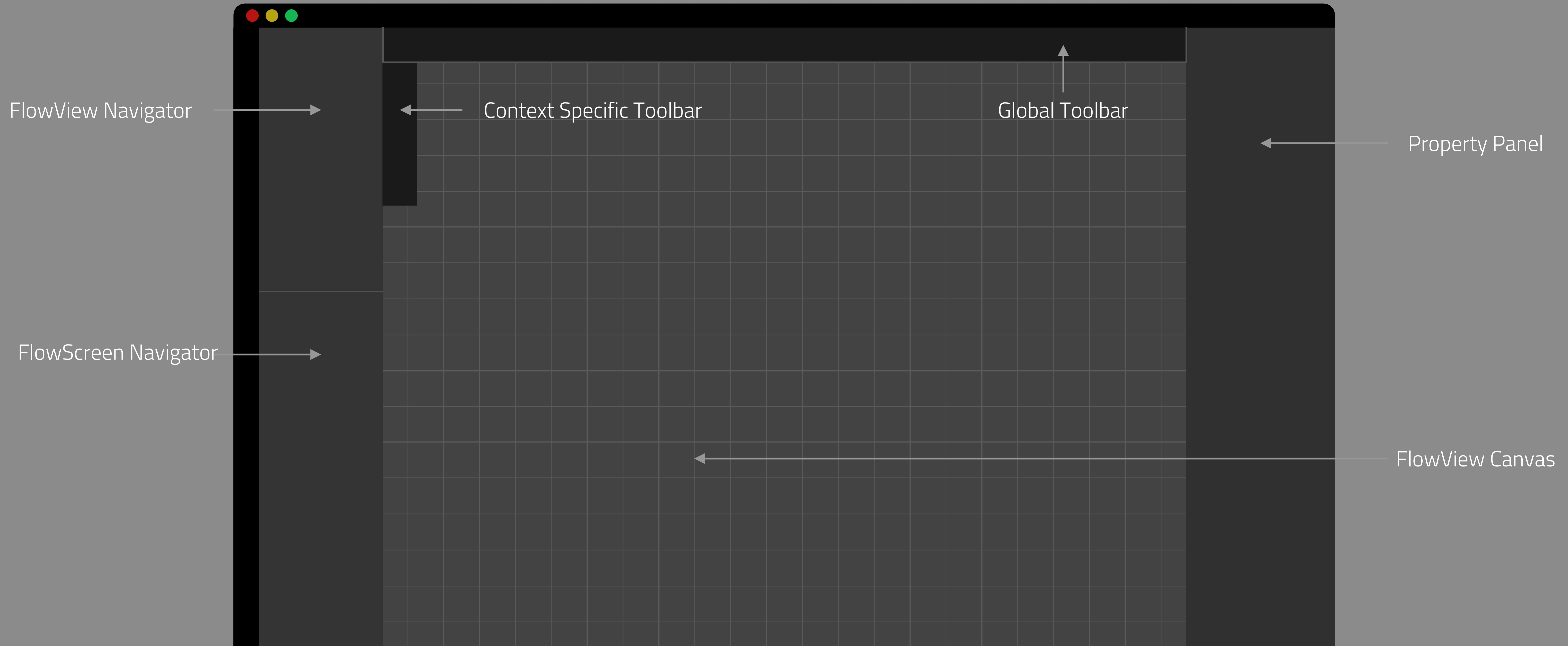
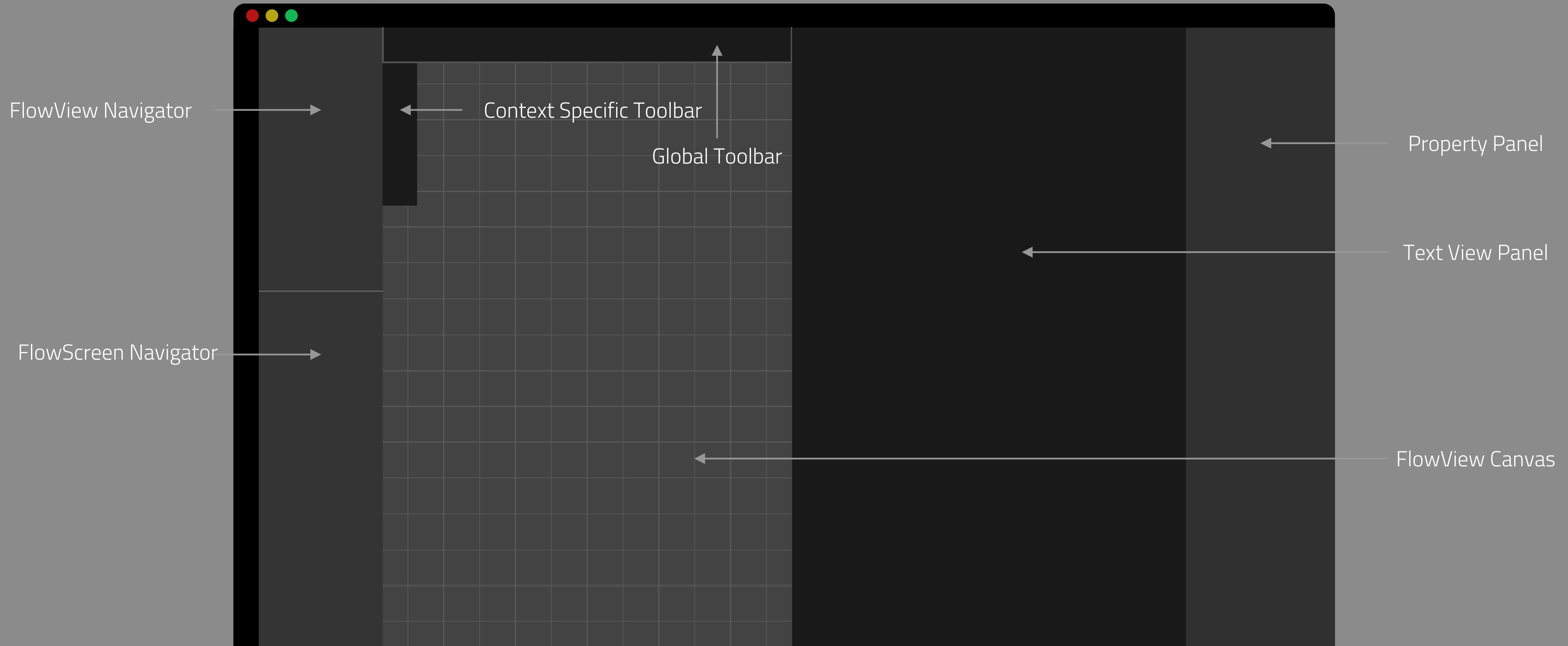


FlowView - Visual Mode



FlowView - Side by Side Mode



### Navigator Outlines

#### FlowView Navigator

**Flow Views**

- Flow 1
- Flow 2
- Flow 3 x
- Flow 4
- + new flow

Close Button Popup

Flow 3 x

New Flow Hover

+ new flow

Delete Confirmation Popup

are you sure you want to delete this file?

cancel ok

New Flow Plus Hover

+ new flow

Name Flow Dialog

Name your flow view

cancel ok

With Name

Name your flow view

MyFlowView

cancel ok

Confirm New Flow

Name your flow view

MyFlowView

cancel ok

#### FlowScreen Navigator

**Flow Screens**

- Screen1.ui.qml
- Screen2.ui.qml
- Screen3.ui.qml
- Screen4.ui.qml
- + new screen

Screen Item Hover

Screen1.ui.qml

Thumbnail Preview

Thumbnail Preview

Flow Screens

- Screen2.ui.qml
- Screen3.ui.qml
- Screen4.ui.qml

New Flow Screen Hover

+ new flow screen

New Flow Screen Plus Hover

+ new flow screen

Name Flow Screen Dialog

Name your flow Screen

cancel ok

With Name

Name your flow Screen

myFlowScreen

cancel ok

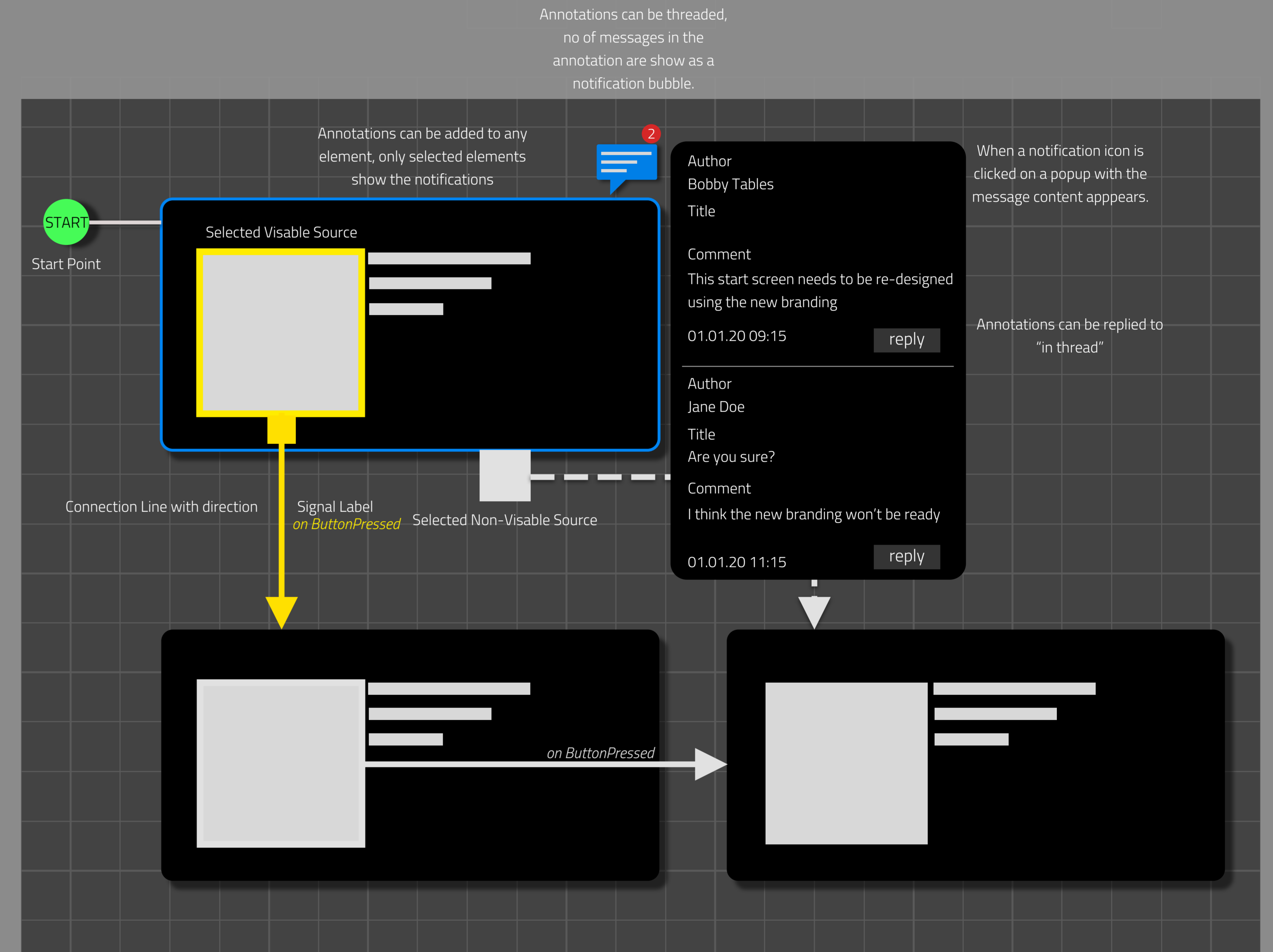
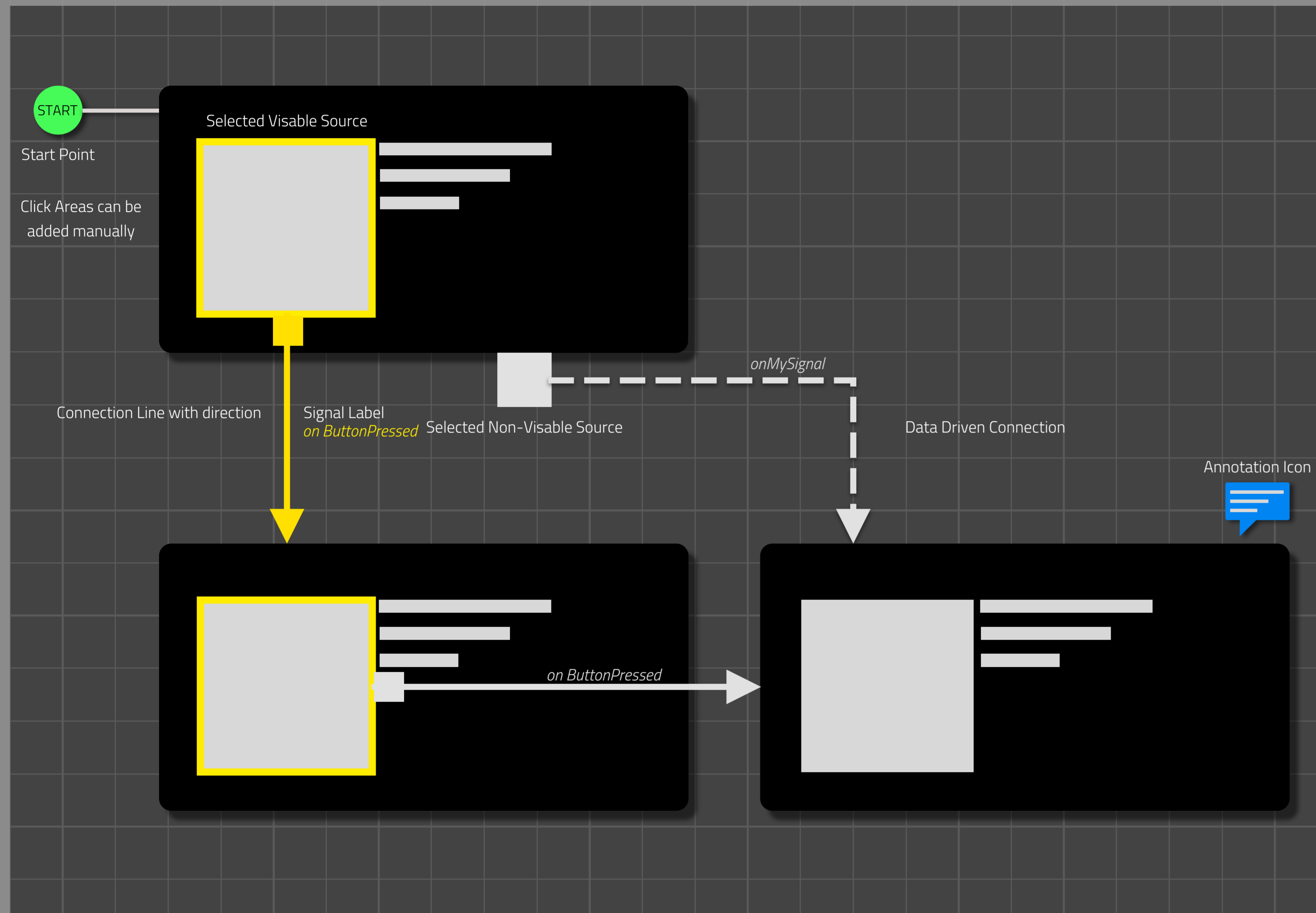
Confirm New Flow Screen

Name your flow screen

myFlowScreen

cancel ok

### Navigator Outlines



### Property Panels - Flow Screen

Flow Screen Properties

Type

id

Annotation  +

---

Flow Screen

Start Screen

Add Annotation +

Add Annotation

Author

Title

Comment

cancel ok

Add Annotation

Author

Title

Comment

cancel ok

Add Annotation

Author

Title

Comment

cancel ok

Flow Screen Properties

Type

id

+

---

Flow Screen

Start Screen

### Property Panels - Flow Screen

#### Flow Screen Properties

Type

Type

id

Annotation  +

---

Flow Transition

Type

Component  ▾

Signal  ▾

Target  ▾

Flow Transition Settings

Transition Effect  ▾

Transition Duration (ms)

Easing Curve  ▾

Abortable

Abort time (ms)

Acceleratable

Accelerate time (ms)

#### Component

▾

#### Signal

▾

#### Target

▾

Need to select a subcomponent

Then a signal from that component

If the connection line is drawn manually this will be automatically selected.

#### Transition Effect

▾

#### Transition Duration (ms)

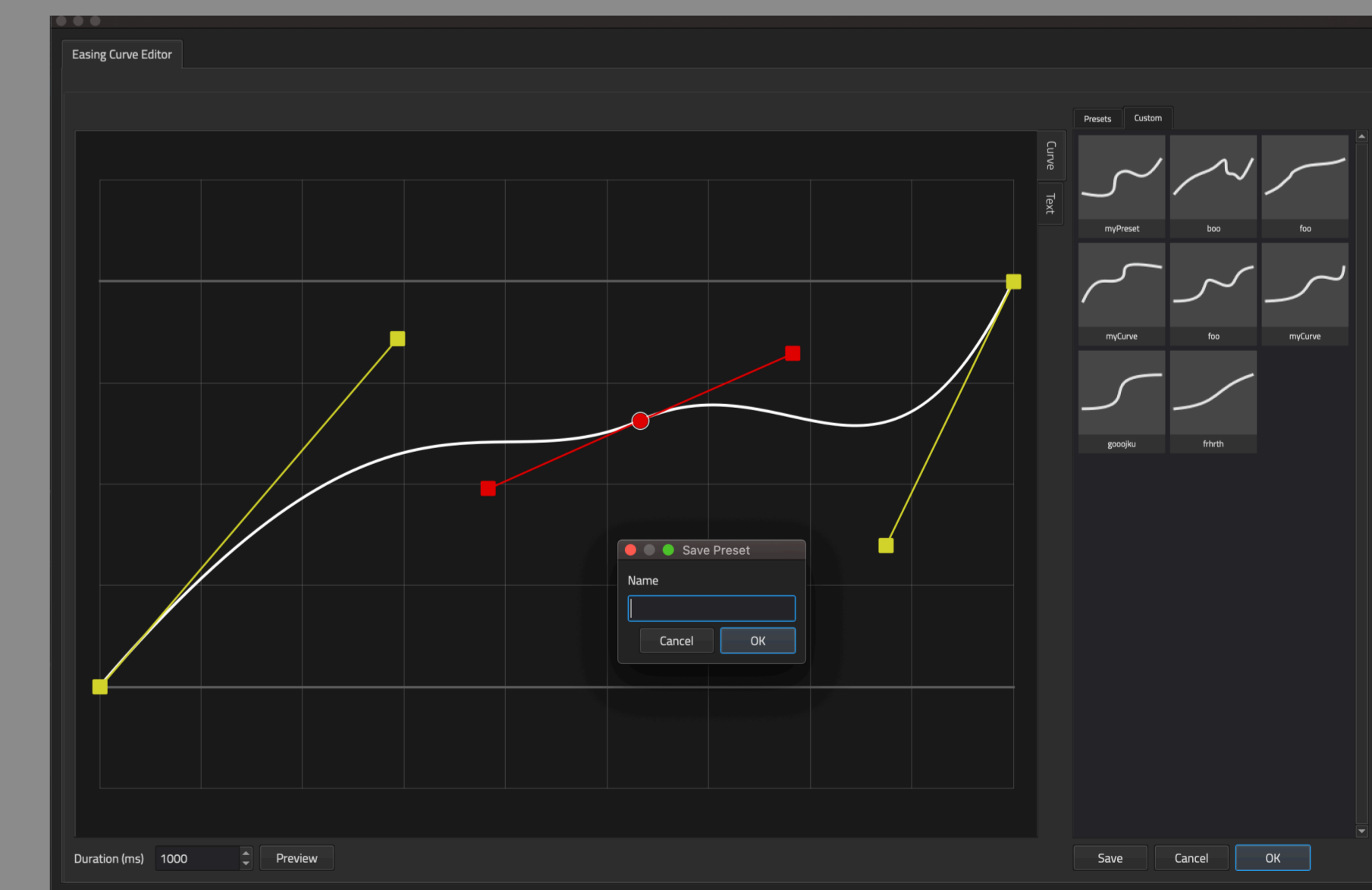
▾

#### Easing Curve

▾

+

#### Custom Curve



### Property Panels - Flow Screen

#### Flow Screen Properties

Type

Type

id

Annotation  +

---

Flow Transition

Type

Signal  ▾

Target  ▾

---

Flow Transition Settings

Transition Effect  ▾

Transition Duration (ms)

Easing Curve  ▾

Abortable

Abort time (ms)

Acceleratable

Accelerate time (ms)

#### Component

▾

#### Signal

▾

#### Target

▾

All signals are analyzed from nested components

#### Transition Effect

▾

#### Transition Duration (ms)

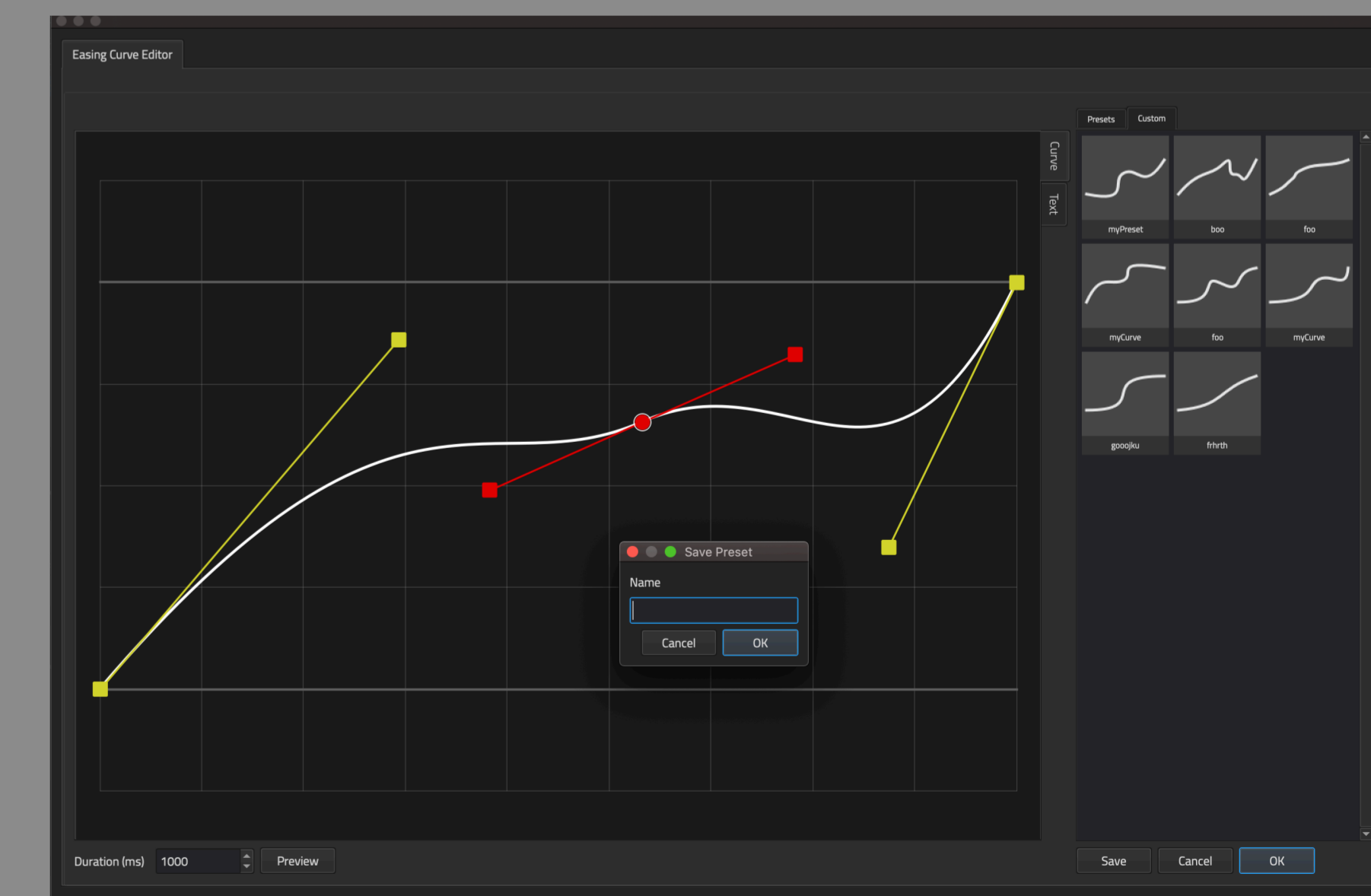
▾

#### Easing Curve

▾

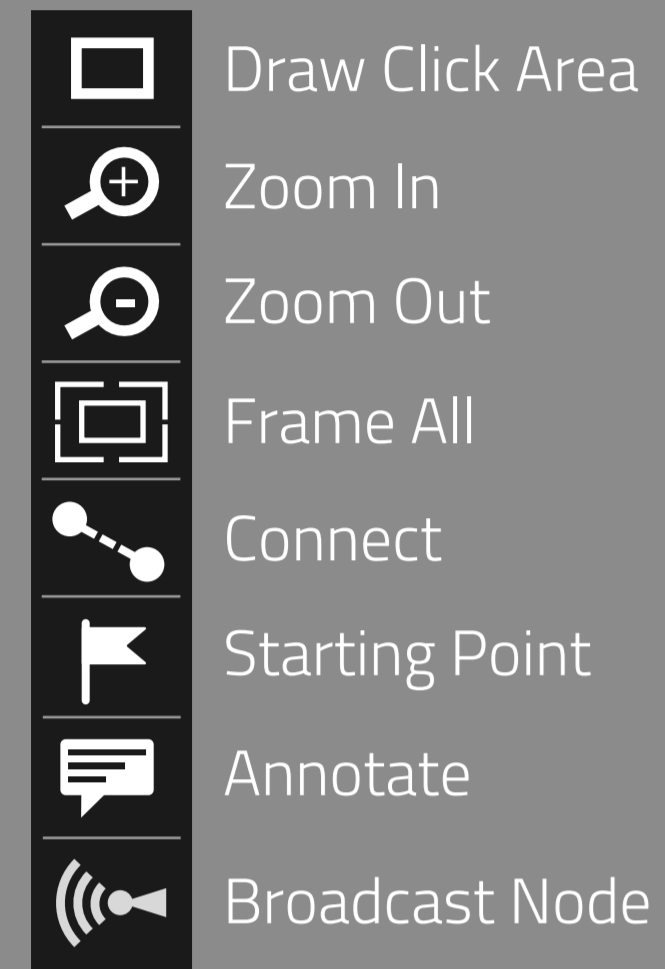
+

#### Custom Curve



### Property Panels - Toolbars

Context Ribbon Toolbar



Global Toolbar



Flow Mode Icon  
Clicking the icon puts the user in flow mode

Create FlowScreen icon  
Converts ui.qml file into FlowScreen

 Draw Click Area

In order to match the expectations of other design tools it is important to be able to see where a signal is triggered from. In practice this is a button on a UI screen. Due to the nature of componetisation in design studio it is not assumed a button will be either A) a top level item of a ui file (it may be nested many components deep) or B) All button signals will lead to a direct UI change, (it may well be a button sends a signal to the backend and the backend sends another signal to the UI.)

In essence this means we need to collect all possible signals from the screen and it may not be that signals have any visual representation in the screen that we can automatically highlight . We can however offer a way to draw this highlight and connect it to a user interaction on the screen, simulating the effect of having the flow starting from a highlighted part of the UI.

 Zoom In

Pretty obvious, zoom in to the flow scene. If the tool is selected, holding the command / alt key should flip the tool from zoom in to zoom out. Also zoom can remain with a shortcut on the mouse wheel + alt / command keys.

 Connect

Pretty obvious, zoom in to the flow scene. If the tool is selected, holding the command / alt key should flip the tool from zoom in to zoom out. Also zoom can remain with a shortcut on the mouse wheel + alt / command keys.

 Zoom Out

Pretty obvious, zoom out from the flow scene. If the tool is selected, holding the command / alt key should flip the tool from zoom out to zoom in. Also zoom can remain with a shortcut on the mouse wheel + alt / command keys.

 Starting Point

A Flag that sets where a flow starts from, by default the first screen you add is the default starting point. Can be moved via the context toolbar, context menu (right click) on the screen in the flow or also maybe by dragging the start node in the flow view itself.

 Frame All

Clicking this icon should frame the whole flow graph within the UI view. (note: it's not really a tool as such, just an icon that performs an action).

 Annotate

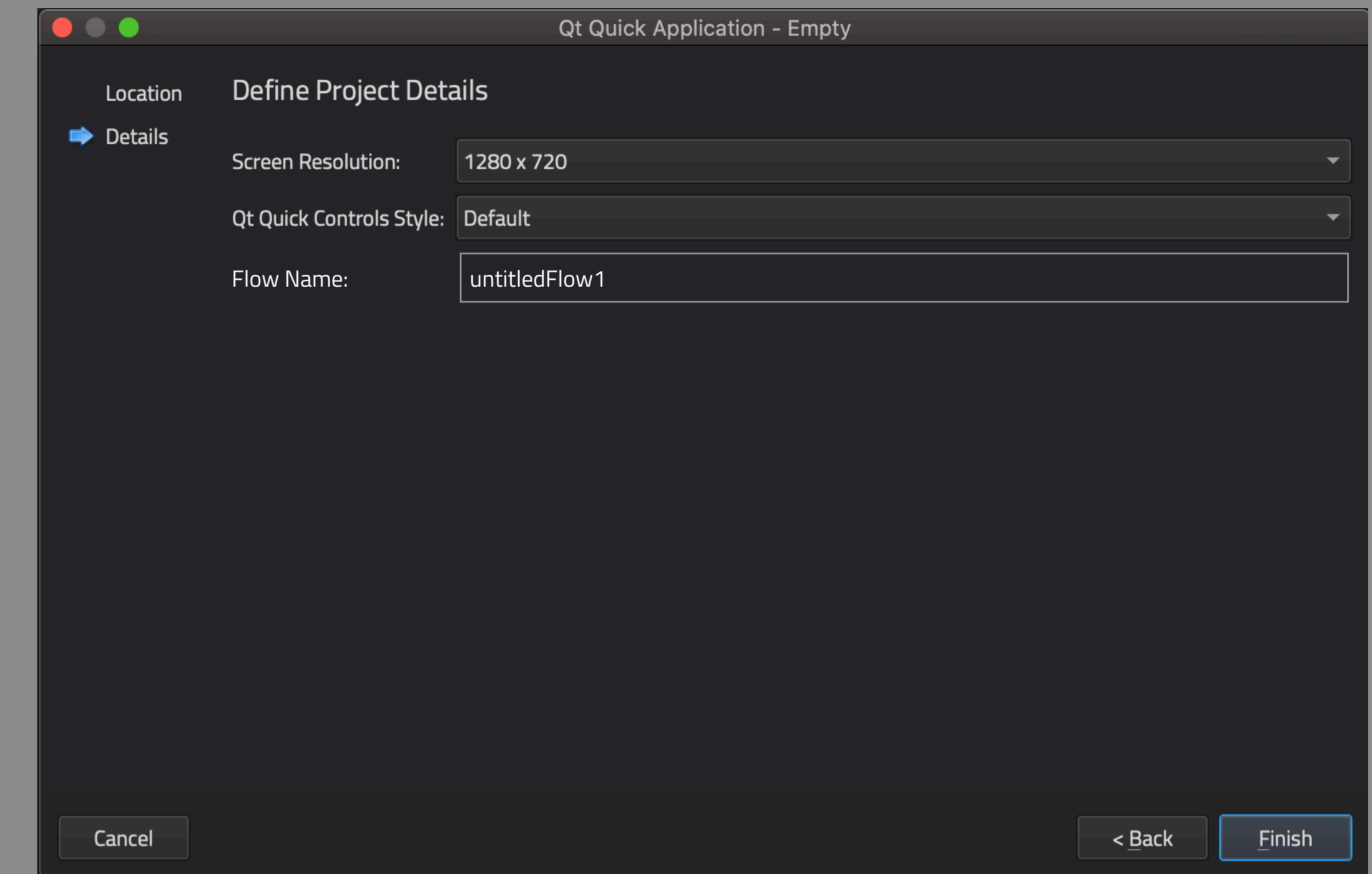
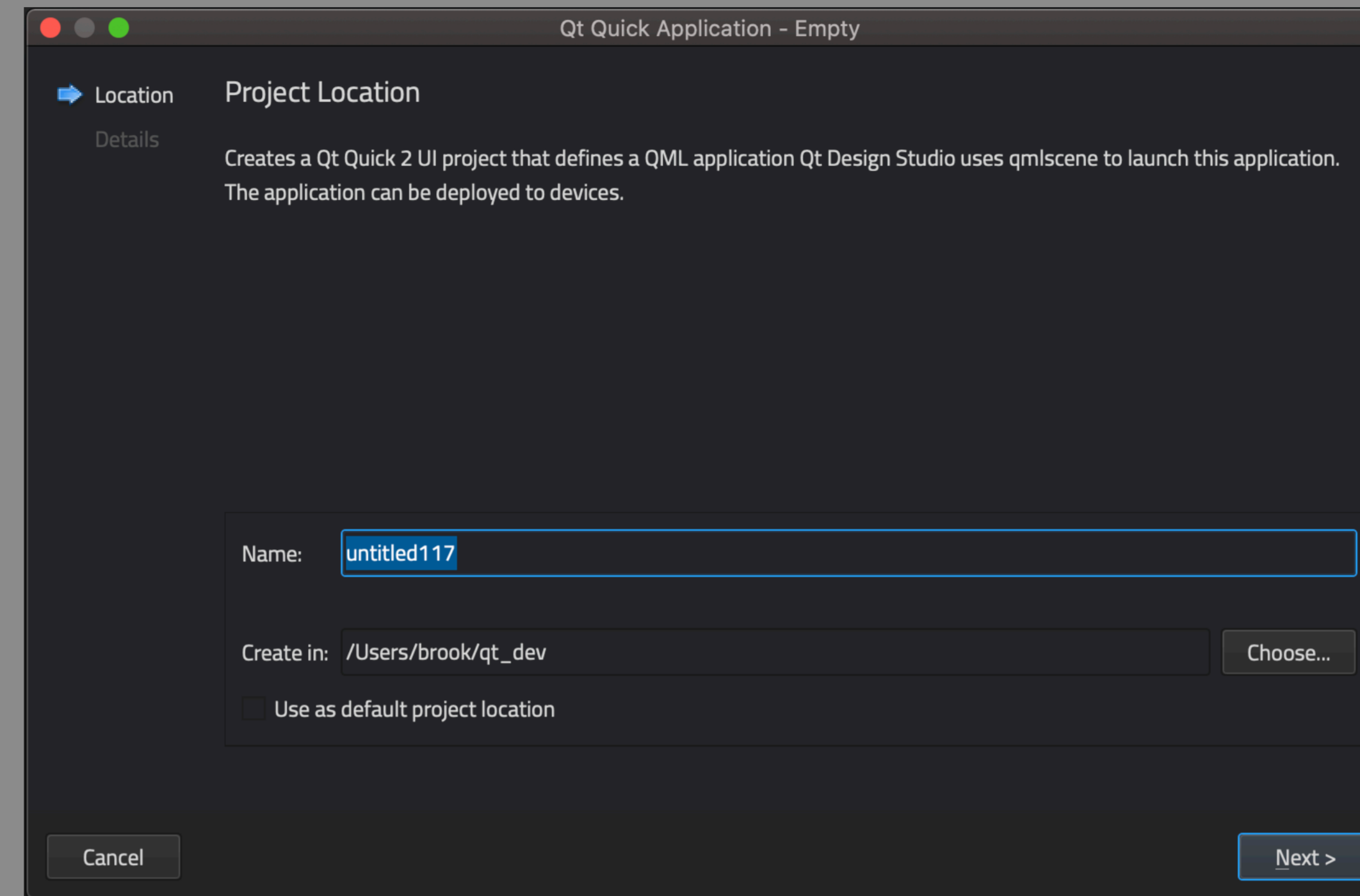
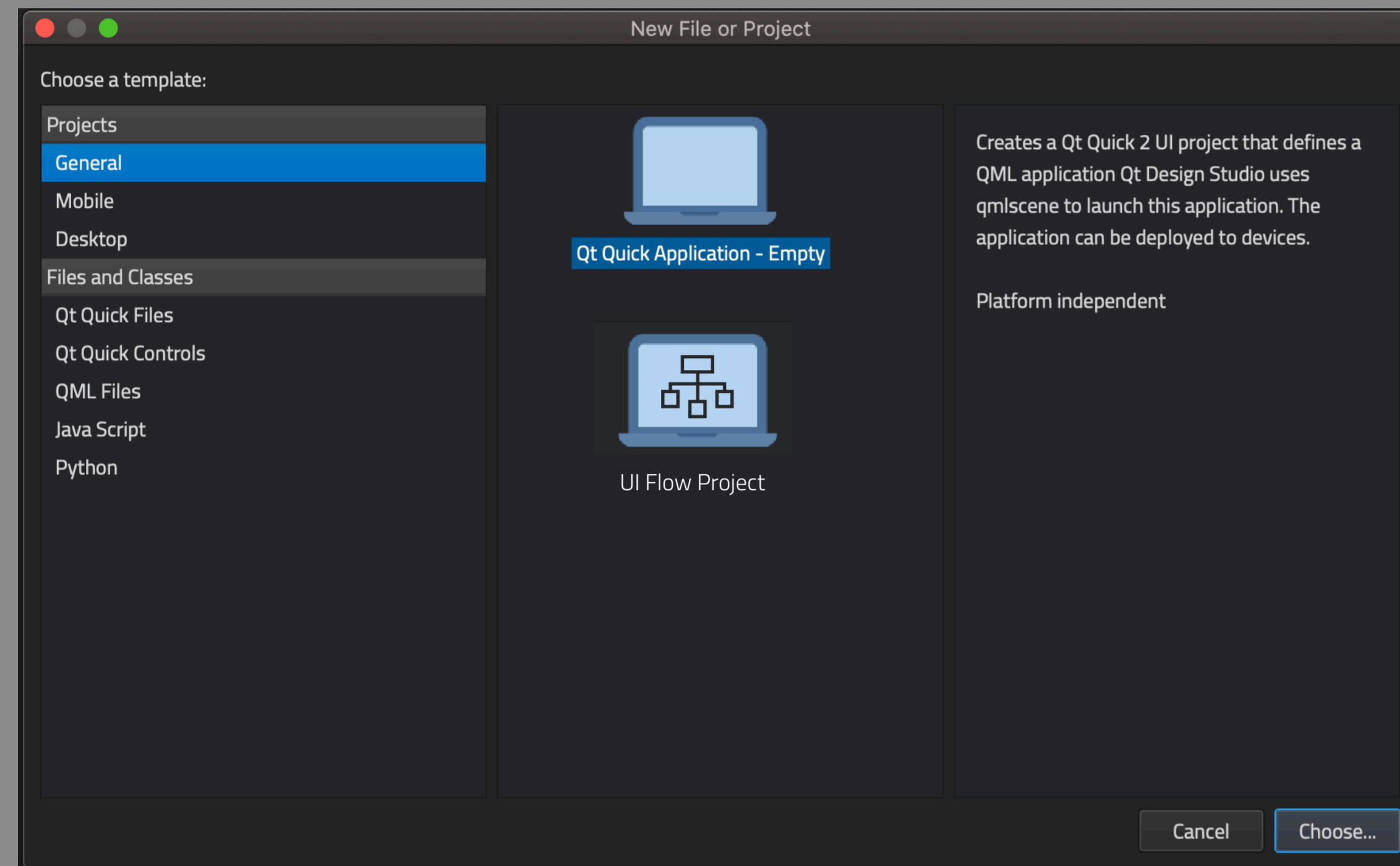
You can add annotations to each element in the flow graph, both the flowScreens andFlowTransitions. Annotations can be added via the property editor, context menu (right click on the element) or using the tool in the context toolbar.

 Broadcast Node

You can add a special broadcast node when a screen can appear from any other screen. Works together with white and blacklists.



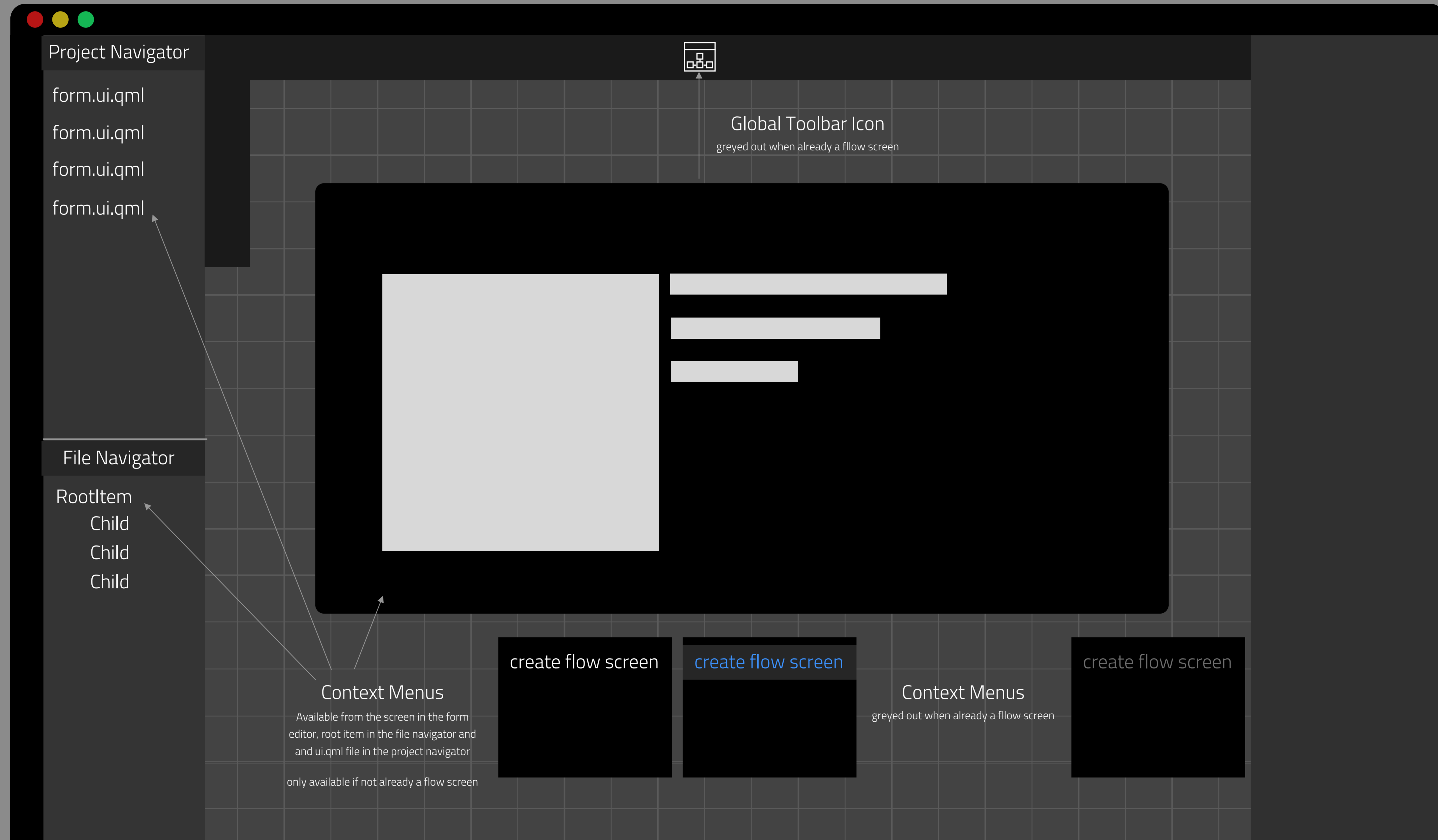
### Flow mode - Project Wizards



If a flow project is selected from the wizard then you automatically go into the flow mode. You need a flowScreen added by default and a way to add new screens from the flow mode interface.

### Flow mode - Create FlowScreen from form editor

UI Flow Project

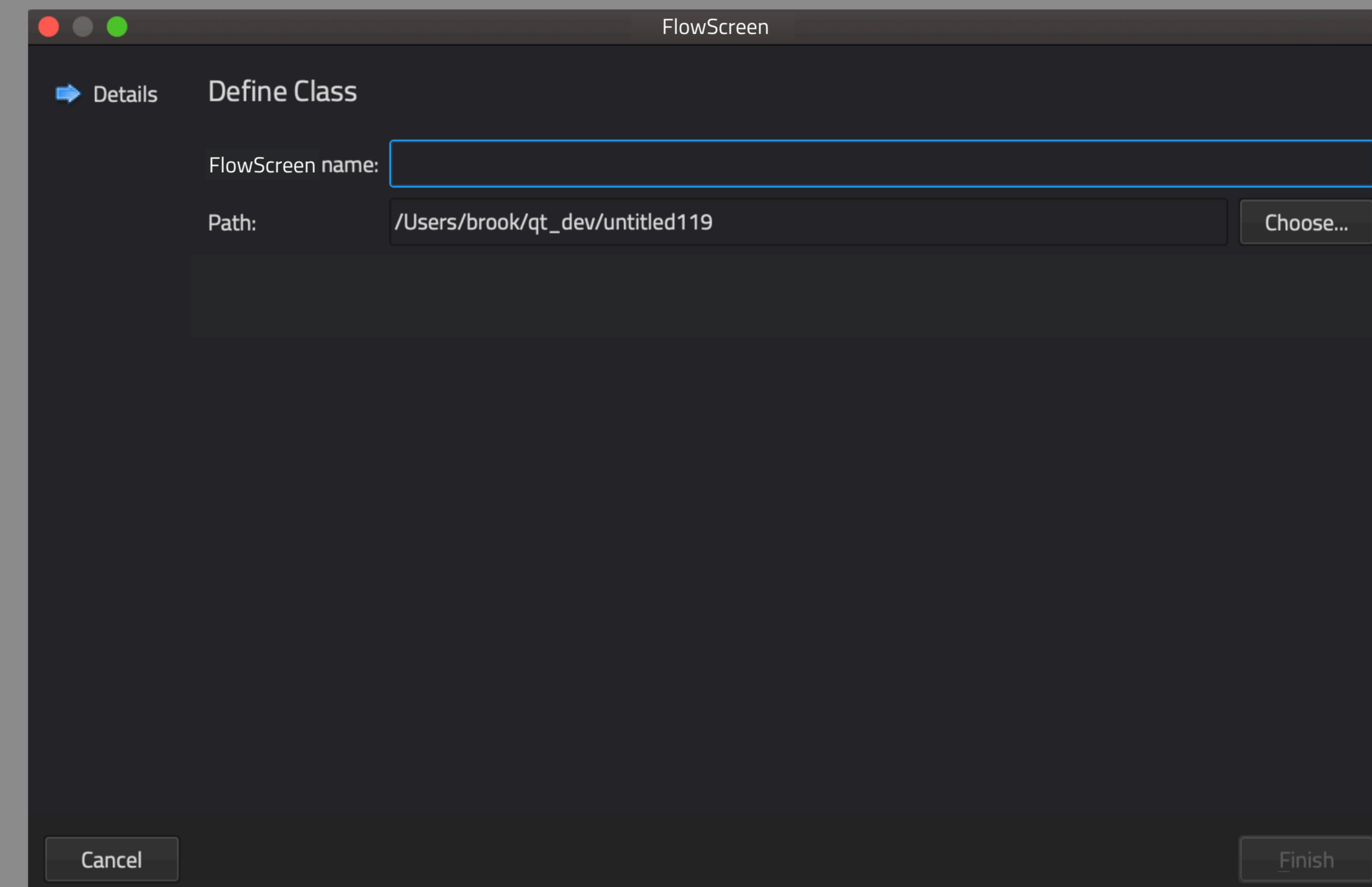
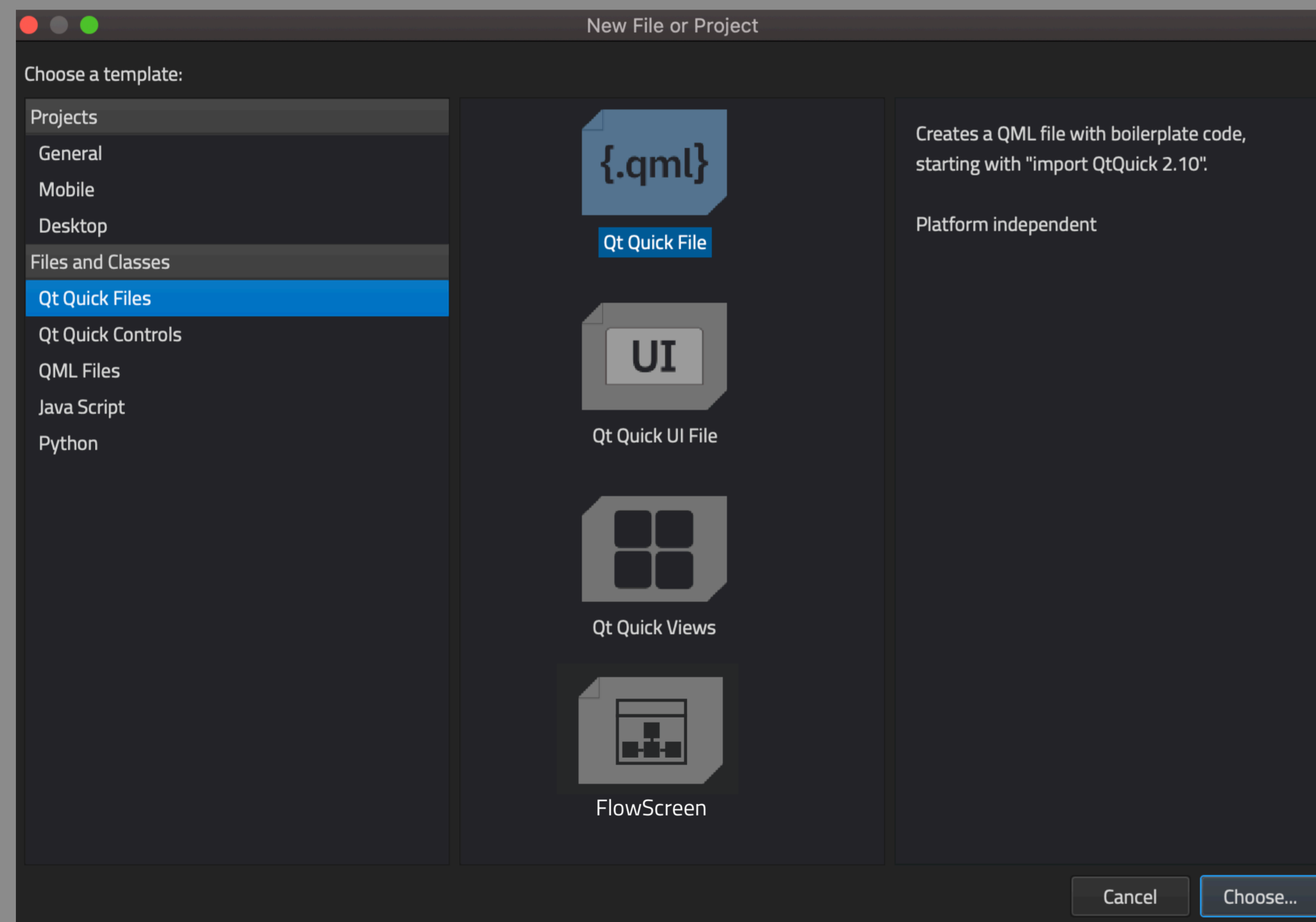


## Flow mode - Create FlowScreen from wizards

UI Flow Project

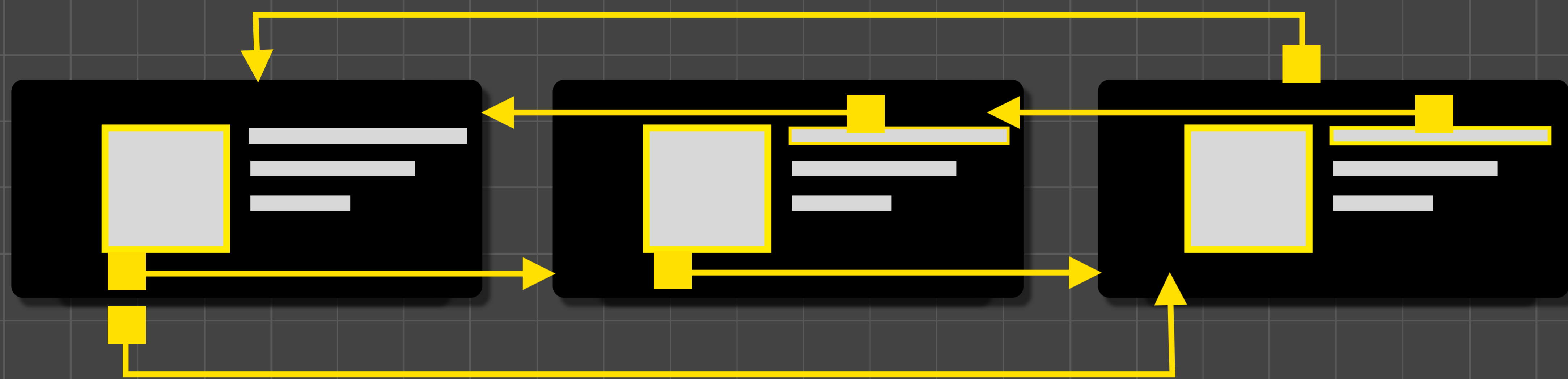
### Global Toolbar Icon

greyed out when already a flow screen



### Flow mode - Many to Many Connections

UI Flow Project



on ButtonPressed

Even a very simple flow can get confusing fast. If there are any conditional screens (screens that can come in from any screen depending on a condition being met), drawing all the connection lines explicitly will give you an unusable graph very fast



FlowBroadcast Icon

Visual Aid only, is always attached to a transition item and uses the advanced properties of the transition.

In the case of conditional flows, or screens with a N to Many appearance in the flow can be better handled with a special broadcast node with conditions, whitelist or blacklist.

#### Flow Screen Properties

Type

id

Remove

+

#### Flow Transition Advanced

Type

Component

Signal

From

Automatically selected when a transition is paired with a broadcast node.

In the case of these 1 to N transitions the target is derived from the combination of the current screen and a whitelist or blacklist. If the current active screen is not on the whitelist or explicitly on the blacklist when the signal is sent, the transition is not initiated. (should always be used where there is another screen that is allowed to be transitioned to instead.)

#### Flow Screen Properties

Type

id

Remove

+

#### Flow Transition Advanced

Whitelisted Files

Can appear in any of these files

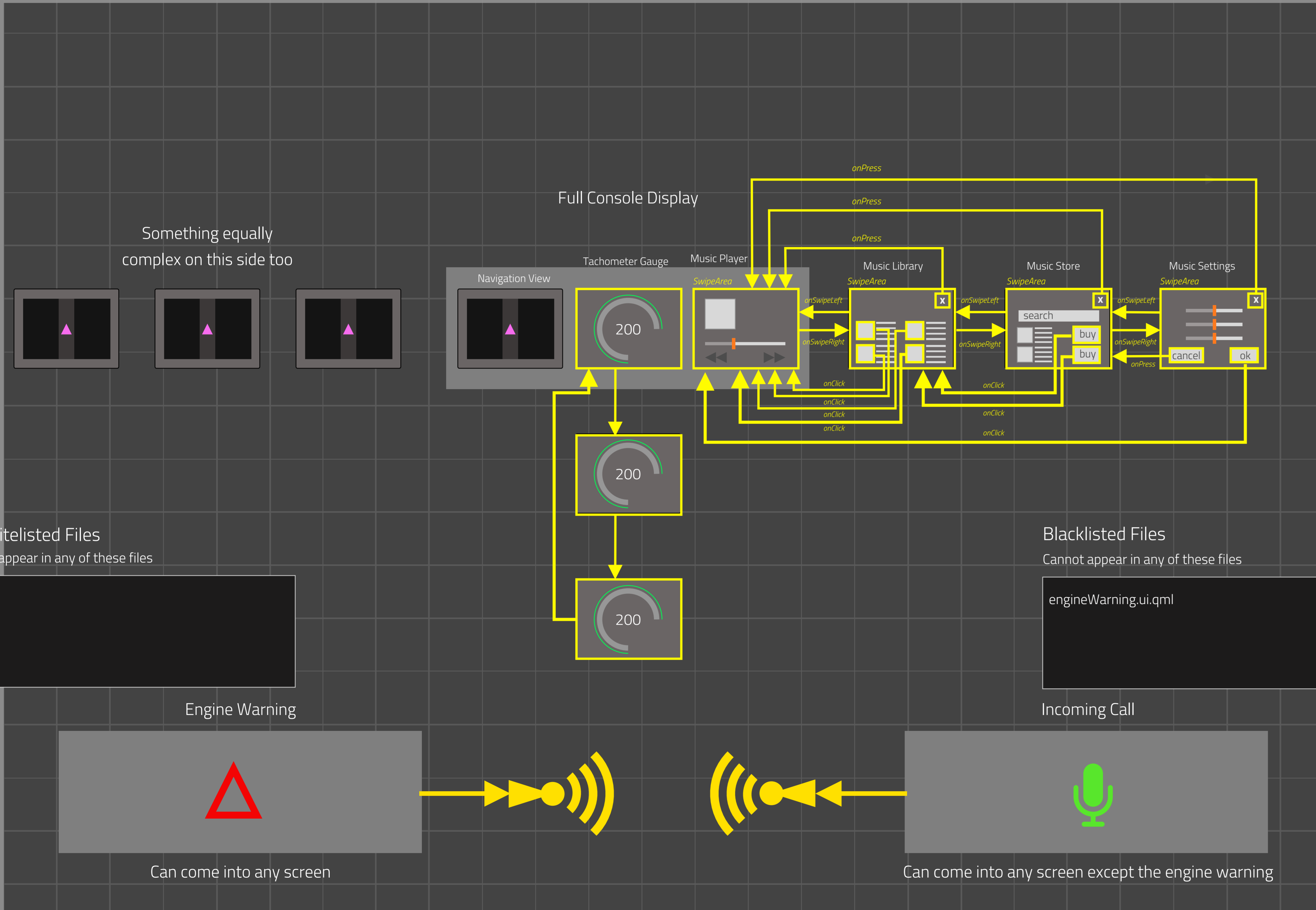
Blacklisted Files

Cannot appear in any of these files

Some screens can come into any screen based on when a signal is triggered, in order to mode this we need to use whitelst and blacklists along with signals to trigger the transition. If both fields are blank then it can come into any screen. If there is any screen in the whitelist field it can only come into those sceens and if there's any screen in the blacklist it come come into any screen except those.

### Flow mode - Car Dash Example

Still over-simplified from what the real app would be



#### Flow Screen Properties

Type: FlowScreen

id: My Screen

Remove: Author - Bobby Tables

Add Annotation +

#### Flow Transition Advanced

Type: MyWarningScreen

Signal: onBackendSignal

From: CurrentScreen

Target: EngineWarning

In the case of these 1 to N transitions the target is derived from the combination of the current screen and a whitelist or blacklist. If the current active screen is not on the whitelist or explicitly on the blacklist when the signal is sent, the transition is not initiated. (should always be used where there is another screen that is allowed to be transitioned to instead.)

#### Flow Screen Properties

Type: FlowScreen

id: My Screen

Remove: Author - Bobby Tables

Add Annotation +

#### Flow Transition Advanced

#### Whitelisted Files

Can appear in any of these files

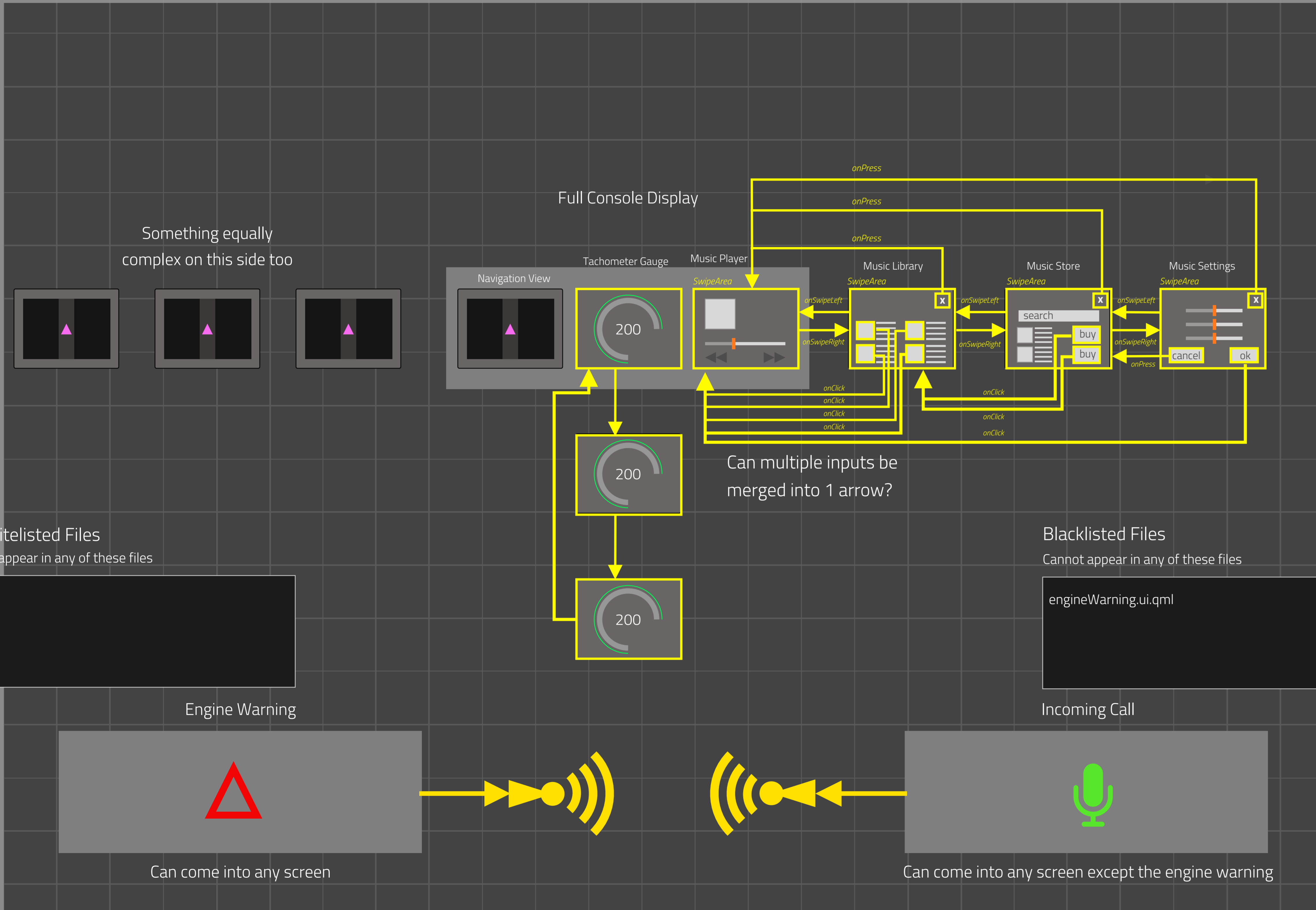
#### Blacklisted Files

Cannot appear in any of these files

Some screens can come into any screen based on when a signal is triggered, in order to mode this we need to use whitelst and blacklists along with signals to trigger the transition. If both fields are blank then it can come into any screen. If there is any screen in the whitelist field it can only come into those screens and if there's any screen in the blacklist it come come into any screen except those.

### Flow mode - Car Dash Example

Still over-simplified from what the real app would be



#### Flow Screen Properties

Type	FlowScreen
id	My Screen
Remove	Author - Bobby Tables
	Add Annotation +

#### Flow Transition Advanced

Type	MyWarningScreen
Signal	onBackendSignal
From	CurrentScreen
Target	EngineWarning

In the case of these 1 to N transitions the target is derived from the combination of the current screen and a whitelist or blacklist. If the current active screen is not on the whitelist or explicitly on the blacklist when the signal is sent, the transition is not initiated. (should always be used where there is another screen that is allowed to be transitioned to instead.)

#### Flow Screen Properties

Type	FlowScreen
id	My Screen
Remove	Author - Bobby Tables
	Add Annotation +

#### Flow Transition Advanced

Whitelisted Files	Can appear in any of these files
	[Empty box]

Blacklisted Files	Cannot appear in any of these files
	[Empty box]

Some screens can come into any screen based on when a signal is triggered, in order to mode this we need to use whitelst and blacklists along with signals to trigger the transition. If both fields are blank then it can come into any screen. If there is any screen in the whitelist field it can only come into those screens and if there's any screen in the blacklist it come come into any screen except those.

Whitelisted Files	Can appear in any of these files
	*all

Blacklisted Files	Cannot appear in any of these files
	engineWarning.ui.qml