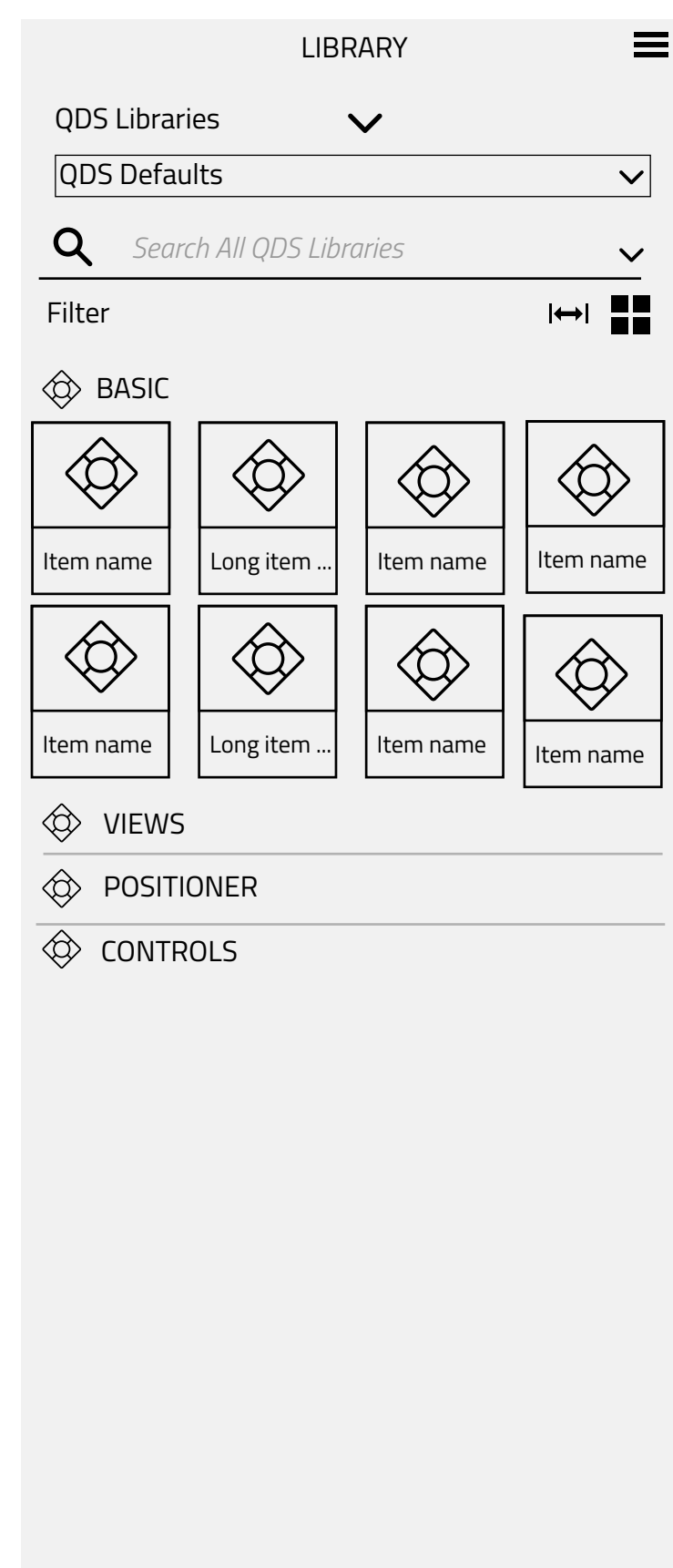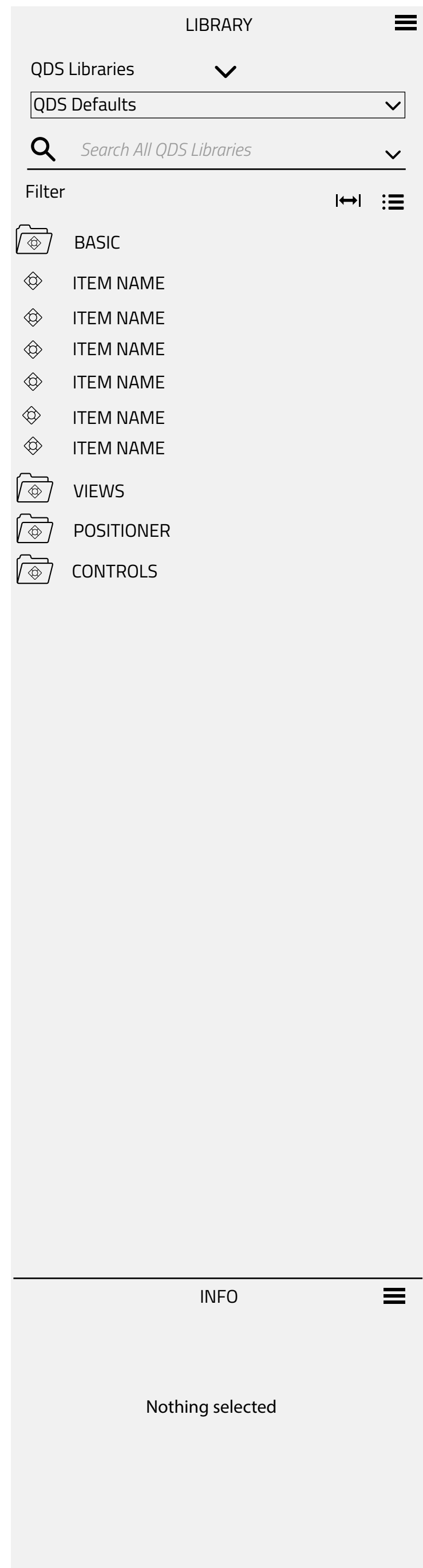Library panel, that can show content
- in list mode (without thumbnails or with them in extension)
- or as thumbnails.

Both modes use folder structure.
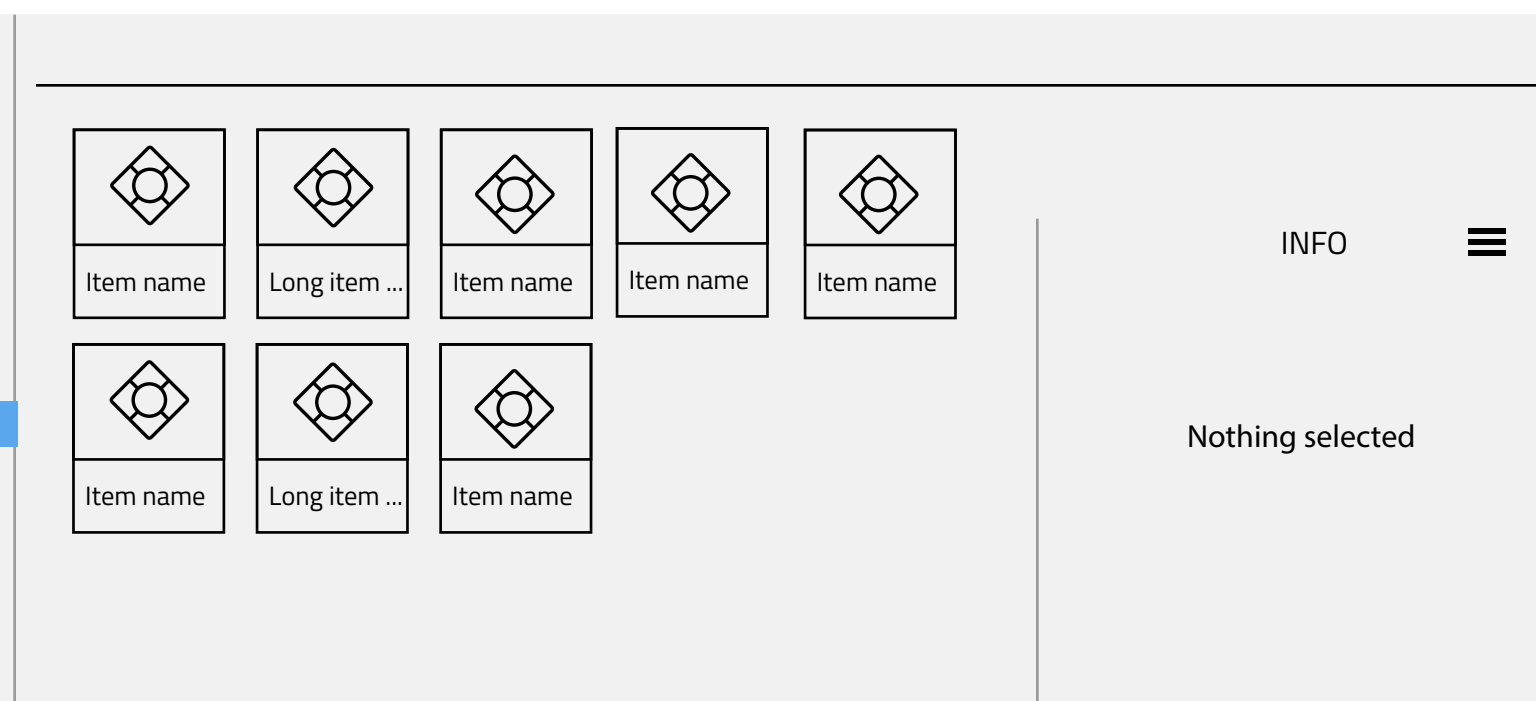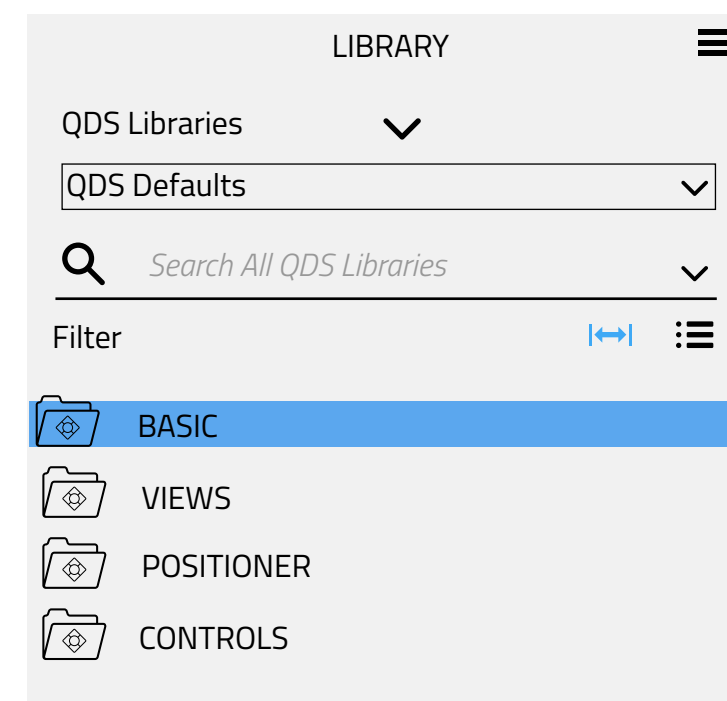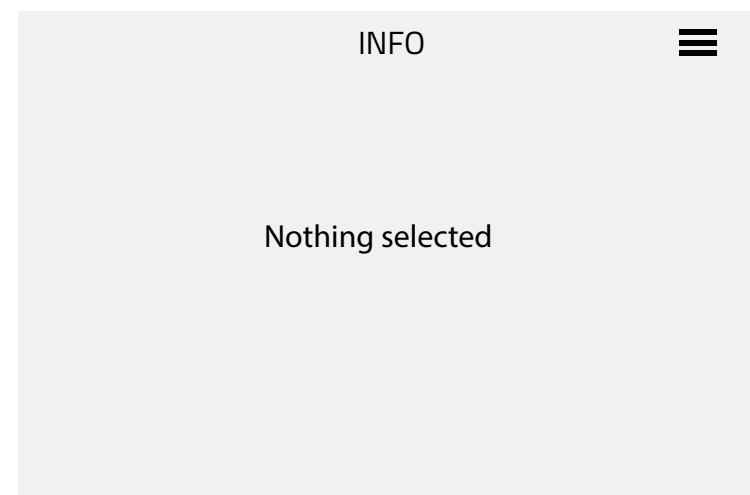
Can be moved, and resized.

Horizontal and vertical mode, should be accomplished by resize.

Possibly a Sheet mode that list all assets on one big sheet.

LIBRARY

QDS Libraries ⌄

QDS Defaults

🔍 Search All QDS Libraries

Filter

📁 BASIC
⬦ ITEM NAME
⬦ ITEM NAME
⬦ ITEM NAME
⬦ ITEM NAME
⬦ ITEM NAME
⬦ ITEM NAME
📁 VIEWS
📁 POSITIONER
📁 CONTROLS

LIBRARY

QDS Libraries ⌄

QDS Defaults

🔍 Search All QDS Libraries

Filter

⬦ BASIC

Item name	Long item ...	Item name	Item name
Item name	Long item ...	Item name	Item name

⬦ VIEWS

⬦ POSITIONER

⬦ CONTROLS

LIBRARY

QDS Libraries ⌄

QDS Defaults

🔍 Search All QDS Libraries

Filter

📁 BASIC
📁 VIEWS
📁 POSITIONER
📁 CONTROLS

Item name	Long item ...	Item name	Item name	Item name
Item name	Long item ...	Item name		

INFO

Nothing selected

Icons indicate asset type (QDS component is generic, other assets imported by users have types too)
same icons are used in Navigator

Original components (symbols, master items etc they are called) and their instances should be easy to identify based on their appearance

Items that are in use should be easy to identify based on their appearance.

Items that are in use and shared should be easy to identify based on their appearance.
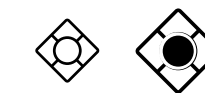
Note, icons may add clutter to UI. When designing look, consideration needed are they used or not and where, and how they look

INFO

Nothing selected

PREVIEW PANEL

Fixed or floating
for thumbnail (if applicable)
detailed information and
functionalities

INFO

Nothing selected

Project assets
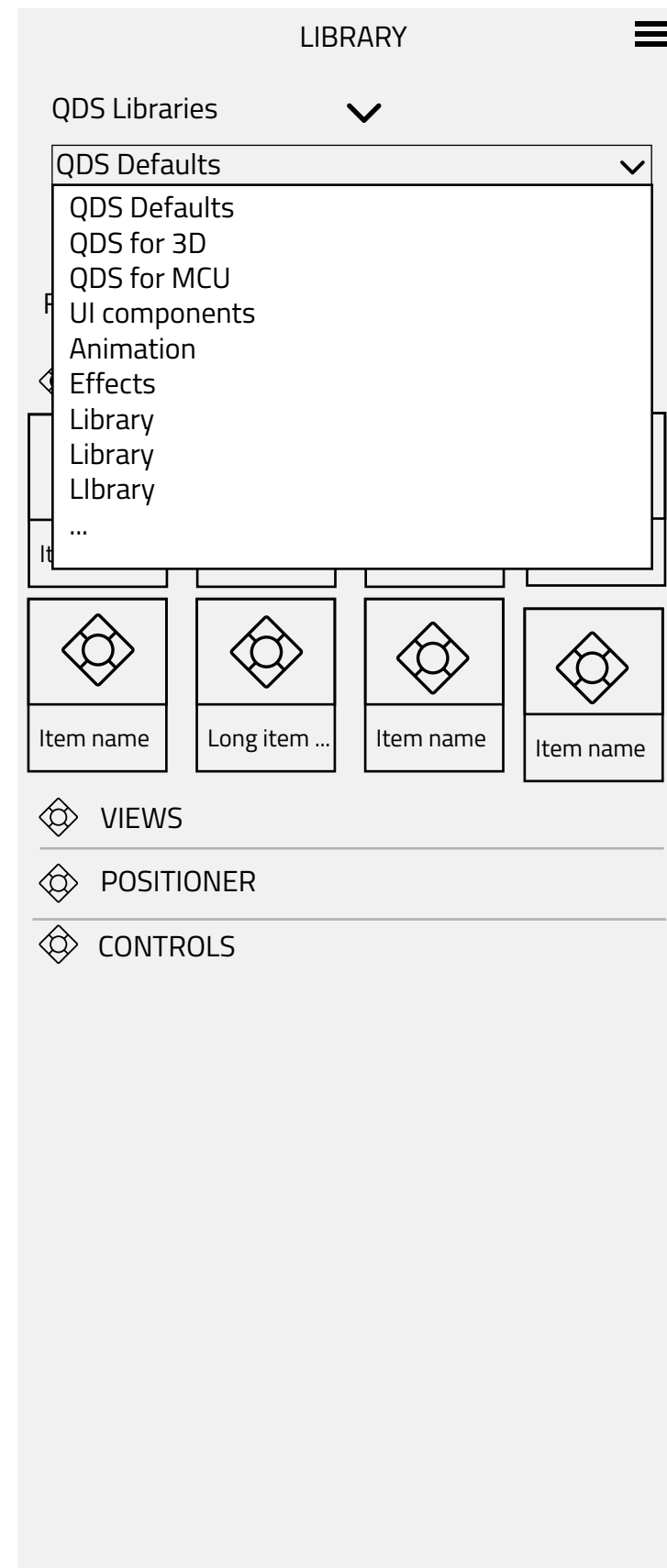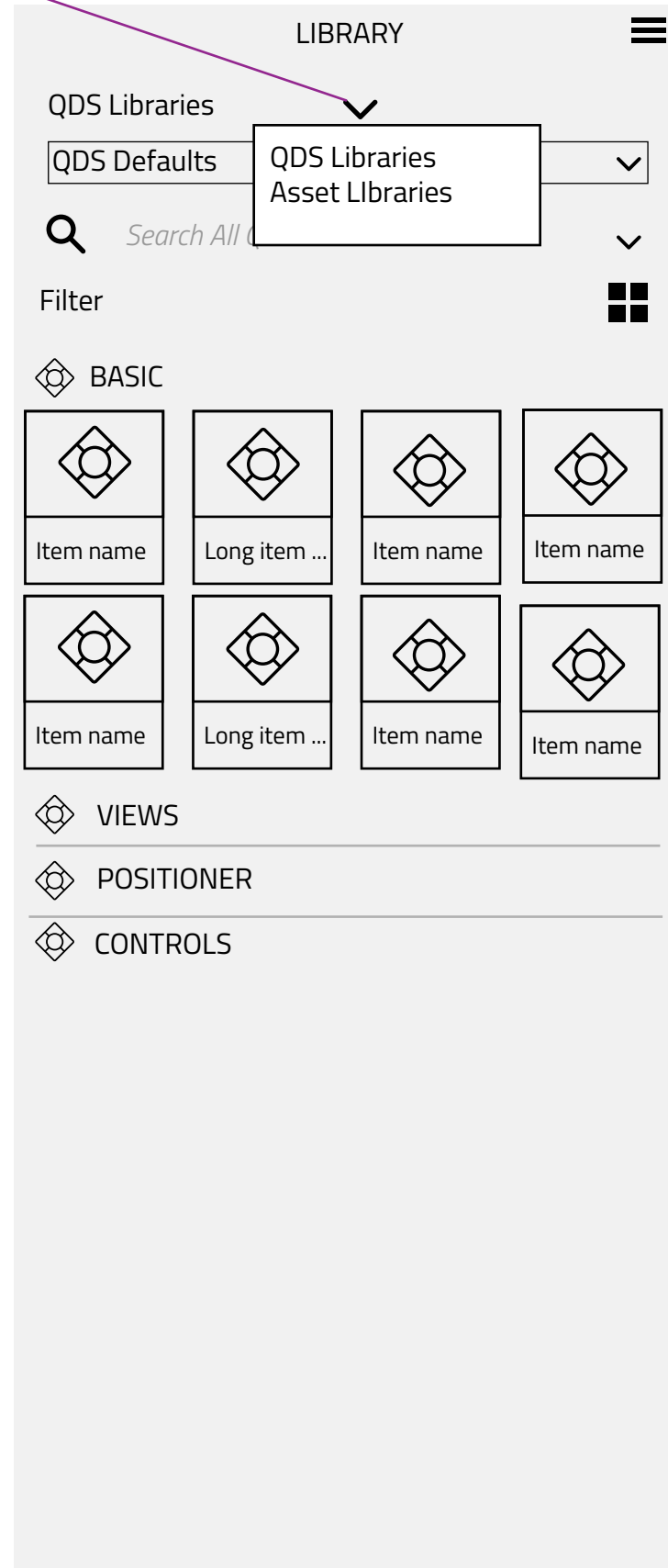
Scene graph, Inspector

Indicators in 3DS:
- asset in use
- asset not in use
- asset used in multiple places
- warnings related to asset
- Initial presentation
- master item
- data controlled
- animated
- contains subpresentation
- contains action

Notify updated assets
Dynamic linking to external resources (network discs etc)

High level selection, what Library to show.
Can have more options

If user changes high level Library,
selections are saved, user does not have
to select those again.

Panel 1 (Left)

LIBRARY ☰

QDS Libraries ﹀

QDS Defaults

QDS Libraries
Asset LIbraries

🔍 Search All ... ﹀

Filter ▦

◈ BASIC

| ◈ | ◈ | ◈ | ◈ |
| Item name | Long item ... | Item name | Item name |

| ◈ | ◈ | ◈ | ◈ |
| Item name | Long item ... | Item name | Item name |

◈ VIEWS

◈ POSITIONER

◈ CONTROLS

Panel 2 (Middle)

LIBRARY ☰

QDS Libraries ﹀

QDS Defaults ▼

QDS Defaults
QDS for 3D
QDS for MCU
UI components
Animation
Effects
Library
Library
LIbrary
...

| ◈ | ◈ | ◈ | ◈ |
| Item name | Long item ... | Item name | Item name |

◈ VIEWS

◈ POSITIONER

◈ CONTROLS

Selection of library/ libraries.
User can replace current library (or
append more)
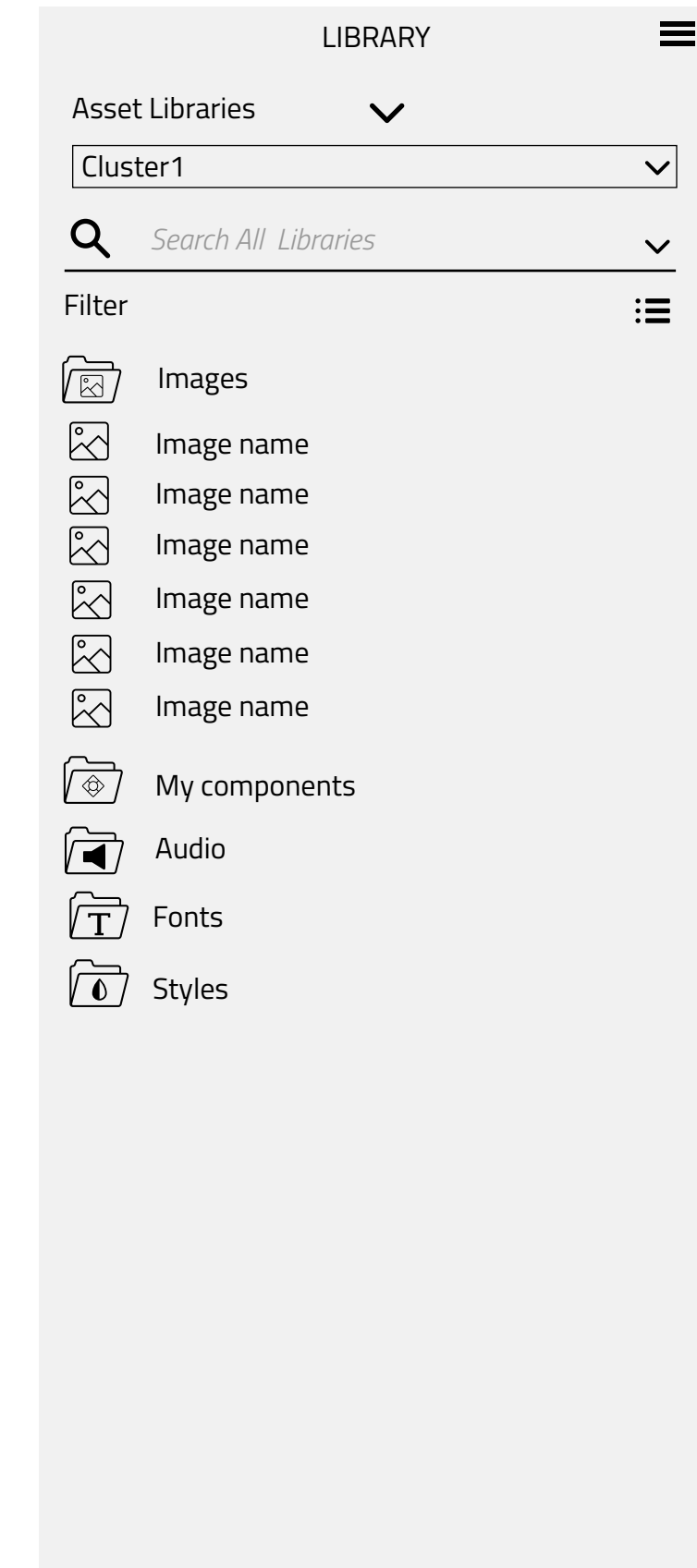
When any Qt library is selected
from list, it is automatically imported

Context menu

Keep in panel
Close Library

Panel 3 (Right)

LIBRARY ☰

Asset Libraries ﹀

Cluster1 ▼

🔍 Search All Libraries ﹀

Filter ☰

🗀 Images
🖾 Image name
🖾 Image name
🖾 Image name
🖾 Image name
🖾 Image name
🖾 Image name
🖾 Image name

🗀 My components

🗀 Audio

🗀 Fonts

🗀 Styles

Context menu

Add content
Create New Folder
Show containg folder
Keep in panel
Close Library

Asset Libraries can have default
structure but user can also create own folders

Collapse/ Expand all
Filtering options

User can control what libraries to keep and
close/ hide the ones that are not needed

QDS Libraries structure is pre-defined.
User cannot edit it. User can control
what is shown but not delete or add
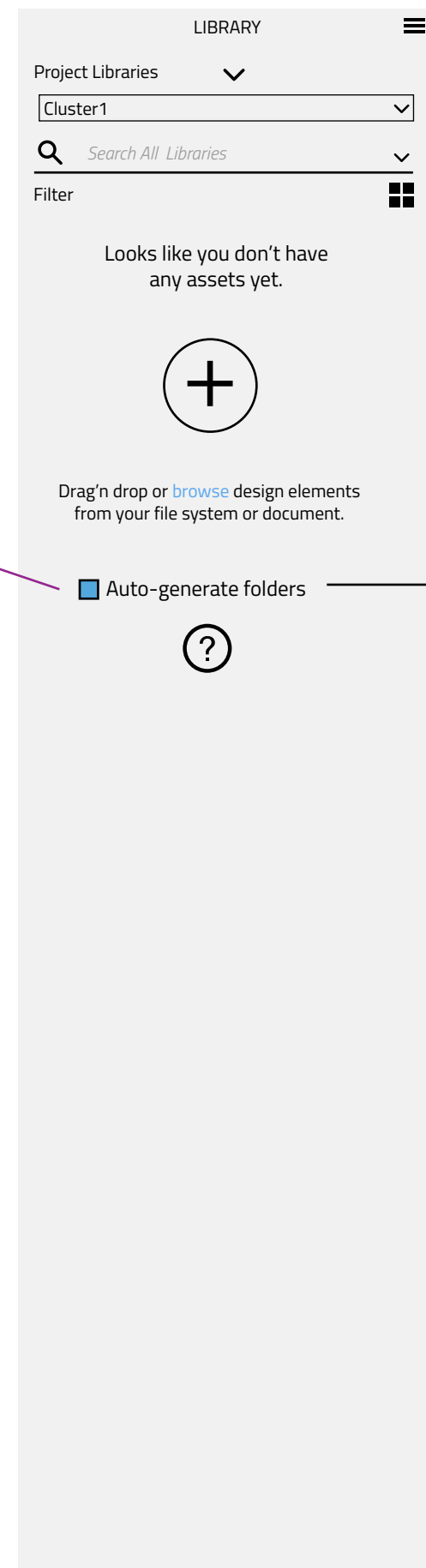content.

When a **new project** is created, default Library should automatically match project type.
When a project is opened, library is shown automatically.

Open item: If sending a project to some one/ receiving a project from somebody,
is library automatically attached?
Any need to export asset library?

When there is no content, user is adviced to drag'n drop or browse
Design assets to panel from file system. User should not be asked about locations
where they are added.

Create new library   --> Ask name
Import .... --> Open file browser.

LIBRARY ☰

Project Libraries ⌄

[Cluster1   ⌄]

🔍 Search All Libraries   ⌄

Filter   ▦

Looks like you don't have
any assets yet.

(+)

Drag'n drop or browse design elements
from your file system or document.
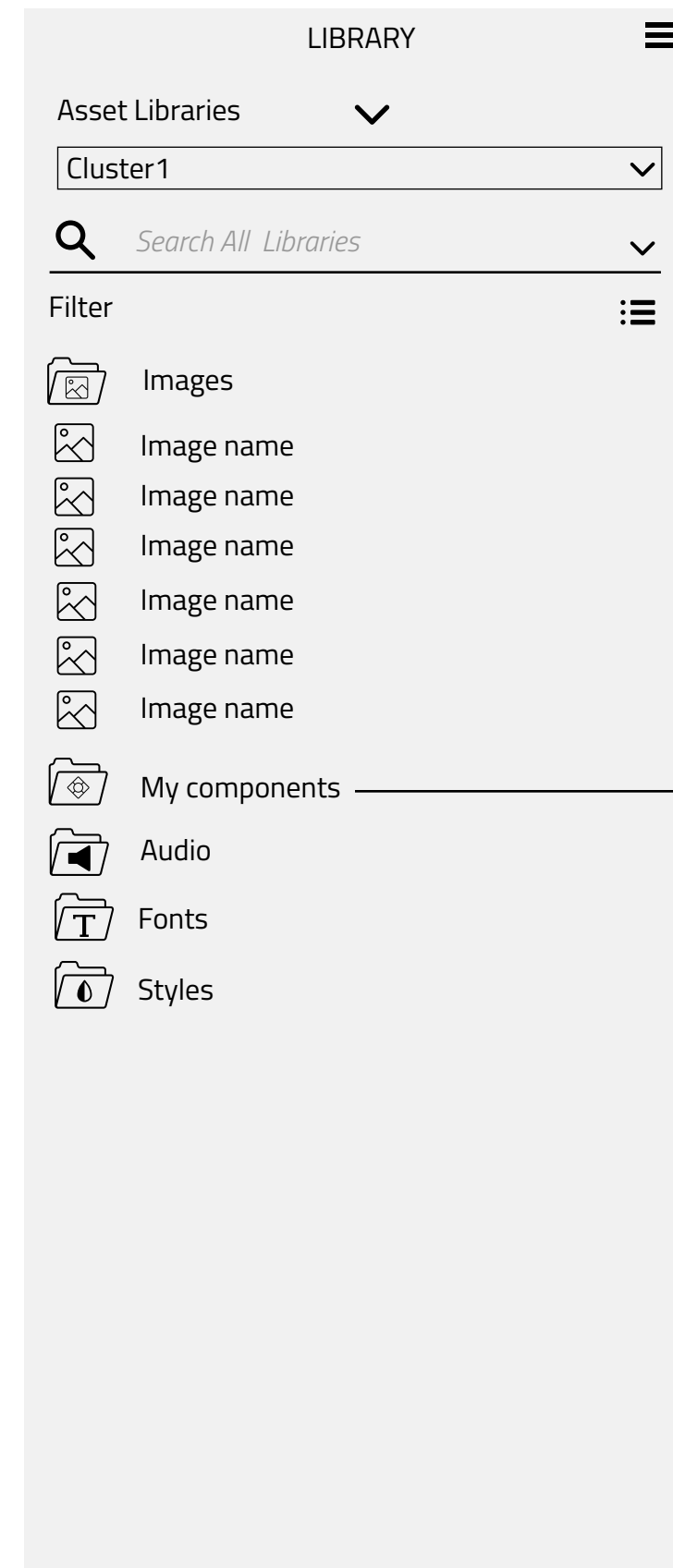
☑ Auto-generate folders

(?)

Creates folders based on
content type and auto-sorts
items.

In 3D cases, don't break
structures. Instead add option
to image folders to show
also material textures

User should be able to import
bunch of assets and/or folders
and keep the order.

What needs to be taken into
account when using plugins?

todo:

create all or only for asset types
that are imported.
Probably better create all
and indicate empty ones
at first phase.

LIBRARY ☰

Asset Libraries ⌄

[Cluster1   ⌄]

🔍 Search All Libraries   ⌄

Filter   ☰

🗀 Images
🖻 Image name
🖻 Image name
🖻 Image name
🖻 Image name
🖻 Image name
🖻 Image name
🖻 Image name

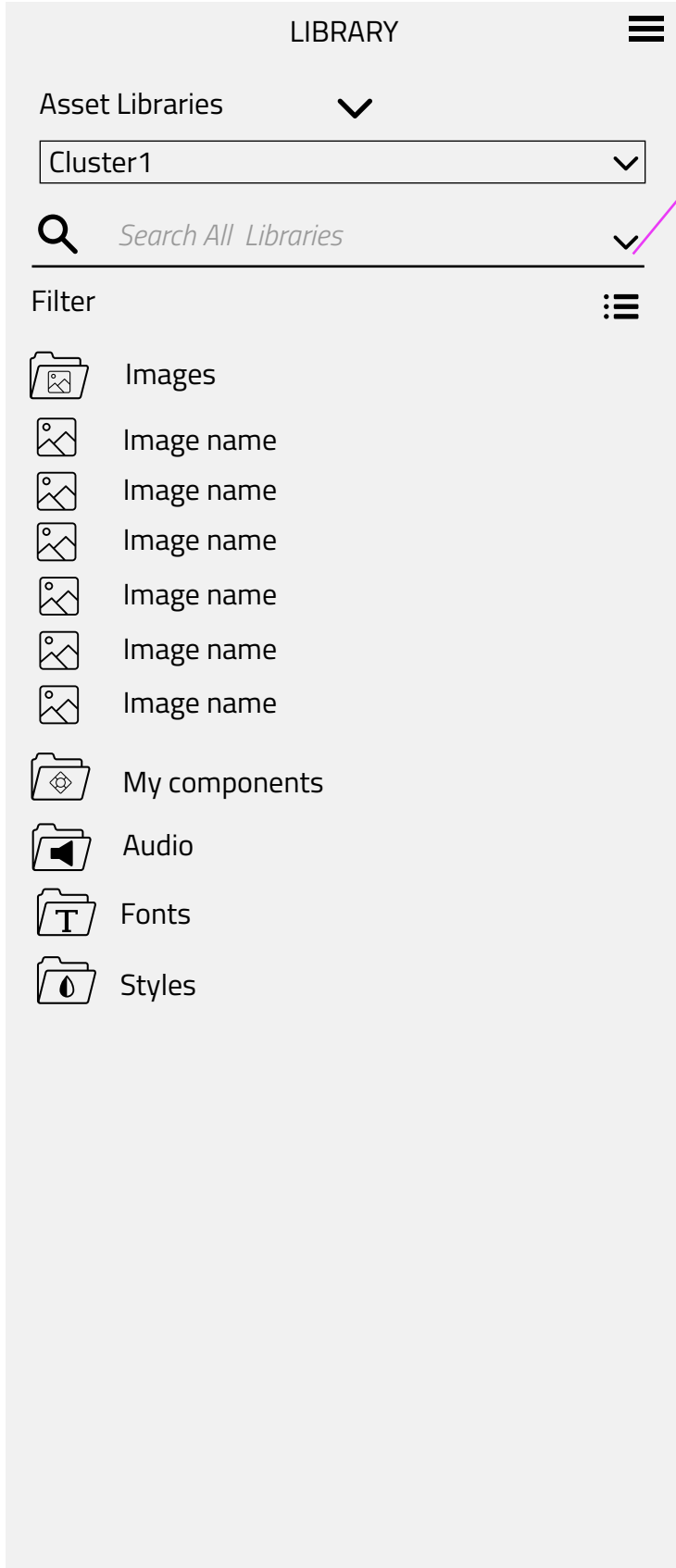🗀 My components
🗀 Audio
🗀 Fonts
🗀 Styles

Contains components created by the user
Indicate masters + instances

States?

Would be nice to be able to drag'n drop assets from a view too, which
means also working copy-paste.

User can search from specific QDS/ All QDS libraries, asset libraries or all libraries(=both QDS and asset libraries)
Search functionality lists all hits and when user selects suitable item(s), imports
are done automatically

For example search "Input field"
-- > Finds a hit from QDS Library and shows result -> user selects it, import is done automatically

LIBRARY

Asset Libraries ⌄

Cluster1 ⌄

🔍 Search All Libraries ⌄

QDS Libraries
Project LIbraries
Current Library
All Libraries

Filter ☰

📁 Images

🖼 Image name
🖼 Image name
🖼 Image name
🖼 Image name
🖼 Image name
🖼 Image name

📁 My components

📁 Audio

📁 Fonts

📁 Styles

Filter

Show

All
New
Updated
A-Z
Z-A
Items in use
Unused items

LIBRARY

QDS ⌄   ASSETS   FONTS   STYLES

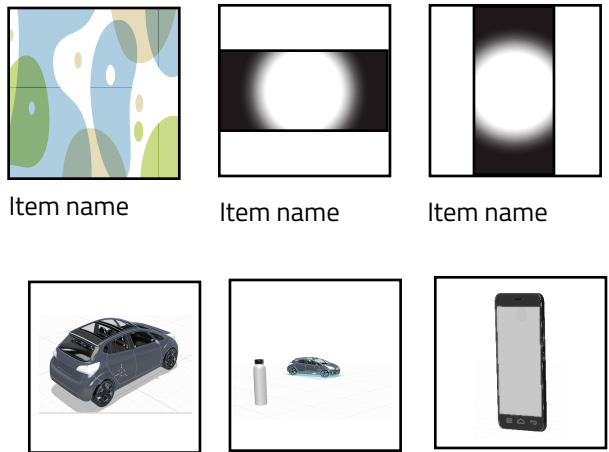Search all libraries

Filter by   Type ⌄

⌄ QDS DEFAULTS
⌄ Basic
✛ ITEM NAME
✛ ITEM NAME
✛ ITEM NAME
✛ ITEM NAME
✛ ITEM NAME
✛ ITEM NAME
> VIEWS
> POSITIONER
> CONTROLS

Materials, effects, Qt Components, images

Item name   Item name   Item name   64x64

Item name   Item name   Really long i...

Really long item name

Colors and gradients

24x24

Text

Font name
Font style and size

Font name
Font style and size

QDS LIBRARY

QDS Defaults
Show all

BASIC 11
Animated Image
Border Image
Flickable
Focus Scope
Image
Item
Mouse Area
Rectangle
Text
Text Edit
Text Input

POSITIONER 4
Item Name
Item Name
Item Name
Item Name

Views 3
Item Name
Item Name
Item Name

INFO
Nothing selected

Search Assets   Filter by

NAVIGATOR
VIEWS
View 1
T Welcome
T Morbi eget ....ravida ex
◉ Button 1
◉ Button 2
T Already have an account?
T Sign

QDS LIBRARY

QDS Defaults
Show

BASIC 11
POSITIONER 4

Column   Flow   Grid

Row

VIEWS 3

INFO
Nothing selected

QDS LIBRARY

QDS Defaults
✓ QDS Defaults
✓ QDS for 3D
UI components
Animation
Effects
QDS for MCU
Library
Library
Library
...

VIEWS 3

INFO
Nothing selected

QDS LIBRARY

QDS Defaults
Show

BASIC 11
POSITIONER 4

Column   Flow   Grid

Row

VIEWS 3

Search Assets   Filter by

NAVIGATOR
VIEWS
View 1
T Welcome
T Morbi eget ...ravida ex
◉ Button 1
◉ Button 2
T Already have an account?
T Sign
▢ Background

INSPECTOR

PANEL

PANEL

Welcome

Morbi eget ullamcorper quam.
Pellentesque dui elit, gravida ex

Connect with Social Media 1

Connect with Social Media 2

Already have an account? Sign in

INFO
Nothing selected