

# GSE Getting Started

A Guiliani Streaming Editor (GSE) Getting Started guide

Product:	Guiliani Streaming Editor (GSE)
Release version:	2.2
Release date:	December 13, 2017

## Table of contents

1. Introduction .....	3
2. Unzip and install.....	3
3. Open a project .....	4
4. Run simulation (testing a project) .....	4
5. Edit example project on the computer.....	5
6. Export a project .....	17
7. Further documentation .....	19

## Table of figures

Fig. 1 Editor Demo.....	4
Fig. 2 Guiliani Streaming Editor .....	5
Fig. 3 Windows Menu.....	6
Fig. 4 Open project.....	7
Fig. 5 Screen resolutions for GuilianiDemo project .....	8
Fig. 6 Open GuilianiDemo project.....	8
Fig. 7 Workspace window.....	9
Fig. 8 Scratchpad dialog.....	9
Fig. 9 Controls window.....	10
Fig. 10 Image stack widget .....	11
Fig. 11 Adding image ID's.....	12
Fig. 12 Image manager window .....	13
Fig. 13 Run simulation window .....	14
Fig. 14 Simulation.....	15
Fig. 15 Image stack in movement .....	16
Fig. 16 Export.....	17

Fig. 17 Export attributes..... 18

## 1. Introduction

This document explains how to open and run a first example program. If you are interested in creating a new GSE project from scratch, you can find the tutorial video “Guiliani Stream Editor or UI Editor” on [www.youtube.com](http://www.youtube.com)

## 2. Unzip and install

### ○ Win32

After unzipping the downloaded SDK into a folder you will find the pre-compiled GSE as “GSE.exe” in the subfolder “GSE”. Just double click onto it to start.

### ○ Linux

Prerequisites:

The GSE requires SDL\_mixer to be present in the system library search path.

In order to view the supplied CHM help from within GSE, a CHM viewer is required; the GSE will use chmsee by default.

After unzipping the downloaded SDK into a folder you will find the pre-compiled GSE-binary. Just double click onto it to start.

*On the first start of the GSE a warning will appear in the console-window that the window settings could not be loaded. This is normal.*

### 3. Open a project

To open a project, choose File/Open Project (<Ctrl> + <o>).

**Example:** Open the “EditorDemo” project by choosing the folder “examples/EditorDemo” and select “EditorDemo.gpr” (from the folder “240x320” or “480x640”). After opening the project, the GSE will present the EditorDemo (see picture below).

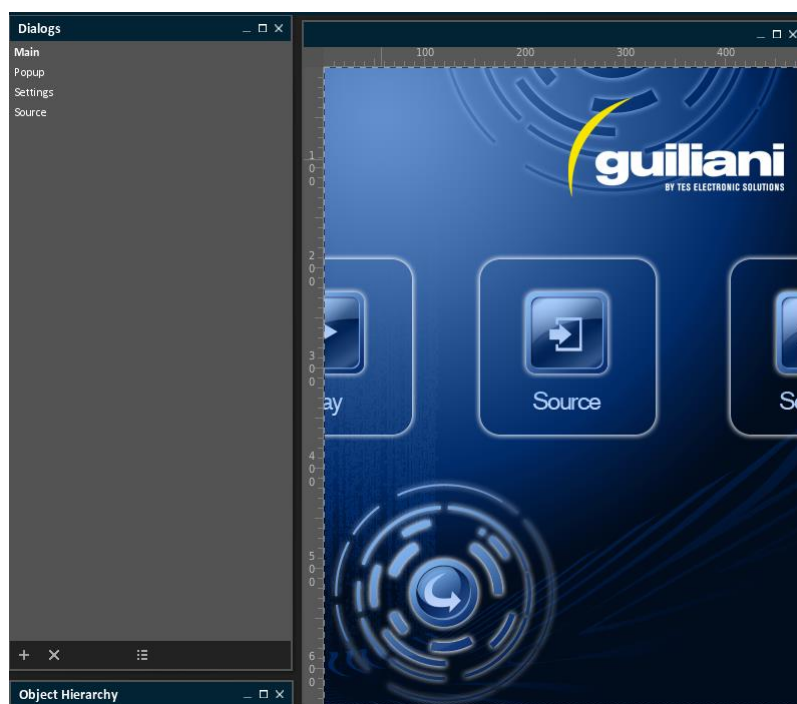


Fig. 1 Editor Demo

### 4. Run simulation (testing a project)

To run your loaded project, select File/Run simulation (<Ctrl> + <r>) from the menu. When you click onto the “run” button, your project will be opened in a separate window.

Note: Your project will be stored in the project’s “/temp” subfolder, where you can find an application named StreamRuntime. This is the main executable of your application on the PC side.

## 5. Edit example project on the computer

- Execute the file *GSE.exe*, located in the GSE-folder. This will open the *Guiliani Streaming Editor* (Fig. 2).

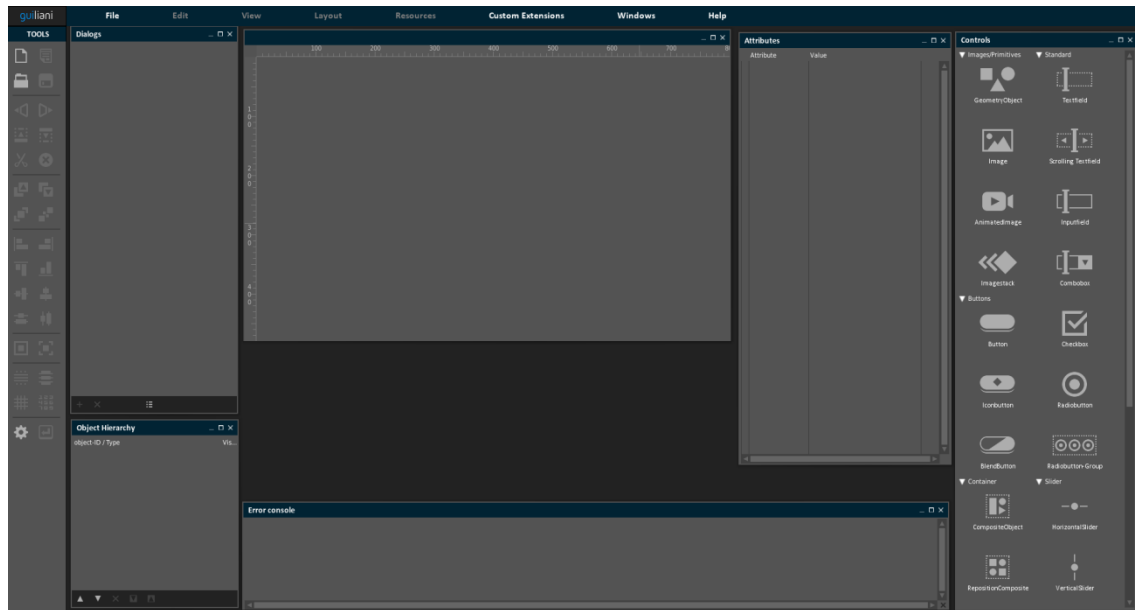
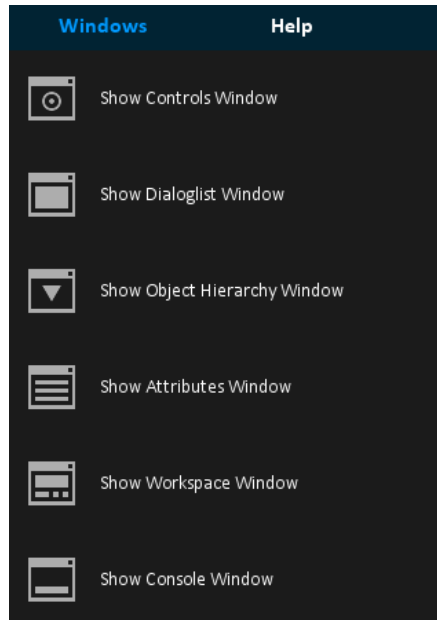


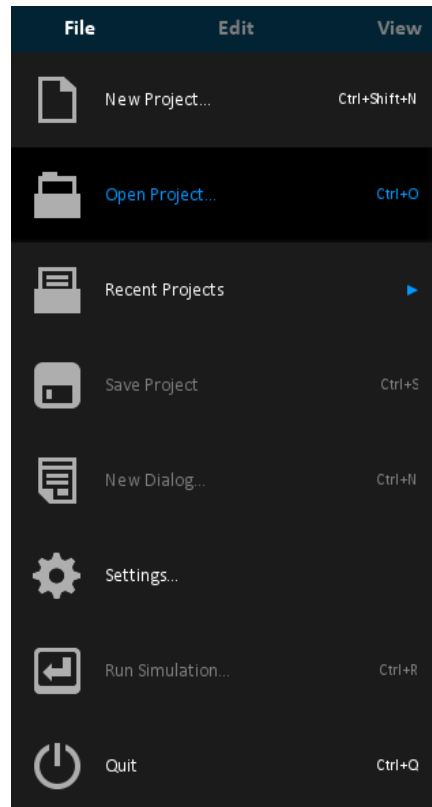
Fig. 2 Guiliani Streaming Editor

- If the shown windows are not automatically opened as shown in Fig. 2, please click on *Windows* and click on each of the options (Fig. 3).



**Fig. 3 Windows Menu**

- Click on *File* → *Open project* (Fig. 4).



**Fig. 4 Open project**

- Find the folder where the SDK is located and open the folder GuilianiDemo inside SR\_GuilianiDemo. Three different screen resolutions are available (Fig. 5). Depending upon the screen resolution, open the folder. Select the file *GuilianiDemo.gpr* (Fig. 6). Now the demo project is open and ready for being edited.

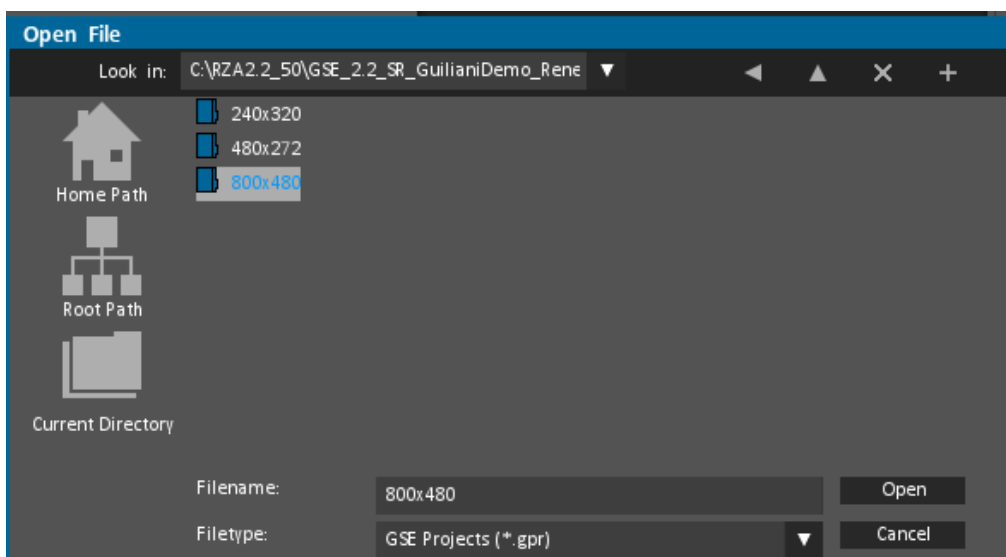


Fig. 5 Screen resolutions for GuilianiDemo project

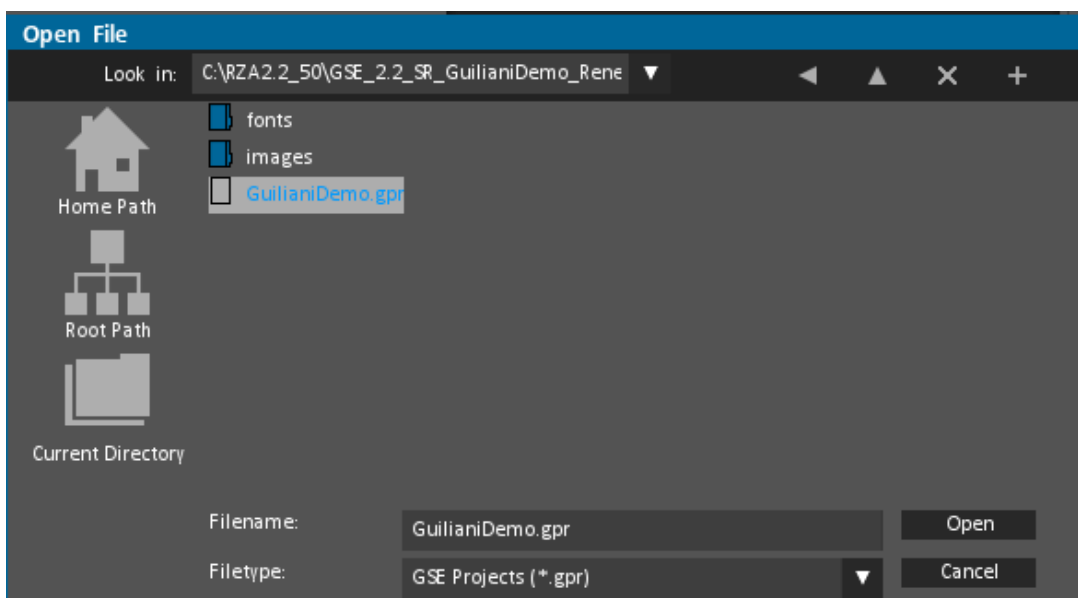
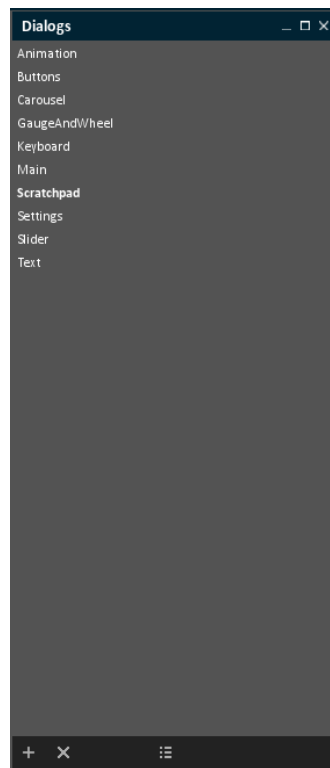


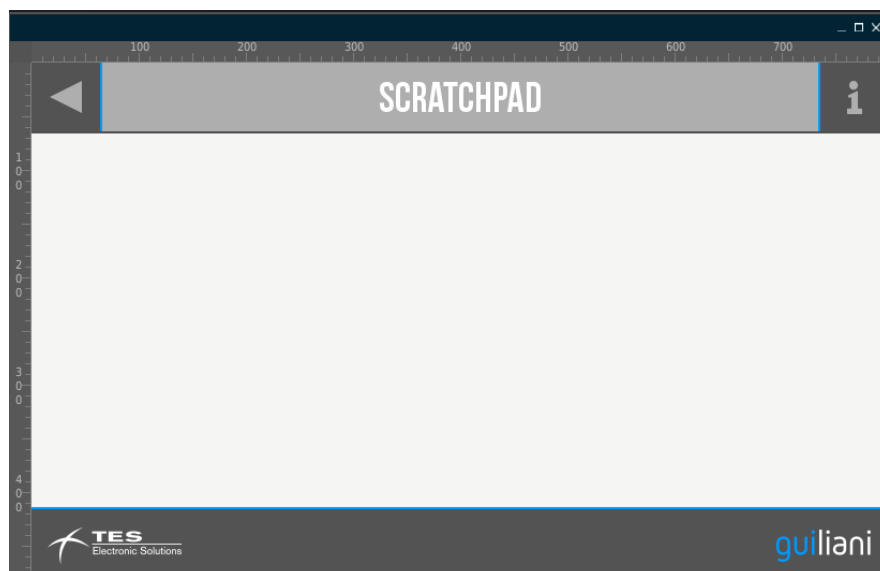
Fig. 6 Open GuilianiDemo project

- Now we will add some functionality to the project:
- In the *Dialogs* window (Fig. 7), click on *Scratchpad*. It will open an intentionally empty dialog, the *Scratchpad* (Fig. 8).



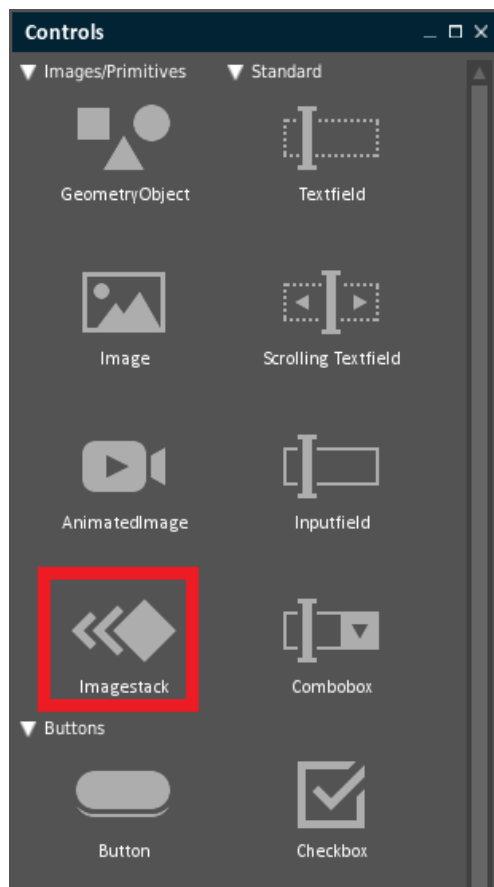


**Fig. 7** Workspace window



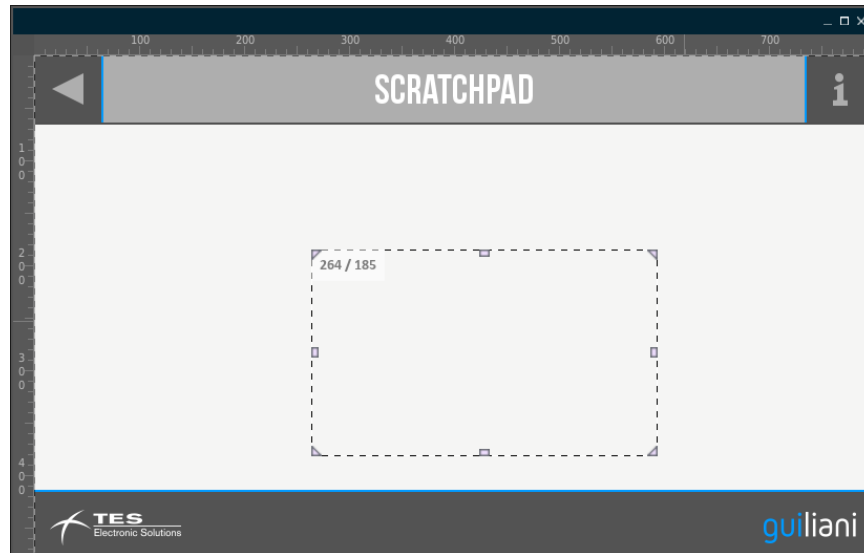
**Fig. 8** Scratchpad dialog

- In the *Controls* window, click on the *Image stack* widget (Fig. 9).



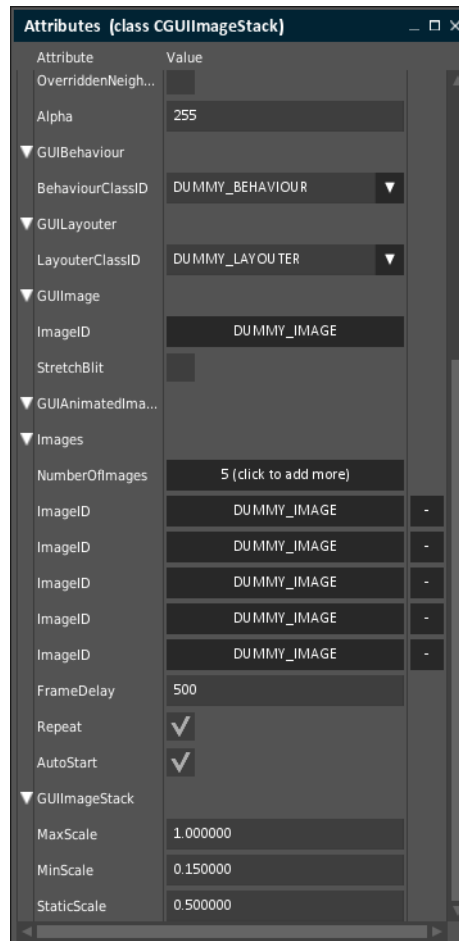
**Fig. 9 Controls window**

- It will be included in the window, place it the center (by clicking and dragging) and resize it, by clicking and dragging one of the corners of the widget (Fig. 10).



**Fig. 10** Image stack widget

- In the *Attributes* window, unfold *Images* and click on the button *NumberOfImages* until it reaches 5 (Fig. 11).



**Fig. 11** Adding image ID's

- For each of the five buttons next to *ImageID*, click and choose an image from the *Image manager* window by double clicking (Fig. 12).

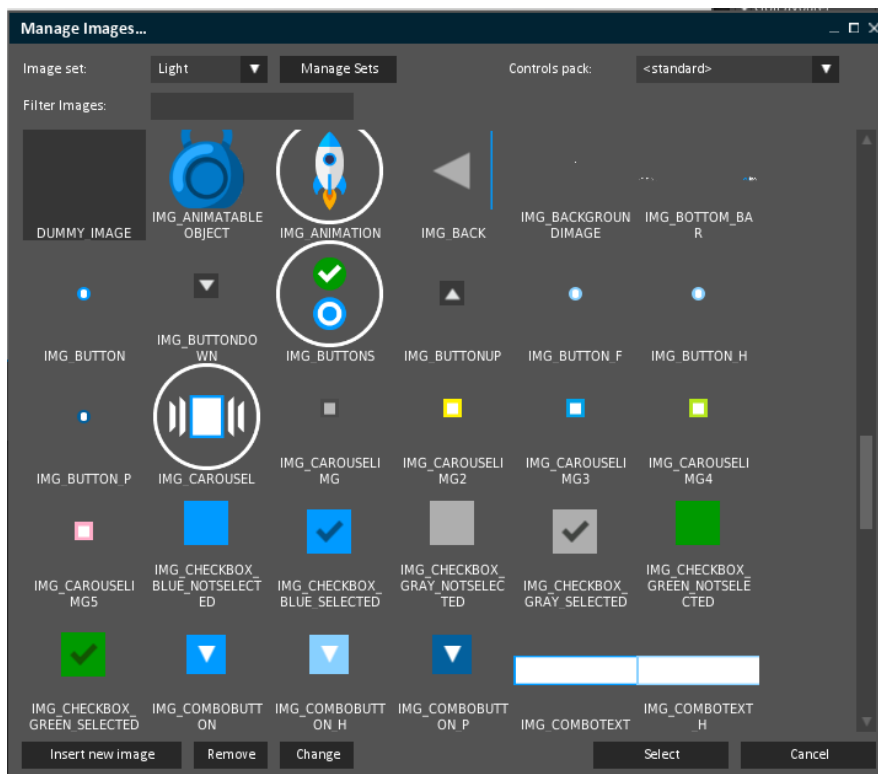
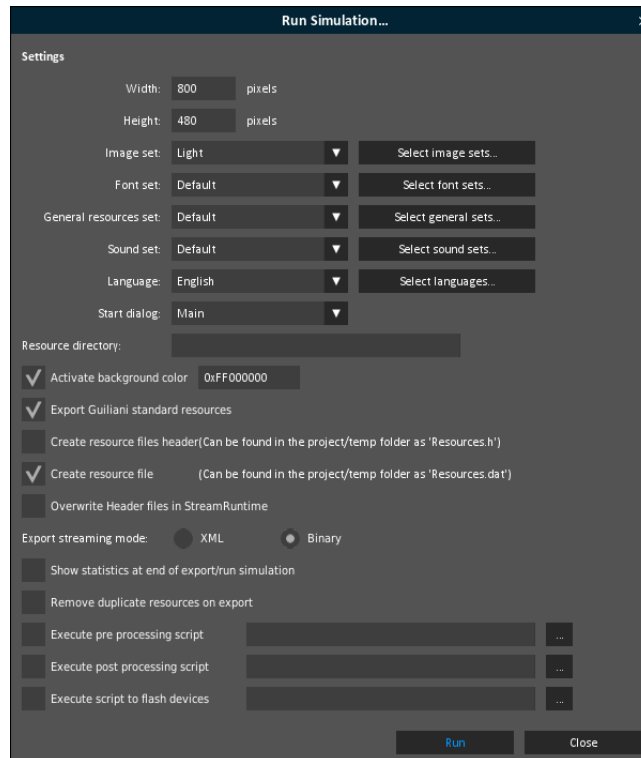


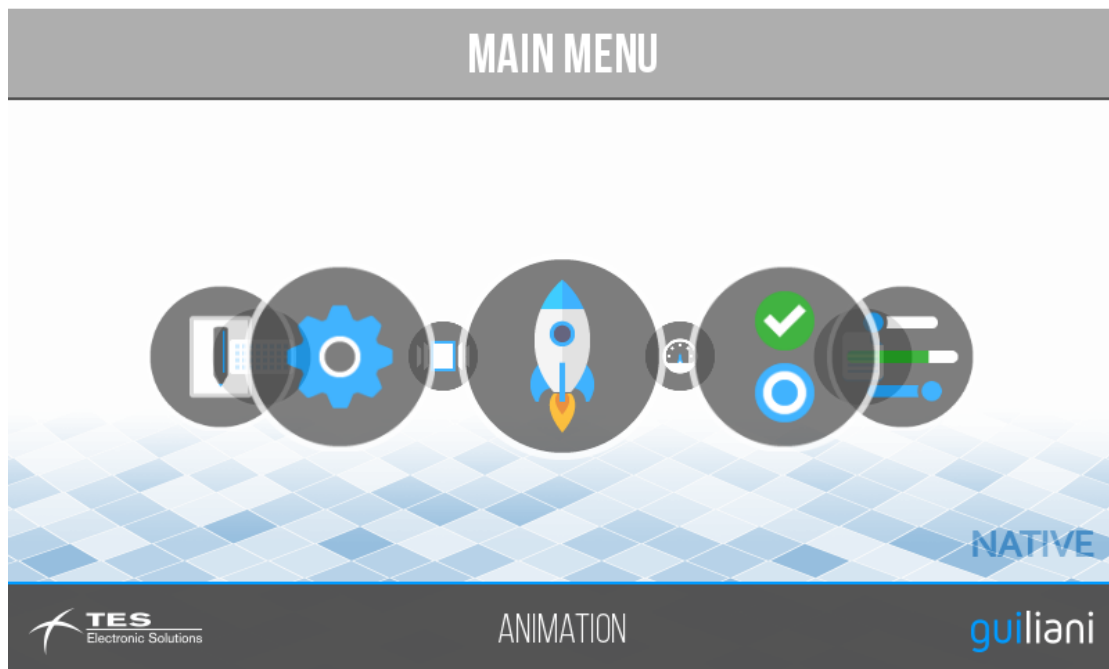
Fig. 12 Image manager window

- Save the changes in the project (Ctrl+S) and run the simulation (Ctrl+R).
- On the *Run simulation* window, make sure the options are configured as shown (Fig. 13). Choose “Main” as Start dialog.
- Click *Run*.



**Fig. 13 Run simulation window**

After clicking into the Main screen, you will see the main menu (Fig. 14). Scroll left or right to the *SCRATCHPAD* option (the “?” symbol), and click on it.



**Fig. 14 Simulation**

For visualizing the different images loaded, drag the image with the mouse up or down (Fig. 15).



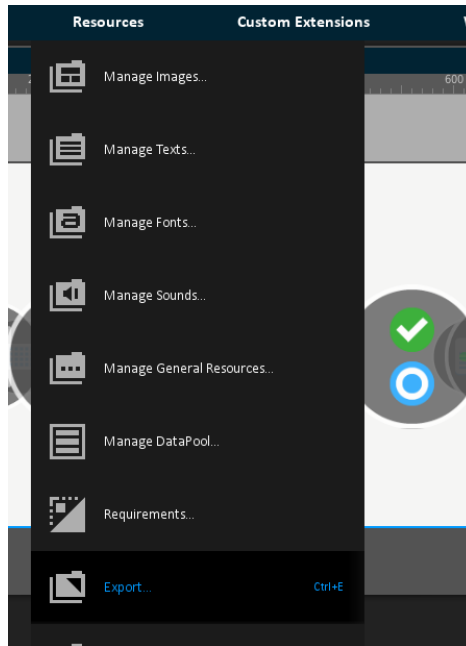
Fig. 15 Image stack in movement

- Stop the Simulator by clicking on the upper right corner of the Simulator Window frame.



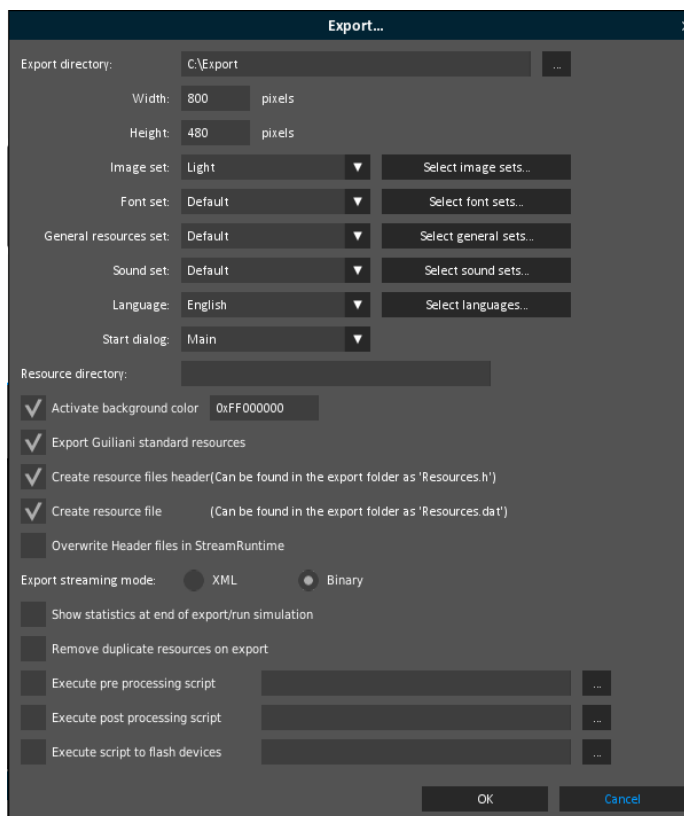
## 6. Export a project

You can export your project (to let it run on the target board) by selecting Resources/Export from the menu (<Ctrl> + <e>) as marked in figure Export.



**Fig. 16 Export**

In the now opened window as shown in figure Export attributes, enter a valid path (`${EXPORT_DIR}`) to the folder Export directory where your project should be saved. To select a folder, use the “...” button which will open the “folder dialog” window.



**Fig. 17 Export attributes**

By selecting “OK”, your project will be exported to the selected folder. This folder does now contain everything which is required to run your GUI on your desired target platform. Copy the folder’s content next to your StreamRuntime-binary on the target board and execute it, to see your GUI in action.

## 7. Further documentation

- **GSE User Manual**  
This document contains the main documentation for GSE, showing you how to create your own GUI.
- **GSE Release Notes**  
This document contains changes to the previous revision of GSE.
- **Custom Extensions**  
In case you want to create your own GUI classes, this document describes how to compile the GSE and StreamRuntime and extend Guiliani with your own code.
- **License Compliance**  
Since GSE/Guiliani uses additional software components, this file contains the notes and information required by the respective licenses.