

HowTo 0 - build GSE projects

A guide to build Guiliani Streaming Editor (GSE) projects on your own

Product:	Guiliani Streaming Editor (GSE)
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TES Electronic Solutions GmbH
Hanauer Landstrasse 328-330
60314 Frankfurt am Main
Germany

Email: support@guiliani.de
Website: <http://www.guiliani.de>
Forum: <https://www.guiliani.de/forum/>
HelpDesk: <https://guiliani.on.spiceworks.com/portal>

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1. Introduction

Welcome to the HowTo-documentation for creating Guiliani-projects using the GSE.
This document gives you an overview of all HowTo-documents, which will help you to build your own project step by step.

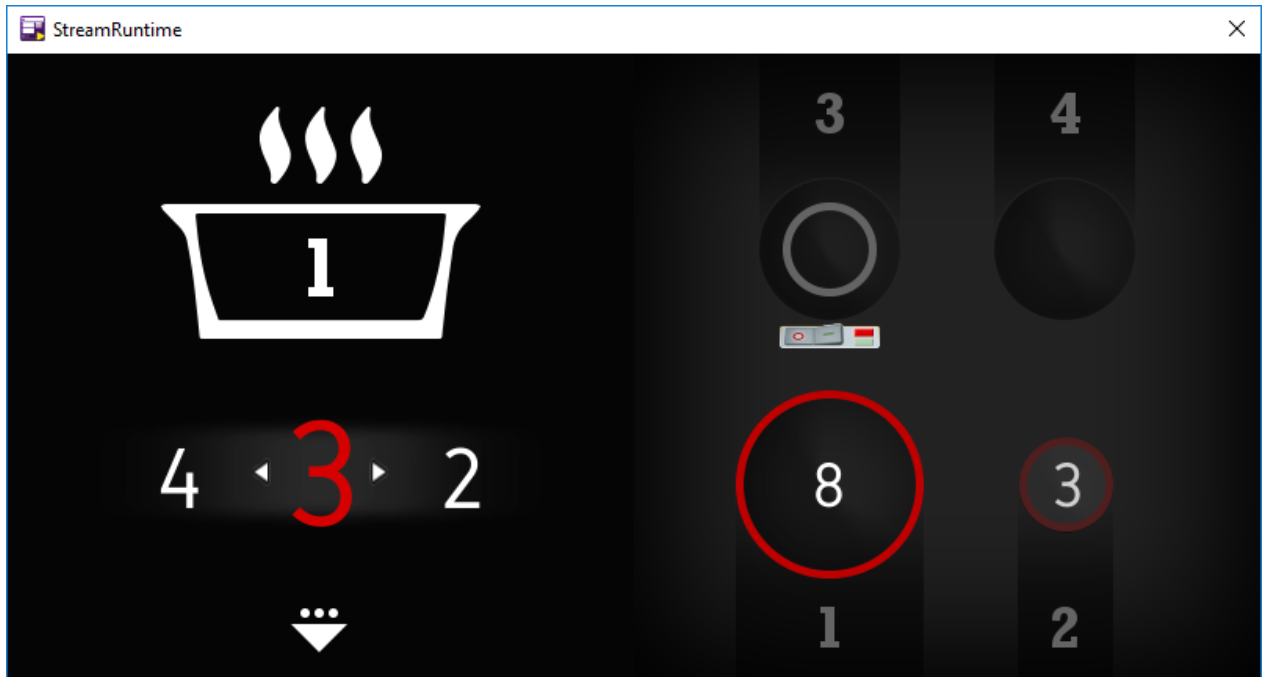
1.1. Prerequisites

Unpacked Guiliani SDK including GSE.

See <https://www.guiliani.de/mediawiki/index.php?title=Downloads:Desktop>

2. Overview of this HowTo-series

During the How To documents, we will build a project, where you will have four cooking burners. You can select each one and adjust the temperature.



Inside the cooking pot to the left, you can select one of the four burners to the right. If you adjust a temperature with the wheel, the temperature will be shown inside the corresponding burner. Additionally you can click onto a burner, to switch between heating-stage and the temperature. With the arrow on the lower right side, you can switch to the settings dialog.

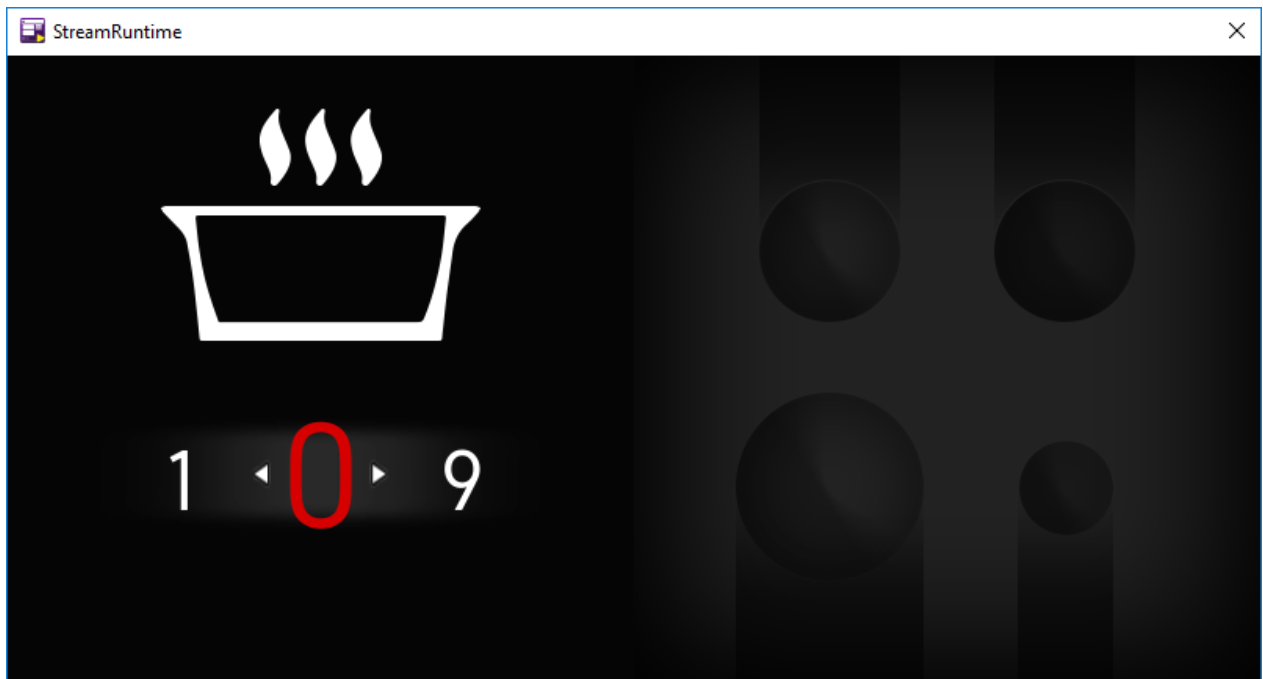
Here you can:

- select having two or four burners
- switch between temperature or heating-stage on the wheel
- set several colors
- go back to the main dialog

2.1. HowTo 1 - Build a project step-by-step

In this HowTo you will learn how to create a GSE project by using the GSE, only. You do neither need to create or change any code nor use a compiler.

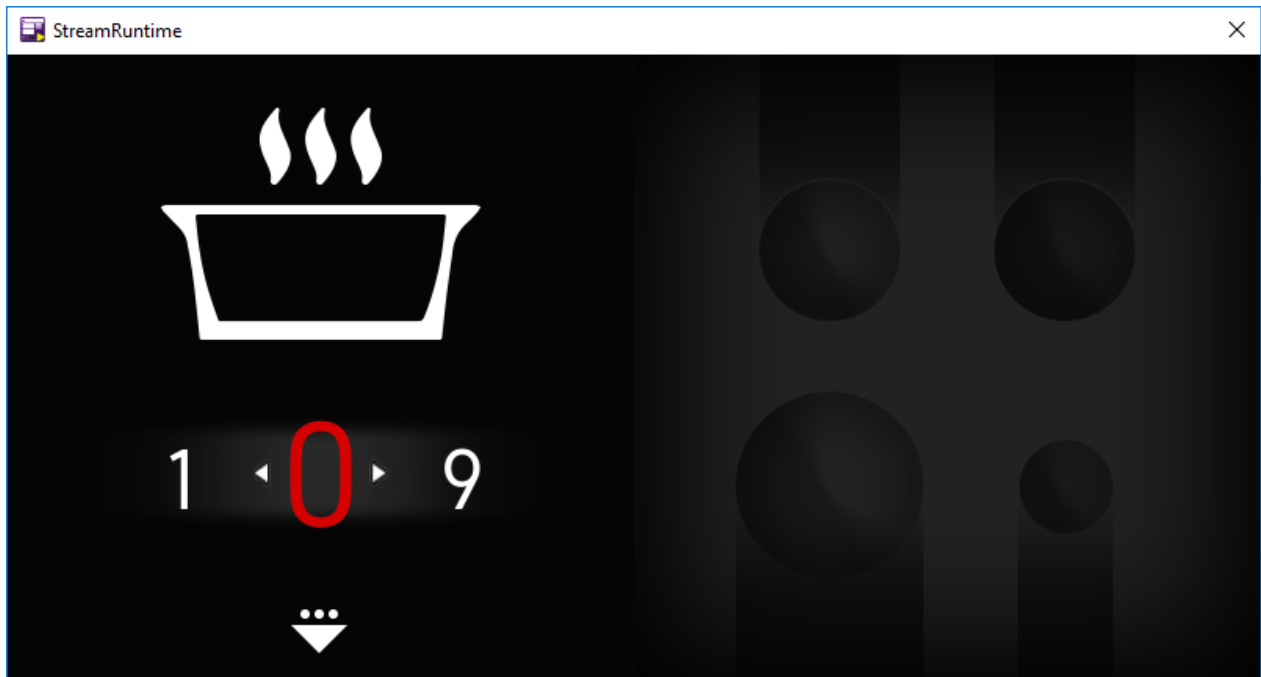
When finished, you will have the first part of the hearth. It will look like this:



2.2. HowTo 2 - Using Commands

This document leads you to a second dialog. This can be used as a settings dialog, where you could provide parameters to be set.

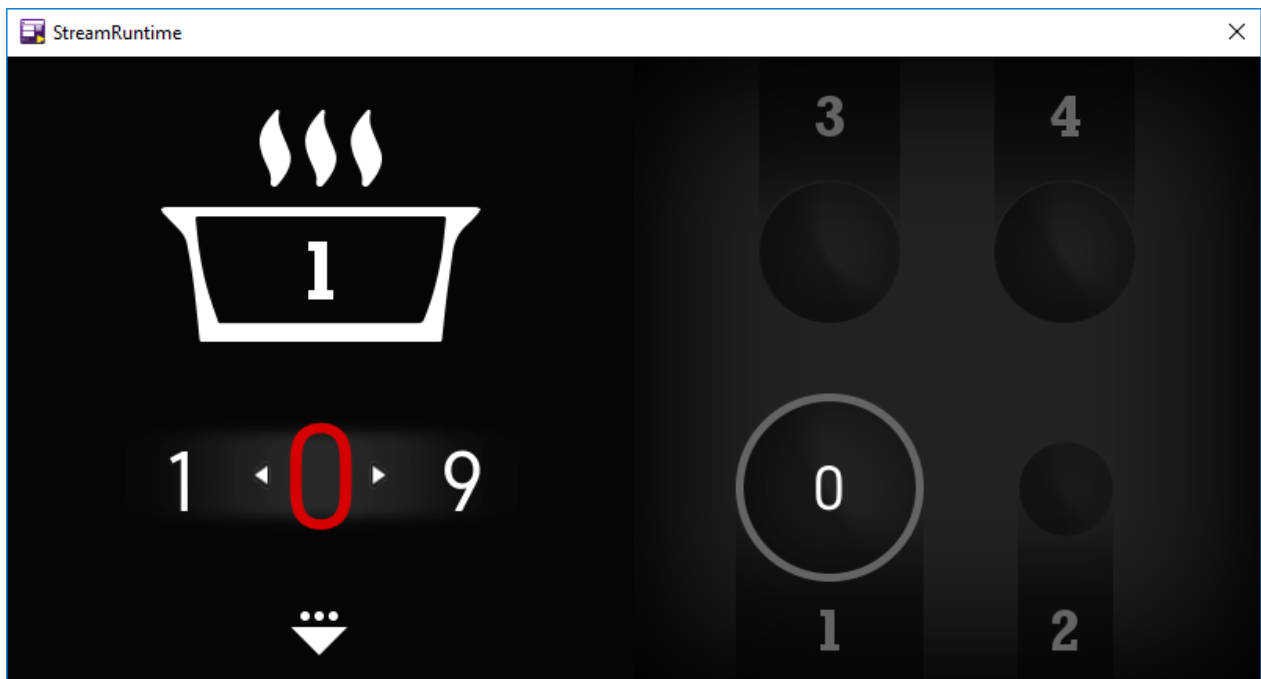
To change between the two dialogs we will use buttons executing a command.



2.3. HowTo 3 - Using the DataPool

In the left part of our main dialog, you can adjust the stage for every burner. We will implement visualization of the heating intensity for one burner on the dialog's right side by setting the burner's outer ring to a color from dark to light red. Or gray, if switched off. Additionally the burner will have a number inside, showing the chosen grade. The burner will get its updated information via the DataPool. Every time you select a grade for an individual burner on the dialog's left side, the corresponding burner on the right will automatically get an update.

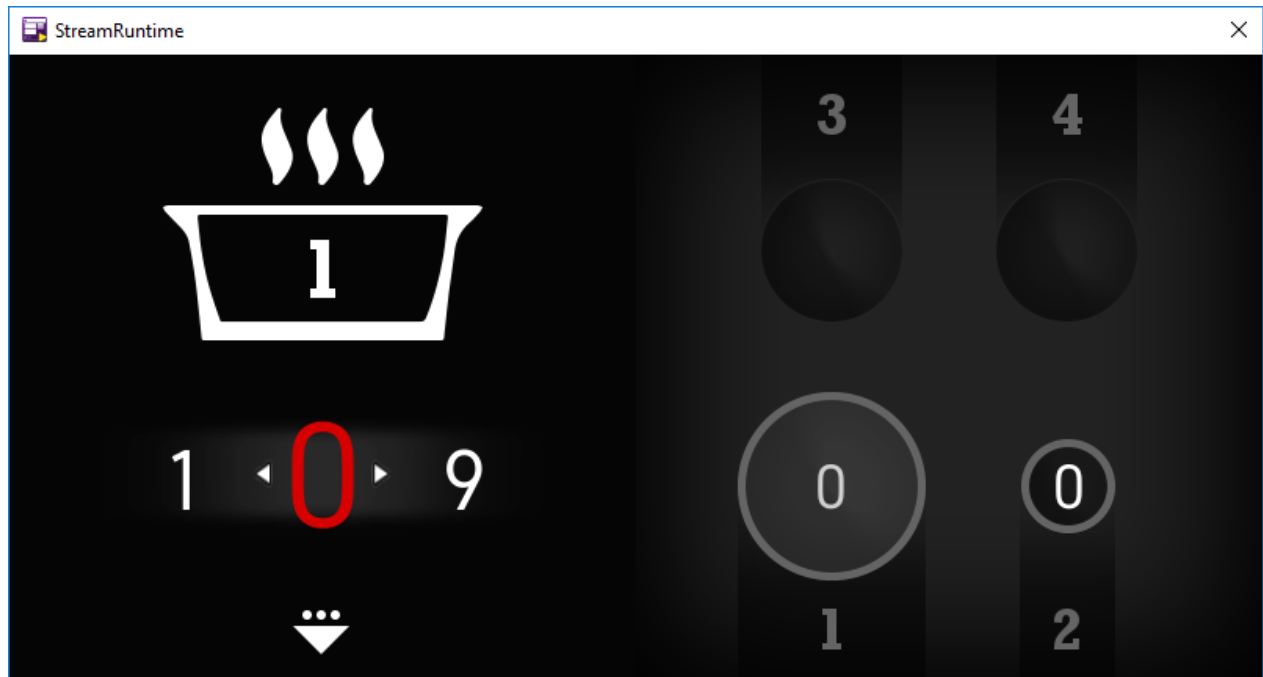
That's how it should look like:



2.4. HowTo 4 - Using Behaviours

In this HowTo, the use of behaviours and a second DataPool will be shown. With them you can change between two burners. The heating stage you have set will be saved and shown inside both burners. The wheel will be set to the correct value, whenever you choose one of the burners.

At the end, the application will look like this:



2.5. HowTo 5 - Using CMake and an IDE to re-compile GSE

This HowTo will guide you through using CMake and Microsoft Visual Studio for connecting your step_by_step project to Guiliani SDK GSE.

It will show you how to compile and re-compile the GSE and Guiliani's StreamRuntime (your project).

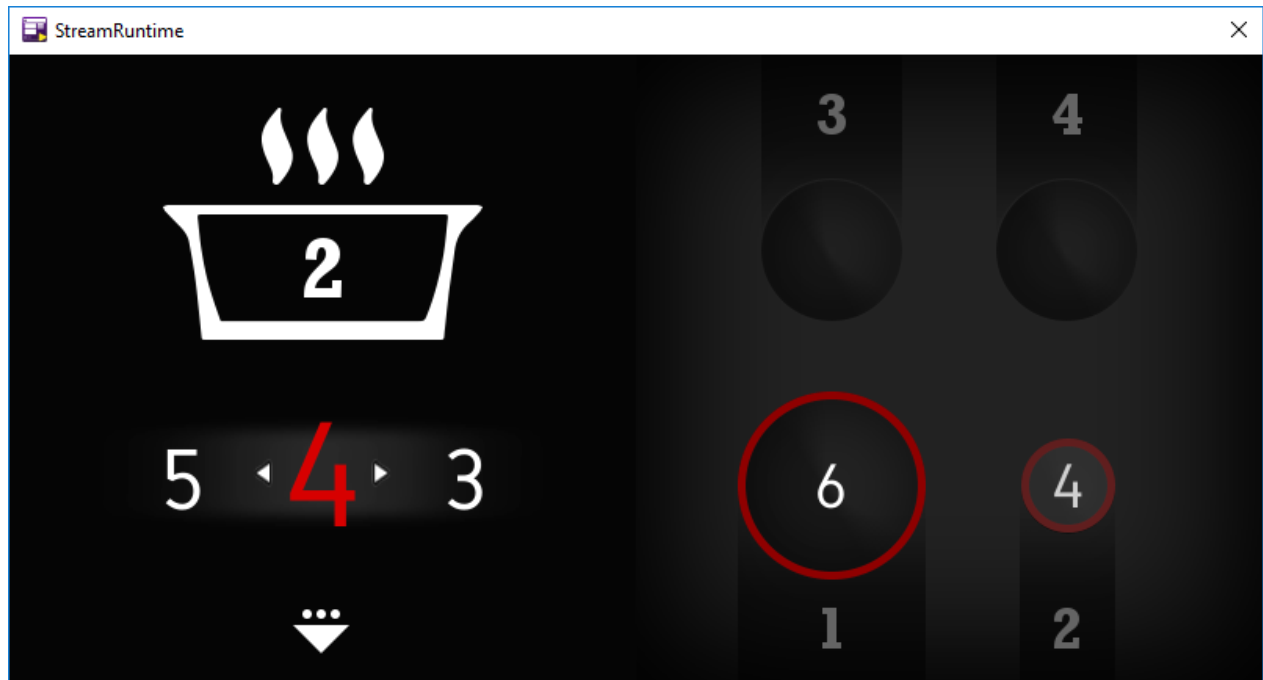
We will use Microsoft Visual Studio 2015 as an example to show how to use an IDE for making changes in the source code.

2.6. How to 6 - Using CallApplicationAPI

In this HowTo you will use two CallApplicationAPI-commands to send pieces of information to different controls.

The number inside the pot will change according to the burner you clicked on.

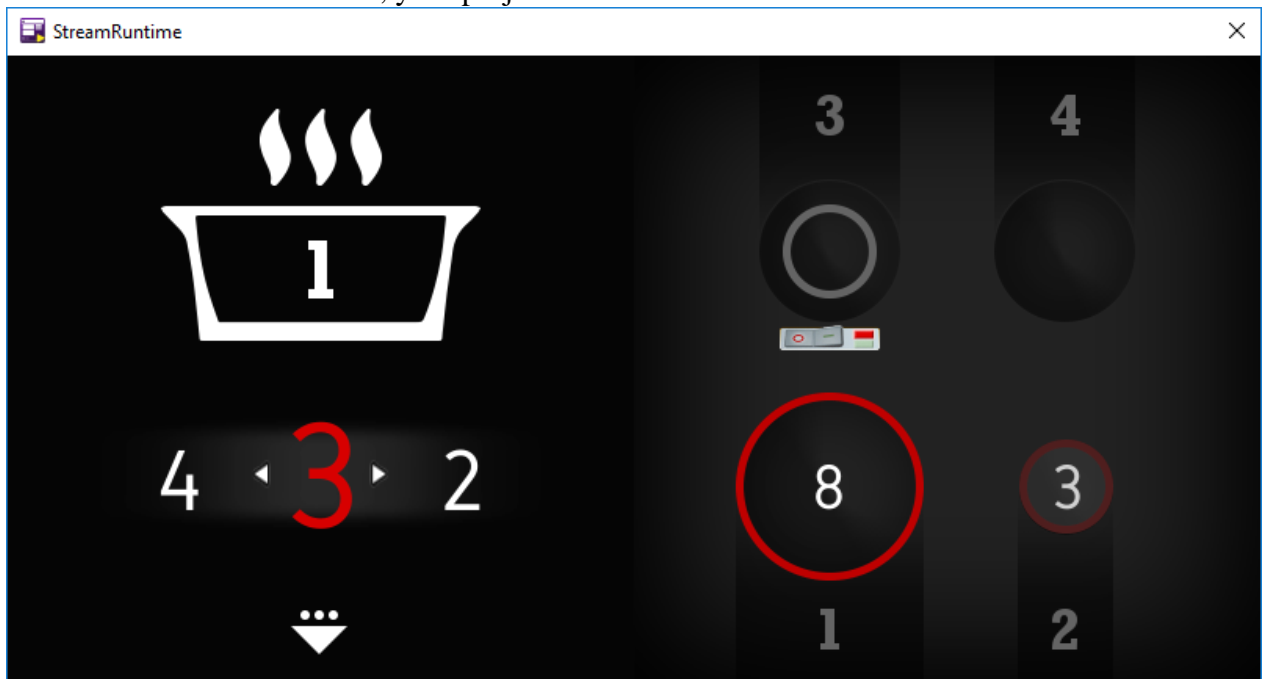
At the end of the HowTo 6, your application will look like this:



2.7. HowTo 7 - using a CustomExtension

This HowTo explains step by step how to use a CustomExtension in a GSE-project. You will see how to create, add and use it inside your project. We will use a switch to enlarge/shrink burner 3, using a CustomExtension-command.

At the end of our last HowTo, your project will look like:



3. Additional information

Don't forget to visit our homepage www.guiliani.de to get more information, demos, videos and the latest news about guiliani and GSE.

There you also find our support (Forum, FAQ, HelpDesk).

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