

Properties

Item Properties

User Added Properties

Name	Type	Value
myString	String	Foo
myBool	Bool	True

Connections

Action	Signal
onEvent	log ("clicked")
onClicked	log ("clicked")

Bindings

Binding	Property
thingWidth	thing.thang
thingHeight	foo.bar

Code editor is still the first choice in the menu and is used for advanced connections

onClicked Function

onClicked myFunction(param1, param2)

param1 param2

Cancel Confirm

QDS Proto Not Possible

Functions can only work for QML files where the function is local to the current file

Code Editor

- Functions > myFoo()
- Items > myBar()
- Properties > myFooBar()
- Backend > myBarFoo()

Backend List works in conjunction with QDS-5872 and MicroControls

Code Editor

- Functions >
- Items >
- Properties >
- Backend > myInt
- myBool True
- myString

QDS Proto Possible

Properties from the current file scope, includes aliased properties from sub components. We are probably too many levels deep already though.

Code Editor

- Functions >
- Items >
- Properties > User Added
- Backend > myRect Color
- myText BorderColor
- Corner Radius 10

QDS Proto Possible

User Added

- myLocalInt
- myLocalBool
- myComponent1 myAliasedReal
- myComponent2 myAliasedBool
- myComponent3 myAliasedInt 10
- myComponent4

A system like this can get us a long way to making complex conditions

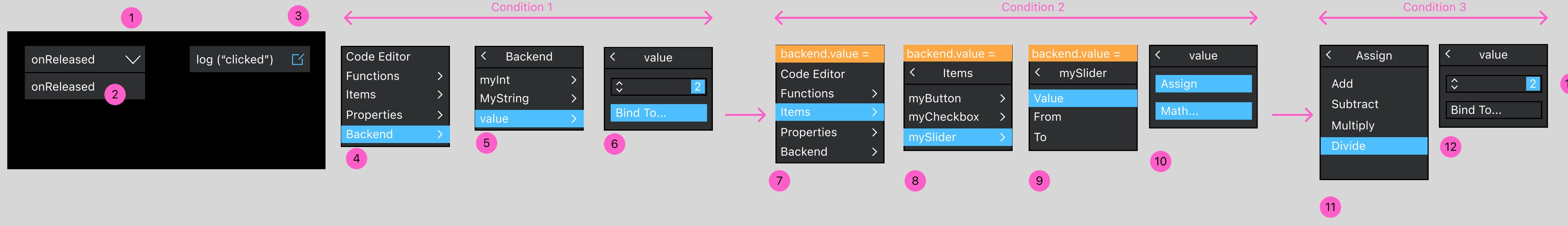
Test Case - how many clicks to achieve these connections?

onReleased backend.value = 2

onReleased backend.value = slider.value

onReleased backend.value = (slider.value / 2)

QDS Proto Possible



With a microanimation to end the process the designer can see his connection is applied properly

onReleased onReleased bac... ✓ onReleased onReleased bac... ↗

QDS Proto Possible

A slider over menu with mini nav could be better than a fly out menu for our use cases where we need to dive more than 3 levels deep

QDS Proto Possible

Code Editor

- Functions >
- Items >
- Properties > myText
- Backend >

< Properties

- User Added >
- myRect >
- myText > Pixel Size
- myImage >

< myText

- Text >
- Pixel Size > 10
- Font >
- Color >

< Pixel Size

- 10
- Bind To...

Adding search to the menu simplifies the pathways further

QDS Proto Not Possible

Properties myText Pixel Size

- Properties >
- myText >
- Pixel Size >

< Properties

- myText >

< myText

- Pixel Size >

< Pixel Size

- 10
- Bind To...

Properties should be filtered by type so only matching types can be applied (no coercion) i.e - int to int

Code Editor

- Functions >
- Items >
- Properties > myText
- Backend >

< Properties

- User Added >
- myRect >
- myText >
- myImage >

< myText

- Text >
- Pixel Size >
- Font >
- Color >

< Pixel Size

- 10
- Bind To...

Filtered by Applicable Type

Code Editor

- Functions >
- Items >
- Properties > Backend

< Backend

- myString
- myBool
- myInt
- myColor

QDS Proto Possible