



Illumination Software Creator

Tutorial : Building a User Interface

Almost every application, be it for desktop computers, mobile phones or websites, needs a good user interface.

Buttons to click. Boxes to type text in to. Etc.

Luckily Illumination Software Creator makes creating these User Interfaces easy as pie.

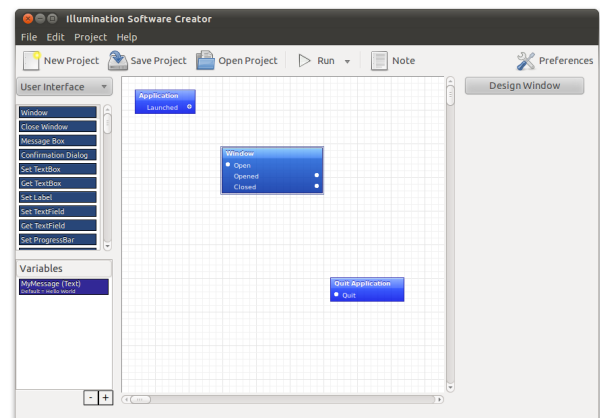
Step 1) Adding A Window

Start a new project in Illumination by clicking the New Project button on the top left.

Make sure “User Interface” is selected from the list of available blocks in the top left corner.

Now drag the “Window” block to anywhere on the project grid.

A new Window block will be added to your project. You can have as many Window blocks in your project as you wish.



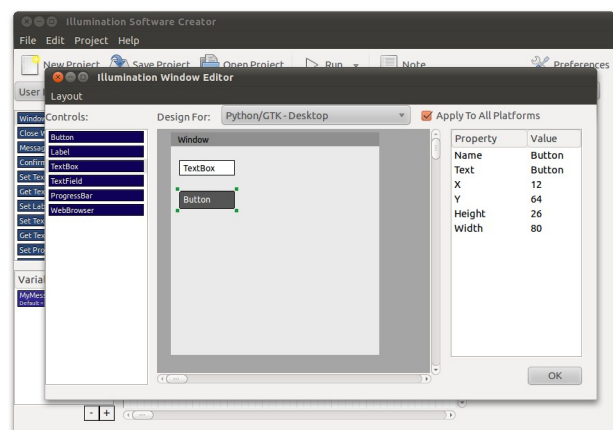
By default you'll notice one input (“Open”) and two outputs (“Opened” and “Closed”) on your new Window block. We'll talk more about these in step three.

Step 2) Designing Your Window

Now double click on your Window block (or select the Window block and click the “Design Window” button on right hand side) to open the Window Editor.

The Illumination Window Editor is divided into three main parts:

1. The list of available controls on the left hand side (buttons, labels, etc.) that can be used in your new Window.
2. The visual design of the window itself in the center.



3. And on the right, a list of properties that you can modify for any selected item in your Window (width of a button, default text to show in a label, etc.).

For now, let's create a simple window, with one button and one label.

To do so drag a “Button”, from the list on the left, to your window. You may place the button anywhere you like.

Next, drag a “Label”, from the list on the left, to your window.

You'll notice that, whenever you select a control on your window (or the window itself) by clicking on it, green squares will appear in each corner of that control. These allow you to resize the control by clicking and dragging on them.

You may also modify the size and location of your selected control by manually entering that information into the property list on the right hand side.

Once you are happy with your window design, click the OK button to return to your project. (You may return to the Window Editor to modify your window design at any time.)

Step 3) Using Your Window

You'll now notice that your Window block has a new “ButtonClicked” output. This allows you to trigger another block when that particular button is clicked.

To see this in action, go ahead and add a new Text variable by clicking on the “+” button on the bottom left below the Variables list.

Enter anything you like for the Variable Name, such as “MyText” and enter “Hello World” for the Default Text, then click OK.

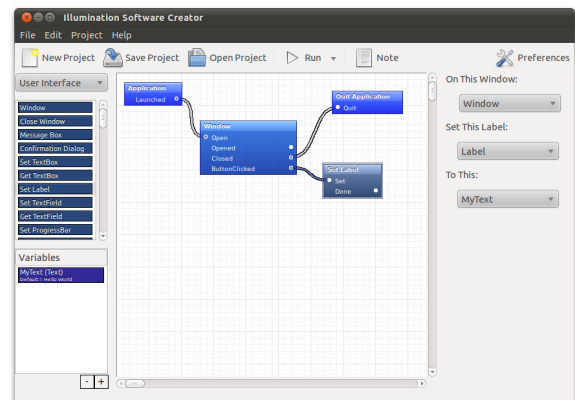
Now drag a “Set Label” block from the list on the left, to your project.

Click on your new Set Label block and set the “On This Window” property to your Window, the “Set This Label” property to the label control you created on that Window, and set the “To This” property to the Text Variable you just created.

What this is doing is, quite simply, setting the the label on that window to the text that is stored in that Text Variable.

Next you need to connect up your blocks.

First drag your mouse from the Launched output (the circle on the right) of the Application block to the Open input (the circle on the left) of the Window block. This tells the Window to open when the



application is launched.

Then connect the ButtonClicked output of the Window block to the Set input of the Set Label block.

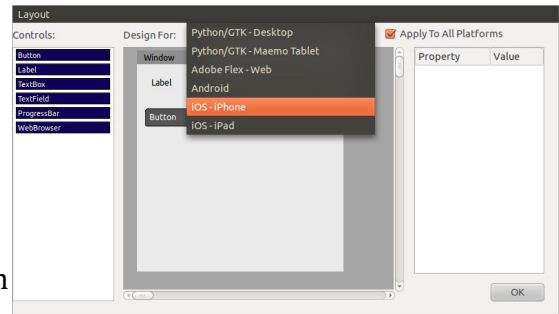
Now, when you run this application, clicking the button will set the label on the window to “Hello World”.

And you didn't have to write a single line of “code” to make it happen.

Things To Know

Illumination Software Creator allows you to build applications for a number of different platforms (iPhones, Android phones, Desktop applications, Flash web applications, etc.). And each of those platforms may have different needs for the user interface.

For example: If you design your application to work great on a Windows, Mac or Linux PC... it may not look right on an iPhone (often times the controls may not even be able to fit on the iPhone screen).



Because of this Illumination offers the ability to lay out the same Window differently for each target platform.

On the top of the Window Editor there is a “Design For” drop down list. Clicking that allows you to select which target platform you would like to work on the user interface layout for.

Your Window will still have the same controls on each platform, and no change to your project logic is necessary. The only difference is in how the controls are sized and arranged for each target platform.