



GUI Builder

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- Provide base functionality for **built-in editing**
 - Any ROOT GUI application can be switched to editable mode. In the editable mode it is possible to
 - Edit exiting graphical objects and layout via drag-and-drop, i.e. pick, move, resize, delete, re-parent operations.
 - Create new GUI widgets
 - Choose what you want and put it where you want.
“Lasso allocation” of base GUI widgets.
 - Cut/copy/paste/clone existing widgets visible on desktop.
 - Embed other ROOT GUI applications.
 - Undo/Redo actions. Checkpointing.
 - GUI objects alignment via layout managers, snapping to grid



Where we go? (cont.)



- Change widget attributes (background, font, etc.) via property editors. Add widget attributes via wizards.
- Add dynamic functionality via establishing signal-slots connections.
- Save GUI design as set of C++ macros which can be compiled into DLL or executable.
 - Signal-slots connections are also saved
- ... ???



Where we are?



- Editable mode is in ROOT.
- Embedding GUI applications is in ROOT.
- Saving GUI design as C++ macro is in ROOT.
- Undo/Redo: TQUndoManager is in ROOT.
- Create widget property editor is in progress.
- Two classes are close to be released:
 - TGDragManager, TGuiBuilder
- Copy/Paste/Clone of GUI objects is based on ROOT I/O. Work is in progress.
- Saving signal-slots is straight and easy to implement.
- **The first version of GUI builder hopefully will appear in coming release.**