

CEGUI Unified Editor Quickstart Guide

July 13, 2014

This is just a quick and informal introductory document. See the User manual for more information.
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Now that you have started the editor, it is time to take a few minutes to learn basic concepts of it. Lets start with some terminology.

- *Project file* - encapsulates enough information to start up embedded CEGUI and use it to open layouts, animations and possible other data types
- *CEGUI resources* - schemes, imagesets, lookfeels and possibly other CEGUI data
- *Compatibility layer* - a facility that can convert a CEGUI resource from one version to another¹
- *Embedded CEGUI* - the editor uses CEGUI internally to make sure it's all WYSIWYG, embedded CEGUI is the CEGUI instance that runs in the editor, project file is needed to start it

1 Opening existing files and projects

Some of the simpler datafiles (e.g. imagesets) can be opened without having a project file setup, however it is still recommended to have a project opened for everything since that way your custom resource provider path settings are honoured.

1. (optional) open a project - *File / Open project* will do the trick (start with `data/samples/StockDatafiles_VERSION.project` if you just want to try things out)
2. open a file - *File / Open file*

¹There usually are two layers to provide conversion both ways but it is not a strict requirement.

2 Creating your own project file

If you are working on a project and are not a programmer, you probably should ask one of the coders to set up a project file for you. They can simply send you the archived folder to open or even commit it to your team repository for more efficient workflow.

Needed parts:

- target CEGUI version
- paths²

2.1 Relocatable folder

Create a folder where you will keep all CEGUI data for your project. You will place the project file into this folder. The project file is designed to be “version control friendly” and is relocatable³. Your colleagues can clone/checkout and move it somewhere else and it will still work unless you do something wrong like reference files across different drives⁴.

2.2 Moment of creation

File » New » Project will ask you for a name and where to save the new project file. Choose a fitting name and select the relocatable folder and a file in it (e.g. *Game.project*) and press OK. Project name and the filename of the project file are separate. Though they will be same or similar in most cases.

2.3 Project settings

After the file is created you will be asked for target CEGUI version, paths and several other things⁵. Make sure you get everything right or ask a fellow programmer from your project to help with this, they will surely know the right values. The editor will attempt to bootstrap CEGUI based on your values after you press OK. Do not continue with this guide unless everything goes smoothly and no error dialogs are shown!

2.4 Referencing files

OK, your project file has been created and embedded CEGUI is working correctly with the project.

Now, let us add some files to the project so that it is easier to work with it. The project file has a simple tree of nodes, each node referencing a file. It does

²Same as you would use in `DefaultResourceProvider::setResourceGroup` calls.

³You can simply move it around on the disk and it continues to work as a whole.

⁴This only applies to Windows.

⁵See the User manual for more details.

not automatically scan and add anything. You have to add files manually and explicitly⁶.

Start by right clicking the project manager and selecting *Create folder*. This will create a container for your file references⁷. You can then add files, either new or existing on disk already. Make sure to avoid adding files from outside the “*relocatable folder*”. Otherwise your colleagues might have trouble opening them after you commit.

3 Creating new files

File » New » Type of file will create a new empty file of given type. The editor will detect that it is empty when you try to open it⁸. You can start working on the file after you open it.

4 Further reading

This has been just a really quick run through the basics to get you started. See the *User manual* for more in-depth documentation. Please read it fully before asking questions on IRC or the forum. You can also find the *Developer manual* interesting if you want to know how internals work, contribute or troubleshoot an issue.

⁶The editor may provide some auto-discovery tool in the future.

⁷No folder is created on disk, this is all project file only.

⁸If the file only has CR and/or LF characters, it is deemed empty.