Examples of using Data binding

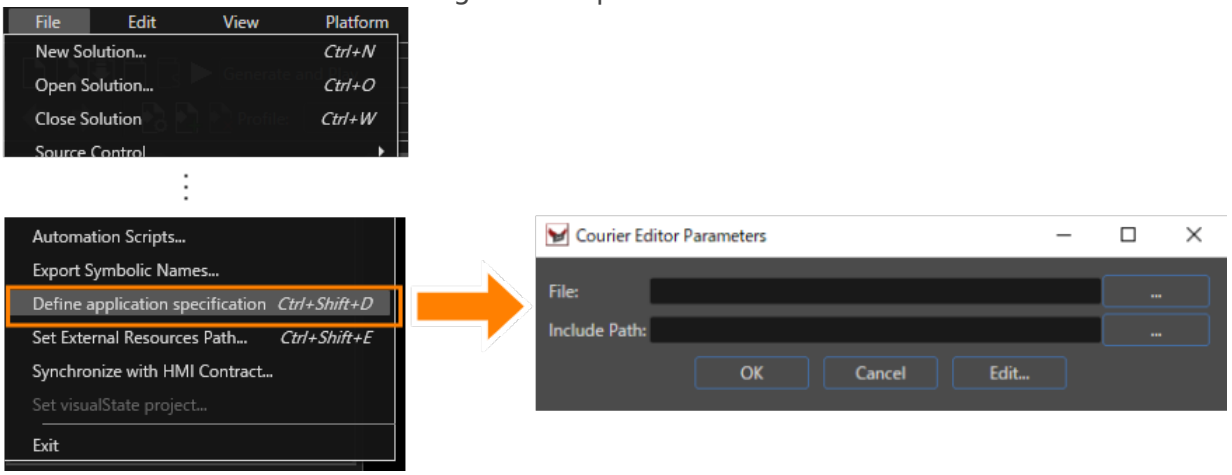
This page shows how to create a data binding source using Courier Editor and how to configure data binding using Scene Composer. This tutorial will be based on an Industrial solution template.

Creating a Data binding source

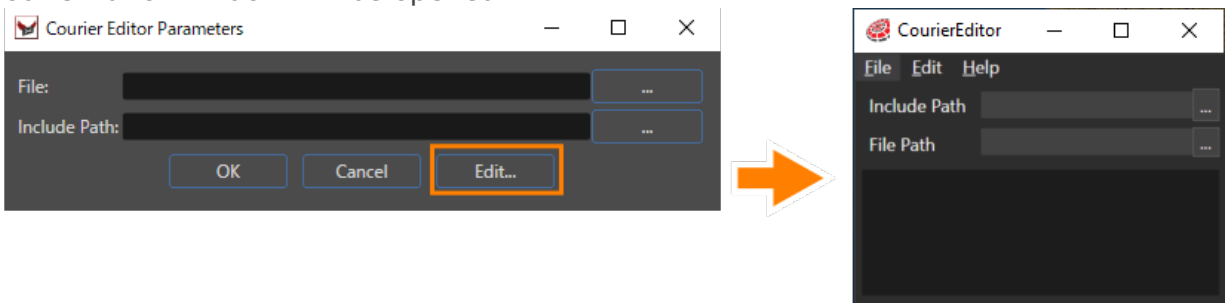
1. Open Scene Composer and choose to open the Industrial solution from the Samples and Templates section of Scene Composer's Startup panel by double clicking.
   - The solution will be loaded, which may take some time



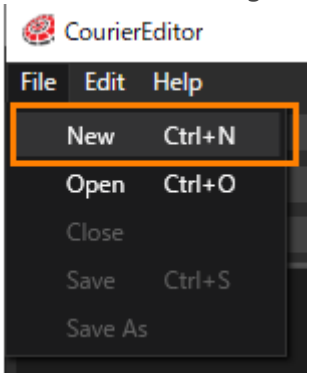
2. In the Scene Composer menu bar click [File > Define application specification] to open the "Courier Editor Parameters" dialog.
   - "Courier Editor Parameters" dialog will be opened.



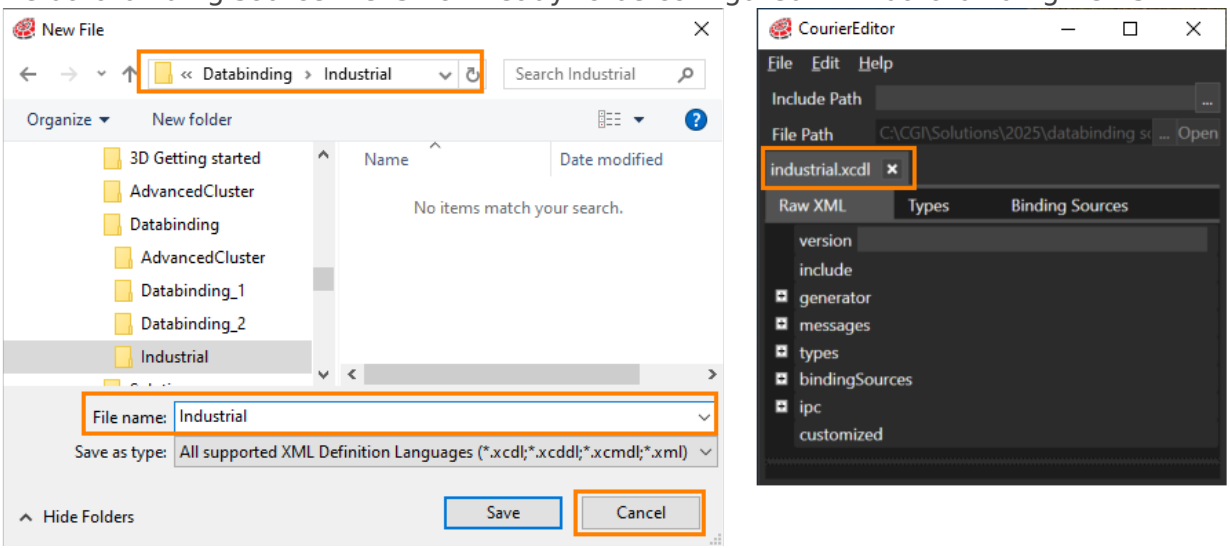
3. In the "Courier Editor Parameters" select [Edit...] to start CourierEditor.
   - CourierEditor window will be opened.



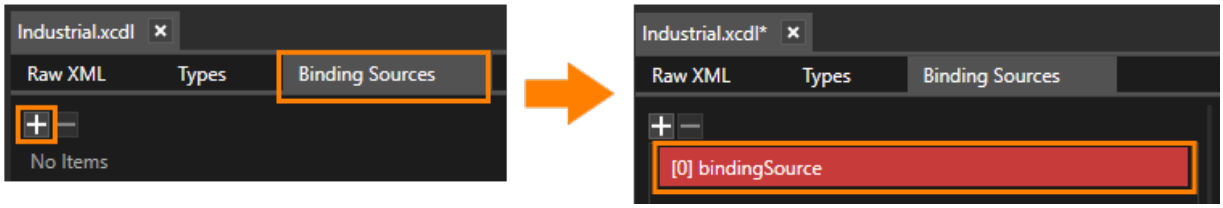
4. In CourierEditor menu bar, click [File > New].
   - The "New File" dialog box will be opened.



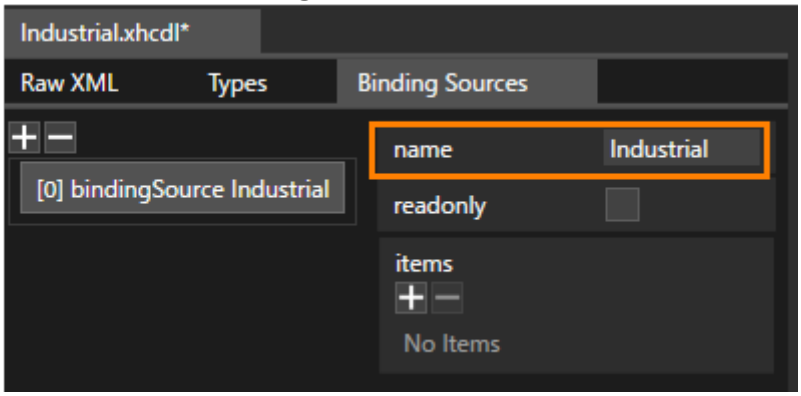
5. Set the destination folder and filename for the new data binding source and click [Save].
   - The data binding source file "Industrial.xcdl" will be saved to the specified location.
   - The data binding source file is now ready to be configured with data binding items.



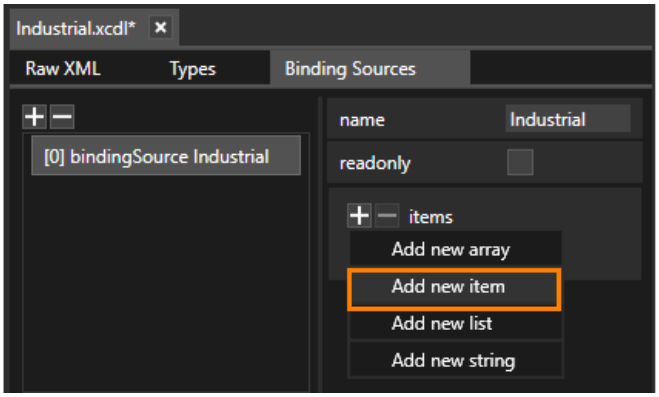
6. Add Data binding items (data name/type) to the created Data binding source. To do so, switch to the Binding Sources tab and click the [+] button on the top left to add a binding source.
   - "[0] bindingSource" is added

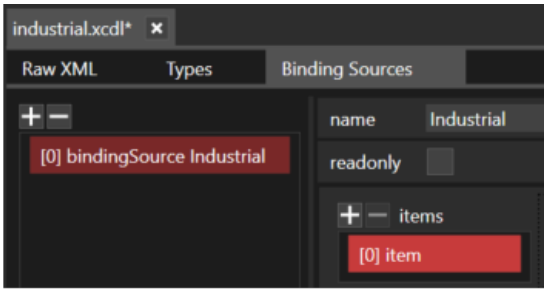


7. Click on "[0] bindingSource" to view its details on the right side and set the name to "Industrial".
   - The name of "[0] bindingSource" will be set to "Industrial"

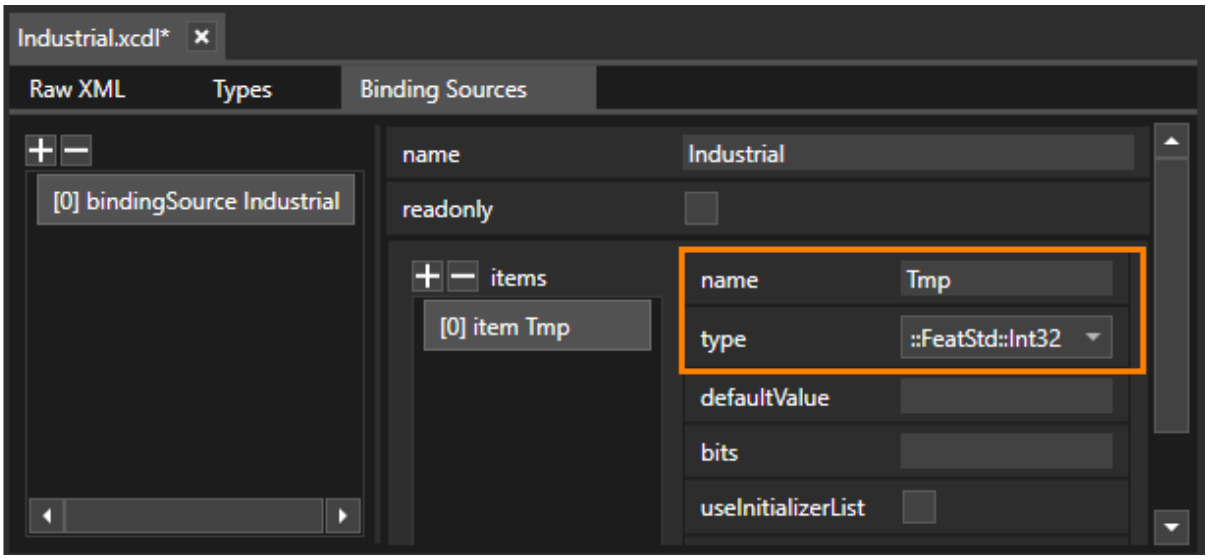


8. Click the [+] button next to "items" and click [Add new item] in the context menu.
   - "[0] item" is added.





9. Select data binding item "[0] item" view its details on the right side and configure the following name and type:
   name = Temp
   type = ::FeatStd::Int32
   - Data binding item will be configured accordingly.

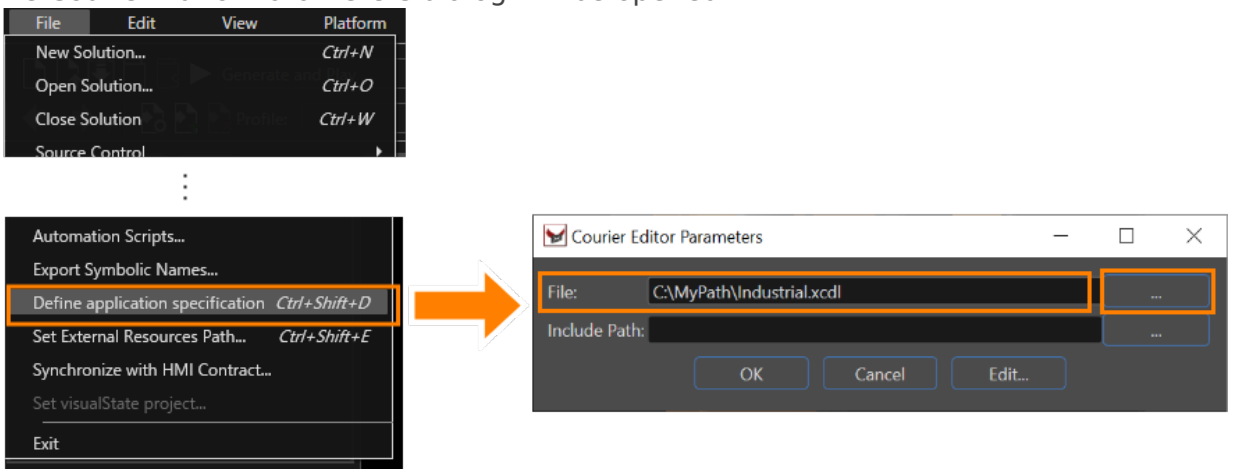


10. In the menu bar of the CourierEditor select [File > Save] to save the data binding source file.
    - The data binding source file will be saved.
    - The creation of the data binding source is now complete.
    - The CourierEditor can be closed.

> Please refer to Courier Editor for more information on how to create data binding sources.

Linking Data binding source to Scene Composer

1. In the Scene Composer menu bar choose [File > Define Application Specification] to open the "Courier Editor Parameters" dialog.
    - The Courier Editor Parameters dialog will be opened.



2. In the Courier Editor Parameters dialog click the [...] button to select the path to the data binding source file "Industrial.xcdl" file.

- The file which you have just created using CourierEditor in the steps above is configured.

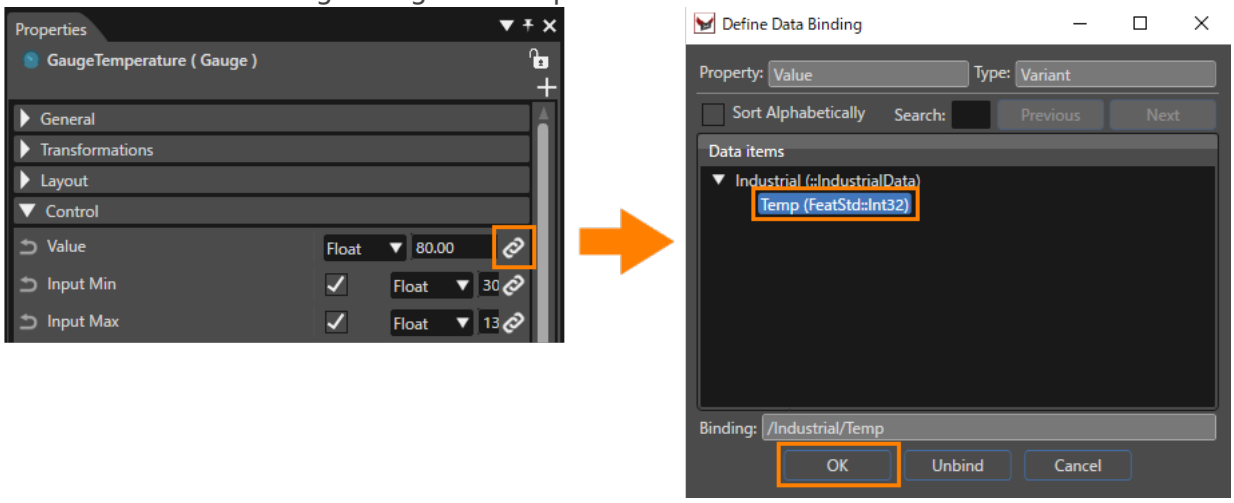
3. Finish your configuration by clicking [OK].
   - The Data binding source is now linked to Scene Composer.

Configuring Data binding using the Scene Composer

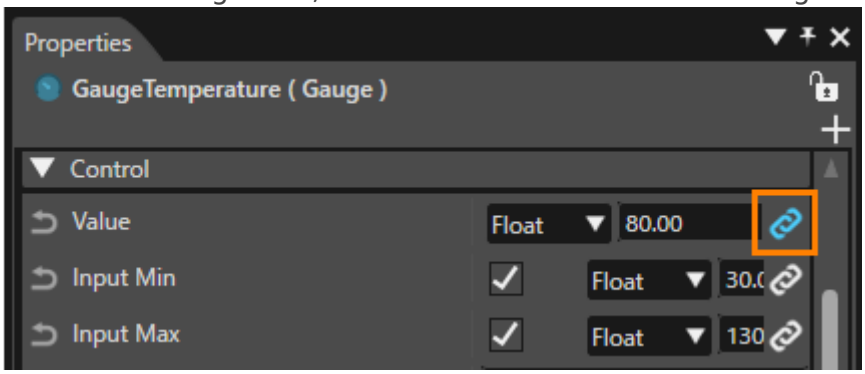
In Scene Composer, many Control properties can be configured for data binding. Each property on which data binding can be performed offers a bind button on the right side in the Properties panel.

> For more information about data binding, please refer to Data Binding.

1. In the scene tree of the Scene1_Main scene, select [GaugeTemperature], and in the properties panel, click the [Control > Value] bind button.
   - The Define Data Binding dialog will be opened.



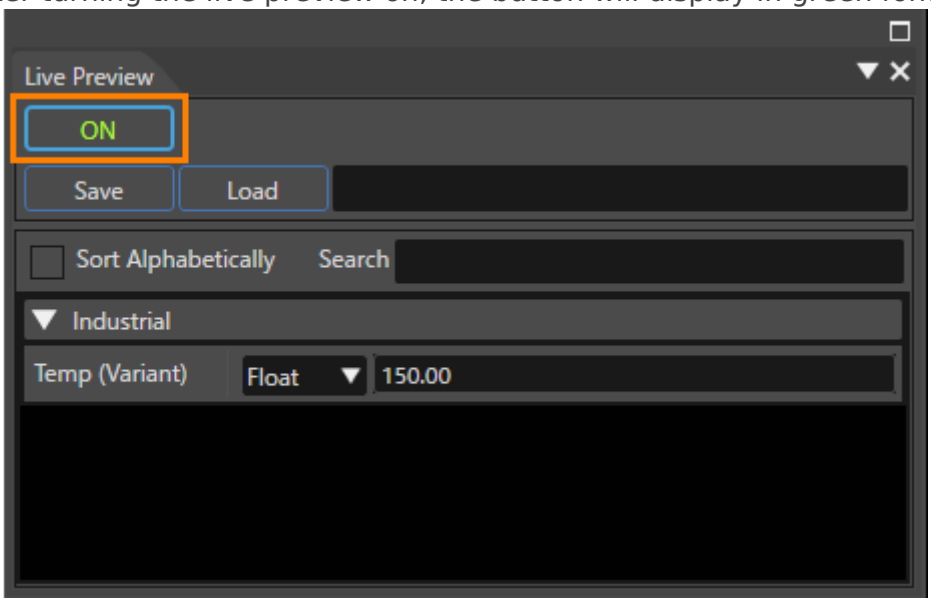
2. Select "Industrial > Temp (FeatStd::Int32)" from the data item and click [OK].
   - When data binding is set, the color of the bind button changes to blue.



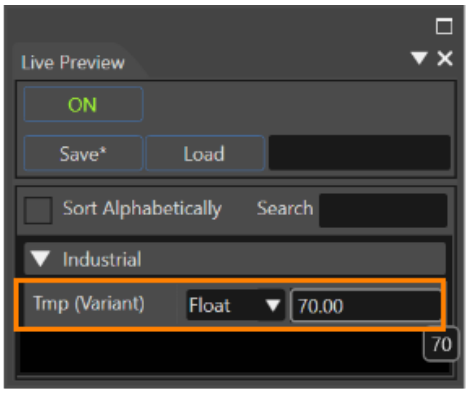
Operation confirmation using Live Preview panel

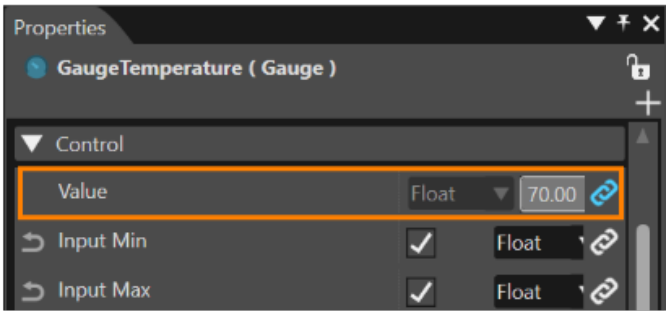
You can check the operation of data binding settings in the live preview panel.

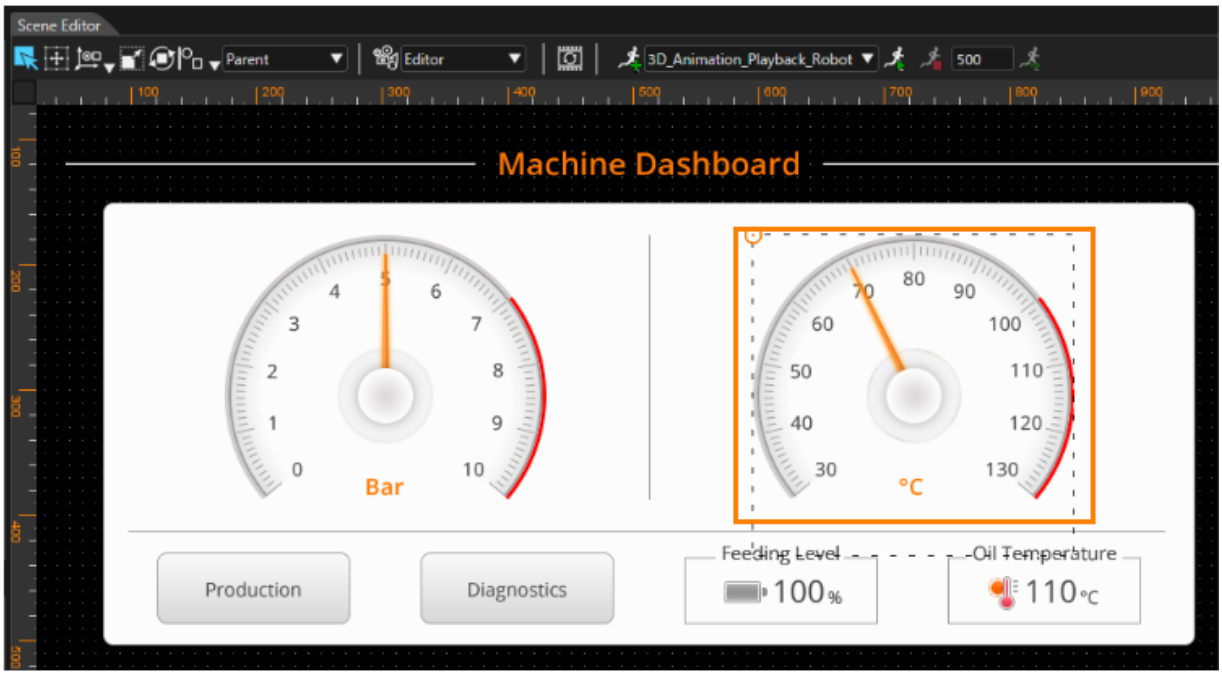
1. In Scene Composer menu bar choose [View > Live Preview] to display the live preview panel. Set the [On/Off] button at the top right of the panel to "On".
   - The Live Preview window will be opened.
   - After turning the live preview on, the button will display in green font [ON].



2. Set the "Tmp (Variant)" value to your desired value.
   - The position of the thermometer needle displayed in the Scene Editor changes to match the value you have set.
   - The value of the Control property "Value" will be updated to the value entered in the "Live Preview"







Revision #13
Created 2024-05-24 03:09:04 UTC by Kanai Tomoaki
Updated 2025-06-01 22:19:56 UTC by Elisabeth Zauner