

Widget Metainfo Example

This file is an example of a metainfo file that defines a widget. This file can be used to test the functionality of custom types. To do this you must copy the content below in a file called `WidgetMetainfo.txt` and place it in the directory where Scene Composer is installed. This will replace the existing widget set with the widget defined in this file. You can then replace the `custom://` entries with your own custom types.

```
WidgetCount = 1
-----
WidgetType = Widget3D
Requirements =
Name = Test3DWidget
ReadableName = Test3DWidget
Description = Test3DWidget. Used to test the functionality of custom types in the sample custom widget set.
Category = Sample
PropertyCount = 4
-----
Name = CustomFlags
ReadableName = Custom Flags
Description = An example of a custom type that uses a custom control to edit the value.
Category = Sample
Type = custom://CustomFlagsEnumTypeName
RangeMin =
RangeMax =
DefaultValue =
IsChangeable = 1
-----
Name = CustomEnum
ReadableName = Custom Enum
Description = An example of a custom type that uses the default enum behavior in Scene Composer.
Category = Sample
Type = custom://CustomEnumTypeName
RangeMin =
RangeMax =
DefaultValue =
IsChangeable = 1
-----
Name = CustomType
ReadableName = Custom Type
Description = An example of a custom type that uses a dialog for editing
Category = Sample
Type = custom://CustomTypeEditor
RangeMin =
RangeMax =
DefaultValue =
IsChangeable = 1
-----
Name = AnotherCustomTypeEditor
```

```
ReadableName = Another Custom Type
Description = An example of another custom type that uses a dialog for editing
Category = Sample
Type = custom://AnotherCustomTypeEditor
RangeMin =
RangeMax =
DefaultValue =
IsChangeable = 1
-----
Name = AssociatedNode
ReadableName = AssociatedNode
Description = The associated root node associated to the widget
Category = Sample
Type = builtin://NodeEditor
RangeMin =
RangeMax =
DefaultValue =
IsChangeable = 1
-----
Name = Name
ReadableName = Name
Description = The name of the widget instance
Category = Sample
Type = builtin://StringEditor
RangeMin =
RangeMax =
DefaultValue =
IsChangeable = 1
-----
```

Revision #1

Created 2023-02-15 07:34:32 UTC by Tsuyoshi.Kato

Updated 2023-02-15 07:48:23 UTC by Tsuyoshi.Kato