Widget Metainfo Example

This file is an example of a metainfo file that defines a widget. This file can be used to test the functionally 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 the 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 custo
  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 Compo
    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
    --------------------
```

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