Smart Importer UseCase

This section describes various use cases for Smart Importer operations.

Configure Scene Contents

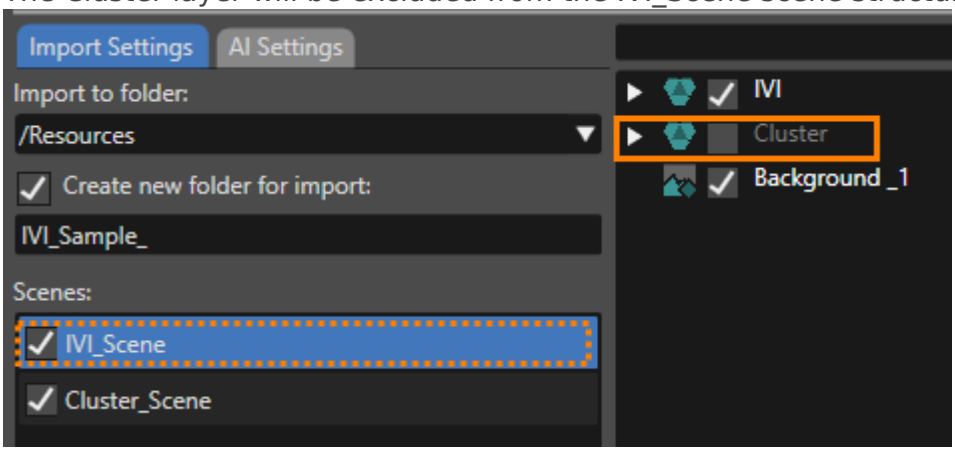
Using the example of importing an image file consisting of two scenes, an IVI scene (e.g., music player and climate control) and a cluster scene, explains how to configure the contents.

- IVI_Sample layer: IVI scene consisting of a music player and air conditioning controls
- Cluster layer: A scene consisting of clusters only

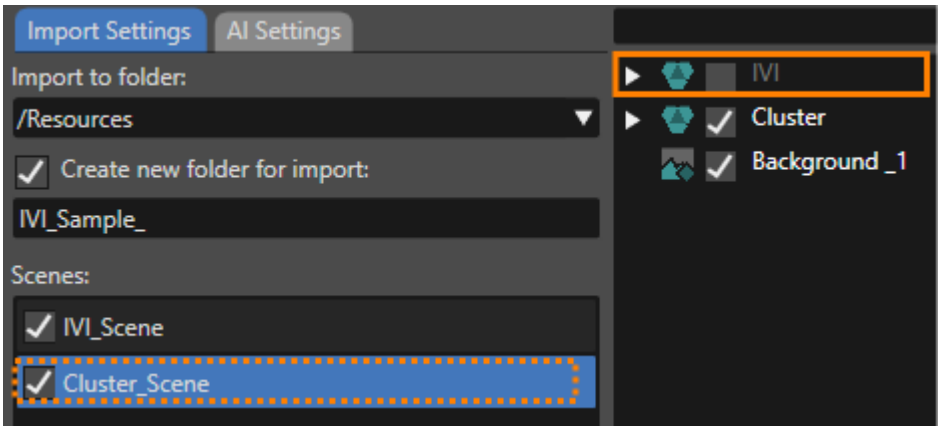
If the import file name "IVI_Scene" consists of the above two layers, the two scenes can hold different contents (elements) by performing the following operations.

1. Select [IVI_Scene] from [Scenes:] and select [Clone Scene...] from the context menu.
   - In the [Clone Scene...] dialog box, specify "Cluster_Scene" as the name and press [OK].
   - Two scenes, "IVI_Scene" and "Cluster_Scene" will appear in the [Scenes:] section.

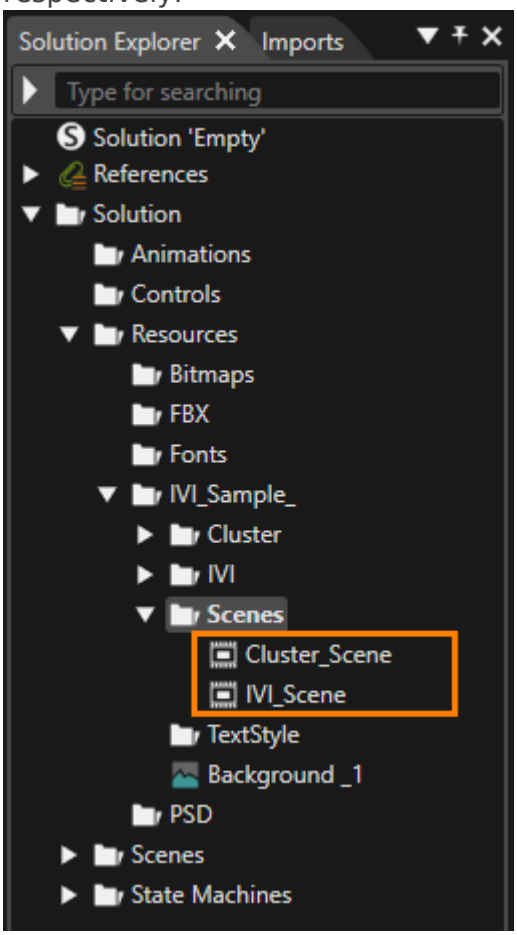
2. Select [IVI_Scene] from [Scenes:] and uncheck [Cluster] from within the layer tree.
   - The Cluster layer will be excluded from the IVI_Scene scene structure.



3. Select [Cluster_Scene] from [Scenes:] and uncheck [IVI_Sample] in the layer tree.
   - The IVI_Sample layer will be excluded from the Cluster_Scene scene configuration.



4. Press the [OK] button in the Smart Importer dialog to perform the import.
   - You can see the imported scenes and resources in the Solution Explorer panel.
   - Scenes IVI_Scene and Cluster_Scene do not contain the layers specified in steps 2-3, respectively.

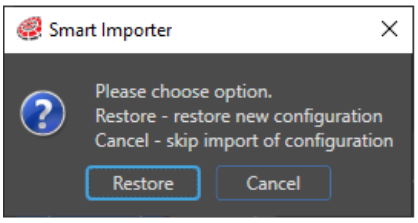


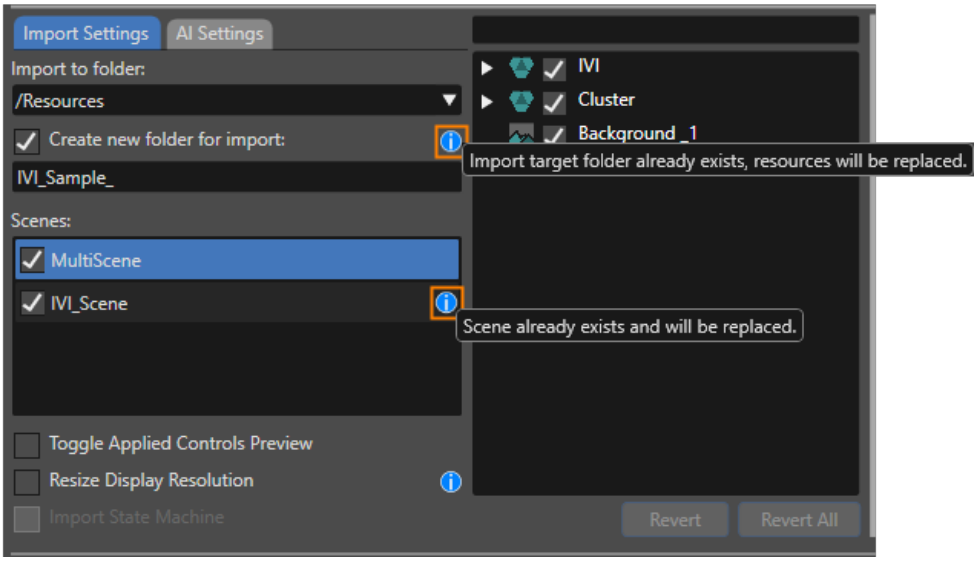
Re-importing a file containing new images

If you reopen a file that has already been imported (same file name and same path where the file was saved) using [Restore], the saved settings (including applied controls and appearance settings) will be loaded. If the destination folder or scene already exists, you will be notified by blue information icons (in the orange box below). Hovering over these icons will display the necessary information in a tooltip. Running the import with the current settings will overwrite already

imported resources and scenes, thus keeping the Layer Mapping settings and applied controls information and updating the images in the Scene Composer solution to the latest image.

Dialog that is prompted when trying to re-import into the same folder





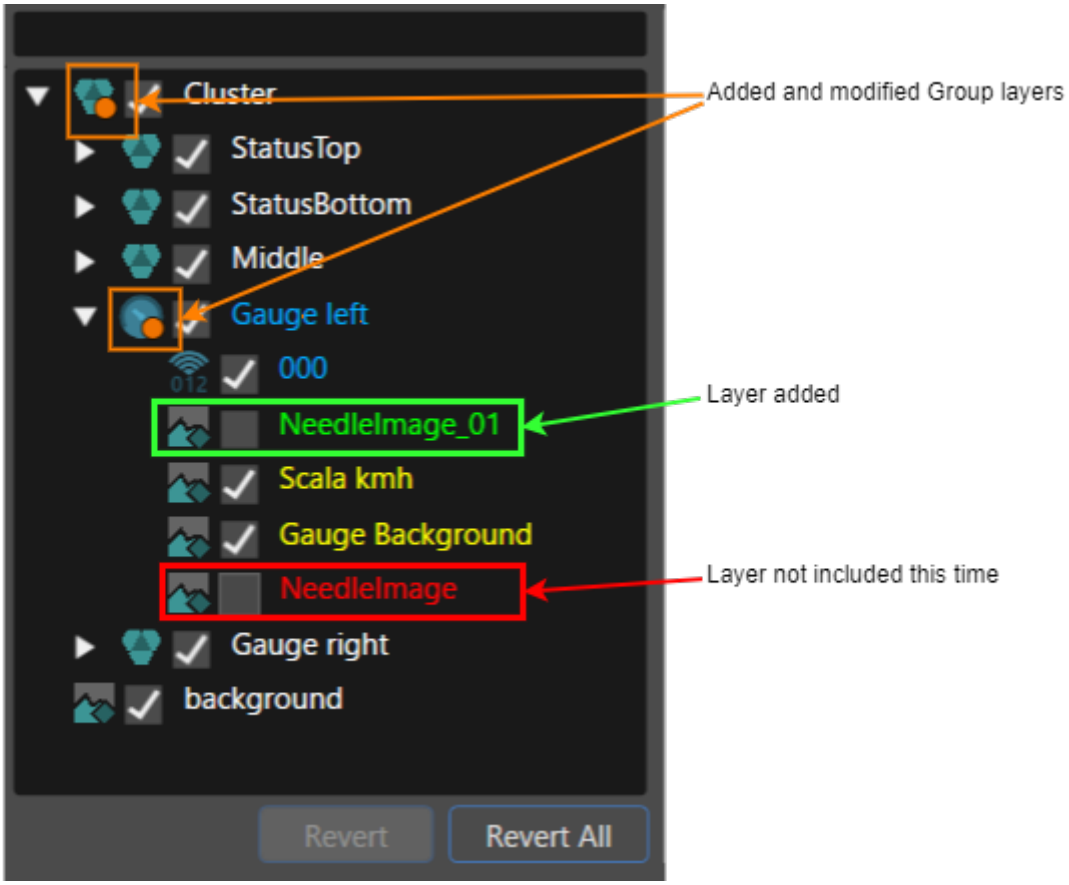
> If you want to import image content into the Scene Composer solution a second time, keeping the resources and scenes from both imports, select a different import location or a different scene name.

Re-importing a file containing images with different layers

If you import a file that has already been imported (same destination path, same file name), but has a partially different layer structure, it will appear as follows on the layer tree of the Smart Importer dialog.

Added/modified group layers	An orange icon will be added to the Group Node icon. Through this symbol, you can visually identify groups that have been modified since the last import (see orange frame in the image below).
Control Assigned Bitmap	If a bitmap of a node to which a control has already been assigned is used within another control, it will be displayed in yellow font.
Newly added layer	Newly added layers are displayed in green font (see green frame in the image below). Note that this layer will not appear in the [Preview] because the check box in the [Layer Tree] is disabled. Check the checkbox to make it appear in the [Preview].

Deleted Layer	Layers that existed in the previous file to be imported and do not exist in the current file to be imported are displayed in red font (see the red frame in the image below). Also, the checkboxes in the Layer Tree panel are disabled. Since these layers are not included in the current import file, they will not be displayed in the [Preview] even if they are checked in the [Layer Tree].



Merging multiple scene settings

The settings when applied during the import run are saved in the solution along with the imported scene. This allows you to import various configurations into the solution using a single import target file, and eventually merge them into a single configuration. The following is an example of such a setup procedure.

Creating Multiple Configurations

This section uses an example of import using the Car_Cluster.psd file stored in the following location. Note that the "New SPI configuration was found" dialog will not be displayed during each import operation because the folder specified as the import destination is different.

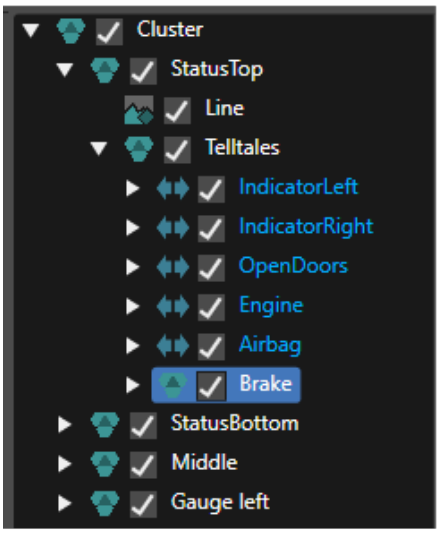
<root>\cgi_studio_content\2D\PSD

1. Open the Car_Cluster file in the Smart Importer and configure the Telltale control. Then, under [Import to Folder], specify the "/Resources/Cluster_Telltales" folder as the import destination and perform the import.
   - See "1. TellTale Settings" in the image below.

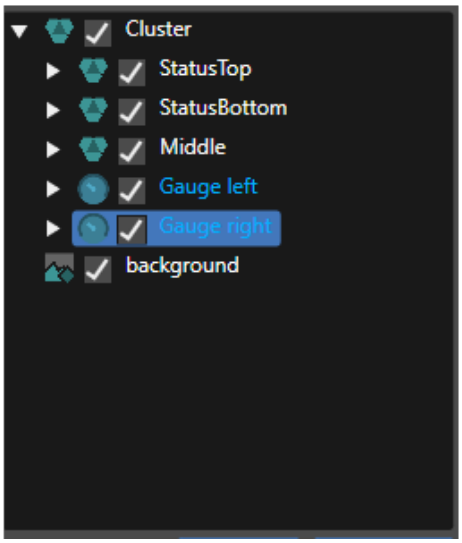
2. Re-open the same image file in the Smart Importer, this time setting the Gauge control. Specify "/Resources/Cluster_Gauge" folder as the import destination and perform the import.
   - See "2. Gauge Settings" in the image below.

3. In the same way, set the ProgressBar control. Specify "/Resources/Cluster_ProgressBar" folder as the import destination and perform the import.
   - See "3. ProgressBar Settings" in the image below.

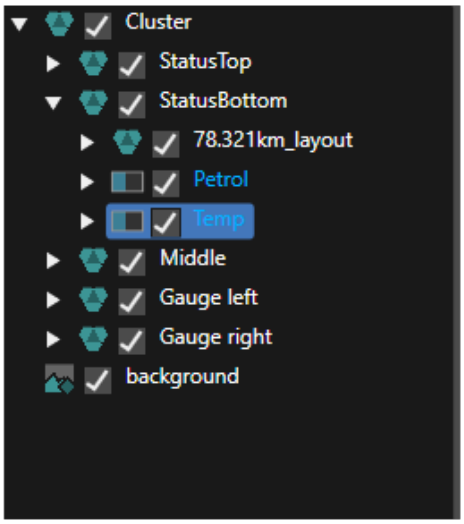
1. TellTale setting



2. Gauge setting



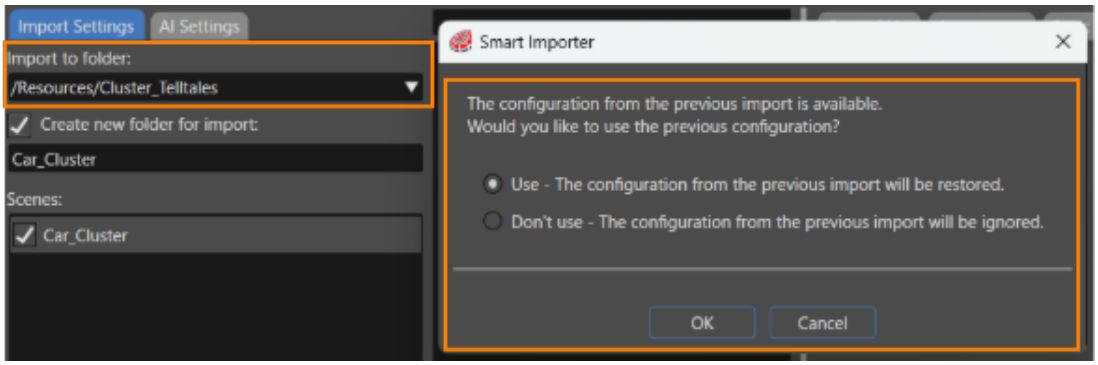
3. ProgressBar setting



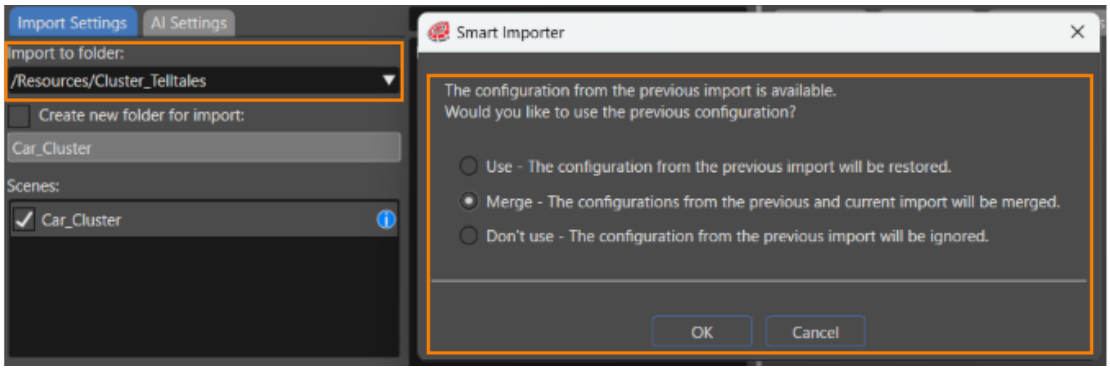
Merge of multiple scene configurations

1. Open the Car_Cluster file in the Smart Importer.

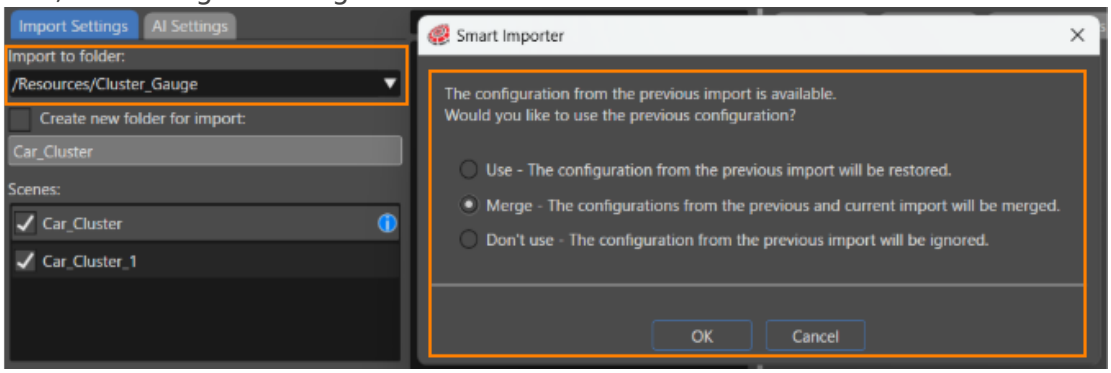
2. Specify "/Resources/Cluster_Telltales" in the [Import into folder] and uncheck the [Create new folder for import] checkbox.
   - At this point, the Smart Importer dialog will appear. Select [Use] and then click [OK] to restore and apply the Telltale control settings.
   - A blue caution icon will appear in [Scenes:].



3. Next, change the import destination to "/Resources/Cluster_Gauge".
   - A dialog box similar to the one below will appear, so select [Merge] and then click [OK].
   - As a result, the configured Gauge control will be added to the previously configured Telltale control.



4. Similarly, change the import destination to "/Resources/Cluster_ProgressBar".
   - As in step 3, a dialog box similar to the one shown below will appear, so select [Merge] and then click [OK].
   - As a result, the configured ProgressBar control will be added.



The above operation results in a configuration with TellTale control, Gauge control, and ProgressBar control applied.

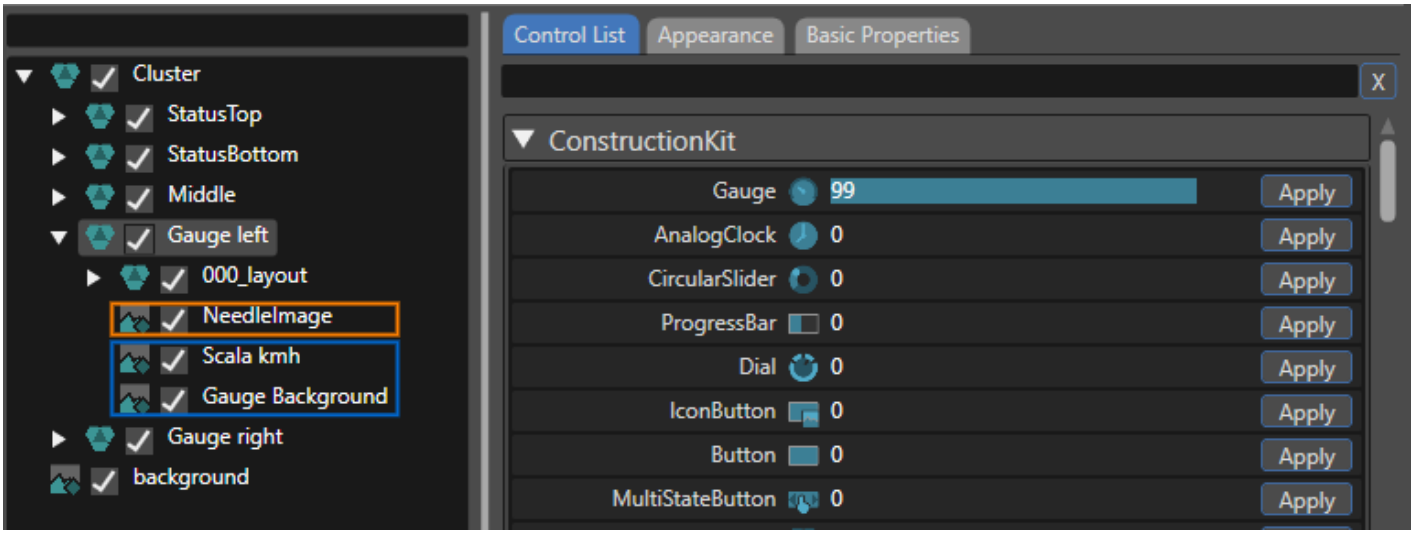
Configure a control image with multiple layers

It is possible that the image file you are importing is so complex that the Gauge background and needles are made up of multiple images for example. However, the Gauge control in Scene

Composer requires only one image for the background and one for the needle. In order to balance complex image configurations and control settings, the Smart Importer allows multiple layers for each image used in the control.

The Car_Cluster.psd file is used as an example.

The image below shows the layer tree of the imported "Car_Cluster.psd" file in Smart Importer. The orange framed layer contains the Gauge needle and the blue framed layer contains the background.

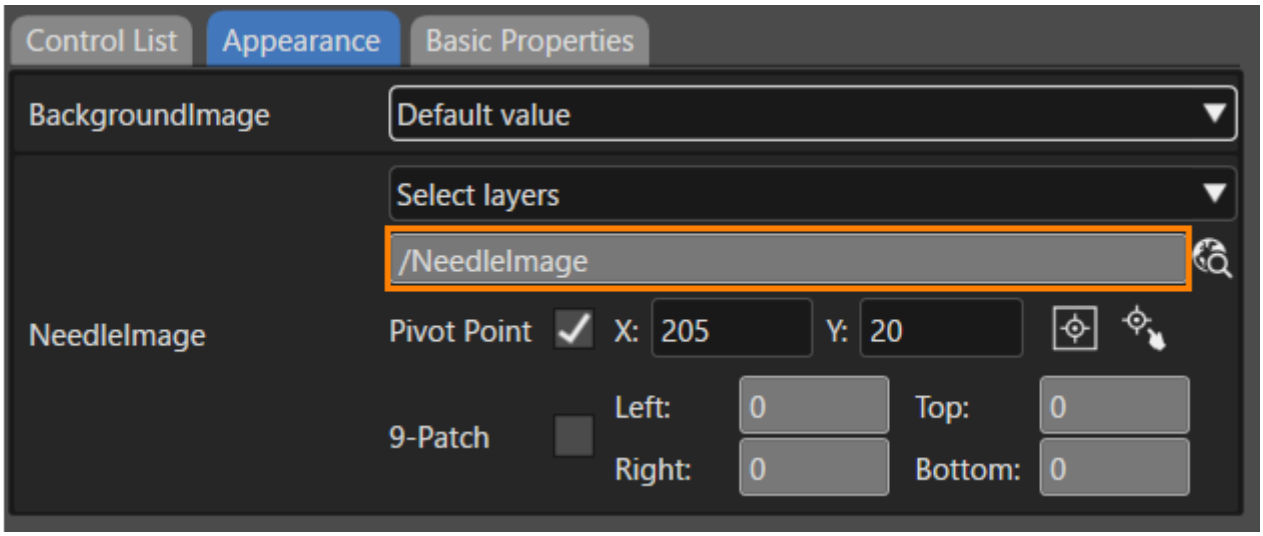


To apply Gauge control, select the root layer of the target layer group on the [Layer Tree]. In the above image, "Gauge Left" is the root layer. In the [Control List] Tab, the results of automatic control detection by the AI will be listed. Press [Apply] button of "Gauge" control from the list and assign "Gauge" control to the layer group "Gauge Left".

> By selecting the root layer to which the control is applied, the entire layer group can be set. Child layers will be set in the same way.

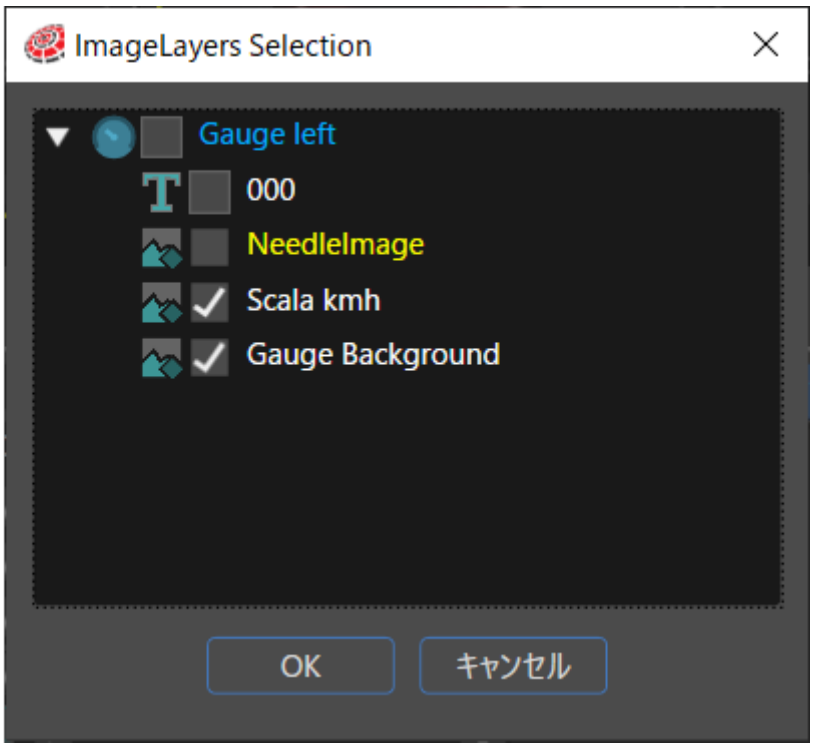
> To select multiple layers and set them all at once, hold down the <ctrl> key or <shift> key and click on the target layer with the mouse, or click and drag around the layer you wish to select.

After applying the control, in the [Layer Mapping] section of the [Appearance] Tab, the child layer images in the layer group are set as "NeedleImage" and "Background" images to be used as images for the Gauge control. In the case of **Car_Cluster.psd** file, the NeedleImage property is automatically set because the layer name of the file to be imported contains NeedleImage.

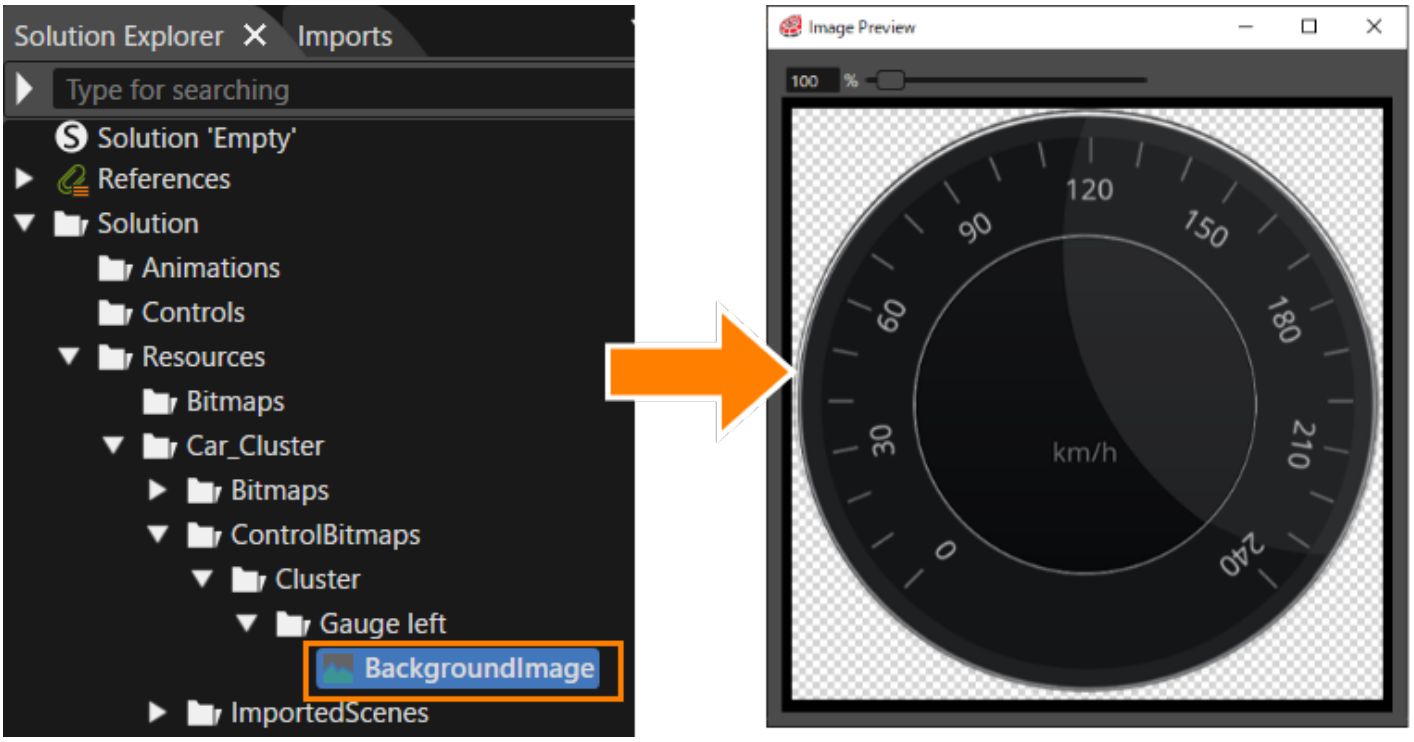


In the **Car_Cluster.psd** file, there are multiple layers as the background image. Thus, select [Select layers] from the [BackgroundImage] pull-down menu.

The [ImageLayers Selection] dialog box will appear, so select the layer you want to apply to [BackgroundImage].



After the Smart Importer import is executed, an image will be created in which the specified layers are merged into the "Background" where multiple layers existed. The merged image can be viewed by double-clicking on it in the Solution Explorer to open the Image Preview window.



> As shown above, bitmaps merged from multiple layers for control properties are placed in the [ControlBitmaps] folder in the Solution Explorer.

Revision #11
Created 2024-03-12 04:36:49 UTC by Tsuyoshi.Kato
Updated 2026-02-10 09:42:11 UTC by Kanai Tomoaki