Data Bindings

In Data Bindings tab, you can load a predefined data binding file and perform various customisations and simulations using the Value Generator.



Example of data binding file (.xhcdl)

```
<bindingSources>
    <bindingSource name="PredefinedBindingSource1" access="asynchronous" uid="{491
        <item name="Item1" type="FeatStd::Variant" uid="{AF9A4C07-C3CE-44CC-9195-8
        <item name="Item2" type="FeatStd::Variant" uid="{7D6765D8-9117-4D63-A41A-A
        <item name="Item3" type="FeatStd::Variant" uid="{C5EE2EB6-B2E4-4123-B43F-B
        <item name="Item4" type="FeatStd::Variant" uid="{A00D262E-0E4C-4A49-8344-4
        <item name="Item5" type="FeatStd::Variant" uid="{4308D1C9-F458-4039-9C25-B
        <item name="Item6" type="FeatStd::Variant" uid="{0B6D6559-156E-431E-A5D2-B
        <item name="Item7" type="FeatStd::Variant" uid="{CED67FF4-061A-4643-9402-C
        <item name="Item8" type="FeatStd::Variant" uid="{E69CEF9F-6744-40C6-8A87-D
        <item name="Item9" type="FeatStd::Variant" uid="{83DCF8EF-592E-456F-9E27-B
        <item name="Item10" type="FeatStd::Variant" uid="{89A7D182-0EAD-4650-8AD2-
    </bindingSource>
```

1	Load XHCDL button	Use this button to load an xml file containing predefined data bindings. The file format is ***.xhcdl** and files created with the following structure in the file can be loaded. The following naming convention inside of the xhcdl is required: • bindingSource name: [any name]+BindingSource+[number] **See Section A in the above image** • item name: Item+[number] **See section B in the above image**
2	Name	The data binding item name specified by “item name” in the loaded xhcdl file is displayed. The names specified as “bindingSource name” in the xhcdl file that has been loaded are displayed in the above image in section 7.
3	Alias name	You can set a custom name for the data binding item name. This name will persist on Panel closing.
4	Value	Set the data binding value. After entering the value, a request to update the data binding value will be sent to the player.
5	Sim	Items with this checkbox checked can be simulated on the Value Generator tab.
6	Datatype	Change the data type. Select the any data type from the pull-down menu. After setting the data type, a request to update the data binding datatype will be sent to the player.

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