KREO HMI TUTORIAL
Scrolling menu

Tutorial dedicated to the programming of a specific menu with scroll functionality that can be used with the swipe gesture

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Introduction

It is possible to create menus that "overflow" the real resolution of the project page.

They can therefore be larger than the pages.

Through scroll bars or SCROLL gestures it is then possible to perform the high / low run,right /left,to use the various objects contained into the margins of this menu.

For this configuration we take advantage of the PROJECT WIDGET objects.

How to do:

1) Let's say you want to configure 30 vertical buttons that open 30 different pop-up pages.

   Start creating a limited number of buttons; for example 2 or 3.
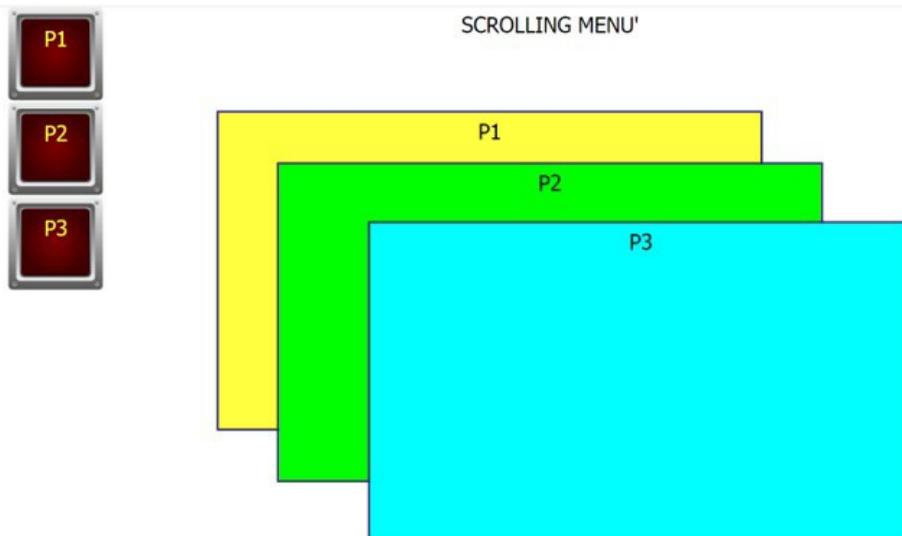
The 30 buttons with that specific size cannot be inside of project page but will "overflow" it.

2) I select the 3 buttons to create a new project WIDGET.
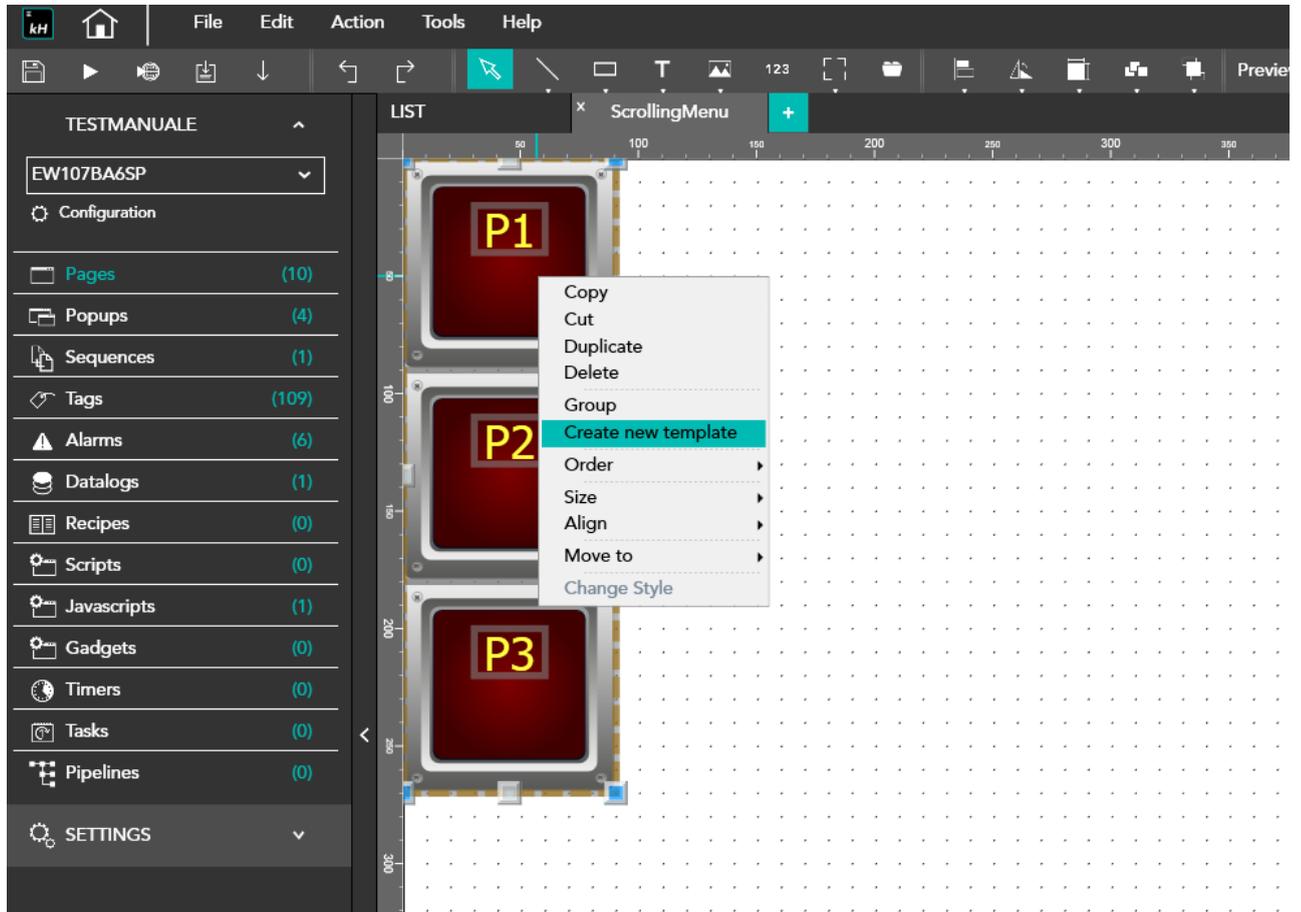
3) I then enter the WIDGET and increase its height by 10 times. In the 270 pixels example...
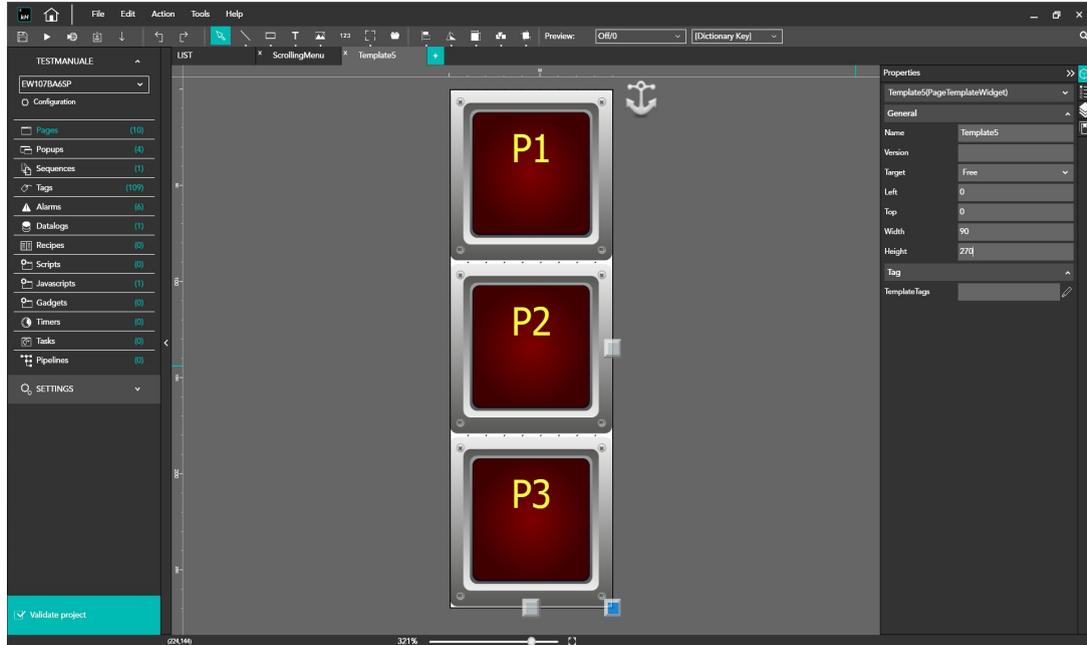
… up to 2700 pixels.
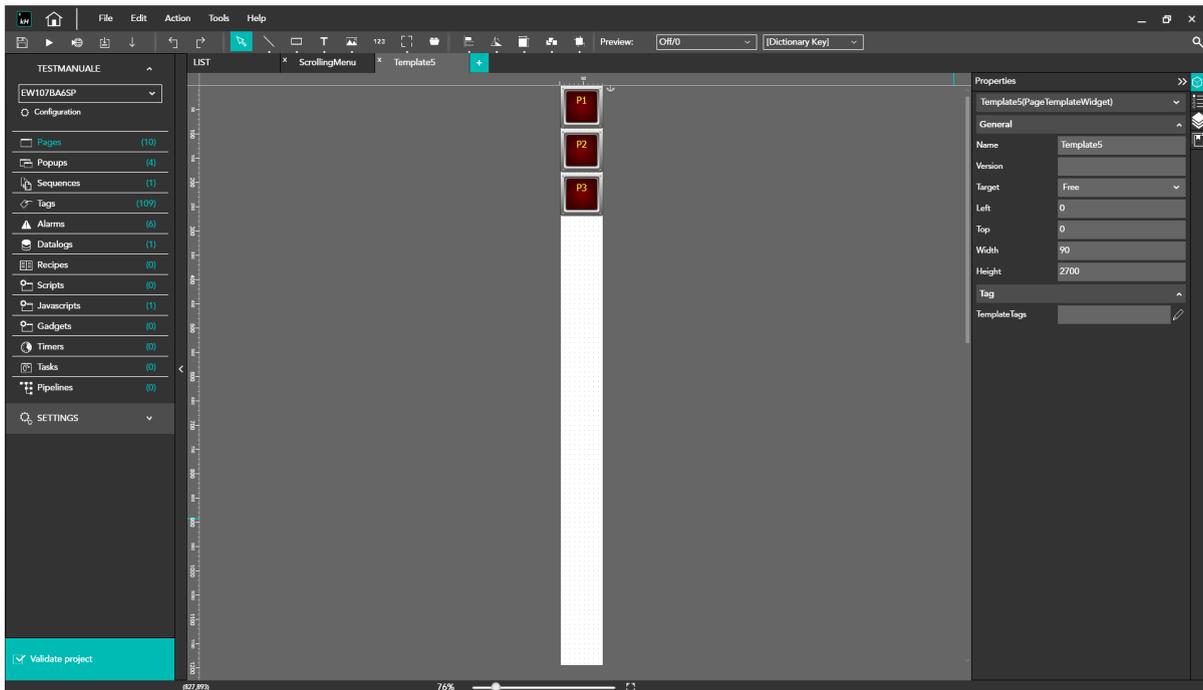
You can now see how the PROJECT WIDGET resized to INCLUDE the 30 buttons.

4) I now duplicate the buttons in the template up to 30
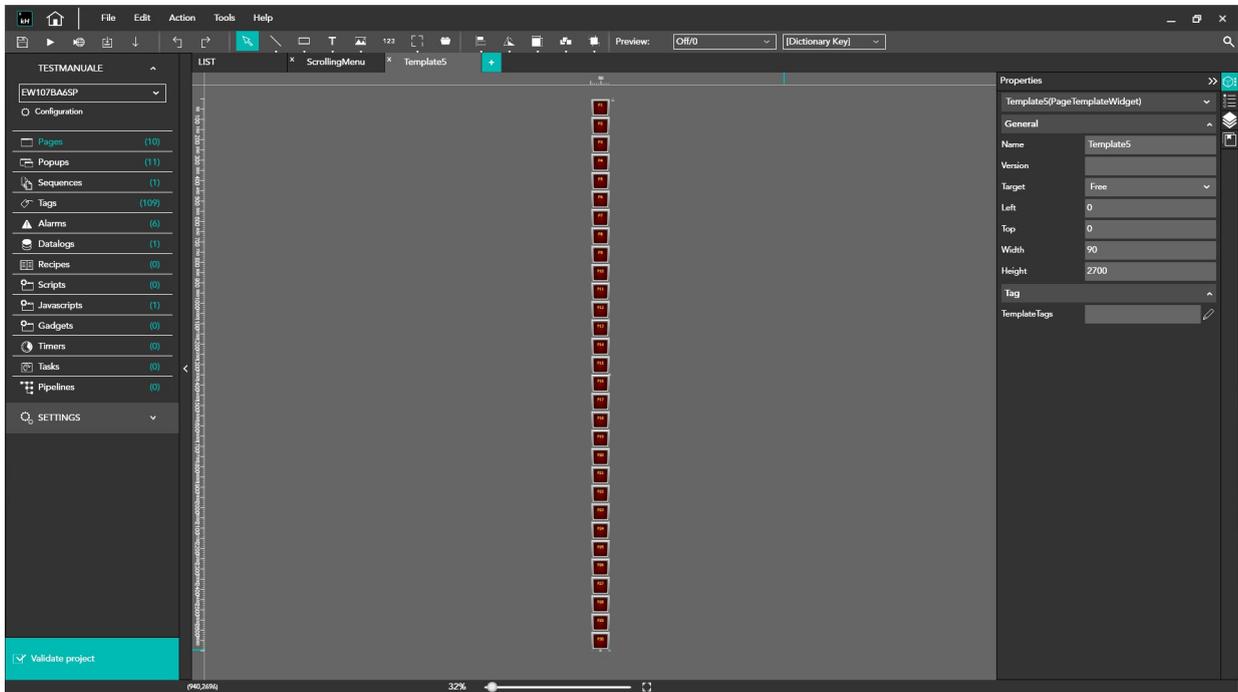
5) I expand the TEMPLATE area to add a free scrolling part aside the objects.
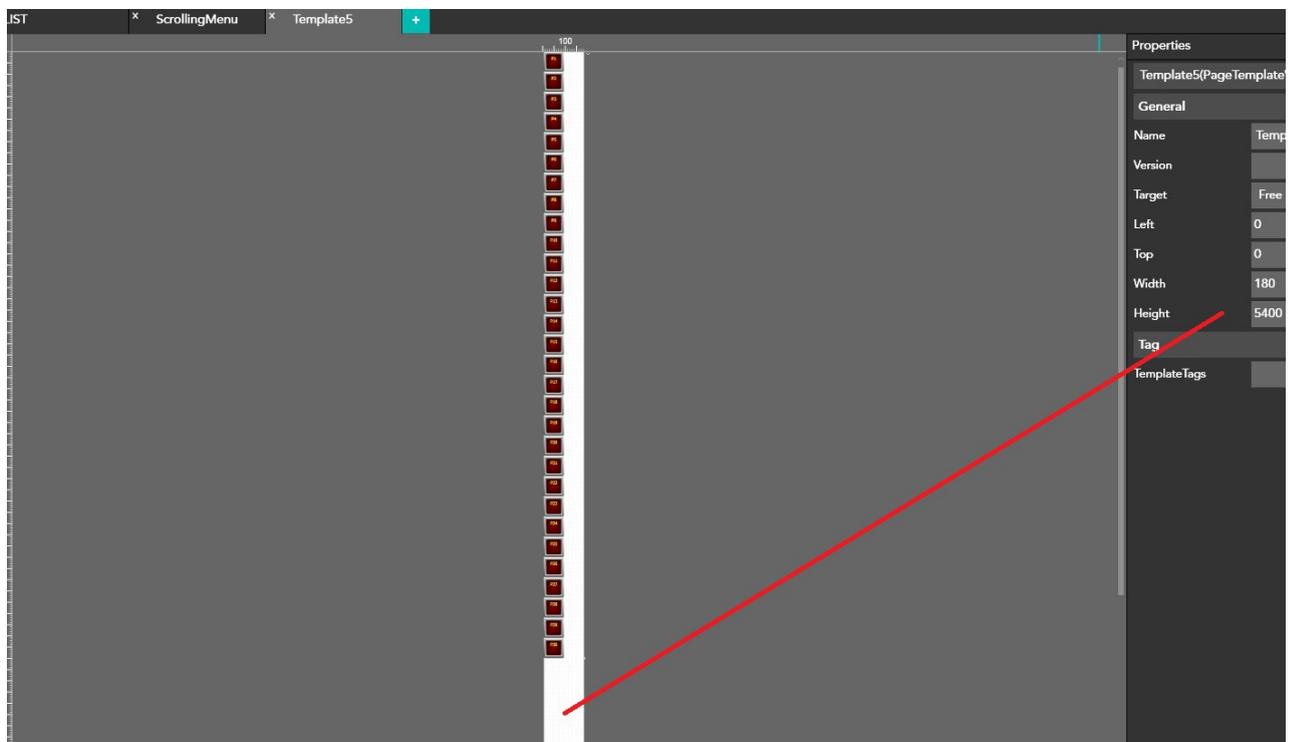
6) on the project page this template of 30 buttons will be displayed in a column with the same resolution of the page
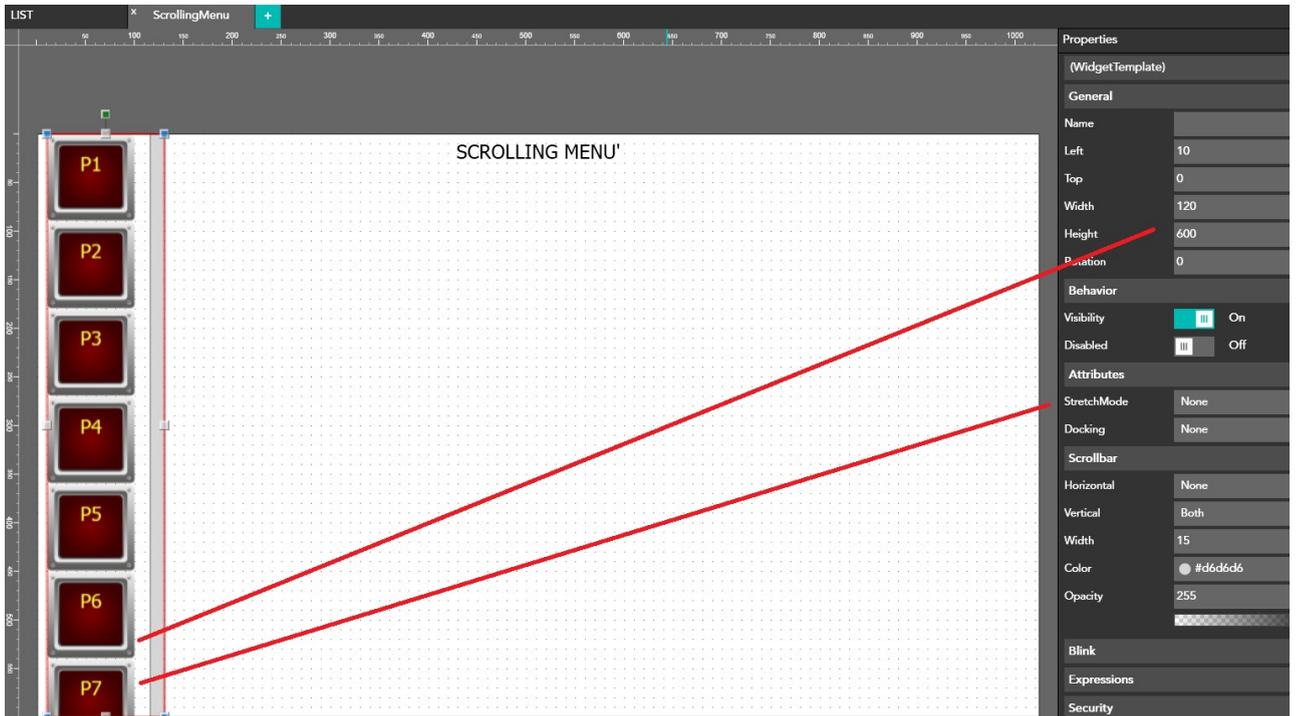
Note the property STRETCH MODE = None which does not force any filling of the area but allows the buttons to keep their original resolution

7) The scrolling-menu is free to display the buttons via the gesture DRAG & DROP.
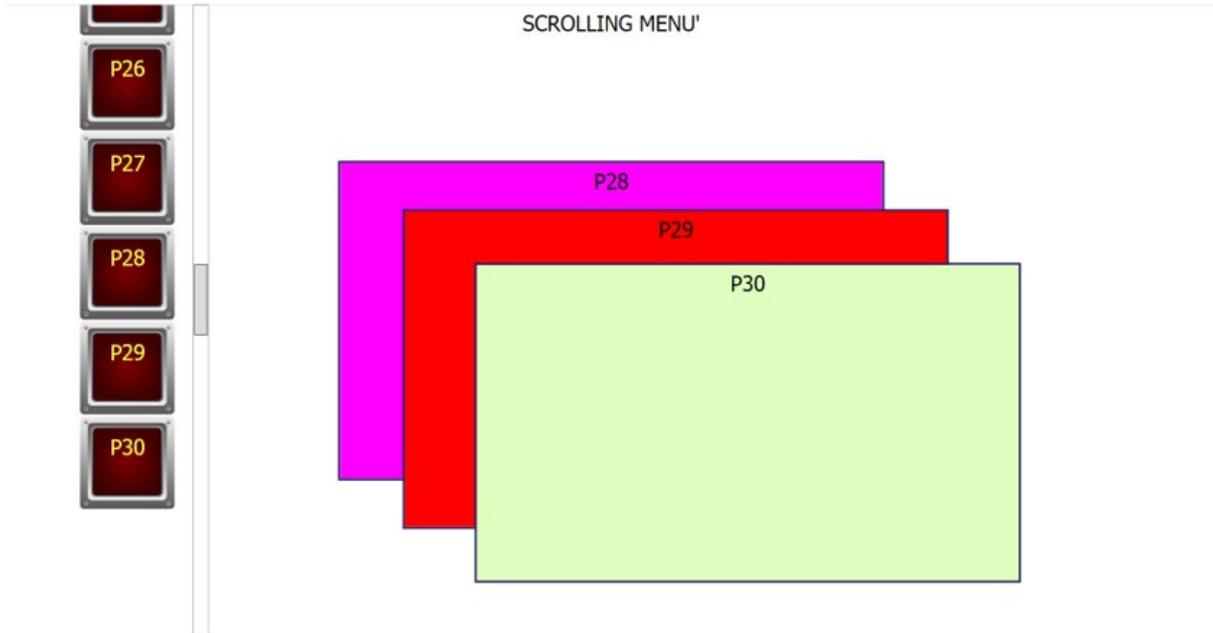
In this way I can scroll through the different buttons to the end to fire the fuctions associated to them.

Notes: The scrolling-menu works both vertically and horizontally in the empty area of the project widget.

So if there is no empty area it will be necessary to add it between one button and the other.

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