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UMR 6285

# Pyramidion : a framework for Domain-Specific Editor

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# Why do you need a Domain-Specific Editor?

#### > Create a Graphical User Interface

- Choose a GUI library and a GUI language
- Writting Code
  - It is slow
  - Execute the code to know what you are doing
  - You need to either know the language or refere to the documentation
- Using a GUI editor
  - It is fast
  - WYSIWYG
  - The possible modifications are display in the dedicated tool
  - The possible modifications are limited by the tool

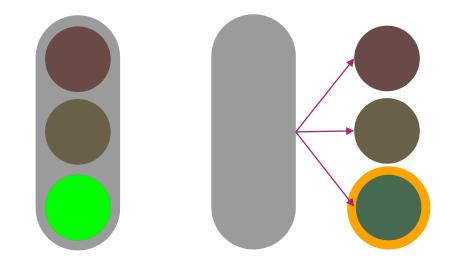
#### > Pyramidion

- A framework to create Domain-Specific editor
- Used to create Pyramid a GUI Editor.

Domain = objects modified by the editor



# A Traffic Light example (1/3)



#### > Step 1 : Select the element

- I need a widget to select the element
- I need a selection system

Elements	Hash	z	Visibility
▼ 📑 light_frame BlElement	314609408		visible
O red_light BlElement	100126694		visible
O yellow_light BIElement	425302528		visible
O green_light BlElement	9531392		visible

#### > Step 2 : Modify the element

- I need a widget to modify the selected element
- I need to know wich element are selected
- I need a system that will use the DSL to change the element



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# A Traffic Light example (2/3)

# Plugin = a tool added to the editor

#### > Tree plugin

• To select one element and display the selection

Elements	Hash z	Visibility
▼ 📑 light_frame BlElement	314609408	visible
O red_light BlElement	100126694	visible
O yellow_light BIElement	425302528	visible
O green_light BlElement	9531392	visible

> Background plugin

• To Display and change the color of the selected elements





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# A Traffic Light example (3/3)

•	Pyrami	dSimpleExamplesclass >> #signal	- 🗆 ×
= H 🗟 ۶ C			Image: Second
Tree		(-37.0@73.0)	Visuals 📦 Layout < >
+ Add new	element		
Elements	Hash z Visibility 314609408		Background Paint Color       476951     100     #
O red_light BlElement O yellow_light BlElement	100126694     The visible       425302528     Similar		Element Outskirts
O green_light <i>BlElement</i>	9531392 <b>@</b> visible		Inside O
			Border Opacity
			Border Width
			0
			Border Dash Array
			×



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# A plugin based architecture

- > System to add widgets to the view
- > System to select the element
- > System to modify the element

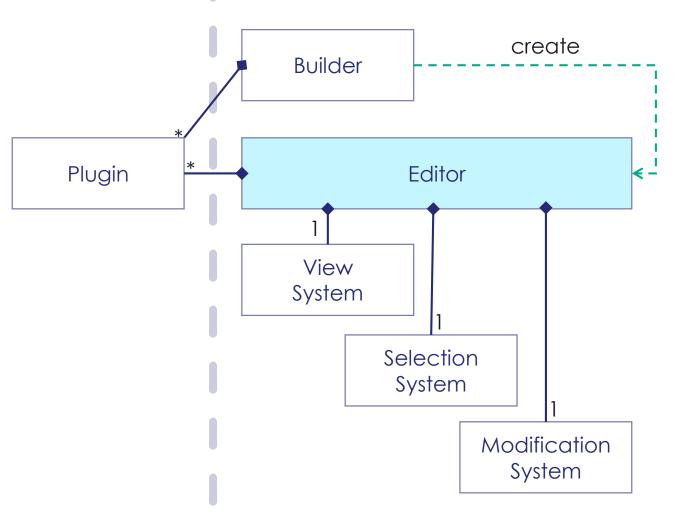
### > Plugins can

- Add new widgets to the view of the editor
- Modify the current selection of the editor
- Add new properties to the modification system
- Interract with other plugins

#### > Builder to create the Editor

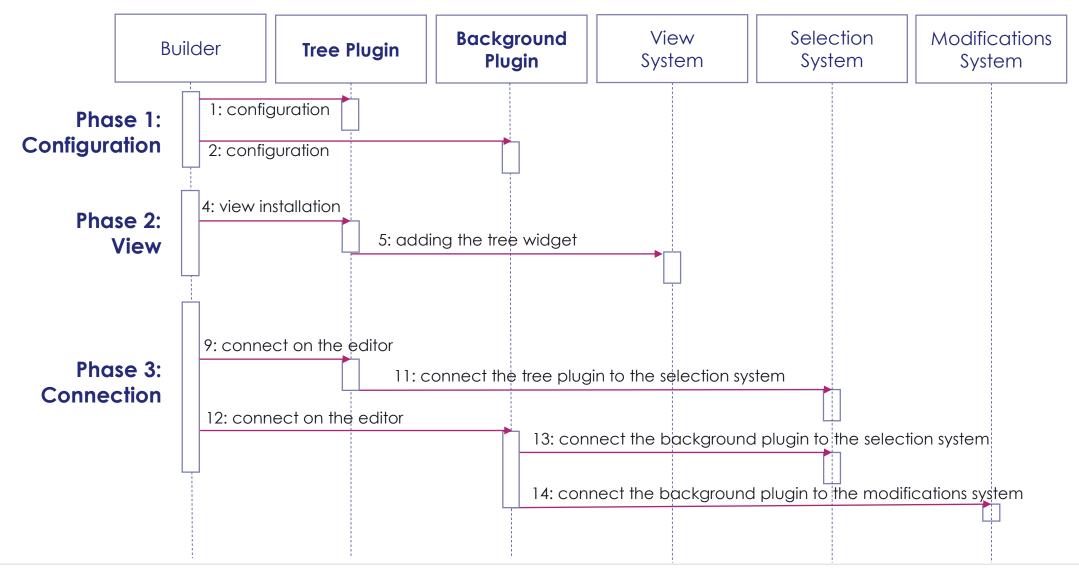
It uses a list of plugins and install them on the editor

#### Users Framework



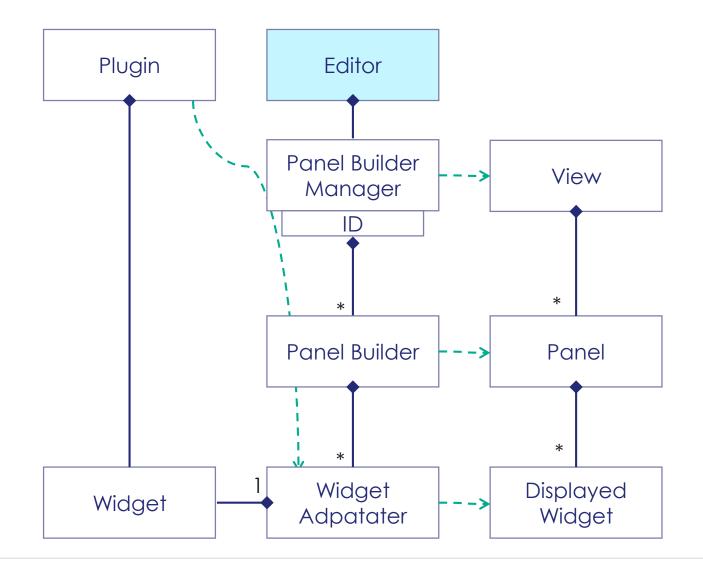


## The installation of the plugins





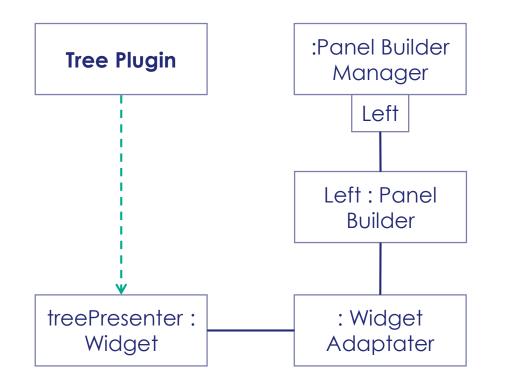
# View System (1/2)

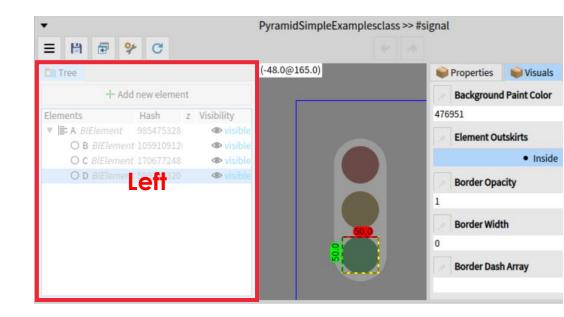




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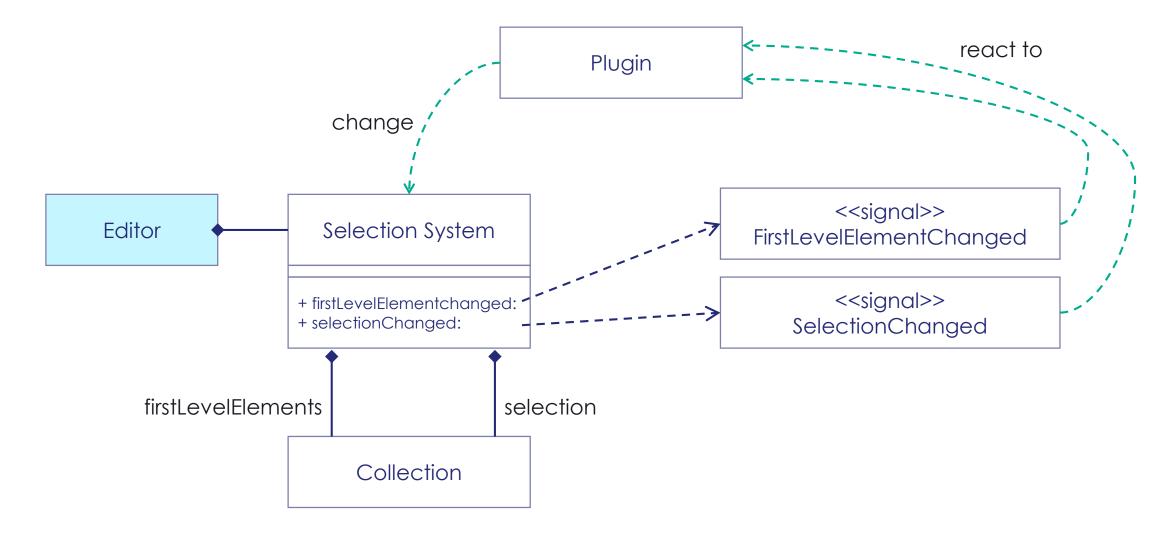
## View System (2/2)





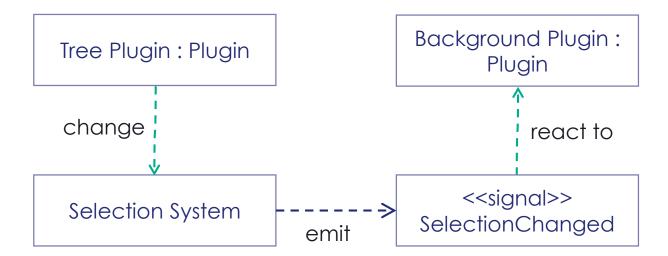


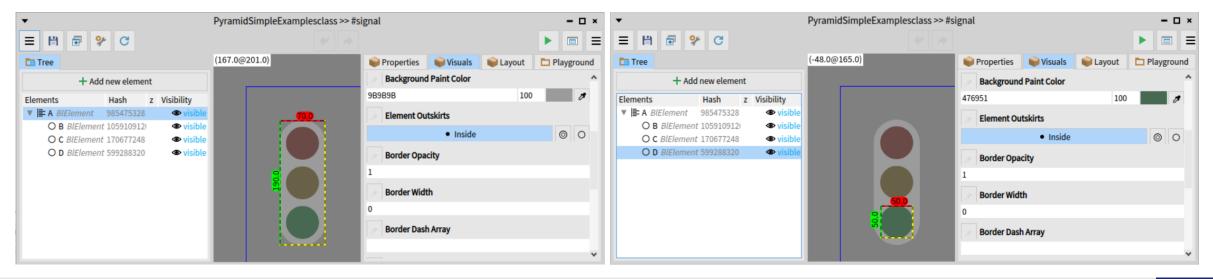
# Selection System (1/2)





# Selection System (2/2)

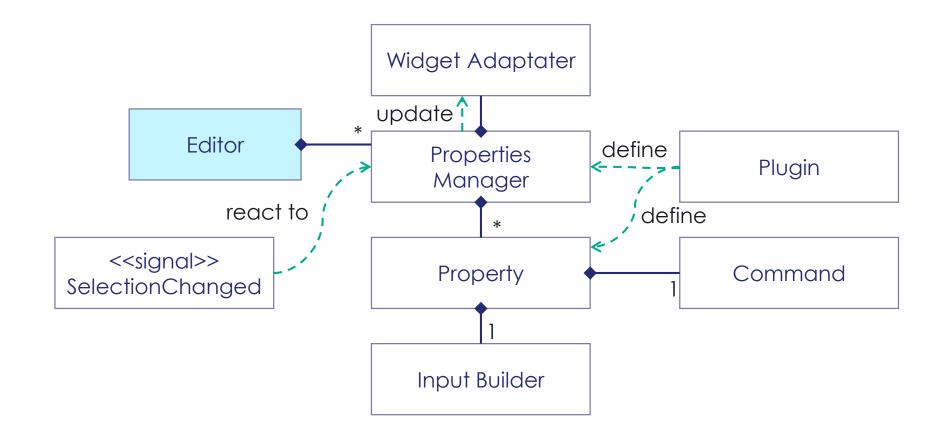






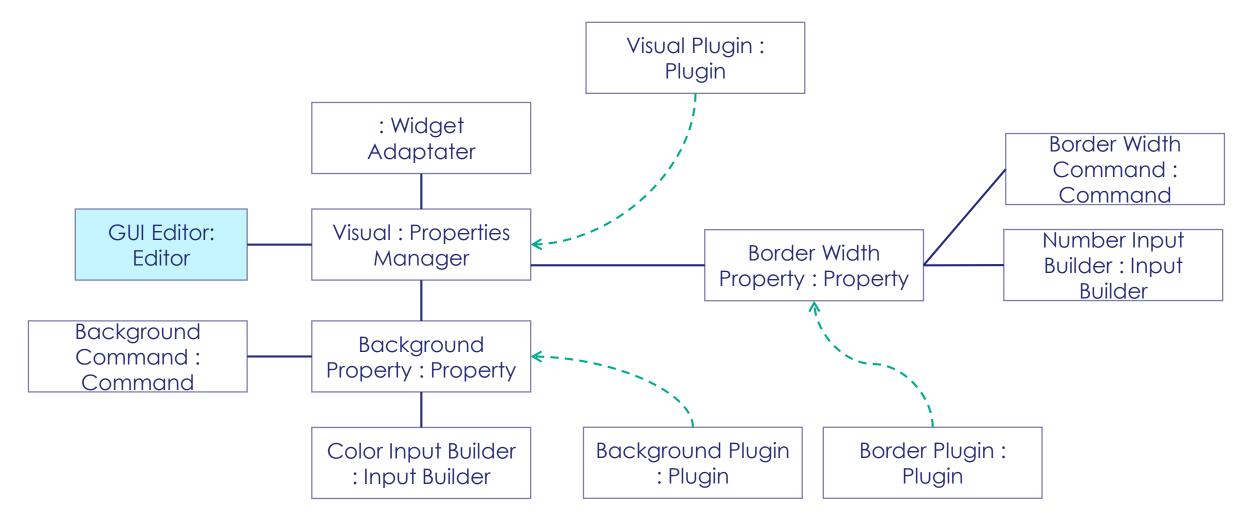
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### Modifications System (1/4)



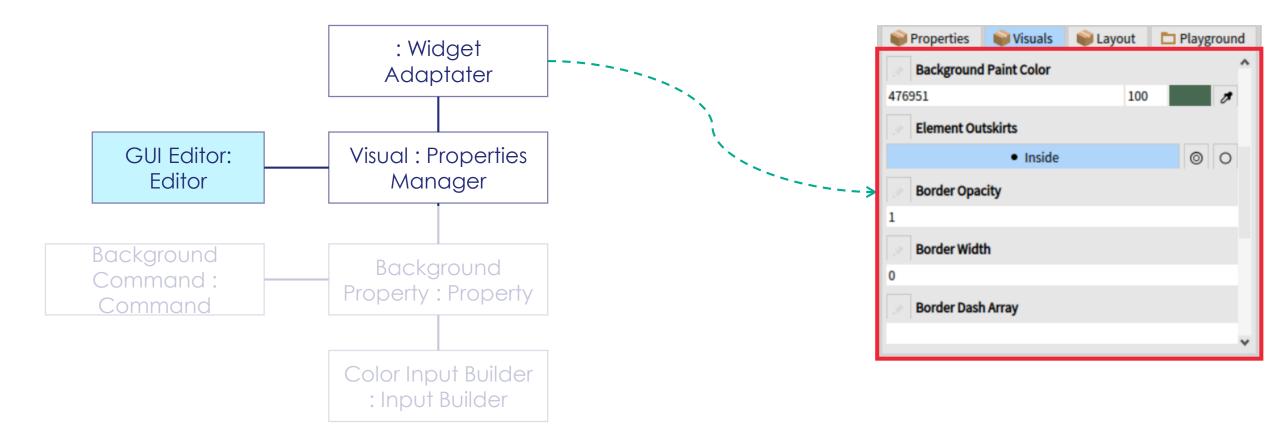


### Modifications System (2/4)



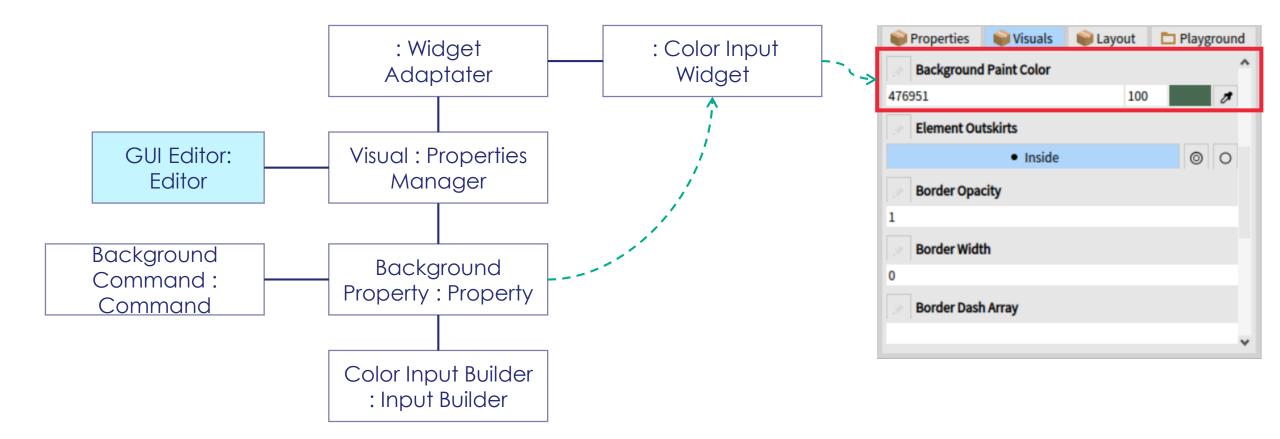


# Modifications System (3/4)





# Modifications System (4/4)





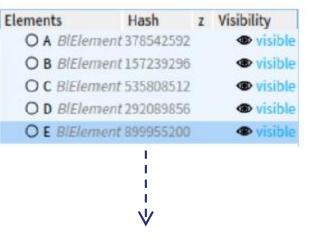
### **Multi Selection**

#### Single Selection

Elements	Hash	z	Visibility
O A BlEler	ment 378542592	2	visible
O B BlEler	nent 157239290	5	visible
O C BlElen	nent 535808512	2	visible
O D BlEler	ment 292089856	5	visible
O E BlElen	nent 899955200	)	visible
	· · · ↓		
Backgroun	d Paint Color		

100

#### Multi Selection

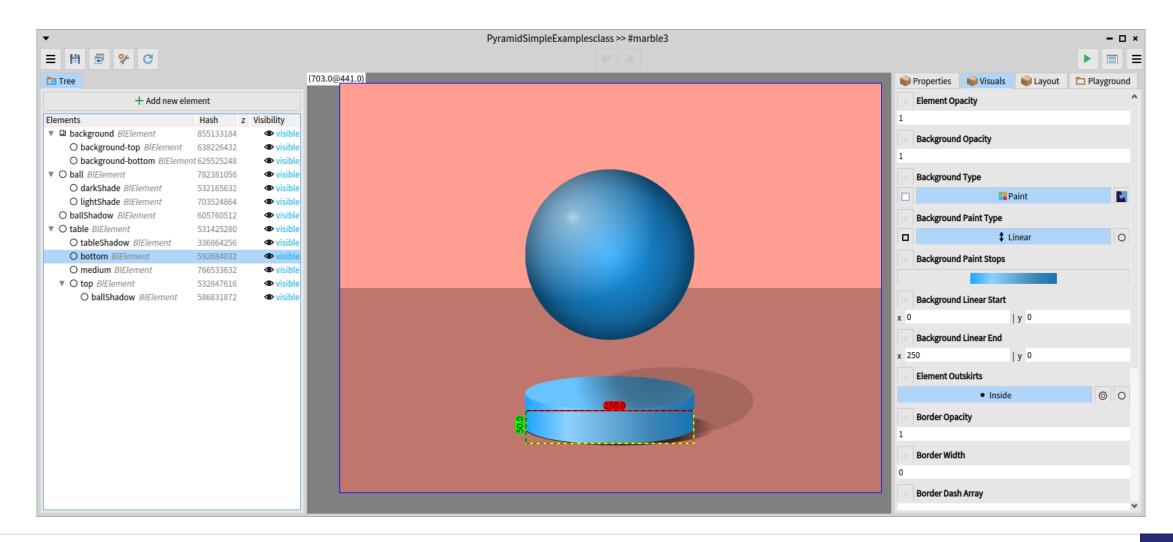


Background Paint Color		O Group	Individual	
899955200	6C4E9B	100	0	0
292089856	6C4E9B	100	0	0
378542592	D13983	100	0	0
157239296	D13983	100	0	ø
535808512	D13983	100	0	0



D13983

# Pyramid: a Bloc editor created with Pyramidion at Thales



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