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Subject: Re: SUniGuiCreator - v21.Mar.2022 full version

Posted by [luoganda](#) on Tue, 22 Mar 2022 11:58:18 GMT

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Extract into some directory with writePermissions eg SUniGuiCreator(no white spaces for now) and run!

SUniGuiCreator is mostly meant as a tiny tool for sdk-s without own gui creator(eg haXe,html,..), although it could be used as an front-end for audio effects or other things since basic ui-draw things are there(check Note - using own graphics).

(comport is eg integrated, sample Fy6900 signal generator cmds are there - but not fully tested)

Added html5-canvas:

there are two different approach files, so - open program:

Select top open(editorFile) zz\_smx\index5-canvas.html.all and

then open bottom(it's associated gfxFile) zz\_smx\index5-canvas.gfx and hit F12 ExpCode.

Your default webbrowser should open tiny sample.

Then one can do the same and open 2nd sample - steps like above but with index5-canvas-2.

3rd button can be clicked in Design mode(topleft) for html-canvas tools, for now only two(tools/usertools/ut-html5canvas-1.tool, and ut-html5canvas-2.tool), but this are meant just as example - user should make their own(same goes for most tools in SUniGuiCreator).

With canvas thing added, a simple 2D html5-canvas game could probably be created!

Bugs(yet-to-fix):

- \* start parameters for exporting don't work properly(for now - just open ui and export)

- \* Font settings don't initialize values with old ones - but new one are set for current item

Yet to do:

- undo in gfx

- wide/ansi-string output

SUniGuiCreator can be downloaded  
from <http://ws-tools.000webhostapp.com>.