

Public Support - Support Request #11882

Define more than one Filter Editor

2020-08-10 10:43 - hidden

Status: Closed	
Priority: Normal	
Category:	
Customer: AUDI	Product Issue Numbers:
Department: EF	Affected Products: ADTF 3.8.0
Requester's Priority: Normal	Platform: Windows 10 64bit
Support Level: 2nd Level	Topic: ADTF::Common
Resolution: Solved Issue	FAQ Links:
Description	
Supportanfrage	
<p>I am trying to implement 2 different QML-Scripts and using setEditor()-function to make them both inside one adtfplugin(filter). But it seems that only the last QML-Script is considered. And in context menu also only the last QML-script will be shown.</p> <p>Like this inside constructor:</p> <pre>SetEditor("Create Dyn. Pins & Properties", "adtf_generate_dyn_pins.qml"); SetEditor("Create Dynamic Properties", "adtf_generate_dyn_props.qml");</pre> <p>My question is, is it possible to add 2 different qml script in one constructor? such as one qml for dynamic properties and another one for dynamic pins, and in context menu also 2 functionalities.</p>	
Lösung	
<p>Please use the free function adtf::streaming::set_editors() (https://support.digitalwerk.net/adtf/v3/adtf_html/graph_element_editors_8h.html#a132ad1e66f57645e810918a701177ddc) instead. This functions accepts a list of editors.</p>	

History

#1 - 2020-08-10 14:05 - hidden

- Project changed from Public Support to 11
- Status changed from New to In Progress
- Topic set to ADTF::Common
- Customer set to AUDI
- Department set to EF

#4 - 2020-08-11 08:14 - hidden

Hi Boyan Qian

please use the free function adtf::streaming::set_editors() (https://support.digitalwerk.net/adtf/v3/adtf_html/graph_element_editors_8h.html#a132ad1e66f57645e810918a701177ddc) instead. This functions accepts a list of editors.

Regards,

Martin

#5 - 2020-08-19 18:00 - hidden

- Project changed from 11 to Public Support
- Subject changed from Is possible, implement 2 QML-Script in one adtfplugin to Define more than one Filter Editor
- Description updated

- Status changed from In Progress to To Be Closed
- Private changed from Yes to No
- Resolution set to Solved Issue

#6 - 2020-10-06 10:27 - hidden

- Status changed from To Be Closed to Closed