

10 Overview

This application template showcases our *UI framework* for applications with graphical user interfaces. The *UI framework* helps us with:

- reusing UI management code
- project-specific UI layouts
- dynamically populating the Runtime Menu
- dynamically populating a navigation module
- loading DQMH modules dynamically (from a configuration file)
- displaying a fancy splash screen
- generating an event log for debugging

...and much more!

UI Framework

The *UI framework* is built on top of the [HSE Libraries](#) and consists of a collection of DQMH modules and a few helper VIs.

Framework Modules

These DQMH modules are designed to be reused, hence they are generic and not part of the project-specific code of an application:

- [Event Manager](#)
- [UI Manager](#)
- [Navigation](#)
- [Header](#)

Framework VIs

In order to dynamically load DQMH modules and to achieve some of the *UI framework* functionality, the following VIs are part of the framework, too:

Startup VI

- Shows a splash screen
- Reads the main configuration (containing the list of modules to load)
- Loads the UI Manager and the Event Manager modules
- Loads a list of project modules (no static linkage)
- Calls the “configure” requests of all the modules
- Displays the front panel of the UI Manager module

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