

Storyboard cards version 3.0

You want to create a storyboard for a mobile app, you want to keep a scrapbook, you want to create a comic book, you want to make a Christmas card, ... then this application might be the right one for you.

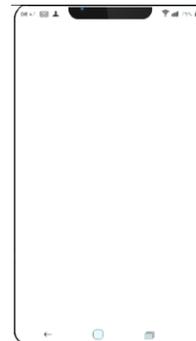
In the application you can create/load/save cards that have a backdrop image.



blankcard



comiccard



phonecard

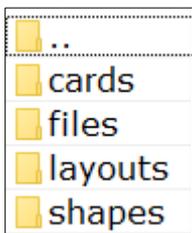


Xmascard

...card

On a card you can stick (attach) any number of labels that have a background image or color and some text inside.

When you start the application the first time a folder structure is created.
C:\Users*<your username>*\AppData\Roaming\storyboard_cards_30:



In the cards folder you can save the cards that you have created.

In the files folder you can save the snapshot images.

In the layouts folder you can put the card backdrop images. You can search the internet for some nice border images.

In the shapes folder you can put all your shape images: logo's, photo's, icons, line shapes, text shapes, ... The filename determines the order.

So you have to do a little bit of preparation before you use the application. You can find some examples in the attached shapes.zip file. Unpack the zip-file and copy the files in the layouts and shapes folders.

Important note: a shape can become a card if the filename contains the word "card"! Copy the card shapes in the layouts folder!

With the colored buttons in the top right corner of the form you can open or close panels.

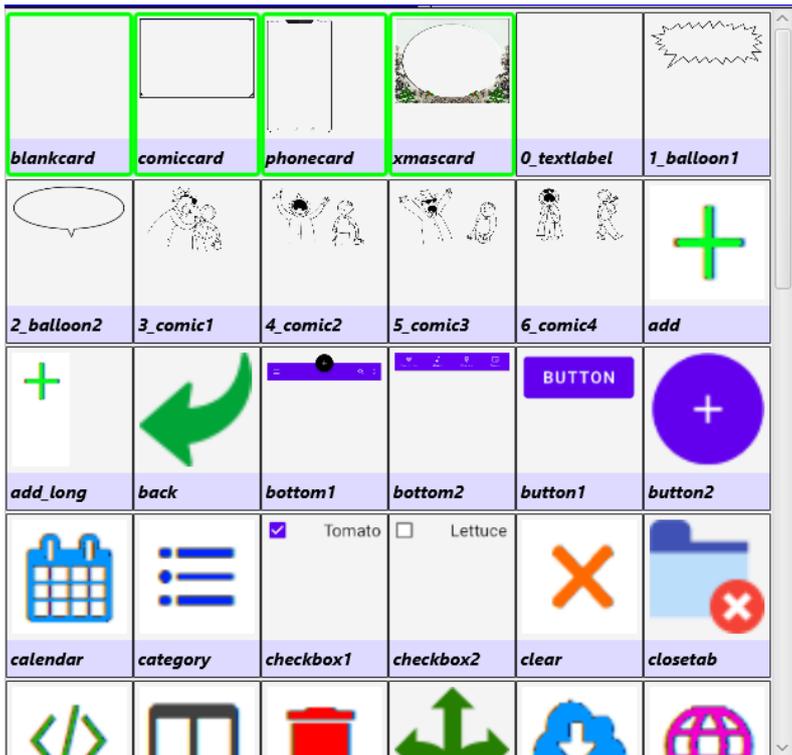


Keys:

DEL = remove card or shape
CTRL+A = attach children
CTRL+C = copy shape
CTRL+D = detach children
CTRL+L = load card
CTRL+R = reset main panel
CTRL+S = save card
CTRL+UP-arrow = flip shape up
CTRL+DOWN-arrow = flip shape down
CTRL+LEFT-arrow = rotate shape left
CTRL+RIGHT-arrow = rotate shape right

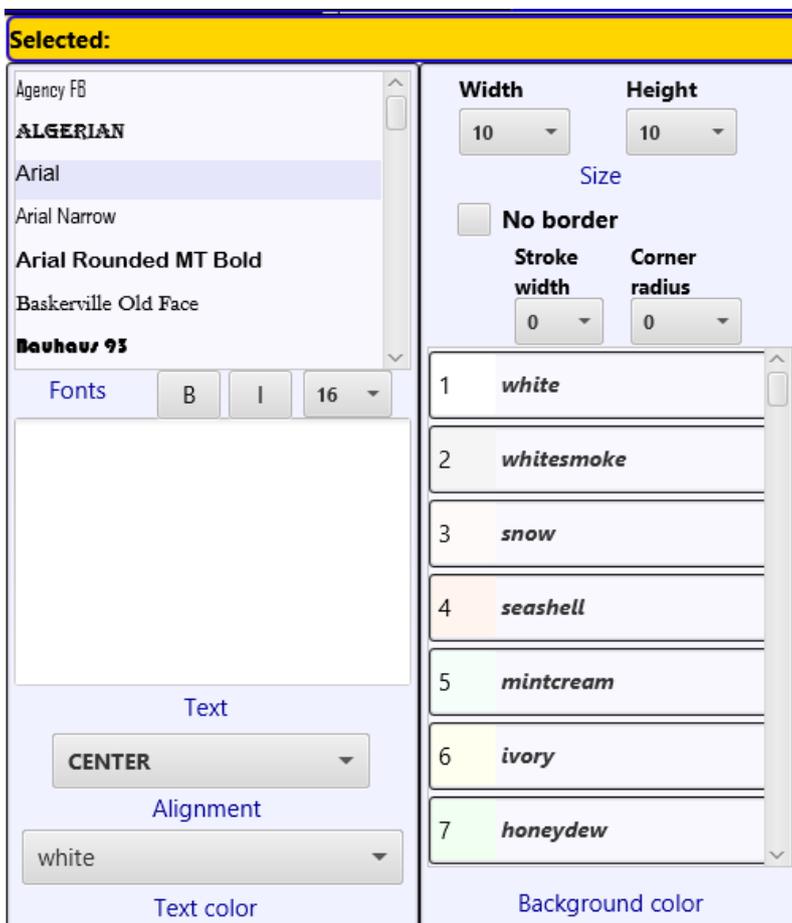
With the keys toggle button you can open or close the keyboard shortcut list. You can click on an item in the list or use the shortcut on the keyboard.

Shapes:



With the shapes toggle button you can open or close the shapes list. The shapes with the green border are the cards. Click on a shape and it will be added to the main panel.

Properties:



With the properties toggle button you can open or close the properties panel. You can set the properties of the selected shape or card in this panel.

Fonts settings: font family, font size, bold, italic.

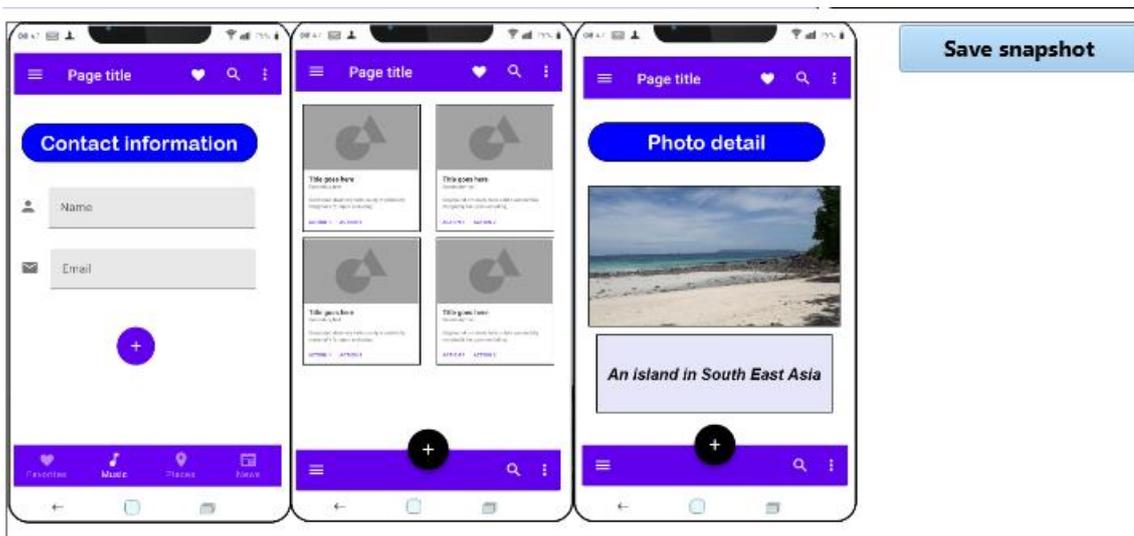
Text settings: text, alignment, text color.

Size of the shape or card: width, height.

Border settings (shape only): no border, strokewidth, corner radius.

Background color setting for a shape or a card.

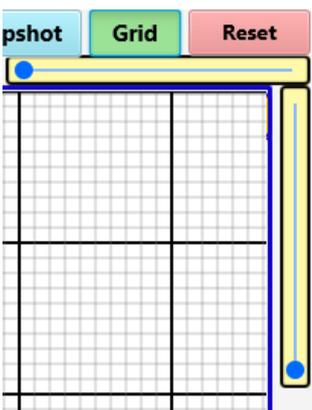
Snapshot:



With the snapshot toggle button you can open or close the zoom image view that contains the image of the snapshot that was taken from the main panel.

With the blue save snapshot button in the upper right corner you can save the snapshot image to a file. By default the filename contains the datetime ticks. You can put these files in the files folder.

Grid:

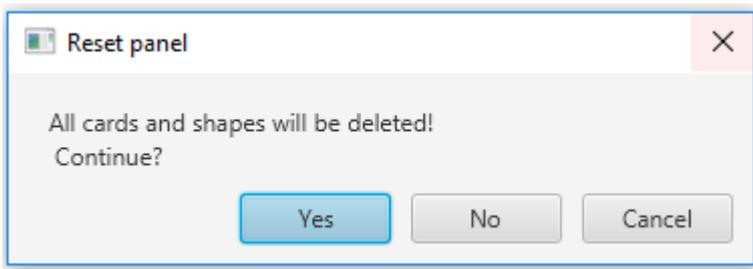


With the grid toggle button you can show or hide the grid from the main panel. Each gray cell is 10 pixels high and 10 pixels wide. These gray cells are grouped in cells of 100 pixels high and wide. The main panel is 2000 pixels high and 2000 pixels wide.

You can drag the grid with the mouse in any direction until it reaches a border.

If you leave the grid on when you show the snapshot then the grid will also be visible in the snapshot.

Reset:



If you click on the reset button you can remove all the cards and shapes from the main panel. A confirmation message will appear.

JSON:

The saved card files are in the JSON (JavaScript Object Notation) text format. There is an entry in the file for each shape that is attached to the card that was saved.

You can check the properties of the shapes and of the card.

```
"0_textlabel5": {
  "parent": "phonecard0",
  "cornerradius": "30",
  "textbold": false,
  "textcolor": "white",
  "fontfamily": "Arial Rounded MT Bold",
  "fontsize": 26,
  "noborder": false,
  "wraptext": true,
  "backgroundcolor": "0,0,255",
  "top": 130,
  "left": 20,
  "width": 300,
  "textitalic": false,
  "id": "0_textlabel5",
  "tag": "C:\\Users\\[REDACTED]\\AppData\\Roaming\\storyboard_cards_30\\shapes\\0_textlabel.png",
  "text": "Contact information",
  "alignment": "CENTER",
  "height": 50,
  "strokewidth": 1
},
"phonecard0": {
  "top": 1,
  "left": 2,
  "width": 361,
  "id": "phonecard0",
  "tag": "C:\\Users\\[REDACTED]\\AppData\\Roaming\\storyboard_cards_30\\layouts\\phonecard.png",
  "height": 640
},
```

Technical comments:

Main:

Support for keystrokes is added to the Main module. The AddKeyPressedListener subroutine prepares a KeyEvent for the specified keystrokes that can be selected in the Main_KeyPressed_Event subroutine. The keys panel lists the available keystrokes.

B4XMainPage:

The folder structure is created using the xui method SetDataFolder and the property DefaultFolder.

```
xui.SetDataFolder("storyboard_cards_30")
File.MakeDir(xui.DefaultFolder, "cards")
cardsfolder = File.DirData("storyboard_cards_30") & "\cards"
```

A font family list is created by using the fx GetAllFontFamilies method.

```
fontfamilylst = fx.GetAllFontFamilies
```

A color names list is created from the colornames.json file that is provided in the Assets folder.

```
Dim jstr As String = File.ReadString(File.DirAssets, "colornames.json")
jlst = jstr.As(JSON).ToList
```

The shapes panel contains a CustomListView (clvshapes). This CLV is loaded with the information from the layouts and shapes folders. Each row in the list contains 6 labels. Each label from a row contains the image from the file and the filename.

The files from the layouts folder are first added to the list and then the files from the shapes folder. The list is in alphabetical order. If you want a shape to appear first in the list you can give the filename a prefix with a number like for instance 0_textlabel.

If you click (Iblitem_MouseClicked) on a shape in the clvshapes list then that shape or card is added to the main panel in the upper left corner.

The subroutines from the properties panel take care of the changes in the views (CLV's, buttons, Comboboxes, checkbox). When you click on a card or shape the updates in the properties panel are processed.

You can move a card or shape around by dragging it in the main panel. The Mouse_Clicked, Mouse_Dragged, Mouse_Pressed and Mouse_Released event subroutines take care of the movement of a card or shape.

Note: the `EventData.Consume` method consumes the event and prevent it from being handled by the nodes parent!

The methods `attach_children` and `detach_children` take care of the adding or removing of the shape labels to or from the card panel (pane).

The `save_card` and `load_card` subroutines use a JSON text file to store the shape and card properties in.

Note: Incorrect changes to the JSON text file outside of the application can cause the application to crash!

colorfunctions:

The `set_RGB_values` method converts a color string to a RGB list.

The format of the color string is "255,255,255" and after the conversion the RGB list can be used with `RGB.get(0)`, `RGB.get(1)`, `RGB.get(2)`.

`xui.Color_ARGB(255,RGB.Get(0),RGB.Get(1),RGB.Get(2))` produces an int type variable and

`fx.Colors.ARGB(200,RGB.get(0),RGB.get(1),RGB.get(2))` produces a paint type variable.