

Visionary Studio Overview

To launch Visionary Studio, choose Start→Visionary Developer→Visionary Studio.

Menu bar
Launch wizards and execute other commands.

Help menu
View help topics and start the Visionary Tutorial.

Scene editor
Create application pages (scenes) by adding objects and linking them to data, events, and parameters.

Formula bar
Type formulas associated with object properties. Use the column, number format and function buttons to add items to the formula.

Object Inspector, Properties page
Modify object properties.

Object Inspector, Events page
Set events for objects.

Palette Manager
Add objects to your scene. Click a tab to see another palette.

Data Template editor
Format the display of database data.

Runtime Mode
Click to see your scene running.

Design Mode
Click to edit your scene.

Data Template Selector
Click to edit a data template.

Output window
View messages.

World Manager, Workbooks page
Manage your filtered views of the database (workbooks).

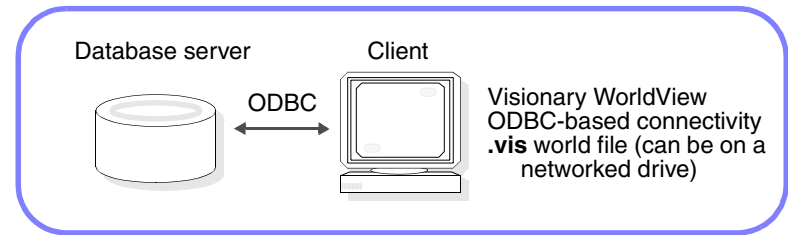
World Manager, Worlds page
Manage the scenes, parameters, queries, and so on (objects) in your applications (worlds).

Toolbars
Edit object properties and execute other commands.

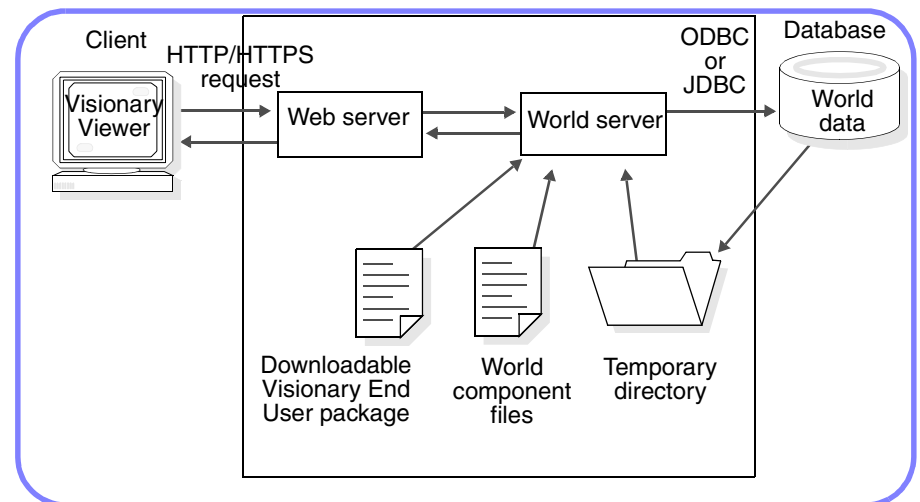
To create a Visionary world

1. Plan your world by identifying the business questions it should answer and then create a storyboard that visually plots the world's elements.
2. Create a data model that answers your business questions, and then gather the necessary data into the model.
3. Define an ODBC data source for the database containing the data for the world.
4. Start Visionary Studio and connect to the ODBC data source.
5. Create a query using one of the following tools:
 - ◆ Simple Query wizard, for simple queries using a single table
 - ◆ Advanced Query wizard, for complex queries using one or more tables
 - ◆ Query Diagram view, for complex queries, displayed in a grid control
 - ◆ SQL Text view, for direct SQL entry
6. Create scenes using the Scene editor, the Data Template editor, the Palette Manager, and the Object Inspector.
7. Test your world in runtime mode.
8. Publish your world with the Publish wizard, specifying a deployment configuration.
9. Deploy your world:
 - ◆ Client/Server deployment: install the world file and Visionary WorldView on client computers
 - ◆ Internet deployment: install Visionary World Server on your Web server and configure it with Visionary Administrator. Client computers automatically download the appropriate Visionary Viewer plug-in for the Web browser accessing the Visionary world URL.

2-tier Client/Server Deployment



3-tier Internet Deployment



For more information on creating a world, see the *Rocket Visionary Developer's Guide*. For more information on deploying a world, see the *Rocket Visionary Administrator's Guide*.