

# QMF Visionary Studio Overview

To launch QMF Visionary Studio, click **Start** → **QMF Visionary Developer** → **QMF Visionary Studio**.

The screenshot shows the QMF Visionary Studio interface with the following components labeled:

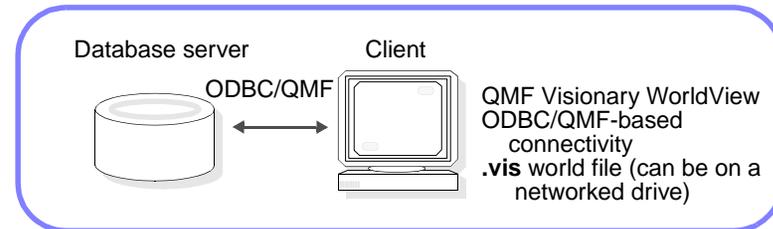
- Menu bar**: Launch wizards and execute other commands.
- Help menu**: View help topics and start the QMF Visionary Tutorial.
- Scene editor**: Create application pages (scenes) by adding objects and linking them to data, events, and parameters.
- Formula bar**: Type formulas associated with object 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.

The interface includes a menu bar (File, Edit, View, Insert, Draw, Tools, Table, Window, Help), a toolbar, a scene editor showing an organization chart, a formula bar, an object inspector with properties and events pages, a palette manager with tabs for Connectors, Controls, ActiveX Controls, Data Symbols, Layouts, Portals, and Primitives, a data template selector, a runtime mode button, a design mode button, a data template editor, and an output window showing connection logs.

## To create a QMF 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 a data source for the database containing the data for the world.
4. Start QMF Visionary Studio and connect to the 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.
9. Deploy your world by making the world file available to users of QMF Visionary Studio or QMF for Windows.

## 2-tier Client/Server Deployment



For more information on creating a world, see the *DB2 QMF Visionary Developer's Guide*.

IBM\* Rocket\*\*

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