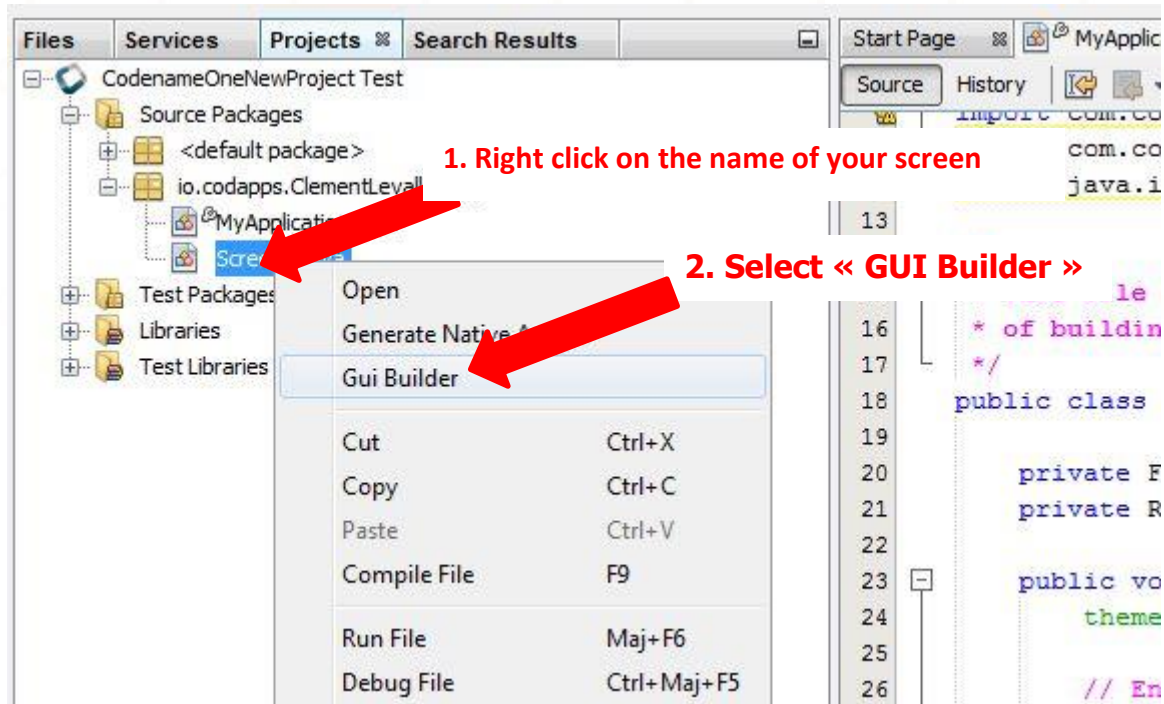
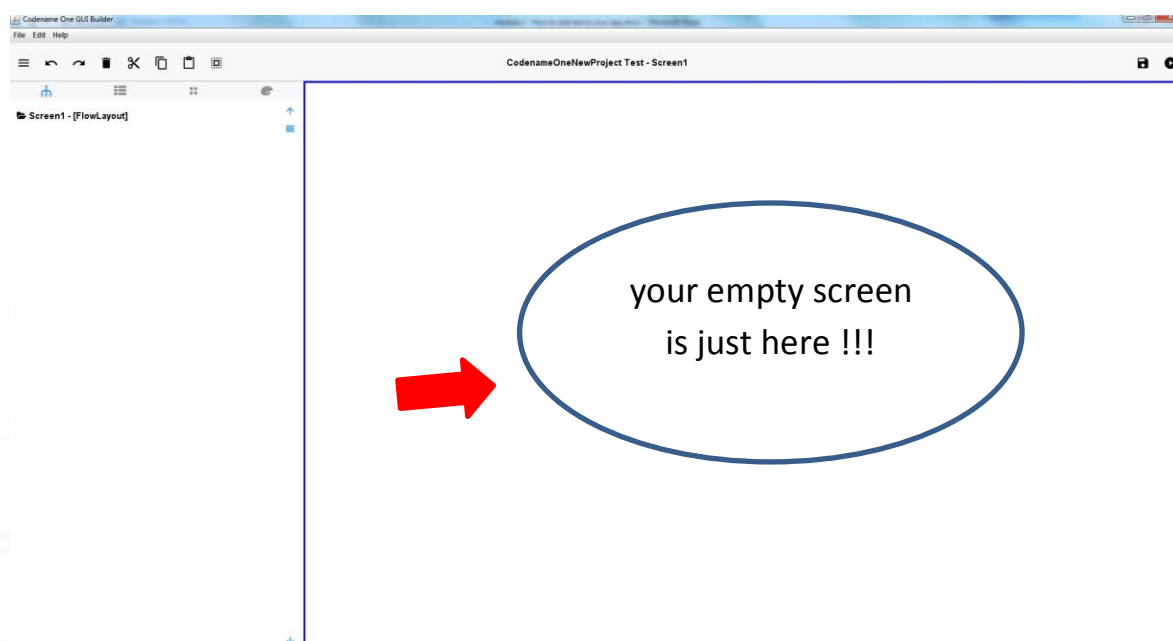


How to add text to your app



1. Open the first screen of your app by right clicking on it, then selecting "GUI Builder" :

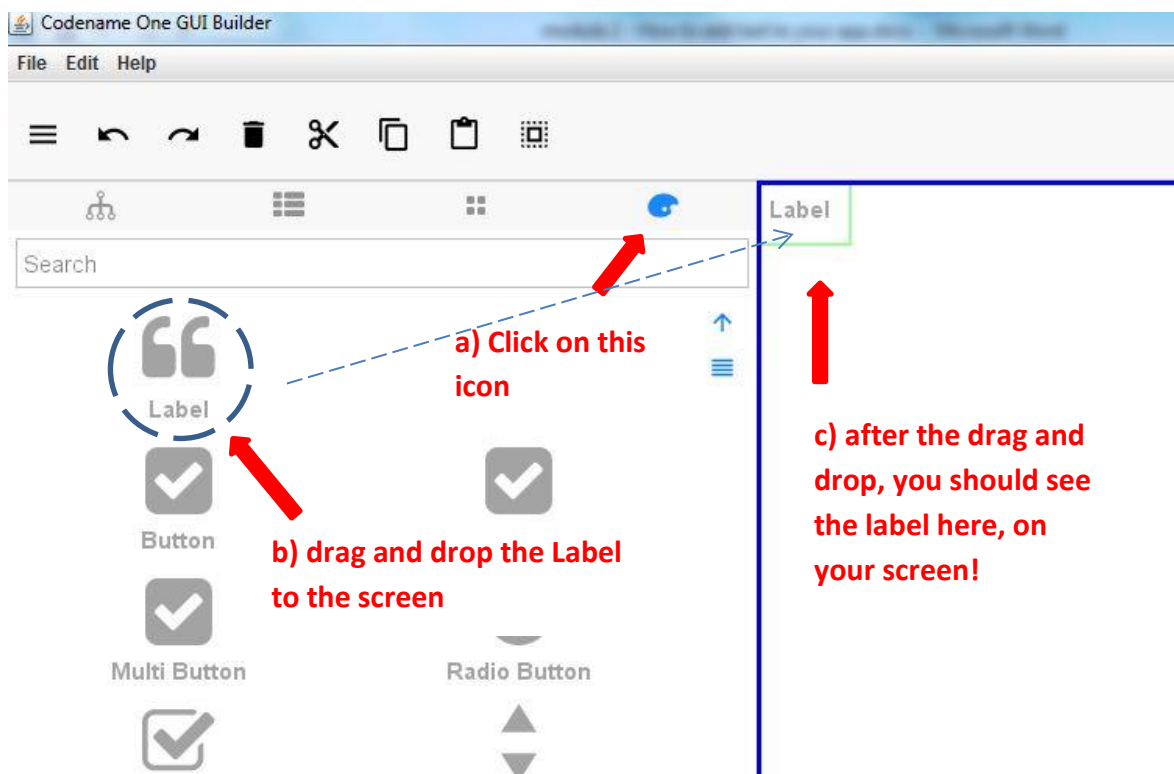


2. This opens a new window, which should look like this:



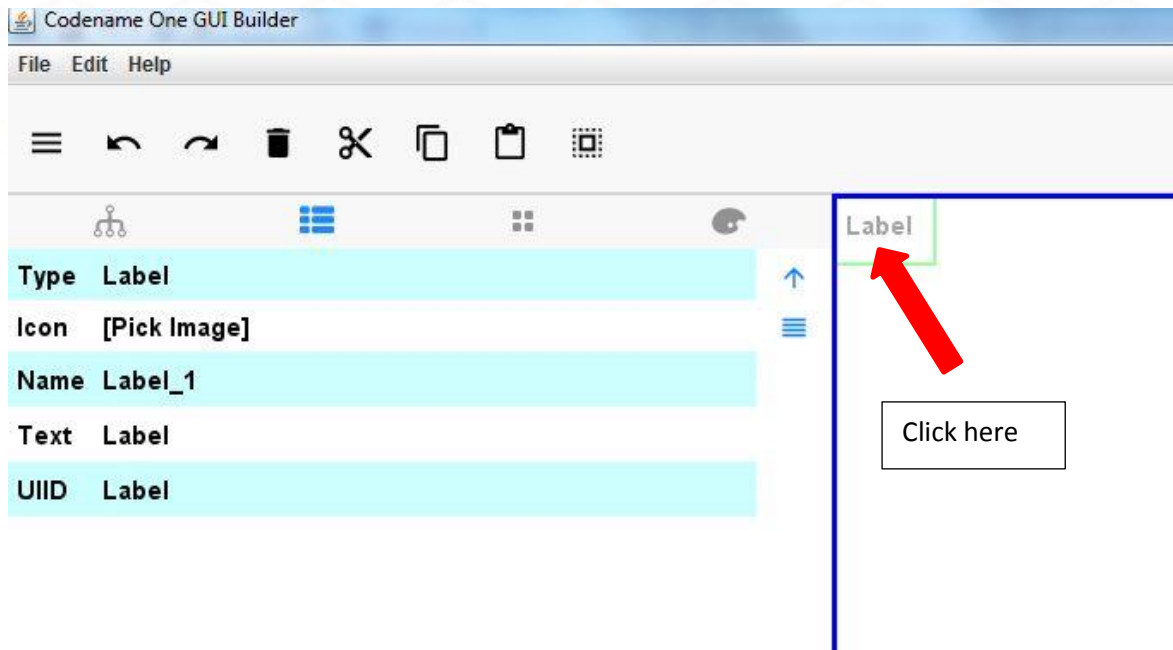
How to add text to your app

3. To add some text :
 - a) Click on the “Palette” icon (). This shows everything you can use to put on a screen of your mobile apps.
 - b) Drag and drop the .Label icon () to the empty screen on the right.
Label
 - c) You now see the label on your screen.

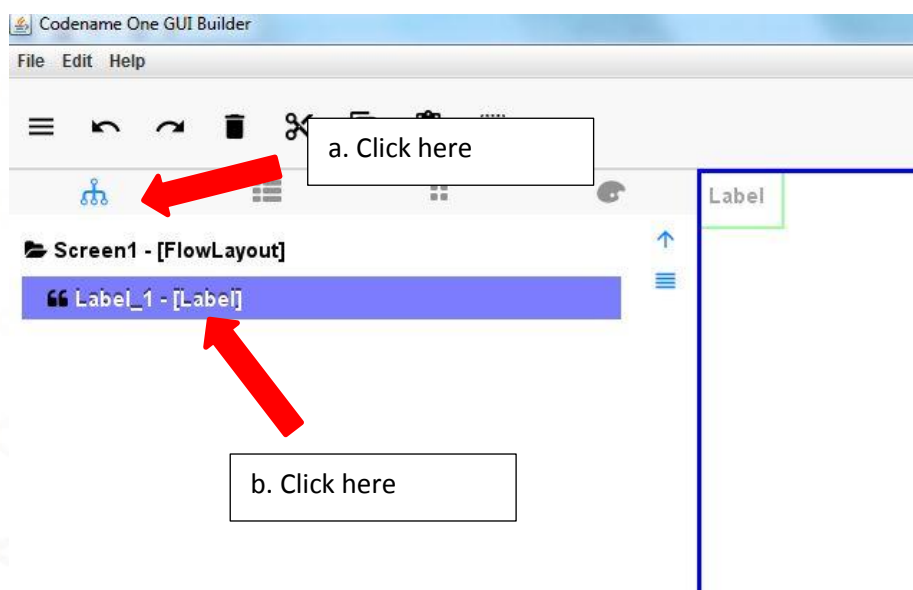


How to add text to your app

4. Changing the text of the Label, to put the one you want!
- a) Select your Label on the screen by clicking on it. **You know it is properly selected when it has green borders:**



- b) Or, an alternative way to select your Label:
Click on the Tree icon , then click on the Label:

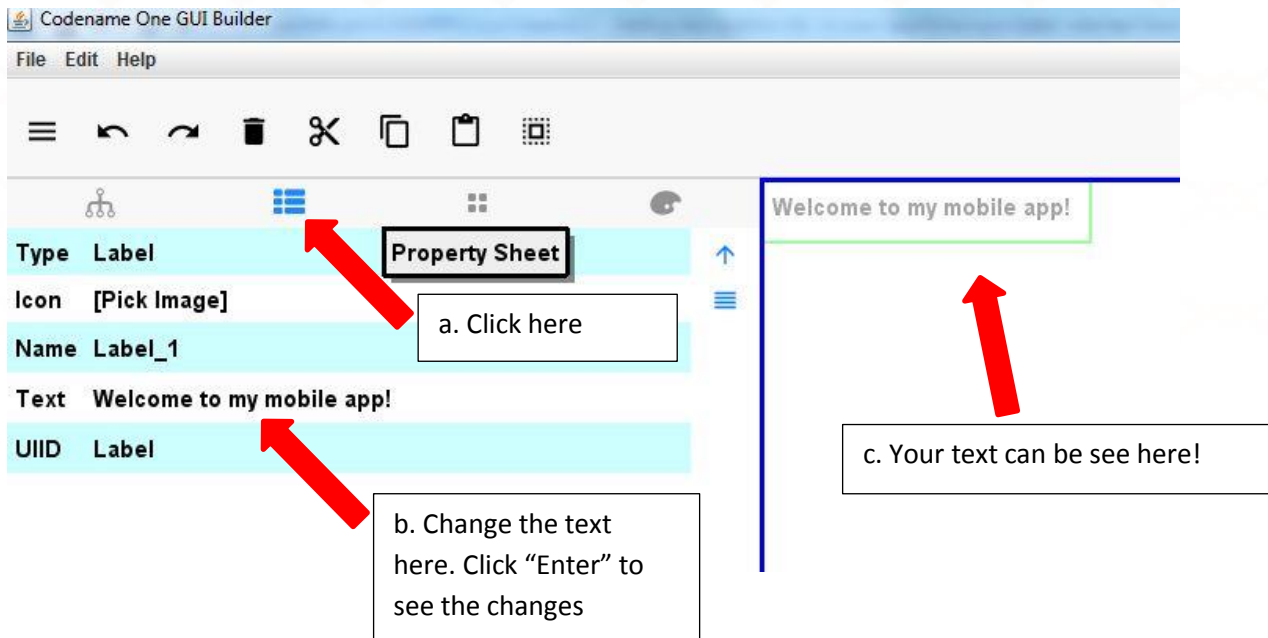


Module 2: How to add text, pics, links etc. to your app

Level of difficulty: ● ○ ○ ○
Estimated time: 5 mn

How to add text to your app

c. Click on the “Property Sheet” of the Label, then change its text:



5. In the palette menu, I see Labels but also “Span Labels”. What is the difference between the two ?
- ➔ The text of a Label gets cut if it is too long for the screen
 - ➔ The text of a SpanLabel breaks nicely into several lines when it is too long for the screen.

