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OUTLINE

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PBU201

Managing Screen Flows
My First Screen

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Managing Screen Flows - Your First Screen Online Training

Abstract:

This training will introduce you to the fundamentals of Screen Flow Management (SFM), the standard User Interface design methodology in DELMIA Apriso. You will learn the basic terms used in SFM and apply this towards creating a simple screen navigation flow. You will also learn how to create a Layout.

Detailed objectives. After the training you will know:

- ▶ About the main principles, methodology, and terms of SFM
- ▶ How to create screens and navigate between them
- ▶ How to create a layout according to pre-determined specifications

Target audience:

- ▶ People who want to start developing technical skills to design their own User Interface

Requirements:

- ▶ Familiarity with Process Builder user interface

Role and level:

- ▶ DELMIA Apriso Process Authors
- ▶ DELMIA Apriso users that will be creating or managing screens



Duration: 2,5 hour

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Chapter 1: The UI Design Methodology

In this chapter you will find detail about how the UI of Screen Flow was structured, how it evolved and what is the secret to why it works so great for DELMIA Apriso.

Here are the chapters to be covered:

1. The UI Design Methodology
2. Basic Concepts
3. Your First Screens - Labs
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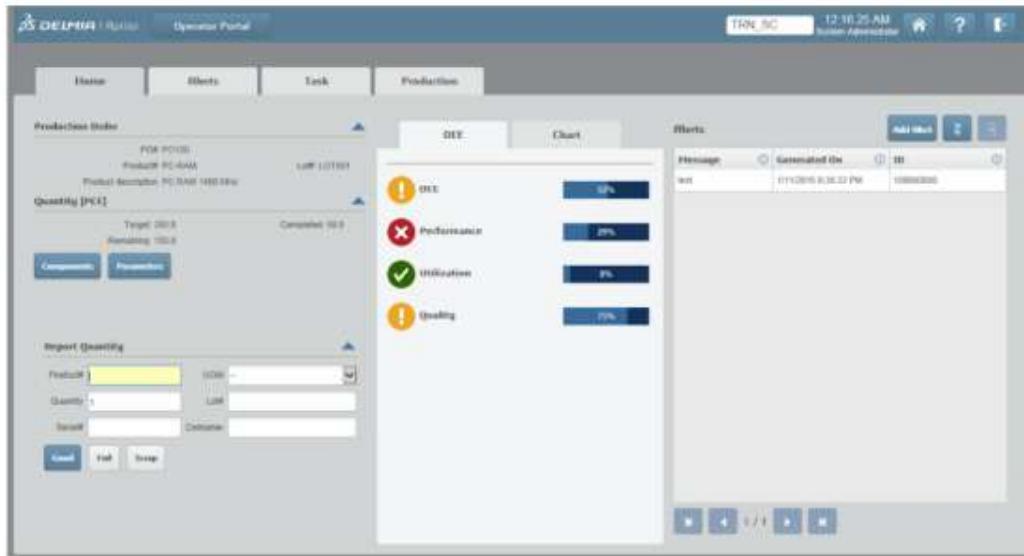
▶ Chapter 6: Layout Options in Detail

End of Course

New UI Design Methodology

This section of the training will help you understand why Screen Flow Management has been introduced, and what challenges the new methodology addresses.

Also, you will be introduced to a very important principle of separate configuration for UI and for business logic, which constitutes the foundation of the new UI design methodology.





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UI Diversity and Expectations

The DELMIA Apriso system is a very flexible platform, and it has always allowed for configuring User Interfaces the way you want and to render them on Text, Mobile, and Desktop-based devices. The downside of this approach is that building screens took a lot of time and effort.

Here are a few examples of what we delivered to our customers: from very simple UI to much more complex. When implementing those UI, we faced challenges which we could not properly address.



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End of Course

Challenges of UI Design, part 1

In the old world, we had no way to provide:

- ▶ Pre-defined styles (for the entire screen)
- ▶ Navigation scenarios support
 - Back
 - Jump
 - Breadcrumb
- ▶ Predefined atomic UI elements
- ▶ Direct AJAX support
- ▶ Popup window support



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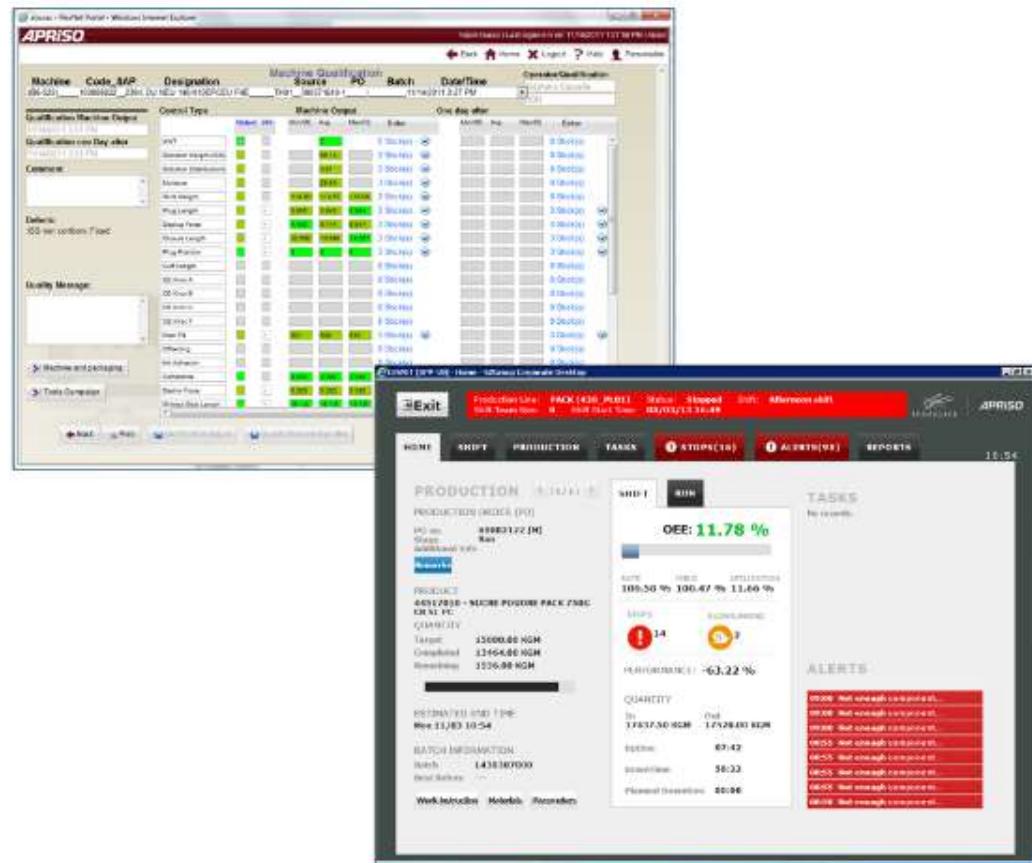
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End of Course

Challenges of UI Design, part 2

We were not able to:

- ▶ Handle multi-operation screens in a smart way - wrapper operations were required
- ▶ Allow controlling some elements of screen configuration without going very deep into the Process Builder (PB)
- ▶ Configure event based navigation, which is more natural for UI than current state based navigation.
- ▶ Effectively enforce best practices for UI & BL separation





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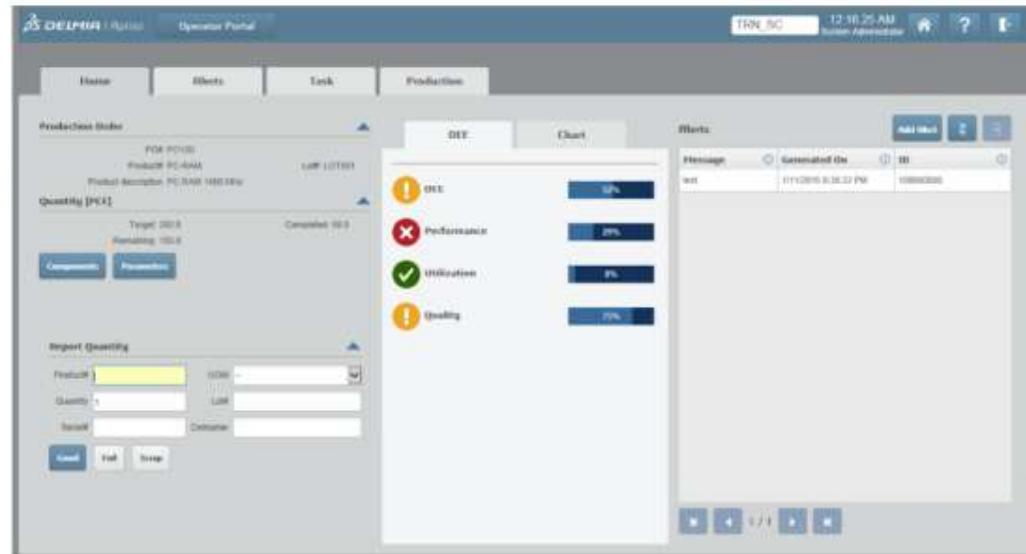
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End of Course

Challenges of UI Design, part 3

All of these challenges have been addressed with the new UI design methodology that started in version 2016 and progresses continuously. Additional improvements are:

- ▶ Automatic exchange of contextualized information between screen panels
- ▶ Positioning, resizing issues (caused by designing to fixed resolution)





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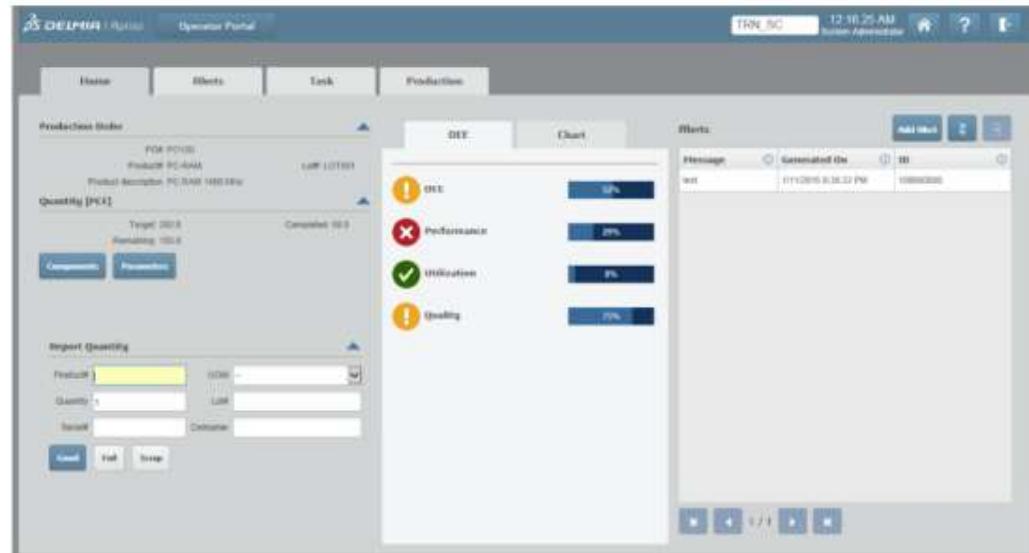
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End of Course

Challenges of UI Design, part 4

- ▶ The new UI methodology was incorporated in Screen Framework
- ▶ In DELMIA Apriso 2016, this methodology was productized, and is now addressed in new Process Builder features as Screen Flow Management
- ▶ SFM has been introduced to address the up-to-date requirements of the user interface and to support the implementation of best practices for UI and business logic





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Advantages of the New UI Methodology, part 1

SFM enforces multiple best practices for process and UI design, such as:

- ▶ Separation of the UI and Business Logic (BL) implementation
- ▶ Adequate granularity of component implementation (which enables component reusability)
- ▶ Exposure of non-technical configuration to the business users
- ▶ An event-based approach to UI (a more natural way of event handling for complex UI)

Event Type	Start Time	End Time	Duration	Event Code
Planned Downtime	2019-01-30 12:34:53		00:04:12	Planned Downtime
Running	2019-01-30 12:28:53	2019-01-30 10:34:53	08:05:00	Running
Unplanned Downtime	2019-01-30 12:34:53	2019-01-30 10:26:53	08:02:00	General Downtime
Running	2019-01-30 12:18:53	2019-01-30 10:30:53	08:12:00	Running
Wait Total	2019-01-30 12:08:53	2019-01-30 10:14:53	08:00:00	Waiting for Personnel
Running	2019-01-30 02:00:53	2019-01-30 00:08:53	08:00:00	Running
Setup	2019-01-30 00:54:53	2019-01-30 00:56:53	00:00:00	Load/Cal Top Shelf
Running	2019-01-30 00:41:53	2019-01-30 00:04:53	00:10:00	Running
Planned Downtime	2019-01-30 00:39:53	2019-01-30 00:44:53	00:05:00	Training Safety
Running	2019-01-30 00:34:53	2019-01-30 00:26:53	00:08:00	Running





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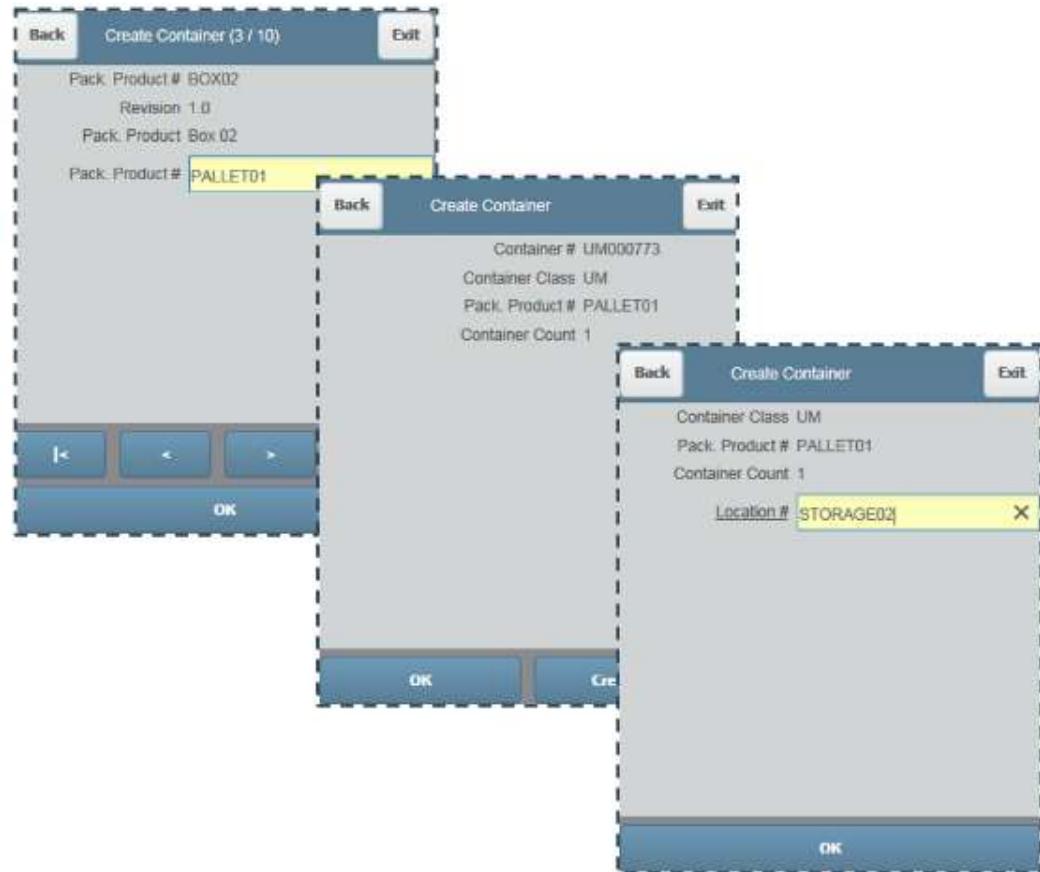
▶ Chapter 6: Layout Options in Detail

End of Course

Advantages of the New UI Methodology, part 2

Managing screen flows is much easier. There is no more need to check the state of each UI control for decision, or to check sub-operations result in wrapper operation.

In the SFM methodology, decisions are handled using Actions. An action could be a button so after pressing a button we can directly trigger an event (e.g. go to a specific screen), or an operation with logic that will return another action which is handled in the new user interface methodology.





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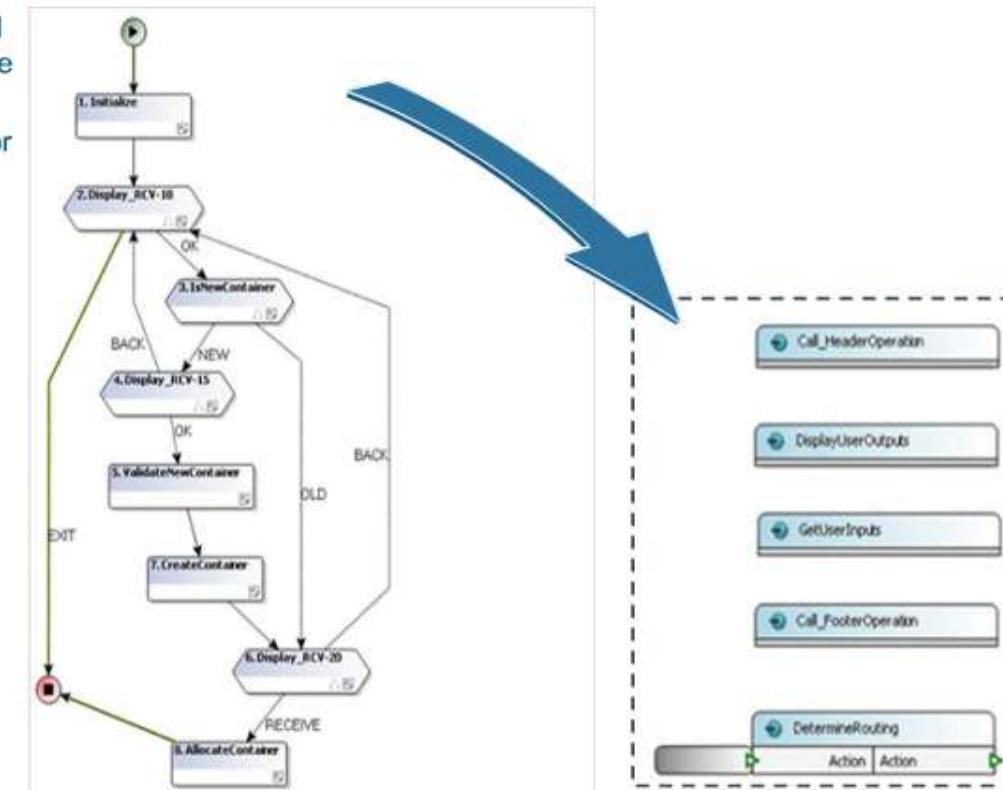
End of Course

Addressing Business Logic, part 1

SFM allows and requires a very strict separation of UI Standard Operations from the Operations handling the business logic.

To illustrate this point, let's recall how it was done prior to Apriso 2016:

- ▶ Everything in one multistep Standard Operation
- ▶ UI and Business Logic mixed together
- ▶ Difficult to read
- ▶ No potential to reuse

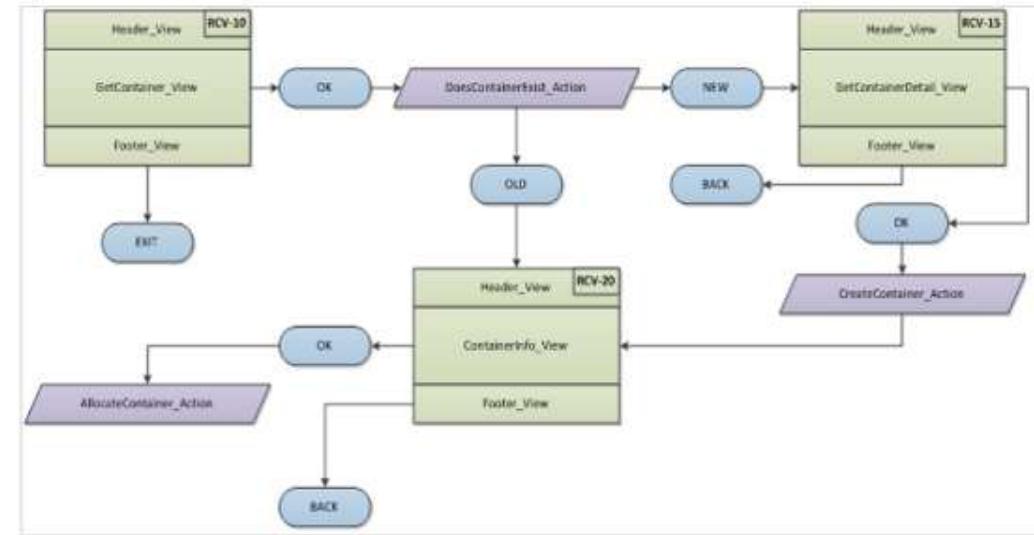




Addressing Business Logic, part 2

Screen Flow Management:

- ▶ Offers a well-structured solution
 - ▶ Is clearly defined and easier to understand
 - ▶ Offers multiple reusable Operations
 - ▶ Presents separation of UI and Business Logic
 - ▶ Has high reusability of components



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Screen

Basic Concept and Definitions -
Layout

Basic Concept and Definitions -
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Chapter 2: Basic Concepts

In this chapter basic concepts behind different the UI in relation to
Screen Flow Management.

Here are the chapters to be covered:

1. *The UI Design Methodology*
2. **Basic Concepts**
3. Your First Screens - Labs
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Basic Concept and Definitions - Screen

Basic Concept and Definitions - Layout

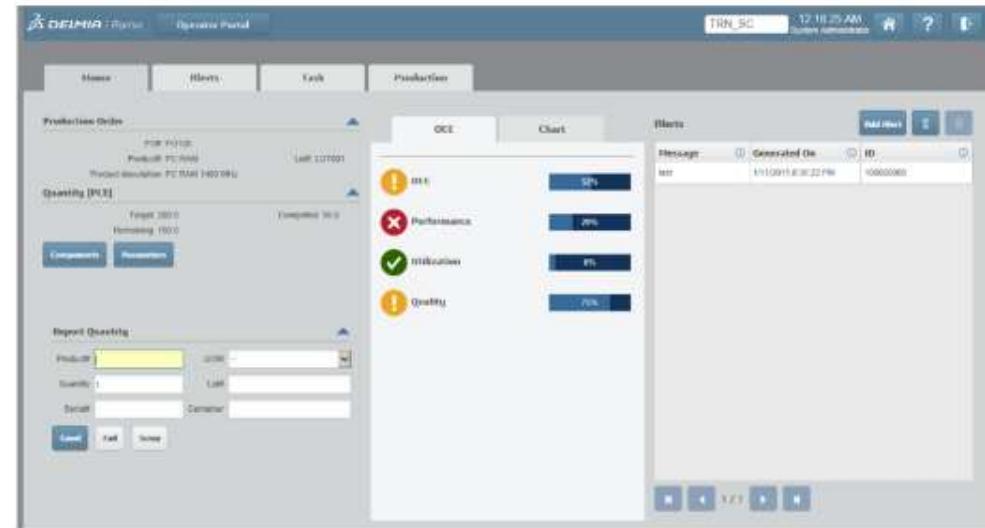
Basic Concept and Definitions - Layout

Basic Concept and Definitions - Screen

In this section, you will learn the basic terms of SFM. You will also create your very first and very simple Screen.

A **Screen** - should be considered as a user interface, and is what we build in SFM. A Screen has a Layout and one or more Views to present content to the user.

A Screen is no longer a unique and rigid block. It is made of multiple dynamic views which can be managed independently.





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Basic Concept and Definitions - Screen

Basic Concept and Definitions - Layout

Basic Concept and Definitions - Layout

Basic Concept and Definitions - Layout

Layout - is what divides a Screen into areas with different content. You can imagine it as a set of rectangles in which the system will display visual content. A single Screen can use only one Layout.

Click on the empty space to the right to discover what Layout is used by this Screen.





UI Diversity and Expectations

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Basic Concept and Definitions -
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Basic Concept and Definitions -
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Basic Concept and Definitions -
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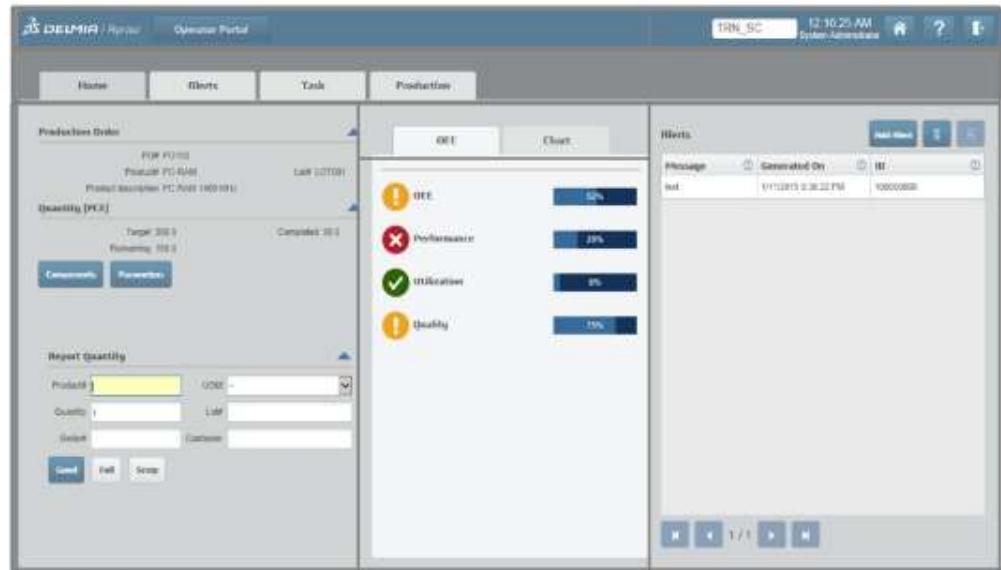
Basic Concept and Definitions -
View

Basic Concept and Definitions -

Basic Concept and Definitions - Layout

One Layout can be used by multiple screens. UI consistency in a customer project is achieved by using a small number of well built Layouts.

Click on the image to observe how two Screens use the same Layout.





UI Diversity and Expectations

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Basic Concept and Definitions -
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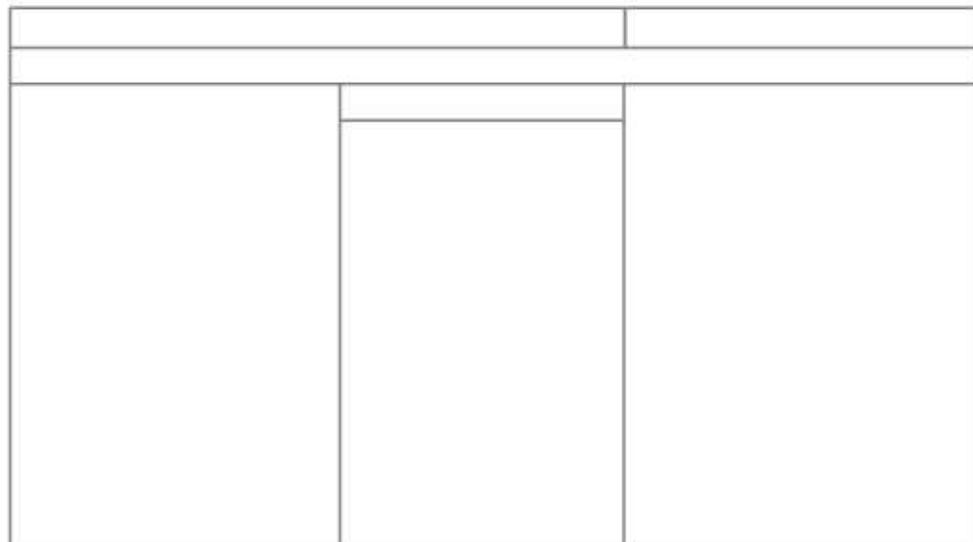
Basic Concept and Definitions -
View

Basic Concept and Definitions -

Basic Concept and Definitions - Panel

Panel - a rectangle which is a part of a Layout. One Panel is used to display one section of visual content. Later in the Screen configuration flow, you will attach Views to Panels, and so you will fill the screen with the content to display.

Click on the image to flip through the Panels present in this Layouts.



UI Diversity and Expectations

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Basic Concept and Definitions - Layout

Basic Concept and Definitions - Layout

Basic Concept and Definitions - Panel

Basic Concept and Definitions - View

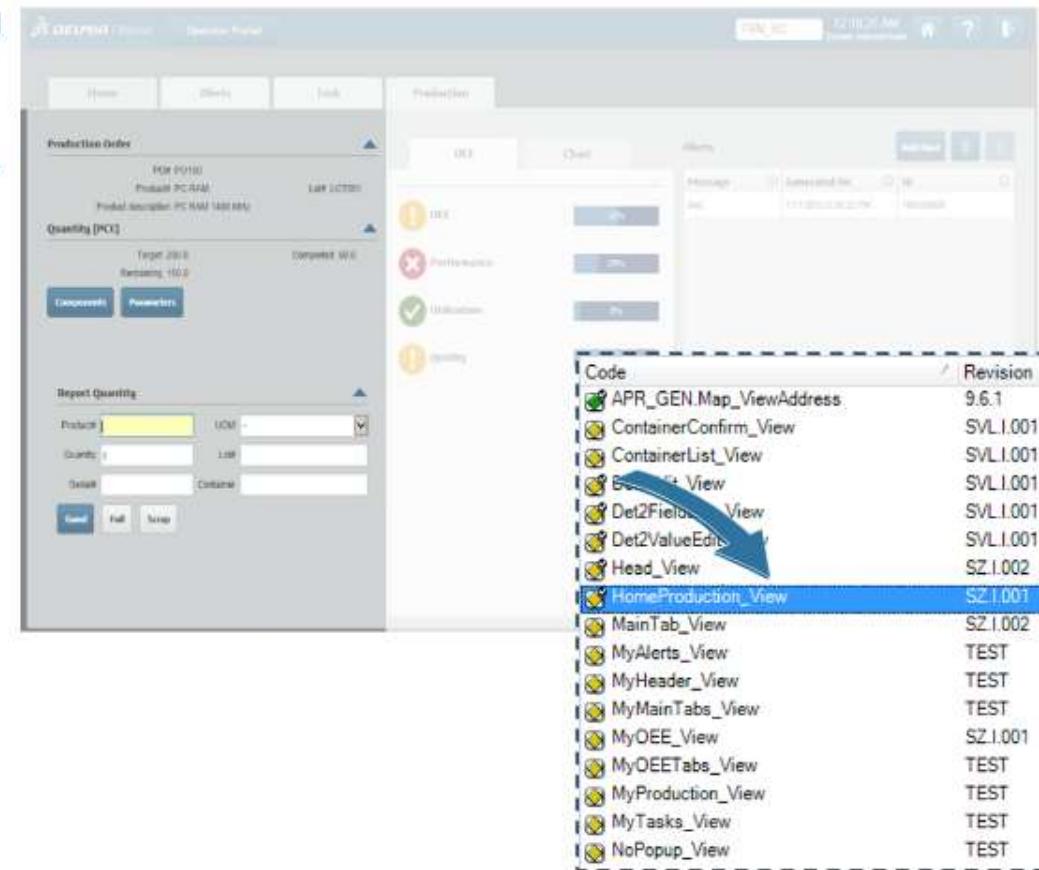
Basic Concept and Definitions -

Basic Concept and Definitions - View

View - a View provides a connection between a Panel and a Standard Operation which displays one visual content section. The View is linked to a particular Panel in the Screen definition.

A View can be designed separately and reused easily in any other Screens.

A Standard Operation which is used as a View, must be of the subtype **View**.



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Basic Concept and Definitions - Layout

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Basic Concept and Definitions - Action

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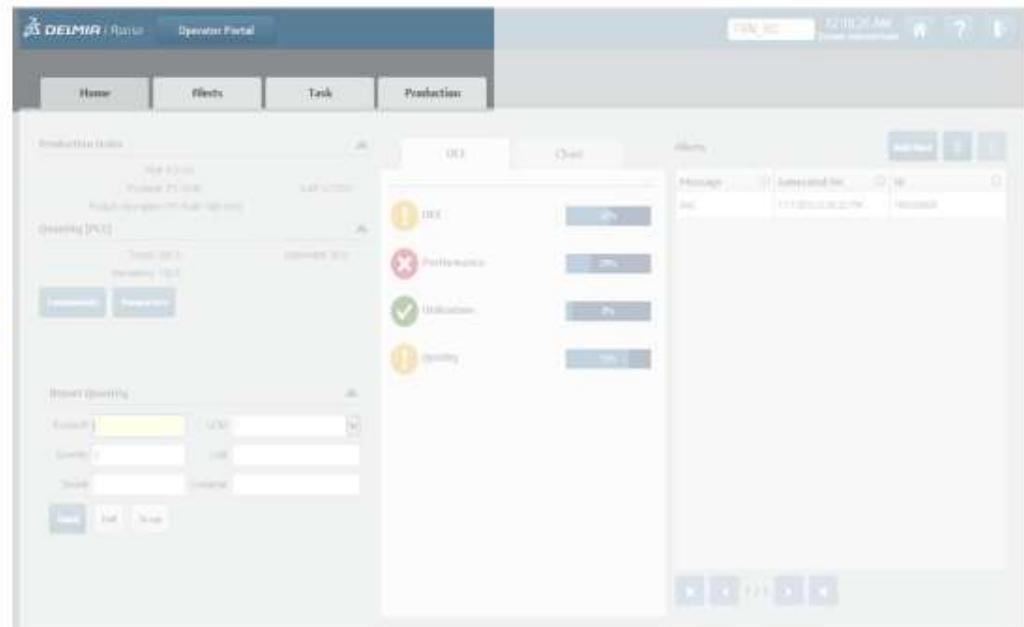
End of Course

Basic Concept and Definitions - Action

Action - an interactive element which allows movement between Screens and executes business logic, like a button or a tab.

An Action generally determines what must be performed by the system when a specific condition is met (user action or calculated action).

Actions are defined as separate Entities, which make them easily reusable in other Screen Flows. As a result, we fully split Business Logic and User Interface elements.





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Basic Concept and Definitions - Layout

Basic Concept and Definitions - Panel

Basic Concept and Definitions - View

Basic Concept and Definitions - Action

▼ Chapter 3: Your First Screens - Labs

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Add Layout

Chapter 3: Your First Screens - Labs

In the next two labs you will have your first experience with Screen Flow Management.

You will configure two simple Screens, add and configure buttons to navigate between them.

Here are the chapters to be covered:

1. *The UI Design Methodology*
2. *Basic Concepts*
3. **Your First Screens - Labs**
4. Publishing Screen Flows
5. More on Layouts
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▼ Chapter 2: Basic Concepts

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[LAB 1: Create TRNXX_BAS Screen](#)[LAB 1: Create TRNXX_BAS Screen](#)[LAB 1: Add Layout](#)

LAB 1: Create TRNXX_BAS Screen



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Basic Concept and Definitions - Layout

Basic Concept and Definitions - Panel

Basic Concept and Definitions - View

Basic Concept and Definitions - Action

▼ Chapter 3: Your First Screens - Labs

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Add Layout

LAB 1: Create TRNXX_BAS Screen

Task:

- ▶ Create a new Screen using existing Layout
- ▶ Link an existing View to the main panel of the Screen
- ▶ Test run your Screen

What you will learn:

- ▶ How to create a new Screen using an existing Layout
- ▶ How to use existing Views to provide content to your Screens
- ▶ How to test run your Screens

Requirements:

- ▶ In case of any technical problems, please contact DELMIA.Apriso.training@3ds.com



Remember to use the following to login and name Screens thorough this entire training:

- TRN<yourinitials> if you are an external self-paced learner
- TRN<yourtrigram> if you are a 3DS employee self-paced learner



15 min



LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Add Layout

LAB 1: Change Header

LAB 1: Verify the Screen Layout

LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

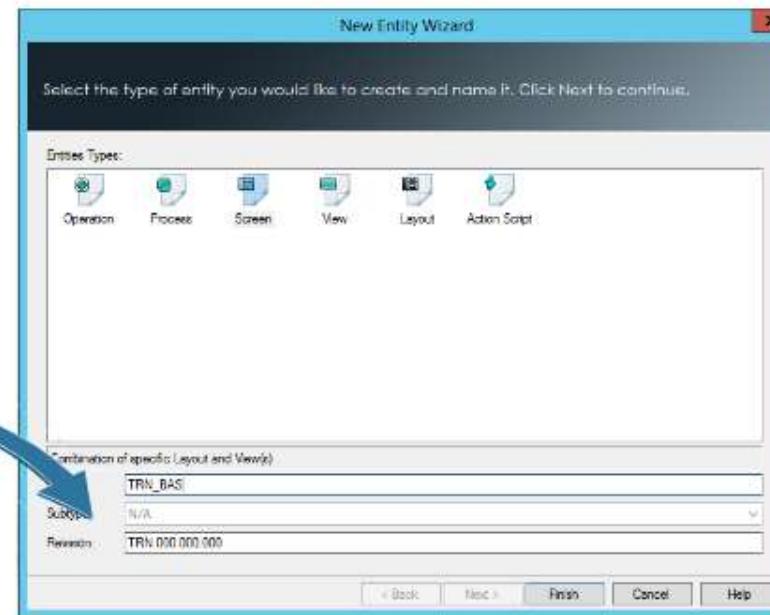
LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 1: Create TRNXX_BAS Screen

- ▶ In Process Builder, go to **File**, then **New**
- ▶ Select **Screen**
- ▶ Give it a name **TRNXX_BAS**
- ▶ Use **Revision TRN.000.000.000**
- ▶ Click **Finish**



Remember to always use Revision
TRN.000.000.000 (or higher)!



LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Add Layout

LAB 1: Change Header

LAB 1: Verify the Screen Layout

LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

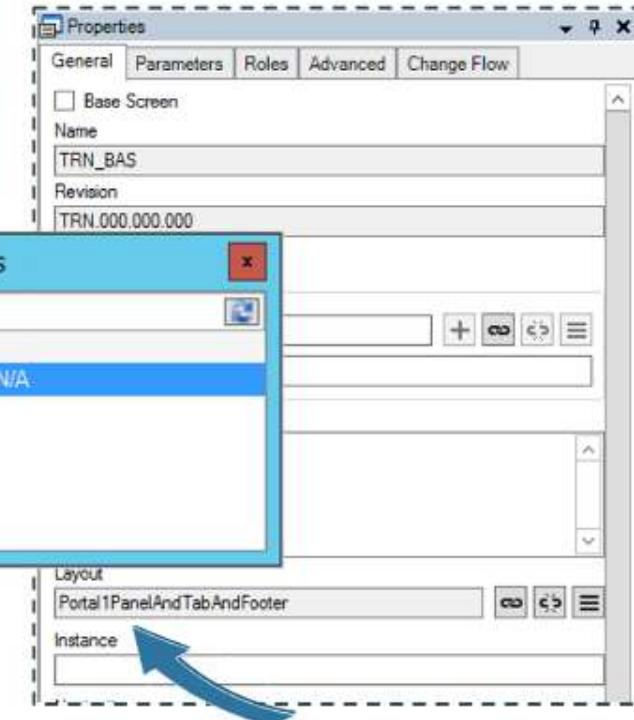
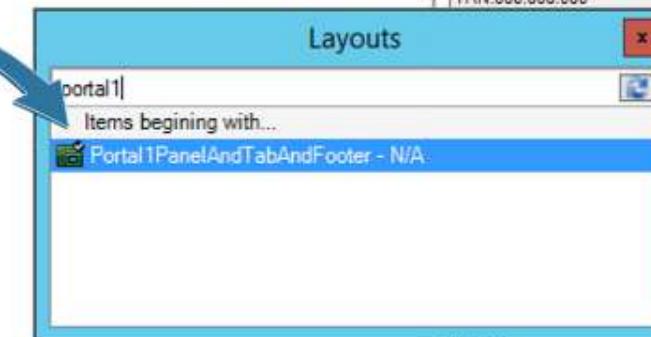
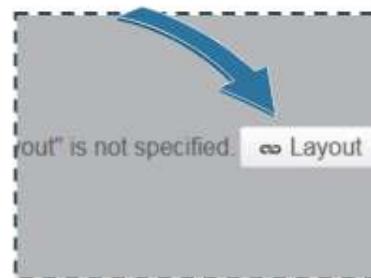
LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 1: Add Layout

- ▶ Go to the Select and link the Layout to your Screen. Choose the Layout **Portal1PanelAndTabAndFooter**



Each Screen must have a Layout. The Layout tells you how many Views you can use on your screen and where. A Screen can have only one Layout, but a layout can be used by multiple screens.

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Add Layout

LAB 1: Change Header

LAB 1: Verify the Screen Layout

LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

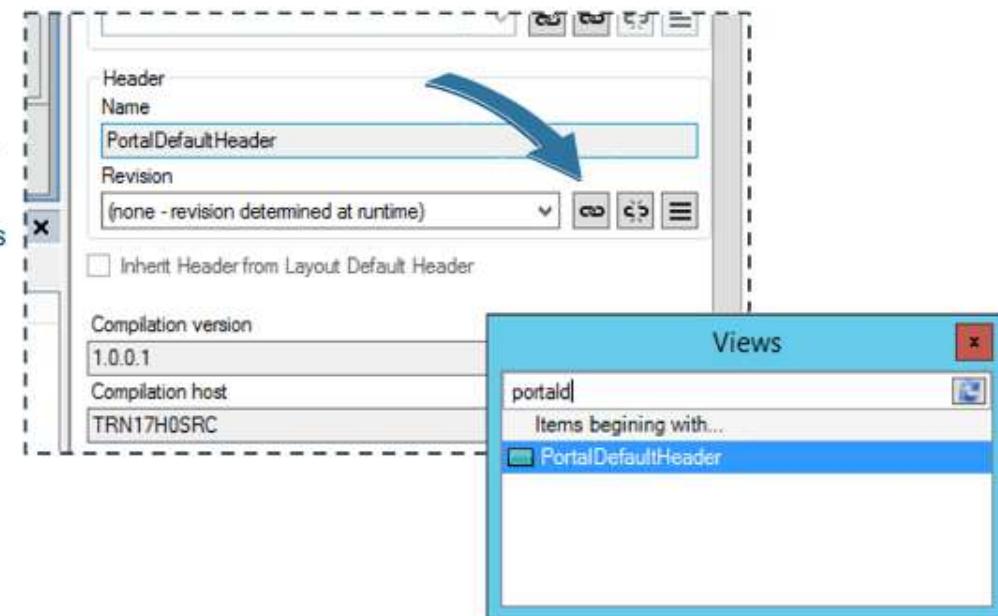
LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 1: Change Header

- ▶ On the **Properties** tab on the right, link the **PortalDefaultHeader**

A selected header will be added automatically to your Screen. You can choose from a few default ones.

You will learn more about remaining Screen properties in this and further training modules on SFM.



LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Add Layout

LAB 1: Change Header

LAB 1: Verify the Screen Layout

LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Choose Layout and Header

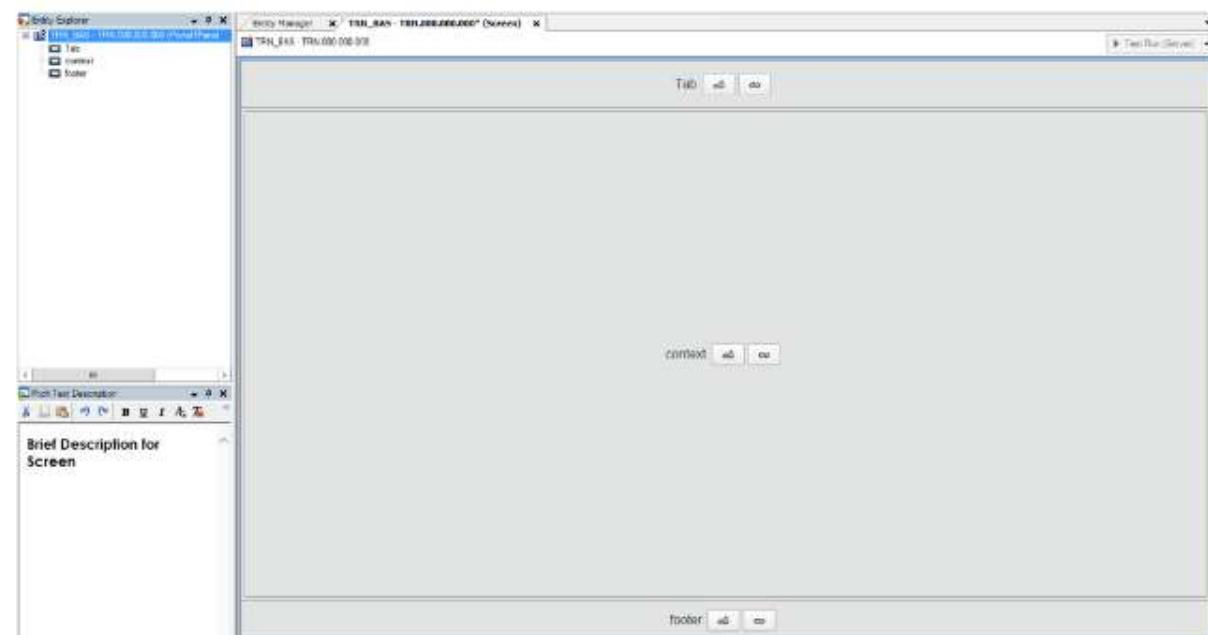
LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 1: Verify the Screen Layout

This is how the central section of your Process Builder screen should look.

The icons next to words **tab**, **context**, or **footer** allow you to either copy and link or just link a View Standard Operation. You will use them in later training modules.



LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Add Layout

LAB 1: Change Header

LAB 1: Verify the Screen Layout

LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Choose Layout and Header

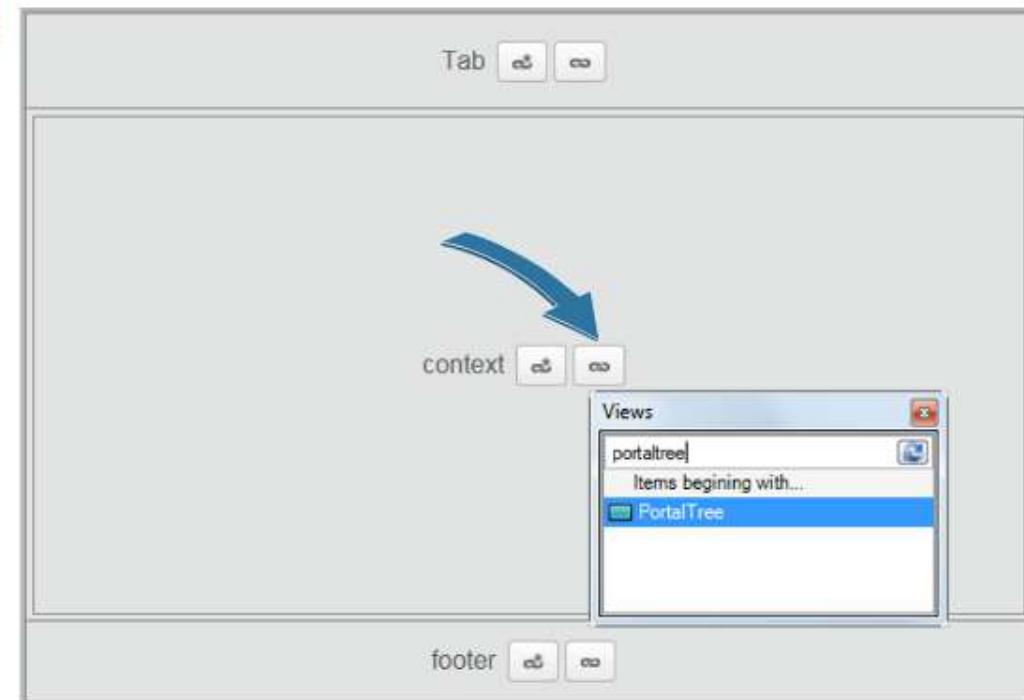
LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 1: Link View to TRNXX_BAS Screen

- ▶ Click on the **Link View** button next in the **context** Panel
- ▶ Select the **PortalTree** View

In this way you add content to the **context** panel of your Screen. It will be a sample tree provided in the DELMIA Apriso product.



LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Add Layout

LAB 1: Change Header

LAB 1: Verify the Screen Layout

LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

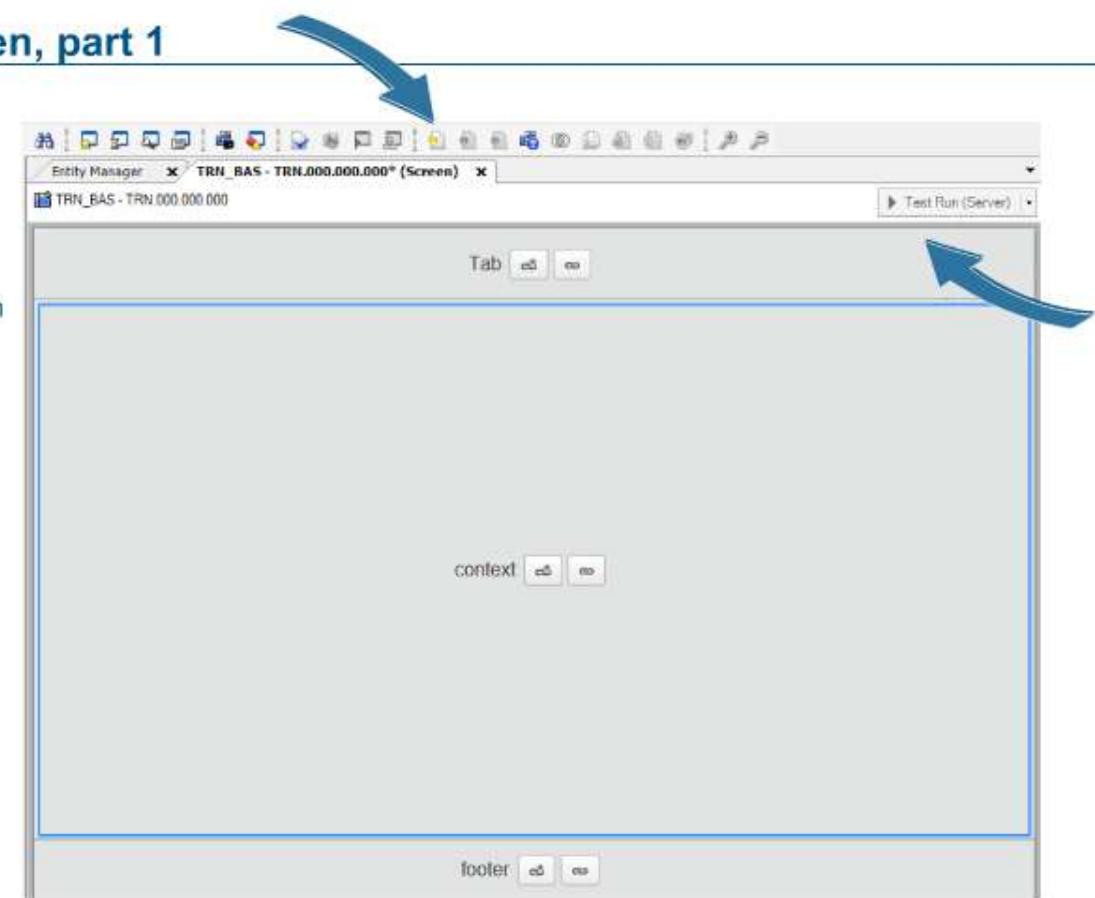
LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 1

- ▶ **Save** your work
 - ▶ Change the Status of your Screen to **Prototype**
- Once the change to Prototype is successful, the **Test Run** button becomes active.
- ▶ Click the **Test Run** button to see how your Screen will look like



LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Add Layout

LAB 1: Change Header

LAB 1: Verify the Screen Layout

LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Choose Layout and Header

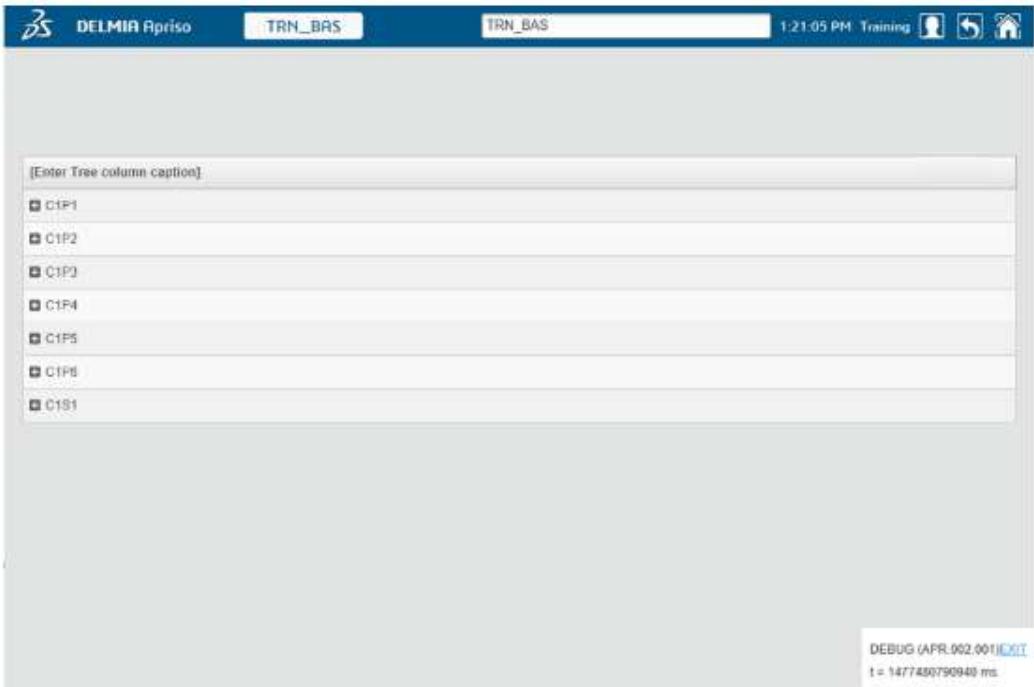
LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

- ▶ Your Screen should be similar to the one on the screenshot
- ▶ In further SFM training modules you will learn how to make your own content

You can see how simple it is to create a Screen in DELMIA Apriso!



To go back to the Entity view, click on the **Back to Designer** button above your Screen.



Search... [LAB 1: Create TRNXX_BAS Screen](#)[LAB 1: Create TRNXX_BAS Screen](#)[LAB 1: Create TRNXX_BAS Screen](#)[LAB 1: Add Layout](#)[LAB 1: Change Header](#)[LAB 1: Verify the Screen Layout](#)[LAB 1: Link View to TRNXX_BAS Screen](#)[LAB 1: Test Run TRNXX_BAS Screen, part 1](#)[LAB 1: Test Run TRNXX_BAS Screen, part 2](#)[End of LAB 1](#)[LAB 2: Create TRNXX_BAS-010 Screen](#)[LAB 2: Create TRNXX_BAS-010 Screen](#)[LAB 2: Create TRNXX_BAS-010 Screen](#)[LAB 2: Choose Layout and Header](#)[LAB 2: Link PortalGrid View](#)[LAB 2: Test Run TRNXX_BAS-010 Screen, part 1](#)

End of LAB 1



Search... [LAB 1: Create TRNXX_BAS Screen](#)[LAB 1: Create TRNXX_BAS Screen](#)[LAB 1: Create TRNXX_BAS Screen](#)[LAB 1: Add Layout](#)[LAB 1: Change Header](#)[LAB 1: Verify the Screen Layout](#)[LAB 1: Link View to TRNXX_BAS Screen](#)[LAB 1: Test Run TRNXX_BAS Screen, part 1](#)[LAB 1: Test Run TRNXX_BAS Screen, part 2](#)[End of LAB 1](#) [LAB 2: Create TRNXX_BAS-010 Screen](#)[LAB 2: Create TRNXX_BAS-010 Screen](#)[LAB 2: Create TRNXX_BAS-010 Screen](#)[LAB 2: Choose Layout and Header](#)[LAB 2: Link PortalGrid View](#)[LAB 2: Test Run TRNXX_BAS-010 Screen, part 1](#)

LAB 2: Create TRNXX_BAS-010 Screen



LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Add Layout

LAB 1: Change Header

LAB 1: Verify the Screen Layout

LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 2: Create TRNXX_BAS-010 Screen

Task:

- ▶ Create a second Screen, TRNXX_BAS-010
- ▶ Add buttons to this Screen
- ▶ Add buttons to the first Screen (TRNXX_BAS)
- ▶ Navigate between both Screens

What you will learn:

- ▶ How to create another Screen
- ▶ How to configure navigation between this Screen and the one you created in the previous lab

Requirements:

- ▶ In case of any technical problems, please contact DELMIA.Apriso.training@3ds.com



ID	ProductNo	TextID	ProductInventoryType	CreatedOn
100000001	G-CONT-007	BLISTER	Packaging non returnable	1/28/2016 5:04:28 PM

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Add Layout

LAB 1: Change Header

LAB 1: Verify the Screen Layout

LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

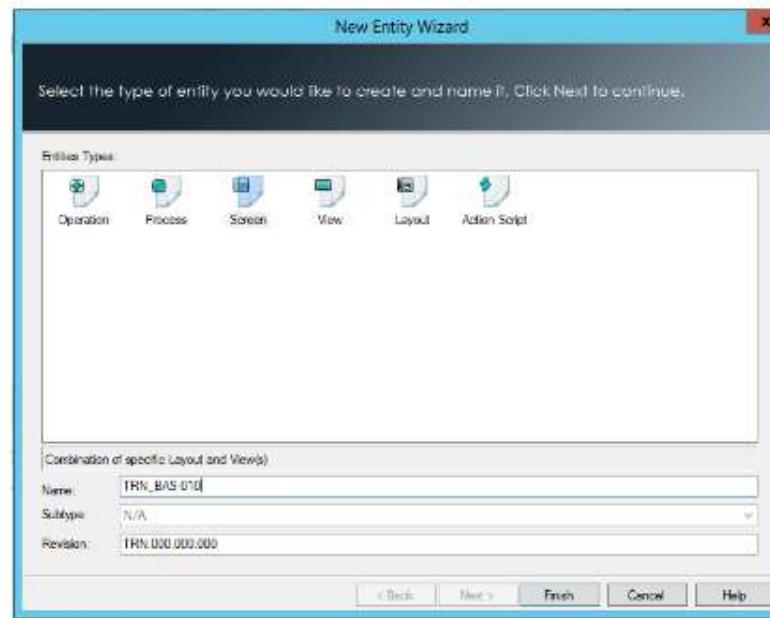
LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 2: Create TRNXX_BAS-010 Screen

- ▶ In Process Builder, go to **File**, then **New**
- ▶ Select **Screen**
- ▶ Give it a name **TRNXX_BAS-010**
 - ▶ Revision **TRN.000.000.000**
- ▶ Click **Finish**



LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Add Layout

LAB 1: Change Header

LAB 1: Verify the Screen Layout

LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

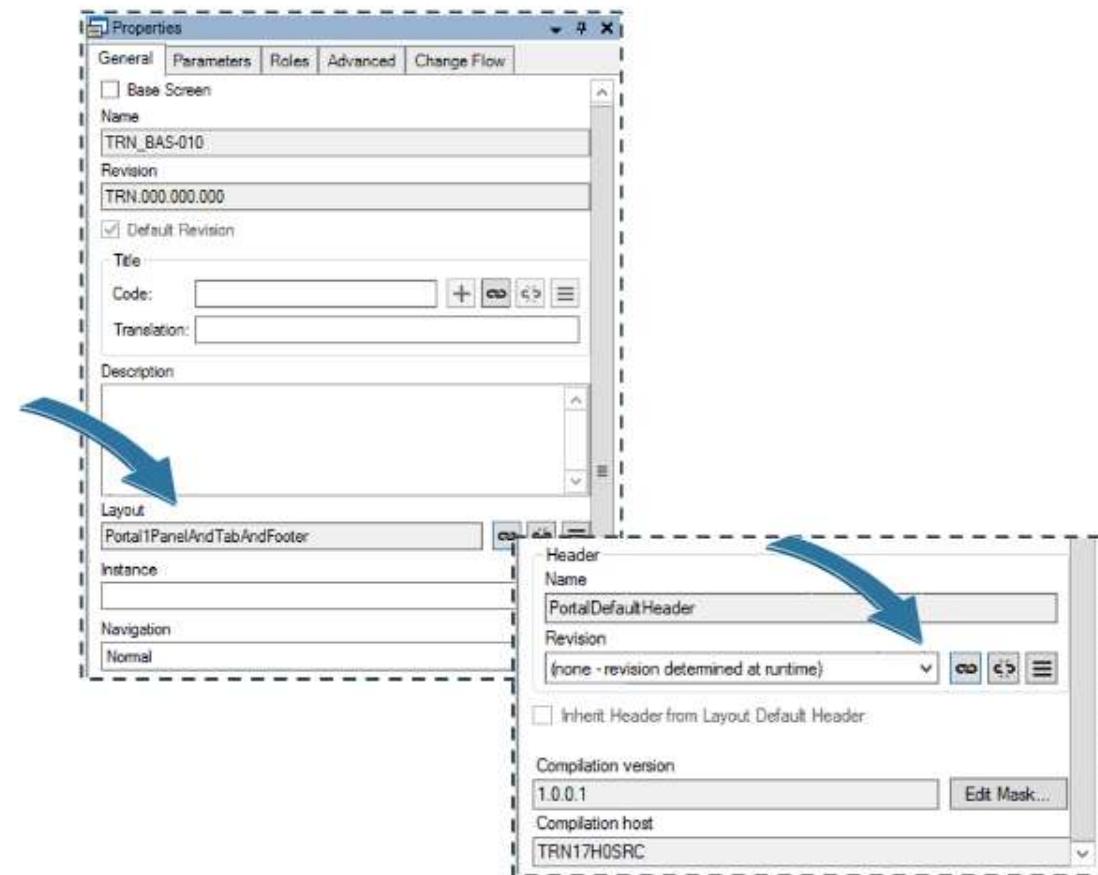
LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 2: Choose Layout and Header

- ▶ Select and link the Layout to your Screen
- ▶ Choose the Layout **Portal1PanelAndTabAndFooter**
- ▶ On the **Properties** tab on the right, link the **PortalDefaultHeader**



LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Add Layout

LAB 1: Change Header

LAB 1: Verify the Screen Layout

LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Choose Layout and Header

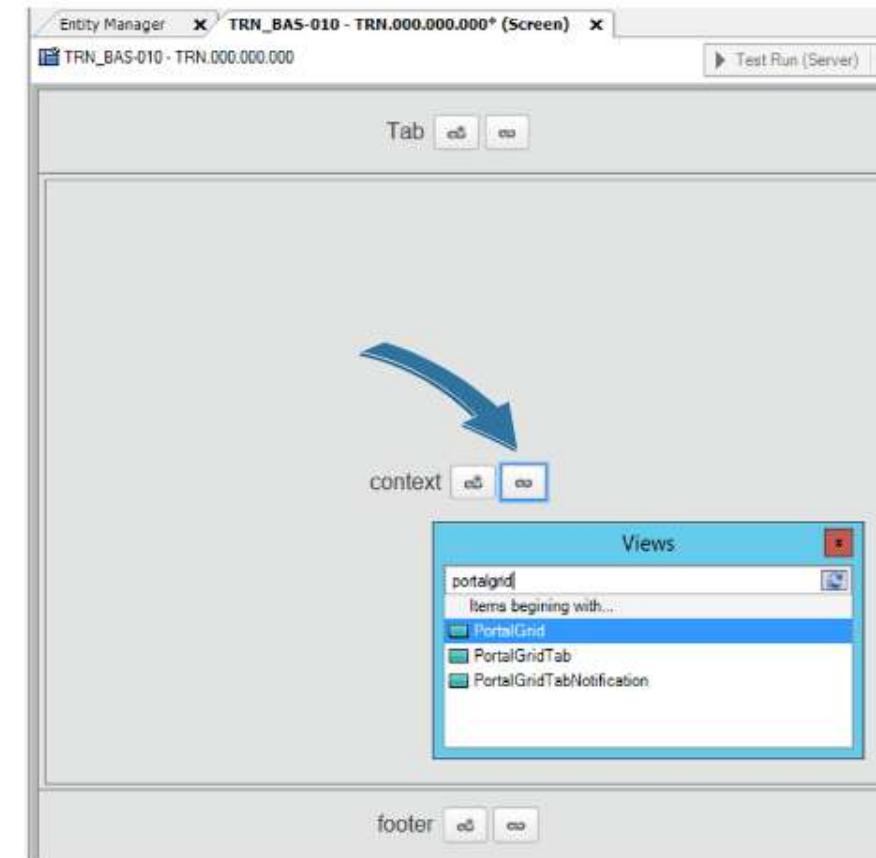
LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 2: Link PortalGrid View

- ▶ Click on the **Link View** button next in the context Panel
- ▶ Select the View named **PortalGrid**

In this way you add content to the **context** panel of your Screen. It will be a sample grid provided in the DELMIA Apriso product.



LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Create TRNXX_BAS Screen

LAB 1: Add Layout

LAB 1: Change Header

LAB 1: Verify the Screen Layout

LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Choose Layout and Header

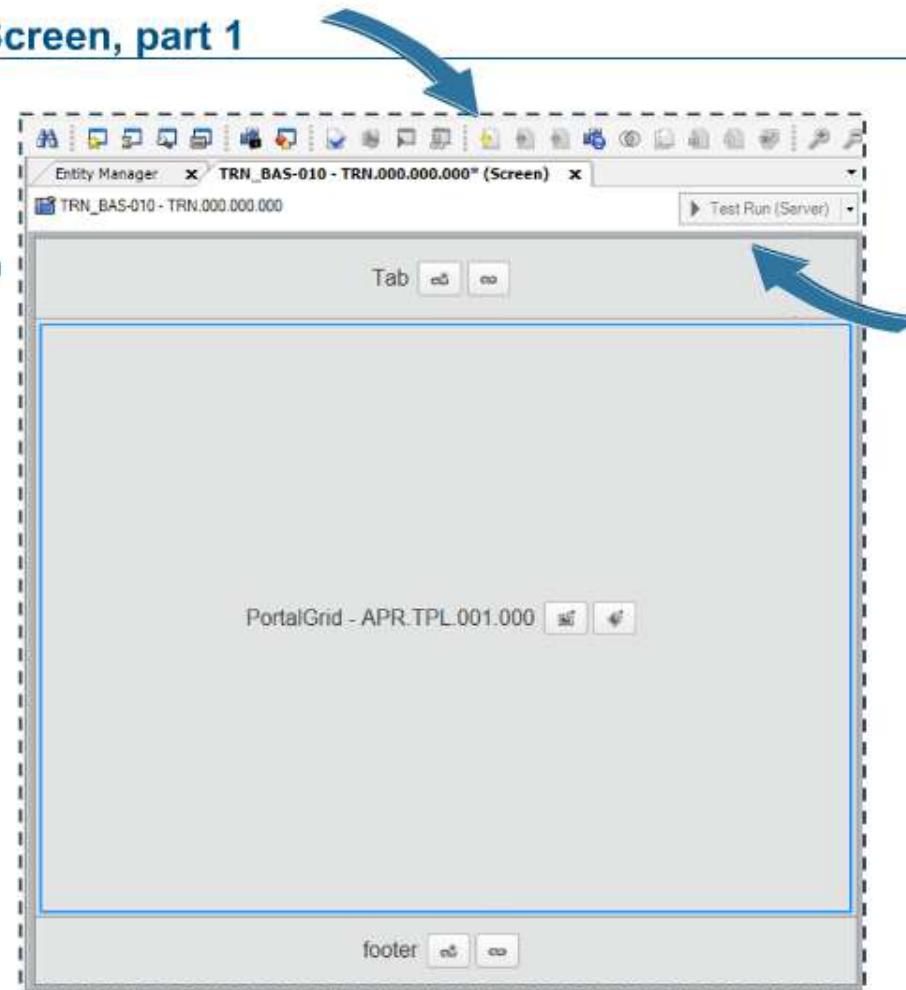
LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

You can test run your Screen:

- ▶ **Save** your work
- ▶ Change the Status of your Screen to **Prototype**
- ▶ Click the **Test Run** button to see how your Screen will appear



LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 2: Test Run TRNXX_BAS-010 Screen, part 2

LAB 2: Copy and Link to TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Test Run TRNXX_BAS-010 Screen, part 2

Your Screen should be similar to the one on the screenshot.

In the next steps of this lab, you will add navigation to both Screens, so that you can go from the first Screen to the second one, and back.

The next activity will be to add navigation buttons to your Screen.

▶ Go back to the Designer

ID	ProductNo	TextID	productInventoryType	CreatedOn
100000001	G-CONT-007	BLISTER	Packaging non returnable	1/28/2016 5:04:26 PM
100000002	G-ALCO-003	NAPHTA	Stock material	1/28/2016 5:04:26 PM
100000003	X-ERPH-003	EARPHONE JACK	Stock material	12/6/2012 9:38:01 AM
100000004	E-PRNT-002	PRINTING MACHINE T2	Assets	1/28/2016 5:04:26 PM
100000005	X-TRTR-001	TAIL ROTOR CONTROL ASSEMBLY	Stock material	1/28/2016 5:04:26 PM
100000006	X-WHEL-002	SHAFT & WHEEL	Stock material	11/19/2014 10:51:45 AM
100000007	P-USV-2001	USV Module	Stock material	1/28/2016 5:04:26 PM
100000008	A-BLOCK-001	UNDIFFERENTIATED BLOCK	Stock material	1/28/2016 5:04:26 PM
100000009	A-BLOCK-002	LARGE BLOCK	Stock material	1/28/2016 5:04:26 PM
100000010	A-NOZL-001	OIL NOZZLE	Stock material	11/19/2014 10:51:45 AM
100000011	A-BELT-001	BELT	Stock material	1/28/2016 5:04:26 PM

Selected records: 0

DEBUG (APR.002.001)[EXIT](#)

t = 1477482264851 ms.



LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 2: Test Run TRNXX_BAS-010 Screen, part 2

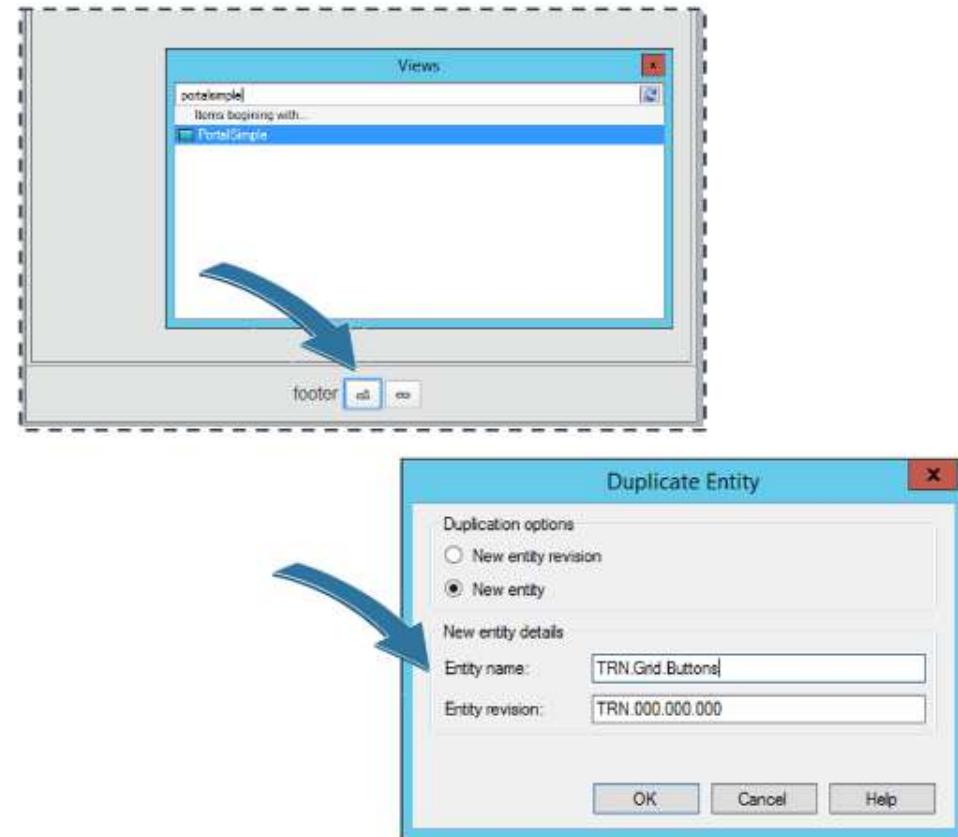
LAB 2: Copy and Link to TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Copy and Link to TRNXX.Grid.Buttons View

- ▶ Back in the design mode for the Screen TRNXX_BAS-010, click on the **Copy And Link View** Button in the footer panel at the bottom
- ▶ In the popup which appeared, find and select the **PortalSimple** View
- ▶ Give the View a name **TRNXX.Grid.Buttons**
- ▶ The Revision should be **TRN.000.000.000**



LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 2: Test Run TRNXX_BAS-010 Screen, part 2

LAB 2: Copy and Link to TRNXX.Grid.Buttons View

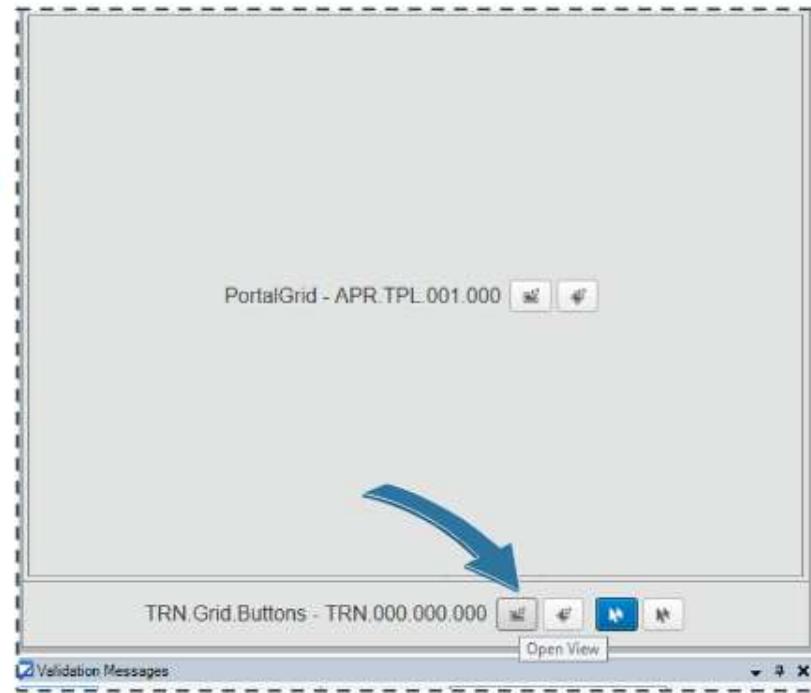
LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Open Created View

The **PortalSimple** View you copied has two preconfigured buttons. You will use one of them to navigate from TRNXX_BAS-010 Screen to the TRNXX_BAS Screen:

- ▶ Click on the **Open View** button to start configuring the buttons



LAB 1: Link View to TRNXX_BAS Screen

LAB 1: Test Run TRNXX_BAS Screen, part 1

LAB 1: Test Run TRNXX_BAS Screen, part 2

End of LAB 1

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 2: Test Run TRNXX_BAS-010 Screen, part 2

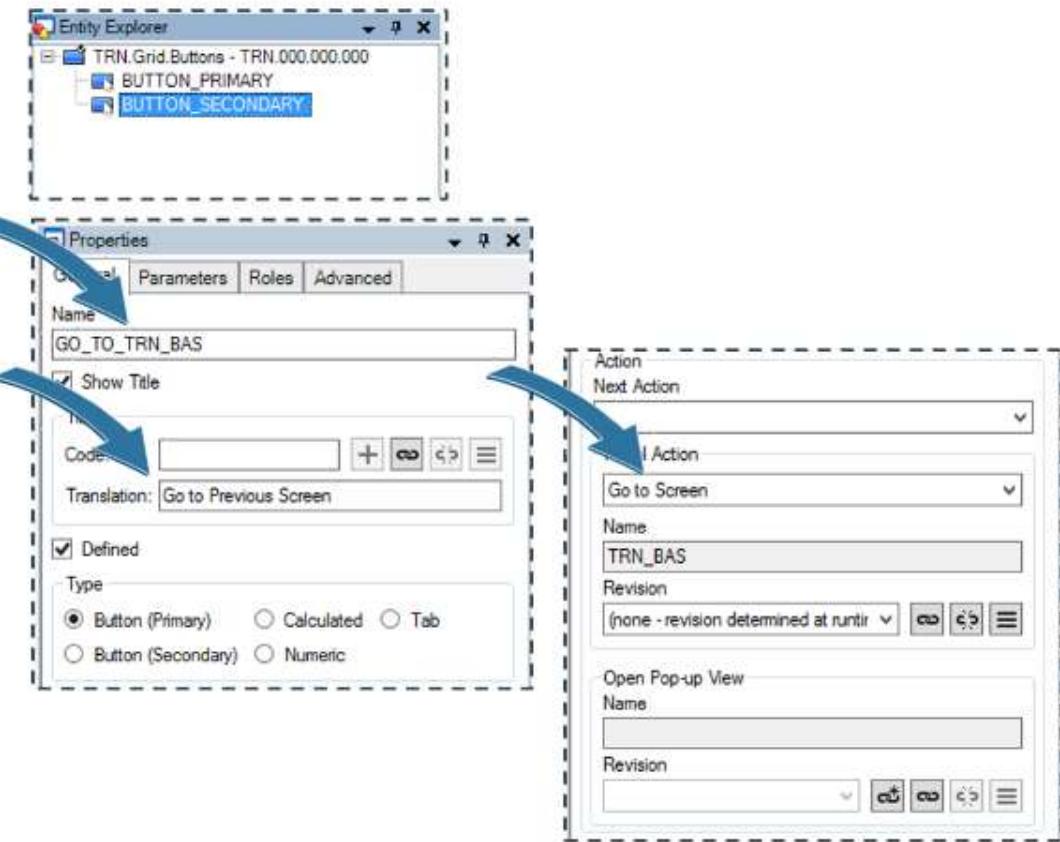
LAB 2: Copy and Link to TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Change Buttons

- ▶ In the Entity Explorer of the View, select the **BUTTON_SECONDARY** and delete it by using the key
- ▶ In the **BUTTON_PRIMARY** properties change:
 - ▢ Name to **GO_TO_TRNXX_BAS**
 - ▢ Translation to **Go To Previous Screen**
 - ▢ In the Portal Action use the Link button to link the **TRNXX_BAS** Screen



LAB 2: Create TRNXX_BAS-010
Screen

LAB 2: Create TRNXX_BAS-010
Screen

LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010
Screen, part 1

LAB 2: Test Run TRNXX_BAS-010
Screen, part 2

LAB 2: Copy and Link to
TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Modify Operation in
TRNXX.Grid.Buttons, part 1

LAB 2: Modify Operation in
TRNXX.Grid.Buttons, part 2

LAB 2: Test Run TRNXX_BAS-010
Screen

LAB 2: Copy and Link View to
TRNXX.BAS.Buttons

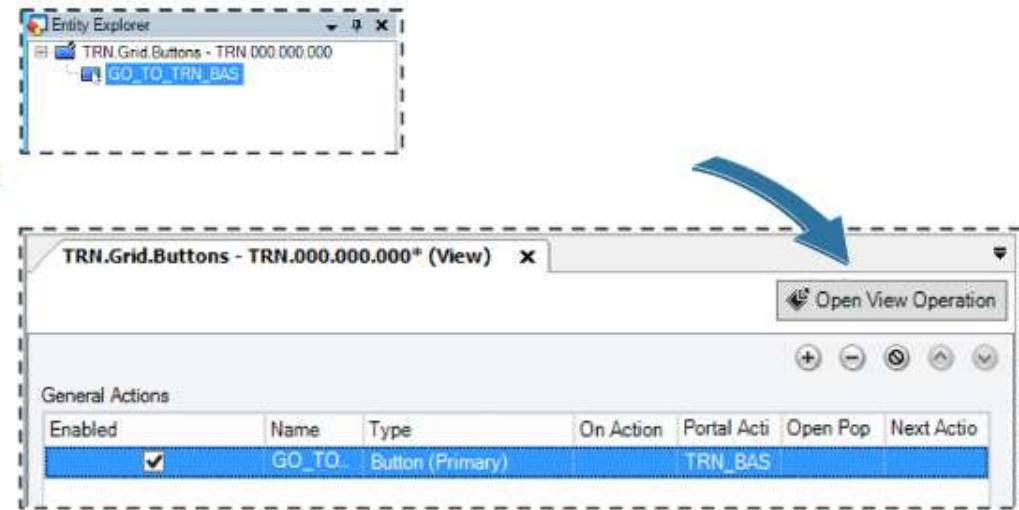
LAB 2: Open TRNXX.BAS.Buttons
View

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 1

- When you are done with the changes Entity Explorer should show only one button, and the Actions tab should show what your Portal Action is

The configuration is complete. Now you need to make sure both View, and the View Operation are in Prototype Status:

- Click on the **Open View Operation** button



LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Create TRNXX_BAS-010 Screen

LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 2: Test Run TRNXX_BAS-010 Screen, part 2

LAB 2: Copy and Link to TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 1

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 2

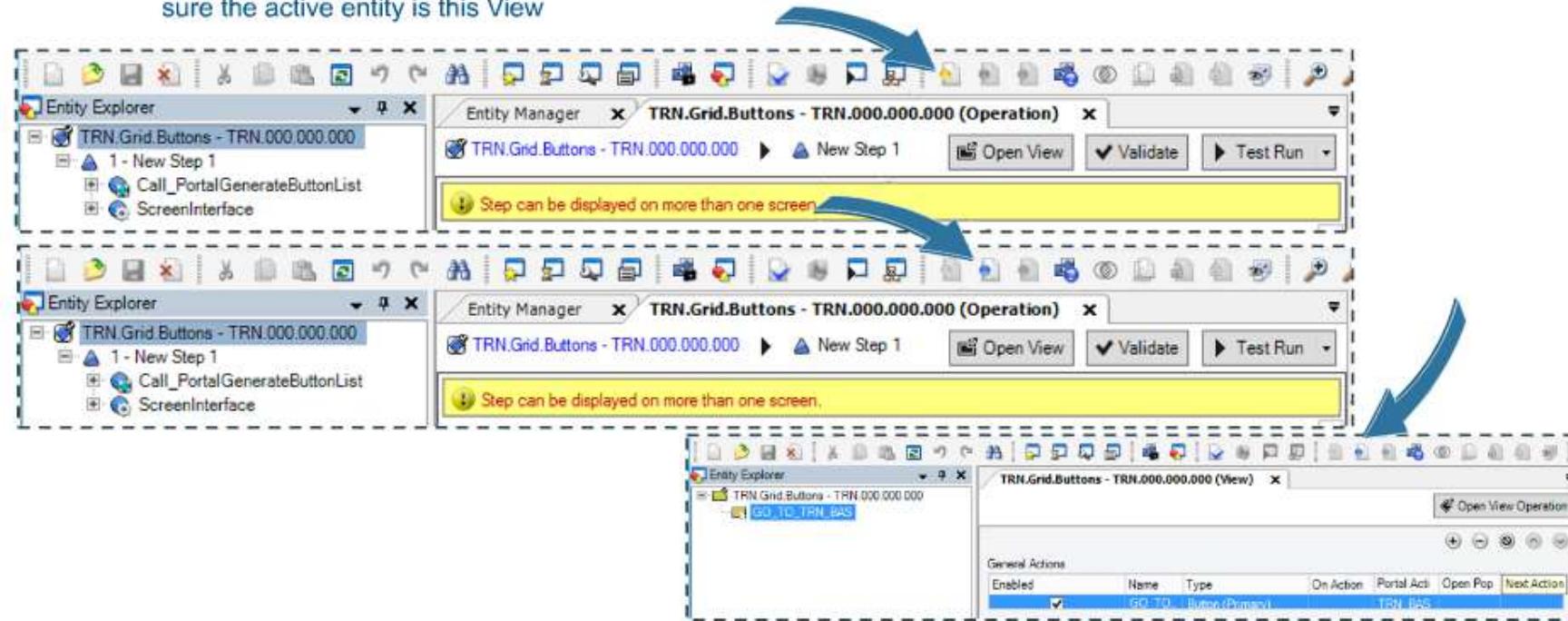
LAB 2: Test Run TRNXX_BAS-010 Screen

LAB 2: Copy and Link View to TRNXX.BAS.Buttons

LAB 2: Open TRNXX.BAS.Buttons View

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 2

- ▶ Click on the **Prototype** icon in the toolbar
- ▶ When the change is completed, the **Prototype** is disabled
- ▶ Close the **Operation**
- ▶ Go back to **TRNXX.Grid.Buttons** View and change the status to **Prototype**, too. You can do it in a similar way as above. Make sure the active entity is this View



Search... 

LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 2: Test Run TRNXX_BAS-010 Screen, part 2

LAB 2: Copy and Link to TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 1

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 2

LAB 2: Test Run TRNXX_BAS-010 Screen

LAB 2: Copy and Link View to TRNXX.BAS.Buttons

LAB 2: Open TRNXX.BAS.Buttons View

LAB 2: Change the Buttons

LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

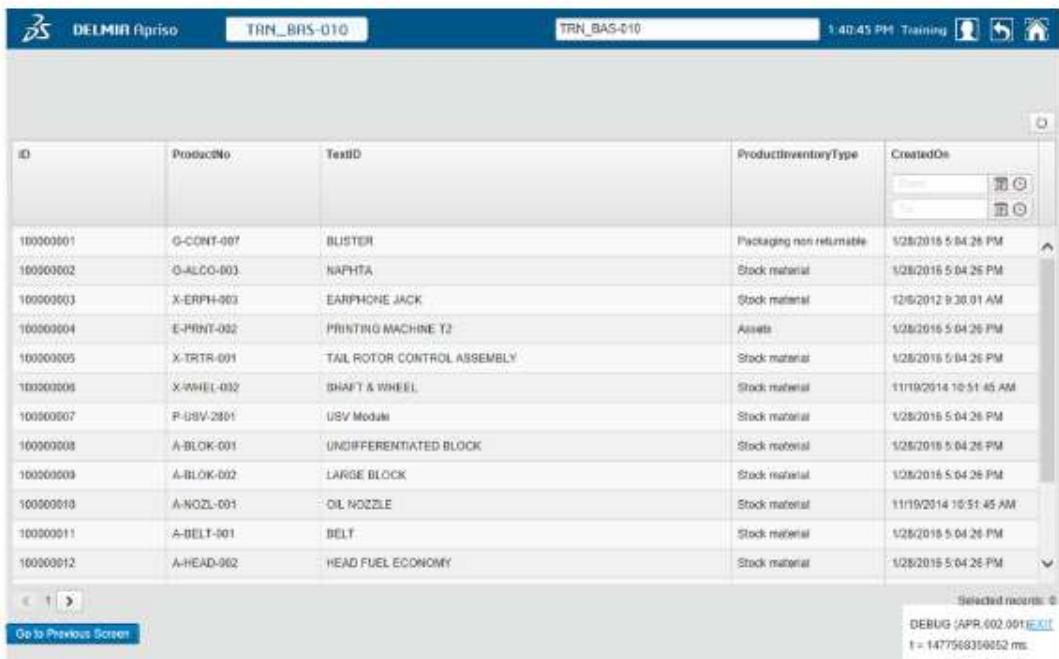
LAB 2: Test Run TRNXX_BAS-010 Screen

- ▶ Launch the **TRNXX_BAS-010** Screen in test mode

You should see a button at the bottom of the Screen:

- ▶ Click on the **Go To Previous Screen** button
- This action should take you to your **TRNXX_BAS** Screen.
- ▶ Exit test mode by clicking the **Back to Designer** button

The last part of the lab is to add a navigation button to the **TRNXX_BAS** Screen.



ID	ProductNo.	TextID	ProductInventoryType	CreatedOn
100000001	G-CONT-007	BUSTER	Packaging non returnable	1/28/2018 5:04:26 PM
100000002	O-ALCO-003	NAPHTA	Stock material	1/28/2018 5:04:26 PM
100000003	X-ERPH-003	EARPHONE JACK	Stock material	1/26/2012 9:38:01 AM
100000004	E-PRINT-002	PRINTING MACHINE T2	Assets	1/28/2018 5:04:26 PM
100000005	X-TRTR-001	TAIL ROTOR CONTROL ASSEMBLY	Stock material	1/28/2018 5:04:26 PM
100000006	X-WHEEL-002	SHAFT & WHEEL	Stock material	11/19/2014 10:51:45 AM
100000007	P-USV-201	USB Modem	Stock material	1/28/2018 5:04:26 PM
100000008	A-BLOK-001	UNDIFFERENTIATED BLOCK	Stock material	1/28/2018 5:04:26 PM
100000009	A-BLOK-002	LARGE BLOCK	Stock material	1/28/2018 5:04:26 PM
100000010	A-NOZL-001	OIL NOZZLE	Stock material	11/19/2014 10:51:45 AM
100000011	A-BELT-001	BELT	Stock material	1/28/2018 5:04:26 PM
100000012	A-HEAD-002	HEAD FUEL ECONOMY	Stock material	1/28/2018 5:04:26 PM

Selected records: 0
DEBUG (APR-002.091) EXIT
t = 1477968359852 ms.



LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 2: Test Run TRNXX_BAS-010 Screen, part 2

LAB 2: Copy and Link to TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 1

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 2

LAB 2: Test Run TRNXX_BAS-010 Screen

LAB 2: Copy and Link View to TRNXX.BAS.Buttons

LAB 2: Open TRNXX.BAS.Buttons View

LAB 2: Change the Buttons

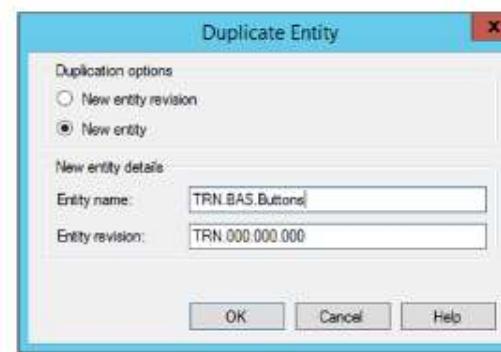
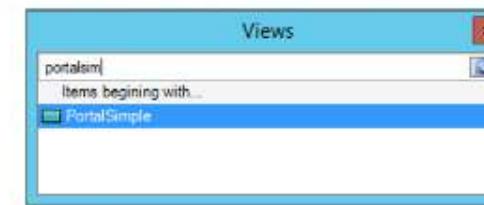
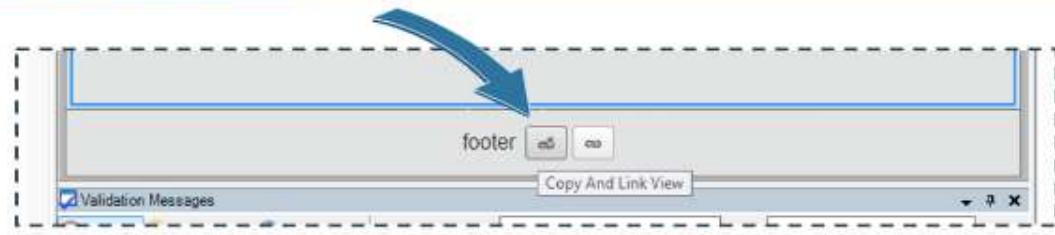
LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

LAB 2: Copy and Link View to TRNXX.BAS.Buttons

- ▶ Go to **TRNXX_BAS** Screen, click on the **Copy And Link View** Button in the footer panel at the bottom
- ▶ In the popup which appeared, find and select the **PortalSimple** View
- ▶ Give the View a name of **TRNXX.BAS.Buttons**
- ▶ The Revision should be **TRN.000.000.000**



LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010
Screen, part 1

LAB 2: Test Run TRNXX_BAS-010
Screen, part 2

LAB 2: Copy and Link to
TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Modify Operation in
TRNXX.Grid.Buttons, part 1

LAB 2: Modify Operation in
TRNXX.Grid.Buttons, part 2

LAB 2: Test Run TRNXX_BAS-010
Screen

LAB 2: Copy and Link View to
TRNXX.BAS.Buttons

LAB 2: Open TRNXX.BAS.Buttons
View

LAB 2: Change the Buttons

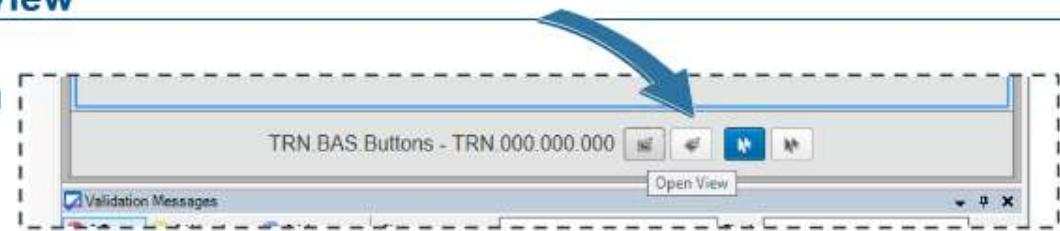
LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

LAB 2: Open TRNXX.BAS.Buttons View

- ▶ Click on the **Open View** button to start configuring the buttons



Search... 

LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 2: Test Run TRNXX_BAS-010 Screen, part 2

LAB 2: Copy and Link to TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 1

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 2 

LAB 2: Test Run TRNXX_BAS-010 Screen

LAB 2: Copy and Link View to TRNXX.BAS.Buttons

LAB 2: Open TRNXX.BAS.Buttons View

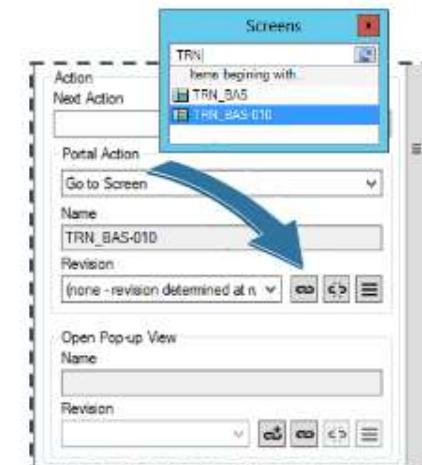
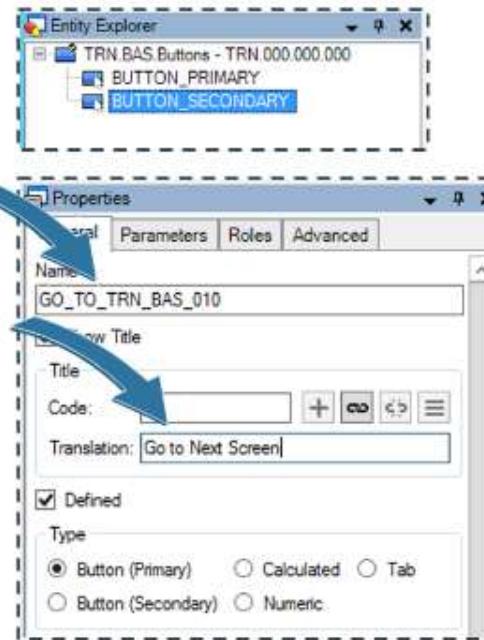
LAB 2: Change the Buttons 

LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Change the Buttons

- ▶ In the Entity Explorer of the View, select the **BUTTON_SECONDARY** and delete it
- ▶ In the **BUTTON_PRIMARY** properties change:
 - Name to **GO_TO_TRNXX_BAS_010**
 - Translation to **Go To Next Screen**
 - In the Portal Action use the Link button to link the Screen **TRNXX_BAS-010**



LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010
Screen, part 1LAB 2: Test Run TRNXX_BAS-010
Screen, part 2LAB 2: Copy and Link to
TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Modify Operation in
TRNXX.Grid.Buttons, part 1LAB 2: Modify Operation in
TRNXX.Grid.Buttons, part 2LAB 2: Test Run TRNXX_BAS-010
ScreenLAB 2: Copy and Link View to
TRNXX.BAS.ButtonsLAB 2: Open TRNXX.BAS.Buttons
View

LAB 2: Change the Buttons

LAB 2: Change Operation Status

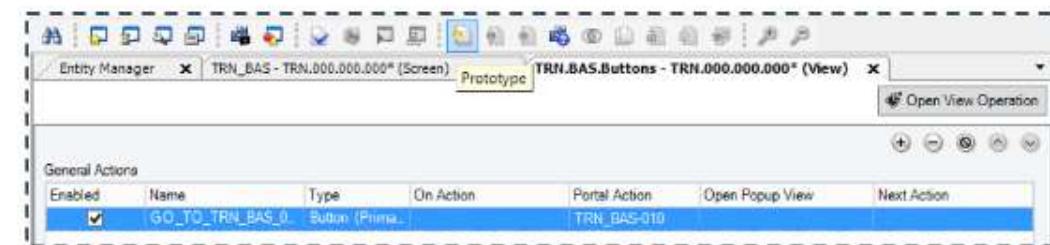
LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

LAB 2: Change Operation Status

The configuration is complete. Now you need to make sure both View, and the View Operation are in the Prototype Status:

- ▶ Click on the **Open View Operation** button
- ▶ Change status of the **Operation TRNXX.BAS.Buttons to Prototype**
- ▶ Close the Operation
- ▶ Change the status of the **View TRNXX.BAS.Buttons to Prototype**
- ▶ Close the View



LAB 2: Choose Layout and Header

LAB 2: Link PortalGrid View

LAB 2: Test Run TRNXX_BAS-010 Screen, part 1

LAB 2: Test Run TRNXX_BAS-010 Screen, part 2

LAB 2: Copy and Link to TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 1

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 2

LAB 2: Test Run TRNXX_BAS-010 Screen

LAB 2: Copy and Link View to TRNXX.BAS.Buttons

LAB 2: Open TRNXX.BAS.Buttons View

LAB 2: Change the Buttons

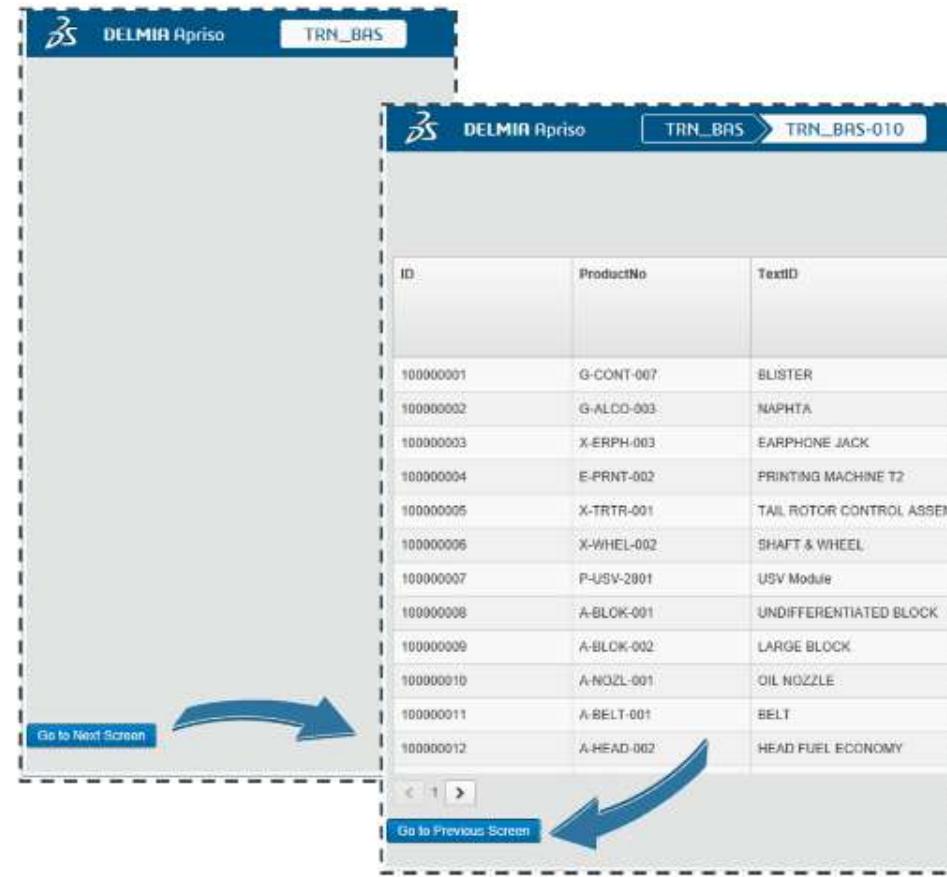
LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

LAB 2: Test Run the Screen, part 1

- ▶ Launch the TRNXX_BAS Screen in test mode. You should see a button at the bottom of the Screen
- ▶ Click on the **Go To Next Screen** button. This action should take you to your TRNXX_BAS-010 Screen





LAB 2: Copy and Link to TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 1

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 2

LAB 2: Test Run TRNXX_BAS-010 Screen

LAB 2: Copy and Link View to TRNXX.BAS.Buttons

LAB 2: Open TRNXX.BAS.Buttons View

LAB 2: Change the Buttons

LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

End of LAB 2

▶ Chapter 4: Publishing Screen Flows

▶ Chapter 5: More on Layouts

▶ Chapter 6: Layout Options in Detail

End of Course

LAB 2: Test Run the Screen, part 2

When you navigate between your Screens, watch how the breadcrumb in the header changes.

The elements of the header are clickable and they will take you to respective Screens.



Search... 

LAB 2: Copy and Link to TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 1

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 2

LAB 2: Test Run TRNXX_BAS-010 Screen

LAB 2: Copy and Link View to TRNXX.BAS.Buttons

LAB 2: Open TRNXX.BAS.Buttons View

LAB 2: Change the Buttons

LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

End of LAB 2

▶ Chapter 4: Publishing Screen Flows

▶ Chapter 5: More on Layouts

▶ Chapter 6: Layout Options in Detail

End of Course

End of LAB 2





LAB 2: Copy and Link to TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 1

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 2

LAB 2: Test Run TRNXX_BAS-010 Screen

LAB 2: Copy and Link View to TRNXX.BAS.Buttons

LAB 2: Open TRNXX.BAS.Buttons View

LAB 2: Change the Buttons

LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

End of LAB 2

Chapter 4: Publishing Screen Flows

Publishing Screen Flows, part 1

Publishing Screen Flows, part 2

Publishing Screen Flows, part 3

Chapter 4: Publishing Screen Flows

In this chapter you will learn how to make Screens available in Portal.

Here are the chapters to be covered:

1. *The UI Design Methodology*
2. *Basic Concepts*
3. *Your First Screens - Labs*
- 4. Publishing Screen Flows**
5. More on Layouts
6. Layout Options in Detail
7. Knowledge Check



LAB 2: Copy and Link to TRNXX.Grid.Buttons View

LAB 2: Open Created View

LAB 2: Change Buttons

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 1

LAB 2: Modify Operation in TRNXX.Grid.Buttons, part 2

LAB 2: Test Run TRNXX_BAS-010 Screen

LAB 2: Copy and Link View to TRNXX.BAS.Buttons

LAB 2: Open TRNXX.BAS.Buttons View

LAB 2: Change the Buttons

LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

End of LAB 2

▼ Chapter 4: Publishing Screen Flows

Publishing Screen Flows, part 1

Publishing Screen Flows, part 2

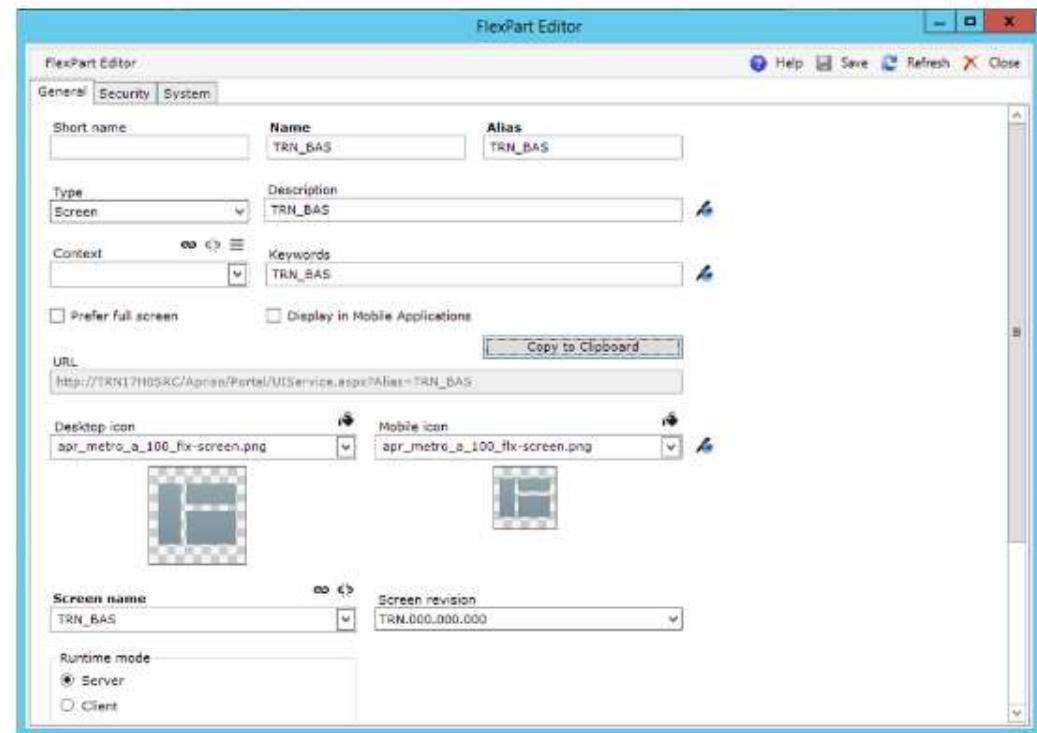
Publishing Screen Flows, part 3

Publishing Screen Flows, part 1

So far, you have been creating and testing Screens in Process Builder. Once Screens are ready, there are a couple of ways to publish them:

- ▶ As a portal menu item (like in older DELMIA Apriso versions)
- ▶ As a FlexPart

In this training module, we will publish Screen as FlexParts. The Menu Items will be described in later training modules.



Search... 

LAB 2: Open TRNXX.BAS.Buttons
View

LAB 2: Change the Buttons

LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

End of LAB 2

▼ Chapter 4: Publishing Screen Flows

Publishing Screen Flows, part 1

Publishing Screen Flows, part 2

Publishing Screen Flows, part 3

Base Screens

LAB 3: Publishing Your Screen Flow

LAB 3: Publishing Your Screen Flow

LAB 3: Check Base Screen

LAB 3: Publish as FlexPart

LAB 3: Provide Details for the
FlexPart Screen

LAB 3: Link Portal Administrator
Role, part 1

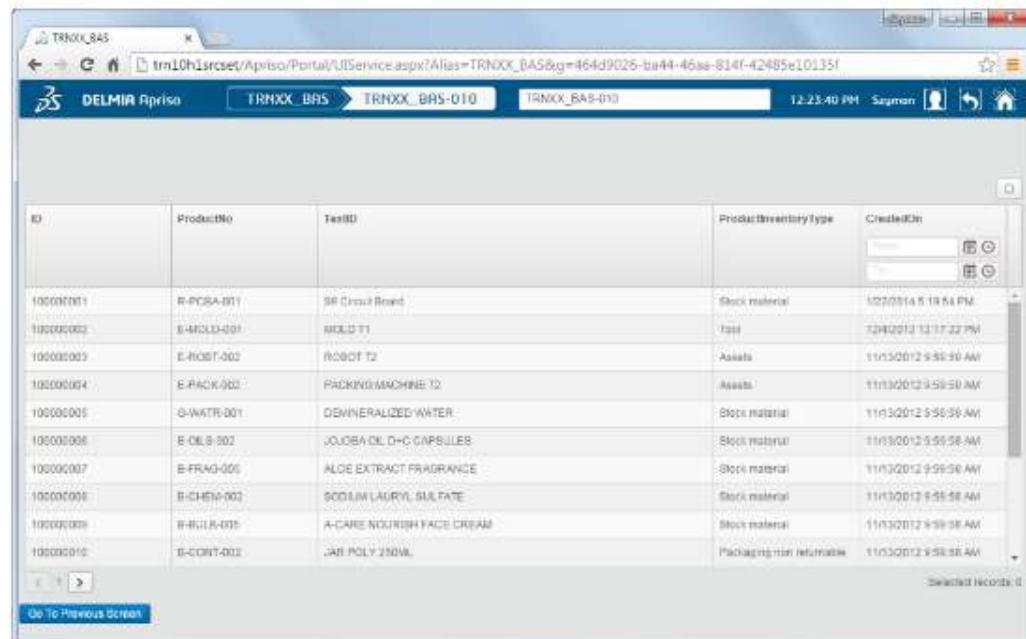
LAB 3: Link Portal Administrator
Role, part 1

Publishing Screen Flows, part 2

A FlexPart is a way of publishing a Screen in which the Screen receives a URL.

This URL can be then used like any other URL address, e.g. sent by e-mail, embedded in other systems, etc.

A FlexPart will be accessible only to the users with a defined user role.



ID	ProductNo	TestID	ProductInventoryType	CheckedOn
100000001	R-PCBA-001	RF Circuit Board	Stock material	12/2/2012 5:18:54 PM
100000002	E-MOLD-001	MOLD T1	Test	12/4/2012 12:17:22 PM
100000003	E-ROBOT-002	ROBOT T2	Assets	11/13/2012 9:55:30 AM
100000004	E-PACK-002	PACKING MACHINE T2	Assets	11/13/2012 9:55:30 AM
100000005	E-WATER-001	DEMINERALIZED WATER	Stock material	11/13/2012 9:55:30 AM
100000006	E-OIL-B-002	JOJOBA OIL D+C CAPSULES	Stock material	11/13/2012 9:55:30 AM
100000007	E-FRAG-005	ALOE EXTRACT FRAGRANCE	Stock material	11/13/2012 9:55:30 AM
100000008	E-CHEM-003	SODIUM LAURYL SULFATE	Stock material	11/13/2012 9:55:30 AM
100000009	E-HUI-X-005	A-CARE NOURISH FACE CREAM	Stock material	11/13/2012 9:55:30 AM
100000010	E-CONT-002	JAR POLY 250ML	Packaging item reusable	11/13/2012 9:55:30 AM



Search... 

LAB 2: Open TRNXX.BAS.Buttons
View

LAB 2: Change the Buttons

LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

End of LAB 2

▼ Chapter 4: Publishing Screen Flows

Publishing Screen Flows, part 1

Publishing Screen Flows, part 2

Publishing Screen Flows, part 3

Base Screens

LAB 3: Publishing Your Screen Flow

LAB 3: Publishing Your Screen Flow

LAB 3: Check Base Screen

LAB 3: Publish as FlexPart

LAB 3: Provide Details for the
FlexPart Screen

LAB 3: Link Portal Administrator
Role, part 1

LAB 3: Link Portal Administrator
Role, part 1

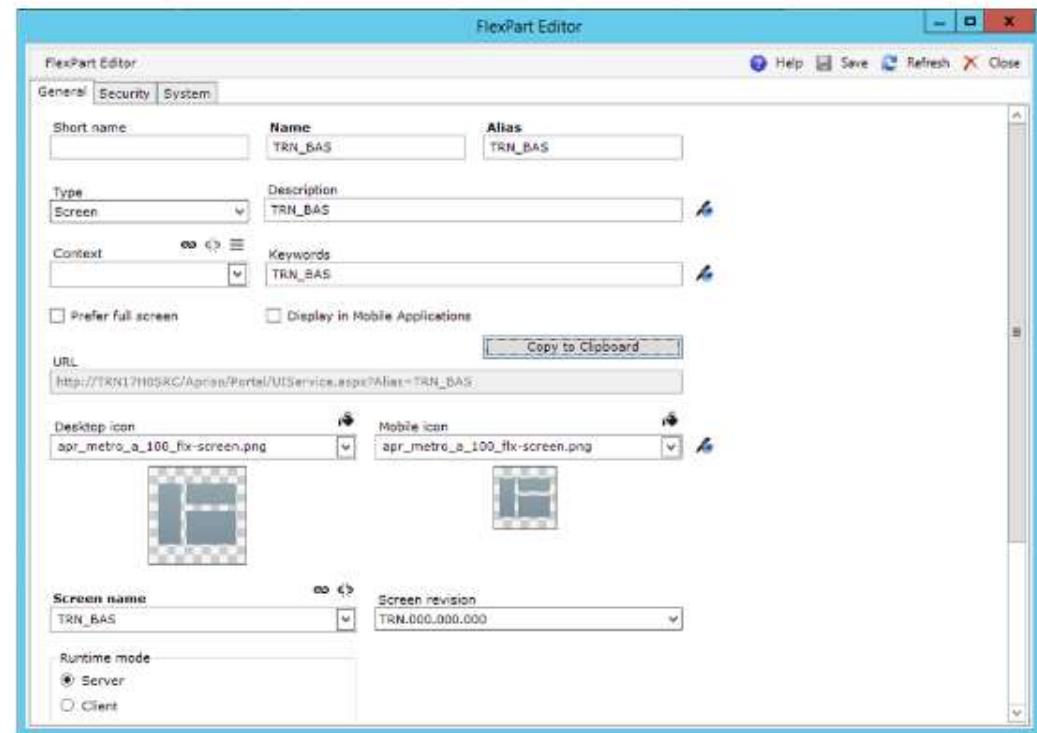
Publishing Screen Flows, part 3

You will use a FlexPart to publish a Screen, but you can use it to publish other DELMIA Apriso objects, too.

A FlexPart can be configured to be used on desktops and on mobile devices, too.

You can define keywords by which the FlexPart can be found.

In the Security tab you can define roles which are allowed to see the FlexPart.



LAB 2: Open TRNXX.BAS.Buttons
View

LAB 2: Change the Buttons

LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

End of LAB 2

▼ Chapter 4: Publishing Screen Flows

Publishing Screen Flows, part 1

Publishing Screen Flows, part 2

Publishing Screen Flows, part 3

Base Screens

LAB 3: Publishing Your Screen Flow

LAB 3: Publishing Your Screen Flow

LAB 3: Check Base Screen

LAB 3: Publish as FlexPart

LAB 3: Provide Details for the
FlexPart Screen

LAB 3: Link Portal Administrator
Role, part 1

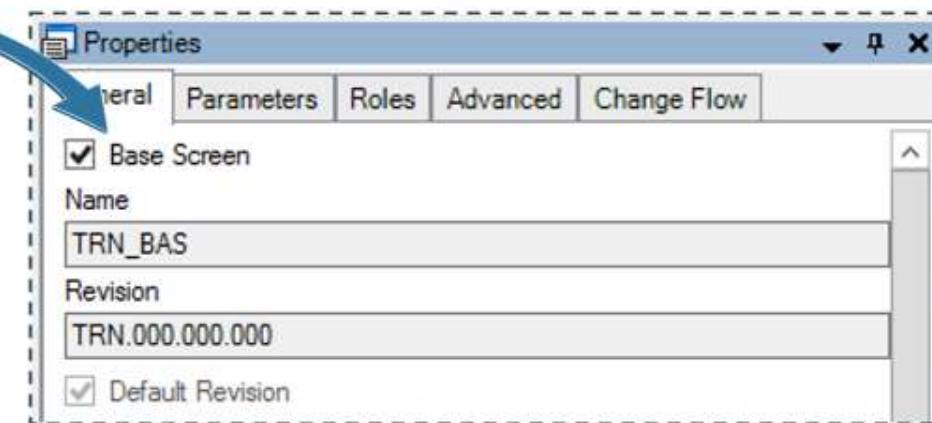
LAB 3: Link Portal Administrator
Role, part 1

Base Screens

To publish a Screen as a FlexPart, it needs to be marked as a Base Screen. A Base Screen is the screen which starts the business flow.

Base Screens are searchable in the header search, and in Portal search. You can search in Entity Manager by Base Screens, too.

Base Screens are important for Portal Session variables. If - during working with the flow - a user goes back to a Base Screen, all Portal Session variables are cleared, and the flow is restarted.



Search... 

LAB 2: Open TRNXX.BAS.Buttons
View

LAB 2: Change the Buttons

LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

End of LAB 2

▼ Chapter 4: Publishing Screen Flows

Publishing Screen Flows, part 1

Publishing Screen Flows, part 2

Publishing Screen Flows, part 3



LAB 3: Publishing Your Screen Flow

LAB 3: Publishing Your Screen Flow

LAB 3: Check Base Screen

LAB 3: Publish as FlexPart

LAB 3: Provide Details for the
FlexPart Screen

LAB 3: Link Portal Administrator
Role, part 1

LAB 3: Link Portal Administrator
Role, part 1

LAB 3: Publishing Your Screen Flow



LAB 2: Open TRNXX.BAS.Buttons
View

LAB 2: Change the Buttons

LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

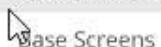
End of LAB 2

▼ Chapter 4: Publishing Screen Flows

Publishing Screen Flows, part 1

Publishing Screen Flows, part 2

Publishing Screen Flows, part 3



LAB 3: Publishing Your Screen Flow

LAB 3: Publishing Your Screen Flow

LAB 3: Check Base Screen

LAB 3: Publish as FlexPart

LAB 3: Provide Details for the
FlexPart Screen

LAB 3: Link Portal Administrator
Role, part 1

LAB 3: Link Portal Administrator
Role, part 1

LAB 3: Publishing Your Screen Flow

Task:

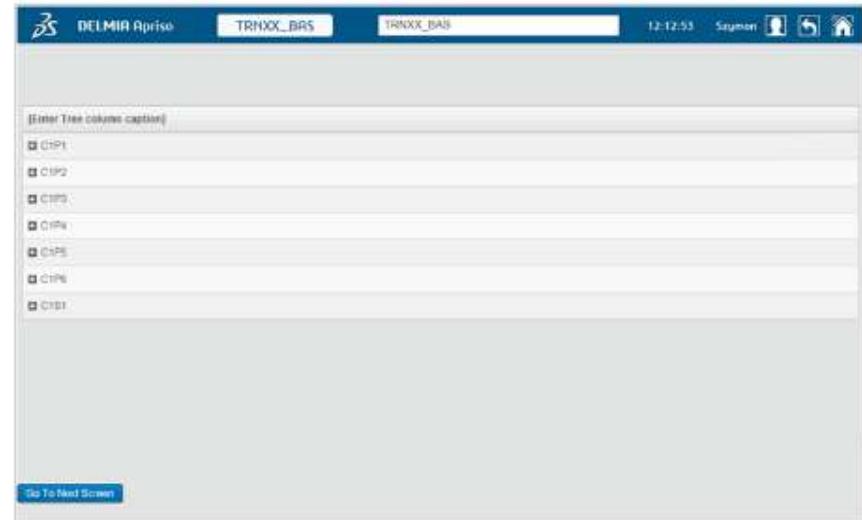
- ▶ Mark the Screen TRNXX_BAS as Base Screen
- ▶ Publish the TRNXX_BAS Screen as a FlexPart
- ▶ Open the TRNXX_BAS Screen from a browser

What you will learn:

- ▶ How to mark your TRNXX_BAS Screen as Base Screen, so that you can search it in the screen header search
- ▶ How to publish this Screen as a FlexPart
- ▶ How to be able to open your Screen Flow from a browser using a URL

Requirements:

- ▶ In case of any technical problems, please contact DELMIA.Apriso.training@3ds.com



LAB 2: Open TRNXX.BAS.Buttons
View

LAB 2: Change the Buttons

LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

End of LAB 2

▼ Chapter 4: Publishing Screen Flows

Publishing Screen Flows, part 1

Publishing Screen Flows, part 2

Publishing Screen Flows, part 3

Base Screens

LAB 3: Publishing Your Screen Flow

LAB 3: Publishing Your Screen Flow

LAB 3: Check Base Screen

LAB 3: Publish as FlexPart

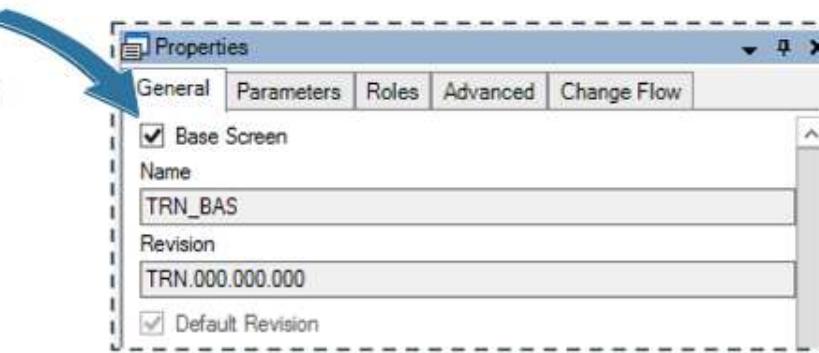
LAB 3: Provide Details for the
FlexPart Screen

LAB 3: Link Portal Administrator
Role, part 1

LAB 3: Link Portal Administrator
Role, part 1

LAB 3: Check Base Screen

- ▶ Go to the Screen **TRNXX_BAS**
- ▶ In the Screen **Properties**, check the **Base Screen** box
- ▶ Save the Screen



LAB 2: Open TRNXX.BAS.Buttons
View

LAB 2: Change the Buttons

LAB 2: Change Operation Status

LAB 2: Test Run the Screen, part 1

LAB 2: Test Run the Screen, part 2

End of LAB 2

▼ Chapter 4: Publishing Screen Flows

Publishing Screen Flows, part 1

Publishing Screen Flows, part 2

Publishing Screen Flows, part 3

Base Screens

LAB 3: Publishing Your Screen Flow

LAB 3: Publishing Your Screen Flow

LAB 3: Check Base Screen

LAB 3: Publish as FlexPart

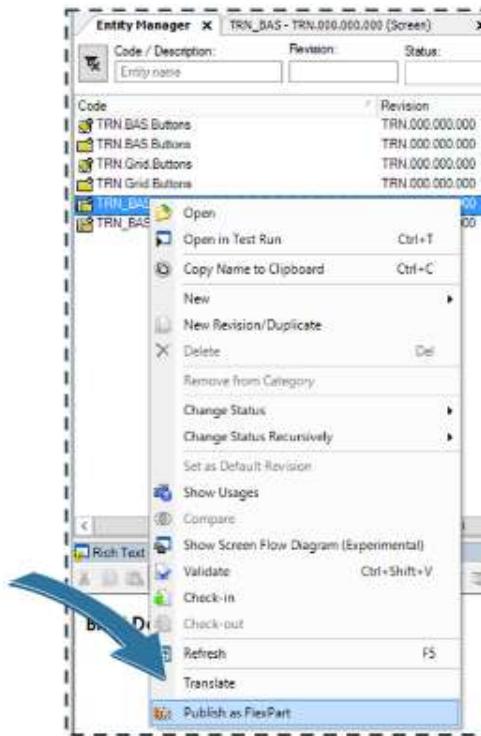
LAB 3: Provide Details for the
FlexPart Screen

LAB 3: Link Portal Administrator
Role, part 1

LAB 3: Link Portal Administrator
Role, part 1

LAB 3: Publish as FlexPart

- ▶ Go to **Entity Manager**
- ▶ Right-click on **TRNXX_BAS** Screen
- ▶ Select the **Publish as FlexPart**



LAB 2: Test Run the Screen, part 2

End of LAB 2

▼ Chapter 4: Publishing Screen Flows

Publishing Screen Flows, part 1

Publishing Screen Flows, part 2

Publishing Screen Flows, part 3

Base Screens

LAB 3: Publishing Your Screen Flow

LAB 3: Publishing Your Screen Flow

LAB 3: Check Base Screen

LAB 3: Publish as FlexPart

LAB 3: Provide Details for the FlexPart Screen

LAB 3: Link Portal Administrator Role, part 1

LAB 3: Link Portal Administrator Role, part 1

LAB 3: Publishing Your Screen Flow

End of LAB 3

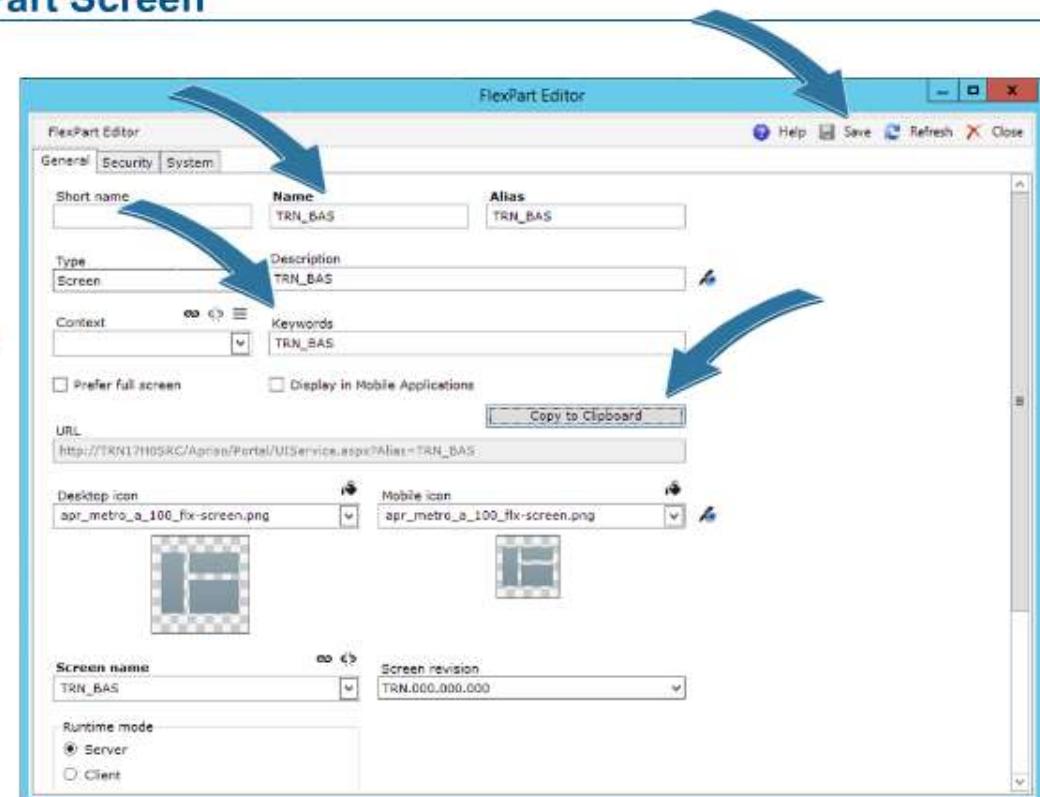
▶ Chapter 5: More on Layouts

▶ Chapter 6: Layout Options in Detail

End of Course

LAB 3: Provide Details for the FlexPart Screen

- ▶ In the FlexPart popup populate the Name as **TRNXX_BAS**
 - ▶ You may choose a different desktop icon
 - ▶ In the Keywords section you can type in multiple keywords (separated by space) that will later facilitate identification of this FlexPart
 - When you use the **Find a screen** option in Desktop Client, it searches through this field as well, so you can add more keywords for better search results
 - ▶ **Save the FlexPart**
 - ▶ Copy the URL to clipboard (you may want to paste it to Notepad or similar)
- Don't close the popup just yet. If you did and want to return to the configuration, go to the DELMIA Apriso Portal and use search to find the FlexPart Configuration Screen. Use the Name column to find your FlexPart.



LAB 2: Test Run the Screen, part 2

End of LAB 2

▼ Chapter 4: Publishing Screen Flows

Publishing Screen Flows, part 1

Publishing Screen Flows, part 2

Publishing Screen Flows, part 3

Base Screens

LAB 3: Publishing Your Screen Flow

LAB 3: Publishing Your Screen Flow

LAB 3: Check Base Screen

LAB 3: Publish as FlexPart

LAB 3: Provide Details for the FlexPart Screen

LAB 3: Link Portal Administrator Role, part 1

LAB 3: Link Portal Administrator Role, part 1

LAB 3: Publishing Your Screen Flow

End of LAB 3

▶ Chapter 5: More on Layouts

▶ Chapter 6: Layout Options in Detail

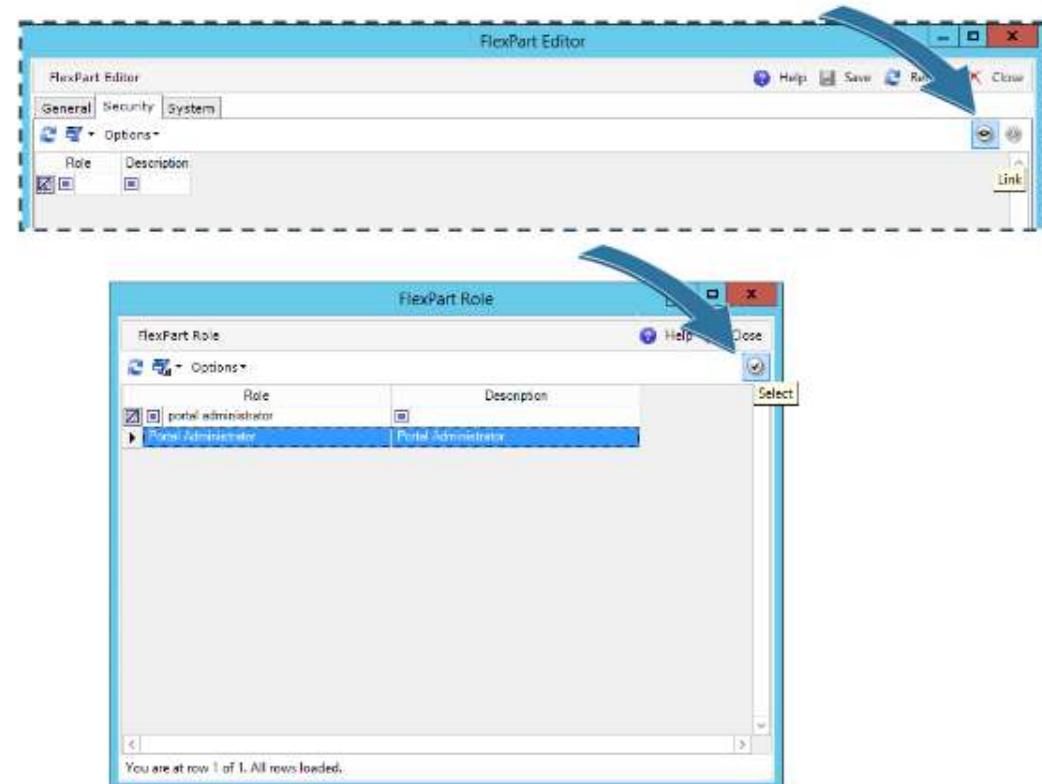
End of Course

LAB 3: Link Portal Administrator Role, part 1

- ▶ Go to **Security** tab
- ▶ Click on the **Link** button
- ▶ In the FlexPart Role popup, enter **Portal Administrator** and press **<Enter>**/ click on **Select**
- ▶ Highlight the Portal Administrator role and press **<Enter>**

Now all users with the **Portal Administrator** role will be able to see this FlexPart.

Your training user id has this role.



LAB 2: Test Run the Screen, part 2

End of LAB 2

▼ Chapter 4: Publishing Screen Flows

Publishing Screen Flows, part 1

Publishing Screen Flows, part 2

Publishing Screen Flows, part 3

Base Screens

LAB 3: Publishing Your Screen Flow

LAB 3: Publishing Your Screen Flow

LAB 3: Check Base Screen

LAB 3: Publish as FlexPart

LAB 3: Provide Details for the FlexPart Screen

LAB 3: Link Portal Administrator Role, part 1

LAB 3: Link Portal Administrator Role, part 1

LAB 3: Publishing Your Screen Flow

End of LAB 3

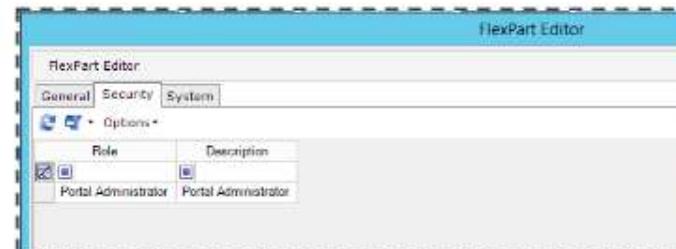
▶ Chapter 5: More on Layouts

▶ Chapter 6: Layout Options in Detail

End of Course

LAB 3: Link Portal Administrator Role, part 1

- ▶ Make sure the **Portal Administrator** role is linked to the FlexPart
- ▶ **Close the FlexPart Editor**



LAB 2: Test Run the Screen, part 2

End of LAB 2

▼ Chapter 4: Publishing Screen Flows

Publishing Screen Flows, part 1

Publishing Screen Flows, part 2

Publishing Screen Flows, part 3

Base Screens

LAB 3: Publishing Your Screen Flow

LAB 3: Publishing Your Screen Flow

LAB 3: Check Base Screen

LAB 3: Publish as FlexPart

LAB 3: Provide Details for the FlexPart Screen

LAB 3: Link Portal Administrator Role, part 1

LAB 3: Link Portal Administrator Role, part 1

LAB 3: Publishing Your Screen Flow

End of LAB 3

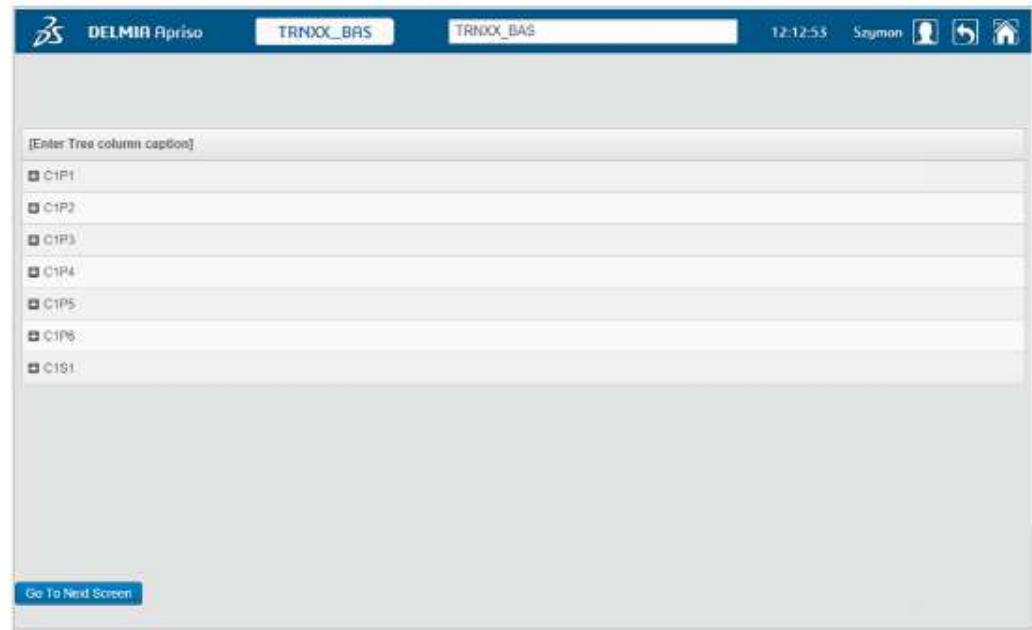
▶ Chapter 5: More on Layouts

▶ Chapter 6: Layout Options in Detail

End of Course

LAB 3: Publishing Your Screen Flow

- ▶ Go to any browser and paste the link
- ▶ You will require to login, and you can execute your Screen flow



[LAB 3: Publishing Your Screen Flow](#)[LAB 3: Publishing Your Screen Flow](#)[LAB 3: Check Base Screen](#)[LAB 3: Publish as FlexPart](#)[LAB 3: Provide Details for the FlexPart Screen](#)[LAB 3: Link Portal Administrator Role, part 1](#)[LAB 3: Link Portal Administrator Role, part 1](#)[LAB 3: Publishing Your Screen Flow](#) End of LAB 3

▼ Chapter 5: More on Layouts

[Layout Build - Divide and Conquer](#)[Building Layouts, Step 1](#)[Building Layouts, Step 2](#)[Building Layouts, Step 3](#)[Building Layouts, Step 4](#)[LAB 4: First Layout](#)[LAB 4: First Layout](#)[LAB 4: Create New Layout](#)[LAB 4: Add Header to the New](#)

Chapter 5: More on Layouts

In this chapter more details about different layouts are introduced.

Here are the chapters to be covered:

1. [The UI Design Methodology](#)
2. [Basic Concepts](#)
3. [Your First Screens - Labs](#)
4. [Publishing Screen Flows](#)
5. **More on Layouts**
6. [Layout Options in Detail](#)
7. [Knowledge Check](#)

[LAB 3: Publishing Your Screen Flow](#)[LAB 3: Publishing Your Screen Flow](#)[LAB 3: Check Base Screen](#)[LAB 3: Publish as FlexPart](#)[LAB 3: Provide Details for the FlexPart Screen](#)[LAB 3: Link Portal Administrator Role, part 1](#)[LAB 3: Link Portal Administrator Role, part 1](#)[LAB 3: Publishing Your Screen Flow](#)[End of LAB 3](#)[▼ Chapter 5: More on Layouts](#)[Layout Build - Divide and Conquer](#)[Building Layouts, Step 1](#)[Building Layouts, Step 2](#)[Building Layouts, Step 3](#)[Building Layouts, Step 4](#)[LAB 4: First Layout](#)[LAB 4: First Layout](#)[LAB 4: Create New Layout](#)[LAB 4: Add Header to the New](#)

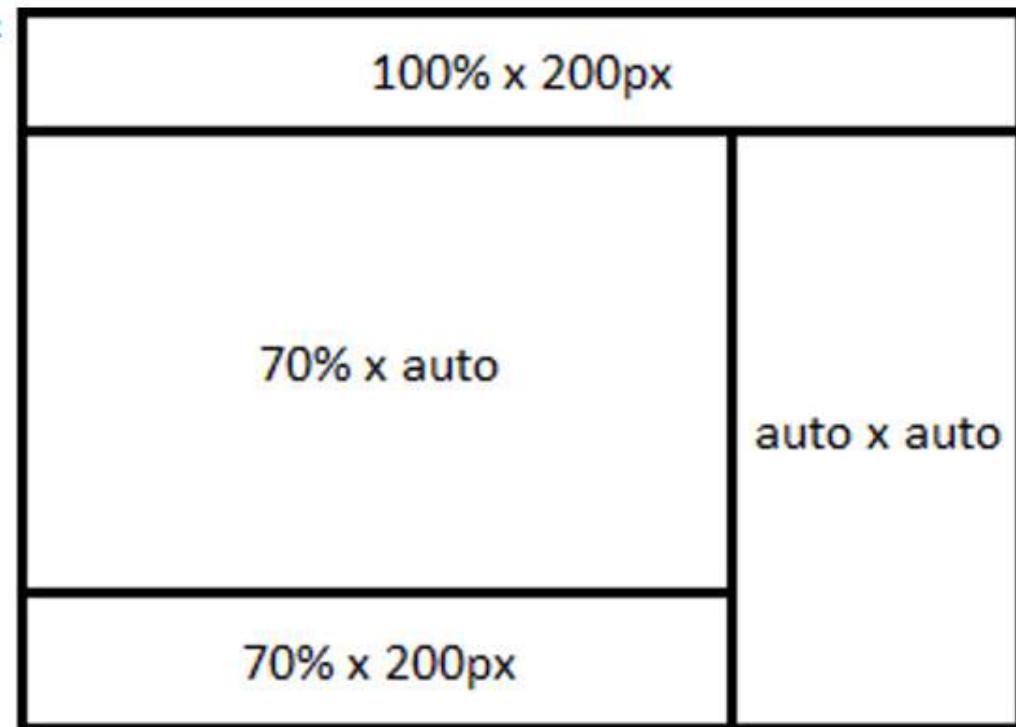
Layout Build - Divide and Conquer

In this chapter you will discover more about the Layout concept.

You will also understand what each of Layout properties mean, and see how they work.

You will also create your own Layout.

The following slides will show how a Layout like the one the right here is constructed.





- LAB 3: Publishing Your Screen Flow
- LAB 3: Publishing Your Screen Flow
- LAB 3: Check Base Screen
- LAB 3: Publish as FlexPart
- LAB 3: Provide Details for the FlexPart Screen
- LAB 3: Link Portal Administrator Role, part 1
- LAB 3: Link Portal Administrator Role, part 1

LAB 3: Publishing Your Screen Flow



End of LAB 3

▼ Chapter 5: More on Layouts

Layout Build - Divide and Conquer

Building Layouts, Step 1

Building Layouts, Step 2

Building Layouts, Step 3

Building Layouts, Step 4

LAB 4: First Layout

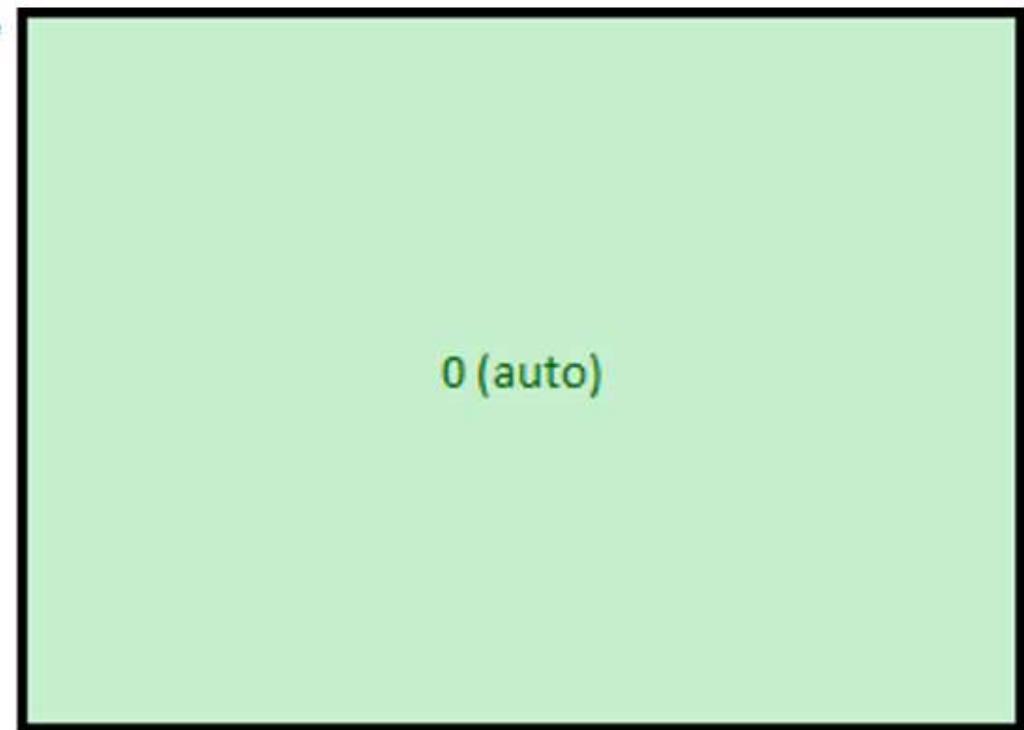
LAB 4: First Layout

LAB 4: Create New Layout

LAB 4: Add Header to the New

Building Layouts, Step 1

When creating a new Layout, you always start with the top level panel with unlimited width. It will auto adjust to the screen size.

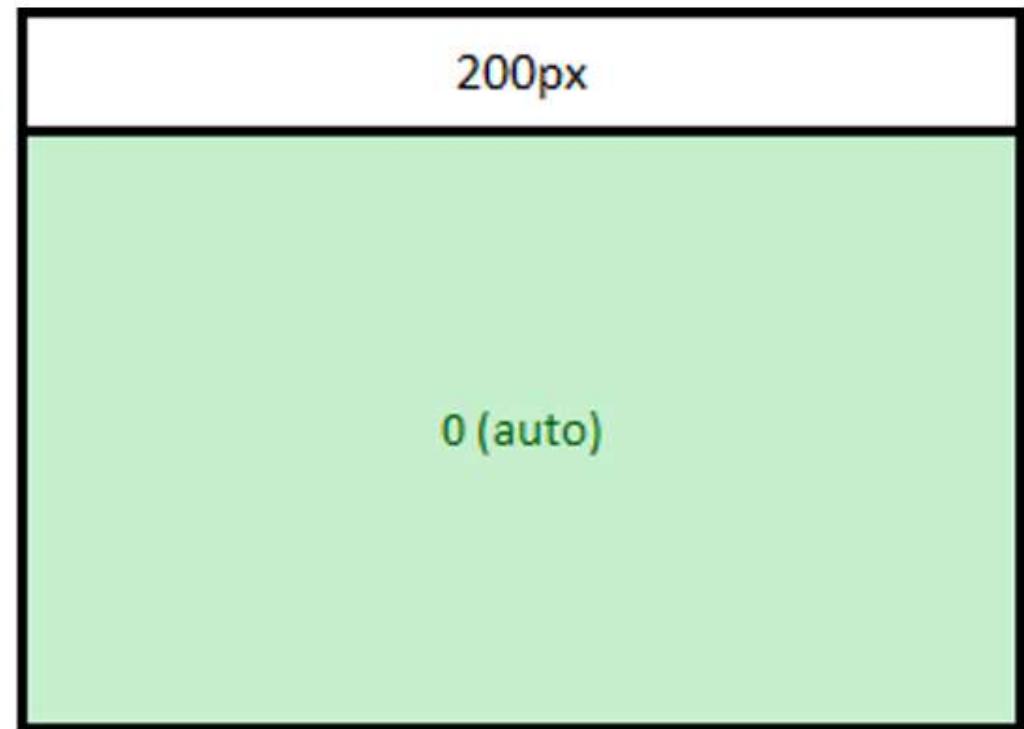


[LAB 3: Publishing Your Screen Flow](#)[LAB 3: Publishing Your Screen Flow](#)[LAB 3: Check Base Screen](#)[LAB 3: Publish as FlexPart](#)[LAB 3: Provide Details for the FlexPart Screen](#)[LAB 3: Link Portal Administrator Role, part 1](#)[LAB 3: Link Portal Administrator Role, part 1](#)[LAB 3: Publishing Your Screen Flow](#)[End of LAB 3](#)[▼ Chapter 5: More on Layouts](#)[Layout Build - Divide and Conquer](#)[Building Layouts, Step 1](#)[Building Layouts, Step 2](#)[Building Layouts, Step 3](#)[Building Layouts, Step 4](#)[LAB 4: First Layout](#)[LAB 4: First Layout](#)[LAB 4: Create New Layout](#)[LAB 4: Add Header to the New](#)

Building Layouts, Step 2

The second step is to divide the top level panel into two.

The top panel has a fixed height of 200 pixels, and the bottom panel is **auto adjusted** to the remainder of the screen.

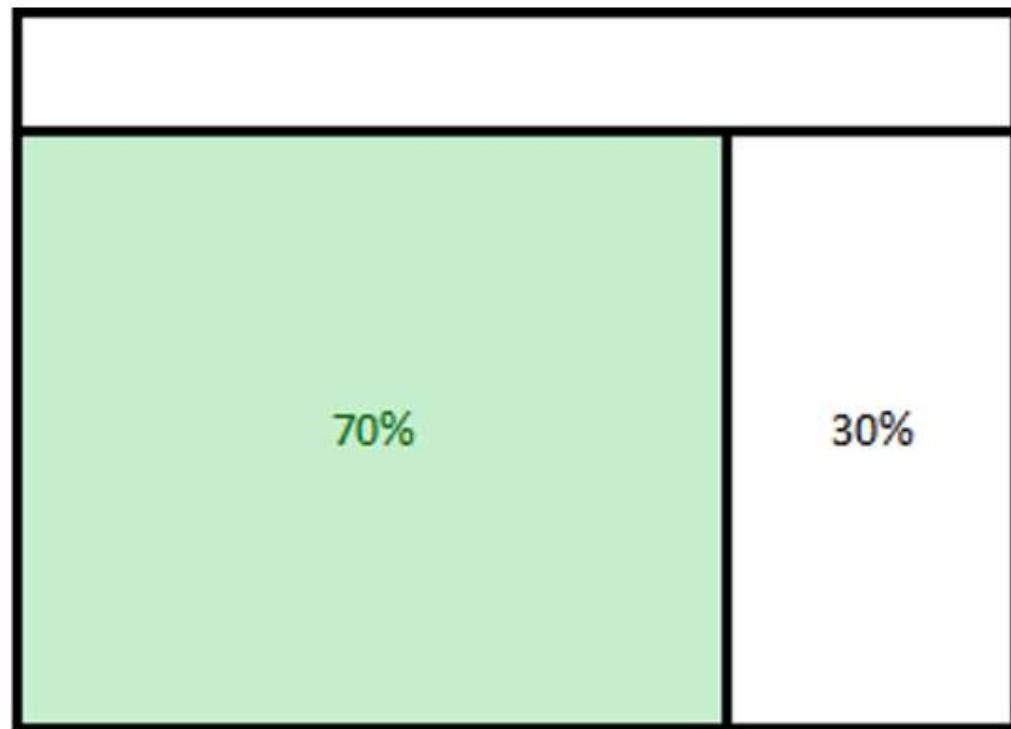


[LAB 3: Publishing Your Screen Flow](#)[LAB 3: Publishing Your Screen Flow](#)[LAB 3: Check Base Screen](#)[LAB 3: Publish as FlexPart](#)[LAB 3: Provide Details for the FlexPart Screen](#)[LAB 3: Link Portal Administrator Role, part 1](#)[LAB 3: Link Portal Administrator Role, part 1](#)[LAB 3: Publishing Your Screen Flow](#)[End of LAB 3](#)[▼ Chapter 5: More on Layouts](#)[Layout Build - Divide and Conquer](#)[Building Layouts, Step 1](#)[Building Layouts, Step 2](#)[Building Layouts, Step 3](#)[Building Layouts, Step 4](#)[LAB 4: First Layout](#)[LAB 4: First Layout](#)[LAB 4: Create New Layout](#)[LAB 4: Add Header to the New](#)

Building Layouts, Step 3

In step three, the bottom panel is divided again.

The two new subpanels do not have fixed width, but we want them to auto adjust so that they always maintain a 70/30 relationship.



[LAB 3: Publishing Your Screen Flow](#)[LAB 3: Publishing Your Screen Flow](#)[LAB 3: Check Base Screen](#)[LAB 3: Publish as FlexPart](#)[LAB 3: Provide Details for the FlexPart Screen](#)[LAB 3: Link Portal Administrator Role, part 1](#)[LAB 3: Link Portal Administrator Role, part 1](#)[LAB 3: Publishing Your Screen Flow](#)[End of LAB 3](#)

▼ Chapter 5: More on Layouts

[Layout Build - Divide and Conquer](#)[Building Layouts, Step 1](#)[Building Layouts, Step 2](#)[Building Layouts, Step 3](#)[Building Layouts, Step 4](#)[LAB 4: First Layout](#)[LAB 4: First Layout](#)[LAB 4: Create New Layout](#)[LAB 4: Add Header to the New](#)

Building Layouts, Step 4

The fourth step is about dividing the left panel from previous step into two.

The bottom panel has a fixed height, the top subpanel is **auto adjusted**.





LAB 3: Publishing Your Screen Flow

LAB 3: Publishing Your Screen Flow

LAB 3: Check Base Screen

LAB 3: Publish as FlexPart

LAB 3: Provide Details for the
FlexPart Screen

LAB 3: Link Portal Administrator
Role, part 1

LAB 3: Link Portal Administrator
Role, part 1

LAB 3: Publishing Your Screen Flow

End of LAB 3

▼ Chapter 5: More on Layouts

Layout Build - Divide and Conquer

Building Layouts, Step 1

Building Layouts, Step 2

Building Layouts, Step 3

Building Layouts, Step 4

LAB 4: First Layout

LAB 4: First Layout

LAB 4: Create New Layout

LAB 4: Add Header to the New

LAB 4: First Layout



[LAB 3: Publishing Your Screen Flow](#)[LAB 3: Publishing Your Screen Flow](#)[LAB 3: Check Base Screen](#)[LAB 3: Publish as FlexPart](#)[LAB 3: Provide Details for the FlexPart Screen](#)[LAB 3: Link Portal Administrator Role, part 1](#)[LAB 3: Link Portal Administrator Role, part 1](#)[LAB 3: Publishing Your Screen Flow](#)[End of LAB 3](#)

▼ Chapter 5: More on Layouts

[Layout Build - Divide and Conquer](#)[Building Layouts, Step 1](#)[Building Layouts, Step 2](#)[Building Layouts, Step 3](#)[Building Layouts, Step 4](#)[LAB 4: First Layout](#)[LAB 4: First Layout](#)[LAB 4: Create New Layout](#)[LAB 4: Add Header to the New](#)

LAB 4: First Layout

Task:

- ▶ Create your own first Layout with multiple panels
- ▶ Learn the naming conventions for Layouts
- ▶ Apply the Layout to a new Screen

What you will learn:

- ▶ How to create, configure, and test your own Layout.

Requirements:

- ▶ In case of any technical problems, please contact DELMIA.Apriso.training@3ds.com



45 min

Building Layouts, Step 3

Building Layouts, Step 4

LAB 4: First Layout

LAB 4: First Layout

LAB 4: Create New Layout

LAB 4: Add Header to the New Layout

LAB 4: Add Panel

LAB 4: Change Layout Orientation Type

LAB 4: Add Second Panel

LAB 4: Divide Panels Further

LAB 4: Change Panels Order

LAB 4: Using Process Builder Help

LAB 4: Using Naming Conventions

LAB 4: Linking New Layout to Screen

LAB 4: Verify Layout in Process Builder

End of LAB 4

▶ Chapter 6: Layout Options in Detail

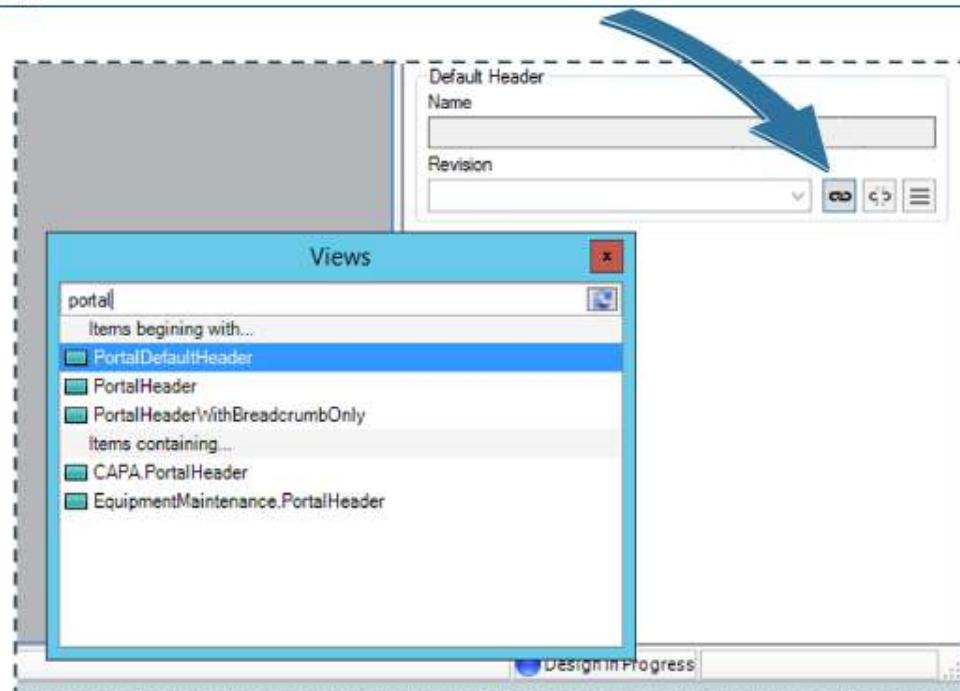
End of Course

LAB 4: Add Header to the New Layout

You can see the name is populated automatically based on your entry in the previous step:

- ▶ In the Header section, link the **PortalDefaultHeader**

The header you chose will show on all screens using this Layout. You can see how it looks when you test a Screen which uses this Layout.



Building Layouts, Step 3

Building Layouts, Step 4

LAB 4: First Layout

LAB 4: First Layout

LAB 4: Create New Layout

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End of LAB 4

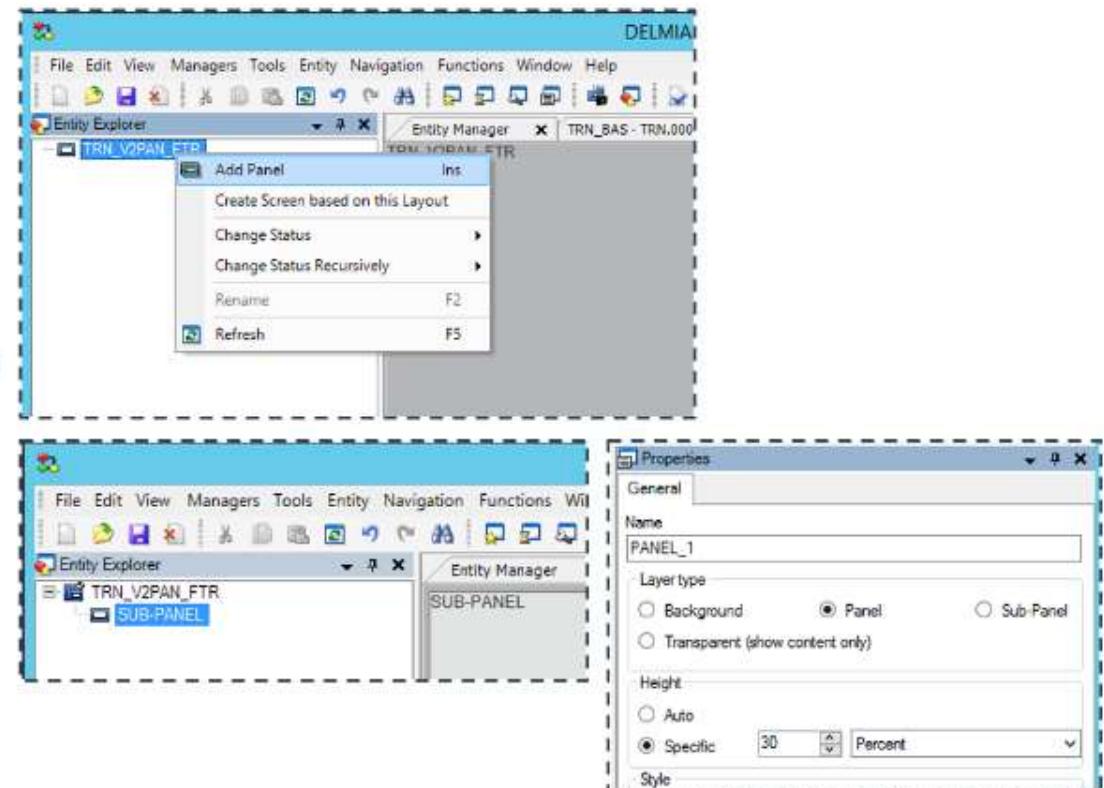
▶ Chapter 6: Layout Options in Detail

End of Course

LAB 4: Add Panel

- ▶ In the Entity Explorer, right-click on the top panel, and select **Add Panel**
- ▶ Click on the new panel (sub-panel) and in go to Properties tab:
 - Change the name to **PANEL_1**
 - Leave Layer Type as Panel
 - Set the Height to 30%

Setting the height in percent will auto adjust this panel on all screen sizes. It means that this panel take 30% of any screen's height.



Building Layouts, Step 3

Building Layouts, Step 4

LAB 4: First Layout

LAB 4: First Layout

LAB 4: Create New Layout

LAB 4: Add Header to the New Layout

LAB 4: Add Panel

LAB 4: Change Layout Orientation Type

LAB 4: Add Second Panel

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LAB 4: Change Panels Order

LAB 4: Using Process Builder Help

LAB 4: Using Naming Conventions

LAB 4: Linking New Layout to Screen

LAB 4: Verify Layout in Process Builder

End of LAB 4

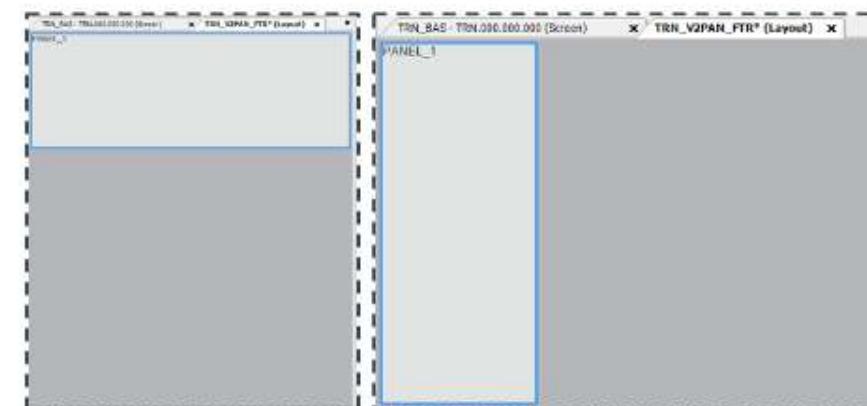
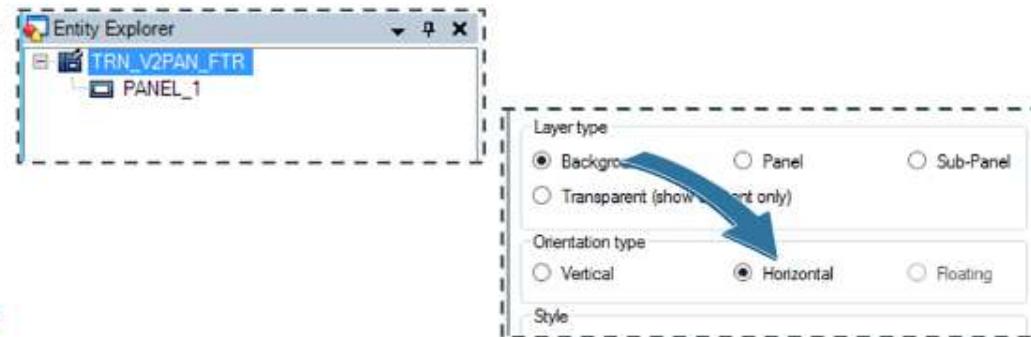
▶ Chapter 6: Layout Options in Detail

End of Course

LAB 4: Change Layout Orientation Type

- ▶ Go back to the top level panel (click on it in Entity Explorer)
- ▶ On the **Properties**, set the orientation type to **Horizontal**, and observe the change in the **Layout**
- ▶ Change the orientation type back to **Vertical**

The Orientation Type property appears on panels only after they have sub-panels. For Vertical panels, subpanels have a Height property, for Horizontal panels, they have a Width property.



Building Layouts, Step 3

Building Layouts, Step 4

LAB 4: First Layout

LAB 4: First Layout

LAB 4: Create New Layout

LAB 4: Add Header to the New Layout

LAB 4: Add Panel

LAB 4: Change Layout Orientation



LAB 4: Add Second Panel

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LAB 4: Using Process Builder Help

LAB 4: Using Naming Conventions

LAB 4: Linking New Layout to Screen

LAB 4: Verify Layout in Process Builder

End of LAB 4

▶ Chapter 6: Layout Options in Detail

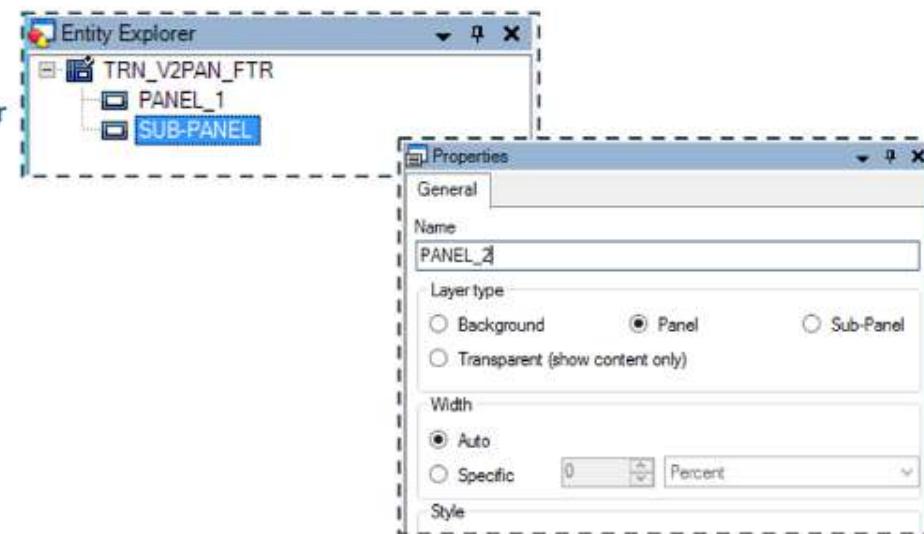
End of Course

LAB 4: Add Second Panel

- ▶ Now, add another sub-panel - **PANEL_2** - under the top node
- ▶ In this new sub-panel Properties, change the layer type to **Background**, and leave height at **Auto**

Leaving Height (or Width) at Auto will make the panel automatically fill the remaining part of the screen which is left by other panels with set size.

Switch between the two sub-panels to see only one can be set at Auto.



Building Layouts, Step 3

Building Layouts, Step 4

LAB 4: First Layout

LAB 4: First Layout

LAB 4: Create New Layout

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LAB 4: Add Panel

LAB 4: Change Layout Orientation



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End of LAB 4

▶ Chapter 6: Layout Options in Detail

End of Course

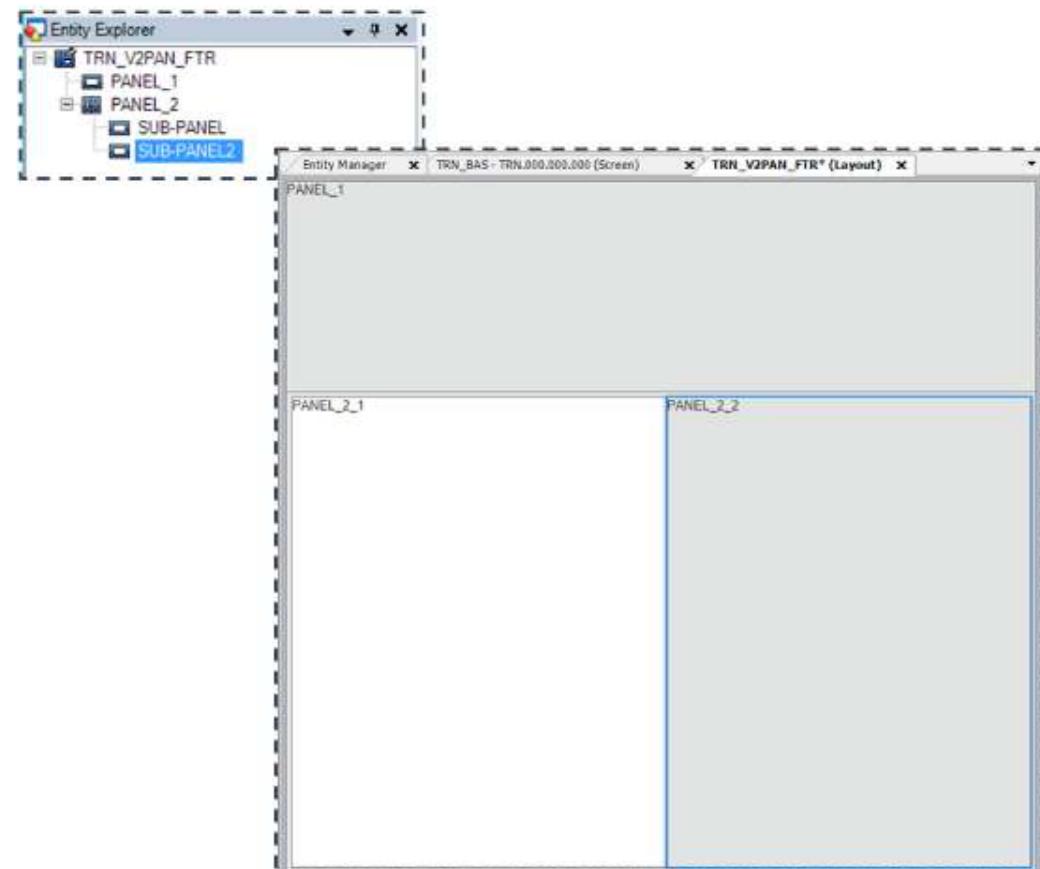
LAB 4: Divide Panels Further

Make your new layout a little more complex:

- ▶ Under PANEL_2, create two more panels:
 - PANEL_2_1: 50% size, and Sub-Panel Layer Type
 - PANEL_2_2: Auto size, and Transparent Layer Type

Make sure the PANEL_2 has a horizontal orientation!

Your Layout should look like the one here.



Building Layouts, Step 3

Building Layouts, Step 4

LAB 4: First Layout

LAB 4: First Layout

LAB 4: Create New Layout

LAB 4: Add Header to the New Layout

LAB 4: Add Panel

LAB 4: Change Layout Orientation



LAB 4: Add Second Panel

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End of LAB 4

▶ Chapter 6: Layout Options in Detail

End of Course

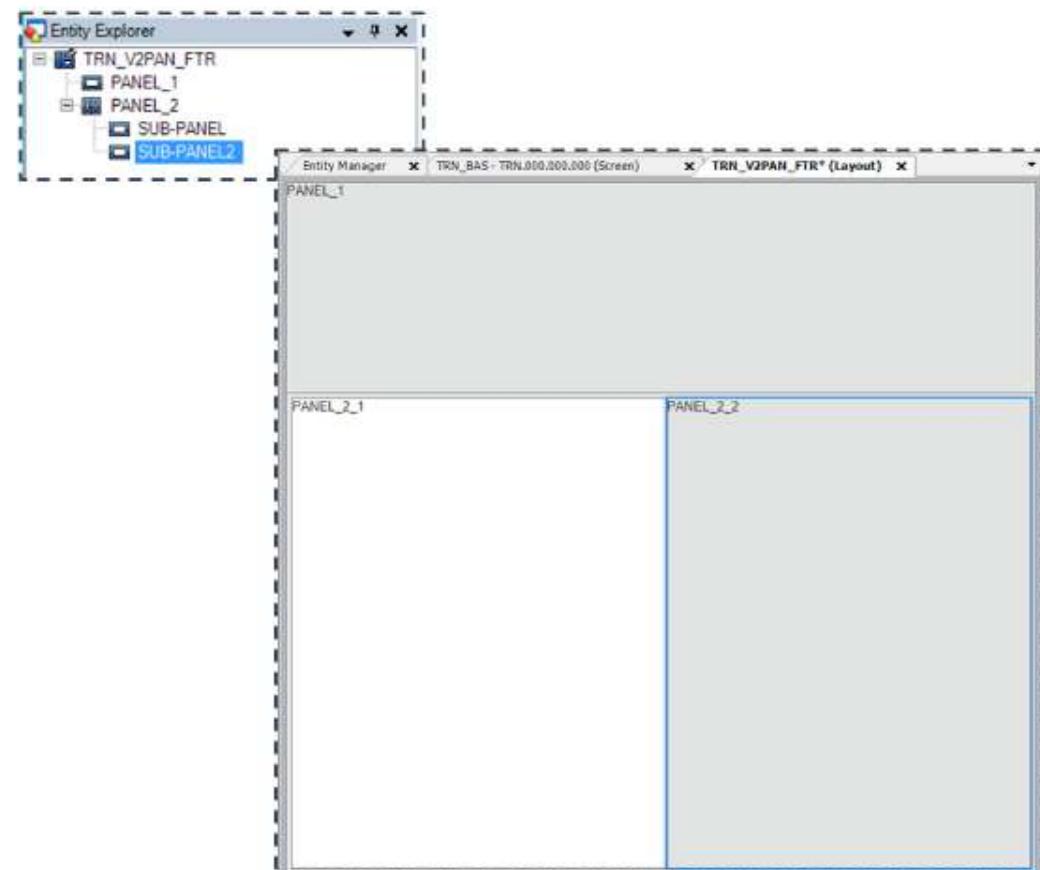
LAB 4: Divide Panels Further

Make your new layout a little more complex:

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Make sure the PANEL_2 has a horizontal orientation!

Your Layout should look like the one here.



Building Layouts, Step 3

Building Layouts, Step 4

LAB 4: First Layout

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LAB 4: Linking New Layout to Screen

LAB 4: Verify Layout in Process Builder

End of LAB 4

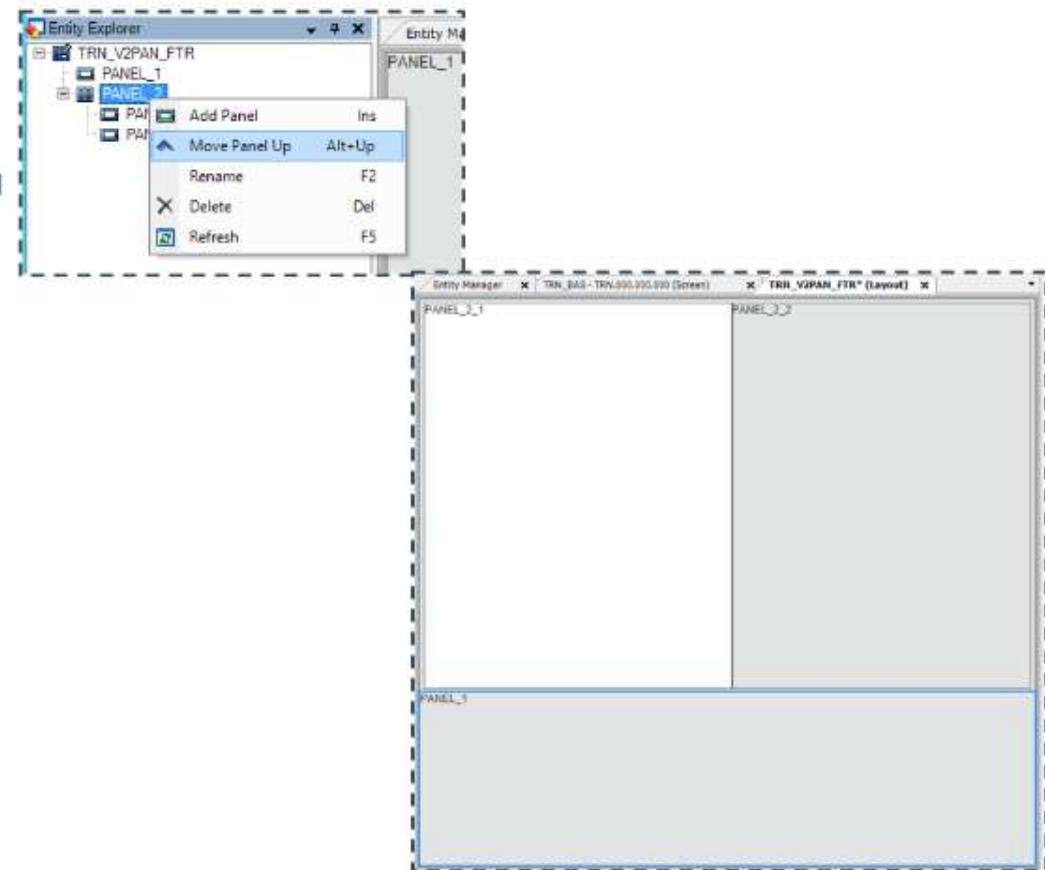
▶ Chapter 6: Layout Options in Detail

End of Course

LAB 4: Change Panels Order

- ▶ In the Entity Explorer, right-click on the **PANEL_2** and move it up

Doing this you can readjust your panels as you work on your Layout. In this example, the panel you created first, **PANEL_1** can be used as the Screen footer.



[Building Layouts, Step 3](#)[Building Layouts, Step 4](#)[LAB 4: First Layout](#)[LAB 4: First Layout](#)[LAB 4: Create New Layout](#)[LAB 4: Add Header to the New Layout](#)[LAB 4: Add Panel](#)[LAB 4: Change Layout Orientation](#)
[LAB 4: Add Second Panel](#)[LAB 4: Divide Panels Further](#)[LAB 4: Change Panels Order](#)[LAB 4: Using Process Builder Help](#)[LAB 4: Using Naming Conventions](#)[LAB 4: Linking New Layout to Screen](#)[LAB 4: Verify Layout in Process Builder](#)[End of LAB 4](#)[▶ Chapter 6: Layout Options in Detail](#)[End of Course](#)

LAB 4: Using Process Builder Help

So far, you have used the **PANEL_X** naming convention.

The SFM has its own recommended naming convention. It is described in the Process Builder Help in the Best Practices sections, in the **Managing Screen Flows** chapter.

You must remember it is very important to name SFM objects clearly and correctly, so that you and your colleagues working on the same projects are not confused.



DELMIA Apriso 2016 Process Builder

New to Process Builder?

▶ See product overview

Already familiar with the product?

▶ Note that we have introduced significant changes in the way Process Builder is used. A new concept of implementing Screen Flows has been introduced. Dictionary (for the facilitation of translating between English and French) and Operation Interface (for the facilitation of translating between English and French) have been introduced. Advanced Test Run, Advanced Determination, System Parameters enhanced with lists, and many other features have been introduced.

Getting Help

▶ Managing Screen Flows
▶ Defining Processes and Operations
▶ Defining Functions
▶ Library of Business Components

Do not show on startup

	Welcome
	What's New
	Using This Help
	Getting Started
	User Interface Elements
	Entity Maintenance
	Managing Processes and Operations
	Managing Screen Rows
	Getting Started
	Screen
	Screen Overview
	Entity Explorer Right-Click Menu
	Screen Workspace
	Screen Properties
	How To Configure a Screen
	Screen Best Practices
	Layout
	Layout Overview
	Entity Explorer Right-Click Menu
	Layout Workspace
	Layout Properties
	How to Create a Layout
	Layout Best Practices
	View
	Screen Processing and Portal Variables
	Best Practices

Building Layouts, Step 3

Building Layouts, Step 4



LAB 4: First Layout

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End of LAB 4.

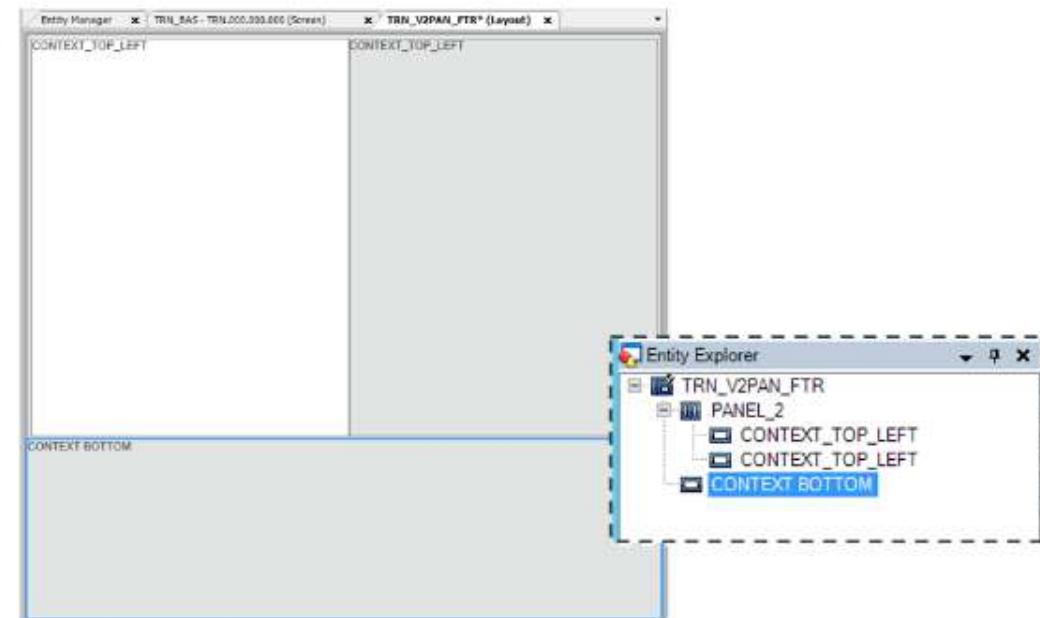
▶ Chapter 6: Layout Options in Detail

End of Course

LAB 4: Using Naming Conventions

- ▶ Now, that your Layout is final, rename the Layout panels to match the naming convention
- ▶ The top panel will be **CONTEXT_TOP** and will have subpanels **CONTEXT_TOP_LEFT** and **CONTEXT_TOP_RIGHT**
- ▶ The bottom panel will be named **CONTEXT_BOTTOM**

The Layout name is already complying with SFM naming conventions.



Building Layouts, Step 3

Building Layouts, Step 4

LAB 4: First Layout

LAB 4: First Layout

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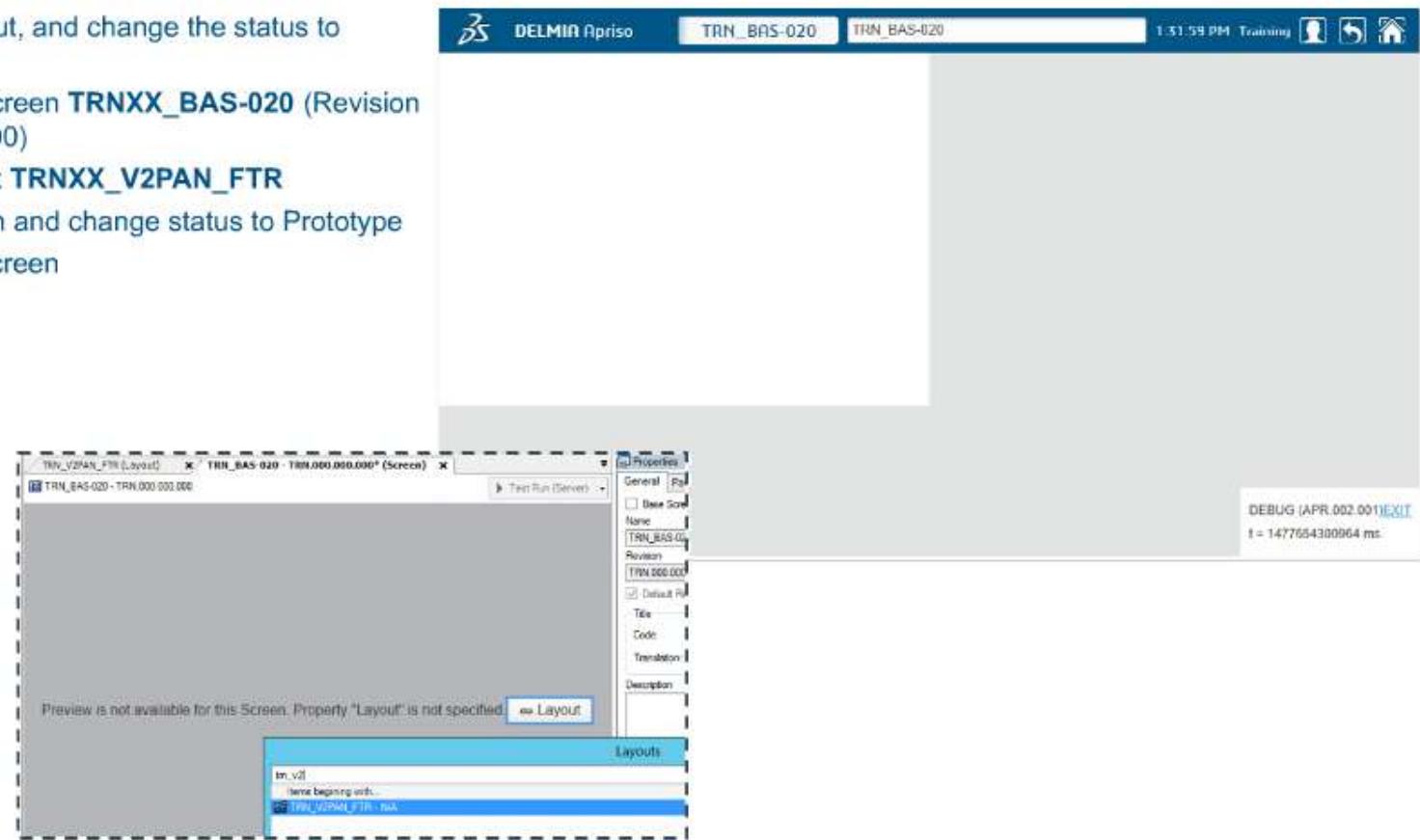
End of LAB 4.

▼ Chapter 6: Layout Options in Detail

Layout Options in Details

LAB 4: Linking New Layout to Screen

- ▶ Save your Layout, and change the status to **Prototype**
- ▶ Create a new Screen **TRNXX_BAS-020** (Revision TRN.000.000.000)
- ▶ Link your Layout **TRNXX_V2PAN_FTR**
- ▶ Save the Screen and change status to Prototype
- ▶ Test run your screen



Building Layouts, Step 3

Building Layouts, Step 4

LAB 4: First Layout

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LAB 4: Verify Layout in Process Builder

End of LAB 4

▶ Chapter 6: Layout Options in Detail

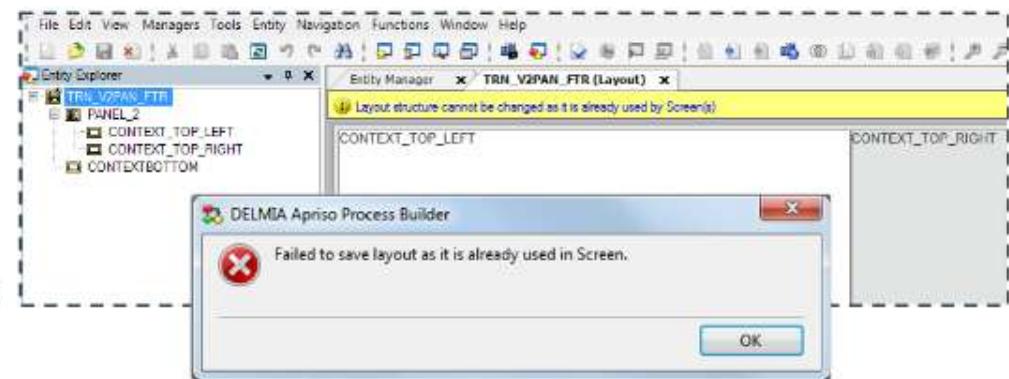
End of Course

LAB 4: Verify Layout in Process Builder

Now go back to the Layout and make any change - e.g. remove one panel, add a new one, or change properties of existing panels.

You will see that PB will recognize the Layout is already used, and will not allow you to make any changes.

If you still want to play around with your Layout and test it on your Screen, copy it to a new one, or change the Screen to use one of the default Layouts. Remember to use the proper naming conventions!



[LAB 4: Add Second Panel](#)[LAB 4: Divide Panels Further](#)[LAB 4: Change Panels Order](#)[LAB 4: Using Process Builder Help](#)[LAB 4: Using Naming Conventions](#)[LAB 4: Linking New Layout to Screen](#)[LAB 4: Verify Layout in Process Builder](#)[End of LAB 4](#)

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Chapter 6: Layout Options in Detail

In this chapter you will follow up with Layouts and different options they present.

Here are the chapters to be covered:

1. *The UI Design Methodology*
2. *Basic Concepts*
3. *Your First Screens - Labs*
4. *Publishing Screen Flows*
5. *More on Layouts*
6. **Layout Options in Detail**
7. *Knowledge Check*



Search... 

Building Layouts, Step 3

Building Layouts, Step 4

 LAB 4: First Layout

LAB 4: First Layout

LAB 4: Create New Layout

LAB 4: Add Header to the New Layout

LAB 4: Add Panel

LAB 4: Change Layout Orientation Type

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End of LAB 4.

▼ Chapter 6: Layout Options in Detail

Layout Options in Details

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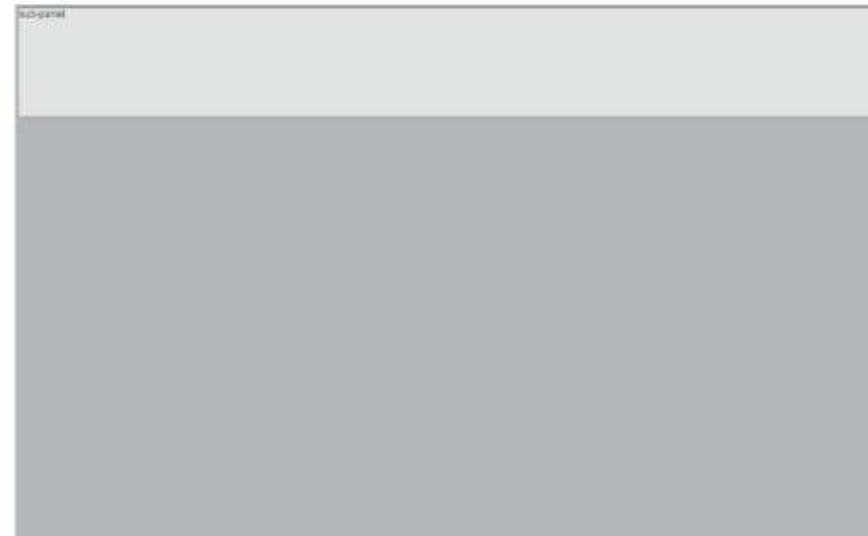
[LAB 4: Add Second Panel](#)[LAB 4: Divide Panels Further](#)[LAB 4: Change Panels Order](#)[LAB 4: Using Process Builder Help](#)[LAB 4: Using Naming Conventions](#)[LAB 4: Linking New Layout to Screen](#)[LAB 4: Verify Layout in Process Builder](#)[End of LAB 4](#)[▼ Chapter 6: Layout Options in Detail](#)[Layout Options in Details](#)[Layout Options in Details - Layer Type, part 1](#)[Layout Options in Details - Layer Type, part 2](#)[Layout Options in Details - Layer Type, part 3](#)[Layout Options in Details - Orientation, part 1](#)[Layout Options in Details - Orientation, part 2](#)[Layout Options in Details - Style, part 1](#)

Layout Options in Details - Layer Type, part 1

The Layer type is a color for the background. The main principle is that the Panels in the front have lighter colors, and those moved backwards are darker.

The Transparent option uses the color of the Panel in the background.

Click on different options to see their effect:



LAB 4: Add Second Panel

LAB 4: Divide Panels Further

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Layout Options in Details - Layer Type, part 1

Layout Options in Details - Layer Type, part 2

Layout Options in Details - Layer Type, part 3

Layout Options in Details - Orientation, part 1

Layout Options in Details - Orientation, part 2

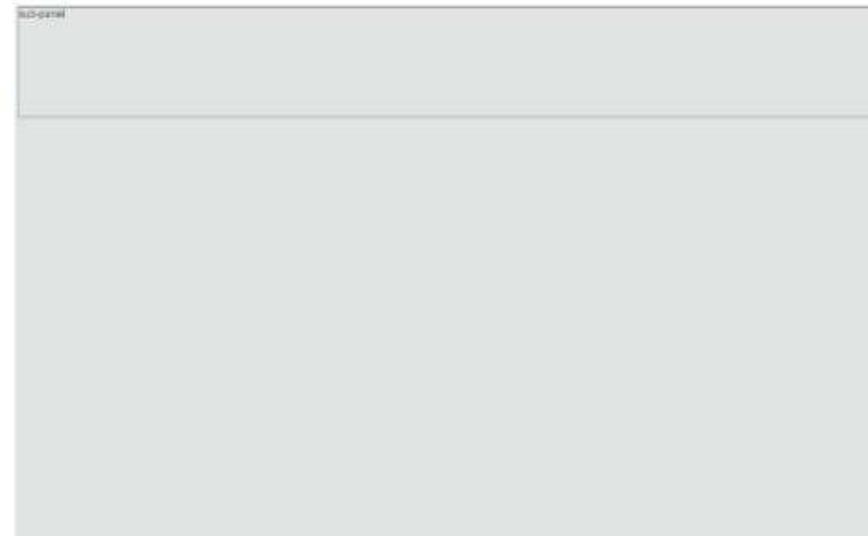
Layout Options in Details - Style, part 1

Layout Options in Details - Layer Type, part 2

The Layer type is a color for the background. The main principle is that the Panels in the front have lighter colors, and those moved backwards are darker.

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Click on different options to see their effect:



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Layout Options in Details

Layout Options in Details - Layer Type, part 1

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Layout Options in Details - Orientation, part 1

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Layout Options in Details - Style, part 1

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Layout Options in Details - Layer Type, part 1

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Layout Options in Details - Layer Type, part 3

Layout Options in Details - Orientation, part 1

Layout Options in Details - Orientation, part 2

Layout Options in Details - Style, part 1

Layout Options in Details - Orientation, part 1

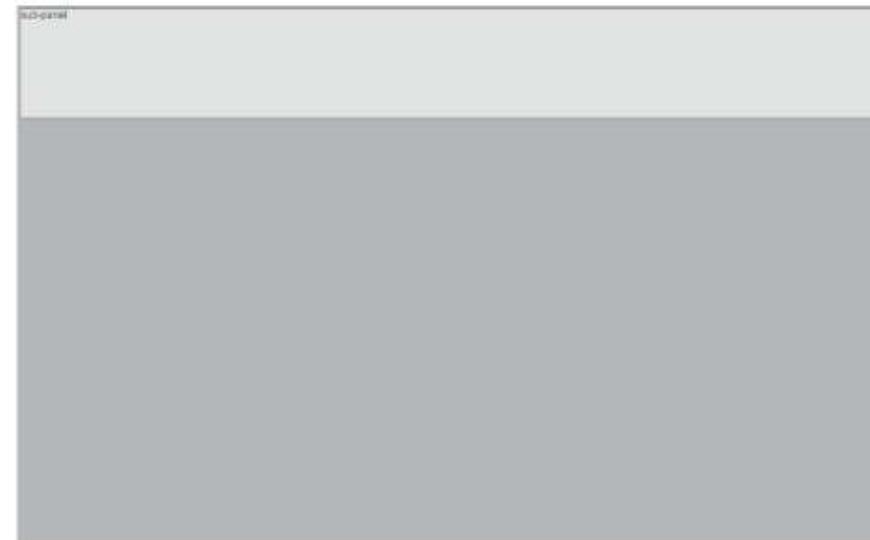
The Orientation option determines which dimension can be set for the Panels of the Layout.

Vertical means you will be able to set the Panel height, and its width will auto align to the available space on the Screen.

Horizontal means you will be able to set the Panel width.

Click on different options to see their effect:

Orientation type
<input checked="" type="radio"/> Vertical
<input type="radio"/> Horizontal
<input type="radio"/> Floating



LAB 4: Add Second Panel

LAB 4: Divide Panels Further

LAB 4: Change Panels Order

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LAB 4: Verify Layout in Process Builder

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▼ Chapter 6: Layout Options in Detail

Layout Options in Details

Layout Options in Details - Layer Type, part 1

Layout Options in Details - Layer Type, part 2

Layout Options in Details - Layer Type, part 3

Layout Options in Details - Orientation, part 1

Layout Options in Details - Orientation, part 2

Layout Options in Details - Style, part 1

Layout Options in Details - Orientation, part 2

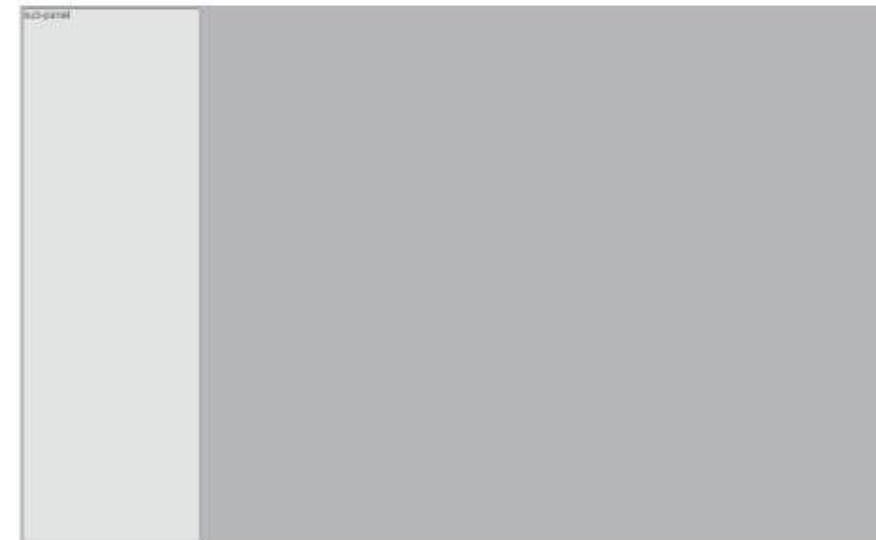
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Click on different options to see their effect:

Orientation type
<input checked="" type="radio"/> Vertical
<input checked="" type="radio"/> Horizontal
<input type="radio"/> Floating



Search... 

LAB 4: Divide Panels Further

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Layout Options in Details

Layout Options in Details - Layer Type, part 1

Layout Options in Details - Layer Type, part 2

Layout Options in Details - Layer Type, part 3

Layout Options in Details - Orientation, part 1

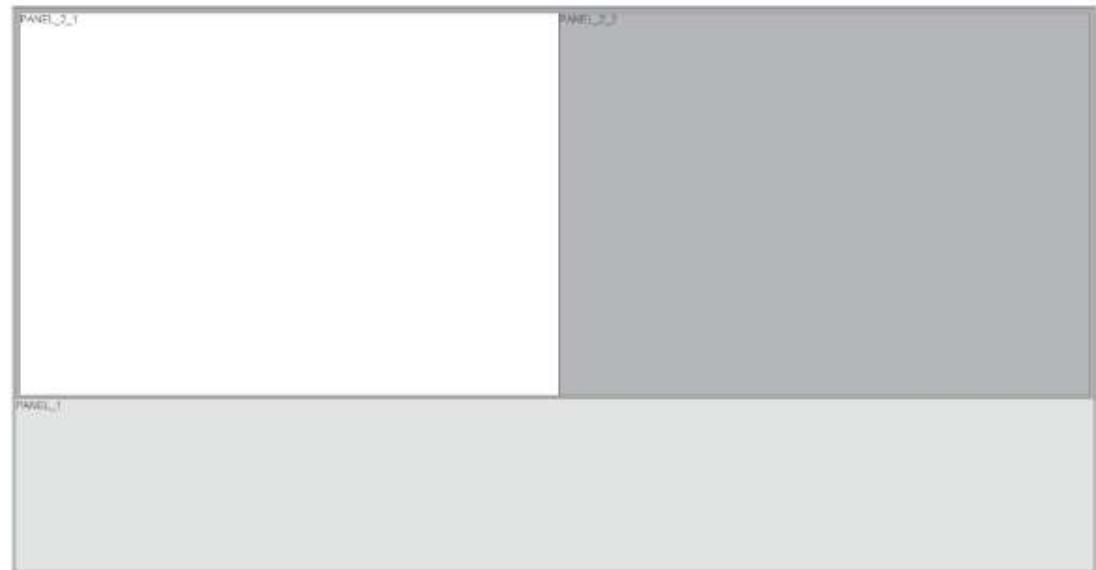
Layout Options in Details - Orientation, part 2

Layout Options in Details - Style, part 1

Layout Options in Details - Style, part 1

Style allows to adjust the look of the Layout.

You can link a particular CSS class to a Layout Panel.



For smaller adjustments of CSS, use **Inline Style** to add CSS code.

Click on the inline style to see a change in **PANEL_1**:

Search... 

Layout Options in Details - Layer Type, part 1

Layout Options in Details - Layer Type, part 2

Layout Options in Details - Layer Type, part 3

Layout Options in Details - Orientation, part 1

Layout Options in Details - Orientation, part 2

Layout Options in Details - Style, part 1

Layout Options in Details - Style, part 2

Chapter 7: Knowledge Check

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Exercise 3 - Answer

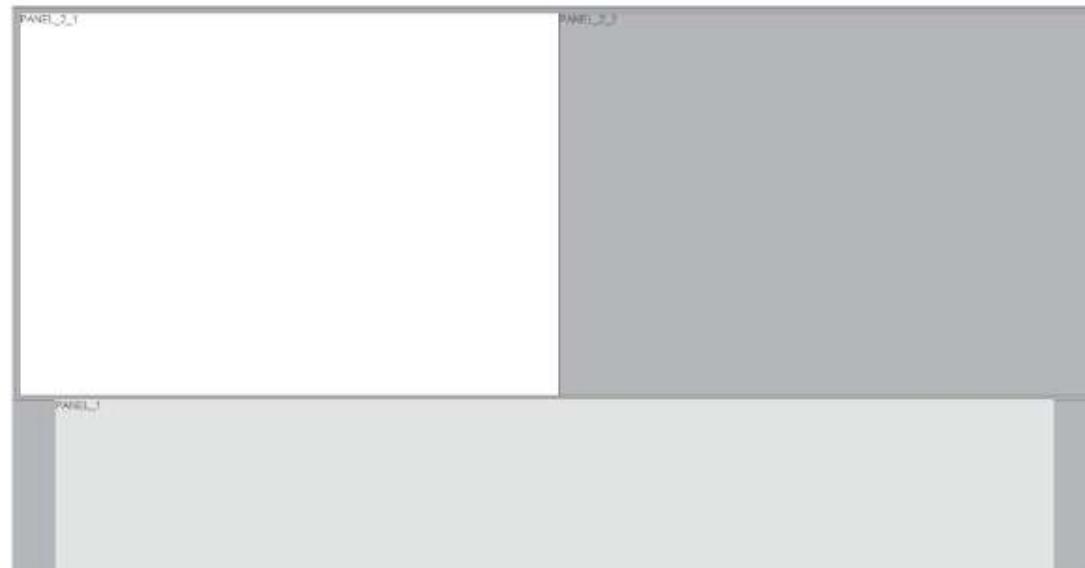
Summary

End of Course

Layout Options in Details - Style, part 2

Style allows to adjust the look of the Layout.

You can link a particular CSS class to a Layout Panel.



For smaller adjustments of CSS, use Inline Style to add CSS code.

Click on the inline style to see a change in PANEL_1:

Search... 

Layout Options in Details - Layer Type, part 1

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Layout Options in Details - Layer Type, part 3

Layout Options in Details - Orientation, part 1

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Chapter 7: Knowledge Check

Here are the chapters to be covered:

1. *The UI Design Methodology*
2. *Basic Concepts*
3. *Your First Screens - Labs*
4. *Publishing Screen Flows*
5. *More on Layouts*
6. *Layout Options in Detail*
7. **Knowledge Check**



Layout Options in Details - Layer Type, part 1

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Chapter 7: Knowledge Check

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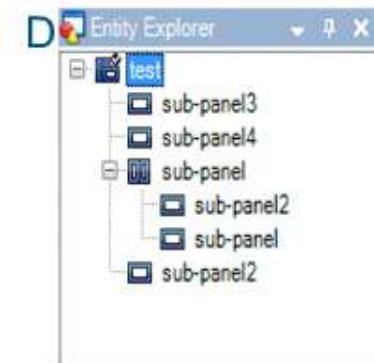
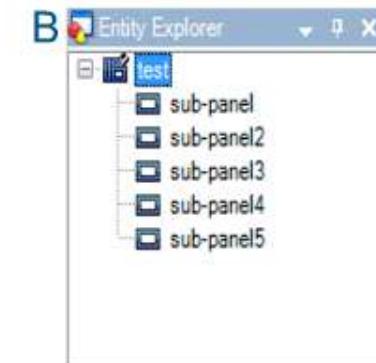
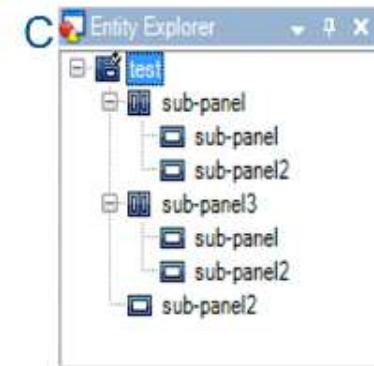
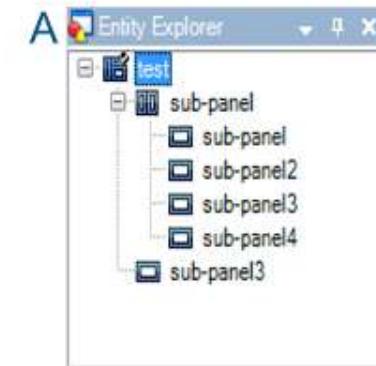
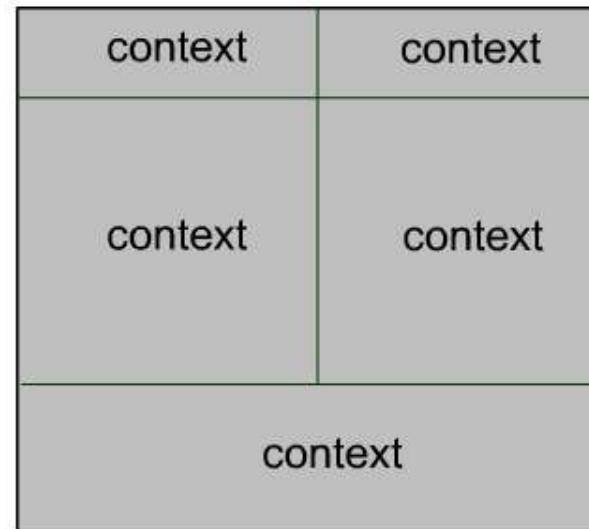
Exercise 3 - Answer

Summary

End of Course

Exercise 1

What is the definition of this layout?





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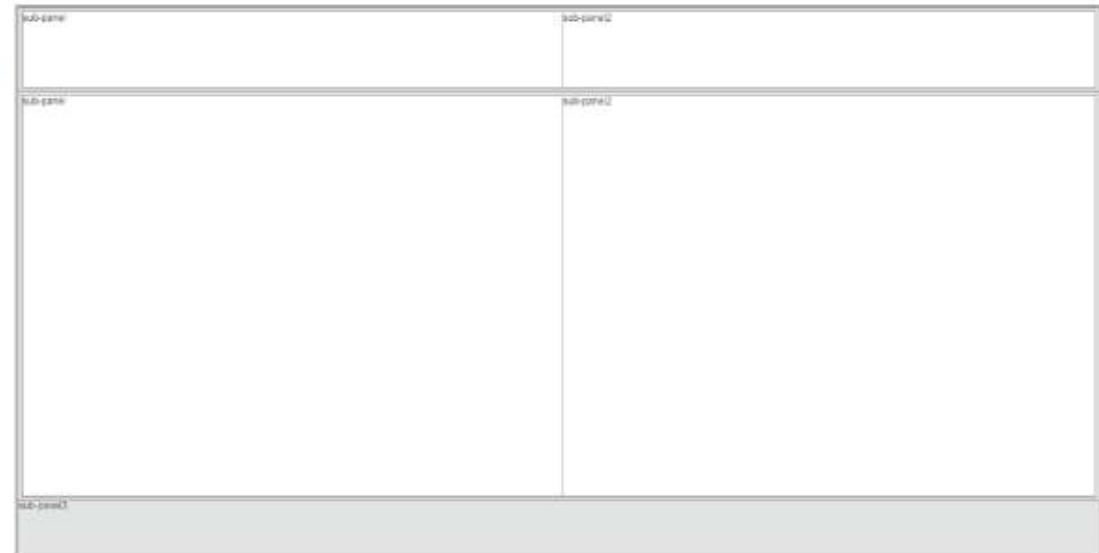
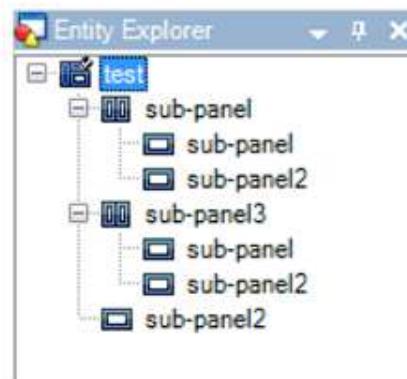
Summary

End of Course

Exercise 1 - Answer

C is the correct answer.

Take a look at the definition below and compare it with the graphic representation on the right.



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Chapter 7: Knowledge Check

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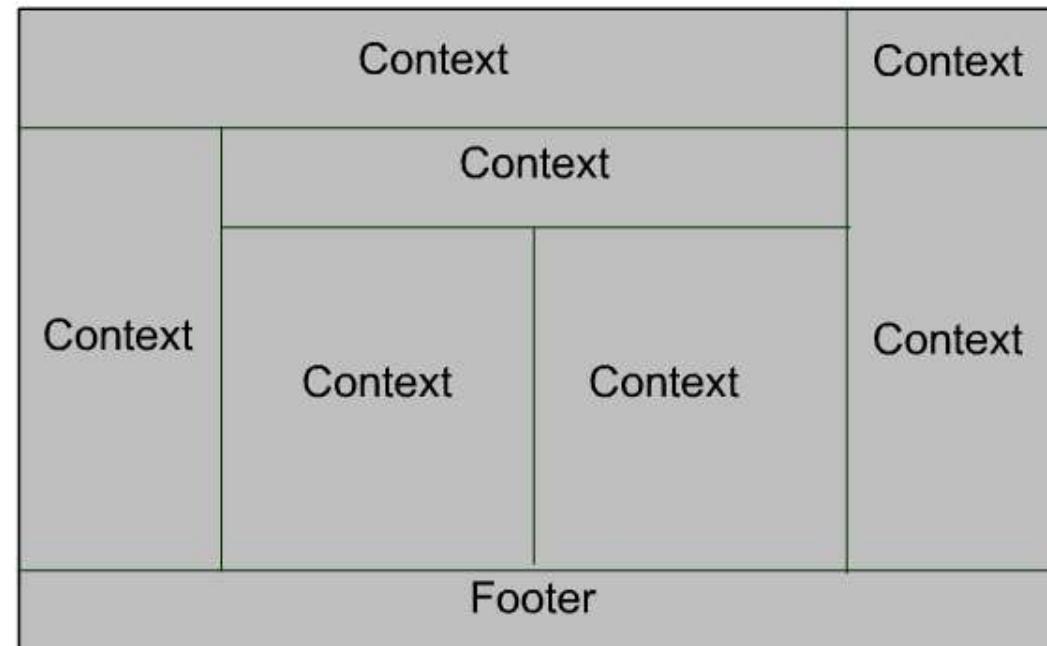
Summary

End of Course

Exercise 2

What is the minimum number of Panels needed to build a Layout like this one (excluding the top level one)?

- ▶ 8
- ▶ 9
- ▶ 10
- ▶ 11
- ▶ 12



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Chapter 7: Knowledge Check

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Exercise 3 - Answer

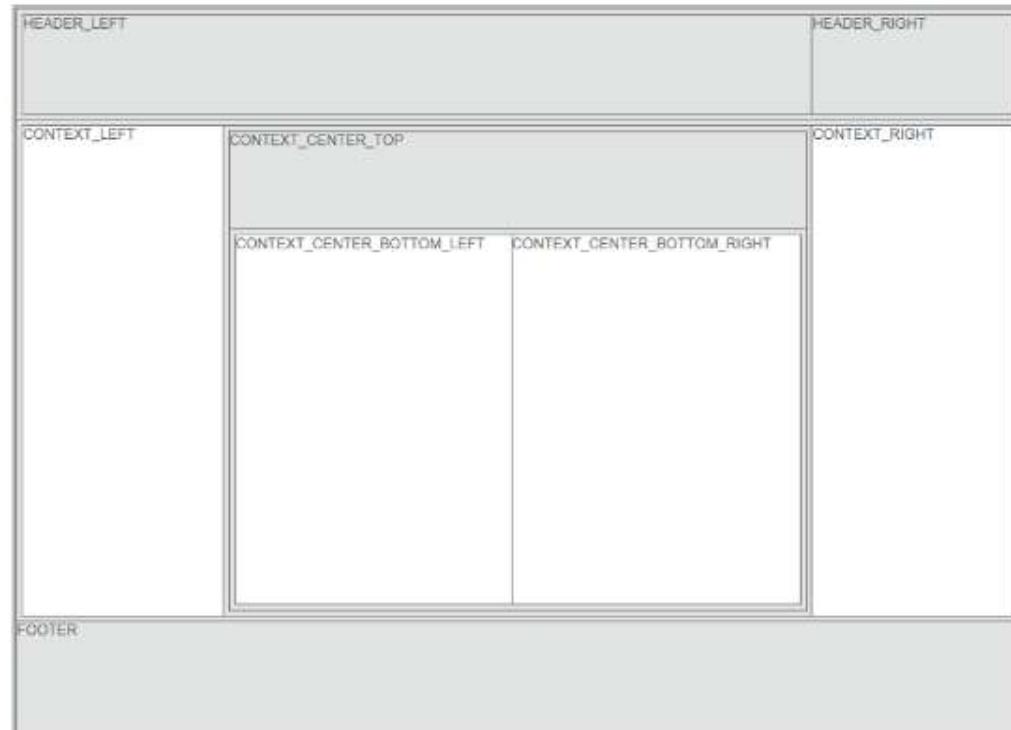
Summary

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Exercise 2 - Answer

The correct answer is 12 - you need to build 12 Panels under the top node to create this Layout.

Take a look at the definition below and compare it with the graphic representation on the right.



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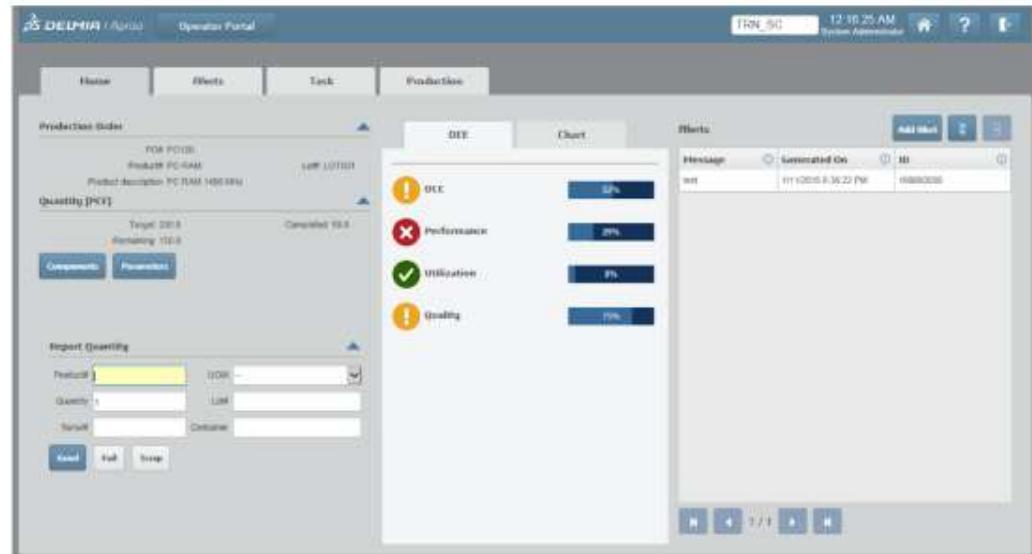
Summary

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Exercise 3

How many predefined visual layers do you have available in configuration?

- 1
- 2
- 3
- 4



Layout Options in Details - Layer Type, part 1

Layout Options in Details - Layer Type, part 2

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Chapter 7: Knowledge Check

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Exercise 3 - Answer

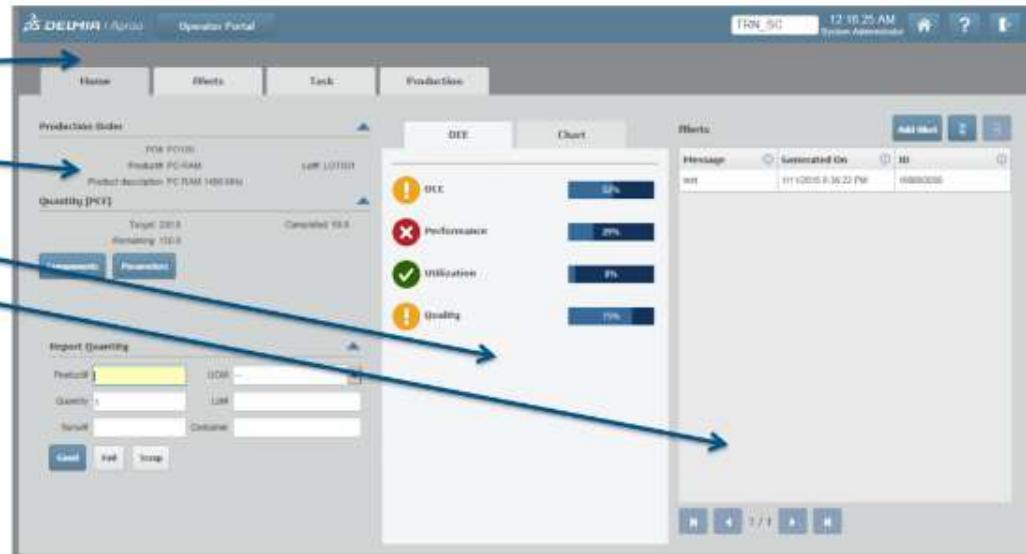
The correct answer is 4, take a look:

Background

Panel

Sub-Panel

Transparent



Layertype

Background Panel Sub-Panel

Transparent (show content only)

Layout Options in Details - Layer Type, part 1

Layout Options in Details - Layer Type, part 2

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Summary

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Summary

In this training module you have learned about DELMIA Apriso approach to building UI, the Screen Flow Management (SFM).

You have configured simple Screens and simple navigation between them, and also learned more about Layouts.

In the next SFM training modules you will learn how to build more complex Screens, Screen flows, and also you will find out how to link Screen flows with business logic.

