Week 3: Development Phase II

Unit 3: UI Designer – UI Creation

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Agenda

Introduction

- UI Designer perspective
- Resources tree
- Code map
- Popup zone editor
- Designer view
- Editor view
- Properties
- Demo

Summary

Introduction

UI Designer allows you to design user intefaces

- **Popups**
- **Forms**
- **Side bars**
- **Dashboards**
- **Custom pages**

Desktop Studio displays the UI Designer perspective

- Based on a bootstrap grid system
- Very intuitive and easy to use

UI Designer perspective

- **Perspective components**
  - Resources tree **(1)**
  - Code map **(2)**
  - Popup zone editor
    - Designer view **(3)**
    - Editor view **(4)**
  - Properties **(5)**
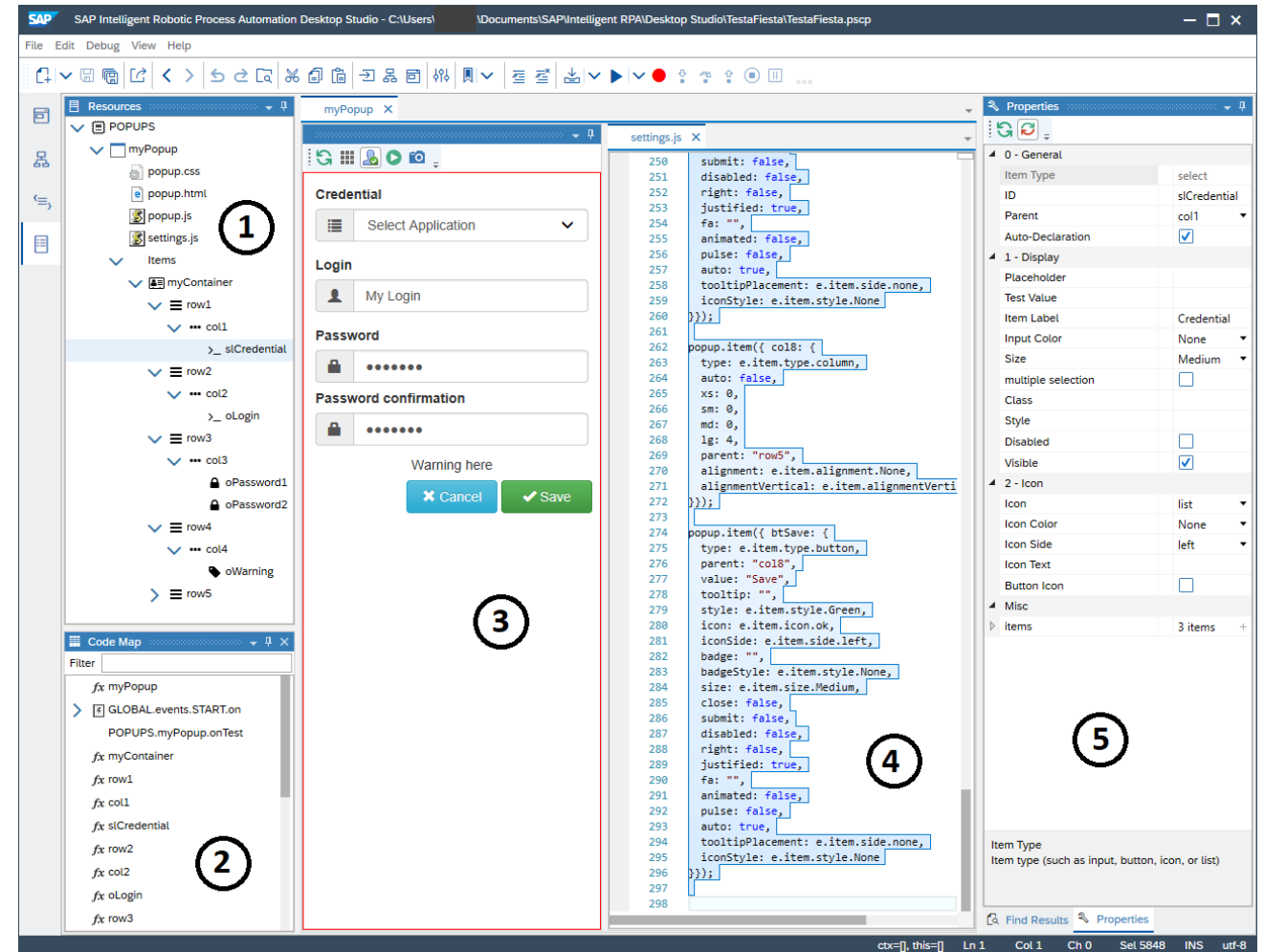
Resources tree

- **Displays a list of popups**
- **Allows you to manage:**
  - **Popups included in the project**
    - ▫ **Add a new popup:**
      - right-click the POPUPS root node
      - select Add a new popup from the context menu
    - ▫ **In the dialog box**
      - Enter the name of the popup: unique among the popups
      - Choose the template you need
    - ▫ **Edit a popup**
- **Files used by the popup**
- **Items of the popup**

Resources

- POPUPS
  - myPopup
    - popup.css
    - popup.html
    - popup.js
    - settings.js
    - Items
      - myContainer
        - row1
          - col1
            - slCredential
        - row2
          - col2
            - oLogin
        - row3
          - col3
            - oPassword1
            - oPassword2
        - row4
          - col4
            - oWarning
        - row5
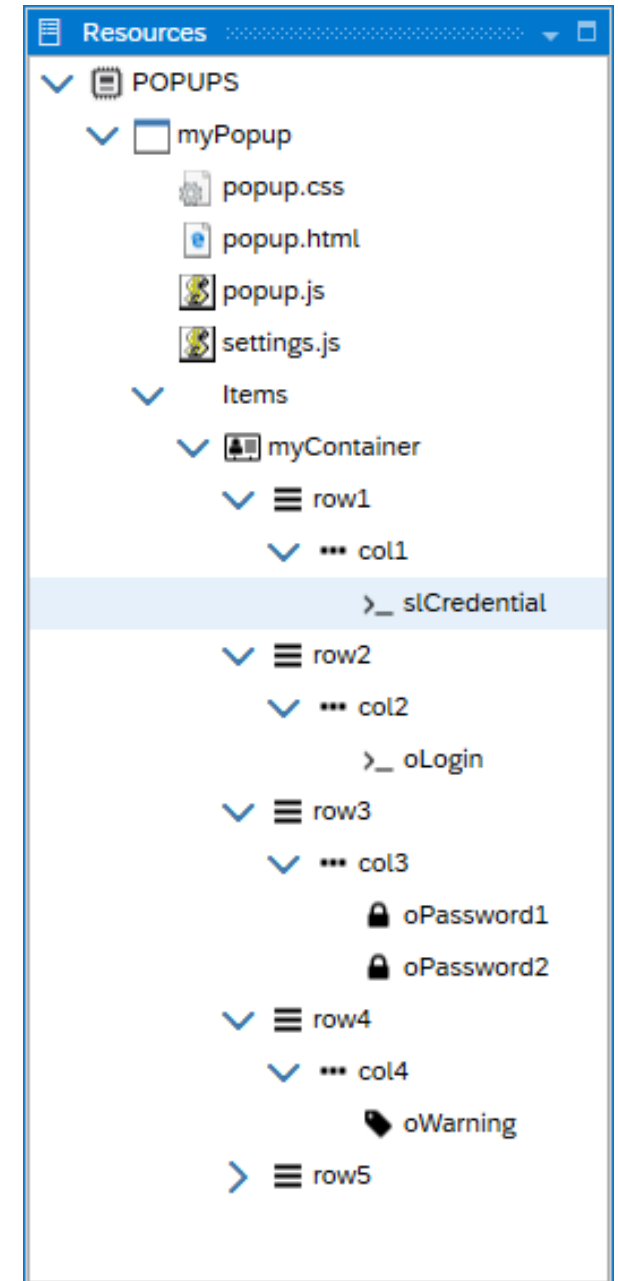
Resources tree

- **Displays a list of files**
  - **Popup.html:** the HTML page
  - **settings.js:** the JavaScript file containing the page design
  - **popups.js** and **popup.css:** customizing the page behavior and style sheet
- **Add a new file**:
  - Right-click the popup node in the Resources tree
  - Select Add new file from the context menu
    - In the dialog box
      - Enter the name
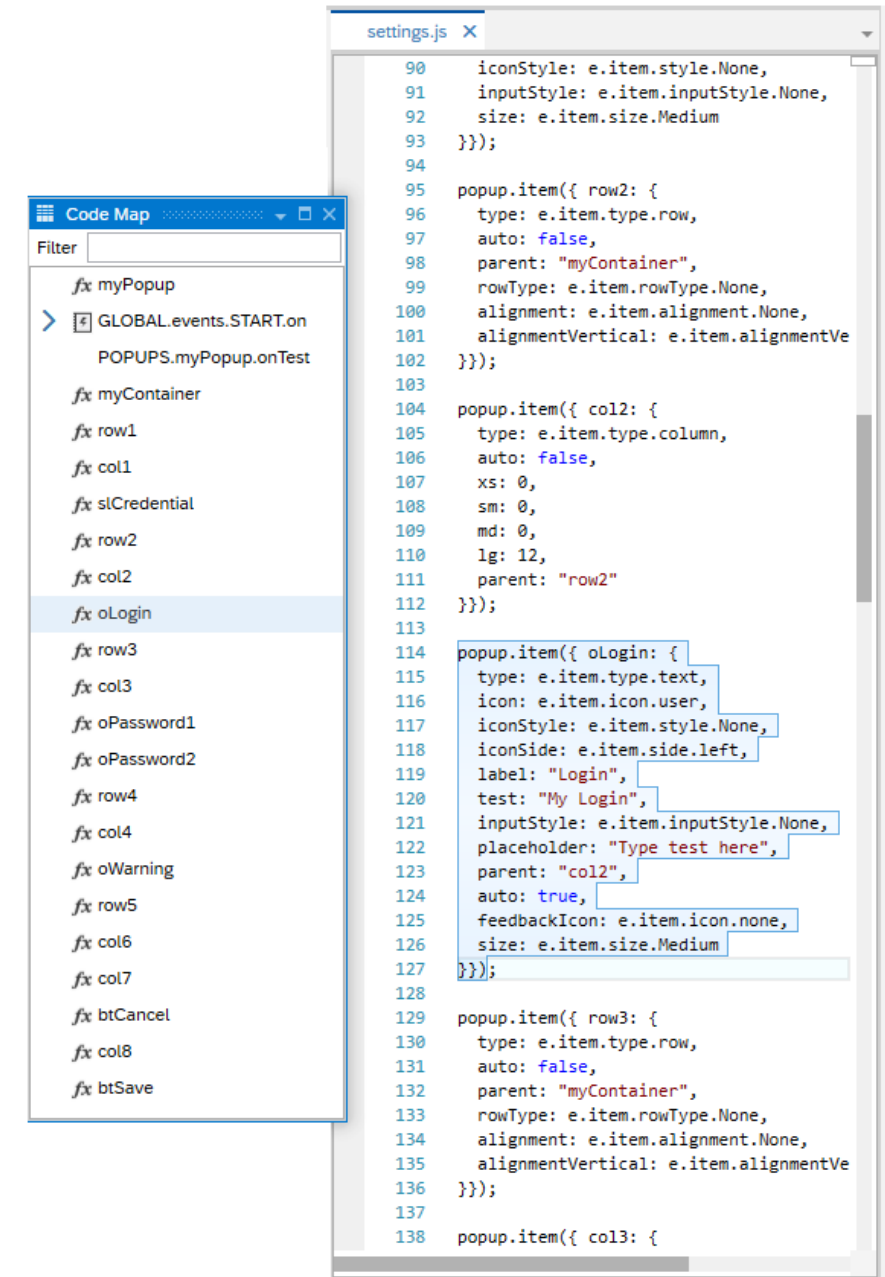   - Choose the type
  - The new file is added and displayed in the Resources tree
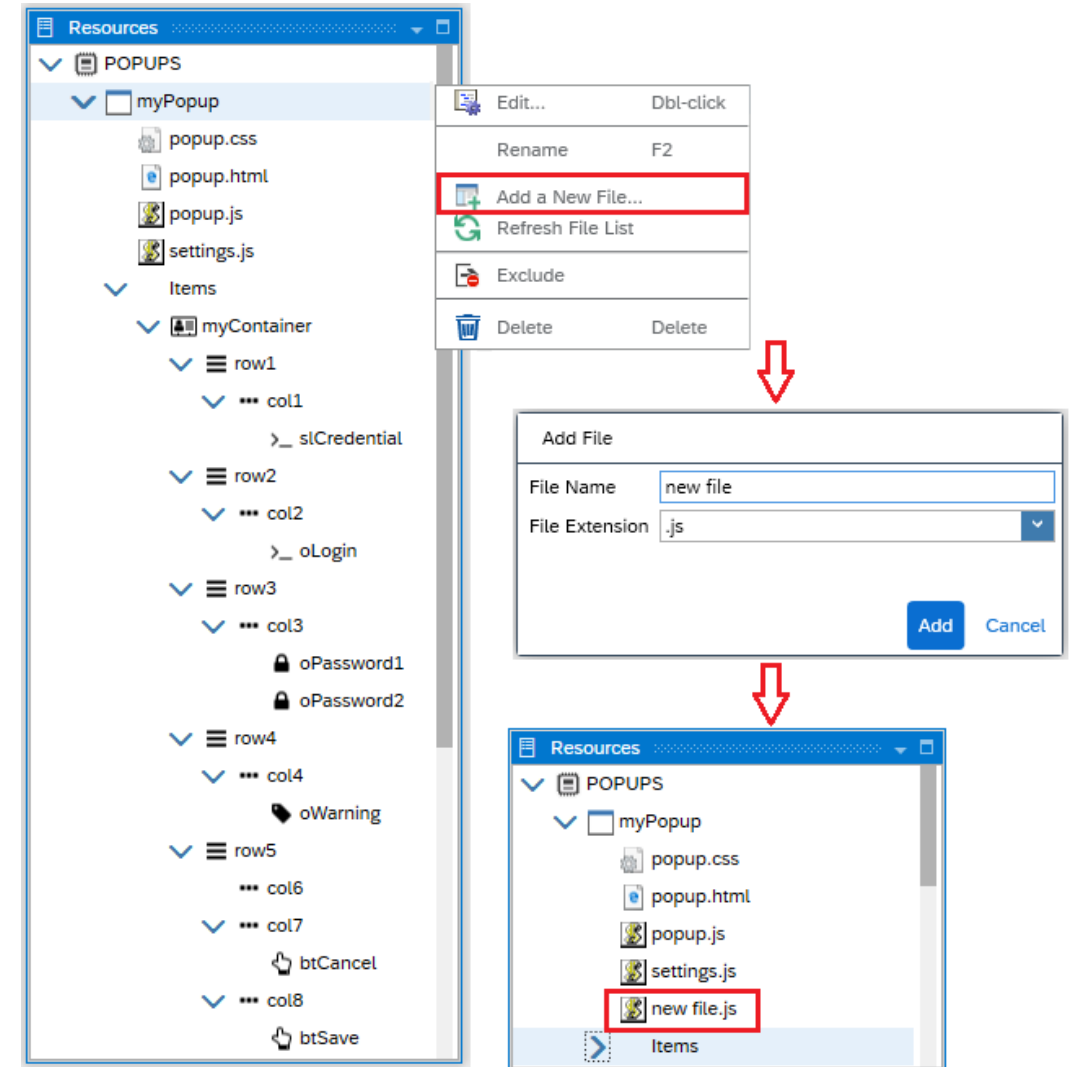
Code map

- **Code map tool window**

  – Displays the code structure of the edited script

  – Allows you to navigate to the code selecting the map entry

  – Navigate from the code to the code map

    □ Right-click the code editor

    □ Select: **Show in code map** from context menu

Popup editor zone

- **Design view**

  – Displays the popup in an embedded Internet Explorer window

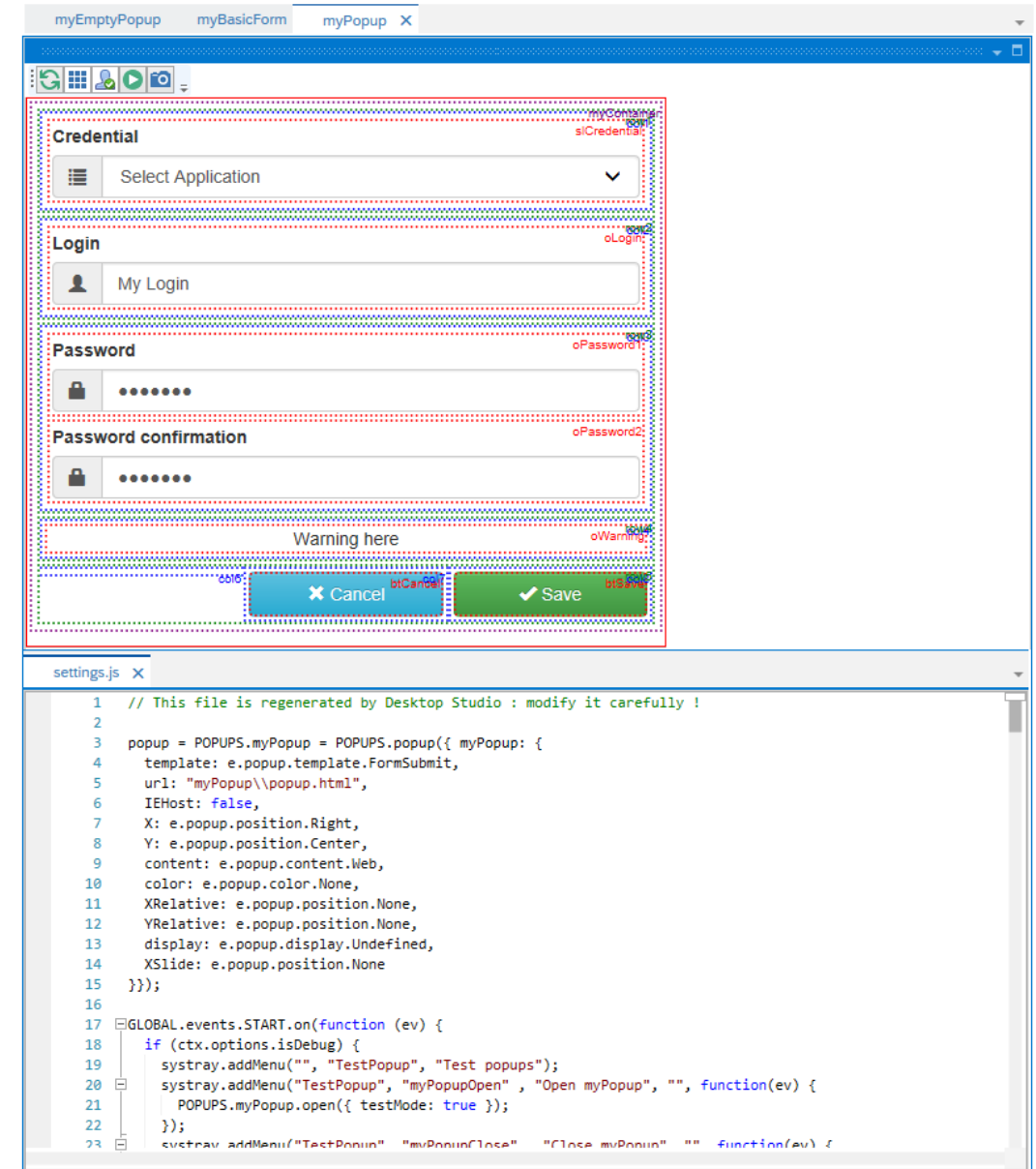 – Allows you to graphically design popups

  – Contains a toolbar with:

  - Refresh the design from the settings.js JavaScript file

  - Switch design mode on/off

  - Switch test mode on/off

  - Open the popup in an external Internet Explorer window

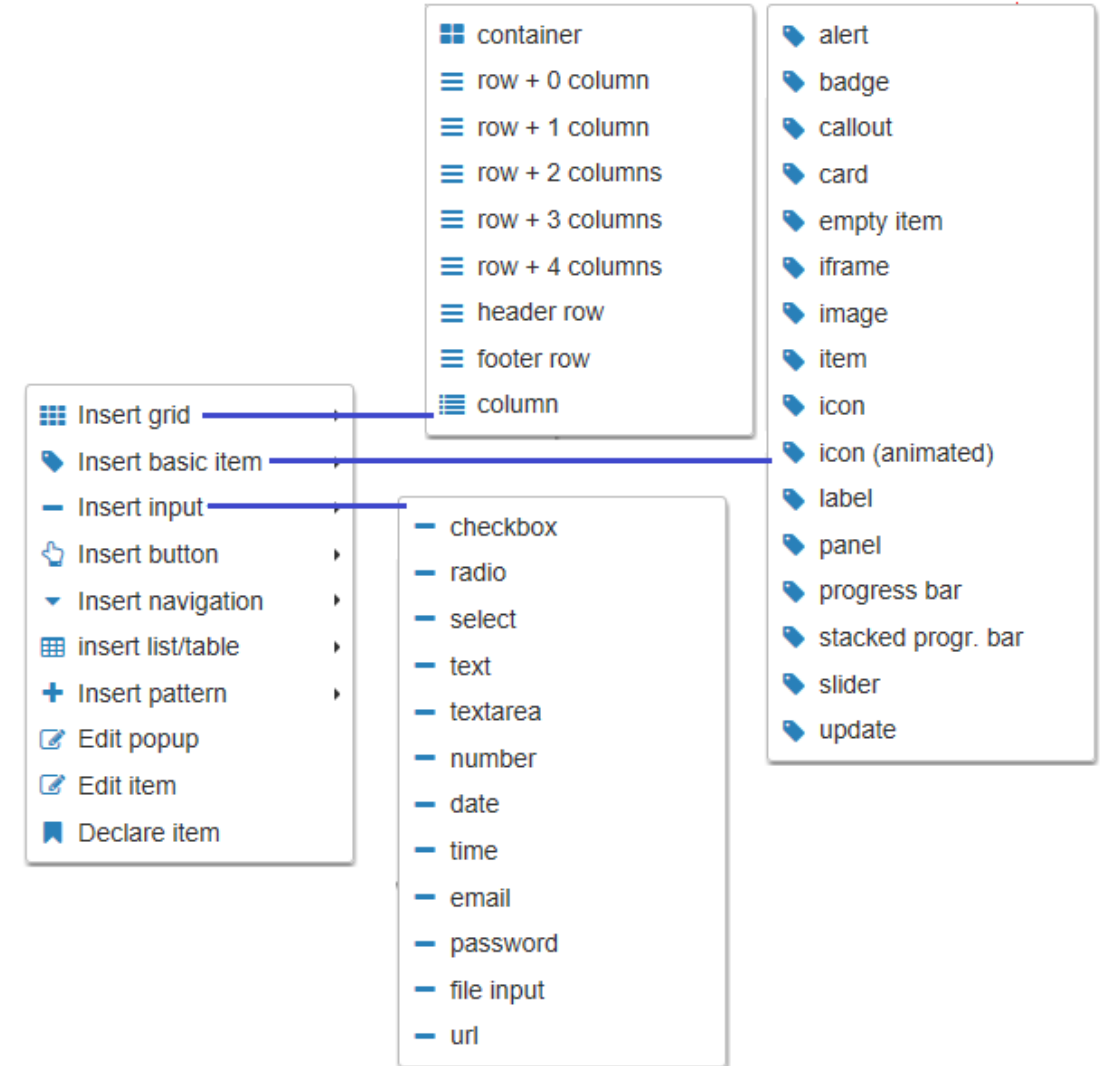 - Capture the popup to make it available in the workflow designer

Popup editor zone

- **Design mode**
  - **Add new items**
    - Right-click in the page
    - Select the desired item type from the list
    - The item is added to the **Resources** tree under the **Items** node
  - **Edit an item**
    - Click the item in the Designer view
    - The properties are displayed in the **Properties** window

Popup editor zone

- **Editor mode**

  – Allows you to edit the JavaScript files associated with the popups: **settings.js, popup.js, …**

  – Allows you to open multiple files with:

    - Syntax highlighting

    - Unlimited undo/redo

    - Auto-completion

    - Zoom

    - etc…

  – By editing the **settings.js** file, you can change the design of your popups in JavaScript.

Properties tool window

- **Properties panel**

  – Allows you to change the properties of popups and items

  – Has a toolbar with:

  - Manually refresh the design view properties value

  - Switch auto-refresh mode on/off

- **Edit properties**

  – From the Design view

    - Select the item in design mode or

    - Right-click the item and select **Edit Item** or **Edit Popup** from the context menu

    - The properties are then displayed in the property grid
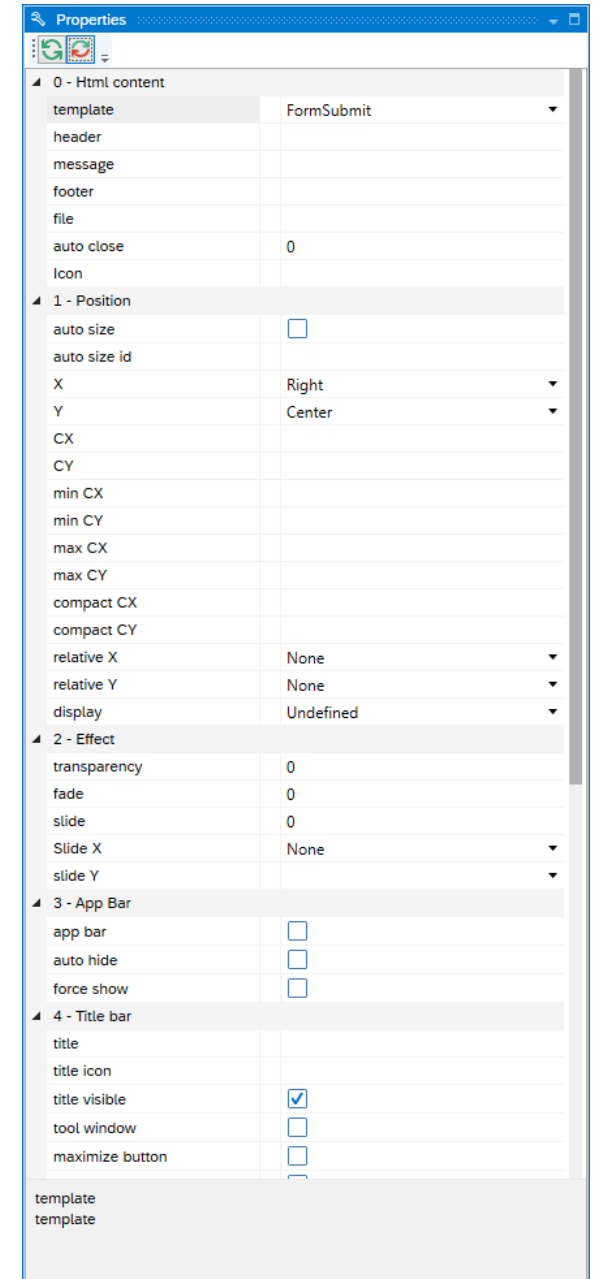
Properties tool window
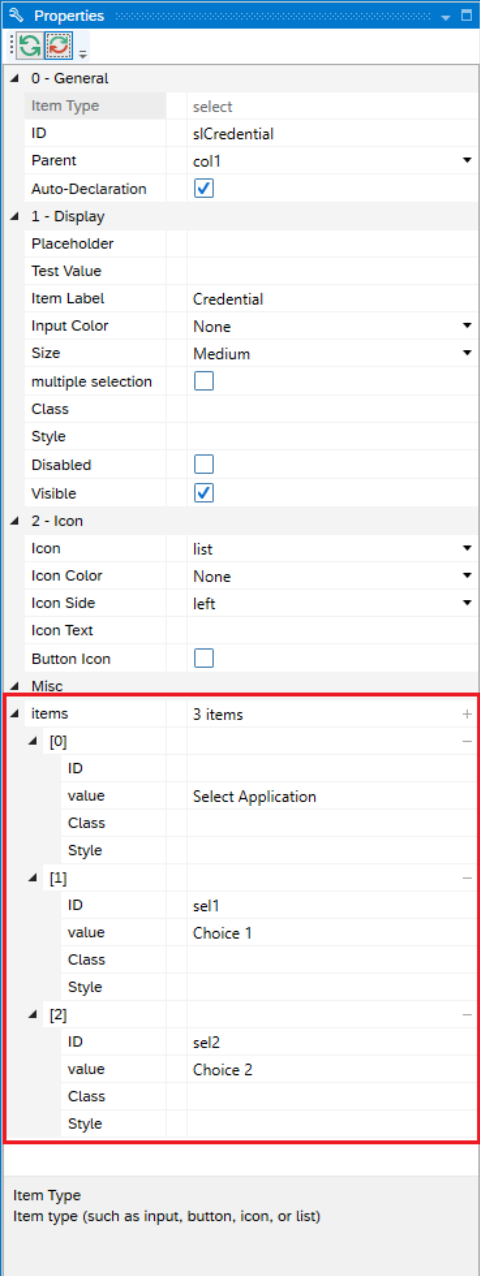
- **Refresh mode**
  - ⟳ If auto-refresh mode is on, the Design view is automatically updated each time a property change is validated in the property grid
  - ⟳ If not, the updates have to be done manually using the refresh button
- **Manage complex items**
  - Some items like radio buttons, checkboxes, etc.
  - With properties that are editable as arrays of objects:
    - Add a new object to the array using the + button
    - Remove an object from the array using the – button

NOTE: You can edit these properties in the **settings.js** file

UI Designer demo

Thank you.

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