

FIOWX.AI DESIGNER / Managing a process flow / creating-a-user-interface



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Creating a stepper structure

To create a stepper structure:

1. Go to

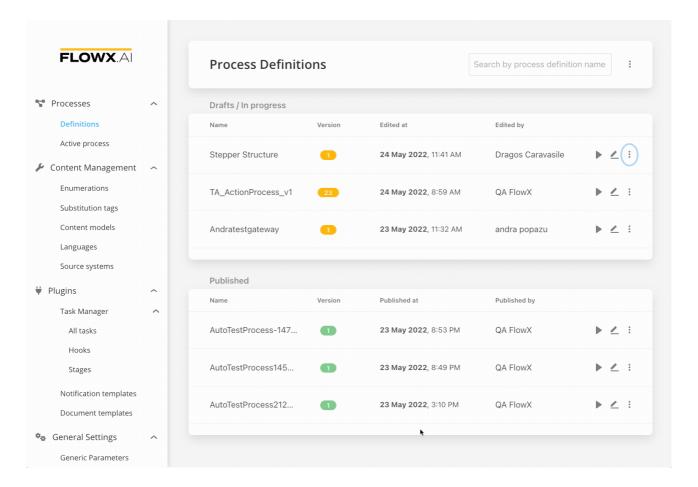
The fallback content to display on prerendering and go to the **Definitions** tab.

- 2. Click on the **New process** button, using the **breadcrumbs** from the top-right corner.
- 3. Add a start node.
- 4. Add a new **milestone** to describe all the user tasks.
- 5. Add a **user task** that will represent the first card of our step.
- 6. Add an **end milestone** for both the step and the stepper.

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7. End your process with an **end node**.

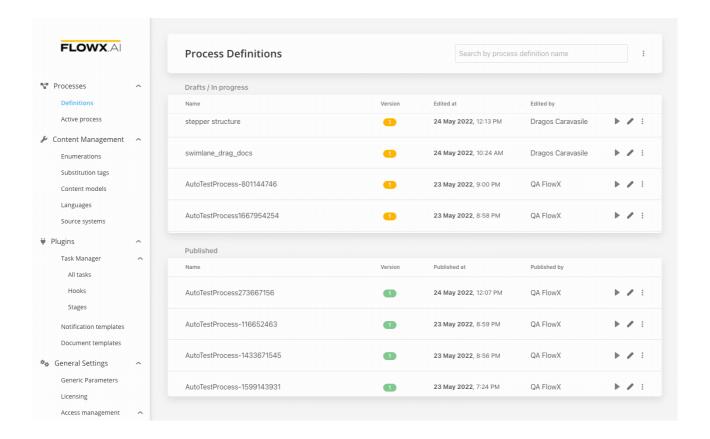


Configuring the UI

- All the UI elements are configured via the
 The fallback content to display on prerendering
- Starting from our basic process, we need to set the start of the stepper template config
- It is enough to open the drag and drop menu and add a Stepper template config for now
- For the first step, it will be useful to add also a label



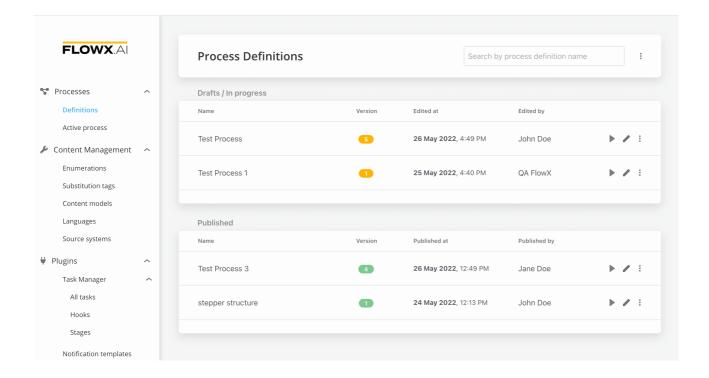
Clear the cache to test what we have until now



Testing the flow that we have

- 1. From the **process definition**, click the **Start process** button.
- 2. We will not pass any data to this process so an empty object ({}).
- 3. Click **Start Process** and you will see the first step.

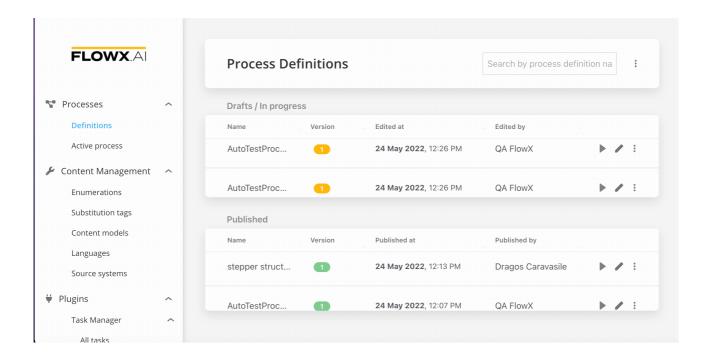




Adding a card with one input

- 1. Go to your user task (this will represent the first card of your step).
- 2. Add a CARD (this is the UI card element).
- 3. Add a **Form** to it (Form elements group inputs together).
- 4. Add an input into the form:
 - Configure the key you can use the key to retrieve the data form saved on that element
 - Configure a label

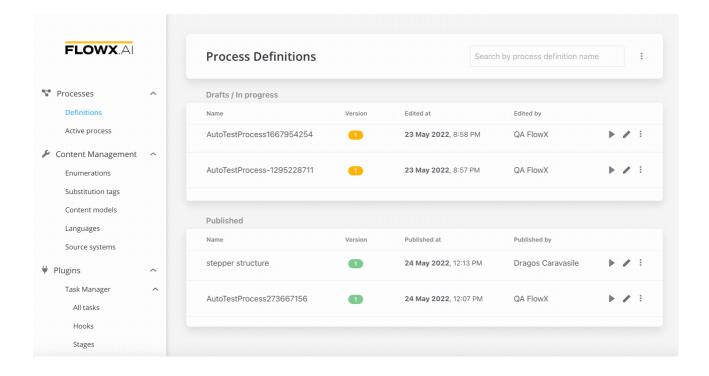




Testing our first input

- 1. Start one more time the process that you just configured.
- 2. The **input** is displayed.
- 3. Test the **input**.

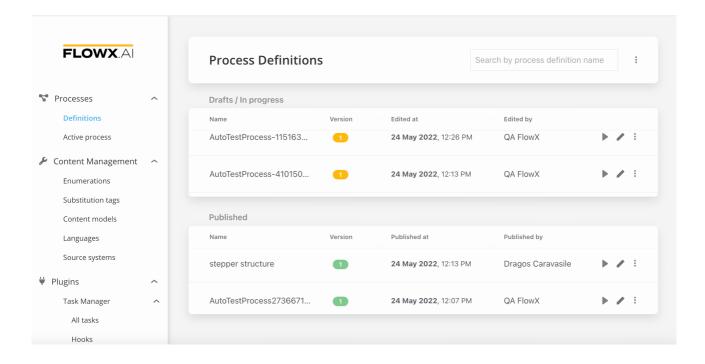


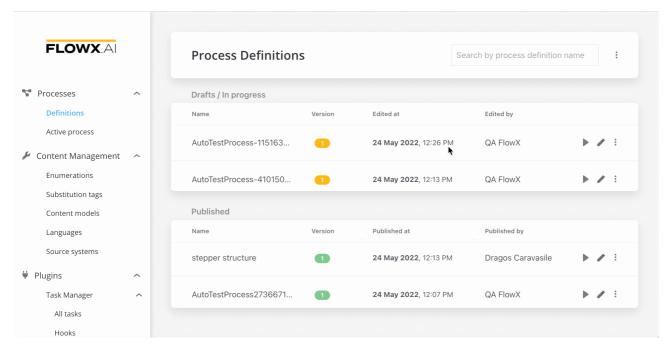


Adding second input and a submit action

- 1. Go to your user task node and add a new input via Node UI designer.
- 2. Now go back to the process and add a new action rule:
 - first we need to configure the action the action is called when the button is pressed - the action should be **Manual** (not automatic because it is triggered by a user)
 - \circ we need to keep in mind the name of the action saveDataFirstStep
- 3. Go back to the Node UI designer and add a button (we need to link the **button** to the **action** based on the name).







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