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Description

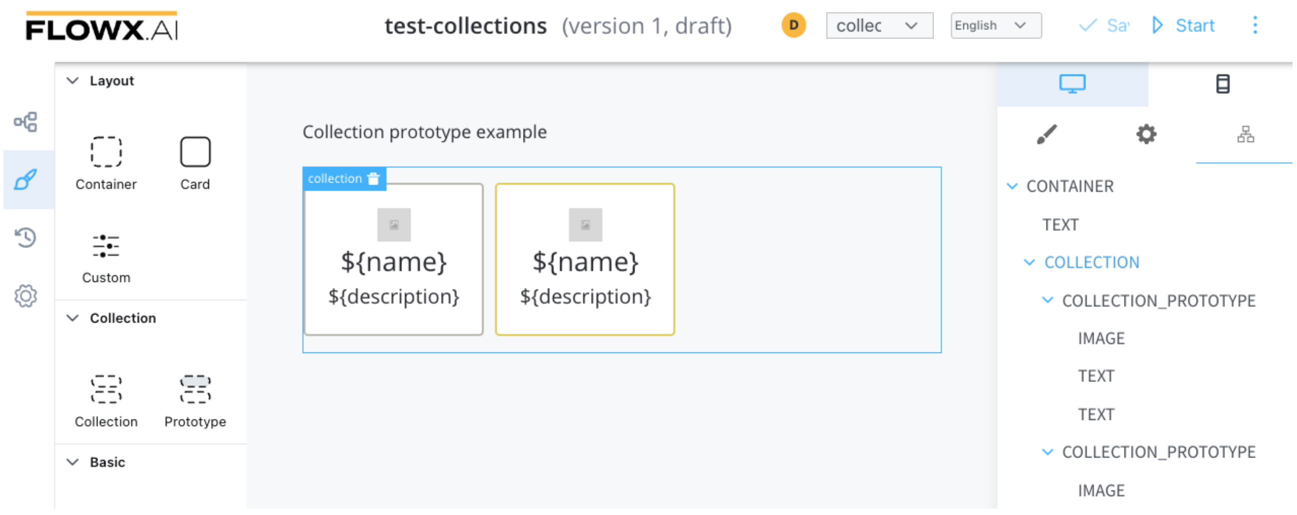
This additional container type is needed to allow multiple prototypes to be defined for a single Collection. This allows elements from the same collection to be displayed differently.

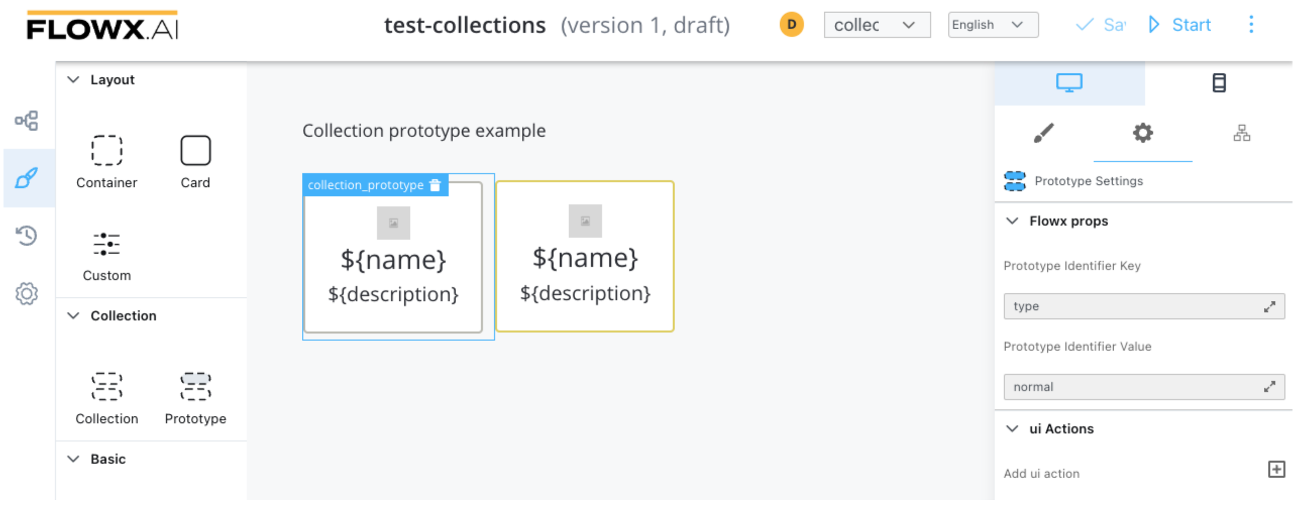
For example, suppose you are creating a piece of UI in which the user is presented a list of possible products from which to choose, but you want one of the products to be highlighted as the recommended one. This example requires a collection with two **collection prototypes** (one for the normal product and one for the recommended one).

Configurable properties:

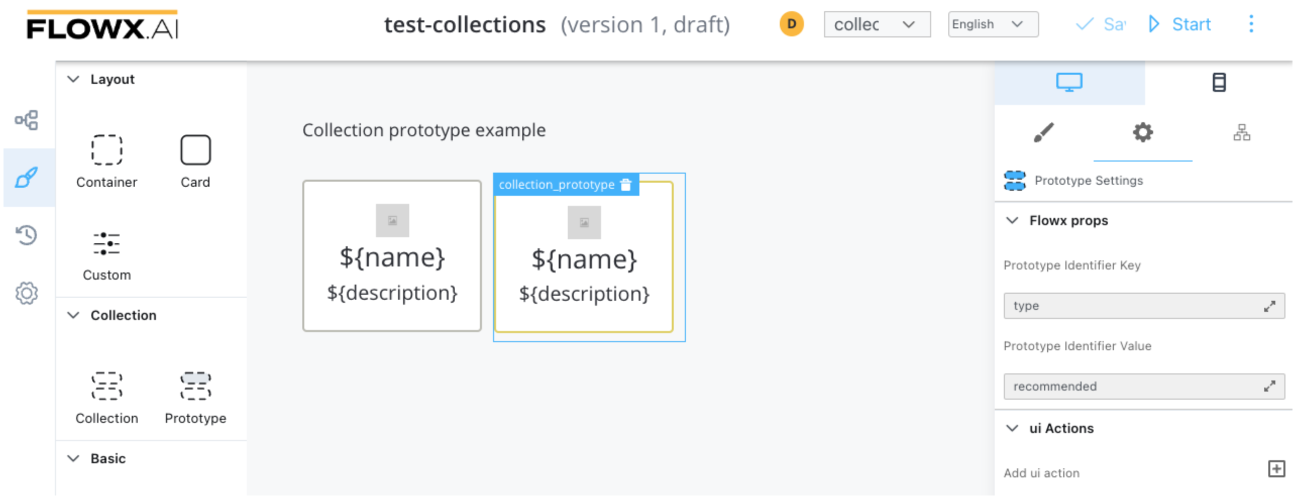
1. **Prototype Identifier Key** - the key where to look in the iterated object to determine the prototype to be shown - in the below example the key is "type"
2. Prototype Identifier Value - the value that should be present at the **Prototype Identifier Key** when this `COLLECTION_PROTOTYPE` should be displayed - in the below example the value is "normal" or "recommended"

Example





Prototype Identifier Key: type
Prototype Identifier Value: normal

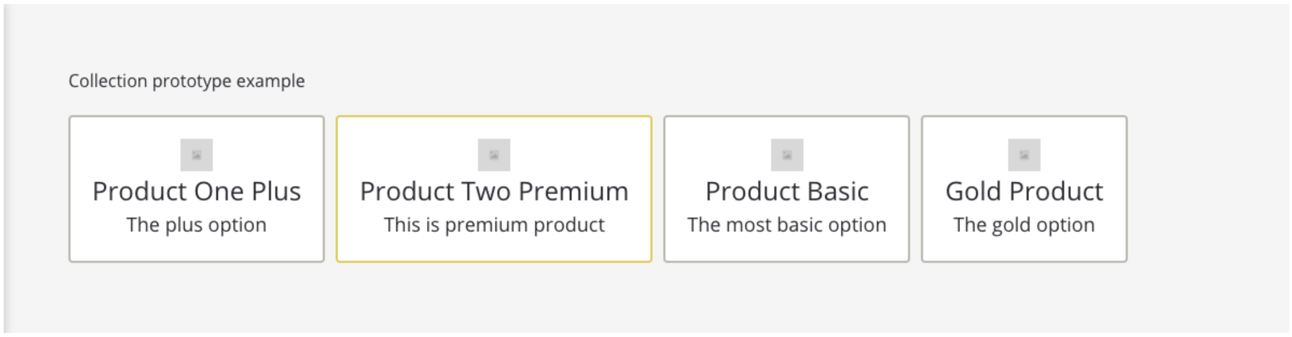


Prototype Identifier Key: type
Prototype Identifier Value: recommended

Source collection data example for products:

```
products: [
    {
      name: 'Product One Plus',
      description: 'The plus option'
      type: 'normal'
    },
    {
      name: 'Product Two Premium',
      description: 'This is premium product'
      type: 'recommended',
    },
    {
      name: 'Product Basic',
      description: 'The most basic option'
      type: 'normal'
    },
    {
      name: 'Gold Product',
      description: 'The gold option'
      type: 'normal',
    }
  ]
```

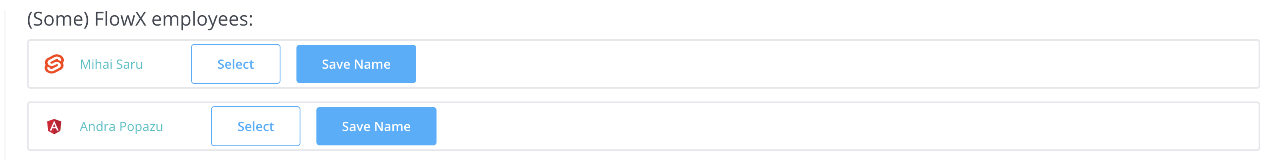
The above configuration will render:



Adding elements with UI Actions

There are a few differences you need to take into consideration when configuring elements that make use of **UI Actions** inside a **Collection Prototype**.

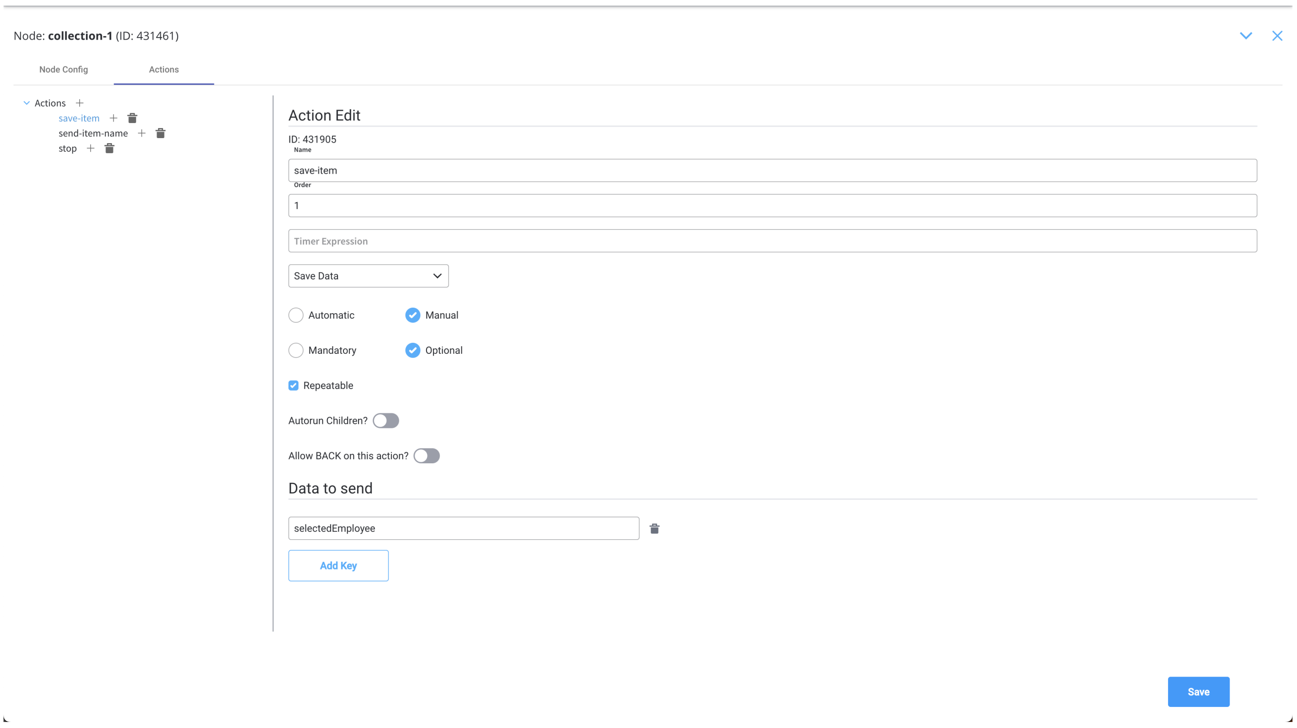
To showcase these differences, we'll use the next example:



We have a Collection with two employees and we want to provide the user with the option of selecting one of the employees (eg. to allow for further processing in the next steps of the process).

Step 1 - Defining the Node Action

To select one employee from the list, we first must add an Action to the User Task Node this UI is attached to:


Node: **collection-1** (ID: 431461)

Action Edit

ID: 431905

Name: save-item

Order: 1

Timer Expression

Save Data

( ) Automatic [✓ Manual]

( ) Mandatory [✓ Optional]

[✓ Repeatable]

Autorun Children? off

Allow BACK on this action? off

Data to send

selectedEmployee

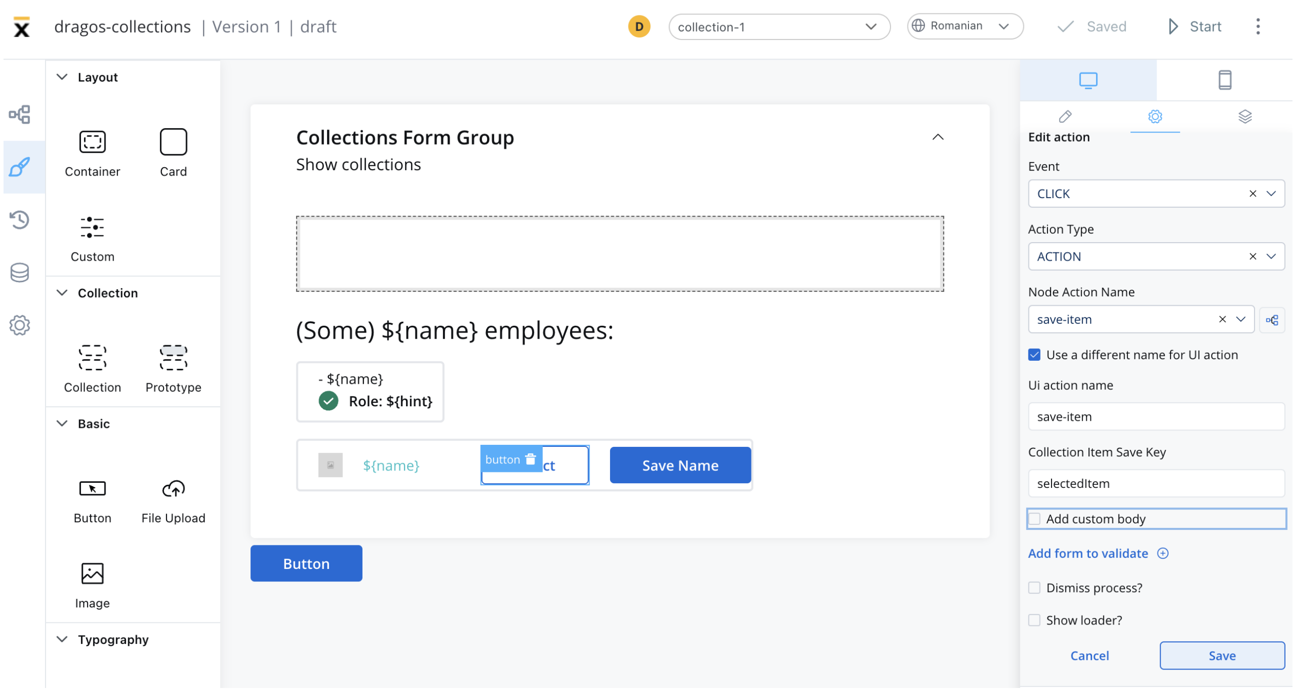
This **save-item** action is **manual** (since it will be triggered by the user) and **optionally** (since selecting an employee is not a requirement to go to the next Node in the process).

To allow the user to change his mind about the selected employee, this action is also marked as **Repeatable**.

Keep in mind to check the **Data to send** section. Here we are telling the platform where we want the selected employee (for which the user pressed the **Select** button) to be saved in the **process data**. In this example, we want it to be saved under the `selectedEmployee` key.

Step 2 - Adding the Button & UI Action

Now that we have a Node Action defined, we can go ahead and add the **Select** button in the UI of the User Task which contains the Employees Collection.



Edit action

Event: CLICK

Action Type: ACTION

Node Action Name: save-item

☑ Use a different name for UI action

Ui action name: save-item

Collection Item Save Key: selectedItem

☐ Add custom body

Add form to validate

☐ Dismiss process?

☐ Show loader?

Cancel | Save

Collection Item Save Key field has an important role in the UI Action configuration of the **Select** button. This field represents how we pass the value of the **Employee** that the user has selected to the Node Action that we created in Step 1, named *save-item*.

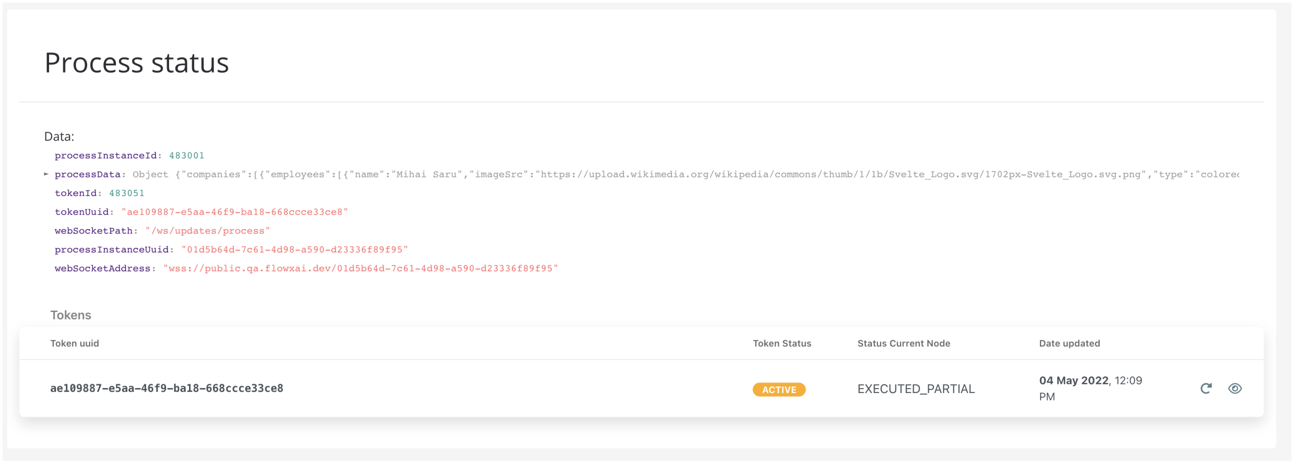
In our example, we set **Collection Item Save Key** to be `selectedEmployee`.

> **DANGER**
>
> **IMPORTANT:** `selectedEmployee` key is how we expose the data from the **Collection** to the Node Action It is **imperative** that the name in the **Collection Item Save Key** is the same as the one used in the **Data to send** input in the Node Action.

The button and UI action are mostly configured as any other Button and UI Action would be configured.

Result

This is how the process data looked before we pressed the **Select** button for an employee:



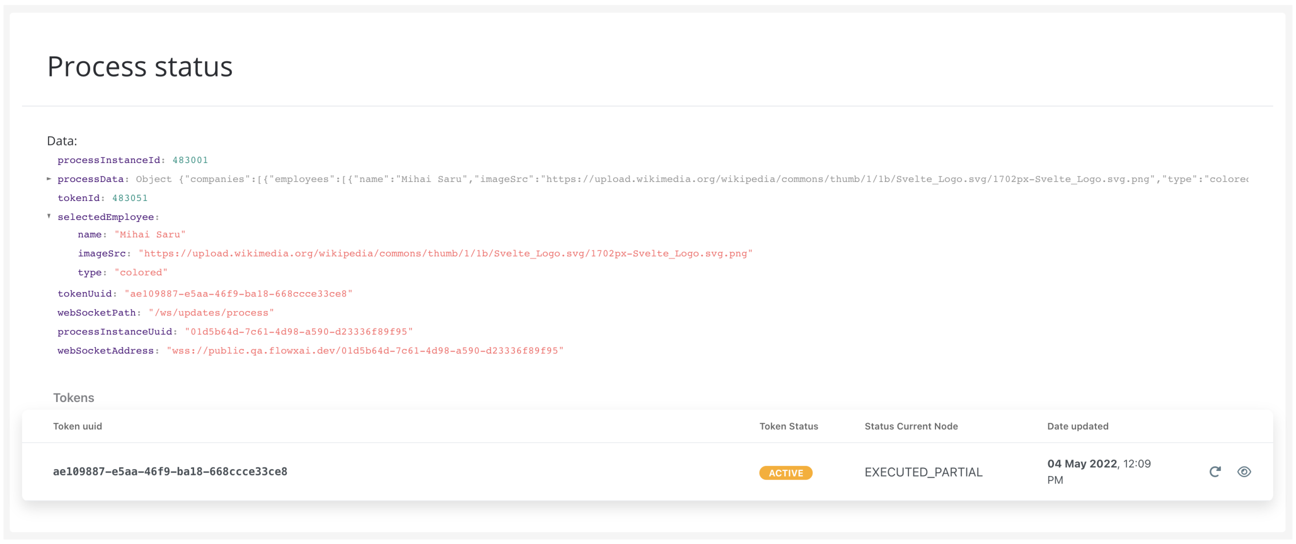
Process status

Data:
```
  processInstanceId: 483001
▸ processData: Object {"companies":[{"employees":[{"name":"Mihai Saru","imageSrc":"https://upload.wikimedia.org/wikipedia/commons/thumb/1/1b/Svelte_Logo.svg/1702px-Svelte_Logo.svg.png","type":"colore
  tokenId: 483051
  tokenUuid: "ae109887-e5aa-46f9-ba18-668ccce33ce8"
  webSocketPath: "/ws/updates/process"
  processInstanceUuid: "01d5b64d-7c61-4d98-a590-d23336f89f95"
  webSocketAddress: "wss://public.qa.flowxai.dev/01d5b64d-7c61-4d98-a590-d23336f89f95"
```

Tokens

Token uuid	Token Status	Status Current Node	Date updated
ae109887-e5aa-46f9-ba18-668ccce33ce8	ACTIVE	EXECUTED_PARTIAL	**04 May 2022**, 12:09 PM

This is how the process data looks after we selected an employee from the list (notice the new field `selectedEmployee`):



Process status

Data:

```
  processInstanceId: 483001
► processData: Object {"companies":[{"employees":[{"name":"Mihai Saru","imageSrc":"https://upload.wikimedia.org/wikipedia/commons/thumb/1/1b/Svelte_Logo.svg/1702px-Svelte_Logo.svg.png","type":"colorec
  tokenId: 483051
▾ selectedEmployee:
      name: "Mihai Saru"
      imageSrc: "https://upload.wikimedia.org/wikipedia/commons/thumb/1/1b/Svelte_Logo.svg/1702px-Svelte_Logo.svg.png"
      type: "colored"
  tokenUuid: "ae109887-e5aa-46f9-ba18-668ccce33ce8"
  webSocketPath: "/ws/updates/process"
  processInstanceUuid: "01d5b64d-7c61-4d98-a590-d23336f89f95"
  webSocketAddress: "wss://public.qa.flowxai.dev/01d5b64d-7c61-4d98-a590-d23336f89f95"
```

Tokens

Token uuid	Token Status	Status Current Node	Date updated
ae109887-e5aa-46f9-ba18-668ccce33ce8	ACTIVE	EXECUTED_PARTIAL	**04 May 2022**, 12:09 PM

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