# Silverlight Layout Editor Test Page Update

We need to be able to quickly test different layout editor scenarios from the LayoutEditor.Web project using the existing communication structure. Also, a zero-interaction approach should be used to simplify development.

## Communication Structure Summary

The Layout Editor start-up state and functionality is determined by the JSON which is provided to the Silverlight control through a JavaScript function:

GetJsonLPE

This returns JSON (see tables at end of this document for examples)

In the Silverlight control the LayoutEditorPopulationService deserializes the JSON to a C# class LayoutEditorPopulation.

In turn, the data in the LayoutEditorPopulation object is used to configure the behaviour of the editor.

## Test Pages

The existing LayoutEditorTestPage.aspx is used as the entry point for development, allowing the developer to quickly launch and test/debug the current features under development.

Also LayoutEditorTestPage has been modified to accept a query string argument, which is a configuration number. (If no number is specified, then configuration 0 is used).

Thus, the configuration number is used to setup the actual JSON returned by the client-side GetJsonLPE function. This is implement as a switch statement and the JSON returns corresponds to the JSON configuration data as specified in the “Silverlight Layout Editor Test Configurations.docx”

With the change the test page can be launched to test various configurations:

/LayoutEditorTestPage.aspx

/LayoutEditorTestPage.aspx?config=1

/LayoutEditorTestPage.aspx?config=2