Display Settings Reference

Configure general display properties.

Display Settings (Reference) configure display-level properties including mode (Page/Popup/Dialog), resize behavior, borders, and placement options within the Drawing workspace.

Display Settings control:

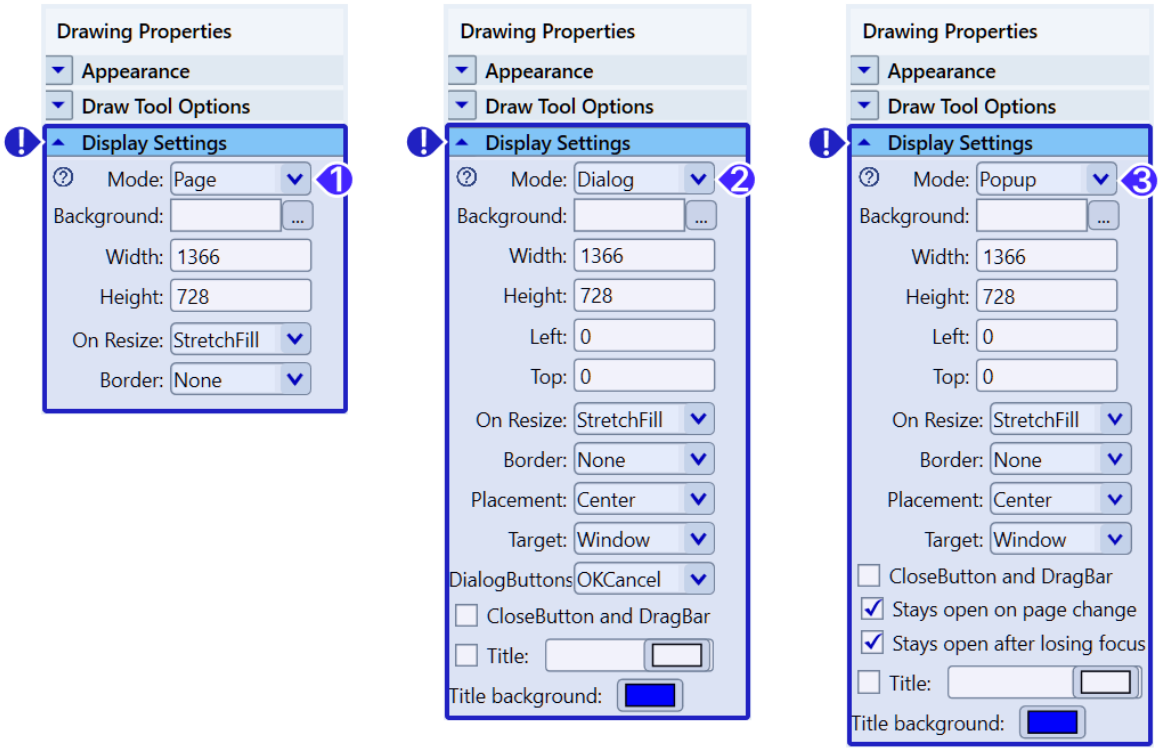
- Display mode behavior
- Window properties
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Access via **Properties Sidebar** **Display Settings** when in Drawing workspace.

Display Modes

Mode	Behavior	Use Case
Page	Replaces current display	Main navigation screens
Popup	Non-modal overlay, auto-closes on navigation	Information panels
Dialog	Modal overlay, blocks interaction	User confirmations



Page: Closes the last active page listed on the Displays Layouts page when a new page is opened.

Popup: Overlays the current display on top of other displays without closing them. Automatically closes when a new page is opened.

Dialog: Opens a modal dialog that disables all underlying controls until the dialog is closed, requiring user interaction to proceed.

Background Options

Type	Description	Configuration
Color	Solid color fill	Color picker
Theme	Theme-based palette	Auto-updates with theme
HPG	High Performance Graphics	ISA 101 standard
Image	Image background	Select from resources

Resize Behavior

The display-level **OnResize** property governs how a display adapts when the area it is rendered into changes size. Five values are available:

OnResize value	Effect	Aspect Ratio	Use for
StretchFill	Fills the entire area; may distort	Not preserved	Background art, decorative full-bleed image
StretchUniform	Scales as one unit, keeping proportions	Preserved	Process diagram, P&ID, equipment mimic
Responsive	Elements reposition / resize individually per their locks	Element-specific	Canvas with a dominant control; docked Header / Footer / Menu
NoAction	Fixed size; content outside the rendered area is clipped	Original maintained	Popup, Dialog, Form
ResizeChildren	All elements scale proportionally as one unit	All elements scale	Viewer and text-led pages

Responsive Layout

When using Responsive:

- Check layout coordinates to enable
- Checked properties adjust during resize
- Maintains relative positioning

Choosing the right value

Each value maps cleanly to a display role. Pick the row that matches the display you are building. This mirrors the decision tree on the Responsive Design and RESS concept page, which is the how-to companion to this reference.

Display role	OnResize value	Why
Canvas whose **prominent element should resize** — DataGrid, TrendChart, AlarmViewer, asset tree	**Responsive** (+ element locks on that element)	The display fills the client area and the dominant control stretches with it. Set the per-element locks below on the control that should grow; small labels and nav icons keep no locks and stay put.
Process diagram, P&ID, drawing or mimic	**StretchUniform**	Preserves aspect ratio so pipes, vessels, and connections stay visually correct under non-square viewports.
Viewer / text-led page where everything scales together	**ResizeChildren**	All elements scale proportionally as one unit, keeping text and its surrounding layout in proportion.
Header / Footer / Menu (docked regions)	**Responsive + LockedHeight** (Header / Footer) or **Responsive + LockedWidth** (Menu)	The region stays responsive so its content reflows, while the docked band height (Header / Footer) or rail width (Menu) is pinned to native pixels. Match the Header native Width to the Layout Width so it does not compress horizontally.
Popup, Dialog, Form	**NoAction**	The carefully tuned pixel layout stays exactly as designed; these surfaces are sized to their content, not to a resizable client area.
Background art, decorative full-bleed image	**StretchFill**	Fills the viewport edge to edge; distortion is acceptable because no measurements are conveyed. Not a sensible default for any display whose elements convey measurements or relative positions.

Docked Header / Footer / Menu use Responsive, not NoAction. A docked region is set to **Responsive** together with **LockedHeight** (Header / Footer band) or **LockedWidth** (Menu / SubMenu rail) so the band stays a fixed thickness while its content still reflows to the available width. Setting a docked Header to NoAction is the wrong knob — it freezes the whole region instead of pinning only the thickness.

Resize lock properties

Six flat properties refine resize behavior. The four **element-level** locks are set per element in the Properties panel and are honored only when the display's OnResize is **Responsive**; under StretchUniform, StretchFill, ResizeChildren or NoAction they have no effect. The two **display-level** locks pin a docked region while it stays Responsive.

Property	Scope	Effect
IsWidthAlign	Element	STRETCH — the element's *width* grows with its container
IsHeightAlign	Element	STRETCH — the element's *height* grows with its container
IsLeftAlign	Element	MOVE — the element tracks the container's *right* edge (keeps a fixed right margin)
IsTopAlign	Element	MOVE — the element tracks the container's *bottom* edge (keeps a fixed bottom margin)
LockedWidth	Display	Pins a docked **Menu** / **SubMenu** rail to its native width; the rail keeps its pixel width instead of stretching horizontally
LockedHeight	Display	Pins a docked **Header** / **Footer** band to its native height; the band keeps its pixel thickness instead of stretching vertically

Set all six locks through the Designer Properties panel, not by hand-editing display XAML.

NoAction note. When a Display is rendered into an area smaller than its design size, NoAction does not scale — content outside the rendered area is clipped. This is the desired behavior for pixel-exact layouts but means the design size should match the smallest expected rendering target.

Precision note. A Layout region's "Header set to Stretch" refers to the region's **HorizontalAlign = Stretch** — how the region fills its Layout column — which is a different knob from the display's **OnResize = StretchUniform**. Do not conflate region HorizontalAlign with OnResize=StretchUniform; they govern different things.

Border Styles

Style	Appearance	Use Case
None	No border	Clean interface
Thin	Minimal outline	Subtle separation
Double	Two parallel lines	Decorative boundary
Flat3D	Depth effect	Elevated appearance
Resize	Interactive border	User-adjustable

Placement & Target

Placement Options

- **Center** - Centered in container
- **TopLeft/TopRight** - Corner positions
- **BottomLeft/BottomRight** - Lower corners

Target Options

- **Mouse** - Follows cursor position
- **Window** - Fixed window location

Dialog Configuration

Button Sets

- **OK** - Single confirmation
- **OKCancel** - Confirm or cancel
- **YesNo** - Binary choice
- **YesNoCancel** - Choice with escape
- **None** - Information only

Additional Options

- **CloseButton** - Enable/disable close
- **DragBar** - Allow window dragging
- **Stays open on page change** - Persist navigation
- **Stays open after losing focus** - Keep visible
- **Title** - Display title text
- **Title background** - Title bar color

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