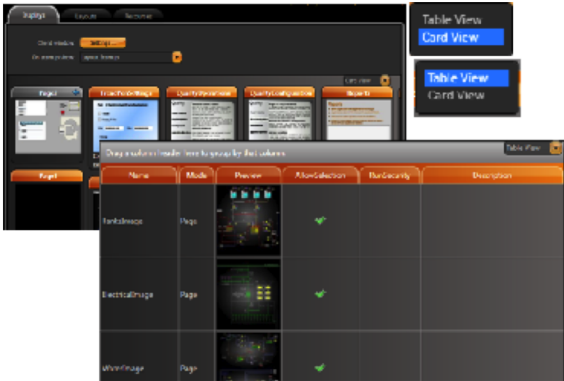


# Creating Displays

## Selecting and Creating Displays

Displays are components of the user interface for your application. A display can have multiple elements in it, including controls, data display areas, static areas that always display and more. Elements of the display can be static, that is, they always display, such as a menu bar, toolbar, or status bar. Displays can also change depending on what the user clicks or selects.



In this section...

- On this page:
- Select displays
  - Create a new display

### Select displays

- Go to **Edit > Displays > Displays**.
- Select CardView or TableView.

See the list of available displays.


Column	Description
Name	Read-only. Name of the Display. Configured in Draw.
ClientType	Read-only. Shows the type of the client, either NET or HTML5.
Mode	Read-only. Shows whether the display is used as a Page, a Popup, or a Dialog. Configured in Draw.
Preview	Read-only. Shows a thumbnail of the display.
AllowSelection	Select to allow users to select the display from the PageSelector.
Width	Read-only. Display width in WPF units (one WPF unit = 1/96 inch). Configured in Draw
Height	Read-only. Display height in WPF units. Configured in Draw
Left	Read-only. Left margin, in WPF units, for Canvas layouts. Configured in Draw
Top	Read-only. Top margin, in WPF units, for Canvas layouts. Configured in Draw
Dimension	Read-only. Configured in Draw
Size	Read-only. Configured in Draw
EditSecurity	Select which categories of users have access to edit this display.
RunSecurity	Select which categories of users have access to this display at runtime.
Description	Enter a description for this display.
[Other columns]	For definitions of other columns that are available in many tables, see " <a href="#">Common Column Definitions</a> ".



In order to edit a display, select the display and press the DRAW button.

When you are in the Drawing environment you can also switch displays using the dropdown list on the top toolbar.

## Create a new display

- Go to **Draw > Drawing**.
- Click  **Close Display and Create New One**. (If you do not see this button in the toolbar, make your window wider.) The New Display window displays.
- Enter information, as needed.

Column	Description
Display Name	Enter a name for the display.
Description	Enter a description for the display.
.NET Smart Client	Select this option if the display is designed to be presented natively on the host platform.
HTML5	If you plan to use this display as HTML5 on browsers, select this option when you create the display. <b>You cannot change it later.</b> <ul style="list-style-type: none"> <li>• Select to be able to use this display with any browser. When you select this option, display settings in other parts of the Draw area only show options that are compatible with the HTML5 feature.</li> </ul>
iPad/iPhone iOS Target	If you plan to use this display for iPad and iPhone users, select this option when you create the display. You cannot change it later. <ul style="list-style-type: none"> <li>• Select to be able to use this display with iPads and iPhones. When you select this option, display settings in other parts of the Draw area only show options that are applicable to both Windows and iPads/iPhones.</li> <li>• Select the default view for iPad and iPhone users: Landscape or Portrait.</li> </ul>

- Click **OK**.
- On the left side of the window in the DisplaySettings, enter or select information, as needed. If you selected the iPad/iPhone iOS Target or HTML5 option when you created the display, not all of the DisplaySettings are available.

Column	Description
Mode	Select the type of display you want to create: <ul style="list-style-type: none"> <li>• Page—Default. Opening a page automatically closes the last page on the current layout and displays in the area last in the list on <b>Displays &gt; Layouts</b> page. Only pages display in the layout.</li> <li>• Popup—A popup opens on the top of all other displays. When you open a new page, by default, all popup displays are closed. Controls on other displays are available.</li> <li>• Dialog—A dialog opens as a modal dialog, which disables the controls on all other open displays until you close the dialog. Clicking <b>OK</b> executes an appropriate method on the display CodeBehind.</li> <li>• PopupWindow—A window popup opens on the top of all other displays. When you open a new page, by default, the popup window displays are not closed. Controls on other displays are available.</li> </ul>
Background	Select the background color for the display.
Width	Enter the width of the display, in WPF units (device-independent pixels; one WPF unit = 1/96 inch). Be sure to take into account the size of the layout.
Height	Enter the width of the display, in WPF units (device-independent pixels; one WPF unit = 1/96 inch). Be sure to take into account the size of the layout.
Border	Select the type of border.
CloseButton	Select to display Close button. Available only for Popups, Dialogs and PopupWindows.
Animation	Select the type of animation to use when starting this display.
Show on PageSelector Object	Select to include this display in the page selector that lets users go directly to a different display in the application.
iPad/iPhone iOS target	Read-only. Shows whether you selected the iPad/iPhone iOS Target option when you created the display.
Placement	Select where on the layout you want to place the display. Available only for Popups and Dialogs.
Target	Select whether the display appears relative to the mouse position or relative to the whole window. Available only for Popups and Dialogs.

DialogButtons	Select the buttons you want on the dialog. Available only for Dialogs.
Title	Enter a title that appears at the top the display.
Title Background	Select a color for the title background.
Stays Open on Page Change	Leave the popup window open when the user clicks something that opens a different display. Available only for Popups.
Stays Open After Losing Focus	Leave the popup window open when the user clicks a different display. Available only for Popups.
Left	Enter how far from the left of the layout the display should appear, in WPF units. Available only for Canvas layouts.
Top	Enter how far from the top of the layout the display should appear, in WPF units). Available only for Canvas layouts.

- Use the drawing tools to create the display.
  - Select a button in the vertical toolbar. Place the cursor on the display area, then click and hold the left mouse button while dragging the cursor across the display area.
  - To see a menu of options, right-click the drawing object. The context menu provides actions that are specific to the selected object.
  - To select multiple objects, press **Shift +** left mouse-click on each object.
  - The horizontal toolbar (at the bottom of the Drawing tab) contains buttons to group, combine, align, and lock the selected objects. For more information about the drawing tools, see [Designer Drawing Tools](#), below.



When selecting multiple objects, the last object selected is the "master," whose properties are shown on the left. If you then align the objects, the alignment is based on the master. If you change other properties, the properties are changed for all selected objects.

- Click **Save Display**.
- Continue with [Creating Layouts](#).