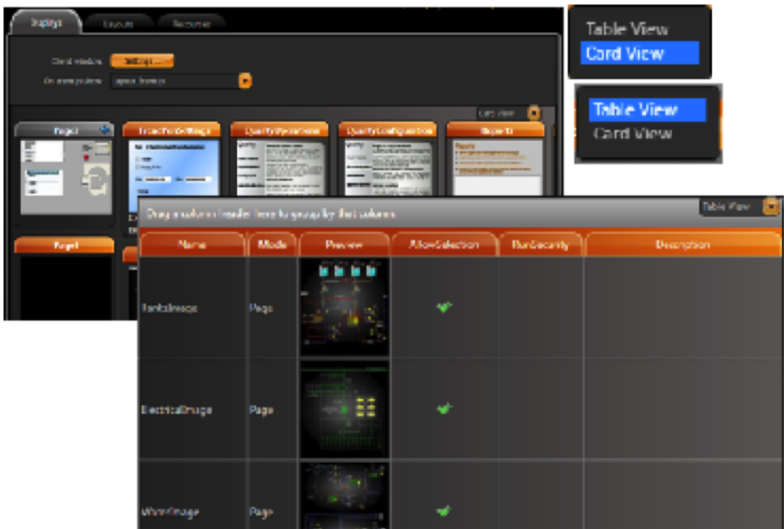


# Creating Displays

## Selecting and Creating Displays

Displays are components of your application's user interface. A display can have multiple elements in it, including controls, data display areas, etc. The elements of a display can be static, that is, they always display items like a menu bar, toolbar, or status bar. Displays can change depending on what the user clicks or selects.



## Select displays

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

Below is 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 as 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 in 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 in 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                  | When you create a display, select this option if you plan to use it as an HTML5 display in web browsers. <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, only their display settings are available.

| Column      | Description   |
|-------------|---|
| Mode        | Select the type of display you want to create: <ul style="list-style-type: none"><li>• Page—Default. When you open a page, the system automatically closes the last page that is listed last on the <b>Displays &gt; Layouts</b> page. Only pages display in the layout.</li><li>• Popup—A popup opens on top of the other displays. When you open a new page, by default, all popup displays are closed. The controls on other displays are available.</li><li>• Dialog—A dialog opens as a modal dialog that 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 other displays. When you open a new page, by default, the popup window displays are not closed. The 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 the 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. The page selector 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 the placement of the display on the layout. 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](#).



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](#).