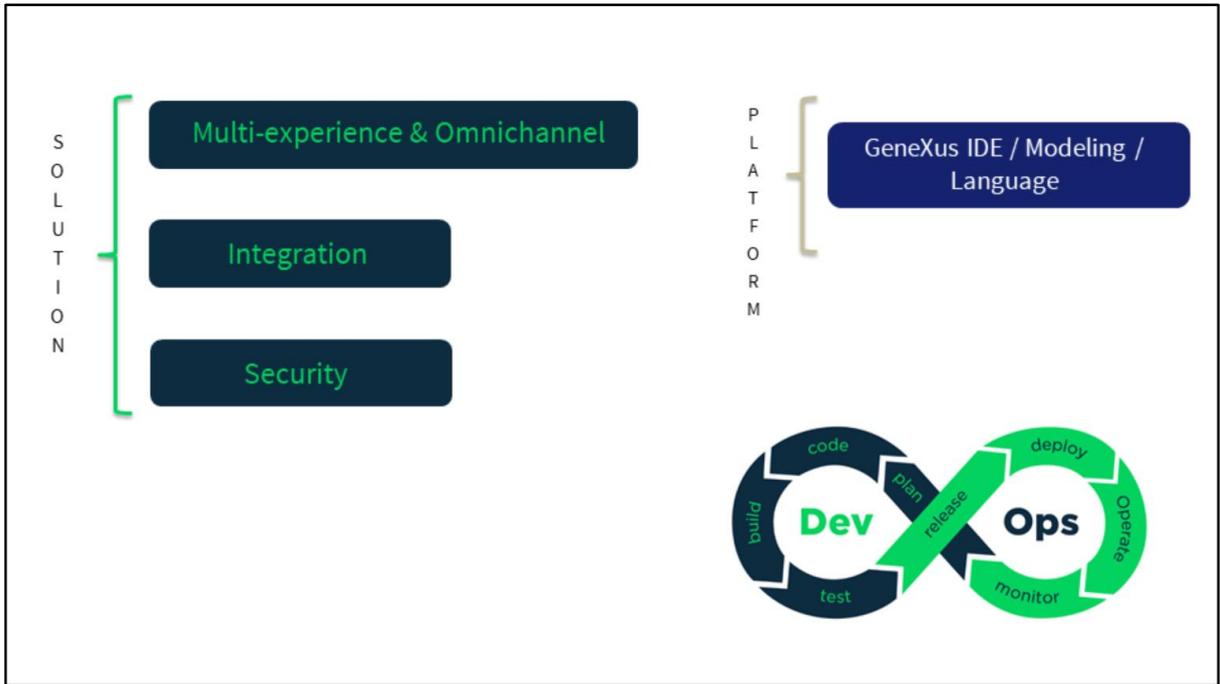


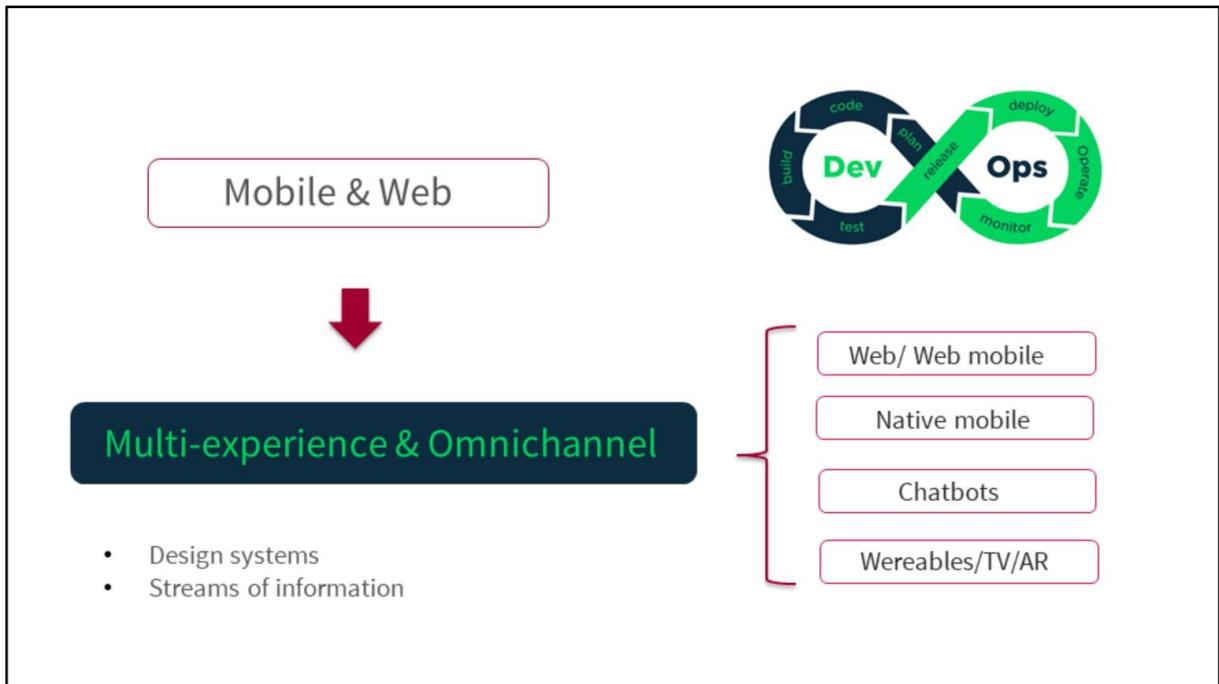
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The power of doing

Development

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In what follows we will see at the same time new possibilities for the developed solutions and how to get the implementation in the platform.



We said in the presentation that from a mobile and web experience, we went to the idea of multi-experience ...

In this section of the course we will see the first two points we had mentioned before: Design Systems and how to make grids present their information in a more fluid way.

Design Systems

Principles

Patterns

Practices

Design Systems



Integrate the designers (Design Ops)



Design system

Base styles

Themes

Controls

Stencils

Patterns

Master Page

Controls

Base styles

CSS Frameworks

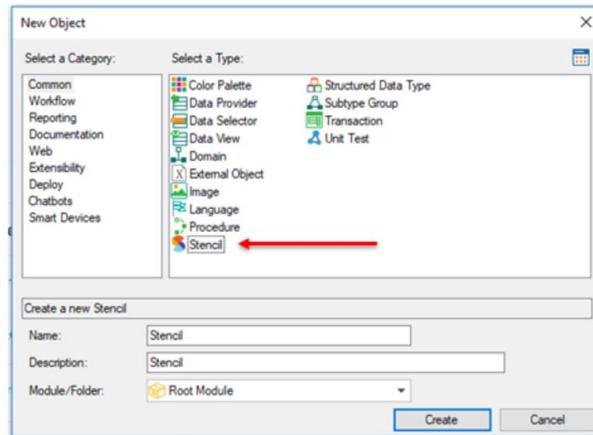


etc...

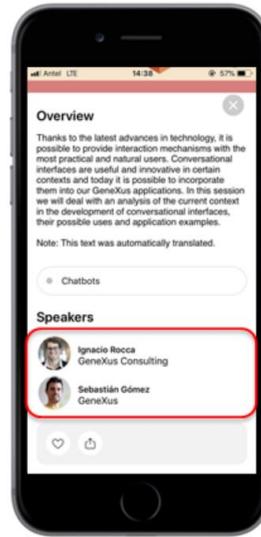
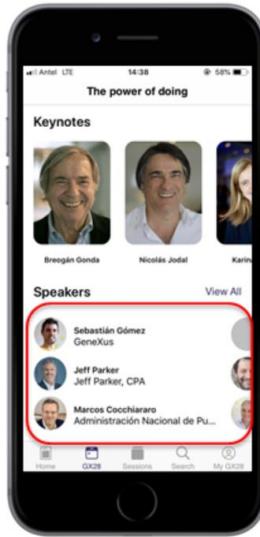
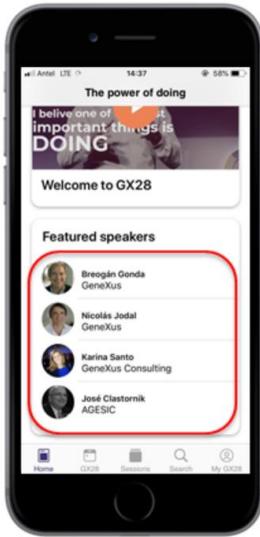


Stencils

What is a Stencil?

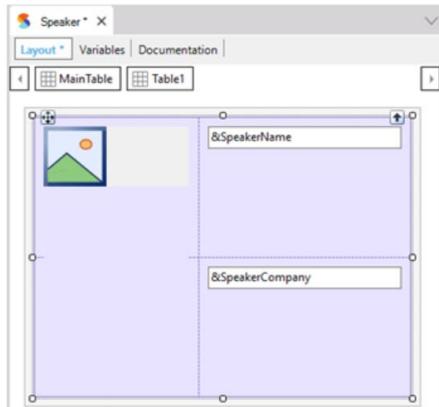


GX28 – Speaker example



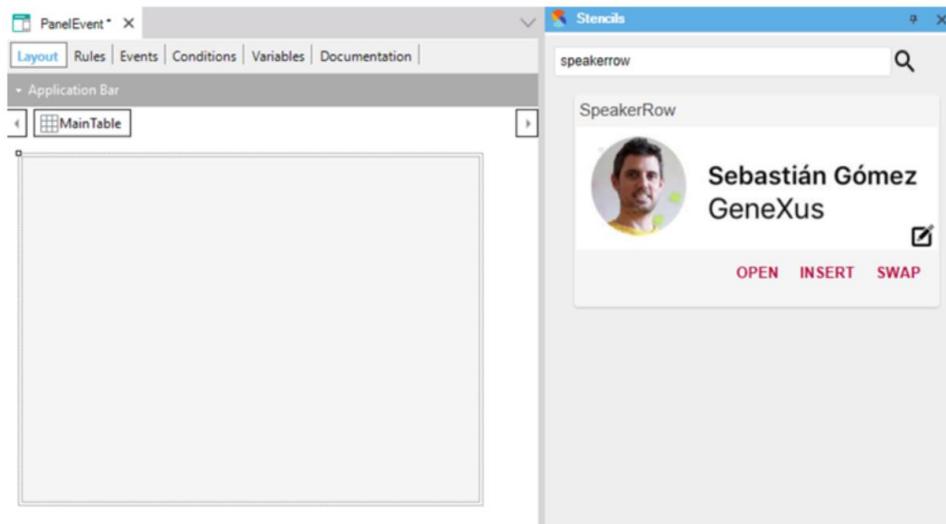
Stencil Object

Controls + design properties



Sebastián Gómez
GeneXus

Inserting an Stencil on my layout



Stencil versions

V.1



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GeneXus

V.2

Sebastián Gómez
GeneXus



V.3



Sebastián Gómez
GeneXus

V.n...

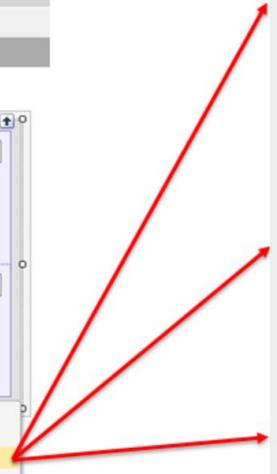


Lorem Ipsum

SWAP

The screenshot shows the main application interface with a design canvas. The canvas contains a speaker card template with two text fields: `&SpeakerName` and `&SpeakerCompany`. A context menu is open over the canvas, listing the following options: `Insert Attribute/Variable...`, `Delete` (with a red 'X' icon and `SUPR` shortcut), `Search for Compatible Stencils...` (highlighted in yellow), `Unwrap Stencil`, `Open Referenced Stencil`, and `Go To Event`.

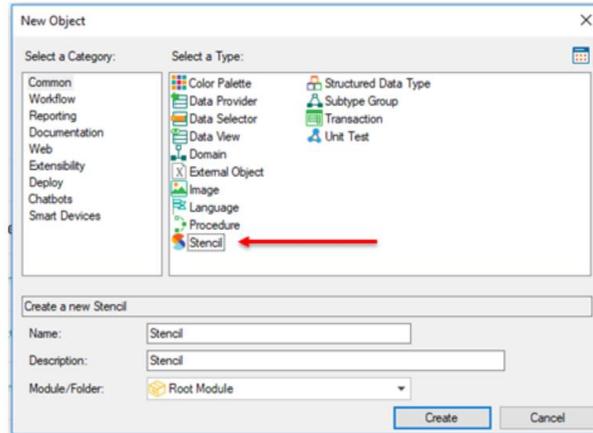
The screenshot shows the Stencils panel with a speaker card stencil. The stencil is titled `Sebastian Gomez GeneXus` and contains a circular profile picture, the name `Sebastián Gómez GeneXus`, and three buttons: `OPEN`, `INSERT`, and `SWAP`. The `SWAP` button is highlighted with a red box. The panel also shows a `SpeakerCardTop` stencil below it, which is a partial version of the same card.



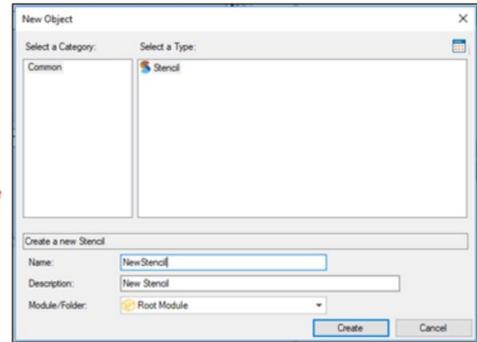
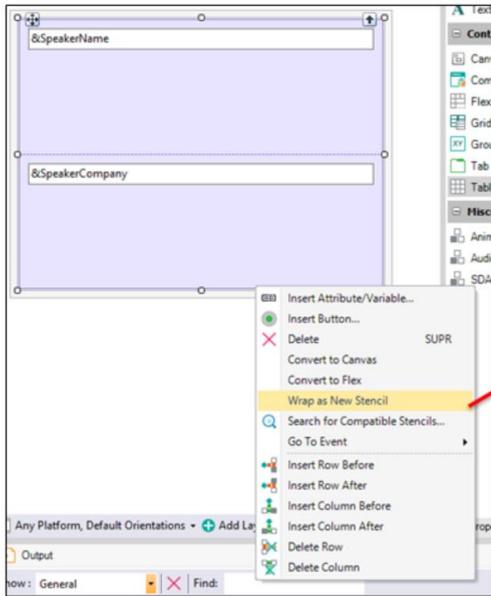
How do I create a new Stencil?

1. Create new stencil object
2. Wrap as stencil an existing design
3. Import from Sketch 

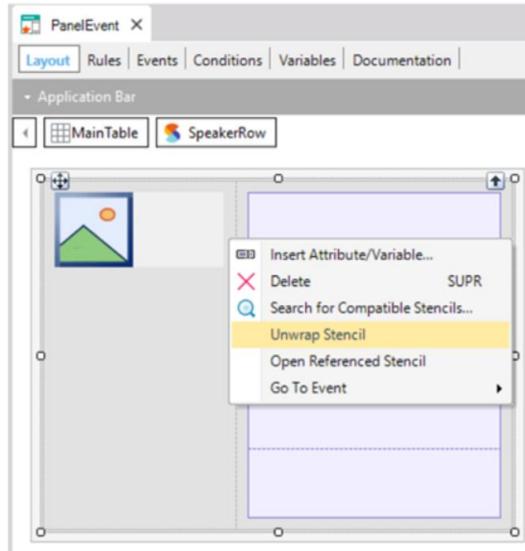
1. Create new Stencil



2. Wrap as New Stencil



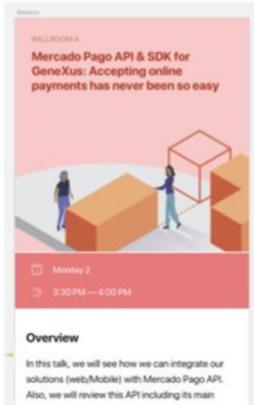
Unwrap Stencil



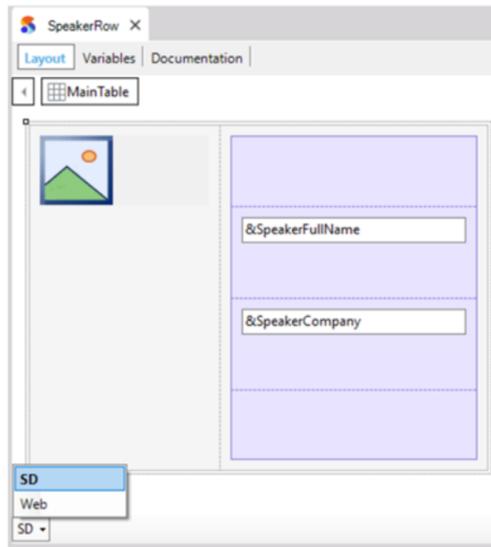
3. Import from Sketch (Coming soon)



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SD & WEB





+ Modifiability
+ Reuse
+ Flexibility

*“Stencils help to define standards and consistency,
simplifying the implementation of Design Systems.”*



User Control Object

Controls

Base styles



Kristy

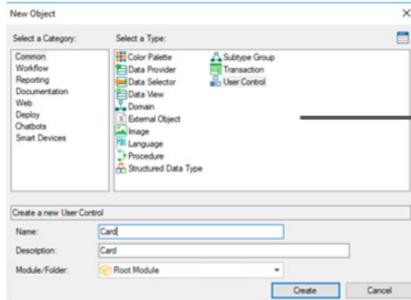
Joined in 2013

Kristy is an art director living in New York.

 22 Friends

```
<div class="ui card">
  <div class="image">
    
  <div class="content">
    <a class="header">Kristy</a>
    <div class="meta"> <span class="date">Joined in 2013</span> </div>
    <div class="description"> Kristy is an art director living in New York. </div>
  </div>
  <div class="extra content">
    <a <i class="user icon"></i> 22 Friends </a>
  </div>
</div>
```

Controls



```
Control Screen Template | User Control Properties | Documentation
1 <div class="ui card">
2   <div class="image">
3     
4     <div class="content">
5       <a class="header">Kristy</a>
6       <div class="meta"> <span class="date">Joined in 2013</span> </div>
7       <div class="description"> Kristy is an art director living in New York. </div>
8     </div>
9     <div class="extra content">
10      <a <i class="user icon"></i> 22 Friends </a>
11    </div>
12  </div>

<div class="ui card">
  <div class="image">
    
    <div class="content">
      <a class="header">{{Title}}</a>
      <div class="meta"> <span class="date">{{MetaInfo}}</span> </div>
      <div class="description"> {{Description}} </div>
    </div>
    <div class="extra content">
      <a <i class="user icon"></i> {{ExtraContent}} </a>
    </div>
  </div>
</div>
```

SemanticUI

BSBreadcrumb

BSPanel

ButtonLike

Card



Facundo

Nacio en 2011
Minecraft fan

No tiene Facebook

Event Start

```
card1.Title = "Facundo"  
card1.MetaInfo = "Nacio en 2011"  
card1.Description = "Minecraft fan"  
card1.ExtraContent = "No tiene Facebook"  
card1.ImageUrl = "https://genexususa.com/wp-content/uploads/2017/08/Gaston-Milano-GeneXus-CT0-cropped.jpg"  
EndEvent
```



- + Portability**
- + Load Performance**
- + Easy to extend & share**

**Streams of information
and more about grids**

Flex layouts

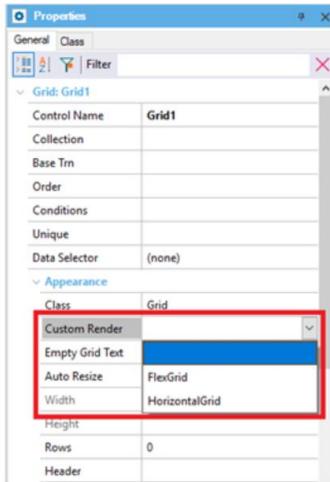


Web/SD

GeneXus



Flex layout container, Flex Grid



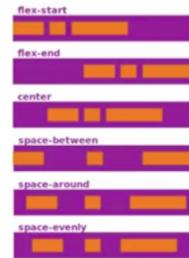
Flex Direction



Flex Wrap

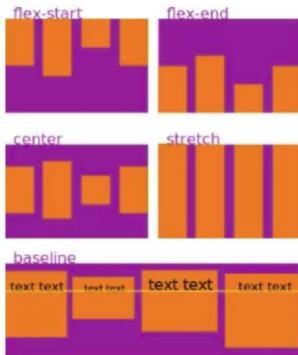


Justify Content



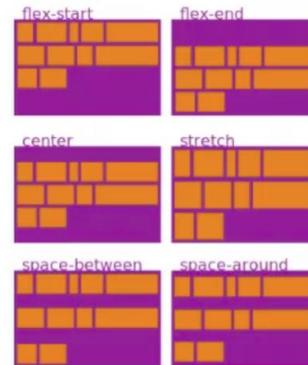
Align Items

It defines the alignment of the items in the rows.



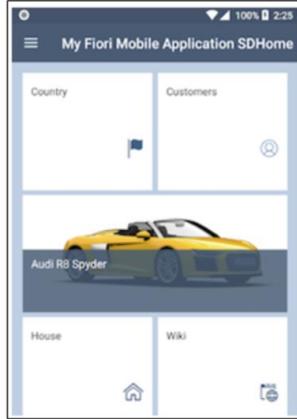
Align Content

Aligns the row when there is extra space in the container.

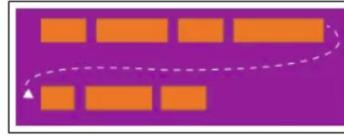
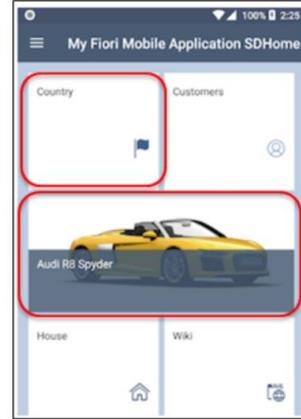


SD

GeneXus



FlexGrid



SD

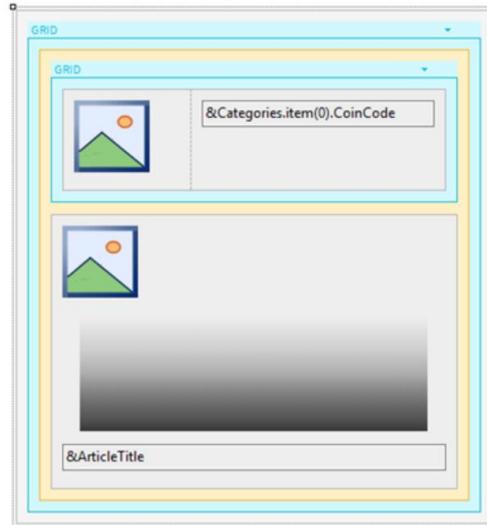
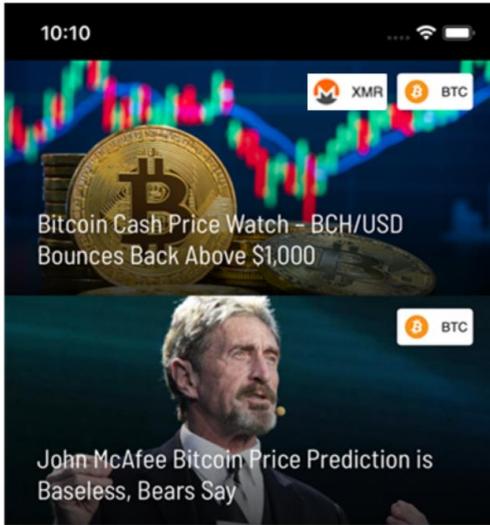
BitBitNews

Flex + Nested Grids

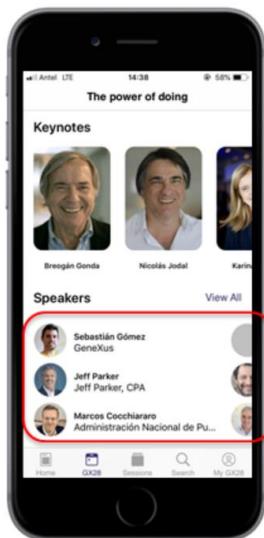
GeneXus

Justify Content

flex-end



Smart Grids



Speakers View All

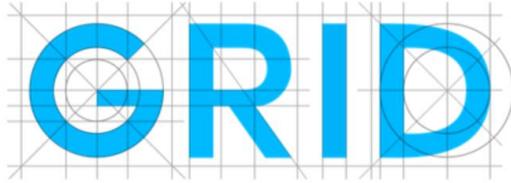
GRID

&SpeakerFullName	&SpeakerId
&SpeakerCompany	

Control Info

Control Type	SD Smart Grid
Auto Grow	False
Scroll Direction	Horizontal
Snap To Grid	True
Items Layout Mode	Multiple by Quantity
Items Per Column	3

More about...



More about Grids

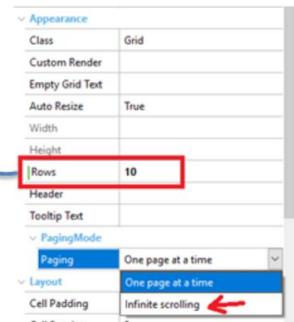
SD

- Unique property for grids (Web & SD)
- Inverse Loading property
- Grid Refresh method is available on SDPanels and Work With for Smart Devices
- Improvements to Grids with Multiple Selection for Smart Devices
- ShowPageController property in runtime

More about Grids

Web

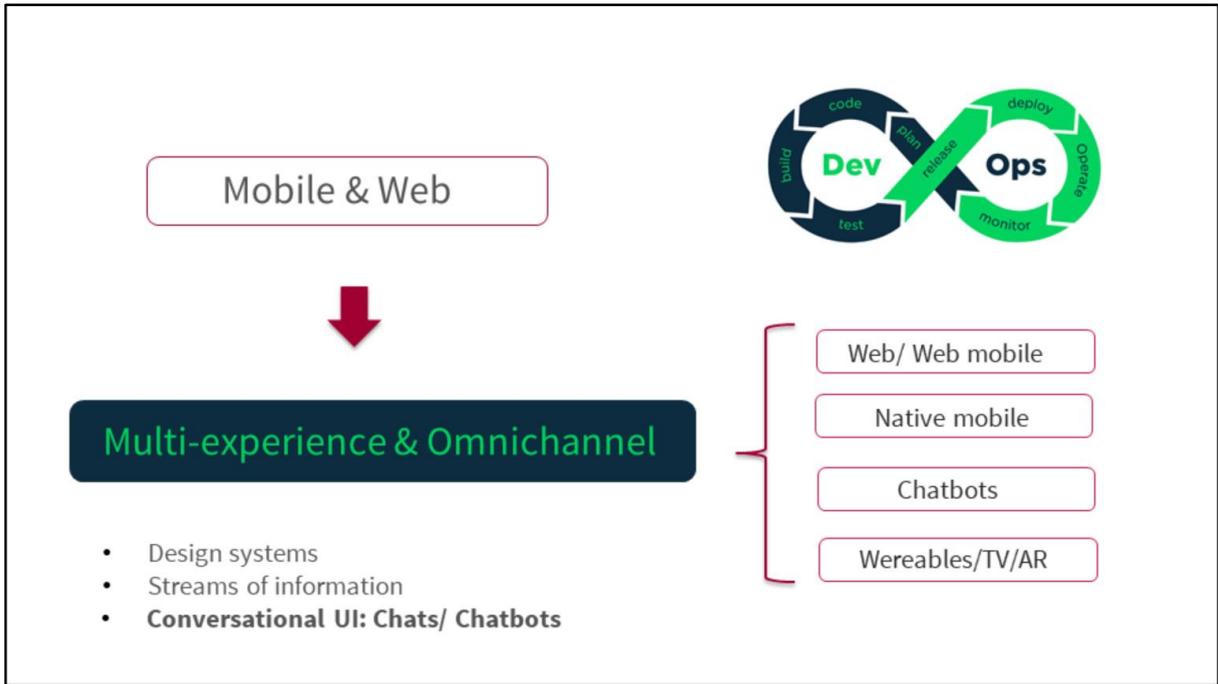
- Unique property for grids
- Inverse Loading property (when **Rows \neq 0**) \rightarrow use case: chat
- It's possible to set up a Fixed Grid header with vertical scroll
- Header property and Header Text Class property (for grids and tables)
- Select method and Deselect method



The screenshot shows a configuration panel for a grid. A blue wavy line points from the text 'use case: chat' in the list to the 'Rows' property, which is set to '10' and highlighted with a red box. A red arrow points to the 'Infinite scrolling' option under the 'Layout' section.

Appearance	
Class	Grid
Custom Render	
Empty Grid Text	
Auto Resize	True
Width	
Height	
Rows	10
Header	
Tooltip Text	
PagingMode	
Paging	One page at a time
Layout	
Cell Padding	Infinite scrolling

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We just saw the first two points. We will continue with more aspects of the multi-experience applications.

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