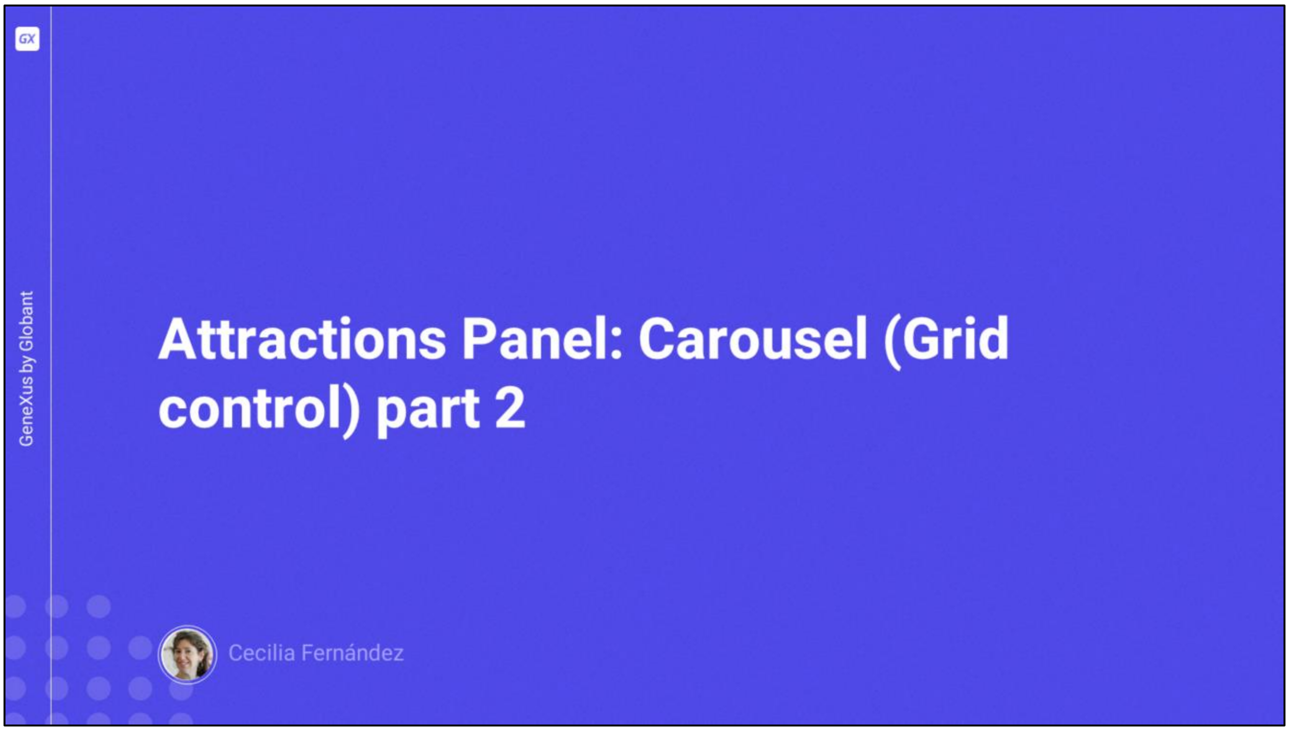
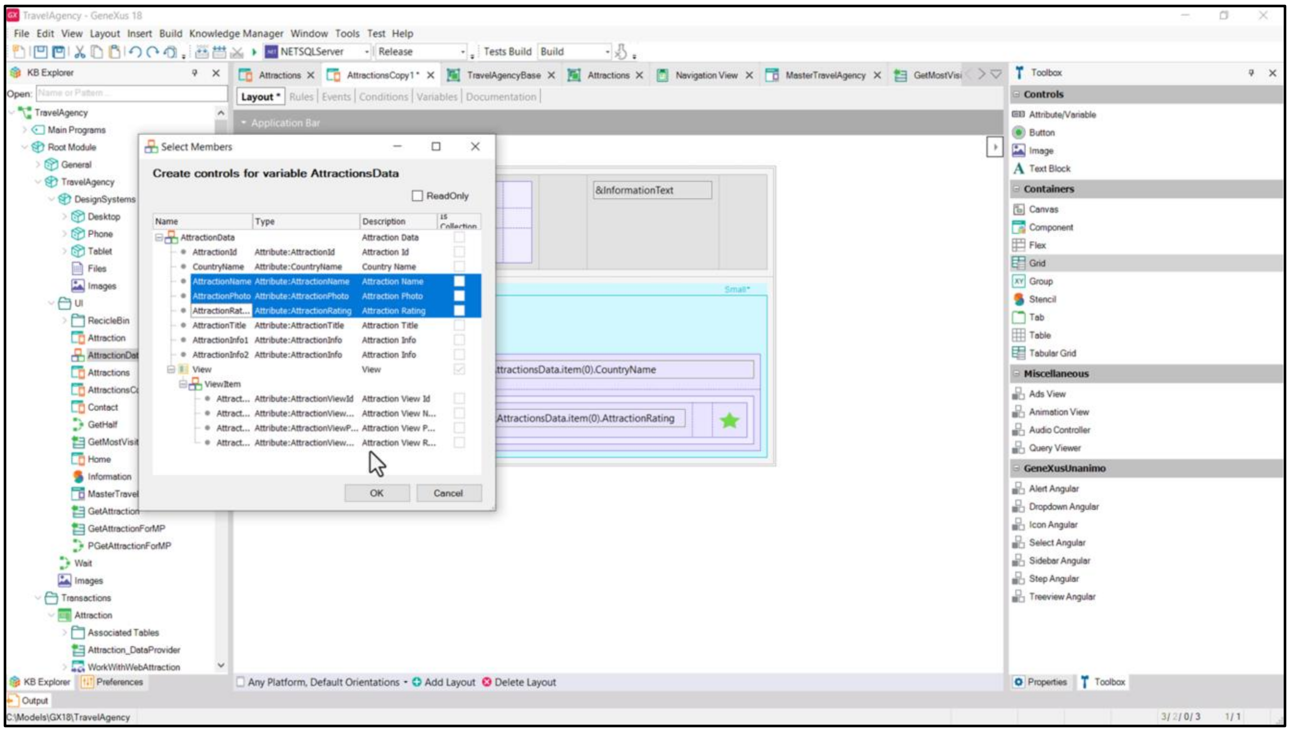


GeneXus by Globant

Attractions Panel: Carousel (Grid control) part 2

Cecilia Fernández



Select Members

Create controls for variable AttractionsData

ReadOnly

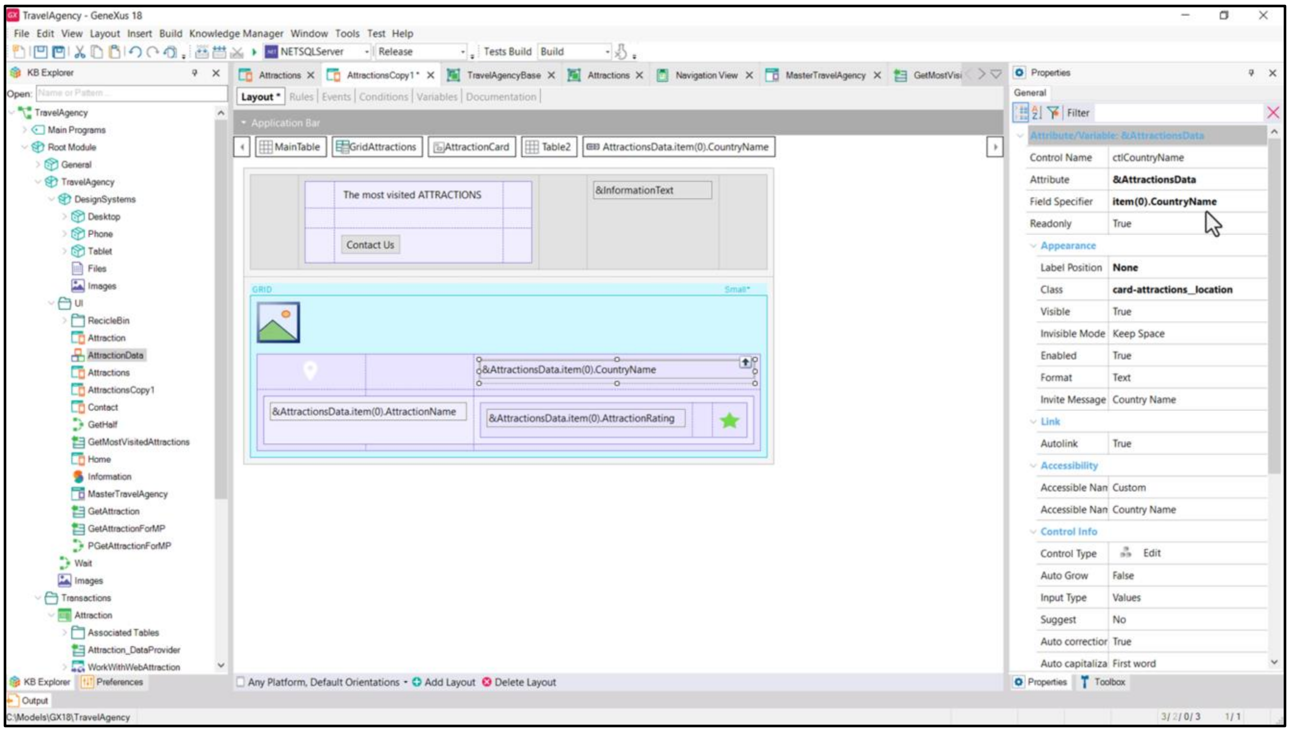
Name	Type	Description	Is Collection
AttractionData		Attraction Data	
AttractionId	Attribute:AttractionId	Attraction Id	
CountryName	Attribute:CountryName	Country Name	
AttractionName	Attribute:AttractionName	Attraction Name	
AttractionPhoto	Attribute:AttractionPhoto	Attraction Photo	
AttractionRat...	Attribute:AttractionRating	Attraction Rating	
AttractionTitle	Attribute:AttractionTitle	Attraction Title	
AttractionInfo1	Attribute:AttractionInfo	Attraction Info	
AttractionInfo2	Attribute:AttractionInfo	Attraction Info	
View		View	✓
ViewItem			
Attract...	Attribute:AttractionViewId	Attraction View Id	
Attract...	Attribute:AttractionView...	Attraction View N...	
Attract...	Attribute:AttractionViewP...	Attraction View P...	
Attract...	Attribute:AttractionView...	Attraction View R...	

OK, let's pick up now where we left off in the previous video.

Since I didn't show you, you may be wondering how I inserted all these fields for each item in the collection.

Actually, it was very simple: when I went to create the grid —I will do it with another one— and I chose the variable collection SDT, it automatically asks which of the elements I want to insert in the layout. See what happens if I choose these, for example.

There we see that it is the same as the grid above. I'm going to delete this one.

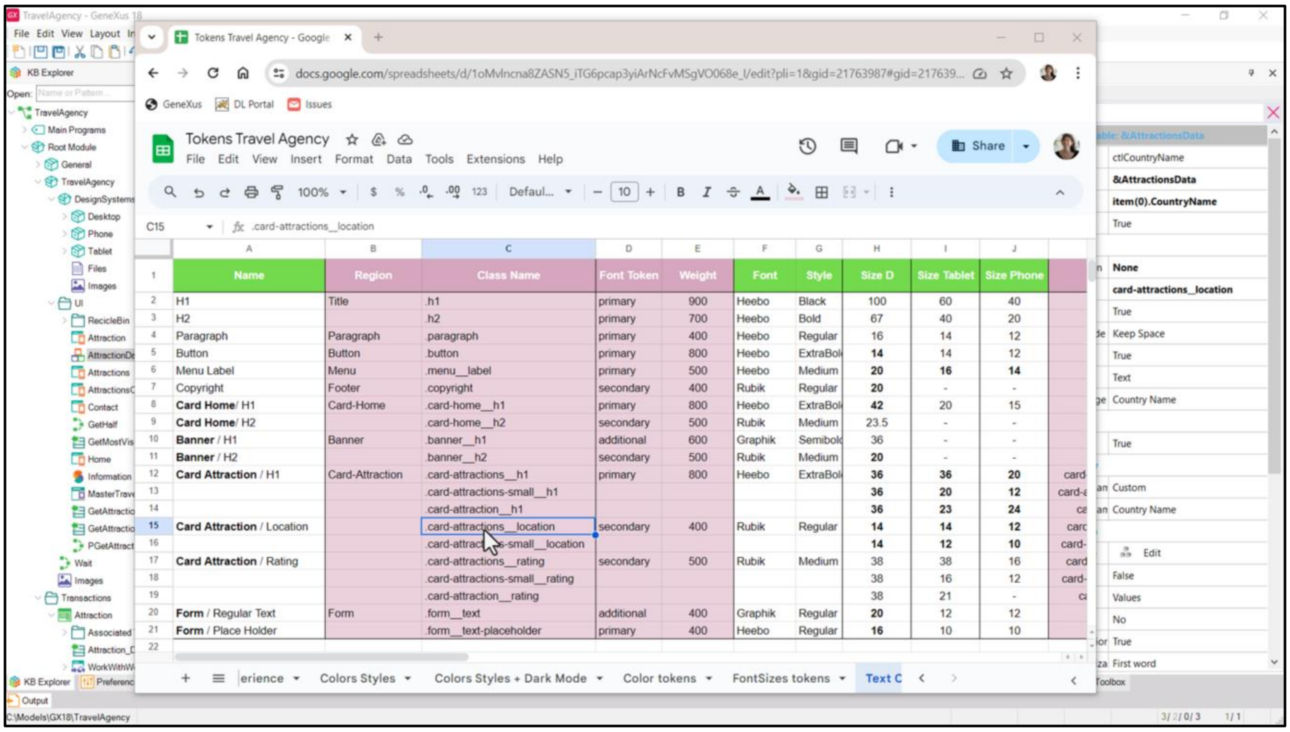


Attribute/Variable: &AttractionsData

Control Name	ctlCountryName
Attribute	&AttractionsData
Field Specifier	item(0).CountryName
Readonly	True
Appearance	
Label Position	None
Class	card-attractions__location
Visible	True
Invisible Mode	Keep Space
Enabled	True
Format	Text
Invite Message	Country Name
Link	
Autolink	True
Accessibility	
Accessible Nan	Custom
Accessible Nan	Country Name
Control Info	
Control Type	Edit
Auto Grow	False
Input Type	Values
Suggest	No
Auto correctior	True
Auto capitaliza	First word

And if I select one of the elements, we can see that it is identified in this way.

Note that I set the Label position to None, so that the label of the variable, which of course is readonly, does not appear.

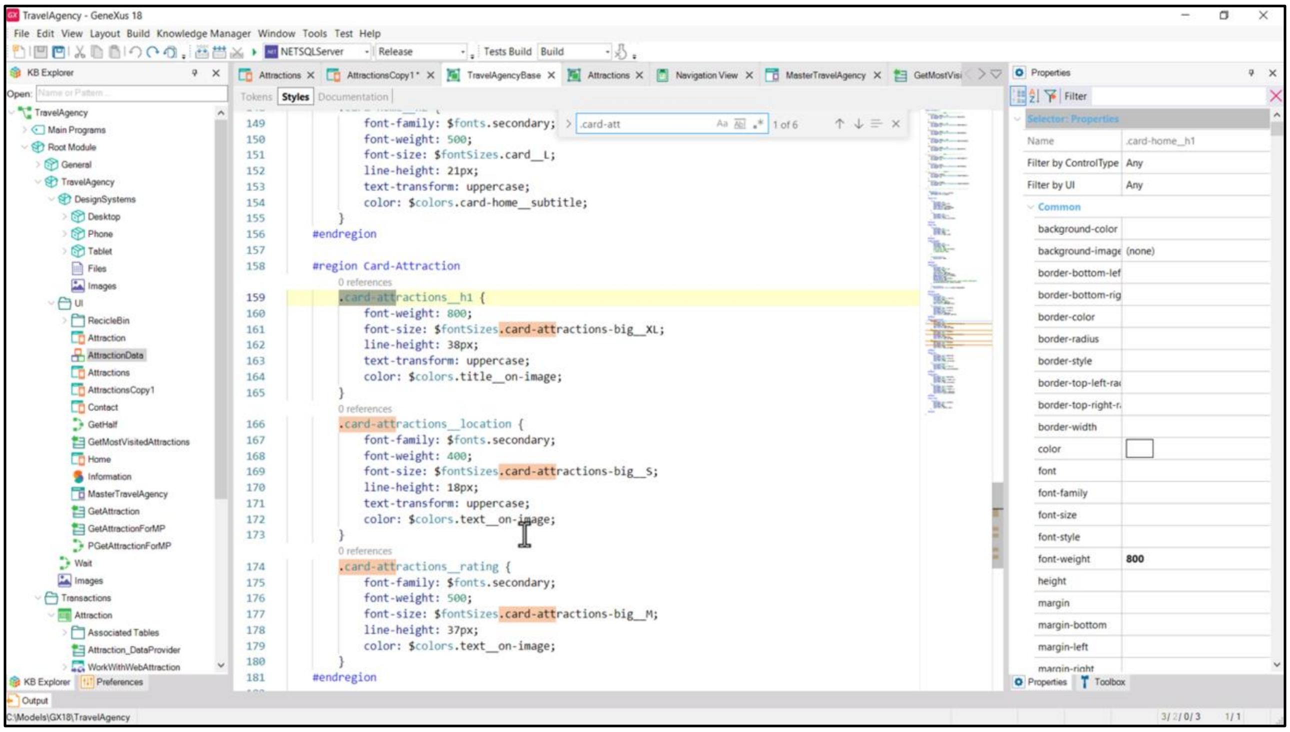


C15 fx .card-attractions__location

Name	Region	Class Name	Font Token	Weight	Font	Style	Size D	Size Tablet	Size Phone	
H1	Title	.h1	primary	900	Heebo	Black	100	60	40	
H2		.h2	primary	700	Heebo	Bold	67	40	20	
Paragraph	Paragraph	.paragraph	primary	400	Heebo	Regular	16	14	12	
Button	Button	.button	primary	800	Heebo	ExtraBol	**14**	14	12	
Menu Label	Menu	.menu__label	primary	500	Heebo	Medium	**20**	**16**	**14**	
Copyright	Footer	.copyright	secondary	400	Rubik	Regular	**20**	-	-	
Card Home/ H1	Card-Home	.card-home__h1	primary	800	Heebo	ExtraBol	**42**	20	15	
Card Home/ H2		.card-home__h2	secondary	500	Rubik	Medium	23.5	-	-	
Banner / H1	Banner	.banner__h1	additional	600	Graphik	Semibol	36	-	-	
Banner / H2		.banner__h2	secondary	500	Rubik	Medium	**20**	-	-	
Card Attraction / H1	Card-Attraction	.card-attractions__h1	primary	800	Heebo	ExtraBol	**36**	**36**	**20**	card
		.card-attractions-small__h1					**36**	**20**	**12**	card-a
		.card-attraction__h1					**36**	**23**	**24**	ca
Card Attraction / Location		.card-attractions__location	secondary	400	Rubik	Regular	**14**	**14**	**12**	carc
		.card-attractions-small__location					**14**	**12**	**10**	card-
Card Attraction / Rating		.card-attractions__rating	secondary	500	Rubik	Medium	38	38	16	card
		.card-attractions-small__rating					38	16	12	card-
		.card-attraction__rating					38	21	-	ca
Form / Regular Text	Form	.form__text	additional	400	Graphik	Regular	**20**	12	12	
Form / Place Holder		.form__text-placeholder	primary	400	Heebo	Regular	**16**	10	10	

Tokens Travel Agency
File Edit View Insert Format Data Tools Extensions Help
Share
erience
Colors Styles
Colors Styles + Dark Mode
Color tokens
FontSizes tokens
Text C

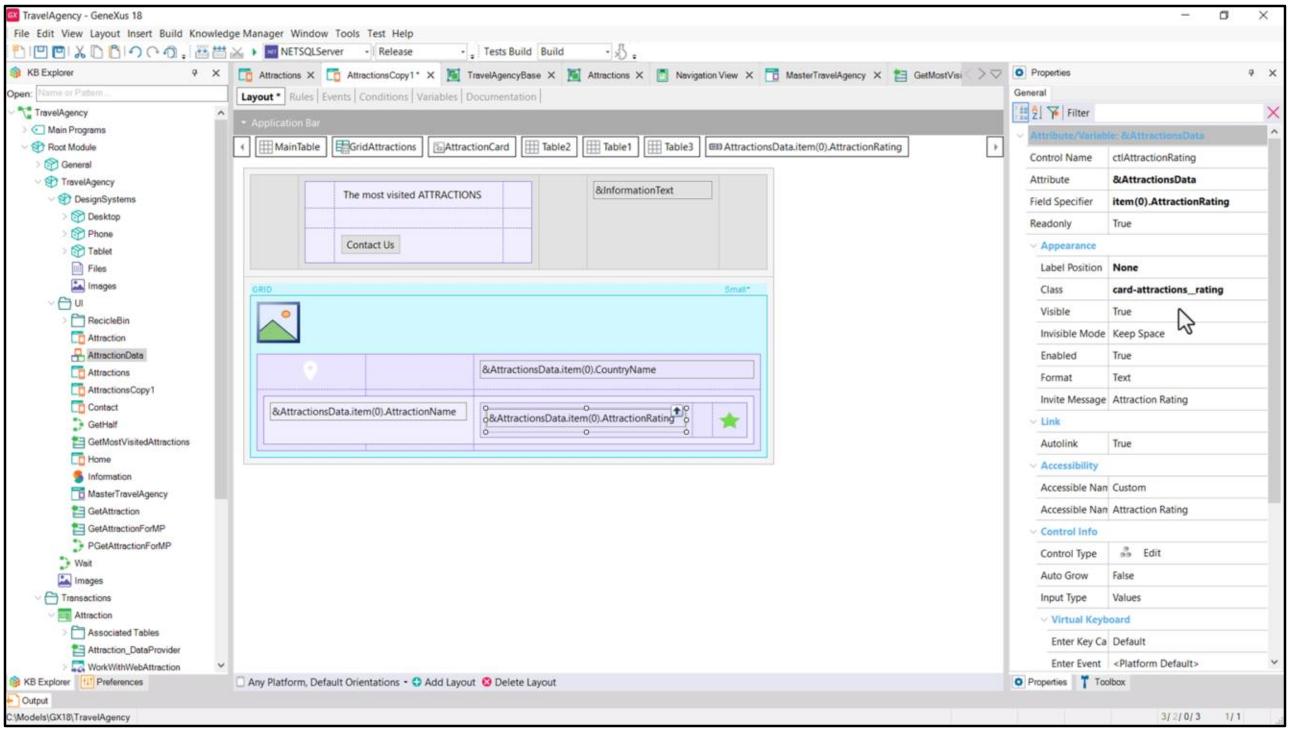
And also let's see how I applied to all the texts the typography classes that we had entered some time ago, in the preparation stage, remember?



```
        font-family: $fonts.secondary;
        font-weight: 500;
        font-size: $fontSizes.card__L;
        line-height: 21px;
        text-transform: uppercase;
        color: $colors.card-home__subtitle;
    }
#endregion

#region Card-Attraction
    0 references
    .card-attractions__h1 {
        font-weight: 800;
        font-size: $fontSizes.card-attractions-big__XL;
        line-height: 38px;
        text-transform: uppercase;
        color: $colors.title__on-image;
    }
    0 references
    .card-attractions__location {
        font-family: $fonts.secondary;
        font-weight: 400;
        font-size: $fontSizes.card-attractions-big__S;
        line-height: 18px;
        text-transform: uppercase;
        color: $colors.text__on-image;
    }
    0 references
    .card-attractions__rating {
        font-family: $fonts.secondary;
        font-weight: 500;
        font-size: $fontSizes.card-attractions-big__M;
        line-height: 37px;
        color: $colors.text__on-image;
    }
#endregion
```

Name	.card-home__h1
Filter by ControlType	Any
Filter by UI	Any
background-image	(none)
font-weight	800

I filter by card-attraction... and in the Card Attraction region we see these three classes...

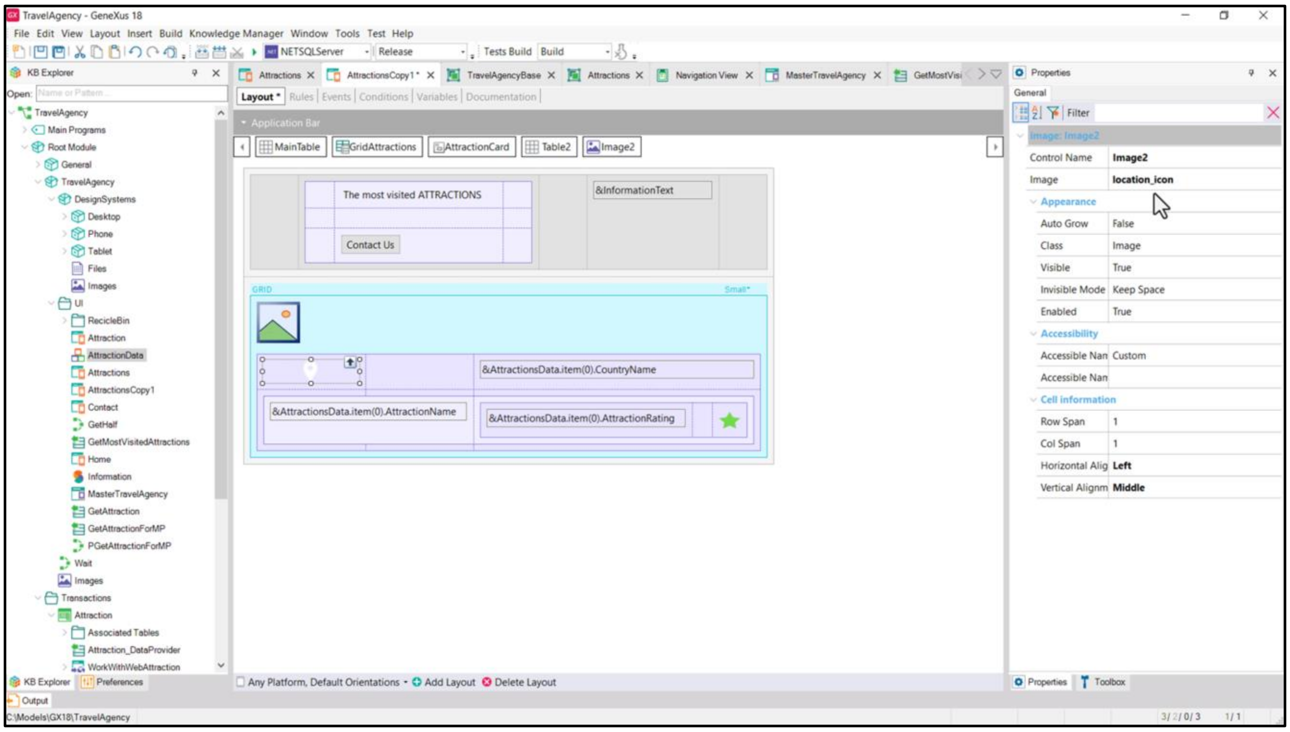


Attribute/Variable: &AttractionsData

Control Name	ctlAttractionRating
Attribute	&AttractionsData
Field Specifier	item(0).AttractionRating
Readonly	True
Appearance	
Label Position	None
Class	card-attractions_rating
Visible	True
Invisible Mode	Keep Space
Enabled	True
Format	Text
Invite Message	Attraction Rating
Link	
Autolink	True
Accessibility	
Accessible Nan	Custom
Accessible Nan	Attraction Rating
Control Info	
Control Type	Edit
Auto Grow	False
Input Type	Values
Virtual Keyboard	
Enter Key Ca	Default
Enter Event	<Platform Default>

...which are precisely the ones we apply to these elements.

Here the rating... here h1.


TravelAgency - GeneXus 18
File Edit View Layout Insert Build Knowledge Manager Window Tools Test Help
NETSQLServer Release Tests Build Build
KB Explorer
Attractions AttractionsCopy1 * TravelAgencyBase Attractions Navigation View MasterTravelAgency GetMostVisi
Layout * Rules Events Conditions Variables Documentation
Application Bar
MainTable GridAttractions AttractionCard Table2 Image2
The most visited ATTRACTIONS
Contact Us
&InformationText
GRID
&AttractionsData.item(0).CountryName
&AttractionsData.item(0).AttractionName
&AttractionsData.item(0).AttractionRating
TravelAgency
Main Programs
Root Module
General
TravelAgency
DesignSystems
Desktop
Phone
Tablet
Files
Images
UI
RecicleBin
Attraction
AttractionData
Attractions
AttractionsCopy1
Contact
GetHalf
GetMostVisitedAttractions
Home
Information
MasterTravelAgency
GetAttraction
GetAttractionForMP
PGetAttractionForMP
Wait
Images
Transactions
Attraction
Associated Tables
Attraction_DataProvider
WorkWithWebAttraction
KB Explorer Preferences
Output
C:\Models\GX18\TravelAgency
Any Platform, Default Orientations Add Layout Delete Layout
Properties Toolbox

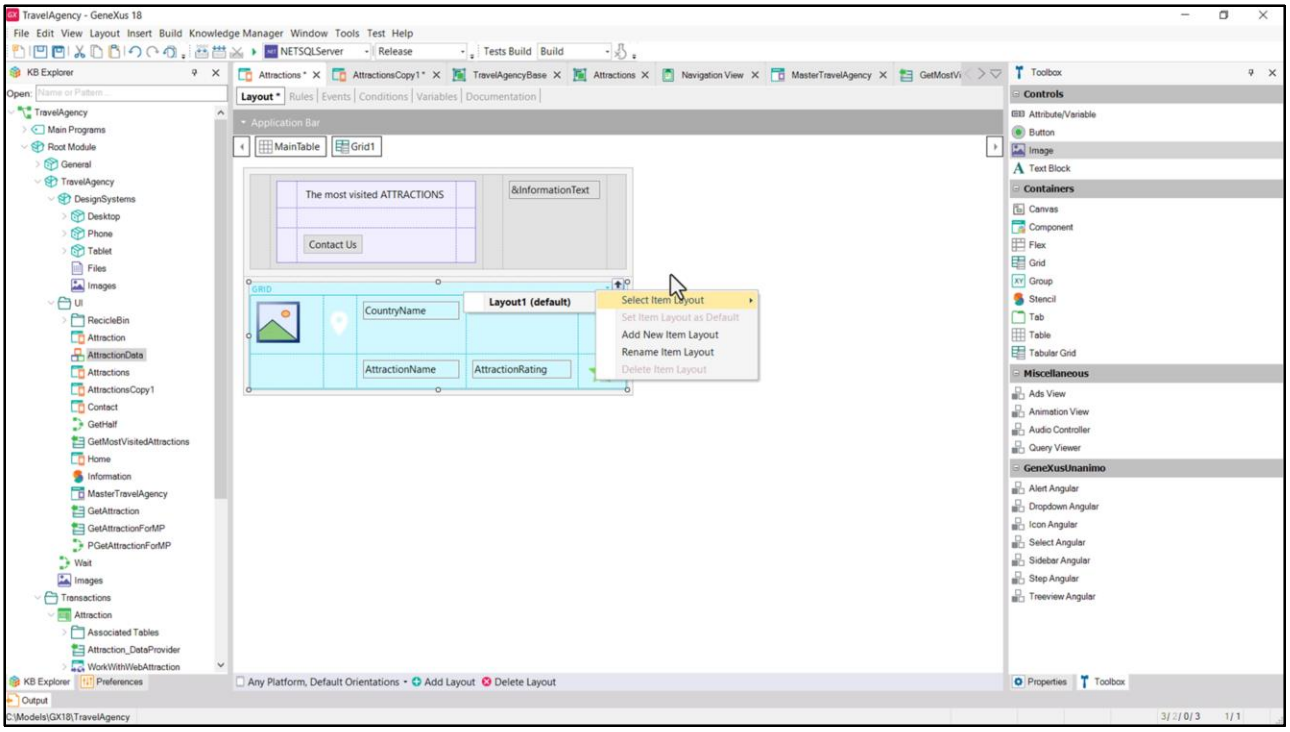
Properties

General

Image: Image2

Control Name	Image2
Image	location_icon
Appearance	
Auto Grow	False
Class	Image
Visible	True
Invisible Mode	Keep Space
Enabled	True
Accessibility	
Accessible Nan	Custom
Accessible Nan	
Cell information	
Row Span	1
Col Span	1
Horizontal Alig	Left
Vertical Alignm	Middle

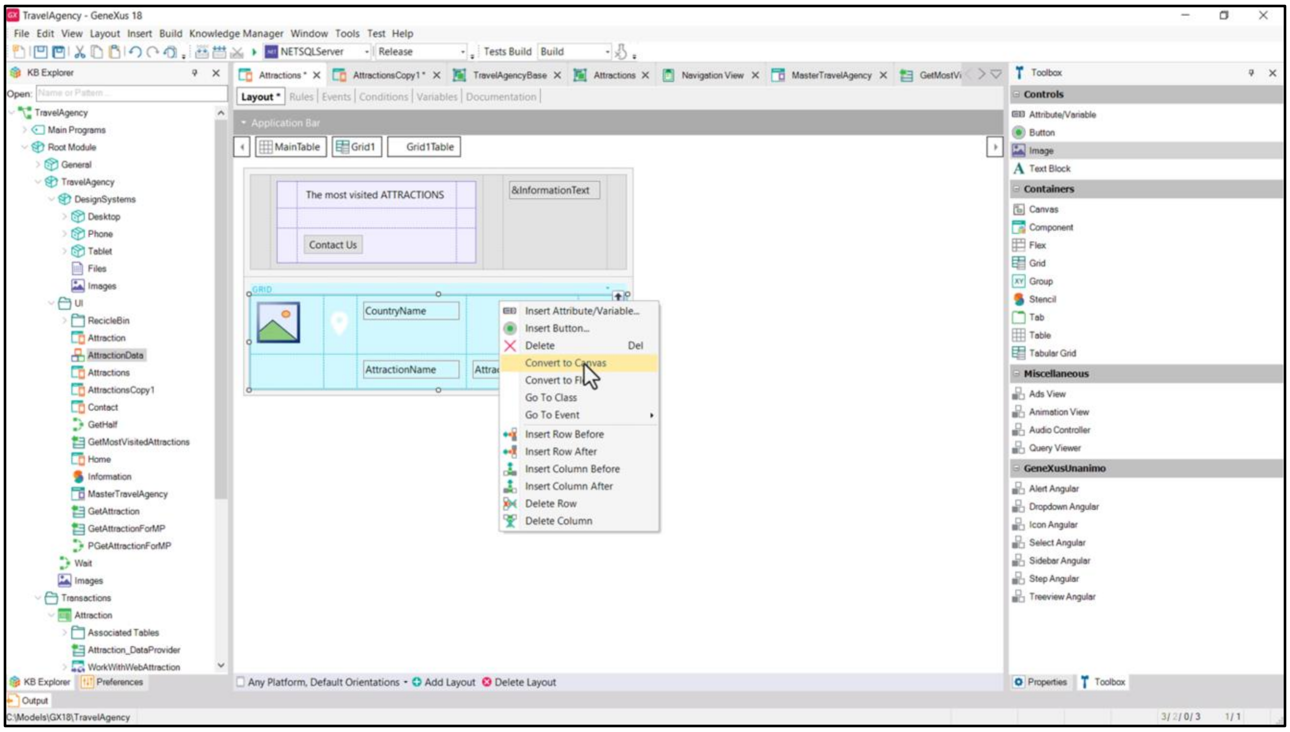
In addition, I had to download this image from Figma and enter it in the KB because I had missed it in the preparation stage.



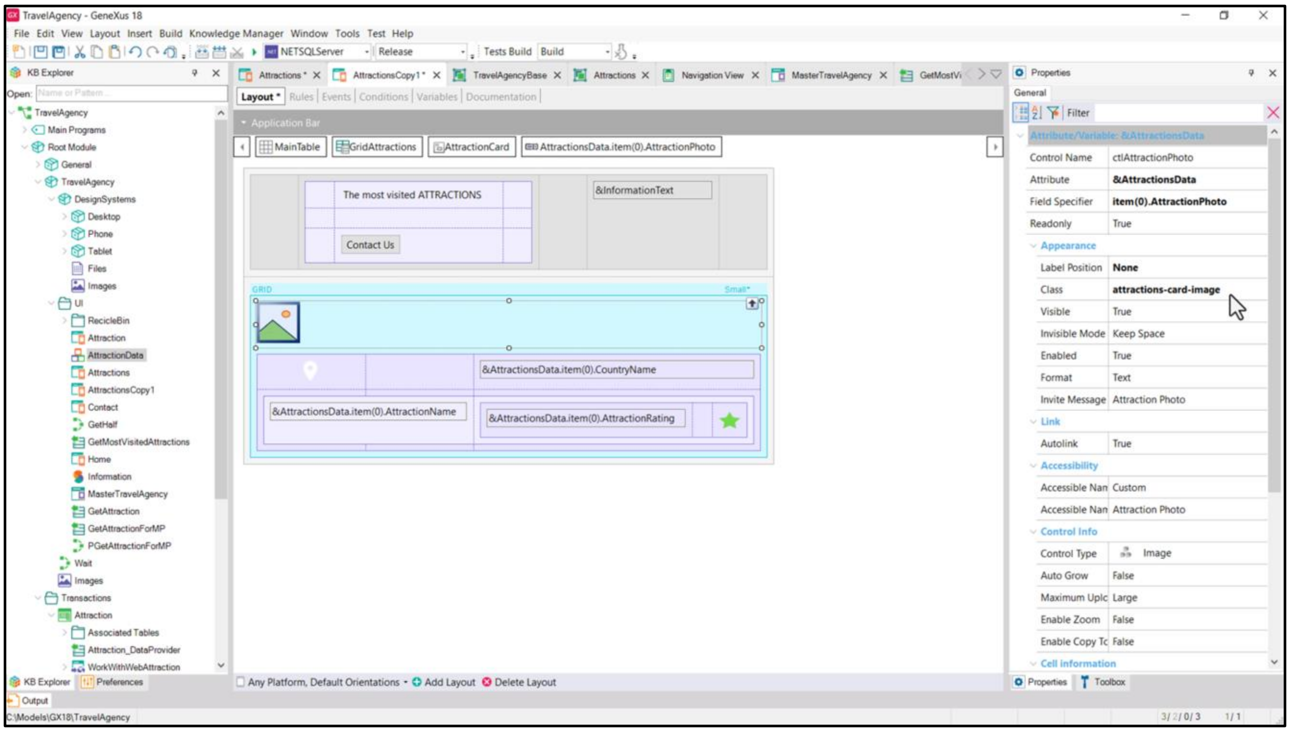
And what I did was to insert these two images.

We can do that in our other grid, the one that we want to implement with attributes instead of the SDT variable, to see it, but this is very simple.

So really the work that we have left to do here, at the layout level which in this grid at the moment is universal, is to place all these controls properly to be able to implement the card, where we're going to overlay controls...



...so we already know that this table should actually be a canvas.

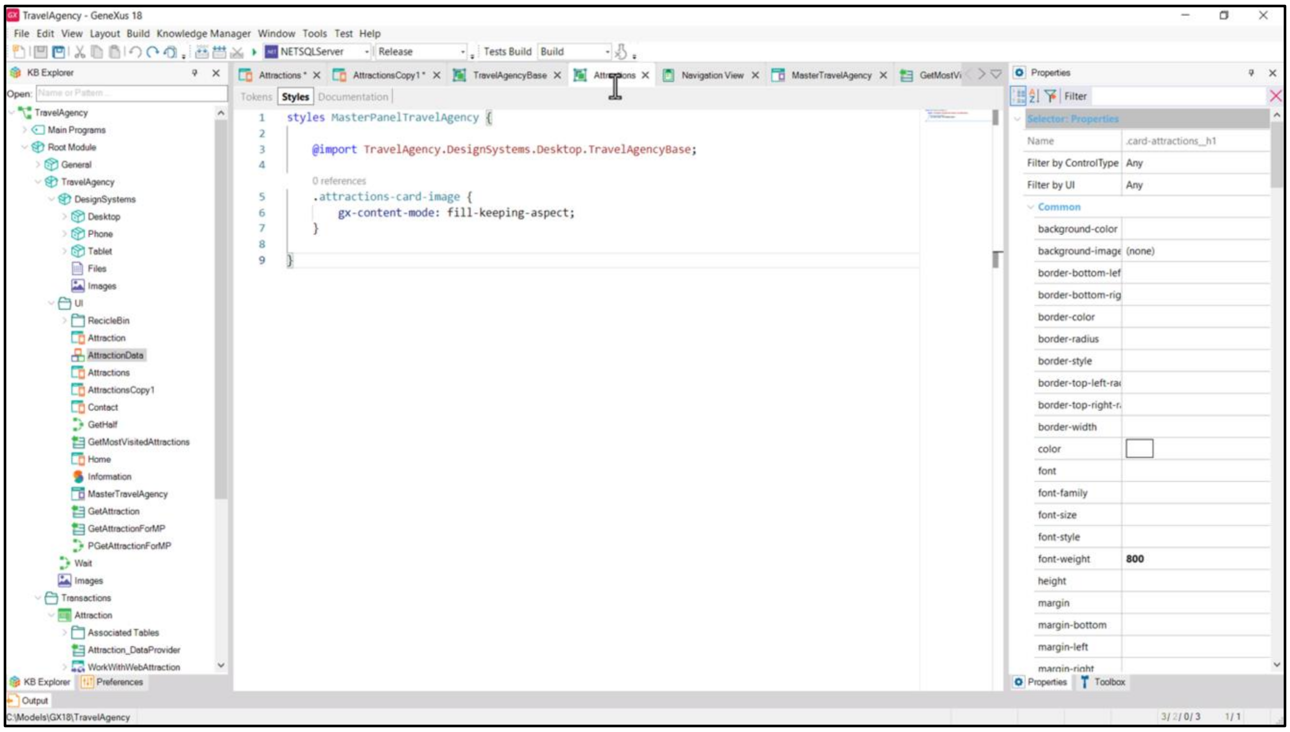


Attribute/Variable: &AttractionsData

Control Name	ctlAttractionPhoto
Attribute	&AttractionsData
Field Specifier	item(0).AttractionPhoto
Readonly	True
Appearance	
Label Position	None
Class	attractions-card-image
Visible	True
Invisible Mode	Keep Space
Enabled	True
Format	Text
Invite Message	Attraction Photo
Link	
Autolink	True
Accessibility	
Accessible Nan	Custom
Accessible Nan	Attraction Photo
Control Info	
Control Type	Image
Auto Grow	False
Maximum Uplc	Large
Enable Zoom	False
Enable Copy Tc	False
Cell information	

But see how I structured inside my other grid the internal elements of the canvas.

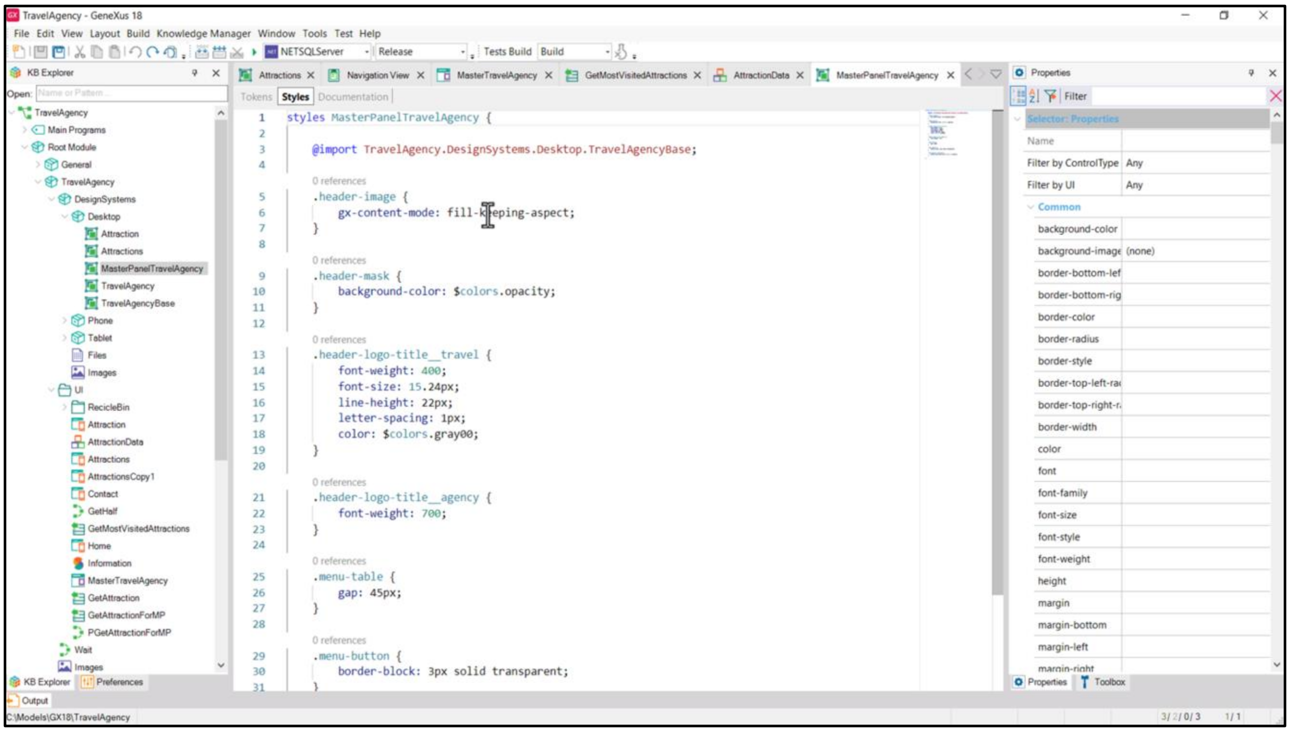
As for the loose image, note that it has this class that I especially created inside a specific DSO to design the specifics of this panel.



```
styles MasterPanelTravelAgency {

    @import TravelAgency.DesignSystems.Desktop.TravelAgencyBase;

    0 references
    .attractions-card-image {
        gx-content-mode: fill-keeping-aspect;
    }

}
```

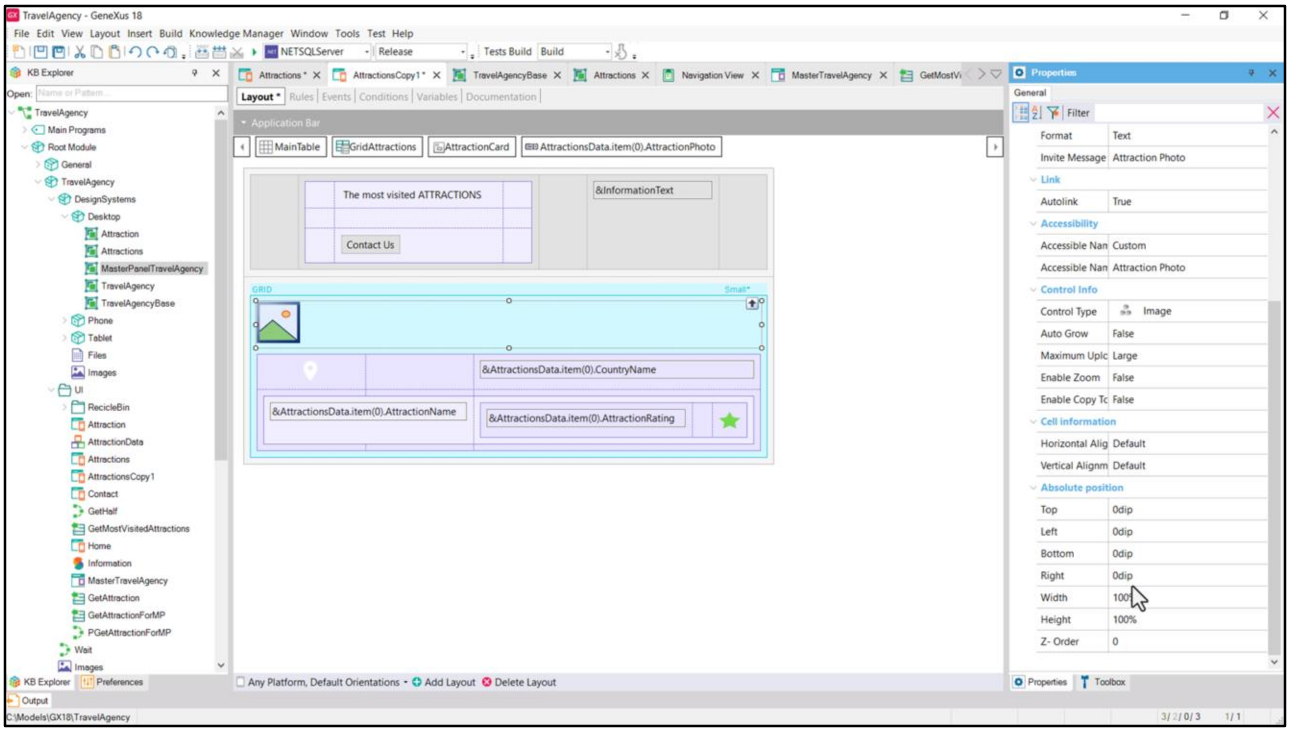
Name	.card-attractions__h1
Filter by ControlType	Any
Filter by UI	Any
background-image	(none)
font-weight	800

That's why I named it the same as the panel: Attractions. Here I have the class.



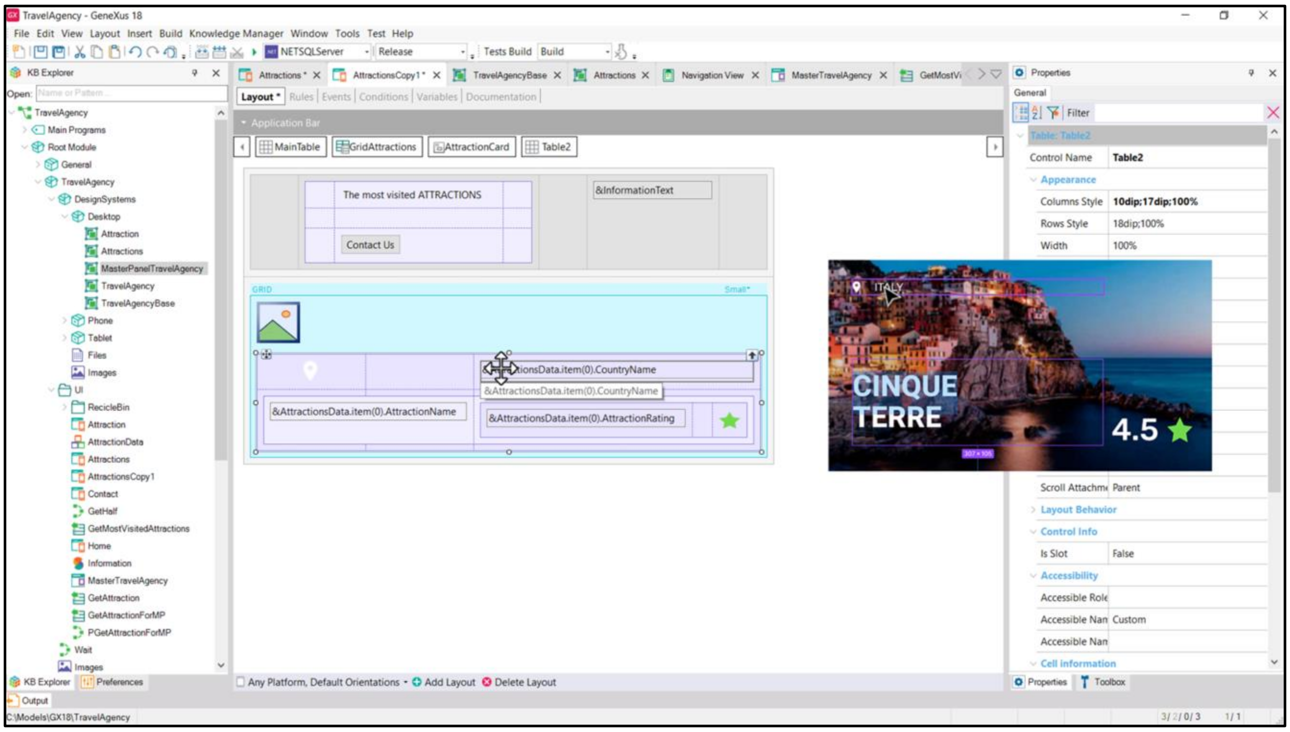
```
styles MasterPanelTravelAgency {

    @import TravelAgency.DesignSystems.Desktop.TravelAgencyBase;

    0 references
    .header-image {
        gx-content-mode: fill-keeping-aspect;
    }

    0 references
    .header-mask {
        background-color: $colors.opacity;
    }

    0 references
    .header-logo-title__travel {
        font-weight: 400;
        font-size: 15.24px;
        line-height: 22px;
        letter-spacing: 1px;
        color: $colors.gray00;
    }

    0 references
    .header-logo-title__agency {
        font-weight: 700;
    }

    0 references
    .menu-table {
        gap: 45px;
    }

    0 references
    .menu-button {
        border-block: 3px solid transparent;
    }
```

We did this before, remember? For the Header. But I didn't want to use its same class here, in case I need to differentiate them later.

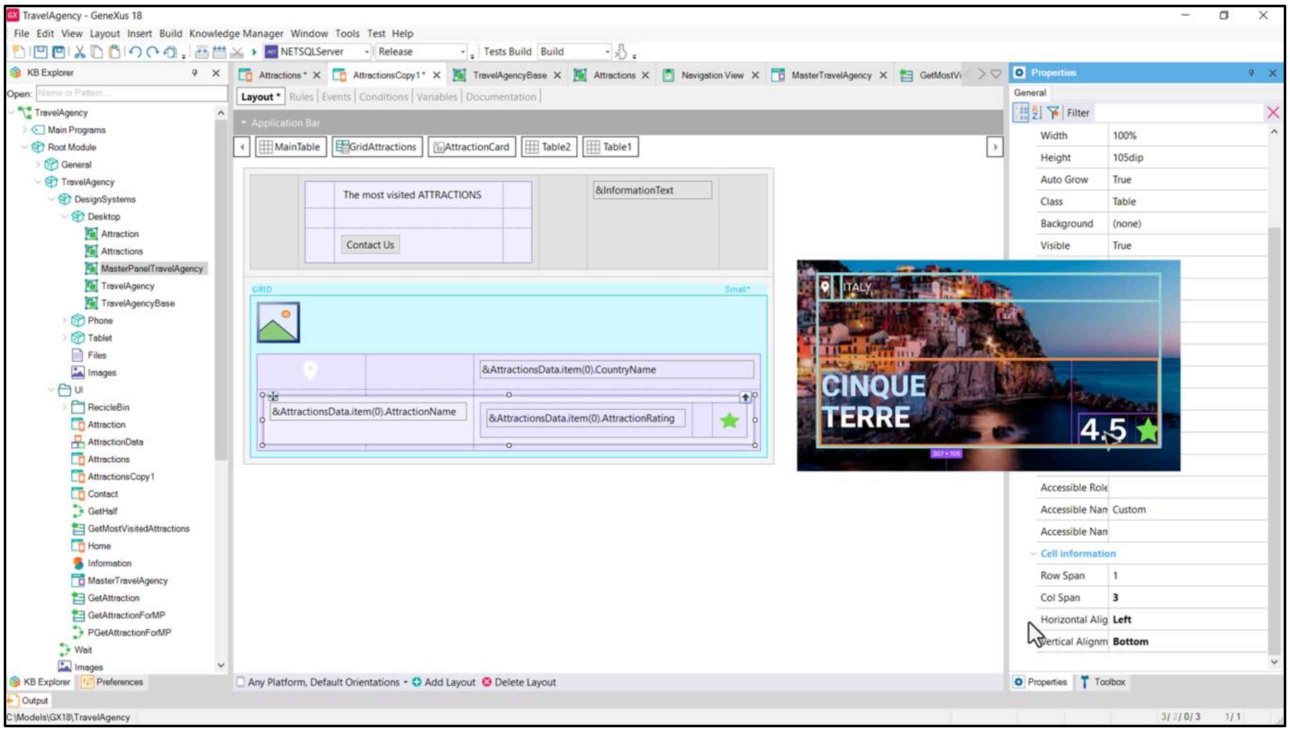

TravelAgency - GeneXus 18
File Edit View Layout Insert Build Knowledge Manager Window Tools Test Help
NETSQLServer
Release
Tests Build Build
KB Explorer
Attractions * AttractionsCopy1 * TravelAgencyBase Attractions Navigation View MasterTravelAgency GetMostVi
Layout * Rules Events Conditions Variables Documentation
Application Bar
MainTable GridAttractions AttractionCard AttractionsData.item(0).AttractionPhoto
The most visited ATTRACTIONS
Contact Us
&InformationText
GRID
Small*
&AttractionsData.item(0).CountryName
&AttractionsData.item(0).AttractionName
&AttractionsData.item(0).AttractionRating
Any Platform, Default Orientations Add Layout Delete Layout
Properties
General
Filter
Output
C:\Models\GX18\TravelAgency

Format	Text
Invite Message	Attraction Photo
Link	
Autolink	True
Accessibility	
Accessible Nan	Custom
Accessible Nan	Attraction Photo
Control Info	
Control Type	Image
Auto Grow	False
Maximum Uplc	Large
Enable Zoom	False
Enable Copy Tc	False
Cell information	
Horizontal Alig	Default
Vertical Alignm	Default
Absolute position	
Top	0dip
Left	0dip
Bottom	0dip
Right	0dip
Width	100%
Height	100%
Z- Order	0

We must set its absolute positioning and, as we can see, it will occupy 100% of the width and height of the canvas, reaching the edges. And the deepest layer.


TravelAgency - GeneXus 18
File Edit View Layout Insert Build Knowledge Manager Window Tools Test Help
NETSQLServer Release Tests Build Build
KB Explorer
Attractions * AttractionsCopy1 * TravelAgencyBase Attractions Navigation View MasterTravelAgency GetMostVi
Layout * Rules Events Conditions Variables Documentation
MainTable GridAttractions AttractionCard Table2
The most visited ATTRACTIONS
Contact Us
&InformationText
&AttractionsData.item(0).CountryName
&AttractionsData.item(0).AttractionName
&AttractionsData.item(0).AttractionRating
ITALY
CINQUE TERRE
4.5
Properties
Control Name Table2
Columns Style 10dip;17dip;100%
Rows Style 18dip;100%
Width 100%
Scroll Attachment Parent
Is Slot False
Accessible Name Custom
Any Platform, Default Orientations Add Layout Delete Layout

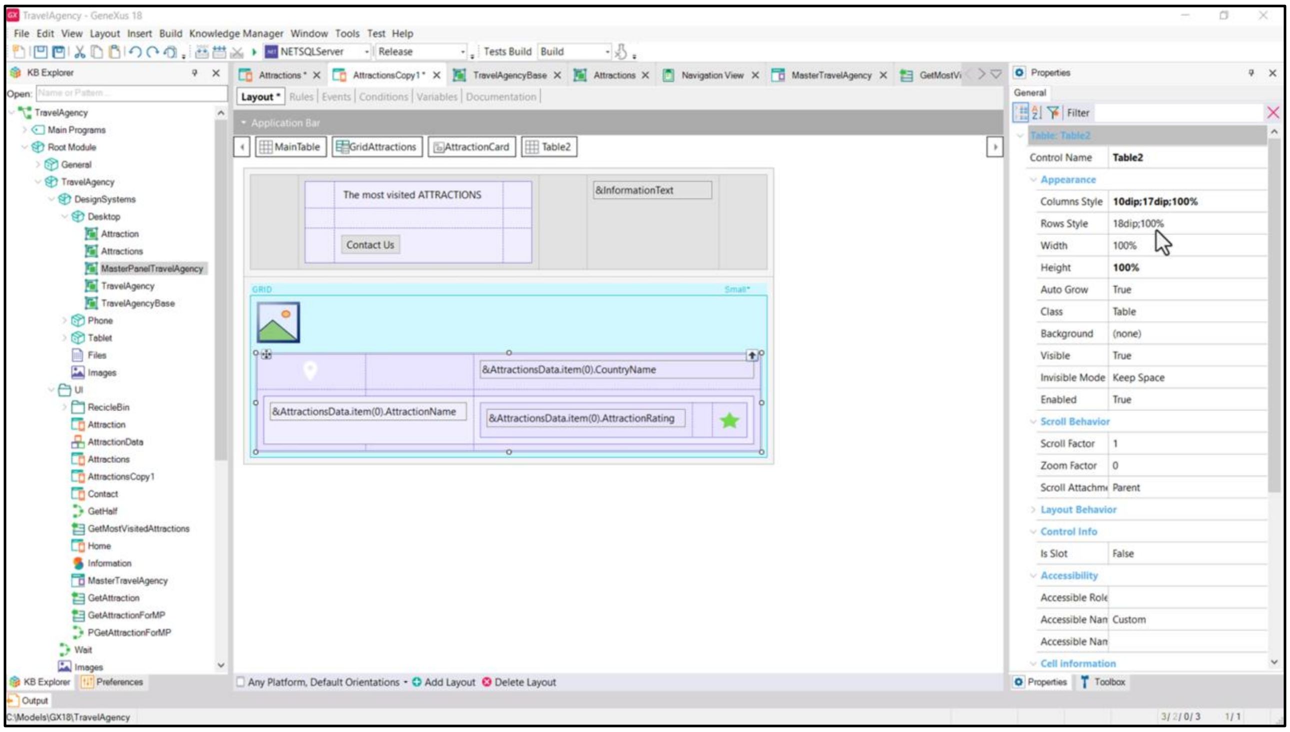
Next, we see that I placed all the other elements in another table, with two rows and 3 columns. In the first row I placed the icon, a space, and the name of the country...



Properties — General

Width	100%
Height	105dip
Auto Grow	True
Class	Table
Background	(none)
Visible	True
Accessible Role	
Accessible Nan	Custom
Accessible Nan	
Cell information	
Row Span	1
Col Span	3
Horizontal Alig	Left
Vertical Alignm	Bottom

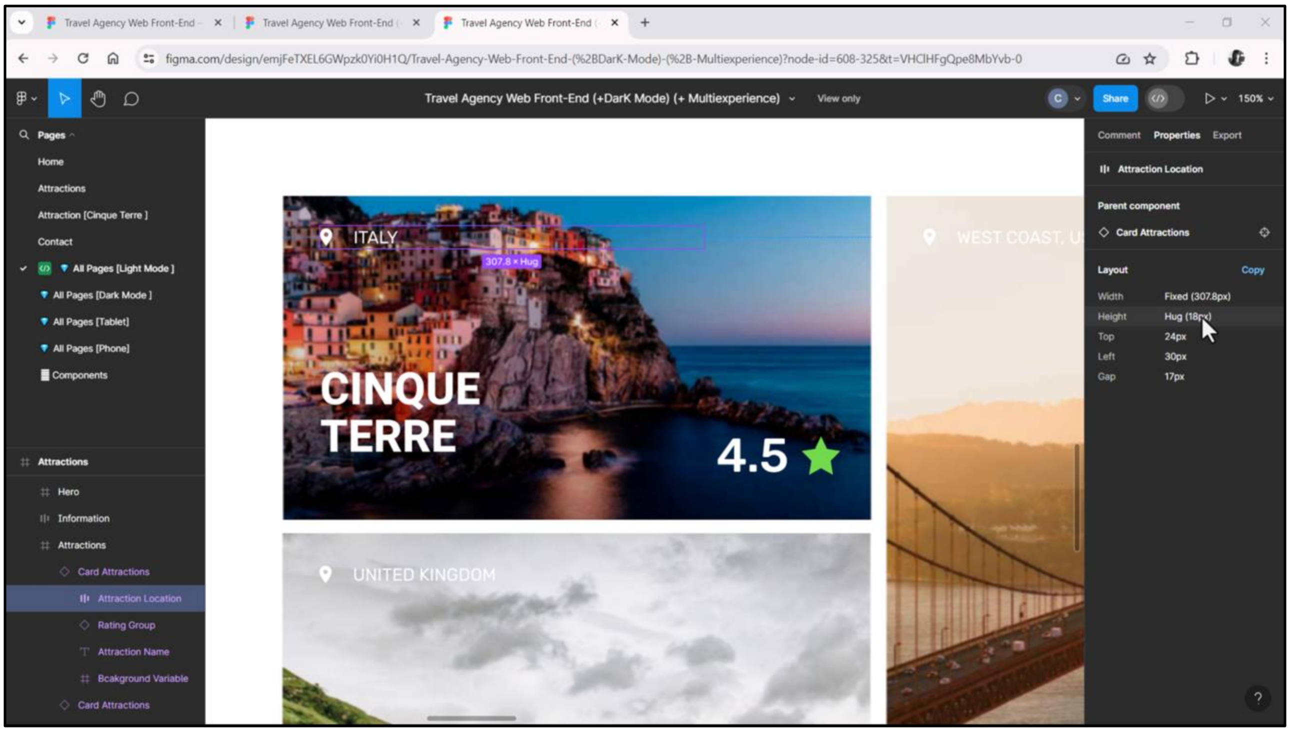
And in the second row another table, which expands between the 3 columns of the containing table. It is aligned horizontally to the left, and vertically down, in relation to the cell that contains it, and which corresponds to the second row of this table.



Properties — General — Table: Table2

Control Name	Table2
Appearance	
Columns Style	10dip;17dip;100%
Rows Style	18dip;100%
Width	100%
Height	100%
Auto Grow	True
Class	Table
Background	(none)
Visible	True
Invisible Mode	Keep Space
Enabled	True
Scroll Behavior	
Scroll Factor	1
Zoom Factor	0
Scroll Attachme	Parent
Layout Behavior	
Control Info	
Is Slot	False
Accessibility	
Accessible Role	
Accessible Nan	Custom
Accessible Nan	
Cell information	

We can see that I gave it 100% height, because I entered 18 dips for the first row...



...that I extracted from here.

And let's see these 24 dips at the top of the canvas, these 30 on the left and this gap of 17 dips between the icon, of almost 10 dips wide, and the text ITALY. And that they are centered vertically, as we can also see.

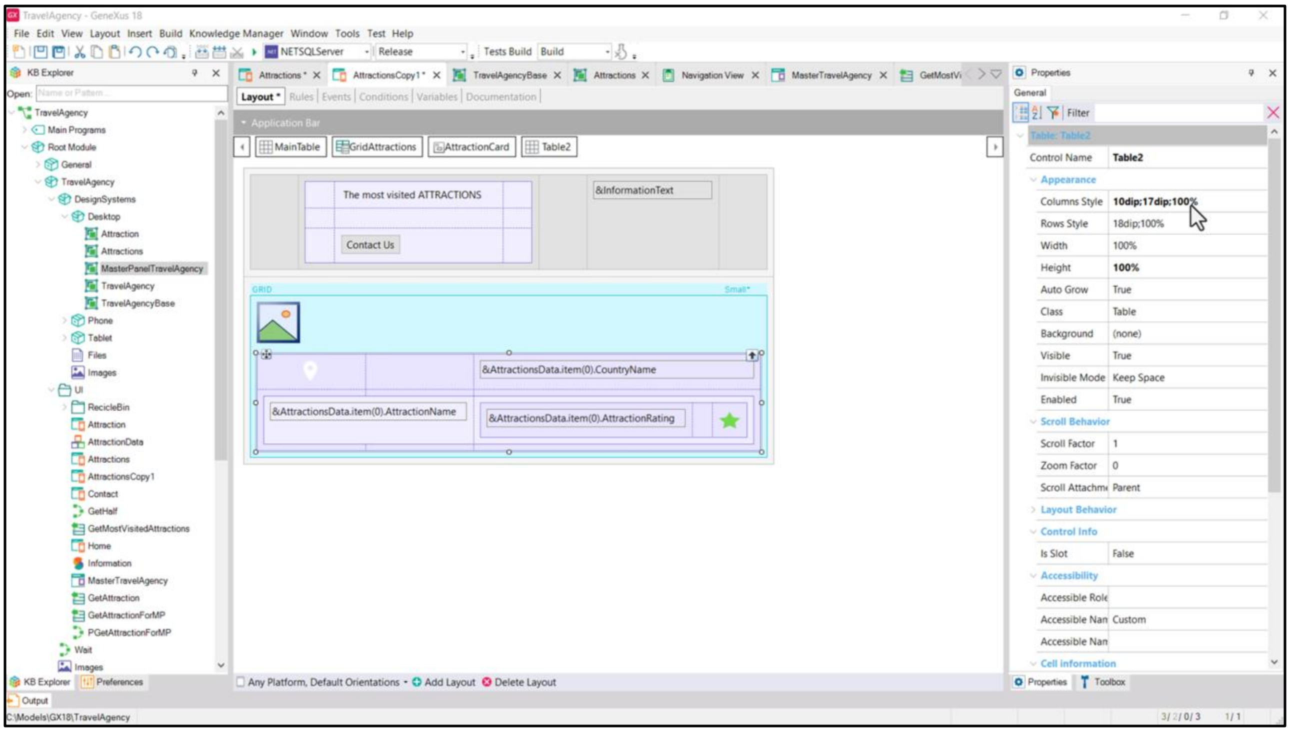
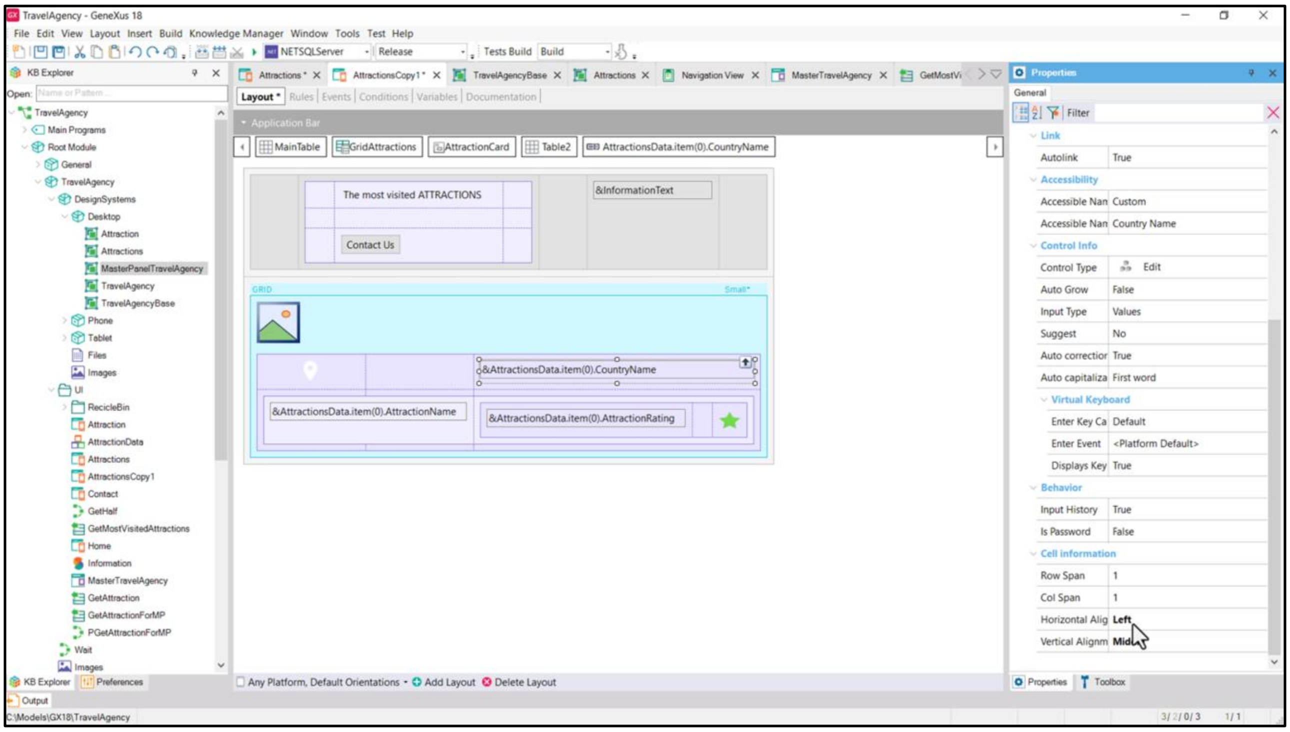


Table: Table2

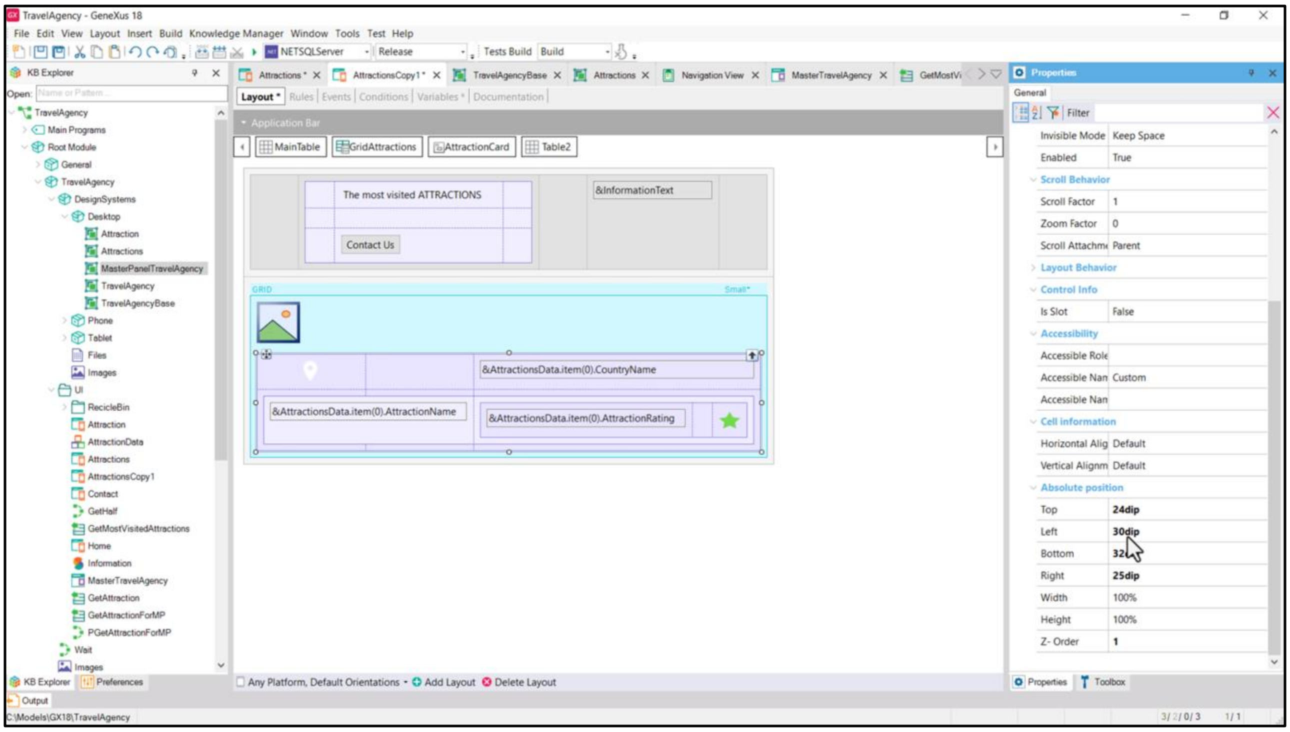
Control Name	Table2
Appearance	
Columns Style	10dip;17dip;100%
Rows Style	18dip;100%
Width	100%
Height	100%
Auto Grow	True
Class	Table
Background	(none)
Visible	True
Invisible Mode	Keep Space
Enabled	True
Scroll Behavior	
Scroll Factor	1
Zoom Factor	0
Scroll Attachm	Parent
Layout Behavior	
Control Info	
Is Slot	False
Accessibility	
Accessible Role	
Accessible Nan	Custom
Accessible Nan	
Cell information	

So I left 10 dips for the icon column, 17 for space, and the third column to expand to the remaining 100%.



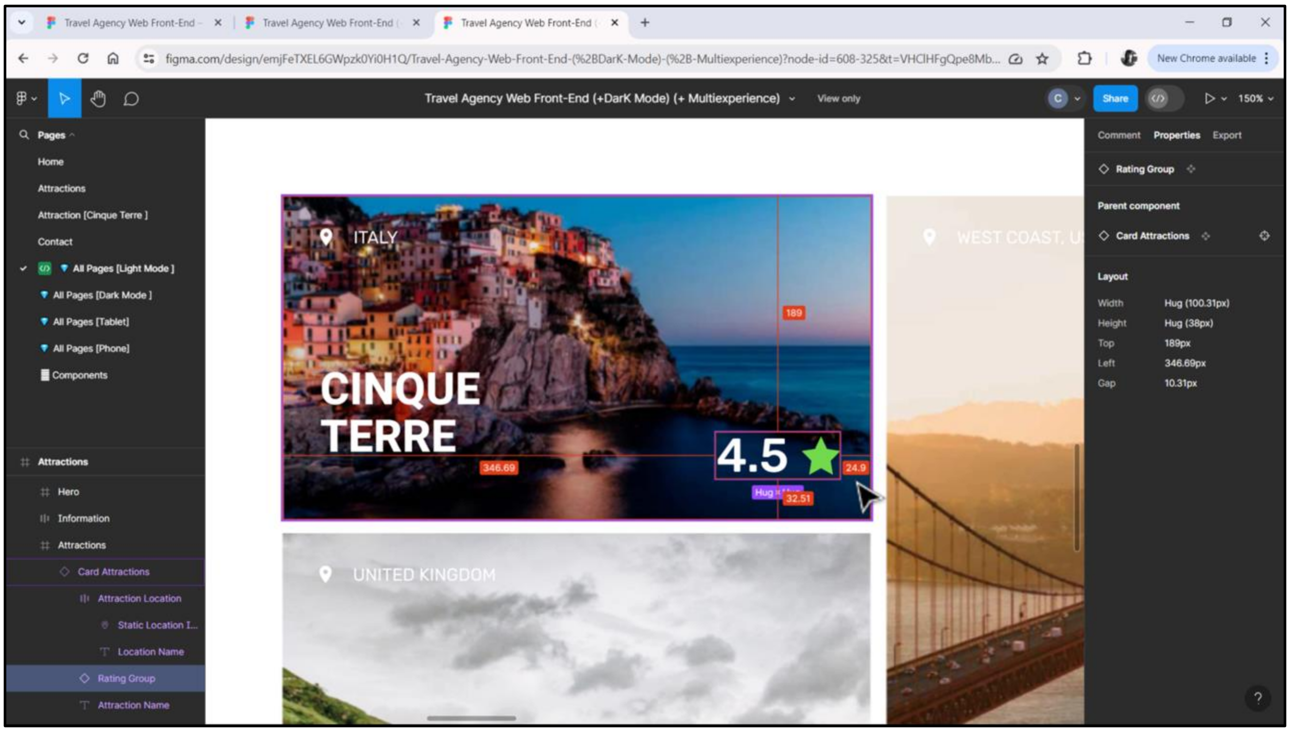
Autolink	True
Accessible Nan	Custom
Accessible Nan	Country Name
Control Type	Edit
Auto Grow	False
Input Type	Values
Suggest	No
Auto correctior	True
Auto capitaliza	First word
Enter Key Ca	Default
Enter Event	<Platform Default>
Displays Key	True
Input History	True
Is Password	False
Row Span	1
Col Span	1
Horizontal Alig	Left
Vertical Alignm	Mid

But with the condition that this variable is horizontally aligned to the left.
And both controls, vertically, in the middle.



Invisible Mode	Keep Space
Enabled	True
Scroll Behavior	
Scroll Factor	1
Zoom Factor	0
Scroll Attachm	Parent
Layout Behavior	
Control Info	
Is Slot	False
Accessibility	
Accessible Role	
Accessible Nan	Custom
Accessible Nan	
Cell information	
Horizontal Alig	Default
Vertical Alignm	Default
Absolute position	
Top	24dip
Left	30dip
Bottom	32
Right	25dip
Width	100%
Height	100%
Z- Order	1

The table is inside the canvas, so it was placed relative to its borders... We just saw that it started at 24 dips from the top and 30 from the left. And let's see where these 32 from the bottom and these 25 from the right come from.



Width	Hug (100.31px)
Height	Hug (38px)
Top	189px
Left	346.69px
Gap	10.31px

We see them there. We round them up.

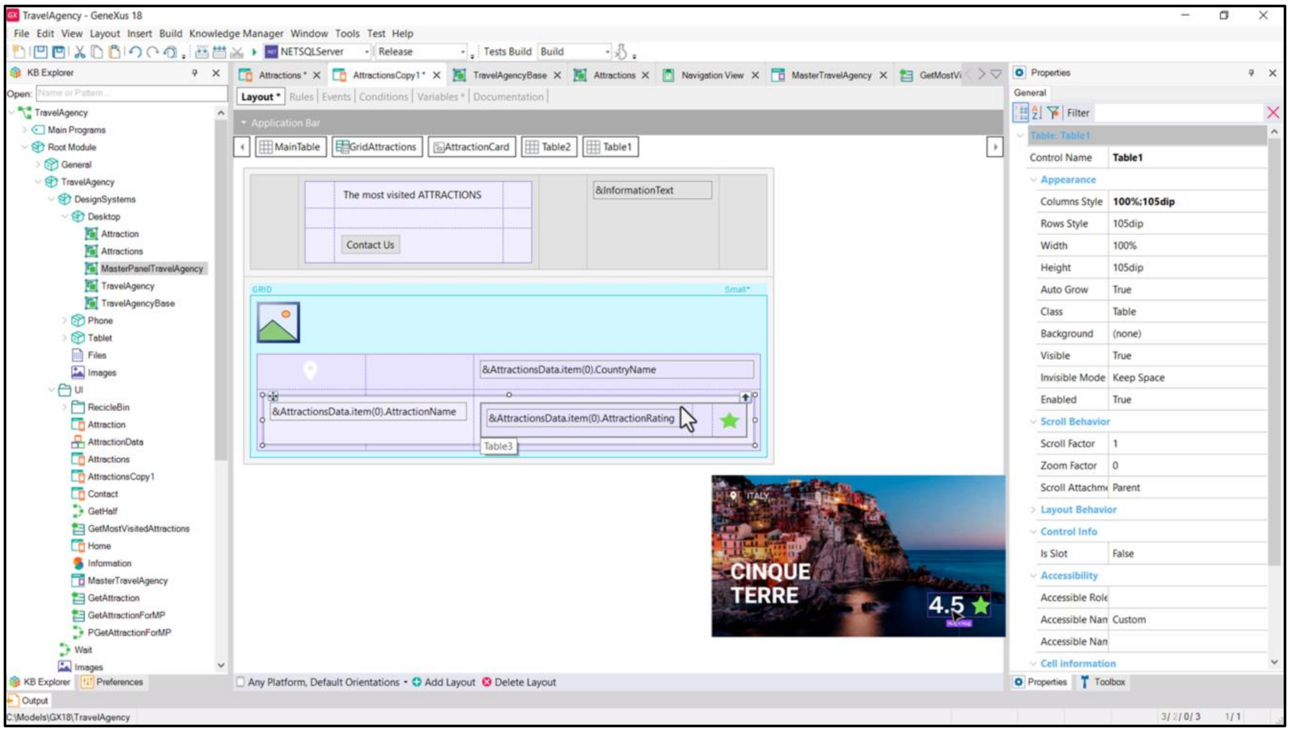
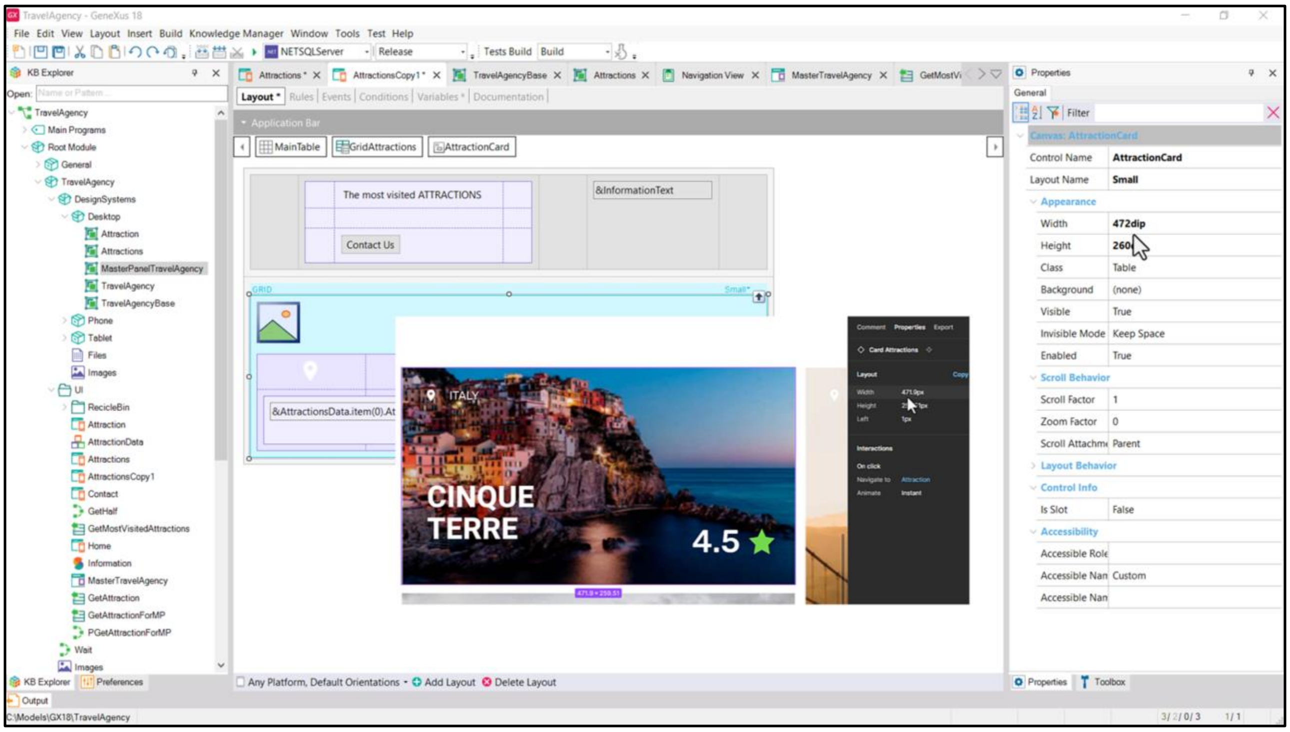

TravelAgency - GeneXus 18
KB Explorer
AttractionsCopy1 *
Layout *
MainTable
GridAttractions
AttractionCard
Table2
Table1
The most visited ATTRACTIONS
Contact Us
&InformationText
&AttractionsData.item(0).CountryName
&AttractionsData.item(0).AttractionName
&AttractionsData.item(0).AttractionRating
Table3
ITALY
CINQUE TERRE
4.5

Table: Table1

Control Name	Table1
Appearance	
Columns Style	100%;105dip
Rows Style	105dip
Width	100%
Height	105dip
Auto Grow	True
Class	Table
Background	(none)
Visible	True
Invisible Mode	Keep Space
Enabled	True
Scroll Behavior	
Scroll Factor	1
Zoom Factor	0
Scroll Attachm	Parent
Layout Behavior	
Control Info	
Is Slot	False
Accessibility	
Accessible Role	
Accessible Nan	Custom
Accessible Nan	
Cell information	

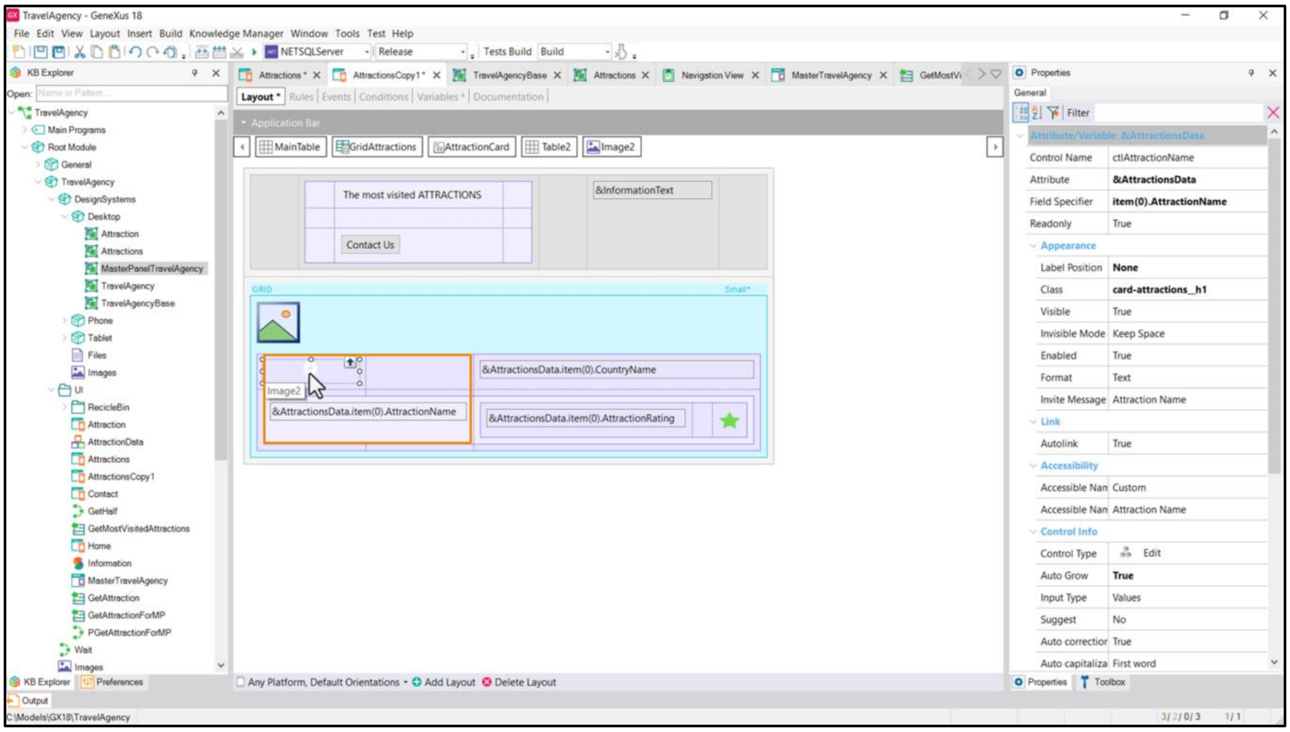
Good. We set the table with Z order 1, so that it is above the image.

And now let's analyze this sub table. It has 2 columns, the one on the right of 105 dips, which is the maximum space that can occupy the width of this other table; and the one on the left, which will contain this variable, which has a space of 100% of the remaining width of this table to occupy.



And what is the width of this table? 100% of its container, which is the entire row 2; since it adds up the 3 columns because it expands in the 3 columns, it is clearly 100% of the width of the table...

What is it, then? The one that results from subtracting, from the width of the canvas... the Left and Right borders.



Attribute/Variable: &AttractionsData

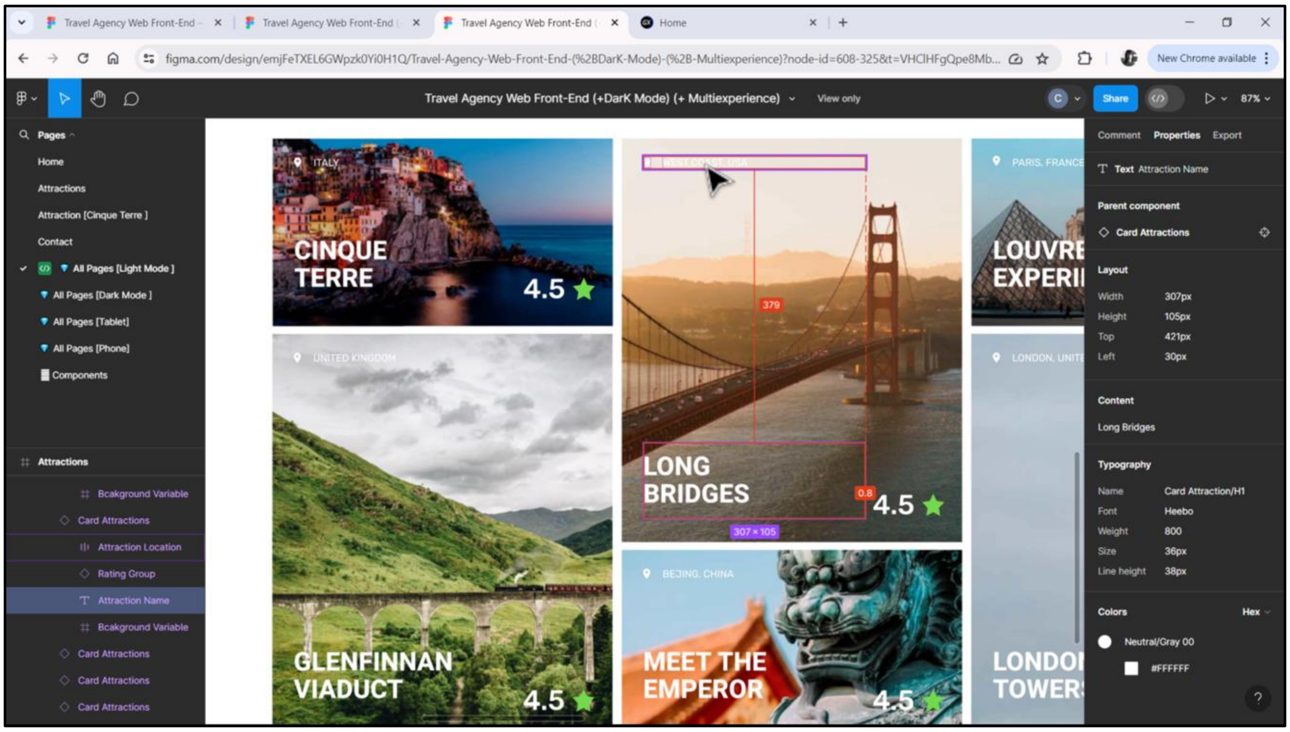
Control Name	ctlAttractionName
Attribute	**&AttractionsData**
Field Specifier	**item(0).AttractionName**
Readonly	True
Appearance	
Label Position	**None**
Class	**card-attractions_h1**
Visible	True
Invisible Mode	Keep Space
Enabled	True
Format	Text
Invite Message	Attraction Name
Link	
Autolink	True
Accessibility	
Accessible Nan	Custom
Accessible Nan	Attraction Name
Control Info	
Control Type	Edit
Auto Grow	**True**
Input Type	Values
Suggest	No
Auto correctior	True
Auto capitaliza	First word

I could continue analyzing each value that I gave to each property, but as it is more of the same and I don't want to bore you, let's leave it here. You can investigate all this in detail in the xpz file that will be available.

As I have been repeating from the beginning, there is almost never only one way to implement things. The advantage of having placed this and this control in a table, is that I model the alignment to the left in an optimal way. Imagine I need to change the distance from the left border of the Canvas, for example. I do it only once, for the table. If I have these controls either individually or in separate tables, I will have to make the change for each one.

The same goes for controls that we know must be aligned horizontally in some way, such as these.

When there is an obvious structure in the design that interrelates the controls, then it is convenient to use tables (in the appropriate varieties, such as flex for some cases, of course).



Text Attraction Name

Parent component: Card Attractions

Layout
Width 307px
Height 105px
Top 421px
Left 30px

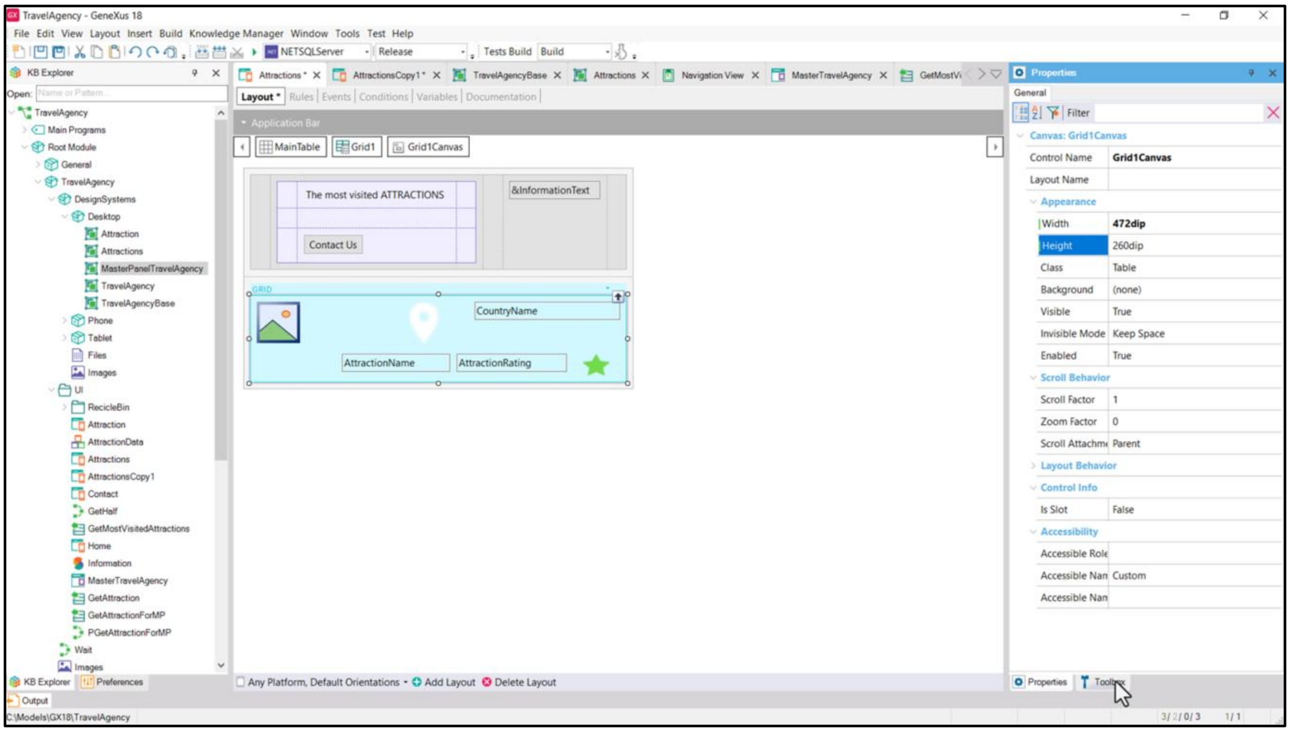
Content
Long Bridges

Typography
Name Card Attraction/H1
Font Heebo
Weight 800
Size 36px
Line height 38px

Colors
Neutral/Gray 00
#FFFFFF

Now I want to tell you how I analyzed the differences between the small cards and the large cards.
We knew that one was 260 dips high and the other was 560 dips high. The difference of 300 dips is given only by this vertical space.

That is, to convert a large card into a small one, all that is needed is to remove this space in the middle of 300 dips.
Note that the distance between this element and this one is 80 dips here, while here it is almost 380. That is, 300 is the difference between one and the other.



Properties — General

Canvas: Grid1Canvas

Control Name	Grid1Canvas
Layout Name	
Appearance	
Width	472dip
Height	260dip
Class	Table
Background	(none)
Visible	True
Invisible Mode	Keep Space
Enabled	True
Scroll Behavior	
Scroll Factor	1
Zoom Factor	0
Scroll Attachm	Parent
Layout Behavior	
Control Info	
Is Slot	False
Accessibility	
Accessible Role	
Accessible Nan	Custom
Accessible Nan	

So, I could focus first on modeling the Small card as if it were the default one. And when I finished it, I implemented the Large one. And we could do the same, very quickly, with our grid with attributes.

Here I set the dimensions of the canvas.

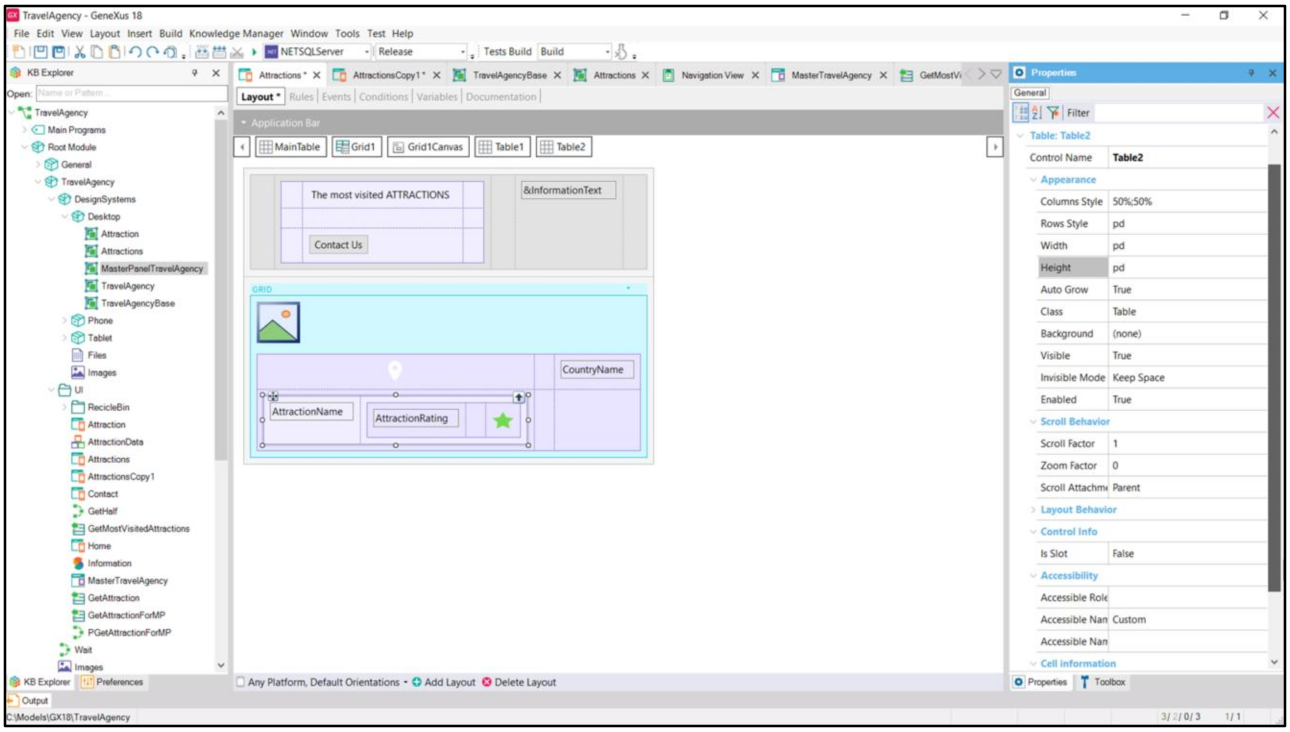


Table: Table2

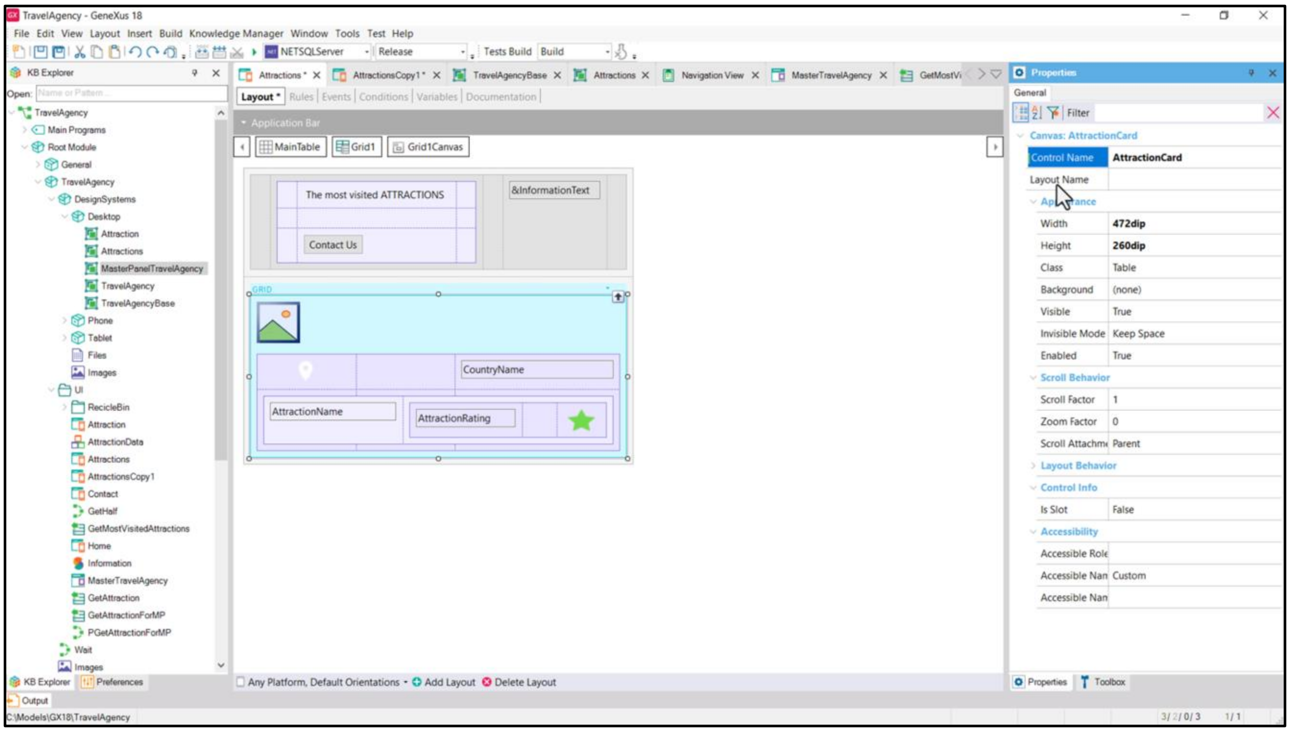
Control Name	Table2
Appearance	
Columns Style	50%;50%
Rows Style	pd
Width	pd
Height	pd
Auto Grow	True
Class	Table
Background	(none)
Visible	True
Invisible Mode	Keep Space
Enabled	True
Scroll Behavior	
Scroll Factor	1
Zoom Factor	0
Scroll Attachm	Parent
Layout Behavior	
Control Info	
Is Slot	False
Accessibility	
Accessible Role	
Accessible Nan	Custom
Accessible Nan	
Cell information	

And then I start to model the table controls, to place our image and attribute controls inside the tables that we had identified.

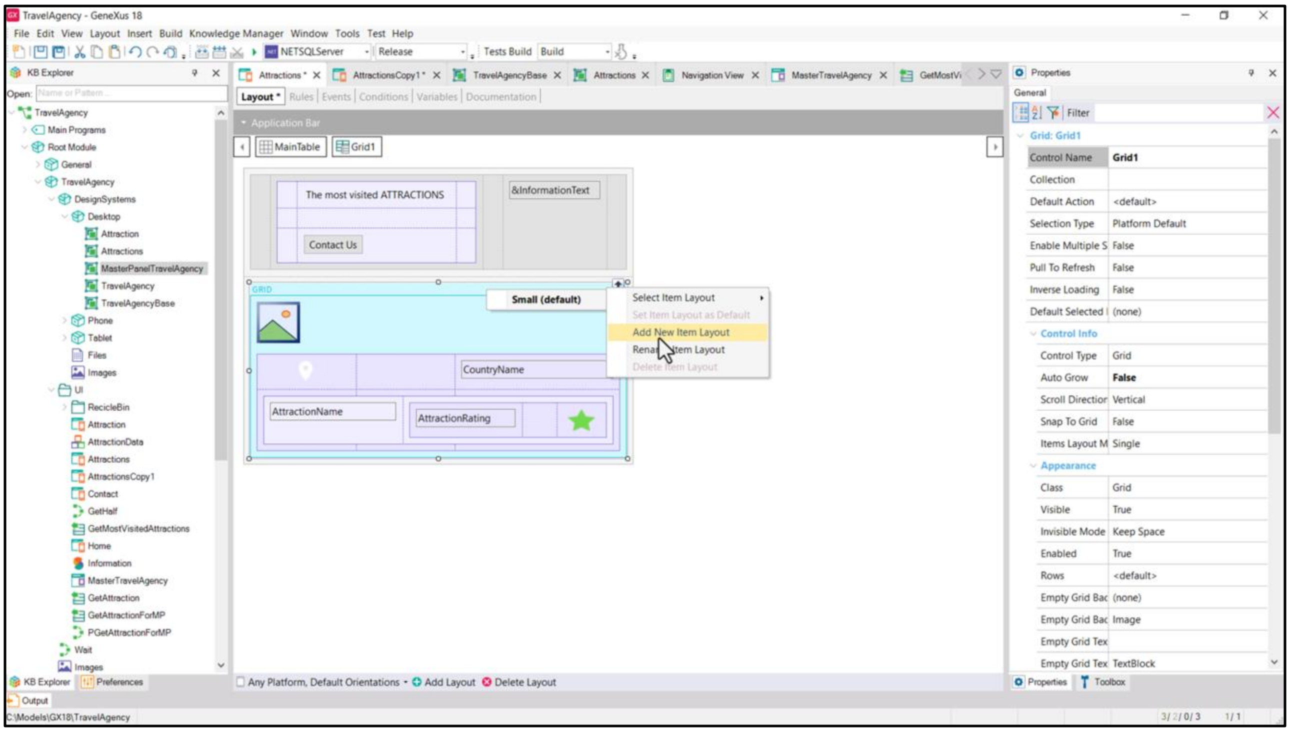
Finally I set this as the second row of the main table, and I make it expand in the 3 columns.

Well, and the rest, basically, is to copy the properties that we had in AttractionsCopy to this other one.

I start to do it quickly but I leave it as a task for you. Actually, it would have been convenient to copy the whole canvas and there replace the variables with attributes.

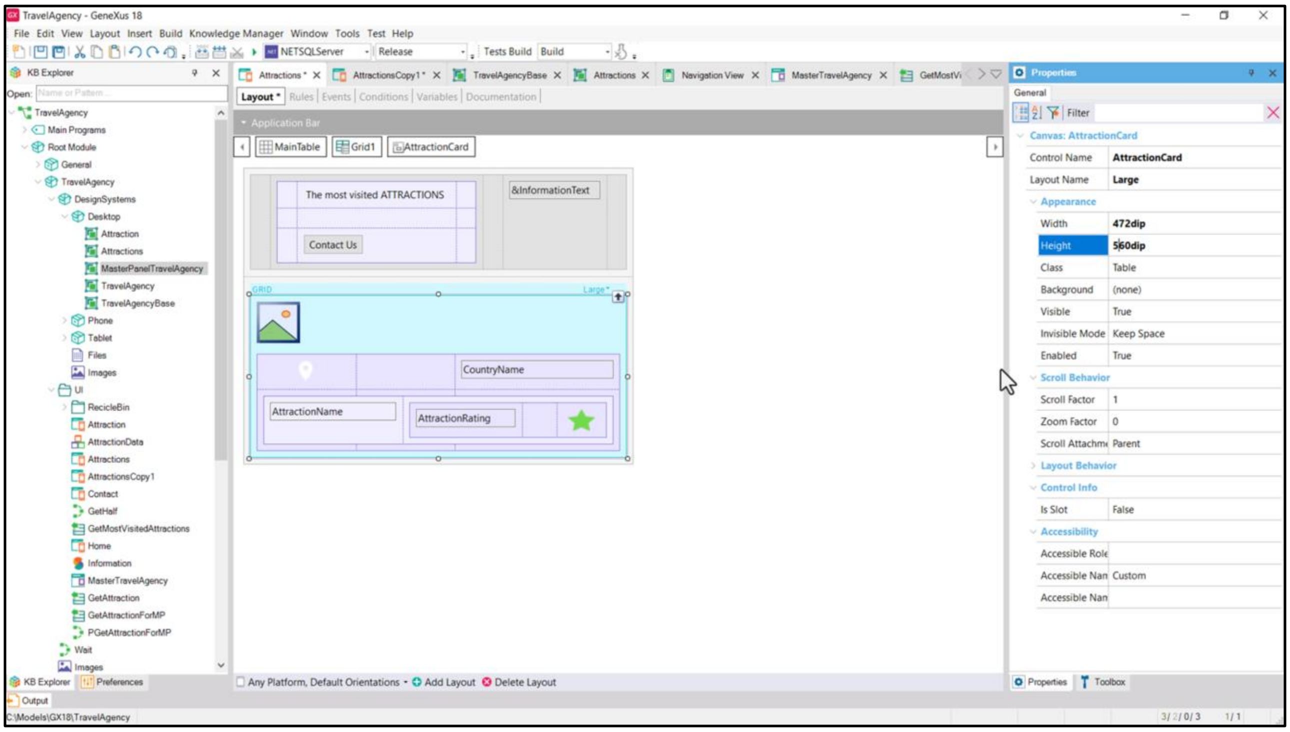


Here we have the small card ready. I'm going to rename the canvas to AttractionCard, as in the other grid.



And I'm going to rename this item layout to Small. It will be the default.

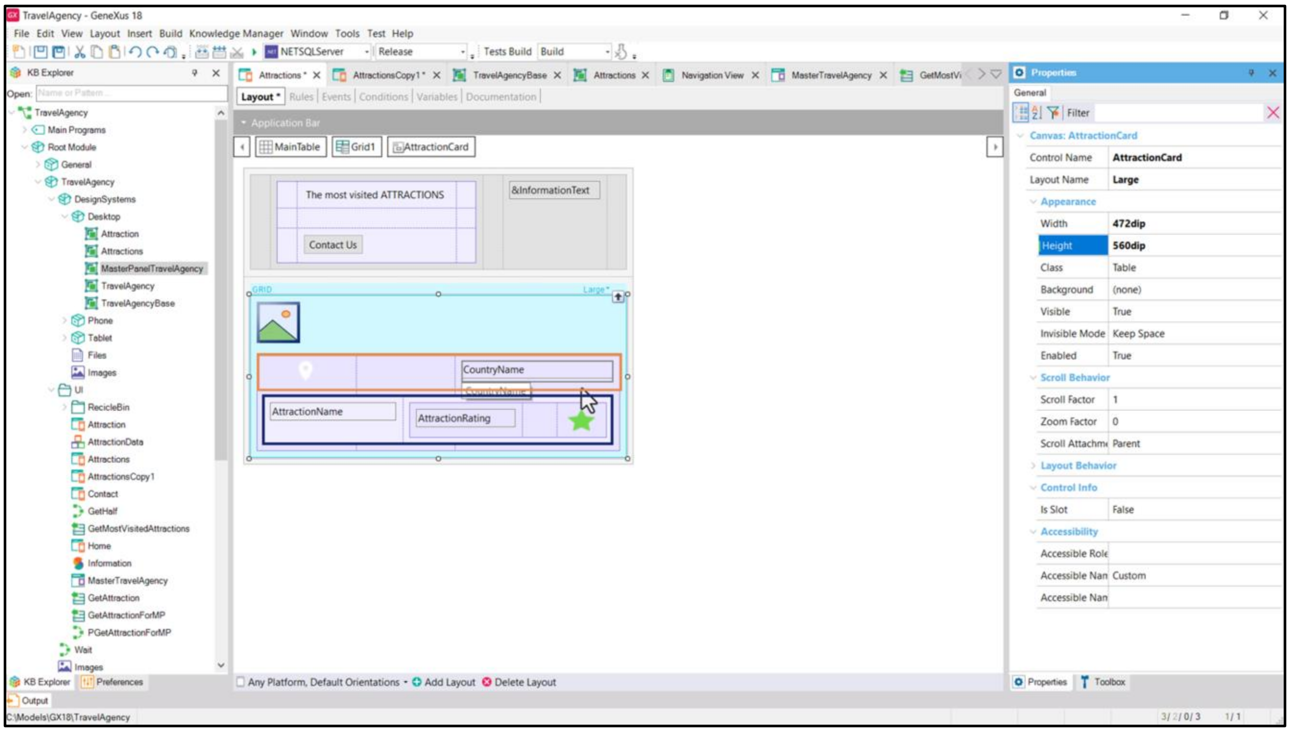
And now I'm going to add another item layout, which I'll call Large...


TravelAgency - GeneXus 18
File Edit View Layout Insert Build Knowledge Manager Window Tools Test Help
KB Explorer
Attractions * AttractionsCopy1 * TravelAgencyBase Attractions Navigation View MasterTravelAgency
Layout * Rules Events Conditions Variables Documentation
MainTable Grid1 AttractionCard
The most visited ATTRACTIONS
&InformationText
Contact Us
CountryName
AttractionName
AttractionRating
Any Platform, Default Orientations Add Layout Delete Layout
Properties

Control Name	AttractionCard
Layout Name	Large
Width	472dip
Height	560dip
Class	Table
Background	(none)
Visible	True
Invisible Mode	Keep Space
Enabled	True
Scroll Factor	1
Zoom Factor	0
Scroll Attachm	Parent
Is Slot	False
Accessible Nan	Custom

It is initialized with the layout of the only one that was there. So it will have exactly the same controls, with the same values for the properties.

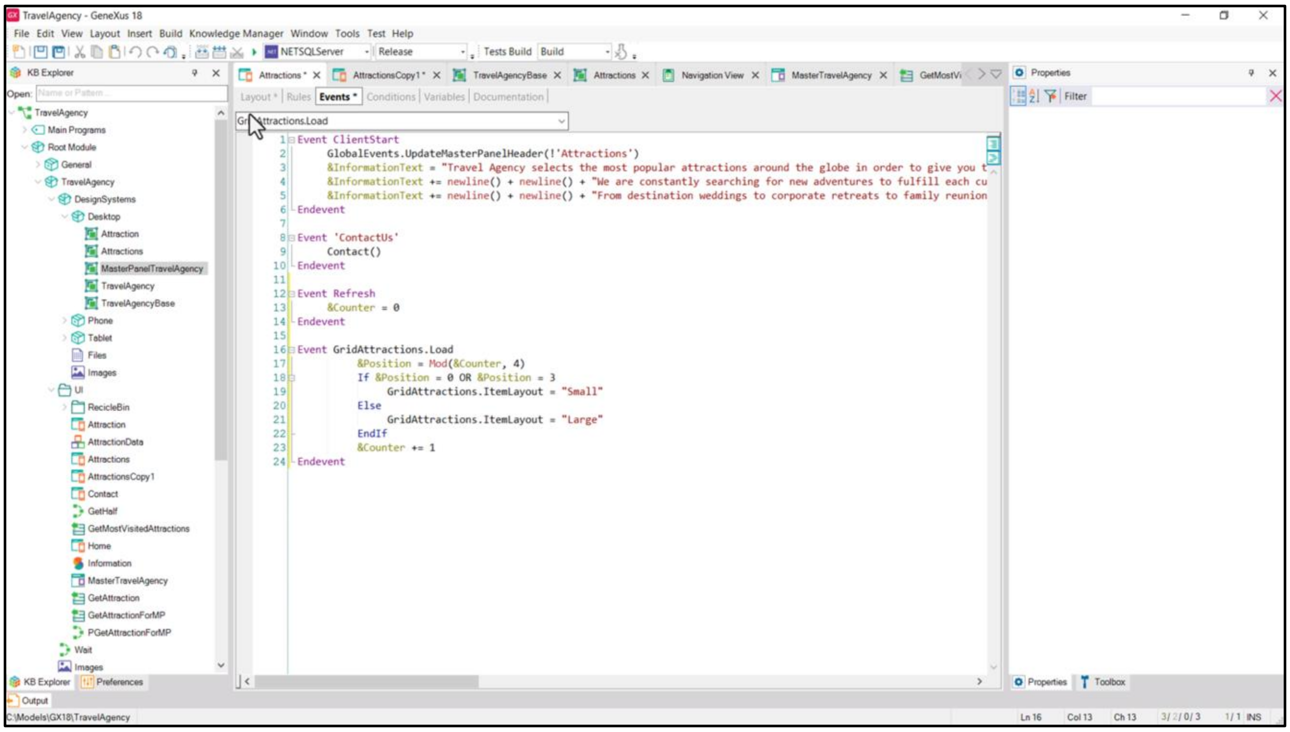
As we already saw, the only difference between the Small and Large layout will be their Height... here it will be 560 dips.


TravelAgency - GeneXus 18
File Edit View Layout Insert Build Knowledge Manager Window Tools Test Help
KB Explorer
Layout * Rules Events Conditions Variables Documentation
MainTable
Grid1
AttractionCard
The most visited ATTRACTIONS
Contact Us
&InformationText
CountryName
AttractionName
AttractionRating
Any Platform, Default Orientations Add Layout Delete Layout

Canvas: AttractionCard	
Control Name	AttractionCard
Layout Name	Large
Appearance	
Width	472dip
Height	560dip
Class	Table
Background	(none)
Visible	True
Invisible Mode	Keep Space
Enabled	True
Scroll Behavior	
Scroll Factor	1
Zoom Factor	0
Scroll Attachm	Parent
Layout Behavior	
Control Info	
Is Slot	False
Accessibility	
Accessible Role	
Accessible Nan	Custom
Accessible Nan	

Let's analyze why just by doing this there will be 300 more dips between the row of this table and the table of row 2.

The borders of the containing table are set at these distances: top and bottom. The height is relative to the height of the canvas, which is what varies between the two layouts. But in addition, this table has a fixed height, and is aligned vertically down, so it will always be on the bottom edge. And therefore the space left to complete 100% of the height of the row where the table is located is the one that will cause the difference of 300 dips between one case and the other.

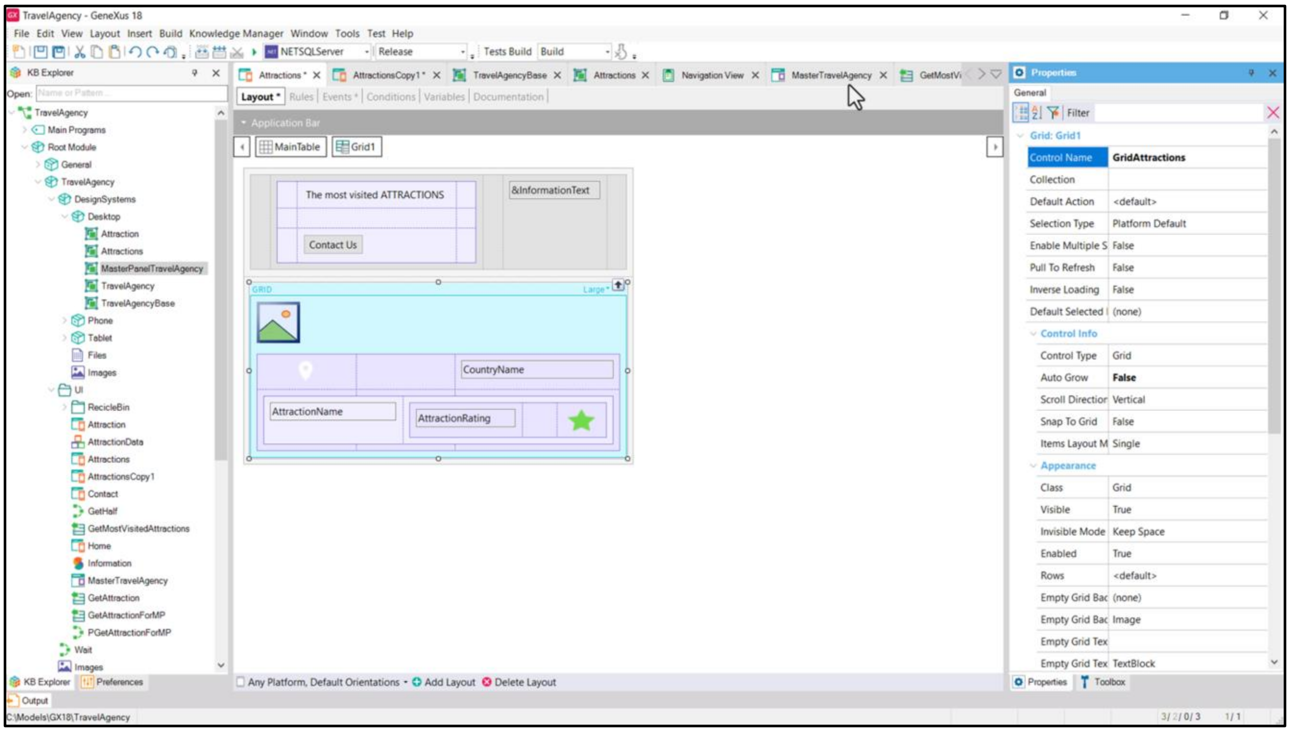


```
Event ClientStart
     GlobalEvents.UpdateMasterPanelHeader(!'Attractions')
     &InformationText = "Travel Agency selects the most popular attractions around the globe in order to give you t
     &InformationText += newline() + newline() + "We are constantly searching for new adventures to fulfill each cu
     &InformationText += newline() + newline() + "From destination weddings to corporate retreats to family reunion
Endevent

Event 'ContactUs'
     Contact()
Endevent

Event Refresh
     &Counter = 0
Endevent

Event GridAttractions.Load
          &Position = Mod(&Counter, 4)
          If &Position = 0 OR &Position = 3
               GridAttractions.ItemLayout = "Small"
          Else
               GridAttractions.ItemLayout = "Large"
          EndIf
          &Counter += 1
Endevent
```

We still have to copy what we did here to load each item in the grid with the corresponding layout.

I copy both events...

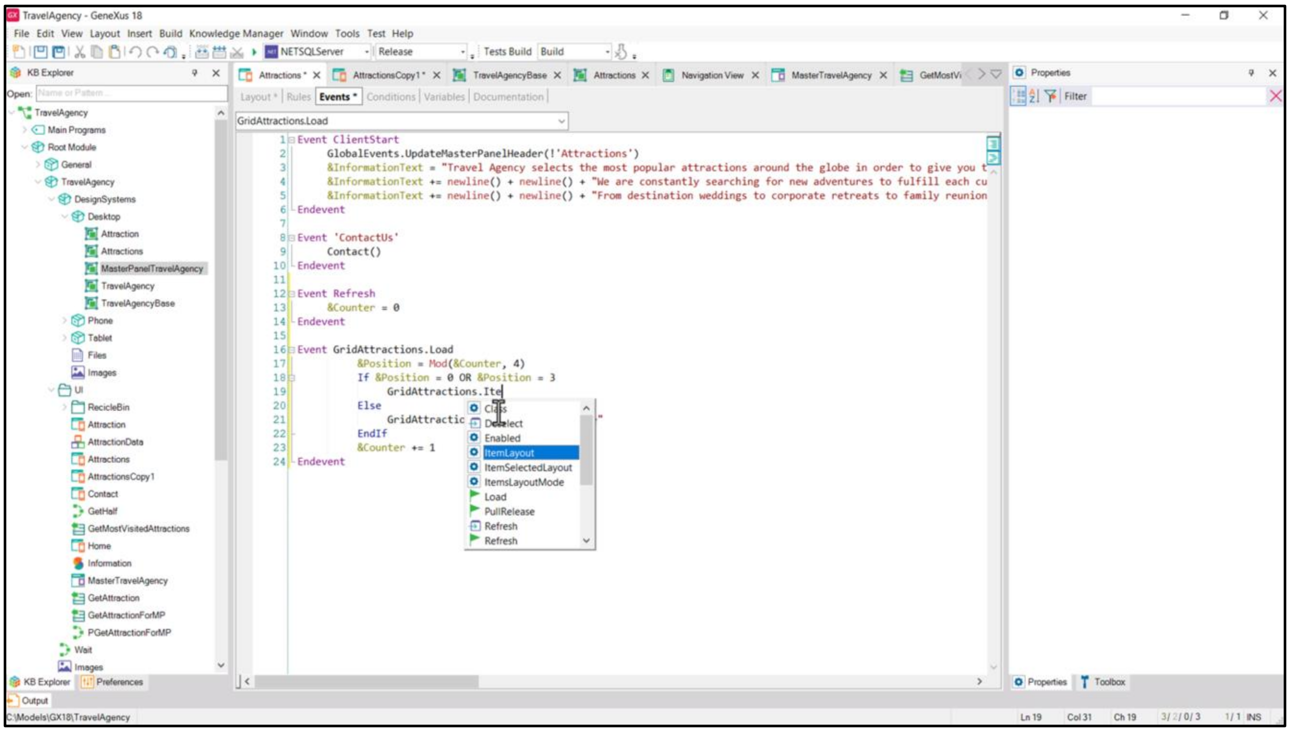
I paste them... I remove this that doesn't go here. In the Refresh I only leave to set the counter to 0...



Grid: Grid1

Control Name	GridAttractions
Collection	
Default Action	<default>
Selection Type	Platform Default
Enable Multiple S	False
Pull To Refresh	False
Inverse Loading	False
Default Selected I	(none)
Control Info	
Control Type	Grid
Auto Grow	False
Scroll Direction	Vertical
Snap To Grid	False
Items Layout M	Single
Appearance	
Class	Grid
Visible	True
Invisible Mode	Keep Space
Enabled	True
Rows	<default>
Empty Grid Bac	(none)
Empty Grid Bac	Image
Empty Grid Tex	
Empty Grid Tex	TextBlock

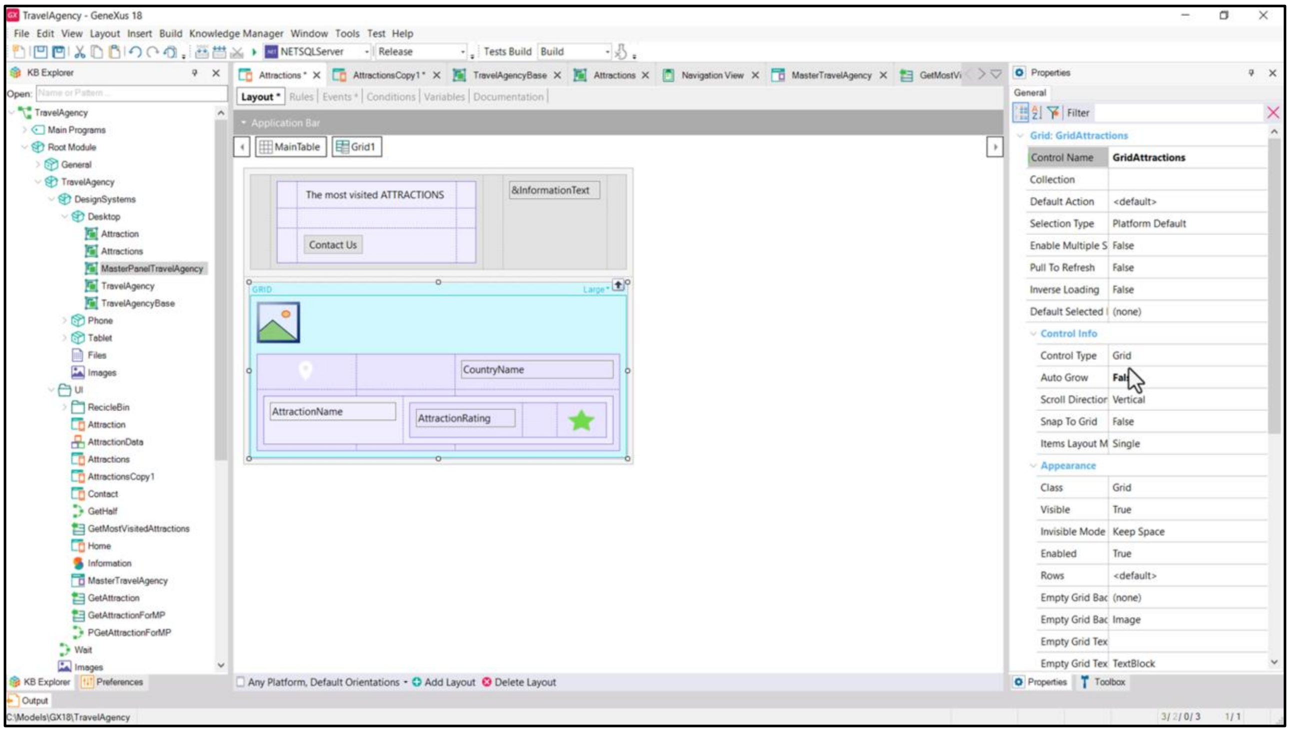
I change the name of the Grid to the one I have been using... GridAttractions.



```
Event ClientStart
     GlobalEvents.UpdateMasterPanelHeader(!'Attractions')
     &InformationText = "Travel Agency selects the most popular attractions around the globe in order to give you t
     &InformationText += newline() + newline() + "We are constantly searching for new adventures to fulfill each cu
     &InformationText += newline() + newline() + "From destination weddings to corporate retreats to family reunion
Endevent

Event 'ContactUs'
     Contact()
Endevent

Event Refresh
     &Counter = 0
Endevent

Event GridAttractions.Load
          &Position = Mod(&Counter, 4)
          If &Position = 0 OR &Position = 3
               GridAttractions.Ite
          Else
               GridAttractic
          EndIf
          &Counter += 1
Endevent
```

I define the variables in this panel.

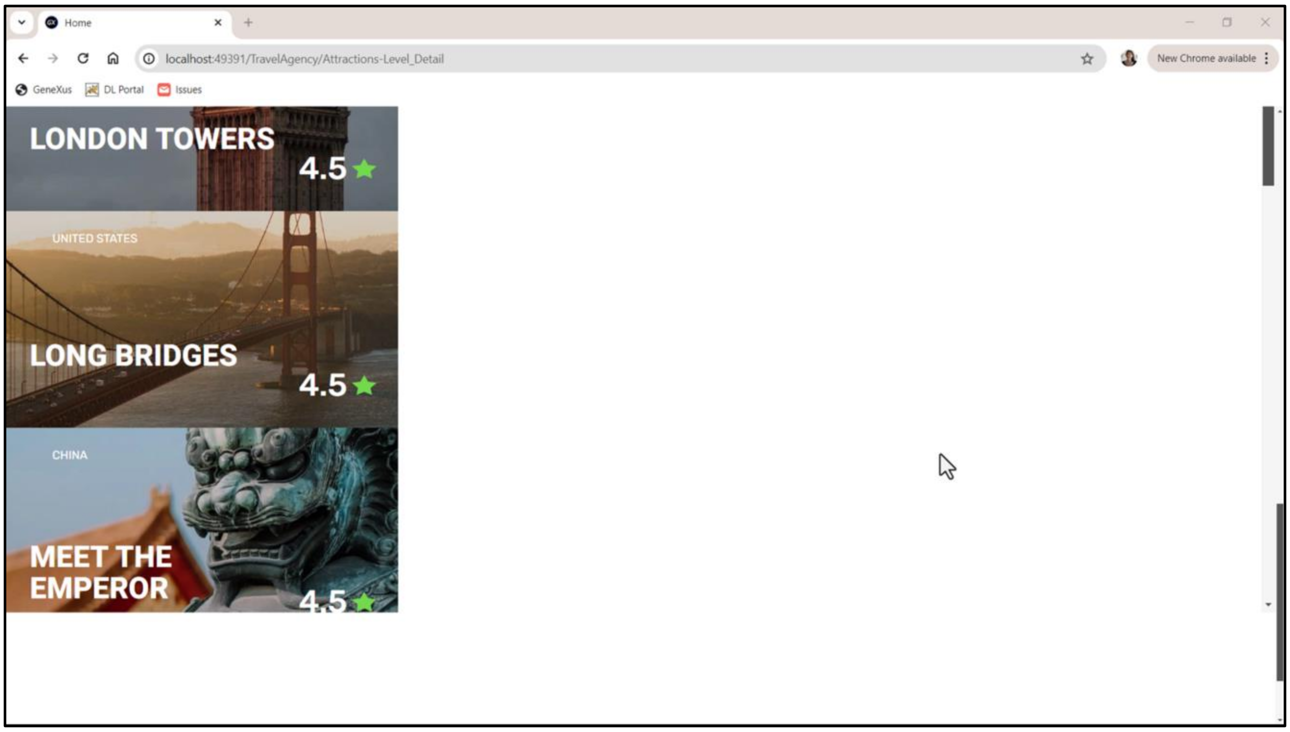
And this is perfect, but note that if I end the name of the grid with a period... I find the eligible property... And there I complete it. Let's place the exclamation mark so that neither this text nor the other one is translated.



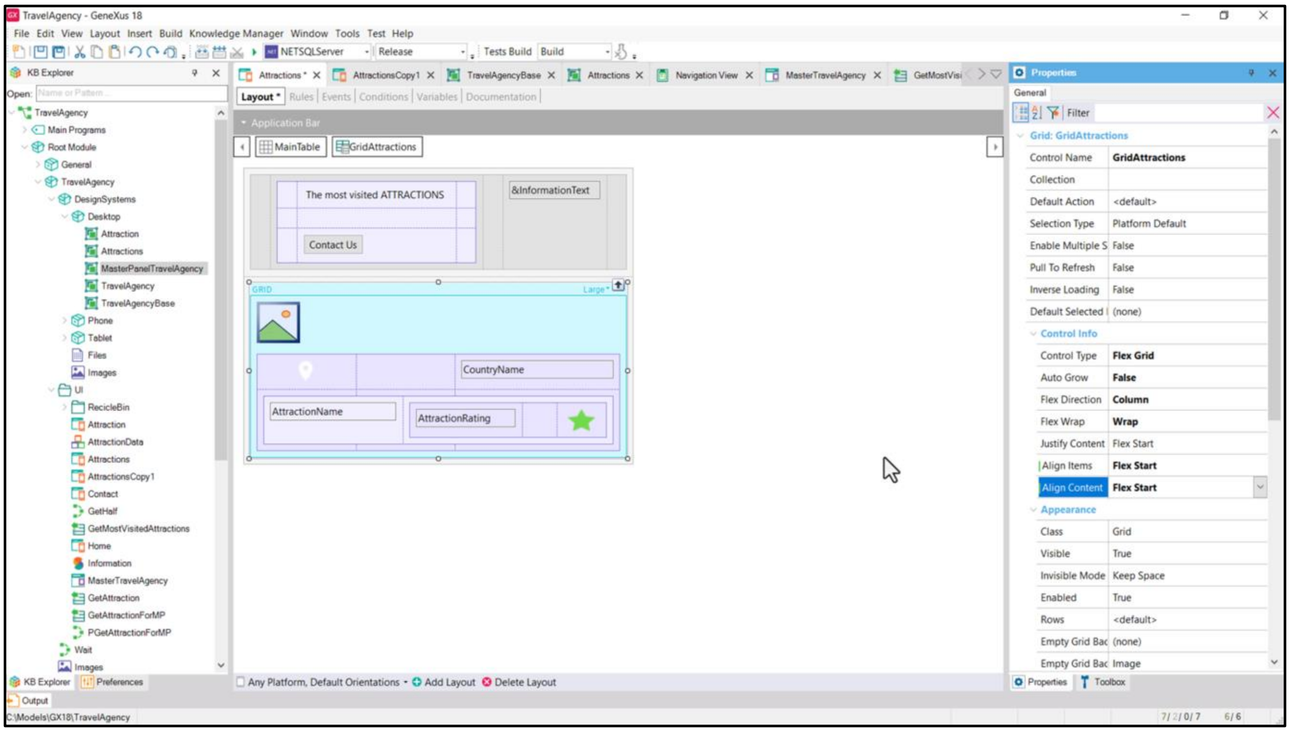
Grid: GridAttractions

Control Name	GridAttractions
Collection	
Default Action	<default>
Selection Type	Platform Default
Enable Multiple S	False
Pull To Refresh	False
Inverse Loading	False
Default Selected	(none)
Control Info	
Control Type	Grid
Auto Grow	Fal
Scroll Direction	Vertical
Snap To Grid	False
Items Layout M	Single
Appearance	
Class	Grid
Visible	True
Invisible Mode	Keep Space
Enabled	True
Rows	<default>
Empty Grid Bac	(none)
Empty Grid Bac	Image
Empty Grid Tex	
Empty Grid Tex	TextBlock

Before running it, note that the grid is a standard grid. If I run...



...this is what I see.

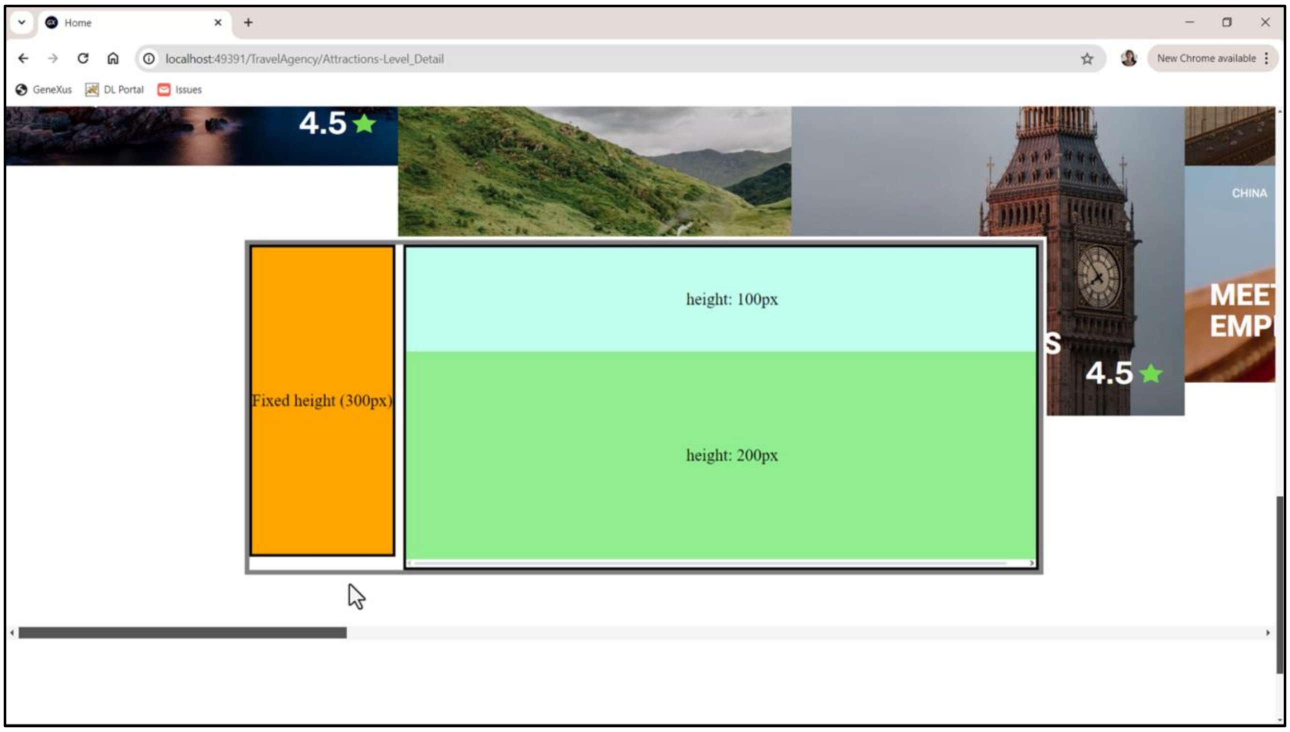


Grid: GridAttractions

Control Name	GridAttractions
Collection	
Default Action	<default>
Selection Type	Platform Default
Enable Multiple S	False
Pull To Refresh	False
Inverse Loading	False
Default Selected I	(none)
Control Info	
Control Type	Flex Grid
Auto Grow	False
Flex Direction	Column
Flex Wrap	Wrap
Justify Content	Flex Start
Align Items	Flex Start
Align Content	Flex Start
Appearance	
Class	Grid
Visible	True
Invisible Mode	Keep Space
Enabled	True
Rows	<default>
Empty Grid Bac	(none)
Empty Grid Bac	Image

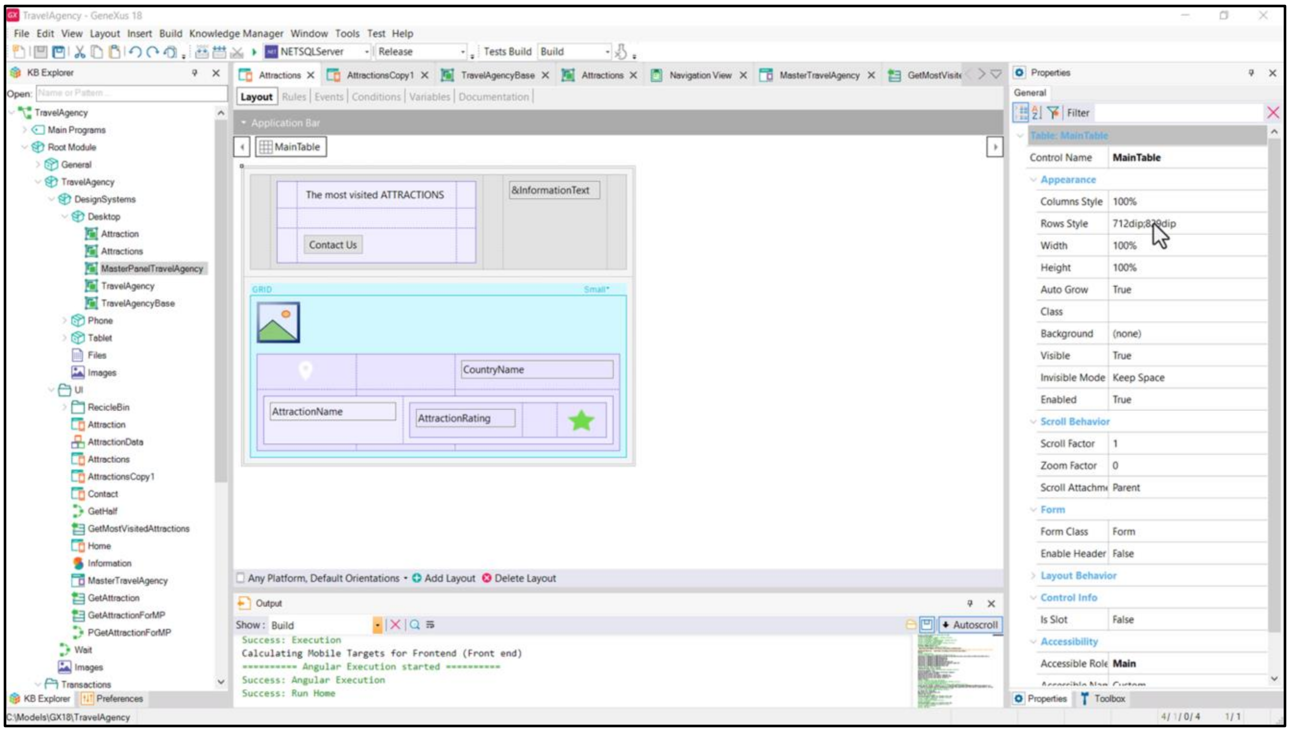
I will modify the grid to be Flex. I set the Column direction, Wrap, justify the content according to the beginning, that is to say, to the top edge; the alignment of the items relative to the other axis, the horizontal one, also according to the beginning, that is to say, to the left edge... And this one too.

We execute...



We see that in each column there is only one card instead of 2. Why?
It has to do with this scroll bar, which occupies a separate space in Desktop; this space must be taken into account.

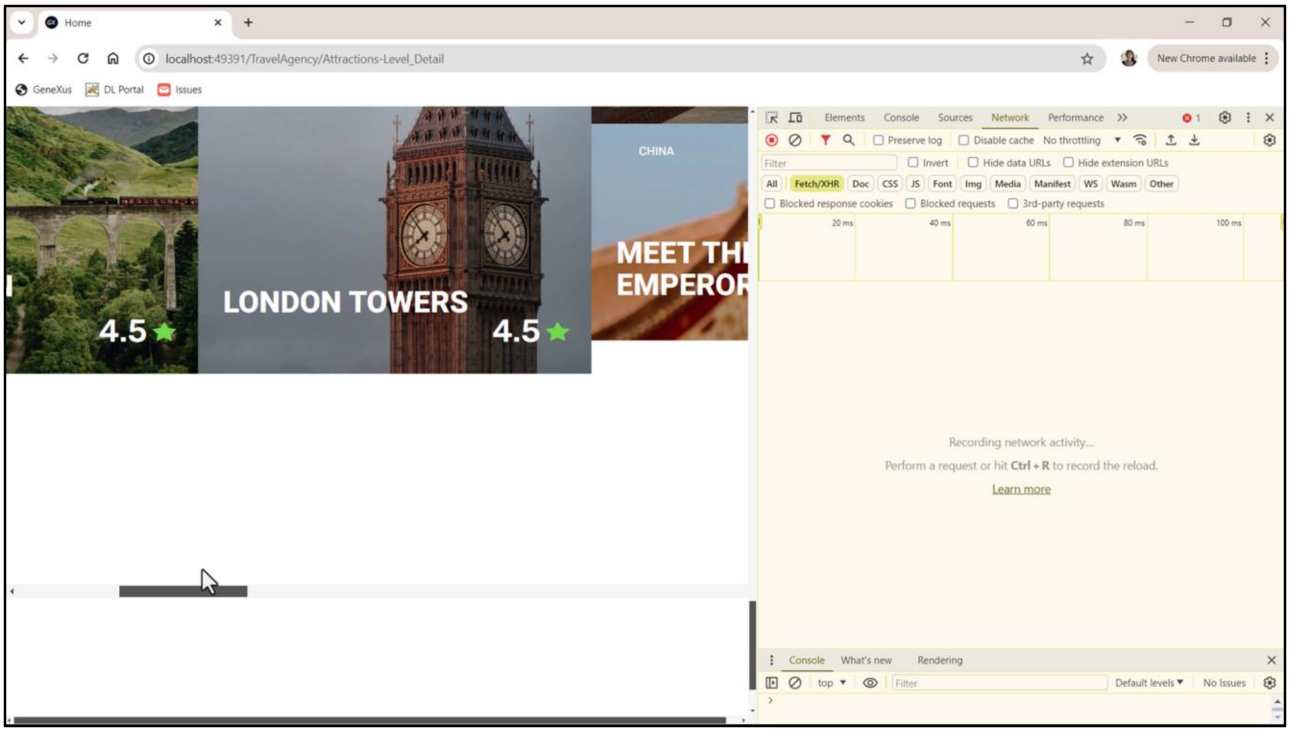
So, for example, if in the grid we have an item that is 100 pixels high and another one that is 200 pixels high, for both to fit the height of the grid cannot be 300; it has to be greater, because it must take into account the height of the scroll bar, which is outside.



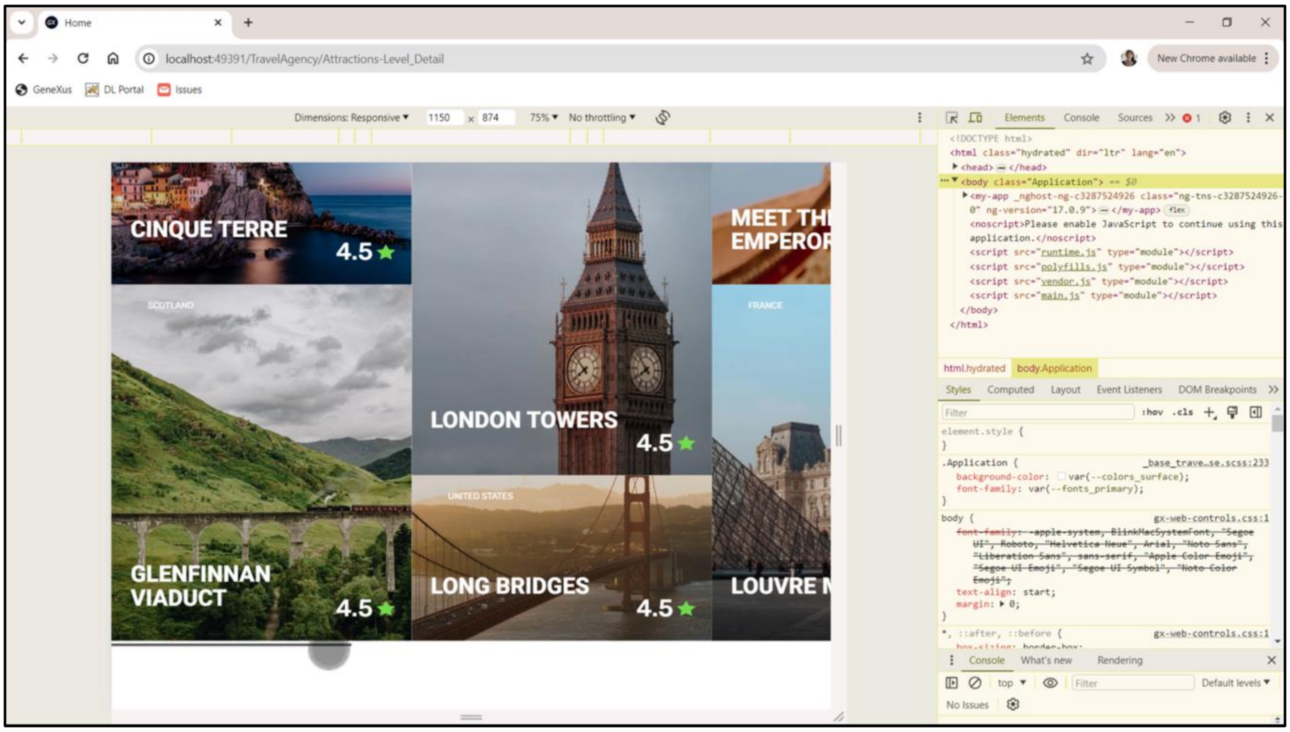
Control Name	MainTable
Appearance	
Columns Style	100%
Rows Style	712dip;829dip
Width	100%
Height	100%
Auto Grow	True
Class	
Background	(none)
Visible	True
Invisible Mode	Keep Space
Enabled	True
Scroll Behavior	
Scroll Factor	1
Zoom Factor	0
Scroll Attachm	Parent
Form	
Form Class	Form
Enable Header	False
Layout Behavior	
Control Info	
Is Slot	False
Accessibility	
Accessible Role	Main

```
Success: Execution
Calculating Mobile Targets for Frontend (Front end)
========== Angular Execution started ==========
Success: Angular Execution
Success: Run Home
```

In our case the height we gave to the grid row is 829 dips, and the 2 cards added together give 820 (260 plus 560). Evidently the 9 extra dips are not enough to place the scroll bar and that's why it’s not possible to fit two cards per column.



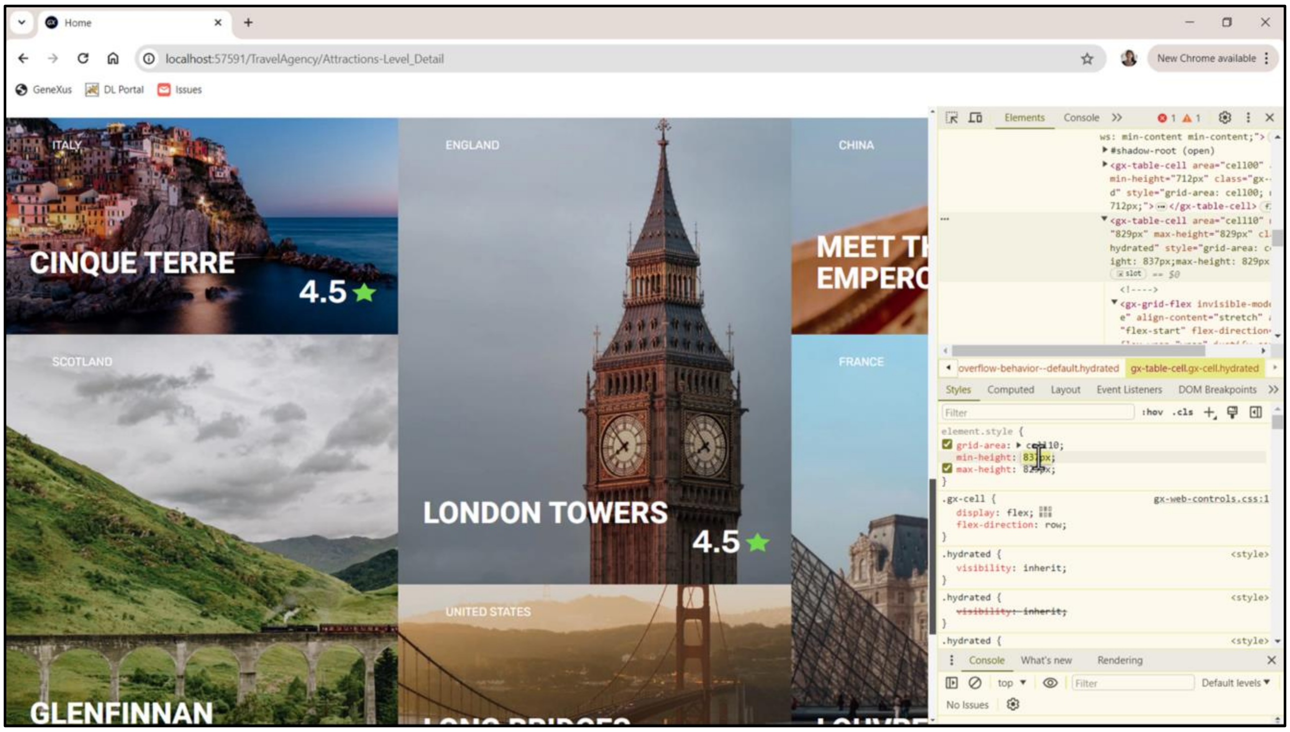
In this F12 I only have Web debugging enabled for desktop and not Web for mobile devices.



```
<!DOCTYPE html>
<html class="hydrated" dir="ltr" lang="en">
 ▶<head> ⋯ </head>
 ▼<body class="Application"> == $0
   ▶<my-app _nghost-ng-c3287524926 class="ng-tns-c3287524926-0" ng-version="17.0.9"> ⋯ </my-app> flex
    <noscript>Please enable JavaScript to continue using this application.</noscript>
    <script src="runtime.js" type="module"></script>
    <script src="polyfills.js" type="module"></script>
    <script src="vendor.js" type="module"></script>
    <script src="main.js" type="module"></script>
  </body>
</html>
```

```
element.style {
}
.Application {                                   _base_trave…se.scss:233
  background-color: var(--colors_surface);
  font-family: var(--fonts_primary);
}
body {                                           gx-web-controls.css:1
  ~~font-family: -apple-system, BlinkMacSystemFont, "Segoe UI", Roboto, "Helvetica Neue", Arial, "Noto Sans", "Liberation Sans", sans-serif, "Apple Color Emoji", "Segoe UI Emoji", "Segoe UI Symbol", "Noto Color Emoji";~~
  text-align: start;
  margin: ▶ 0;
}
*, ::after, ::before {                           gx-web-controls.css:1
```

See that if I turn on mobile debugging now both cards fit, because in the mobile browser the scroll bar is placed on top.

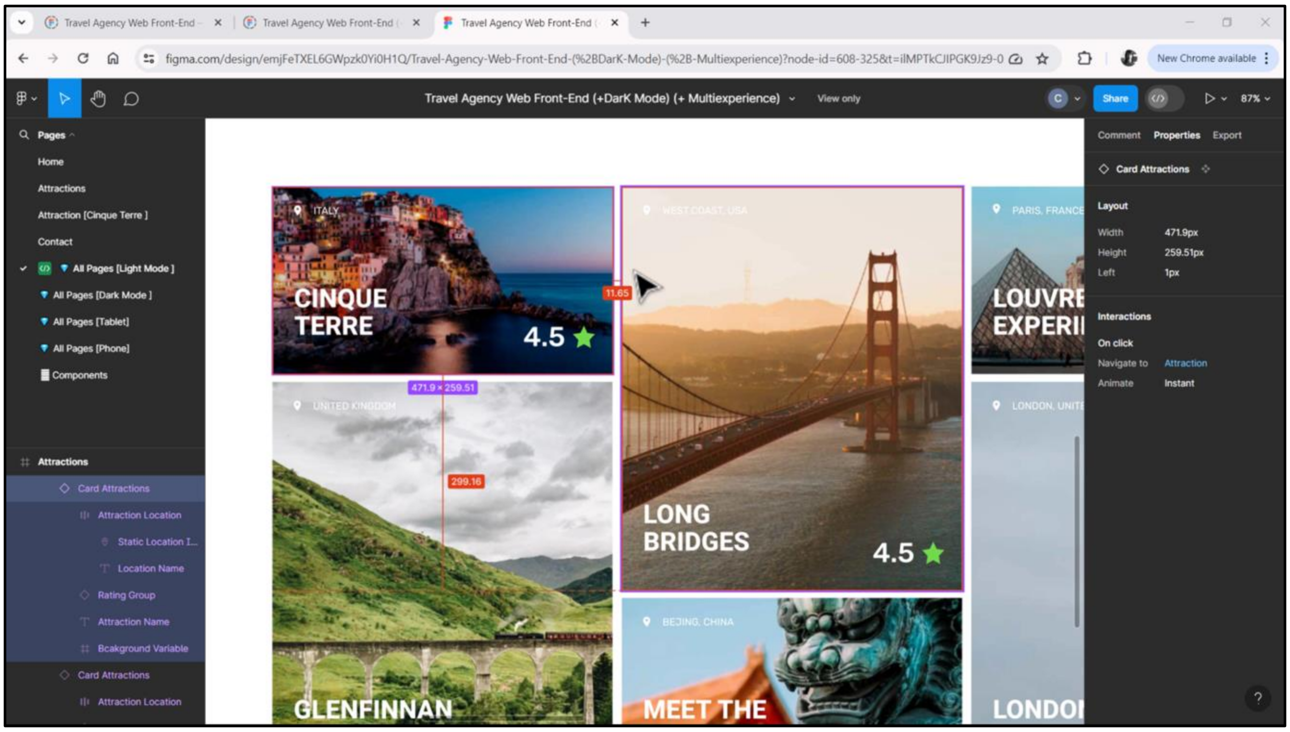


```
ws: min-content min-content;">
 #shadow-root (open)
 <gx-table-cell area="cell00"
 min-height="712px" class="gx-
 d" style="grid-area: cell00;
 712px;">…</gx-table-cell>
 <gx-table-cell area="cell10"
 "829px" max-height="829px" cl
 hydrated" style="grid-area: c
 ight: 837px;max-height: 829px
 slot == $0
   <!---->
   <gx-grid-flex invisible-mod
   e" align-content="stretch"
   "flex-start" flex-direction
```

```
overflow-behavior--default.hydrated   gx-table-cell.gx-cell.hydrated
```

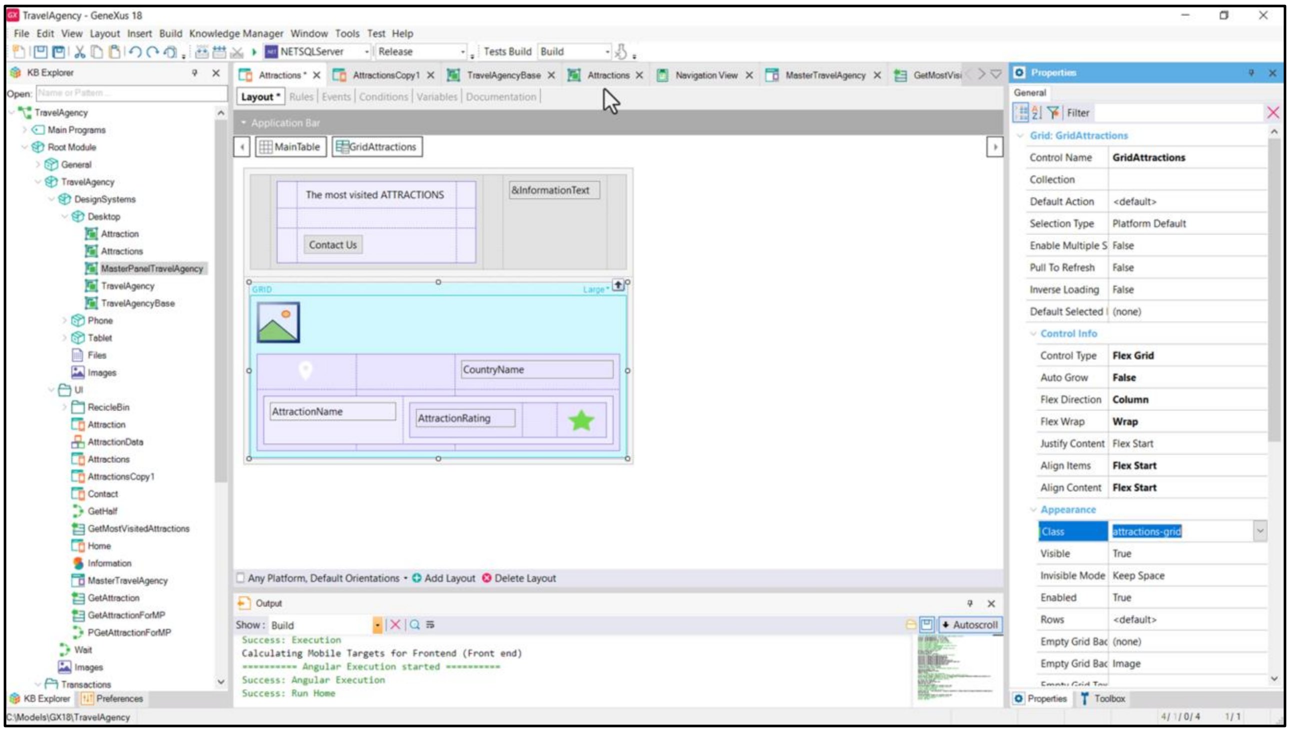
```
element.style {
  grid-area: cell10;
  min-height: 837px;
  max-height: 829px;
}
.gx-cell {                              gx-web-controls.css:1
  display: flex;
  flex-direction: row;
}
.hydrated {                             <style>
  visibility: inherit;
}
.hydrated {                             <style>
  ~~visibility: inherit;~~
}
.hydrated {                             <style>
```

However, the screens we are designing will only be run on Desktop, so we need to solve that scenario. Clearly we need to increase the row's height. When we reach this value, 837, the two cards per column are displayed. And of course if we continue to increase it, we see how the scroll bar is separating, so we needed to assign it 17 dips, because the two cards added up to 820... we need 17 dips for that scroll bar.



In addition, we need to leave the empty space between cards...

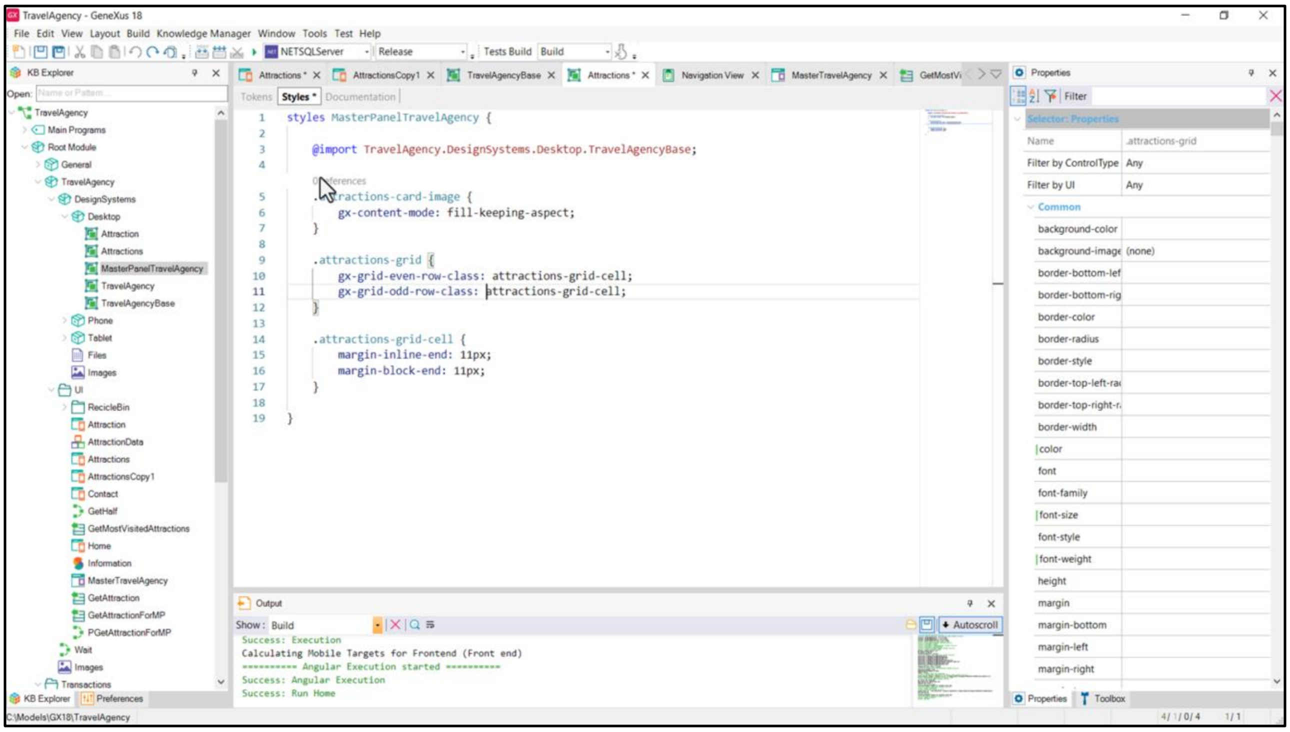
Note that in the Figma design the cards have a margin on the right of a bit more than 11 pixels and below of almost 11. So to all the cards in the grid we could assign a margin of 11 at the end, in both directions.



Grid: GridAttractions	
Control Name	GridAttractions
Collection	
Default Action	<default>
Selection Type	Platform Default
Enable Multiple S	False
Pull To Refresh	False
Inverse Loading	False
Default Selected I	(none)
Control Info	
Control Type	Flex Grid
Auto Grow	False
Flex Direction	Column
Flex Wrap	Wrap
Justify Content	Flex Start
Align Items	Flex Start
Align Content	Flex Start
Appearance	
Class	attractions-grid
Visible	True
Invisible Mode	Keep Space
Enabled	True
Rows	<default>
Empty Grid Bac	(none)
Empty Grid Bac	Image

```
Success: Execution
Calculating Mobile Targets for Frontend (Front end)
========== Angular Execution started ==========
Success: Angular Execution
Success: Run Home
```

We can assign a class to the grid...



```
styles MasterPanelTravelAgency {

    @import TravelAgency.DesignSystems.Desktop.TravelAgencyBase;

    .attractions-card-image {
        gx-content-mode: fill-keeping-aspect;
    }

    .attractions-grid {
        gx-grid-even-row-class: attractions-grid-cell;
        gx-grid-odd-row-class: attractions-grid-cell;
    }

    .attractions-grid-cell {
        margin-inline-end: 11px;
        margin-block-end: 11px;
    }

}
```

Name	.attractions-grid
Filter by ControlType	Any
Filter by UI	Any
background-image	(none)

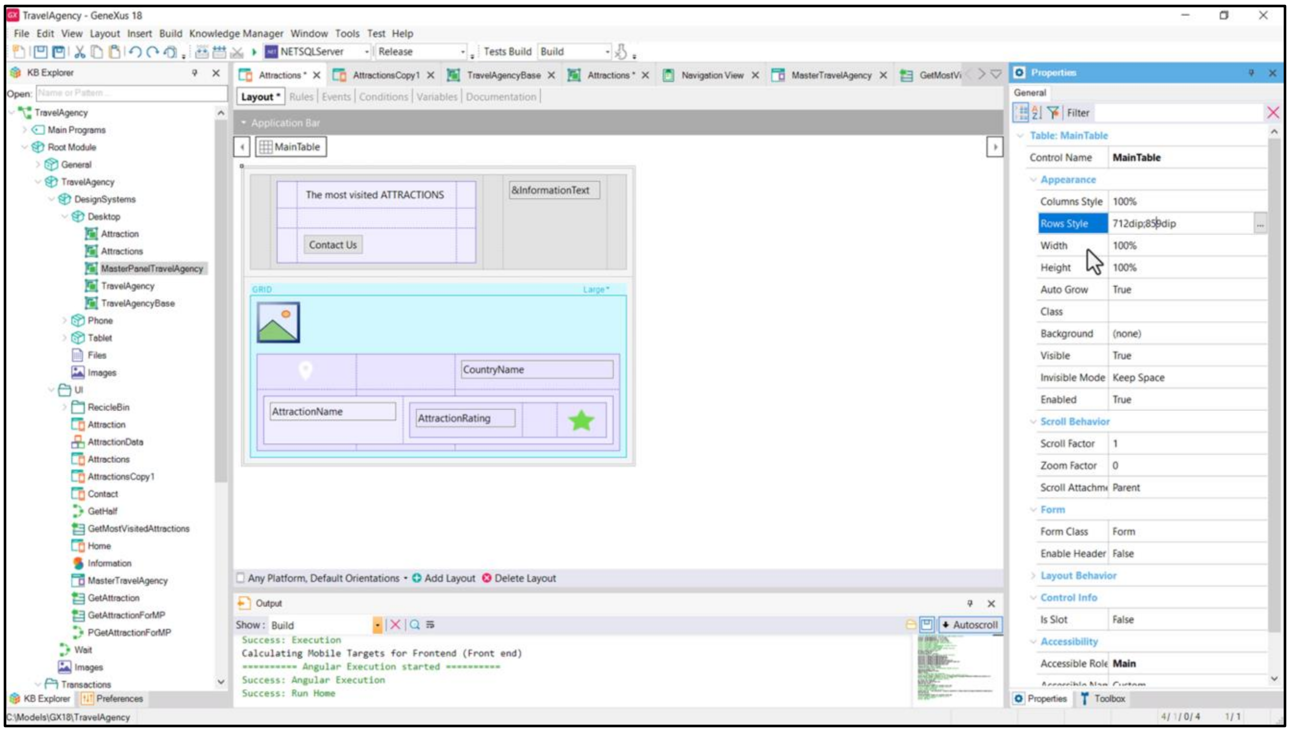
```
Success: Execution
Calculating Mobile Targets for Frontend (Front end)
========== Angular Execution started ==========
Success: Angular Execution
Success: Run Home
```

...in which we define, through the gx-properties: gx-grid-**even**-row-class and gx-grid-**odd**-row-class, classes that give a style to the grid cell when it is an even item or odd item.

This row here in the name must be understood as the position of the item. That is, beyond how the rendered items are displayed on the screen, something that among other things depends on the type of grid, conceptually every grid is an ordered list of items. So there is the first, the second, the third one and so on. Then we must see how this order is rendered, as I said. The property gx-grid-**even**-row-class will apply to all the items that occupy an **even** position in that list, and **odd** to those that occupy an **odd** position. It allows this discrimination, let's say, this alternation between odd and even.

In our case, to all the items we want to apply the same class, which I will call attractions-grid-cell. Also, I will define these two properties: margin-inline-end of 11 pixels and margin-block-end, that is, in the other direction, also of 11 pixels.

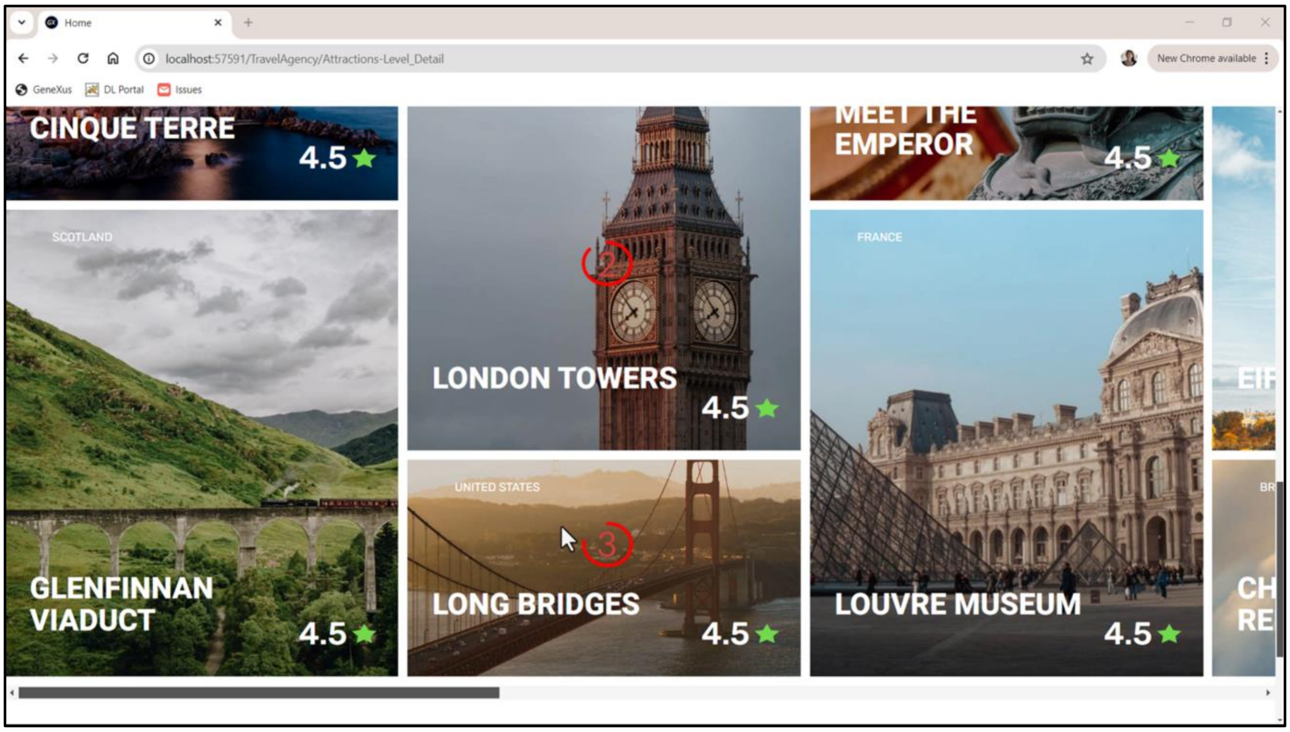
And then I simply set the class for the odd and even items to be the same and it is this one.



What I have to do now is to calculate the height I have to give to the grid row. It will be 11 x 2, due to the block end margin of the two cards plus the 820 height of the two cards added together, plus the 17 of the scroll bar.

So... I go to Attractions... and in the second row... I place this value.

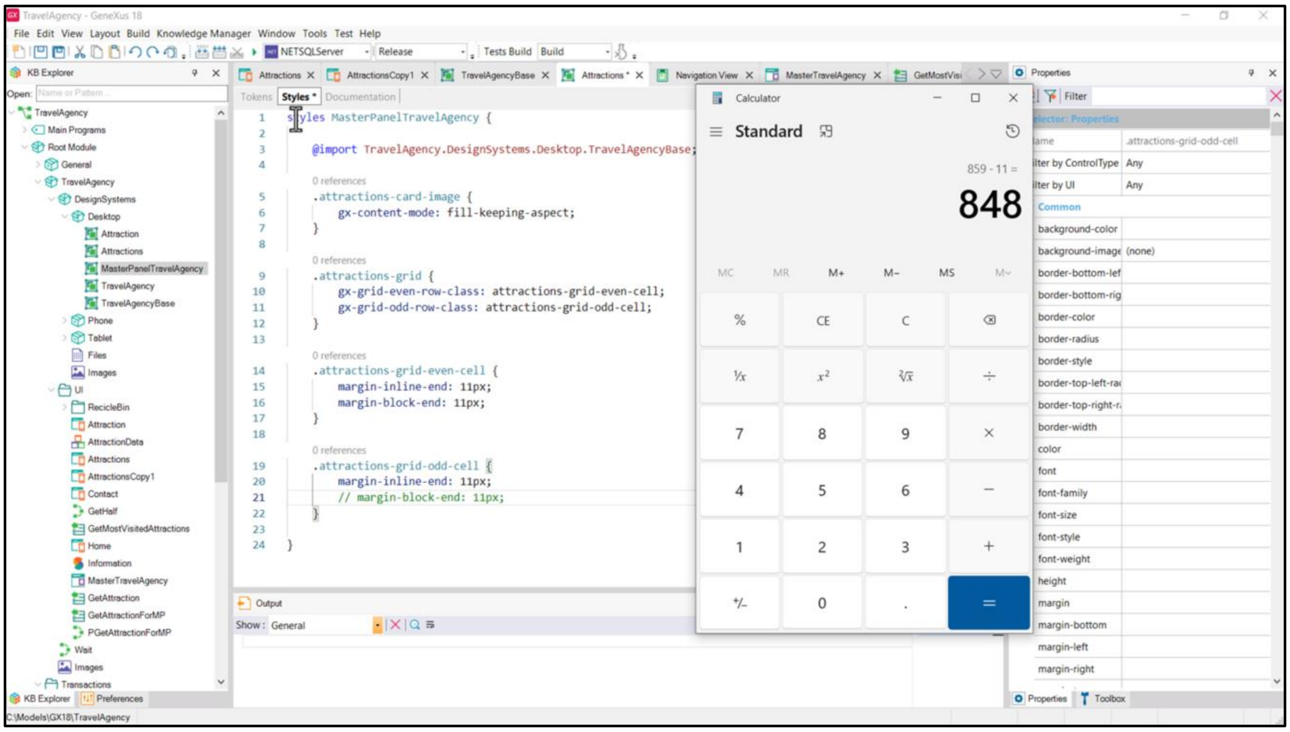
Let's execute.



Perfect.

What if we don't want the bottom margin for the lower cards?

The lower cards will be the odd cards, if we start counting at 0.
0, 1 ... 2, 3 ... 4, 5 ... and so on.



```
styles MasterPanelTravelAgency {

    @import TravelAgency.DesignSystems.Desktop.TravelAgencyBase;

    0 references
    .attractions-card-image {
        gx-content-mode: fill-keeping-aspect;
    }

    0 references
    .attractions-grid {
        gx-grid-even-row-class: attractions-grid-even-cell;
        gx-grid-odd-row-class: attractions-grid-odd-cell;
    }

    0 references
    .attractions-grid-even-cell {
        margin-inline-end: 11px;
        margin-block-end: 11px;
    }

    0 references
    .attractions-grid-odd-cell {
        margin-inline-end: 11px;
        // margin-block-end: 11px;
    }

}
```

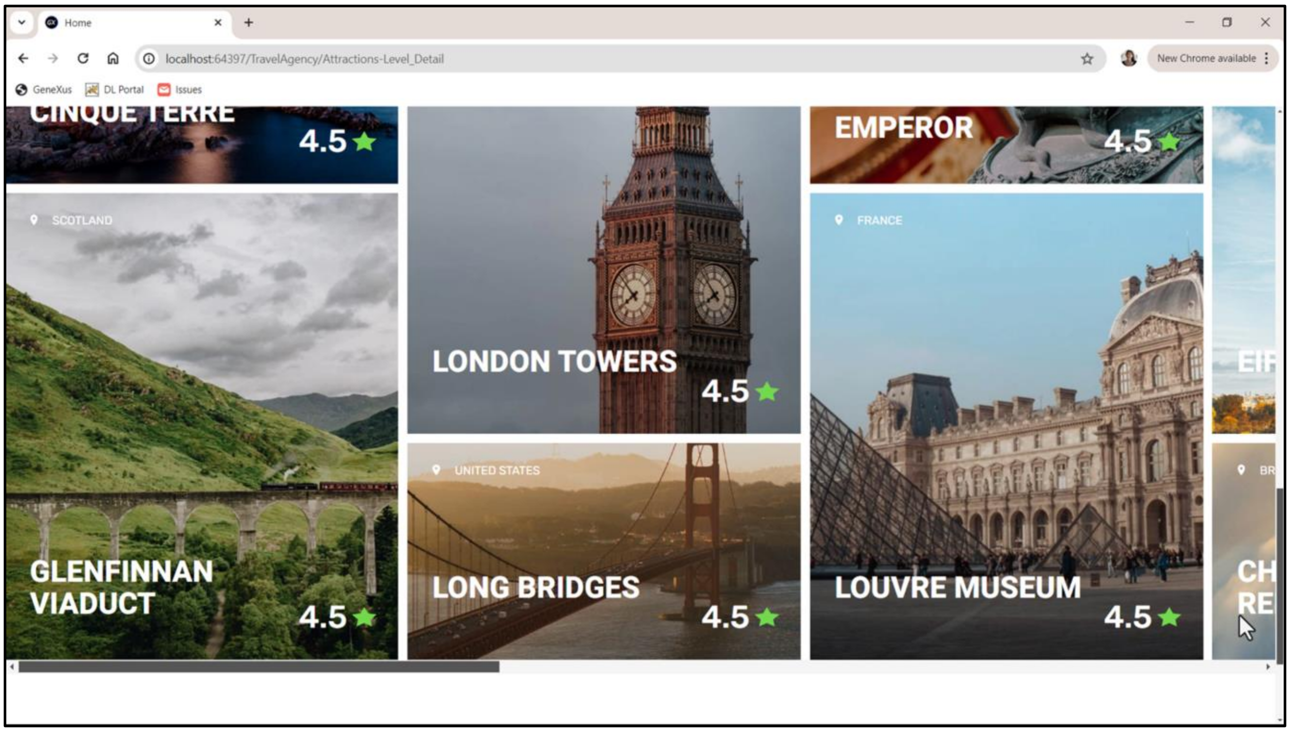
```
859 - 11 =
848
```

Name	.attractions-grid-odd-cell
Filter by ControlType	Any
Filter by UI	Any
background-image	(none)

Then we can do this...

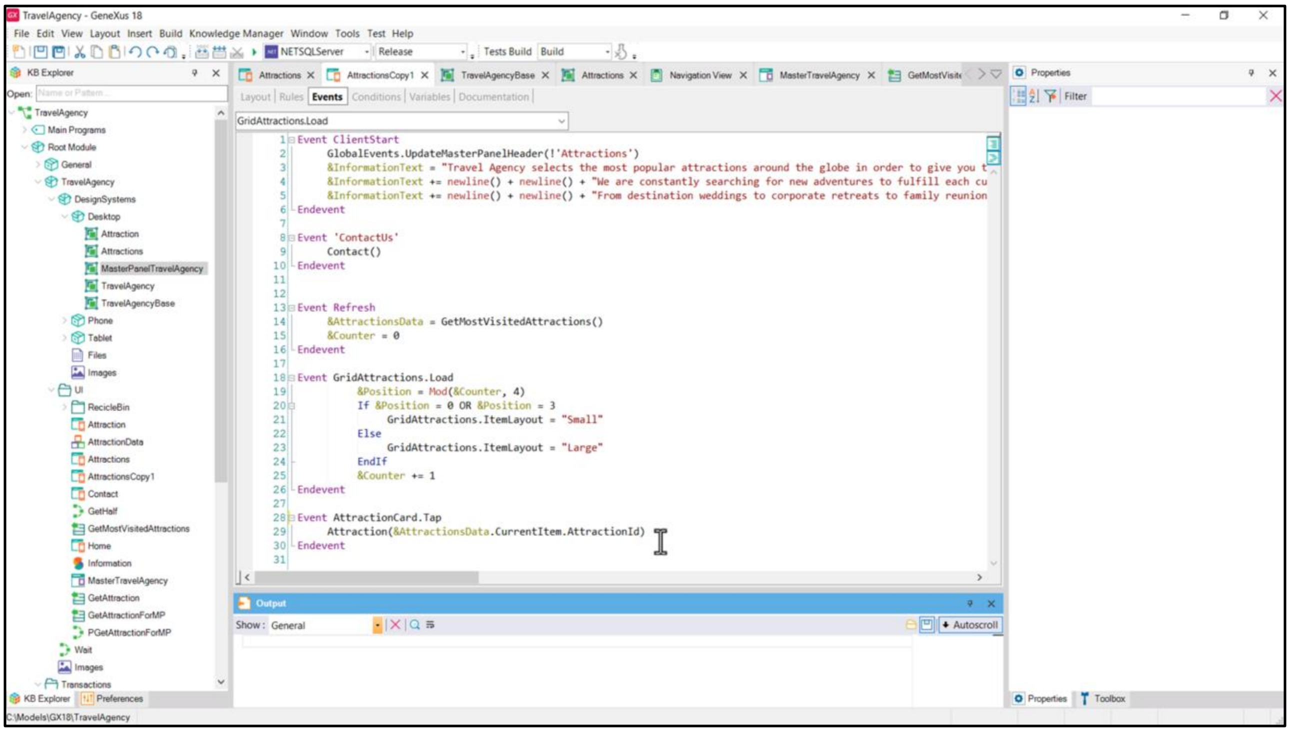
We differentiate two classes: one for the even and one for the odd cards, and we remove the bottom margin from the odd ones.

And now we subtract these 11 from the row height.



And we execute...

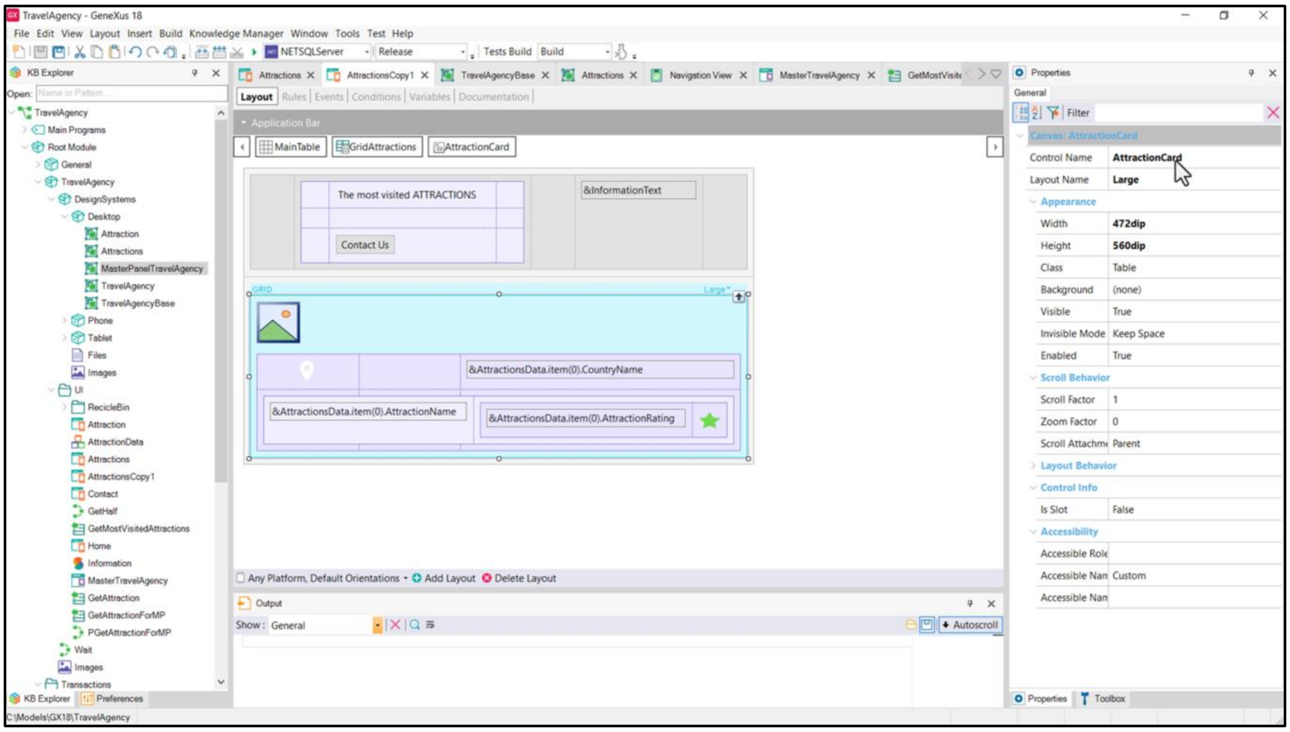
OK, we see that the bottom margin is no longer there.



```
Event ClientStart
    GlobalEvents.UpdateMasterPanelHeader(!'Attractions')
    &InformationText = "Travel Agency selects the most popular attractions around the globe in order to give you t
    &InformationText += newline() + newline() + "We are constantly searching for new adventures to fulfill each cu
    &InformationText += newline() + newline() + "From destination weddings to corporate retreats to family reunion
Endevent

Event 'ContactUs'
    Contact()
Endevent


Event Refresh
    &AttractionsData = GetMostVisitedAttractions()
    &Counter = 0
Endevent

Event GridAttractions.Load
        &Position = Mod(&Counter, 4)
        If &Position = 0 OR &Position = 3
            GridAttractions.ItemLayout = "Small"
        Else
            GridAttractions.ItemLayout = "Large"
        EndIf
        &Counter += 1
Endevent

Event AttractionCard.Tap
    Attraction(&AttractionsData.CurrentItem.AttractionId)
Endevent
```

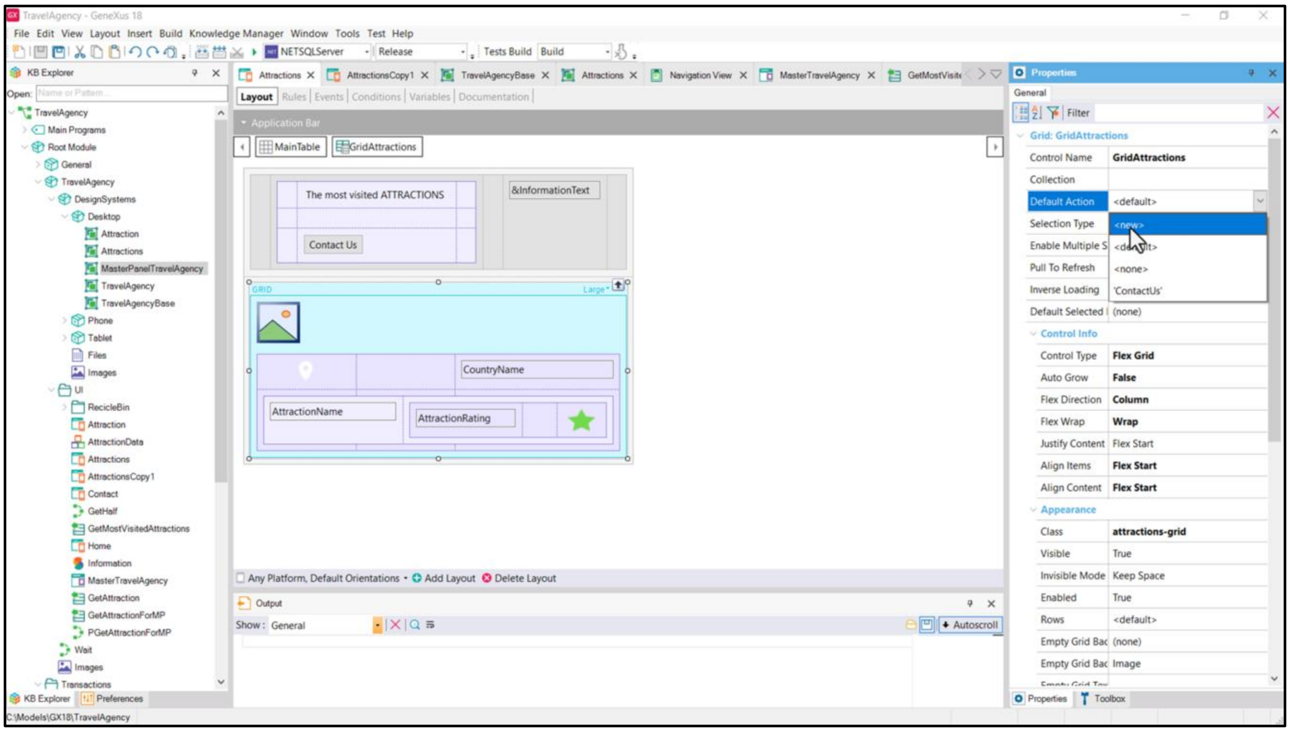
In my solution, let's do the same with the grid associated with the SDT...

Now let's pay attention to this Tap event that we had associated with the Canvas of each item to invoke the Attraction panel by passing it the ID of the attraction.


TravelAgency - GeneXus 18
File Edit View Layout Insert Build Knowledge Manager Window Tools Test Help
Layout Rules Events Conditions Variables Documentation
MainTable GridAttractions AttractionCard
The most visited ATTRACTIONS
Contact Us
&InformationText
&AttractionsData.item(0).CountryName
&AttractionsData.item(0).AttractionName
&AttractionsData.item(0).AttractionRating
Any Platform, Default Orientations Add Layout Delete Layout
Output

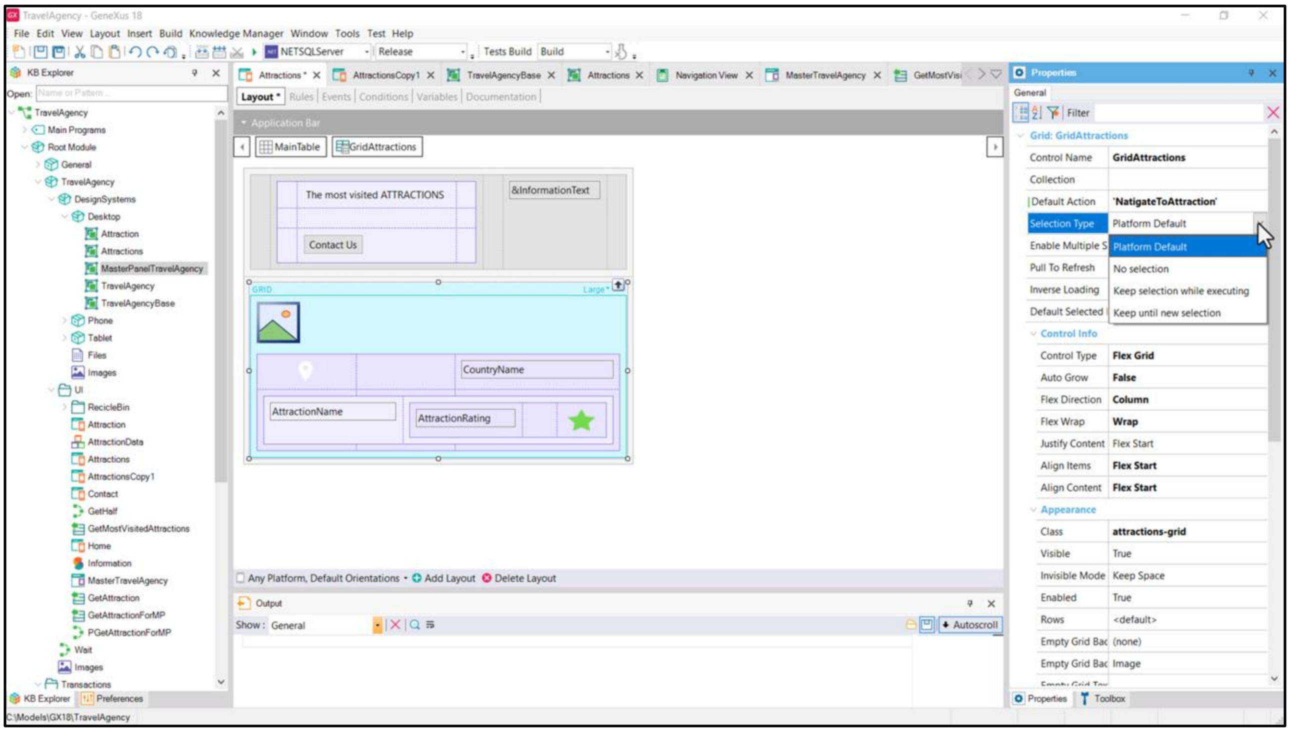
Canvas: AttractionCard
Control Name: AttractionCard
Layout Name: Large
Width: 472dip
Height: 560dip
Class: Table
Background: (none)
Visible: True
Invisible Mode: Keep Space
Enabled: True
Scroll Factor: 1
Zoom Factor: 0
Scroll Attachment: Parent
Is Slot: False
Accessible Name: Custom

This is not the best solution, because we have programmed the tap for the control named AttractionCard, which actually corresponds to two different canvases: that of the Small layout and that of the Large layout (in fact, I had to explicitly give it the same name, so be careful).

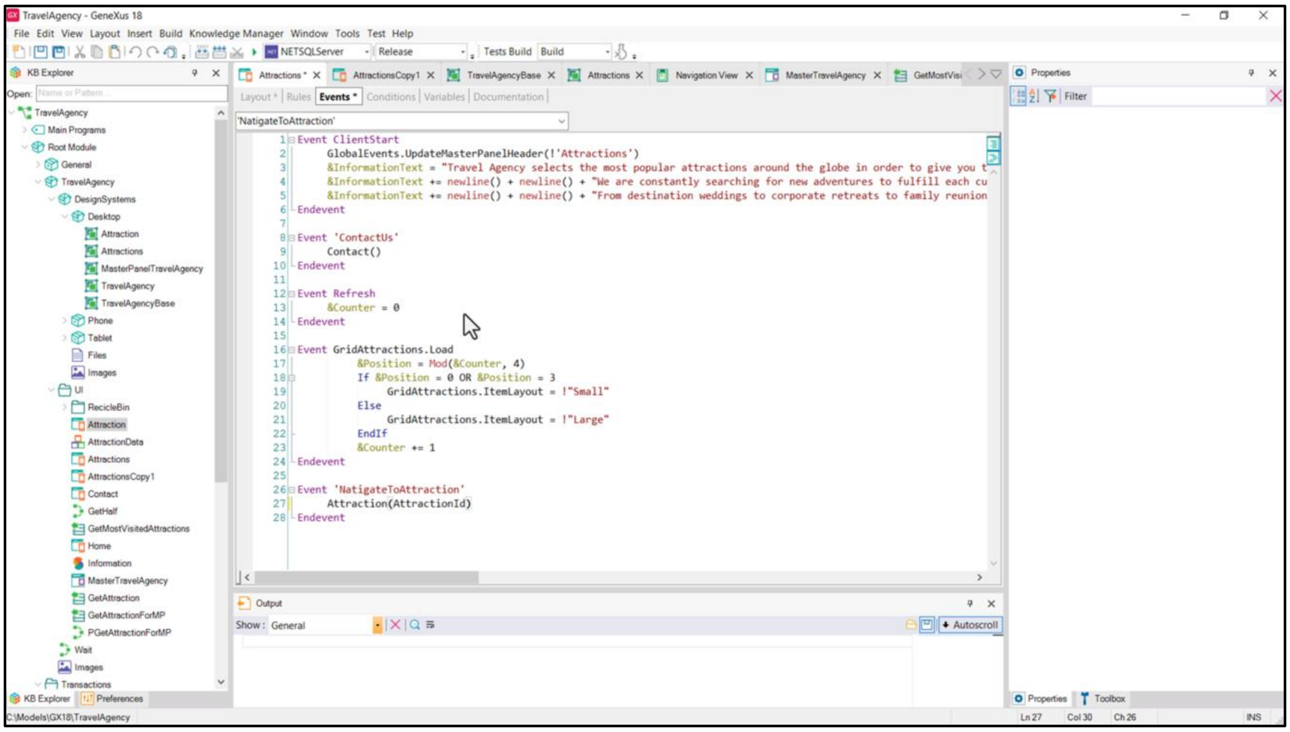


The grid has a predefined event that corresponds to a tap or click on any of its items. It corresponds to this property, Default Action. Let's use this other solution in our Attraction panel.

What I do is to create a new user event, which will correspond to the default action on the items of the layout. I give it a name...

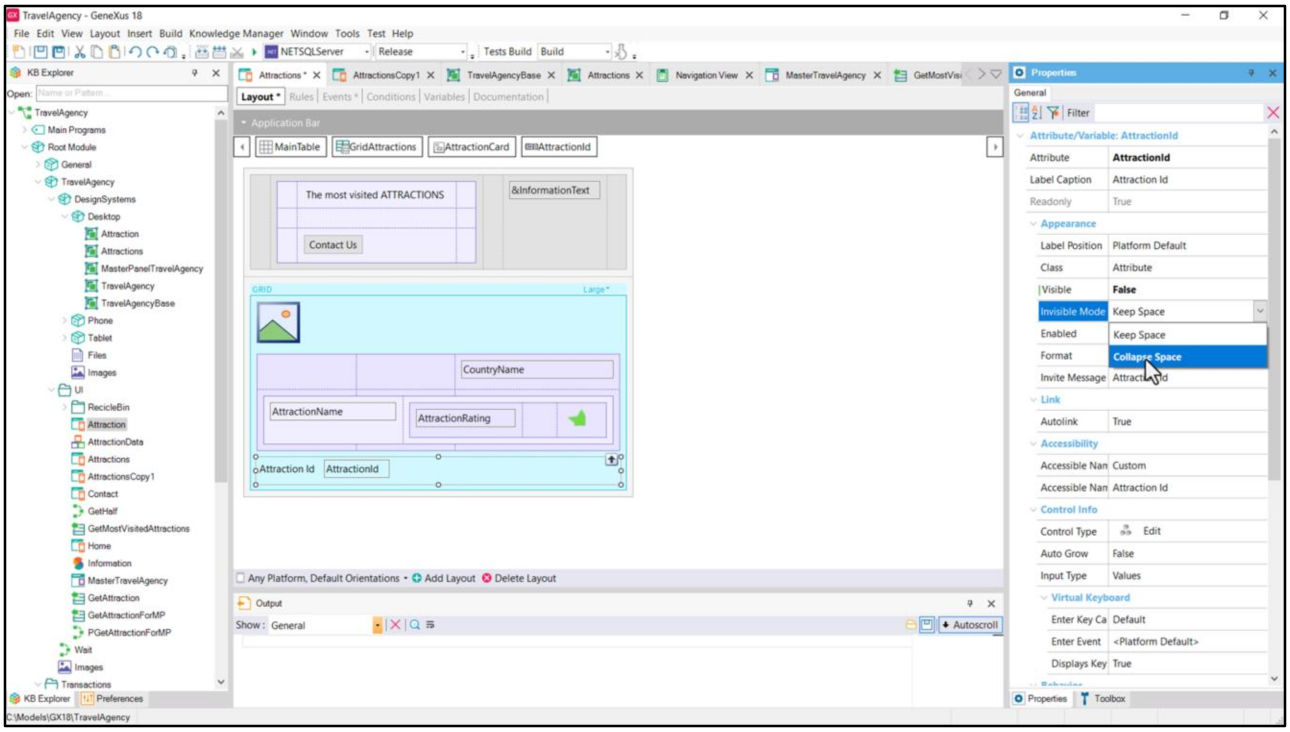


Now let's see that there is a set of properties that allow defining a certain behavior of the grid... for example, whether to allow selecting grid items, what type of selection, and so on.



```
Event ClientStart
      GlobalEvents.UpdateMasterPanelHeader(!'Attractions')
      &InformationText = "Travel Agency selects the most popular attractions around the globe in order to give you t
      &InformationText += newline() + newline() + "We are constantly searching for new adventures to fulfill each cu
      &InformationText += newline() + newline() + "From destination weddings to corporate retreats to family reunion
Endevent

Event 'ContactUs'
      Contact()
Endevent

Event Refresh
      &Counter = 0
Endevent

Event GridAttractions.Load
            &Position = Mod(&Counter, 4)
            If &Position = 0 OR &Position = 3
                  GridAttractions.ItemLayout = !"Small"
            Else
                  GridAttractions.ItemLayout = !"Large"
            EndIf
            &Counter += 1
Endevent

Event 'NatigateToAttraction'
      Attraction(AttractionId)
Endevent
```

Here is the event and what we will have to do is to invoke the Attraction panel, passing it the attraction identifier, which in this case will be in the AttractionId attribute. But do we have the attribute loaded in the grid item so that we can pass it to this other panel once the grid is loaded?

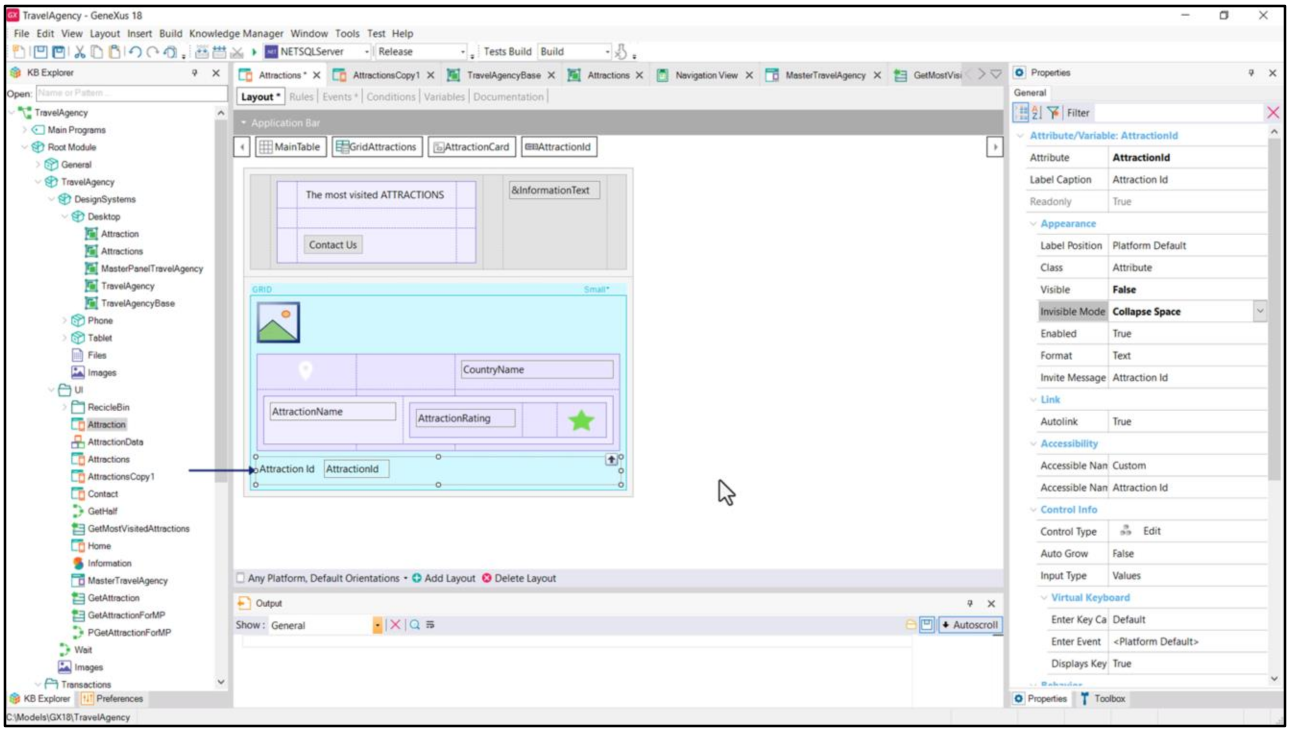


Attribute/Variable: AttractionId

Attribute	AttractionId
Label Caption	Attraction Id
Readonly	True
Appearance	
Label Position	Platform Default
Class	Attribute
Visible	False
Invisible Mode	Keep Space
Enabled	
Format	
Invite Message	
Link	
Autolink	True
Accessibility	
Accessible Nan	Custom
Accessible Nan	Attraction Id
Control Info	
Control Type	Edit
Auto Grow	False
Input Type	Values
Virtual Keyboard	
Enter Key Ca	Default
Enter Event	<Platform Default>
Displays Key	True

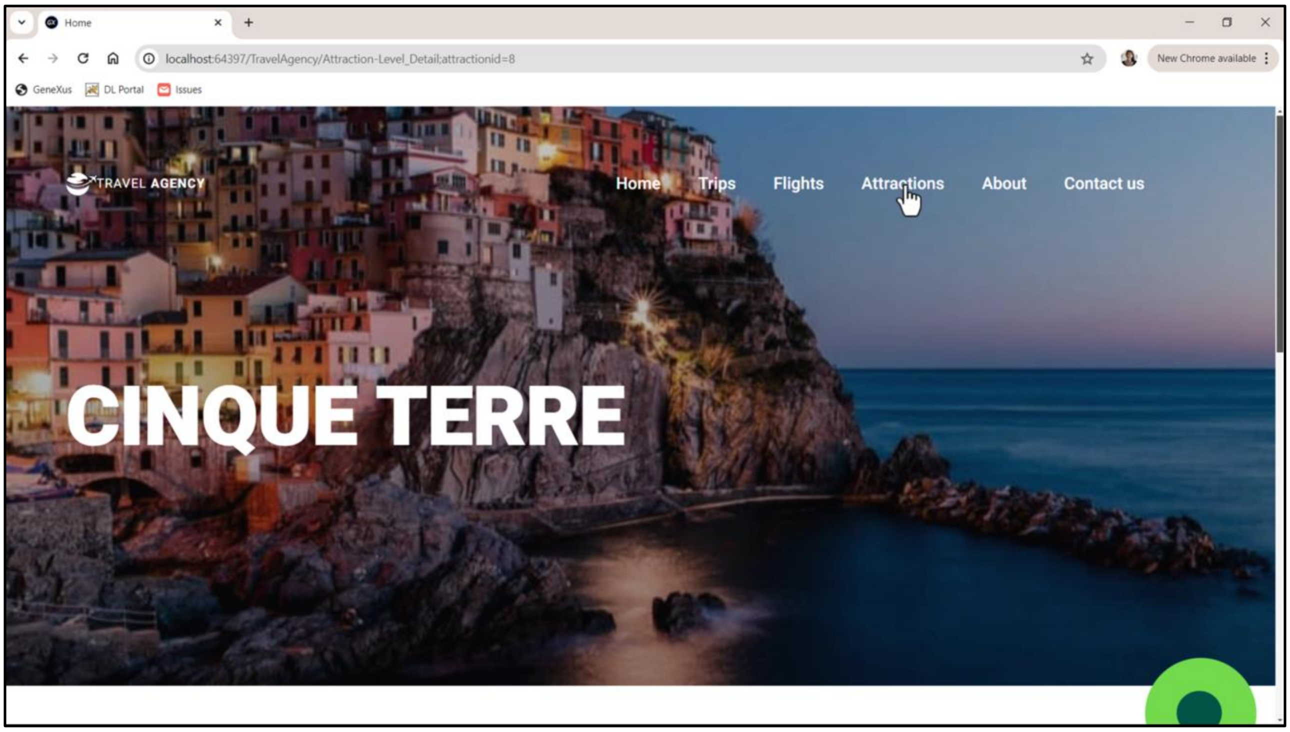
Invisible Mode options: Keep Space, Collapse Space

Initially, it seems that we don't. So if we want to make sure that this value is available, we can insert the attribute, set it as invisible and also set that no space is reserved for it in the layout when it is invisible, precisely.

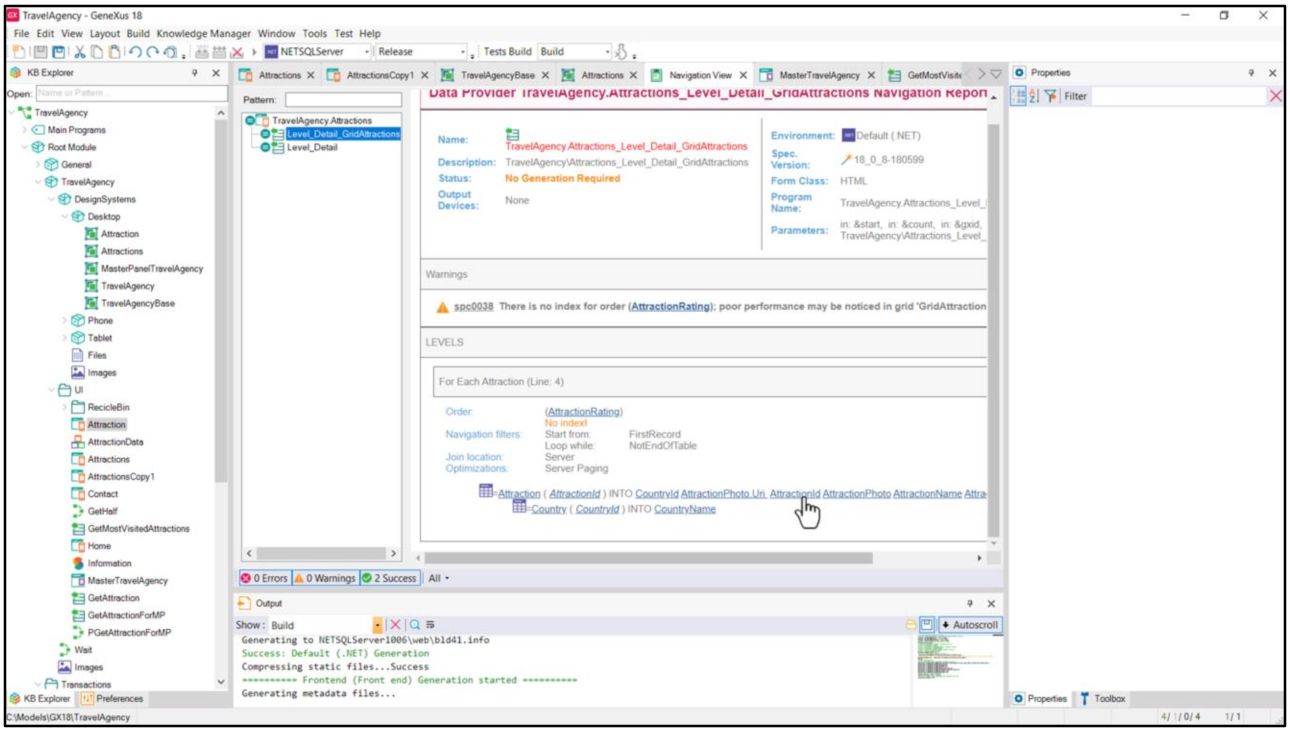

TravelAgency - GeneXus 18
File Edit View Layout Insert Build Knowledge Manager Window Tools Test Help
Attractions * | AttractionsCopy1 | TravelAgencyBase | Attractions | Navigation View | MasterTravelAgency | GetMostVisi
Layout * | Rules | Events * | Conditions | Variables | Documentation
MainTable | GridAttractions | AttractionCard | AttractionId
The most visited ATTRACTIONS
Contact Us
&InformationText
CountryName
AttractionName
AttractionRating
Attraction Id
AttractionId

Property	Value
Attribute/Variable: AttractionId	
Attribute	AttractionId
Label Caption	Attraction Id
Readonly	True
Appearance	
Label Position	Platform Default
Class	Attribute
Visible	False
Invisible Mode	Collapse Space
Enabled	True
Format	Text
Invite Message	Attraction Id
Link	
Autolink	True
Accessibility	
Accessible Nan	Custom
Accessible Nan	Attraction Id
Control Info	
Control Type	Edit
Auto Grow	False
Input Type	Values
Virtual Keyboard	
Enter Key Ca	Default
Enter Event	<Platform Default>
Displays Key	True

Well, this applies to the Large layout. We'll have to do the same for the Small one. And this can start to bother us, these duplications, and we can be tempted to create a stencil for these cards.
If we don't do it, then I have to copy this control and paste it here.



If we run now... ok... Let's try another one... the large one... perfect.



Data Provider TravelAgency.Attractions_Level_Detail_GridAttractions Navigation Report

Name:	TravelAgency.Attractions_Level_Detail_GridAttractions	Environment:	Default (.NET)
Description:	TravelAgency\Attractions_Level_Detail_GridAttractions	Spec. Version:	18_0_8-180599
Status:	No Generation Required	Form Class:	HTML
Output Devices:	None	Program Name:	TravelAgency.Attractions_Level_
		Parameters:	in: &start, in: &count, in: &gxid, TravelAgency\Attractions_Level_

Warnings

spc0038 There is no index for order (AttractionRating); poor performance may be noticed in grid 'GridAttraction

LEVELS

For Each Attraction (Line: 4)

```
Order:               (AttractionRating)
                     No index!
Navigation filters:  Start from:   FirstRecord
                     Loop while:   NotEndOfTable
Join location:       Server
Optimizations:       Server Paging

    =Attraction ( AttractionId ) INTO CountryId AttractionPhoto.Uri AttractionId AttractionPhoto AttractionName Attra
        =Country ( CountryId ) INTO CountryName
```

0 Errors | 0 Warnings | 2 Success | All

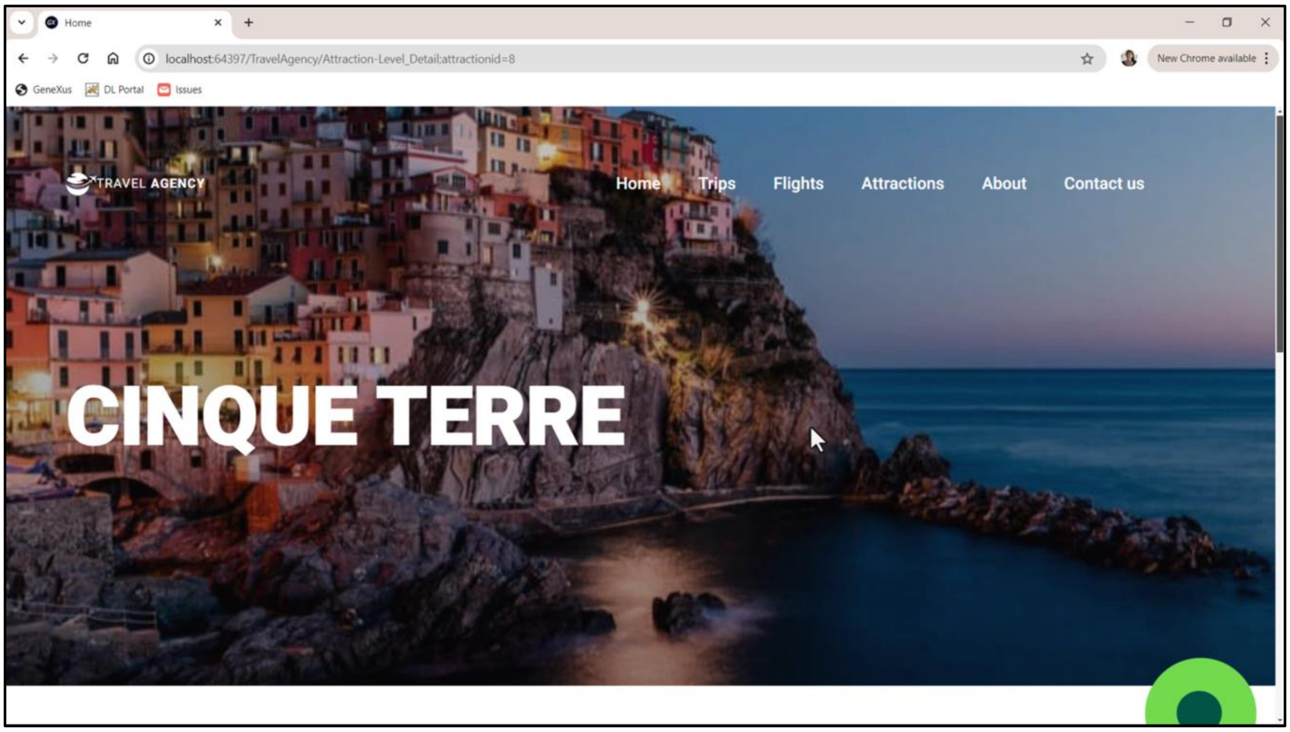
Output

Show: Build

```
Generating to NETSQLServer1006\web\bld41.info
Success: Default (.NET) Generation
Compressing static files...Success
========== Frontend (Front end) Generation started ==========
Generating metadata files...
```

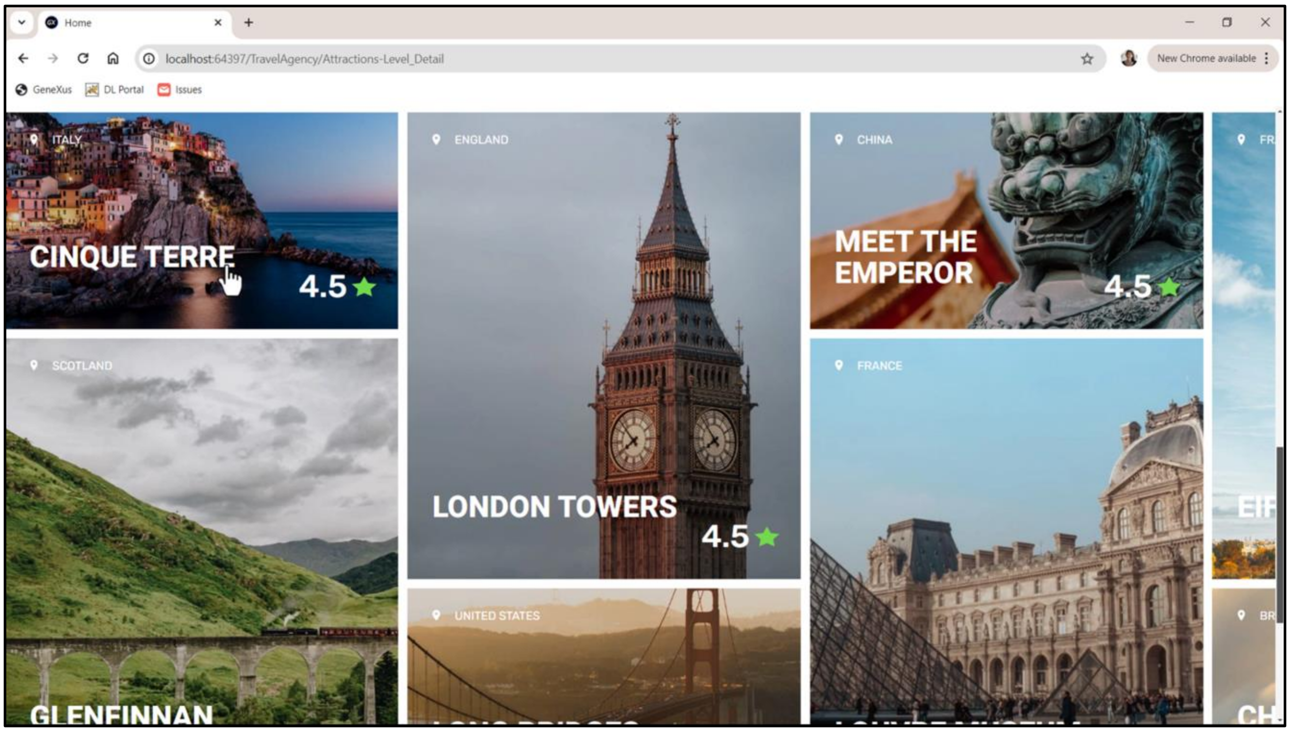
Now let's see if it was necessary to set the invisible attribute. Let's remove it... and remove it from the Large layout as well.

We run it. But before it ends let's look at the navigation list. In the Data Provider corresponding to the grid, it informs us that it is bringing AttractionId. It's going to store it internally. We didn't have to do what we did.

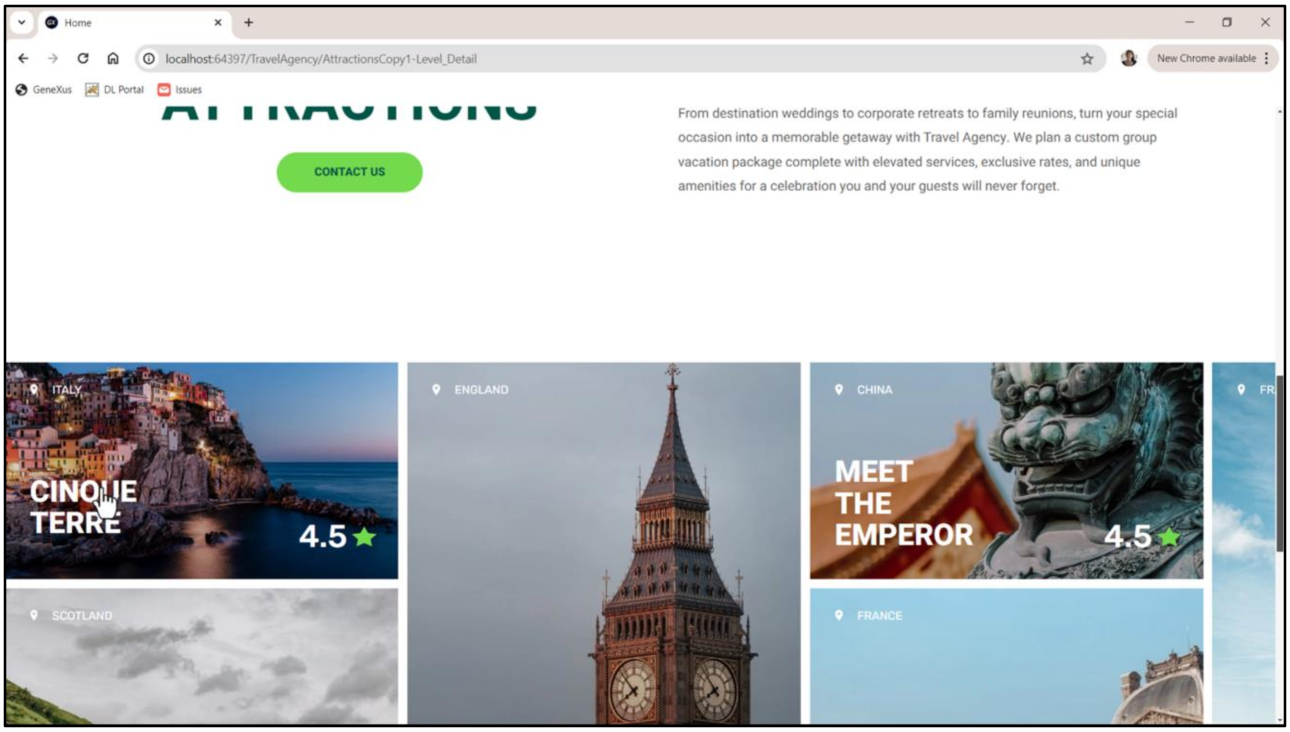


And let's finish checking... OK.

It is indeed passing the attraction ID because it counts on it and GeneXus did it automatically. I'm telling you this because in Web panels this is not the case.



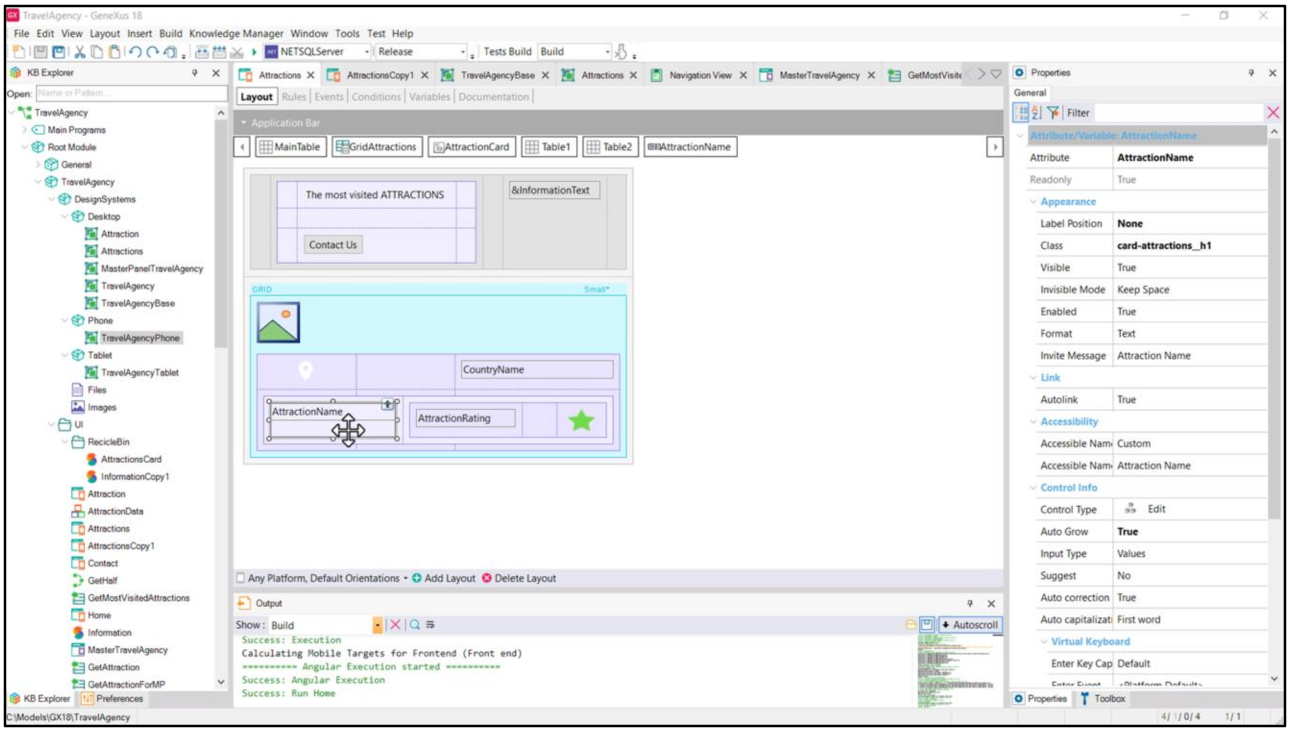
Something that may catch our attention is that here the text is not split into lines...



From destination weddings to corporate retreats to family reunions, turn your special occasion into a memorable getaway with Travel Agency. We plan a custom group vacation package complete with elevated services, exclusive rates, and unique amenities for a celebration you and your guests will never forget.

…as it was in the solution with the SDT.

There are breaks when the text doesn't fit in the space.



Properties

General

Attribute/Variable: AttractionName

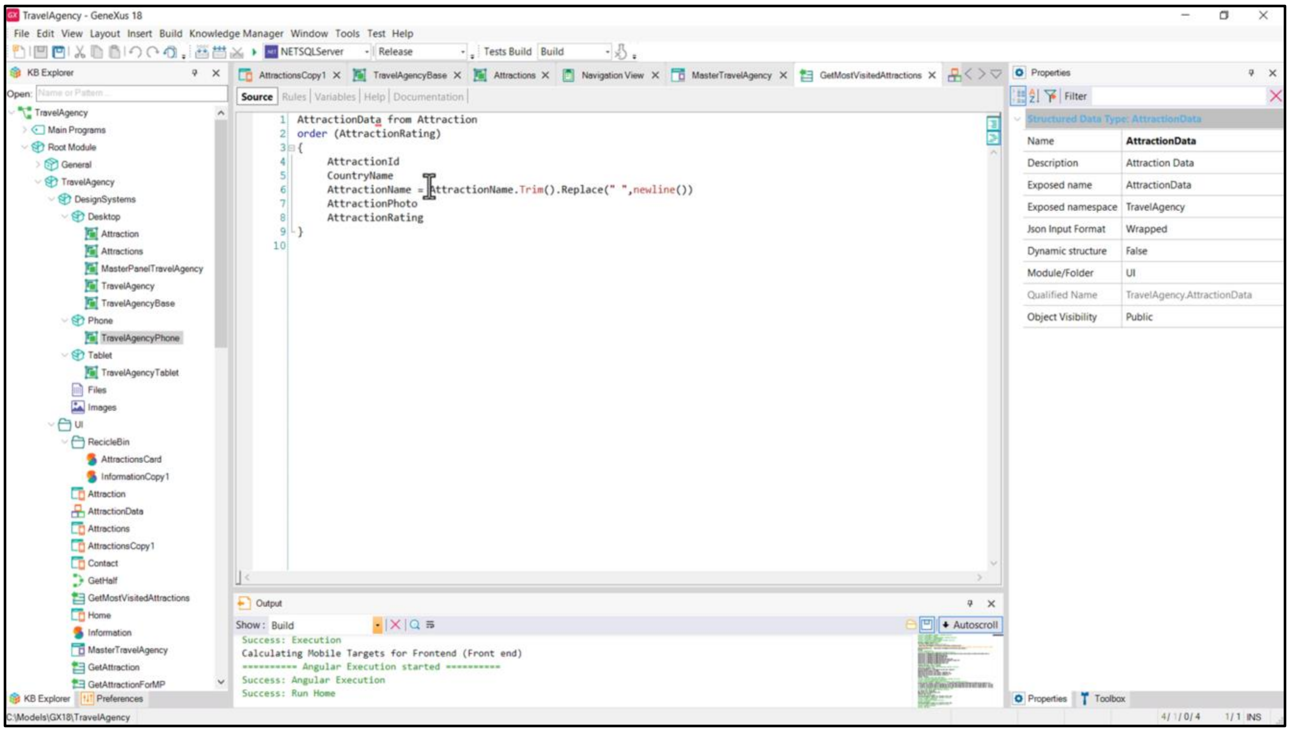
Attribute	AttractionName
Readonly	True
Appearance	
Label Position	None
Class	card-attractions_h1
Visible	True
Invisible Mode	Keep Space
Enabled	True
Format	Text
Invite Message	Attraction Name
Link	
Autolink	True
Accessibility	
Accessible Nam	Custom
Accessible Nam	Attraction Name
Control Info	
Control Type	Edit
Auto Grow	True
Input Type	Values
Suggest	No
Auto correction	True
Auto capitalizati	First word
Virtual Keyboard	
Enter Key Cap	Default

Output

Show: Build

```
Success: Execution
Calculating Mobile Targets for Frontend (Front end)
========== Angular Execution started ==========
Success: Angular Execution
Success: Run Home
```

When using the attribute, its content is displayed as it is loaded in the database.

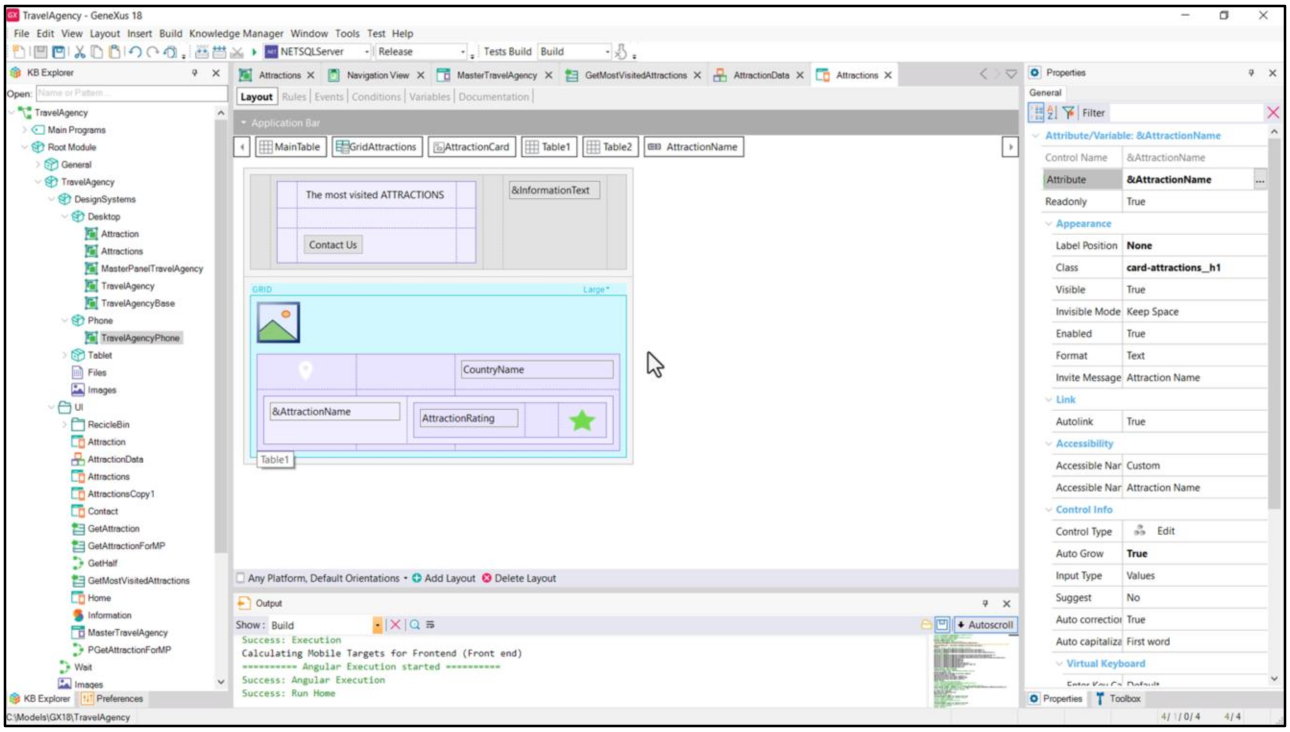


```
AttractionData from Attraction
order (AttractionRating)
{
      AttractionId
      CountryName
      AttractionName = AttractionName.Trim().Replace(" ",newline())
      AttractionPhoto
      AttractionRating
}
```

Name	AttractionData
Description	Attraction Data
Exposed name	AttractionData
Exposed namespace	TravelAgency
Json Input Format	Wrapped
Dynamic structure	False
Module/Folder	UI
Qualified Name	TravelAgency.AttractionData
Object Visibility	Public

```
Success: Execution
Calculating Mobile Targets for Frontend (Front end)
========== Angular Execution started ==========
Success: Angular Execution
Success: Run Home
```

In my solution, instead, I process what I return to the SDT for this field in this way.



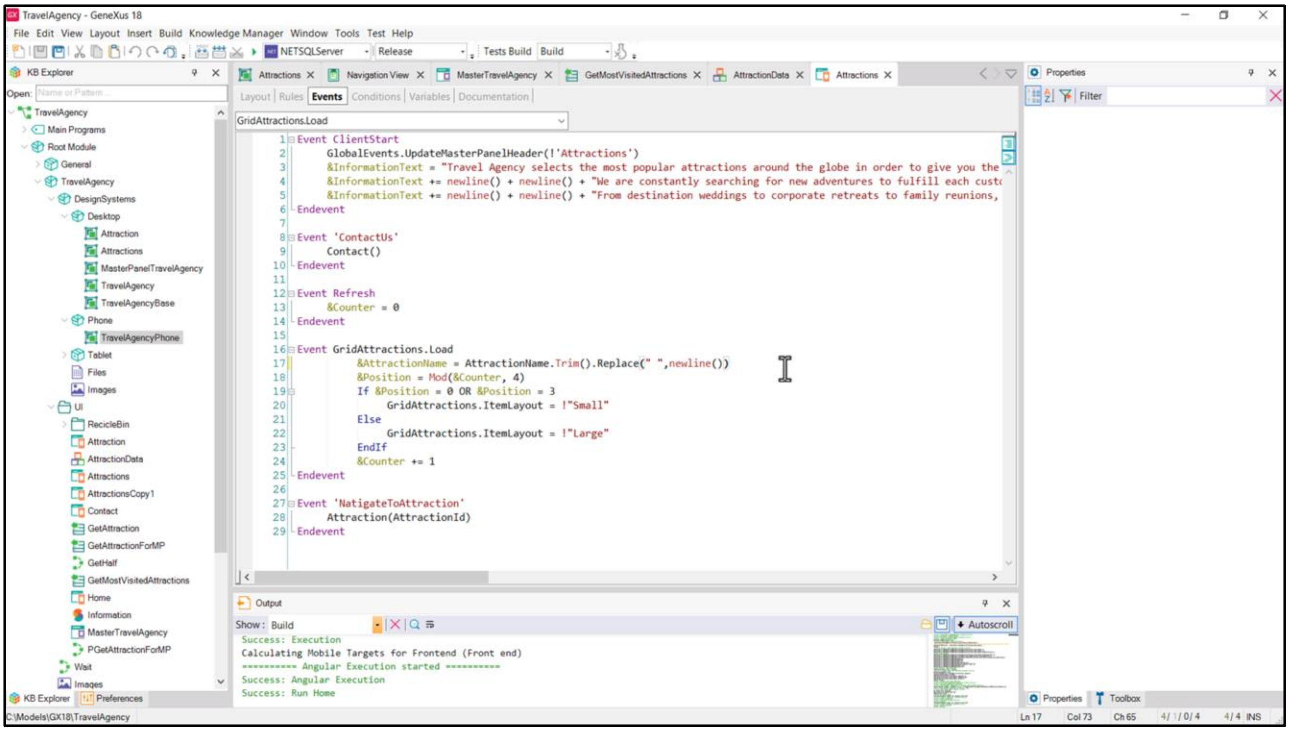
Properties — Attribute/Variable: &AttractionName

Control Name	&AttractionName
Attribute	&AttractionName
Readonly	True
Appearance	
Label Position	None
Class	card-attractions_h1
Visible	True
Invisible Mode	Keep Space
Enabled	True
Format	Text
Invite Message	Attraction Name
Link	
Autolink	True
Accessibility	
Accessible Nar	Custom
Accessible Nar	Attraction Name
Control Info	
Control Type	Edit
Auto Grow	True
Input Type	Values
Suggest	No
Auto correctior	True
Auto capitaliza	First word
Virtual Keyboard	

Output — Show: Build

```
Success: Execution
Calculating Mobile Targets for Frontend (Front end)
========== Angular Execution started ==========
Success: Angular Execution
Success: Run Home
```

To adapt my solution, I would have to place a variable here instead of the attribute; this variable should be based on the attribute (for example, by calling it the same, it will automatically offer me to base it on the attribute of the same name) and I would have to do the same for the other layout item.

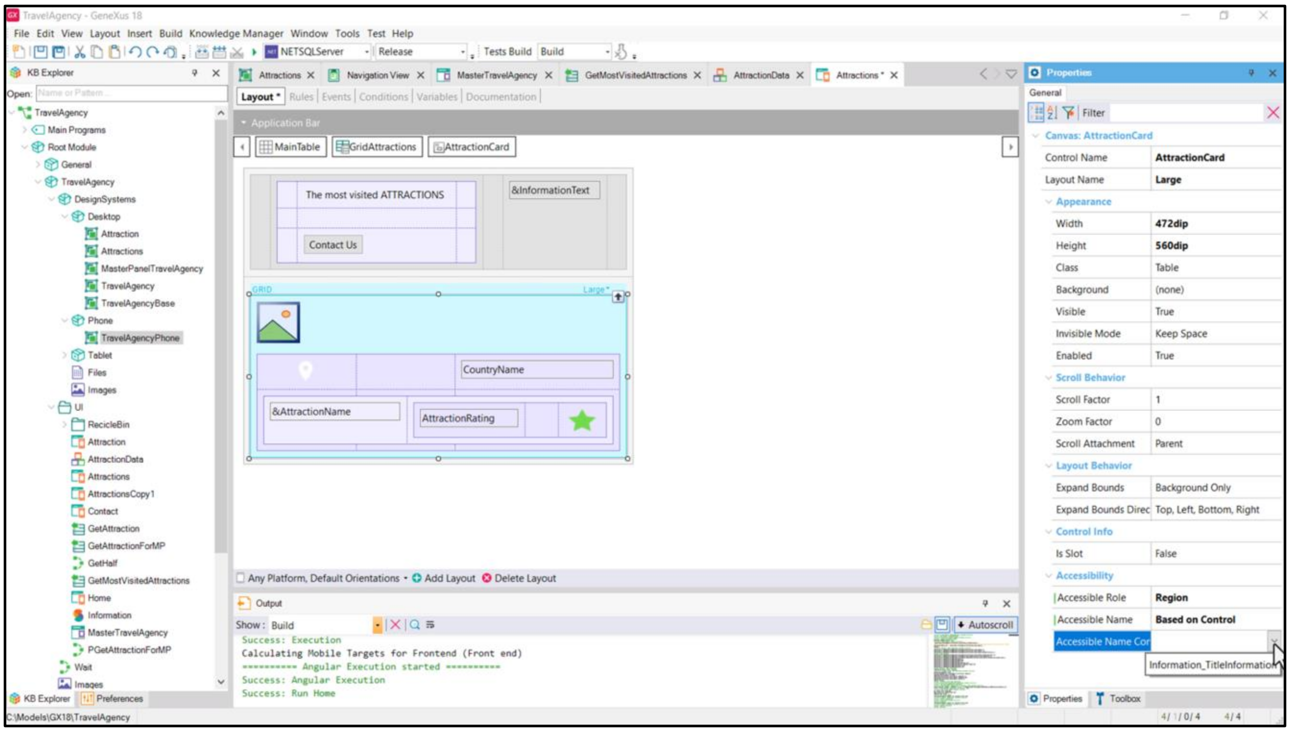


```
Event ClientStart
      GlobalEvents.UpdateMasterPanelHeader(!'Attractions')
      &InformationText = "Travel Agency selects the most popular attractions around the globe in order to give you the
      &InformationText += newline() + newline() + "We are constantly searching for new adventures to fulfill each custo
      &InformationText += newline() + newline() + "From destination weddings to corporate retreats to family reunions,
Endevent

Event 'ContactUs'
      Contact()
Endevent

Event Refresh
      &Counter = 0
Endevent

Event GridAttractions.Load
            &AttractionName = AttractionName.Trim().Replace(" ",newline())
            &Position = Mod(&Counter, 4)
            If &Position = 0 OR &Position = 3
                  GridAttractions.ItemLayout = !"Small"
            Else
                  GridAttractions.ItemLayout = !"Large"
            EndIf
            &Counter += 1
Endevent

Event 'NatigateToAttraction'
      Attraction(AttractionId)
Endevent
```

```
Success: Execution
Calculating Mobile Targets for Frontend (Front end)
========== Angular Execution started ==========
Success: Angular Execution
Success: Run Home
```

And in the Load event I should assign this value to the variable.

If we now execute, all the texts look as we wanted.

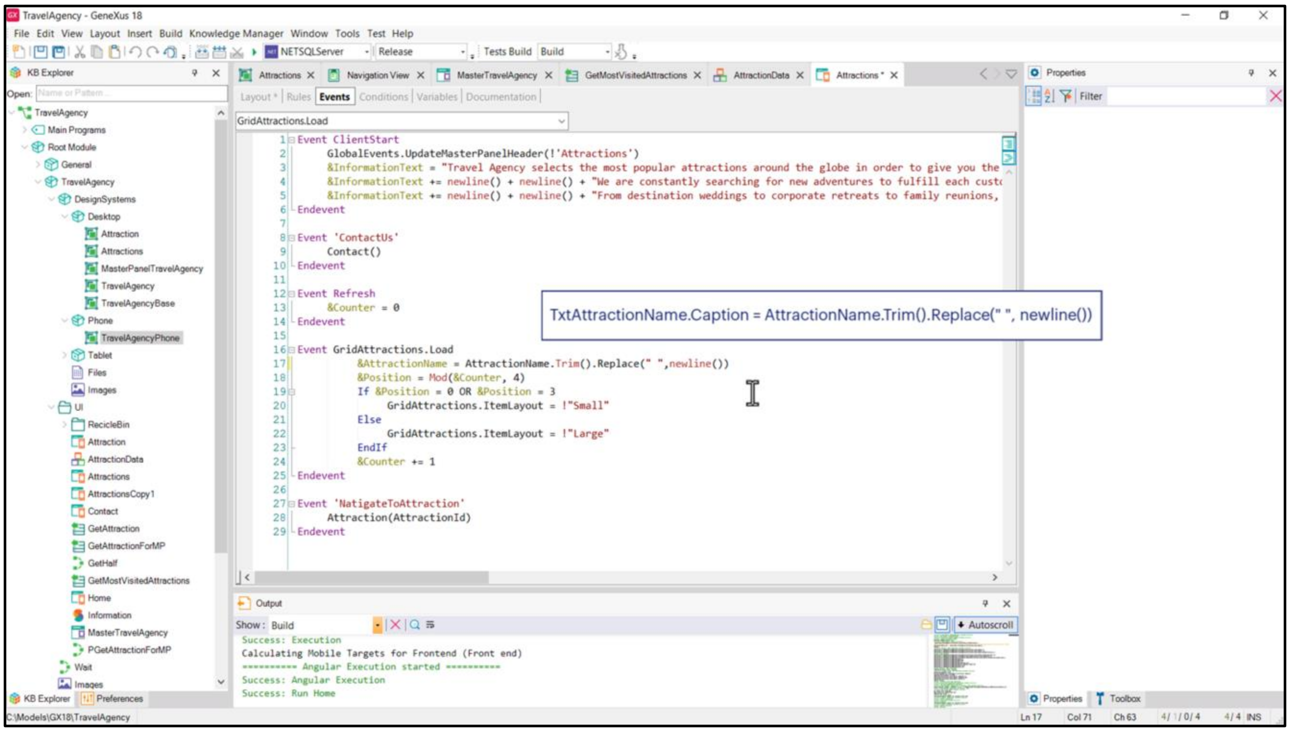


```
Success: Execution
Calculating Mobile Targets for Frontend (Front end)
========== Angular Execution started ==========
Success: Angular Execution
Success: Run Home
```

Canvas: AttractionCard

Control Name	AttractionCard
Layout Name	Large
Appearance	
Width	472dip
Height	560dip
Class	Table
Background	(none)
Visible	True
Invisible Mode	Keep Space
Enabled	True
Scroll Behavior	
Scroll Factor	1
Zoom Factor	0
Scroll Attachment	Parent
Layout Behavior	
Expand Bounds	Background Only
Expand Bounds Direc	Top, Left, Bottom, Right
Control Info	
Is Slot	False
Accessibility	
Accessible Role	Region
Accessible Name	Based on Control
Accessible Name Cor	Information_TitleInformatio

To address accessibility, we would have to make each card show as its name the name of the attraction; for that we should place Region here... and in Accessible Name not Custom but the one based on a control... but for now we can only base on TextBlock control and not on a text variable... so, in fact, instead of the AttractionName variable, we should place a TextBlock...



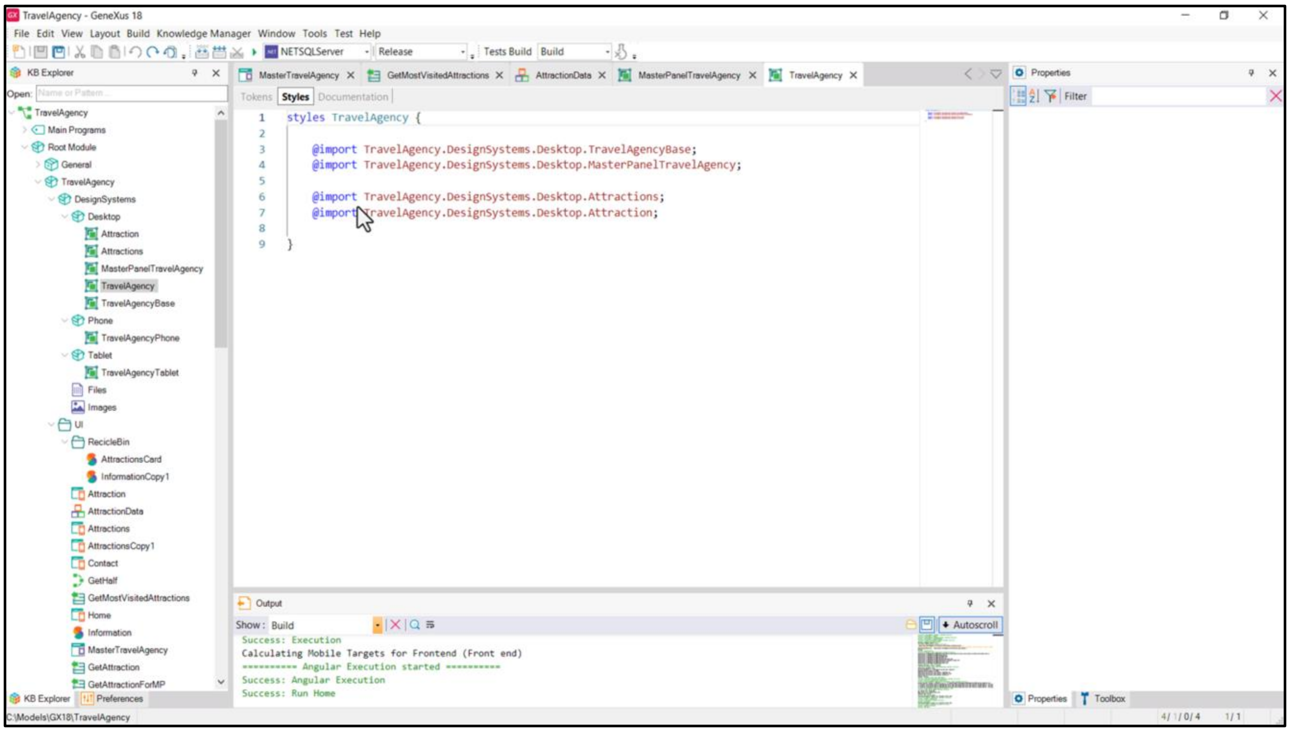
```
Event ClientStart
      GlobalEvents.UpdateMasterPanelHeader(!'Attractions')
      &InformationText = "Travel Agency selects the most popular attractions around the globe in order to give you the
      &InformationText += newline() + newline() + "We are constantly searching for new adventures to fulfill each custo
      &InformationText += newline() + newline() + "From destination weddings to corporate retreats to family reunions,
Endevent

Event 'ContactUs'
      Contact()
Endevent

Event Refresh
      &Counter = 0
Endevent

Event GridAttractions.Load
            &AttractionName = AttractionName.Trim().Replace(" ",newline())
            &Position = Mod(&Counter, 4)
            If &Position = 0 OR &Position = 3
                  GridAttractions.ItemLayout = !"Small"
            Else
                  GridAttractions.ItemLayout = !"Large"
            EndIf
            &Counter += 1
Endevent

Event 'NatigateToAttraction'
      Attraction(AttractionId)
Endevent
```

TxtAttractionName.Caption = AttractionName.Trim().Replace(" ", newline())

```
Success: Execution
Calculating Mobile Targets for Frontend (Front end)
========== Angular Execution started ==========
Success: Angular Execution
Success: Run Home
```

...and make this assignment to the Caption property. So as not to make this too long, I leave it for you to do it.

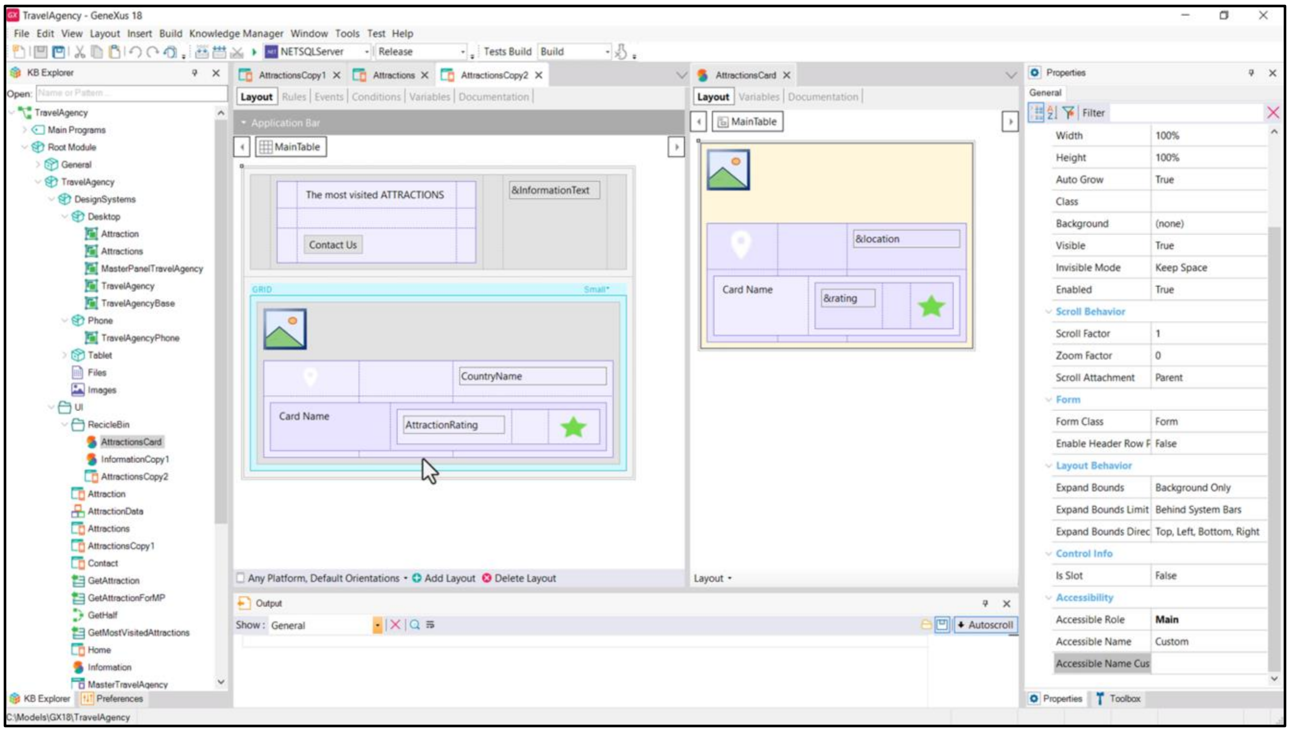
The grid also has accessibility properties.



```
styles TravelAgency {

    @import TravelAgency.DesignSystems.Desktop.TravelAgencyBase;
    @import TravelAgency.DesignSystems.Desktop.MasterPanelTravelAgency;

    @import TravelAgency.DesignSystems.Desktop.Attractions;
    @import TravelAgency.DesignSystems.Desktop.Attraction;

}
```

```
Success: Execution
Calculating Mobile Targets for Frontend (Front end)
========== Angular Execution started ==========
Success: Angular Execution
Success: Run Home
```

I hadn't mentioned it explicitly so I do it now: I created an DSO per object whose UI I've worked with so far. Therefore, I have that of the Master Panel, of Attraction, of Attractions which was the one where we did all this...
The Base one, and in TravelAgency, which will be the parent of all, of course I had to include all the others.



Width	100%
Height	100%
Auto Grow	True
Class	
Background	(none)
Visible	True
Invisible Mode	Keep Space
Enabled	True
Scroll Behavior	
Scroll Factor	1
Zoom Factor	0
Scroll Attachment	Parent
Form	
Form Class	Form
Enable Header Row F	False
Layout Behavior	
Expand Bounds	Background Only
Expand Bounds Limit	Behind System Bars
Expand Bounds Direc	Top, Left, Bottom, Right
Control Info	
Is Slot	False
Accessibility	
Accessible Role	Main
Accessible Name	Custom
Accessible Name Cus	

Finally, we could have used a stencil so as not to duplicate the layout of the cards, since the only difference between the Small and Large items was the height of the canvas and nothing else.

Then we could have inserted a stencil control for each layout item... that way everything related to the card layout is solved only once. For example, if we want to change the distance of this table in relation to the Top…
We do it here and it will automatically affect both layout items.

However, there are some clarifications to be made in this solution, which are related to how to work with relative values for the internal table of the grid, which we can't go into right now, and that's why I won't dwell on this solution. However, I'll leave an xpz file for you to explore all this.

GX

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