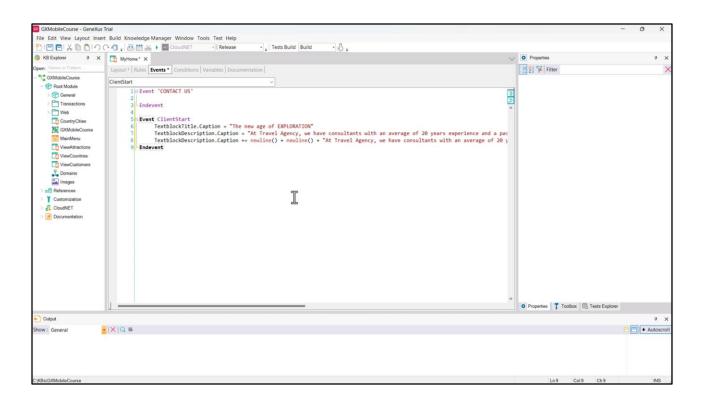


In this video, we will study how to work with the Design System object to add a design to our application. We will see, among other things, how to use tokens, styles, and properties, as well as how to incorporate fonts and work with light and dark modes.

GXMobileCourse - GeneXus				0 X
	Build Knowledge Manager Window Tools Test Help			
	・① 。 話 茜 本 ・ III CloudNET · Release · 。 Tests Build Build ・ 必 。			
	MyHome* X	O Properties		₹ ×
Open: Name or Pattern	Layout " Rules Events Conditions variables Documentation	General		
GXMobileCourse	Application Bar	Eilter		×
V 😵 Root Module		textblock: TextblockDe	escription	
> 😚 General > 🚰 Transactions	ImainTable Imabel A Textblock2	Control Name	TextblockDescription	
> Transactions		Caption	Text Block	
CountryCities	Text Block	 Appearance 		
GXMobileCourse			False	
mainMenu	O Tant Block	Class	TextBlock	
ViewAttractions	That block			N
ViewCountries	0 0		True	13
Domains	<u>ò o ò</u>	Invisible Mode	Keep Space	
Images	CONTACT US	Enabled	True	
> of References		Format	Text	
Customization		~ Cell information		
CloudNET		Row Span	1	
> in Documentation		Col Span	1	
		Horizontal Alignmen	Default	
		Vertical Alignment		
		tereter		
		O Properties Toolbox	To the Surgician	
	Any Platform, Default Orientations • 🗘 Add Layout 😢 Delete Layout	Properties Toolbox	Co Tests Explorer	
Output				4 ×
Show : General	X Q =		80	 Autoscroll
C1KBs\GXMobileCourse				

Just to do some tests, let's create a Panel named MyHome, and set the Main program property to True in order to run it easily as it won't have any dependencies.

Let's add a table, and 3 elements inside it: 2 textblocks, and a button labeled "CONTACT US". Let's change the name of the control of the first textblock to TextblockTitle... and the second one to TextblockDescription.



Let's go to the events and add ClientStart, which is going to be executed when the Panel opens. Let's load the paragraphs separately so we can add the new line, which allows us to set the spacing between them.

GXMobileCourse - GeneXus	frai		-	0 X
	t Build Knowledge Manager Window Tools Test Help			0
	へ ① 」 芭 芭 盆 → III Coud NET → II Release → Tests Build Build → 员 -			
		O Properties		₹ ×
Open: Name or Pattern		General		
Cather Course	• Application Bar	🔠 ĝ] 🌾 Filter		×
V 😵 Root Module		textblock: TextblockDe	escription	
> 😚 General	Image: MainTable Image: Table 1 A Textblock2	Control Name	TextblockDescription	
> C Web		Caption	Text Block	
CountryCities	Text Block	~ Appearance		
GXMobileCourse			False	
MainMenu	OText Block	Class	TextBlock	Ŷ
ViewAttractions		-	True	
ViewCustomers	0		Keep Space	
L Domains	CONTACT US		True	
MyHome		Format	Text	
> off References		~ Cell information		
Customization			1	
CloudNET			1	
> Documentation		Horizontal Alignmen		
		Vertical Alignment		
			D. C. G.	
	Any Platform, Default Orientations - 🗘 Add Layout 😵 Delete Layout	Properties Toolbox	C Tests Explorer	
Output				÷ ×
Show : General			00	Autoscroll
C:\KBs\GXMobileCourse				

If we edit one of the TextBlock controls we added, we can see that it has the Class property, which by default has the TextBlock value.

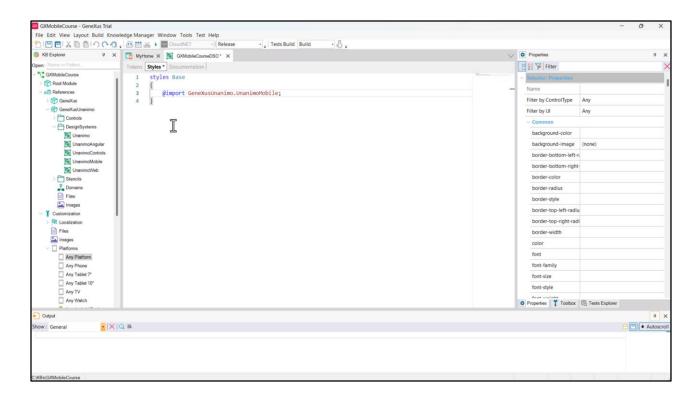
These class definitions, which will contain the characteristics of each layout element, will be defined and centralized in one object: the Design System.

	t Build Knowledge Manager Window Tools Test Help		
	🖓 🖞 📅 🚟 🗻 🗧 Cloud NET 🐳 Release 🔹 🚦 Tests Build 🛛 Build 🔹 🖑 ど		
	MyHome X	V Properties	₹ ×
Open: Name or Pattern	Layout Rules Events Conditions Variables Documentation	🔠 🛃 🌾 Filter	×
GXMobileCourse Section Module		LIKE escape character None	
) 💮 General	MainTable III Table1 A Textblock2	Enable Integrated Secur False	
> 🛅 Transactions		Enable Workflow False	
> 🛅 Web	Text Block	External Usage	
CountryCities		Display True	
MainMenu		Insert True	
Co ViewAttractions	Text Block	Update True	
Countries	o o	Delete True	
ViewCustomers	o o o	~ User interface	
Domains	CONTACT US	V Web Interface	
MyHome		Default Style GXMobileCourse T	
> of References		Default Form Layou Unanimo Template	
Customization		Web User Experience Smooth	
CloudNET Documentation		Default Web Form Abstract Layout	
Documentation		Web Form Defaults Responsive Web Desig	
		Default Master Pag. MasterUnanimoSideba	20.0
		Prompts Master Pac MasterPrompt	
		Datepicker image (none)	
		Delete grid row UI Alternating images	
		Delete row image (none)	
	Any Platform, Default Orientations - 🗘 Add Layout 🙁 Delete Layout	Properties Toolbox Constant Constant Con	
Cutput			₹ ×
	X Q 5	ei	Autoscroll
C:\KBs\GXMobileCourse			

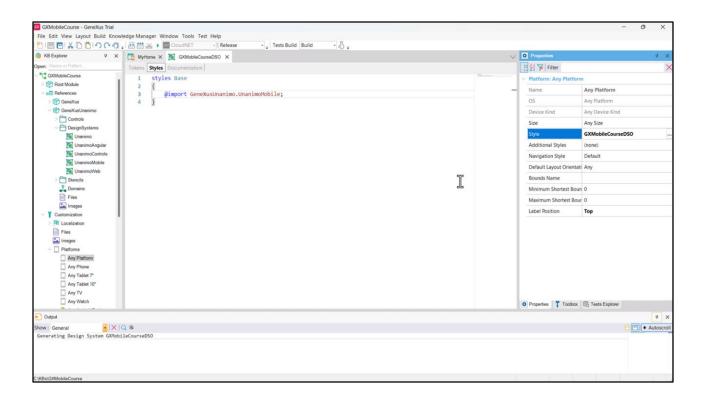
Every KB is created by default with a predefined design system that can be seen when we edit the version properties, in the Default Style. The style corresponds to the Design System object containing all these definitions. By default, this Design System object is created in the KB and takes the same name as the KB. This DSO is configured below the Web interface property group: this means it controls application development when Web Panels are used. Since we are working on a native mobile application, this is not our case, because we are using Panels instead of Web Panels.

	•	Properties Properties Properties Properties Properties Properties Properties	m	* ×
Control Course Country Countr	Þ	Platform: Any Platform	m	
Image: Second	Þ			
Y Customization Riscalization Fais Text Block))		Any Platform	
Res Text Block Images Text Block		Name		
Files lext block		OS	Any Platform	
🖾 Images		Device Kind	Any Device Kind	
		Size	Any Size	
Platforms	_	Style	UnanimoMobile	T -
Any Platform Text Block		Additional Styles	(none)	1
Any Phone 0		Navigation Style	Default	
Any Tablet 7" 0 0 0		Default Layout Orienta	ti Any	
Any Tables for CONTACT US		Bounds Name		
Any TV CONTACT US		Minimum Shortest Boy	- 0	
Any value				
Android Phone		Maximum Shortest Bo		
Android Tablet 7"		Label Position	Тор	
😜 Android Tablet 10"				
💰 Any Apple Device				
🐮 iPad				
iPhone				
Apple TV				
Apple Watch				
C. Any Web Screen				
a vieto ritole Vieto Small				
			-	
Web Desktep 🗌 Any Platform, Default Orientations - 😮 Add Layout 🕲 Delete Layout		Properties Toolbox	Contraction Tests Explorer	
Output				÷ ×
Show: General • X Q 5				Autoscroll

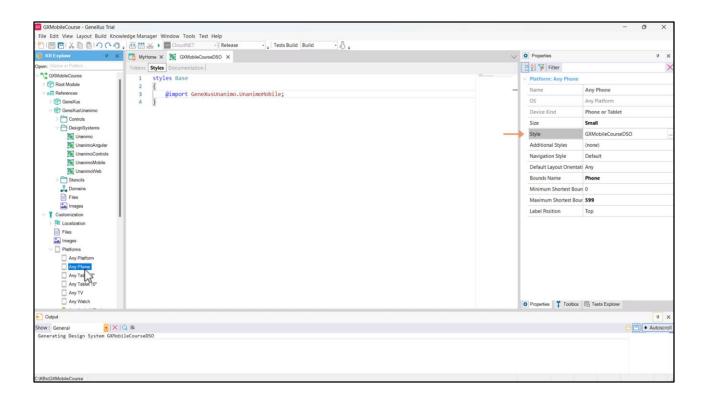
To take control of the design when we are in a native environment, we must make changes where the platform definitions are located, which is below the Customization node. In the Any Platform node, we can see that the Style property is taking the Design System object named UnanimoMobile. Unanimo is already a Design System –the one predefined by GeneXus– created in the GeneXusUnanimo node. It is the one that by default will take control of the design of the entire application if we don't define something else.



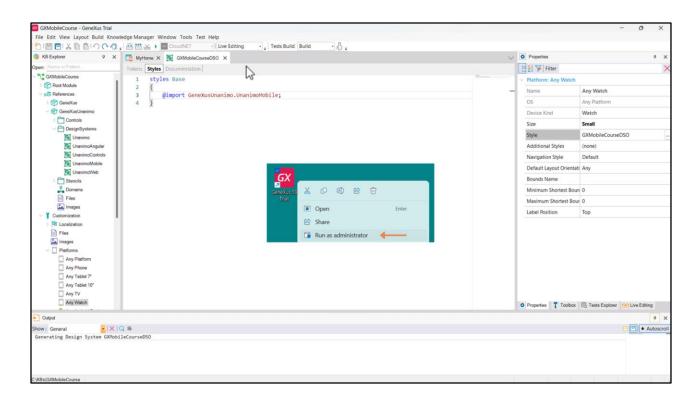
As we are going to develop from scratch, we will create a new object of Design System type that will apply the styles to our native application. We will call it GXMobileCourseDSO, and we will indicate here that this Design System must inherit from the definitions of the UnanimoMobile Design System. To do so, in the Styles tab we write the following:



We will use the Tokens and Styles tabs to make our definitions, but first, let's indicate GeneXus that we want our KB to use the Design System we've just created. Let's go to Any Platforms and change the Style property.



If we look at the different sizes and platforms, we can see that they inherit from the one we've just configured, but we can change this using a Design System object for each screen size and platform.



Before running our Panel, to see how it looks before we start changing its style, let's configure the use of the Live Editing tool. But... what is Live Editing? When prototyping an application, one of the most time-consuming tasks is polishing the Look & Feel (or User Interface, UI) and the User Experience (UX). To simplify this task, GeneXus has a feature that allows you to change the state of the application in real time from the IDE without saving the modified objects.

To prototype in Live Editing mode, we simply change the Release value in this ComboBox to Live Editing and run the application again. If you are using the Trial version of GeneXus, you will have to run it with Administrator permissions.

In this case, since it is the first time that the Live Editing mode is enabled, it will be necessary to compile the application again, but this won't be necessary for the next changes, which will simply be reflected automatically in the emulator and in the GeneXus IDE.

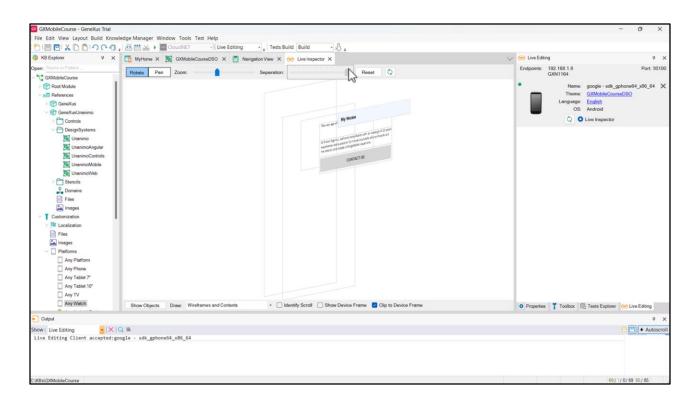
G GXMobileCourse - GeneXus Trial File Edit View Layout Build Knowledge Manager Window PIII 201 & C 10 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		. Tests Build Build			- 0 X
🛞 KB E	DON - × eDSO X 🛅 Navigation	View X 😥 Live Inspector X	~	60 Live Editing	÷ ×
Copen: 1 1227 B 2 M M Mome The new age of DPLOATION A Truel Agency, we have consultants with an average of D2 years represents and a parameter for true of analysis who are the define and constant implication section.	• • • • • • • • • • • • • • • • • • •	Reperindion: Rese	e Q	Language: OS:	Port: 30100 google - sdk_gphone84_x86_64 X GXMobleCourseDSO English Android Live Inspector
CONTACT US	 Q Q	The brack and crains unforgential vacation. CONTACT US			
	Wireframes and Contents	Identify Scroll Show Device Frame	Clip to Device Frame	O Properties T Toolbox	Tests Explorer 🔂 Live Editing
Out					ې X ج Autorcoll
Show : A	86_64				69/1/0/69 05/85

We run it.

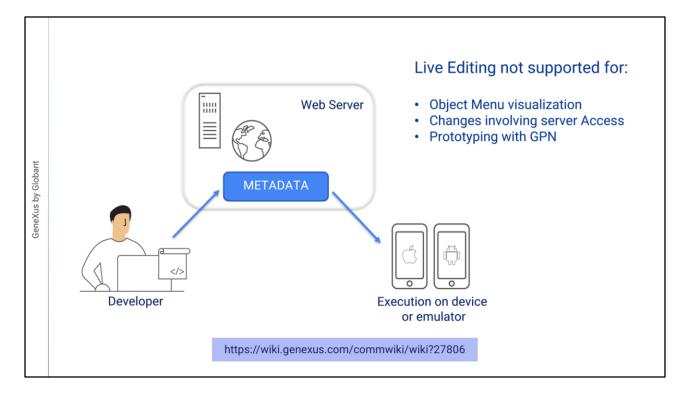
We already have the application ready again in the emulator, only that now we enable Live Editing.

In the IDE we can see that a Live Editing tab has been enabled, containing information of the devices that are connected; in this case, the emulator we had running. We can see the device data, such as the name, the Design System that is being used in the application and the language. The green dot indicates that the device is connected to Live Editing.

We can also see that a new window called Live Inspector has been opened. This is one of the main advantages of Live Editing. Although there is a restriction and we can't see when a menu object is running, the rest of the panels are visible. We just hover the mouse over the on-screen controls to view their name and click on them to see their main data.



Moving the mouse we can rotate the image in any direction, and see layers that show where each control is located. These layers allow us to select them in a much simpler way, since in general the sections or tables are superimposed. With the Separation slider we can increase or decrease the space between layers; with Zoom we can zoom in or out, and if we select Pan instead of Rotate, we can move the content with the mouse, without Rotating it. With Reset we return to the default display.



But, how does Live Editing work? When we use Live Editing, the Server will be "listening" to the changes we make and will replicate these changes on the Metadata that is accessed by the mobile device (in our case, the emulator) and used to draw the screen on the device and define its behavior.

Live Editing has some use restrictions, for example:

It doesn't work for menu objects.

• Changes that involve server access cannot be displayed. For example, if we add an attribute to the form, the value must be retrieved from the database in a server event (Start, Refresh, or Load), so it will be necessary to compile the application again.

• Since live editing only works with the compiled application, it doesn't work if you are prototyping with the GPN (GeneXus Projects Navigator).

For more details on the use of Live Editing and Live Inspector, visit the GeneXus wiki: https://wiki.genexus.com/commwiki/wiki?27806

GXMobileCourse - GeneXus Trial		- 0 ×
	d Knowledge Manager Window Tools Test Help	
	. 플 플 🏑 🕨 🧰 CloudNET 🔹 Live Editing 🔩 Tests Build Build - 🖏	
	To MyHome* X 📓 GXMobileCourseDSO X 🔂 Live Inspector X	V O Properties 9)
Open: Name or Pattern	Layout * Rules Events Conditions Variables Documentation	General
GXMobileCourse		🔚 🛃 🌾 Filter
> 🕎 Root Module	* Application Bar	v textblock: TextblockTitle
> DE References > Y Customization	MainTable Table1 A TextblockTitle	Control Name TextblockTitle
CloudNET	° Text Block ●	Caption Text Block
> Documentation		~ Appearance
		Auto Grow False
	Text Block	Class TextBlock
		Visible True
		Invisible Mode Keep Space
	CONTACT US	Enabled True
		Format Text
		Cell information
		Row Span 1
		Col Span 1
		Horizontal Alignment Center
		Vertical Alignment Middle
		5
	Any Platform, Default Orientations - C Add Layout O Delete Layout	Properties Toolbox 😨 Tests Explorer In Live Editing
Cutput		÷)
Show : Live Editing	Q a	C 🖾 🔶 Autoscre
C:\KBs\GXMobileCourse		69/1/0/69 85/85

Let's go back to our example. We want the title to be centered in the cell that contains it, so we can use the Horizontal Alignment and Vertical Alignment properties with the values Center and Middle, respectively.

KB Explorer 7 X	MyHome* X 🦉 GXMobileCourseDSO X 😚 LiveInspector X		V Properties		
pen: Name or Pattern	Layout * Rules Events Conditions Variables Documentation		General		
T GXMobileCourse	Application Bar		E Filter		×
> 😚 Root Module			- Table: Table1		
> DE References > Y Customization	A MainTable Table1		Control Name	Table1	_
CloudNET	9 ∰ O		Appearance		
> Documentation	Text Block		Columns Style	10%;80%;10%	
			Rows Style	pd;20dip;pd;30dip;pd	
			Width	100%	
	o Text Block		Height	pd	
			Auto Grow	True	
			Class	Table	
	CONTACT US		Background	(none)	_
			Visible	True	
	o ò		Invisible Mode	Keep Space	
			Enabled	True	
			- Scroll Behavior		
			Scroll Factor	1	
		63	Zoom Factor	0	
			Scroll Attachment	Parent	
			~ Layout Behavior		
			Expand Bounds	Background Only	
				actio Ton Left Rottom Right	
	Any Platform, Default Orientations - O Add Layout O Delete Layout		Properties T Toolbox	R Tests Explorer 🔂 Live Editi	ng
Output					а ×
iow : Live Editing	Q 5			8 🗉 🔸	Autorerol

Let's also change the Horizontal Alignment property of the TextblockDescription so that the text is justified.

Let's add two more columns to the table, one to the left and one to the right of the content, and two more rows, one below the title and one above the button, in order to generate spaces that make the information look better. In the Columns Style property, we can see that each column takes up 33% of the total width of the table. Let's change the values so that the first column takes up 10% of the total width, the second column (which contains the content) takes up 80%, and the last column takes up the remaining 10%. Now, let's change the values of the Rows Style property, so that the second and fourth columns –which are the separators– take up 20 and 30 dips, respectively.

GXMobileCourse - GeneXus Trial				-	0 X
	d Knowledge Manager Window Tools Test Help				
	📲 🚟 🗻 🖡 🔲 CloudNET 🔹 Live Editing 🖕 Tests Build 🛛 Build 🔹 🖏 🖕				
KB Explorer 7 ×	To MyHome* X 📓 GXMobileCourseDSO X 😁 Live Inspector X	\sim	O Properties		₹ ×
Open: Name or Pattern	Layout * Rules Events Conditions Variables Documentation		Eilter		×
GXMobileCourse	* Application Bar		v textblock: TextblockTit	tle, TextblockDescription	1
Root Module DE References	IIII MainTable IIII Table1 A TextblockTitle	•	Control Name	(Different Values)	
Customization		Ľ	Caption	Text Block	
CloudNET	Text Block		~ Appearance		
> Documentation	oo		Auto Grow	True	2
			Class	TextBlock	
	Tout Black		Visible	True 15	
	Text Block		Invisible Mode	Keep Space	
			Enabled	True	
Format Text	Text				
	CONTACT US		~ Cell information		
			Row Span	1	
				1	
			Horizontal Alignment		
			Vertical Alignment	(Different Values)	
	Any Platform, Default Orientations - O Add Layout O Delete Layout		Properties T Toolbox	Co Tests Explorer	
Output				_	å ×
Show : Live Editing	Q a			02	Autoscroll
C1KBs\GXMobileCourse				69/1/0/69	85/85

Let's also set the Auto Grow property of the cells containing the Textblocks to True. In this way, if the predefined space for each cell is not enough, the cells will expand so that all the content is visible.

		• 🖏 :				
KB Explorer 7 X	MyHome* X 🦉 GXMobileCourseDSO* X 😁 Live Inspector X			\sim	Properties	÷ ×
	kens * Styles Documentation				1 Pilter	×
GXMobileCourse	1 tokens TravelAgencyMobile	= #	Q. Search tokens All	÷ (°		
Customization CloudNET	3 4 3	COLORS		^		
Documentation		"Color i	is a power which directly influences the soul." Wassily Kandinsky Add your first color token			
		RADIUS		^		
	I	1	Begin by adding your first token: Add your first radius token			
		SPACING		^		
			"Space is the breath of art." Paul Klee Add your first spacing token			
		BORDERS		~	Properties Toolbox R Tests Explorer	🔂 Live Editing
Output						÷ ×
w: Live Editing • X Q ⇒						Autoscrol

Now let's start to change the style of the Panel controls. First, we change the color and font type of the title. We could also set a centered alignment in the DSO, but it won't be necessary because we've set it in the properties and they belong to a hierarchical order above the DSO: that is to say, if we set the centered alignment in the DSO, the values of the properties would override them.

Let's give a name to the set of tokens we will create in order to keep the DSO organized: let's call it TravelAgencyMobile.

🚳 KB Explorer 🤤 🗙	MyHome* X 🧾 GXMobileCourseDSO X 😁 Live Inspector X		V Prop	perties 9
Open: Name or Pattern	Tokens Styles Documentation		12 21 5	Filter
 Cast Mobile Course ② ○ ○<td><pre>tokens TravelagencyMobile { frcolors fcolors color#primary: #015547; } } </pre></td><td>E III CoLons CoLons CoLons ColorPrimary 015547 RADIUS Begin by adding your first col Add your first radius toke SPACING "Space is the breath of an Paul Klee Add your first spacing tok</td><td>tokens AI C</td><td></td>	<pre>tokens TravelagencyMobile { frcolors fcolors color#primary: #015547; } } </pre>	E III CoLons CoLons CoLons ColorPrimary 015547 RADIUS Begin by adding your first col Add your first radius toke SPACING "Space is the breath of an Paul Klee Add your first spacing tok	tokens AI C	
Cutput	Q 5	BORDERS	A D Prope	eries T Toobox 🕲 Tests Explorer 📯 Live Editing

Let's start by defining a color constant: we will give it an identifying name, for example, Primary. For all the colors to be easily identifiable just by looking at the code, we will keep the same naming convention for every color constant we create, and the name will start with the word *color*. If we already know the hexadecimal value of the color (for example, because the design team gave it to us in a Figma file) we enter it here. We will use this dark green for the title.

On the right there is another editor that is synchronized with the one on the left; that is to say, we can work in one or the other and what we do in one will be reflected in the other.

🔋 KB Explorer 🛛 🦞 🗙	🛅 MyHome* X 🦉 GXMobileCourseDSO* X 😚 Live Inspector X	V 0 Pi	roperties		÷ ×
open: Name or Pattern	Tokens Styles Documentation	1 1 2	Filter		>
Countering Counce Image: Counce of Counce Image: Counce <td< th=""><th><pre>tyles Base { gimport GeneXusUnanimo.UnanimoMobile; Oreferences titles f color: Scolors.colorPrimary; font-family: HeeboBold;] } // //</pre></th><th>Na Fii Fii</th><th>ter by ControlType (A ter by UI (A Commo (background-color (background-image (background-image (border-bottom-right (border-color (border-colo</th><th>ittes try try none) teceboBold</th><th></th></td<>	<pre>tyles Base { gimport GeneXusUnanimo.UnanimoMobile; Oreferences titles f color: Scolors.colorPrimary; font-family: HeeboBold;] } // //</pre>	Na Fii Fii	ter by ControlType (A ter by UI (A Commo (background-color (background-image (background-image (border-bottom-right (border-color (border-colo	ittes try try none) teceboBold	
Output					÷ >
				e 🗐 🔸	Autoscrol

In the Styles tab, we will create the class that will style the content.

We will name it *titles*, and we will add the necessary CSS properties to establish the characteristics of this class.

The color to be applied is that of the token that we have just defined, so we write:

color: \$ (which allows us to reference a token) colors (because it is going to be a color token).colorPrimary;

In this way, we indicate that every control that has this class associated with it will have this color.

Let's specify now the font family to be used: font-family: HeeboBold;

This font family is not part of the predefined ones; that is, those understood by default by browsers. This means that we must define in the DSO what that font is and where it is obtained from. To include it, we will have to import the font file in the KB to be able to reference it in the font-family property of the DSO.

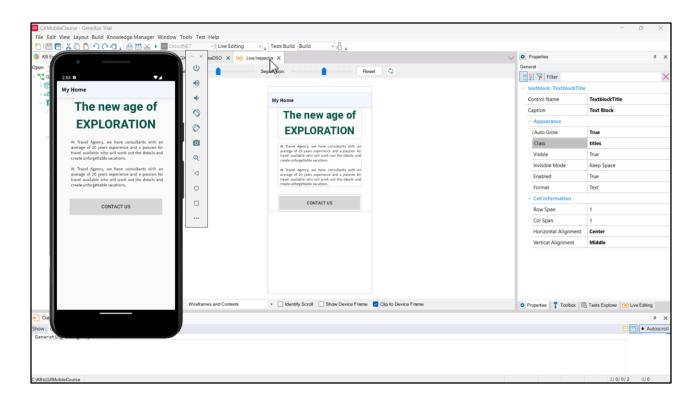
KB Explorer 7 ×	🛅 MyHome* X 📓 GXMobileCourseDSO* X 😚 Live Inspector X	\sim	Properties	\$
en: Name or Pettern	Tokens Styles Documentation		Eilter	
OMobileCourse Of References Of Refe	<pre>styles Base { gimport GeneXusUnanimo.UnanimoMobile; d gfont-face { font-family: HeeboBold; src: gx-file(HeeboBold); } } .titles (color: \$color\$.color\$rimary; font-family: HeeboBold; font-family: HeeboBold; font-family: HeeboBold; font-size: I </pre>		Selector: Preperties Name Filter by ControlType Filter by UI Common background-image border-bottom-ieft- border-bottom-ieft- border-bottom-ieft- border-top-ieft-radius border-to	
Apple Watch Any Web Screen Web Phone Web Small Web Desktop			font-family font-size font-style Properties	HeeboBold) Re Tests Explorer C Live Editing
) Output ow: General	2 ē			ہ Auto

We go to Customization \rightarrow Files \rightarrow New file, create the file called HeeboBold and choose it from its location. Here we enter the name that the font family will have, and in the src property we indicate where the file is taken from. With the gx-file() function we retrieve the file accessible in our KB. This indicates the DSO to include this font, but then it is used in the class reference through the font-family property that we defined for our titles class. font-family: HeeboBold;

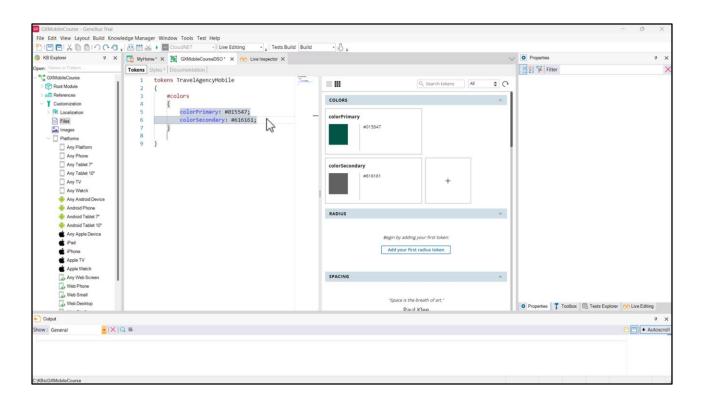
With the font-size property we indicate the size we want for the title.

)	V Properties	₹ ×
Open: Name or Pattern		General	
GXMobileCourse	Layout * Rules Events Conditions Variables Documentation	General 2 V Filter	×
Root Module	* Application Bar	v textblock: TextblockTit	
> of References	MainTable MainTable A TextblockTitle		
Customization		Control Name	TextblockTitle
> R Localization	Text Block	Caption	Text Block
Files	oo	~ Appearance	
Platforms		Auto Grow	True
Any Platform		Class	titles
Any Phone	Text Block	Visible	True
Any Tablet 7*		Invisible Mode	Keep Space
Any Tablet 10"		Enabled	True
Any TV Any Watch	CONTACT US	Format	Text
Any Watch	CONTACTOS	~ Cell information	N
Android Phone		Row Span	1
💮 Android Tablet 7"			1
Android Tablet 10"		Col Span	
Any Apple Device		Horizontal Alignment	
iPad É iPhone		Vertical Alignment	Middle
Apple TV			
Apple Watch			
Any Web Screen			
Web Phone			
🛃 Web Small			
Web Desktop	🗌 Any Platform, Default Orientations - 🗘 Add Layout 🔇 Delete Layout	Properties T Toolbox	🗟 Tests Explorer 😚 Live Editing
Output			÷ ×
Show: General	Q 5		🕒 🛄 🔶 Autoscrol
Generating Design System GXMol			

The next step is to set the Textblock control to take the *titles* class we've just defined.



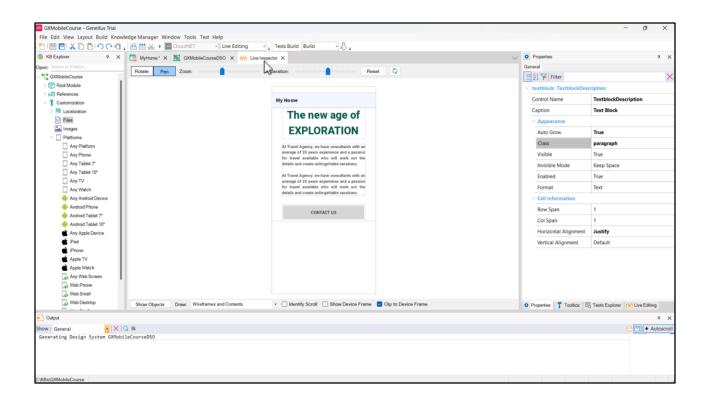
Live Editing already shows what we did in our DSO.



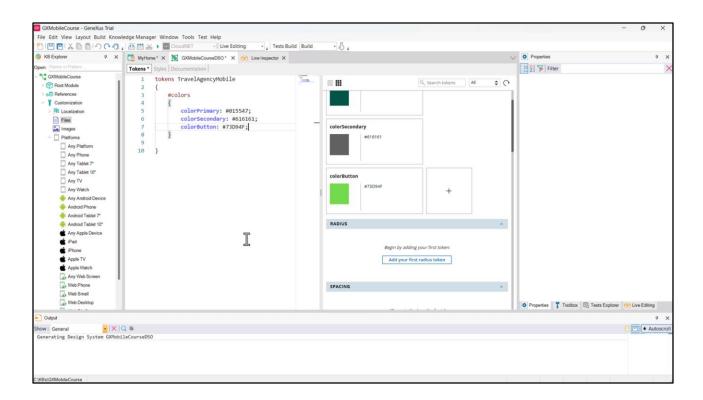
Let's do the same for the information text. Let's create another color token and name it colorSecondary; this time it is dark grey...

KB Explorer 9 X	T MyHome X M GXMobileCourseDSO X 😚 LiveInspector X		Properties	4
en: Name or Pattern	Tokens Styles Documentation		Eilter	
GXMobileCourse			~ Selector: Properties	
> 😚 Root Module	2 {		Name	paragraph
> of References	3 @import GeneXusUnanimo.UnanimoMobile;			
Customization	4		Filter by ControlType	Any
> R Localization	5 @font-face		Filter by UI	Any
Files	<pre>6 { 7 font-family: HeeboBold;</pre>		~ Common	
Images	8 src: gx-file(HeeboBold);		background-color	
Platforms	9 }			
Any Platform	1 reference		background-image	(none)
Any Phone	10 .titles		border-bottom-left-r	1
Any Tablet 7"	11 (border-bottom-right	
Any Tablet 10"	12 color: \$colors.colorPrimary;		border-color	
Any TV	13 font-family: HeeboBold;			
Any Watch	14 font-size: 40px;		border-radius	
Any Android Device	15 }		border-style	
Android Phone	16		border-top-left-radio	
Android Tablet 7*	17 .paragraph			
Android Tablet 10*	18 (19 color: \$colors.colorSecondary;		border-top-right-rad	4
Any Apple Device	20 font-family: HeeboBold;		border-width	
🔹 iPad	21 font-size: 15px;	-	color	
iPhone	22		font	
K Apple TV	23 }			
Apple Watch	24		font-family	HeeboBold
Any Web Screen			font-size	15px
Web Phone			font-style	
🔜 Web Small			fant walabt	
Web Desktop			O Properties Toolbox	🗟 Tests Explorer 🔗 Live Editing
Output				9
				Auto
ow: General				e <u>u</u> •/

Also, a class named *paragraph* to which we set the following properties:



Let's assign the *paragraph* class to the TextblockDescription control, and see how the changes look.



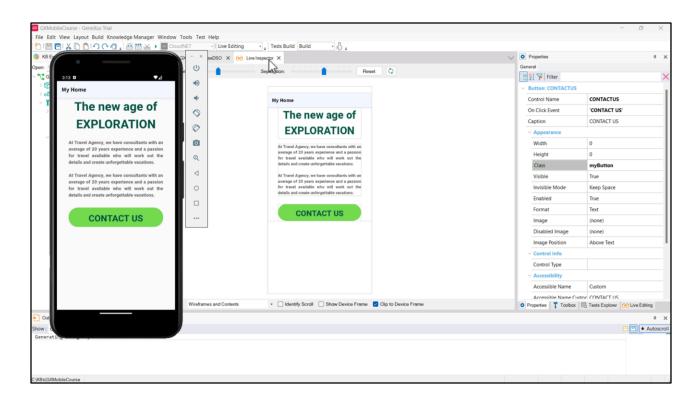
Now, we have to style the button. For that, let's create a new color token called colorButton to associate this shade of green...

KB Explorer 7	× 🛅 MyHom	e* X 📓 GXMobileCourseDSO X 💮 Live Inspector X	~	V Properties	
en: Name or Pattern	Tokens St	yles Documentation		E 2 Filter	
GXMobileCourse	. 2	> gront-rate from form		~ Selector: Properties	
Root Module	6	{ font-family: HeeboBold;	Toget	Name	.myButton
DE Re vences	8	<pre>src: gx-file(HeeboBold);</pre>	85-		
Customization	9)		Filter by ControlType	Any
> R Localization		1 reference		Filter by UI	Any
Files	10	titles		~ Common	
images	11	1			
Platforms	12	<pre>color: \$colors.colorPrimary;</pre>		background-color	
Any Platform	13	<pre>font-family: HeeboBold;</pre>		background-image	(none)
Any Phone	14	font-size: 40px;		border-bottom-left-r	
Any Tablet 7"	15	}		border-bottom-right-	
Any Tablet 10"	16				
Any TV		1 reference		border-color	
Any Watch	17	paragraph		border-radius	
📫 Any Android Device	18	<pre>{ color: \$colors.colorSecondary; }</pre>		border-style	
Indroid Phone	20	font-family: HeeboBold;			
Indroid Tablet 7*	20	font-size: 15px;		border-top-left-radiu	
Android Tablet 10"	22)		border-top-right-rad	
Any Apple Device	23	3		border-width	
🔹 iPad	24	.myButton		lcolor	
é iPhone	25	(1	
C Apple TV	26	border-radius: 50px;		font	
Apple Watch	27	<pre>background-color: \$colors.colorButton;</pre>		font-family	HeeboBold
Any Web Screen	28	padding: 15px;		font-size	30px
Web Phone	29	<pre>color: \$colors.colorPrimary;</pre>	-	-	
Web Small	30	<pre>font-family: HeeboBold;</pre>		font-style	
Web Desktop	31 32	font-size: 30px;		fant malabt	Tests Explorer 🔂 Live Editing
	32	1		Properties Tooloox	CQ resis Explorer 100 Live Ealing
Output					4
w : General	(Q 5				😑 🛄 🔸 Auto
nerating Design System GXM	obileCourseDS0				Same Aug

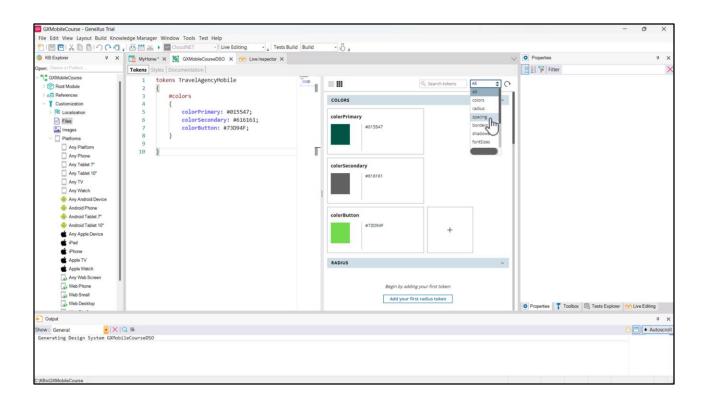
...and let's start defining the properties of the *myButton* class.

The border-radius property is used to round the edges; the background-color property allows us to set the background color; the padding property creates a space between the button's text and its edges.

Now let's complete it with the text style, which is the same as we did before...



...and associate our class with the Panel button.

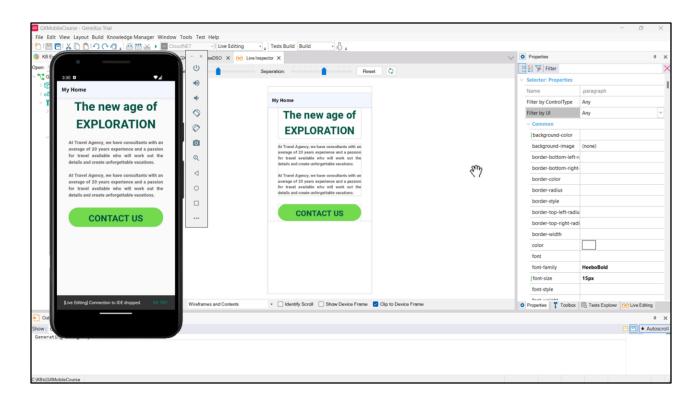


We can use not only color tokens, which are the most noticeable ones, but we can also define them for other kinds of things, for example: to give spacing, to define font sizes, etc.

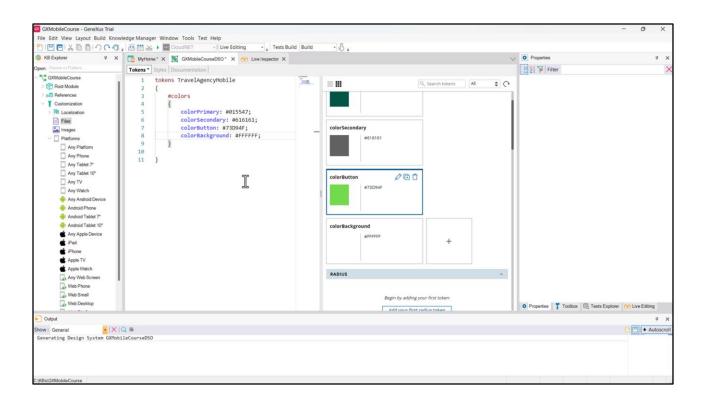
There are properties that are common to several controls (such as border-radius, background-color, color, font-family, font-size, among others).

n: Name or Pattern	C MyHom	e* X 📓 GXMobileCourseDSO X 🔂 Live Inspector X	~	Properties	4
	Tokens St	yles Documentation		🔠 🛃 🌾 Filter	
GXMobileCourse	7	i font-family: HeeboBold;	Prome	Selector: Properties	
Root Module	8	<pre>src: gx-file(HeeboBold);</pre>	Toom Toom Toom Toom	Name	.myButton
Customization	9	}		Filter by ControlType	Any
Localization		1 reference			
Files	10	.titles		Filter by UI	Any
Images	11	{		✓ Common	ActionGroup
Images Platforms	12	<pre>color: \$colors.colorPrimary;</pre>		background-color	ActionGroupItem
Any Platform	13	<pre>font-family: HeeboBold;</pre>			· · ·
Any Platform	14	font-size: 40px;		background-image	Animation
Any Phone Any Tablet 7"	15 16	}		border-bottom-left-	r- Application
Any Tablet 10"	10	1 reference		border-bottom-right	- ApplicationBars
Any Tablet TU	17	.paragraph		border-color	Attribute
Any Watch	18	{			Autour
Any Watch	19	<pre>color: \$colors.colorSecondary;</pre>		border-radius	
Android Device	20	<pre>font-family: HeeboBold;</pre>		border-style	
Android Phone	21	<pre>font-size: 15px;</pre>		border-top-left-radi	u
Android Tablet 10"	22	}		border-top-right-rad	5
	23				л
Any Apple Device iPad		0 references		border-width	
iPhone	24 25	.myButton		color	
-	25	1 border-radius: 50px;		font	
Apple TV Apple Watch	20	background-color: \$colors.colorButton;		font-family	HeeboBold
	28	padding: 15px;			
Any Web Screen	29	<pre>color: \$colors.colorPrimary;</pre>		font-size	30px
🛃 Web Phone	30	<pre>font-family: HeeboBold;</pre>		font-style	
🔥 Web Small	31	<pre>font-size: 30px;</pre>		fant mainht	
Web Desktop	32	x		Properties Toolbox	🕞 Tests Explorer 🛛 🔂 Live Editing

When we are working in the Styles tab, the properties window gives the option to filter by control type, where we will see and configure only those properties that apply to the selected control, and filter by UI, where we can choose the type.



So far, we have designed the *light* mode of our application, but we can also design the *dark* mode. For that, we will have to think about varying the background color, the color of the texts and also the color of the button. In the case of the background, in *light* mode it will take the white color that we already have, and in *dark* mode it will take a very dark gray. For the title, in *light* mode, it will be the dark green that we defined as the primary color, and in *dark* mode it will be white, to contrast with the dark background. Similarly, we will define the colors for the description text and for the button in *dark* mode.



Let's specify the background color of the application: let's create the *Application* class and define the color, which we will retrieve from a token named colorBackground.

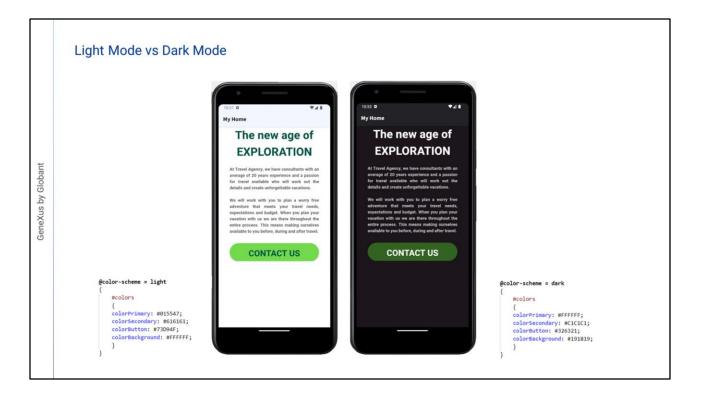
KB Explorer 🖓 🔅	X 🛅 MyHome* X 📓 GXMobileCourseDSO* X 😁 LiveInspector X		Properties	
en: Name or Pattern	tens Styles * Documentation		E 2 Filter	
C GXMobileCourse	. 1 styles Base		· Selector: Properties	
> 😚 Root Module	2 {	Team Team Team	Name	Application
> DE References	3 @import GeneXusUnanimo.UnanimoMobile;	H32-		
Customization	4		Filter by ControlType	Any
> R Localization	5 @font-face		Filter by UI	Any
Files	6 {		~ Common	
Images	7 font-family: HeeboBold; 8 src: gx-file(HeeboBold);			
Platforms	<pre>8 src: gx-tile(HeedoBold); 9 }</pre>		background-color	
Any Platform	10		background-image	(none)
Any Phone	11 Application		border-bottom-left-r	
Any Tablet 7"	12		border-bottom-right-	
Any Tablet 10"	13 background-color: \$colors.colorBackground;			
Any TV	14		border-color	
Any Watch	1 reference		border-radius	
🐥 Any Android Device	15 .titles		border-style	
💮 Android Phone	16 {			
🐢 Android Tablet 7*	17 color: \$colors.colorPrimary;		border-top-left-radiu	
Android Tablet 10*	18 font-family: HeeboBold;		border-top-right-rad	
C Any Apple Device	19 font-size: 40px;		border-width	
iPad	20 }		Icolor	
iPhone	21 I reference		******	
C Apple TV	22 paragraph		font	
Apple Watch	23 {		font-family	
Any Web Screen	24 color: \$colors.colorSecondary;		font-size	
Web Phone	<pre>25 font-family: HeeboBold;</pre>			
Web Small	26 font-size: 15px;		font-style	
Web Desktop	27 }		fant malaht	🗟 Tests Explorer 🔗 Live Editing
Output	79		Properties 100000	co resis coporer oc uve cound
	Q a			Auto
enerating Design System GXM				

By naming the class like this, it will be the one applied in the body tag of all HTML automatically.

GXMobileCourse - GeneXus Trial	rdge Manager Window Tools Test Help		-	- 0 ×
KB Explorer A X	To MyHome* X X GXMobileCourseDSO* X 😚 Live Inspector X			\sim
Open: Name or Pattern	Tokens * Styles * Documentation			
 CMMobileCourse PRot Module DEl References Y Customization RE Localization Elise Images 	<pre>tokens TravelAgencyMobile (color-scheme: [light] dark) { @color-scheme = light { #colors #colors { colorPrimary: #015547; } }</pre>	Color-scheme: dark COLORS ColorPrimary aFFFFF	Q Search tokens All	¢ ^
Any Platforms Any Platform Any Tablet 7* Any Tablet 10* Any Tv Any Tv	<pre>8</pre>	colorButton 2 (2) (2)	colorBackground 2 G	7
Any Android Device Android Phone Android Tablet 7" Android Tablet 10" Android Tablet 10" Android Tablet 10" Any Apple Device (i)Phone	15 { #colors #colors #colors /// // // // // //	 +		
Apple TV Apple Watch Apple Watch Web Phone Web Small Web Small	24 25 }		radding your first token: our first radius token	^
Comput Show: General • X (Generating Design System GXMobi			Ð	२ X

To specify the modes, we must use the options: color-scheme can be *light* or *dark*. By typing *light* in square brackets, we are indicating that we want this to be the default mode. Next, we vary the color tokens according to the color-scheme. For the *light* mode we will use these colors, and for the *dark* mode we copy those of the *light* mode and simply change the colors to be applied: the title will be white, the description will be a light gray, the button will be a different green than the one we used in the light mode, and the background will be a very dark gray.

Before running to see the changes, set the 'Enable Preferred Color Scheme' property of the MyHome Panel to True and do Build All.



In this way, our application will be adapted to the needs of all users.

We have seen an introduction of everything we can do with the Design System Object. In a future video, we will learn how to import into our KB a Figma design created by the designers.



training.genexus.com

GeneXus by Globant