

FontSizes system in GeneXus



Cecilia Fernández

The new age of EXPLORAT

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Token	Desktop	Tablet	Phone
XL	100	60	40
L	67	40	20
M	20	16	14
S	16	14	12
XS	14	14	12
card_XL	42	20	15
card_L	23 5	-	-
card-attractions-Big_XL	36	36	20
card-attractions-Big_M	38	38	16
card-attractions-Big_S	14	14	12
card-attractions-Small_XL	36	20	12
card-attractions-Small_M	38	16	12
card-attractions-Small_S	14	12	10
card-attraction_XL	36	23	24
card-attraction_M	38	21	-
form_M	20	12	12
form_S	16	10	10
banner_XL	36	-	-
banner_L	20	-	-

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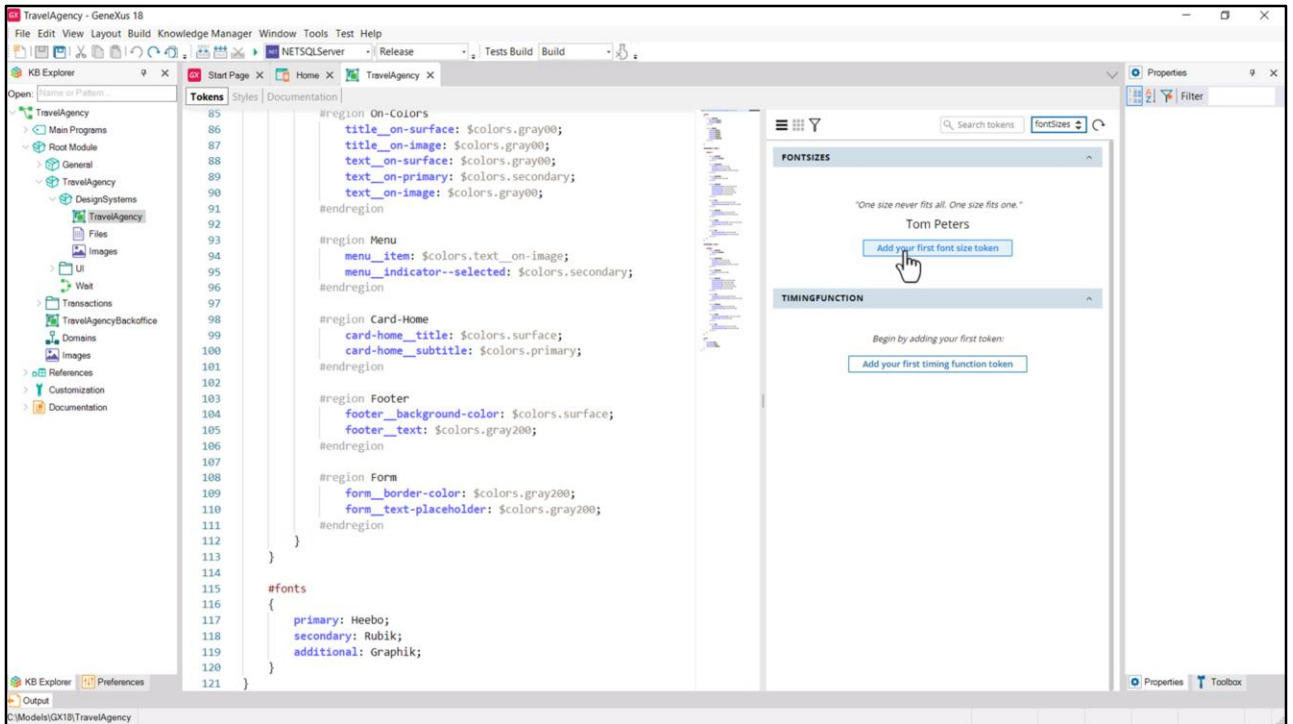
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In the previous video, we didn't take the font size tokens to GeneXus.

We are going to do it only with the Desktop tokens. This means that we will not add the breakpoint option to the set of tokens, as we had seen a couple of videos ago, do you remember? Please bear with me a little bit and you will understand why.



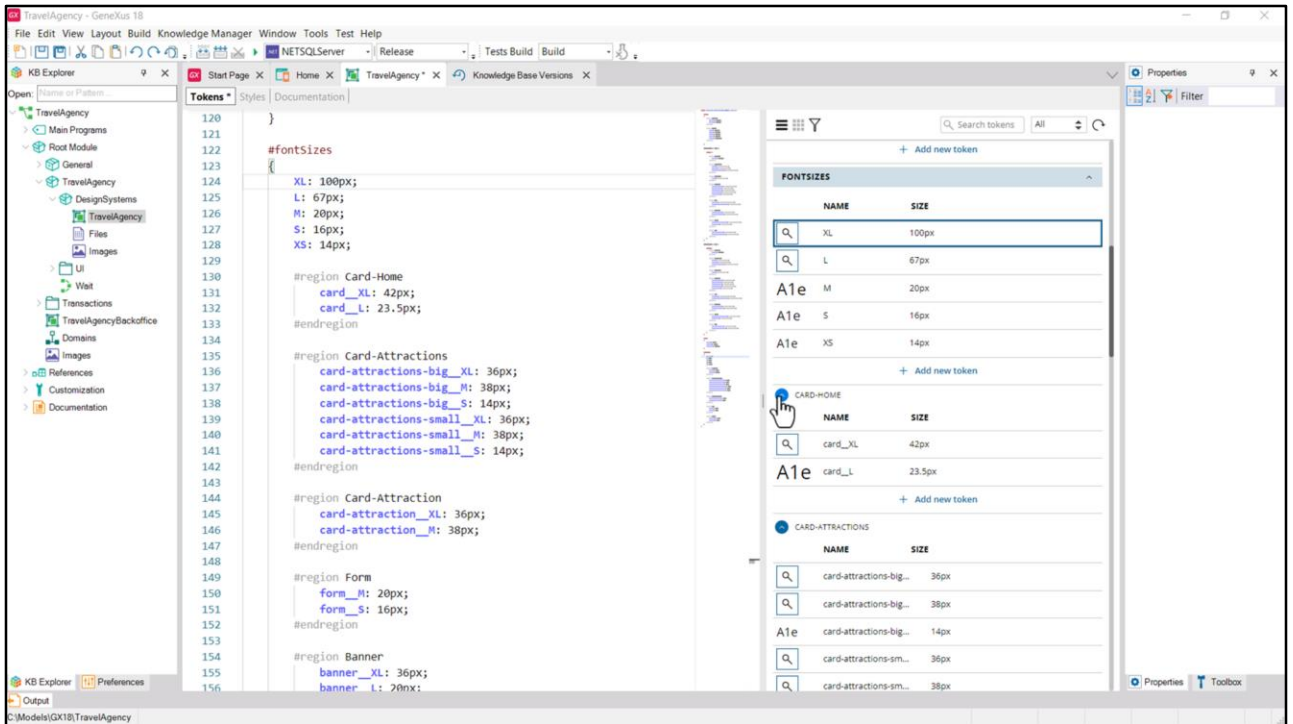
If we don't really know the syntax to add tokens for fontSizes, it is convenient to add the first one from the graphical editor. In this way...

The screenshot shows a development environment with two main windows. On the left is a code editor (Visual Studio Code) displaying CSS tokens for a project named 'TravelAgency'. The tokens include colors, regions (Card-Home, Footer, Form), fonts, and font sizes. On the right is a Google Sheets spreadsheet titled 'Tokens Travel Agency' which maps these tokens to values for different device types: Desktop, Tablet, and Phone. The spreadsheet has columns for 'Token', 'Desktop', 'Tablet', and 'Phone'.

Token	Desktop	Tablet	Phone
XL	100	60	40
L	67	40	20
M	20	16	14
S	16	14	12
XS	14	14	12
card_XL	42	20	15
card_L	23.5	-	-
card-attractions-Big_XL	36	36	20
card-attractions-Big_M	38	38	16
card-attractions-Big_S	14	14	12
card-attractions-Small_XL	-	20	12
card-attractions-Small_M	38	16	12
card-attractions-Small_S	14	12	10
card-attraction_XL	36	23	24
card-attraction_M	38	21	-
form_M	20	12	12
form_S	16	10	10
banner_XL	36	-	-
banner_L	20	-	-

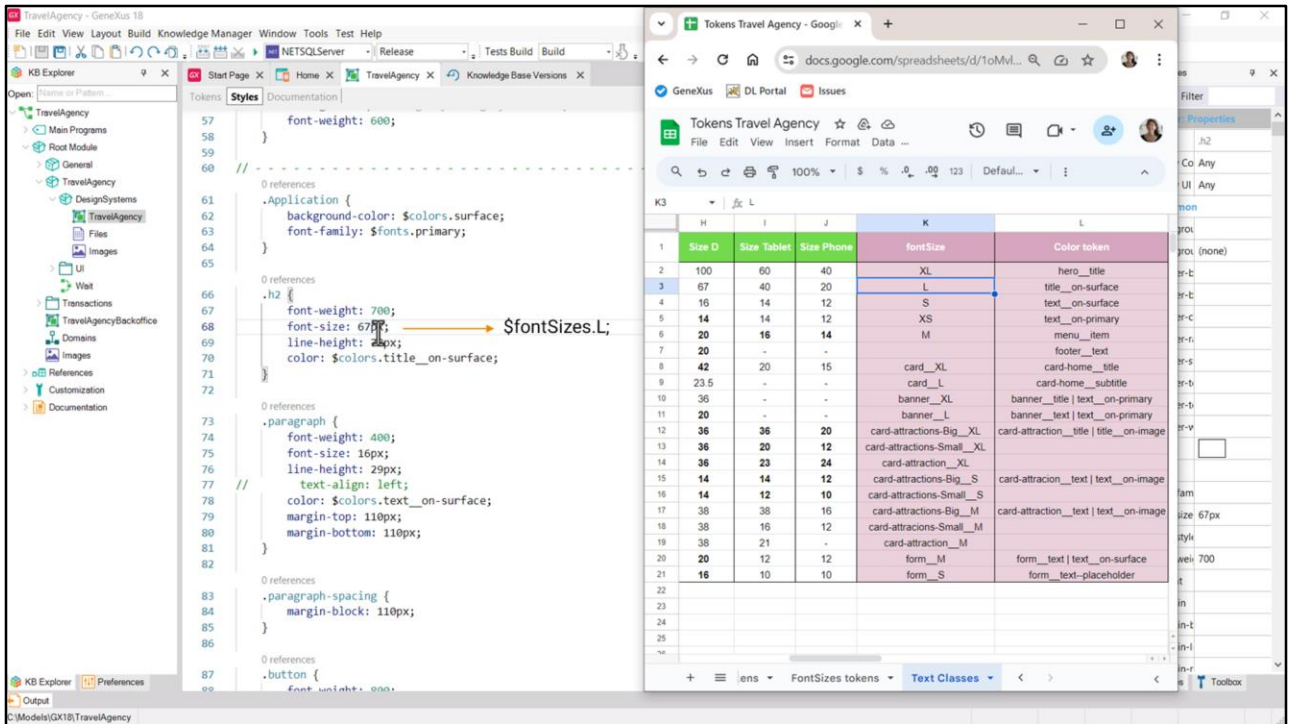
And there we can give it the name we want... and the value.

Then, from the final result of the analysis that we had made in the previous video and that was expressed in this spreadsheet, we can enter these tokens. As I said, I will only use the values for Desktop in this DSO.



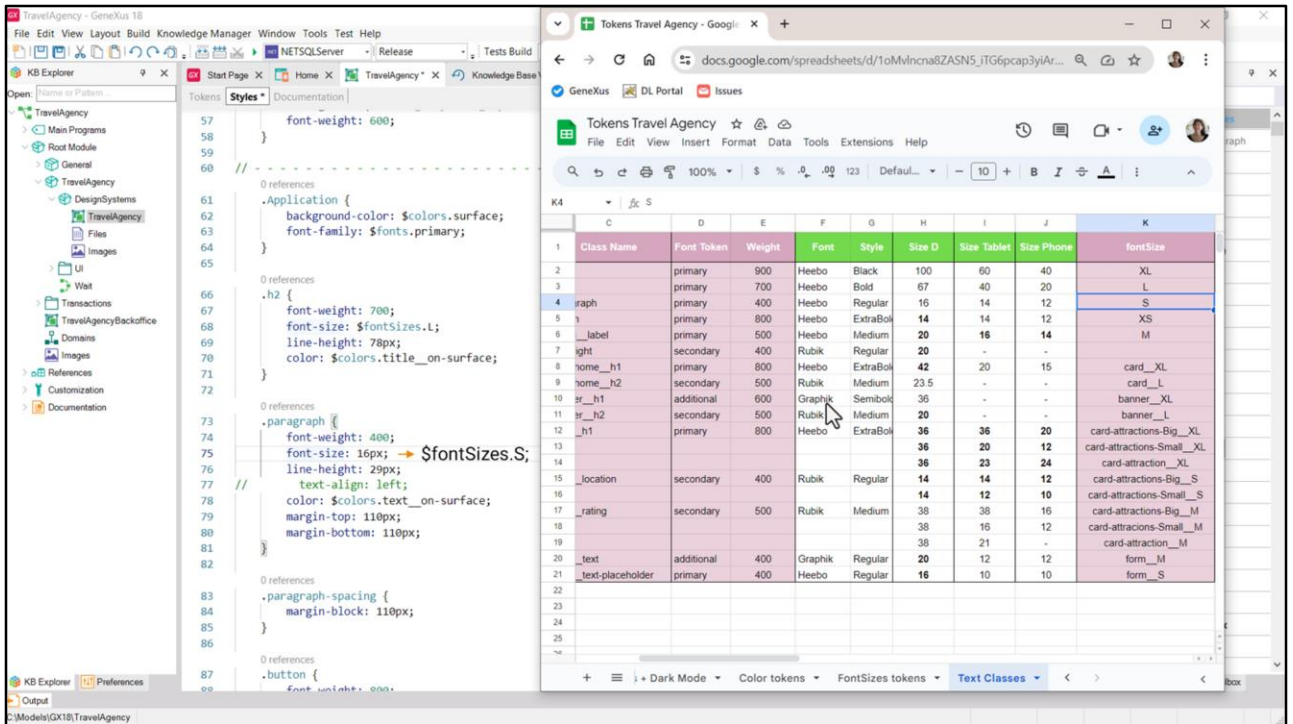
Here I copied them all, placing regions, as before, for organization purposes. We can see, in the graphical editor, the information represented like this.

Next, we should take the opportunity to change, in the classes we have already defined, all the font-size properties so that they now use the appropriate font size token.



In this way, if we look in our spreadsheet, in the tab where we had the text classes, the token for h2... it was named L.

So here we type the dollar sign to refer to a token, of type fontSizes and name L.



Then we look for the token for the paragraph class... it is the one named S.

So we replace it with... fontSizes S.

The image shows a development environment with two windows. The left window is a code editor (likely Visual Studio Code) showing CSS code for a 'button' class. The right window is a Google Sheet titled 'Tokens Travel Agency' containing a table of font size tokens.

Code Editor (Left Window):

```

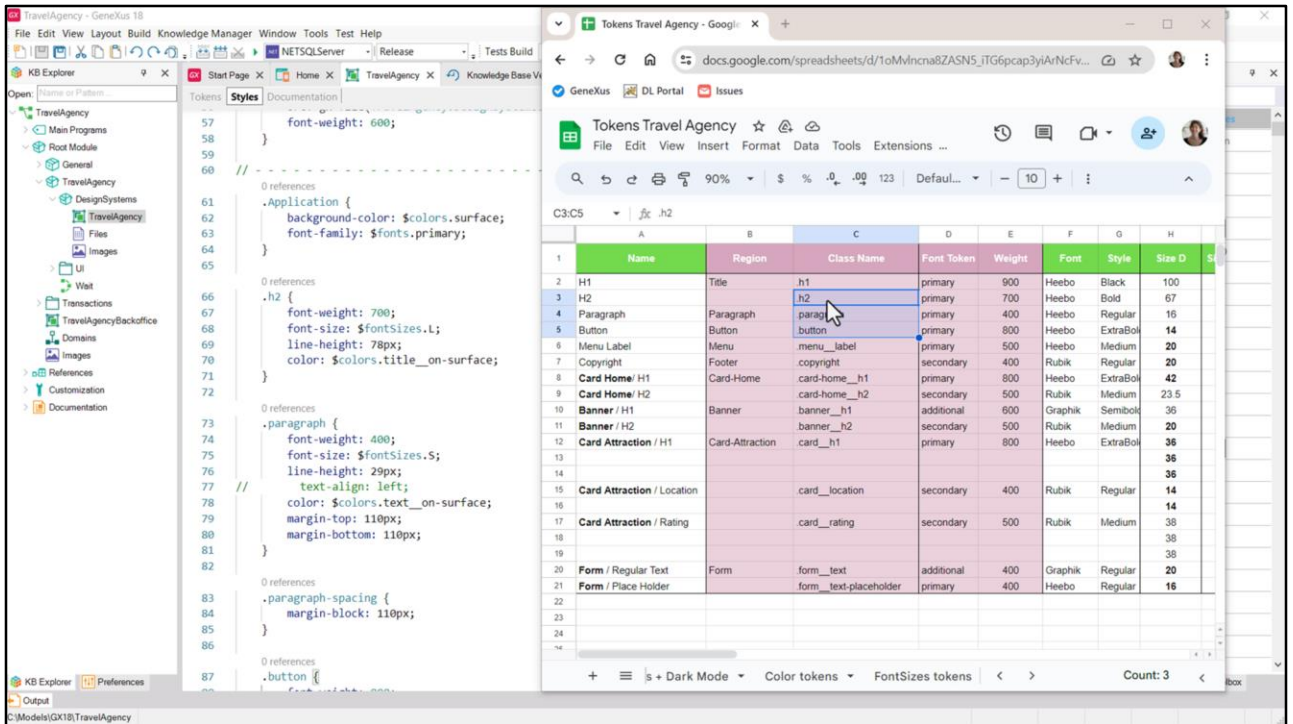
66 0 references
67  .h2 {
68    font-weight: 700;
69    font-size: $fontSizes.L;
70    line-height: 78px;
71    color: $colors.title_on-surface;
72  }
73 0 references
74  .paragraph {
75    font-weight: 400;
76    font-size: $fontSizes.S;
77    line-height: 29px;
78    text-align: left;
79    color: $colors.text_on-surface;
80    margin-top: 110px;
81    margin-bottom: 110px;
82  }
83 0 references
84  .paragraph-spacing {
85    margin-block: 110px;
86  }
87 0 references
88  .button {
89    font-weight: 800;
90    font-size: 14px; → $fontSizes.XS;
91    line-height: 18px;
92    //
93    text-align: center;
94    text-transform: uppercase;
95    color: $colors.text_on-primary;
96    background-color: $colors.primary;
97    border-radius: 30px;
98    max-inline-size: max-content;
99    padding-inline: 45px;

```

Google Sheet (Right Window):

	E	F	G	H	I	J	K	L
1	Weight	Font	Style	Size D	Size Tablet	Size Phone	fontSize	Color token
2	900	Heebo	Black	100	60	40	XL	hero_title
3	700	Heebo	Bold	67	40	20	L	title_on-surface
4	400	Heebo	Regular	16	14	12	S	text_on-surface
5	800	Heebo	ExtraBoli	14	14	12	XS	text_on-primary
6	500	Heebo	Medium	20	16	14	M	menu_item
7	400	Rubik	Regular	20	-	-	-	footer_text
8	800	Heebo	ExtraBoli	42	20	15	card_XL	card-home_title
9	500	Rubik	Medium	23.5	-	-	card_L	card-home_subtitle
10	600	Graphik	Sembok	36	-	-	banner_L	banner_title text_on-primary
11	500	Rubik	Medium	20	-	-	banner_L	banner_text text_on-primary
12	800	Heebo	ExtraBoli	36	36	20	card-atractions-Big_XL	card-attraction_title title_on-image
13				36	20	12	card-atractions-Small_XL	
14				36	23	24	card-attraction_XL	
15	400	Rubik	Regular	14	14	12	card-atractions-Big_S	card-attraction_text text_on-image
16				14	12	10	card-atractions-Small_S	
17	500	Rubik	Medium	38	38	16	card-atractions-Big_M	card-attraction_text text_on-image
18				38	16	12	card-atractions-Small_M	
19				38	21	-	card-attraction_M	
20	400	Graphik	Regular	20	12	12	form_M	form_text text_on-surface
21	400	Heebo	Regular	16	10	10	form_S	form_text-placeholder

And all that's left is the button class... which will be XS.



Remember that we only have these three classes because, for learning purposes, we had already been working on them in the previous module, in great detail, so that you could get a feel of all this and understand what it's all about.

But when we already know all that and we have to start working on a project, in general we do what we have been doing in this module: enter the assets first, that is, the resources (images, fonts... and in this case also include them in the DSO with the font-face rules); everything we have been doing at the beginning of this module...

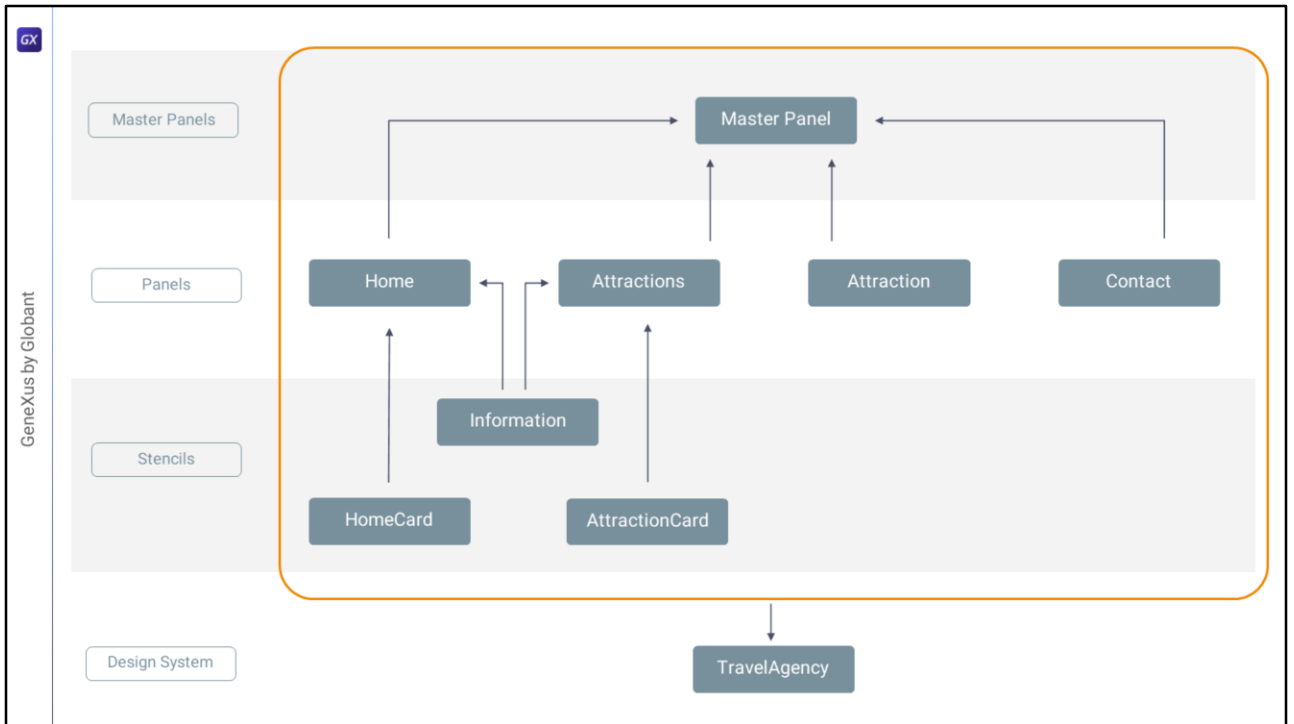
...set up the color system, font size system. And also spacing, radii, borders (we will not do it here, so as not to make it boring, because it is the same type of analysis that we have already done for colors and font sizes). We would add, then, also those tokens to use them in the corresponding properties...

And after all that, we would enter all these text classes that we have already identified (not only the 3 that we have already entered but all of them) so that when we start working on the objects individually, we don't have to dwell on more obvious things, like these, and we can focus on the actual problem. We will do it in the next video.

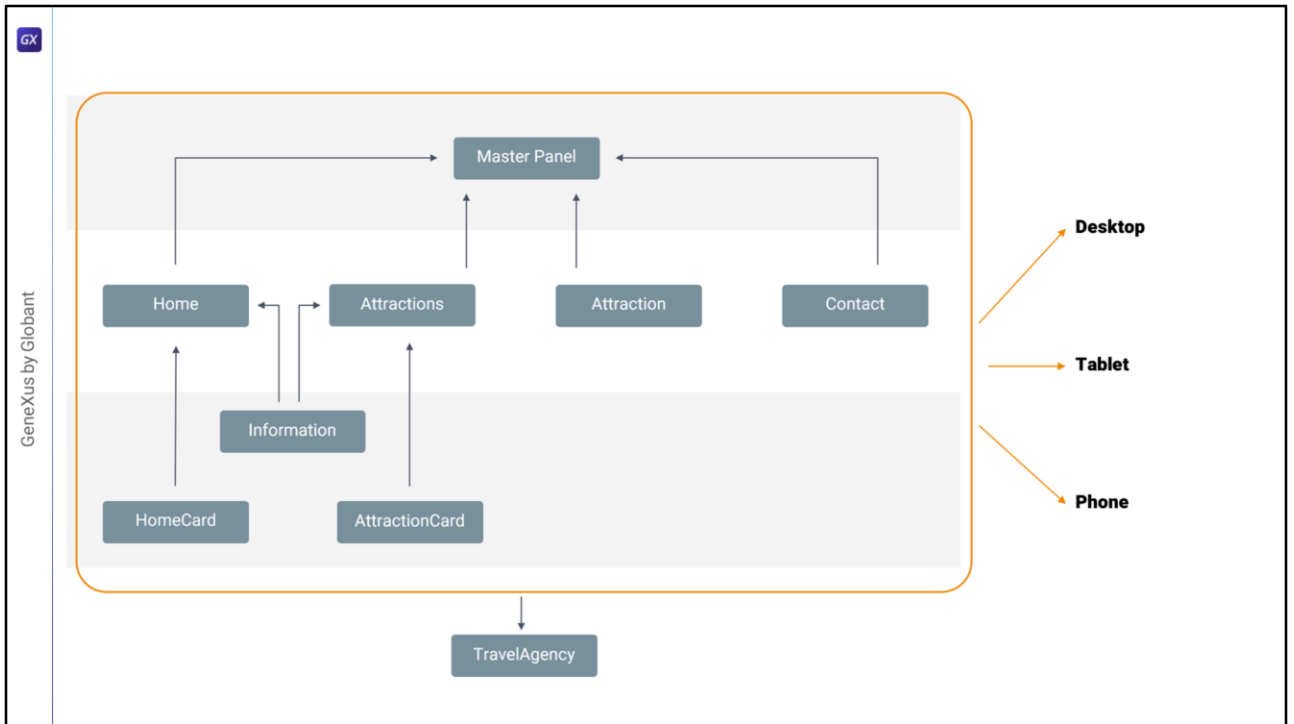


Now to finish this video I just want to mention, so that this is not a mystery, why I didn't add a breakpoint option to vary the tokens by screen size.

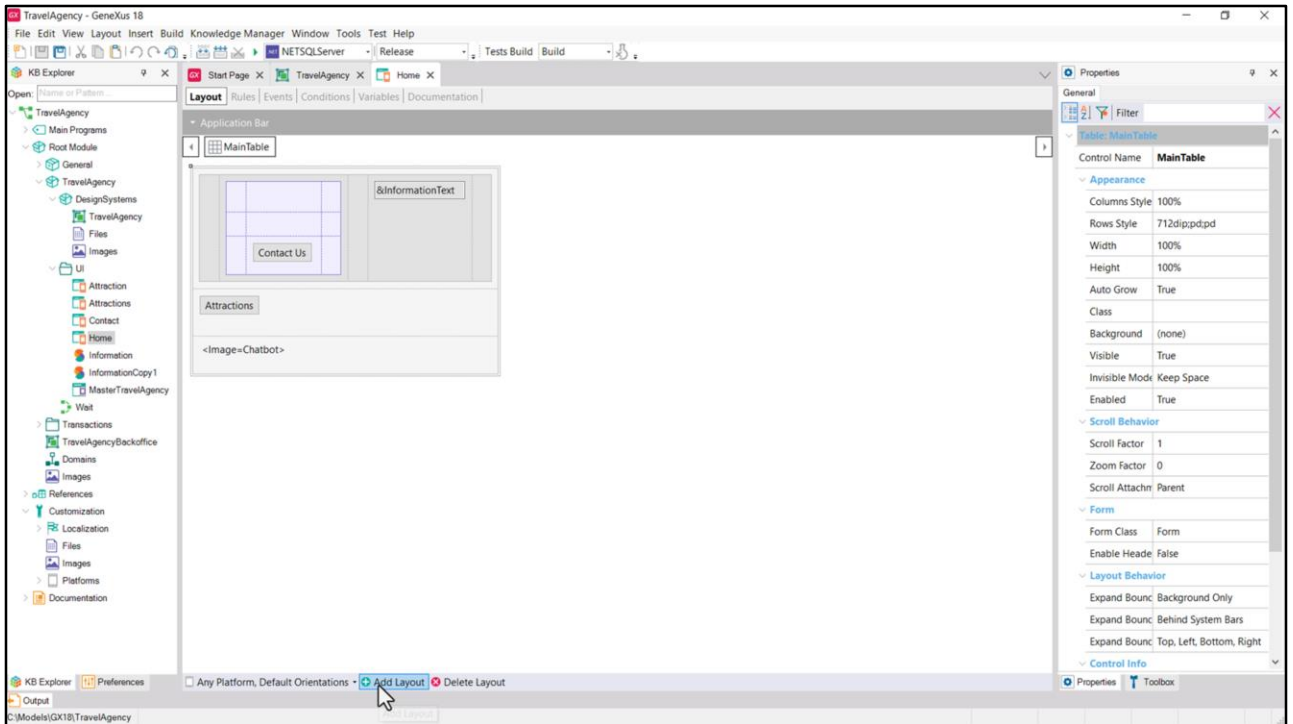
This one that I'm going to use is a possible option among several. It is not the only one. I will think of the different screen sizes as different versions of the same concept: the Design System for the application.



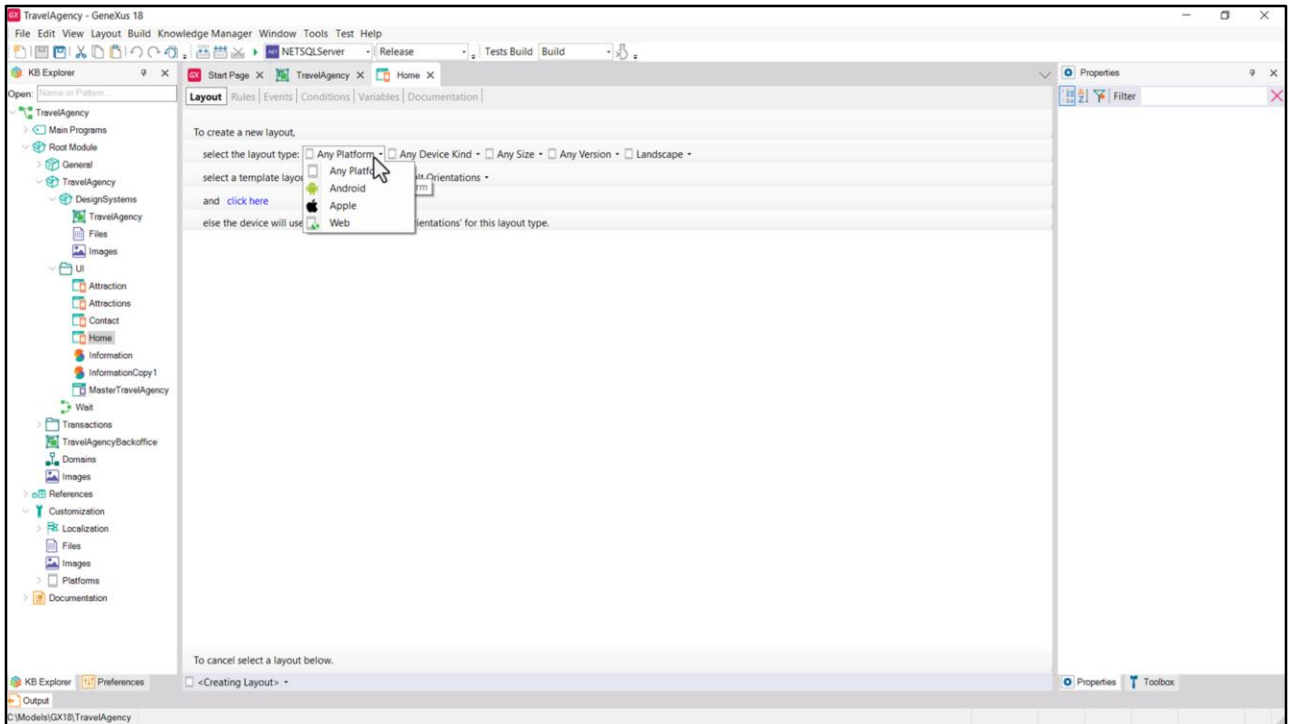
Do you remember that in a class very early on where we had analyzed all the players, we had separated things like this? Here are all the objects that were going to implement the User Interface... and here is the Design System object.



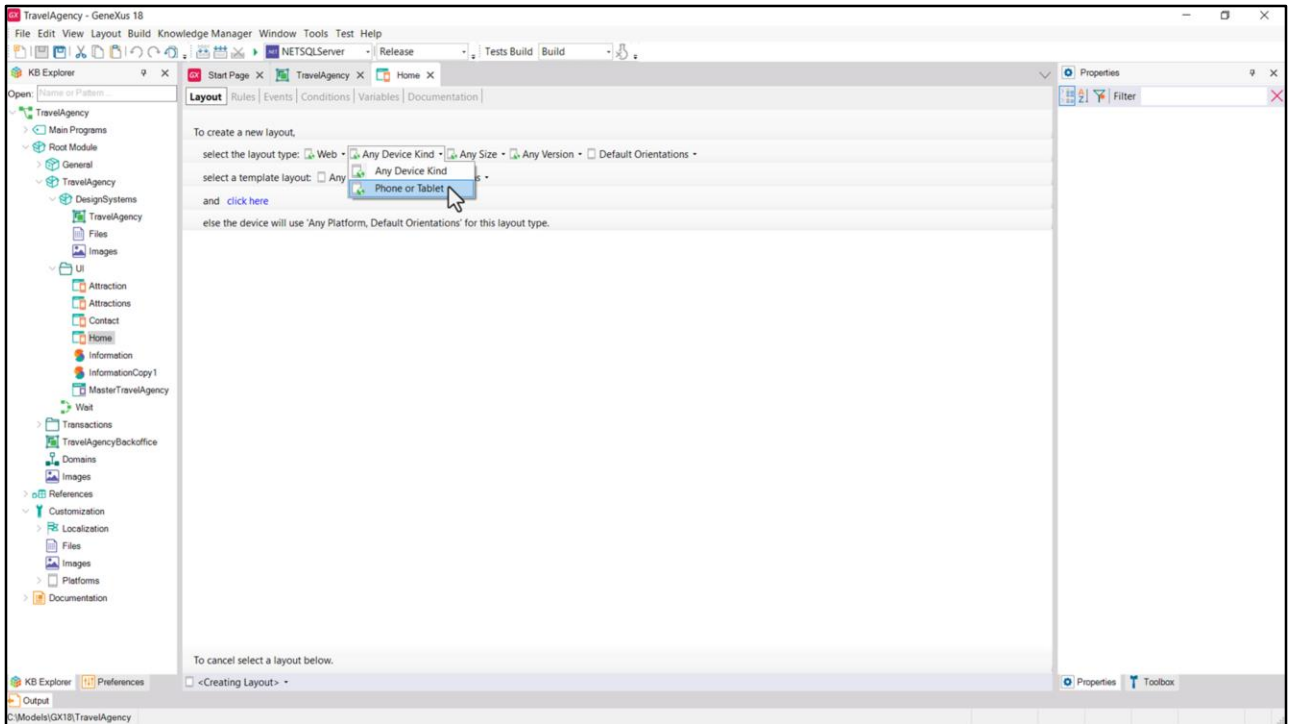
Well, it turns out that all these objects with a layout will be able to define different versions of the layout according to the platform...



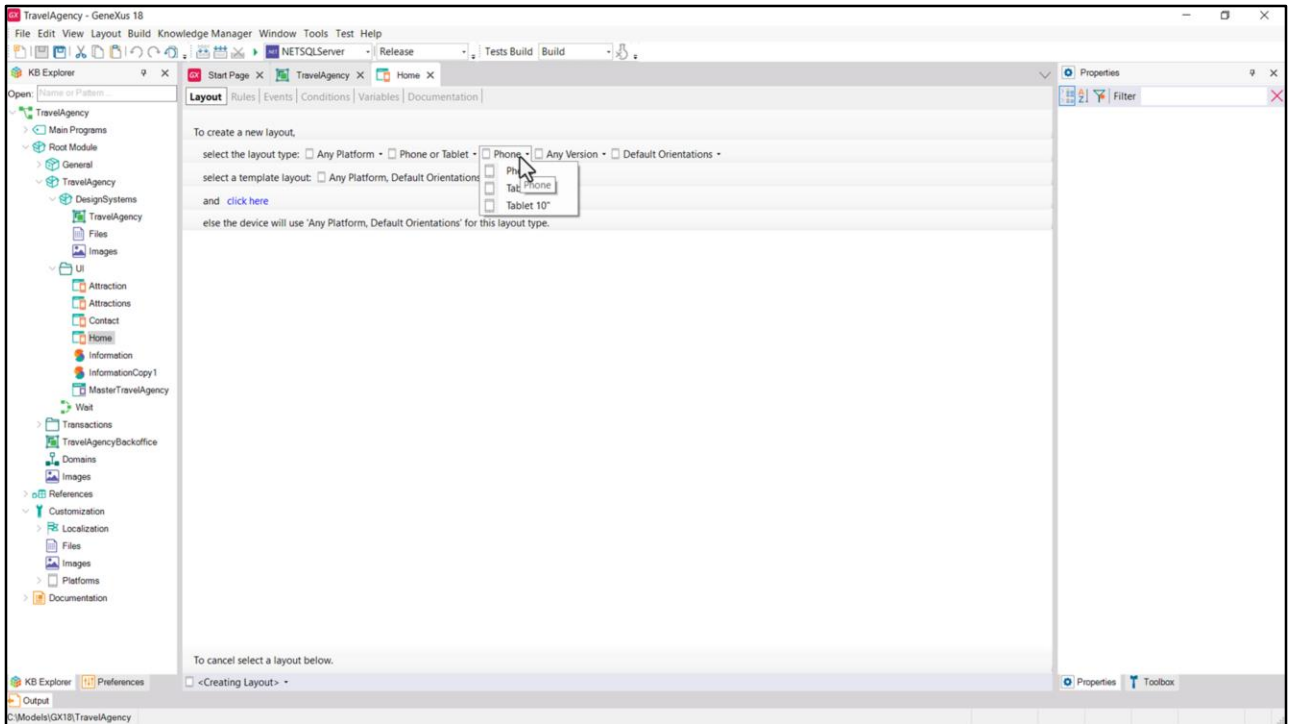
Take the Home panel, for example. At the moment it only has one layout defined, which is valid for all platforms in all orientations. We could add other, specific layouts to it.



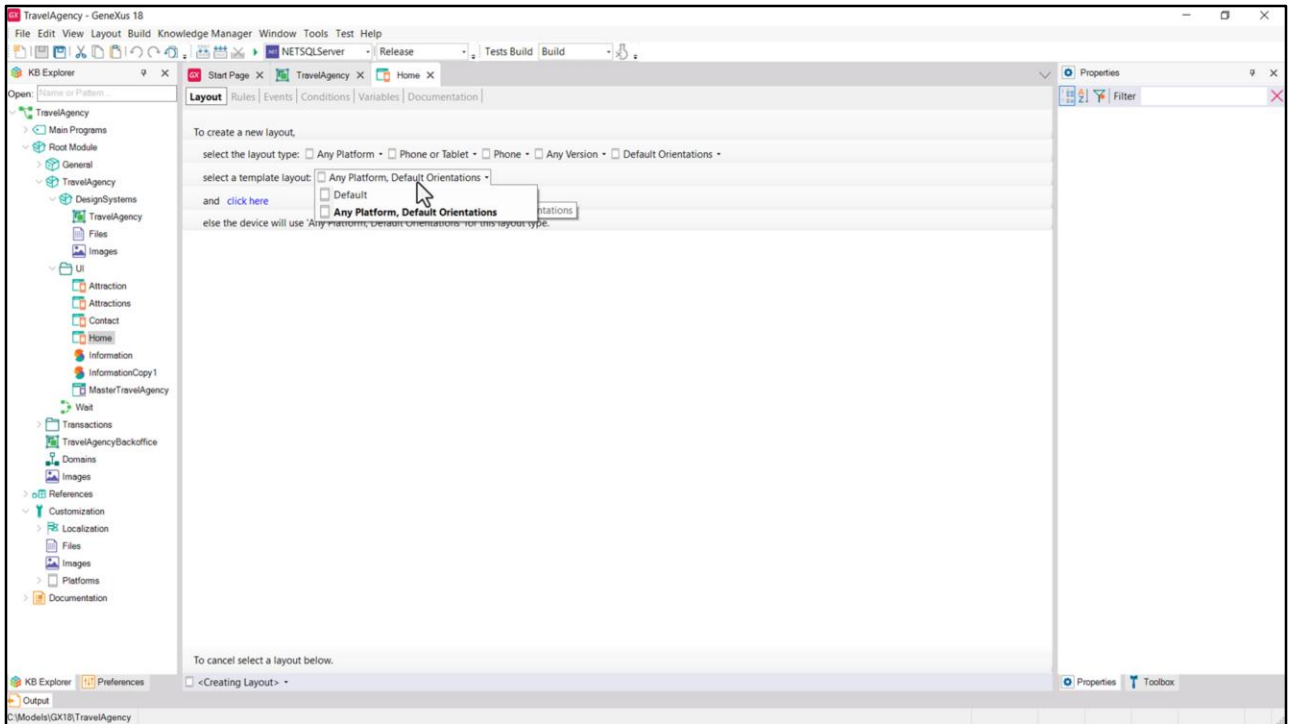
For example, to differentiate by platform: Web, Android or Apple.



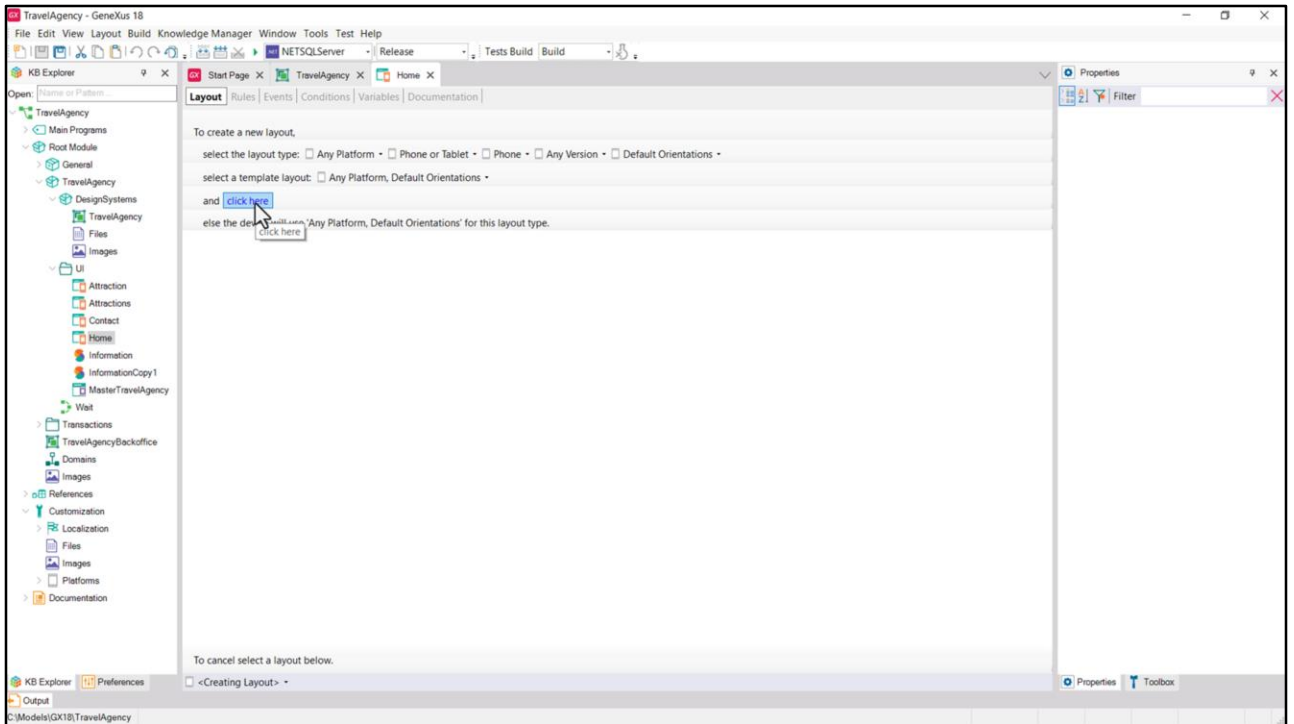
I choose Web, and I can also specify if it is Web for any type of device, or for Phone or Tablet.



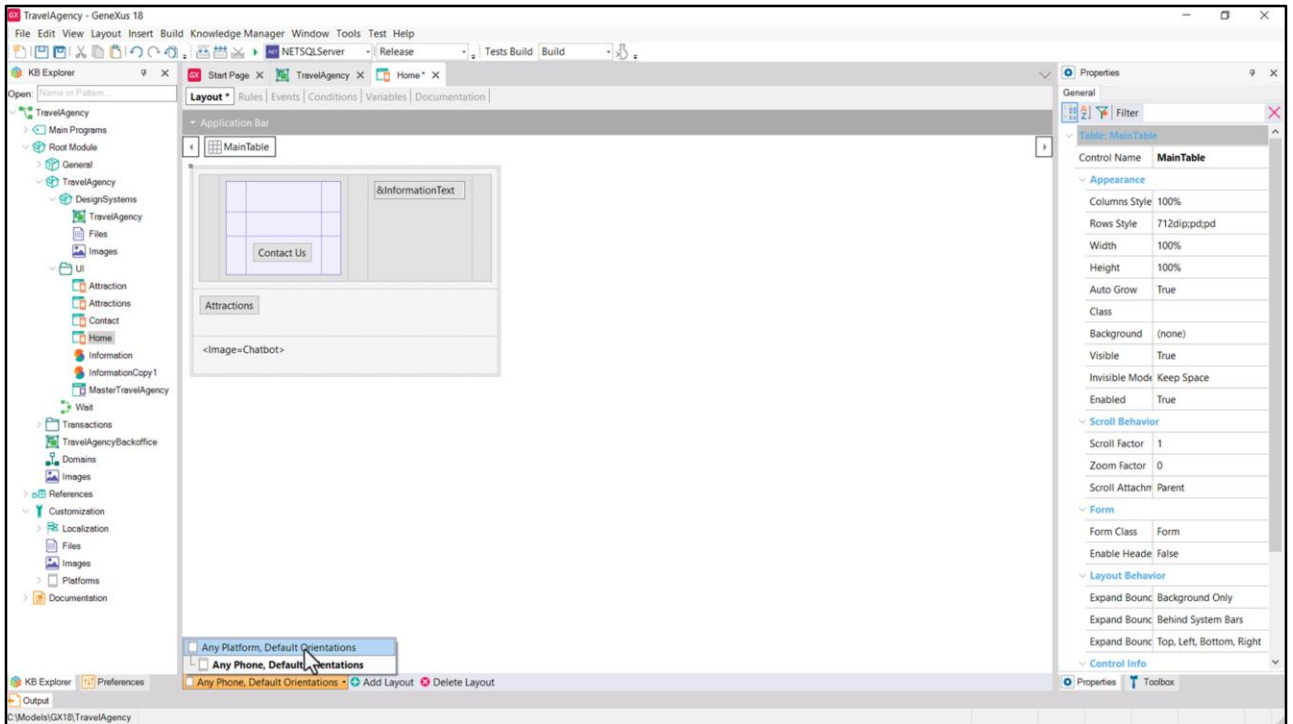
Or, for example, I can add a new layout that is valid for any platform (native or web) but for Phone or Tablet size. And here choose if it will be Phone or Tablet (7 or 10 inches)... and so on.



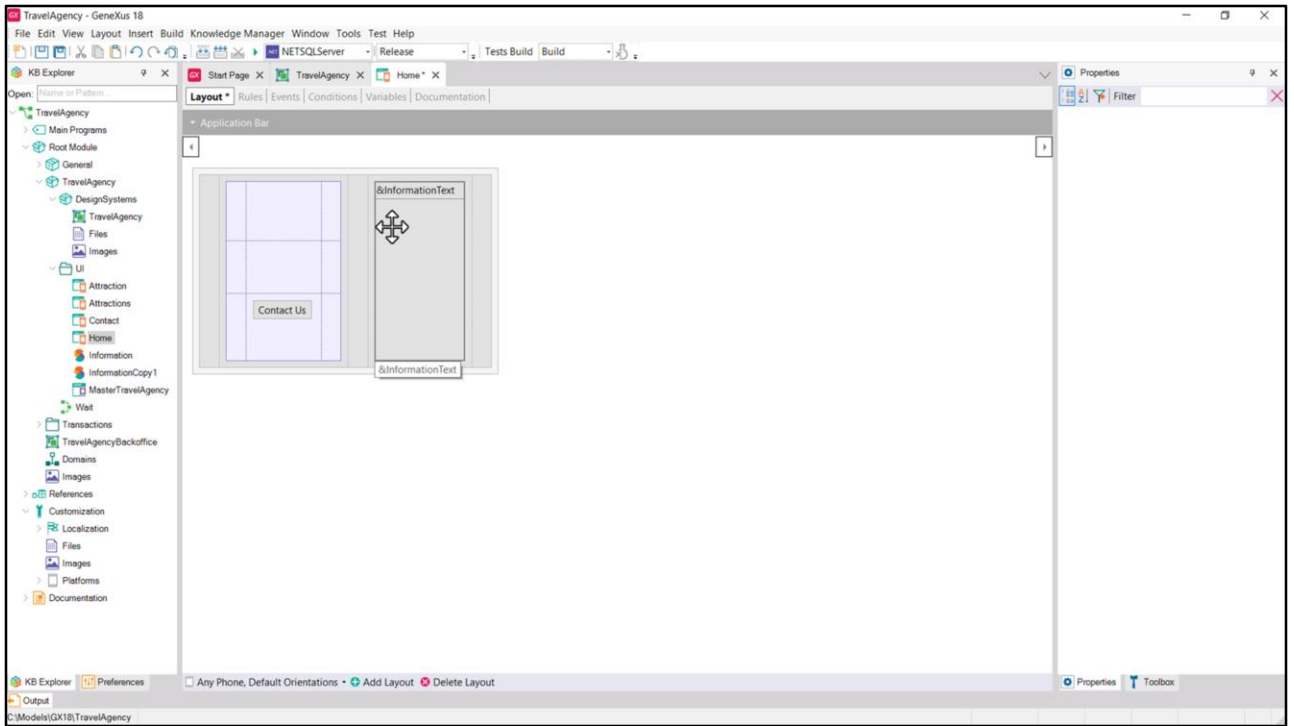
For example, if I choose Phone and I want to initialize the layout with this one, which is the only one we have so far...



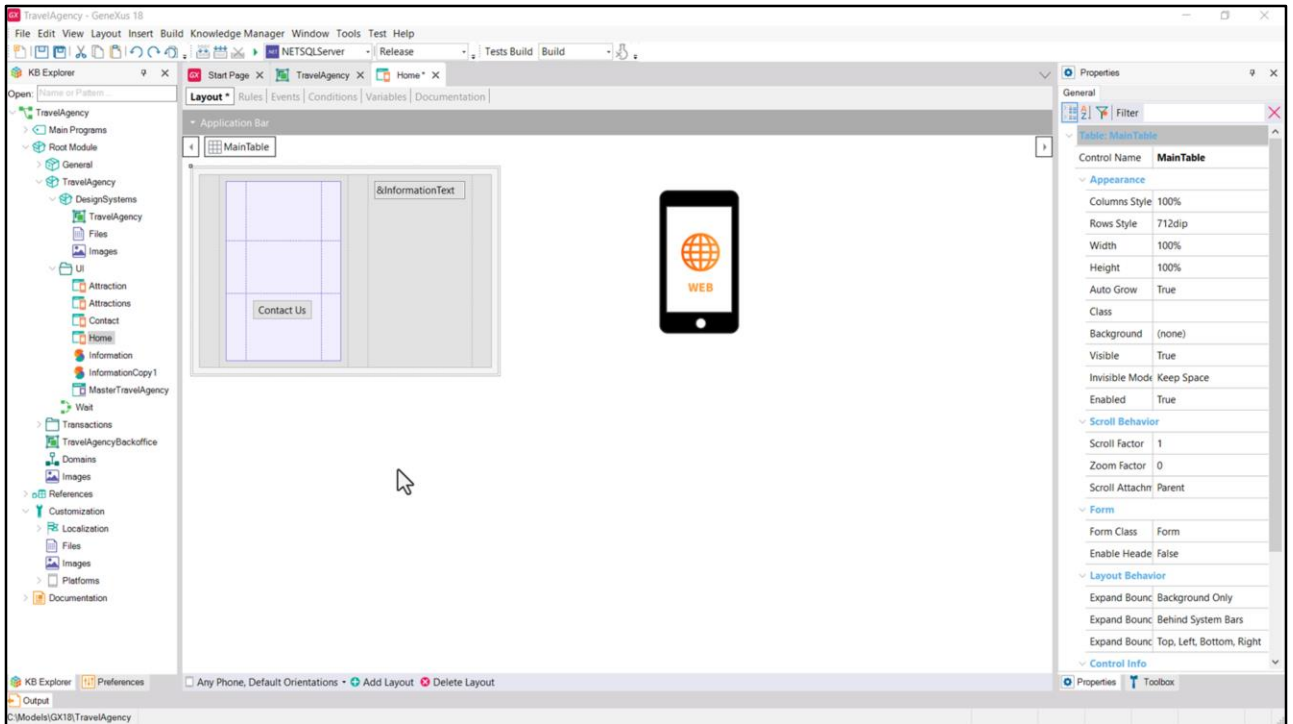
...I click here.



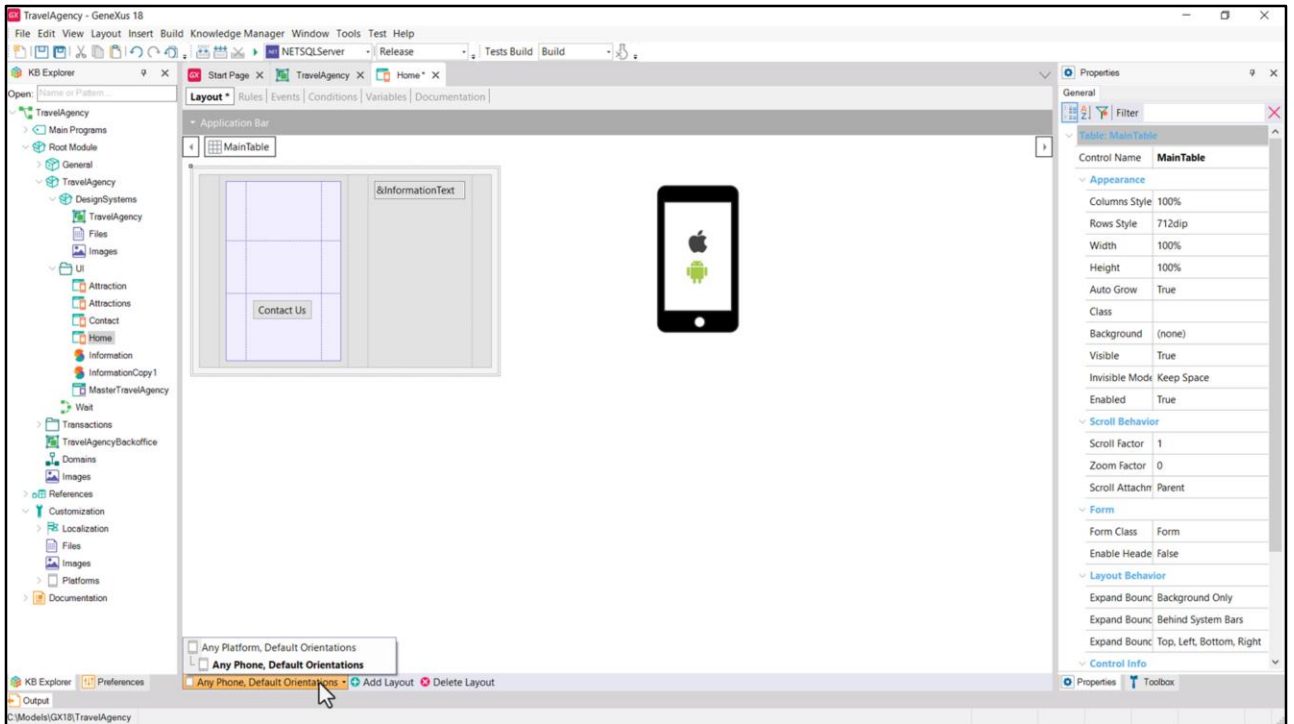
And there we see that now we have two layouts... this one is a specialization of this other one. And then I can handle this one separately from the other one.



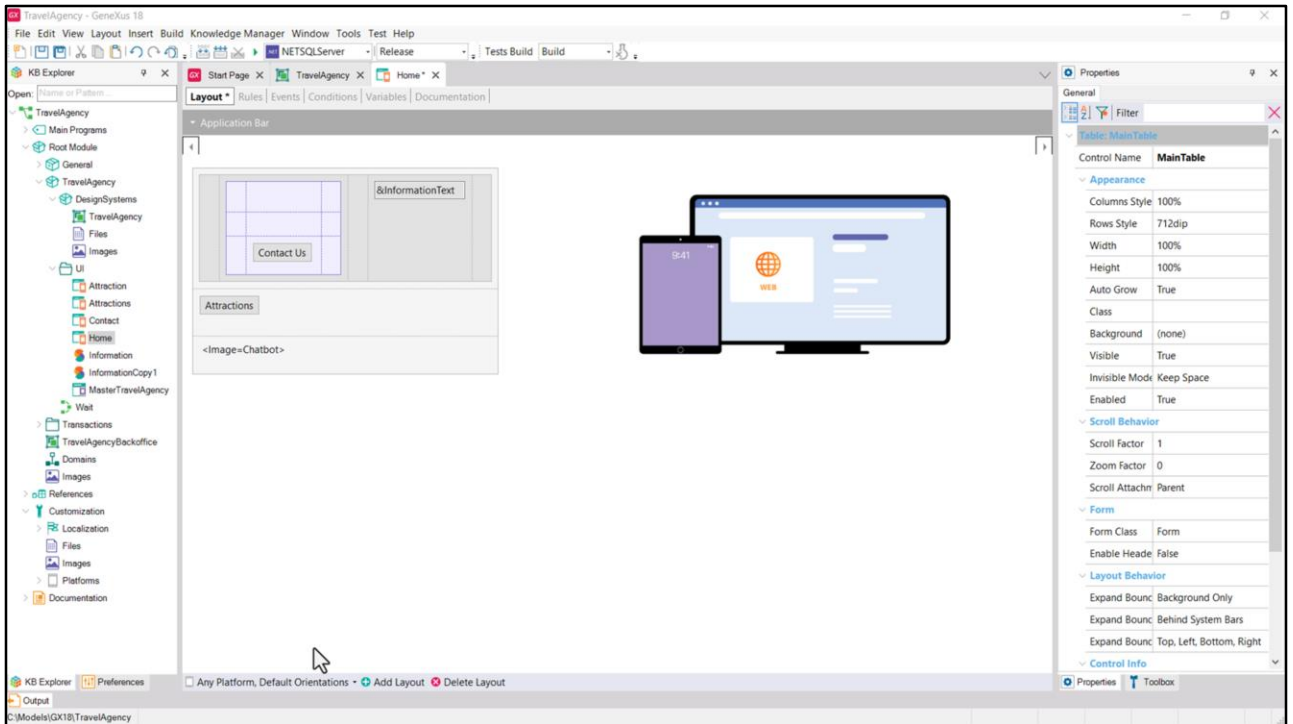
For example...



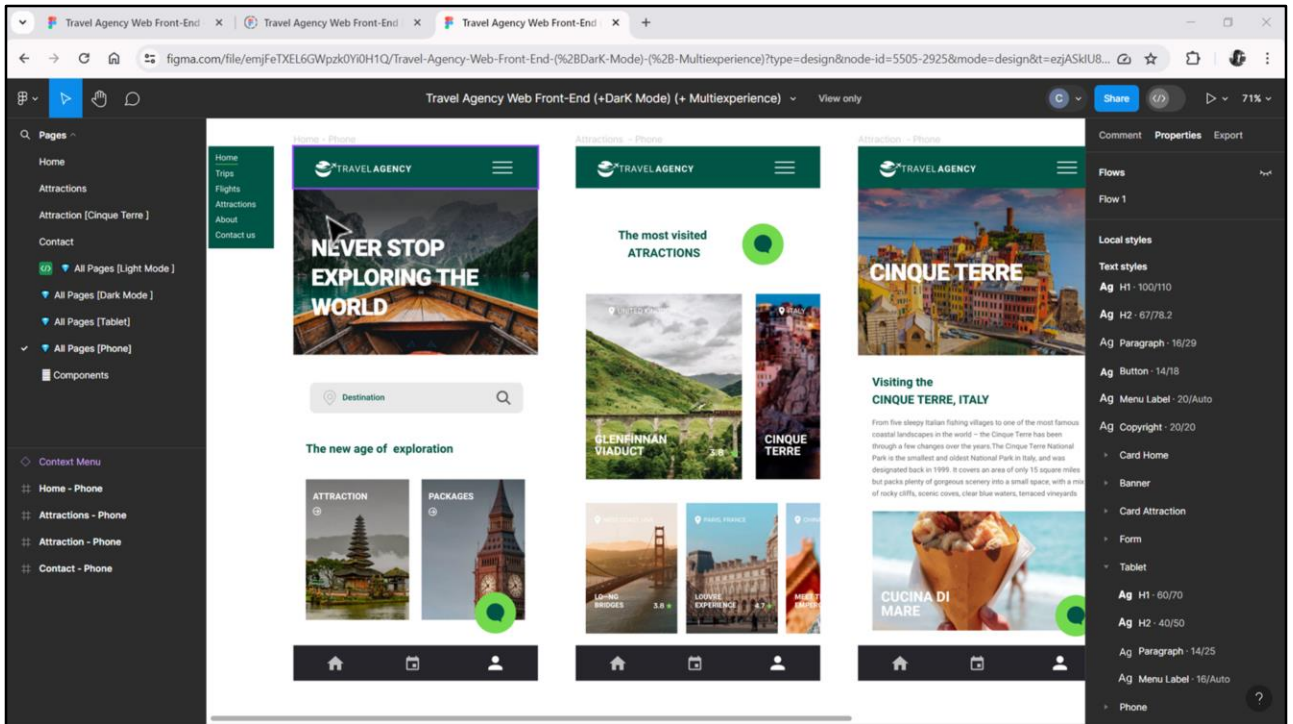
If I then run this panel in my Angular web application on a phone, it will use this layout because from the two that exist, it is the one that is closest to the device and execution platform.



When running the application on that same phone but this time the native application, Android or Apple, it will also use this layout.

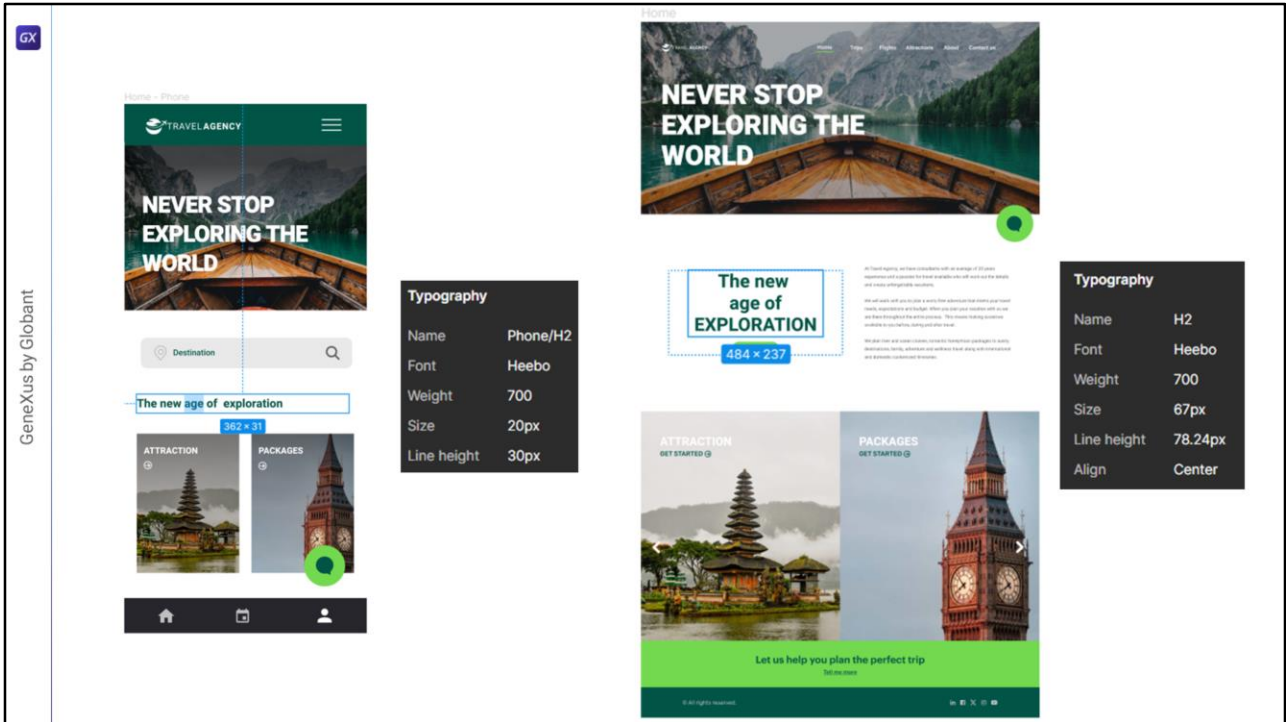


On the other hand, if I run the application on any other device and platform, it will use this other one, which is the most general. So, if I run the Angular web application for desktop size, this will be the layout.

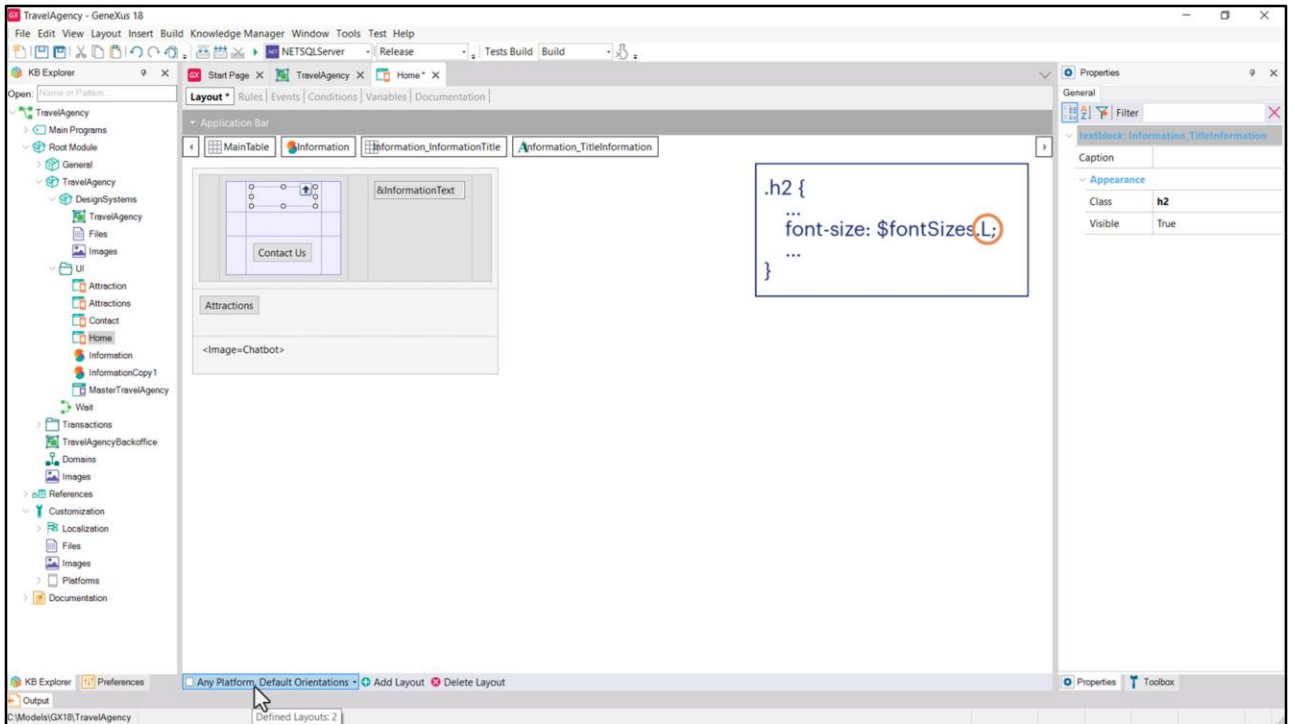


In fact, for Phone size we will have to redesign almost the entire layout because its structure will be quite different.

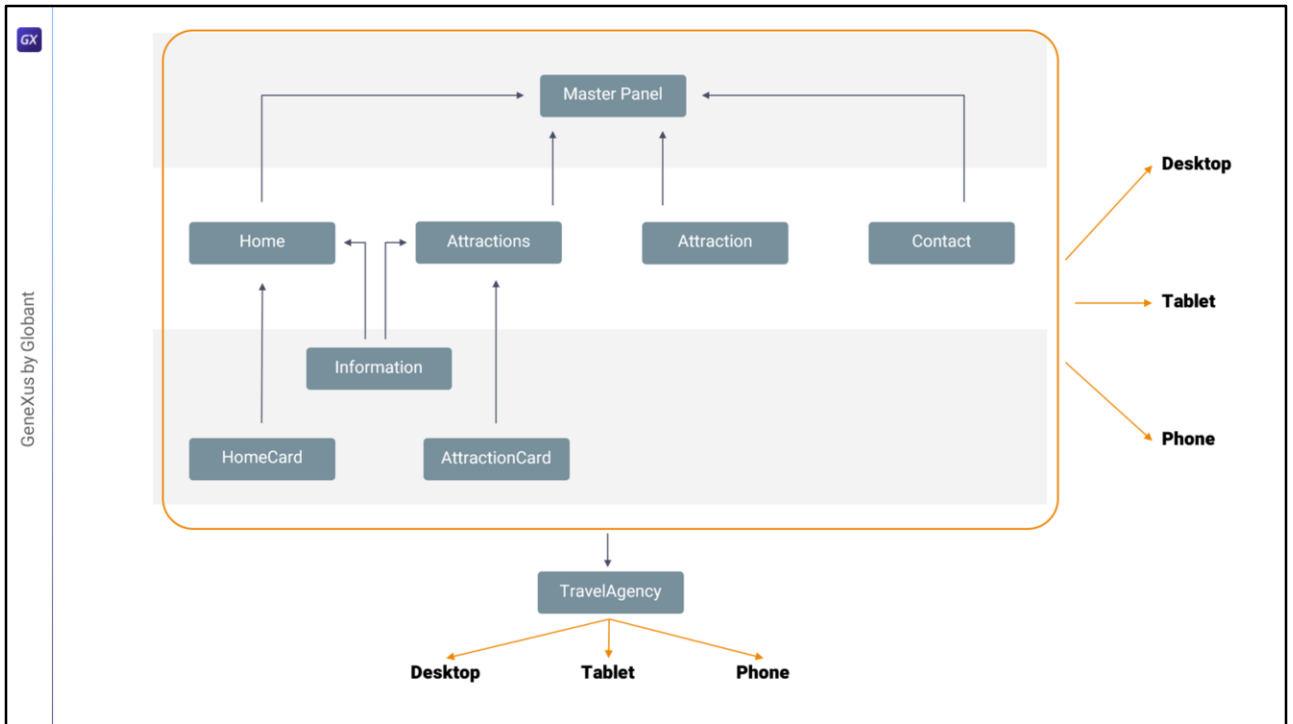
We will come back to this topic of layouts at the end of the course. I don't want to focus on that now. But I do want to focus on the styles of the elements...



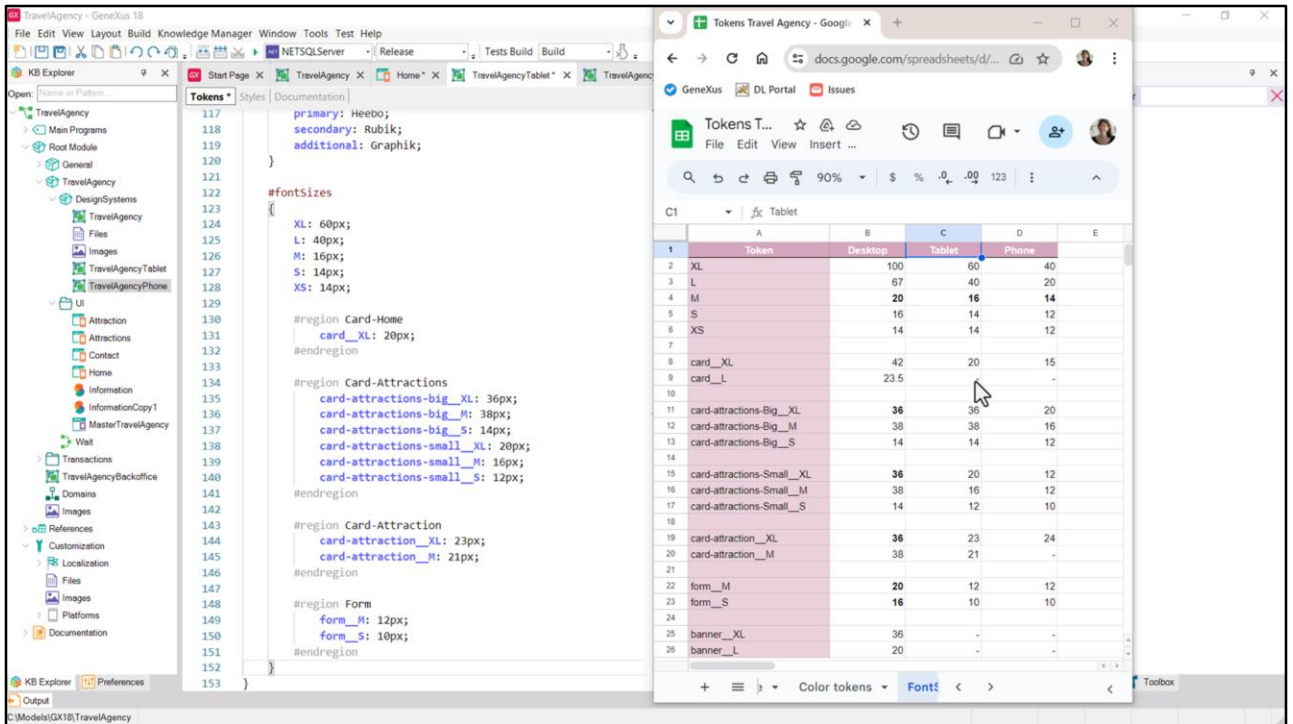
For example, both layouts will share this text, which corresponds to the same typography style... h2.



But what about the font-size property of that class? We can set it to correspond to the \$fontSizes.L token; yes, perfect. But it shouldn't have the same size for the Desktop application as for the one running on the phone. In one case it should be 67 pixels and in the other it should be 20 pixels.



One way to achieve this is to also think about DSO versions.



For example, leave the DSO for Desktop with the name TravelAgency, and save that one as TravelAgencyTablet.

And another one with the name TravelAgencyPhone.

And to each one change the values of the tokens that vary by screen size. In this case, we would assign them the values of this column... note that I don't specify the ones that are not used for this size...

The image shows a development environment with a code editor on the left and a spreadsheet on the right. The code editor displays CSS tokens for font sizes and regions. The spreadsheet on the right lists various tokens and their corresponding values for different device types: Desktop, Tablet, and Phone.

Code Editor Content:

```

primary: Heebo;
secondary: Rubik;
additional: Graphik;
}

#fontSizes
{
  XL: 40px;
  L: 20px;
  M: 14px;
  S: 12px;
  XS: 12px;
}

#region Card-Home
  card_XL: 15px;
#endregion

#region Card-Attractions
  card-attractions-big_XL: 20px;
  card-attractions-big_M: 16px;
  card-attractions-big_S: 12px;
  card-attractions-small_XL: 12px;
  card-attractions-small_M: 12px;
  card-attractions-small_S: 10px;
#endregion

#region Card-Attraction
  card-attraction_XL: 24px;
#endregion

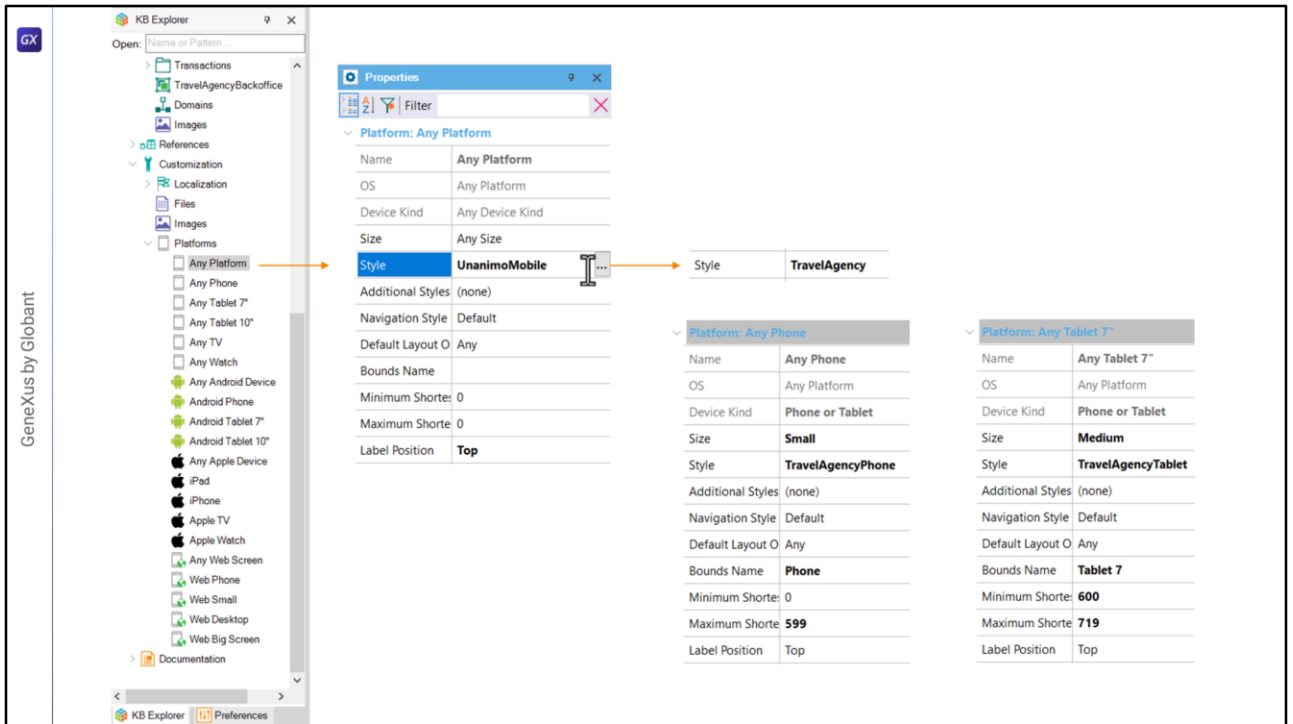
#region Form
  form_M: 12px;
  form_S: 10px;
#endregion

```

Spreadsheet Content:

	A	B	C	D	E
	Token	Desktop	Tablet	Phone	
XL	card_XL	42	20	15	
	card_L	23.5	-	-	
M	card-attractions-Big_XL	36	36	20	
	card-attractions-Big_M	38	38	16	
	card-attractions-Big_S	14	14	12	
	card-attractions-Small_XL	36	20	12	
	card-attractions-Small_M	38	16	12	
	card-attractions-Small_S	14	12	10	
	card-attraction_XL	36	23	24	
	card-attraction_M	38	21	-	
	form_M	20	12	12	
	form_S	16	10	10	
	banner_XL	36	-	-	
	banner_L	20	-	-	

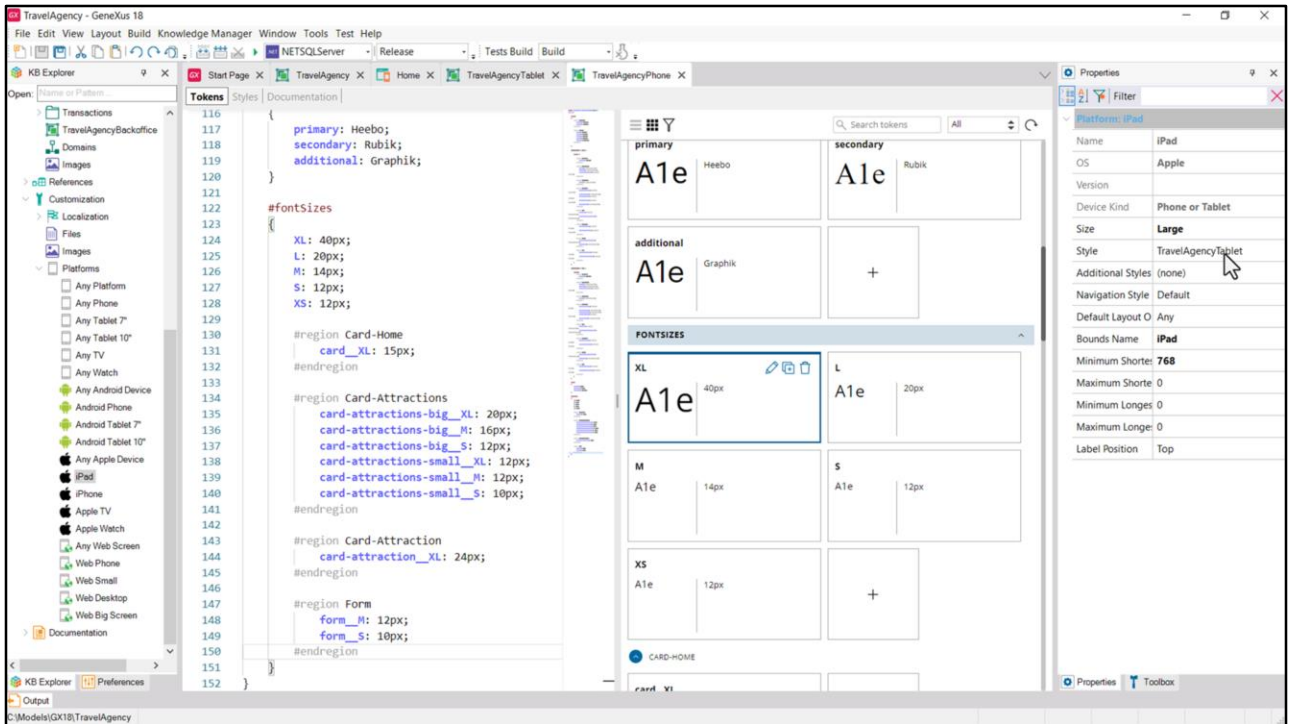
And in this other case I place the values of the Phone column of the spreadsheet.



Where do I indicate which DSO to use in each case?

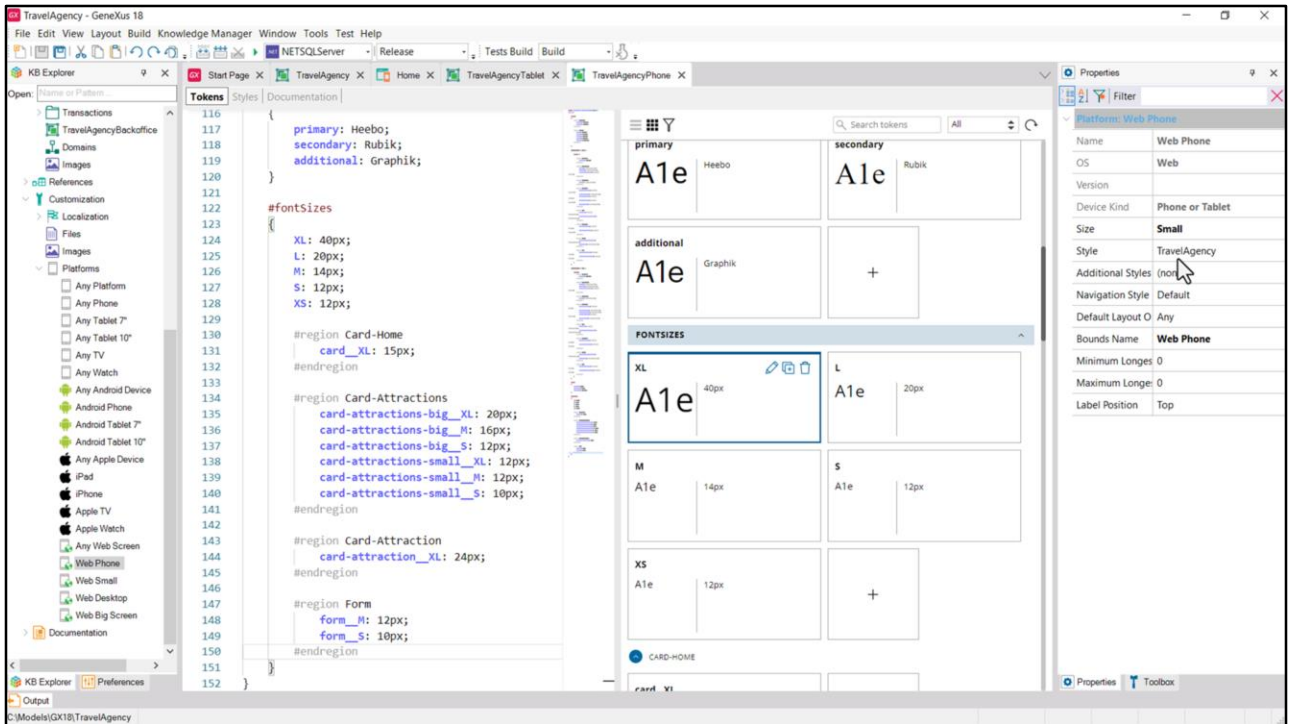
In the platforms...

If for Phone and Tablet sizes I will not distinguish between web and native applications, then I can specify it at the Any level... For Any Platform I specify as Style that of the TravelAgency DSO, while for Any Phone I set TravelAgencyPhone and for Any Tablet of 7 the TravelAgencyTablet, and the same for the one of 10.

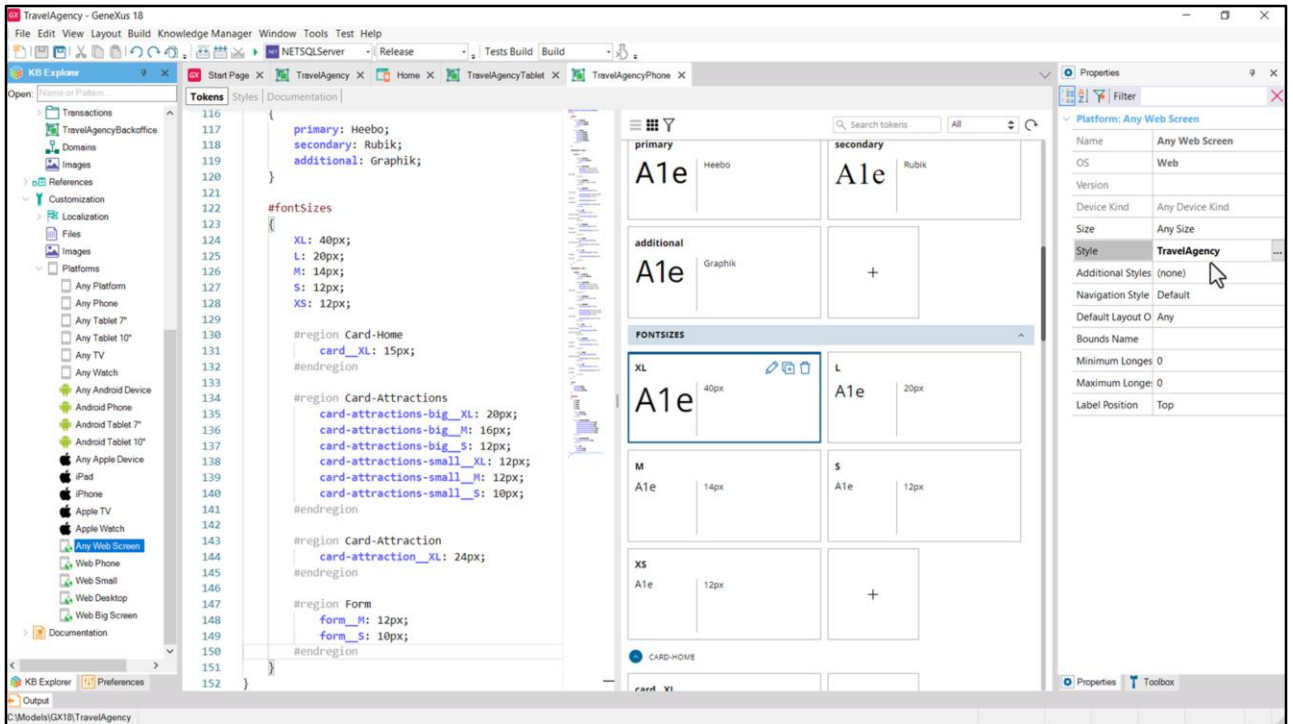


Having done this at the Any level then impacts the specific platforms. Note that now the value for Any Android will be the same as that of Any Platform... and for Android Phone? That of Any Phone. We will not be surprised to see for Android Tablet 7 and Android Tablet 10 the DSO that we specified for Any Tablet 7 and 10.

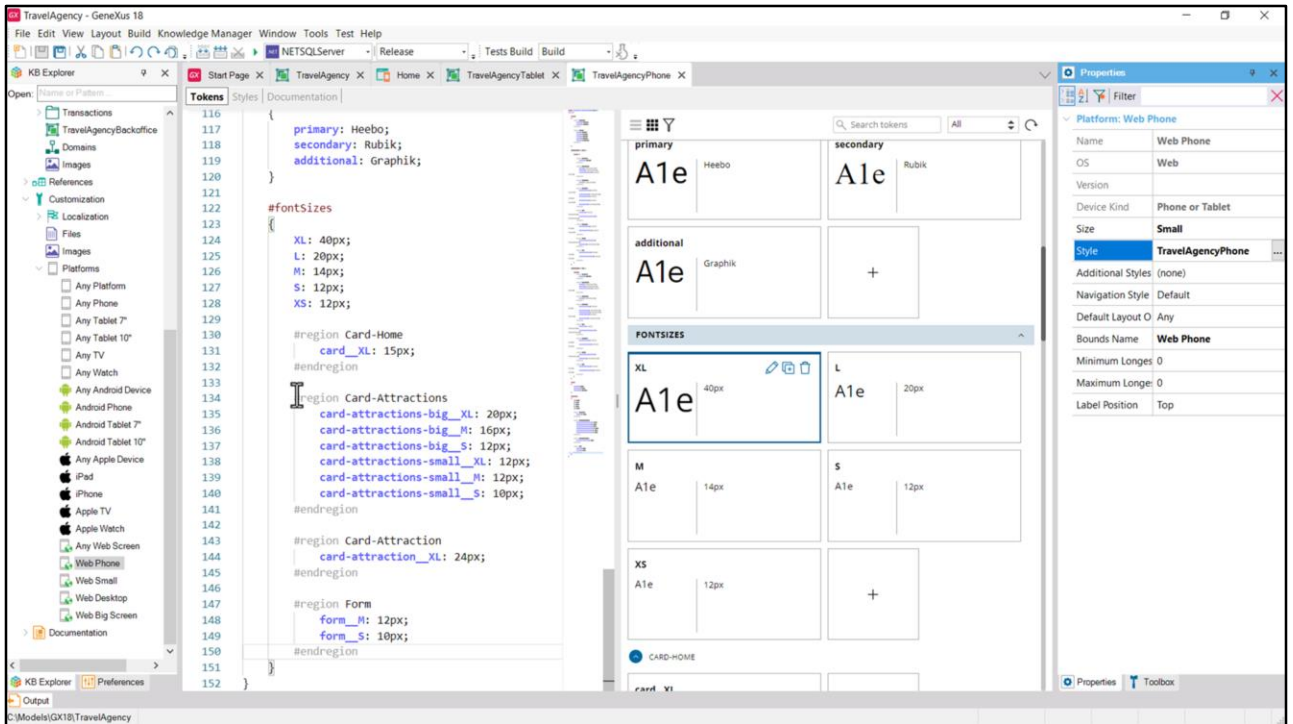
Let's see Any Apple...
iPad...



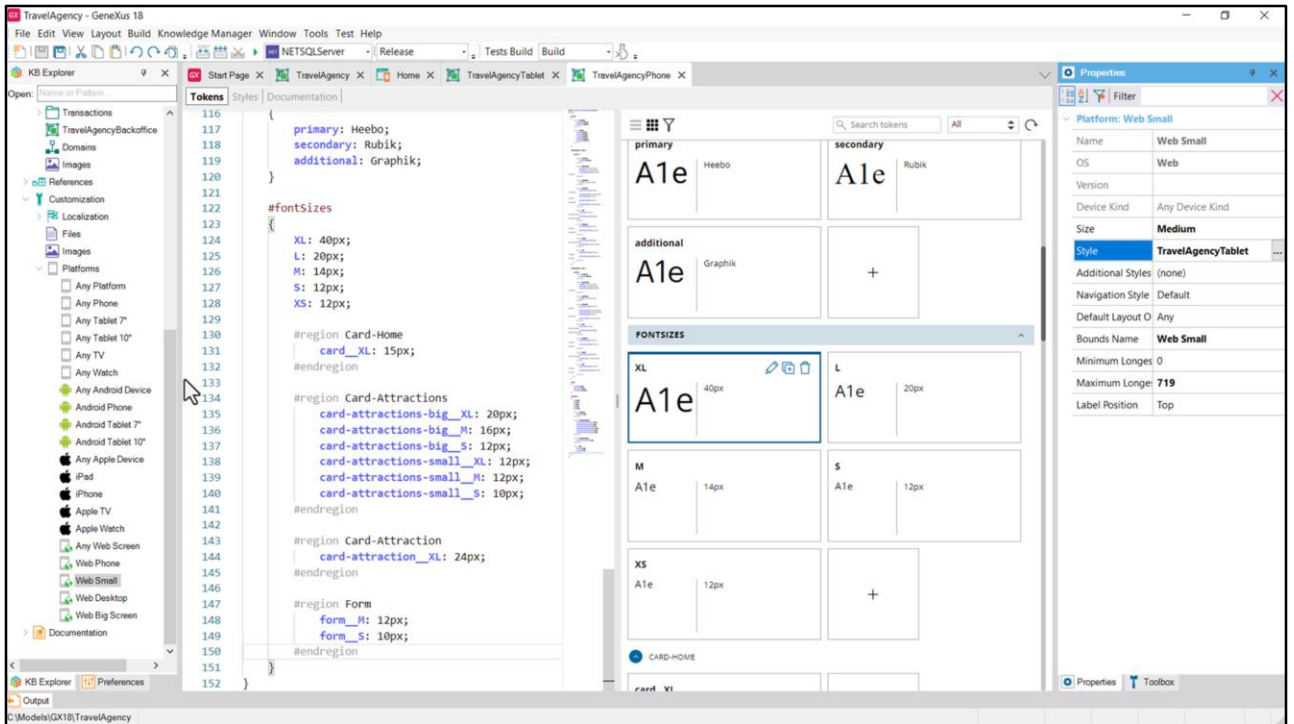
Well, let's move on to the web... why isn't it being applied here? Why is TravelAgency always there? I don't know if you remember, we had changed the default value, the one inherited from Any Platform, at the beginning of the course. That default value, the one inherited from Any Platform, corresponded to Unanimo.



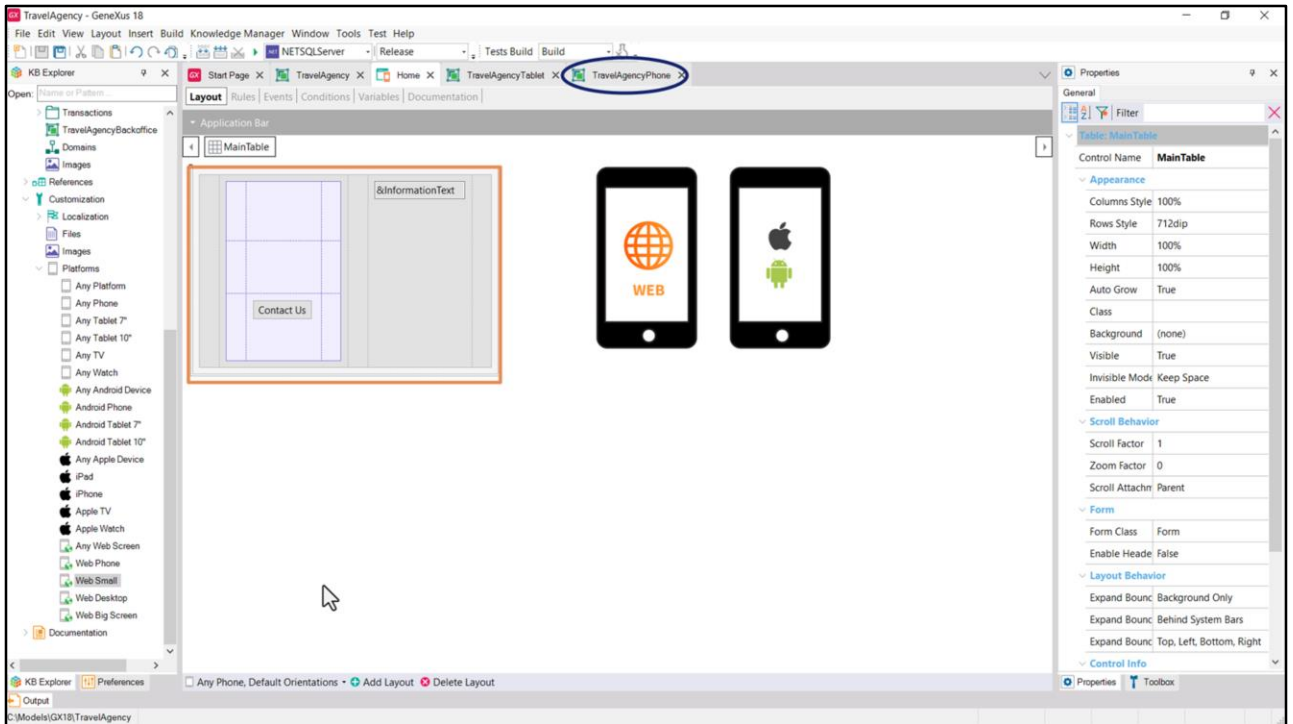
And we changed here (we had changed) to our TravelAgency, that's why it's in bold! And what happens from there is that all these other ones inherit the value of that one.



So here we would have to change for this one....

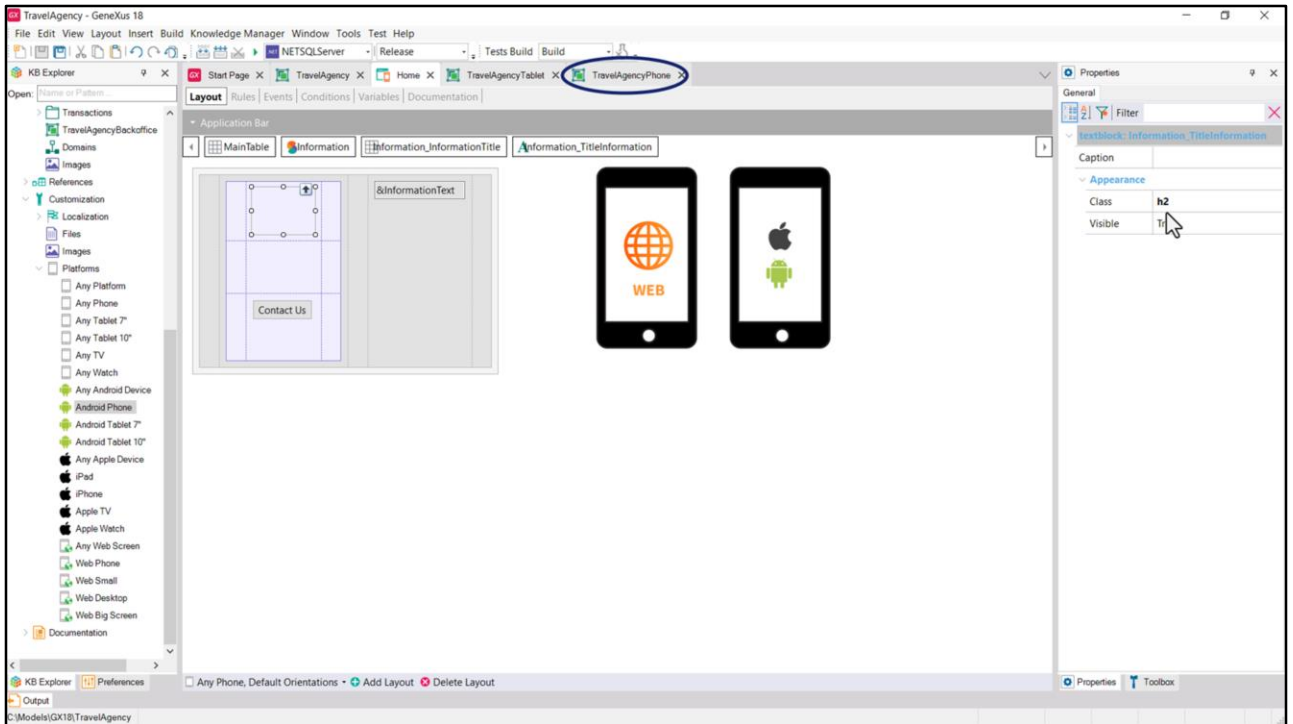


...and here for this other one.

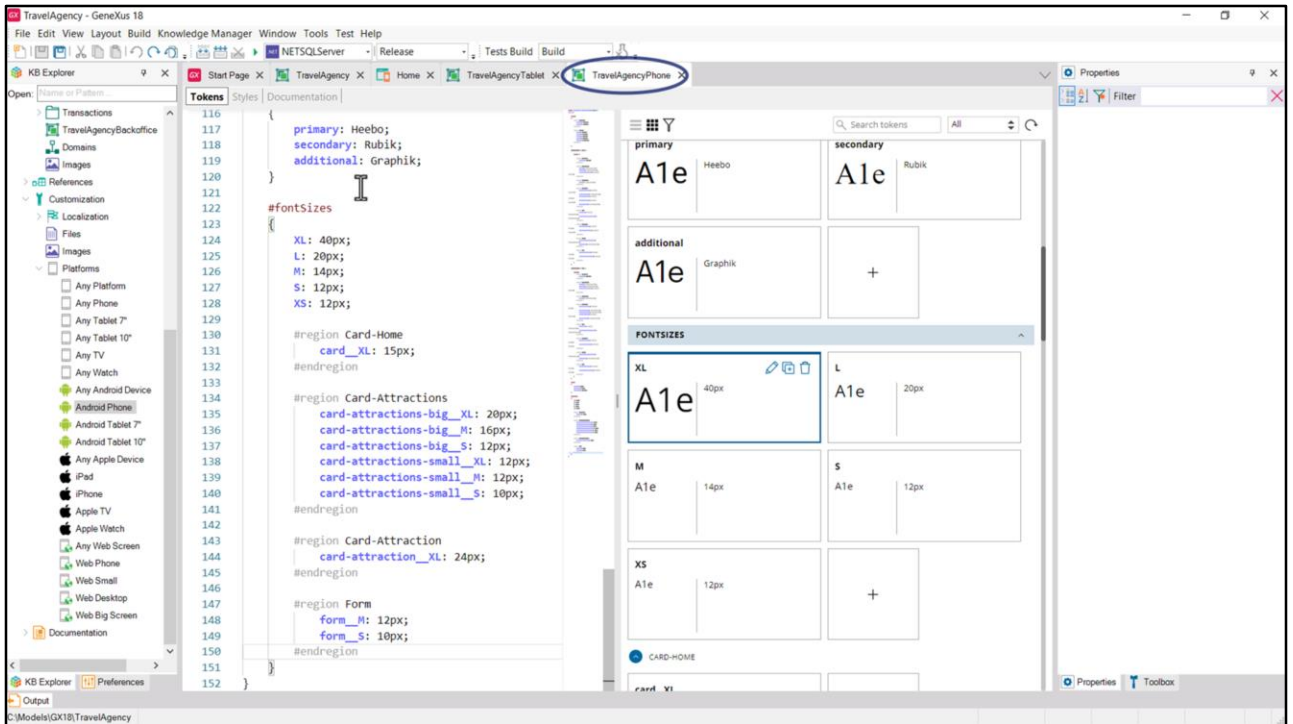


With this configuration, if we think about what will happen when we run our Home panel on a phone... the layout that will be chosen, of the two that exist, will be this one. It doesn't matter if the application is the native one or the web one; in either case, as there are no more specific options, this will be the layout...

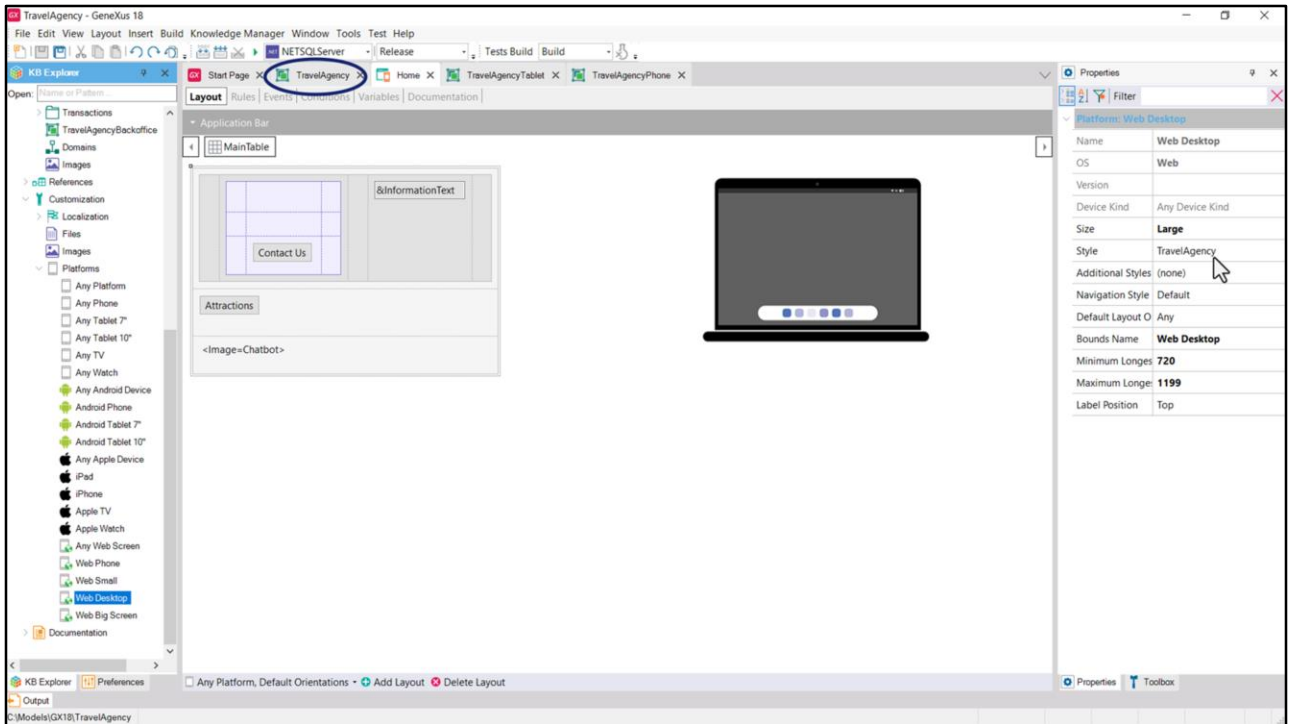
And the DSO that it will use? If the application is a web application, it will be this one...
If the application is for Android... this, that is to say, the same one...



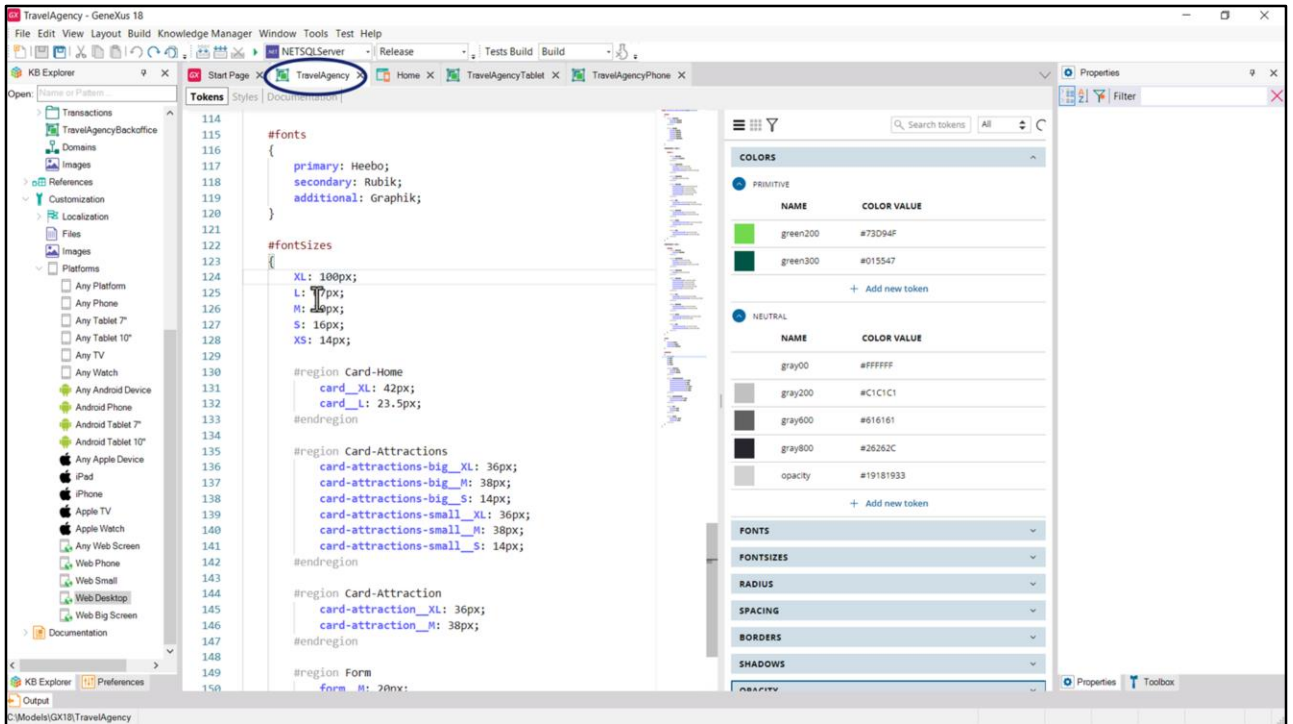
So, what style will this text have? The one specified by the h2 class... of the corresponding DSO, this one...



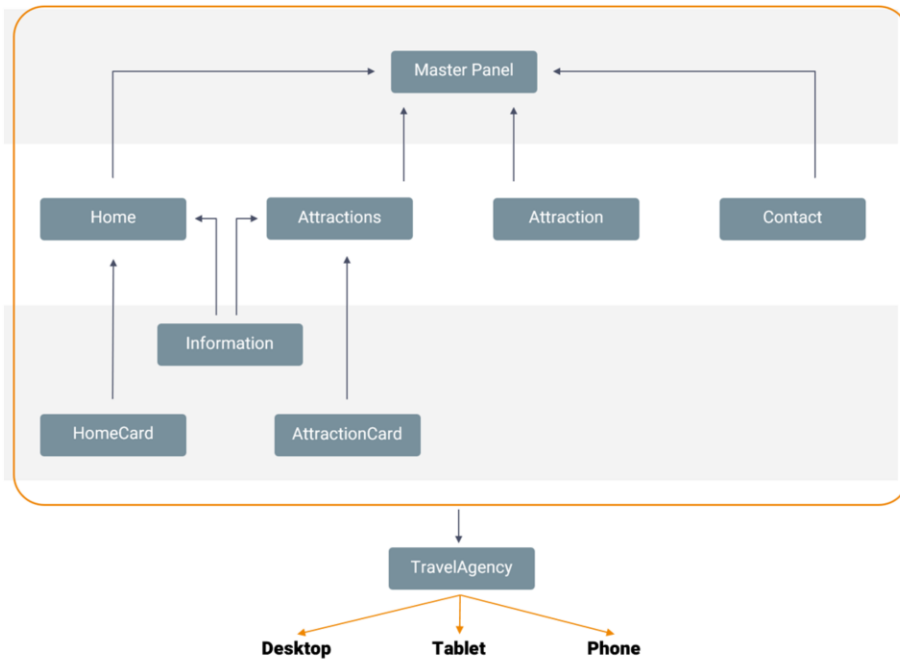
Then the font size of that text will be the one indicated by this token... which in this DSO is worth... 20 pixels.



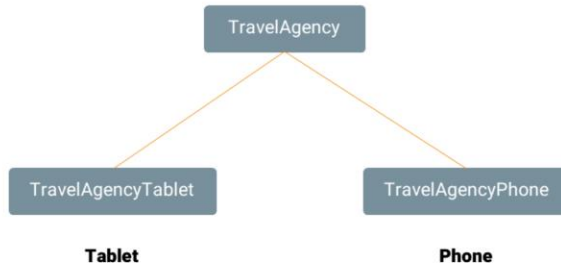
On the other hand, if we were running the web application in the browser of a laptop, this will be the selected layout, whose style will correspond to the one of this DSO...



This text will then be styled according to this class, which in this DSO has this definition, identical for the moment to the other one. The only thing that varies is the value of this token, which here will be 67 pixels.



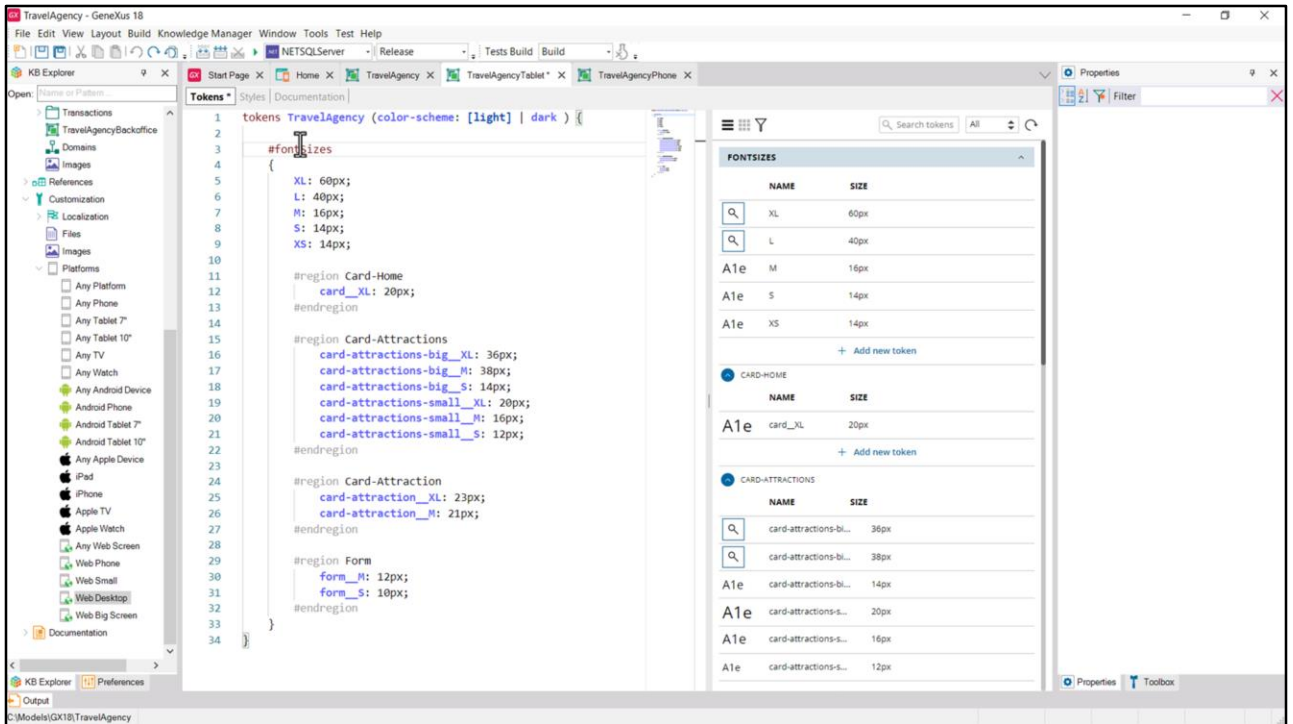
You may be thinking that if so many things are identical between the 3 DSOs and only a few vary....



... wouldn't it be better to reuse what is identical and specialize only in what is different? The answer to that is always YES.

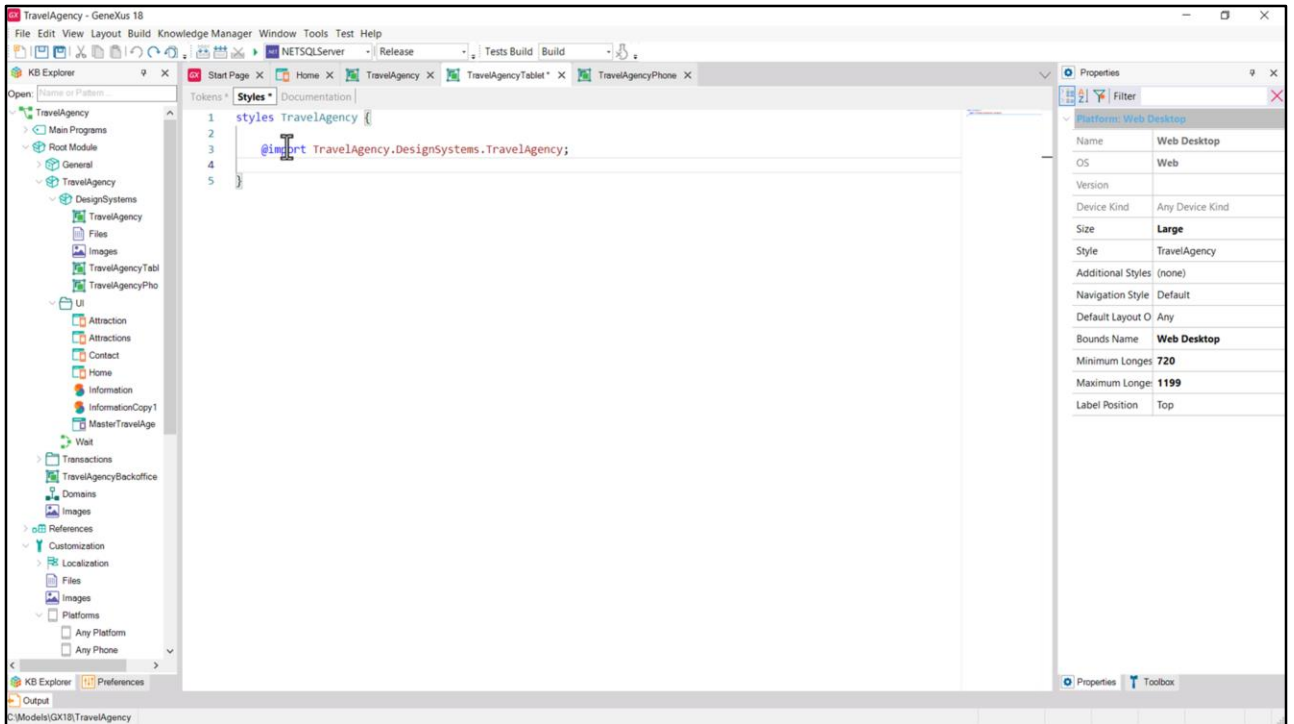
Since thinking about all the variations at the same time is a bit overwhelming, in general we work on one of the versions, which in this case is the Desktop, and only after we finish we work with the others.

With the current state of things, I would think that the default will be our TravelAgency DSO, which is the one we have been working on and which contains all the definitions, and then in the Tablet and Phone DSO I would import everything from the default DSO and then specialize what is different.

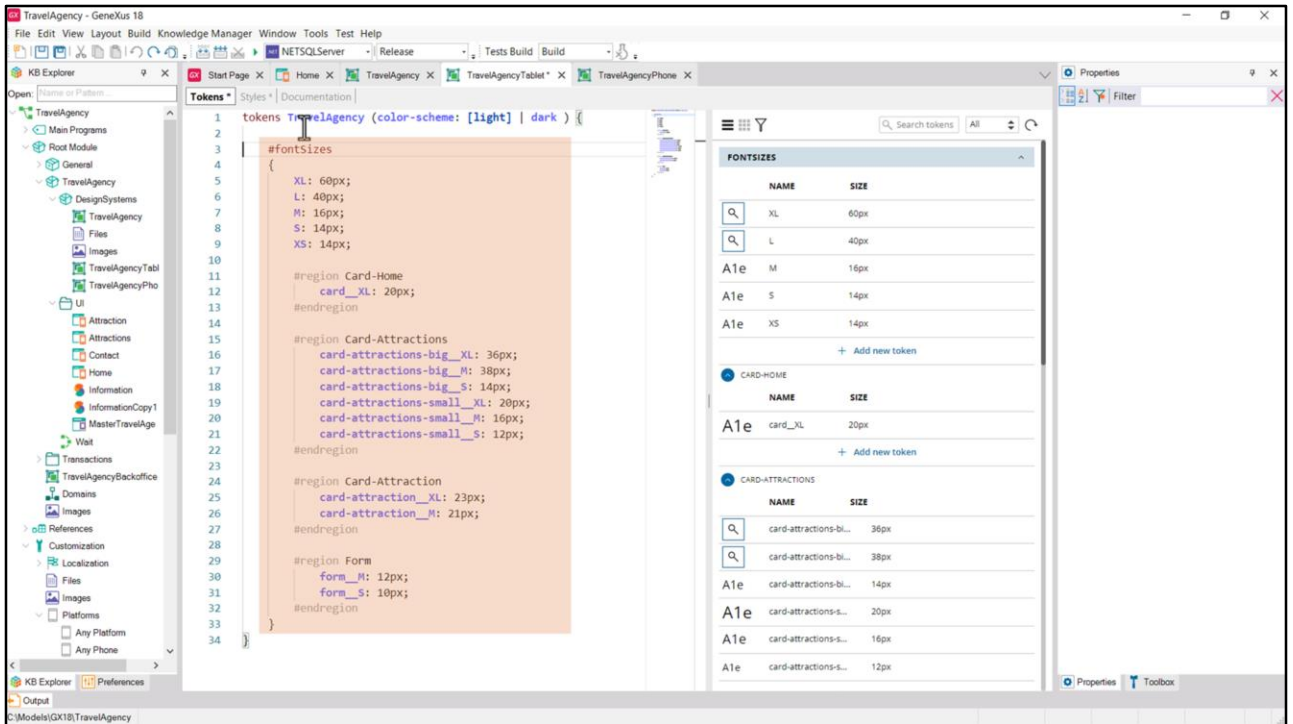


That is, I would do this...

Remove from here all the tokens that are already identical in TravelAgency...

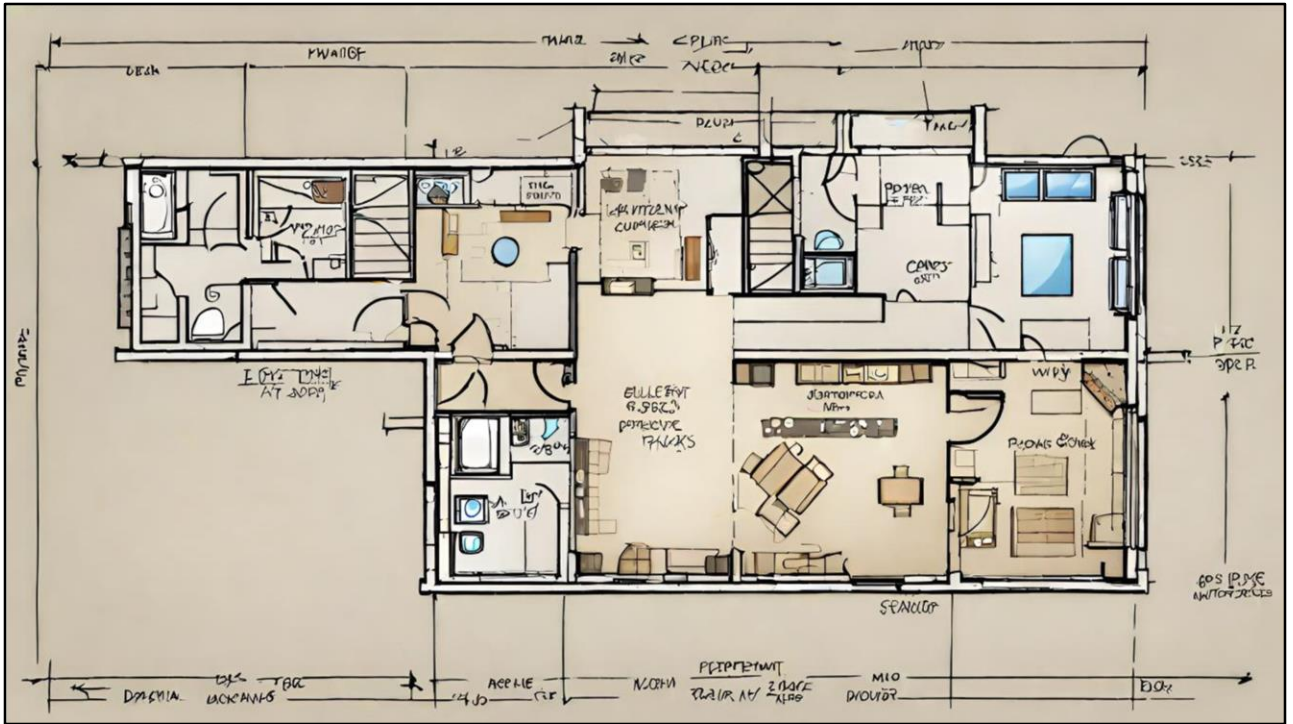


Delete all the identical definitions in the Styles tab, but import everything from the DSO that is in the TravelAgency module, DesignSystems submodule, and is called TravelAgency (both the Tokens and Styles tabs: I'm importing all this from TravelAgency).



Everything is imported, and these tokens are overwritten.

And we would do the same for the other DSO.



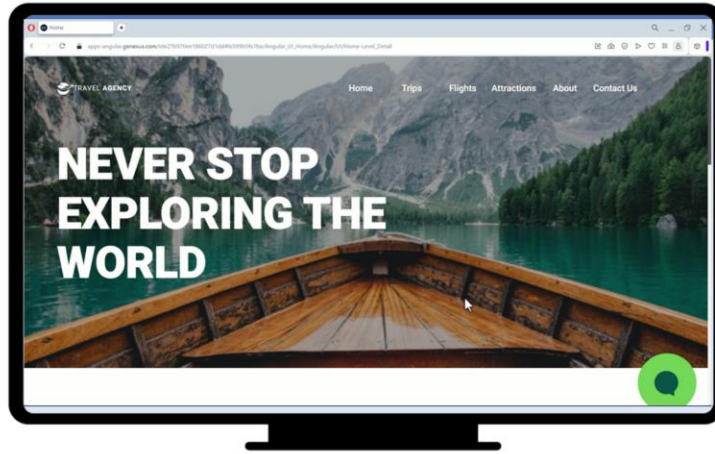
You may wonder why I got into this if I said that we start with one of the variations...



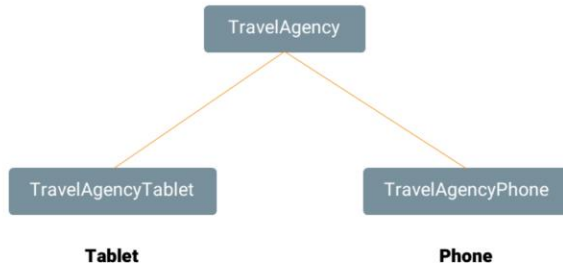
...and only later we develop the others. While this is true in general...



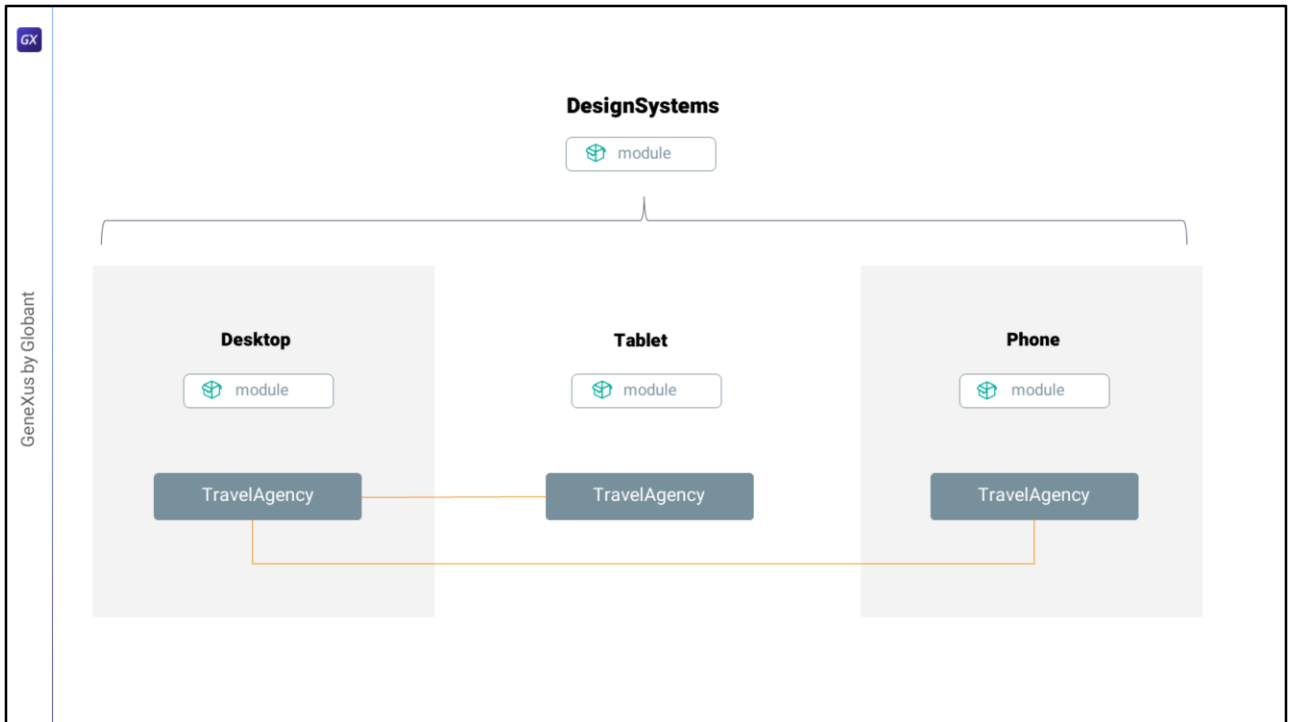
...previewing how we are going to implement these variations allows us to make early decisions that will make the system easier to maintain later on.



In the next videos, we will focus on Desktop web development and we will come back to all this at the end, when we deal with the other versions.



In fact, I don't think this is exactly the organization I'll end up choosing....



...instead I'm going to place the Design System for each variation in a different module. That way I will be able to call them the same (the modules allow just that, that there are objects among them with the same name), and each module, conceptually, will implement the same, the TravelAgency design system, but each one for a different universe. One for desktop, one for Phone, one for Tablet. Of course one will be the model of the others, that is, they will not be completely independent.

But we are not going to think about this now. I'll simply leave an outline to analyze and solve it later, when we deal with these other variations. We will continue in the next video.

GX

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