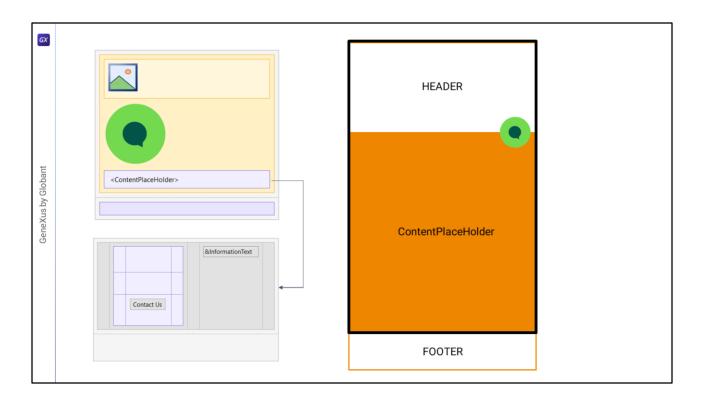
Header in GeneXus: background image and chatbot button

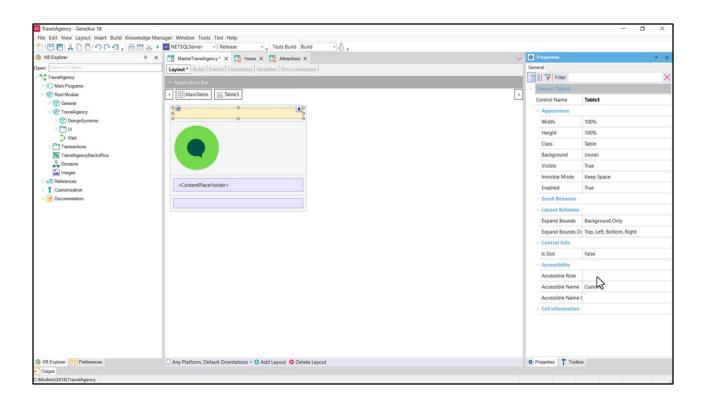
Cecilia Fernández

GeneXus by Globant



In the previous video, we analyzed at a conceptual level two possible implementations for the Master Panel.

Let's implement the second solution, which seemed the most conceptually appropriate.

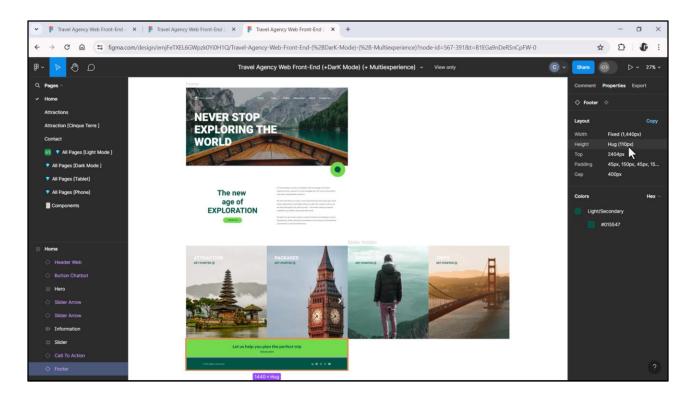


Here is the Main table. We will have to insert a canvas control in the first row; let's see its properties. To this one we are not going to set a Role because it will have to group the Header and the ContentPlaceHolder.

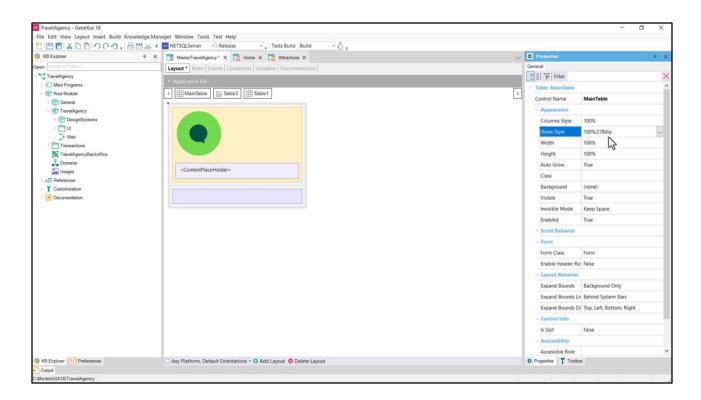
KB Explorer 9	X 📑 MasterTravelAgency* X 🛅 Home X 🛅 Attractions X	V Properties	ji ji
R Name or Pattern	Layout * Rules Events Conditions Variables Documentation	General	
TravelAgency	* Application Bar	∰ ĝ] 🌾 Filter	
Main Programs		Class	Table
Root Module Series	MainTable Table3 Table1	Background	(none)
Centeral TravelAgency		Visible	True
> 😚 DesignSystems		Invisible Mode	Keep Space
> 🛅 UI		Enabled	True
Wait		> Scroll Behavio	T
TravelAgencyBackoffice		- Layout Behav	ior
Domains	°₩	Expand Bound	Is Background Only
images	o <contentplaceholder></contentplaceholder>	Expand Bound	Is Di Top, Left, Bottom, Right
DE References	5	Control Info	
Documentation		Is Slot	False
		~ Accessibility	
		Accessible Rol	e Main
		Accessible Nat	me Custom
		Accessible Na	me (
		> Cell informati	on
		 Absolute posi 	ition
		Тор	Odip
		Left	Odip
		Bottom	0dip
		Right	Odip
		Width	100%
		Height	100%
		Z- Order	°

Let's drag the chatbot button into it, to see how the Absolute Position properties are now displayed...

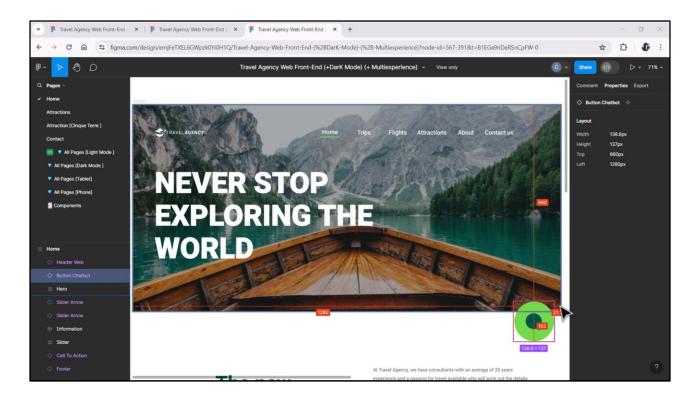
And to the table with the contentplaceholder, and we see that the Absolute Position properties also appear...



Now the Main table has two rows. That of the Footer must have a height of 168 + 110, that is, 278 dips.



In the Main table we set Rows Style to: 100% for the first row, and 278 dips for the second one.



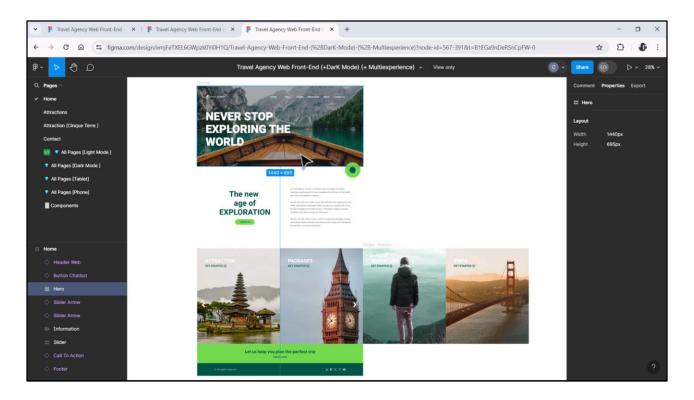
Let's give absolute positions to the two controls we have at the moment.

The chatbot button's width was 139, and it was 21 from the right... And its height was 137 and it was 660 from the top. So...

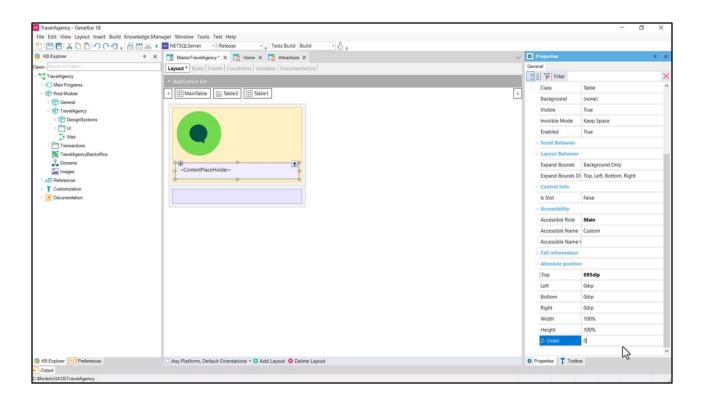
proteine Falses Image: Special Conditions (Variables Documentation Image: Special Conditions (Variables Documentation Image: Special Conditions (Variables Documentation Image: Special Conditions (Variables Documentation Image: Special Conditions (Variables Documentation Image: Special Conditions (Variables Documentation Image: Special Conditions (Variables Documentation Image: Special Conditions (Variables Documentation Image: Special Conditions (Variables Documentation Image: Special Conditions (Variables Documentation Image: Special Conditions Variables Documentation Image: Special Conditions (Variables Documentation Image: Special Conditions Variables Documentation Image: Special Conditions Variables Documentation Image: Special Conditions Variables Documentation Image: Special Conditions Variables Documentation Image: Special Conditions Variables Documentation Image: Special Conditions Variables Documentation Image: Special Conditions Variables Documentation Image: Special Conditions Variables Documentation Image: Special Conditions Variables Documentation Image: Special Conditions Variables Documentation Image: Special Conditions Variables Documentation Image: Special Conditions Variables Documentation Image: Special Conditions Variables Documentation Image: Special Conditions Variables Documentation Image: Special Con	KB Explorer 9 X	INETSQLServer · Release · Tests Build Build · ↓ .	V O Properties		
Application Bir Application Bir Application Bir Application Bir Consension Consens					
Control Provide Control Pro			Filter		
• • • • • • • • • • • • • • • • • • •	> 💽 Main Programs				
Class Button Class Button Visible True Visible Tr		MainTable			
ContentPlaceHolder> ContentPlaceHolder				Rutton	
Image Image		•			
Wate Immudate Mode with Security Secur					
Image: Source Format Feet Image: Source Image: Sour		•			
Image ContentPlaceHolder> ContentPlaceHolder> ContentPlaceHolder> Co					
▲ ContentPlaceHolder> 					
Image Reverses Image		<contentplaceholder></contentplaceholder>	Image	Chatbot	
Control Info Control Info			Disabled Image	(none)	
Control Type Accessibile Accessibile Accessibile Control Contr	Customization		Image Position	Above Text	
 Accessibility Accessibility Accessibility Accessibility Catabot Cell information Cell informatinformation Cell information Cell i	Documentation		Control Info		
Accessible Name (Lutorn Accessible Name (Chabbat) Cellinformation Absolute position (Top 600) Left 100% Botorn 100% Right 210) (Width 130)			Control Type		
Accessible Name & Chatbet > Cell Informatio - Absolute position Top @60aip Left 00% Botom 00% Right 21aip Width 33aip			~ Accessibility		
> Cell information → Absolute position Top 660dip Left 100% Botom 100% Right 21dip Width 13dip			Accessible Nam	e Custom	
- Absolute position Top 6604p Left 100% Bottom 100% IRight 21dip Width 139dip			Accessible Nam	e Chatbot	
Top 6604ip Left 100% Bottom 100% Ikipht 21dip Wildth 139dip			> Cell informatio	n	
Left 100% Bottom 100% [Right 21dip [Width 139dip			 Absolute posit 	ion	
Bottom 100% [Right 21dip [Width 139dip			Тор	660dip	
Right 21dip Width 139dip			Left	100%	
Right 21dip Width 139dip			Bottom	100%	
Width 139dip				21dip	
A CONTRACT OF A					
regit 12 tap			1	Not Active	
Z- Order 1					
			2- Order	4	

Note that if we set Right to 21 and Width to 139, Left is automatically 100%. And likewise if we set Top to 660 and Height to 137, Bottom is 100%.

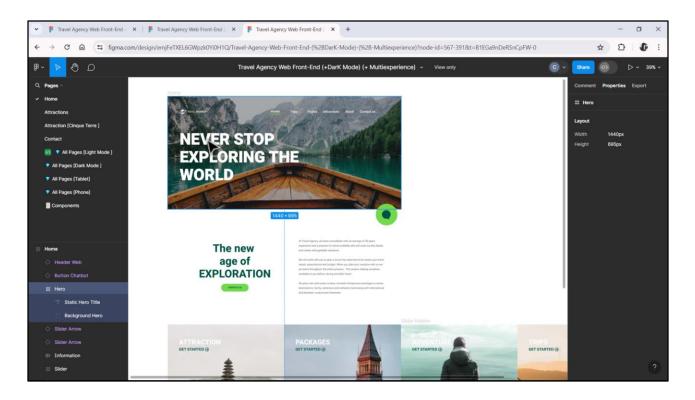
Since this button has to be in the top layer, we will enter 1 for the Z-order, because the contentplaceholder and the Header (which we haven't inserted yet) can be in the same layer 0, the bottom one.



Now we must specify the absolute positioning of the table with the contentplaceholder. We know that it must start here, that is to say, at 695 dips from the Top of the canvas... and that it must be next to the rest of the edges of the canvas.



That is: Top 695, and the rest as is: 0 left, 100% width and 0 right. 100% height and 0 Bottom. And Z-order also 0.



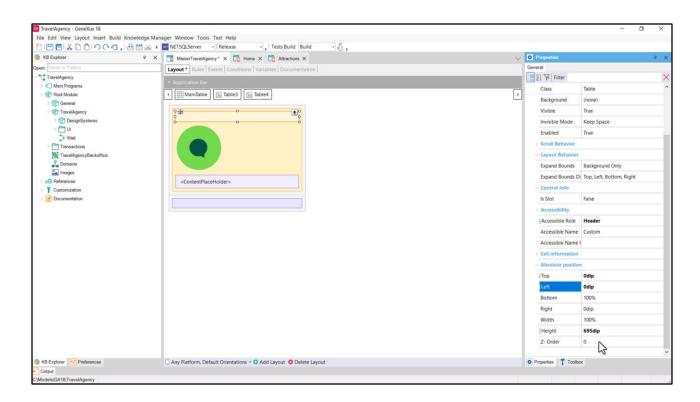
Now we need to implement the Header itself, which will contain the background image, the menu, the logo, and this text.

We will need another canvas to overlay all this. It can't be the same one that contains the button and the table with the contentplaceholder because we need to be able to assign it Header Role for accessibility. So we need a separate container.

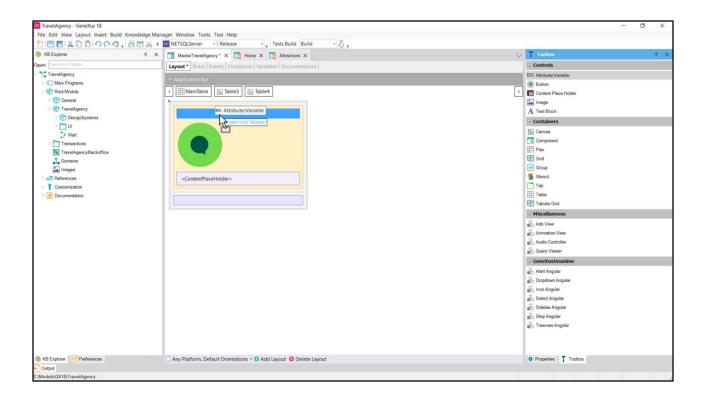
KB Explorer	************************************	V O Properties	
en: Name or Pattern	Layout * Rules Events Conditions Variables Documentation	General	
TravelAgency	* Application Bar	🔠 👌 🌾 Filter)
> 💽 Main Programs		Class Table	
Root Module Series	Image: MainTable Image: Table3	Background (none)	
General General Second S	°∰ ° €0	Visible True	
> 😚 DesignSystems		Invisible Mode Keep Space	
> 🛅 UI		Enabled True	
> Weit		> Scroll Behavior	
Transactions		Layout Behavior	
Domains		Expand Bounds Background Only	
images		Expand Bounds Di Top, Left, Bottom	
p⊞ References	<contentplaceholder></contentplaceholder>	 Control info 	, royin
Customization	N	Is Slot False	
Cocomendation		 Accessibility 	
		The second se	
		Accessible Role Header	
		Accessible Name Custom	
		Accessible Name (
		> Cell information	
		~ Absolute position	
		Top Odip	
		Left 0%	
		Bottom 1001	
		Right Odip S	
		Width 100%	
		Height 695dip	
		Z- Order 0	
KB Explorer	Any Platform, Default Orientations - 😋 Add Layout 🧐 Delete Layout	O Properties T Toolbox	

We insert, then, another Canvas, which we will call Header and in Accessible Role we will set the value Header.

And what will its absolute positioning be in relation to the outer canvas? First of all, its height will be 695 dips, which was the height of the background image. We want it to be next to the Top, so 0 dips from the top, which leaves the remaining 100% as Bottom (which will correspond to the height of the contentplaceholder).



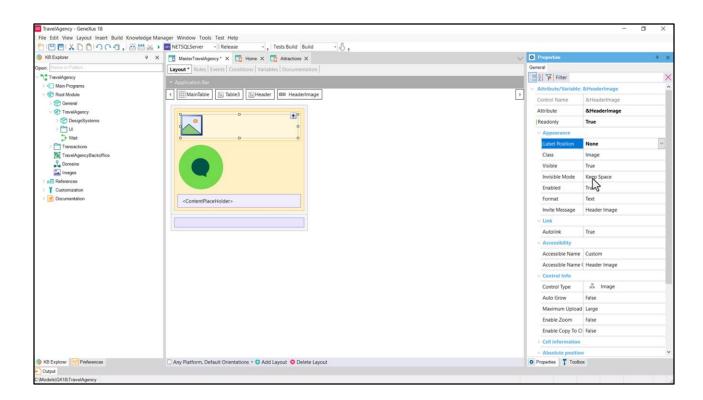
And left and right will also be at 0 dips, that is, next to it, since its width will be 100%. The Z-order property, as we have already analyzed, will be set to 0.



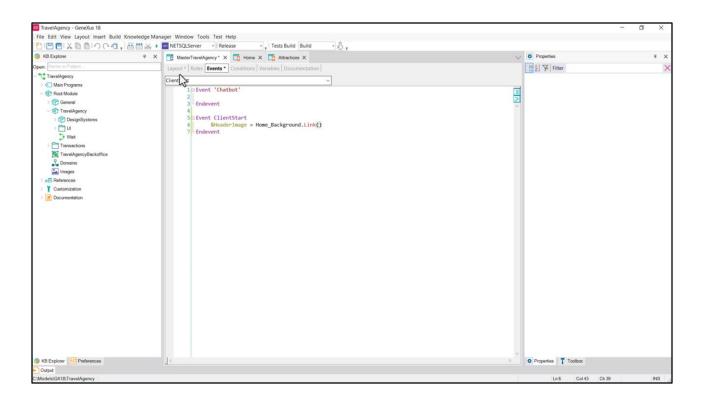
Now I have to implement the background image, the one we usually call Hero. I have two options: either I use an Image control or I use a variable control containing the image. I will use the second alternative, since this image will vary depending on the panel that is being loaded in the Contentplaceholder in each case.

🖳 🔄 👗 🗋 らっつの。 器 曲 🤉 KB Explorer 🕴	X 📑 MasterTravelAgency* X 🛅 H	• Tests Build Build • 🖏 :	V Toolbox 9
n: Name or Pattern	Layout * Rules Events Conditio		G Controls
TravelAgency		a fananca bocummanon	ED Attribute/Variable
Main Programs	 Application Bar 	ert Attribute/Variable	Button
Root Module	MainTable		Content Place Holder
> 😭 General		Filters	Image Image
V TravelAgency	9 📾 🔷 🔍	Pattern:	A Text Block
> 😚 DesignSystems	80	Filter	Containers
> 🛅 UI		Object: Variable: &HeaderImage	The second se
> Wait		Name HeaderImage	E Canvas
Transactions		Today	Component
TravelAgencyBackoffice		Leschpton Header image	Flex
1 Domains		Column title Header Image	Grid
lmages		Pgmde Class Image	XY Group
DE References	<contentplaceholder></contentplaceholder>	Attracti Help	Stencil
Y Customization	1	Attract V Type Definition	Tab
Documentation		Attracti Based on (none)	Table
		Attracti Data Type Image	Tabular Grid
		Attract Colection Fake	Miscellaneous
		29 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Hads View
		Atteast	Animation View
		Attracti	Audio Controller
		Value range	B Query Viewer
		Attracti Validation Faled	GeneXusUnanimo
		Attracti Control Info	Alert Angular
		Catego OK Cancel	Dropdown Angular
		CategoryName Name Category Name	Con Angular
		CityId Id City Id	Select Angular
			Sidebar Angular
		New Variable Edit OK Cancel	Step Angular
			Treeview Angular

I'm going to call it HeaderImage and it's going to be of Image data type.



I will want it to be readonly and its label to be hidden.



I will load it provisionally in the ClientStart event, starting (ctrl-o) from the image object that we had already inserted in the KB in the preparation stage. And to which we had called in this way... I use the Link method.

Later we will have to vary this assignment depending on what is being loaded, but we will see that later. Now we are going to leave it fixed.

	* T MasterTravelAgency* X T Home X T Attractions X	V Properties	₹ ×
open: Name or Pattern	Layout * Rules Events * Conditions Variables Documentation	General [∰ 2] ™ Filter	×
Main Programs	- Application Bar		-
Cont Module	MainTable Table3 Header HeaderImage	Invisible Mode Keep Space	
> 😭 General		Enabled True	
V TravelAgency		Format Text	
DesignSystems III		Invite Message Header Image	
Wait		~ Link	
> Transactions	&HeaderImage	Autolink True	
TravelAgencyBackoffice		~ Accessibility	
Domains		Accessible Name Custom	
> off References		Accessible Name (Header Image	
Customization		~ Control Info	
Documentation	<contentplaceholder></contentplaceholder>	Control Type	
		Auto Grow False	
		Maximum Upload Large	
		Enable Zoom False	
		Enable Copy To CI False	
		> Cell information	
		 Absolute position 	
		Top Odip	
		Left. Odip	
		Bottom 100%	
		Right Odip	
		Width 100%	
		Height 695dip	
		Z- Order 0	
KB Explorer	Any Platform, Default Orientations • 🗘 Add Layout 😢 Delete Layout	O Properties T Toolbox	3

Next, we will indicate the absolute positioning of the variable relative to the Canvas Header. We will say, then, that its height will be 695 dips. And we will leave Auto Grow set to False. We leave the other properties as they are, because we want the image to be next to the top and side edges. The Canvas, as we said in the previous video, internally has Auto Grow set to true, so any control that overflows will make it expand downwards. But in this case we only have the image, set to 695 dips, so this bottom of 100%, when calculated on page load, will be 0 dips. That is, the image should reach the edge of the canvas on all four sides.

Let's save the Master Panel.

le Edit View Layout Insert Build Know	🗄 🚲 🕨 🔤 NETSQLServer 🔹 Release 🔹 🚦 Tests Build Build 🔹 🖑 :		
KB Explorer	₽ × T MasterTravelAgency × T Home × Attractions ×	V Properties	ą
en; Name or Pattern	Layout Rules Events Conditions Variables Documentation	El Filter	
TravelAgency	Application Bar	V Panel: Home	
Main Programs		Name	Home
Root Module Series	MainTable	7	Home
V TravelAgency	BinformationText		UI
> 😭 DesignSystems			TravelAgency.Home
> 🛅 UI			Public
🕽 Wait	Contact Us		
Transactions TravelAgencyBackoffice	Condex of		True MasterTravelAgency
Domains	Environmental Annual Control of C		Use Environment property value
images	Attractions		
References			Home
Customization			Yes
Occimentation		 Miscellaneous 	
			True
		Secure Application C	False
	Image1	~ Network	
		Connectivity Suppor	Online
		Deep Link Name	
		Main object properti	es
		Application Title	
		Additional Reference	(none)
		Application Shortcut	(none)
		Notification Settings	(none)
		Platform Overrides	
		Default Layout Orier	Default
		Base Color Scheme	Default
		Fnable Preferred Col	False
(B Explorer HI Preferences	Any Platform, Default Orientations • O Add Layout So Delete Layout	O Properties T Toolbox	

In the Home Panel we had placed this image to show something I don't remember. We remove it, and leave the button to call Attractions for now.

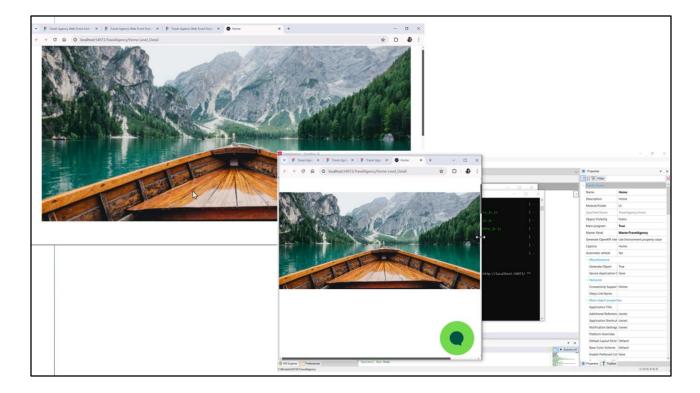
	ledge Manager Window Tools Test Help		
	₩ 🚵 🕨 NETSQLServer • Release • Tests Build Build • 🕺 .	Properties	
B Explorer	P X Total MasterTravelAgency X Total Attractions	General General	
Name or Pattern TravelAgency	Layout * Rules Events Conditions Variables Documentation	General 🚼 🛃 🌾 Filter	
Main Programs	- Application Bar		
Root Module	MainTable	Table: MainTable	
> 🕎 General	0	Control Name MainTable	
TravelAgency	8dnformationText	~ Appearance	
ObesignSystems		Columns Style 100%	
> Wait		Rows Style 712dip;pd	
Transactions		Width 100%	
TravelAgencyBackoffice		Height 100%	
La Domains	Contact Us	Auto Grow True	
References		Class	
Customization		Background (none)	
Documentation	Attractions	Visible True	
		Invisible Mode Keep Space	
		Enabled True	
		> Scroll Behavior	
		~ Form	
		Form Class Form	
		Enable Header Ro False	
		 Layout Behavior 	
		Expand Bounds Background Only	
		Expand Bounds Lir Behind System Bars	
		Expand Bounds Di Top, Left, Bottom, Rig	nt
		 Control Info 	
		Is Slot False	
		~ Accessibility	
Explorer	Any Platform, Default Orientations • 🗘 Add Layout 😵 Delete Layout	Accessible Role Main	

And Rows Style is left as we had it before. With this solution we don't need to make any changes here.

le Edit View Layout Insert Build Knowle			
) 🖻 🖬 🔏 🖻 🗂 ウ ウ 切 🤅 薔薇			
KB Explorer	P X Image: Second seco	Properties	4
en: Name or Pattern	Layout * Rules Events Conditions Variables Documentation	j ∰ ĝj 🌾 Filter	
> Main Programs	* Application Bar	V Panel: Home	
 Prot Module 	✓ Ⅲ MainTable	Name Home	
> 🚱 General	0	Description Home	
V TravelAgency	8dnformationText	Module/Folder UI	
DesignSystems		Qualified Name TravelAgency.He	ome
> 🛅 UI		Object Visibility Public	
Transactions		Main program True	
TravelAgencyBackoffice		Master Panel Master TravelAg	gency
Domains	Contact Us	Generate OpenAPI inte Use Environmen	N
References		Caption Home	2
Customization		Automatic refresh Yes	
Documentation	Attractions	 Miscellaneous 	
		Generate Object True	
		Secure Application C False	
		~ Network	
		Connectivity Suppor Online	
		Deep Link Name	
		Main object properties	
		Application Title	
		Additional Reference (none)	
		Application Shortcut (none)	
		Notification Settings (none)	
		Platform Overrides	
		Default Layout Orier Default	
		Base Color Scheme Default	
		Enable Preferred Col False	
KB Explorer	🗌 Any Platform, Default Orientations + 😋 Add Layout 🥴 Delete Layout	O Properties T Toolbax	

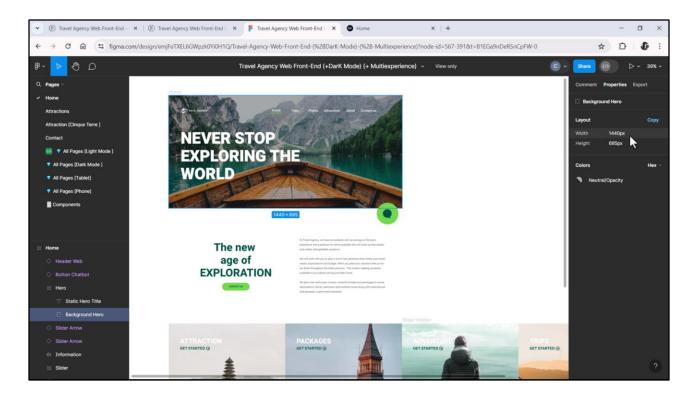
We see that the Master Panel of Home is the one we have been working with.

Let's save and run this Home.

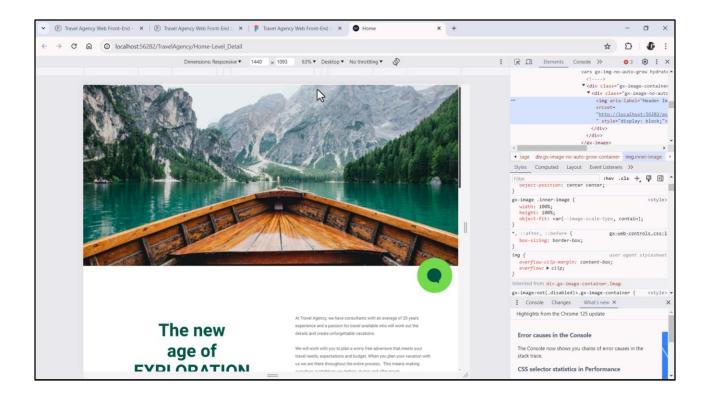


Here we see the Home panel, but something is wrong with the image. It is not reaching the edges.

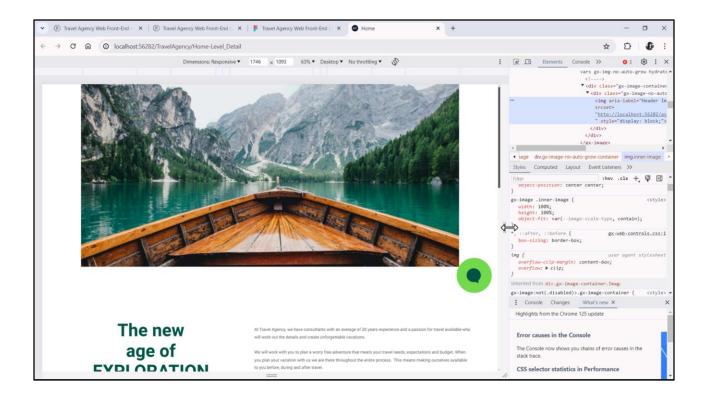
And if, for example, we reduce the width of the browser, we see that the image shrinks to be always fully displayed. Meanwhile. the chatbot button is always where we said, at a distance of 660 dips from the top position. But what about the image? Let's see what it is doing.



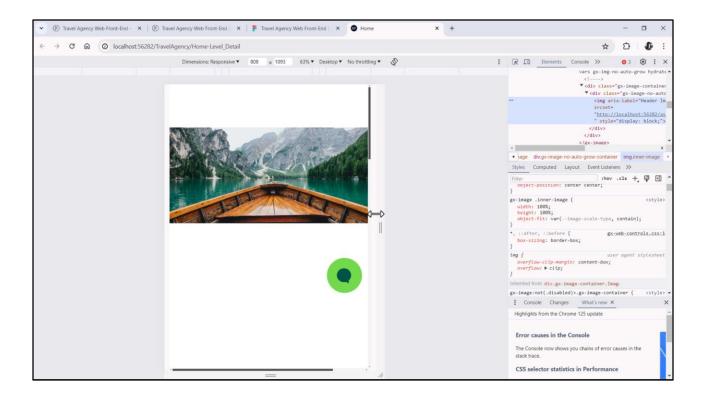
The image we inserted in the KB is 1440 pixels wide and not 695 pixels high, because we had exported it from Figma, remember? With its 3 densities.



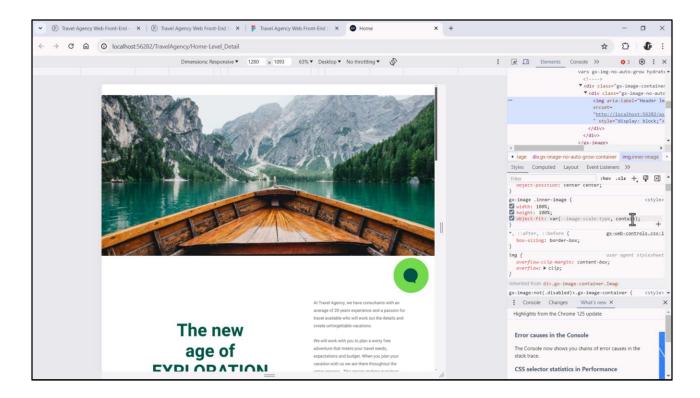
If we inspect it in Chrome, we can see that when the screen width is 1440, only there it looks the way we want it to.



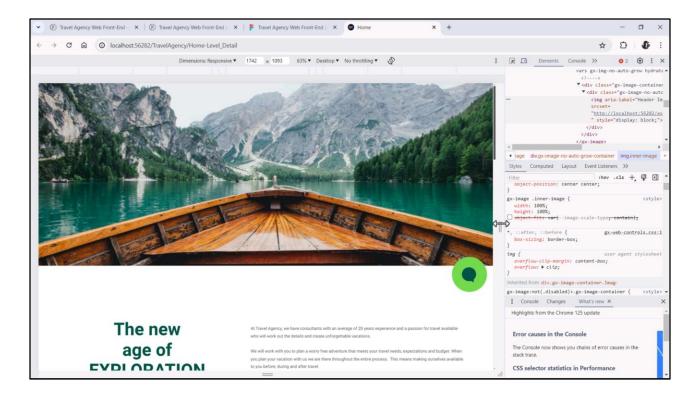
On the other hand, if we widen it, it remains fixed, at its exact size.



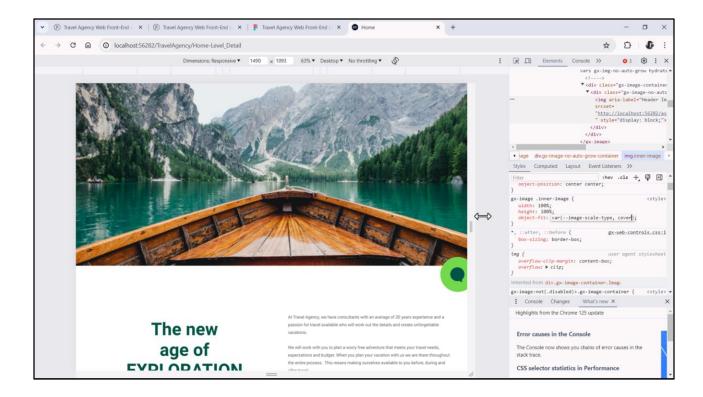
And if we reduce it, on the other hand, it starts to decrease proportionally so as to fit completely into the space available.



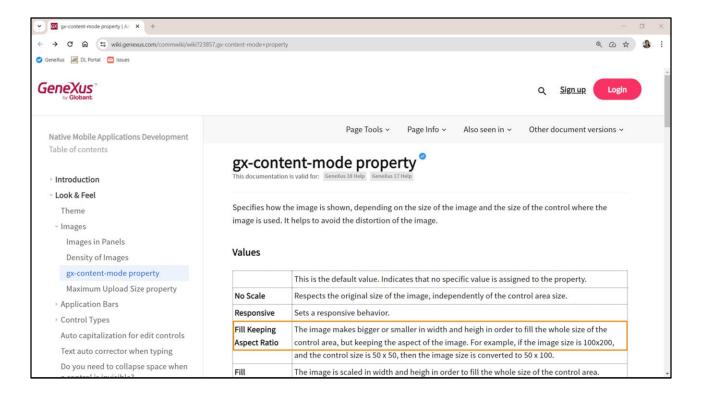
What is happening has to do with this CSS property, object-fit, which is assuming this contain value.



Let's see what happens if we remove it... it stretches or compresses so as to take up the entire container. This is not what we want.



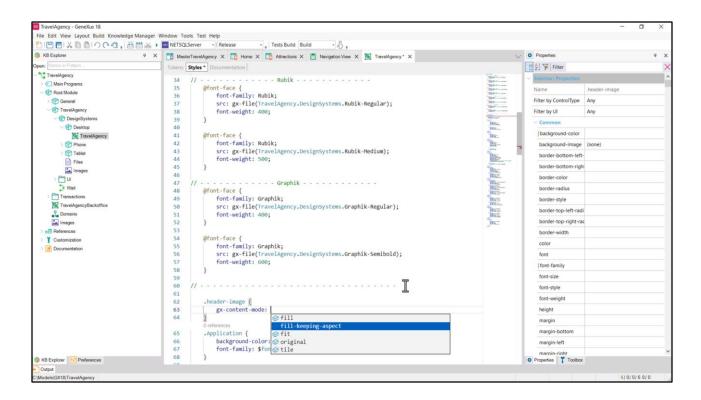
We will want the cover behavior... That is to say, that it stretches or compresses to occupy the whole container, but proportionally, so it will be necessary to cut part of the image, evidently.



This CSS property in GeneXus has another name, so that it is also valid for native applications. It is **gx-content-mode**, which is explained here in the GeneXus wiki, and we see that it applies to Android, Apple and Angular. We will want this behavior: that it fills the space while keeping the proportions.

KB Explorer	# KETSQLServer Release Tests Build Build # X To MasterTravelAgency X To MasterTravelAgency X	V D Properties	ą.
en: Name or Pattern	Layout Rules Events Conditions Variables Documentation	General	
TravelAgency	Application Bar	🔡 対 🖌 Filter	
> C Main Programs		Attribute/Variable: &Header	Image
Cont Module	MainTable Di Table3 Di Header El Headerimage	Control Name &Heade	arlmage
> 🕎 General ~ 🛠 TravelAgency		Attribute &Heade	erimage
 DesignSystems 		Readonly True	
> 🚱 Desktop			
> Phone	o o	~ Appearance	
> 😭 Tablet		Label Position None	
Files		Class Image	ſ
Images		Visible True	15
> 🛅 UI		Invisible Mode Keep Sp	oace
Transactions		Enabled True	
TravelAgencyBackoffice	<contentplaceholder></contentplaceholder>	Format Text	
2 Domains	<contentplaceholder></contentplaceholder>	Invite Message Header	Image
images		V Link	inage
> o⊞ References			
Customization		Autolink True	
Documentation		 Accessibility 	
		Accessible Name Custom	
		Accessible Name (Header	Image
		~ Control Info	
		Control Type 🍰 Ir	mage
		Auto Grow False	
		Maximum Upload Large	
		Enable Zoom False	
		Enable Copy To Cl False	
		Cell information	
KB Explorer	Any Platform, Default Orientations - 🗘 Add Layout 😢 Delete Layout	Absolute position Properties T Toolbox	

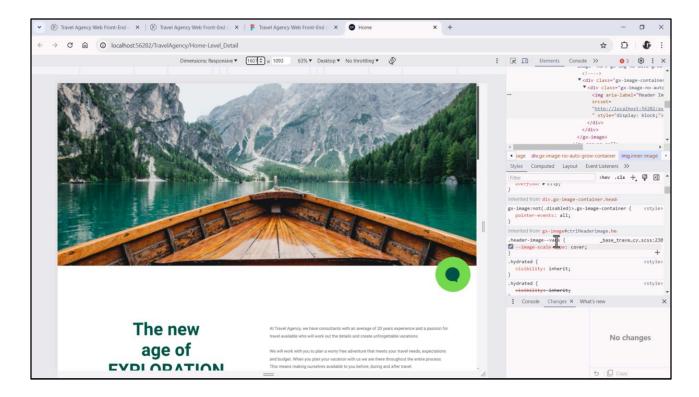
Therefore, we must define a class for the image, which contains this property.



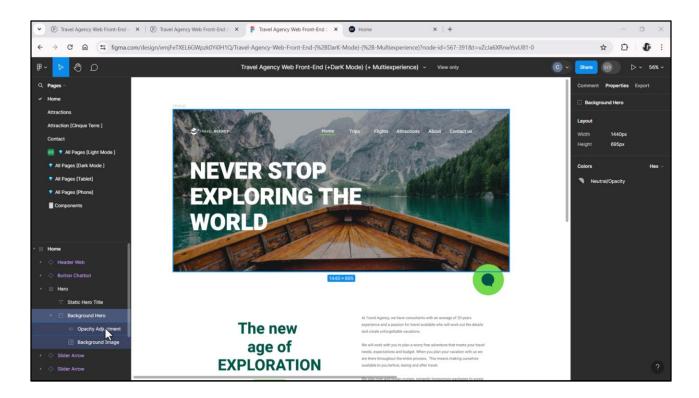
So I open the corresponding DSO, it is Desktop, and somewhere I specify the class, which I will call header-image. And there I specify the property and its value.

KB Explorer		V Properties	9
pen: Name or Pattern	Layout Rules Events Conditions Variables Documentation	General	
TravelAgency	* Application Bar	🔡 🗐 🌾 Filter	
> Main Programs		Attribute/Variable	e: &HeaderImage
Root Module	Image: MainTable Image: Table3 Image: Table3	Control Name	&HeaderImage
> 🚱 General > 😭 TravelAgency		Attribute	&HeaderImage
 S DesignSystems 		Readonly	True
- Desktop	•		inde
TravelAgency	· · · · · ·	~ Appearance	
> 🕎 Phone		Label Position	None
> Tablet		Class	header-imac
Files		Visible	header-image
> 🛅 UI		Invisible Mode	keep space
> Wait		Enabled	True
> 🛅 Transactions	<contentplaceholder></contentplaceholder>	Format	Text
TravelAgencyBackoffice		Invite Message	Header Image
Domains		~ Link	
Images		Autolink	True
Customization		 Accessibility 	
> Documentation		Accessible Name	
			e CHeader Image
		~ Control Info	
		Control Type	🭰 Image
		Auto Grow	False
		Maximum Uploa	ad Large
		Enable Zoom	False
		Enable Copy To	CI False
		> Cell information	n
		Absolute positi-	on
KB Explorer	Any Platform, Default Orientations - 🗘 Add Layout 😢 Delete Layout	O Properties T Tool	

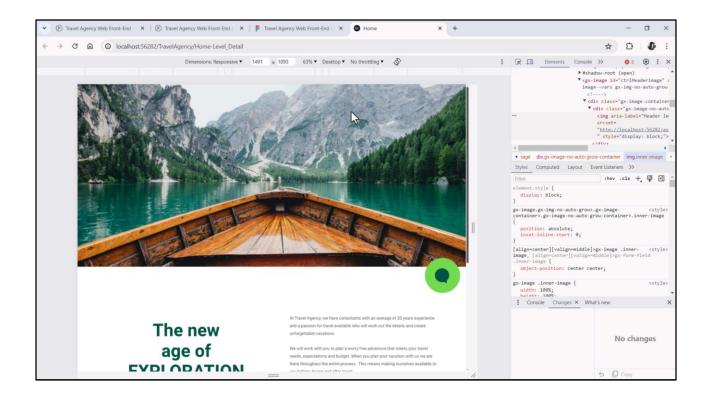
Then I associate it with the control in the Master Panel layout. Let's give it a try.



Now when enlarging or reducing, we can see the image as we want. Here we can see the class at work, converted by GeneXus to the necessary code. We don't have to understand any of this.



Another thing that we can already notice if we go to Figma, is that there is a mask over the image, to make it darker and achieve a better contrast of all these elements that are going to be overlaid on it.



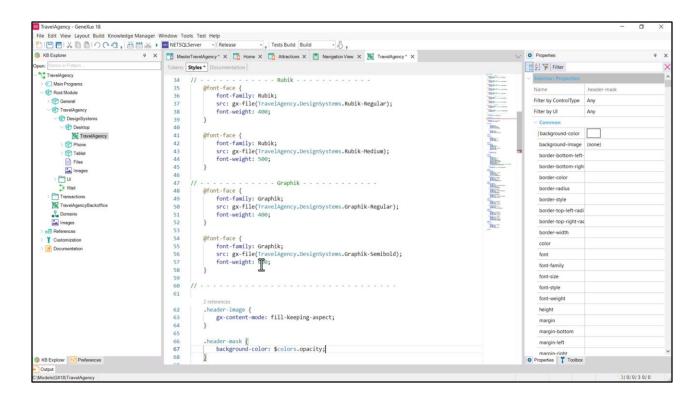
Here it is rather light. So we need that mask.

KB Explorer	Image: Server • Release • Tests Build • ↓ • ↓ • ↓ • ↓ • ↓ • ↓ <td< th=""><th></th><th>O Properties</th><th></th><th>₹ ×</th></td<>		O Properties		₹ ×
pen: Name or Pattern	Layout * Rules Events Conditions Variables Documentation		General		
TravelAgency			Filter		×
> 💽 Main Programs	Application Bar		Class	Table	^
	MainTable	>	Background	(none)	
> 😭 General					
V TravelAgency			Visible	True	
OesignSystems			Invisible Mode	Keep Space	
TravelAgency			Enabled	True	
> Phone	3 da 🔹		> Scroll Behavior		
> Tablet	0 0 ô		- Layout Behavior		_
Files			Expand Bounds	Background Only	
Images			Expand Bounds D	Top, Left, Bottom, Right	
> CI UI			~ Control Info		
Transactions			Is Slot	False	
TravelAgencyBackoffice			~ Accessibility	Turac	
1 Domains	<contentplaceholder></contentplaceholder>				
Images			Accessible Role		
De References			Accessible Name	Custom	
Customization Documentation			Accessible Name	¢	
			> Cell information		
			- Absolute position	n	
			Тор	0dip	
			Left	0dip	
			Bottom	100%	
			Right	Odip	
			Width	100%	
			Height	695dip	
			Z- Order	1	
			13		
KB Explorer	Any Platform, Default Orientations • S Add Layout Delete Layout				

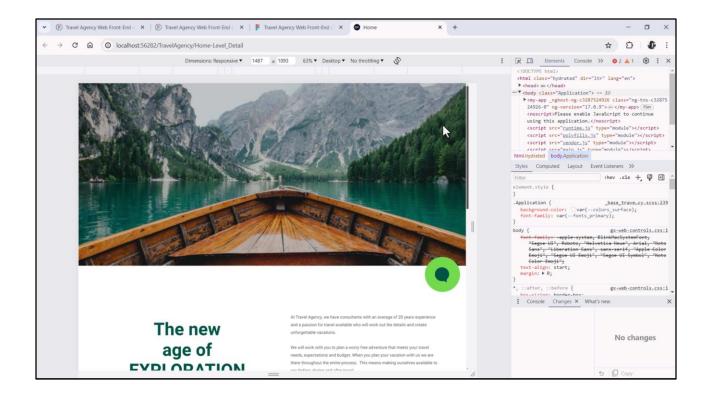
One way to implement it is through an empty table, overlapping it, with exactly the same dimensions, that is, 695 dips high and the rest reaching the edges of the canvas, that is, 0 dips top, 0 left and right and bottom 100%; when it is loaded and calculated it will also be 0, and we can give Z-order the value 1 to make sure it is on top of the image, which had 0 z position.

TravelAgency - GeneXus 18 File Edit View Layout Insert Build Know	wiedge Manager Window Tools Test Help			0.2.0	5 ×
	🛗 🗻 🕨 NETSQLServer 🔹 Release 🚽 Tests Build Build 🔹 🖑 🚦				
KB Explorer	9 X 📅 MasterTravelAgency* X 🋅 Home X 🛅 Attractions X 👩 Navigation View X 🎉 TravelAgency X	~	Properties		* ×
Open: Name or Pattern	Layout * Rules Events Conditions Variables Documentation		General		
TravelAgency	Application Bar		🔡 🔁 🌾 Filter		>
> 💽 Main Programs	and an		 Table: Table4 		-
Cont Module	MainTable Table3 Table4	>	Control Name	Table4	
> 🕎 General ~ 😭 TravelAgency			~ Appearance		
 Orravesigency ObesignSystems 			Columns Style		
V 🕄 Desktop					
TravelAgency			Rows Style		
> 😚 Phone			Width	100%	
> 😭 Tablet			Height	100%	
Files			Auto Grow	True	
Images			Class	header-mask	~
D Wait			Background	(none)	
> Transactions			Visible	True	
TravelAgencyBackoffice			Invisible Mode	Keep Space	
Domains	<contentplaceholder></contentplaceholder>		Enabled	True	
images			> Scroll Behavior	nue	
DE References Customization					
> Documentation			 Layout Behavior 		
			Expand Bounds	Background Only	
			Expand Bounds D	i Top, Left, Bottom, Right	
			Control Info		
			Is Slot	False	
			~ Accessibility		
			Accessible Role		
			Accessible Name	Custom	
			Accessible Name	c	
			> Cell information		
			· Absolute positio	n	
SKB Explorer	🗌 Any Platform, Default Orientations • 🗘 Add Layout 🤨 Delete Layout		Properties T Toolbax		
Output					

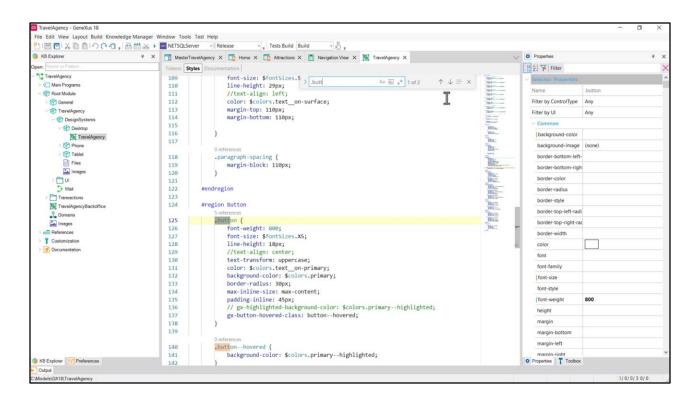
Next, we will have to specify the background color of the table through a class. So we will name it header-mask.



And we specify it in the DSO, remembering that we already had the opacity color token defined. Then to the background-color property we associate that color token.



If we now run it, we see the image with the mask.

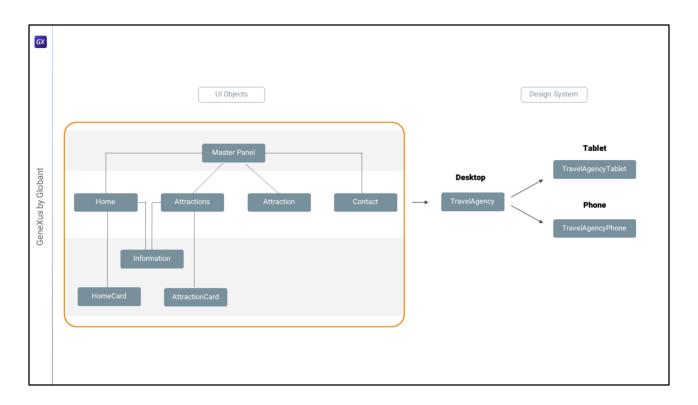


Before I go on, you may have noticed that the DSO is not getting more complex. When I went to specify the two classes we need to create for the Header: the one for the image and the one we would use for the mask, I wrote them after the font-face rules, but I could have written them anywhere.

If we review what we had specified in this DSO, besides the rules to incorporate the fonts, they were all the classes for the typographic styles of the whole application, and also for the one for the contact button, the ones that controlled the style of the button.

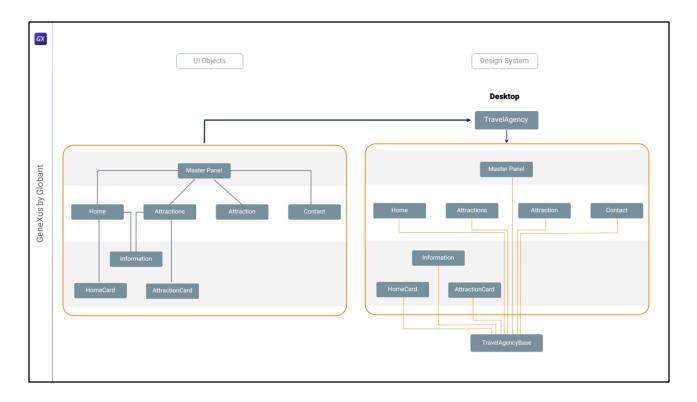
But now we have to start incorporating classes for the different controls of all the layouts. Expect this to grow quite a lot. The editor allows us to search with F control.

To make all this easier to manage and understand, one possibility that I'm going to choose (I'll discuss it a little later) will also be to componentize the DSO in some way.



Let me explain: all we had done so far was to specialize the TravelAgency DSO for what will be the Tablet size on the one hand, and the Phone size on the other.

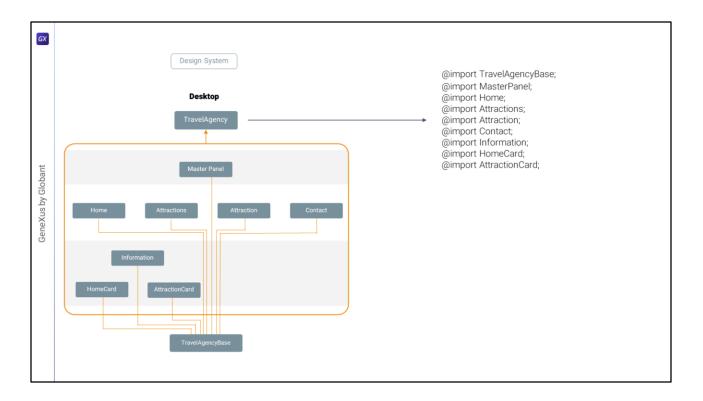
But actually nothing prevents us from having a tree of DSOs for each one and not a single object.



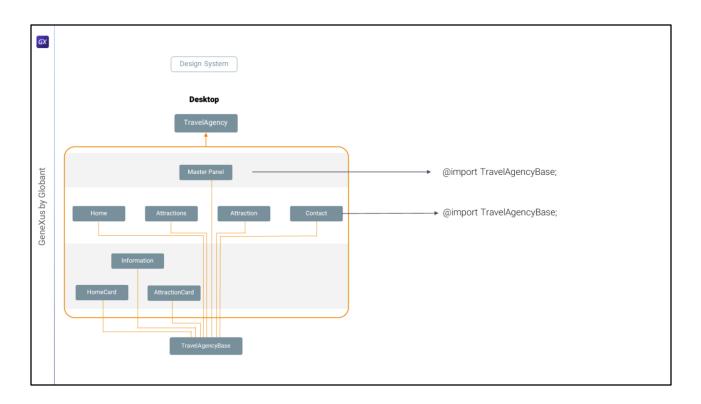
That is, let's only think about the Desktop size... Wouldn't it be more organized, for example, to have a base DSO, with all the definitions for the entire application, such as the inclusion of fonts, and all the analysis of tokens that we already did? If you want, we could even leave there all the classes for the typography... and then have as many DSOs as objects, which define, each one, the classes that will apply to the controls of its layout.

Each one importing the general definitions of the Base DSO, and specializing what they need, and defining their own classes. The criteria should be that everything that is common to several objects should go in the Base DSO, and what is absolutely specific, in the DSO of the object.

Since we cannot set a DSO for each UI object, because there is a single DSO for the whole platform, it will be enough to have the parent DSO, Travel Agency, which will only import all these others.



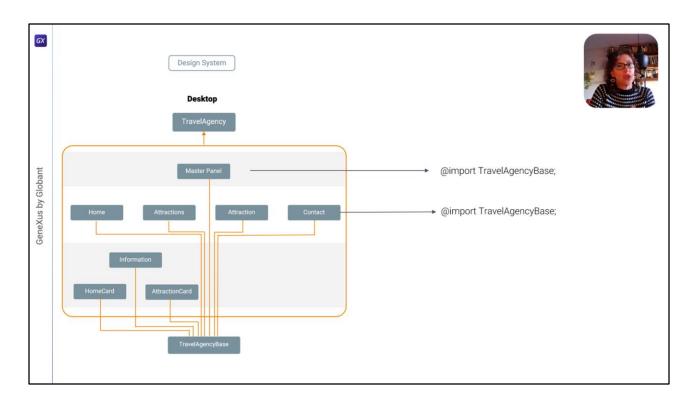
In short, the TravelAgency DSO will only have as many import rules as DSOs for each object we have defined, plus an import of the Base DSO (which in principle would not be necessary because it will be imported by the others, but conceptually it is fine).



Next, the DSO that gives a particular style to each object will probably need to import the base DSO, which has the general definitions. That of the Master Panel, Contact, and all the others.

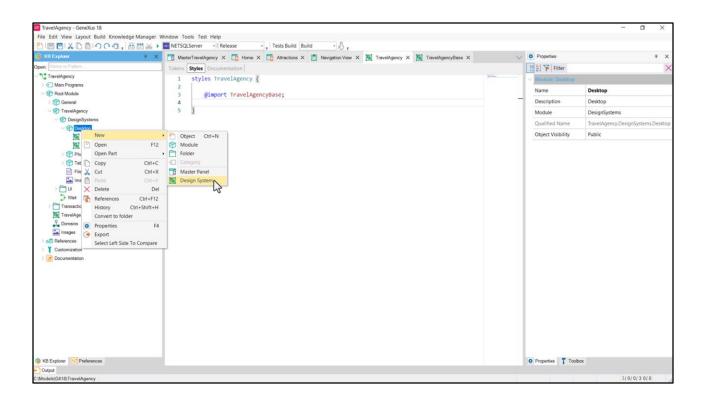
We might think that importing the Base DSO here, and also in each of the DSOs will repeat it unnecessarily and will burden the generated application, in the case of Angular, with a huge CSS. It won't. In the final CSS the Base DSO will appear only once.

We will have to see how granular we go (I'm thinking about stencils, for example). It's always about tradeoffs here.

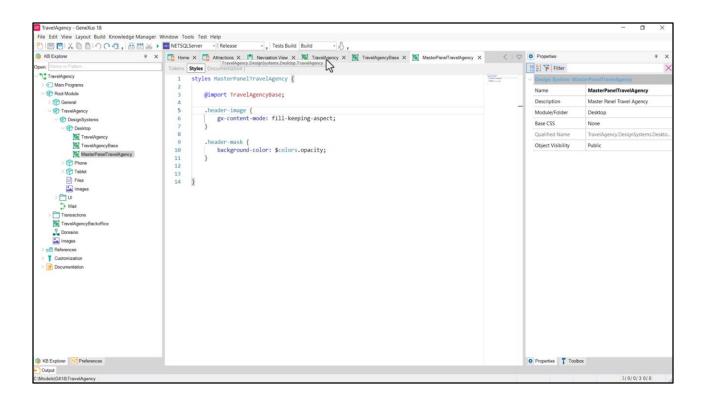


This is a possible solution to deal with complexity, but there is no consensus. In fact, I discussed it with several colleagues who regularly work on the frontend within the GeneXus team and there wasn't much agreement.

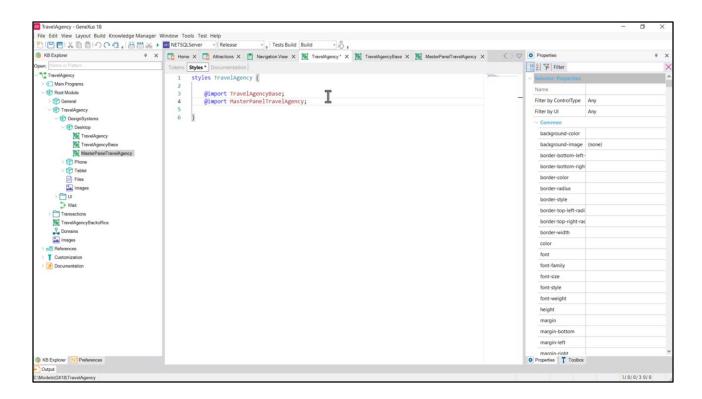
However, I leave it open for discussion; this is not the time to settle this, obviously, but I wanted to introduce it because it is the one I'm going to start using, and in any case we will be able to question it later on.



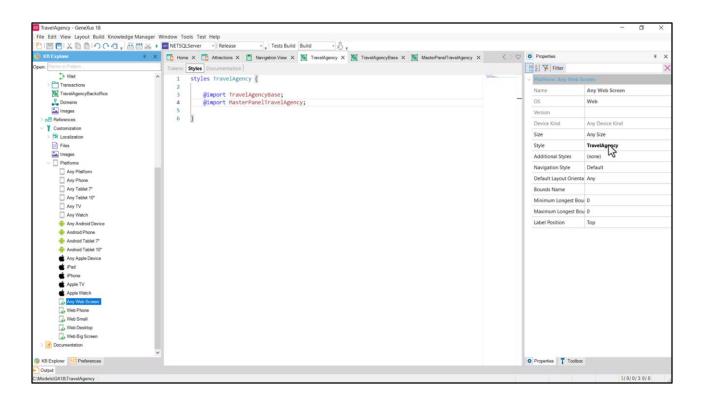
In short, I will save this object with the name TravelAgencyBase. I will empty TravelAgency, and for the moment I will import this other one. On the other hand, I will create another DSO...



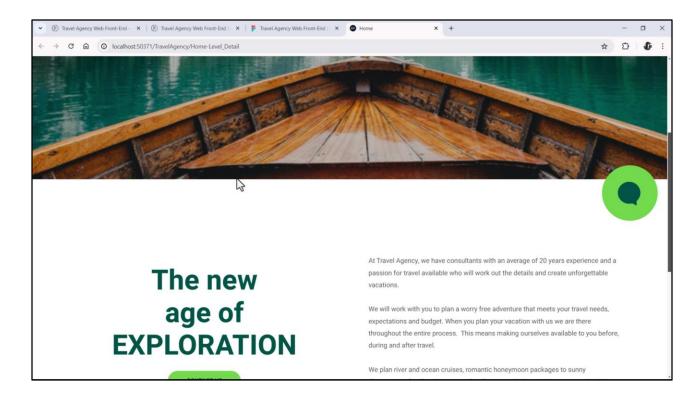
...which I will call the same as the Master Panel. In it I will import TravelAgencyBase, and will move from it the classes that we specified for the Header for the moment.



Finally, I also import this other one into the parent DSO.

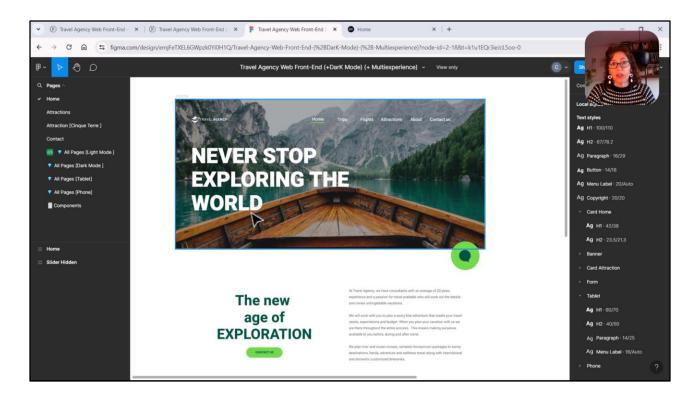


Everything should continue to work in the same way, since the platform we are running on still has this DSO, TravelAgency, which now imports these other two. So it will contain both the classes and tokens of the Base, as well as those of this other one.



Let's run it to make sure that everything looks exactly the same.

Yes, it looks exactly the same.



Since this video is already a little long, let's continue in the next one with the text we want to overlay on the image, the logo, and the menu.



training.genexus.com

GeneXus by Globant