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Main steps in creating a UI

Goals

This video describes the different steps for **creating a User Interface**.

It can be a simple popup, to validate a data or display a message.

It can also be a complete and complex window, presenting a set of information from other applications.



Video

To begin with the popup

A right clic on the left zone allows to create a popup.

Not many templates, but many objects to insert.

The goal is to create different objects, organised in containers, for a **better rendering**.

Coding zone

Along the creation, for **advanced users**, the coding zone allows to directly **modify the objects**.

This edition requires a **knowledge of the development languages**, HTML, css, or javascript.

Adapt the Parameters

The last window presents a **more digestible vision of modifying** the characteristics of a window being created, for people who are not comfortable with development. The object parameters are organized and declined in labels, checkboxes, and drop-down lists, in order to

facilitate creation.

A mix between the modification of the settings.js file and the last configuration window can also be made.

Capture the popup in order to use it

A special button allows to capture the popup, once finished.

Then, the popup is ready to use in the editor or the Workflow Designer.

From: <https://contextor.eu/dokuwiki2/> - **SAP Intelligent Robotic Process Automation**

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