

ApplinX Exercises

Customizing the Instant Application

Version 9.8

June 2015

This document applies to ApplinX Exercises Version 9.8.

Specifications contained herein are subject to change and these changes will be reported in subsequent release notes or new editions.

Copyright © 2001-2015 Software AG, Darmstadt, Germany and/or Software AG USA, Inc., Reston, VA, USA, and/or its subsidiaries and/or its affiliates and/or their licensors.

The name Software AG and all Software AG product names are either trademarks or registered trademarks of Software AG and/or Software AG USA, Inc. and/or its subsidiaries and/or its affiliates and/or their licensors. Other company and product names mentioned herein may be trademarks of their respective owners.

Detailed information on trademarks and patents owned by Software AG and/or its subsidiaries is located at <http://softwareag.com/licenses>.

This software may include portions of third-party products. For third-party copyright notices, license terms, additional rights or restrictions, please refer to "License Texts, Copyright Notices and Disclaimers of Third-Party Products". For certain specific third-party license restrictions, please refer to section E of the Legal Notices available under "License Terms and Conditions for Use of Software AG Products / Copyright and Trademark Notices of Software AG Products". These documents are part of the product documentation, located at <http://softwareag.com/licenses> and/or in the root installation directory of the licensed product(s).

Use, reproduction, transfer, publication or disclosure is prohibited except as specifically provided for in your License Agreement with Software AG.

Document ID: APXE-CUSTOM-98-20150624

Table of Contents

Preface	v
1 Manipulating Host Keys	1
2 Colors and Fonts	3
3 Changing the Template	7
4 Designing the Page Footer	9
5 Screen Locker	11
6 Designing the Left Pane of the Screen	13

Preface

Exercise Objectives

In this exercise you will improve the look & feel of your Web application by manipulating the template files and the CSS files of your Web application. This exercise should be performed after you have created the training application and you have deployed a Web application under your Web server. As this exercise intends to change the look and feel of your Web application to be similar to the look and feel of the InstantDemo demo application, it is recommended that before you start this exercise, you deploy the InstantDemo demo application and with each step, compare the effect of the changes you make in your application with the InstantDemo.

In this exercise we will learn how to:

- Manipulate Host Keys** Design the appearance of host keys in your Web pages.
- Change Colors and Fonts** Modify colors and fonts on your Web pages.
- Templates** Manipulate the screen template to add your own content.
- Screen Locker** Changing the screen image that indicates that a task is being processed.



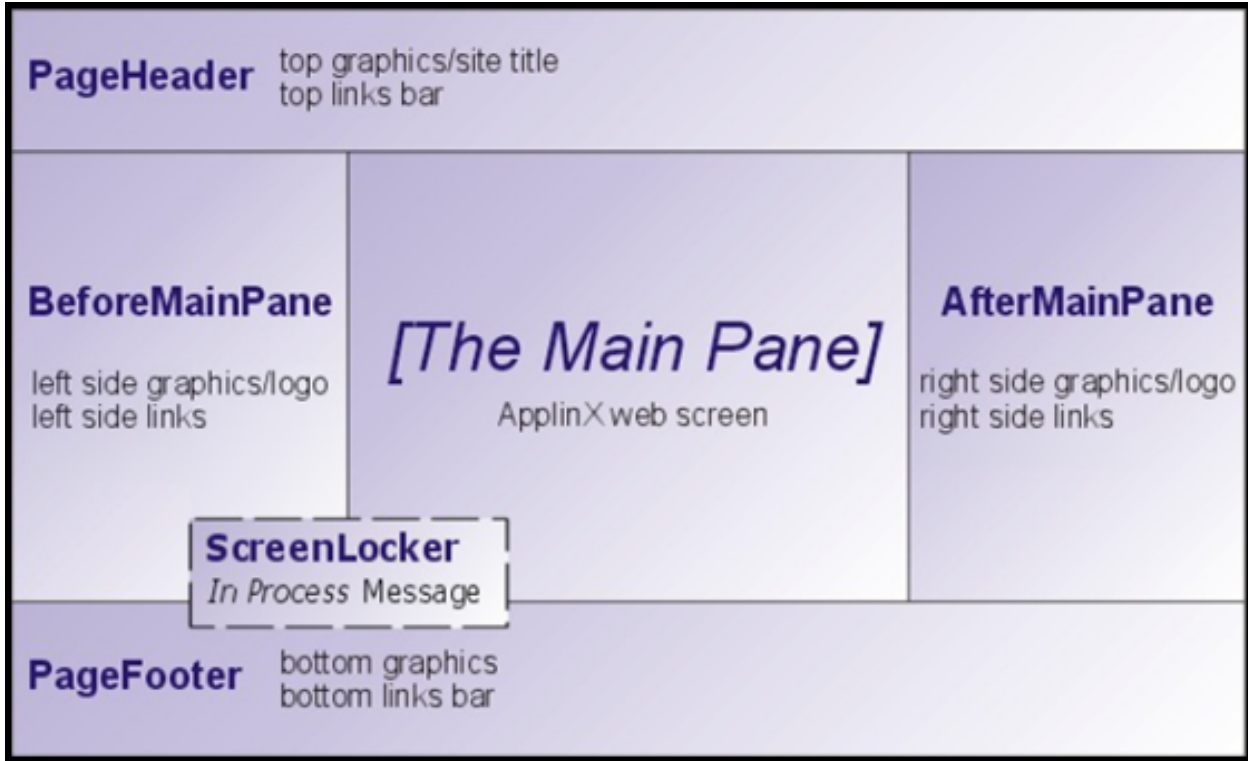
Accompanying movie:

- Creating a New Web Application (JSP)
- Creating a New Web Application (.NET)

Also refer to Creating a New Web Application in the Web Enablement section.

The exercise solution here applies for both JSP and C#2.0.

Before you start, take a look at the following diagram to understand how the framework screen is structured:



1 Manipulating Host Keys



Exercise

1. Identify the host key pattern of the host (Applix Designer, Application Properties dialog box, Host Keys tab).
2. In the Framework Configuration editor (Instant node), define that the host keys should not appear on the bottom of the screen.
3. Define that the host keys should be displayed on the left side of the screen (See *template.jsp / template.master* in the Instant Demo Web application).

2 Colors and Fonts



Exercise

Find the file/s in your Web application that define/s the appearance of your instant pages and make the following changes (these instructions will only include modifications and removing lines from the code. If an element is not mentioned here, leave it as is):

1. The Instant wrapping tag (`#gx_screenArea`):
 - Font: Verdana, "Lucida Console".
 - Size: 9px.
 - Color: black.
2. Selection (`gx_screenArea select`) on screen:
 - Font: Arial, "Lucida Console".
 - Size: 9px.
 - Weight: bold
3. Labels inside the instant wrapping tag: replace `gx_screenArea Blink` with a line (`hr`) label.
4. Unprotected field definition:
 - Font: Verdana, "Lucida Console"
 - Size: 9px.
 - Color: black
 - Background color: silver
 - Remove border definition.
5. Intensified field definition:
 - Remove/place in "comment" the bold definition.

- Color: #996666.
6. Application field: Do not configure any background color (remove/place in "comment").
 7. Different color inputs (the change should be made in input.gx_*** tag):
 - For the color green, have it appear without a border.
 - For the color light green, change the color to #ff0000, and have it appear without a border.
 - For the color light red, change it to black and have it appear without a border.
 8. Host keys:
 - Color: maroon
 - No text formatting.
 - When hovering over the host key, color: navy. Remove any other parameter.
 9. ApplinX table:
 - Background color: #D28983.
 - Border width: 0px.
 - Remove color, border-top and border-left parameters.
 - In the alternating table rows: define the first row to appear in the color #D28983 and the second row in the color #D4B1AD.
 - For both rows, configure the cursor to appear as a pointer when hovering with the mouse over the row.
 - Change table header font color to #fe4530 and background color to #cccccc.
 10. Error messages:
 - Add an error message definition to the file
 - Configure color #ff0000, and the font weight to be bold.
 11. Lines on screen: Define any line to appear on screen, with the border-bottom: gray 1px solid.
 12. Menu Elements on screen:
 - Specify specifically that there should be no text formatting (add parameter).
 - Font size: small.
 13. Message lines (add message line definition: .msg_line etc.):
 - Font family: Verdana, Arial, Helvetica, Sans-Serif
 - Font size: 14px
 - Color: #F04637
 - Font-weight: bold
 14. Secondary headers on screen: same definitions as the previous clause (.details_header).
 15. Menu links: same definitions as the previous clause (.menulink).



Note: Refer to `styles_instant.css` in the InstantDemo Web application directory.

3 Changing the Template

The default appearance of an ApplinX web Application is based on the template selected when creating the web application. However, elements in this template can be customized.



Exercise

- Change the header to appear without links and contain the following three images: *headerright.jpg*, *headermid.jpg*, *headerleft.jpg*. The images can be found in the images folder in the InstantDemo Web application directory.
- Designing the Page Footer
 1. Remove the appearance of the screen name in the footer.
 2. Change the color of the footer to pink using the following hexadecimal code: #f26559.
 3. Insert the link menu (Edit Configuration, Logoff, etc.) you removed from the header.
 4. Define the color of the font in the link to be black using the following hexadecimal code: #000000.
 5. Attach a small triangle image (*triangle.gif*) to each link. You can find the image in the images folder, in the InstantDemo Web application directory.

Question: Why is *headermid.jpg* necessary?



Solution Steps:

Refer to *template.jsp* / *template.master* in the InstantDemo web application directory. There you will also find the answer to the above question, by analyzing exactly what the code does with this image.

4 Designing the Page Footer



Exercise

1. Remove the appearance of the screen name in the footer.
2. Change the color of the footer to: #f26559.
3. Insert the link menu (Edit Configuration, Logoff, etc.) you removed from the header.
4. Define the color of the font in the link to be: #000000.
5. Attach a small triangle image (triangle.gif) to each link. You can find the image in the images folder, in the InstantDemo Web application directory.



Solution Steps:

Refer to *pagefooter.jsp* / *pagefooter.ascx* in the InstantDemo web application directory.

5 Screen Locker



Exercise

Define the web application to show an interactive image when a task is being processed, instead of “please wait” that it shows by default. The image `wait.gif` can be found in the `images` folder of the InstantDemo web application.



Solution Steps:

Refer to `screenLocker.htm` in the InstantDemo web application\template folder.

6 Designing the Left Pane of the Screen



Exercise

Design the left pane of the screen in `instant.jsp/asp`. Look at the body of the screen: you will see that it is a table divided into two rows, the second of which is divided into two cells.

1. Edit the first row to expand across the entire screen (increase the `colSpan` to 3 since we will want the second row to contain 3 cells).
2. Add to the first cell of the second row an attribute that will color its background in gray.
3. Add a second cell to the row. Define its width to be 150px, and have it display the image `GreyCorner.jpg`, which you can find in the `images` folder of the `InstantDemo` Web application.

