

Build Plex XAML UI



icAthlon

ARCHITECTURE

UX
UI

AXON **ivy**

digitalize your business

 **OpenLegacy**

ca technologies

cm **FIRST**

Rethink Modernization

<https://twitter.com/IcathlonPlex>

Speakers

- Arun, Rob and Kiyoshi



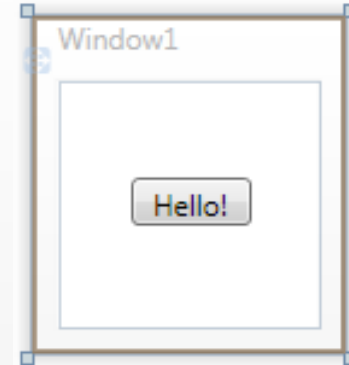
About this Session

- Xaml?
- Exercises
- CA Plex App.xaml Tips

XAML?

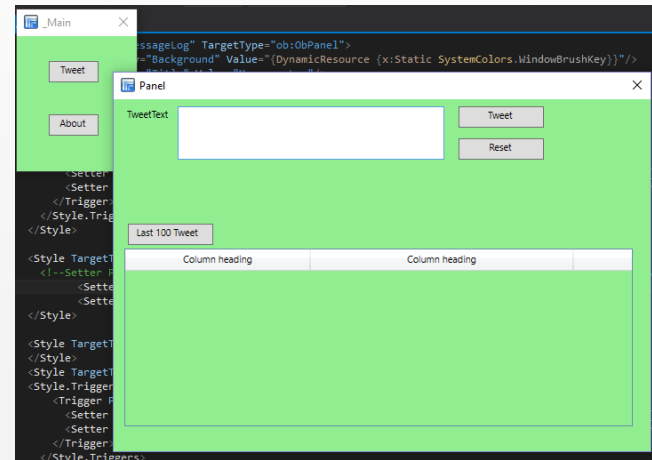
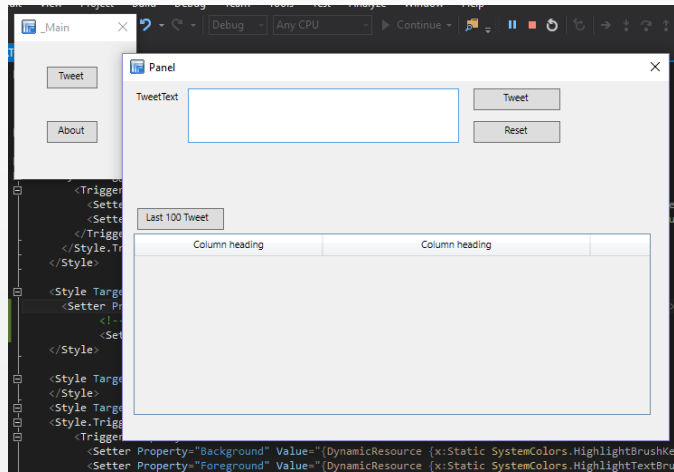
- eXtensible Application Markup Language
 - XML-based language for declaring object structures.
 - Used in:
 - **WPF** (Windows Presentation Foundation)
 - **UWP** (Universal Windows Platform)

```
<Window x:Class="DemoApp.Window1"
  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
  Title="Window1" Height="140" Width="130">
  <Canvas>
    <Button Canvas.Left="30" Canvas.Top="40" Name="button1" Width="50"
      Height="50">Hello!</Button>
  </Canvas>
</Window>
```



- XAML for each Plex Function Panel (local effect)
 - Definition of Control
 - Name (Identification, consistent via Control ID)
 - Type of Control (Label, Edit, Pushbutton etc)
 - Event Definition (Click, DoubleClick etc)
 - Style (== Plex Control State) A Set of properties
- XAML for EXE (Global effect for Process space)
 - **Style (Referenced by all function Styles)**
 - Common Resources, such as Color

- Style has an Inheritance like Concept
 - By changing Style for EXE will impact all Controls without visiting and changing individually
 - Cannot override any Local definition

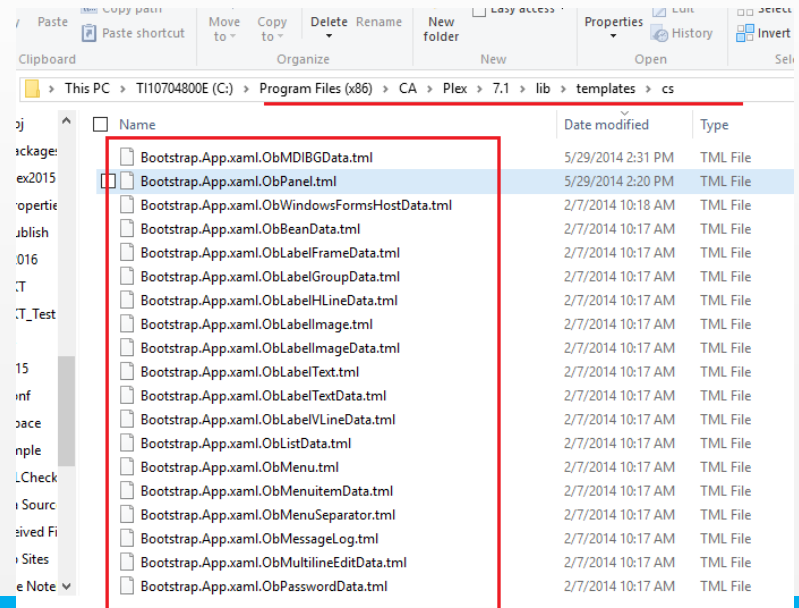


- Preparation
 - Set Up Visual Studio Projects for Exercises
- Customize Xaml
 - 5 exercises

CA PLEX APP.XAML TIPS

CA Plex App.xaml Tips

- App.xaml templates are available as text format
 - Customizable prior EXE creation
 - Drop your template file to get included in app.xaml
- Change these files before EXE creation
 - Pro
 - Effective Xaml Modification
 - Con
 - Applying PTF will override
 - Requires version controls



Bootstrap.App.xaml.ObPushbuttonData.tml

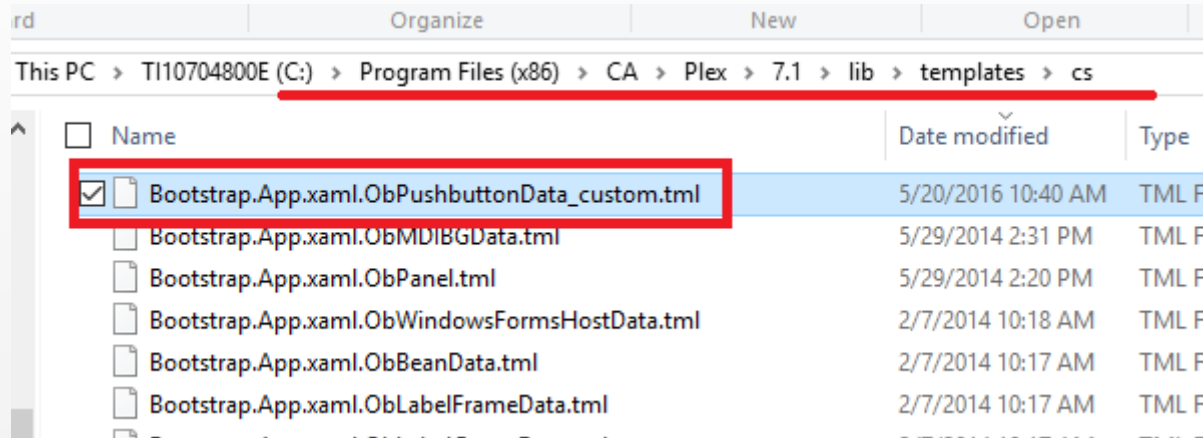
Insert Triggers

```
<Style TargetType="ob:ObPushbuttonData">  
  <Style.Triggers>  
    <Trigger Property="IsMouseOver" Value="True">  
      <Setter Property="Cursor" Value="Hand"/>  
    </Trigger>  
  </Style.Triggers>  
</Style>
```

Drop your template file to get included in app.xaml

Bootstrap.App.xaml.ObPushbuttonData_custom.tml

Plex EXE creation step pick them up and your Style will be a part of app.xaml



ABOUT APPLICATION

CoreTweet, .NET Twitter Library

- Twitter site
 - Open Account
 - Define Application
 - Generate Access Keys
- Install CoreTweet via GitHub
- Code in Plex Source code Object
 - Define Twitter Access Tokens
 - Call API you want via Tokens
 - Handle Jason String Result if needed
 - Set Data to Plex Variable
 - Use Data in AD

Q & A